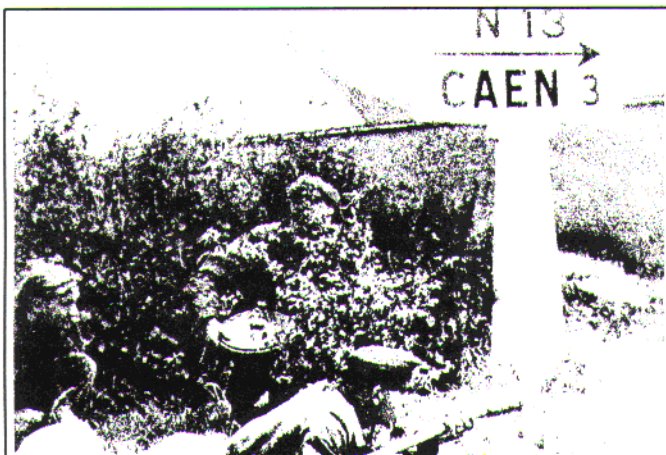


AUTHIE: THE DEATH OF COMPANY C



VICTORY CONDITIONS: The German player wins immediately when he controls 11 of 13 buildings on Board 17.

TURN RECORD CHART

☉ CANADIAN Sets Up First	1	2	3	4	5	6	7	8	END
☉ CANADIAN Moves First									

Elements of the 3rd Battalion, 12th SS Panzer Regiment [ELR: 4] enter on Turn 1 on/between 17A6-16M1: {SAN: 4}

10				3		2	2

Elements of the 2nd Battalion, 12th SS Panzer Regiment [ELR: 4] enter on Turn 3 on/between 16Q1-16GG6:

8			3	1

Armored Elements of the 12th SS Panzer Regiment enter on Turn 2 on/between 17A6-16M1:

	2

"C" Company of the North Nova Scotia Highlanders, 9th Canadian Infantry Brigade [ELR: 4] set up within 4 hexes of 17Q4 and/or 17W4: {SAN: 3}

9	3				2	3	2			2

Armored Support from the Sherbrooke Fusiliers, 27th Canadian Armored Regiment enter on Turn 1 on 17Y10:

A fleeing Bren Gun Carrier returning to Canadian lines enter on Turn 1 on 16Q1 occupied by the 8-0 as a Temporary Crew (A21.22) as per SSR 8:

SPECIAL RULES:

1. EC are moist with a Mild Breeze from the north at start. Kindling fires is NA.
2. The Canadians may not Boresight.
3. The French LMG and MMG were captured by the Canadians the previous day. Captured weapon penalties apply.
4. All hedges are bocage. All buildings are of stone construction.
5. The Canadian may use HIP for one squad-equivalent (and all SW/SMC that set up in the same location with it.)
6. No Quarter (A 20.3) is in effect for both sides.
7. Both sides are considered Elite for Special Ammo usage (C8.2).
8. The 8-0 enters the game as a Temporary Crew manning the Bren Carrier. On Turn 1

AUTHIE, 7 June 1944: The British and Canadian forces failed to reach their D-Day objectives in front of Caen. On the morning of D+1, the lead elements of the 3rd Canadian Infantry Division began expanding their beachhead in order to reach their original D-Day goals. The Canadian Highlander Light Infantry and Fusilier tanks were ordered to attack towards the French villages of Borun and Authie. By mid-day "C" Company and one tank from the Fusiliers reached Authie. While the unit paused to let advancing companies catch up, scouts reported seeing Canadian troops advancing toward the town from the west. Minutes later, these "Canadians" were discovered to be the lead elements of the 3rd Battalion, of the 12th SS Panzer Regiment heading in for a counter attack.

BOARD CONFIGURATION:



16
17

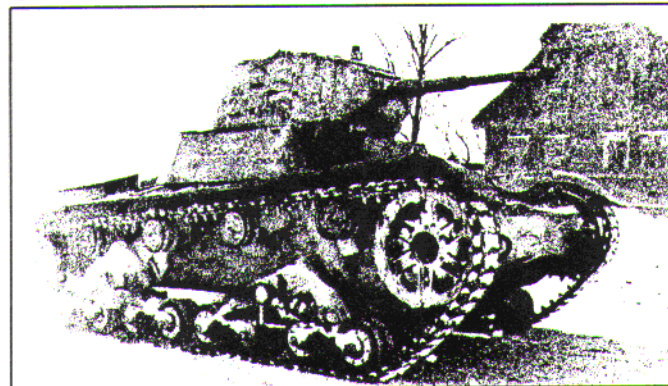
ABS HANDICAP:

- C3 - C2 + increase the Game Length to 9 Turns.
C2 - C1 + add a 6-5-8 to the German Turn 1 reinforcements.
C1 - German SAN is increased to 5.
- G1 - Add 8 ? to the Canadian bn board force.
G2 - G1 + add a 4-5-8 to the Canadian on board force.
G3 - G2 + add a HMG to the Canadian on board force.

only, the entire MP allotment is available. A21.22 applies thereafter with the exception that the vehicle may never be BU, and may never both move *and* fire during the same Player Turn while it is manned by a SMC.

AFTERMATH: In the first minutes of the fight Company C and its Firefly escort found themselves cut off from the rest of the regiment still in Borun. With Borun also under heavy attack, the company was unable to call in artillery support or receive reinforcements. Company C was forced to engage the SS alone until dusk when the order went out to pull out. Over the course of the next day men from the company straggled back to friendly lines in ones and twos telling of the death of Company C the day before. Late on June 8, lead elements of the Fusiliers finally punched through to Authie. There they found a few wounded survivors. They also found twenty three Canadian POW's that had been massacred by the SS.

THE CAPTURE OF BALTA: AUGUST 1941



VICTORY CONDITIONS: The Axis player wins if, at game end, they control ≥ 5 of the 7 multi-hex buildings on Board 10 and there are no Good Order Russian non-AFV crew MMC on/adjacent to the road hexes running from 40Q1 to 40Q10 (the pontoon bridge is considered a road for VC purposes).

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	★ 3	4	★ 5	6	7	8	9	END
✚ GERMAN Moves First										

The Balta Garrison [ELR : 2] set up south and west of the perimeter 40K1-40K10-10BB8-10BB6-10FF4-19B5-19GG5 inclusive. Foxholes must be set up on boards 10 and/or 19 in hexes with a coordinate of <6 (See SSR 3): {SAN: 4}

4-4-7	5-2-7	4-2-6	2-2-8	8-1	8-0	7-0	6-1	6-12	4-10	2-6	30-1	50* [3-20]
16	6	10	3			2		2	2	4		
6/7/8	81 mm	7 morale	12	76L	5 OVR, OBA: +4 Other: +2	11	45L -1/4 2					
2		10			10							2

"C" Company of the 744th Engineer Regiment [ELR: 5] set up set up north of the river and east of the perimeter 40B6-40F8-10EE7-33EE2-16C1 inclusive: {SAN: 3}

8-3-8	10-3	9-2	8-1	8-0	3-8	24-1	30-1	11
8					6	2	6	

Elements of the 744th Engineer Regiment set up on board 19 in hexes with a coordinate of 9-10 in hexrows B-R:

8-3-8	9-2	9-1	8-1	8-0	3-8	24-1	30-1
9					7	2	6

Attached Gun from Battery B, 239th Artillery Regiment set up on Board 33 on or east of hexrow EE:

105
2-2-8

Elements of the Rumanian 6th Infantry Division [ELR: 2] enter on Turn 1 on/between hexes 19S10 and 19GG10:

3-4-7	7-0	6-1	2-7	4-10
9			2	2

SPECIAL RULES:

- EC are dry with a mild breeze from the northeast. A pontoon bridge exists in hexes 40Q2-Q3. A Ford exists in hexes 40I2-I3. The river is treated as a flooded stream (i.e. ford hexes are considered deer stream). The elevated road and all hills do not exist, but all other terrain on them does. Kindling is NA. All Bog checks made adjacent to marsh receive the Soft Ground(D8 21) DRM.
- Place overlays as follows: OG1 on 40R1; P1 on 40O4; P2 on 40K5-L5; M1 on 40L3; M2 on 40O8-P8; M4 on 40M5-N5; M5 on 40S5-T4; G5 on 40O5-P4.
- No gun may set up emplaced. None of the three Russian guns may initially set up on Board 40.
- The German may make a Recon (E 1.23) dr with no drm applicable.
- The Russian receives one module of 76-mm OBA (HE only) but may not roll for radio contact until the Russian Player Turn of Game Turn 5. German 8-3-8 squads are Assault Engineers.
- The German phone may be used only to direct the fire of the German 1eFH 18 105 ART Gun. Contact must be established in order for the Gun to fire indirect. The gun then uses the principles of Spotted Fire (C9.3-31) [EXC: only the AREA target type may be used, the +2 TH DRM for spotted fire does not apply]. For TH purposes, the range to all targets is considered to be 13-18 hexes with all applicable TH modifiers applied. The minimum range for

BALTA, 3 August 1941: Early in August 1941, Eleventh Army, advancing on the right wing of Army Group South in the Ukraine, skirted the Rumanian border with the Black Sea port of Odessa as its objective. The small town of Balta, located about 120 miles northwest of Odessa had changed hands several times during recent fighting. In early August the Russians were once again in possession of the town. On orders from higher headquarters Balta was to be bypassed as the 239th Infantry Division attacked to the east of the town and the Rumanian 6th Infantry Division attacked to the west. The 744th Engineer Regiment, less Company C, was given the assignment to seize Balta on its own with the help of support in the form of covering parties from the Rumanian 6th Division. The Regiment was scheduled to move out of its assembly positions and move against the town on August 3rd at 0600.

ABS HANDICAP:

- R3 - R1 + R3.
- R2 - Replace one German LMG with a German HMG
- R1 - The Russian SAN is decreased to 3.
- G1 - The German SAN is decreased to 2.
- G2 - G1 + Replace 5 Russian 4-2-6 squads with 4-4-7's
- G3 - G2 + the Russian may roll for radio contact on Turn 3.

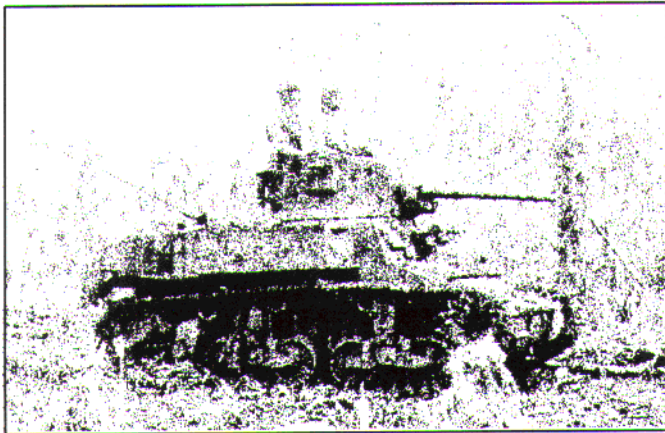
BOARD CONFIGURATION:

	16	
10		33
	40	

Hexrows N-GG on Boards 16 and 7 and hexrows A-T on Board 33 are not in play.



THE GREEN HELL



VICTORY CONDITIONS: To win the US player must control hexes 36F5 and 36K6 at Game End without losing 20 or greater CVP.

TURN RECORD CHART

● JAPANESE Sets Up First	★ 1	2	3	4	5	6	7	END
★ AMERICAN Moves First								

Elements of the 229th Division [ELR: 4] set up on any whole hex of Board 36 on or south of the path which runs from 36A5-G4-I5-J5-M6-P5 (see SSR 3): {SAN: 5}

 4-4-7	 2-2-8	 9-1	 8-0	 2-6	 4-11	 6-14	 50-1-10	 20L	 1-12	 30-1
4	4	2	2	2						
 1+3+5	 MPH/RtPh: dr = MF CC: +1/-1	 Trench OVR, OBA: +4 Other: +2	3	3	4					

Elements of F and G Company, 172nd Infantry Battalion [ELR: 3] set up on any whole hex of Board 34 (see SSR 4): {SAN: 3}

 6-6-6	 6-6-7	 3-4-6	 2-2-7	 9-1	 8-1	 7-0	 4-10	 8-4	 60	 3-4-5	 30-1	 37LL
8	3	2					2	2	2	2		
Elements of Company B, Regimental Armored Reserve enter on Turn 1 on 34I10 or 34A6 or 34 E10 with all units entering on the same hex:				 3-4-6	 8-0	 18 37LL 2/4/2	2					

SPECIAL RULES:

- EC are Wet with no wind at start. PTO terrain is in effect. Treat all swamp as kunai. The stream is dry.
- Treat all paths as trailbreaks (B 13.421) with the exception that it costs AFV's 1/4 MP (FRU). US armor crews are marines and have a ML of 8.
- SSR 3 - 6 are continued on page 16.

SHIMIZU HILL NEW GEORGIA, 25 July 1943: In an all out drive to eliminate the last remnants of the Japanese on New Georgia, the US launched an entire Corps in an offensive aimed at the Japanese 229th Infantry Division. This unit had been holding positions around Munda airfield. The Japanese were well aware that the forces at their disposal were inadequate to defeat the American might arrayed against them. All they could do was delay the inevitable. Major General Noburo Sasaki watched with envy as his opponents moved up their weapons and supplies to dictate the time and place of the onslaught. On the morning of July 25, 14th Corps ordered the assault to begin. By 10:00 A.M. lead companies of the 172nd Infantry Battalion had stumbled onto an extremely tough complex of bunkers in the dripping rain forest.

BOARD CONFIGURATION:

36	
34	

ABS HANDICAP:

US3 - US2 + replace the Japanese 9-1 leader with a 10-2.
US2 - Increase CVP's in the VC to 24.
US1 - replace a 6-6-7 squad with a 6-6-6.

J1 - Add a 4-4-7 to the initial Japanese force.
J2 - Increase scenario length to 7 turns.
J3 - J1 + J2 and add 2 Wire to the initial Japanese force.

▲
N

(Only hexrows A - P on both boards are in play)

AFTERMATH: The Japanese had prepared their positions well. Line after line of pill-boxes and wire obstacles slowed the American advance. To compound matters, employing artillery was extremely difficult in the humid rain forest due to the proximity of enemy troops blending in with friendly units scattered on the battle field and out of contact. A 900 lb. anti-tank gun was manhandled through the undergrowth and began to fire at point blank range at Japanese units. Finally, the call went out for tanks but it was hours before armored reinforcements could be brought up. At 16:50 the order went out for all units to remain in contact with each other at all costs and settle in for the night. Outnumbered and outgunned, the Japanese defenders would hold onto Shimizu Hill for another day.

3. Prior to set up, each player, secretly, must spend a minimum of 50 points and up to a maximum of 55 points on the following table. The units received are in addition to the printed OB. Each item will have a maximum number that may be purchased and the cost per unit.

U.S.

Unit	Maximum Available	Cost per Unit
.50cal HMG	1	20
+2 Inf smoke exponent (See SSR 4)	5	4
?	10	1
7-4-7 Assault Engineer Squad [ELR:5]	1	15
80+mm MTR OBA Fire Mission (HE) (SSR 4)	2	10
80+mm MTR OBA Fire Mission (WP) (SSR 4)	1	8
DC	2	5
Flamethrower	1	20
1S Foxhole	3	4
Trail Break counter	4	4

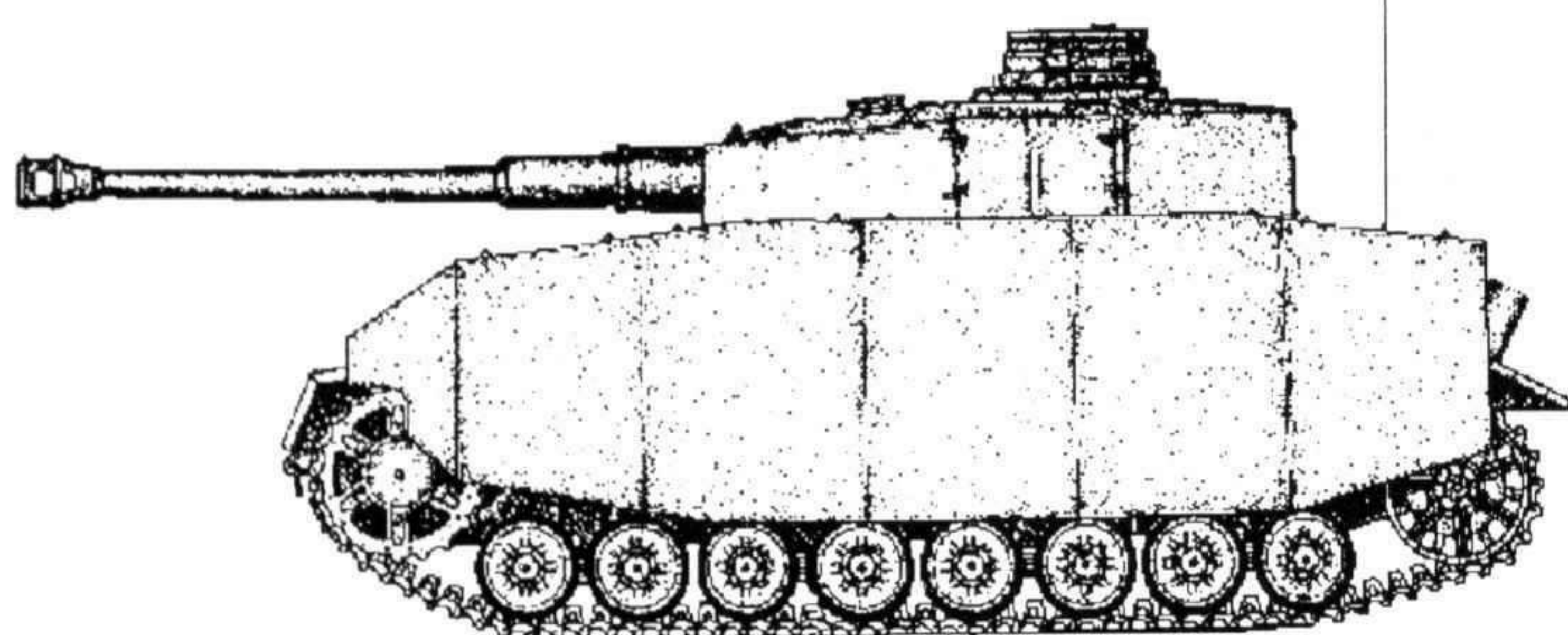
Japanese

Unit	Maximum Available	Cost per Unit
.50cal HMG and 2-2-8 crew. (See SSR 5)	1*	25
HMG and 2-2-8 crew. (See SSR 5)	1*	20
37L AT Gun and 2-2-8 crew	1	20
50mm Lt MTR	1	10
HIP DC Hero	1	10
?	12	1
Wire counter	2	8
1 SAN increase	1	5
4-4-7 squad	2	12
1S Foxhole	3	3
Trench	3	9
Panji hexside	15	2

4. If the U.S. player has purchased ≥ 1 OBA Fire Missions, one Radio is added to the at start forces. The Radio must roll for contact normally, but Battery Access is automatic [EXC: If an extra card pull is required (for fire with no known enemy unit in or adjacent to the SR or FFE) as per C1.21, the extra card pull is made. If the card is black, proceed normally. If the card is red, radio contact is lost and any AR/SR/FFE is removed from the map; however, the mission is still available for later use]. The +2 Infantry smoke exponent is in addition to the printed exponent and all squads with this capability must be pre-recorded.

5. The Japanese player may only purchase one Machine Gun, either the .50cal HMG or the HMG, but not both.

6. After both sides have set up all forces (including Turn 1 reinforcements), but prior to scenario start, both players reveal their total expenditures (only). Subtract the lower total from the higher total to compute the Difference. If the Difference is zero, proceed normally. If the U.S. spent more than the Japanese, the Difference is added to the Japanese player's CVP total for VC purposes. If the Japanese player spent more than the U.S. player, the U.S. player may immediately search a number of hexes equal to the Difference; all MMCs/SMCs/SWs/Fortifications are placed on board unconcealed, even if they were HIP/concealed at start and the U.S. player may inspect the entire stack.



5. Prior to all set up, the Russian player secretly selects one group from each of the five categories below. All forces selected [EXC: The Armor group] set up with the on board forces.

Category

Infantry

- A) 9-2 HMG 458x4 ?x2
B) 8-0 .50cal HMG 228 82mmMTR 458x2 ?x3

Guns

- A) 57LL-AT 76L-ART 76-ART 228x3 GAZ-MMx2
B) 45LL-ATx2 76L-ART 228x3 GAZ-MMx2

Artillery

- A) 8-0 Radio 120+mm OBA (HE & Smoke) with scarce ammo.
B) 6+1 Radio 80+mm MTR OBA (HE & Smoke) w/ plentiful ammo.

Fortifications

- A) 30AP minefield factors
B) 15AP minefield factors AT-Ditchx2

Armor

Elements of the 3rd Tank Corps enter on Turn 3 along the south edge with all Infantry as riders:

- A) T34/M43x3 SU152x2 8-0 527x5 LMG
B) T34/M43x2 SU152x3 8-0 527x5 Demo

6. The Russians may HIP one squad and any SMC/SW that sets up with it. The Artillery Observer may also set up HIP. If the Russians convert any AP mines into AT mines, they must be placed with a minimum of 2 factors per hex. The Russians have Molotov capability vs AFVs only (A22.6). The Russian GAZ-MM trucks must set up empty.

6. Russian leaders listed with artillery groups must set up with possession of a radio.



CRITICAL HIT! magazine is devoted to the ASL gaming community at large, wherever they may be. While rumors have swirled about us over the last year regarding topics ranging from the demise of the Annual to the end of new publishing of new segments of the game system itself, the ASL community has rallied around the cause and has shown the devotion that has led to this publication. Our hobby is clearly not in doubt if our experience alone may be used as the judge. It is our belief

that ASL may have turned a corner around which lies the truth that our hobby will be perpetuated in one guise or another as long as the burning interest of the devotees of WW II tactical level combat continues. CRITICAL HIT! is published with the hope of increasing the feeling of inclusion for many more new and die hard ASL hobbyists than has been seen in any publication available to date.

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VICTORY CONDITIONS: The U.S. player wins at game's end if either Hill 534 or Hill 547 is devoid of Good Order German MMC's on any level 2 hex.

TURN RECORD CHART

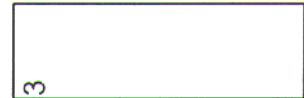
GERMAN Sets Up First	☆1	☆2	☆3	4	5	6	7	8	9	10	11	END
☆ AMERICAN Moves First												

NORMANDY, 6 June 1944: The veteran 352nd Infantry Division, whose presence was missed by Allied intelligence prior to D-Day, had established a series of strongpoints (Steutzpunkt) along its beach front defense zone. One such feature was the Vierville Draw. This terrain feature was a narrow break in the hills overlooking Omaha Beach. On the morning of D-Day two right flank companies (Company C of the 2nd Ranger Battalion and Company A of the 116th Infantry) landed as scheduled in front of the Vierville Draw. After one landing craft foundered and another was hit four times by mortar fire, the remaining men of the two companies struggled to shore for a first hand introduction to the seasoned Germans situated on the bluffs overlooking the beach.

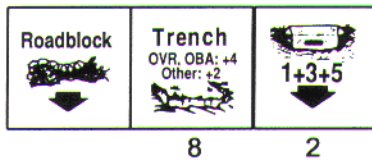
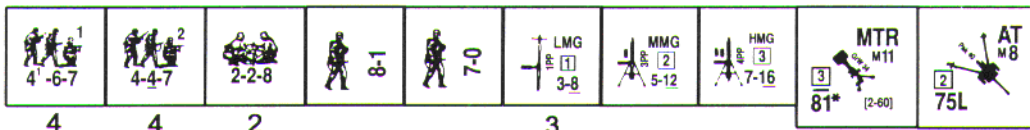
ABS HANDICAP:

- US3 - US2 + replace the German 8-1 with a 9-2.
US2 - US1 + add a 4-6-7 to the German force.
US1 - Add a MMG to the German force.
- G1 - Increase the game length to 12 turns.
G2 - Replace a 9-2 with a 10-3 in the American force.
G3 - G2 + add two dm 60mtr to the Turn 3 American force.

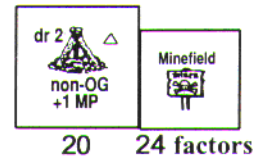
BOARD CONFIGURATION:



Elements of the 3rd Battallion, 726th Regiment [ELR: 3] set up on any hinterland hex: {SAN: 6}



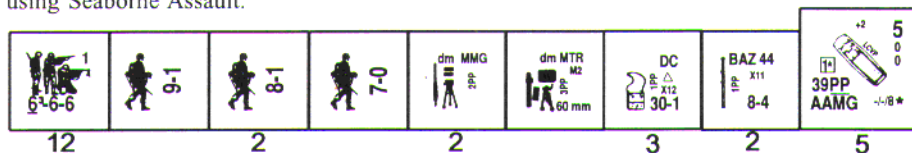
Mines and Tetrahedrons set up on Beach hexes only:



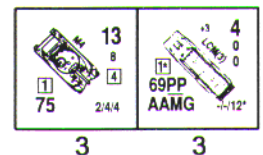
Company C of the 2nd Ranger Battalion [ELR: 4] enter on Turn 1 along the west edge using Seaborne Assault: {SAN: 3}



Company A of the 116th Infantry Regiment [ELR: 4] enter on Turn 3 along the west edge using Seaborne Assault:



Elements of the 743rd Tank Battalion enter on Turn 2 along the west edge using Seaborne Assault:



SPECIAL RULES:

- EC are moist with no wind at start. Beach slope is slight. A Low Seawall (G13.61) exists along all Beach-Hinterland hexes except for the C5/401 hexside. All woods are brush. All buildings are ground level only.
- Place overlays: Be4: 401-402 on B5-B4; Be5: 505-506 on D6-D7; Oc1: 1001-1002 on 546-547.
- No tetrahedrons may be set up adjacent to another tetrahedron.
- Tanks may not enter a Level 1 hill hex from any Level 0 hex that is north of hexrow 1.
- The US SAN is increased to 4 for the first 3 Game Turns.
- Game Length is 10.5 turns.

AFTERMATH: The Americans met intense small arms fire which swept the beach. Within minutes two thirds of Company A were casualties. The German fire took its toll on the men of the Ranger's Company C, with more than half of the unit added to the ranks of the dead and wounded soon after reaching shore. The remaining survivors fought their way forward to the comparative shelter of the seawall and the base of the cliffs. Matters did not improve as only eight of the original sixteen tanks scheduled to land in this sector survived enemy artillery fire. 116th Infantry officers decided the sea was too rough to launch the DD's and sent the tanks in on LCT's. Disaster was averted but it wasn't until around 1000 that the units were reorganized for the push inland. The 116th advanced along the exit road while the Rangers moved around the flank to reach the coastal road. By 1100 Vierville was finally cleared.

ACTS OF DEFIANCE



VICTORY CONDITIONS: The German player wins if there are no Good Order Russian MMC *within* (not on) the Russian Road Perimeter at Game End.

TURN RECORD CHART

★ RUSSIAN Sets Up First	♣ 1	2	3	4	5	6	END
♣ GERMAN Moves First	★ 1						

Elements of the 6th Army [ELR 4] set up within (not on) the Road Perimeter 20T9-Y7-Z6-FF5-FF2-Y2-W3-T4-T9 with less than or equal to 2 MMC per building. AFVs must set up in road hexes on or within the Road Perimeter: {SAN: 3}

4-5-8	5-2-7	6-2-8	9-1	8-1	7-0	LMG 1 B11 2-6	Radio 6/7/8	? 7 morale	16 18 8 85L 1/4
5	3	2				3		4	3

Reinforcing Elements enter on south edge on Turn 1

6-2-8	7-0	LMG 3 B-16	13 14 11 B 122L
5			2

Elements of the 1st Battalion 26th Parachute Regiment and 609th Infantry Division [ELR 3] set up in any whole hex of Board 21 {SAN: 5}

5-2-4-8	4-6-7	9-2	9-1	8-0	LMG 1 3-8	MMG 2 5-12	PSK x10 12-4
10	6		2		4		2

Pioniere Company 26th Parachute Regiment [ELR 5] set up in/adjacent to 23FF1

8-2-3-8	3-3-8	9-1	LMG 1 3-8	DC X11 X12 30-1	6 16 DC 36FP
2	2		2		2

Hitler Youth (see SSR 4)

2-3-7	PSK x10 12-4
-------	--------------------

Elements of assault gun detachments from Kampfgruppe Hartmann enter on Turn 1 on the north edge

11 14 3 75LL 1+	12 11 3 150+
-----------------------------	-----------------------

- SPECIAL RULES:**
- 1. EC are Overcast and Moist with no wind at start. Kindling fires is NA.
 - 2. Treat all woods as stone rubble and all hedges as walls. The canal is deep and may only be crossed at the two bridges. The bridges are both one lane and stone.
 - 3. Maximum building height north of the canal is 1 1/2 levels with an inherent stairwell in each hex. Prior to all set up, the Russian makes a DR for every hex of all buildings with a staircase symbol on Board 20 (there are 4 of these, with 14 hexes total). On a DR of 10 or greater place an appropriate rubble marker at ground level then roll for Falling Rubble (B24.12).
 - 4. Hitler Youth 2-3-7 must set up HIP in any sewer hex on Board 20 before Russian set up. The 2-3-7 is Fanatic and Stealthy and must use Sewer Movement on Turn 1.
 - 5. German 8-3-8's and 3-3-8's are Assault Engineers and have an ELR of 5. The two 3-

3-8 half squads are the controllers for the Goliaths. The Goliaths receive a -2 DRM to their effects DR in the occupied hex only. No Quarter (A 20.3) is in effect for both sides. Hand to Hand CC is available (J2.31).

7. The Russians receive one module of 120+mm OBA with plentiful ammunition. The Russian SMC possessing the radio may set up HIP.

AFTERMATH: With massive artillery support the Russians blasted their way into the older canal lined section of the city. One such attack overran a Volkssturm held position, crossed the canal and became a tiny toehold in the German perimeter. The Germans quickly responded to the incursion with a parachute company and a handful of ad hoc units to counter the threat. Determined Hitler Youth troops quietly emerged from the sewers and ambushed men and tanks. As the Russians rushed reinforcements to the area German Pioniere used Goliaths to blow the bridges over the canal. The Russians trapped in the pocket were annihilated. Breslau did not surrender until May 6, resisting 70 days. Berlin only lasted 9.

ARMORED PROBE



VICTORY CONDITIONS: The Japanese player must amass > 32 CVP by Game End. CVP are awarded for US units eliminated (prisoners do not count double) and for Japanese units exited off the east edge.

TURN RECORD CHART

● AMERICAN Sets Up First	● 1	2	● 3	☆ 4	● 5	6	7	8	END
☆ JAPANESE Moves First									

Elements of the 1st Battalion 186th Infantry Regiment [ELR: 4] set up between hex rows J and R inclusive: {SAN: 4}



 6-6-7	 3-4-7	 2-2-7	 9-2	 8-0	 HMG 50 Cal [3] 8-16	 MMG [2] 4-10	 BAZ 44 X11 8-4	 7 morale
6								4

Elements of B Company
162nd Infantry Regiment
[ELR: 4] enter on Turn 4 along
the north edge east of hexrow V
inclusive:

 6-6-7	 8-0	 dm HMG [1] 50 cal	 BAZ 44 X11 8-4
4			

Elements of the Biak Detachment [ELR: 4] enter on Turn 1 along the west edge: {SAN: 5}



 4-4-7	 8-0	 8-1	 LMG [1] BT 2-6	 dm MTR [1] 50 mm	 15 [1] 37 2/2 R2 *
7			2		2

Late arriving elements of the Biak Detachment [ELR: 4] enter on
Turn 3 along the north edge west of hexrow Q inclusive :

 4-4-7	 2-2-8	 8-0	 dm MMG [1] 50 mm	 LMG [1] BT 2-6	 dm MTR [1] 50 mm	 15 [1] 37 2/2 R2 *
5	2		2			

Late arriving armored elements
of the Biak Detachment enter on
Turn 5 along the west edge:

 15 [1] 37 2/2 R2 *
2

BIAK, 15 June 1944: American forces landed at Biak in North Western New Guinea on May 27. While the landings there induced the Japanese to force the "decisive battle" upon the Americans off the island, the soldiers on land provided their usual tough, offensive minded resistance. As men of the 41st Infantry Division were consolidating their positions around the Mockner Airdrome, preparations were made to reduce the Japanese cave positions firing on the airfield. The Japanese got the first jump in the form of a series of limited counter attacks, which included tanks.

ABS HANDICAP:

J3 - J2 + Japanese Turn 3 reinforcements enter on Turn 4.
J2 - J1 + add a 6-6-7 squad to the American onboard force.
J1 - American SAN is increased to 5.

A1 - Japanese SAN is increased to 6.
A2 - A1 + add a 4-4-7 squad to the Japanese Turn 1 reinforcements.
A3 - A2 + American reinforcements enter on Turn 5.

BOARD CONFIGURATION:

↑
N

37

(Only hexrows A - DD are playable)

SPECIAL RULES:

1. EC are moderate with no wind at start.
2. PTO Terrain is in effect [EXC: All roads exist].
3. Place overlays as follows: O3 on V3-V4; O4 on Y3-Z2; O5 on S8-S7.
4. The Japanese tanks have a ML of 10 for non-platoon movement TC only.
5. US MMC and all SMC/SW stacked with them may set up in Foxholes if in allowable terrain.
6. Game length is 7.5 turns.

AFTERMATH: The Japanese morning attack was able to disrupt US plans. The Americans soon found themselves on the defensive with no supporting tanks or anti-tank guns to assist them. A desperate firefight ensued, with the men of the 41st forced to beat off a determined tank attack with bazookas and .50 caliber machine guns. It was a far cry from the lavish support US troops would soon enjoy. A Japanese breakthrough was narrowly averted at a high cost in American lives and a delay of one full day.

PRELUDE TO BREAKTHROUGH



VICTORY CONDITIONS: The US player wins immediately upon amassing 50 casualty/exit VP. They may exit only along the south edge. In addition to casualty and exit VP, the US player receives one VP for each stone building location they control.

TURN RECORD CHART

✚ GERMAN Sets Up First	✚ 1 ☆	✚ 2	3	4	5	6	7	END
☆ AMERICAN Moves First								

ST. GILLES, 26 July 1944: Six weeks after the landings in Normandy found American troops prepared for the break out battle in and around St. Lo. By the end of July, sufficient forces had been gathered to begin Operation Cobra. Cobra was preceded by a massive bombardment from over 3000 bombers sent in to smash the German front line troops. After the bombing, US troops picked their way over the scarred landscape to have at their opponents. The town of St. Gilles was where the American 22nd Infantry Regiment sent Company E, with armor support, in at the point. At first, the "Amis" encountered just dazed German survivors of the massive air onslaught.

ABS HANDICAP:

US3 - US2 + add a 9-1 arm.ldr. to the German Turn 2 reinforcements.
US2 - US1 + add a HMG to the German on board forces.
US1 - German SAN is increased to 5.

G1 - Replace the US 9-1 infantry leader with a 9-2.
G2 - G1 + increase the game length to 8 turns.
G3 - G2 + reduce the Casualty/Exit VP total to 40.

BOARD CONFIGURATION:

f	U



Elements of the 275th Infantry Division [ELR: 2] set up boards b and h: {SAN: 4}

2 4-4-7	C 4-3-6	2-2-8	1-5	8-0	2 5-12	1 3-8	12-4	7 morale	Foxhole 5 1S OVR, OBA: +4 Other: +2	Trench OVR, OBA: +4 Other: +2
3	6	2			2	2			4	2

Elements of the 3rd Parachute Regiment [ELR: 4] enter on Turn 1 along the south edge:

E 5-4-8	9-2	8-1	8-0	1 3-8	1 3-8	12-4
8				2		

Scratch Armor Reinforcements enter on Turn 2 along the south edge:

13 75L 3/5
2

E Company, 22nd Infantry Regiment with attached armor support [ELR: 4] enter on Turn 1 along the north edge: {SAN: 2}

1 6-6-6	9-1	8-1	8-0	7-0	1 50 cal	2 50	3 60 mm	8-4	9-1 1st Sgt	13 75 2/4
16						2	3	3		5

SPECIAL RULES:

- EC are moderate with no wind at start. Kindling fires is NA.
- Sunken roads do not exist; treat them as level 0 roads instead. All hedges are Bocage.
- Before set up a dr is made for all building hexes. A dr of 5 or 6 results in the appropriate rubble marker being placed at the ground level of each hex. Check for falling rubble.
- The US has a Spotter Aircraft directing a 105+ mm OBA available on Turn 1. The spotter aircraft may treat the north, east and west board edges as friendly. Mistaken Air Attacks occur on a final DR of 10 or greater.
- The US may roll for air support beginning on Turn 1. Air support when received will consist of one FB with bombs. The FB is not subject to SSR 4.
- US AFV's are equipped with the Cullin Hedgerow device.

AFTERMATH: The carpet bombing had left the forward German elements numb and unable to provide effective resistance. While the Americans made early progress, the Germans soon crawled out of their holes, providing heavy resistance in some areas. The delay in launching the attack gave the German troops further opportunity to rally, and find their resolve. In the confused close in fighting that took place in Saint Gilles, a US spotter aircraft directed an artillery barrage on friendly troops. Despite heavy casualties, the US pressure could not be resisted by German troops with no reserves. The action in Saint Gilles was indicative of the last break through the German crust defense in St. Lo. The race for Germany would soon begin.

THE PREDATORS



VICTORY CONDITIONS: At Game End the German must have accumulated at least 6 VP more than the Russian. The Russians receive VP equal to casualty CVP inflicted on the German (A26.2). The German accumulates VP for control of the following: 1 VP for each wooden building; 2 VP for each stone building/pillbox. The German also receives VP equal to the CVP value for each Good Order SMC/MMC and each Mobile AFV with functioning MA on any hill hex of Board 11 within 6 hexes of 11Q8.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3★	4	5	6	7	END
✚ GERMAN Moves First								

ABS HANDICAP:

R3 - Use both R1 and R2.
R2 - Exchange the German 9-1 Arm. Ldr. for a 9-2.
R1 - The Russian SAN is decreased to 4.

G1 - The Russian may HIP an additional squad
G2 - Add an 8-1 Arm. Ldr. to the Turn 3 Russian reinforcements.
G3 - G1 + Russian OBA may Pre-Register 1 hex.

BOARD CONFIGURATION:

33	
17	
11	



Elements of the 676th Rifle Regiment [ELR: 3] set up on board 17 and/or on board 33 in hexes with a coordinate of 3 or greater (see SSR 5 and 6): {SAN: 5}

 8	 2	 2	 2	 2	 2	 2	 6	
 2	 6	 3	 2	 2				



Elements of the 505th Heavy Panzer Battalion and supporting elements of the 37th Panzer Grenadier Regiment [ELR: 4] enter on Turn 1 along the north edge (see SSR 3 and 4): {SAN: 3}

 4	 2	 2	 2	 2	 2	 2	 2	 2	 2	 6
 2	 2	 5								

Elements of the 37th Panzer Grenadier Regiment enter on Turn 2 along the north edge (see SSR 3 and 4):

 6	 2	 2	 2	 2
-------	-------	-------	-------	-------

SPECIAL RULES:

- EC are wet with no wind at start. Kindling fires is NA. Treat all water obstacles as open ground. Bore sighting is NA.
- Due to superior air reconnaissance, all fortifications (Exc: mines) set up in non-concealment terrain must set up on map at start. Any trenches and AT Ditches set up in road hexes are treated like roadblocks for the purpose of being connected to the terrain on either side of the road (see B 29.2).
- The Germans may not delay the entry of any units. All infantry entering on Turn 1 must enter board as passengers but may use cloaking (E 1.41) until they become CE, unload, fire, or conduct any other concealment loss activity.
- The Germans receive a 100+mm OBA (HE + smoke). The 8-3-8, and any half squads derived from them are Assault Engineers and Sappers. No crew may voluntarily abandon its vehicle.

- See page 16 for SSR 5 and 6.

AFTERMATH: The impact of the Tigers was felt quickly all along the Russian defenses. Brushing aside light initial resistance, the 505th rapidly approached a large hill outside the town of Butyrki. All was not well with the German units supporting the heavy panzers. While the Tiger's armor deflected whatever the Russians could throw at them, the infantry and other armor was steadily whittled down during efforts to neutralize strongpoints bypassed by the advancing 505th. The Tiger crews directed their vehicles up the hill to meet onrushing Soviet reinforcements and were forced to pause to await infantry support after a brief but savage battle ensued. The pause gave the Russians an opportunity to regroup and close ranks. The lack of support forced the Tigers to miss a golden opportunity to effect a break in the Russian defensive belt.

BREAKTHROUGH TO KOZANI



CH9



VICTORY CONDITIONS: To win, the German must control three multi-hex buildings on Board 3 at scenario end. The British player wins by avoiding the German victory conditions.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	10	restart on Turn 11 (1)
BRITISH Moves First		END									

MIDWAY BETWEEN VEVI AND KOZANI, 13 April 1941: By the morning of April 10 the XL Panzer Corps had finished its preparations for the continuation of the offensive from Yugoslavia. Against all expectations the British had left open the Monastir gap and the Germans did not hesitate to exploit this advantage by continuing the advance in the direction of Kozani. After first contact with the British and Australians had been made on April 10, the advance was halted where strong Australian forces held dominating positions overlooking the road. During the early afternoon of April 13, the 33rd Panzer Regiment of the 9th Panzer Division advanced on Ptolemais, a town midway between Vevi and Kozani. The British response was fierce. The Germans were subjected to fire from the hills south and southeast of the town as they approached. Reconnaissance patrols reported that the road bridge south of the town had been blown up and that a ditch filled with water, six feet wide and three feet deep, now cut across both sides of the road. The German commander sent out two patrols to find a road that bypassed the ditch. Their task would not go unnoticed by the British.

ABS HANDICAP:

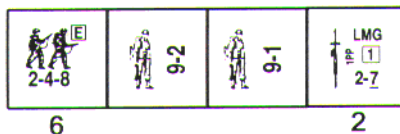
B3 - B2 + The British HQ Section may not move during their first 2 MPhs.
 B2 - B1 + Replace the British 9-2 leader with an 8-0 leader.
 B1 - The British Turn 5 reinforcements enter on Turn 6.
 G1 - The British SAN is increased to 4.
 G2 - G1 + The British Turn 4 reinforcements enter on Turn 3.
 G3 - G2 + The German Turn 2 reinforcements enter on Turn 3.

BOARD

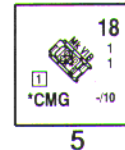
CONFIGURATION:



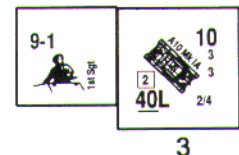
Elements HQ section, 1st Armored Brigade [ELR: 4] set up in any multi-hex buildings on board 3: {SAN: 3}



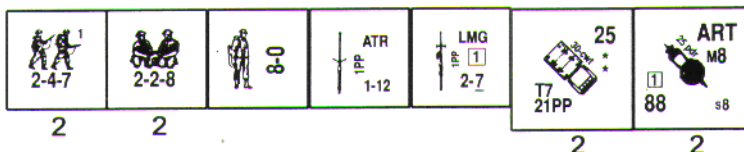
Elements of the 4th Hussars enter Turn 1 on hex 6I10:



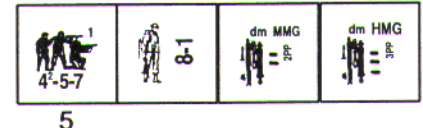
Elements 3rd Royal Tank Regiment enter Turn 4 on hex 2Y10:



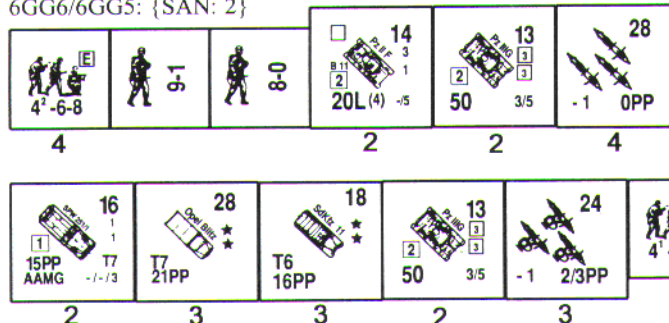
Elements of The Royal Horse Artillery enter Turn 2 on hex 6I10 or 3Y10:



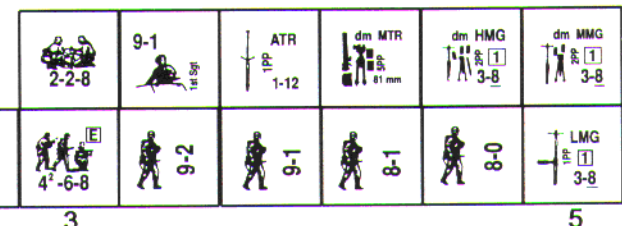
Elements 27th New Zealand Machine Gun Battalion enter on Turn 5 along the north edge of board 3:



Elements 33rd Panzer Regiment and 10th Infantry Regiment, 9th Panzer Division [ELR: 4] enter Turn 1 on hex 4A6/4A5 or 6GG6/6GG5: {SAN: 2}



Elements of the second column enter Turn 2 on hex 4A6/4A5 or 6GG6/6GG5:



SPECIAL RULES:

- EC are no wind at start. Kindling fires is NA.
- All buildings are considered wood. No AFV may enter a building hex [EXC: Vehicular Bypass].
- Cloaking may be used for all vehicle passengers (E 1.41).
- All German 4-6-8 squads must enter riding Motorcycles and Sidecars.
- New Zealanders are not stealthy (i.e., ignore A25.44).
- British trucks are immediately Recalled when empty.

AFTERMATH: The German patrols came under heavy fire from artillery, anti-tank and machine guns overlooking the road. The reinforced British 4th Hussars held the position. Its five ton Mark VI-B armor was no match for the German armor but the 25 pounders of the Royal Horse Artillery at the location could, and did cause heavy damage to the panzers. The British were forced to withdraw under the cover of smoke screens laid by their tanks, after abandoning thirty two machine gun armed tanks and anti-tank guns as well as a number of trucks. While the Germans held the field at the end of the fight, the delay forced by the valiant rearguard action was not in vain. The German regiment's plan to push on to Kozani had to be abandoned because its tanks were almost out of ammunition, and gasoline. After finally reaching Kozani on the morning of April 14, and establishing a bridgehead across the Aliakmon River, further advance was stopped by strongly fortified British mountain positions. The British infantry had once again escaped encirclement.

FOREST STRONGPOINT



CH10



VICTORY CONDITIONS: The Russian player wins at Game End if the German player cannot place 7 IFT firepower factors, not counting ROF, PBF or TPBF on the road running from O5 to AA5. Note that A7.35 applies.

TURN RECORD CHART

GERMAN Sets Up First	★1	2	3	4	5	6	7	8	END
★RUSSIAN Moves First									

ORLOVO, 6 February 1942. As Army Group Center reeled in retreat during the Soviet Winter counter offensive of 1941-42, Hitler's famous order to stand fast forced a new resolve into German troops. Southwest of Moscow, desperate attempts were made to stem the Soviet tide. In bitter cold and against elite troops better prepared for the winter conditions, decimated German units dug in, often gouging cover out of the ground and fortifying the few buildings still standing in the countryside. One such position was prepared by the 35 survivors of Company C of the 81st Infantry Regiment: At a forester's cabin they built a fortified roadblock to cover a clearing on the Voditskoye - Orlovo road.

ABS HANDICAP:

R3 - R2 + Replace all 6-2-8 squads with 5-2-7 squads.
R2 - P + German player may use HIP for one MMC and any SMC/SW stacked with it.
R1 - Russian SAN is decreased to 2.

G1 - German SAN is decreased to 4.
G2 - G1 + Replace the Russian HMG with a dm .50 cal HMG.
G3 - G2 + Add two 4-5-8 squads to the Russian force.

BOARD

CONFIGURATION:



(Only hexrows A - AA are playable)

Remains of Company C, 81st Infantry Regiment [ELR: 3] set up west of hexrow Y {SAN: 5}

 4'-6-7	 2-2-8	 9-2	 7-0	 1-4-9	 HMG 3 7-16	 LMG 1 3-8	 Radio 8	 7 morale
3	2				2			8

 Minefield 11	 Foxhole 5 OVR, OBA: +4 Other: +2	 MPh/RtPh: dr = MF CC: +1/-1	 Roadblock
48	3	6	2

Lead elements of the 1st Moscow Guard Division [ELR: 2] enter on Turn 1 along the east edge {SAN: 3}

 4-5-8	 6-2-8	 9-1	 8-0	 HMG 3 7-6-12	 MMG 2 4-10	 LMG 1 2-6	 MTR 50* [3-20]	 DC 30-1
5	6					2		2

SPECIAL RULES:

- EC are Extreme Winter (E 3.74) with Deep Snow (E 3.73). There is no wind at start. Kindling fires is NA. All Russian units have Winter Camouflage (E 3.712).
- Place overlay 4 on board normally. Place overlays as follows:
H3 on Q6-P5 and X9 on oQ5 (with the "1" facing North).
- All hexes of H3 are considered Level 0 open ground. All marsh hexes are woods. The road running from A5/A6 to GG5/GG6 is plowed. This road passes through oP5, oQ6, and oR5.
- The Germans receive one module of 80+mm Battalion Mortars OBA with one pre-registered hex recorded prior to Russian set up.
- The B#/X# penalty for Extreme Winter is halved to 1 for the German SW's located in/

- adjacent to oQ5.
6. Bore Sighting is NA.

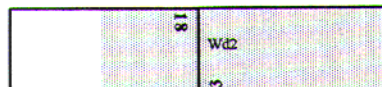
AFTERMATH: With the help of divisional construction troops and reinforcements in the form of a machine gun section Company C was able to turn the forester's cabin into a mini fortress. Fire lanes were cleared from the surrounding underbrush to widen the existing clearing and improve German fields of fire around the position. Mortars were sighted on the position which was strengthened further by mines and foxholes hacked out of the frozen ground. Preparations had not long been completed when the lead elements of the 1st Moscow Guards Division stumbled upon the ambush position. The Soviets were surprised by point blank machine gun fire and mines. When the German mortars joined the fray the Russians were forced to halt and retreat, leaving 40 guardsmen dead in front of the German position which would hold out another day.

RITE OF PASSAGE



WESTERN UKRAINE, 19 June 1944: All along the eastern front, the armies of the Third Reich were under full scale retreat in the face of overwhelming Soviet combined arms assaults. To make matters worse, large groups of partisans were launching punishing raids against German rear area garrisons, interrupting the delivery of much needed supplies, and frequently annihilating and mutilating the garrison's defenders. Indeed, the partisan threat had become so great that OKH detached several battalions of battle-weary, but elite infantry from Panzer Division Grossdeutschland to combat the problem. On a day in mid June, one of these battalions received a desperate SOS from a garrison under assault nearly 100km to the south. Loading as many men and weapons as possible onto the battalion's four trucks, a relief column was hastily assembled.

BOARD CONFIGURATION:



(Hexrows Q-GG on board 18 are not playable.)

ABS HANDICAP:

G3 - G2 + Replace two German 4-4-7 squads with 4-3-6s.
G2 - G1 + Replace the Partisan 8-0 leader with an 8-1.
G1 - Replace one Partisan LMG with a MMG.

P1 - Add a LMG to the Village Garrison.
P2 - P1 + Add a 4-6-7 squad to the Village Garrison.
P3 - P2 + Replace the German 7-0 leader with a 9-1.

VICTORY CONDITIONS: The Germans win if, at game end, they have amassed ≥ 10 more CVP than the Partisans. In addition to normal CVP (A26.21), building 3R5 is worth 3 CVP to the side that Controls it at game end.

TURN RECORD CHART

✚ GERMAN Sets Up First [149]

★ PARTISAN Moves First [101]

1 2 3 4 5 6 7 END



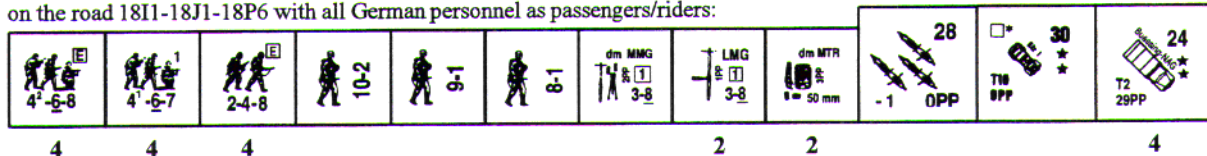
Village Garrison [ELR: 2] set up on board 3 within (not on) the Q3-U3-Q8-N4-Q3 road net: {SAN: 2}



4

5

Motorized Detachment, Panzer Division Grossdeutschland [ELR: 3] set up, in motion, on the road 18I1-18J1-18P6 with all German personnel as passengers/riders:



4

4

4

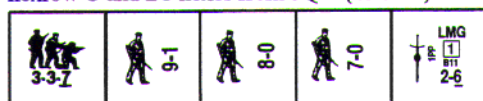
2

2

4



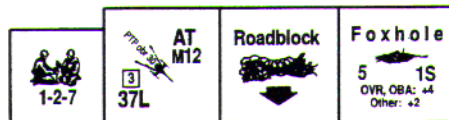
Local Partisans [ELR: 5] set up on board 3 on/south of hexrow O and ≥ 5 hexes from 3Q5: {SAN: 4}



16

4

Set up ≤ 5 hexes from 3C5:



SPECIAL RULES:

- EC are Moderate, with no wind at start. All buildings are single story and wooden. Building 3R5 is Fortified (B23.9). Kindling is NA.
- Place overlay Wd2 on 3B3-B4.
- No German unit may unload/dismount until it has an LOS to either the Roadblock or a known enemy unit, or until any unit of the Grossdeutschland has been fired on by a Partisan unit.
- One Partisan squad, and all SW/SMC that stack with it, may set up using HIP. This HIP unit may occupy either Partisan set up area.
- Partisans use Russian SW/Gun but do not pay Captured-weapon penalties when doing so. Partisans may neither Deploy nor form multi-Location FG.

- No Quarter (A20.3) is in effect for both sides.
- Due to the hasty construction of the roadblock, all Roadblock Clear-ance (B24.7) attempts are modified by a -2 DRM.

AFTERMATH: As the relief column approached the hamlet, the sound of gun fire could be heard. Partisans quickly felled trees to block the main route into town. A 37mm gun manned by the irregulars soon opened up on the lead staff car, followed by a burst of machine gun fire. Taking few casualties, the men of the GD dismounted instantly and despatched the partisan ambush with mortar and automatic weapon fire. The GD soldiers then stormed into the village where their superior firepower and training soon turned the tide. While things didn't always work out this way, this time the German garrison had been saved.

SNOW GHOSTS



VICTORY CONDITIONS: The Russians win if they Control any three multi-hex buildings at game end.

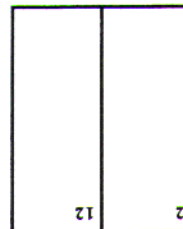
KHRISTISHCHE, RUSSIA, 24 January 1942: After their widespread rampaging through most of European Russia, the German army was forced to settle into winter quarters by the onset of the Russian winter. Believing the Russians to be too weak to launch any winter offensive after their huge losses, the Germans had left only outposts along the Donets River while the main units sought shelter in the rear areas. Toward the end of January, the temperature dropped to -30° Fahrenheit and the Russians were ready. Fresh Siberian troops had been transported from the far east and would be used to begin the winter offensive. Leading the attack would be crack Siberian Ski Troops. At 2115 hours, German sentries of Company C observed ghostly forms approaching in the swirling snow...the Siberians had arrived.

BOARD CONFIGURATION:

ABS HANDICAP:

G3 - G2 + Replace the Russian 9-1 leader with a 10-2 leader.
G2 - G1 + All German MMC are Lax.
G1 - The Russian SAN is increased to 5.

R1 - The Base NVR is 4 hexes.
R2 - R1 + Add a HMG to the German forces.
R3 - R2 + Add two 4-6-7 squads to the German forces.



TURN RECORD CHART

★ GERMAN Sets Up First	★ 1	2	3	4	5	6	END
★ RUSSIAN Moves First [131]							



Company C, 1st Battalion, 196th Infantry Regiment [ELR: 3] set up as per SSR 4 ≤ 7 hexes from 12Q5: {SAN: 2}

 4-4-7	 2-2-8	 9-2	 8-1	 6-1	 7-16	 3-8	 50 (2-13)	 75+	 81* [2-60]	 OVR, OBA: +4 Other: +2
9	2					2				



Siberian Ski Company [ELR: 3] enter on/after Turn 1 along the north, east, and/or south edge(s) of board 2; some, all, or none may enter on each turn (see SSR 5): {SAN: 4}

 4-5-8	 2-4-8	 8-1	 8-1	 2-6	 1-12	 30-1
11	2			3		

SPECIAL RULES:

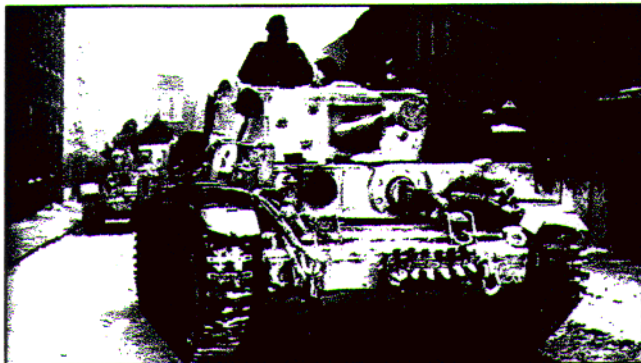
1. EC are Falling Snow, with a Mild Breeze from the northeast at start. Deep Snow (E3.73), Drifts (E3.75), and Extreme Winter (E3.74) are in effect. Drift placement is as per E3.75.
2. All buildings are wooden. All multi-hex buildings are 1.5 level obstacles to LOS with two levels and with an inherent stairwell in each hex. All single hex buildings are ground level only.
3. Night Rules (E1.) are in effect. The initial Base NVR is two hexes with Overcast Cloud Cover and no Moon. The Russian player is the Scenario Attacker; the German player is the Scenario Defender. The Majority Squad Type of both OBs is Normal.
4. Due to the extreme cold only a limited number of German sentries were posted outside. Therefore, three MMC and two SW must set up in non-building hexes; all other units must set up in building locations [EXC: Guns, crews, and SMC may set up in any allowable terrain]. The B#/X# penalty for Extreme Winter is halved to one for any German SW in a building location (E3.741).
5. Russian SMC receive a -1 DRM for Starshell usage (E1.92); Russian

MMC may not fire Starshells. Extreme Winter Fate (E3.742) does not apply to the Russians. All Russian Personnel are Ski-equipped (E4.) and have Winter Camouflage (E3.712). Commissar exchange (A25.22) is allowed.

6. The Germans had built snow walls around their emplacements that were too high for ski mounted troops to jump over. To allow for this, no unit may enter a Trench or Foxhole hex while mounted on skis. All Hedges are "Snow Walls". "Snow Walls" are treated as Hedges [EXC: no unit may cross while mounted on skis].

AFTERMATH: The sentries of Company C attempted to open fire with their LMGs but found that all of their support weapons that had been left outside had frozen. Finally, a sentry fired a shot with his carbine and alerted the rest of his company. Suddenly, Russian troops on skis appeared all along the battalion's front firing their carbines, shooting flares and throwing hand grenades. Most of the Siberians along the front died when they found they could not jump the snow walls that the Germans had built in front of their positions. Only at the northern end of town were the Siberians able to penetrate the German lines and enter the town. Twenty-five ski troops had been able to occupy the first house. The German counter attack was immediate and within five minutes the Siberian penetration had been closed.

MOYLAND, BLOODY MOYLAND



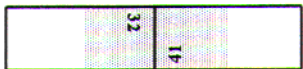
VICTORY CONDITIONS: The Canadians win if there are no Good Order German MMC on any Level 2 hex of Hill 520 (including 41M8) at game end.

MOYLAND, GERMANY , 21 February 1945: The grudging German defense of the Reichswald was cracked by a surprise attack by 43rd Wessex Division in the last hours of darkness upon the defenders of Goch. The remarkable 8,000 yard advance that resulted was described by General Horrocks as the turning point in the Battle of the Reichswald. From von Runstedt's point of view, the cutting of the link between the defenders in Goch and those in the Moyland Wood-Calcar position meant a withdrawal to the next line of defense before the Rhine was inevitable. Hitler's choice to forbid any directives to army, corps or divisional commanders which would even imply a falling back to the Rhine meant Horrocks' troops would have to dig the Germans out of Moyland Wood yard by yard. The plan for attack to start on February 19th was for the 3rd Division's Canadian Scottish Regiment to clear the eastern extension of Moyland Wood and to advance and gain more high ground overlooking Calcar.

BOARD CONFIGURATION:

ABS HANDICAP:

- G3 - G2 + Replace the German 9-2 leader with a 9-1.
- G2 - G1 + The German OBA has Scarce Ammunition.
- G1 - The Canadian SAN is increased to 4.
- C1 - The German SAN is increased to 5.
- C2 - C1 + Add an 8-1 leader to the German OB.
- C3 - C2 + Add a 5-4-8 squad to the German OB.



(Only Hexrows A-P on both boards are playable.)

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	END
CANADIAN Moves First [138]								

Elements of the 6th Parachute Regiment [ELR: 4] set up anywhere east of hexrow 32E: {SAN: 4}

5 ² -4-8	2-3-8	2-2-8	9-2	8-1	7-0	3 7-16	2 5-12	1 3-8	12-4	11	11
6							2				12

7 morale	75L	1+5+7	OVR, OBA: +4 Other: +2	dr = MF CC: +1/-1
12			2	3

Scratch reinforcements from the 116th Panzer Division enter on Turn 3 on/adjacent-to 41I10:

4 ¹ -6-7	3-8	+15 18 6 3
---------------------	-----	---------------------

SPECIAL RULES:

- EC are Wet, with no wind at start. All vehicles pay a +1 MP penalty per hexside traversed [EXC: road movement]. There is no road movement bonus for infantry and vehicles pay 1 MP for each road hex entered.
- The German player may freely deploy all MMC during set up, and may use HIP for one squad-equivalent (and all SMC/SW stacked with it). In addition, the pillbox and its occupants may set up HIP as per G1.632 if in concealment terrain.
- Prior to all set up, make a DR for each building hex on board 32; On a DR of ≥ 10 place a rubble counter at Level 0. Roll for Falling Rubble normally.
- The Germans receive one module of 88mm OBA (HE and SMOKE). The Canadians receive one module of 76mm Battalion Mortar OBA (HE, SMOKE, and WP) with Plentiful Ammo.

AFTERMATH: German strength was badly underestimated in the eastern end of Moyland Wood. An attack made by an under-manned company of only 68 Canadian Scottish was repulsed by a newly arrived parachute regiment. On the 21st of February, the wooded area so stubbornly held was finally given the full treatment in the form of divisional artillery and mortars, with anti-tank guns and machine guns of the Cameron Highlanders firing over open sights. This fire was followed by two companies of the Royal Winnipeg Rifles with tank support from the Sherbrooke Fusiliers advancing abreast into the wood. Three Wasp flamethrowers moved forward with each company. The paratroopers replied to this onslaught with concentrated machine gun fire and deadly '88' air bursts and the Canadian casualties mounted as they steadily moved forward. It was not until the following morning, after beating back two German night attacks, that the Canadians were able to advance: and that after an enemy withdrawal.

NINETY MINUTE WAR



VICTORY CONDITIONS: The Japanese win if they Control Building 22G6 at game end.

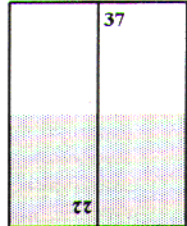
AGANA, GUAM, 10 December 1941: War first came to Guam in the form of a Japanese air raid on the USS Penguin during the early morning hours of December 8, quickly followed by another raid against US Navy installations the next day. In the predawn hours of December 10, flares were observed in the skies north of Agana over Dungcas Beach heralding the arrival of 400 sailors from the *Japanese Navy's 5th Defense Force* to Guam. Knowing that the Marine Barracks (125 Marines) was several miles south of Agana, and not expecting much in the way of resistance, the Japanese sent an advance party to occupy Agana. During their approach, the Japanese party found and destroyed one machine-gun post before Agana. Here, to their surprise, the Guamanian Insular Guard, equipped with old M1903 rifles and another .30 caliber machine-gun had set up their defenses.

BOARD CONFIGURATION:

ABS HANDICAP:

G3 - G2 + Replace the Japanese 9-0 leader with a 10-1 leader.
G2 - G1 + The Guamanian ELR is decreased to two.
G1 - The Japanese SAN is increased to 4.

J1 - The Guamanian SAN is increased to 5.
J2 - J1 + Replace the Guamanian 7-0 leader with a 9-1 leader.
J3 - J2 + Delete one 4-4-7 squad from the Japanese force.



(Only Hexrows A-P on board 22 and R-GG on board 37 are playable.)

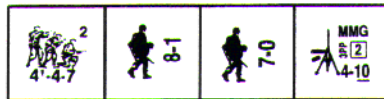
TURN RECORD CHART

☆ GUAMANIANs Set Up First	1	2	3	4	5	6	7	END
● JAPANESE Move First [156]								



Guamanian Insular Guard [ELR: 3] set up as indicated: {SAN: 3}

Set up, using HIP, ≤ 6 hexes from any hex of Building 22G6:

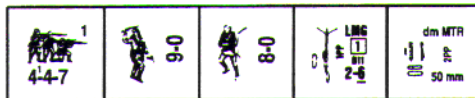


8

Set up, using HIP, on board 37 in hexes numbered ≥ 2:



Elements, IJN 5th Base Defense Force [ELR: 4] enter on Turn 1 along the east edge of board 37: {SAN: 2}



12

2

2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: no buildings are huts]. All buildings are wooden and single story.
- All Ponds are Shallow and may be entered as per B21.41.
- Kindling is NA.

AFTERMATH: Opening fire on the unsuspecting Japanese, the Insular Guard was able to repulse the initial advance of the Japanese sailors. Undergoing a second and more forceful attack just a short time later, again the Guamanians withstood the Japanese. Meanwhile, the US Navy Governor, Captain McMillian had learned that the main Japanese invasion force had landed south of Agat. This second and main force was a 5500 man reinforced brigade assigned to capture the US Marine Barracks and the island's airfield. Aware of the overwhelming superiority of the Japanese invasion force, it was decided that all Marine and Guamanian forces on the island would surrender in order to prevent useless bloodshed. In 1944, the Marines would return to reclaim their Barracks, but the cost would be high.



TURN RECORD CHART

BOARD CONFIGURATION:

ABS HANDICAP:

R1 - Add one S-4-8 squad to the German initial set up.

G3 - G2 + Add one 4-5-8 squad to the Russian Turn 1 reinforcements.



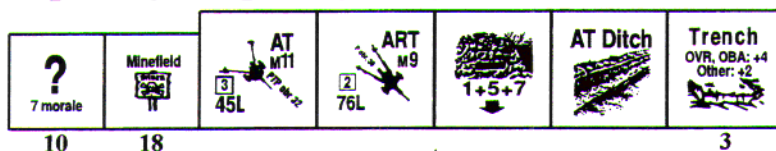
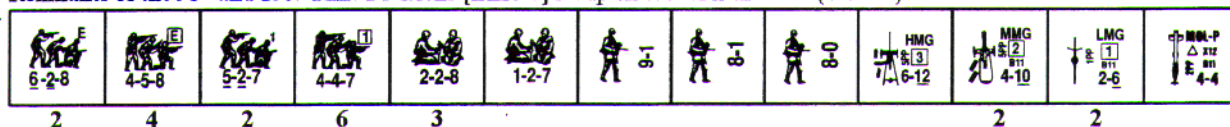
(Only hexes numbered ≥ 36 and on/east-of hexrow K are in play.)

★ RUSSLAN Sets Up First [147]

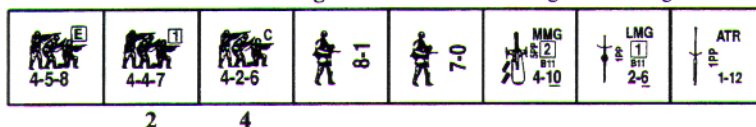
✚ GERMAN Moves First [204]

1	2	3	4	5	6	7	END
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Remnants of the 95th and 138th Rifle Divisions [ELR: 3] set up on/east-of hexrow U: {SAN: 6}



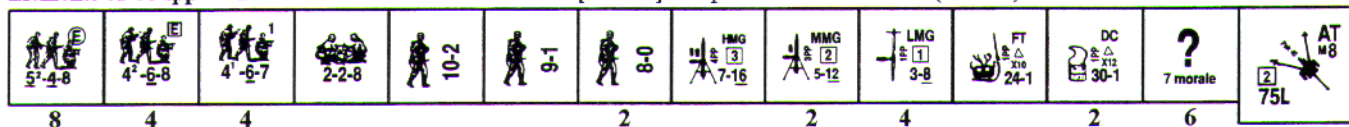
Elements of the 1053rd Rifle Regiment enter Turn 1 along the east edge:



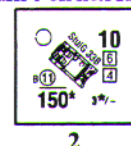
62nd Army Reserve enter
Turn 2 along the east edge:



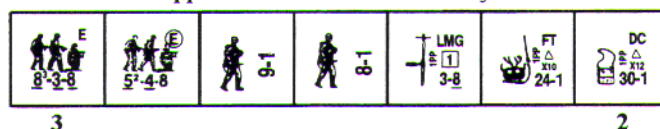
Elements of Gruppe Schwerin and Infanterie Division 94 [ELR: 4] set up on/west-of hexrow S: {SAN: 4}



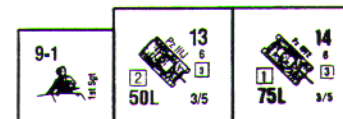
Elements of StuG
Abteilung 244 enter
Turn 1 on hex K45:



Elements of Gruppe Schwerin enter Turn 2 on/adjacent-to hex K45:



Elements of Panzer Regiment 36
enter Turn 4 on hex O45:

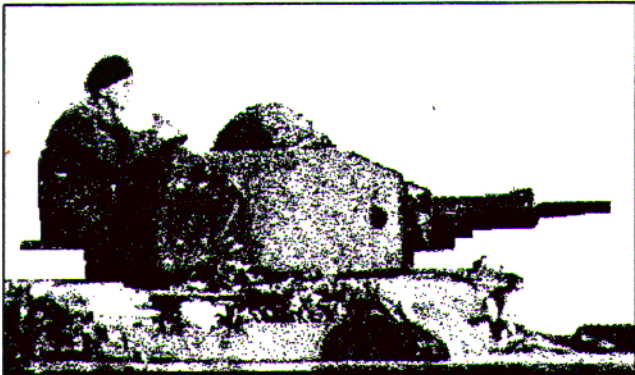


SPECIAL RULES:

1. EC are Wet, with no wind at start. SSR CG15 (O11.4) is in effect, as are all RB SSR [EXC: RB2, Sewer Movement, is *not* allowed].
2. The Russian may designate up to three Fortified Building Locations (tunnels are NA) (B23.9). Two Russian MMC, and all SW/SMC that stack with them, may use HIP.
3. The German may designate one Fortified Building Location (tunnels are NA) (B23.9). Two German MMC, and all SW/SMC that stack with them, may use HIP.
4. German 8-3-8 squads and 3-3-8 half-squads are Assault Engineers.

AFTERMATH: The German assault was met by withering fire. Heavy assault guns clanked into position, blasting Russian positions at point blank range, allowing the storm troops to enter the worker's housing area and begin savage room to room fighting. The Russian position was beginning to collapse when armor support arrived to stabilize the situation. While both sides continued to send more troops into the maelstrom, the arrival of pioneer units tipped the balance of firepower in favor of the Germans. While opposing tanks fired at each other muzzle to muzzle and legions of infantry died in the buildings amidst the hiss of flamethrowers and ground shaking blasts of dynamite charges, the Germans fought their way to the east end of the project. At the last moment, hastily scraped-together units from the Soviet 1053rd Rifle Regiment arrived at the slaughter. Bled white, the Germans had to settle for their meager gains. It was as far as they would ever go.

OUT OF LUCK



VICTORY CONDITIONS: The Poles win immediately when they have exited ≥ 14 VP off the south edge of the playing area.

SOUTH OF BUSK, POLAND, 20 September 1939: Officer Cadets of the Armored Forces Officers School grabbed six Renault R-35 tanks left behind by the 12th Armored Battalion at Luck and were heading south uncertain of the effects of the Russian entry into the conflict. Units of the Russian mobile divisions now intersected their route of march.

BOARD CONFIGURATION:

ABS HANDICAP:

- R3 - R2 + Delete one Russian IAG-10-AA.
- R2 - R1 + Delete one Russian ZIS-42-AA.
- R1 - Replace the Polish 8-1 armor leader with a 10-2.
- P1 - The Russians are Elite (C8.2).
- P2 - P1 + In the Victory Conditions, change '14' to '18'.
- P3 - P2 + The Polish AFV crews are inexperienced (D3.45).



	16	19
££		

TURN RECORD CHART

Pole Moves First	1★	2	3	4	5	6	7	END
------------------	----	---	---	---	---	---	---	-----

Officer Cadets of the Armored Forces Officers School enter on Turn 1 along the north edge having already expended 4 MP: {SAN: 0}

37★
-1/2★

8
0
4

9-1

1st Sgt

8-1

1st Sgt

6

Elements of Soviet Mobile Units occupying Poland enter on Turn 1 along the east and/or south edge: {SAN: 0}

15
1
76LL

3

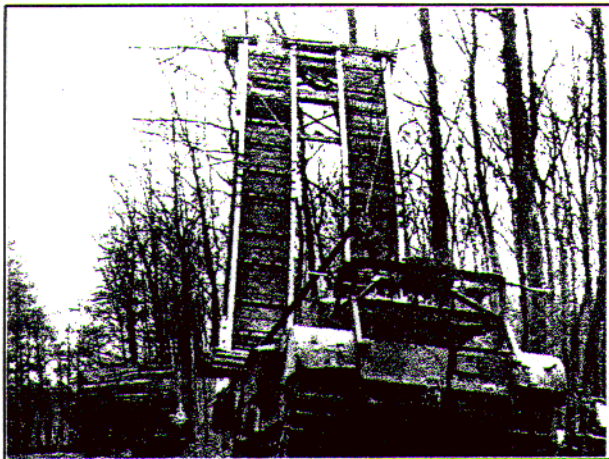
A
21
3
25LL (6)

2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Use French counters to represent the Polish AFVs.
- Polish AFV's must enter on Turn 1 using Platoon Movement.
- Russian IAG-10-AA trucks have an AP depletion # of 10.
- The Poles may not use Road Movement Rate on Turn 1 (1 MP per hex).

AFTERMATH: The true intentions of the Soviets was not long to be revealed. A truck mounted 76mm AA gun fired first. The lead tank and its crew were gone. Running out of fuel, two AFVs were abandoned by their crews and destroyed. Three escaped south to join up with friendly forces. The next day they were used again, this time to support friendly troops against the advancing Germans at Kamionka Strumilowa.



ZYFFLICH, GERMANY, 8 February 1945: The Allied attack to breach the Siegfried Line was just underway and the 3rd Canadian Division was to assault the German positions with the aid of amphibious vehicles and attached armor. It was hoped that the Canadians would be able to quickly traverse the flooded areas and overwhelm the enemy, allowing XXXX Corps to rush through the gap and create the mobile battle that Field Marshall Montgomery wanted.

BOARD CONFIGURATION:

ABS HANDICAP:

G3 - G2 + The Canadian OBA is 155mm.
G2 - G1 + Replace one German HMG with a LMG.
G1 - The German SAN is decreased to 4.

C1 - Replace the German 8-1 leader with a 9-2.
C2 - C1 + Increase the German ELR to 3.
C3 - C2 + Replace the Canadian 9-2 leader with an 8-0.



16
33

VICTORY CONDITIONS: The Canadians win immediately by exiting ≥ 40 VP off the east edge; *or*, they Control all buildings at game end.

TURN RECORD CHART

GERMAN Sets Up First [136]	1	2	3	4	5	6	7	8	9	10	restart on turn 11 (1)
CANADIAN Moves First [180]			END								



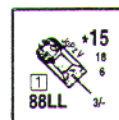
Remnants of the 176th Grenadiers of the 84th Infantry Division [ELR: 2] set up on/east-of hexrow AA (See SSR 4): {SAN: 5}

4-4-7	4-3-6	2-2-8	6-1	8-0	7-0	3-16	2-12	1-3-8	12-4	7 morale	100
6	6	2				2	2	3	3	7	

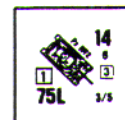
75L	81* [2-60]	MPH/RtPh: dr = MF CC: +1/-1	5	5	1+5+7
		10	5	5	3

Elements of the 116th Panzer Division enter along the east edge on the Turn specified:

Turn 2



Turn 8



2



Elements of the Regina Rifles with support of the 13/18 Royal Hussars and the 1st Lothian Border Horse [ELR: 4] enter on/after Turn 1 along the west edge; some, all, or none may enter on each turn: {SAN: 2}

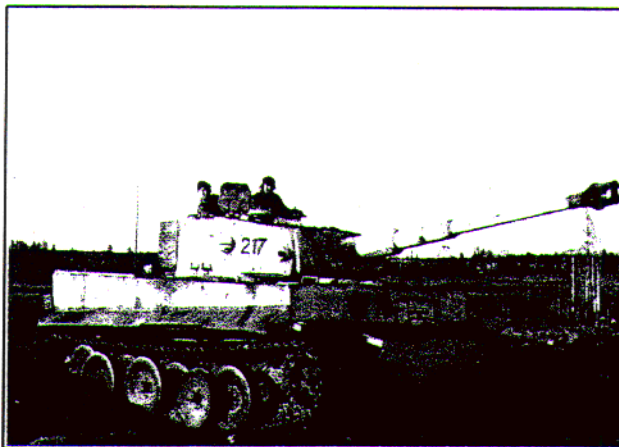
4-5-7	10-2	9-2	8-1	8-0	7-0	1-1	1-1	1-2-7	8-3	9-2
18			2				2	3	3	
14	8	12	7	14	14	14	12	13	13	
2	2	2	2	2	2	2	4	2		

SPECIAL RULES:

- EC are Wet and Overcast, with no wind or rain at start.
- All Grain is considered Pond (B21.13). Wrecks can occur in Pond hexes. Infantry may enter Pond hexes by Wading as per G13.42.
- The Canadians receive one module of 105mm OBA (HE and SMOKE only) directed by an offboard observer at level 3 along the west edge. Record the exact hex prior to all set up.
- The Germans may use HIP for any two squad-equivalents and any SMC/SW in the same Location with them, and may designate up to three

building Locations as Fortified (tunnels are NA). No mines may be placed in building hexes. Due to Allied aerial reconnaissance, all Trenches, A-T Ditches and Wire set up in non-concealment terrain, are placed on the map at start.

AFTERMATH: The Regina Rifles led the attack loaded in Buffaloes to aid them in crossing the flooded terrain. They were followed by the attached armored units. "Funnies" whose job it was to punch a hole through the German defenses. The bad weather and the arrival of reinforcements at critical times allowed the Germans to slow, but not stop the inexorable Allied advance.



OBOYAN, RUSSIA, 10 July 1943: By midafternoon, General Hoth's 4th Panzer Army and Army Detachment Kempf were fighting against General Chistyakov's 6th Guards Army and Katukov's 1st Tank Army for control of Oboyan, gateway and vital supply railhead for Russian forces in the southern sector of the Kursk salient. With casualties mounting, Hoth decided to cut his losses and change the axis of his attack. Disobeying specific orders from OKW, he bypassed the main Oboyan defensive belt, and sent General Knobelsdorff's XLVIII Panzerkorps around the western edge of the town, while Hausser's SS-Panzerkorps wheeled east to link up with Knobelsdorff north of the Oboyan railhead. This maneuver caught Zhukov and Valtutin by complete surprise, and after heavy fighting the Germans managed to breach 6th Guards Army's line in several areas. Hoth, sensing victory within his grasp, began to pour his armored columns through the gaps in the Russian line caused by Hausser's and Knobelsdorff's troops. Sturmabannführer Karl Ulrich, commanding the 3rd battalion of the 6th SS-Panzergrenadier Regiment Totenkopf, personally led his men in an assault through a hail of artillery and machine gun fire coming from the heights on the opposite bank of the Psel river, capturing the village of Krasny Oktyabr, and establishing a bridgehead on the enemy bank. Realizing the danger that the imminent fall of Oboyan would unhinge Valtutin's entire left front, Zhukov scrambled to bring up reserves and ordered Chistyakov and Katukov to stop the German advance at any cost.

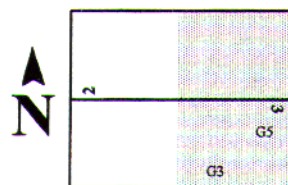
VICTORY CONDITIONS: The German wins if, at game end, they have more CVP than the Russian provided that they control at least two of the three *Hilltop* hexes (2BB5, 3E3, and 3I7). The German also receives 5 CVP for each *Hilltop* hex if there is no Good Order Russian MMC/AFV on/adjacent-to it. The Russian also receives 10 CVP for each *Hilltop* hex that has at least one Good Order Russian MMC/AFV on/adjacent-to it.

BOARD CONFIGURATION:

ABS HANDICAP:

R3 - R2 + Delete a Trench, Wire, and 12 Minefield factors from the Russian force.
R2 - R1 + The 76L ART begins play malfunctioned. HIP is not lost for repair attempts.
R1 - The German SAN is increased to 4.

G1 - The Russian SAN is increased to 5.
G2 - G1 + Add two 4-5-8 squads to the Russian force.
G3 - G2 + Replace the Pr VIE with a StuG III.



(Only Hexrows R-GG on board 2
and A-P on board 3 are in play.)

TURN RECORD CHART

Simultaneous Set Up	1	2 ⁺ ★ ⁺	3 ⁺ ★ ⁺	4★ ⁺	5	END
Roll a die. 1-3: GERMAN Moves First; 4-6: Russian Moves First [148]						



Elements of 6th Guards Army and 1st Tank Army [ELR: 4] set up as per SSR 3: {SAN: 4}

 4-5-8	 6-2-8	 2-2-8	 1-2-7	 10-2	 9-1	 8-1	 8-0	 1-4-9	 MMG 2 3 8-16	 MMG 2 3 4-10	 LMG 1 2-6	 MTR 50' [3-20]
6	5	2	2			2				2	3	2

 ATR 1-12	 DC 30-1	 9-2	 8-1	 Minefield	 ART M9 76L	 16 76L	 14 76L	 13 152	 MPH/RtPh: dr = MF CC: +1/-1	 Trench OVR, OBA: +4 Other: +2
2				24		3	3		4	4

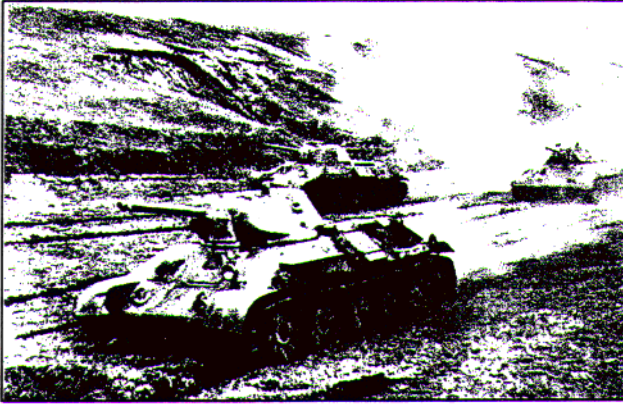


Elements of Das Reich and Totenkopf divisions from the II SS Panzerkorps [ELR: 5] set up as per SSR 3: {SAN: 3}

												
6	3	3				2	2		2	3		3

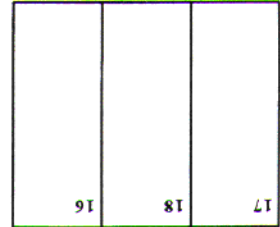
							
10-2	9-1	16 15PP AAMP 17 1-1/3	16 [2-40] 81* 1-1/3*	13 75L 3/5	13 75L 1-1/2*	12 88L 3/5	Foxhole 5 OVR, OBA: +4 Other: +2
		2		3	2		3

Special Rules, Optional Rules and Aftermath on facing page.



RUSSIA, June 1944: As the Russian offensives continued, there were never enough units to stem the flood. A small German detachment attempts to hold a vital road crossing before reinforcements arrive.

BOARD CONFIGURATION:



ABS HANDICAP:

G3 - G2 + Replace four Russian 4-4-7 squads with 4-5-8 squads.
G2 - G1 + Replace a Russian 8-0 leader with a 9-1 leader.
G1 - Replace the Russian MMG with a HMG.

R1 - Add three foxholes to the German force.
R2 - R1 + Replace the German MMG with a HMG.
R3 - R2 + Add a PSK to the German initial set up.

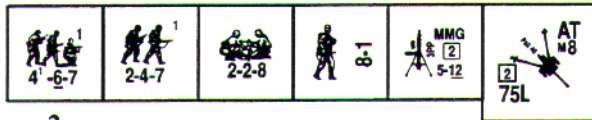
VICTORY CONDITIONS: Victory is determined by control of building and bridge locations 18R9, 18K3, 18R5, and 17P2 at game end. Each location is worth 5 VP. Decisive - 20 VP; Marginal - 15 VP; Draw 10 VP. (Alternate non-Draw Victory Conditions: The Russians win if, at game end, they have 15 VP of building and bridge locations.)

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

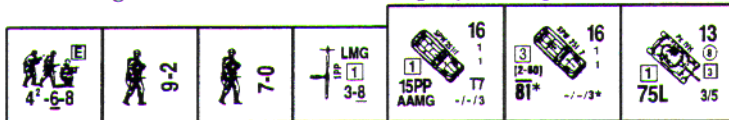


Local Garrison [ELR: 3] set up on any hex of boards 16 and 18, and on board 17 in hexes numbered 4 or less: {SAN: 4}



2

Reinforcing Elements enter on Turn 1 along any west edge road hex:



4

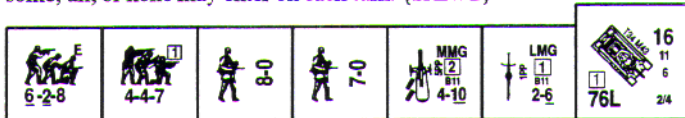
3

4

2



Russian Lead Assault Elements [ELR: 3] enter on/after Turn 1 on/adjacent-to any east edge road hex; some, all, or none may enter on each turn: {SAN: 2}



3

10

2

2

6

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All buildings are single story.

AFTERMATH: The German defenders were able to hold off the Russian attack long enough for reinforcements to arrive to stabilize the situation. However, under the unrelenting Soviet pressure, the German defensive line was cracked. There were no more reinforcements available locally to throw into the breach as Russian tanks poured through the line into the German rear.

THE HAND OF FATE



VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 30 CVP off the west edge; *or*, at game end, the Germans have amassed more CVP than the Americans and a minimum of 50.

TURN RECORD CHART

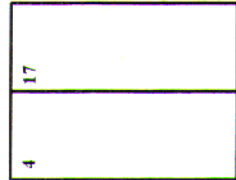
☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	END
✚ GERMAN Moves First								

CUSTINNE, BELGIUM, 26 December 1944: The predicament in the Ardennes was just as acute as General Model had foreseen during the planning process for "Wacht am Rhein"; the Germans were stopped short of the Meuse River and no sizeable Allied forces had been destroyed. The 2nd Panzer Division was one of the vanguard units near the tip of the bulge at Hargimont. After ten days of steadily advancing and fighting, the division was depleted in every category, supplies most of all. With the weather clearing, the Allies' airpower was blasting everything that moved during daylight. The Already depleted German rolling stock was forced to travel by night along bad roads; and to make matters worse, the units that advanced farthest were unable to exploit local advantages due to the lack of the most crucial item of all, fuel. On Christmas Day, a kampgruppe under the command of Oberst Holtmeyer was hastily forming at Hargimont. Its orders were to relieve their reconnaissance battalion near Custinne, and then proceed west toward the Meuse.

BOARD CONFIGURATION:

ABS HANDICAP:

- A3 - A2 + Replace the German 9-1 armor leader with a 10-2.
- A2 - A1 + Reduce the number of FBs to one.
- A1 - The Germans are elite (C8.2).
- G1 - The Americans are elite (C8.2).
- G2 - G1 + Replace the American 8-1 armor leader with a 10-2.
- G3 - G2 + Treat all German AFVs as having red MPs (D2.51).





Elements of A Co., 84th Infantry Division [ELR: 4] set up, on/between hexrows R and AA: {SAN: 3}

 6-6-7	 3-4-7	 2-2-7	 1-1-1	 1-1-1	 6-12	 4-10	 60° [3-45]	 X11 WPS 8-5	?	7 morale	 M10 57L	 5 1S OVR, OBA: +4 Other: +2
5					2			6		5		

Elements of CCB 2nd Armored Division enter Turn 2 along the west edge:

 6-6-7	 9-1	 X11 WPS 8-5	 8-1 1st Spt	 20 0 155P AAMG -/-/4	 15 15 76L 2/4/4
2				3	

Elements of 3rd Co. CCB enter Turn 4 along the west edge:

 12 15 75 2/4/4	 15 15 75 2/4/4
2	



Elements of Kampfgruppe "Holtmeyer," 2nd Panzer Division [ELR: 3] enter Turn 1 along the east edge (See SSR 7): {SAN: 2}

 5-4-8	 9-1	 8-1	 1 3-8	 1 3-8	 X19 12-4	 8-1 1st Spt	 9-1 1st Spt	 16 1 155P AAMG -/-/3	 13 9 75L 3/5/2	 15 15 75LL 3/5/2	 14 14 20L 3/-/-	
8			2		2		4		5		3	

SPECIAL RULES:

- EC are Wet and Gusty (E3.4), with no wind at start. Ground Snow (E3.72) is in effect. Treat all Wheatfield hexes as Deep Snow (E3.73-E3.734 apply to such hexes only), with the exception that each Deep Snow hex is a vehicular bog hex (i.e., a vehicle must make a Bog DR for every hex entered or VCA change). All Hedges are Barbed-Wire Fences (P3.).
- The Americans receive one module of 105mm OBA (HE only) directed by an Offboard Observer at level 3 in hex 4A1. Harrassing Fire is NA. All OBA attacks [EXC: AFV (see D5.311 for OT AFV), Building, Pillbox, or Cave] are subject to the 1 DRM for Air Bursts. Air Bursts are not cumulative with Hazardous Movement or FFMO/FFNAM. In addition, the cushioning effect of Deep Snow (E3.731) is NA for all such OBA attacks.
- All American ordnance use January 1945 special ammo depletion numbers (C8.2). Foxholes may use G.2 if set up in concealment terrain. The American player may pre-record three AFV [EXC: only one M4A3(76)W] as having Gyrostabilizers (D11.).
- The Americans receive Air Support, which appears as per E7.2 in the form of two FB with bombs. If not received previously, all FB will automatically enter during the American Player Turn of Turn 5. All FB are automatically Recalled at the end of the first German Player Turn in which they have been onboard.
- The Americans may use HIP for two squad-equivalents (and all SMC/SW stacked

- with them).
- The Germans must enter on Turn 1 having already expended one quarter of their MP (FRU). All Infantry must enter as Passengers or Riders. The Germans may delay the entry of $\leq$ five vehicles (and their PRC) until Turn 2 when they may utilize their full MP. All German units have Winter Camouflage (E3.712). All PzKwIVJ have Schuerzen (D11.23). German passengers may use Cloaking (E1.41) until they become CE, unload, or conduct any other concealment loss activity.

AFTERMATH: The Achilles heel of the 2nd Panzer Division and Kampfgruppe Holtmeyer was supply, especially fuel, which delayed the attack to the following day. Early on the 26th, Kampfgruppe Holtmeyer debouched from Hargimont; almost immediately, it began to receive fire from the U.S. forces. Heading steadily westward, the Kampfgruppe found itself caught in a hellish storm of artillery, AT guns, and air attacks. So punished, the battlegroup was then nearly ripped apart by repeated tank thrusts of the newly arrived U.S. 2nd Armored Division. During one of these thrusts, Oberst Holtmeyer was killed. With this disastrous turn of events, the 2nd Panzer Division fell into real danger of total destruction.

A RIDGE TOO FAR

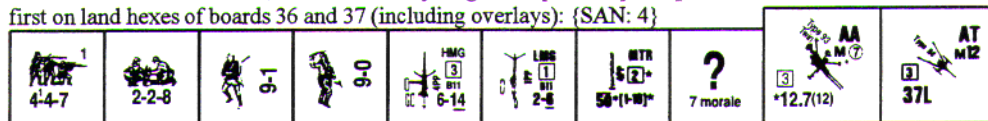


VICTORY CONDITIONS: The Americans win immediately when they have Exited ≥ 50 VP off any north edge ocean hex. (Note: Each LCVP is worth three VP.)

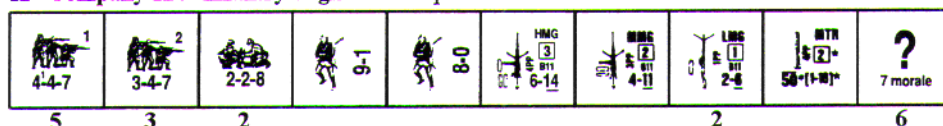
TURN RECORD CHART

● Sequential Set Up [Jap: 197]	☆	1	2	3	4	5	6	7	8	9	10	11	END
☆ AMERICAN Moves First [302]													

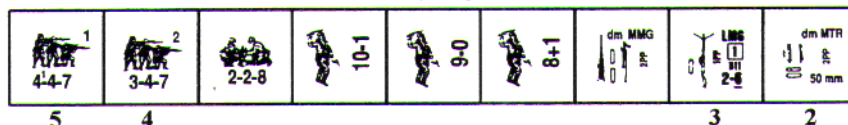
Elements of the 2nd Battalion 124th Infantry Regiment [ELR: 4] set up first on land hexes of boards 36 and 37 (including overlays): {SAN: 4}



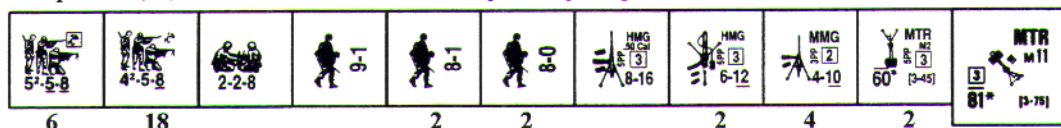
4 3 2 20
12th Company 124th Infantry Regiment set up third on boards 2 and/or 37 and east of the stream:



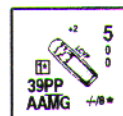
Elements of the 2nd Battalion 124th Infantry Regiment enter on Turn 1 along the west edge of boards 2/37 and on/south-of 37GG6:



Companies A, B, and D 1st Battalion 7th Marines [ELR: 5] set up second on any hex of Hill 621: {SAN: 3}



Landing Craft enter on/after Turn 1 on any north edge ocean hex; all, some, or none may enter on each turn:



SPECIAL RULES:

- EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect [EXC: the 37A5-37H4-37P5-37GG5 road *does* exist and all buildings are huts]. The U.S. side is conducting a Seaborne Evacuation (G14.3-.4).
- Place overlays as follows: St1 on 37G5-G6; St3 on 2V4-W4; Be5 with hexes 501-502 on 36V1-V2; Be6 with 601-602 on 36J0-J1; Be1 with 163-162 on 36D1-D2; Ef1 on 128-117; Oc1 with 1001-1002 on 140-139; Oc2 with 2001-2002 on 629-1105; Oc3 with 3001-3002 on 2118-2119; Wd4 on 157-146; and Wd5 on 37O2-O1. Beach Slope is Slight. There is a Ford in hex 37oG5 (B20.8).
- The U.S. player receives one module of 75mm OBA (HE and WP) directed by an Offboard Observer at level 3 in a hex along the east edge of boards 2 and 37; the exact edge hex is secretly chosen and recorded by the U.S. player prior to all set up.
- The U.S. player receives one 120mm NOBA (G14.6) battery directed

POINT CRUZ, GUADALCANAL, 27 September 1942: In an effort to breakthrough the Japanese defenses on the Matanikau River, the Marines devised a hasty plan. Companies A, B, and D of the 1st Battalion, 7th Marines were to land behind enemy lines while the 1st Raider Battalion was to move inland and cross the Matanikau at the one log bridge. Elements of the Japanese 124th Infantry Regiment stopped the Raiders at the one log bridge while the 7th completed their landing and advanced 500 yards inland to the crest of a nearby ridge, where they established a blocking position and waited for the Raiders to arrive. With the Raiders stopped at the river, the Japanese were able to launch a two pronged attack at the Marines on the ridge. The Marines had failed to bring a radio and could only communicate their situation by spelling out "help" with tee shirts; a passing aircraft saw the sign and reported the situation to headquarters. When Colonel Edson realized the situation, he sent his executive officer Chesty Puller, a destroyer, and landing craft to get the first battalion out of there.

BOARD CONFIGURATION:

ABS HANDICAP:

J3 - J2 + Japanese Turn 1 reinforcements enter on Turn 2.
J2 - J1 + U.S. Air Support consists of two '42 FB without bombs.
J1 - Replace the U.S. 9-1 leader with a 9-2 leader.

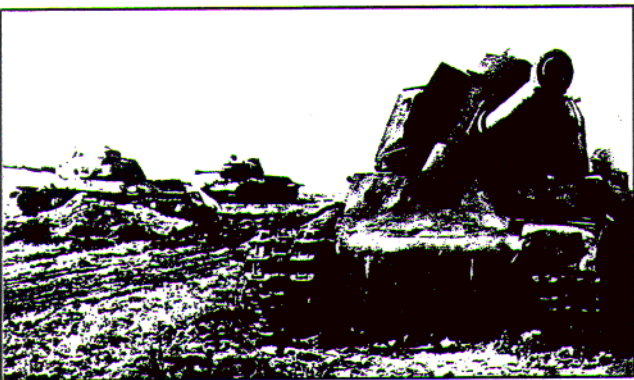
A1 - Increase the Japanese SAN to 5.
A2 - A1 + Replace either Japanese 9-0 leader with a 10-2 leader.
A3 - A2 + Add a .50cal HMG and 2-2-8 to any Japanese force.



Oc3	Oc2	Oc1	36
Be5	Be6	Be1	Wd4
		Ef1	37
		St1	Wd5
		St3	

- by a Shipboard Observer. The Shipboard Observer must be placed in an Ocean hex along the north edge of the playing area as per G14.62.
- The U.S. player receives Air Support, which appears as per E7.2 in the form of one '42 FB without bombs.
- Unbeached/moving/motion LC can also provide a +1 LOS Hindrance for fire traced to/from Level 0 or lower as per D9.4; this is an exception to G12.81.
- Any LOS which leaves the mapboard (across the northwest corner) is assumed to cross only open ocean hexes; place an unused mapboard north of board 36 to determine range.

AFTERMATH: Soon after the Marines reached the ridge, Japanese mortar fire started to land on their position, killing Major Rogers, the landing force's commanding officer. Japanese fire increased and cut off the Marines from the beach. As the rescue forces arrived, Marine artillery fire and fire support from the destroyer USS Ballard was able to blast an opening for the marines to reach the beach. Meanwhile, the landing craft weathered heavy fire from positions on Point Cruz to reach the marines. Coast Guard Petty Officer Douglas A. Munro sacrificed himself by using his landing craft to shield the other landing craft. For his actions, he was posthumously awarded the Medal of Honor. He was the only Coast Guardsman to receive the Medal of Honor during WWII.



TARGUL FRUMOS, ROMANIA, 2 May 1944: At dawn the Soviet 16th Tank Corps struck opposing German forces along the entire Targul Frumos front, near the Romanian Carpathian mountains. The *Schwerpunkt* of the assault fell on elements of Panzer Grenadier Division "Grossdeutschland". Despite frightful losses, even by Russian standards, they were able to achieve a breakthrough. The front was in danger of complete collapse.

BOARD CONFIGURATION:



	24
81	

ABS HANDICAP:

- G3 - G2 + The German Turn 1 reinforcements enter on Turn 2.
- G2 - G1 + The Russian must exit 35 VP.
- G1 - The Russian SAN is increased to 4.
- R1 - The German SAN is increased to 5.
- R2 - R1 + The Russian Turn 2 reinforcements enter on Turn 3.
- R3 - R2 + Add a HMG to the German at start force.

VICTORY CONDITIONS: The Russians win immediately when they have Exited ≥ 40 VP off of the north edge.

TURN RECORD CHART

✚ GERMAN Sets Up First [148]	★ 1	✚ 2	3	4	✚ 5	6	7	8	END
★ RUSSIAN Moves First [226]									

✚ Elements of Panzer Grenadier Division "Grossdeutschland" [ELR: 4] set up on/north-of hexrows 18D and 24DD: {SAN: 4}

4 ² -6-8	5 ² -4-8	2-2-8	10-2	9-1	8-1	8-0	7-16	5-12	3-8	50* [2-13]	12-4
5	5	2						2	3		2

7 morale	9-1	75L	88LL	75L 13 8 3	75L 13 11 3	16 1 1	16 1 1	OVR, OBA: +4 Other: +2	5 1S OVR, OBA: +4 Other: +2
12				2	2	2	2	2	3

Kampfgruppe Stubner enter Turn 4 along the north edge:

10-2	75LL 15 3/4/2	5 ² -4-8	7	3-8	16 1 1	15PP AAMG 7 1/3	75LL 15 3/4/2
	3	2					

Enter Turn 1 along the north edge with 5 MP remaining:

★ Elements of the 16th Tank Corps [ELR: 4] enter on/after Turn 1 along the south edge; all, some, or none may enter on each turn: {SAN: 2}

6-2-8	4-4-7	5-2-7	9-2	9-1	8-1	8-0	7-0	4-10	2-6	50* [3-20]	24-1	9-1
6	12	10			2			2	4	2		

76L 16 11 6	122L 13 11 1/4	122L 13 11 1/4	21 29PP
9	2	2	3

Enter Turn 2 along the south edge:

9-1	85L 16 11 6	152 13 8
	3	

SPECIAL RULES:

- 1. EC are Wet and Overcast, with no wind or rain at start.
- 2. The Germans may use HIP for one squad-equivalent (and any SMC/SW stacked with it).
- 3. The Germans may use HIP for two Tank Destroyers. These Tank Destroyers lose HIP as per A12.34.

AFTERMATH: Reeling from the sheer weight of the Russian offensive, the Germans were barely able to maintain an organized defense. Skillful delaying tactics averted total disaster, and succeeded in slowing the impetus of the Russian advance. Sensing an opening, General von Manteuffel quickly dispatched the 24th Panzer Division held in reserve by the LVII Panzer Corps. Although facing a superior strength ratio of 5:1 - some nine motor rifle divisions had been identified massing near Jassy - the Germans proved their tactical finesse in a brilliantly executed counterstroke, which restored the front by the end of the same day. Over one hundred Russian tanks were destroyed, while German losses amounted to six tanks, one tank destroyer, and ten tanks damaged.

SUFFER THE CHILDREN...



VICTORY CONDITIONS: The Poles win if, at game end, they Control a hex that is in/adjacent-to a hex that shared a hexside with a Roadblock counter at set up. (Example: if a Roadblock is placed along bF2/E3 then hexes D2, D3, E2, E3, E4, F1, F2, F3, G2, and G3 will satisfy the VC).

TURN RECORD CHART

POLE Sets Up First [126]	1	2	3	4	5	6	7	8	9	10	END
GERMAN Moves First [196]											

GROCHOW SUBURB of WARSAW, POLAND, 16 September 1939: General Juliusz Rommel, the Commander of Army Group Warsaw, earlier rejected the German ultimatum to surrender. Two hours after the German couriers returned to their lines, a powerful bombardment was placed on the Polish redoubt. This was followed by an hour's calm before the storm of the main attack. Again, the German troops advanced into the battered streets of Grochow. The defenders were the 21st Infantry Regiment known as the "Children of Warsaw," a unit whose history dates back to 1794 and received its nickname when it defended these very same neighborhoods against the Russians in 1830. Manned by recruits from Warsaw's rougher sections, it was nevertheless a crack combat unit trained to a high military standard and acknowledged for its "spit and polished" parade appearance. Its commander was the strict, but fair, Col. Stanislaw Sosabowski.

BOARD CONFIGURATION:

ABS HANDICAP:

P3 - P2 + Replace the German 7-0 leader with a 10-2 leader.
P2 - P1 + The Polish ELR is decreased to 2.
P1 - The Polish SAN is decreased to 4.

G1 - Add 10 concealment counters to the Polish force.
G2 - G1 + The Polish OBA has Plentiful Ammunition.
G3 - G2 + Add two 4-5-8 squads to the Polish force.



b	d



Elements of the 1st Battalion, 21st ("Children of Warsaw") Infantry Regiment, 8th Infantry Division and Divisional Machine Gun Company [ELR: 3] set up on/north of hexrow K: {SAN: 5}

4-5-8	4-5-7	2-2-8	9-2	8-1	8-0	7-0	5-12	4-11	1-12	46* [3-20]	X12 11
4	8	2					2	2	2		
37L											
2		2									



Elements of the 23rd Infanterie Regiment, 11th Infanterie Division [ELR: 4] enter Turn 1 along the south edge: {SAN: 3}

4-6-7	2-2-8	9-1	8-1	8-0	7-0	3-8	3-8	50 mm
18	2	2	2	2	2	4	2	
B11 1 CMG - 6*	15 1 20L (4) - 1/5	13 1 75* 3/5	75*	28 21PP				
2	2	2	2	2				

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- All buildings are stone. Single story houses are 1.5 level obstacles that have a 1st level in addition to the ground level. Factory rules are *not* in effect. The gully, cliffs, and bridges do not exist, but all other terrain present in those hexes still does.
- The Poles may use HIP for one MMC (and any SMC/SW stacked with it). All Polish MMCs have MOL capability (A22.6).
- The Pole receives one module of 81mm OBA (HE only).
- Use the Italian 37L AT gun to represent the Polish 37L counters.

AFTERMATH: Having more respect for the Polish defenders than they had a day before, the Germans did not advance in column formation, but in determined house to house fighting. A strong attempt to breach the Polish barricades failed. Dozens of German troops were left dead in front of the barricades after three hours of fighting. With the sunset, only the moans of the wounded could be heard. Among the 130 prisoners taken by the Poles was the 23rd Infanterie Regiment's deputy commander - a crestfallen Lt. Colonel whose unit had failed yet again in its assignment to take the Vistula bridges. About a dozen captured German machineguns were sent to bolster the Polish barricades as preparations were made for the next round of action.

THOSE NORMANDY NIGHTS



Near AZEVILLE, FRANCE, 6 June 1944: As elements of the 101st Airborne dropped behind Utah Beach, they were scattered over a wide area. One of many firefights that erupted across the Normandy landscape was around the small farm complex near Azeville. Members of the Screaming Eagles rushed toward the sound of the fighting and attempted to take control of the road that led to Causeway 4 off of Utah Beach.

BOARD CONFIGURATION:



ABS HANDICAP:

G3 - G2 + Replace two 3-3-7 HSs with 7-4-7 squads.
G2 - G1 + Replace the American 7-0 leader with an 8-1.
G1 - The American SAN is increased to 3.

A1 - Replace the American 9-2 leader with an 8-1.
A2 - A1 + Replace the German MMG with a HMG.
A3 - A2 + Add a 4-6-7 squad to the initial German OB.

	f		e
s			q

VICTORY CONDITIONS: The Americans win if, at game end, they have accumulated more VP than the Germans. VP may only be gained in the following ways. Each building Location (EXC: gN1 and fM3) is worth 1 VP. Each of the following road hexes is worth 2 VP: eE3, hK3, hH2, and fH4. The Germans gain 1 VP for each truck (+1 VP if the truck is carrying an unbroken squad) that exits off a road hex which is on the opposite side of the map from its entry hex (north/south exit may be off of any board).

TURN RECORD CHART

✚ GERMAN Sets Up First	☆ 1	2	3✚	4	5	END
☆ AMERICAN Moves First						



Elements 91st Airlanding Division [ELR: 3] set up, using HIP, anywhere (all squads may begin play deployed): {SAN: 5}

4 ¹ 6-7	2-4-7	1 5-12	1 8-0	MMG 2 5-12	LMG 1 3-8
6					2

Enter Turn 3 on any road hex (See SSR 3):

4 ¹ 6-7	1 5-12	28 21PP 2
2		2



Elements C Co. 501st Regiment, 101st Division [ELR: 5] enter by Air Drop (E9.) on Turn 1: {SAN: 2}

7 ¹ 4-7	3 ¹ 3-7	2 9-2	1 9-1	1 8-0	1 7-0	1 7-0	BAZ 44 11 8-4
2	13					2	2

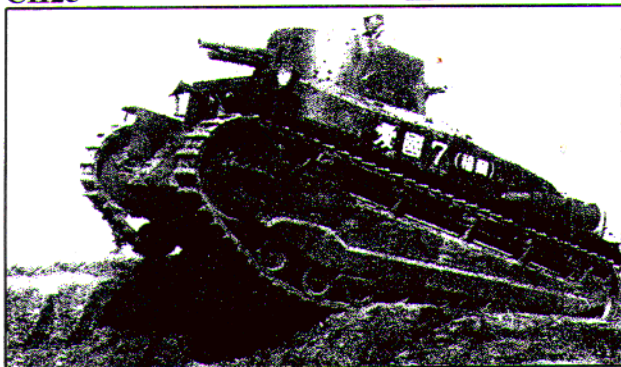
SPECIAL RULES:

- EC are Moist, with no wind at start. Night rules are in effect. The initial Base NVR is two hexes with Scattered Clouds and a Full Moon. The American is the Scenario Attacker and the German is the Scenario Defender. The Majority Squad Type of both OBs is Normal.
- All hedges are bocage. The stream is Flooded.
- During set up, the German secretly records any road edge hex as the entry hex for the Turn 3 reinforcements.
- The American player may *not* adjust each parachute counter as per

E9.4. The American player makes a dr for each unit that drifts offboard during landing: the unit is eliminated on a dr ≥ 4 ; otherwise, the unit enters on Turn 2 on the closest board edge hex (if more than one hex qualifies, the American player chooses). The American half squads may not be recombined prior to landing.

AFTERMATH: The airborne troopers rushed to join the fight for the farm complex and in general, created havoc during the time between their drop and dawn. When morning broke, the Americans were in possession of the farm. From here, the paratroopers set out to secure the causeway leading to Utah Beach.

LAND OF THE KHAN



VICTORY CONDITIONS: Prior to all set up, the Chinese must secretly record one of the three victory options:

- 1) The Chinese win if, at the end of any player-turn, they Control hexes 8Q2 and 8Q9.
- 2) The Chinese win if, at game end, they Control 17 of the 21 buildings in the Japanese set up area.
- 3) The Chinese win if, at game end, there is no Japanese Good Order MMC on any land hex on the north or south side of the river. (The Chinese player must pre-designate which side.)

TURN RECORD CHART

● JAPANESE Set Up First [153]	1	2	3	4	5	6	7	8	END
☉ CHINESE Move First [95]									

LANFENG, CHINA, 10 May 1938: Having conquered both capitols (Beijing in the north and Nanjing in the south), the Japanese now desired to control all the land in between. At the far western flank of the Japanese armies advancing south out of Manchuria was the 14th Division; led by the most hated man in China, Doihara Kenjii, who was noted for his brutal reign of terror in Korea and Manchuria. Pushing ever southward, Kenjii was convinced that the Chinese, with the advice of their German General Staff observers, were constructing elaborate defenses on the south bank of the Yellow River. Seeking a quick way to break this defensive belt, he formed a fast moving column of infantry laden trucks and light artillery. The task force headed southwest toward Lanfeng. By May 9th, the task force handily dispatched two regiments of the Chinese 32nd Army and entered Lanfeng. Working feverishly all night, they were able to construct a pontoon bridge. With their tenuous hold on the crossing point, Task Force Kenjii signaled the 14th Division to proceed south with all possible speed.

BOARD CONFIGURATION:

ABS HANDICAP:

- J3 - J2 + Add two 3-3-7 squads to any Chinese force.
J2 - J1 + Replace one Chinese dmMMG with a dmHMG.
J1 - The Chinese ELR is 3 for all units.
- C1 - Ignore the first sentence in SSR 5.
C2 - C1 + Add a 4-4-7 squad to the Japanese initial set up.
C3 - C2 + Replace a Japanese 9-1 leader with a 10-2.



5
∞
11

Task Force Kenjii, 14th Division [ELR: 4] set up, concealed, ≤ 7 hexes from 8Q2 and/or 8Q9 [EXC: 41O5] (See SSR 4): {SAN: 4}

4-4-8	4-4-7	2-2-8	10-0	8-1	8-0	6-14	4-11	2-8	50*(1-10)*	7 morale	70* (13)*-78	5 OVR, OBA: +4 Other: +2
3	5	4						2	2	10	2	4

Lead elements of the 14th Division enter Turn 1 on any single road hex along the north edge:

8-1	10-0
2	2

Elements of the 23rd Regiment [ELR: 2/3 see SSR 3] set up south of the road 41A6-P3-P6-Q7-T4-W6-X5-GG6: {SAN: 4}

3-3-7	8-1	7-0	2-7	50*(2-13)
12			2	2

Elements of the 25th Regiment set up within two hexes of 5H3 and/or 5Z3:

3-3-7	8-0	2-7
7		2

Elements of the 32nd Army Reserves enter Turn 2 along the east or west edge south of the river:

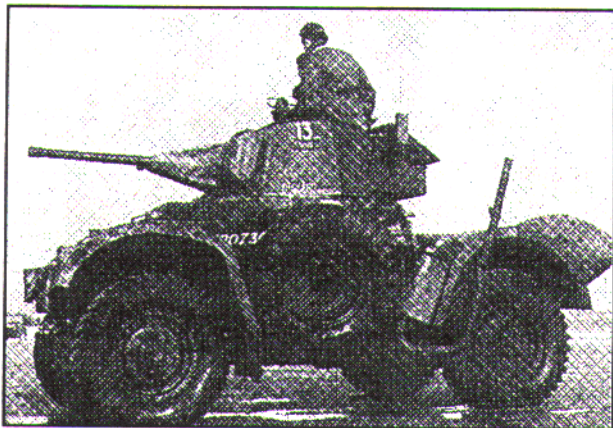
4-4-7	9-2	6-1	2	30-1	6/7/8
4			2	2	

SPECIAL RULES:

1. EC are Wet, with no wind at start. All buildings are wooden. Treat all Marsh as Woods. Kindling is NA.
2. The River is deep with a moderate current flowing east. A pontoon bridge exists in hexes 8Q3-8Q8.
3. The Chinese 4-4-7 squads and 9-2 leader have an ELR of 3; all other Chinese units have an ELR of 2. Only 3-3-7 squads may be designated as Dare-Death squads.
4. The radio represents one module of 81mm battalion mortar OBA (HE and Smoke). For purposes of Radio Contact and Draw Pile, the Majority Squad Type is 4-4-7.
5. The Japanese may not use HIP for the two INF guns. The Japanese may not voluntarily abandon any AFV.

AFTERMATH: Twenty five miles to the south, General Bihn Li, commander of the 32nd Army, at first had paid no heed to the Japanese crossing of the Yellow River. He considered it no more than a strong reconnaissance patrol looking for a weak spot. When news of the defeat of the 25th Regiment reached him, he immediately ordered the 23rd Regiment along with his jealously hoarded mortars forward to wipe out this latest threat. All through the morning, the Chinese launched attack after attack at the firmly entrenched Japanese. But lacking adequate heavy weapon support and a competent NCO cadre, the Chinese assaults were beaten back every time. Even as the mortar shells were bursting around the pontoon bridge, tanks from the 14th Division arrived and the Chinese resolve melted away. By evening, well over 500 vehicles had crossed the Yellow River which firmly established the Japanese in a position to outflank the entire Chinese Army on the south bank, forcing the Chinese wartime government to relocate once again. Two days later, General Li was summoned to the Generalissimo's HQ. Knowing his fate, Bihn Li put a pistol in his mouth and pulled the trigger.

CLOSE ORDER DRIEL



VICTORY CONDITIONS: The Germans win if they Control ≥ 8 buildings between hexrows A and L at game end.

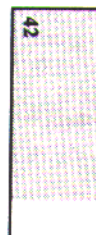
DRIEL, HOLLAND, 22 September 1944: After their paratroop into Holland the Polish airborne troops tried to consolidate their positions while awaiting the expected approach of British armor to push up from Nijmegen. Locations were scouted out for the planned crossing of the Rhine at Oosterbeek in support of the Red Devils. The first British troops to link up with the Poles was 5th Troop of the 2nd Household Guards consisting of two Daimler scout cars and two Daimler armored cars. Except for the PIATs they brought on the drop, the Poles lacked any anti-tank weaponry; their 6 pounder AT guns had landed at Oosterbeek to support the British 1st Airborne on the 19th of September. As if equipped with fore-knowledge of the situation, the 10th Waffen SS Division *Fruntsberg* sent its reconnaissance battalion forward to dislodge the Poles.

BOARD CONFIGURATION:

BALANCE:

■ The Poles do not suffer from Ammunition Shortage.

✚ Replace the German 9-1 leader with a 9-2.



(Only hexrows A-X are playable)

TURN RECORD CHART

■ ALLIED Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									



Elements of the 2nd Battalion, 1st Polish Parachute Brigade [ELR: 4] set up north of hexrow S: {SAN: 4}

 4-4	 3-3-8	 9-2	 8-1	 8-0	 4-12	 2-7	 8-3	 51 [2-8]	 Mine
4	4					2			3
									factors

Elements of C Squadron, 2nd Household Cavalry and General Stanislaw Sosabowski on a ladies bicycle enter on/after Turn 2 along the north edge on a dr $\leq$ the current turn number, but not later than Turn 4 (see SSR 6):

 10-3	 8-1	 33 40L -1/4	 28 -1 OPP
--	---	--	---



Elements of the Aufklärungs Abteilung 10 of the SS *Fruntsberg* Division [ELR: 5] enter on Turn 1 along the south edge: {SAN: 2}

 6-5-8	 9-1	 8-0	 3-8	 18 20L (6) -1/5	 16 81* -1/3*	 16 7PP* CMG -1/7*/3*	 16 15PP AAMG -1/3
8			2				2

SPECIAL RULES:

1. EC are Wet, with no wind at start. The Ground is Soft (D8.21).
2. All buildings are wooden.
3. All Polish units suffer from Ammunition Shortage (A19.131) [EXC: the Daimler AC].
4. Both sides may deploy up to 50% of their squads (FRU) at set up.
5. The SPW 251/sMG contains a 3-4-8 HS Passenger as per German Vehicle Note 58.
6. The motorcycle represents a Bicycle (D15.8). The Polish 10-3 leader must enter play on the bicycle.

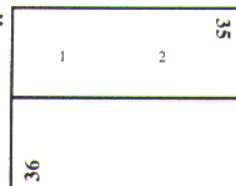
AFTERMATH: The Polish lack of anti-tank weapons became critical immediately even against the lightly armored German recon vehicles. The Poles were steadily pushed back into the town of Driel. As if things were not bad enough, the German half-tracks pulled up to a stop within a few feet of the anti-tank mines laid by the Poles. They then began to rake the Polish lines with machine gun fire. Meanwhile, the British armored cars refused to support the Poles, claiming they would be wiped out due to their thin armor and preferring to lay back and serve as the only radio link to the artillery of the Guards Armor and the 1st Airborne to the south. The Polish commander Stanislaw Sosabowski intervened and finally convinced the British armor commander, a Lt. Young, of the gravity of the situation. Young followed in his Daimler armored car while the General pedaled in front on the only vehicle he could find: a ladies bicycle. The Daimler was soon spotted in a good position, letting loose at the Germans with a volley of 2 pounder and machine gun fire. A stalemate soon ensued and the SS troopers displayed a Red Cross flag in order to pick up their wounded. The SS *Fruntsberg* soldiers then slipped back into Elst.

FIX BAYONETS!



SHADUZUP, BURMA, 23 March 1944: For months the battle hardened troops of General Shinichi Tanaka's 18th Division had foiled every attempt by British and American troops to re-open the Burma Road. By early 1944, the 18th Division found itself undermanned and under-supplied, but still resisting every Allied encircling move. Slowly, the Japanese unit retreated southward in the face of pressure brought to bear by the US Galahad and American General Joseph "Vinegar Joe" Stilwell's Chinese divisions. In the middle of March, Stilwell sent the Galahad unit on yet another flanking maneuver through the mountains with the aim of trapping Tanaka's division. On the evening of the 22nd of March, scouts had reported the village of Shaduzup was occupied by Japanese troops. The Galahads had finally caught the Japanese napping...the attack would go in at dawn.

BOARD CONFIGURATION:



BALANCE:

- Two additional Japanese MMC (in addition to the normal 10%) may set up HIP.
- ☆ Add one 7-4-7(a) and one 4-5-8(b) to the Allied OB.



VICTORY CONDITIONS: The Allies win if they Control all huts on Overlay 1 at game end.

TURN RECORD CHART

● JAPANESE Sets Up First [227]	1	2	3	4	5	6	7	8	END
☆ ALLIED Moves First [230]									

Garrison Elements, 18th Infantry Division [ELR: 3] set up on board 35 on or within 3 hexes of Overlay 1 (see SSR 3): {SAN: 3}



 4-4-8 3	 4-4-7 3	 3-4-7 11	 2-2-8 3	 10-1	 9-1	 8-0	 8-1	 4-11	 2-8
			 1+3+5 2		 5 OVR, OBA: +4 Other: +2 5				

CT-1, 5307th Composite Unit (Galahad) [ELR: 5] set up on board 36 and/or any hill hex of Overlay 2: {SAN: see SSR 7}



 7-4-7 2	 6-6-7 10	 3-4-7 6	 10-2	 9-1	 8-1	 6-12	 4-10	 8-11	 24-1	 30-1	 8
<i>Attached Burma Rifles</i> (SSR 6)			 4-5-8 2	 2-7	 8-1						

SPECIAL RULES:

- EC are Moist, with no wind at start. Weather is Overcast (E3.5).
- PTO Terrain (G.1) is in effect. Place overlays as follows: 1 on 35DD8-DD9 and 2 on 35D2-D1. The stream is shallow.
- The Japanese may not place any "?" other than those provided in the OB before the first RPh. All foxholes *must* have a MMC IN them at start. The Japanese are Lax.
- US 7-4-7 squads are Assault Engineers (H1.22). All Allied units are considered to have underlined morale and are Stealthy. The Americans receive one module of 81mm Battalion mortar OBA (HE and WP) with normal, not plentiful ammo.
- The US Galahad unit may conduct one "Bayonet Charge" using Russian

Human Wave rules (A25.23) and only if *all* units in the "charge" are US units.

6. Burma Rifle units use British counters and are considered Gurkhas (A25.4).

7. Allied SAN is 5 at start, but is lowered by two at the end of Game Turn 3.

AFTERMATH: The Galahad combat team waited quietly through the night, trying to get some rest after a grueling two week march in pursuit of the Japanese. Just after sunrise, the men of the 1st Battalion began the assault with an old fashioned bayonet charge just as the Japanese were settling down around their morning campfires. After a fierce but brief firefight, the Japanese retreated into the jungle. The village in hand, the Americans set up their sentries and a roadblock and settled into the Japanese foxholes to await their relief in the form of the Chinese 38th Division.

CHILDREN OF THE KUNAI



VICTORY CONDITIONS: The Australians win if they have ≥ 9 VP west of the road 35A5-35Q6 at game end.

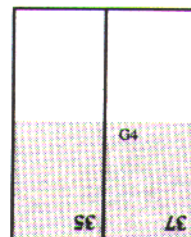
GEMAS, MALAYA, 18 January 1942: Following the successful ambush the previous day, where the 2/30th had wiped out several hundred Japanese troops almost without loss, General Bennett decided to follow up the success. D Company, commanded by Captain W. S. Melville, was ordered to advance and occupy a small hill near the Gemenach River to block the enemy reinforcements. However, the Japanese build-up had been faster than anticipated and enemy troops were already occupying the Aussie's start line. It was too late to call off the attack.

BOARD CONFIGURATION:

ABS HANDICAP:

J3 - J2 + The Turn 3 reinforcements enter on Turn 4.
J2 - J1 + In SSR 5 change "second" to "first".
J1 - Delete SSR 3.

A1 - Delete one 4-5-8 squad to the Australian OB.
A2 - A1 + The Australian OBA has scarce ammunition.
A3 - A2 + Add a Japanese 4-4-7 squad to the onboard OB.



(Only hexrows A-Q are playable)

TURN RECORD CHART

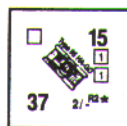
● JAPANESE Set Up First	1	2	3	4	5	6	END
◎ AUSTRALIAN Moves First [156]							

Elements of the Japanese 5th Army [ELR: 3] set up on board 35 and/or on board 37 on/west-of any hex numbered 4 (see SSR 3): {SAN: 5}



6

Enter on Turn 2 along the west edge:



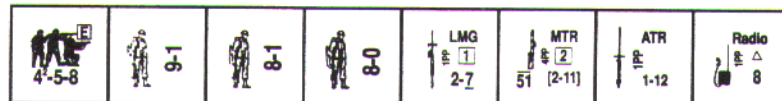
Enter on Turn 3 along the west edge:



2

2

D Company, 2/30th Battalion, AIF [ELR: 4] set up on board 37 in any hex numbered ≥ 6 : {SAN: 4}



12

2

2

2

SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: the road running from 35A6 to 35Q6 does exist].
- Place Overlay G4 on 37O2-P1.
- Japanese units that set up in concealment terrain may set up concealed.
- The Australians receive one module of 88mm OBA that can fire HE and Smoke.
- The Japanese receive Air Support (E7.), which appears on a dr $\leq$ the turn number, in the form of one FB without bombs. The FB is automatically Recalled at the end of the second Australian Player Turn in which it has been onboard.

AFTERMATH: The Australians rushed forward with bayonet and grenade, surprising the Japanese and inflicting casualties before being forced to ground by snipers and enemy armor that appeared suddenly. Throughout the morning, the Aussies tried to push forward. But the enemy strength was increasing almost by the minute as reinforcements arrived. Several times D company was strafed by fighters. Under increasing pressure, Melville's men were forced back to the cover of the divisional 25 pounders, that were now firing over open sights. The next day, the entire brigade resumed the retreat to Singapore.

GIFT WRAPPED



ST. DENIS-LE-GAST, FRANCE, 15 July 1944: Lt. Langanke arrived south of Carentan with a fully equipped Panther Abteilung. Attached to the II SS Panzer Division his Panthers were used as camouflaged strongpoints to stem the Allied advance. After he had rallied some retreating infantry from the 6th Parachute Infantry Regiment, Lt. Langanke was able to stabilize his part of the front for over two weeks. Constant artillery fire and probing attacks from the American 2nd Armored Division kept the Panther commanders on constant alert. The attack Lt. Langanke remembered best was the action on the morning of his birthday, July 15, 1944. The 2nd Armored began their probe attacks as usual, but this time they began to make headway. When one of his commanders jumped on his hull and shouted, "We've had it, a hit in the turret." Langanke knew it was going to be a rough morning. He personally dismounted and ran across the road to survey the situation. He saw his birthday present approaching, five Sherman tanks, with supporting infantry, heading down the road.

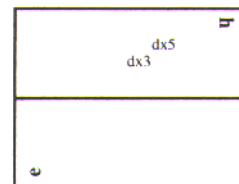
VICTORY CONDITIONS: The Americans win immediately when they have Exited ≥ 17 VP on/adjacent-to eH5.

BOARD CONFIGURATION:

BALANCE:

✚ Add a 6-5-8 squad to the German OB.

☆ Replace the American 8-0 leader with a 9-2.



TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	8	END
☆ AMERICAN Moves First [110]										



Elements of II SS Panzer and 3rd SS "Der Fuhrer" Regiment [ELR: 4] set up south of the road hA3-hO3: {SAN: 4}

6						2			2		6



Elements of 2nd Armored Division [ELR: 4] enter on Turn 1 north of the road hA3-hO3: {SAN: 2}

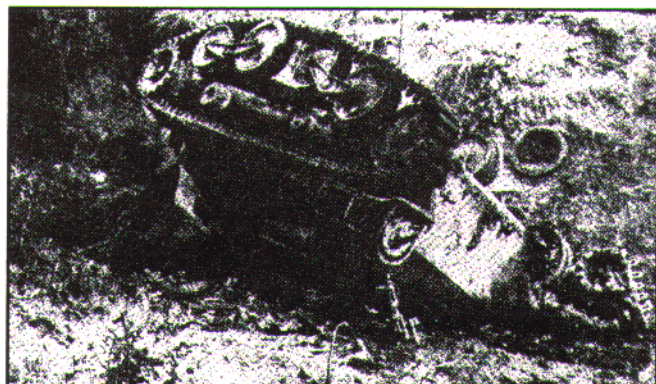
10					2	2	4	2	4

SPECIAL RULES:

- EC are Moist, with no wind at start.
- Place Overlay **dx5** on hE2-hF1, and **dx3** on hG1. (If these overlays are unavailable, hexes hE2, hF1, and hF2 are Open Ground and hex hG1 is Orchard.)
- All hedges and walls are bocage.
- The Germans receive one module of 105mm OBA that can fire HE and Smoke.

AFTERMATH: Langanke dashed back to his tank with the realization that, in its current position, their Panther would soon be 'brewed up'. In a split second decision Langanke made a move that he termed, "The longest 40 meters I travelled during the war." He ordered his tank onto the road in front of the advancing column and swung around to engage them at point blank range. With the supporting German Infantry near panic and the Shermans firing at his tank, Langanke stopped his vehicle on the road and carefully aimed his gun. His reliance on the Panther's superior armor and ordnance was not in vain because in a few minutes the road was filled with 5 burning Shermans and the situation was again stabilized.

KRAVCHENKO'S 6th GUARDS TANK ARMY



VICTORY CONDITIONS: The Russians win if they Control more stone Locations than the Japanese at game end. All stone Locations on both boards are controlled by the Japanese at the start of the game.

TURN RECORD CHART

● JAPANESE Sets Up First [171]	★	1	2	3	4	5	6	7	END
★ RUSSIAN Moves First [141]									

MUKDEN, MANCHURIA, 20 August 1945: As the main strike group in the Transbaial region, the Sixth Guards Tank Army was ordered to strike aggressively across the Greater Khingian mountains. The advance was intended to hamper the deployment of Japanese forces and allow the main body to rapidly cross the mountains and engage the Kwangtung Army in central Manchuria. The guards unit was to then develop the offensive to Mukden, Chanchuan, and then to seize the ports of Dalnii and Port Arthur. Combat operations began on 9 August without artillery or air bombardment. Kravchenko decided his forward detachments would begin the offensive four hours before the main forces would move forward, a move which was successful in achieving surprise. The result was a headlong advance of some 120 to 150 kilometers as Kravchenko's troops crossed terrain considered by the Japanese to be untrafficable by large armored forces.

BOARD CONFIGURATION:

BALANCE:

● Delete SSR 4.

★ Delete the Japanese 47mm ATG and one 2-2-8 crew.



18	
X14	1
X11	8C

Elements of an ad hoc infantry unit and the 1st Independent Tank Brigade, 34th and 35th Tank Regiments [ELR: 3] set up south of hexrow H on board 18 and/or south of hexrow Z on board 38 (see SSR 4): {SAN: 4}

1 4-4-7	2 3-4-7	2-2-8	10-1	8-0	8-0	3 BT1 6-14	2 BT1 4-11	2 BT1 2-8	2 BT1 58-11-10	1 BT1 20L 1-12	7 morale
7	4	4					3				12

47L BT1	14 BT1 47L 2-2-8	14 BT1 47L 2-2-8
	4	2

Elements of Kravchenko's 6th Guards Tank Army, 5th Guards Tank Corps [ELR: 4] enter on Turn 1 along the north edge: {SAN: 3}

6-2-8	4-5-8	4-4-7	10-2	9-1	8-1	8-0	3 BT1 8-13	2 BT1 6-12	2 BT1 4-10	1 BT1 2-6	30-1	24-1
4	4	7		2				2		4	2	

9-1	17 BT1 76L 1-14	16 BT1 76L 2-4	14 BT1 76L 2-4/4
	2	3	

SPECIAL RULES:

- EC are Dry, with no wind at start. There are no Level 2 hill hexes on Board 18; treat all hill hexes as Level 1. All cliffs are ignored. All marsh is brush. All grain is open ground. All buildings are stone.
- Place overlays as follows: 1 on 38N8-N9; X11 on 18Y2-X1; and X14 on 18U6-U7.
- All Russian 6-2-8 squads are assault engineers (H1.22).
- The Japanese player may only use HIP for the AT Gun and crew (G1.631 is NA).
- Kindling is NA.

AFTERMATH: After the 6th Guards brushed aside all resistance on the approach to Mukden, the Japanese desperately threw in an ad-hoc infantry unit and the 34th and 35th tank regiments to stem the tide. In the early morning of August 20, this unit clashed with forward elements of the 5th Guards Tank Corps. This guards corps had been assigned by Kravchenko to seize Mukden. For a few hours the Japanese defense crystallized, holding the Russians in check despite a total lack of reserves. The Russians reinforced, with things going badly for the Japanese in the armored clashes; T-34 and Sherman tanks overmatched all of their Japanese counterparts. The last tank battle of World War II ended with high casualties on both sides and Mukden falling to the 6th Guards Tank Army, which soon continued their drive on Port Arthur.

FIRST AND GOAL



VICTORY CONDITIONS: The Americans win if they Control ≥ 21 stone-building/stone-rubble Locations at game end.

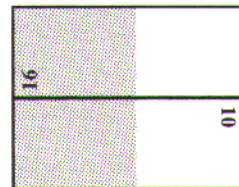
CASSINO, ITALY, 2 February 1944: The first battle of Cassino was underway. The US 36th Division had already been repulsed and was replaced in the line by the US 34th "Red Bulls" Division. The Red Bulls had forced their way across the Rapido on the 28th of January and then launched attack after attack in a dogged attempt to force the Cassino defenses despite atrocious weather and stubborn German defenders. On February 2nd, elements of the 133rd Regimental Combat Team once again assaulted the exhausted Nazi defenders.

BOARD CONFIGURATION:

ABS HANDICAP:

G3 - Increase the game length to 7.5 turns.
G2 - Replace the German 4-6-7 squads with 4-4-7's.
G1 - Delete the pillbox from the German OB.

A1 - Add 12 AP mine factors to the German OB.
A2 - A1 + Replace one German MMG with a HMG.
A3 - Decrease the game length to 5.5 turns.



(Only hexrows A-Q on board 16 and Q-GG on board 10 are playable)

TURN RECORD CHART

☙ GERMAN Sets Up First	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [121]								



Elements of the 134th Panzergrenadier Regiment, 15th Panzergrenadier Division [ELR: 3] set up on board 10: {SAN: 5}

 4'-6-7 5	 4-4-7 2	 6-1 2	 8-0 2	 MMG 2 5-12 2	 LMG 3-8 2	 ? 7 morale 6	 Minefield 11 12	 13 75L -1/-2 1	 1+3+5 1
--	---	---	---	---	---	--	---	--	---



Elements of the 133rd RCT, 34th Infantry Division, and armored support from the 756th Tank Battalion [ELR: 3] set up on board 16 on/north-of hexes numbered ≤ 8 : {SAN: 2}

 6-6-6 11	 1-6 2	 8-0 2	 7-2 2	 MMG 2 4-10 2	 BAZ 44 X11 8-4 3	 MTB 3-4 2	 13 75 2/4/4 3
--	---	---	---	---	---	---	--

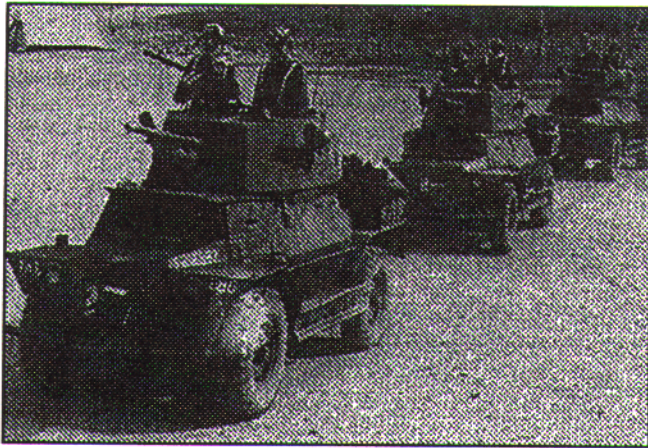
SPECIAL RULES:

- EC are Mud, with no wind at start. Weather conditions are Mud (E3.6) and Overcast (E3.5).
- All woods are Vinyards (F13.6); all buildings are stone; Rowhouses are considered to have only a ground level.
- Roads do not exist; however, AFVs are *not* subject to Bog while in hexes depicted as roads on the map.
- Prior to set up, the German player places 6 rubble counters of either type. Each counter must be adjacent to at least two other building/rubble loca-

tions, and at least two must be placed in building hexes. Additionally, each counter must be placed adjacent to a building or rubble of the same type (wood or stone).

AFTERMATH: The Americans were held up by the skillful resistance of a single assault gun which delayed the advance until the defences stiffened. The Red Bulls were able to gain a foothold on the edge of town, but the promised breakthrough failed to materialize in the face of mud, rain, fortified German positions and incessant artillery fire from the defenders. The first battle of Cassino petered out nine days later with the Texans reduced to a shadow of their former strength.

THE KIBBUTZ



KIBBUTZ NITZANIM, 7 June 1948: The Egyptian 9th Battalion was reinforced with armor, artillery and aircraft for its drive into southern Palestine. Directly in its path, on the coast highway, lay a settlement known as Kibbutz Nitzanim. On the morning of June 7th, the kibbutz was brought under infantry attack by a force commanded by the Arab Captain Khelief. This first push was thrown back at the wire when Khelief was killed leading the charge. A second attack was also repulsed. At midday, the Egyptians moved in to attack again; this time tanks were heard by the defenders approaching to provide close support.

BOARD CONFIGURATION:

ABS HANDICAP:

- I3 - I2 + Decrease the Israeli ELR to 2.
I2 - I1 + Decrease the Israeli SAN to 4.
I1 - Delete two Wire and two AT Mine factors from the Israeli OB.
E1 - Delete one 4-4-7 squad from the Egyptian OB.
E2 - E1 + Delete one 51mm mortar from the Egyptian OB.
E3 - E2 + Delete the Egyptian Humber AC.



(Only hexrows M-GG are playable)

VICTORY CONDITIONS: The Egyptians win if they Control any three of the following buildings at game end: X1, V6, V8 and FF2.

TURN RECORD CHART

★ ISRAELI Sets Up First [82]	1	2	3	4	5	6	7	8	END
● EGYPTIAN Moves First [84]									



Elements of the kibbutz settlers and the Givati Brigade [ELR: 3] set up west of the road that runs M3-Q7-Q10: {SAN: 5}

 4-5-7 1	 4-4-7 2	 5-1 1	 5-2 1	 5-3 1	 2-7 1	 8-3 1	 51 [2-11] 2	 Mine 5	 MPH/RtPh: dr = MF CC: +1/-1 8
4	6				2			5	8
factors									



Elements of the Egyptian 9th Battalion [ELR: 2] set up east of the road that runs M3-Q7-Q10: {SAN: 3}

 4-4-7 1	 5-1 1	 5-2 1	 2-7 1	 51 [2-11] 2	 16 75 2/4	 +31 0 AAMG -1/-2
12			2	2	2	

SPECIAL RULES:

- EC are Dry, with no wind at start.
- Treat all woods and marsh as brush. All orchards are Olive Groves (F13.5) The stream is Dry. All roads are unpaved. There is no Level 2 terrain on Hill 520; the entire hill is Level 1.
- Treat the Israelis as British troops for all purposes [EXC: HoB DRM is 0]. The Israelis have MOL capability with a +1 to the Availability dr (A22.61). Treat the Egyptians as Russian Troops for all purposes [EXC: HoB DRM is +3 and Human Wave/Commissars are NA].

- Both sides use British SW, treating them as non-captured. Both may use the other's SW as non-captured.
- One Israeli MMC (HS or squad, *not* one squad equivalent), and all SW/SMC that stack with it, may set up using HIP.

AFTERMATH: Two of the Egyptian tanks were knocked out by the defender's lone PIAT. Others forced their way into the settlement and knocked out key strongpoints with direct cannon fire. The settlers and the Givati Brigade soldiers fell back to a large house known as The Arab House. Completely surrounded, the kibbutz defenders were forced to surrender at 3:00 p.m.



TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	END
✚ GERMAN Moves First								

R3 - R2 + Replace any one T-26 with a T60 M40.
R2 - R1 + Replace the Russian 8-1 leader with an 8-0.
R1 - Delete one 2-3-7 half squad from the Russian OB.

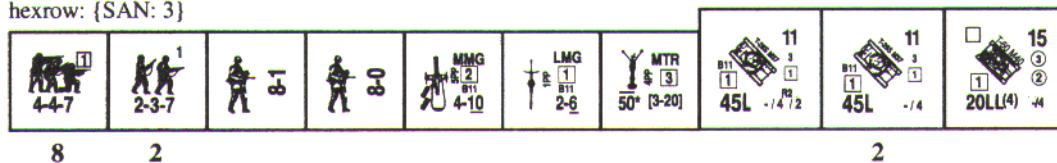
G1 - Delete the ATR from the German OB.
G2 - G1 + Replace the 4-6-8 squads with 4-6-7 squads.
G3 - G2 + Replace the 9-2 Arm. Ldr. with an 8-1.



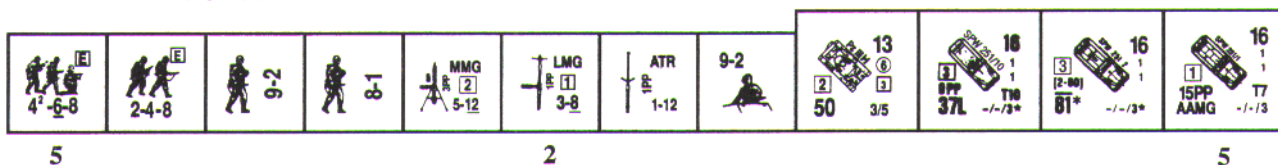
11	40
----	----



Elements of the Soviet 13th Army [ELR: 3] set up on board 40 west of the river or on board 11 on hexes numbered ≤ 2 , with all AFV at least 3 hexes away from each other, no more than one MMC per hex and no more than 2 MMC may set up in each hexrow: {SAN: 3}



Elements of Kampfgruppe Eberbach, 3rd Panzer Division [ELR: 4] set up on board 11 on hexes numbered ≥ 6 : {SAN: 2}



3. During the MPh, the Russian player may only move a number of AFV and MMC equal to twice the Game Turn number (i.e. on Turn 1, two AFV may move, or one AFV and one MMC, etc.). The Russian is not so restricted during the APH; any number of units eligible to advance may do so. Recalled vehicles and Berserk units do not count toward this total.

MZENSK, RUSSIA, 10 October 1941: The 3rd Panzer Division drive on Mzensk was spearheaded by Kampfgruppe Eberbach. After destroying a large force of T-34 and KV tanks, the brigade laagered for the night of October 9/10. The next morning, Eberbach led advance elements on the final bound which would carry them over the bridge across the Susha River and into Mzensk. Ground conditions were so bad that vehicle after vehicle became mired in the mud until there was only one Panzer left at the spearhead of the attack.

BOARD CONFIGURATION:

ABS HANDICAP:

R3 - R2 + Replace any one T-26 with a T60 M40.
R2 - R1 + Replace the Russian 8-1 leader with an 8-0.
R1 - Delete one 2-3-7 half squad from the Russian OB.

G1 - Delete the ATR from the German OB.
G2 - G1 + Replace the 4-6-8 squads with 4-6-7 squads.
G3 - G2 + Replace the 9-2 Arm. Ldr. with an 8-1.

SPECIAL RULES:

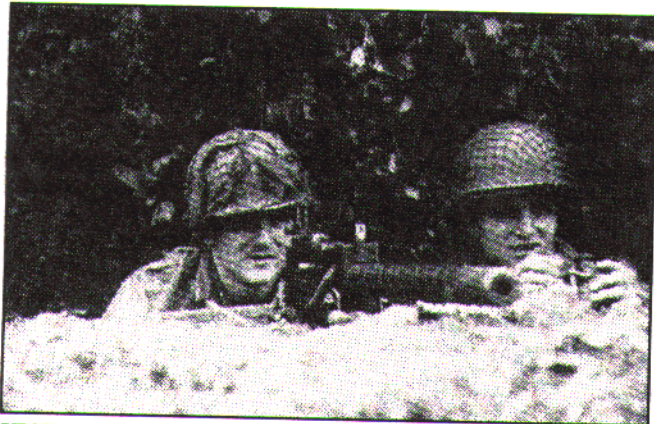
1. EC are Wet and Overcast, with no wind at start. Ground Snow (E3.72) is in effect.

2. A two-lane stone bridge exists from 40Q1 to 40Q4.

3. During the MPh, the Russian player may only move a number of AFV and MMC equal to twice the Game Turn number (i.e. on Turn 1, two AFV may move, or one AFV and one MMC, etc.). The Russian is not so restricted during the APH; any number of units eligible to advance may do so. Recalled vehicles and Berserk units do not count toward this total.

AFTERMATH: The Germans attacked quickly. In a short, furious firefight the single panzer destroyed four Russian tanks guarding the bridge. Followed by infantry in halftracks, the Nazis stormed across the bridge, wiping out a Soviet *Pakfront* and securing a bridgehead in the process. Weather and Russian forces notwithstanding, at nightfall Eberbach was able to report the capture of Mzensk.

THE LIGHTHOUSE



VICTORY CONDITIONS: The Americans win if they Control The Lighthouse (see SSR 3) at game end.

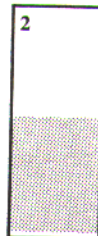
SULUAN ISLAND, THE PHILIPPINES, 17 October 1944: Following months of training the 6th Ranger Battalion finally was assigned their first combat mission. The 6th Rangers, led by Lt. Col. Mucci, would be the first American troops to land in The Philippines, spearheading its liberation from the Japanese. At 0805 hours on October 17th, D Company landed near the village of Granadas in a driving rain. After reorganizing after the landing, the Rangers immediately began their advance on a lighthouse located near the southeast corner of the island. While passing through a village consisting of a few small huts, the Rangers found evidence of Japanese occupation. As the Rangers started the last leg of their journey, they suddenly came under enemy fire from the edge of the nearby jungle.

BOARD CONFIGURATION:

BALANCE:

☆ Delete the 50mm MTR from the Japanese OB.

● Add a second LMG to the Japanese OB.

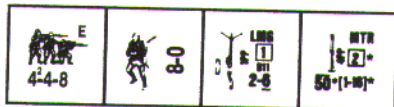


(Only hexrows R-FF are playable)

TURN RECORD CHART

● JAPANESE Sets Up First	☆	1	2	3	4	5	6	END
☆ AMERICAN Moves First								

Elements of the Japanese Naval Garrison [ELR: 3] set up, using HIP, ≥ 3 hexes from the Lighthouse (see SSR 3): {SAN: 5}



5

Company D, 6th Ranger Battalion [ELR: 5] enter on Turn 1 along the north edge: {SAN: 3}



7

2

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the southeast at start. Weather is Overcast (E3.5).
2. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). All buildings are Huts. Only Hill 538 exists, all other hill hexes are treated as Light Jungle. Walls and hedges do not exist.
3. The Lighthouse is represented by placing a Level 2 counter in hex CC6. The Lighthouse is a stone building with a first and second level in addition to the ground level. LOS is clear along hexsides of CC6. Entrance/Exit to/from the Lighthouse must be made from either hex BB5 or BB6. Units at the 1st level only have a LOS to ADJACENT units (and vice versa); thus, there is no LOS between units inside and outside the Lighthouse from this level.
4. Rangers are Commandos (H1.24.) Due to their extensive jungle training, all US infantry receives a two MF bonus while moving solely IN jungle hexes.

AFTERMATH: The sudden burst of fire killed one Ranger immediately and wounded another. Recovering quickly, the Rangers counter-attacked, forcing the Japanese back into the jungle to the north. The Rangers occupied the lighthouse and destroyed a Japanese radar set inside. By 1200 hours it was all over and the Rangers withdrew to the beach to be picked up by the US Navy. After weather forced a 24 hour delay, D Company was reunited with the rest of the battalion the next day.

OBONG-NI



OBONG-NI RIDGE, SOUTH KOREA, 17 August 1950: Early in the morning of 17 August, elements of the 5th Marine Regiment had fought a series of platoon and company sized actions against portions of the 4th NKPA Division, known as the "Seoul Division". The fighting took place along the crest of a brush covered ridge known as Obong-Ni. The ridge and its series of high peaks offered a commanding view of the surrounding countryside to whichever side that controlled it. Late in the afternoon of the 17th, the northern-most peak was occupied by Company B, 15th Marines after taking heavy casualties. Company F of the US 9th Infantry occupied another ridge just north of Obong-Ni. The North Korean response was prompt; Major General Lee Kwon Mu, commander of the Seoul Division ordered an immediate counter-attack. Using the support of his few T-34 tanks Mu decided to attempt an encircling maneuver around the north end of Obong-Ni Ridge, using a dry, dusty road that ran between the Army and Marine regiments. Directly in the path of the 4th NKPA lie the remaining Leathernecks of Company B, and its attached AT company from the 5th Marines.

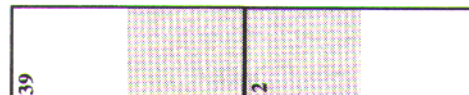
VICTORY CONDITIONS: The North Koreans win immediately if they have Exited ≥ 31 VP off the east edge on/between 39Y10 and 2B10, provided at least one VP is Personnel.

BALANCE:

★ Add an 8-1 Arm. Ldr. to the Marine OB.

⊗ Increase the NKPA SAN to 4.

BOARD CONFIGURATION: N ➤

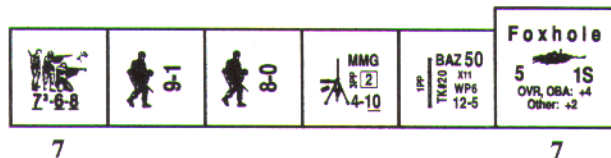


(Only hexrows R-GG on board 39 and A-P on board 2 are playable)

TURN RECORD CHART

★ AMERICAN Sets Up First [213]	⊗ 1	★ 2	3	4	5	END
⊗ NORTH KOREAN Moves First [244]						

Company B, 5th Marines [ELR: 5] set up on any Level 4 hexes on board 39: {SAN: 4}



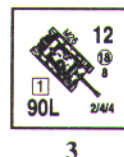
Bazooka Team from
Company F, US 9th Infantry
Regiment [ELR: 4] set up
HIP anywhere on Hill 621 on/
north-of hexrow H on board 2:



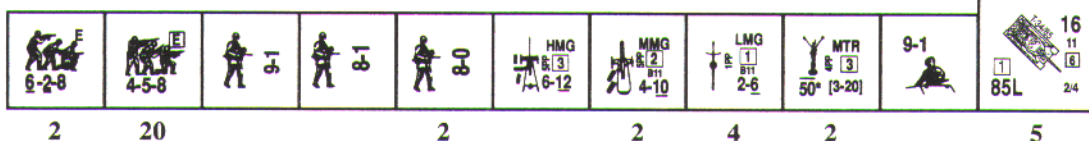
AT Company, 5th Marines set up on/east-of hexrow 6:



Elements, Coy A, 1st Marine Tank
Battalion enter on Turn 2 on the
east edge of board 39:



Elements, 4th NKPA Division [ELR: 4] enter on Turn 1 on/between hexes 39Y1 and 2I1: {SAN: 3}



SPECIAL RULES:

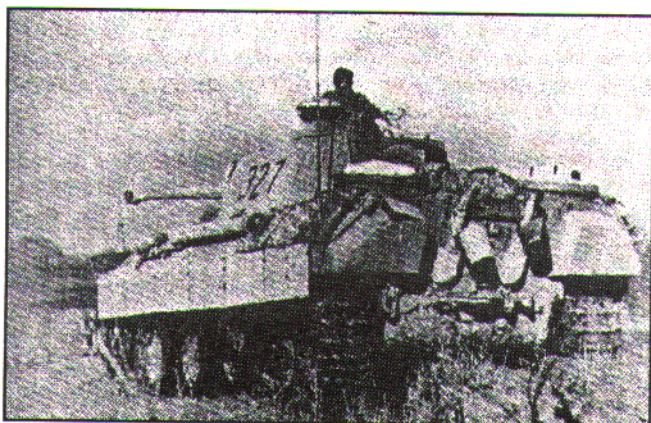
- EC are Moderate, with no wind at start. If wind is generated, including Gusts, at any point in the game, Light Dust (F11.71) immediately comes into effect for the remainder of the game.
- All woods, orchard, and grain hexes are brush. All buildings are Huts (G5.) The only road that exists is the one that runs 2I1-2I2-2A5-39GG5-39Y10. Whenever any vehicle enters any hex of the road it can create Vehicle Dust as per F11.74.
- The Marine ELR is 5, US Army unit's ELR is 4. Any unit of the AT Company (USMC) that sets up out of the LOS of all NKPA entry hexes may utilize HIP.
- Treat the NKPA as Russians in all respects with the following additional characteristics: The NKPA are allowed Dare Death Squads as per G18.6; NKPA squads are allowed to attempt ATMM usage as if they were German.

All 6-2-8's are Assault Engineers (H1.22), including their HS. NKPA T-34/85 tanks have unlimited APCR.

5. To represent the BAZ '50 depicted on the scenario card, use the BAZ '45 (w/ same capabilities) but with a HEAT TK# of 20 and HE equivalency (C8.31) of 12.

AFTERMATH: As the lead T-34 rounded the bend at Obong-Ni the Marines opened with a barrage of AT fire using bazookas and recoilless rifles. Shrugging off the bazooka hits, the T-34s continued on until the lead tank was knocked out by a 75mm RCL round. The second T-34 came around the bend just as Marine Pershing tanks were arriving to assist B Company. The Marine armor quickly destroyed two more T-34s, taking the heat off the Leathernecks who were trying to cope with the advancing hordes of North Korean infantry. The last NKPA tank was knocked out by a hidden bazooka team as it was trying to withdraw. Without armored support, the North Korean infantry began to retreat from the ridge, leaving the Marines as sole owners of Obong-Ni.

SAVING THE BREAKOUT



VICTORY CONDITIONS: The Germans win if there are no Good Order American MMC on a Hillock hex (see SSR 3), including woods overlays, and Control hex 17G7 at game end; provided that the Americans have not amassed ≥ 31 CVP.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First									

L'ABBAYE BLANCHE, FRANCE, 7 August 1944: In an attempt to cut off the breakout from Normandy, the Germans sent the 2nd SS Panzer Division toward Avranches. Moving north of Mortain, the Der Fuhrer Regiment was leading the advance on Avranches; and was to cross the Cance River near L'Abbaye Blanche and seize the crossroads controlling the north-south communications through Mortain. The night before, Lt. Tom Springfield positioned his 3 inch AT guns on a ridge overlooking the bridge over the narrow, steeply banked river. F Company of the 120th Regiment was also guarding the important crossing on the morning of the 7th. At 5:00 am, in a patchy fog, leading elements of the 2nd SS stumbled onto the American positions

BOARD CONFIGURATION:



	Wd2	Wd4	
	H2	H5	
17	X12	OG3	OG1
		OG2	OG5
	St2	St3	St1
		X8	16

BALANCE:

☆ Decrease the Game Length to 7 turns.

✚ In the Victory Conditions change "31" to "41".

Elements of the 852nd TD Battalion and 120th Infantry Regiment [ELR: 4] set up on board 17 north of the stream and on/west-of hexrow BB and/or on board 16 west of the stream: {SAN: 4}

 6-6-7	 6-6-6	 3-4-7	 2-2-7	 9-2	 8-1	 7-0	 8-16	 6-12	 4-10	 60* [3-45]	 8-4	 7 morale
4	4		2						2		3	12
 76L	 5											
2	6											

Elements of Der Fuhrer Regiment, 2nd SS Panzer Division [ELR: 5] set up ≤ 2 hexes from hex 16oL6 and/or on the road 16A5-I6 (vehicles may set up in motion): {SAN: 2}

 6-5-8	 2-2-8	 9-2	 9-1	 8-0	 7-16	 5-12	 3-8	 12-4	 8	 9-1
8							3	2		
 75L 1/12	 75L 3/52	 20L (6) -5	 15PP AAMG -1-13	 AAMG -1-15*	 T-4 19PP	 88LL				
2	3		3							

SPECIAL RULES:

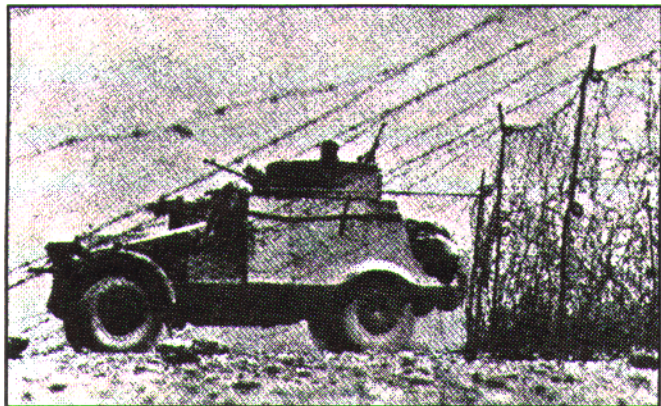
- EC are Moist, with no wind at start. KGP Moderate Mist (KGP SSR 3) is in effect.
- Place overlays as follows: **H2** on 17O5-N4; **H5** on 17T6-S6; **Wd2** on 17oP3-oO4; **Wd4** on 17oT4-oU4; **OG1** on 17X10; **OG2** on 16H9-H10; **OG3** on 17U10-U9; **OG5** on 17BB9-CC10; **X12** on 17N7-O7; **St2** on 16W4-X3; **St1** on 16D6-E7; **St3** on 17O9-P9; and **X8** on 16L6 (with 1 north).
- The Hillock overlays (including the Woods overlays) represent a Level 1 Hill, with the crest line at the hexspine. There is a continuous Hedgerow (B9.5) along the south hexsides of the Hill running from hexside 17oK4/K5 to hexside 17oX7/X8; the base level of the Hedgerow is Level 1.
- The Stream is Deep (B20.43) and cannot be entered by vehicles. There is

a stone bridge in 16oI9.

- The Americans may set up one MMC, and any SW/SMC stacked with it, using HIP. The American ATGs may Boresight hexes on/north-of the Stream; no other weapons may boresight.
- The Germans receive one module of 150mm Rocket OBA. Initial Radio Contact may not be attempted until the Observer has a LOS to a known enemy unit.

AFTERMATH: Springfield's 3 inch guns fired as if they were on the range in Louisiana, knocking out several German tanks. Despite direct fire from 88mm artillery and a Nebelwerfer barrage the Americans held out for several hours before withdrawing, throwing off the timetable of the German attack. This was the start of a heroic stand around Mortain that saved the breakout.

FORGOTTEN YEARS



VICTORY CONDITIONS: The Italians win immediately when they have Exited ≥ 26 VP off of hex 25Y10. Use normal VP, not DVP. Each truck counts as 5 VP and each Ethiopian squad equivalent eliminated adds 1 VP (FRD) to the Italian total.

TURN RECORD CHART

== ETHIOPIAN Sets Up First	1	2	3	4	5	6	END
III ITALIAN Moves First							

Elements of the Ethiopian Republican Guards [ELR: 5] set up on board 28 and/or board 25 on/north-of hexrow BB: {SAN: 4}

 3-3-7	 8-1	 7-0	 2-5	 1-12	 7 morale
8		2			12

Fanatic elements of the Haillie Sallassi Camel cavalry enter on Turn 4 along the east edge:

 3-3-7	 8-2	 12
8		8

Elements of the Livorno Division [ELR: 3] enter on Turn 1 or later on hex 25GG5 with all infantry as Passengers; all, some or none may enter on each turn: {SAN: 2}

 3-4-7	 8-1	 7-0	 6-1	 4-10	 2-5	 1-12	 13-0	 12-0	 19-0	 12-0	 18-0
6							2		2	2	3

SPECIAL RULES:

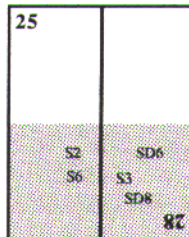
1. EC are Wet, with no wind at start. Early Morning Sun Blindness (F11.61) is in effect. All walls and hedges are Cactus Hedges (F13.3). All orchards are Cactus Patches (F13.4).
2. Place overlays as follows: S2 on 25W2-V2; S3 on 28H1-I1; S6 on 25Y2-Y3; SD6 on 28L6-M7; and SD8 on 28F4-G5.
3. Up to 4 Ethiopian squads, and any SW/SMC stacked with them, may set up HIP. The Ethiopian SW are captured Italian SW and all penalties apply.
4. Trucks and ACs may only move on road hexes. Hill hexes adjacent to sand hexes do not require a vehicle to make a Bog Check.
5. The Ethiopian Camel cavalry are Fanatic and must declare a Charge

ON THE ROAD TO ADDIS ABABA, ETHIOPIA, 2 March 1936: The most cowardly war in history was drawing to its inevitable close as Mussolini's legions closed in on the Ethiopian capital of Addis Ababa. Despite the odds, many tribesman were waging a heroic struggle behind the Italian lines, conducting daily attacks against the enemy rear. In one such skirmish, an Italian armored column was escorting several supply vehicles when partisans were spotted on a hill ahead, deployed for the attack.

BOARD CONFIGURATION:

BALANCE:

- == Replace the Italian L3 Lf with a L3/35.
- III Delete the first sentence of SSR 4.



(Only hexes south of hexrow Q are playable)

(A13.6) as soon as it begins a MPh within range of a non-AFV enemy unit. No camel rider may dismount voluntarily until a charge has been conducted by that unit.

AFTERMATH: Tankettes swept the hillside with machine gun fire upon sighting the Ethiopian partisans. The tribesmen responded in kind, spraying the Italian column with machine gun fire. The leading armored car was caught in a crossfire between ATR and machine gun fire, hit repeatedly, and soon caught fire. The tanks and Bersaglieri steadily pushed back the Ethiopian irregulars despite the initial burst of fire. Suddenly, out of the early dawn sun erupted a wave of camel riding cavalry. Two more Italian armored cars moved forward to deal with this new threat and the slaughter began; only a handful of partisans broke through to the convoy. The survivors soon faded away into the distance while the battered convoy regrouped and continued on its way.

ORANGE BEACH 3



VICTORY CONDITIONS: The Americans win immediately if they have Exited ≥ 24 VP off the east edge and there are no Good Order Japanese MMC on/adjacent-to a beach hex; provided that the Japanese have not amassed ≥ 56 CVP.

TURN RECORD CHART

● JAPANESE Sets Up First	☆	1	☆	2	3	4	5	6	7	8	9	10	END
☆ AMERICAN Moves First [240]													

(Only hexrows A-P are playable)

Elements of the Japanese 14th Division [ELR:4] set up on any Hinterland hex that is ≤ 2 hexes from a beach hex: {SAN: 5} Set up in Beach hexes:

4-4-8	2-2-8	1-1-1	3 B11 6-14	2 B11 4-11	1 B11 2-8	1 B11 50-1-10	1 B11 1-12	1 B11 30-1	7 morale	18	47L	24	5
3	5				3				8	18			
	1+5+7	1+3+5	3	2	3								
	2	3	3	2	3								

Set up in shallow ocean hexes (see SSR 3):

10	12
----	----

Elements of the 14th Division Reserve enter on Turn 6 along the east edge:

4-4-8	10-10	2-8	30-1
3	2	2	

Elements of the 3rd Amphibious Corps set up in motion on the submerged reef (see SSR 1):

11 ³
75 [*]
4

Elements of the 2nd Tank Battalion enter on Turn 2 along the west edge:

9-1	13	4	4
	75	2/4/4	69PP
			AAMG
	3	3	

Elements of 3rd Battalion, 7th Marines [ELR: 5] enter on Turn 1 along the west edge: {SAN: see SSR 3}

7-8-8	3-4-8	10-2	1-1-1	1-1-1	1-1-1	2	2	8-4	24-1	30-1	12 ³
10	10					2	2	3	3	2	5
											10

SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Treat all Bamboo as Crags, which is both Ambush and Rally terrain; additionally, Pillboxes may set up in them. A submerged Reef (G13.43) exists in an alternate hexgrain along 1010-1024-1036-...-2140-2154. The Americans are conducting a Seaborne Assault (G14.1) [EXC: No LVT with a PP capability may attempt to enter a Hinterland hex].
- Place overlays as follows: B3 on G5-G4; Wd4 on M5-N4; Be4 with 401-402 on A6-A7; Be5 with 572-573 on P5-P6; Oc1 with 1001-1002 on 403-404; and Oc2 with 2144-2145 on 574-575. Beach Slope is Slight (G13.21). All beach hexes are Hard Sand (G13.3). The Pond in P2 is a Shellhole instead.
- Due to superior aerial reconnaissance, no Japanese Fortifications/Infantry may set up Concealed/HIP in non-concealment terrain [EXC: mines]. Converting A-P mines to A-T mines is NA. A-P mines may set up in Hard-Sand Beach hexes (G14.54). All Tetrahedrons have a non-inherent A-B mine of "2" (G14.53) and they may not set up adjacent to each other.
- The Japanese pillbox tunnels (G1.632) need not be within two hexes of the beach. The Japanese receive one module of 70mm OBA (HE & Smoke), with plentiful ammo, that is directed by an offboard observer at level three in hex P1.

PELELIU, 15 September 1944: The target for the 1st Marine Division was Peleliu. A six mile long chunk of upheaved coral and limestone located just north of the equator, and some 500 miles east of the Philippines. Little was known of the island since the Japanese had seized it at the outbreak of WWII. From the air, the island looked like any other South Pacific atoll covered by a lush jungle canopy, and surrounded by a large coral reef. For several months, the veteran Japanese 14th Division had been digging in preparing for this day. After the near disaster at Tarawa, the standard Navy policy in the Pacific had been altered, assault troops would not land on a hostile beach until the Navy frogmen had scouted and cleared a path for the assault troops. For the past several days the frogmen were very busy off the southwest beaches of Peleliu, as obstacles, both natural and man-made, were systematically blown up. While the Navy's guns fired well over 2200 tons of high explosive, the planners were shocked to find that once the protective vegetation was blown away, the island was a geological mish-mash of coral and limestone ridges. In addition, the lagoons in front of the proposed landing sites were heavily fortified with tetrahedrons backed up by automatic weapons and wire entanglements. Dawn on D-Day found the anxious Marines bobbing in their LVTs heading for shore. Proceeded by an intense Naval and Air bombardment, the men of the 3rd Battalion were headed for the southernmost beach, code named "Orange Beach 3".

BOARD CONFIGURATION:

BALANCE:

- Add a MMG and 2-2-8 crew to the Japanese OB.
- ☆ Increase the Game Length to 10.5 turns.

Oc1	Be4	37
Oc2	Be5	B3
		Wd4

- After the Japanese set up, but prior to the American set up, the American player may select six separate Tetrahedrons and attack them utilizing the mechanics of a Set DC (G14.56).
- The American SAN is 6 at start, but is lowered by three at the end of Game Turn 3. The Americans receive two FB on Turn 1, one with bombs, the other with Napalm; both are automatically Recalled at the end of Game Turn 2.
- The American tanks are Waterproofed (G13.4221).

AFTERMATH: The Japanese immediately opened fire on the Amtracs as they emerged from the sea. The lagoon was pre-registered by the Japanese artillery, and the incoming shells began to bracket and score some direct hits. The Marine's well planned timetable was beginning to unravel. Part of the reason was the lack of experience of the Amtrac crews, another was the numerous mine-tipped tetrahedrons not cleared by the Navy frogmen, and the heavy fire from the Japanese. The troops were well protected by the armored hulls of the Amtracs from small arms and shell splinters; however, they were no match for the 47mm gun's 3.5lb projectile. As the first wave neared the beach, they left in their wake a grim spectacle of their passing: burning Amtracs and bodies floating in the lagoon. Upon arriving on the beach, wildly yelling Marines leapt over the sides of the Amtracs and scrambled for whatever cover they could find. To stay on the beach was a death sentence, as the Japanese artillery shifted and began to fall on the beach itself. But the training and elan of the surviving Marines began to take over, slowly at first, singly and in pairs men began to infiltrate into the shattered jungle. While on the beach the superior firepower of the Marines started to silence one strongpoint after another. Back at the Fleet reports from the spotter aircraft were being broadcast live over the ship's PA systems. One report from Spider 2 stated, "My God! I can see over 18 burning Amtracs off of Orange Beach 3". This was day number one on Peleliu, 67 days more to go.

BEDJA BLOCKADE



VICTORY CONDITIONS: The Italians win if they Control hexes 25Y1 and 25V3 at game end, provided that each hex adjacent to 25Y1 and 25V3 is free of Free French MMC.

TURN RECORD CHART

✚ FREE FRENCH Sets Up First	1	2	3	4	5	6	7	END
111 ITALIAN Moves First [72]								

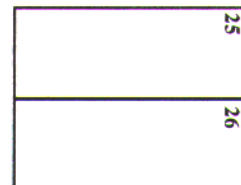
BEDJA PASS, TUNISIA, 21 November 1942: After the Allied success in Morocco and Algiers, both the Allied and Axis commands frantically began building up combat forces in preparation for the battle for Tunisia. The port of Tunis was important to the Axis forces as a source of entry for fresh troops and to supply those already in Africa. The Germans divided Tunisia into two command areas with the northern command centered on the port city of Bizerte and Tunis to be defended by the newly arrived Italian *Superga Division*. Motorized patrols were used by the Italians to keep track of the Allies and to apply pressure when an opportunity presented itself. One such patrol approached Bedja on 21 November to probe Allied strength in the area. The men of the Superga headed straight for a collision with the soldiers of the Free French 15th Senegalese Infantry Regiment, assigned to defend the pass.

BOARD CONFIGURATION:

BALANCE:

✚ Add one ATR to the Free French OB.

111 Add a 9-1 Arm. Ldr. to the Italian OB.



Elements of the 2nd Battalion, 15th Senegalese Infantry Regiment [ELR: 3] set up on board 25 on/between hexrows 25P and 25BB: {SAN: 3}

 4-5-7	 2-2-8	 1-1-8-0	 1-1-8-0	 2-2-4-12	 1-1-2-7	 5-1-2-11	 25LL [46]	 3-3-47L	 5-5-1S OVR, OBA: +4 Other: +2
8	2			2					8

Reconnaissance Elements, Italian Superga Division [ELR: 2] enter on Turn 1 on any east, west, and/or south edge of board 26 (see SSR 4): {SAN: 2}

 3-4-7	 1-1-8-0	 1-1-8-0	 1-1-7-0	 1-1-2-7	 1-1-2-7	 1-1-2-7
12				3		2

 29-1	 30-1	 12-3	 20-4	 18-4
2	4		4	2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Heat Haze (F11.62) is in effect.
2. Orchards are Olive Groves (F13.5).
3. Two Free French squad equivalents, and any SW/SMC stacked with them, may set up using HIP.
4. All Italian MMC must enter the map as Passengers in trucks.
5. Use the *French* SA-L mle 34 (25LL) listed in the Free French OB. Captured penalties *do not* apply.

AFTERMATH: The Senegalese 2nd Battalion had been reinforced with 25mm and 45mm anti-tank guns and were posted on what the Americans and British thought to be a quiet front. On the 21st of November, the Senegalese were the recipients of the kind of attention that would put the lie to that theory; the Italians moved right over to the attack after discovering the Free French troops guarding the pass. Anti-tank fire from the Senegalese positions was intense. The first 47mm gun encountered knocked out four Italian tanks. It was then the Senegalese commander who saw an opening, throwing in a counter-attack on the flank that unhinged the attack and routed the Italians. The Senegalese would hold the pass, and carry this day.

NORDIC TWILIGHT



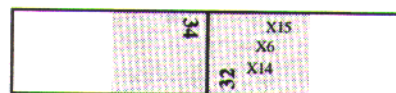
HAUKILA FARM, FINLAND, 2 January 1940: With the destruction of the Russian 163rd Division completed, Colonel Siilasvuo now turned his attention to the still powerful but bogged down 44th Division. From Siilasvuo's maps, the 44th resembled a 22 mile long sausage link, stretched out along the Raate Road back to the frontier. If ever a unit was ripe for the now famous Mottis tactics, the 44th was definitely the one. On the night of January 2nd, two companies of JR-27 Infantry Regiment quietly moved forward. After silently dispatching the sentries, they swept in and hit the road hard, with guns blazing and grenade bundles tossed into dugouts and vehicles. The Finns rapidly cleared over 500 yards of the road. Then it was time for the Engineers to move in and with little wasted effort they began to setup roadblocks. The eerie subarctic daylight found the Finns manning their positions and awaiting the Russian's reaction.

VICTORY CONDITIONS: The Finns win immediately if there are no Good Order Russian units in/adjacent-to a building hex on board 32; *or*, the Finns win if they Control all the buildings on board 32 at game end. In either case, the Finns must amass more CVP than the Russians.

TURN RECORD CHART

★ RUSSIAN Sets Up First	3	1	★	2	3	4	5	6	7	END
☞ FINN Moves First										

BOARD CONFIGURATION:



(Only hexrows A-P on both boards are playable)

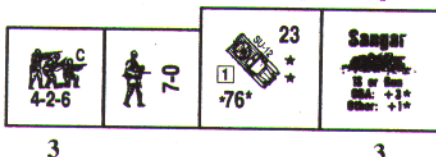
BALANCE:

★ Replace the Russian 4-2-6 squads with 4-4-7 squads.

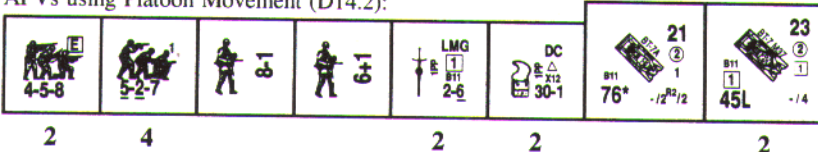
☞ The Finns may pre-designate three squads as Fanatic.



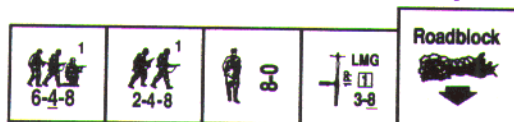
Elements of the 44th Division [ELR: 2] set up on/adjacent-to any building [EXC:N8] on board 32 (see SSR 4, 6, and 7): {SAN: 3}



Elements of the 44th Division "Armored Reserve" enter on Turn 1 along the west edge with all AFVs using Platoon Movement (D14.2):



Elements of the JR-27 2nd Co. [ELR: 4] set up on/adjacent-to hex 34C6 (See SSR 5, 6, and 7): {SAN: 5}



Elements of the JR-27 1st Co. set up, using HIP, ≤ 3 hexes from hex 34H6 *or* hex 34K6:



SPECIAL RULES:

1. EC are Wet, with no wind at start. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect. The 34P5-32P4 road is plowed (E3.733); all other roads are paths. Road Movement bonus is NA. The Sunken road does not exist.
2. All buildings are single story and wooden, with a per-side stacking capacity of one squad (instead of three; overstacking is still allowed). No Gun or AFV may set up in a building. All buildings on board 34 are Orchards.
3. Place overlays as follows: X6 on 32G5; X15 on 32I2-I3; and X14 on

32E7-F7.

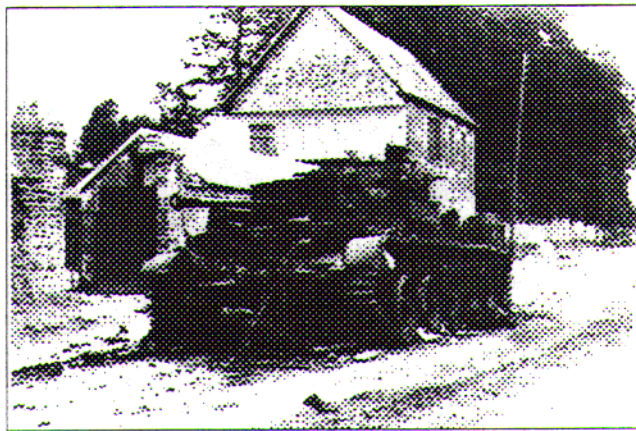
4. Due to the extreme winter, no Gun may set up emplaced.

5. All Finnish units are Ski-equipped (E4.) and have Winter Camouflage (E3.712). Dummy units may start the game with skis and use them as if they were a real unit; however, no real unit may use skis that were originally possessed by a dummy unit.

(See the following page for SSRs 6-8 and the Aftermath)

TEST OF NERVES

VILLERS-BOCAGE, FRANCE, 13 June 1944: Unknowing of the destruction of 'A' Squadron at the hands of Michael Wittman the day before, Lieutenant Cotton of 'B' Squadron ordered his tanks forward to attempt contact with the ill-fated unit. Inching through the back alleys of Villers-Bocage, the tankers of 'A' Squadron passed several burnt out hulks that were once their comrade's proudly advancing armored fist. After driving off some scattered resistance from a handful of panzergrenadiers, 'B' Squadron rolled into Villers-Bocage and secured the main crossroads of the Caumont road. The dawning realization of the disaster suffered by 'A' Squadron led Lieutenant Cotton to order a Firefly commanded by Sergeant Bramall to patrol the back alleys while the remainder of the unit was ordered to turn off their engines to better hear the approach of German armor. They did not have long to wait. In another part of the village, Germans led by Obersturmbannführer Michael Wittman were themselves sitting with their engines off listening for sounds of approaching enemy armor. Sergeant Bramall's Firefly drew first blood, firing through two opposite windows of a building to destroy one of the Tigers. While this concealed his position, he soon found the best course of action was to retreat and report the position of remaining SS tanks. Meanwhile, the German tankers began starting their engines and Wittmann ordered the rest of his unit to head for the objective as quickly as possible. One by one, the Tigers encountered British resistance and were disabled. Wittman's tank, nearly to the crossroads, was immobilized by a 6 pdr. AT-gun. Wittman and his crew were able to bail out and infiltrate through enemy lines to safety. This latest contact with Wittman and his unit left commanders of the 'Desert Rats' feeling exposed and that evening they pulled back to Tracy-Bocage. Wittmann was awarded the Knight's Cross for his exploits near Villers-Bocage on the 12th and 13th of June. The British 7th Armored Division would not recapture Villers-Bocage for nearly a month.



BOARD CONFIGURATION:



VICTORY CONDITIONS: The British win if, at game end, there is $\geq$ one British AFV with functioning MA having a LOS to $\geq$ one of the following hexes: T3, T4, and S4. LOS to any *one* hex is a British win. Smoke is ignored for the purposes of VC based LOS.

BALANCE:

- ✚ Add an 8-1 armor leader to the German OB.
- ⦿ Add an 8-0 leader to the British OB.

SCENARIO SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. The British may set up any three AFVs using HIP; all German AFVs may set up using HIP. Loss of HIP for AFVs is handled normally, *not* as if the unit is a hidden gun.
3. The British receive one module of 76mm battalion mortar OBA (HE only).
4. The Germans are Elite for purposes of Special Ammunition Depletion Numbers (C8.2).

✚ GERMAN Sets Up First	1	2	3	4	5
⦿ BRITISH Moves First					



[ELR: 3]

{SAN: 3}

Elements of the 2nd Coy., *Schwere* SS Panzer Abteilung 101 and grenadiers from Panzer Lehr
set up on/east-of hexrow P (see SSR 2):

6			2					3	



[ELR: 4]

{SAN: 3}

Elements of "B" Squadron, 4th London Yeomanry of the 22nd Armoured Brigade, 7th Armoured Division
set up on/west-of hexrow S (see SSR 2):

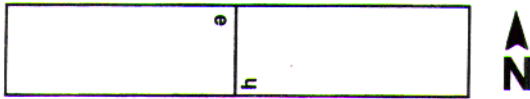
4								2			

TERYAEVA SLOBODA

TERYAEVA SLOBODA, RUSSIA, 15 December 1941: Russian paratroopers from the 214th Airborne Brigade had been dropped behind German lines during the night of December 14-15th. Maneuvering over deep snow covered ground in subzero weather, the paratroopers had been ordered to destroy any bridges found, interdict the roads and generally disrupt the German retreat from Moscow in any way that they could. Within a few hours after dropping, Captain Starchak and his detachment had established their first roadblock and soon sighted their first German convoy driving toward their trap. Waiting until the last minute before giving orders to open fire, Captain Starchak and his paratroopers unleashed a hail of fire at point blank range. Under a storm of lead and high explosive, the German convoy was destroyed almost to the last man and vehicle. Captain Starchak and his men had successfully established their first roadblock. For the next nine days the Russians harassed the retreating Germans with a series of hit-and-run raids. The Germans, suffering from a lack of winter clothing and heated rest areas, were forced to fight in the bitter cold that they were unprepared for, but which suited the Russian perfectly.



BOARD CONFIGURATION:



BALANCE:

- ★ Replace the Russian 9-1 leader with a 9-2.
- ✚ Add one 4-6-7 squad to the German OB.

SCENARIO SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) and Extreme Winter (E3.74) are in effect.
2. Hedges do not exist. All roads are plowed.
3. Russians units are Stealthy, but do not have Winter Camouflage.
4. German Personnel must enter as Passengers.

VICTORY CONDITIONS: The Germans win immediately if they have Exited ≥ 11 VP off of hexes eH0 and/or eH5.

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

✚	1	2	3	4	5	6
---	---	---	---	---	---	---

Starchak Detachment, 214th Airborne Brigade set up, using HIP, on/west of hexrow hK:



[ELR: 5]

{SAN: 4}

5			2		2

Supply Column, 3rd Panzer Group Enter on Turn 1, in Convoy (E11.), on road hex hO3 (see SSR 4):



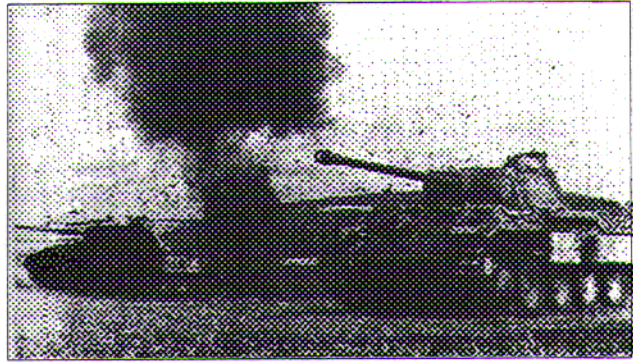
[ELR: 3]

{SAN: 2}

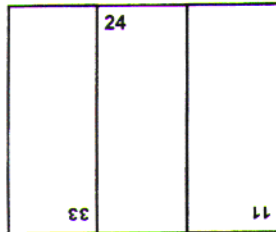
6				2	9PP	AAMG -H6"	21PP	AAMG
							3	2

OPENING BLOW

West of UDEM, along the GOCH-CALCAR road, HOLLAND, 19 February 1945: The end of Operation Veritable, clearing the Reichswald, was now. But before the next operation, Operation Blockbuster could be started, the 4th Canadian Brigade had to secure the Goch-Calcar road. A narrow paved road approximately 2 kilometers long. While the Moyland Forrest was still not completely cleared, LtC W. D. Withaker's Royal Hamilton Light Infantry, supported by the 1st Squadron Fort Garry Horse and 4th Regiment Royal Canadian Artillery, had to take the little village of Schwanenhof. Unknown to the Canadians the 6th Fallschirmjäger Division was, just the previous night, reinforced by elements of the 130th Panzer Lehr Division and the 901st Panzergrenadier Regiment. Maj. J. M. Bostwick's 1st Company immediately came under heavy fire and the supporting Fort Garry Horse Shermans were flaming wrecks within the first minute. Already slowed by the heavily soaked ground, 2nd Company's advance slowed to a crawl when German 88mm artillery opened fire. The Germans detached Kampfgruppe Hauser, crack elements of the 130th Panzer Lehr Division and the 901st Panzergrenadier Regiment to meet the threat. Soon the Germans swarmed over the Canadians, with artillery hitting friend and foe alike. Only the support in the form of Wasps and Fireflies, prevented the RHLI from being completely overrun. The Canadians only needed 20 minutes to reach Schwanenhof, but it took until February 26th to fully secure the village. Operation Blockbuster was seriously delayed.



BOARD CONFIGURATION:



BALANCE:

- ☛ The German Turn 5 reinforcements enter on Turn 4.
- ⊙ The Canadian Turn 3 reinforcements enter on Turn 2.

VICTORY CONDITIONS: The Canadians win if, at game end, they Control building 24S5 or have amassed more VP than the Germans. Each side earns Casualty VP normally, and also receives 4 VP for each stone building and 2 VP for each wooden building Controlled on board 24.

SCENARIO SPECIAL RULES:

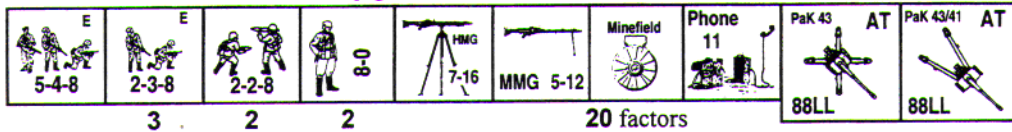
1. EC are Wet, with no wind at start. Weather is Overcast, with no rain at start. All board 24 Valley hexes are Level 1 Hill hexes instead [EXC: ignore all partial Valley depictions and LOS along a crest line hexside is clear (EX: LOS from 24G3 to 24A3 is clear)], all other terrain features still exist [EXC: Cliffs do not exist; and building hex 24U4 has no Level 2]. All AFV must expend one extra MP per hexside crossed/bypassed [EXC: Road Movement]. The minimum Road Entry MP cost is one MP. Road Bonus (B3.4) is NA.
2. All Personnel must enter as PRC. All Passengers enter Cloaked (E1.41) until they become CE, Unload, or conduct any other concealment loss activity.
3. The Germans receive one module of 88mm OBA (HE only). The Canadians receive one module of 105mm OBA (HE, Smoke, and WP) directed by an Offboard Observer at Level 2 in a hex along the west edge (the exact hex is secretly recorded before all set up). No Quarter (A20.2) is in effect for both sides. Bore Sighting is NA.
5. The German 8-3-8 and Canadian 6-4-8 squads are Assault Engineers (H1.22) and Sappers (B28.8). Each Wasp contains an Inherent 2-4-8 HS (D6.82).

☛ GERMAN Sets Up First	⊙ 1	2	⊙ 3	4	5	6	7	8
⊙ CANADIAN Moves First [126]								

Forward elements of 6th Fallschirmjäger Division "Windhund" set up, using HIP, on board 24:

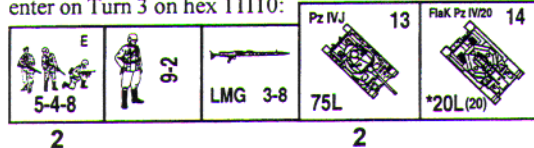


[ELR: 4]
[SAN: 4]



20 factors

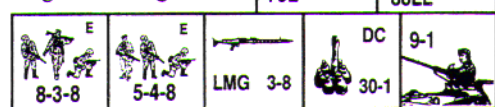
Elements of KG "Hauser" enter on Turn 3 on hex 11110:



Elements of KG "Hauser" enter on Turn 4 on hex 24A5:

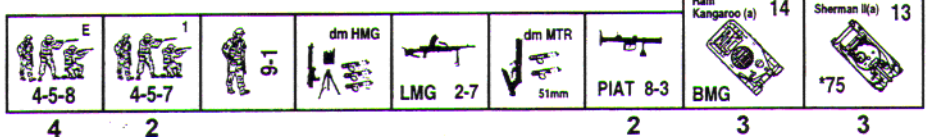


Delayed elements of KG "Hauser" enter on Turn 5 along the east edge:

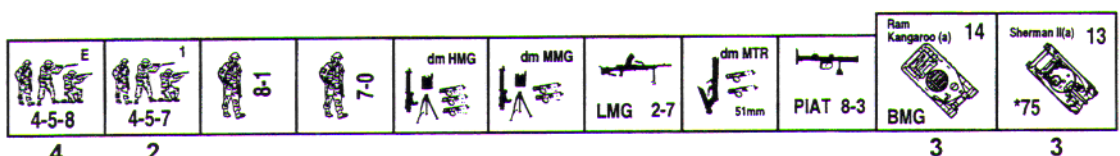


[ELR: 4]
[SAN: 2]

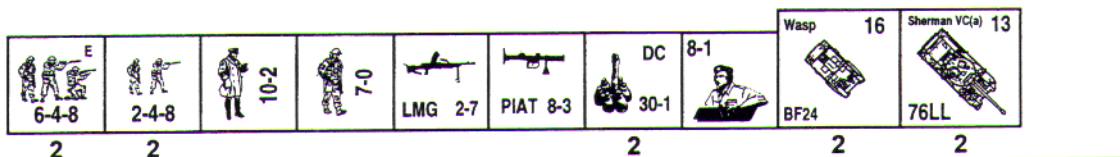
1st Company, Royal Hamilton Light Infantry and 1st Squadron Fort Garry Horse enter on Turn 1 on/adjacent-to hex 33BB0:



2nd Company, Royal Hamilton Light Infantry and 1st Squadron Fort Garry Horse enter on Turn 1 along the west edge on/between hexes 33G1-33K1:



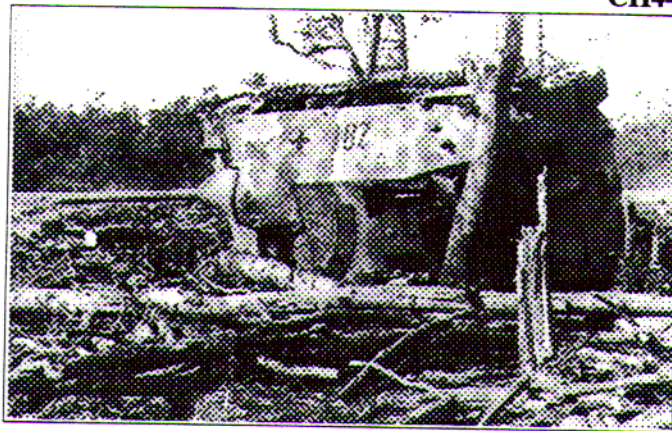
Elements of 1st Squadron Fort Garry Horse and 1st Canadian Armored Personnel Carrier Regiment enter on Turn 3 along the west edge:



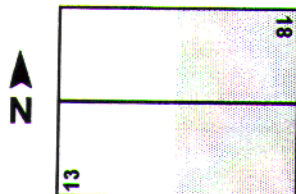
OPERATION NORDWIND

CH44

GRÖSS-REDERCHING, GERMANY, 1 January 1945: The offensive portion of *Wacht Am Rhein* on the Belgian frontier had ground to a halt by the end of 1944. Hitler's plan to alter the course of the war by defeating Allied forces in Northwest Europe had failed. There was little time for the Nazi leader to reflect; a new German offensive was about to begin. Operation *Nordwind*, known as the second Battle of the Bulge, has been overshadowed over the years by the immense struggle taking place in the Ardennes. At the time, Allied intelligence had received information about this new German initiative. The soldiers in the front line were left unaware of Hitler's "New Year's Eve Party", the nickname for German Army Group G's attempt to re-take Alsace-Lorraine and break up the French-American alliance. At 11:30 PM, December 31st, eight German divisions poised along the French border of Alsace-Lorraine attacked without any preliminary artillery support. The American 7th Army's 44th Infantry Division was attacked along its entire front, which ran from Sarreguemines to Rimling. The Germans were unable to push out of their bridgehead across the Blies River and create a penetration of American lines. However, north of Rimling, the American 71st Regiment was pushed back 2000 yards, allowing the Nazis to amass a force of 600 men between the neighboring units of the US 100th Infantry Division. Near the town of Gross-Rederching, elements of the 114th Regiment attempted to hold off the advance elements of the 17th SS Panzergrenadiers. Reinforced by SPs, including flame-throwing Hetzers of the 353rd Panzer Flamm-Kompanie, the SS troopers were able to force an American withdrawal, pushing elements of the 38th SS Panzergrenadier Regiment all the way to Aachen. Their success would prove to be short lived. Heavy American reinforcements soon arrived to push the spearhead of the 17th SS *Gotz von Berlichingen* back in a hasty and bloody retreat.



BOARD CONFIGURATION:



(Only hexrows R-GG on board 13 and A-P on board 18 are playable)

BALANCE:

- ☆ The German Turn 2 reinforcements enter on Turn 3.
- ✚ Replace the American 9-1 leader with an 8-1 leader.

SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. All bridges are One Lane (B6.43).
2. The Americans are Elite for purposes of Special Ammunition Depletion Numbers (C8.2).
3. All German units are Winter Camouflaged (E3.712).
4. The Americans may set up one squad-equivalent (and all SMC/SW stacked with it) using HIP.

VICTORY CONDITIONS: The Germans win if they are the last side to occupy both bridge Locations with a Good Order MMC at game end.

☆ **AMERICAN Sets Up First**

✚ **GERMAN Moves First**

✚	1	✚	2	3	4	5	6	7
---	---	---	---	---	---	---	---	---

Elements of the 114th Infantry Regiment, 44th Infantry Division set up on board 13:

[ELR: 3]
{SAN: 3}

 6-6-6 6	 5-4-6 3	 2-2-7	 9-1	 8-0	 7-0	 50 Cal HMG 8-16	 MMG 4-10	 BAZ 45 8-5	 60* [3-45]	 MTR	 ?	 Foxhole 1 Squad
						2		4		2		

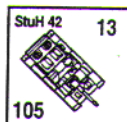
M1 AT
.57L

Elements of the 38th SS Panzergrenadier Regiment, 17th SS Panzergrenadier Division enter on Turn 1 along the north edge:

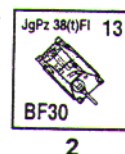
[ELR: 4]
{SAN: 2}

 6-5-8 8	 9-1	 8-0	 7-0	 LMG 3-8	 PsK 12-4
				2	

Elements of the 17th SS Panzer Battalion enter on Turn 1 along the north edge:



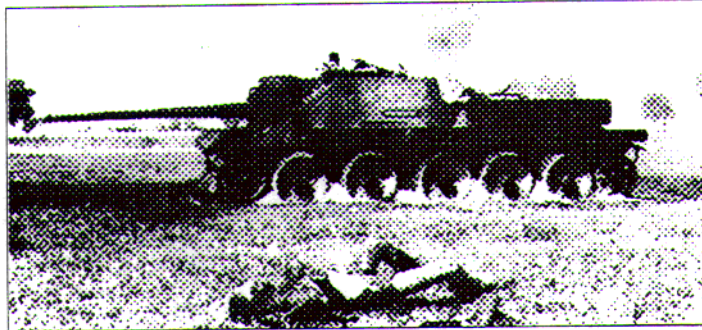
Elements of the 353rd Panzer Flamm-Kompanie enter on Turn 2 along the north edge:



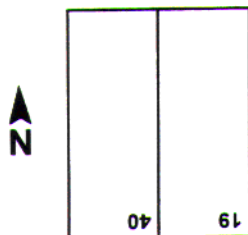
2

CURTAIN CALL

Along the SARVIZ CANAL, HUNGARY, 6 March 1945: The failure of the *Rundstedt Offensive* to achieve a strategic victory for Germany turned Hitler's attention back to the crumbling Eastern Front. Budapest had fallen and the Russians were threatening the oil refineries Nagykanisza, in Hungary. To protect his last natural oil resources, Hitler deployed his last strategic reserve in an operation dubbed *Fruhlingserwachen* (Awakening of Spring). The weary 6th SS Panzer Army, short of supplies and filled with replacements, was once again redeployed to the east to face the dug in Russians. Another foe, the spring thaw, combined with security leaks to doom the operation to failure before its start. The Russian command reinforced, dug in and sent reserves directly to the soon to be threatened sector of Hungary. The German attack was plagued by the marshy terrain which held 132 vehicles fast in the mud. Fifteen Royal Tigers sank up to the turrets in the quagmire. With limited armored support the infantry moved across the muddy ground against a superior enemy holding prepared positions. Nevertheless, the men of the *Der Fuhrer* and *Deutschland* regiments were able to cross a succession of enemy trenches and seize a number of tactically important pieces of high ground. Any initial successes only fueled Hitler's demands that the offensive continue. Russian reinforcements soon ended the futile struggle.



BOARD CONFIGURATION:



BALANCE:

- ★ Replace the Russian 82mm OBA with a 122mm OBA with Plentiful Ammunition and one Pre-Registered hex.
- ✚ Add one Pz VG to the German OB.

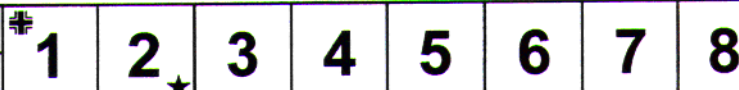
VICTORY CONDITIONS: The Germans win immediately if they have Exited ≥ 50 VP off the south/east edge(s) of the playing area on/between hexes 40A8 and 19I10; or at game end if they have Exited ≥ 25 VP and there are no Good Order Russian MMC on a Level 2 hex.

SCENARIO SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Overcast with Falling Snow (E3.71) at start. Mud (D8.23, E3.6) is in effect. All roads are treated as paved for movement purposes only [EXC: the minimum road entry cost is one MP, and Road Movement Bonus (B3.4) is NA]. The stream and river are Flooded. The Bridge in 40C6 is a Ford (B20.8).
2. Russian 6-2-8 squads are Assault Engineers (H1.23). SS do not have their morale underlined and those that fail ELR are replaced by a 5-4-8/2-3-8 MMC.
3. The Russian receives one module of 82mm OBA with Plentiful Ammunition (HE only) and one Pre-Registered hex (C1.73). The German receives one module of 81mm battalion mortar OBA with Scarce Ammunition (HE & Smoke).
4. Russian MMC *only* have a PF availability number of "2" (HS/crew: "1"). Such SW are Inherent (as per C13.31); however, a +2 DRM of A21.12 applies normally. No more than 6 PF may be fired by the Russian player during the course of the scenario. All other rules for PF usage apply normally.
5. The Russian may use *no more than* 6 AT-Mine factors.
6. Two Russian MMC, and all SMC/SW stacked with them, may set up using HIP.
7. The SPW 251/sMG contains a 2-3-8 HS as per German Vehicle Note 58.

★ RUSSIAN Sets Up First [150]

✚ GERMAN Moves First [172]



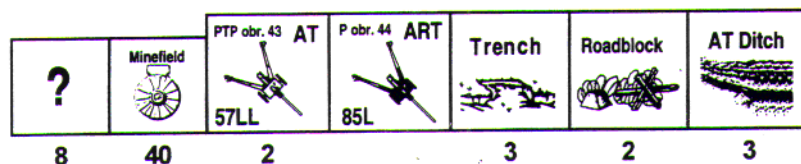
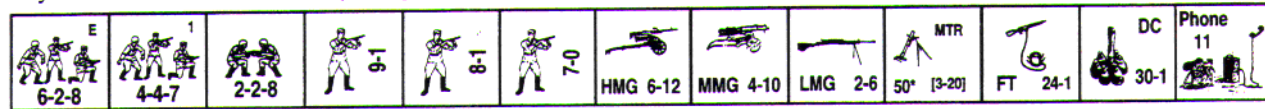
Elements of the 27th Army, 3rd Ukrainian Front set up on/south-of hexrow Y.

Any MMC in allowable terrain may set up in Foxholes:



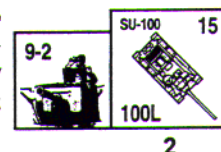
[ELR: 4]

{SAN: 4}



Elements of the 4th Guards Tank Army

enter on Turn 2 on/between hexes 40A8 and 19I10:



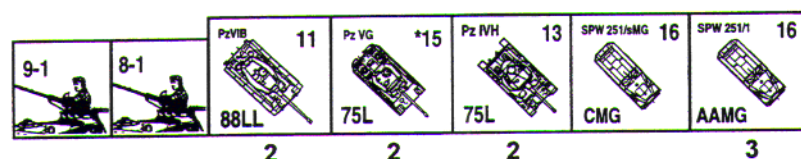
Elements of the Deutschland and Der Fuhrer regiments of the 2nd SS Panzer Division

enter on Turn 1 along the north edge:



[ELR: 3]

{SAN: 3}



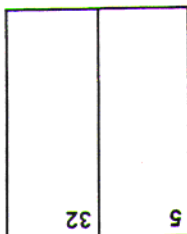
ZERF STRANGLEHOLD

ZERF, GERMANY, 25 February 1945: On February 23rd the 5th Ranger Battalion was transferred to the U.S. 94th Infantry Division for its last Ranger style mission. The XX Corps had crossed the Saar River against light resistance, but as the Corps approached Zerf the German resistance stiffened again in their own homeland. The 5th Rangers were ordered to assist in a breakthrough by the U.S. 10th Armored Division by moving behind German lines and cutting the main supply road to Zerf. Passing through the German lines during the night of February 24/25, the Rangers were amazed that after four separate skirmishes during their march, the German command still did not seem to know that they were now in German territory. Reaching the Zerf-Irsch road, the Rangers laid their few mines and during the morning destroyed a German tank destroyer and half-track. Finally realizing that the Rangers were behind them, the Germans organized a counterattack to dislodge the Rangers. At 1645 hours, elements of the 136th Infantry Regiment attacked the Rangers from the north and south under artillery cover. The German Gebirgsjäger attacked the Ranger positions simultaneously from the northeast and southeast under cover of the forest and a severe artillery bombardment. Extreme pressure on the NE perimeter soon forced the Rangers to reinforce Company E with additional Rangers from Company F. To fill this gap, one officer with 16 Rangers from Company B was called up from their prisoner guarding duties. Holding tight with nowhere to go, the Rangers survived the artillery pressure and repulsed the Gebirgsjäger just as evening fell. During the night, the Rangers held their positions against a ragtag group made up of miscellaneous march units, new recruits and convalescents. On the morning of the 26th, the Rangers were relieved by advancing elements of the 10th Armored Division.



BOARD CONFIGURATION:

N



BALANCE:

- ☆ Delete the 81mm OBA and one radio from the German OB.
- ✚ Replace the 88mm OBA with a pre-game Bombardment (CI:8) that affects both boards.

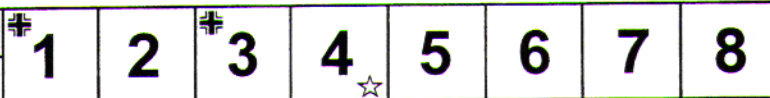
SPECIAL RULES:

1. EC are Moderate, with no wind at start. The stream is frozen.
2. American units may not move north of the 32Y1-32W5-5EE6-5Y10 road on Turn 1.
3. All American units are Commandos (H1.24). The American player may not deploy any additional HS during set up or Turn 1. All American SW must begin play manned by a HS. The Americans may set up one MMC, and any SW/SMC stacked with it, using HIP. HIP units need not set up IN Foxholes.
4. The Germans must enter $\geq$ ten squad-equivalents from the east edge and $\geq$ ten squad-equivalents from the south edge.
5. The Germans receive one module of 81mm battalion mortar OBA (HE and Smoke) and one module of 88mm OBA (HE only).

VICTORY CONDITIONS: The Germans win if, at game end, there are no Good Order American units $\leq$ two hexes from the 32Y1-32W5-5Y1 road.

☆ AMERICAN Sets Up First [232]

✚ GERMAN Moves First [223]



Companies D, E, and F, 5th Ranger Battalion set up, IN Foxholes, on/south-of the 32Y1-32W5-32Y10 road on board 32, and on/south-of hexrow Y in hexes numbered ≤ 6 on board 5 (see SSR 3):



[ELR: 5]

{SAN: 4}

									
6-6-7	3-4-7	2-2-7	6-1	6-1	MMG 4-10	BAZ 45 8-5	Minfield	M1 MTR 81+	Foxhole 1 Squad
13	6	2	3	3	3	3	18	2	18

factors

Elements of Company B, 5th Ranger Battalion enter on Turn 4 on/adjacent-to hex 32V0:

		
6-6-7	3-4-7	8-0



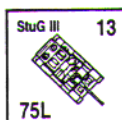
[ELR: 2]

{SAN: 2}

Elements of the 136th Infantry Regiment, 2nd Gebirgsjäger Division enter on Turn 1 along the north, south, and/or east edges (see SSR 4):

										
4-6-7	4-4-7	4-3-6	6-1	6-1	8-0	7-0	MMG 5-12	LMG 3-8	MTR 50+	Radio 8
6	14	13	2	2	2	2	2	6	2	2

Enter on Turn 3 along the east edge on/north-of hexrow Q:



2

STEEL AND IRONY

ARNHEM, HOLLAND, 13 April 1945: In the final offensive to take Arnhem, the British 49th Infantry Division was to sweep around behind the city to cut off any reinforcements. The lead battalion encountered a tongue of woodland along the line of advance. On April 12th, a squad from Co. A was sent into the woods on a recon patrol. Upon reaching the edge of the woods, they were hit hard by mortar fire, and were chased back out with several casualties. Coy. A and Coy. D then spent a sleepless, uncomfortable night dug in along the road, and were the unwilling recipients of harassing fire all night. The following morning, Coy. D was sent in to clear the woods, which were presumed to be strongly held. In one of the bizarre ironies that could only occur in a war of such global scale, British infantry supported by Canadians in American-built tanks were about to engage Dutch fighting under German colors, supported by French-built tanks. The men of Company D attacked with the support of the Canadian tanks, crossing 300 yards of open ground to reach the woodline. Three little Renault tanks rumbled out to support the defenders, firing their ineffective pop-guns. The French Renault vehicles were promptly destroyed by the Shermans. The Dutch SS men were chased out of the woods, and the long deserted city of Arnhem was one step closer to liberation.



BOARD CONFIGURATION:

16	OG5 OG2	
4		33

(Only hexrows A-P on board 10 and R-GG on boards 4, 16, and 33 are playable)

N

BALANCE:

- ✚ Replace one German 8-1 leader with a 9-2.
- ◎ Add a MMG to the British OB.

SCENARIO SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. Place overlays as follows: **OG2** on 10F9/E10 and **OG5** on 10H9/G10.
3. Plowed Fields cost AFVs 2 MPs (not 1MP) per hex to enter.
4. Use French counters for the R40s; however, they are not treated as Captured Equipment (A21.), are radio equipped, and use red TH numbers.
5. British Foxholes must set up one per hex on road hexes in the British set up area. German foxholes may begin play offboard, and are revealed as though it were a night scenario (E1.16).

VICTORY CONDITIONS: The British win if, at game end, there are no Good Order German MMC ≤ 5 hexes from hex 10F4 (the German set up area), provided that the Germans have amassed ≤ 20 Casualty VP.

✚ **GERMAN** Sets Up First

◎ **BRITISH** Moves First [120]

1 2 3 4 5 6 7 8

Elements of the 34th SS Division *Landsturm Nederland* set up ≤ 5 hexes from hex 10F4:



[ELR: 3]

{SAN: 4}

E 5-4-8	E 2-3-8	8-1	8-0	MMG 5-12	LMG 3-8	?	Foxhole 1 Squad
7		2				9	2



Enter on Turn 2 along the north edge (see SSR 4):

2



[ELR: 3]

{SAN: 2}

D Company, 7th Battalion, Duke of Wellington's Regiment; 147th Infantry Brigade, 49th (West Riding) Infantry Division; with support from the 11th Canadian Armoured Regiment, 5th Canadian Armoured Division set up on the road running from 4AA3 - 4GG5 - 33BB7. Infantry must set up in Foxholes (see SSR 5):

1 4-5-7	9-1	8-1	8-0	LMG 2-7	MTR 51* [2-11]	PIAT 8-3	Sherman V(a) 13	Foxhole 1 Squad
12		2		4	2	2	3	12

CH48

◀ Z

(Hexrows A-P on boards 2 and 7 are not playable)

BALANCE:

- ✚ Increase the game length to 9 turns.
- ★ In the Victory Conditions and SSR 5 change '22' to '32'.

1. EC are Ground Snow (E3.72), with no wind at start. Weather is Overcast, with no falling snow at start. Ice will automatically collapse if a vehicle enters an Ice Location (B21.6).
2. All buildings are wooden and do not have a second level. Hex 2Q6 is Level 2. A Two-Lane stone bridge exists in hexes 8Y2-Y4. A pontoon bridge (B6.41) exists in hexes 8I5-I9, with a road connecting to I4 and I3 (the entire 8I4/I5 hedge does not exist). Place overlays as follows: **B4** in 7AA2-7BB1; **B5** in 8EE7-FF7; and **M5** in 7V3-U3.
3. All SS units have Winter Camouflage (E3.712) and are Elite for Special Ammunition (C8.2).
4. The German trucks must enter on or before Turn 5 on road hexes 7Q3 and/or 2Q1. The German player may enter all, some, or none on any allowed turn.
5. In addition to normal Exit VP the Germans earn Exit VP for the following: each functioning SW is worth 1 VP and each German/captured truck is worth 5 VP. For every 5 CVP (FRU) that the German CVP total exceeds the Russian CVP total the Germans add one VP to their exit VP total. The Germans may add one CVP to their Casualty VP total for every 2 VP (FRU) that their exit VP total exceeds 27 VP.

♣ GERMAN Sets Up First	★ 1 ♣	★ 2 ♣	3	4	5	6	7	8
★ RUSSIAN Moves First [179]								

Elements of the 320th Infantry Division set up on/south-of hexrow 2U/7U, west of the river, and on/east-of hexes numbered 5 on board 2:

 [ELR: 4] {SAN: 3}	 1 4-6-7	 8-1	 8-0	 MMG 5-12	 LMG 3-8	 ?	 Marder 10/DM 15 75L	 StuH 42 13 105	 Foxhole 1 Squad
	4					3			2

E 4-6-8	LMG 3-8	PaK 40 AT 75L
1	2-2-8	

 10-2		 9-2		 9-1		 8-0		 9-1		 81*	
 6-5-8		 dm HMG 3-8		 dm MMG 3-8		 LMG 3-8		 FT 24-1		 DC 30-1	
11		2		4		2		6		3	

Enter on
Turn 2
along the
east edge
on/between
hexes
8A1-8O1:

Enter as per SSR 4:

Opel Blitz 28
21PP
5

★	E		1		9-1	8-0	HMG 6-12	LMG 2-6	ATR 1-12	SU-76M	16	SU-122	16
	[ELR: 3]	{SAN: 3}	6-2-8	4-4-7						76L	122		
	2		6				2						

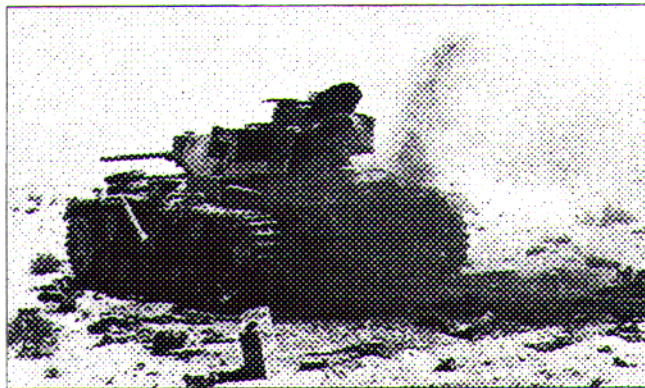
 6-2-8	 8-1	 LMG 2-6
--	--	--

3		5												2										3	
		4		3												3						2			

Enter on Turn 2 along the west edge on/between hexes 18Y1 and 18GG1:

HIGH DANGER

10 miles west of EL ALAMEIN, EQYPT, 31 October 1942: As the 9th Australian Division advanced westwards, a German held salient in the north projected into their lines. To hold Rommel's attention, it was decided that the division would advance northward to the sea to pinch out the salient. After heavy fighting, they were stopped just short of the coast, leaving a narrow tapering salient running north and south. At 1230 hours, elements of the 21st Panzer Division attacked, hoping to eliminate this threat. Advance elements of the 21st Panzer Division soon overran B Company of the 2/32nd Battalion, destroying it as a fighting force. At this time, Valentines from the 40th Royal Tank Regiment intervened, hoping to stop the slaughter. By day's end, the 40th RTR had driven the 21st Panzer Division from the field, but had lost 25 tanks in the process. October 31st, 1942 is recalled, by those who survived it, as a day of "High Danger".



BOARD CONFIGURATION:

N	26	
	S6	D1
	S2	H3
	S4	D6
	8Z	7Z

BALANCE:

- ⦿ Add a MMG to the British OB.
- ✚ Add a MMG to the German OB.

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Place overlays as follows: **H3** on 27S6/R5; **D1** on 27Y5/X4; **D6** on 27I6/J6; **S6** on 26X6/Y6; **S2** on 26S7/T7; and **S4** on 26G8/H7. Hex 27oS4 is a Hillock Summit (F6.6) hex.
3. Intense Heat Haze (F11.621) and Light Dust (F11.71) are in effect.
4. Board 27 receives a pre-game Bombardment (C1.8).
5. German personnel which enter as Passengers may enter Cloaked (E1.41) until they become CE, Unload, or conduct any other concealment loss activity.

VICTORY CONDITIONS: The Germans win if they Control hex 27oS4 at game end.

⦿ **BRITISH** Sets Up First

✚ **GERMAN** Moves First

1	2	3	4	5	6
---	---	---	---	---	---

Elements of B Company, 2/32nd Battalion, 9th Australian Division set up on board 27:



[ELR: 4]
{SAN: 2}

E 4-5-8	2-4-8	2-2-8	9-1	8-0	LMG 2-7	ATR 1-12	?	2-Pounder 40L	AT	3-in. MTR 76*	Trench	Foxhole 1 Squad
6		3			2		5	2			3	2

Elements of the 40th Royal Tank Regiment enter on Turn 3 along the east edge:

9-1	Valentine II 40L
	3

Elements of the 21st Panzer Division enter on Turn 1 along the west edge:



[ELR: 4]
{SAN: 2}

E 4-6-8	8-1	8-0	LMG 3-8	Pz IVF2 75L	Pz III J 50L	Marder III(H) 75L	SPW 251/I AAMG
4				4			4

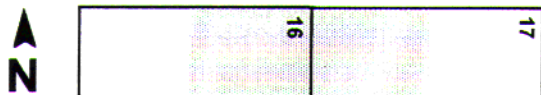
SIMMONS' REBUFF

CH50

Near **BARDENBURG, GERMANY, 9 October 1944**: As the 119th Regiment advanced further into North Wuersele, they left behind a company of infantry to hold their line of communication. The company commander, Captain Simmons, deployed his troops around a roadblock that was blocking the road to Bardenburg, and dug in. As dusk fell, the sounds of approaching German halftracks became louder. The halftracks began assaulting the G.I.'s position, but the Americans fought hard and refused to give ground. The Germans withdrew from the outpost after taking heavy casualties. The next morning they attacked again, only this time with tank support.



BOARD CONFIGURATION:



(Only hexrows A-P on board 16 and Y-GG on board 17 are playable)

VICTORY CONDITIONS: The Germans win if, at game end, there are no Good Order American MMC on board 17, provided that the Americans have amassed ≤ 24 Casualty VP.

BALANCE:

- ☆ Replace the American 9-1 leader with a 9-2.
- ✚ Add a HMG to the German OB.

SCENARIO SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. Place a Roadblock in hex 17AA2 along hexside AA2-BB2.
3. All German personnel must set up as Passengers but may utilize Cloaking (E1.41) until they become CE, Unload, or conduct any other concealment loss activity. All German vehicles must set up in Motion (D2.4).

☆ **AMERICAN Sets Up First**

✚ **GERMAN Moves First**

1 2 3 4 5



[ELR: 3]
{SAN: 5}

Company of the 119th Infantry Regiment set up on board 17:

1 6-6-6	1 3-4-6	1-9	8-0	HMG 6-12	MMG 4-10	BAZ 44 8-5	Foxhole 1 Squad	Roadblock
6						6 (see SSR 2)		



[ELR: 3]
{SAN: 2}

Elements of the 108th Panzer Brigade: set up on/west-of hexrow M on board 16 (see SSR 3):

1 4-6-7	1 2-4-7	9-2	8-1	LMG 3-8	SPW 250/9 18 20L (4)	SPW 251/1 16 AAMG
4				2	2	4

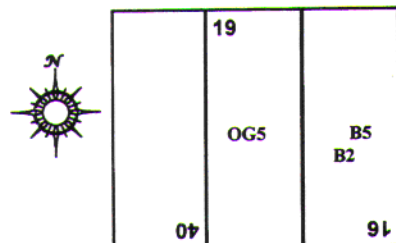
GROSS DEUTSCHLAND'S DOORKNOCKERS

CONNAGE, FRANCE, 14 MAY 1940: The Germans were expanding their bridgehead over the Meuse, rushing all available armor and anti-tank elements forward to prepare for the inevitable French counter-attack. After crossing on the night of the 13th, Leut. Beck-Broichsitter and his 14th AT Company moved out the next day after spending a night being harassed by artillery fire. The *leutenant* received direct orders from General Kirchner to seize the lightly defended village of Chemery, and hold the bridge over the Bar River. The gunners lost contact with their accompanying reconnaissance unit, and fell behind the march. Unbeknownst to Beck-Broichsitter, the recon unit had run into the French in Chemery, and embroiled in a fight for its life. Meanwhile, the unsuspecting *Kubelwagens* of the anti-tank unit came under fire from their left flank as they neared Connage, and a solitary enemy tank suddenly appeared from their right flank. The 14th ran directly into the spearhead of the French counter-attack, forcing a halt as the guns were unlimbered and quickly brought deadly fire down on the lone enemy tank. A French cavalry unit then made its presence known as it charged from the forest. Moments later, an enemy tank company appeared, coming up the road from Chemery.

A lone German machine-gun dealt with the cavalry, while accurate fire dealt with the French tanks, which had out-run their infantry support. The French paid dearly for their uncoordinated attacks. The German AT-gunners held off their opponents until a regiment from the 2nd Panzer came forward, and the advance on Chemery was continued. Despite stopping one enemy counter-attack, and participating in an assault on a heavily defended town, the 14th AT Company suffered no casualties in this engagement.



BOARD CONFIGURATION:



BALANCE:

- ⊕ Replace the German MMG with a HMG.
- ⊙ Replace *one* 8-1 armor leader with a 9-2.

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. Place overlays as follows: **OG5** on 19T10-T9; **B5** on 16M7-L7; and **B2** on 16O4-O3.
3. The French tank that sets up on board does not need to pass a Non-Platoon Movement TC on Turn 1. The horse counters depicted are the equivalent of a Horse counter with three horse depictions (i.e., capable of carrying one squad-equivalent).
4. All *Kubelwagens* are immediately subject to Recall during the MPH *after* they are no longer towing a gun or carrying Passengers. All German units exit from the north board edge.

VICTORY CONDITIONS: The French win if there are no functioning German AT guns possessed by Good Order crews ≤ 5 hexes from 16N4 at game end.

⊙ FRENCH Sets Up First

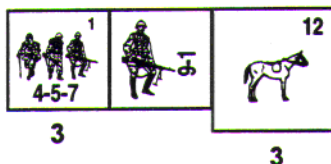
⊕ GERMAN Moves First

1 2 3 4 5 6 7



Elements of the 5th Light Cavalry Division set up mounted in 19V0:

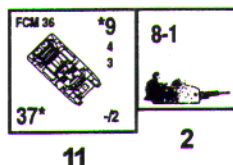
[ELR: 2]
{SAN: 4}



Elements of the 3rd Company, 7th Tank Battalion set up in Motion in 40R8 with a VCA of R9-S9:

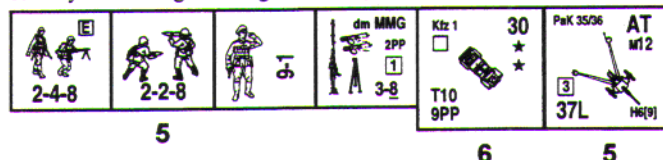


Remaining elements of the 3rd Company enter on Turn 2 on 40A8 and/or 16A5 using *Platoon Movement*:



[ELR: 5]
{SAN: 2}

Elements of the 14th Anti-tank Company, Gross Deutschland Regiment set up on road hexes from 16S5 to 16Y4 with all infantry as Passengers and guns in tow, in Motion, and with a VCA facing south:

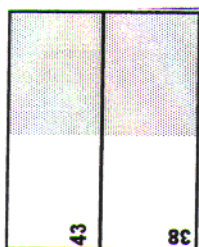


AT THE CROSSROADS

EAST OF LWOW, GALICIA, POLAND, 14 AUGUST 1920: After 125 years of foreign rule, Poland was resurrected by the Allied victors at the Versailles peace negotiations. The peace treaty lacked any defined borders for the newly born nation; armed revolt against Germany rectified that problem in the west, while both Poland and Russia eyed the ex-Czarist territories between them. In 1920, the Poles under Pilsudski took the initiative and seized Kiev, deep in the Ukraine. They were then dramatically routed by the Cossack cavalry, and Poland's future hung in the balance. A call for volunteers in early July had swollen the Polish ranks by thousands. These hastily trained troops were proud and defiant, and determined to stop the Bolshevik expansionists. Smygly-Rydz, the Polish commander in Galicia, had positioned small garrisons of men in strategically located towns and junctions to slow the advancing Soviets. At a crossroads east of Lwow, a group of volunteers and veterans of the Great War were waiting to be relieved by Regular Army troops during a lull in the fighting, when firing broke out again on August 13th. The next day an advance column of Soviet troops approached. Just then, the men of the relief column raced down the wooded road toward the sound of gunfire. Soviet forces forced them back, and Budenny's Russians were able to close within 4 miles of Lwow, surrounding the city on three sides. On August 20, the siege of Lwow was lifted. The small delaying actions in the villages and crossroads had bought the Polish defenders precious time to prepare the defense of their country.



BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

BALANCE:

Replace *one* Polish 1-3-7 HS with a 3-4-7 squad.

★ Increase game length to 5 1/2 turns.

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Neither side may invoke No Quarter [EXC: Berserk units].
3. Use Axis Minor counters to represent the early Polish Army. Poles are treated as Allied Minor for HoB purposes. 4-4-7 counters and their respective HS are *not* Elite and *do not* have a smoke exponent. The 3-4-7 MMC and their respective HS are Green [EXC: Cowering is *one* column].
4. Use Chinese MMC and Russian SMC/SW to represent the Soviets. They are treated as Russians in all respects [EXC: Units not stacked with a Commissar are treated as Axis Minor for HoB purposes].
5. If the Commissar is eliminated, all Russian units with a LOS to its Location must take an immediate PTC. LOS checks for this purpose may be made freely.

VICTORY CONDITIONS: The Soviets wins if there are no Good Order Polish units on/adjacent-to hex 38Z5 at game end.

★ POLISH Sets Up First

★ SOVIET Moves First [50]

★	1	2	3	4	5
---	---	---	---	---	---



[ELR: 3]
{SAN: 3}

Volunteer Elements of the 12th Division, 6th Polish Army set up on any whole hex of board 38:

 3-4-7 2	 1-3-7 2	 Commissar 5	 4-10 MMG 5	 Foxhole 5 1S OVR, OBA +4 Other +2
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Relief elements of regular Army troops enter on Turn 3 on hex 38Y10:

 4-4-7 2	 2-4-7 2	 Commissar 5
----------------	----------------	--------------------



[ELR: 2]
{SAN: 2}

Elements of the 4th Division, Soviet Konarmiya Army enter on Turn 1 on hex 43Y1:

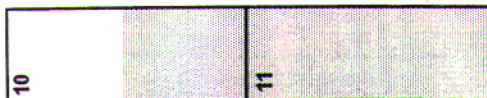
 3-3-7 10	 Commissar 5	 7-0 5	 6-1 5	 B11 2 SPP 4-10 MMG
-----------------	--------------------	--------------	--------------	---------------------------

BREW TIME

VILLERS-BOCAGE, FRANCE, 13 June 1944: Following the initial success of the D-Day landings, the Allies attempted to outmaneuver German forces by sending the British 7th Armoured Division to capture the strategic crossroads at Villers-Bocage before advancing on Caen. At 0800 the 1st Rifle Brigade and 4th County of London Yeomanry dismounted from their vehicles to discuss their orders and make a brew (drink of tea). In order to allow the Cromwell tanks of the 4th CLY to pass the halftracks, the vehicles were parked nose to tail with turrets facing rearward between Point 213 and Villers-Bocage. Observing this unwise tactical deployment was Obersturmbannführer Michael Wittmann of 2 Kompanie, 101 Schwere Panzer Abteilung commanding a detachment of three Tiger I and one Pzkwf IV tanks. Emerging from concealment and firing on the unsuspecting British troops Wittmann and his detachment proceeded to destroy the halftracks and carriers of A company 1st Rifle Brigade. In a matter of minutes many British vehicles were 'brewed' (i.e., set ablaze). Caught in such a close formation the British were slaughtered, following which Wittmann conducted an attack into Villers-Bocage and destroyed four tanks of the regimental headquarters squadron at close range. In a subsequently indecisive gun duel with a Sherman Firefly commanded by Sergeant Lockwood, Wittmann withdrew his Tiger from Villers-Bocage. During the course of the days fighting the British suffered heavy casualties: The 4 CLY losing 28 tanks, 12 officers and 85 other ranks missing, killed or wounded. The 1st RB lost 28 half tracks and carriers as well as three officers and 80 other ranks missing, killed or wounded. The reputation of the famous Desert Rats was tarnished by its first major action in Normandy whereas Wittmann's status as panzer ace was reaffirmed. In any case the road to Caen was to prove a long and bloody one for the British.



BOARD CONFIGURATION:



(Hexrows A-Q on board 10 are not playable)

BALANCE:

- ✚ Add a 9-1 armor leader to the German OB.
- ⊙ Add two 8-1 armor leaders to the British OB.

SCENARIO SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. The Grain hexes on the Level 1 hill are Level 2 hill hexes instead; the outline of the Grain defines the Crest line. Level 1 hill hexes west of hexrow R on board 11 do not exist, all other terrain on them exists normally.
3. On Game Turn 1 no British unit may fire.
4. British set up as follows with all VCA facing east: 11P8 Cromwell VII and Cromwell IV; 11O8 Cromwell VII and Sherman VC(a); 11N7 M5A1(a) HT and M5(a) HT; 11L6 two M5(a) HT; 11K6 two StuartV(a); 11J5 two Lloyd Carriers, 57mm ATG in tow and 2-2-8 crew; 11H5 two Cromwell VII; 11G5 Cromwell VII and Cromwell IV; 11E6 Cromwell VII and Cromwell IV; and 11D5 two Cromwell VI. All tank crews set up dismounted in the same hex as their tank; the remainder of the infantry must set up dismounted in *any* hex containing a halftrack. TCA may be set up freely at start.

VICTORY CONDITIONS: The Germans win if they have more AFV/squad-equivalents [EXC: vehicular crews do not count] within 6 hexes of 11I5 at game end.

✚ BRITISH Sets Up First

⊙ GERMAN Moves First

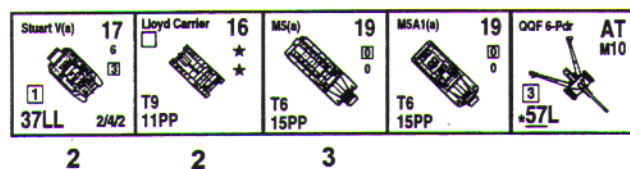
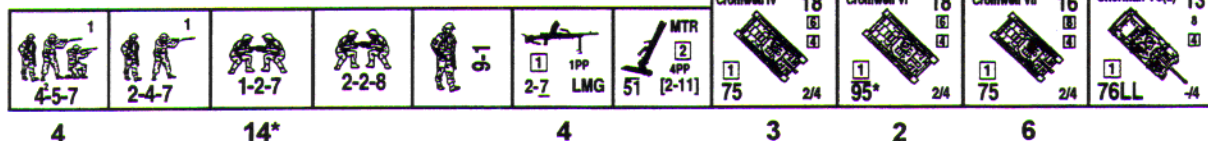
1 2 3 4 5 6 7 8



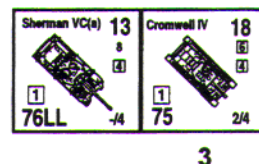
[ELR: 4]

{SAN: 3}

Elements of 'B' Squadron, 4th County of London Yeomanry, A Company, 1st Battalion Rifle Brigade, 22nd Armoured Brigade, 7th Armoured Division set up as per SSR 4:



Reinforcing elements of 'B' Squadron, 4th County of London Yeomanry enter on Turn 3 along the west edge:



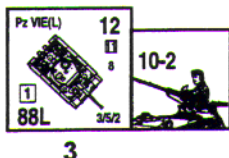
3



[ELR: 4]

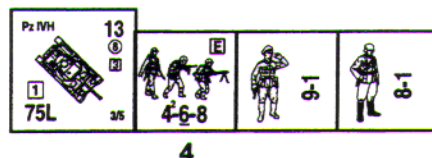
{SAN: 3}

Elements of 101 Schwere SS Panzer Abteilung set up on/east-of hexrow S on board 11:



3

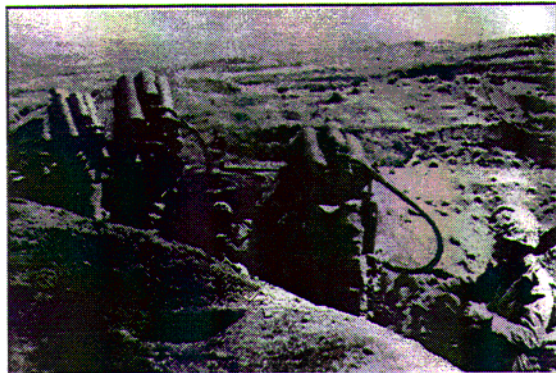
Reinforcing Elements of Panzer Lehr enter on Turn 3 on/adjacent-to any road hex east of hexrow N on board 11:



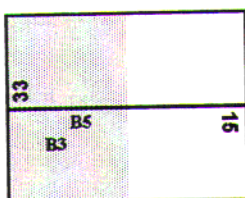
4

LIGHTER THAN A FEATHER

"SUGER LOAF", OKINAWA, 16 May 1945: Described by one marine as a "small pimple of a hill", Sugar Loaf Hill would turn out to be the bloodiest single battle in the Pacific Campaign for the Marine Corps. The Japanese commander on Okinawa, Lt. General Mitsuru Ushijima, wisely deduced that to defend the entire island was foolhardy. He would give up the northern two-thirds of Okinawa and concentrate his resources on the southern third. The defenses were awesome and elaborate, anchored on the China sea to the west, and to the Pacific coast in the east. Called the Shuri Line the U.S. Army and Marine Corps would face more concentrated artillery fire than any previous campaign. Prior to the invasion of Okinawa the Japanese conducted a series of wargames, the artillery ranged in on a small hill known on the maps as point 51.2, thus all future artillery attacks would be uncannily accurate. By the evening of May 15th, the Marines had already made several assaults on the hill. Many times they reached the summit only to be driven off by ferocious counterattacks and devastating artillery barrages. Pounding by naval gunfire, napalm attacks, and heavy armor assaults seemed to have little or no effect in reducing the resistance on Sugar Loaf. Now it was the turn of the 3rd Battalion. The attack had barely started when the marines of "I" Company were met by a furious barrage of mortars and heavy artillery from the Shuri line. Supporting tanks cautiously hovered by the infantry, thus drawing even more fire from the well emplaced guns on Sugar Loaf. In fits and starts the attack gained the summit, but the fire coming from the surrounding ridges, coupled with snipers and infiltrating Japanese emerging from bypassed strongpoints made survival a precious commodity.



BOARD CONFIGURATION:



(Only hexrows A-P on board 33 and R-GG on board 15 are playable)

BALANCE:

- Replace the Japanese HMG with a .50 cal. HMG.
- ☆ Increase the scenario length to 7.5 turns.

SPECIAL RULES:

- EC are Wet, with no wind at start. Weather is Overcast, with no Rain at start. Place stone rubble counters on all buildings. Roads do not exist. Orchards are shellholes. Treat crags as concealment/ambush/rally terrain.
- Place Overlay B5 on 15S8-R8 and B3 on 15S9-R9. Treat all woods and brush as Debris (O1.1) [EXC: Treat Debris as rally terrain].
- A Cave Complex G11.2 exists from 15AA6, all caves and pillboxes must set up non-HIP on board but their contents may set up HIP normally. All tunnels from the pillboxes enter the cave complex only, and no gun may set up in a pillbox.
- A maximum of two infantry counters (and any SW that stacks with them) may set up outside the cave complex/cave/pillboxes. The Japanese have an off-board observer in 15R9 at level 3 directing a 150mm OBA (HE only) with plentiful ammo. The Japanese phone represents an 81mm OBA (HE & WP only) module. Harassing fire for both OBA modules is NA. All Japanese OBA modules are accurate on a dr of 1-4, (barring Hindrances) and their extent of error dr is halved (FRU).
- The American radios represent one module of 105mm OBA (HE & WP) and one module of 60mm Battalion MTR OBA (see US Ordnance Note 1). The 60mm OBA is limited to 1 fire mission of WP. Any Good Order MMC/SMC in a hex with a tank during either the PFPH/AFPH/DFPH negates the tanks +1 to hit modifier for being BU, at no detriment to their own firing/leadership. After set up, the Americans resolve a pre-game 400mm NOBA FFE:1 anywhere in the Japanese set up area. Accuracy is NA, but Direction of error is halved (FRU) and the LOF for the NOBA is traced from hex 15GG6. Immediately after resolving the attack remove the FFE:1.

● JAPANESE Sets Up First

☆ AMERICAN Moves First [304]

☆	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

Elements of the 15th Independent Regiment set up, using HIP, ≤ 4 hexes from 15AA6 (see SSR 4):

[ELR: 4]
[SAN: 6]

E 4-4-8	1 4-4-7	2-2-8	100	2	30	B11 6-14 4PP HMG	B11 4-11 3PP MMG	B11 2-5 1PP LMG	MTR 4PP 2+ [1-16]	DC X12 1PP 30-1	Phone X12 11
8	10	6		2		2	5	2	3		

Type 1 AT M11 3 47L	Year-41 Type INF M10 1 75*	1+4+6	1+5+7
		10	3

Company I, 3rd Battalion, 22nd Marine Regiment set up on board 33 in hexes numbered ≥ 4:

[ELR: 5]
[SAN: 4]

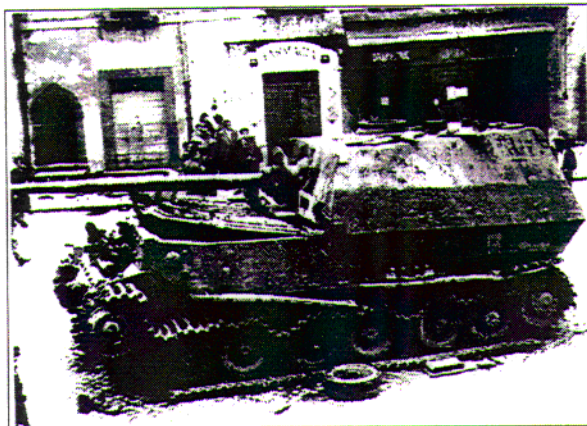
7-6-8	2-2-8	10-3	9-2	3	2	3 5PP .50 Cal HMG	3 5PP HMG	2 2PP MMG	BAZ 45 X11 WP6 8-5	DC X12 1PP 30-1	FT X10 1PP 24-1	Radio 1PP 8
16	4			3	2	2	2	2	3	6	2	2

Elements of the 713th Tank Battalion enter on turn 1 from hexes 33A2/A3 or 33P2/P3:

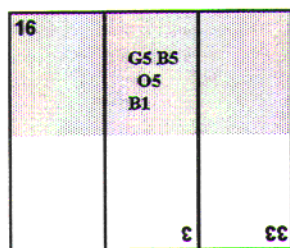
M4A1 1 75	POA-CWS-HI X11 *TF32
2	2

THE "STALINGRAD" OF KURSK

KARLOVKA, RUSSIA, 16 May 1942: Three days after the start of the Red Army spring offensive, German situation maps showed huge gaps in the front line in southern Russia where there were no units to stem the runaway Soviet assault on Kharkov. While the Russian 6th and 9th Armies swung gradually north towards the main objective, an ad hoc 'Army Group' under General Bobkin drove west for Poltava where the Wehrmacht's Army Group South had its main supply centre and headquarters. The Soviet high command, STAVKA, was satisfied the Germans were on the ropes and ordered the attacking units to push on regardless of all threats to their flanks, despite the protests of the field commanders. The Germans had been about to make a large scale attack of their own, Fall Fredericus, and because of this several panzer divisions were gathering around the town of Barvenkovo, south of the breakthrough. These units would now wait in reserve and under cover until the Soviet units became overextended. The German 6th Army under General Paulus held firm to the north of the Soviet break through, despite a few nervous days with their flanks protected only by roving panzer kampfgropes. Eventually the concealed armour concentration to the south of the Russians was unleashed and drove into their flank and rear. On the 16th, Soviet progress was such that their reconnaissance units were only 40 km from the HQ of Army Group South when isolated and eliminated. Similarly, the main Russian columns threatening Kharkov were gradually immobilized and destroyed, once their supply trains were overrun. Senior corps and division commanders perished with their troops, struggling to break out of the German encirclement. If the Germans had begun their Fredericus first, they risked a mirror image of this result, given the large reserves built up behind the Russian front line. In the end, the inept Kharkov offensive bled the Red Army of some 200,000 troops and hundreds of tanks and guns. These losses left open the way for the Germans to move on Rostov and the Crimea, and raised the real possibility of their reaching Stalingrad that summer.



BOARD CONFIGURATION:



(Only hexrows A-P on board 16, and R-GG on boards 3 and 33 are playable)

BALANCE:

✚ Replace the 8-0 leader in the German OB with a Heroic 9-1 leader.

★ Add a MMG to the Russian OB.



SPECIAL RULES:

1. EC are Dry, with no wind at start. Kindling is NA.
2. Place overlays as follows: **G5** on 3X4-X5; **B5** on 3X6-X7; **O5** on 3U8-U7; and **B1** on 3V5.
3. German 8-3-8 and Russian 6-2-8 MMC are Assault Engineers (H1.22).
4. The Russians may exchange one or both of their T-34 tanks for dug-in tanks. Dug-in tanks may set up HIP and are revealed in the same manner as a Gun *only* if set up in Concealment terrain. Use Cupola (D9.5) rules to represent dug-in tanks.
5. The Russians may set up two MMC (and any SMC/SW stacked with them) using HIP.
6. The Russians have Level B boobytraps (B28.9).

VICTORY CONDITIONS: The Germans win if they Control *all* 3 stone buildings on board 3 at game end *or* have Exited ≥ 30 VP off the south edge of board 3.

★ RUSSIAN Sets Up First

✚ GERMAN Moves First [141]

1 2 3 4 5 6 7

Elements of the 13th Infantry Corps set up on/south-of hexrow Y on boards 3/33 and I on board 16:



{SAN: 4}
[ELR: 3]

6-2-8 3	5-2-7 3	4-4-7 3	2-2-8 2	8-1 2	8-0 2	1-4-9 2	6-12 SPP HMG 2	4-10 B11 MMG 2	2-6 LMG 2	1-12 ATR 2	DC X12 1PP 30-1 2	FT X10 24-1 2
45L 2	Trench OVR, OBA +4 Other +2 5	T-34 M43 16 11 6 76L 2	or (see SSR 4)		2							

Elements of the 292nd Infantry Division and the 9th Panzer Division set up on/north-of hexrow BB on boards 3/33 and F on board 16:

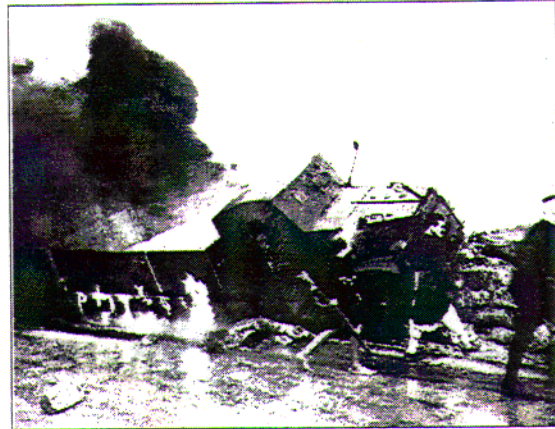


{SAN: 3}
[ELR: 3]

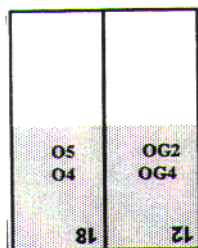
8-3-8 2	4-6-8 3	4-6-7 7	9-2 2	8-1 2	8-0 2	1-4-9 2	5-12 2PP MMG 2	3-8 1PP LMG 3	DC X12 1PP 30-1 2	FT X10 24-1 2	
88LL 2	50L 2	9-2 3/5									

YAD MORDECHAI

KIBBUTZ YAD MORDECHAI, ISRAEL, 19 May 1948: Days after the official birth of the state of Israel, war had already come to this little Jewish settlement, which was situated squarely on the main road leading to Tel Aviv. While Egyptian forces prepared to roll through the settlement as a small part of the overall battle plan to crush the Jewish state before it was born, the defenders, made up of settlers, their wives and members of the elite *Palmach*, a fighting force formed in 1941, girded for the defence. Facing over 2,000 Egyptians, the Jewish plan included the choice to only evacuate settlers' children in the event of war; it was deemed necessary to leave wives in the front lines to raise morale of the irregulars fighting for their farms and homes, scraped out of the barren desert soil. This was to prove an ineffective tactic as the kibbutz buildings were smashed into splinters by a fierce bombardment. Not a single human casualty was taken, however, until enemy armored cars were seen exiting a banana plantation, heading for a pillbox on the outskirts of the settlement. Egyptian soldiers followed from a nearby wadi, marching into battle without any evidence of the 'crouch' exhibited by so many soldiers on battlefields only a few short years before. The smoke cover laid down by the attackers was suddenly stripped away by a *khamisin*, revealing an advancing second wave. Fighting was soon raging around the Israeli pillbox, soon destroyed by enemy fire, and Post Number 1, for the remainder of the day. As defeat loomed and reinforcements arrived in the form of only one platoon, the Israeli morale was boosted after Egyptian radio signals calling for reinforcements to capture the stubborn defensive position were intercepted. Kibbutz leaders called for continued resistance in the name of the namesake of the settlement, a fallen hero of the Warsaw ghetto uprising. The defenders would hold out for three more days against overwhelming odds.



BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:



Add a 4-5-8 squad to the Israeli OB.



Add an 8-1 leader to the Egyptian OB.

SPECIAL RULES:

- EC are Dry, with a Mild Breeze blowing from the east at start.
- Place overlays as follows: **O4** on 18C6-C7; **O5** on 18E5-F5; **OG4** on 12J9-K9; and **OG2** on 12M9-N8. The pillbox has a 360° CA, a LOS into its own hex and +3 TEM for all attacks.
- Treat all woods as brush. Only paved roads exist; treat unpaved roads as the other terrain in the hex (i.e., Open Ground). Hedges on board 18 do not exist. Grain is in season. All buildings are wooden and single story. Rowhouse symbols are ignored. Buildings in hexes 18K3, 18G9, 12F2 and 12C6 do not exist. Treat these hexes as Open Ground. The Orchard overlays represent the *Banana Plantation*. The Gully on board 12 is a Wadi. The bridge in 12E9 does not exist.
- The Israelis use British MMC/SMC and SW. Israeli MMC may Deploy/Recombine without a leader. The Israelis have inherent MOL and ignore the smoke exponent on the 4-5-8 squad counters.
- Egyptians use Russian MMC/SMC and are treated as Russian (including the ability to use Human Wave) for all purposes [EXC: Egyptian MMC may Deploy and Commissars are NA], and use British SW and red TH numbers. Captured Use penalties do not apply for either side. The Egyptian 76mm MTR does not have WP. The Egyptian Humber IV AC does not have Canister.

VICTORY CONDITIONS: The Egyptians win if they Control hexes 18M6 and 12I5 (including the pillbox) at game end.

★ ISRAELI Sets Up First

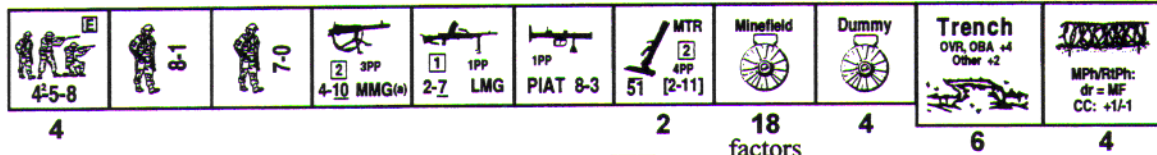
☛ EGYPTIAN Moves First [90]

1 2 3 4 5

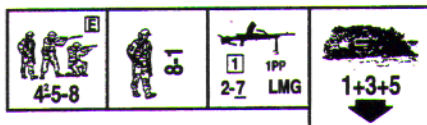


[ELR: 3]
{SAN: 2}

Elements consisting of male and female kibbutz settlers and *Palmach* members set up on/north-of the hexgrain defined by 18P3-18L5-18L12-18L10 [EXC: trenches may set up to connect to the pillbox and wire, mines and dummy mines may set up adjacent to the pillbox]:



Set up in hex 12I5:

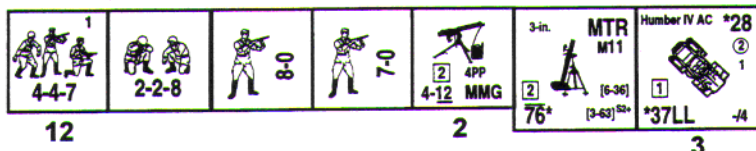


(see SSR 2)



[ELR: 2]
{SAN: 2}

Elements of the 1st and 2nd Battalions, Egyptian 7th Brigade set up on/south-of hexrow C and/or any location of the *Banana Plantation* (see SSR 3) or the *Wadi* (see SSR 3) (Crest status and HD are NA during set up):



12

2

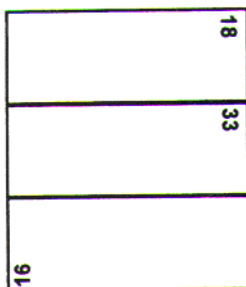
3

DEATH RIDE

PROKHOROVKA, RUSSIA, 12th JULY 1943: Following six days of continuous combat the 300 tanks and assault guns of the 2nd SS PanzerKorps approached Prokhorovka. Standing in its path were some 700 tanks of Lt-General Pavel Rotmistrov's 5th Guards Tank Army. Operation *Zitadelle* was approaching its climax. Victory for Germany would require destroying the enemy armor and advance towards Kursk. The strategic objective of eliminating the Kursk salient and the forces of the Central Front contained within it depended on one final, desperate, German lunge for the objective. Following an early morning downpour and artillery barrage, armor from both sides maneuvered towards Prokhorovka. The Soviets were ordered to charge the *panzerkeils* of Tigers and the lighter panzers accompanying them to minimize the German advantage in range and firepower. As a consequence the battle resembled a medieval melee as tanks fought each other at point blank range. Here the T-34s could defeat the side and rear armor of even the German Tiger. In a series of battles which lasted throughout the day, over 700 tanks from both sides were destroyed. In the greatest clash of armor of the entire war the elite of the Waffen SS were fought to a standstill by Rotmistrov's tanks. As a consequence of this death ride, never again did the Germans launch a decisive offensive on the eastern front. Germany's *panzerwaffe* soldiers would remain on the defensive until their last desperate lunge in Hungary in April of 1945.



BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans win immediately if they have Exited ≥ 7 vehicles with functioning MA on/between roads 18I10 and 18A5. Each Russian AFV destroyed counts as 1/2 German vehicle exited each toward this total.

BALANCE:

- ★ Add a 9-2 and an 8-1 armor leader to the Russian OB.
- ⚔ Add a 10-2 and a 9-1 armor leader to the German OB.

SPECIAL RULES:

1. EC are Wet, with no wind at start. Due to previous rainfall the minimum road MP cost is one.
2. Captured Use penalties *do not* apply for Russian use of the Churchill IV. Churchill IV tanks use Black TH numbers.

⚔ RUSSIAN Moves First

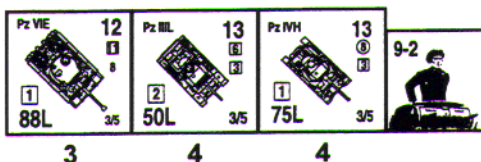
★ GERMAN Moves Second

⚔	1★	2	3	4	5	6
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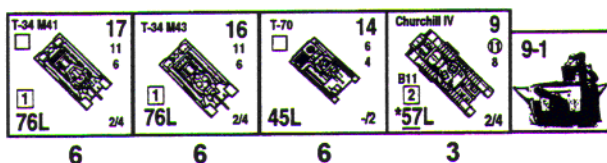
{SAN: 0}

Elements of the 2nd SS Das Riech Panzergrenadier Division enter on Turn 1 along the west edge of board 16:



{SAN: 0}

Elements of the 2nd Guards Tank Corps enter on Turn 1 along the east edge of board 18:

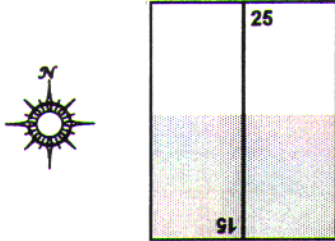


BUCKING FOR SERGEANT

NEAR CHICHAGOF HARBOR, ALASKA, 23 May 1943: The campaign for Attu Island was bloody, miserable, and much too long for such a treacherous environment. Subject to some of the most hazardous and primeval conditions that man can survive in, the Japanese and Americans fought a campaign of extreme difficulty surpassed by few other antagonists in that or any other war then or since. By 23 May, the Americans had pushed the Japanese defenders back and isolated them on the cramped eastern end of the island around Chichagof Harbor. Once there the Japanese did not retreat. They had dug an extensive system of trenches, mortar pits and foxholes before the Americans landed, and now they defended them to the death. One such fight took place on a ridge near Chichagof Harbor. The Americans met fierce resistance from a high, snowy plateau on the far side of a steep saddle perhaps 100 yards away. Supported by several heavy machine guns and mortars, the GI's moved to the attack. They would have to charge down into the saddle and claw their way up the other side of the ridge. As the Americans climbed their way to the top, invisible Japanese defenders were unusually silent. As the scrambling Americans reached the lip of the plateau, the covering fire lifted and the once hidden enemy opened up at point blank range, rolling grenades down the snowy incline. The attackers suffered immediate casualties and the attack faltered. Again the covering fire from supporting machine guns and mortars slammed into the ridge until the ragged GI's could reach the summit. Again withering fire and rolling grenades greeted the attackers, forcing them to reel back. All but one man, that is; one lone private was seen to remain, silhouetted against the snow at the summit, he appeared oblivious to enemy fire. Letting off a burst of fire and waving his comrades on, the unknown hero led a charge to the top which included the battalion CO who promoted the thrice-wounded private to sergeant on the spot. This time the Americans were not to be driven off the height.



BOARD CONFIGURATION:



(Only hexrows A-P on board 25 and
R-GG on board 15 are in play)

BALANCE:

- ☆ Replace two 6-6-6 squads with two 6-6-7 squads.
- Replace the Japanese 8-0 leader with a 9-0 and add two "?" to the Japanese OB.

SPECIAL RULES:

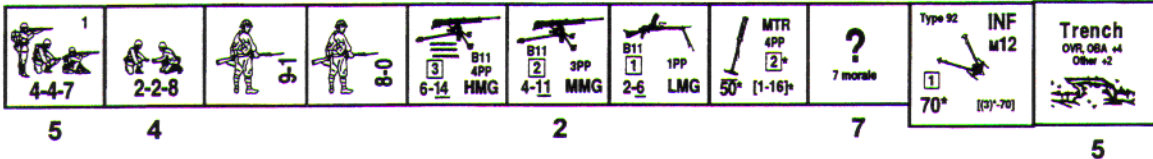
1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.
2. All Woods are Brush. Broken Terrain (F13.1) is in effect [EXC: ignore doubled MF costs]. Roads and hedges do not exist. All buildings and orchards are Crag.
3. In addition to normal HIP (G1.631) the Japanese may set up one additional squad-equivalent (and any SMC/SW stacked with it) using HIP. All trenches must begin play on board. "?" counters and HIP units in the Japanese OB may be set up in non-concealment terrain. Crag are treated as concealment terrain for "?" loss/gain.
4. The American Hero is not automatically eliminated for failing a MC when already wounded; instead, use the mechanics for leaders as per A17.11.

● JAPANESE Sets Up First

☆ AMERICAN Moves First [118]

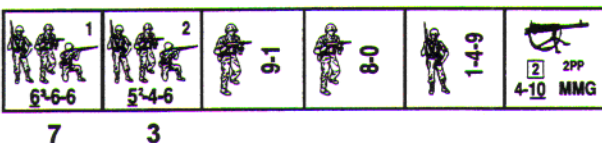
1 2 3 4 5 6 7

Elements of the 303rd Independent Infantry Battalion set up within 3 hexes of 25L7 (see SSR 3):



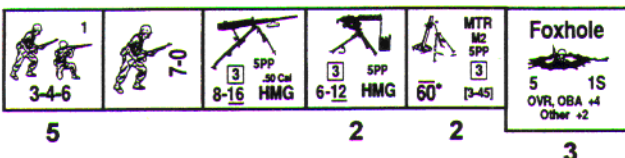
[ELR: 3]
{SAN: 4}

Elements of the 32nd Infantry Regiment set up on any Level 1 and/or Level 2 hill hex on board 15:



[ELR: 3]
{SAN: 3}

Set up on any Level 3 and/or Level 4 hill hex on board 15:

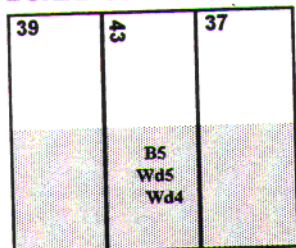


RETURN TO LUXEMBOURG

Near LONGSDORF, LUXEMBOURG, 18 December 1944: The German effort to re-take Luxembourg began on the front of the American 28th Infantry Division on the morning of December 16 with an intense artillery preparation which jolted the men awake in their foxholes. The 28th, known as the "Bloody Bucket" a nickname garnered in part by their Pennsylvania Keystone divisional emblem, and in a greater part by their grievous casualties during the fighting in the Huertgen Forest, were assigned to rest and refit on the heretofore quiet sector of the front. Little did they know the German plan to return to the tiny country included a night crossing of the Our River by the 352nd Volksgrenadier Division on the front of the 28th. The 109th Regiment soon found itself in the thick of the fighting, losing contact with one outpost manned by "E" Company. A task force from "A" Company, accompanied by three tanks from the 707th Tank Battalion, was sent to reinforce the lost company. The unit encountered enemy resistance near the town of Longsdorf, forcing the tanks to withdraw to less exposed positions during the night of the 17th. The tank commander promised to return before dawn to resume the attack. When the clanking of treads was heard the morning of December 18, someone yelled out "the tanks are German" before two self-propelled guns and a panzer began shelling the entrenched company. As enemy mortar fire joined in, Volksgrenadiers began emerging from the mist, infiltrating the American flank. When German armor moved to cut off the road behind the American defense line, the company was ordered to withdraw. Many men from "A" Company were killed captured and wounded in the futile operation; the fate of "E" Company was a foregone conclusion, they had already been overwhelmed.



BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

BALANCE :

☆ Add a 9-1 leader to the American 1st Platoon.

✠ Add an 8-1 leader to the German 2nd Platoon.

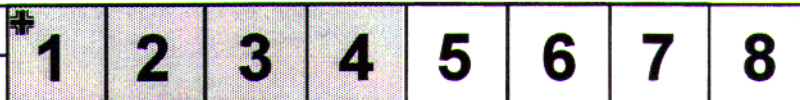
SPECIAL RULES:

1. EC are Wet and Gusty, with no wind at start. Mist (E3.32) is in effect. Kindling is NA.
2. Place overlays as follows: **Wd4** on 43DD1-EE1; **Wd5** on 43CC5-DD4; and **B5** on 43DD8-DD9.
3. A +1 pre-dawn LV hindrance is in effect for the first four game turns. This LV hindrance is *in addition* to any other hindrances (i.e., Mist, etc.). Contrary to E3.1, the pre-dawn LV hindrance negates Open Ground for concealment loss purposes (i.e., a unit may retain concealment when using Assault Movement/Advancing in Open Ground).
4. The JgPz 38(t) have a HE depletion number of '9'.
5. No Quarter may not be invoked by either side (i.e., Surrender may not be refused) [EXC: Berserk units]. All MMC (and any SMC/SW stacked with them) of *both sides* may set up in a foxhole at start if in Concealment terrain (*not* Open Ground, despite SSR3).

VICTORY CONDITIONS: The Germans win if, at game end, they have amassed ≥ 13 more VP than the Americans. Casualty VP are obtained normally. In addition, the German receives 1/2 CVP (FRD) for AFV and full CVP for infantry units Exited off the west edge.

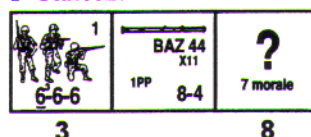
☆ **AMERICAN Sets Up First [141]**

✠ **GERMAN Moves First [119]**

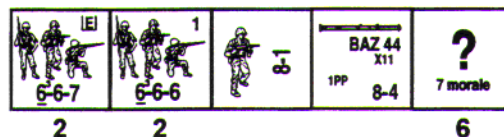


"A" Coy., 109th Infantry Regiment set up three platoons on board 39. One platoon sets up on board 43 west of the 43R3-43GG6 road. Each unit must set up within three hexes of all other units of its platoon:

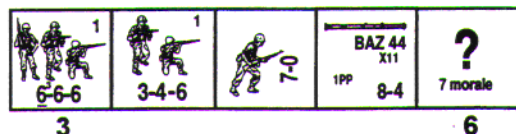
1st Platoon:



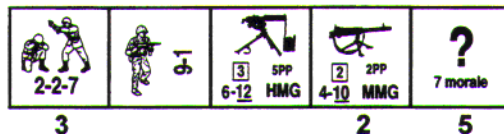
2nd Platoon:



3rd Platoon:

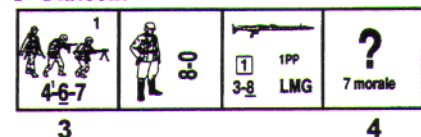


4th Platoon:

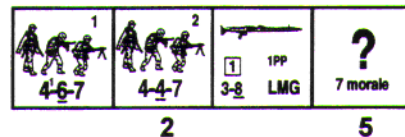


3rd Coy., 1st Battalion, 916th Grenadier Regiment of the 352nd Volksgrenadier Division set up on board 37. Two platoons must set up north of hexrow Y. Each unit must set up within three hexes of all other units of its platoon:

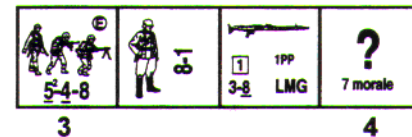
1st Platoon:



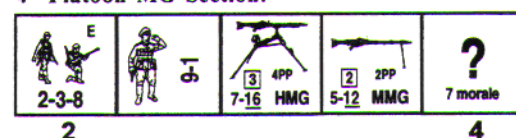
2nd Platoon:



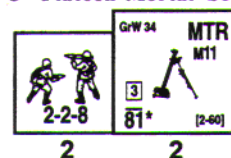
3rd Platoon:



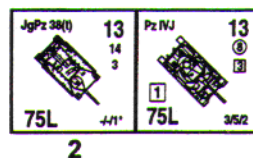
4th Platoon MG Section:



5th Platoon Mortar Section:



Reinforcing armored elements enter on Turn 1 along the south edge of board 37:



PROTHERO'S HOOK

MOUNT PROTHERO, NEW GUINEA, 21 January 1944 : For two more years after the Allied success at Buna, the battle for New Guinea was to continue as American and Australian troops pushed the Japanese ever northward in a series of ambushes, snipers, pockets and fire-fights for unimportant mud holes. General "Bloody George" Vesey and his veteran 18th Brigade found themselves in another such fight; Vesey gave orders for his unit to occupy a terrain feature known as the *Kankiryo Saddle*. The task of capturing Prothero I, a prominent peak on the saddle, fell to the 2/12th Battalion. The plan provided for a silent attack, with one company forward, along the steep razor-backed ridge. The advance up the ridge was conducted stealthily, and surprise was almost achieved. Then, a Japanese 75mm gun, which had been shelling the 2/9th Battalion, intervened. The crew switched targets to the men of the 2/12th, and fired over open sights at less than 100 meters range. Despite taking heavy casualties, a flanking maneuver was successful in driving off the crew and taking the gun intact, and completing the capture of Prothero I.



BOARD CONFIGURATION:



(only hexrows R-GG are playable)



BALANCE:

- The Japanese may set up one additional squad-equivalent (and all SMC/SW stacked with them) using HIP.
- ⊙ Australians set up on/east-of hexrow CC.

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze blowing to the south at start.
2. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Woods on Level 4 are treated as Kunai.
3. The Australian receives one 88mm OBA module (HE and Smoke).

VICTORY CONDITIONS: The Australians win immediately if they have Exited ≥ 10 CVP off the west edge on/between hexes R3 and R6.

● JAPANESE Sets Up First

⊙ AUSTRALIAN Moves First [156]

1 2 3 4 5 6 7

Elements of the 2nd Battalion, 78th Regiment set up on/west-of hexrow BB:



[ELR: 3]
{SAN: 5}

 4-4-7 8	 2-2-8 2	 8-0 	 9-0 	 B11 2 3PP 4-11 MMG 	 B11 1 1PP 2-6 LMG 	 7 morale 6	 Year-41 Type INF M10 1 75* 	 1+3+5 2	 Trench OVR, OBA +4 Other +2 4
---	---	--	--	--	---	--	--	---	---

Elements of D Company, 2/30th (AIF) Battalion set up on/east of hexrow DD:



[ELR: 4]
{SAN: 3}

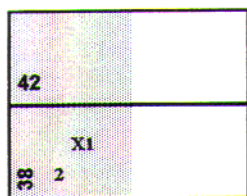
 4-5-8 12	 9-1 2	 8-0 2	 7-0 	 1 1PP 2-7 LMG 3	 MTR 2 4PP 51 [2-11] 3	 Radio 8 	 7 morale 10
--	---	---	--	--	--	---	--

TANIGAWA'S OUTPOST

OKINAWA, RYUKUS ISLANDS, 6 April 1945: The 184th Infantry Regiment was brought to a standstill by heavy and accurate fire from a height located about 1,000 meters southwest of Arakachi. Promptly dubbed "the Pinnacle" the Japanese had selected the spot as a key outpost position because it dominated the adjoining ground and offered excellent observation in all directions. Holding the position was Lt. Seiji Tanigawa's 1st Company, 14th Independent Infantry Battalion, consisting of a company headquarters and two rifle platoons, 110 men in all. Eliminating the Japanese position was to be the main task of the 7th Division on April 6, leading to a frontal assault following a 10-minute artillery preparation. The first attack was rebuffed after mounting casualties forced a withdrawal. A second assault, supported by 105mm artillery, light tank fire and 4.2 inch mortars was again stopped by the Japanese after they went underground to wait out the heavy fire. For the third attack of the morning, Lt. Col. Daniel G. Maybury, commanding 1st Battalion, 184th Infantry Regiment, decided to push Company C up a draw just beyond the ridge occupied by Company B. The latter was still expected to seize the peak, however. B Company moved quickly toward the ridge, catching the Japanese out of their holes. The defenders were still able to hurl the Americans back down the hill. While Lt. Tanigawa was directing the repulse of Company B from his Pinnacle watchtower HQ, Company C worked its way up the western approaches, crossing the difficult but partially covered route unbeknownst to the Japanese commander. The trap was sprung, and Maybury directed supporting fire for Company C while the unit advanced to the top without losing a man. They then proceeded to methodically destroy the remaining Japanese with flamethrowers and WP grenades. Only 20 of the original 110 defenders escaped to the south to fight another day.



BOARD CONFIGURATION:



(Only hexrows A-Q are playable)



BALANCE:

- The Japanese receive one module of 90mm Battalion MTR OBA and a phone.

☆ The Japanese are *not* Fanatic.

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, with Light Jungle (G2.1). All Orchards are Crag and all Woods hexes within 2 hexes of 38oG5 (The Pinnacle) are Brush. All buildings are Huts [EXC: Overlay X1]. The stream is Dry. Ponds are treated as Level One Open Ground. Marsh is Brush. Coral Soil (G13.82) is in effect.
2. All Japanese units may set up using HIP. All Japanese are Fanatic. Wire and mines may not be placed in hill hexes > Level 1. The Japanese may Boresight and Deploy freely at set up.
3. The US 747/337 are Assault Engineers (H1.22) and Sappers (H1.23). The radio represents one module of 60mm Battalion MTR OBA (US Ordnance Note 1).
4. Place Overlay 2 on 38D2-D1 and X1 on o38G5. X1 represents The Pinnacle. None of the buildings depicted on Overlay 2 exist. The Pinnacle has a normal stacking limit of 1 HS-equivalent. Overstacking is allowed.

VICTORY CONDITIONS: The Americans win if they Control hex 38G5 and all adjacent hexes at game end.

● JAPANESE Sets Up First [180]

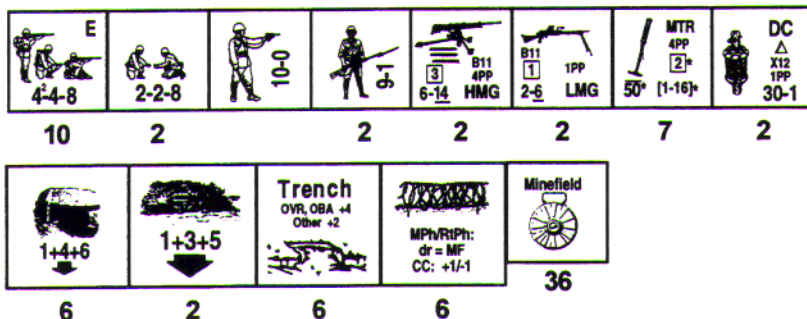
☆ AMERICAN Moves First [159]

1 2 3 4 5 6 7 8 9 10

1st Company, 14th Independent Infantry Battalion set up on Overlay 2 as per SSR 2:



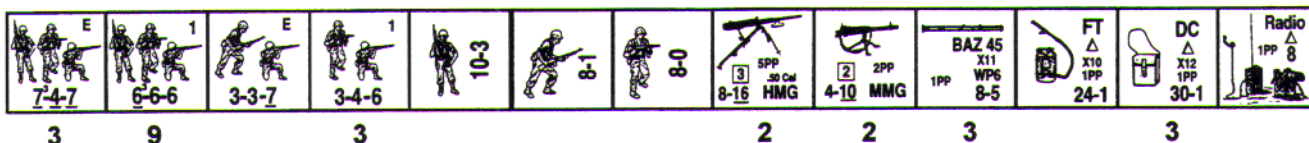
[ELR: 4]
{SAN: 5}



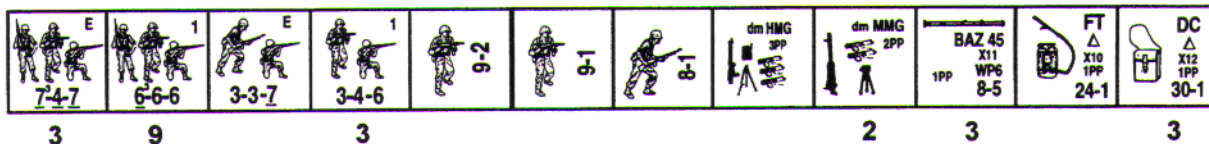
Company B, 1st Battalion, 184th Infantry Regiment set up on board 42 in hexes numbered ≤ 5:



[ELR: 4]
{SAN: 4}



Company C enter on Turn 5 along the west edge of board 42:



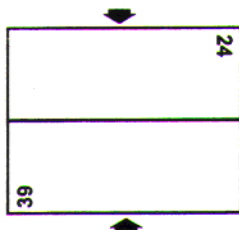


MARCH OF THE MASTODONS

CH63

CHAUMONT, 4 MILES SOUTH OF BASTOGNE, BELGIUM, 23 December 1944: In the attempt to relieve Bastogne, Patton had charged the 4th Armored Division to "drive like hell", but it wasn't working out that way. While CCA struggled against stiffening opposition, demolished bridges and poor terrain, CCB encountered only token resistance on the 22nd and reached Burnon, only 7 miles from Bastogne. Before daylight on the 23rd, CCB resumed its advance only to find the next village, Chaumont, defended by a company from the 5th Parachute Regiment. In a combined arms assault, CCB rooted the *fallschirmjaegers* out of their cellars. That morning, at the HQ of the 26th *Volksgrenadier* near Bastogne, five Ferdinand tank destroyers arrived. Part of the 653rd heavy *Panzerjaeger* Battalion which had recently come from Italy, the giant assault guns were scheduled for commitment in Alsace; they had somehow been diverted to the Ardennes. The German commander, Kokott, cared not from where they came, or how; they seemed heaven sent to prevent the American drive from cutting into the rear of his division at Bastogne. Kokott promptly sent the Ferdinands southward, along with ten of his assault guns. The AFV arrived in time to enable the *fallschirmjaegers* to re-capture the Chaumont, while German guns exacted a heavy toll of the American tanks mired on a hillside outside the village. That night General McAuliffe sent an obviously concerned message from Bastogne to the 4th Armored: "Sorry I did not get to shake hands today. I was disappointed." A short time later somebody on his staff sent another: "There is only one more shopping day before Christmas."

BOARD CONFIGURATION AND ENTRY:



**GERMAN Sets Up First
AMERICAN Moves First**

VICTORY CONDITIONS: The Americans win if they Control $\geq$ two stone Locations on board 24 at game end.

SCENARIO BALANCE:

GERMAN: German reinforcements enter on Turn 4.

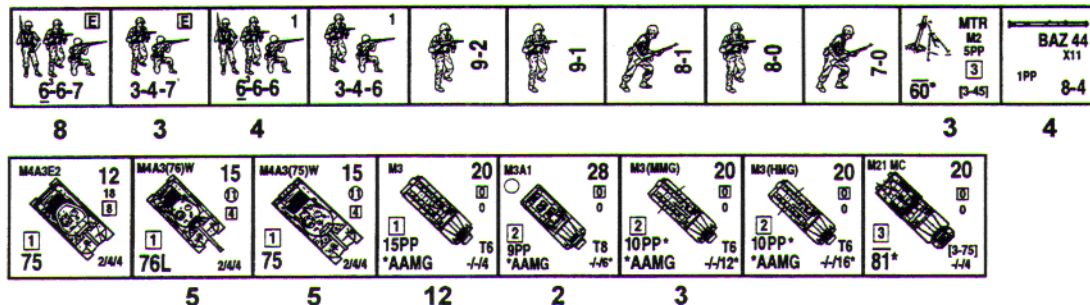
AMERICAN: Game length is reduced to 8 Turns.

SCENARIO SPECIAL RULES:

1. EC are Mud, with no wind at start. Levels 1 and 2 on board 39 are Bog (D8.2) hexes for all AFV that enter [EXC: HT] and the only applicable modifier is +4 DRM]. This is in addition to D8.23 Bog checks.
2. The Path at 39R8-U4 is a Forest Road. The only other road hexes on board 39 are Q10 and R9 (these are defined as Open Ground during Mud).
3. For each American squad (FRU) which does *not* set up as PRC, one M3/M3A1 is removed from their OB. The crew and any SW's which may be scrounged from such HT may be added to the American at start OB (any scrounged MG's may set up on board dm or assembled).
4. Inherent MMC in M3(HMG)/M3(MMG) HT are 6-6-7s.
5. One German squad-equivalent (and any SW/SMC stacked with it) may set up using HIP.
6. Once any M3/M3A1 has unloaded all Passengers, once (and if) there are no American infantry $\leq$ 2 hexes away from the vehicle at the start of any MPh, it is subject to immediate Recall.



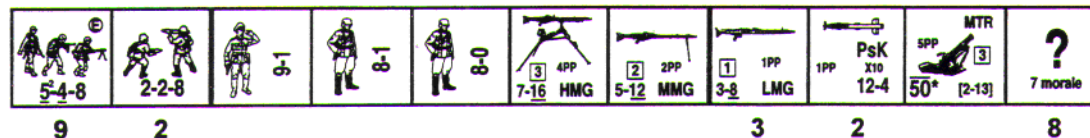
Advance Elements of CCB; 51st Armored Infantry Battalion; and 35th Tank Battalion set up on level 4 hexes and/or on the road on board 39 (see SSR 2 and 3); additionally, some, all, or none of the units may enter on Turn 1 or later on/adjacent to 39Q10:



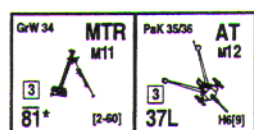
[ELR: 4]
{SAN: 3}



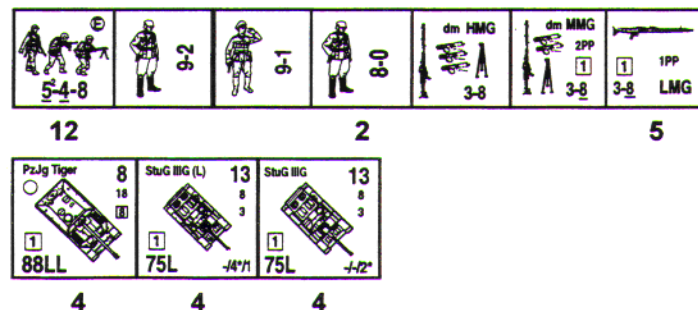
Elements of Fallschirmjäger Regiment 14 set up concealed on board 24 and/or on/north of hexes numbered 1 on board 39:



[ELR: 3]
{SAN: 4}



Elements of the Assault Gun Brigade 180, Heavy Panzerjäger Battalion 653 and Fallschirmjäger Regiment 14 enter on Turn 5 along the north edge:





RACE FOR THE BRIDGES

CH64

RHEINBERG, GERMANY, 5 March 1945: As March 1945 began the Allies still had not captured a bridge over the Rhine. Field Marshal Montgomery planned Operation Plunder, the final crossing of the Rhine for March 23. General Simpson, however, planned to grab *any* bridge across the river, and much sooner, in order to prevent any organized resistance on the east shore as well as to provide a solid bridge-head for the upcoming operation. A blood-red sun arrived with dawn on the 5th of March. It would prove a harbinger of things to come as the men of the American 8th Armored Division were ordered to attack Rheinberg in an attempt to capture at least one of the two remaining spans over the Rhine in that town. The attack was tipped off, as German generals von Schlemm and von Waldenburg were able to listen to radio transmissions from the waiting Sherman crews of the attackers. This lapse in radio discipline would cost the attackers dearly; the enemy was able to dispatch elements of the "Windhund" and 116 Panzer divisions to meet the threat. And a threat to the Rhine bridges indeed materialized as Task Force "Van Houten" jumped off early and made good progress until realizing they had lost contact with their infantry support in the form of Task Force "Roseborough". The American tankers still pushed on, only to be met by a murderous hail of shaped-charge weapons fire and resistance from the deadly '88' guns still possessed by the Germans in some numbers and used to defend critical points. The tanks of TF "Van Houten" were easy prey for the determined defenders; in the absence of infantry support, the desperate American crew-men of knocked out tanks engaged their adversaries with their small arms. By the time TF "Roseborough" arrived, the losses to the 8th Armored Division had exceeded 50 tanks. The Rhine would not be crossed this day.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Americans win immediately if they have a Good Order MMC on the south side of the river *OR* if they Control *all* of the multi-hex buildings on the VILLAGE overlay at game end.

SCENARIO BALANCE:

GERMAN: Add a 9-2 armor leader to the German OB.

AMERICAN: The Turn 4 reinforcements enter on Turn 3.

SCENARIO SPECIAL RULES:

1. EC is Wet and Overcast, with a Mild Breeze blowing from the southeast and no rain at start. The stream is Deep. All grain hexes are treated as Mud hexes (D8.23 and E3.6).
2. Place the **Village-40** overlay on board 40. Two lane stone bridges exist in 40Q2-Q3 and 40I2-I3.
3. All American personnel must enter as PRC. All Passengers may use Cloaking (E1.41) until they become CE, unload, or conduct any other concealment loss activity.
4. The Americans receive one 105mm Creeping Barrage (E12.7) with an automatic black chit for purposes of E12.72. The Barrage hex grain runs east-west. The Germans receive one module of 150mm OBA (HE only) directed by an offboard observer at Level 2 in any hex along the south edge of the board. The German must pre-record this hex prior to all set up. Boresighting is NA.
5. All American AFV crews that Bail Out/Abandon/Roll CS are immediately marked with a Berserk counter and are treated as a Berserk MMC for all purposes. No further movement may be conducted during the MPH in which the crew is first marked with a Berserk counter. If no German unit (Known or concealed) is currently in the LOS of such a Berserk crew (only), the crew must charge toward the closest (in MF) bridge hex until an enemy unit is in its LOS. It then charges the enemy unit normally. Once a bridge hex is entered, the crew immediately returns to Good Order.
6. No German unit may move, advance or rout across the river. Any German unit that crosses the river is immediately removed from play. No German unit may set up in a bridge hex, but bridge hexes may be entered normally by the German during play.

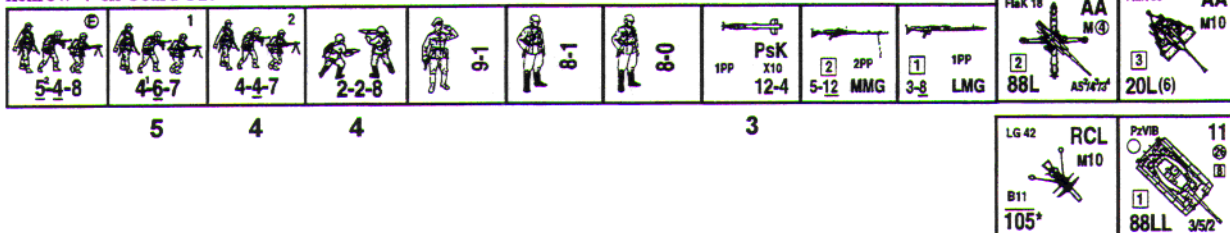


**GERMAN Sets Up First
AMERICAN Moves First**



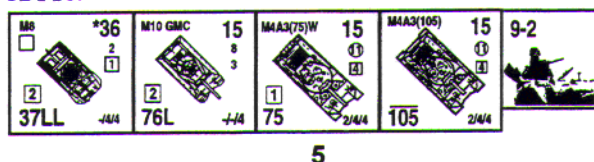
{ELR: 3}
{SAN: 5}

Elements of the Fallschirmjäger Division 6. and the Panzer Division 116. set up, using HIP, north of the river and on/south of hexrow 4 on board 32:

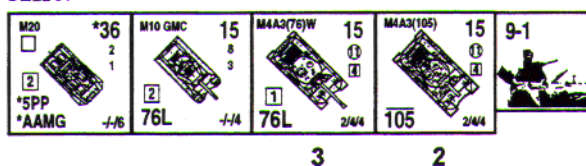


{ELR: 4}
{SAN: 3}

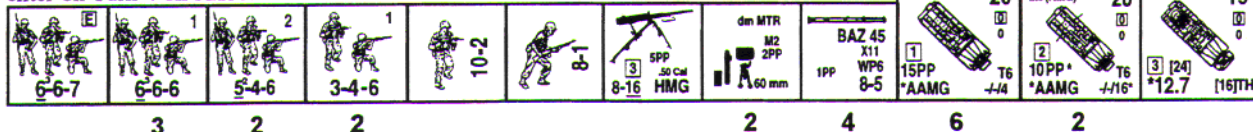
Elements of the 36th Armored, 8th Armored Division, Task Force "Van Houten" enter on Turn 1 on the hex listed:
32Y10:



32I10:



Delayed elements of the the 49th Infantry Division, Task Force "Roseborough" enter on Turn 4 on 32I10:



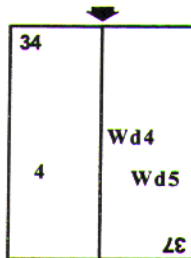


THE SETON BLOCK

CH65

SETON, BURMA, 25 May, 1944: Now that General Stilwell's Chih Hu Pu forces had achieved early success in their return to Northern Burma he set his sights on Myitkyina. But first the Japanese hold on the Mogaung valley had to be wrested from them, as well as their control of the vital Kamaing-Mogaung road. General Sun, the commander of the 22nd Division, ordered one regiment, the 112th, to slip around the Japanese east flank and cut the Kamaing road south of the small village of Seton. With his right rear flank now wide open, General Tanaka ordered everything available to immediately attack this blocking force in his rear. In vain did the Japanese strike the Seton Block repeatedly. The resolve of the defenders remained resolute as the Chinese inflicted heavy casualties on the Japanese desperately trying to reopen the Kamaing-Mogaung road. Rain, floods and the savage fury of the attack made this particular battle the most trying of the campaign. At the end of this action only two Chinese officers were left standing. However, their fortitude forced the Japanese to withdraw through a previously cut secret escape path. The withdrawal was now on with the victorious Chinese forces hard on their heels and in control of the Mogaung valley.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Japanese win immediately when they have Exited ≥ 40 VP off the south edge.

SCENARIO BALANCE:

JAPANESE: In the VC change "40" to "32".

CHINESE: In the VC change "40" to "45".

SCENARIO SPECIAL RULES:

1. EC are Moist and Overcast (E3.5), with no wind or rain at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: the 37A5-H4-P5-X5-GG5 road does exist].

2. Place overlays as follows: 4 on board 34; Wd5 on 37N2/O3; and Wd4 on 37N7/O8.

3. The Chinese player may set up 3 squad-equivalents (and any SMC/SW stacked with them) using HIP.

1	2	3	4	5	6
7	8	9	10		

CHINESE Sets Up First
JAPANESE Moves First



[ELR: 4]
{SAN: 5}

Elements of the 112th Regiment, 22nd Division set up on/south of hexrow 34I/37Y:

5-3-7	2-2-7	2	2	2	B11 SPP 6-12 HMG	B11 4PP 4-10 MMG	B11 1PP 2-7 LPG	MTR B11 SPP 60° [3-45]	7 morale	M1A1 B11 2 75*	ART M10	Roadblock
16	3			2		2	5	3	12	2		3



[ELR: 4]
{SAN: 3}

Elements of the 4th Regiment, 2nd Division enter on Turn 1 along the north edge:

E 4-4-8	1 4-4-7	2 3-4-7	2-2-8	100	100	100	100	dm MMG 2PP	B11 1PP 2-6 LMG	dm MTR 2PP 50 mm
8	8	12	5		2			3	6	5

Year-41 Type INF M10	Type 94 23
T8 75*	21PP
2	6



ONE FOR THE TROPHY CASE

CH66

North of GOUBELLAT, TUNISIA, 31 JANUARY 1943: The first Allied offensive to reach Tunis has been stopped by the Germans for over a month. There had been several rumors of a new German tank, but because of General Arnim's reluctance to help Rommel the new Tiger tanks had been held in reserve since their arrival in Tunisia in November of 1942. On the morning of the 31st of January a spotter for the British 72nd Anti-Tank Regiment, Royal Artillery, sighted one of the new Tigers headed his way. He immediately radioed for reinforcements. There were some tanks in the area, but nothing able to match the Tiger; the spotter immediately left his post. He ran back to headquarters shouting, "Tigers! There are tigers coming down the road!" It was then that they realized only six-pounders were available to repel the attack. It would indeed be a long morning, and would possibly disturb tea time later that afternoon. The Tigers did disturb afternoon tea time. Although this was one of the first times that the new tank had been committed to the front, it showcased all of its assets. Its thick armor and long 88mm gun was more than a match for anything the Allies had in Tunisia at the time. This particular engagement saw the 72nd Anti-Tank Regiment call for reinforcements. These engagements were one of several probes over the next few weeks in preparation for the big February offensive. When it was over the 72nd Anti-Tank Regiment had captured the first Tiger tank of the war. This allowed for an immediate technical analysis of the new German wonder and provided much needed information about how to defeat the enemy in battle.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Germans win if they amass more VP than the British at game end. CVP are amassed normally. The Germans receive three times the normal Exit VP for units that exit off the west edge. The British receive CVP for German units that are on board at game end.

SCENARIO BALANCE:

BRITISH: Add a 9-1 armor leader to the Turn 3 reinforcements.

GERMAN: Replace the German MMG with a HMG.

SCENARIO SPECIAL RULES:

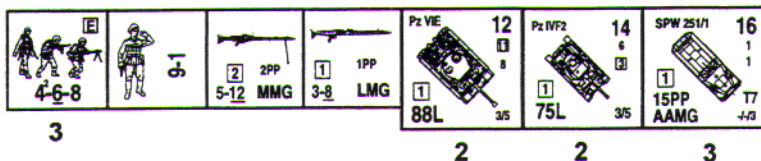
1. EC are Dry, with no wind at start. Vehicle Dust (F11.74) is in effect.
2. PzIVF2 crews are ML9 while Inherent.
3. The British may set up two squad-equivalents (and any SMC/SW stacked with them) using HIP.

1	2	3	4	5
6	7	8	BRITISH Sets Up First GERMAN Moves First	



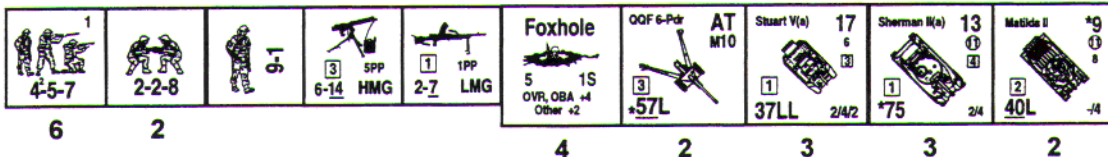
[ELR: 4]
{SAN: 3}

Elements of the Schwere Panzer Battalion 501 enter on Turn 1 along the east edge:

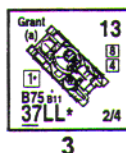


[ELR: 2]
{SAN: 2}

Elements of the 72nd Anti-Tank Regiment set up on board 26:



Reinforcing armored elements enter on Turn 3 along the south edge of board 26 and/or 27:





NEW KID ON THE BLOCK

CH67

South of DJEDEIDA, TUNISIA, 28 November 1942: On November 27 the Allied spearhead of the TORCH landings ran into heavy opposition near Tebourba. The 1st Surrey's scout vehicles contacted 15 German tanks, some of which were from the 501st Schwere Tank Abteilung, some 13 Mark III and 2 Mark VI. The weight of their counter-assault successfully halted the British drive for the day. This morning Brigadier Cass has brought up the 19 tanks from the 5th Northhamptons to continue the assault and drive on towards Tunis. The rumors were that the new Tiger tank was mixed in with the units that had halted the offensive. The September intelligence from ULTRA had finally been realized. General von Arnim had finally committed part of the 501st Schwere Abteilung. He was intent on halting the Allied drive while maintaining the Axis foothold in Africa. The German commander began to sweat as he spotted the dust from the Allied tanks. The tanks from the 5th Northhamptons were on their way. As the smoke clouds grew the German gunners patiently sighted in their guns on their approaching targets. Leftover from the previous days battle the Germans had only two Tiger tanks, but were able to use them to utmost effectiveness. The Germans knocked out so many tanks that the British withdrew the next day. After two more days of vicious fighting on both sides the British were forced to withdraw. Tunis would not be captured before the rains began, in fact it would not be captured before the first week in May. Much to the dismay of the Allied high command, they had not reached their objectives - and they had been introduced to an effective new German weapon, the Tiger tank.

BOARD CONFIGURATION:

25	28	27	26
		H4 X1	
	H5		



VICTORY CONDITIONS: The British win immediately if they have Exited ≥ 20 VP (see SSR 3) off the west edge.

SCENARIO BALANCE:

GERMAN: Add a 9-2 armor leader to the German OB.

BRITISH: Add a 9-2 armor leader to the British OB.

SCENARIO SPECIAL RULES:

1. EC are Dry, with no wind at start. Vehicle Dust (F11.74) is in effect.
2. Once ≥ 3 British AFV exit, *all* mobile German Pz VIE are immediately subject to Recall. Prior to the MPh in which they exit, such affected AFV may fire normally, with no penalty.
3. No British AFV may exit the map until the British have amassed ≥ 12 CVP.
4. Place overlays as follows: H5 on 28W2-X2; H4 on 27G4-H4; and X1 on 27oD2.
5. German Pz III L crews have ML 9 while Inherent.

1	2	3	4
5	6	7	

**GERMAN Sets Up First
BRITISH Moves First**



Elements of the 501st Heavy Tank Battalion and 190th Panzer Panzergrenadier Regiment
set up on boards 25, 27 and/or 28:

4-6-8 4	2-2-8 2	1-1-8 1	7-16 HMG 3	3-8 LMG 1	Pak 38 3	AT M10 3	SPW 25t/1 1	Pz VIE 12	Pz III 13

[ELR: 4]
{SAN: 2}



Elements of the 5th Northhamptons enter on Turn 1 along the east edge:

Grant (a) 13 B75 811 37LL* 2/4 6	Lee (a) 13 B75 811 37LL* 2/4 6	Sherman III(a) 14 *75 2/4 6
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{SAN: 0}

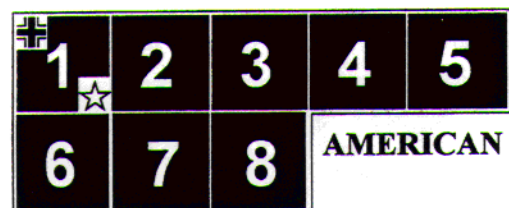
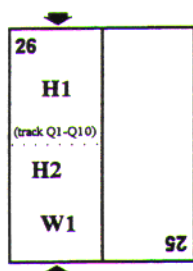


SPECIAL MESSENGER

CH68

BIR EL AALIA, TUNISIA, 21 JANUARY 1943: On the 18th of January the Germans launched Operation *Eilbote* in an effort to shore up their southern defenses by recapturing the eastern Dorsals mountain range and the Kebir reservoir that supplied water to Tunis. Colonel Weber of the 10th Panzer Division was given elements of the 756th Mountain, 20th Flak, and 501st Schwere Panzer Abteilung. Group Weber drove for three furious days through the French sector, covering over 37 miles until it contacted Combat Command B of the U.S. First Armored Division. Commanded by Brigadier General Robbinett and sent north to contain the German offensive, CCB hit the Germans just north of Bir el Aalia. Running short on fuel, but not on numbers, the First Armored attempted to stave off the German offensive. The Allies were able to contain the German offensive in both the north and south of the Dorsal mountains. They did so only after the Germans had recaptured the Kebir reservoir, ensuring the continued supply of water to Tunis. This offensive saw some of the heaviest air operations during the African campaign, with both sides flying over 400 sorties each day. A specific effect of this operation occurred when the French were brought under the command of General Anderson, thereby revealing several command and control faults to the Allies. Recognition of these shortcomings helped the Allies to better coordinate the employment of their forces later in the war.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Germans win at game end if there are no Good Order American MMC/AFV [EXC: M3 HT *do not* count toward this total; note that M3 GMC *do count*] with functioning MA north of the road and the Track that runs from 25Y10-26Q1-Q10.

SCENARIO BALANCE:

GERMAN: Add a 9-1 armor leader to the German OB.

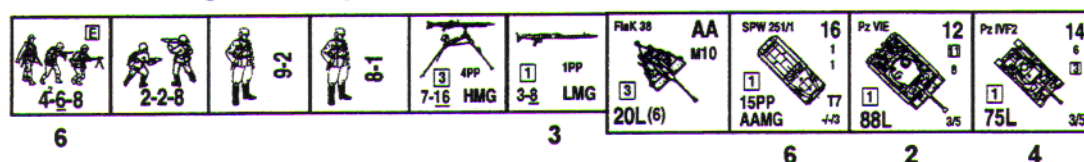
AMERICAN: Add an 8-1 armor leader to the American OB.

SCENARIO SPECIAL RULES:

1. EC are Dry, with no wind at start. Vehicle Dust (F11.74) is in effect.
2. Place overlays as follows: **W1** on 26CC4-CC5; **H2** on 26V7-W8; and **H1** on 26H3-I3.
3. Due to a fuel shortage, *only* a number of American AFV equal to a dr x 2 may move each Turn (including Turn one). This dr is made before any units are set up offboard.
4. Personnel of both sides must enter as PRC. Both sides may Deploy (A1.31) freely during set up.
5. The Americans receive Air Support, which appears as per E7.2 in the form of one '42 FB with bombs.
6. PzIVF2 crews are ML9 while Inherent.
7. A Track (F9.1) runs from 26Q1-26Q10.



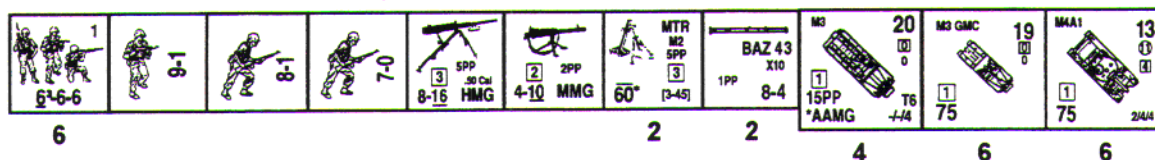
Elements of the Schwere Panzer Abteilung 501 and Mountain Regiment 756 enter on Turn 1 along the north edge of board 26:



[ELR: 4]
{SAN: 4}



Elements of the 2nd Battalion, 13th Armored Regiment and 2nd Battalion, 6th Armored Infantry Regiment enter on/after Turn 1 (see SSR 3) along the south edge of board 26:



[ELR: 2]
{SAN: 2}

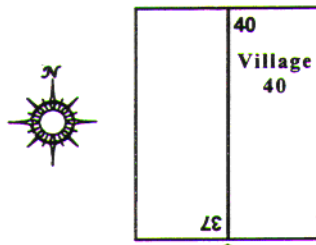


BAPTISM OF FIRE

CH69

KOGENBROICH, NORTH OF GEILENKIRCHEN, GERMANY, 20 November 1944: The men of 'K' Company, 333rd Infantry Battalion, landed in Europe at Omaha Beach on November 2, 1944. Known as the "Railsplitters" the unit saw little action. 'K' Company had yet to fire a shot, when the attack orders came in for an assault against the Siegfried Line positions of the 183rd Volksgrenadier Division. The baptism of fire went by swiftly, with the company capturing its first objective. Things would be different on November 20th as the day dawned to mud, and more mud. Worse still, the enemy inserted fresh forces, including the seasoned tankers of the 9th and 10th SS Panzer Divisions. These forces would be faced by the men of 'K' Company as they attacked right into the midst of the Siegfried Line and its pillboxes and intersecting fields of fire. Support for the 333rd was on hand in the form of tanks from the British Sherwood Rangers, which blasted away at enemy pillbox positions from point blank range. Their true baptism of fire would not go as smoothly as the first; enemy armor appeared on the scene and the Yanks would be forced to rely on their own devices to capture the bridge over the Würm at Kogenbroich. The battle soon evolved into a bloody draw with more than one third of the men from 'K' Company lost. Within a stone's throw of their objective, the company halted and dug in for the night. The men of 'K' Company, 333rd Infantry Battalion, 84th Division had received their baptism of fire on this day.

BOARD CONFIGURATION AND ENTRY:



GERMAN Sets Up First
AMERICAN Moves First

VICTORY CONDITIONS: The Americans win at game end if they are the last to enter 40I1 with a Good Order MMC; *OR* they Control all of the buildings on the Overlay.

SCENARIO BALANCE:

GERMAN: Add a 9-1 leader to the German OB.

AMERICAN: Add a 9-1 armor leader (British) to the Allied OB.

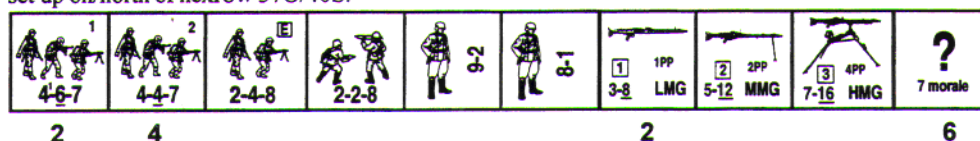
SCENARIO SPECIAL RULES:

1. EC are Wet, with no wind at start. The stream is Deep. Treat all Grain hexes as Mud (D8.23 and E3.6 only apply to those hexes).
2. Place the **Village-40** on board 40. A one lane stone bridge exists in 40I2-I3.
3. The Germans may Fortify one building Location during set up (Tunnels are NA). The pillboxes may set up in non-road hexes *only*. The PzVG may set up using HIP.
4. One German squad-equivalent (and all SMC/SW that set up with it) may set up using HIP.
5. The American receives one module of 155mm OBA (HE & Smoke).

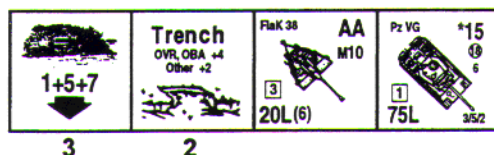


Elements of the 183rd Volksgrenadier Division and 9th SS Panzer Division

set up on/north of hexrow 37O/40S:

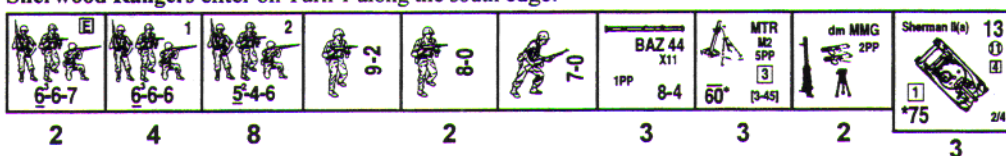


[ELR: 4]
{SAN: 5}



Elements of "K" Company, 333rd Battalion, 84th Infantry Division and Elements of the British

Sherwood Rangers enter on Turn 1 along the south edge:



[ELR: 3]
{SAN: 3}

Elements of "C" Company,
333rd Battalion enter on Turn 3
along the south edge:



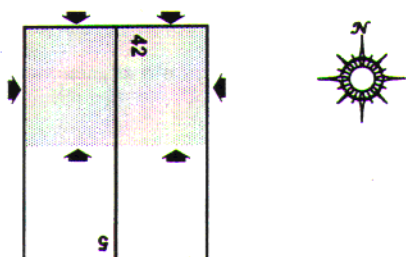


SURPRISE AT HONKANIEMI

CH70

HONKANIEMI, FINLAND, 22 February 1940: The Russians had finally succeeded in breaching the Mannerheim Line. The tankers of 4th Pans.K. were just arriving to the front when the unit was ordered to immediately counterattack with the 'Jakaaris' of 3rd JP. Severe weather conditions had taken a toll of the diminutive Finnish tanks; only six tanks of fifteen were available for combat. The rest had technical problems. Everything went awry for the Finns right from the start. The pre-attack Finnish artillery barrage accidentally landed on a massed grouping of men from 3rd JP, dispersing it. However, that reverse was not realized by the tank men, and they started forward with little to no infantry support. Nonetheless, the arrival of Finnish tanks surprised the Russians, who had seen none in use by their Finnish opponents before. Startled, the Soviet tank crews rushed to their vehicles and started their engines. The Finns had some initial success against the surprised defenders, but the odds were against them. In the end, only one Vickers tank returned from battle. The others were lost to enemy fire and mechanical breakdowns. On paper, the results were negligible: only three Russian tanks were destroyed and some infantry killed. No matter the outcome, the Finnish tank force had been blooded in combat for the first time. There would be many more actions to come during the Jatkosota.

BOARD CONFIGURATION AND ENTRY:



(Only hexrows R-GG on board 5 and A-P on board 42 are playable.)



**RUSSIAN Sets Up First
FINNISH Moves First**

VICTORY CONDITIONS: The Finns win if, at game end there are no mobile Russian AFV with functioning main armament ≤ 4 hexes from 42G4, OR immediately upon amassing ≥ 36 CVP and they have Exited ≥ 1 AFV off any road hex.

SCENARIO BALANCE:

FINNISH: Replace the Finnish 9-1 armor leader with a 9-2.

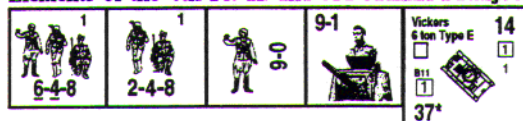
RUSSIAN: Add an ATR to the Russian OB.

SCENARIO SPECIAL RULES:

1. EC are Wet, with no wind at start. Extreme Winter (E3.74) and Ground Snow (E3.72) are in effect. All buildings are rubble (i.e., stone and wooden rubble placed based on the on-map building type). A +1 LV DRM (E3.1) is in effect at all ranges to represent the fact that the attack began at dusk.
2. One Russian AFV crew is placed in *each* hex containing an un-manned tank. All tanks for both sides lack radios. Before all set up, the Finnish player may secretly designate an "attack route" for his tanks. An attack route is defined by a contiguous road defined by an entry hex and an exit hex [EX: 5Y1-42I1]. If a Finnish tank "follows" its attack route (i.e., is in any road hex along this contiguous road) it may ignore the NTC for non-platoon movement (D14.23).
3. Russian tank crews are Inexperienced (D3.45).



Elements of the 4th Ps. K. and 3rd Jaakari Pataljoona enter on Turn 1 on any *one* road hex:



5

[ELR: 3]
{SAN: 3}



Elements of the XXX set up ≤ 3 hexes from 42G5 with all AFV set up Unmanned and in Platoons (i.e., each AFV must be set up to ≥ 1 other AFV (see SSR 2 for placement of AFV crews):



[ELR: 2]
{SAN: 2}

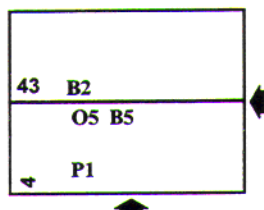


BOTTOM OF THE BARREL

CH71

SOUTHEAST OF ZOSSEN, GERMANY, 22 April 1945: The German Army of 1945 was shadow of it's once potent self. To remedy the manpower crisis, all branches of the armed forces had their non-essential personnel reassigned to provide foot-soldiers for the fronts. Cooks, Drivers, technicians, navy and Luftwaffe personnel were transferred wholesale to the Wehrmacht, given a rifle, and led into combat. While these lightly trained men stood in front of the mighty Red Army of 1945, the rapid advance of Koniev's 3rd Guards Tank Army not only threatened Berlin from the south, but put the 9th Army facing Zhukov in a perilous predicament. In Koniev's path lay Zossen, the German High Command HQ and main communications center linking the still active but isolated German units from Norway to Italy. As the lead tanks of the 3rd Guards were approaching Zossen from the South, scattered resistance began to solidify in a small hamlet just outside of Zossen. The sharp crack of an '88' supported by rapid firing MG-42s stopped the lead elements cold at first. After the initial shock of the ambush wore off, an air strike was ordered and the advance was to continue. With the experience learned in years of fighting on the Eastern Front, teams of brown clad infantrymen began rooting out the defenders' positions one by one, while tanks carrying yet more infantry attempted to outflank the hamlet. A tight formation of fighter bombers soon arrived to sweep over the battlefield in low strafing runs. Heavy flak rang out from the nearby woods, revealing their positions, which the air support began to silence with bomb and rocket attacks. The Russian armor reinforcements, stripped of infantry support, churned across the un-plowed fields firing in support of the troops which had just eliminated an anti-tank gun and continued the process of launching an attack against the hamlet in the face of surprisingly stiff resistance; even the fire from some armored cars seemed to have little effect on the attacking Russians. Unable to deal with the thick armor of the enemy tanks, the armored cars soon pulled back, leaving the remaining defenders to their fate. With all their support stripped away, the infantry isolated in the hamlet had no other option but to surrender or die. By nightfall Zossen was in Russian hands, and Koniev's 3rd Guards moved to assault the southernmost suburbs of Berlin.

BOARD CONFIGURATION AND ENTRY:



★ 1	2	3	4
5	6	GERMAN Sets Up First RUSSIAN Moves First	

VICTORY CONDITIONS: The Russians win immediately when they Control two of the following three stone buildings: 43B3, 43I1, and 43P1; *AND* they have Exited ≥ 1 AFV and ≥ 1 MMC off the north edge ≤ 2 hexes from 43Q1. The Germans win at game end by Controlling all buildings ≤ 2 hexes from 43N8. *Any other result is a draw.*

SCENARIO BALANCE:

GERMAN: Exchange the 37L-AA truck for a 37L-AA Flak 36 Gun.

RUSSIAN: One M4/76(a) tank is equipped with a Gyrostabilizer (H1.42).

SCENARIO SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the northeast at start. Place overlays as follows: **B5** on 4O2-O3; **O5** on 43L10-4M1; **B2** on 43K8-K9; and **P1** on 4J4. The road that runs from 43Q1-M6-I10-4I1-4A6 is paved; all other roads are unpaved.
- Place burning wrecks in the following hexes: 4M5, 4K5, and 4D2. (place Drifting Smoke accordingly *during* set up). The 88L AA gun *must* set up with a LOS to ≥ 2 burning wrecks. For set up purposes *only* this AA gun may ignore any LOS hindrances created by smoke.
- No Mines or Wire may set up within 2 hexes of 43N7. No AFV may set up in a building.
- The German player may choose *one* of the following: 1) One AFV may set up HIP as if it were an emplaced (A12.34) Gun for concealment loss purposes; *OR* 2) One squad-equivalent (and any SMC/SW that sets up with it) using HIP.
- On Turn 1 the Russian receives two '44 FB w/bombs. Both FB are automatically recalled at the end of Game Turn 3.



Remnants of the 9th Fallschirmjäger Division and the 20th Panzer Grenadier Regiment
set up concealed on board 43 and/or on board 4 in hexes with a coordinate ≤ 3 :

5-4-8	4-4-7	4-3-6	2-2-8	9-2	8-0	5-12	3-8	50* [2-13]	1PP 12-4	7 morale	18 factors
4	2						2	2	8		
5 OVR, OBA +4 Other +2	OVR, OBA +4 Other +2	dr = MF CC: +1/-1	88L AS147*	14	3	23	33 3 1	33 4 1	15		
2	2	2									



Elements of the 3rd Guards Tank Army set up on board 4 in hexes with a coordinate ≥ 6 :

4-5-8	4-4-7	3	5	2	2	4-10	2-6	50* [3-20]	30-1
3	5								

[ELR: 3]
[SAN: 4]

Enter on Turn 1 along the east edge and/or from any road hex on the south edge of board 4 (i.e., 4I10, 4Q10, and 4Y10):

6-2-8	5-2-7	9-1	2-6	1	16 11	14 11	19 0	19 0
2	2				2	2		

*(use Brit. ctr.)

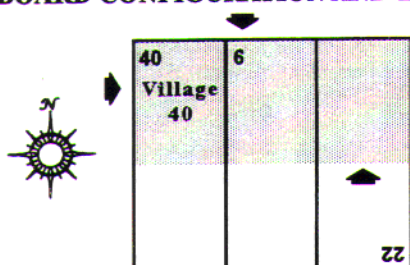


ACROSS THE WÜRM

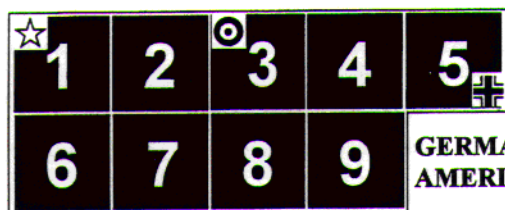
CH72

KOGENBROICH, NORTH OF GEILENKIRCHEN, GERMANY, 23 November 1944: For three days the "Railsplitters" of 'K' Company were joined in an attack by the men of the armor British Sherwood Rangers Yeomanry. For three days the weather worsened. The rain was so heavy, the mens' foxholes filled up with water, making sleep nearly impossible. During this stretch, the combined assault of American and British arms was repulsed by the defenders. However, the pressure of a constant attack not only took its toll on the attackers; exhausted and battered German troops finally pulled back behind Wurm River to regroup. Despite the retrograde movement of the enemy the Siegfried Line was far from compromised. 'K' Company was ordered forward, assured of help tanks from the British 79th Armored Division, and additional support from their own unit in the form of 'I' Company, 333rd Infantry Battalion, which had found a crossing further north. The renewed attack went off slowly, mud restricting tank movement to the roads. The Yanks advanced cautiously but were still pinned down by machine-gun fire delivered by the waiting Volksgrenadiers; Sherwood tanks moving up were engaged by a lone 'Panther' tank. 'K' company Railsplitter hugged their helmets and laid in the mud praying for reinforcements. The promised armor was delayed after being forced to detour around the newly found, but overly soft crossing. The weight of the Allied armor was finally brought to bear, as the lone Panther was finally despatched, and enemy foot-soldiers were moved off their positions with the help of the liquid fuel of the Crocodiles. Just as the remnants of 'I' Company arrived, the American attack seemed to pick up momentum. After gaining a foothold into the outskirts of Wurm, any forward progress was again halted by the appearance of two German assault-guns from the 9th SS. Again 'K' Company was stopped short within reach of its objective.

BOARD CONFIGURATION AND ENTRY:



(Only hexrows A-P on boards 40 and 6, and R-GG on board 22 are playable)



GERMAN Sets Up First
AMERICAN Moves First

VICTORY CONDITIONS: The Americans win if they Control buildings 22Z1, 22Z2 and 22X2 at game end.

SCENARIO BALANCE:

GERMAN: Add a 9-1 armor leader to the German on board OB.

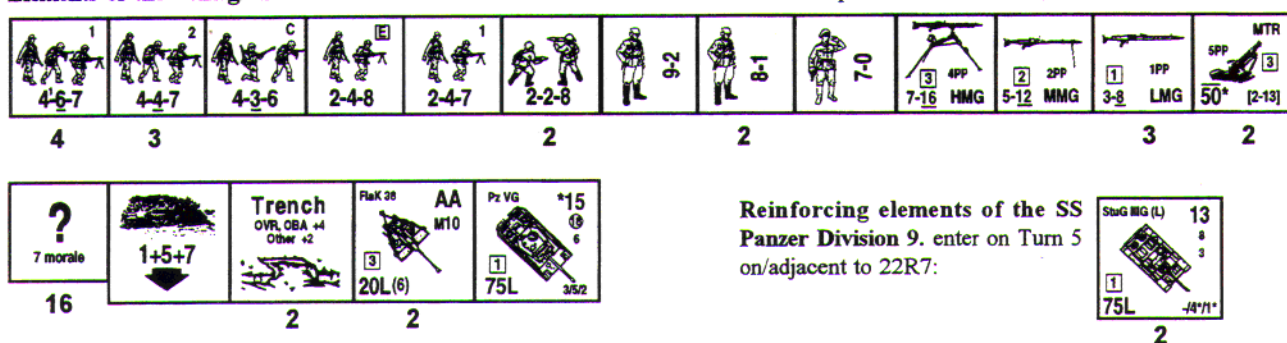
AMERICAN: The Turn 3 (British) reinforcements enter on Turn 2.

SCENARIO SPECIAL RULES:

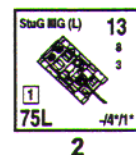
1. EC are Wet and Overcast, with no wind or rain at start. All buildings are Stone. The stream is Deep. Soft Ground is in effect (D8.2).
2. Place the **Village-40** overlay on board 40. The Pillbox may only be set up in non-road Open Ground hexes. A One Lane Stone Bridge exists in 40I2-I3.
3. The PzVG may set up using HIP. The Germans may set up one squad-equivalent (and any SW/SMC stacked with it) using HIP. The StuG III(G) are equipped with Schurzen.
4. The Americans receive one module of 81mm Battalion Mortar OBA (HE & WP).
5. Any AFV entering a non-road hex must take a Bog Check [EXC: Only the Soft Ground DRM is applicable].



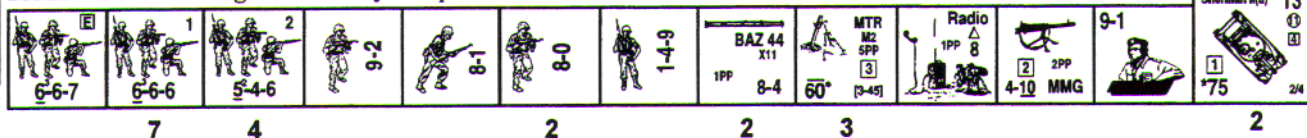
Elements of the Volksgrenadier Division 183. and the SS Panzer Division 9. set up east of the river:



Reinforcing elements of the SS Panzer Division 9. enter on Turn 5 on/adjacent to 22R7:

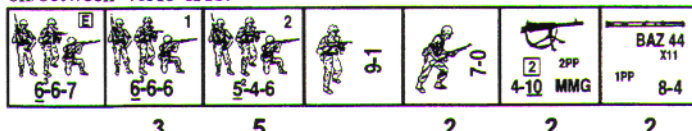
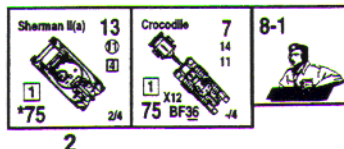


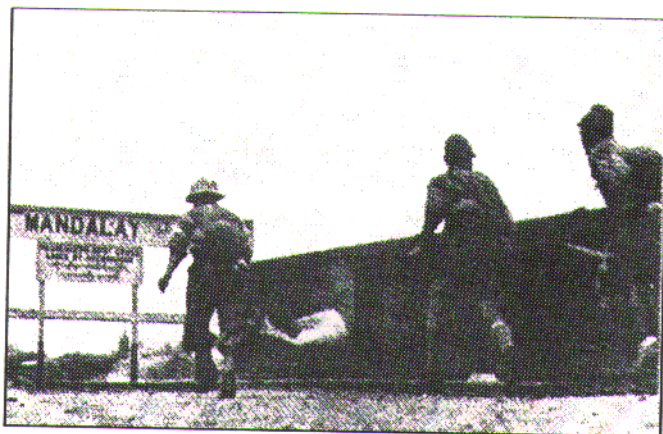
Element of 'K' Company, 333rd Battalion, 84th Infantry Division "Railsplitters" and the British Sherwood Rangers Yeomanry set up west of the river:



Elements of 'I' Company enter on a dr < the current Turn number on/between 40A1-6A8:

Elements of the British Sherwood Rangers Yeomanry and the 79th Division enter on Turn 3 on/adjacent to 40I10:





CG Victory Conditions: The British must Control all hexes of "Rose Hill" at Campaign End.

CG Dates: 0830 Hrs, 12-Jan.-45 to 1300 Hrs, 13-Jan.-45, (four CG scenarios)

- Campaign Balance:**
- ☒ Change the British Leader CG DRM from -1 to -2.
 - ☐ Change the Japanese Leader CG DRM from 0 to -1.

TURN RECORD CHART

IDLE Side Sets Up First	1	2	3	4	5	6	7	END
ATTACKING Side Moves First					②	④	⑥	

TERRAIN CONFIGURATION: Terrain is PTO. Jungle is Light. All roads are paths. Building X6 {G9F} is considered to be at Level 2 on Hill 502 and is treated as per G9F. Hill 526 on Board 36 is "Rose Hill." Beach Slope is Moderate.

OVERLAY PLACEMENT:

Be4 401-407 on 37GG6-FF6;
Be6 601-607 on Be473-37U6;
Be5 501-507 on Be666-Be672;
OC1 1001-1014 on Be402-408;
OC3 3001-3014 on Oc2144-Be515;
OC2 2001-2014 on Oc1145-Be608;
RP3 on 37Q9-R8;
RP4 on 37L8-M8;
X6 on 36BB8; and
1 on 36N8-N9.



			36
			1
			37
	RP3	RP4	
Be4	Be6	Be5	
OC1	OC2	OC3	

INITIAL BRITISH OB:

3 Commando Brigade [ELR: 5] Enter by Seaborne Assault (G14.) (see SSR I3 and C4): {SAN: 3}
 RG: 3x British Cmdo Trp RG: Trp MTR Sect
 RG: HW TrpHMG Squad RG: 2x HW Trp MMG Squad
 RG: 3x Air Support 9 CPP

INITIAL JAPANESE OB:

154th Regiment [ELR: 4] Set up on any land hex or enter as per SSR C5: {SAN: 4}
 RG: 2x Rifle Pltn RG: MMG Squad
 RG: HMG Squad RG: Pltn Mortar Squad
 4x Caves
 2x 1-3-5 Pillboxes 2x Trenches
 12x AP Mine Factors 30 FPP
 RG: Type 92 INF Gun 9 CPP
 6x Tetrahedrons

ARAKIAN ROSE Campaign SSR:

- C1.** Weather, EC and Wind (if any) should be determined by the Japanese player prior to set up of each scenario as per G16.2-4, if not provided below. Rice Paddies are Irrigated (G18.2).
C2. Tetrahedrons set up in Water hexes may be set up HIP.
C3. Japanese reinforcements enter along the north and east edge on/between hexes 39A10 and 36N1 even if occupied by British units.
C4. British RG must enter by LC (SSR I1) using Seaborne Assault (G14.) and entering along any west edge water hex. British RG may enter play from any British controlled (at scenario start) beach hex for scenarios 3 & 4. All British infantry units are Commandos (H1.24).

"ROSE HILL" NEAR THE ARAKIAN COAST, BURMA. The New Year of 1945 brought the final drive for Rangoon by the British 14th Army. The push to Rangoon would be made by two British corps; one from the central Burmese highlands southward along the coast while the second corps, the XV, made a series of seaborne landings at intervals along the coast. The first landing at Akyab Island was quickly followed by another at Ramree Island. The third objective was the Myebon Peninsula in the Arakan region of southern Burma. The goal of the XV Corps was to cut off and destroy the Japanese 154th Division and open the way for the last push into Rangoon. Elements of 3rd Commando Brigade was to land and provide flank protection for the 25th Indian division on a small hill designated "Rose." Following naval and aerial bombardment the leading assault wave of landing craft carrying No. 42(RM) Commando made its run-in to the Japanese defended shore.

Initial Scenario Victory Conditions: Scenario winner is whichever side amasses at least twice as many CVP as their opponent; otherwise there is no scenario winner (and thus no Scenario Winner DRM).

Initial Scenario: British Attack, Japanese Idle

- Initial Scenario Balance:**
- ☒ Mist {E3.32} is in effect.
 - ☐ Increase Japanese SAN to 5.

C5. There are no limits on either side as to the number of attacks that may be declared [EXC: Scenario 1].

C6. Starting at the end of Turn 5 [EXC: Scenario 1] the Moving player makes a dr to end to scenario. If the dr is ≤ the circled number in the Turn Box, the scenario ends immediately.

ARAKIAN ROSE Initial SSR:

I1. All PL CG SSR and Campaign SSR are in effect except as noted. For the Initial Scenario only, the entire 7 turns must be played. Do not roll for scenario completion.

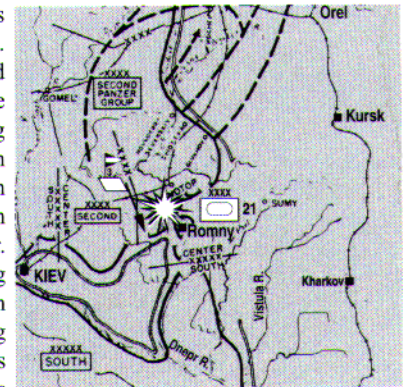
I2. Japanese receive one -2 Leadership DRM for one of its OB given infantry (I)RG.

I3. British forces receive whatever LC necessary for a Seaborne Assault (G14.) and/or reinforcement entry.

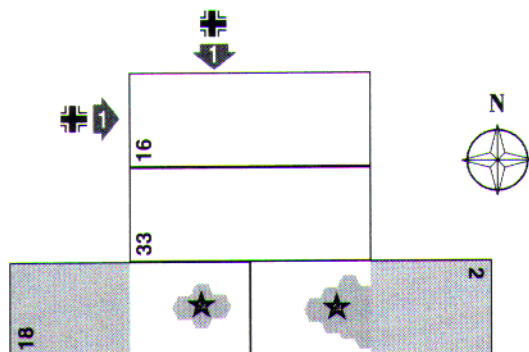
THE STAND OFF

CH 73

Outside of ROMNY, RUSSIA, 18 September 1941: The Germans had just closed the door on Soviet troops trapped in the great Kiev pocket. An ever tightening grip was exerted as more troops were placed into the line. Sporadic, disorganized attempts were made to break out of the encirclement. In a sector controlled by the 3rd Panzer Division, a stand off had developed. A battalion of German assault guns were sent to plug the line. As the handful that hadn't suffered breakdowns reached the line, the commander noted a number of strange looking mounds protruding from the hillside ahead. It soon became clear these were camouflaged Russian tanks, and an enemy anti-tank gun was sighted when its crew broke from cover to bring the German column under fire. As an intense fire-fight broke out, the Nazi commander was ordered to stand fast and await reinforcements. In the high heat and humidity of the afternoon, it became a test of wills to see which side could maintain the pressure, longer. The Russians finally decided to test the waters and sent a T-34 downhill into a gully. The Soviet panzer drove along the gully, suddenly emerging from the depression at top speed. The report of two shots were heard from a German 75mm gun and the marauding T-34 was dispatched. A KV was the next threat to rumble forward, heading directly for the Nazi assault guns. The monster moved forward, machine guns blazing, then halted to launch rounds from its main armament. A track was soon shot off and the Russian heavy ground to a halt. When the Soviets launched the rest of their T-34's forward, the Germans revealed their surprise; an experimental Marder III, mounting a long barreled 105mm gun was among the defending units. Its gun was among those that took the Soviets under fire, and the T-34 threat was shot to pieces. The long reach of the 105mm gun then harassed the surviving enemy crews as they tried to hook up tow cables to the hulks of their tanks. The fire of the Nazi assault guns, aided by the experimental Marder, had been enough to keep the Soviets at bay once more. Only a short time later, the persistent Russians would use the cover of a thunder storm to undertake a more concerted break-out effort.



BOARD CONFIGURATION AND ENTRY:



(Only Hexrows R-GG are playable on Boards 2 and 18)

VICTORY CONDITIONS: The Russians win immediately upon eliminating three German AFV. The German wins immediately upon eliminating four Russian AFV. If neither side meets their VC's, the Russian wins at Game End if they have two more AFV on whole hexes of Board 16 than the German. Any other result is a draw.

BALANCE:

- ✚ The Germans win immediately upon eliminating *three* AFV.
- ★ The Russian needs *one* more AFV on whole hexes of board 16 at Game End to win.

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All Russian units must set up in Hill hexes. Any number of Russian AFV may set up IN a Weapons Pit, with all applicable rules with the following change: the Weapons Pit is considered concealment terrain. No Russian AFV's may move until Turn 2. Russian AFV have Inexperienced Crews (D3.45).
- The Russian 2-2-8 crew may not set up in the same hex as the 45L AT-gun. Boresighting is NA.
- The statistics for the Pz Sfl IVa are as follows: NT; Fully Tracked; Large Target; OT; s7; CS5; B11; AAMG: 2; HE8; ROF: 0; MP: 13.

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

1 2 3 4 5 6

Elements of the 21st Army set up on Hill hexes of Boards 2 and 18, as per SSR 2:

[ELR: NA]
{SAN: 3}

12
76
2/4²

17
76
2/4

AT
M11
45L
3

2-2-8

Weapons Pit
OBA, OVR: +2
Others: +2
?

Elements of Sturmartillerie Abteilung, 3rd Panzer Division enter on board 16 along the north/west edge between hexrows A-P inclusive:

[ELR: 4]
{SAN: 2}

13
3
2
105L

14
6
3
75*
1

16
1
1
47L
2
★T

Scenario Design: Seth Semenza

Another original creative work from Critical Hit!, Inc.

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CH 74

The map shows the Caen area with the city of Caen at the top center. The Orne River flows from the top left towards the bottom center. Key locations marked include Carpiquet, Airfield, Colombelles, Cormelles, Cagny, Verrières, Verrières Ridge, Rocquancourt, La Hogue, Tilly la Campagne, Bouurguebus, and Evrecy. Military positions are indicated by black squares, and the 272nd Infantry is marked with a black triangle. The Sherbrooke Fusiliers are marked with a white rectangle. A starburst symbol is located near Verrières Ridge. Arrows indicate directions to Cheux, Toorn, and Evrecy. A compass rose is in the top right corner.

The men of the FMR carried the objective within an hour, after a final assault made with grenade and bayonet. The start line was secured for the "Riley's" effort on Verrieres Ridge the following morning.

VICTORY CONDITIONS: The Canadians win if there are no non-Broken German MMC within the walled area of the farm 43N8 (i.e., hexes M7-M8-M9-N6-N7-N8-N9-O7-O8-O9) at game end.

- ✚ Replace the 4-4-7 squads in the German OB with 4-6-7s.

 Add a HMG and one MG Crew to the Canadian OB.

1. Weather is Clear, EC are Wet with a Mild Breeze from the south at start.
2. The Germans may set up one squad/equivalent (and any SW/SMC in the same Location) utilizing HIP.
3. Building 43O7 has a ground level only. Building 43N9 has Cellars (O6.)
4. Soft Ground is in effect and all vehicles must pay an additional 1/2 MP per non-road hexside traversed.

 GERMAN Sets Up First	1	2	3	4	5	6	7
 CANADIAN Moves First							

Elements of the 272nd Infantry Division set up within four hexes of 43N8:

1 4-6-7 2	2 4-4-7 4	2 2-2-8 2	1-2-7 2	50* 2	3-8 LMG 2	5-12 MMG 2	7-16 HMG 2	PsK X10 1PP	? 7 morale
-----------------	-----------------	-----------------	------------	----------	--------------	---------------	---------------	----------------	---------------

Composite Company of *Les Fusiliers Mont-Royal* set up on board 43 in hexes numbered ≤ 2 :

 4-5-8 5	 4-5-7 5	 1-2-7 4	 10-2	 8-1	 8-0	 1 1PP 3-8 LMG 4	 MTR 2 4PP 51 [2-11] 2	 1PP PIAT 8-3 2
---	---	---	---	--	--	--	--	---

[ELR: 3]
[SAN: 3]

Elements of the *Sherbrooke Fusiliers Armored Regiment* enter along the north edge on turn two:

 1 *75 2/4/4 3	 13 1 4 8-1
--	---

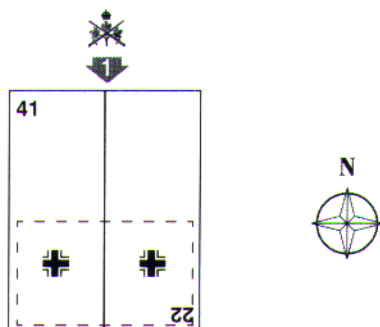
Scenario Design: Jim McLeod

CH 75

A map of the Falaise Pocket during the Battle of Normandy. It shows the positions of the 1st Polish Armored Division, 4th Canadian Armored Division, and 3rd Canadian Division. The map also indicates the locations of German units, including the 12 SS and 3 Para, and the Falaise River. Arrows show the movement of troops and the direction of the attack.

✚ Add one 9-1 armor leader to the German 12th SS Panzer Regiment OB.

4. Two Crusader AA are MkII without CMG; the other two are MkIII with CMG (i.e., due to the shortage in the counter-mix use Crusader III).



GERMAN Sets Up First

 **CANADIAN Moves First**

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

 E 5-4-8 2	 E 2-3-8	 8-1	 2-2-8	PaK 38 AT M10 3 50L [75]
--	--	---	---	---






4-4-7 1-2-7 8-0 7-0

FlaK 38 AA MT10
 3 20L(6)

Elements of the 12th SS Panzer Regiment set up on any hex on/south of hexrow Y on board 22 and/or I on board 41:

[ELR: 2/0]
{SAN: 4}

SW and Fortifications set up anywhere within the German set up area(s) with all SW Possessed:



Foxhole

 5 1S
 OVR, OBA +4
 Other +2

 7 morale	 1PP LMG 3-8	 2PP MMG 5-12	 PsK X10 12-4 1PP
8	5		2

B Company, Argyll and Sutherland Highlanders of Canada supported by C Squadron 29th Reconnaissance, South Alberta Regiment enter along the north edge on/after turn one:

[ELR: 4]
{SAN: 2}

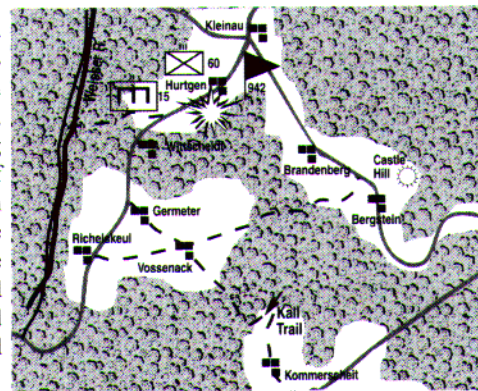
 4-5-8	 9-1	 8-1	 1 1PP 3-8 LMG	 2 4PP 51 [2-11]	 1PP PIAT 8-3	 9-2	 13 1 4 *75 2/4/4	 15 4 3 *20L (12)	 17 6 3 37LL 2/4/2	 15 8 3 76LL -/4/4	 *31 4 1 BMG 2/-
8	2	2	4	2	2		4	4	5	4	3

Scenario Design: George Kelln

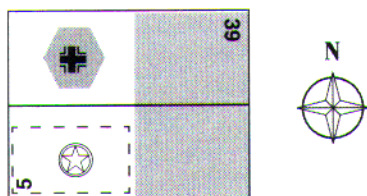
HURTGEN HELL

CH 76

THE HURTGEN FOREST, GERMANY, 6 October 1944: As General Joe Collins VII Corps prepared to resume the attack into Germany, he was concerned by the potential threat of a counter-attack on his right flank. The looming threat came from German forces ensconced in the thickly wooded Hurtgen Forest, which was actually a collection of woods some fifty miles square. It was one of these 'woods', known as 'Der Hurtgenwald' that the Americans used to refer to the entire forest. As the early morning mist burned off on this day, Thunderbolt fighter-bombers were followed by artillery in a pounding of German positions on a stoutly defended ridge. After the short bombardment, the men of the 39th and 60th Infantry Regiments of the 9th Infantry Division were pressed forward by the shouts of their officers while the defenders watched them approach from concealed positions in the forbidding darkness of the fir tree lined ridge. A rocket barrage soon screamed down upon the attackers, whose approach was soon waylaid by mines and wire covered by enemy small arms fire. The call went out for the engineers to move up and clear the obstacles while covering fire was aimed at the German defenders. The 9th Division was bled white, losing 3,836 men for a gain of three thousand yards on a frontage of some three miles.



BOARD CONFIGURATION AND ENTRY:



(only R-GG on board 39 and A-P on board 5 are playable)

BALANCE:

✚ Decrease game length to 7 turns.

★ Replace the two German HMG with MMG.

VICTORY CONDITIONS: The Americans win if they control ≥ 13 level 4 hill hexes at Game End.

SPECIAL RULES:

1. EC is Clear and Wet. All woods are Forest (B13.7) and all Grain is Brush. The German may set up concealed in any concealment terrain. At set up, concealed German units may be represented by a single concealment counter, with the remainder remaining off board (use a cloaking display or side-note). Concealment loss applies normally with the exception that following *any* movement in the LOS of any enemy unit requires that all units must be placed on board (concealment may be retained by the stack if otherwise allowed and LOS checks may be demanded by the American in the normal manner).

2. American 1-2-6/2-2-7 and German 2-2-8 crews are SW Teams and MG Crews. The American may designate any four MMC and one SMC as Assault Engineers and Sappers (H1.23). Any SMC (i.e., Hero, Leader Creation) created from such units retain the benefits of H1.23.

3. The Germans have Booby Trap Level A. G.2 is applicable for all German fortifications. Kindling is NA.

4. The Americans receive a pre-game Bombardment (C1.8-.823). The Germans receive one fire mission consisting of a 150mm Rocket OBA that may be employed during play in the following manner: Prior to all set up the German must secretly record one Pre-Registered hex. Whenever *any* Known enemy unit is in the LOS of *any* German unit (i.e., the thusly sighted unit does not have to be in the Pre-Registered hex) the German *may* place an FFE:1 in the Pre-Registered hex if a dr < the current game turn is made. Roll for Error as per C1.732. This FFE is resolved normally (i.e., removed after the completion of an FFE:C). If the German player wishes to place the FFE:1 in other than the pre-registered hex, there is a +2 drm to the dr required to place the FFE:1 (i.e., +2 to the current game turn) and the base level of the hex that the German wishes to place the FFE:1 *must* contain a Known enemy unit.

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8
★ AMERICAN Moves First								

Elements of the 942nd Infantry Regiment set up on board 39 on any hill hex:

4-6-7 (4)
 4-4-7 (6)
 2-2-8 (2)
 8-1 (1)
 8-1 (1)
 8-0 (1)
 7-16 HMG (2)
 3-8 LMG (4)
 Minefield (36 AP)
 1+5+7 (2)
 2+3+5 (3)

Trench (OVR, OBA +4, Other +2) (9)
 Wire (MPh/RPh: dr = MF, CC: +1/-1) (6)

[ELR: 3]
{SAN: 5}

Elements of the 1st Battalion, 60th Infantry Regiment and the 15th Combat Engineer Battalion set up on any hex numbered ≥ 2 on board five:

6-6-7 (6)
 6-6-6 (10)
 2-2-7 (4)
 1-2-6 (7)
 8-1 (2)
 8-1 (2)
 8-0 (1)
 7-0 (1)
 4-10 MMG (4)
 BAZ 44 X11 (4)
 MTR M2 SPP (3)
 DC X12 (4)
 FT X10 (2)

60* (3-45)
 30-1 (1)
 24-1 (1)

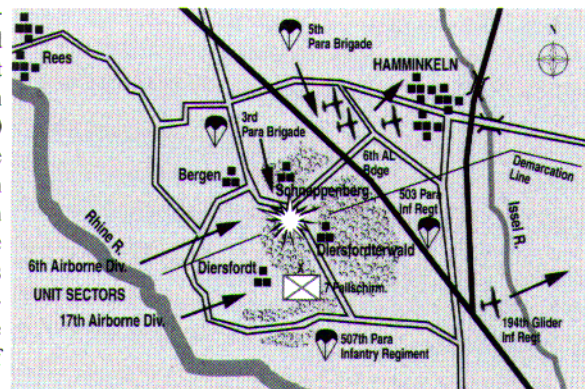
[ELR: 3]
{SAN: 3}

Scenario Design: Jim McLeod

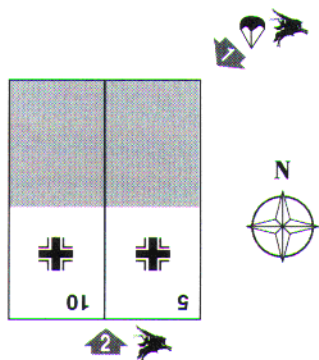
DROP ZONE A

CH 77

Two miles west of HAMMINKELN, GERMANY, 24 March 1945: The British 3rd parachute Brigade's objective during Operation *Varsity* was a relatively straightforward one: land on the north-west corner of the *Diersdortewald* and hold both the western edge of the forest and the road junction at Bergen. The CO of the 3rd, Brigadier James Hill, chose a small area in the midst of the forest to constitute the brigade's drop-zone 'A'. Although it was barely 800 yards across by 1000 yards wide, the American pilots dropped the paratroopers of the brigade on the DZ with pin-point accuracy. The 8th Parachute Battalion was the first to drop; its men were to clear the drop-zone for successive waves of paratroopers. Companies A and C, which were assigned to clear the north-west and south-east corners respectively, did so with little resistance. Company B assigned to clear the south side of the DZ was not so fortunate. This unit's dropped in a more disorganized fashion than their comrades. They soon ran into resistance from two platoons of enemy paratroopers from the 7th *Fallschirmjaeger* Division as the men of Company B tried to clear attempted to clear the woods-line. Major John Kippen, CO of the company was killed while leading a platoon-sized assault against the enemy. Finally, with the aid of some paratroopers who staged an attack from the south of the German positions the woods-line was cleared and Drop Zone A secured.



BOARD CONFIGURATION AND ENTRY:



(only hexrows A-P are playable)

BALANCE:

✚ Add a 4-4-7 squad to the German OB.

✚ Add a dm MMG to the British OB.

SPECIAL RULES:

VICTORY CONDITIONS: The British wins if there are no Good Order German units occupying concealment terrain with a LOS to 10M6 at game end.

1. EC are Dry with no wind. For drift purposes, wind direction is from the northeast at start.
2. The pre-scenario drop points for each British wing are used on a dr of 1-5.

✚ GERMAN Sets Up First	1	2	3	4	5
✚ BRITISH Moves First					



Elements of the 7th Fallschirmjaeger Division set up on boards 5 and/or 10 in concealment terrain:

5-4-8 2	4-6-7 2	4-4-7 2	8-1 2	8-0 2	5-12 2PP	3-8 1PP	50* 3 [2-13]	7 morale 6	5 1S OVR, OBA +4 Other +2 4
------------	------------	------------	----------	----------	-------------	------------	-----------------	---------------	---



[ELR: 3]

{SAN: 5}



Elements of Company B, 8th Battalion, 3rd Parachute Brigade, 6th Airborne Division enter via airdrop (E9.) on turn one:

6-4-8 9	8-2 2	8-1 2	3-8 1PP	8-3 1PP	51 3PP B11 [2-8]
------------	----------	----------	------------	------------	---------------------



[ELR: 5]

{SAN: 4}

Enter on turn two along the south edge:

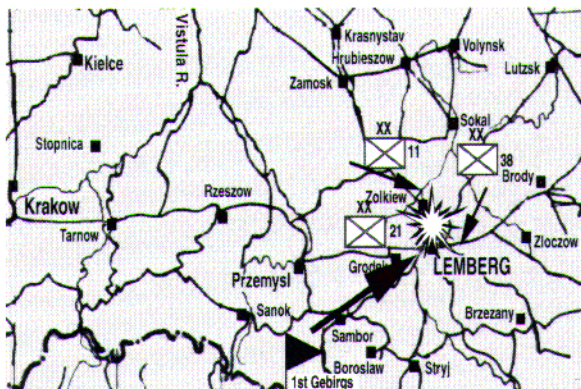
6-4-8 2	3-3-8 2	8-0 2	3-8 1PP
------------	------------	----------	------------

Scenario Design: Michael J. Puccio

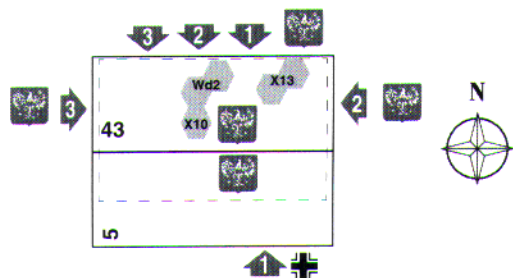
THE OUTSKIRTS OF LEMBERG

CH 78

LEMBERG, POLAND, 12 September 1939: By the second week of the campaign in Poland it was apparent the Polish Carpathian Army Group was all but finished as a military threat. To deliver the final blow the German 14th Army formed a *kampfgruppe* of mountain troops from the 1st *Gebirgsdivision* with the mission of knifing through to the Galician capital at Lemberg. The city was reached with little resistance whereupon the fighting soon bogged down in urban combat while the Germans received word three enemy formations were heading straight for their sector. This information was all the more serious in light of the fact that the nearest friendly troops were now some 80 kilometers away. Determined to halt the flow of enemy reinforcements, the 1st *Gebirgsdivision* organized several company-sized battle-groups and sent them on wide flanking maneuvers to hold likely enemy approaches. But the Poles were after these same farms, hamlets and crossroads and soon the 2nd Jaeger Company, having made the furthest advance of the day, found itself pinned down by enemy small-arms fire. Armored cars called to support were knocked out by accurate anti-tank rifle fire. More armored-car fire enabled the Jaegers to secure several outbuildings from which they prepared to fight for their survival. The fighting in and around Lemberg would last until the Armistice, at which point the Poles facing the German mountain soldiers insisted on surrendering only to the men of the 1st *Gebirgsdivision*.



BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: Prior to all set up, the German secretly records *one* VC from the following list: **A.** The German must control all buildings within two hexes of 43N8 at game end; **B.** The German wins immediately upon exiting 18 CVP (Prisoners do not count double) at 43Y1, provided at least six CVP consist of infantry. In either case, the Polish win by avoiding the German VC or immediately upon earning 31 CVP.

BALANCE:

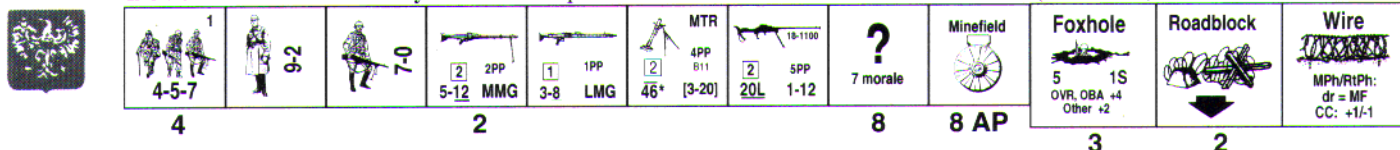
- Replace the 9-1 armor leader with a 9-2.
- Replace one MMG with a HMG.

SPECIAL RULES:

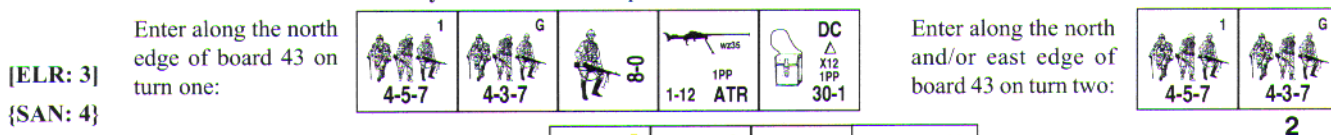
- EC are Dry with no wind at start. Kindling is NA.
- Place overlays as follows: **X13** on 43X2-Y2; **WD2** on 43V1-W1; **X10** on 43V2.
- No mines or Roadblocks may be placed within one hex of 43Y1. Cellars (O6.) are in effect.
- The Germans must enter as Riders/Passengers. All truck Passengers may be kept off board until they unload or conduct any concealment loss activity. German 5-4-8 squads are Assault Engineers (H1.23). The Germans are considered Elite for the purposes of C8.2 (i.e., all PSW have sD 7).
- The Polish may utilize HIP for 2 squads/equivalents and any SW/SMC in the same Location. Polish foxholes may utilize HIP as per G.2.

POLISH Sets Up First	1	2	3	4	5	6	7
GERMAN Moves First							

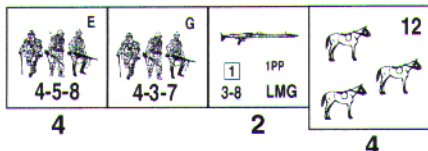
Elements of the 21st Infantry Division set up on board 43 and/or board 5 north of hexrow 6 (on board 5):



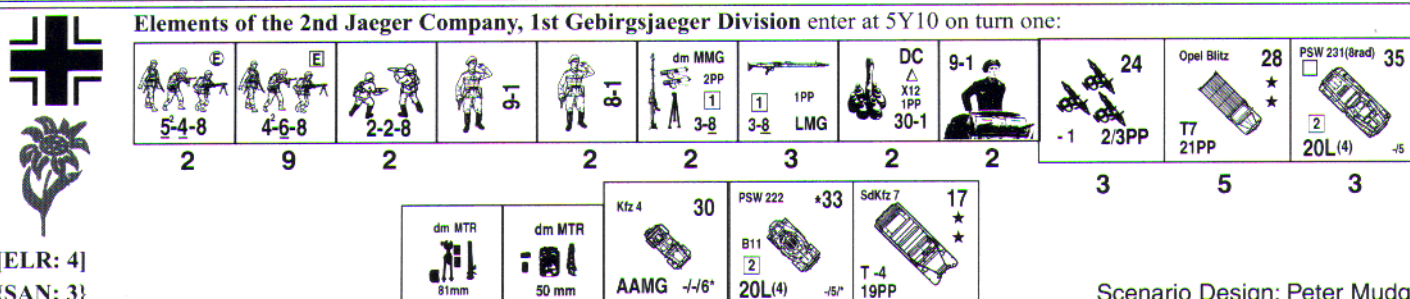
Elements of the 38th Infantry Division enter as specified below:



Elements of the 11th Division enter mounted along the west and/or north edge of board 43 on turn three:



Elements of the 2nd Jaeger Company, 1st Gebirgsjaeger Division enter at 5Y10 on turn one:



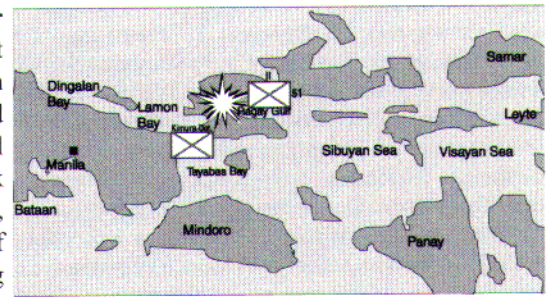
Scenario Design: Peter Mudge

CUT THE LINE

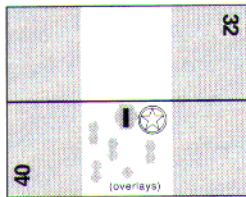
CH 80

Route 1 Near RAGAY, BICOL PENINSULA, THE PHILIPPINES, 17 December 1941:

When South Luzon Force headquarters received news of the enemy landing it considered a proposal to send a strong force south to surprise the Japanese and push them back into the sea. The plan was scrapped due to the enemy control of the air and seas but General Jane's 51st Division was ordered to send units south onto the Bicol Peninsula with instructions to destroy bridges and evacuate as much railroad rolling stock as possible. Two companies of the 1st Battalion, each allocated an engineer platoon, went south to work along Route 1 and the Manila Railroad. Meanwhile, the soldiers of the Japanese Kimura Detachment marched northwest along Route 1, a patrol making contact with a demolition detachment of American engineers working on the bridge near Rage. The Engineers managed to destroy the bridge and establish themselves on the near bank of the gorge, forcing the enemy patrol to withdraw. It was a minor victory in the midst of impending defeat; the next day the Kimura Detachment continued their advance unchecked.



BOARD CONFIGURATION AND ENTRY:



(only L-V is in play on both boards)

BALANCE:

- Add a dm MMG and a 2-2-8 to the Japanese OB.
- ☼ Reduce the game length to 6.5 turns.

VICTORY CONDITIONS: The Japanese must have more CVP north of the gorge than the American at game end (EXC: Prisoners do not count double).

SPECIAL RULES:

- EC are Wet with no wind at start. PTO Terrain is in effect including Dense Jungle. The road that runs 40Q10-40Q1-32Q1-32O5-32L3 is a road. There is a one-lane stone bridge in 40Q2-Q3. Boresighting is NA.
- Place overlays as follows: **O1** on 40Q9; **O5** on 40O8-P7; **Wd2** on 40R5-R6; **Wd3** on 40S1-S2; **Wd5** on 40O7-N6; **B3** on 40S8-T7; **B4** on 40S7-S6; **G2** on 40R4-S5; **G5** on 40P4-O5.
- The River is dry and represents a Level -1 gorge. Each River hex is treated as Crag. The river-bank artwork is treated as Cliff artwork (i.e., they are cliffs). LOS may be drawn along a river-bank hexspine. The stream is dry on board 32.
- The US 6-6-7/3-4-7 are Assault Engineers (H1.22). The US player may freely deploy all squads prior to set up. The American may set up ≤ 1 MMC per hex with ≤ 1 squad/equivalent set up north of the gorge; one DC may be set prior to start, however the controlling unit must set up in the DC's hex. The American player may not destroy the bridge until all non-prisoner friendly units are north of the gorge.

☼ AMERICAN Sets Up First	1	2	3	4	5	6	7	8
● JAPANESE Moves First								

Elements of the Kimura Detachment enter in Column on hex 40Q10 on turn one:



1 4-4-7	2 3-3-7	3 2-2-7	4 1-1-7	5 2-2-8
9	2	2		

[ELR: 4]
{SAN: 2}

Elements of the 51st Engineer Battalion set up within two hexes of the bridge (see SSR 4):



1 6-6-7	2 3-4-7	3 2-2-7	4 1-1-7	5 2-2-8	6 1-1-7	7 2-2-8
8					4	4

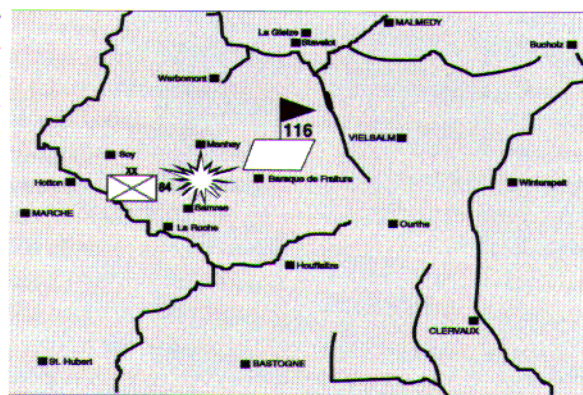
[ELR: 3]
{SAN: 2}

Scenario Design: Dave 'Ogre' Dally

BAR's AGAINST PANZERS

CH 79

VERDENNE, BELGIUM, 26 December 1944: The German 2nd and 116th Panzer Divisions were 'running-mates' in the race to the Meuse. The 116th has reached the area around Hotton on the 21st, its lead element Kampfgruppe Bayer managing to break through the defensive junction formed between two defending units, Task Forces Hogan and Tucker. The kampfgroupe then attacked Hotton unsuccessfully with Panzergrenadier Regiment 156, forcing the fuel-deficient 116th to withdraw. Kampfgruppe Bayer then attacked the village of Verdenne on the 24th to cut the Marche-Hotton road to block enemy reinforcements from the American 84th Infantry Division. The Germans then occupied the woods north of Verdenne to block enemy movement along the road. The unit was soon encircled by a successful American advance into Verdenne. The attention of the 84th Infantry Division 'Railsplitters' of Company K of the 3rd Battalion, 333rd Infantry Regiment was soon turned to flushing the Germans out of their wooded positions. Despite tank support, the first attack into the woods proved disastrous, the first Sherman quickly being brewed up and a second, after reversing to escape fire from concealed Panthers, hit a friendly daisy chain and was disabled. A second attack into the woods by Company K on the 26th resulted in a confused action as the company attacked the rear of the enemy column. Panzers were soon engaging American infantry at point blank range, resulting in mounting casualties and ending the attack by noon. The only lesson learned by the 'Railsplitters' was that BAR's were no match for Panzers; massed artillery was soon brought up to pound the wooded redoubt into submission.



BOARD CONFIGURATION AND ENTRY:



(only hexrows A-P are playable)



SPECIAL RULES:

1. EC is Wet with no wind at start. All Interior woods are Forest (B13.7). All woods hexes are treated as dense jungle for straying and Fire Group restrictions (G2.22-.23) *only* (i.e., replace any reference to "jungle" with "woods" in G2.22-.23). For Straying purposes *only*, all American units are Lax and all German units are Normal. The stream is shallow. All huts are treated as single story wooden buildings. Boresighting is NA.
2. The American may substitute the three M2 mortars for a radio and 4 FP OBA module as per U.S. Ordnance Note 1. Treat the west edge of board 32 as the U.S. friendly board edge.
3. The German player may not voluntarily abandon any AFV. A German AFV may not expend a start MP unless in the LOS of an enemy unit (i.e., not necessarily Known).
4. The German suffers from Ammunition Shortage (A19.132). Kindling is NA.

BALANCE:

The German player does not suffer from Ammunition Shortage.

All American units are Normal for Straying purposes.

VICTORY CONDITIONS: The Americans must eliminate/immobilize/capture *all* German AFV MMC.

GERMAN Sets Up First
AMERICAN Moves First

1 2 3 4 5 6 7



Company K, 3rd Battalion, 333rd Infantry Regiment, 84th Infantry Division set up on board 32 on any hex with coordinates of < 8:

6-6-7	6-6-6	3-4-7	6-1	8-1	8-0	4-10	2PP	1PP	60*
5	5	3				2	2	3	



[ELR: 4]
[SAN: 3]



Elements of Kampfgruppe Bayer consisting of units from the 16th Panzer Regiment and Panzergrenadier Regiment 60, 116th Panzer Division set up in any woods/woods-road hex on board 34:

4-6-7	4-4-7	8-1	8-0	1PP	5PP	15	13	16	5
4	3			2	3	2	2	2	7



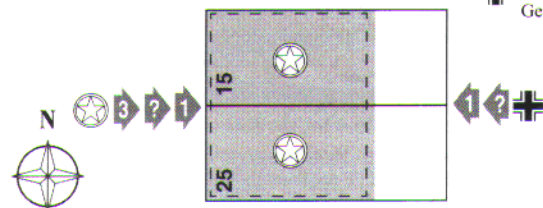
[ELR: 3]
[SAN: 3]

Scenario Design: Brian Abela

HARD CACTUS

SBEITLA, TUNISIA, 16 February 1943: The Germans in Tunisia, while caged, had definitely not been tamed. Despite losing the strategic initiative, they carried out a number of counter-attacks and local offensives. One such maneuver was Operation *Fruehlingswind* (Spring Wind), with had as one of its objectives the town of Sbeitla. The morning of the 16th saw U.S. armored units counter-attack to try and push back the two attacking German columns.

BOARD CONFIGURATION AND ENTRY:



BALANCE:

Replace the U.S. 9-1 infantry leader with a 9-2.

Add a dm HMG to the German OB.

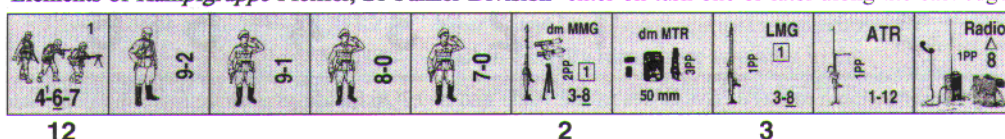


VICTORY CONDITIONS: The Germans must Control >20 building Locations at game end.

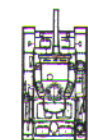
AMERICAN Sets Up First	1	2	3	4	5	6	7	8
GERMAN Moves First								



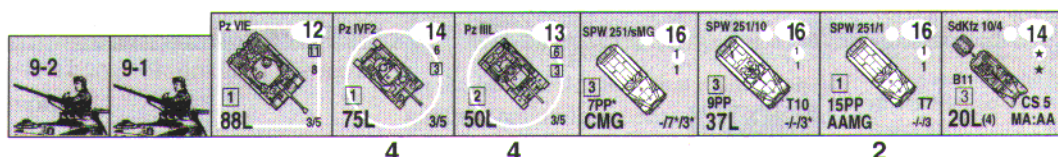
Elements of *Kampfgruppe Pfeiffer*, 21 Panzer Division enter on turn one or later along the east edge:



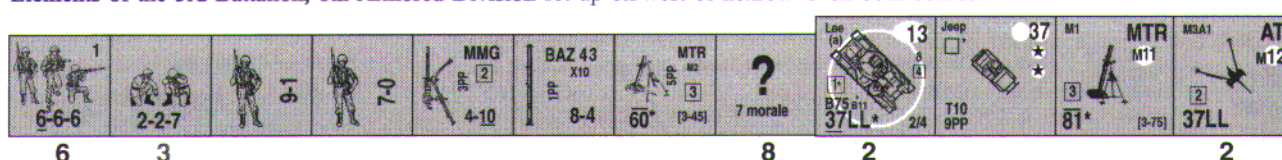
One Module 105mm OBA (HE & S)



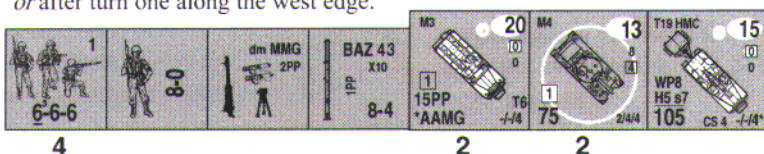
{ELR: 4}
{SAN: 3}



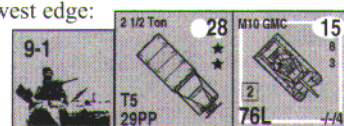
Elements of the 3rd Battalion, 6th Armored Division set up on/west of hexrow Y on both boards:



Elements of the 1st U.S. Armored Division enter on or after turn one along the west edge:



Elements of the 899th Tank Destroyer Battalion and the 68th Armored Field Artillery enter on or after turn three along the west edge:



One Module 105mm OBA (HE & S)

by Alan Smee

SCENARIO SPECIAL RULES:

- EC are Dry. Weather is Clear with a Mild Breeze blowing from the north.
- Light Dust (F11.73) is in effect.
- Desert Terrain applies on both boards with the following alterations applied: Hedges are Cactus Hedge (F13.3); Brush is Cactus Patch (F13.4); Woods are Olive Grove (F13.5); and Orchards are Vineyards (F13.6).
- The American receives one module of 105mm OBA with Plentiful Ammunition (HE & S). The German receives one module of 105mm OBA (HE & S). The American receives Air Support (E7) in the form of one FB with bombs. The German receives Air Support in the form of one DB with bombs. All aircraft are automatically

recalled four turns after the turn of entry.

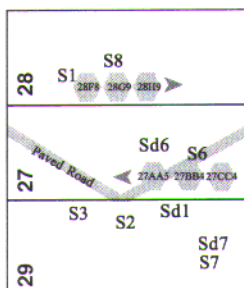
- The M4 tanks are equipped with Gyrostabilizers (D11.1). Boresighting is NA. All U.S. squads may set up in a foxhole at start (EXC: terrain NA).
- The 251/sMG HT has an inherent 2-4-8 HS Passenger at start.
- All buildings are Single Story. Street Fighting is NA.

CONCLUSION: A pitched battle ensued, with strong armored forces, artillery and aircraft engaged on both sides. Although exacting a stiff toll from the German defenders, the still-expert panzers forced the battered Americans to withdraw. All that was left was the charred wrecks of vehicles, and the bodies of men that had fallen amongst the cacti.

MY GOD, DID YOU SEE WHO THEY WERE... CH#82

Nofilia, Libya, 16 February 1941: During February 1941, the 5th *Leichte* Division was hurriedly debarking in Tripoli, hoping to stave off what they felt certain was an imminent British drive into Tripolitania. The first brush of British and German patrols occurred between two scouting parties hurtling down the coast road west of El Agheilia. The two groups were travelling so fast, they shot past each other before either could engage. "My God," said the British commander, "did you see who they were? Germans!"

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: In addition to casualty DVP, the British player scores DVP for exiting off the east edge, while the German scores DVP for exiting off the west edge. The player with the most DVP at game end wins.

BALANCE:

- Replace the 9-1 armor leader in the British OB with a 9-2.

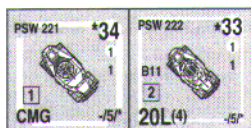
- ✚ Add a 9-1 armor leader to the German OB.

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10
● ✚ [Use dr to determine as per SSR 4]										



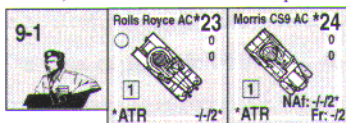
{SAN: 0}

Elements of the 3rd Reconnaissance Battalion, 5th *Leichte* Division set up one vehicle each in hexes 27AA5, 27BB4 and 27CC4, with all vehicles set up in Motion and all TCA/VCA facing directly east:



2
DVP: 3 DVP: 4

Armoured Car Troop from the 11th Hussars set up one vehicle each in hexes 28F8, 28G9 and 28H9, with all vehicles set up in Motion and all TCA/VCA facing directly west:



2
DVP: 3 DVP: 3



{SAN: 0}

by Frank Watson

SCENARIO SPECIAL RULES:

- Environmental Conditions are Dry with No Wind at start. Light Dust (F11.72) Heat Haze (F11.621) is in effect.
- Place overlays as follows: **S1** in 28E7-E8; **S2** in 29P4-P5; **S3** in 29L3-L4; **S6** in 27CC6-DD6; **S7** in 29DD6-EE7; **S8** in 28P6-R7; **SD1** in 29W2-V2; **SD5** in 28BB3-CC4; **SD6** in 27U5-T5; **SD7** in 29AA5-BB5. The dunes on overlay Sd6 are high dunes. All other dunes are low.
- A paved road runs from 27A2-27Q10 to 27GG2.
- Before setup, make a dr to determine the player to move first; on a dr of 1-3 the British move first, on a dr of 4-6 the German moves first. On the first game turn *all* units have their MP allowance halved.

CONCLUSION: Both sides spun around and attacked, and both combatants used the same tactic, sending one car down the road, and deploying another on each side. While the two opposing cars on the road blazed away at each other, the other four got stuck in the sand on either side. Eventually, all extricated themselves, and the two forces recrossed, still firing vigorously. There had been no hits and no casualties when both sides withdrew to report on the first encounter of this new phase of the Desert War.

JUNGLES OF STONE

CH #83

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8
☆ AMERICAN Moves First								

General Kuribayashi's Island Defenders set up in hexes numbered ≥ 2 (EXC: no unit may set up in a Crevice hex):

[ELR: 4]
{SAN: 6}

4	4	3					2	3	3	12 AP	2

(see SR 6)

1+4+6		1+5+7	2
2	8	2	

Elements of the 2nd Battalion, 21st Regiment, Fifth Infantry Division set up in hexes numbered ≤ 1 with at least one squad/equivalent per hex (EXC: no unit may set up in a Butte hex):

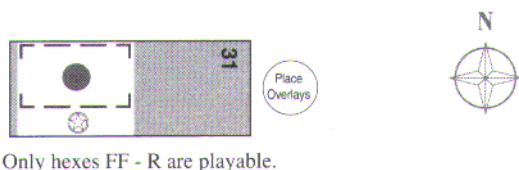
[ELR: 5]
{SAN: 4}

16					2		2	4	6	3

HANDICAPS:

- Add one 4-4-8 squad to the Japanese OB.
- ☆ Replace the Japanese HMG with a MMG.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The Americans win if they have exited ≥ 20 VP along the north edge; each Pillbox or Cave eliminated counts as two VP.

SPECIAL RULES:

- EC is Dry, with no wind at start.
- Place overlays as follows: **W3** on DD5-CC6; **H2** on CC8-DD7; **H3** on U6-V6; **H6** on Y3-X2; **D2** on T4-S4; **D6** on W6-W5.
- All Hillocks are level one Hills. Diers are treated as level -1 Open Ground.
- Broken Terrain is in effect (F13.1.G-2 is applicable). Hammada and Scrub are level two sandstone *Buttes* which are impassable Inherent Terrain (EXC: Buttes are considered Hills/Concealment Terrain for Japanese Cave set up purposes *only*). The only fortifications/units allowed in a Butte hex are caves and their contents. Buttes may not be climbed by any unit.
- Place a +3 Smoke counter in the following hexes: Y7, X6, X5, T1, T2, and S3. These smoke counters (only) represent the sulphur fumes emitted by underground fissures via a *Crevice* hex. A *Crevice* hex is Broken Terrain. Units enter a *Crevice* hex at a cost of all MP and Hazardous Movement.
- The Japanese may Boresight. The Japanese Cupola counters (D9.5) are dug-in Type 2 KAMI tanks with no BMG. In addition to tunnels normally allocated to pillboxes, the Japanese may designate two tunnels from any Cave Complex to any fortification/Cave Complex or any above ground Location/fortification.

NEAR HILL 362B, IWO JIMA, 6 March 1945: On this part of Iwo Jima, the ground literally gurgled with heat emanating from underground fissures and crevices. These terrain features emitted blistering heat and sulphurous fumes. Of all the terrain on Iwo Jima, the northern end of the island was the most fiendish in terms of its natural defenses against encroachment from the outside. Past upheavals in the islands thin volcanic crust littered the zone with hundreds of massive sandstone buttes surrounded by a carpet of loose stones. The Japanese dug countless caves in this area, connecting them by tunnels extending several hundred yards in all directions. To approach this position, there would be no basic alteration in strategy or tactics. The battle would be continued in the same head-on fashion heretofore executed to remove the Japanese enemy from their holes. On this day, another battle would be waged amidst the incredible jumble of stone; this day the Marines fought to survive...



EVERY MAN A FORTRESS

CH #84

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

1

2

3

4

5

6

7

8



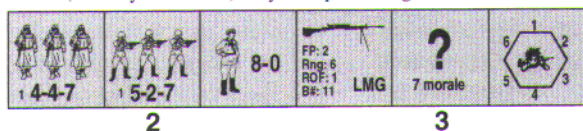
The Grain Elevator set up concealed in/adjacent to building I6. One MMC (and any SMC/SW) may set up utilizing HIP:



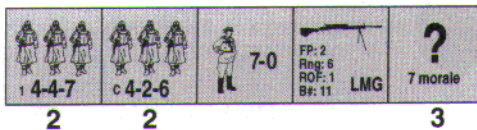
[ELR: 5]

{SAN: 5}

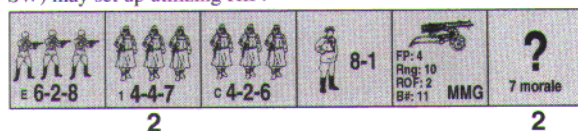
35th Guards Division - 1 set up concealed ≤ 2 hexes of building G14. One MMC (and any SMC/SW) may set up utilizing HIP:



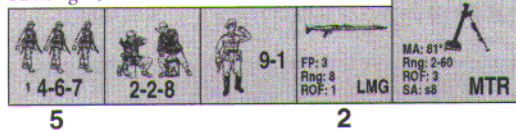
Ad Hoc NKVD Militia Units set up concealed ≤ 2 hexes of building F3:



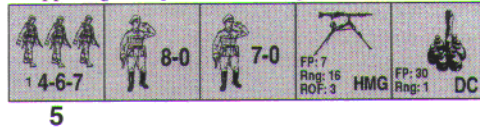
35th Guards Division - 2 set up concealed ≤ 2 hexes of hex H10 - but not adjacent to the grain elevator. One MMC (and any SMC/SW) may set up utilizing HIP:



Gruppe Mezner set up within 1 hex of building B5:



Gruppe Vogt set up within building B1:



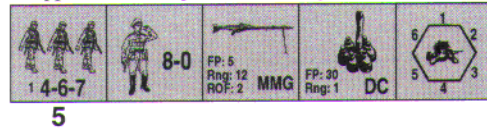
Gruppe Nuschke, set up within 2 hexes of building B13:



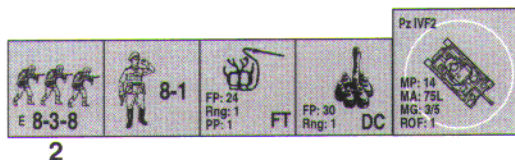
[ELR: 5]

{SAN: 3}

Gruppe Pfeifer set up within building B8:

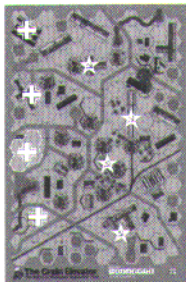


Gruppe Steiner enter on turn three along the west edge:



Advanced Squad Miniatures

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The Germans must Control 2 of the 3 hexes of Building I6 at ground level AND amass ≥ 15 VP. VP are accumulated as follows: 3 VP for each Location controlled in hex I6; 1 VP for each ground level Location controlled in hexes I7 and I8. German units exited off the east edge on/between hexes L1-L10. (Prisoners do not count.)

STALINGRAD, RUSSIA, 14 September 1942: Overlooking the rubble of Stalingrad just south of the Tsaritsa Gorge stood the massive silos of a large grain elevator. This dominating position would soon become the anchor of the city's southern defenses. Within this strong-point an ad-hoc force of fifty Soviet Marines and guardsmen defiantly halted the German advance. The men inside withstood pounding after pounding by artillery and refused requests for surrender brought forward by a panzer flying a white flag. Soon after turning down the enemy offer, the tank was blown up. Along the southern front battered Soviet forces appeared ready to collapse. Von Paulus, sensing the opportunity to drive to the Volga, ordered elements of the 94th Infantry Division to attack and eliminate this thorn in his side. The defenders of the grain elevator, reinforced on the 17th, held out until finally driven back by thirst on September 20. During their withdrawal, a Marine platoon leader and his men stumbled upon a German mortar battery in a nearby gully. They drove off the enemy, gulping down their water frantically, before proceeding back to 62nd Army lines to fight another day...

Original Design by Jack Decker

HANDICAPS:

- ★ Add a Hero and a 8-1 leader to any portion of the Russian OB.
- ✚ Add an 8-3-8 squad to Group Steiner.
- ✚ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. The Grain Elevator is a Level 3 stone building. Rooftops are in play for the Grain Elevator only. The silos (hexes I7 and I8) are filled with grain and can only be occupied at ground level and rooftop.
3. Each railroad depiction is a 1/2 level hindrance.
4. Kindling is NA.
5. During set up, each German group may deploy one squad.
6. All Russian units in building I6 are Fanatic..



A KICK IN THE PANTS....

CH #85

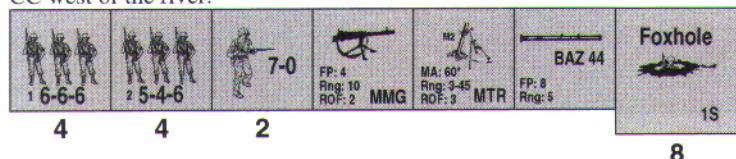
★ AMERICAN Sets Up First

✚ GERMAN Moves First

1 2 3 4 5



Elements of the 141st Infantry Regiment set up on/between hexrows G and CC west of the river:

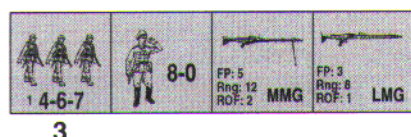


[ELR: 3]

{SAN: 4}



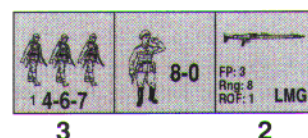
Elements of the 15th Panzer Grenadier Division enter on turn one on/between A8-F10:



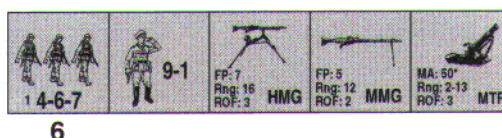
[ELR: 3]

{SAN: 4}

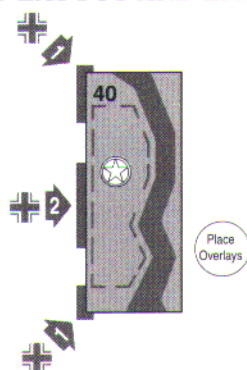
Enter on turn one on/between DD10-GG8:



Enter on turn two on/between L10-V10:



BOARD LAYOUT AND ENTRY:



HANDICAPS:

- ★ Add an 8-1 leader to the American OB.
- ✚ Increase the game length to six turns.
- 🏠 Any mutually agreed upon alteration to either side's OB.

OBJECTIVES: The Americans win a decisive victory if they have ≥ 12 VP of Good Order units west of the river at game end and a marginal victory if there are ≥ 8 VP on the west bank. The Germans win a marginal victory if there are ≤ 7 VP of Good Order Americans west of the river and a decisive victory if there are ≤ 4 VP.

SPECIAL RULES:

- EC is Wet, with no wind at start.
- Place overlays as follows: **M1** on R1; **M2** on V4-W4; **M3** on O8-P8; **M4** on K4-L4; and **M5** on S6-T5.
- There is a foot bridge (B6.44) in hexes Q2 and Q3.

SANT' ANGELO, ITALY, 22 January 1944: Operation Shingle, the landing at Anzio, had begun. To draw German reserves away from the seaside town, American General Mark Clark ordered the 36th Texas Infantry Division to establish a bridgehead across the Rapido River. This river, running generally north to south from Cassino to the Garigliano River, formed the German line of defense blocking entry to the Liri Valley. It was across this open ground that the 36th Division stabbed vainly during the two day period after nightfall of January 20, 1944. The attack of the 141st Infantry crossed at the S bend; the men that made it across bore the brunt of the Germans' vicious mortar and artillery fire while trapped on the west side. German counter-attacks in strength during the second day were beaten back until the surviving Americans from the Texas had to fall back, low on ammunition. Some men made it back by swimming the icy waters of the Rapido to return to friendly lines...



THE BROKEN BLADE

CH #86

☉ ALLIES Set Up First

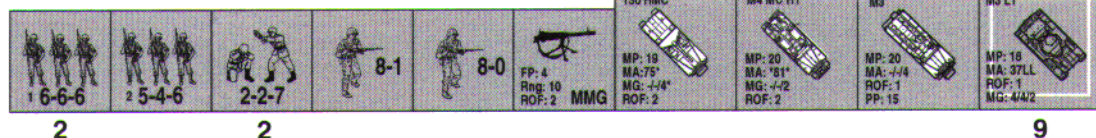
✚ GERMAN Moves First

1 2 3 4 5 6

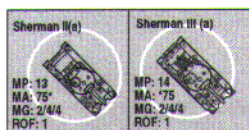
Elements of Blade Force set up within four hexes of 12Q5, with no units set up in building hexes:



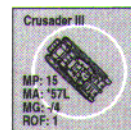
[ELR: 3]
{SAN: 2}



Elements of B Squadron, Derbyshire Yeomanry set up within two hexes of 12V2, with no units set up in building hexes:



Enter within two hexes of 16D10 on turn four:

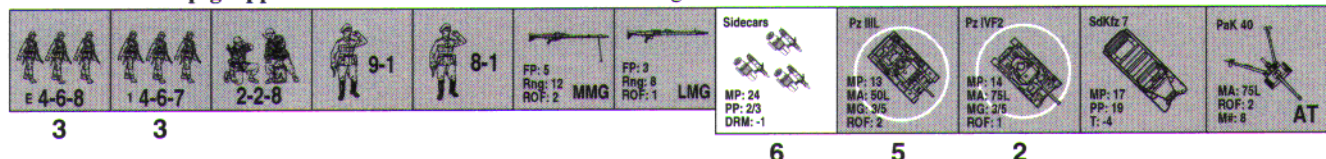


2

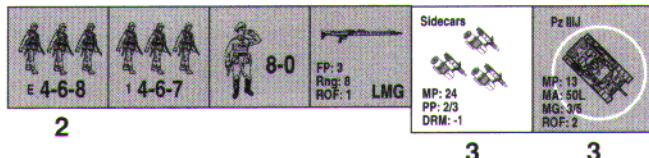
Elements of Kampfgruppe Hudel enter on the north and/or east edge within four hexes of 19EE1 on turn 1:



[ELR: 3]
{SAN: 2}



Elements of Kampfgruppe Lueder set up within three hexes of 19F8:

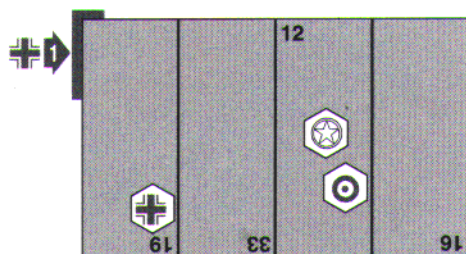


105mm OBA (HE only) with an Offboard Observer



BOARD LAYOUT AND ENTRY:

HANDICAPS:



☉ The German OBA has Scarce Ammo.

✚ Add a 9-1 armor leader to the B Squadron OB.

Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Wet and Gusty with a Mild Breeze blowing from the north-west at start.
- All buildings are stone. All woods are Scrub. All Orchards are Olive Grove. All Gullies are Wadis. Otherwise, terrain is as per Chapter B.
- The Germans receive one module of 105mm OBA (HE only) with an Offboard Observer at level two between hexrows A and Q on board 19. Record the exact hex of the observer before all set up.
- F.1C and F.5 are in effect. Use M3A1 for the extra American tanks required.

OBJECTIVES: The Germans win if they Control any two multi-hex buildings at Game End, provided they have earned more CVP than the Allies.

CHOUIGUI, TUNISIA, 1 December 1942: Axis forces reorganized to counter-attack in front of Tunis, planning to secure better defensive lines and disrupt the Allied advance. Blade Force, an unsuccessful Allied attempt at using kampfguppe-style combined arms, stood in the front lines, but dispersed. Most of the American armor was concentrated around Chouigui, a natural choke-point on the British flank, but without infantry support. Blade Force was un-prepared as the next German attack came in. General Fischer's *Kampfgruppe Lueder* approached from the northwest with a company of panzers and motorcycle troops, then *Kampfgruppe Hudel* attacked from the north with more motorcycle infantry and two companies of armor, accompanied by Fischer himself. In the resulting combat, Blade Force was heavily engaged and destroyed piecemeal. The survivors fell back upon British lines to the south.



ROLLING DOWN ROLLBAHN D

CH #87

AMERICAN Sets Up First

GERMAN Moves First

1

2

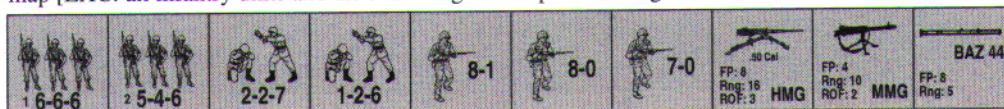
3

4

5

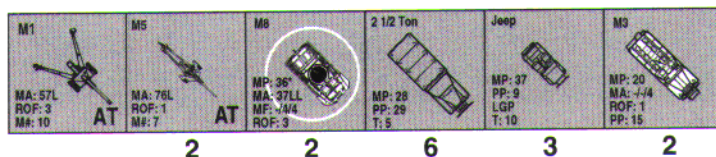


Elements of Companies E and G, 394th Infantry Regiment, 99th Infantry Division and 14th Cavalry set up anywhere on map [EXC: all infantry units and the 57L AT-gun set up in building Locations (see SR 3)]:

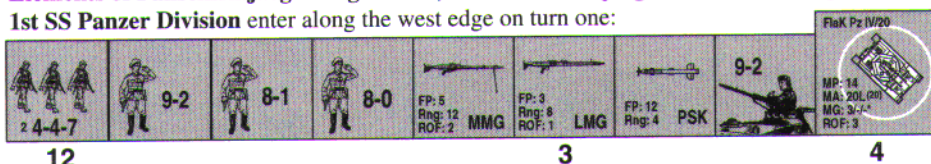


[ELR: 3]

{SAN: 2}



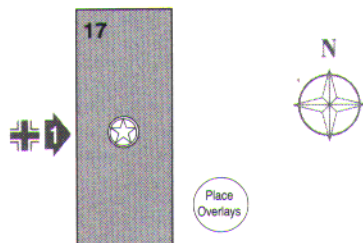
Elements of Fallschirmjaeger Regiment 9, 3rd Fallschirmjaeger Division and a platoon from 10th Flak Company, 1st SS Panzer Division enter along the west edge on turn one:



[ELR: 3]

{SAN: 2}

BOARD LAYOUT AND ENTRY:



HANDICAPS:

- ✚ Add an SPW 251/1 to the German OB.
- ★ Replace two of the American 5-4-6 squads with 6-6-6s.
- 👤 Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Wet with no wind at start.
- Place overlays as follows: **X8** on DD9; **X9** on DD7; **X11** on FF4-EE4; **X13** on CC2-DD2; **X7** on BB5; **X12** on BB9-A10; **OG2** on X2-Y2; **X18** on Y8-Y9; **X14** on V5-W5; **X10** on T4; and **X15** on T6-U7.
- All American vehicles begin the game abandoned *but* concealed (EXC: the M8 ACs are *not* abandoned). The 76L AT-guns must set up unmanned (i.e., non-emplaced and un-concealed) and adjacent to a building hex.
- No Quarter may not be invoked by either side.

OBJECTIVES: The Germans win if they have earned more VP than the Americans at game end. Each side receives exit victory points for units exited off the east edge south of hex Q1 (prisoners do not count double) *only* (i.e., no CVP).

HONSFELD, BELGIUM, 17 December, 1944: *Kampfgruppe* Peiper reacted quickly to a breakthrough forced by elements of the 3rd *Fallschirmjaeger* Division along its designated route, Rollbahn D. The lead elements of the *Kampfgruppe* moved through Honsfeld, joining the withdrawing elements of an American column in the darkness without being noticed. Later during the morning of December 17, the *fallschirmjaegers* began clearing the village of the now-alerted men of the 99th Infantry Division and 14th Cavalry Group. A platoon from the 10th FlaK Company, bringing up the rear of Peiper's column, took anti-tank fire as it moved through Honsfeld and immediately became embroiled in the fight. The first of these four *Ostwind*s was hit by shell fire as it edged around an "S" bend past some buildings. The fire revealed the presence of an American AT-gun, but failed to halt this first AFV; it kept clanking down the road while the second *Ostwind* was destroyed by fire from the gun. The third FlaK tank raced by as a round from the enemy gun went wide. The fourth vehicle, commanded by Karl Wortmann, took aim at the barn concealing the AT-gun threat and destroyed it with one burst of fire. American resistance slackened as most of the men in Honsfeld were service troops. The Yanks of companies E and G scrambled from their sleeping bags, unaware of the proximity of the firing that awakened them. One man stumbled outside to relieve himself and was shot by a German soldier...



HANGMAN'S HILL

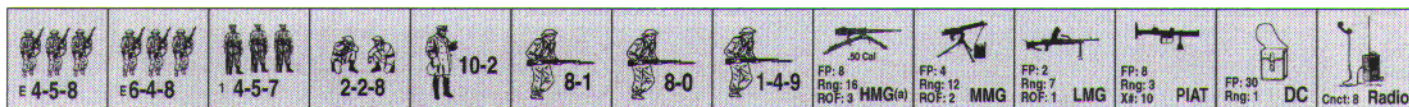
CH #88

SIMULTANEOUS Set Up (SR 8)

GERMAN Moves First

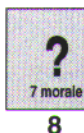
1 2 3 4 5 6 7

Elements of the New Zealand Corps set up North of road GG6-W6-T4-R1:

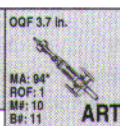


[ELR: 4]

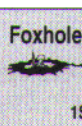
{SAN: 3}



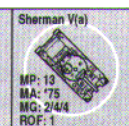
8



ART



1S



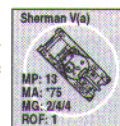
3

Enter on turn two along the north edge:



2

Enter on turn three along the north edge:

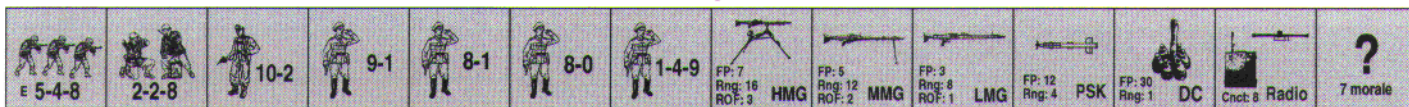


2

100mm OBA (HE only) starting on turn three

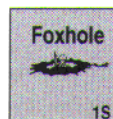


Elements of the 1st Parachute Division, and 1st Panzer Division set up south of road GG6-W6-T4-R1:

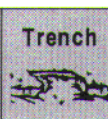


[ELR: 5]

{SAN: 4}



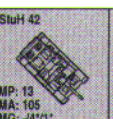
2



4



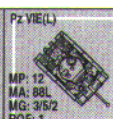
AT



MG: -4/1*



MG: 3/5

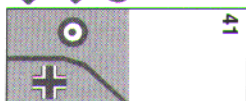


MG: 3/5/2



100mm OBA (HE only) with Plentiful Ammo

BOARD LAYOUT AND ENTRY:



(Only hexrows R-GG are playable)

OBJECTIVES: Before rubble determination, the German secretly records which one of the following three victory objectives he wants to fulfill by game end. **1.** Control all building/ rubble hexes of Hill 513, as well as hexes V6 and Z10 (there are 18 of them); **2.** Exit ≥ 25 VP (a26.2, EXC: No prisoners) off the north edge of the board (AFV's count 1.5 times their VP value (FU)); **3.** Control four out of the six multi-hex buildings (even if rubble) within the N.Z. set up area. In all cases the German may not lose more than one building/rubble location within his own set up area by game end.

SPECIAL RULES:

1. EC are gusty (E3.4) and wet, with no wind at the start. A wind change DR of 12 will change EC to overcast (E3.5) in the following player turn. Place overlays as follows: **X11** on FF7-1 and EE8-2; **X12** on R4-1 and R3-2 (note: Overlay X12 is still on level 1 hill terrain); **X14** on S9-1 and S10-2; and **X18** on EE6-1 and FF6-2. The are no HANDICAPS for this scenario.

2. All woods hexes, as well as all brush and marsh hexes are considered stone rubble. Rubble qualifies as valid terrain for the purpose of route direction (A10.51), terrain bonus (a10.61), and ambush (A11.4). The stream is a gully. All roads are unpaved, requiring a minimum of 1 MP per road hexside crossed. Due to soft ground conditions, all vehicles must add 2 MP per hex traversed.

MONTE CASSINO, ITALY, 18 March 1944: After bitter fighting, the 6th New Zealand Infantry Brigade captured Castle Hill on March 15th. Their advance on Cassino was slowed. German paratroopers had to be pried from virtually every heap of rubble by bomb or bayonet. In an attempt to solidify the still precarious and isolated position of the New Zealanders, 5th Indian Brigade and a battalion of the Essex Regiment were sent in during the night as reinforcements. Two companies of the 9th Gurkhas advanced to attack Hangman's Hill. Fighting was at such close quarters that often the Germans would hold one floor of a building, while the New Zealanders occupied another. During the late afternoon, another attempt was made to take Hangman's Hill. New Zealand Corps artillery were about to begin the barrage, when figures were seen just below the crest, and a faint wireless signal confirmed the stunning news that the company of Gurkhas believed to have been lost, were actually in possession of the hill. That evening and for the next three days, attempts were made to reinforce and exploit this foothold nearest to the Allied main objective, Monastery Hill. Some of the most bitter fighting of the war in Italy was about to begin. Pressure on the Gurkhas holding Hangman's Hill increased with each passing hour. Getting reinforcements and supplies through to the isolated Gurkhas became critical. An attempt by the Rajputana Rifles to aid their kinsmen was rudely thrown back by a dawn German counterattack. Even the approaches to Castle Hill now came under fire from the paratroopers who has successfully infiltrated the Northern outskirts of Cassino town. Resupplying both hills without suffering murderous losses became possible only at night. On March 18, the Germans tried to force a decision by launching a violent attack. The attack, and three more which followed, was only beaten back with heavy losses on both sides. Out of 200 men who launched the dawn assault, only 40 remained on their feet on Castle Hill. Those on Hangman's Hill fared no better.



OLD MAN FORWARD

CH #89

★ SIMULTANEOUS Set Up (SR 3) ★ dr 1-3 Russian Moves First; 4-6 German Moves First	1	2	3	4	5	6	7
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Elements of the 2nd Guards Tank Army set up as per SR 3:

 E 4-5-8	 2-2-8	 10-2	 9-1	 8-1	 8-0	 FP: 8 Rng: 16 ROF: 3	 FP: 4 Rng: 10 ROF: 2 B#: 11	 FP: 2 Rng: 6 ROF: 1 B#: 11	 Cnct: 6/7/8 Radio	 7 morale	 82mm BM obr. 37 MA: 82 Rng: 3-78 ROF: 3 SA: s8	 T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1	 SU-85 MP: 16 MA: 85L ROF: 1
17	2			2		3	5		4		2	6	2


[ELR: 4]
{SAN: 3}

Enter on turn two as per SR 6:

 E 6-2-8	 9-2	 8-0	 FP: 6 Rng: 16 ROF: 1	 FP: 30 Rng: 1	 9-1	 IS-2 MP: 13 MA: 122L MG: 1/4R2 B#: 11
8			2			3

82mm Battalion Mortar
OBA (HE only)
*[see SR 12]



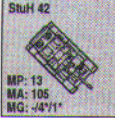
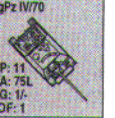
Elements of anti-tank unit DORA II of the SS 500th *Bewahrungs* Battalion set up as per SR 3:

 6-5-8	 3-4-8	 2-2-8	 10-3	 9-2	 8-1	 8-0	 FP: 7 Rng: 16 ROF: 3	 FP: 3 Rng: 8 ROF: 1	 FP: 12 Rng: 4	 FP: 30 Rng: 1	 7 morale	 82mm BM obr. 37 MA: 82 Rng: 3-78 ROF: 3 SA: s8	 Marder III (M) MP: 15 MA: 75L B#: 11 ROF: 2
6	3	5		2		2	2	3	3	3	6	2	

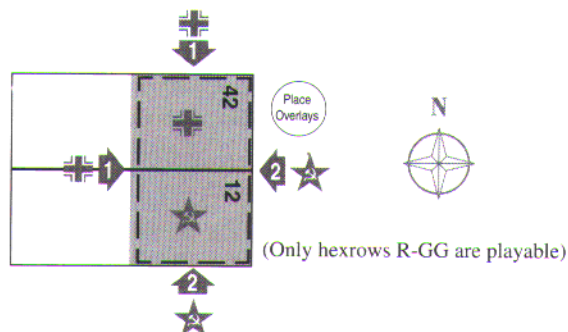

[ELR: 5]
{SAN: 3}

Remnants of SS Division Frundsberg enter on turn one as per SR 6:

 6-5-8	 3-4-8	 2-2-8	 9-1	 8-0	 FP: 6 Rng: 12 ROF: 2	 FP: 12 Rng: 4	 FP: 30 Rng: 1	 JgdPz V	 Pz Vg
2	2						2		

 StuH 42 MP: 13 MA: 105 MG: 4/411*	 JgdPz IV/70 MP: 11 MA: 75L MG: 1/ ROF: 1
---	---

BOARD LAYOUT AND ENTRY:



RUSSIAN OBJECTIVES: The Russians must Control hexes 12AA3, 42BB1 and 42T8 at game end or win immediately upon a German *surrender*. German *surrender* occurs if: 1) Remaining German infantry units are ≤ 8 CVP, of which the 10-3 leader is still in play; 2) Remaining German infantry units are ≤ 11 CVP, of which the 10-3 leader has been eliminated.

HANDICAPS:

-  The Germans are Stealthy.
-  German Ammunition Shortage begins on turn three.
-  Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES: See back.

GERMAN OBJECTIVES: The Germans win in the following manners: 1) At the end of turn five if the Russians do not control at least two of the three hexes listed in their objectives; 2) From turn three on immediately upon exiting ≥ 20 CVP of infantry (EXC: prisoners NA) off the west edge and/or east edge between 12GG5 and 42GG6 and or 12R8-42R3.

DRAW: If neither side achieves its objectives the scenario is considered a draw.

BRANDENBURG, GERMANY, 26 April, 1945: With Berlin in flames one coherent unit continued the struggle against the rampaging Red Army: the notorious commando unit DORA II of the SS 500th *Bewahrungs* Battalion, led by *Unterscharfuhrer* Porsch. His unit, formerly part of Skorzeny's SS commando battalion, had been divided to form a network of anti-tank groups assigned the impossible task of blocking the Soviet advance towards Berlin. Reinforced by a detachment of eighty assault engineers and stragglers from the SS *Nederland* Division, Porsch felt his unit was capable of a counter-attack. From 20-26 April his men claimed some 125 enemy tanks destroyed; seventeen were destroyed by Porsch alone. His group of 200 men continued to advance, aided by a handful of tank-destroyers, penetrating the lines of an enemy battalion and capturing its entire headquarters staff. The very success of Porsch's group led to a salient, the unit at its center, that was soon cut at the 'neck' by Soviet assaults. DORA II then became a 'floating pocket' of resistance, desperately trying to link up with the shrinking friendly lines. The men fought with the strength of the damned until Russian pressure mounted on the 27th against the survivors, some forty-eight in all...



SPECIAL RULES

1. EC are gusty and wet. However, a DR of 12 also changes EC to overcast (E3.5) thereafter. Kindling is N/A.
2. All Buildings are made of stone and have no 2nd level, but stair cases still exist. Rubble is treated as a building for purposes of rout and rally. Place overlays on board as follows:
 - A) On Board 42: **X14** on S8-R7, **X17** on CC1-CC2, **X18** on U7-V7, and **B5** on U5-V5.
 - B) On Board 12: **X15** on DD3-CC4, **X16** on Z2-AA2, **Wd3** on Z6-Z5, and **Wd4** on BB2-BB1.
 - C) Place a Foot Bridge (for infantry only) on 42BB2.
3. Set up for the German and Russian players is simultaneously recorded off board (SUGGESTION: Use two separate sets of boards to simplify set up), [EXC: OLD MAN FORWARDS add, "using the entire playing area" and for OLD MAN FORWARDS Russians may not set up within three hexes of 42BB1, 42T8, and 12AA3]. AFV's may be set up in motion (D2.4), and Snipers are placed at this time.
4. Prior to set up roll for rubble/falling rubble (B24.12) for each building hex. A DR of ≥ 9 rubbles that location, and places a flame in it [EXC: VC Buildings], on a subsequent dr of 1. During set up the German and Russian player may each place up to five stone rubble and five Burned Out Wreck counters. Rubble and wrecks may not be placed in any interior woods/pond/gully/road hex [EXC: Wrecks may be placed in a road or gully hex.], and may not be set up in such a way as to be adjacent to more than one other rubble or wreck hex. This restriction does not apply when set ups are revealed. After both players have recorded their offboard set up, place units on board. Resolve A-E in order:
 - A) Units in an enemy placed rubble hex on the first level of a building are considered placed on ground level and/or an adjacent location of the owning players choice, even if such results in Melee/CC resolved in the following CCPh. Rubble placed by both players in the same hex eliminates all units in it, and automatically results in falling rubble (B24.12), which is resolved immediately.
 - B) Roll for burning wrecks. A DR ≥ 10 turns each Burnt Out Wreck counter into a burning wreck instead.
 - C) Hexes that contain friendly and enemy units are placed under a Melee counter if possible; otherwise a CC counter. Any HIP units that share a location with an enemy unit are placed on board concealed.
 - D) The German player places Wall Advantage (B9.32) counters as appropriate. The Russian player then places Wall Advantage counters as appropriate. Wall Advantage may not be voluntarily forfeited before the first Mph.
 - E) Roll a die to decide who moves first: On a dr ≤ 3 the Russian moves first, and on a dr ≥ 4 the German moves first.
5. During the first PFFh of the game, Defending Units/FGs may declare First Fire/Subsequent First Fire (and Intensive/Sustained Fire) vs. the Attacker's Unit/FG, subject to the *firer* based To Hit/IFT DRM as per C2.2401 (Gun Duel). A Defending Unit/FG may only fire once for each attack made by an Attacking Unit/FG. The Defender may choose to declare First Fire/SFF/IF/SF with a Unit/FG *other* than the one being attacked, as long as that Unit/FG's *firer* based DRM is $\leq$ that of the Attacker. If the *firer* based DRM is the same for all Units/FGs involved, then the To Hit/IFT DR is resolved normally to determine which side fires first, except the Defender must randomly select which *one* of his Units/FGs is allowed to fire. In line with the above rules, the Defender may declare First Fire/SFF/IF/SF even if the Attacker is firing Smoke or takes any action resulting in TI status. All Units involved are marked with the appropriate Prep Fire/Defensive First/Final Fire counter.
6. All/some Russian reinforcements may enter on/after turn 2, but before turn 5 anywhere along the South and/or East edge of the board. German reinforcements enter on turn 1 anywhere along the North and/or West edge of the board.
7. All German units [EXC: Tank crews] are SS (however, the broken moral of a 2-2-8 is still an 8) and Assault Engineers. All German leaders are heroic. However, the -1 DRM only applies to LATW usage, and printed moral levels still apply. A 6-5-8 suffering a break result is reduced to a good order 5-4-8 SS unit, and from there to a 3-4-8 HS, whereafter it (and a 2-2-8) breaks normally. A 5-4-8 may be deployed into two 2-3-8 HS. A German squad that voluntarily breaks is replaced by its two broken 2-3-8 HS. The 10-3 and all German infantry units within 2 hexes of him are Fanatic [EXC: The 2-2-8's are Fanatic regardless of distance]. If the 10-3 is eliminated all fanaticism is lost immediately.
8. The German 2-2-8 crews are also special tank hunter units with the following characteristics: They are Stealthy. They have one automatic PF/ATM availability, and receive a -1 To Hit/CV DRM to all PF/PSK/ATM attacks. Thereafter they may roll for PF/ATM availability at a dr of ≤ 4 . They have an inherent group leader that shares their fate, and thus for movement purposes only, they have a base MF of 6.
9. Starting on turn 3, Germans suffer Fuel Shortage, and on turn 5 Ammunition Shortage (A19.31). Fuel Shortage is resolved as per KGP SSR13 with a +3 DRM. Recall results in abandonment in the following Mph instead.
10. The mortars in the German OB are captured Russian guns. A21.11-21.13 applies [EXC: the TH penalty is a +1 DRM]. The captured guns may set up concealed only (i.e., not HIP).
11. The Russian force is considered Elite, and the 6-2-8's are Assault Engineers.
12. The Russian radio represents one module of 82mm Battalion Mortar OBA (HE only), with unlimited *availability* as follows: The Russian chit mix is used normally, except that a second red chit draw (other than from extra draw requirements) results in Battery Access denial, and a new chit set.
13. Starting on turn 4 the Russian receives Air Support of one FB (E7.41) without bombs.
14. Hand-to-Hand CC is available to both sides, and no quarter is in effect.

HOW IT ALL ENDED...

The battle raged all day on the 27th, and by nightfall the Soviet infantry and artillery had *still* not subdued the defiant Germans. At 0900 hrs. on 28 April the Soviets, intent on delivering the *coup de grace*, opened with a mortar barrage and sent their battalions forward, only to have them driven back once again by the desperate fury of German gunfire. However, no amount of success against the Russians could disguise the fact that the end for DORA II was now very near. With no more ammunition left, Porsch still chose to attack, staying true to his nickname "*Old Man Forwards*", and led his last eleven men into a hand-to-hand assault with the enemy. The struggle was brief, except for one last gesture. Porsch and those of his group still alive secured permission from the Soviet commander to bury their dead. After a small ceremony for their fallen comrades, they were marched off to prison.

KAMPFSCHWEINE

CH #90

★ SIMULTANEOUS Set Up (SR 3)		1	SR 6 2	3	4	5 SR 4
★ dr 1-3 Russian Moves First; 4-6 German Moves First (SR 4)						



Elements of the 2nd Guards Tank Army set up as per SR 4:

E 6-2-8	E 4-5-8	2-2-8	10-2	9-1	8-1	8-0	7-0		FP: 8 Rng: 16 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 30 Rng: 1	? Cloak SR 4
7	10	2				2				2	5	2	30
12 AP SR 4	9-1	MP: 13 MA: 122L MG: 14R2/4 B#: 11	MA: 82 Rng: 3-78 ROF: 3 SA: 98	MP: 16 MA: 85L MG: 2/4 ROF: 1	MP: 16 MA: 122								
3		2	2	4									

{ELR: 4}
{SAN: 3}



Elements of anti-tank unit DORA II of the SS 500th *Bewahrungs* Battalion set up as per SR 4:

6-5-8	E 8-3-8	3-4-8	2-2-8	10-3	9-2	8-1	8-0		FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 6 ROF: 1	FP: 12 Rng: 4	FP: 30 Rng: 1
6	3	3	5				2			2	4	3	4
MP: 15 MA: 75LL MG: 3/5/2	MA: 50L ROF: 3 M# 10	MP: 11 MA: 88LL MG: 3/5/2	MP: 16 MA: -77/3 ROF: 3 PP: 7"	? Cloak SR 4	12 AP SR 4								
				30	3								

{ELR: 5}
{SAN: 3}

DELUXE BOARD LAYOUT:

dr = 1	dr = 2	dr = 3	dr = 4	dr = 5	dr = 6
a	a	b		b	d
	p	o	o	p	q



RUSSIAN OBJECTIVES: The Russian wins immediately if on board German forces are less than 10 CVP.

HANDICAPS:

- The Germans are Stealthy and *all* non-crew MMC are Assault Engineers.
- Russian 6-2-8/3-2-8 are Assault Engineers (H1.22).
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES: See back.

GERMAN OBJECTIVES: Before the beginning of his second turn, the German secretly records which of the following objectives he wants to fulfill: Win immediately upon Destroying/capturing two mortars and five AFVs (Russian self-destruction is N/A) or, by game end control two more multi-hex buildings than the Russians and earn more CVP. The HQ is worth three multi-hex buildings and 10 CVP to the German. Win immediately upon eliminating three Russian leaders and earn ≥ 10 more CVP or, by game end control the Russian HQ and earn more CVP. The HQ is worth 15 CVP to the German. Earn ≥ 2 times more CVP than the Russians and a minimum of 45 CVP by game end. The HQ is worth 18 CVP to the German.

BRANDENBURG, GERMANY, 25 April, 1945: In the microcosm of war, even in the twilight hours of unconditional surrender, Germany could yet be found baring her teeth. Reinforced by a detachment of 80 assault engineers, and a fragment of the Dutch SS Division Nederland, Untersturmfuehrer Porsch, a.k.a. Old Man Forwards, felt strong enough to strike forward in a counterattack. The successes from April 20 were reminiscent of an earlier time, a time when Germany moved with impunity against her foes. The Russian command of this sector was caught flat footed, and in temporary paralysis by this surprise. So accustomed to inexorably pressing the Germans backward, they were now reeling from the desperate fury of combined arms by a few more than 200 SS men who smashed through their battalion held line, capturing their headquarters and staff of 14 officers. Anticipating the inevitable Russian counterattack to follow, Porsch stationed his tank hunter teams at viable approaches. He then set up his MG posts who had just received the latest issue of M42s, which came with extra barrels to accommodate their increased ROF to 2,000 RPM...



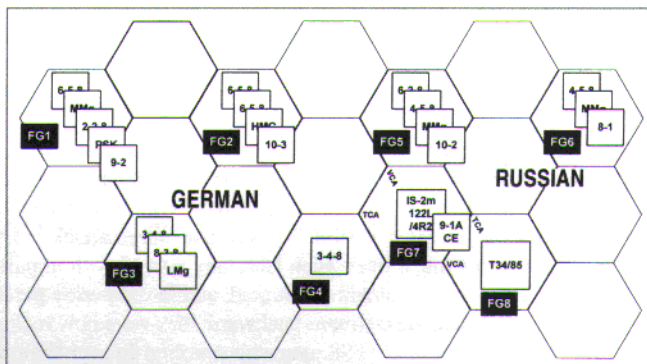
SPECIAL RULES FOR KAMPFSCHWEINE

1. EC are wet and overcast (E3.5), with no wind at start. Kindling is N/A. All buildings are stone. Buildings aK9, bE2, dC2, and cH2 are factories.
2. Make a dr to determine board configuration. Roll for rubble/falling rubble (B24.12) for each building hex. A DR of ≥ 10 rubbles that hex, and places a flame in it on a subsequent dr of 1. Rubble is treated as a building for purposes of rout, rally and ambush. The Russian mortars may fire out of a rubble hex only if set up at start and un-dismantled in that location.
3. Next, make a dr to determine direction of reinforcement entry. Odd number, the German enters anywhere along the North and/or East edge of *one* board only, and likewise the Russian anywhere along the South and/or West edge. An even number results in entry being the reverse of above. The Russian now secretly records one multi-hex building to be his headquarters, which he must reveal to the German at the beginning of turn 3. A row house is considered one multi-hex building. At start, all buildings are considered uncontrolled unless solely occupied by at least one friendly MMC [EXC: The Russian HQ is controlled by the Russian at start unless solely occupied by the German].
4. Set up is done sequentially as follows:
 - A) Roll for who starts the first placement turn.
 - B) Each side receives three *Rubble* and three *Burned Out Wreck* counters, which are placed one counter per turn until all are accounted for. Rubble may not be placed in a gully/road hex unless it is adjacent to a rubble building hex.
 - C) Each player then sets up their OB (including AP mines) in a cloaking box. Each side must use 30 cloaking counters, and take turns placing them, one counter at a time, on board (including dummies) until all cloaking counters followed by Snipers are placed. The German may use up to 10 and the Russian up to 5 cloaking dummies from his available set. After all cloaking counters have been placed, both players record the CA of any Gun/AFV. There are no set up restrictions for cloaking counters except for its contents (such as stacking limits) as follows:
 - i) The Russian may set up no more than 7 cloaking counters, 3 of which must be AP mines in same location as the German. Russian mortars must be placed no farther than two hexes of each other, and none may be placed voluntarily in the same location as the German. The German has none of the above restrictions except the AT gun may not be voluntarily placed in the same location as the Russian. The 12AP mine factors represent off-board single mortar fire which are placed as one 12 factor HE grenade explosion per location, resolved as per step "F" below. AFVs may set up in motion.
 - ii) Remove all cloaking counters and replace them with their concealed contents/12AP mine factors. Thereafter, all concealments are removed (EXC: The mortars and AT gun remain concealed) upon LOS determination. Tanks set up in Bog terrain in/ADJACENT to an enemy location (regardless of control) must roll for bog (as if having used all MP to enter), and possibly cellar break through whereafter, they may remain in motion.
 - D) The German player places Wall Advantage (B9.32) counters as appropriate. The Russian player then places Wall Advantage counters as appropriate. Wall Advantage may not be voluntarily forfeited before the first MPH.
 - E) Roll for burning wrecks. A DR ≥ 10 turns each Burnt Out Wreck counter into a burning wreck instead.
 - F) Roll a die to decide who moves first: On a dr ≤ 3 the Russian moves first (game length = 5 turns), and on a dr of ≥ 4 the German moves first (game length = 4 1/2 turns). Ambush and close combat is resolved immediately thereafter with the Attacker being the player who moves second. Thereafter, all 12 factor HE grenade explosions are resolved and removed from play.
5. During the first PFPh of the game, Defending Units/FGs may declare First Fire/Subsequent First Fire (and Intensive/Sustained Fire) vs. the Attacker's Unit/FG, subject to the *firer* based To Hit/IFT DRM as per C2.2401 (Gun Duel). A Defending Unit/FG may only fire once for each attack made by an Attacking Unit/FG. The Defender may choose to declare First Fire/SFF/IF/SF with a Unit/FG *other* than the one being attacked, as long as that Unit/FG's *firer* based DRM is $\leq$ that of the Attacker. If the *firer* based DRM is the same for all Units/FGs involved, then the To Hit/IFT DR is resolved normally to determine which side fires first except the Defender must randomly select which *one* of his Units/FGs is allowed to fire. In line with the above rules, the Defender may declare First Fire/SFF/IF/SF even if the Attacker is firing Smoke or takes any action resulting in TI status. All Units involved are marked with the appropriate Prep Fire/Defensive First/Final Fire counter.
6. Reinforcements may be purchased from turn 2-4 by both players, limited to 1/2 (FRU) for the German, and 1/2 (FRD) for the Russian, of the sustained casualty VP [A26.2, EXC: Russian vehicular casualties may be applied only toward vehicular purchases, and each SW costs 1 casualty VP (EXC: MMG = 2CVP, and HMG = 3CVP) for the purpose of purchase only.]. To qualify as a casualty the Unit/SW must be eliminated/recalled. Purchases must be made from the printed OB, and the total number of reinforcements received may not exceed 50% (FRD) of each listed Unit/SW class [EXC: The German and Russian may purchase one additional HMG, and 8-1 leader. The German may also apply 3CVP toward infantry purchases for each eliminated vehicle.]. A player may accumulate sustained CVP for reinforcements to arrive no later than turn 4.
7. All German units [EXC: Tank crews] are SS. The 8-3-8s are Assault Engineers. The 10-3 and all German infantry units within one hex of him are Fanatic [EXC: The 2-2-8s are Fanatic regardless of distance and the broken morale of all fanatic MMCs is a 9]. If the 10-3 is eliminated, all fanaticism [EXC: The 2-2-8s, and subsequent Heat of Battle resolutions], is lost immediately.
8. The German 2-2-8 crews are also special tank hunter units with the following characteristics: They are Stealthy, they have one automatic PF/ATMM availability, and receive a -1 To Hit/CV DRM to all PF/PSK/ATMM attacks. Thereafter they may roll for PF/ATMM availability at a dr of ≤ 4 . They have an inherent group leader that shares their fate and thus for movement purposes only, they have a base MF of 6.
9. Starting on turn 3, Germans suffer Fuel Shortage. Fuel Shortage is resolved as per KPG SSR13 with a +3 DRM. Recall results in abandonment in the following MPH instead.
10. The Russian force is considered Elite and no quarter is in effect for both sides.

Example 1: The German player is the Attacker. FG1 declares fire with the 6-5-8 + MMG + 9-2 against FG5. The Russian declares a gun duel using his 10-2 + 4-5-8 + MMG. The firer based modifiers are equal for both fire groups, thus the lowest DR is resolved first. The German rolls a "7" (DRM -2) with ROF using the "8" column on the IFT. The effects on FG5 are resolved first, resulting in a broken 10-2 and NE on the 6-2-8. The return fire is now resolved using the "8" column on the IFT with a DRM of "0" (since the Russian 10-2 leader is now broken) resulting in a broken 9-2 in FG1. The German now opts to continue firing FG1, using his ROF remaining from the previous shot. The Russian player chooses to intervene using another fire group and declares a gun duel using FG6. The -1 DRM available to FG6 from the 8-1 allows this fire group to fire first. He does, and rolls a "5" (no ROF) on the "6" column of the IFT with a -1 DRM resulting in a 2MC which breaks the 6-5-8 in FG1. No return fire from FG1 is now possible. Note: the Defender may affect only Attacking units involved in a gun duel.

Example 2: The German player now opts to use only one 6-5-8 without SW in FG2 hoping to find and fire a PF against FG7 and the CE crew (and an as yet unknown 9-1 armor leader). The squad gets a PF on the second try and fires. Note that only TH and IFT fire or any action resulting in TI are subject to gun duel declarations. The Russian declares a gun duel and reveals his armor leader, allowing him to claim the first shot. He then hits the 6-5-8 which results in its elimination via a KIA result.

Example 3: The German now opts to use the 10-3 + 6-5-8 + HMG in FG2 to fire at the CE armor leader in FG7. FG2 rolls a "7" (obtains ROF) on the "12" column of the IFT with a -1 DRM (-3 +2 = -1) resulting in a Stun against the IS-2m in FG7. The Russian's only choice is to return fire with FG7 if any eligible units in that group had survived. He would like to have intervened with another group but none are available (i.e., the T-34/85) that match the -3 modifier in FG2. The German now uses the ROF obtained by FG2, turning their HMG on FG6. The Russian would like to return fire with that group using Subsequent First Fire and Sustained Fire with his MMG, but cannot do so because the German FG4 is closer to FG6. In any case, the fire from FG2 breaks the 8-1 and 4-5-8 in FG6 but loses ROF. Note the Defender may choose to declare First Fire/Subsequent First Fire/Final Fire/Intensive Fire/Sustained Fire with a unit or fire group other than the one being attacked as long as that unit or fire group has a firer based DRM is less than or equal to that of the Attacker.



⊙ BELGIAN Sets Up First	1	2	3	4	5	6
⊕ GERMAN Moves First						



Elements of the 256th Infantry Division set up ≥ 2 hexes east of the canal:

1 4-6-7	1 2-4-7	2-2-8	9-1	8-1	8-0	FP: 3 Rng: 8 ROF: 1	FP: 5 Rng: 12 ROF: 2	FP: 7 Rng: 16 ROF: 3	MA: 50 Rng: 2-13 ROF: 3
12	3			2		5	2		

[ELR: 3]

{SAN: 3}

MA: 75 ROF: 2 MF: 10	MP: 2 M# 12 PP: 14
INF	

9



Elements of the 2nd escadron, 1st Groupe, 2e Guides set up west of the canal:

1 4-5-7	1 2-3-7	2-2-8	8-1	8-0	FP: 2 Rng: 6 ROF: 1 B# 11	FP: 4 Rng: 11 ROF: 2	7 morale	MA: 47 ROF: 3 M# 11	1S
9	4		2		3	4	8	(see SR 5)	4

[ELR: 3]

{SAN: 3}

HANDICAPS:

⊙ Add one 2-3-7 HS and a 50mm Lt. Mtr. to the Belgian OB.

⊕ Replace one German 8-0 leader with an 8-1.

☞ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



(Only hexrows R-GG are playable)

OBJECTIVES: The Germans win at game end if they have ≥ 3 Good Order squads/equivalents west of the canal.

SPECIAL RULES:

- EC are Moderate with a mild breeze blowing from the northeast at start.
- The canal is deep and flowing to the north. The Current is slow. No bridges exist.
- All hexes southeast of a crest line defined by X0-X1-R4 (inclusive) are at level one. The hedge running along that crest line exists and also delineates the crest line. These hedges are considered hillside hedges (F10.) Woods still exist on this part of the map.
- The optional rule described in footnote 18 on page A42 *must* be used.
- Use an Italian 47mm AT counter to represent the Belgian 47mm FRC mle 32 with the following statistics: ROF 3; M# 11; NT/QSU.
- The Belgians may utilize HIP for one squad/equivalent (and any SW/SMC set up in the same Location).

SELZAETE, BELGIUM, 23 May 1940: After several successive withdrawals inside the country, the Belgian Army tried once more to stabilize the front line by setting up a defense behind the canal running from Gand to Terneuzen. The northern part of the line, near the frontier with The Netherlands, was the responsibility of the 2e Guides from the 1st Regiment de Chasseurs portes of the Belgian Cavalry Corps. The regiment arrived late on the 22nd to occupy the positions formerly defended by the 1st Carabiniera Battalion along the canal, at Selzaete. The bridge had been destroyed by some German troops from positions in houses on the eastern bank. During the morning of the 23rd, the Chasseurs were waiting for the assault to come somewhere along their over-extended front line of 1500m. At 1100 a heavy bombardment signaled the start of the attack while from above the sirens of Stukas were followed by their bombs. After two hours of preparation shelling and surviving counter-battery fire from Belgian guns, the German infantry attack was launched.



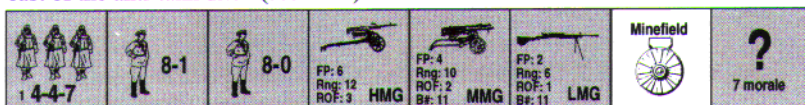
★ RUSSIAN Sets Up First

✚ GERMAN Moves First

1 2 3 4 5 6 7



Infantry elements of the 2nd Guards Tank Corps set up on board 23 east of the anti-tank ditch (see SR 4):



[ELR: 3]

{SAN: 4}

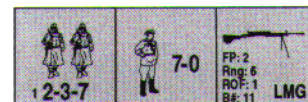
12

3

12 AP

6

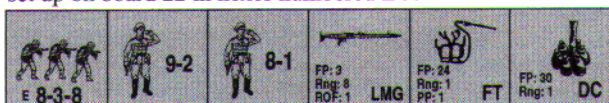
Forward elements set up on/between any hex numbered ≤ 2 on board 22 and the anti-tank ditch:



4



Assault Group from the 16th Pioneer Company, Deutschland Regiment set up on board 22 in hexes numbered ≥ 5:



8

3

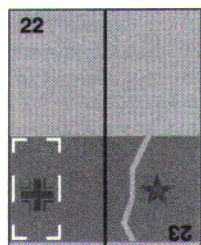
2

6

[ELR: 5]

{SAN: 2}

BOARD LAYOUT AND ENTRY:



(Only hexrows C-P on board 23 and R-EE on board 22 are playable)



HANDICAPS:

- ✚ Extend the game length to 7.5 turns.
- ★ Add 12 AP mine factors to the Russian OB (i.e., a total of 24).
- 🎭 Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Moist with no wind at start. Night rules are in effect with a Base NVR of 2 with overcast and no moon. Germans are the SCENARIO ATTACKER and the Russians are the SCENARIO DEFENDER. Both sides are normal (i.e., not Lax or Stealthy) at start. The Germans may use Cloaking although they set up on map.
- Place overlays as follows: **Wd2** on 23F4-E5 and **X18** on 23E3-F3.
- The canal on board 23 represents a deep anti-tank ditch. It is treated as a gully for all purposes except +1 MF to enter or exit and Crest status is NA. No bridges exist.
- The Russians may fortify any two building locations.
- Russian MMC receive a +1 drm to all starshell usage dr. Both sides may declare H-t-H CC and No Quarter is in effect.

OBJECTIVES: The Germans win at game end if they Control two of the following three buildings: 23L7 - 23E3 - 23D6.

KHARKOV, SOVIET UNION, 13 March 1943: The 2nd SS Panzer Division Das Reich was assigned to fight its way across the city of Kharkov and wheel south to attack the industrial sector in the south-eastern part of Kharkov. Before the operation could commence the unit had to cross a large anti-tank ditch and create a bridgehead to conduct operations from. This task was assigned to *Untersturmführer* Heinz Macher, CO of the *Deutschland* Regiment's 16th Pioneer Company. Macher briefed his men at 0253 hours and the assault was laid in. After receiving their orders, Macher's men rushed forward firing machine pistols and flinging hand grenades upon the enemy positions. As they crossed the anti-tank ditch, Macher's pioneers worked their way through one house after another. By 0500 the German perimeter was secured and a firm base was provided for further operations by the men of *Deutschland*. The same aggressive tactics used by the pioneer soldiers successfully at the anti-tank ditch would be repeated by Paul Hausser's *Waffen SS* units *en masse*. However, their bludgeon tactics were in contrast to any combat art. According to Hausser's report to OKW on 15 March, his *SS Panzerkorps* lost 365 officers and 11,154 men in the battle¹.



THE PRUSSIAN WAY

CH #93

GERMAN Sets Up First	1	2	3	4	5	6	7	8
RUSSIAN Moves First								



Elements of the Russian 11th Army set up on/east of hexrow T on boards 19 and 33:

4-5-8 E 4-5-8	4-4-7 I 4-4-7	8-1	8-0	7-0	FP: 1 Rng: 12 ATR	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	7 morale
3	7				2	4	12

[ELR: 4]

{SAN: 2}

Armored elements of the 11th Army enter on turn two along the east edge:

6-2-8 E 6-2-8	5-2-7 I 5-2-7	8-1	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 30 Rng: 1 DC	9-2	T-34 M41 MP: 17 MA: 76L MG: 2/4 ROF: 1
2	3					5



Elements of the 290th Division set up concealed on/between hexrows EE on boards 33/19 and FF on boards 5/43:

5-4-8 E 5-4-8	4-6-7 I 4-6-7	2-2-8	9-1	8-1	7-0	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	MA: 50 Rng: 2-13 ROF: 3 MTR	FP: 30 Rng: 1 DC	7 morale	PaK 35/36 AT M12 37L	PaK 38 MA: 50L ROF: 3 M# 10 AT
2	6	2					3		2	6		

[ELR: 2]

{SAN: 4}

Trench	Wire	Foxhole
6	6	4

Reserve elements from the 290th Division enter along the west edge on the turn indicated with all infantry as Passengers and guns in tow:

Enter on turn two:

2-2-8 E 2-2-8	Kitz 1 MP: 30 PP: 9 LGP T: 10	PaK 38 MA: 50L ROF: 3 M# 10 AT
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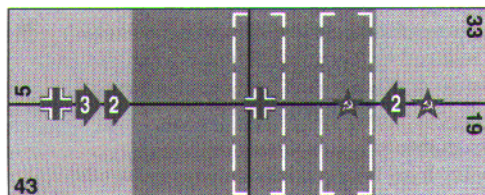
Enter on turn three:

4-6-8 E 4-6-8	2-2-8	8-0	FP: 3 Rng: 8 ROF: 1 dm HMG	dm MTR 81mm	Opel Blitz MP: 20 PP: 21 T: 7
------------------	-------	-----	-------------------------------------	----------------	--

HANDICAPS:

- Extreme Winter penalties are reduced by one for all German SW/Guns firing from inside a building or pillbox.
- Replace one 4-4-7 squad with one 4-5-8 and an LMG in the Russian OB.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(Only hexrows R-GG are playable)



OBJECTIVES: The Russian player secretly records one objective prior to all set up:
1) Russians win immediately if there are no Good Order non-crew German MMC on board; 2) Russians win at game end if the Control all buildings on boards 5 and 43; 3) Russians win immediately upon exiting ≥ 21 CVP off the west edge with ≥ 3 CVP consisting of infantry (Prisoners do not count double).

SPECIAL RULES:

- EC are Gusti with a Mild Breeze from the northeast at start. Deep snow (EXC: Bog NA on board 5 and 43 road hexes as per D8.23) and Heavy Falling Snow, (i.e., +1 LV Hindrance from 0-6 hexes, +2 from 7-12 hexes, etc.) (E3.71) are in effect for the entire scenario (i.e., Wind Change NA).
- Place overlays as follows: X13 on 43X2-X3; X10 on 43U9. Place drift counters facing northeast on all buildings on board 19 and 33. Snowdrift creation (E3.75) is NA. Whenever Gusts result, all LOS is limited to six hexes for that player turn. Any acquisition beyond that range is removed and interdiction may not take place beyond that range.
- Russian personnel have Winter Camouflage (E3.712) and are Ski-equipped (E4.) Russians setting up on-board may use the principles of Cloaking (EXC: Cloaking is lost if a unit(s) uses non-assault movement within 3 hexes of an enemy infantry unit regardless of LOS. Cloaked units may never split into dummy stacks).
- On game turn one no German MMC may move or voluntarily break unless in the same Location as a Leader (i.e., they may advance normally). German 5-4-8/2-3-8 MMC are treated as Assault Engineers for the purposes of CC only. German fortifications may set up using the principles of G.2 if set up in woods (EXC: all fortifications are placed on board if a Known enemy unit is within three hexes and has a LOS to the hex). German MMC are Molotov capable against AFVs only. The Germans suffer from Extreme Winter E3.74.

DEMYANSK, RUSSIA, 8 January 1942: For nearly a month the Russian counter-offensive against Army Group Center had the Germans reeling back from the outskirts of Moscow. On the night of 8-9 January, the Russians were once again on the move, pressing forward during a blizzard. White-clad ski-troops emerged from the murk and attacked the lines of the German 290th Infantry Division. The unit was short of men and materiel, with shivering soldiers forced to outpost an overly long front. Daybreak found the Russians still on the move as hastily assembled *kampfgruppen* were hurled into the breach. The same cycle was repeated during the battle: enemy infiltrators would move around German positions. Once infiltrators were in place, tanks carrying assault troops would attack frontally while their comrades fired from the flanks and rear. Using these tactics, the German 290th Division was annihilated. With no authorization for retreat due to the now famous Hitler order, the destruction of this infantry division resulted in fighting for terrain of no real military value. By 9 January, the Russians had advanced almost 32 kilometers.



THE ULLA CROSSING

CH #94

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9	10
✚ GERMAN Moves First			END							



Partisan elements and Russian soldiers in civilian clothing set up concealed anywhere north of the river:

c 4-2-6	p 3-3-7	9-0	8-1	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	? 7 morale
2	2		*			6

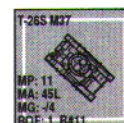
[ELR: 2]
{SAN: 6/3}

*The only partisan leader in the Russian OB.

Counter-attacking elements of the Ulla Garrison enter on turn five along the north edge:

1 4-4-7	1 5-2-7	9-1	7-0	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	FP: 4 Rng: 10 ROF: 2 B#: 11
13	3					3

Local Armored Reinforcements enter on or later than turn seven along the north edge (see SR5):



2



Assault Group from Company A, 1st Engineer School Battalion set up south of the river on board seven within ≤ 2 hexes of a river hex (i.e., in a non-water hex):

E 8-3-8	9-2	9-1	8-0	FP: 3 Rng: 8 ROF: 1	LMG	FP: 30 Rng: 1	DC	MP: 2/+4 PP: 14 M#10
8	2				3	2		8

[ELR: 4]
{SAN: 2}

Elements of B Company enter along the south edge on turn five:

E 8-3-8	9-1	8-0	FP: 3 Rng: 8 ROF: 1	LMG	FP: 24 Rng: 1 PP: 1	FT	FP: 30 Rng: 1	DC	MP: 2/+4 PP: 14 M#10
4				2	2				4

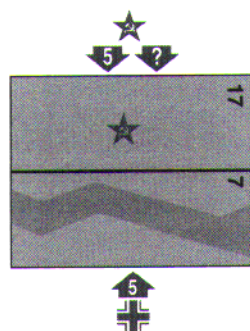


280mm (HE only) Rocket OBA with automatic Battery Access directed by an offboard observer (see SR2)

HANDICAPS:

- ✚ Replace the 9-2 leader in the German OB with a 10-2.
- ★ Add one 8-1 leader to the Russian Counter-attack force.
- 🎯 Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The Russians must be able to place 2 IFT FP factors into hex 7Q10 and earn more VP than the Germans by game end. CVP are earned normally and each side receives one VP for Control of each building north of the river that is ≤ 7 hexes from a river hex (i.e., there are a total of 11).

SPECIAL RULES:

- EC are Moist with no wind at start. Ignore the islands and treat them as normal river hexes in all respects. All buildings north of the river at Controlled by the Russians at start. The game ends after twelve turns.
- German 8-3-8 are Assault Engineers (H1.22) but will suffer ELR Replacement (i.e., replacement by a 5-4-8 squad). German Assault Boats have motors (E5.11). The Germans receive one 280mm Rocket OBA directed by an offboard observer which may be secretly recorded in any south edge hex of board seven (i.e., hexes numbered "0" or "1") at level one. Only one FFE:1/FFE:2/FFC may be placed by this module and Battery Access is automatic (i.e., no chit draw).
- The river current direction is from east to west and is Slow (B21.121).
- The Russian SAN is reduced to 3 immediately upon the elimination of both 3-3-7 squads. The asterisk denotes the Russian 8-1 is the only partisan leader in their OB. The Russians may utilize HIP for one squad/equivalent (and any SMC/SW set up in the same Locations).
- The Russians may deploy local armored reinforcements into the battle in the form of 2 x T-26 tanks on turn seven or later. To enter these reinforcements, the Russian player must secretly record on a side-note the turn of entry for both tanks (i.e., both enter on the same turn) two turns prior to entry. If the Russians deploy these reinforcements they must place 4FP into hex 7Q10 and earn ≥ 2 VP more than the Germans by game end.

On the banks of the Dvina River near ULLA, SOVIET UNION, 7 July 1941: German air reconnaissance failed to spot any organized movements of large Russian units in the path of LVII Panzer Corps. The aerial observers, however, did report that the vital bridges that had spanned the Dvina at Ulla, Beshenkovichi, and Vitebsk had been destroyed. Aerial photographs did not disclose the existence of any field fortifications along the Ulla or the Dvina. The panzer corps commander decided to assign the 1st Engineer School Battalion to the task of constructing the bridge across to Dvina. Company A was ordered to cross the river in the assault boats establish a small bridgehead in order to provide a security screen around the bridge site. The company was to reconnoiter the exit road, mark the approaches, and probe the river's depth near the spur of land. In the face of sporadic small arms fire, Company A crossed to the far shore between 1600 and 1630, flushed Russian snipers out of their hideouts, and occupied the high bank. Suddenly, fire broke out in the town...



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(Adapted from *Small Unit Actions During the German Campaign in Russia*, pg. 129)



FROZEN HELL

PLFH

Kelja, Finland, 25 December 1939: On Christmas Day, under the cover of a thick ground fog, the Russians crossed the frozen Suvanto River in the Taipale sector and established beachheads at Patoniemi and Pahkemikko. The Russians soon discovered that they had made their beachhead immediately in front of several Finnish heavy machine-gun bunkers which destroyed them within hours. Farther to the north along the Suvanto River, another Russian battalion had taken advantage of the fog and established itself at Kelja. This unit dug-in and called for reinforcements. If reinforcements could cross the river in force before the fog burned off, the Russians would have the chance to cut off the Finnish 10th Division at Taipale. By the time reinforcements began moving out over the ice-bound river, the fog was lifting. Several Finnish machine-guns and two old quick-firing WW I era field guns took the crossing under fire and checked the immediate Soviet build-up. Every Finnish gun that could be brought to bear was swung around to fire on the Kelja salient. Every available man, including headquarters and other non-combatant personnel, was organized to storm the Russian beachhead after the artillery finished working it over. The battle see-sawed all day and into the night, when the fighting continued under the hard white glow of a Winter's moon. At the same time the Finns tried to wrest Kelja from the dug-in Russians, they also had to repel repeated Russian attempts to reinforce the beachhead. The last Russian troops were ejected from Kelja the following morning at 0915 hours, almost 24 hours from the initial Russian crossing. It had been close and bloody work. Within the Kelja perimeter and scattered across the ice leading to it, were hundreds of Russian corpses.



CG FIREFIGHT RULES:

I1. All PL 2.11 CG SR and Campaign SR are in effect unless specified otherwise. The SR listed as "I" apply only during the Initial Firefight. All SR listed as "C" apply during the entire campaign.

I2. EC are Fog (E3.31) at Level-1 and lower, with a Mild Breeze from the north. Note that E3.742 applies to the Russians.

I3. Finns set up their Initial OB units first. Then the Russians set up their Initial OB, then the Finn sets up any purchased on-board unit.

C1. Weather, EC, Wind, Visibility are determined as per E3., B25.63, and E1. Ground Snow and Extreme Winter (E3.74) are in effect for the entire campaign. Weather Determination (E3.) [EXC: ignore Mud, Deep Snow, and Drifts] is used with a +2 DRM after the Initial Firefight.

C2. Russians enter on any land edge hex west of the River.

C3. Finns have Winter Camouflage (E3.712), Molotov Cocktails (A22.6), and are Ski Capable (E4.). Finns may enter anywhere along the north, east, and/or south edge of board 32 and/or the south edge of board 10.

C4. No Quarter is in effect and H-t-Hand CC is allowed by both sides.

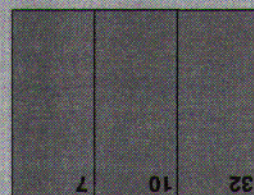
CG Dates: 1000 Hrs. 25-DEC-39 to 0915 Hrs. 26-DEC-39 (five CG Firefights.)

CG OBJECTIVES: The Finns win if, at the end of any CG Scenario, they Control all buildings and pillboxes east of the river.

INITIAL FIREFIGHT OBJECTIVES: Finns win if they Control 21 Buildings at game end or amass at least twice as many CVP as the Russian.

INITIAL FIREFIGHT: Finnish Attack, Russian Idle.

TERRAIN CONFIGURATION: All Water and Marsh hexes are frozen. Islands do not exist. All buildings are Wood [EXC: 10Z6]. All Grain is brush. The "Kelja Village" is defined as the area on/within the alternate hexrow boundaries defined as follows: 10GG10-10P10-7P8-7GG8-10GG10. The River is frozen and can support Russian Tanks. Any original KIA rolled on an OBA Effects DR IN a frozen river hex will break the Ice in that hex making the hex impassable to any unit. Broken Ice hexes are marked with Shellhole counters to signify open water.



★☠ IDLE Side Sets Up First	1	2	3	4	5	6	7	8
★☠ ATTACKING Side Moves First					1	3	5	6

INITIAL RUSSIAN OB:

Elements, Russian 4th Division [ELR: 3] Set up anywhere west of the river or within Kelja Village (CGSR I3 & C2) after Finnish HIP set up but prior to the rest of the Finnish set up: {SAN: 2}

I1: Rifle Pltn. x 4

I2: Conscript Pltn.

I5: MG Pltn.

I4: Lt Mtr Sect.

15 CP

40 FP

Fortified Building Locations x 4



INITIAL FINNISH OB:

Elements, Finnish 10th Division [ELR: 4] Set up OB given units anywhere east of River and outside Kelja Village using HIP. Purchased units may set up Concealed if purchased for On-board set up or may enter as per CGSR C3 (SR I3): {SAN: 4}

I2: Rifle Pltn. x 2

I3: Reserve Pltn.

I5: MG Sect.

1-3-5 Pillboxes x 3

1-5-7 Pillboxes x 2

Trenches x 6

17 CP

20 FP



CG Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	1000 12/25/39	Finns	Fog	Snow	Mild	NA	0
2	1400 12/25/39	Dual	E3.	Snow	B25.63	NA	0
3	2400 12/25/39	Dual	Night	Snow	B25.63	Full	0
4	0400 12/26/39	Dual	Night	Snow	B25.63	Full	0
5	0915 12/26/39	Finns	E3.	Snow	B25.63	NA	0

CG DRM:	FINN	RUSSIAN
Leader	0	+1
Battlefield Promotion	+1	-1
Artillery OBA	-1	-1
CP Replenishment	0	0
Intensity Level	LOW	LOW

Fortifications Available for purchase:

Foxholes	Trenches ^F
AP Mines ^F	AT Mines ^{EC}
Pillboxes ^{EP}	HIP
Wire	Set DC
Fortified Building ^R	"?"

^F Finns only

^R Russians only

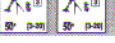
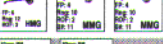
^C 8 FP per factor

^P NA after the Initial Firefight



Elements of the 4th Division

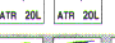
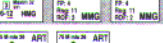
Russian CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG	Notes
A1	Tank Pltn. 	3x BT-5 M34	8	1	3	lr
I1	Rifle Pltn. 	3x 4-4-7 MMC	2	3	12	lrz
I2	Conscript Pltn. 	4x 4-2-6 MMC	1	3	12	lrz
I3	Engineer Pltn. 	3x 4-5-8 MMC	4	1	2	elrz
I4	Lt. Mtr. Pltn. 	2x 50mm Lt. Mtr.	1	2	4	ac
I5	MG Pltn. 	HMG, 2xMMG	4	1	3	ac
G1	Battalion Mtr. Sect. 	2x 82mm Mtr.	5	1	2	ac
O1	Regimental Arty. 	76mm OBA	2	2	8	p
M1	Fortifications 	15FP	1	3	15	a
M2	Sniper 	SAN +1	2	1	5	
M3	Attack Option 		1	1	4	



Elements of the 10th Division

Finnish CG Card

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG	Notes
I1	Sissi Pltn. 	3x 8-3-8 MMC	7	2	3	lrsz
I2	Rifle Pltn. 	4x 6-4-8 MMC	6	3	8	lrz
I3	Reserve Pltn. 	4x 5-3-8 MMC	5	2	5	lrz
I4	Anti-tank Sect. 	2x 20L ATR	2	1	2	ac
I5	MG Sect. 	HMG, 2xMMG	5	1	4	abc
G1	Field Gun Sect. 	2x 75 mle 1897	6	1	2	acf
O1	Medium Arty. 	75mm OBA (HE only)	4	2	4	p
O2	Heavy Arty. 	150mm OBA (HE only)	9	1	3	p
M1	Fortifications 	15FP	1	4	15	a
M2	Sniper 	SAN +1	1	2	10	
M3	Attack Option 		1	1	4	

a Available for on-map set up on CG Date of purchase.

b Use Allied Minor HMG (to represent the Maxim 32 - or use the counter provided in Jatkosota) and MMG for the Finns (EXC: Captured Use Penalties are NA).

c Each Russian 50mm Lt. Mtr./MMG/HMG is comes with a 1-2-7 Crew; each 82mm MTR with a 2-2-8 crew. Each Finnish ART/ATR/MMG/HMG comes with a 2-2-8 Crew.

e Russian 4-5-8 are Assault Engineers (H1.22).

f Use the French counter to represent this piece. Finnish personnel do not pay Captured Use Penalties are NA.

I Determine Leaders (SMC) as per 3.12-121. Sissi Pltns. receive a -1 DRM.

p Increase CP cost by one per Pre-Registered hex (C1.73) purchased with module.

r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 3.9; 3.91]. The RGs is available for on-map set up if purchased on any CG Date prior to that of the CG firefight.

s Finnish Sissi Pltns. are Commandos (H1.24).

z Russian Infantry Pltns. (I1, I2, and I3) always arrive with a LMG and I3 Engineer Pltns. also receive a DC in addition to the LMG. Finnish Infantry Pltns. (I1, I2, and I3) also arrive with a LMG. Sissi Pltns. also receive a DC in addition to the LMG.

* These notes apply to both CG Cards.

SHAMBLES

CH #95

GERMAN Sets Up First CANADIAN Moves First	1	2	3	4	5	6
--	---	---	---	---	---	---

Elements C Squadron, 29th South Alberta Regiment, B Company, Argyll Sutherland Highlanders of Canada of the 4th Canadian Armoured Division enter along the south edge of board six between hexes FF10-R10:



[ELR: 4]

{SAN: 3}

E 4-5-8	E 2-4-8	9-1	8-1	8-0	7-0	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	FP: 8 Rng: 3 X8: 10	MA: 51* Rng: 2-11 ROF: 2	9-2
---------	---------	-----	-----	-----	-----	----------------------------	----------------------------	---------------------------	---------------------------	--------------------------------	-----

9 3 2 3 3 3

MP: 15 MA: 76LL MG: 4/4 ROF: 2	MP: 13 MA: 75 MG: 2/4/4 ROF: 1	MP: 13 MA: 76LL MG: 4/4 ROF: 1
---	---	---

11 4



Elements of Kampfgruppe Rauche from the 21st Panzer Division set up on any hex on board forty-one:

1 4-6-7	2 4-4-7	9-1	8-1	FP: 7 Rng: 16 ROF: 3	FP: 6 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	2-2-8	7 morale	MA: 88L ROF: 2 Me: 4
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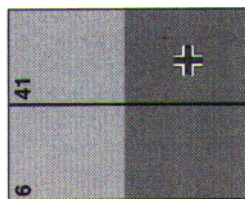
6 2 2 2 4 2

MP: 13 MA: 76L MG: 3/5	MP: 13 MA: 88L MG: 3/5/2 ROF: 1
------------------------------	--

[ELR: 4]

{SAN: 4}

BOARD LAYOUT AND ENTRY:



(Hexes Q-GG on both boards are playable)

HANDICAPS:

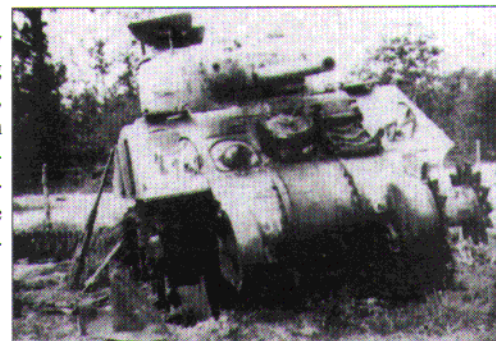
- Increase the game length by one turn.
- Decrease the game length by one game turn.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are dry with no wind.
- There are no level two hills. Treat them as level one.
- The Stream on board 41 is deep.
- Two German MMC (and any SMC/SW in the same Location) may set up utilizing HIP.
- Place one AFV wreck (each) in hexes 6Y5 and 6Y6.

OBJECTIVES: The Canadians win if they control ≥ 11 of the buildings within a 4 hex radius of 41X5 (inclusive) at game end. There are 21 buildings within this radius.

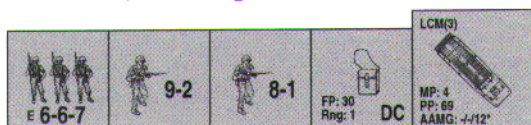
ST LAMBERT SUR DIVES, NORMANDY 19 August 1944: As the Battle for the Falaise Gap drew to a climax, troops of the Canadian 4th Armoured Division sought to close the exit for the retreating remnants of the 7th German Army. Major D.V Currie's battle-group of one hundred seventy-five men, fifteen tanks and four self propelled AT guns sought to occupy the village of St Lambert sur Dives. In the first of an epic series of actions, Major Currie was to be awarded a Victoria Cross for his 'conspicuous bravery and extreme devotion to duty in the face of the enemy'. The Canadian battle group successfully occupied half of the village before being tenaciously counterattacked by the German forces. In the following thirty six hours, the Canadians succeeded in holding the village against repeated counterattacks, thereby sealing the fate of the encircled Seventh Army.



GERMAN Sets Up First AMERICAN Moves First	1	2	3	4	5	6
--	---	---	---	---	---	---



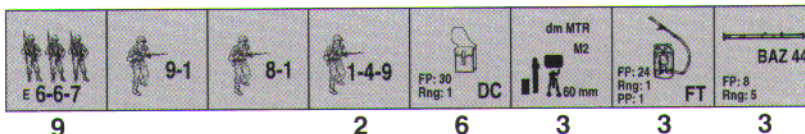
Team No. 1, 146th Engineer Combat Battalion set up in Shallow Ocean hexes devoid of obstacles (See SR 7):



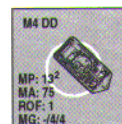
[ELR: 3]

{SAN: 3}

Elements of F Coy, 116th RCT, 29th Infantry division set up in Shallow Ocean hexes devoid of obstacles on/between 1002 and 1093:

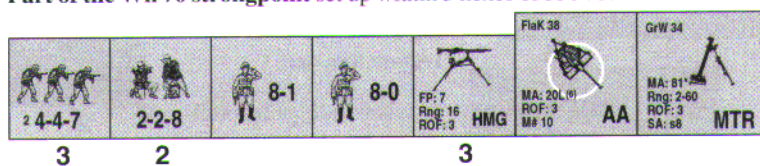


Elements of A Coy, 743rd Tank Battalion set up in Shallow Ocean hexes devoid of obstacles on/between 2041 and 2145:



Elements of III/726th Infantry Division set up as indicated:

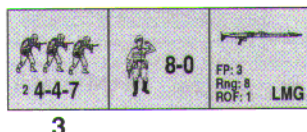
Part of the Wn 70 strongpoint set up within 3 hexes of 33oV3:



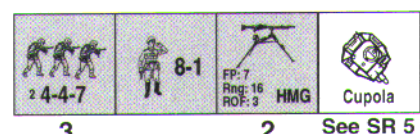
[ELR: 3]

{SAN: 5}

Set up in any Hinterland (G 13.2) hexes:



Part of the Wn 68 strongpoint set up within two hexes of 16L10:

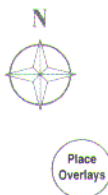
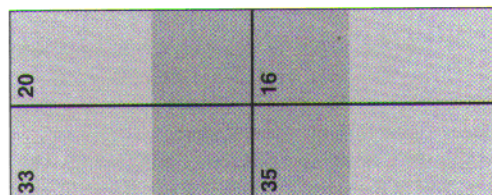


HANDICAPS:

✚ Add an MMG and a 4-4-7 squad to the Wn 68 group.

✚ Add an M4 Tankdozer to F Coy, 116th Group.

BOARD LAYOUT:



(Only hexrows V-GG of boards 20-33 and A-L of boards 16-35 are in play)

SPECIAL RULES:

1. EC are Wet with a Mild Breeze blowing from the Southwest. Seaborne Assault rules G 14.3-5.2 (only) are in play.
2. Place Overlays as follows: **W1** in 35J4-K4; **W2** in 33CC1-BB1; **Be4** with 401-402 in 16L7-L6; **Be5** with 501-502 in 473-474; **OC1** with 1001-1014 on 406-412; **OC2** with 2001-2002 on 1145-1146. Place Stone Rubble in hexes 16H9-H10-J10-K9-L10 and 35J1-K1; place a Wire counter in every Beach hex adjacent to a Hinterland hex; place a Roadblock (See SR 4) in every Shallow Ocean hex adjacent to a Beach hex. Twenty Tetrahedron counters must be placed on any Beach

OBJECTIVES: The American player wins if there are two contiguous hexrows of Beach and Ocean completely devoid of Beach Obstacles (Roadblocks/Element C are considered Beach Obstacles, see SR 4).

hexes at least two hexes away from any Wire counter. Place a Blaze counter in 16D10 and 35G1 (considered to be burning Brush hexes) and corresponding Dispersed Smoke. Beach Slope is moderate (G 13.22).

3. All Grain and Wadi overlays hexes are considered Level 2 hills with the hill-mass conforming to the outline of the Grain/Wadi overlay. Grain does not exist. There is no level 1 terrain. Treat the Wadi itself to be a Trench, ignore the cliff depictions; all hexsides common to Beach-Hinterland hexes are considered a Low Seawall. Beach Slope is Moderate. All buildings are Stone and with a ground floor level only.

4. The Roadblocks represent "Element C" type of obstructions. These are considered Beach Obstacles, but are neither a Hindrance to LOS nor a TEM, and non-Open Ground and Inherent Terrain impassable to vehicles. Infantry entry cost is 1.5 MF and Normal Stacking Capability is reduced to two squads/equivalents. Removal is only possible through DC attack. A Placed DC that does not malfunction automatically eliminates the obstacle. A Thrown DC needs a KIA result on the IFT to remove the obstacle.

5. The armored cupola represents an R-35 turret: MA=37* (no AP ammo restrictions, Red TH), CMG = 2, Armor factors are 6/6.

6. Sherman DD tanks are considered Waterproofed. All the personnel of Team No. 1 are considered Assault Engineers (H1.22) and Sappers (H1.23).

7. The OB provided LCM (3) is placed in any eligible hex of the American player's choice and is considered Aground (G12.21) in that hex. He may then place any/all of the LC's Passengers/SW in Shallow Ocean hexes in/adjacent to the LC's hex, and remove and Roadblock counters in those hexes. One Blazing LC Wreck must be placed in Shallow Ocean hex that is at least six hexes east of the LCM (3) by the American.

"Dog White", LE HAMEL-AU-PRETRE, NORMANDY, 6 June 1944: The Special Engineer Task Force was a vital component of the initial D-Day assault. Their assignment called for the creation of clear lanes through the German obstacles on the tidal flat. These lanes were to be 50 yards wide with eight lanes allotted to each infantry regiment in the initial assault, and assigned to a Demolition team. Demolition Team No. 1 was to land on the western-most beach sector, Dog Green, but due to the easterly flowing tidal current, their actual landing was at least one beach sector off target, placing them near the boundary of *Dog White* and *Dog Red* beaches. As the ramp dropped, accurate small arms fire hit the craft, but team members scrambled into the water and headed for the seaward row of obstacles, which included Element C (or Belgian Gates). Team No. 3, landing near the D-3 exit, taking a salvo of artillery as its ramp lowered. With their explosives detonated by the blast, only one man survived unscathed. Team No. 1 promptly moved out to fix charges to the gates. A warning signal was set off and the detonators were fired. Work then continued against the line of enemy ramps, posts and hedgehogs. As German reaction to the engineers' presence began to build at an alarming rate, Sherman DD tanks moved seaward of the obstacles while searching for targets ashore. The tanks were soon attracting fire. Fire was also directed at the engineers and casualties mounted rapidly. In the midst of these problems, the badly scattered assault teams of F Coy, 116th RCT, reached this beach sector, somewhat behind schedule, and drew more intense fire from the defensive positions. The main wave would soon be crossing the important lanes cleared by the men of the 146th.



FINAL CRISIS AT BLACKPOOL

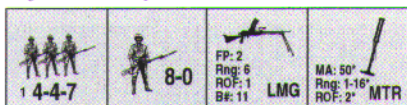
CH #97

COMMONWEALTH Sets Up First

JAPANESE Moves First

1 2 3 4 5 6 7

Elements of the 53rd Infantry Division set up on board 38 in hexes numbered ≥ 5 . No MMC may set up adjacent to one another or adjacent to any Commonwealth Unit:

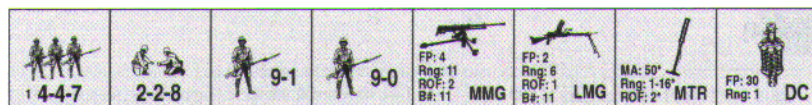


6

[ELR: 3]

[SAN: 4]

Elements of the 53rd Infantry Division set up on level one hill hexes of Board 39 in hexes numbered ≤ 2 . No MMC may set up in the same hex with another MMC:



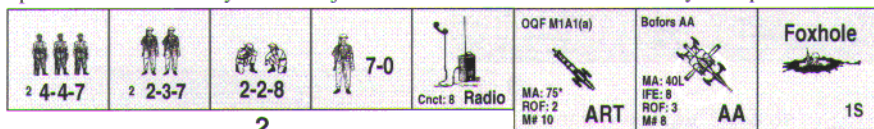
9

2

2

2

Elements of the King's Scottish Rifles and the 111th Indian Infantry Brigade set up on Board 38 in hexes numbered three or less. Guns must set up enplaced in open ground (EXC: NA in an airfield hex). No gun may set up adjacent to another. The MMCs must set up in foxholes and may not be adjacent to another MMC. The 7-0 may set up HIP in concealment terrain:



2

2

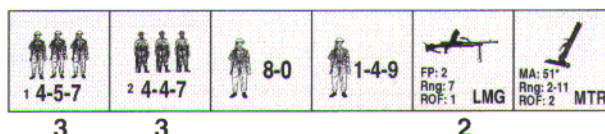
76mm Battalion Mortar
OBA (HE only)



Elements of the King's Own Royal Regiment and the King's Scottish Rifles set up within two hexes of 39Z5:

[ELR: 3]

[SAN: 4]

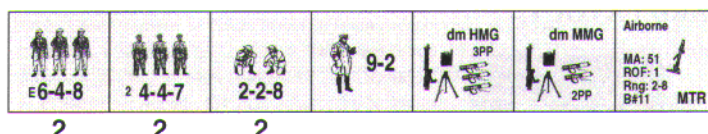


3

3

2

Elements of the 3/9th Gurkha Rifles and the 111th Indian Infantry Brigade set up within 3 hexes of 39S10:

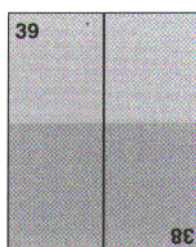


2

2

2

BOARD LAYOUT:



Place
Overlays



(Only hexrows A-P on Board 38 and hexrows R-GG on Board 39 are playable)

OBJECTIVES: The Japanese win at game end if they have Good Order units capable of applying a total of ≥ 4 FP (including use of any functioning SW, but ignoring ROF and all PBF/TPBF) in hypothetical attacks on hex 39S10.

HANDICAPS:

- Add another dm HMG to the 3/9 Gurkhas.
- Add a HMG to the Japanese 53rd Division elements setting up on board 39.

SPECIAL RULES:

1. EC is rain with PTO in effect, including dense jungle. Rain may not stop for the duration of the scenario. Buildings do not exist. Place a glider wreck in each building hex of board 38 (Use Glider counters to represent these wrecks, not trucks as per E8.24.)
2. Place overlay OG1 in hex 39Y1.
3. The Commonwealth player receives one module of 76mm Battalion Mortar OBA (HE only) with scarce ammunition.
4. Commonwealth 4-4-7 squads and their resulting HS are Gurkhas (A25.43).

NEAR NAMKWIN, BURMA, 24 May 1944: *Blackpool* was the code name given to a hill that served as a blocking position occupied by the 111th Indian Infantry Brigade, which was ordered to operate against the lines of communication of the Japanese 15th Army east of the Irrawaddy River. The 111th had constructed an airstrip to the east of Blackpool by clearing an area of rice paddies. A troop of field guns and a few Bofors protected the airstrip. On May 16th, a series of battles began that would test the mettle of both sides for days on end. The Japanese 53rd Division attacked the northern end of the block again and again, forcing the British to thin their defenses in all other sectors to meet this constant threat. Finally, under the incessant rain of the Monsoon, the Japanese attacked from the east and got inside the perimeter of Blackpool, threatening to cut the position in half. Major John Masters ordered the men of the KORR and the KSR to counterattack to regain the position while he assembled disorganized elements of the Gurkha Rifles and gunners retreating from the airfield into a reserve. Down at the airfield, the few remaining guns were firing over open sights at the advancing Japanese. The final crisis at Blackpool had come.

Original Design by Joe Leoce



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WELCOME TO SUNNY ITALY

CH #98

 GERMAN Sets Up First

 AMERICAN Moves First

1

2

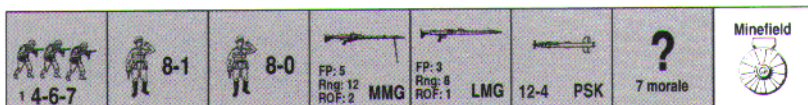
3

4

5



Elements of the 5th Company, 134th Grenadier Regiment set up on board 15:

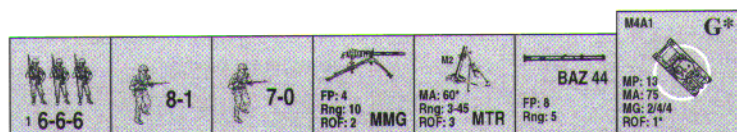


[ELR: 3]

{SAN: 4}



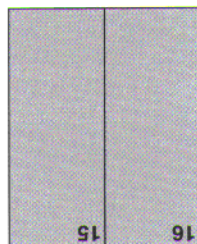
Elements of the 1st Battalion, 6th Armored Infantry Regiment set up on board 16 not adjacent to any non-hidden German unit:



[ELR: 4]

{SAN: 3}

BOARD LAYOUT:



HANDICAPS:



Delete one M4A1 from the American OB.



Increase the game length to 6 turns.

SPECIAL RULES:

1. EC are Wet, with no wind at start. Snow is present on all hill hexes of Level 3 or higher. Rules for Ground Snow (E3.72) are enforced for those hexes only. All buildings are stone.
2. Two German squads (and all SMC/SW stacked in the same Location) may set up utilizing HIP. Germans have Level C Booby Trap capability on board 15.
3. The M4A1s are equipped with Gyrostabilizers (D11.1).
4. Crag is considered concealment terrain during play of this scenario (i.e. units may set up utilizing HIP or "?" in Crag hexes.)

MOUNT PORCHIA, ITALY, 4 January 1944: The final phase of the Winter Line campaign opened on 5 January. On the left wing, II Corps offensive involved taking Mount Porchia, just south of Highway No. 6. Task Force A was given the assignment of attacking this isolated hill. The 1st Battalion, 6th Armored Infantry, moved on the afternoon of 4 January to secure its line of departure. The battalion encountered difficulty in clearing two small rises on either side of the highway. The positions were vigorously defended by the 5th Company, 134th Grenadiers. Losing their positions by 1930, the Germans counterattacked. Until noon of 5 January, the Germans fought hard to stop the American drive. Mauled severely by American artillery and tank fire, the enemy were finally forced to withdraw toward prepared positions on Mount Porchia. At 1515, after an artillery preparation of thirty minutes, the 3d Battalion of the 6th Armored Infantry led an attack that reached the north-south road in front of Mount Porchia.

[Excerpt from *Fifth Army at the Winter Line*, Center of Military History, United States Army, 1945]



POLISH Sets Up First	1	2	3	4	5	6	7
GERMAN Moves First							



Elements of the 4th Panzer Division set up on any board 16 hex west of the road that runs 16A5-N4-Y4-GG6:

1 4-6-7	9-1	8-1	8-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	MA: 50" Rng: 2-13 ROF: 3	1-12	1-12	PSW 221 MP: 134 ROF: 1 MA: CMG -50"	Pz 1B MP: 15 MA: CMG ROF: 1 MG: -8" B# 11	Pz 1A MP: 15 MA: 20L(4) ROF: 2 MG: -5" B# 11
12					2	2	2		2	4	4

[ELR: 3]

{SAN: 3}



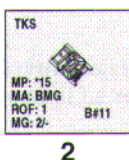
Elements of the Wolynian Cavalry Brigade set up in board 19 hexes with a grain depiction or a hex coordinate ≤ 5:

 E 4-5-8	 2-2-8	 8-1	 8-0	 FP: 4 Rng: 11 ROF: 2 MMG	 FP: 2 Rng: 6 ROF: 1 B# 11 LMG	 MA: 46" Rng: 3-20 ROF: 2 B11 MTR	 MA: 20L ROF: 2 Rng: 1-12 ATR	 7 morale	 wz 36 MA: 37L ROF: 3 M# 12 AT	 Foxhole 1S
9	2						2	18		
									2	10

[ELR: 3]

{SAN: 5}

Elements of the 21st Armored Group enter on turn two along the east edge of board 32:



2

100mm OBA
(HE only)



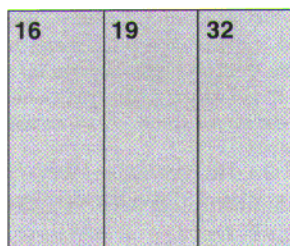
HANDICAPS:

Add one 4-5-8 squad and a 1S foxhole to the Polish at start OB.

Replace the German MMG with a HMG.

Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



OBJECTIVES: The Germans must Control every road hex within three hexes of 32Y10 or 32I10 at game end.

SPECIAL RULES:

1. EC are Dry with no wind at start. The stream is shallow.
2. Both Polish 37mm guns set up emplaced. One Polish squad/equivalent (and any SMC/SW in the same location) may set up utilizing HIP.
3. After both sides set up, the German player conducts a Bombardment (C1.8) on board 19.
4. For determining the CE status of the PSW 221s, rule D5.3 takes precedence over D1.322 (i.e., the armored cars must be CE to fire their CMG even though they have a 1MT.)
5. Armored Assault (D9.31) is NA for both sides.
6. Beginning on the German Player Turn 3, the Poles receive one module of 100mm (HE only) OBA with normal ammo directed by an offboard observer set up in level three of any east edge hex of board 32. The edge hex used may change at any time (i.e., LOS may be traced from any east edge hex of board 32). Radio contact and maintenance are not necessary.

NOTE: The wz 36 anti-tank gun is the equivalent of the Bofors AT in game terms (see Note 24 on page H140).

MOKRA, POLAND, 1 September, 1939: As German forces surged into Poland, the 4th Panzer Division approached Mokra, a hamlet surrounded by forest just north of Czystochowa in southwestern Poland. Already dismounted and dug-in, Colonel Filipowicz's defending Wolynian Cavalry Brigade braced for the onslaught. The brigade mustered three of its four regiments as well as 18 Bofors 37mm anti-tank guns, 16 old Russian 3-inchers and 60 anti-tank rifles with which to combat the 4th Panzer's 295 tanks and 50 armored cars. That morning Polish gunners blasted the oncoming enemy with 75mm wz. 02/26 field guns while Polish dragoons fought it out in close quarters using hand grenades. Stung by the surprise resistance, the attackers fell back to plan an afternoon riposte. It soon came in the form of a preparation barrage, followed by tanks and infantry. The German *Blitzkrieg* was still in its infancy, leading to a lack of coordination. Still, the attackers came very close to breaking through the Polish lines. As the situation deteriorated, Colonel Filipowicz hustled ammo in person to the overworked 37s. A futile tankette charge was mounted by Major Gliniski's 21st Armored Group. Just when all seemed lost, fire support from the armored train *Smialy* proved decisive. At dusk on September 2nd, the fields around Mokra were littered with the smoldering hulks of 50 Panzers. The 4th Panzer would have to try again.



IN THE RUINS OF A CHURCH

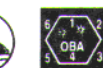
CH #101

FINN Sets Up First	1	2	3	4	5	6
RUSSIAN Moves First						



Mixed elements of 2nd Battalion, 7th Infantry Regiment, 2nd Division and 25th Independent Infantry Battalion set up on boards 7 and 18:

1 6-4-8	9-0	FP: 7 Rng: 16 ROF: 3	2-2-8	7 morale	MA: 75L ROF: 2 Mf: 8	1S
7		2		12		8



100+mm OBA

[ELR: 0]
{SAN: 2}



Elements of 381st Division, 98th Army Group set up on board 32:

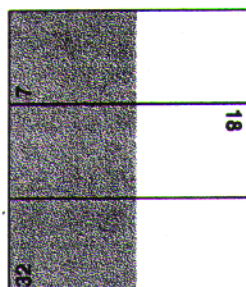
1 4-4-7	8-0	7-0	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MP: 13 MA: 152 MG: -/4 B#: 11
20	2			2	2

[ELR: 3]
{SAN: 2}

HANDICAPS:

- Remove one ISU-152 from Russian OB.
- Russians need only 12 VPs on board 7 for victory.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



(Only hexrows A-P on boards 7 and 32, and hexrows R-GG on board 18 are playable)

OBJECTIVES: The Russians win if they have 14 VPs on board 7 (AFVs do not count for this purpose neither do prisoners) at game end providing they control all level 2 hexes on board 18.

SPECIAL RULES:

- EC are Moderate with no wind at start. The River is deep with moderate current flowing east.
- Place a stone Rubble in hex X5.
- The Finns receive one module of 100+ mm OBA directed by an Offboard Observer at level 1 in a hex along the playing area's north edge. The hex containing Observer is secretly recorded by the owning player prior to setup.
- Vehicles may not be voluntarily abandoned.

ÄYRAPÄÄ, FINLAND, 7 JULY 1944: Äyräpää, a famous battlefield of the Winter War, was once again a scene of intense fighting during Soviet Summer Offensive '44 on Karelian Isthmus. The hills south of the river Vuoksi dominated the otherwise flat landscape. The Finns set up their defense on the southern side even though it meant the supply lines had to cross the river. The Finnish bridgehead held for about two weeks before Russians managed to advance to the river cutting the defenders into two separate pockets. At 2 pm on July 7th, after a bombardment that lasted for half an hour, Russian infantry, supported by ten assault guns, attacked against the eastern part of the bridgehead. The attack caused the Finns to retreat across the river except for a small group of Finns led by Captain Talvitie, who dug in at the ruins of Äyräpää church and its vicinity. At 4 pm another attack was launched. The attack was more than the green troops of 25 th Battalion could take. In many places they ran from their positions without firing a single shot. The weary veterans of 2 nd Battalion were left alone to face the attack of two Russian battalions. Mostly, the defense was easily defeated, but the strongpoint in the ruined church caused troubles for the attackers. Eventually the Russians overwhelmed the defenders. As the Finns were surrendering, their own artillery fired a concentration at them. The Finns, still in their foxholes, suffered no casualties but Russians paid a heavy price for their victory.

Original Scenario Design: Mika Mäenpää



THE CAUQUIGNY BRIDGEHEAD

CH #102

★ AMERICAN Sets Up First

✚ GERMAN Moves First

1

2

3

4

5

6

7

8



Elements of the 507th and 508th Parachute Infantry Regiment set up utilizing HIP between rows Y and R inclusive:

 E 3-3-7	 9-2	 9-1	 8-1	 1-4-9	 FP: 4 Rng: 10 ROF: 2	 FP: 8 Rng: 5	 FP: 30 Rng: 1	 1S
2				2			5	2

[ELR: 5]

{SAN: 4}

Elements of the Balkar's company of the 508th P.I.R. enter between A1 and I1 inclusive (See SR 4):

 E 7-4-7	 E 3-3-7	 8-1	 7-0	 FP: 4 Rng: 10 ROF: 2	 FP: 8 Rng: 5
--	--	--	--	---	--



Elements of the Pz Grenadier Rgt 1057 and Panzer Ersatz und Ausbildungs Abteilung 100 enter on turn one on the south edge:

 z 4-4-7	 c 4-3-6	 8-1	 8-0	 FP: 3 Rng: 8 ROF: 1	 FP: 3 Rng: 8 ROF: 1	 MP: 8 MA: 37" MG: -2
5	5		2	2		4

[ELR: 3]

{SAN: 3}

HANDICAPS:

★ The American receives Air Support in the form of one '44 FB w with bombs. This FB exits after it makes its first attack on an any unit (i.e., including mistaken attack).

✚ Replace the 8-1 leader in the German OB with a 9-2.

Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



OBJECTIVES: The Germans win if they Control the building in S5 and all multi-hex buildings or if there's no unbroken American unit on board at game end.

SPECIAL RULES:

1. Environmental conditions are moderate with no wind at start. All the hexes included in a 'zone' defined by Z0-Z4-CC6-GG4-GG1 (inclusive) are mud hexes (MP and MF x 2 + bog check)
2. There's no second level in any building. The multi-hex buildings have an inherent staircase in each hex.
3. Bocage rules are in effect (B9.5).
4. The American reinforcements enter on turn four with a dr of 1 - 2; on turn five with a dr of 3 - 4; and automatically on turn six.
5. The Pz 35R(f) 35 use the red TH numbers and may not use its MA if not stopped.

CAUQUIGNY, NORMANDY, 6 JUNE 1944: Early in the afternoon, following some disastrous decisions, only a handful of paratroopers and their officers remain in the village of Cauquigny. At that time, a company of the Grenadier Regiment 1057 supported by some tanks from Panzer Ersatz und Ausbildungs Abteilung 100 launched attack on the thinly held hamlet. The 82nd troopers, led by Lieutenants Levy and Kormylo, held back the assault heroically as long as they could. Three panzers were destroyed. Despite the arrival of reinforcements, the paratroopers left Cauquigny and fell back to La Fiére.



*For fans interested in playing out this battle on a historical map Critical Hit has three modules (and a Gamers Guide) available. Known as our "All American" series of historical modules, and designed by Ian Daglish, the effort consists of 28 scenarios and two solitaire missions, played on three historical maps. And that's not all. Critical Hit is the publisher of "No Better Place to Die", the memoirs of Robert M. Murphy (at right), a veteran Pathfinder and 82nd Airborne combat soldier with combat drops in Sicily and Normandy. Bob's book, all three ALL AMERICAN modules and the Gamers Guide are available at your CH dealer or direct at www.CriticalHit.com via secure server.

Original Scenario Design: Claude Scref; Photo: Robert M. Murphy

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A SPLENDID COUNTERATTACK

CH #103

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8
◎ BELGIAN Moves First								



Elements of the 18th Army, 9th Corps set up on/east of hexrow L on board 4 and hexrow V on board 44:

1 4-6-7	2-2-8	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	1-12	1-12	MA: 50° Rng: 2-13 ROF: 3	MA: 37L ROF: 3 MP 12	AT
12				2			3					

[ELR: 4]
{SAN: 4}



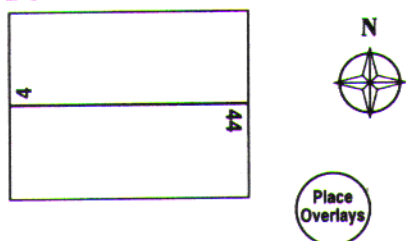
Elements of the Belgian 1st Division [ELR: 1] set up on/west of hexrow Fon board 4 and hexrow BB on board 44:

g 4-3-7	7-0	FP: 4 Rng: 11 ROF: 2
4		

Elements of the 2nd *Chasseurs Ardennais* Division [ELR: 3] enter on turn one along the west edge. All Personnel must enter as motorcycle/sidecar Riders. All vehicles have their printed MP allotment halved (and all PRC have 2 MF), during their turn one MPH:
{SAN: 2}

E 4-5-8	10-2	8-1	7-0	PP: 3	PP: 2	MP: 15 MA: 147 ROF: 1 MG: -2°	MP: 28	MP: 24 PP: 2/3 DRM: -1
12						3	10	2

BOARD LAYOUT:



HANDICAPS:

- ✚ The Germans receive Air Support in the form of one '39 FB w/o bombs starting on turn three. The FB exits play after making its first attack.
- ◎ The Belgians win at game end by exiting 30 VP.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Dry with no wind at start.
- Place overlays as follows: X11 on 44X5/Y5 and X7 on 44BB5. All buildings have a ground level only.
- Vehicular crews may not Voluntarily Abandon (D5.4) their vehicles.
- Belgian Elite and 1st Line squads have Assault Fire (A7.36) capability. Note the difference in ELR for units of the Belgian 1st Division and 2nd *Chasseurs Ardennais* Division.

OBJECTIVES: The Belgians win at game end by scoring 35 VP. VP are awarded for CVP, 1 VP for each building they control within the German set up area at game end and Exit VP for units exited off the east edge.

North of DEYNZE, BELGIUM, 25 May 1940: Twelve divisions of German Army Group B were now assembled for the last round of Operation *Fall Gelb*. General Von Kuchler's XVIII Army, extricated from the Netherlands, regrouped on the line of the Terneuzen Canal, which it had crossed on the afternoon of 23 May. By dawn of the 24th, the Belgian army was arranged in an arc ninety-five kilometers long, extending from Menin to the Atlantic Ocean, and in contact with the forward elements of the German army. On 24 May, the main blow of the German hammer struck the south end of the Belgian front. Artillery and Stukas bombarded the defensive positions around Courtrai all morning. In the afternoon, General Schwedlers' 4th and General Kortzfleischs' 18th Armies attacked the Lys Line with four divisions of infantry. Serious breaches were made both north and south of Courtrai. The Belgians held to the east only by committing their last reserves. At 0700 hours on 25 May, Field Marshal Bock increased the pressure all along the Lys front. To the north, Kuechlers' 18th Army again made contact with the Belgians and General Geyer's 9th Corps established a bridgehead across the Canal de D'ervation north of Deynze. A dangerous gap was starting to appear between the Belgian right wing and what was left of the British Expeditionary Force. If Bock were able to drive a wedge between the Belgian and British forces, the BEF would be cut off as would the French 1st Army. The morale of the Belgian 1st Division was at a wartime low due to German propaganda leaflets delivered from the air. The appearance of the 2nd *Chasseurs Ardennais* Division with armor support in the form of T-13 tanks compelled the Belgians to launch a splendidly 'successful' counterattack into Geyer's 9th Corps and temporarily slowed the German Blitzkrieg.



SHOUT FOR PIATS

CH #104

BRITISH Sets Up First	1	2	3	4	5
GERMAN Moves First					

Elements of 5th Duke of Cornwall's Light Infantry set up in foxholes, with no more than one MMC per hex:

1 4-5-7 5	1 2-4-7 2	9-1 	8-1 	7-0 	MA: 51 Rng: 2-11 ROF: 2 2	FP: 8 Rng: 3 XR: 10 2	FP: 2 Rng: 7 ROF: 1 2	Foxhole 1S 7
--------------	--------------	---------	---------	---------	------------------------------------	--------------------------------	--------------------------------	--------------------

[ELR: 3]

{SAN: 4}

Enter turn one on hex 5P5:

2-2-8 2	Loyd Carrier MP: 16 T#9 PP: 11 2	QOF 6-pdr MA: 57L ROF: 3 MR: 10 AT 2
------------	--	---

Enter turn one on south edge of board 5:

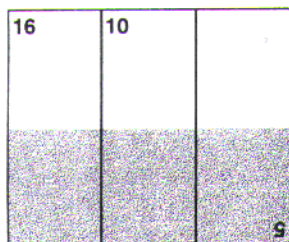
1 4-5-7 	9-2 	1-4-9 	FP: 8 Rng: 3 XR: 10 PIAT 2
-------------	---------	-----------	--

Elements of 2nd (Wien) Panzer Division enter on turn one on hex 16Y10:

Pz VG MP: 115 MA: 75LL MG: 3/5/2 6
--

{SAN: 0}

BOARD LAYOUT:



(Only hexrows R - GG of boards 16 and 10 and hexrows A - P of board 5 are playable)

OBJECTIVES: Either player must have more points at the end of the game to win. Both sides receive Casualty Victory Points; in addition Germans gain points for units exited off board 5 between hexes 5A5 and 5P5 inclusive.

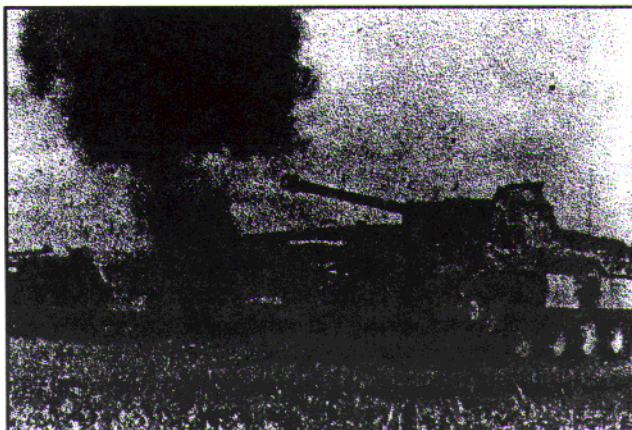
HANDICAPS:

- Add {SAN 4} to the German OB.
- Change German entry hex to 10R10.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Wet with no wind at start.
- All buildings are rubble except hex 10Y7 which has a rubble Level 1 location. Rubble is treated as a building for Ambush (A11.4) and Street Fighting (A11.8) purposes. Reminder: rubble is Inherent Terrain (B.6) and Half-Level LOS obstacle (including hexsides) (B24.2).
- British foxholes must be set up on hexes 10T9, 10U9, 10U10, 10V8, 10V9, 10W9, and 10W10. Infantry must set up Entrenched.
- All reinforcements must enter on the turn indicated.

LE HAUT DU BOSQ, NORMANDY, 27 June 1944: On the second day of the Epsom battle, 5th Duke of Cornwall's Light Infantry had moved forward to relieve the Cameronians. Failing to make contact with the Scots, the lead company of the DCLI was digging-in to a tiny orchard west of the devastated village when the right flank of 2nd Panzer Division's counter attack swept over them. With Panther tanks literally on top of the infantry's slit trenches, the shout went up for PIATs. The Panther tanks advanced accompanied, as among order and counter-order the infantry of Kampfgruppe Weidinger were left far behind. As PIATs arrived from neighboring DCLI platoons, the British stalked the Panthers through the ruined village. The regimental 17 pounder Anti-Tank platoon was wiped out before it could unlimber; later two 6 pounders were lost, and with them the battalion's commanding officer, Lt. Colonel Atherton, who had taken the place of a wounded loader. But by the end of 5th DCLI's first World War two battle. Five Panthers had been destroyed and one forced to withdraw.



WIDE DIAMOND

CH #105

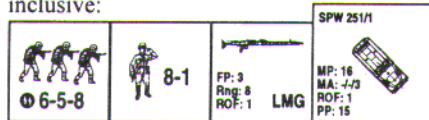
🎯 BRITISH Moves First

1 2 3 4 5 6 7 8 9



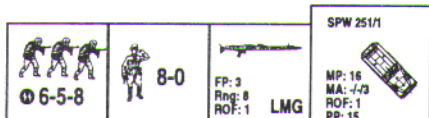
Panzer Grenadiers of SS Panzer Division 2. "Das Reich" with armor from Panzer Division. "Wien" enter as directed:

Enter on turn one between A31 and A35, inclusive:



4

Enter on turn three on hex I12:

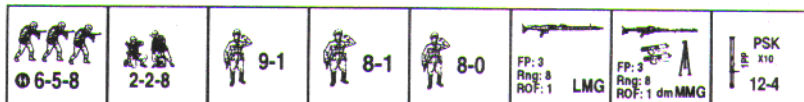


2

2

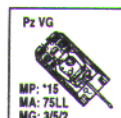
2

Enter on turn two between A1 and A6, inclusive:

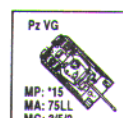


8

Enter on turn four between A1 and A13, inclusive:

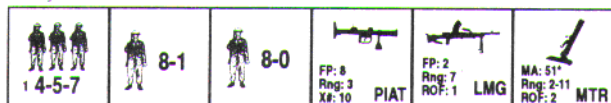


Enter on turn five between A1 and A13, inclusive:



Elements of 9th Battalion, the Cameronians (Scottish Rifles) with attached support units enter as directed:

Elements of "D" Company enter on turn one between U31 and U38, inclusive:

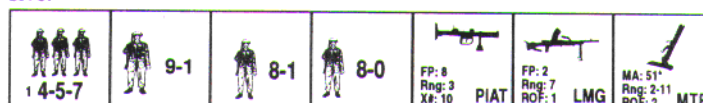


6

2

2

Elements of "B" Company enter on turn two between U26 and U29, inclusive:

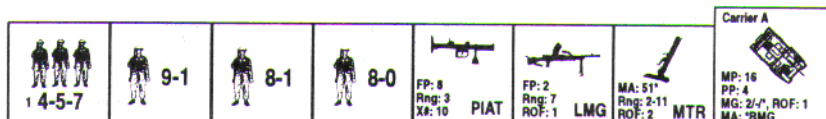


8

2

2

Elements of "A" Company enter on turn three between U2 and U8, inclusive:



9

2

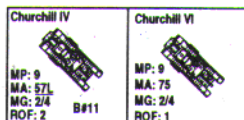
2

2

2

Elements of A Squadron, 9th RTR enter between hexes U1 to U8, inclusive:

Enter on turn five:



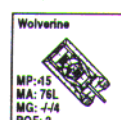
2

Enter on turn six:



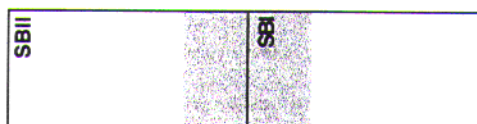
3

Enter on turn seven:



2

BOARD LAYOUT:



(Only SBI hexes numbered ≤ 12, and SBI hexes numbered ≥ 26 are playable)



HANDICAPS:

⛶ Both Panther tanks enter on turn four.

🎯 All Churchill tanks enter on turn five.

🔄 Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Wet with no wind at start.
- Make a pregame dr for each building hex, and if the dr is ≤ 4, place stone rubble in the hex [EXC: only the upper level of H 32 may be rubbled].
- Carriers are crewed by Inherent 2-4-8 HS (D6.82). Self-Destruction of Carriers (D5.411) is not permitted.

GRAINVILLE-SUR-ODON, NORMANDY, 28 JUNE 1944: Through the afternoon and evening of the 27th, "D" Company of the Cameronians had contested Grainville with the tanks and grenadiers of KG Weidinger, only to pull out as night fell. The following day, Lieutenant Colonel Grant deployed his battalion in a wide diamond, ready to receive German attacks from any direction. The infantry companies took the lead and flanks; the Command Post, SP guns, and most of the attached Churchills were at the center; and at the tail followed the soft skinned transport. In this formation, Grant's Cameronians moved off from the "100 ring contour" north of Colleville to take Grainville. It was to be a day of bitter fighting and to-and-fro uncertainty, with more than one German attempt to pierce the British line and link up with the forces trying to pierce the Scottish Corridor from the east. But the Cameronians pushed forward against moderate opposition and by day's end they were firmly in possession of the ruins of Grainville.



THE BREAKTHROUGH

CH #106

BRITISH Sets Up First [238]

GERMAN Moves First

1 2 3 4 5 6



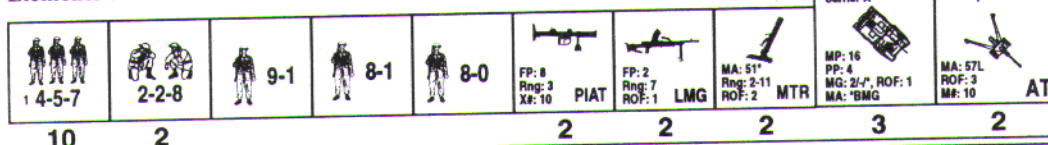
Elements of 46 Bridge, 15th (Scottish) Infantry Division with attached support units set up as directed:
Elements of 9th Battalion, The Cameronians set up ≤ 3 hexes from I32:



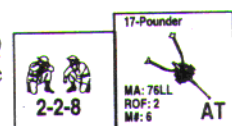
[ELR: 4]

{SAN: 4}

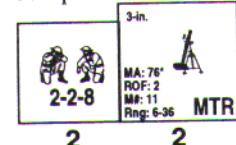
Elements of 7th Battalion, The Seaforth Highlanders set up ≤ hexes from J 6:



Set up between hexrows Q and U, inclusive, north of the railway:

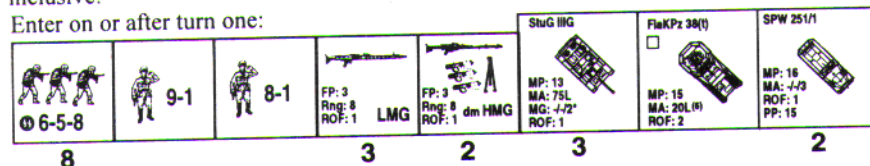


Set up ≤ hexes from S 33:



Panzer Grenadiers of SS Panzer Division 2. "Das Reich" with armor from Panzer Division 2. "Wien" enter on hexes A34 to A6, inclusive:

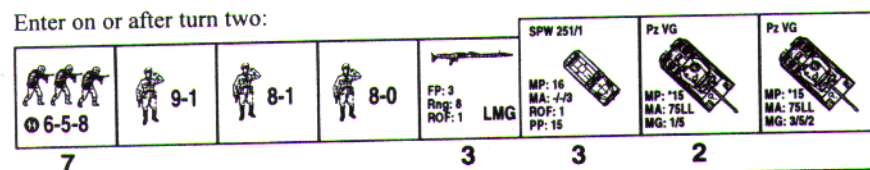
Enter on or after turn one:



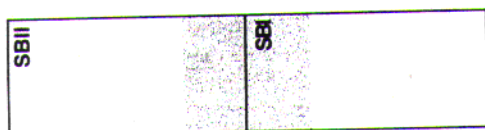
[ELR: 5]

{SAN: 3}

Enter on or after turn two:



BOARD LAYOUT:



(Only SBI hexes numbered ≤ 10, and SBII hexes numbered ≥ 29, are playable)



HANDICAPS:

- Germans receive two Flakpanzer 38(t) on turn one.
- Delete the Flakpanzer 38(t) from the German OB.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are Wet with no wind at start.
- Make a pregame dr for each building hex, and if the dr is ≥ 4, place stone rubble in the hex [EXC: only the upper level of H 32 may be rubbled].
- Carriers are crewed by Inherent 2-4-8 HS (D6.82). Self-Destruction of Carriers (D5.411) is not permitted.
- Any British MMC with their SW (including 76mm Mortars but not any SMC) in appropriate terrain may choose to set up entrenched in foxholes.
- No British Infantry unit may at any time enter any hex numbered 1 or 40.

SOUTH OF GRAINVILLE-SUR-ODON, 28 JUNE 1944: As the long summer day wore on, the eastern side of the Scottish Corridor was taking a battering. 12th SS "Hitler Jugend" were joined by 1st SS "Adolf Hitler Panzer Division in a westbound push from Verson towards the railway crossing at Colleville. Meanwhile, on the western flank of the Scottish salient, Kampfgruppe Weidinger's renewed assault ran straight into the Cameronians' position at Grainville and the Seaforths around le Valtru. The entire area became a maelstrom as the Germans of KG Weidinger strove to break through. A number of German tanks penetrated the British battalion perimeters, and more rolled on down Route Nationale 175. At least one Panther - a rare model D of Panzer Regiment 3 - drove as far east as Tourville-sur-Odon. But the German infantry failed to keep up with their armor, and the Panthers were contained by a "stop line" of British infantry and self propelled antitank guns.



TUMULT FROM THE CLOUDS

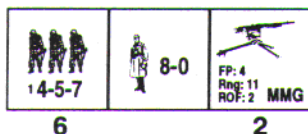
CH #107

NORWEGIAN Sets Up First	1	2	3	4	5	6
GERMAN Moves First						



[ELR: 2]
{SAN: 0}

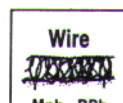
Airfield Garrison sets up anywhere on board utilizing HIP (EXC: pillboxes and wire set up as indicated - see SR 4 for required pillbox occupants):



1+3+5
set up in
E5



1+3+5
set up in
P5

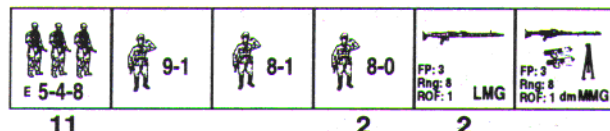


6
set up in
runway
hexes



[ELR: 3]
{SAN: 0}

3rd Company, 1st Fallschirmjäger Regiment enter on turn one by air drop (E.9):



HANDICAPS:

- Replace the 8-0 leader in the Norwegian OB with a 9-1.
- Subtract one pillbox from the total required to fulfill the German objectives (i.e., they need only control one at game end)
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:



(Only hexrows A-P are playable)

SPECIAL RULES:

- EC are moderate with no wind at start.
- Starting on turn two, the Germans receive Air Support in the form of two FB w/o bombs using the usual entry conditions (E7.2).
- All buildings are wooden.
- At start, both pillboxes must be occupied by at least one Norwegian squad/equivalent.

OBJECTIVES: The Germans win at game end if they Control the two pillboxes and all buildings adjacent to runway hexes.

SOLA-STAVENGER, NORWAY 9 APRIL 1940: The airfield of Sola-Stavenger, situated in southwestern Norway, was one of the first objectives of the German invasion. The airfield would serve as a main base of air operations against British shipping. The task of seizing the vital objective was assigned to Lieutenant von Brandis' 3rd Company. Despite the heavy fog covering northern Germany, the operation was not cancelled and after a long, blind flight over the sea, eleven Ju 52s emerged from the fog in sight of the Norwegian coast. At 0920 the German paratroopers dropped from 400 feet above the airfield. At first the Germans were pinned down by accurate machine-gun fire. Help came from above in the form of two ME 110s from Lieutenant Gollob's 3/ZG 76. The aircraft neutralized the Norwegian defenders, ensconced in pillboxes. The paratroopers were then able to quickly gain control of the airfield. Within half an hour, the runway at Sola-Stavenger had been cleared of all obstacles and was in German hands, fully operational. It had been a success for paratrooper tactics and air support.



Assault on a Partisan Home Base

INTELLIGENCE BRIEFING: Yesterday, a partisan group identified as elements of 'Force Ruda' made an attack upon rear elements of Company 'A', then vanished into the forests and swamps along the Gomel-Bryansk highway. Several bandits were captured and through interrogation, the actual hideout of the group was discovered—a fortified camp deep in the forest, surrounded by several swamp belts. Your mission is to destroy the base before they evacuate and set up somewhere else.

STARTING ATTITUDE (3.2): Hold {A2a}

ENEMY SAN		FRIENDLY SAN	
DR	SAN	dr	SAN
2-5	6	1-2	4
6-7	5	3-4	3
8-9	4	5-6	2
10-12	3		

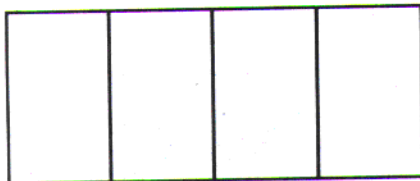
ENEMY AC#	
dr	AC#
1-3	3
4-6	4

ENEMY RE#		FRIENDLY RE#	
dr	RE#	dr	RE#
1-2	4/5	1-3	3/4
3-5	3/4	4-6	2/3
6	2/3		

MAP CONFIGURATION (13.):
The DASL boards e,f,g and h.

INITIAL MAPBOARDS:

Randomly determine the order the four mapboards will be placed as per the mapboard configuration below. No additional boards are activated during play.



VICTORY POINT OBJECTIVE LOCATIONS (14.):

Every building on every mapboard (EXC: the one closest to the FBE) is considered to be a VPO.

SUSPECT PLACEMENT & ENTRY (4.):

Place S? as per 4.1, cases d and e, at the start of the mission. See special rule #2

PLAY SET UP ORDER:

Enemy controlled VPO are determined and S? are set up first on the Mapboards. Friendly units are then set up offboard, and may enter anywhere along the FBE on/after turn 1. The Friendly side moves first.

SOLITAIRE MISSION END (see also 12.5):

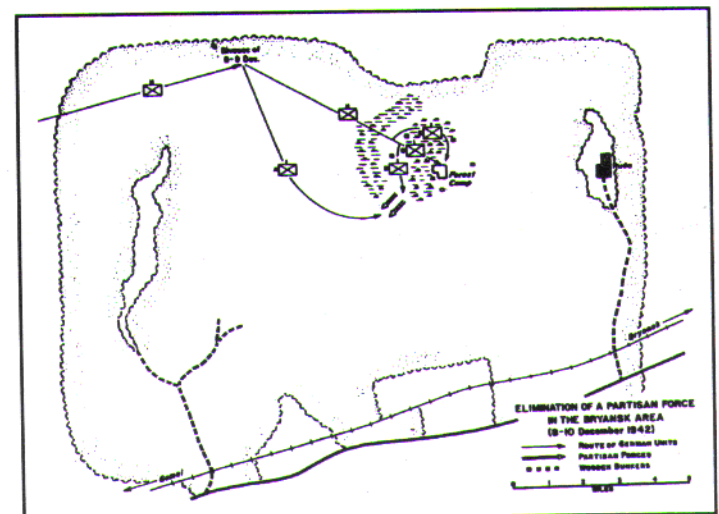
At the end of Game Turn 10, and at the end of each game turn thereafter, roll a die. If the result is $1 \leq$, the Mission ends immediately. There is a -1 drm for each game turn completed after Game Turn 10.

SCHEDULE OF VICTORY POINTS (12.6; 9.41; 17.1321):

1. Each side gains VP for Control of VPO.
2. Each side gains VP for Casualty VP.
3. The Enemy gains 1/2 VP for S? remaining on board at mission end.

SPECIAL RULES:

1. There is a +1 drm to each DR on Table A1.
2. When placing S? as per case e, do not add +2 to the die roll.



ITALIAN Sets Up First	1	2	3	4	5	6	7	8
BRITISH Moves First								



Elements of the Libyan Frontier Defense Screen set up on boards 26, 29, and 30 west of hexrow 29/30Y and 26I. Set up the wire in a single line. All wire and mines must be set up on/east of hexrow 29/30T and 26N. Each wire counter must be set up adjacent to another wire counter, and mines of at least 6 AP/1 AT/Dummy must be set up in each wire hex:

1 3-4-7	c 3-3-6	2-2-7	8-1	7-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 5 ROF: 1 LMG	MA: 20L Rng: 1-12 ROF: 2 ATR	Phone Cnct: 11 X# 12	Minefield	AT Mine	Dummy
---------	---------	-------	-----	-----	--------------------------	--------------------------	-------------------------	------------------------------	----------------------	-----------	---------	-------

[ELR: 2]
{SAN: 2}

L3/35 MP: 13 MG: 4/ ROF: 1 *BMG B11	L3cc MP: 13 MA: *20L TH#12 ROF: 1	20/65 MA: 20L IFE: (4) ROF: 3 M# 11	Foxhole 1S	Sangar 1S or Gun	Wire Mph - RPh
3			8	2	24

72 (see SR #2) 36 (see SR #2) 6 (see SR #2)
81mm OBA



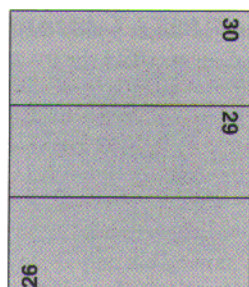
Elements of 11th Hussars and 1st King's Royal Rifle Corps enter on Turn 1 along the east map edge:

J1 J1 J1 E 4-5-8	2-4-8	10-2	9-1	FP: 2 Rng: 7 ROF: 1 LMG	1-12 ATR	MA: 51* Rng: 2-11 ROF: 2 MTR	15-cwt MP: 26 T#9 PP: 14
4				2	2		5

[ELR: 5]
{SAN: 4}

Rolls Royce MP: 24 MA: *ATR MG: -1/2* ROF: 1	Morris CS9 MP: *23 MA: *ATR MG: -1/2* ROF: 1 Fr: -2	Mk VIB MP: 16 *CMG: -10 ROF: 1	Carrier B MP: 16 MA: *ATR MG: -1/2 ROF: 1 PP: 4	8-1
2				

BOARD LAYOUT:



SPECIAL RULES:

- EC are Moist with a Mild Breeze from the south at start. Early Morning Sun Blindness (F11.61) is in effect.
- All mines are set up on board. After set up but before the start of play, the British player makes a Recon dr. (E1.23) Instead of revealing Fortifications as a result, the British player makes a side note of that number of wire/mine hexes that have been cleared (B24.73) (i.e., have a trailbreak passing across them in an east-west direction); he need not reveal which hexes have been cleared until he moves into/through them.
- The Italians receive one module of 81mm Battalion Mortar OBA with plentiful ammunition on Turn 5. Italian 2-2-7 crew has ML 8.
- The British player may use Cloaking for vehicle passengers; they are not revealed simply by being in LOS or by the vehicle moving but only if they suffer a MC from fire, are required to make a Crew Survival DR, or if they dismount from the vehicle (D6.9).

OBJECTIVES: The British must earn more Casualty DVP than the Italians by Game End.

FRONTIER POST, LIBYAN-EGYPTIAN BORDER, 12 JUNE 1940: The frontier wire was some 12 feet wide and 16 feet high; the Italians had built it along the Egyptian frontier from the coast near Sollum to the oasis of Jarabub, 150 miles to the south. Patrols from the 11th Hussars and the KRRC quickly breached the wire. Attacking at dawn and out of the rising sun, the Hussars surprised and confused the Italian defenders, who watched as their machinegun posts were suppressed by British mortar fire and their light tanks were destroyed by the British armored cars and close-range machinegun fire from the British Vickers Mark VI infantry tanks. These raids, sometimes supported by artillery and heavier armor, continued all through the rest of June and July of 1940, until the British 7th Armoured Division was recalled for a refit in Egypt. The raids destroyed many Italian vehicles, considerable supplies of ammunition and petrol, and significant water storage. Twenty-five Italian officers (including a general of engineers) and five hundred other ranks were captured. This series of raids also marked the beginning of an overall erosion of Italian morale, as the inadequacy of their tank armor and the scarcity of effective antitank weapons and ammunition became apparent.



STARLIGHT, STARBRIGHT

CH #110

🎯 BRITISH Sets Up First

🇮🇹 ITALIAN Moves First

1

2

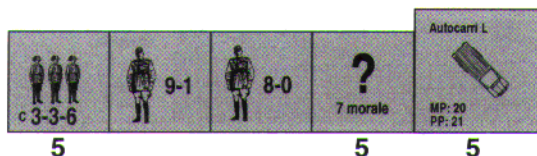
3



Italian Frontier Defense Patrol enter on turn one along the west edge on alternate hexrow five in Column/Convoy (E11.) formation. The Italians must move straight ahead along hexes numbered 5 until the enemy becomes Known or until one truck enters the breach hex:

[ELR: 3]

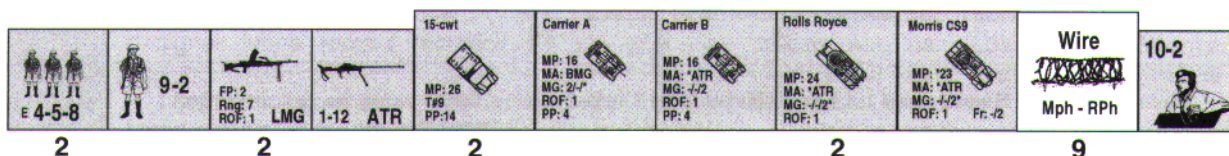
{SAN: 2}



HQ Squadron, 11th (Prince Albert's Own) Hussars commanded by Major Geoffrey Miller set up on board 30 east of hexrow O; Wire is set up on hexrow Q [EXC: Q5 (the breach)]:

[ELR: 4]

{SAN: 2}



BOARD LAYOUT:



SPECIAL RULES:

1. EC are Moderate with a Mild Breeze from the southeast at start. Night Rules (E1) are in effect with a base NVR of 3. There is no Cloud Cover and No Moon. The British are the Scenario Defender (E1.2). A Track runs in hexes numbered '5' from the west edge to the east edge from A5-P5 (i.e., on alternate hexrow 5).
2. To reflect that the Italian trucks were travelling with their lights on, the Italian trucks receive a NVR "bonus" of three additional hexes within their VCA; this bonus is lost as soon as any truck is fired upon (either the truck lights are shot out or they are turned off by the drivers). While the trucks are travelling with their lights on, they are treated as being within the British player's NVR if they are within nine hexes; however, a +2 TH/IFT DRM is applied to fire on the illuminated vehicles unless the target is within three hexes.
3. The Italian player may use Cloaking for vehicle passengers; they are not revealed simply by being in LOS or by the vehicle moving but only if they suffer a MC from fire, are required to make a Crew Survival DR, or if they dismount from the vehicle (D6.9).
4. Boresighting is NA.

OBJECTIVES: British win by capturing/eliminating the entire Italian force.

NEAR FORT MADDALENA, LIBYA, 2:00 AM, 12 JUNE 1940: It was a dark night; navigation was difficult. The troopers of the 11th Hussars (Prince Albert's Own) had donned their rubber-soled shoes in case the barbed wire they had to pass through was electrified (as it turned out, it was not). As quickly and as quietly as possible, they made gaps in the wire, flattening the fence-posts by driving over them; they broke off the wire by bending it back and forth over the bonnets of their Rolls Royce armored cars. Troop No. 4 of A Squadron fired the first shots near Fort Maddalena, shooting at a set of moving headlights. The sparks from the bullet's impacts indicated that the target was armored. When the tanks did not stop, A Squadron withdrew, receiving machine-gun fire from the fort as they departed. Troop No. 1 fired at a low-flying Italian aircraft that was circling them. However, it was Headquarters Squadron, moving with B Squadron, that had the first effect. After breaking the wire, B Squadron fanned out north and south, searching for the enemy, while Major Geoffrey Miller deployed the HQ Squadron to guard the gaps in the wire and to be ready to cover the withdrawal of his patrols. Around two o'clock in the morning, Maj. Millar saw vehicle lights approaching. Because he had orders to find out which desert tracks the Italians were using, he allowed one truck to go through the gap in the wire unmolested. He then began to move forward to set up an ambush, but before he could accomplish his aim, four more Italian trucks approached, headlights blazing. Headquarters Squadron opened up on them with everything they had. The Italians haphazardly returned fire for a brief time before they were ordered to surrender. Although outnumbered, Headquarters Squadron made off with 2 Italian officers, 50 other ranks, 9 Breda automatics, 60 rifles, and several boxes of hand grenades. It was all in a night's work.



THE BATTLE OF GHIRBA

CH #111

ITALIAN Sets Up First	1	2	3	4	5	6	7	8
BRITISH Moves First								



Elements of Eritrean Frontier Guards and the 62nd Light Armored Battalion set up in two separate positions: one Boards 30/31 west of hexrow Q, south of an alternate hex-grain 7 on Board 30 and north of an alternate hex-grain 10 on Board 31 and/or on Boards 30/31 east of hexrow E; one ART + 2-2-7 crew must set up in each position:

[ELR: 3]
{SAN: 2}

9-1	8-1	8-0	7-0	6+1	FP: 6 Rng: 12 ROF: 3	B#11	FP: 4 Rng: 10 ROF: 2	FP: 2 ROF: 1 B#11	MA: 20L Rng: 1-12 ROF: 2	MP: 20	MP: 18 PP: 29
22		2	2		2	3	2	6	5		

MA: 75 Rng: 1 B#11	MP: 16 PP: 9	2-2-7	7 morale	MP: 13 MG: 4 ROF: 1 B#11	MP: 12 MG: 2 B#12	MP: 13 MA: 20L TH#12 ROF: 1	MP: 13 MA: 20L MG: 1 ROF: 1 B#11	9-1
2	2	2	2	6	4			



Lieutenant Colonel John Combe, commanding A Squadron, 11th (Prince Albert's Own) Hussars and remnants of the reconnaissance troop and A Squadron 7th Hussars enter on/after Turn 1 along the north, south, or east edges east of hexrow Q:

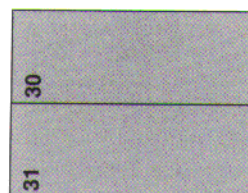
[ELR: 4]
{SAN: 2}

MP: 24 MA: 40L MG: 4 ROF: 1	MP: 23 MA: 40L MG: 4 ROF: 1	MP: 18 CMG: 4 ROF: 1	MP: 14 MA: 40L MG: 4 ROF: 2	MP: 16 MA: 40L MG: 4 ROF: 2	MP: 16 MA: 40L MG: 4 ROF: 2	MP: 16 MA: 40L MG: 4 ROF: 2	10-2	8-1	9-2	9-1
4	2	3	2							

Enter on Turn 1 along the north, south, or east map-edges east of hexrow Q:

MP: 26 PP: 14 T#9	MA: 40L ROF: 3 M# 10	AT	2-2-8	8-1
2	2	2		

BOARD LAYOUT:



SPECIAL RULES:

- EC are Dry with Heavy Wind (F11.761) from the north at start. Moderate Dust (F11.72) is in effect.
- Italian ART and manning crews may set up Concealed in any terrain (they were hidden by tarps), but each ART must be at least six hexes away from the other. Concealment is gained/lost normally after set up. Italian 2-2-7 crews have ML 8.
- Boresighting is NA.

OBJECTIVES: The British must earn 12 Casualty DVP by Game End.

GHIRBA, LIBYA, 7:00 AM, 16 JUNE 1940: For the British, things could not have gone better. Fort Maddalena surrendered to A Squadron, 11th Hussars when they surrounded the fort with armored cars while the RAF bombarded it from the air. Similarly, Fort Capuzzo was handed over when the 7th Hussars and a company of the 1st Battalion, King's Royal Rifle Corps approached and an RAF bomb exploded within one hundred yards of the fort. The two most important Italian forts on the frontier had fallen at a cost to the British of two killed and four wounded. Combe Force (a task force composed of squadrons from both hussar regiments) now approached a mixed group of Eritrean infantry and Italian armor and artillery. This force had formed into a square in the middle of a large open area. A squadron of the 7th Hussars, reduced by mines and breakdowns, advanced on the Italians; seven light tanks charged out of the square to attack them but were shot to pieces in less than a minute. The hussars then circled twice around the square, pouring machine-gun fire into the infantry. The Eritreans retaliated by uncovering four artillery pieces set at the corners of the square, which commenced firing immediately. But the British machine-gun fire devastated the crews and destroyed the ammunition trucks. Some of the Eritrean infantry tried to bolt in trucks, but the armored cars of A Squadron, 11th Hussars stopped them. The remaining Italian light tanks tried to break out, but they were also knocked out. The Italian force had comprised one infantry battalion, two tank companies, and a motorized artillery battery; 7 officers, 94 men, 4 guns, and 1 light tank were captured without the loss of a single British casualty!



ITALIAN Sets Up First	1	2	3	4	5	6	7	8
BRITISH Moves First								

Libyan frontier defense screen set up on Board 30. Wire must be placed in groups of six counters, with each counter adjacent to at least one other. All wire must be placed in hexes numbered 9 or 10, with no more than two hexes between each group of wire counters. Mines must be placed in the gaps between clumps of wire; once all gap hexes are mined, remaining mines may be placed within four hexes of a wire counter (including on Board 31):

3-3-6 9	3-4-7 4	2-2-7 3	9-1	8-1	8-0	6+1	FP: 6 Rng: 12 ROF: 3 B#11 HMG	FP: 4 Rng: 10 ROF: 2 B#11 MMG	FP: 2 Rng: 6 ROF: 1 B#11 LMG	MA: 45 Rng: 2-13 ROF: 2 B#11 MTR	MA: 20L Rng: 1-12 ROF: 2 B#11 ATR	Cnct: 11 X# 12 Phone									
24												18	24	MA: 75 Rng: 1 M#6 B#11 ART	MA: 65 Rng: 1 M#10 B#11 INF	MA: 37L Rng: 3 M# 12 AT	1S 4	1S or Gun 4	3	MP: 12 MG: 4 ROF: 1 *CMG B37 B11 M11/39	MP: 13 MG: 4 ROF: 1 *BMG B11 L3/35
8-1												81mm OBA									

Elements of A Company, 1st King's Royal Rifle Corps with supporting vehicles of 4th Armoured Brigade enter on Turn 1 along the east edge:

J1 J1 J1 4-5-8 5	E 2-4-8	2-2-8	10-2	9-1	1-4-9	FP: 2 Rng: 7 ROF: 1 B#11 LMG	MA: 51 Rng: 2-11 ROF: 2 B#11 MTR	1-12 2	Cnct: 8 Radio	7 morale 6	MP: 26 T#9 PP: 14 15-cwt 5
MP: 25 T#7 PP: 21 30-cwt	MA: 76 Rng: 2 M# 11 Rng: 6-36 3-in.	MP: 10 MA: 40L MG: 2/4 ROF: 2 A10 Mk IA	MP: 14 MA: 40L MG: 4x2/6 ROF: 2 A9	MP: 18 *CMG: 1/10 ROF: 1 Mk VIB	MP: 16 MA: 18R MG: 1/2 ROF: 1 PP: 4 Carrier B	9-2	84mm OBA				

BOARD LAYOUT:

OBJECTIVES: British win by earning more Casualty DVP than the Italians at Game End.

- SPECIAL RULES:**
- EC are Very Dry with a Mild Breeze from the southwest at start. Early Morning Sun Blindness (F11.61) [i.e., in exception to 11.6111] and Moderate Dust (F11.72) are in effect. Italian 2-2-7 crews have ML 8.
 - All mines are set up on map. After all setup but prior to the British barrage, the British player makes a side note of three wire or mine hexes that have been cleared (B24.73); he need not reveal which hexes have been cleared until he moves into/through them.
 - The British receive an 84mm Creeping Barrage (E12.7) prior to Turn 1 At its conclusion, it may convert to normal artillery concentration/harassing fire (E12.771).
 - The Italians receive one module of 81mm Battalion Mortar OBA on Turn 5 with Plentiful Ammunition.
 - The British player may use Cloaking for vehicle passengers; they are not revealed simply by being in LOS or by the vehicle moving but only if they suffer a MC from fire, are required to make a Crew Survival DR, or if they dismount from the vehicle (D6.9).

FRONTIER POST, LIBYAN-EGYPTIAN BORDER, 17 JULY 1940: The men of the armored platoons of the 4th and 7th Armoured Brigades of the 7th Armoured Division were anxious to contribute to the harassing of the Italians. With the help of the artillery of the 7th Support Group, the raiding forces attempted to tackle a more challenging and—at least on paper—a more formidable position than had been struck in June. Using sunrise and some blowing dust as cover, the British raiding party concentrated on a small point in the defensive perimeter. The rolling artillery barrage that opened the battle created even more dust, which hindered the Italian gunners' ability to hit (or even see) their prospective targets and consequently their ability to support the defending infantry and armor. Marshal Balbo had complained that his L3 light tanks could be penetrated by machine-gun fire; on 25 June he was sent 70 new M11/39 medium tanks. While most of these were sent to the armored regiments, about 16 to 20 were dispersed along the front to provide close mobile support to the infantry and to help deal with British armored cars and light tanks. Although there were a few M11 tanks on hand, it turned out that they were no match for the British 2-pounder guns and could be penetrated by anything larger than an antitank rifle.

BRITISH Sets Up First

ITALIAN Moves First

1 2 3 4 5 6 7

Elements of Gott's Motorized Support Group, including Recon Troop of D Squadron, 11th Hussars set up on Board 25 on overlay E1 (the escarpment). Mines are set up on Boards 30 and/or 31 and may be set up in road hexes:



4-5-8	9-1	8-0	FP: 4 Rng: 12 ROF: 2	1-12	ATR	MA: 51 Rng: 2-11 ROF: 2	MTR	Cnct: 8	Radio	Minefield	AT	Mine	15-cwt MP: 26 T69 PP: 14	Carrier B MP: 16 MA: ATR MG: -J/2 ROF: 1 PP: 4	2pdr Portee MP: 25 MA: 40L CS 4 ROF: 3
4	2			2		2		2		24	30		4	2	2

Rolls Royce: MP: 24
MA: ATR
MG: -J/2
ROF: 1

Morris CS9: MP: 23
MA: ATR
MG: -J/2
ROF: 1

8-1

Enter on Turn 2:

114mm OBA

[ELR: 4]
{SAN: 4}

Elements of the 9th Light Armoured Battalion, 1 Medium Tank Battalion, 1st Motorized Blackshirt/Libyan Regiment with company of sappers: enter on Turn 1 on 30GG1 following the paved road with all vehicles in Convoy (E11.1) and all personnel as Passengers (i.e., ignore E11.3) and guns towed:



[ELR: 3]
{SAN: 2}

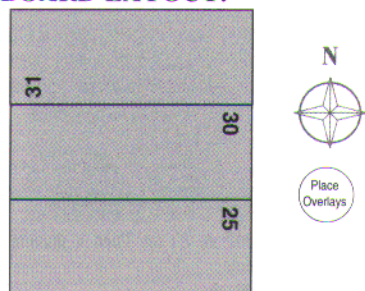
Fiat 508 MC	Autocannoni 75/27	L3/35	L3 LF	L3cc	L3 aa	Sidecars	M11/39	TL 37	9-1	8-1
2	4	4	2	2	4	4	4	4		

3-3-6	4-4-7	3-4-7	9-1	8-1	8-0	10-2	9-2	dm MG	Fucile-cc 8	FP: 2 ROF: 1 Rng: 5	LMG	Cnct: 8	Radio	2-2-7	Autocarri P
6	2	4						2	4	4				10	6

47/32	Cann. 37/45	75/27	Cannone-Mit. 20/85	M/14	Ob. 149/13	Cann. 105/28	Canone da 65/15	75/46	Autocarri L	Autocarri M
2									6	3

150mm OBA

BOARD LAYOUT:



OBJECTIVES: Italians win by exiting at least 45 DVP off the east edge of boards 30/31 by Game End.

SPECIAL RULES:

- EC are Very Dry with a Mild Breeze from the southwest at start. Intense Heat Haze (F11.621) and Light Dust (F11.71) are in effect. Overlay E1 is placed on Board 25 (EXC: ignore Crags and buildings on board 25). A paved road runs from 30GG1-31GG4.
- The Italian player may use Cloaking for vehicle passengers; they are not

revealed simply by being in LOS or by the vehicle moving but only if they suffer a MC from fire, are required to make a Crew Survival DR, or if they dismount from the vehicle (D6.9).

3. The British 2 pounder portees contain a Bofors 37mm AA gun instead. It is an NT gun, has a ROF of 3, and can only fire from the rear VCA. Should the gun dismount the truck, use a Russian 37L AA gun without Captured Use penalties. Italian 2-2-7 crews have ML 8.

4. All AP mines are set up unconcealed. Ten factors of AT mines set up unconcealed; the remainder may set up HIP. Buildings on Board 25 do not exist.

5. The British receive one module of 114mm OBA (HE & S) with Plentiful Ammunition. Italian 4-4-7 squads/HS are Sappers (H1.23).

6. The British receive three FB with bombs on Turn 2 (these represent Blenheim fighter-bomber aircraft). Each of these is Recalled after it makes one bomb attack. Note that this may cause EC change of a heavier dust condition. British must make dr on Dust Table (F11.701) to see if dust level is increased. The minimum dust level allowed is None.

7. The Italians receive one module of 150mm OBA (HE & S) with Plentiful Ammunition on Turn 5. They may attempt radio contact before that turn.

8. The road on the escarpment overlay does not exist; treat it as the other terrain in hex. However, a paved road exists in a straight line northeast from 30GG1 to 31GG4 (inclusive).

9. Italian units may exit the map on or after Turn 3.

COASTAL ROAD, EAST OF SOLLUM, 13 SEPTEMBER 1940: Under threat of being removed from command, Graziani got his offensive—intended to capture Alexandria—underway. The 10th Army drive consisted of four infantry divisions, two motorized regiments, an armored group, and a lightly armored reconnaissance battalion. Commanded by General "Electric Beard" Bergonzoli, the Italian forward elements were closely monitored by the British covering force under General Gott. The Italians advanced in two columns, one along the coast road through Sollum, the other through the desert south of the escarpment that runs parallel to the coast. A spectacular artillery display heralded the coastal column's progress; heavy shelling hit the unoccupied airfield and barracks at Sollum, as well as stretches of open desert. When the dust and smoke cleared, the British reconnaissance battalion and attached artillery spotters beheld the Italian motorcycles, tanks, and other vehicles drawn up before them, as if on parade. Difficult terrain, searing temperatures, sandstorms, and anti-tank mines slowed the Italian advance to a mere twelve and a half miles a day; the loss of several water trucks didn't help. The close Italian formations made excellent targets for the British artillery and Blenheim bombers. The Italians' desert column soon gave up on its exposed route and descended from the escarpment to join the forces on the coast road. The British fell back as planned, enjoying a gunner's dream of lush targets and closely packed vehicles. The British withdrawal battle was unhurried; on the 16th, the Italians occupied an abandoned Sidi Barrani—a small village consisting of a few mud and brick huts, a police station and a mosque. Mussolini proudly announced over national radio that the trams were again running in Sidi Barrani.

SURPRISE AT NIBEIWA

CH #114

ITALIAN Sets Up First

BRITISH Moves First

1

2

3

4

5

6

7

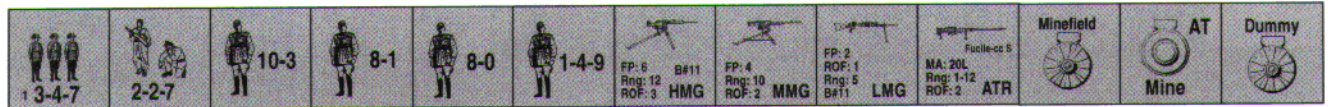
8



Elements of Maletti's Motorized Group set up south of hexrow Q on all boards, east of hexes numbered 3 on Board 27 and west of hexes numbered 3 on Board 31. Mines must be placed on the eastern/northern perimeter of the Italian set up area. All Italian guns must set up in trenches with their CA facing east:

[ELR: 3]

{SAN: 2}



10

4

2

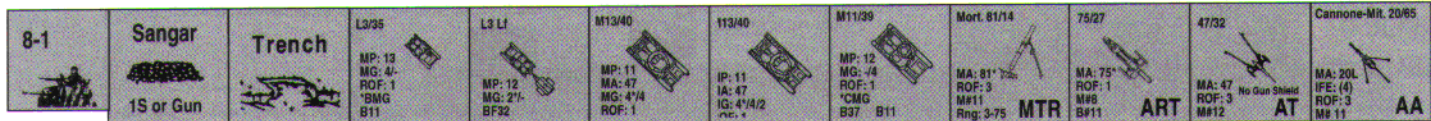
4

2

60*

30*

5



4

10

4

5

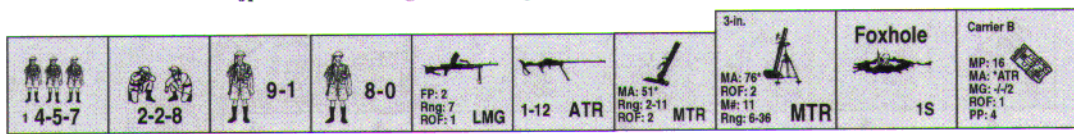
4



Elements of 4th/7th Rajputana Rifle Regiment set up on board 31 south of hexrow Q and east of hexes numbered 7:

[ELR: 4]

{SAN: 2}



4

2

2

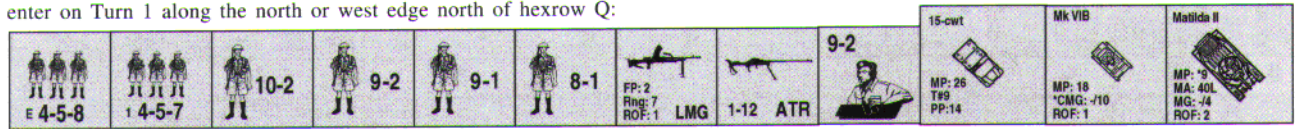
5

2

88mm OBA



'A' Squadron, 7th Royal Tank Regiment, 2nd Queen's Own Cameron Scottish Highlanders and 1/6th Rajputana Rifle Regiment enter on Turn 1 along the north or west edge north of hexrow Q:



6

3

2

3

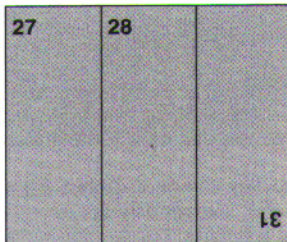
2

8

4

6

BOARD LAYOUT:



OBJECTIVES: The British win at Game End if there are no Good Order Italian crews manning 5/8" ordnance and they have eliminated/immobilized at least 8 Italian AFVs.

SPECIAL RULES:

1. EC are Moist, Clear, Mild breeze from the NW at start. Early-Morning Sun-Blindness (F11.611) is in effect.

2. The British may use Cloaking for vehicle Passengers which are not revealed for LOS or movement but *only* for any MC caused by fire and crew survival DR or if any Passenger dismounts a vehicle (D6.9).

3. Five Italian M 13/40 medium and 2 L-3/35 light tanks set up in the same hex. They are considered parked (not ready to fire or move but crews inside) and suffer overstacking penalties normally. On Turn 2, the Italians may try to start the parked tanks on a DR of 8 or less (it was very cold and they were taken by surprise) and may use their Secondary Armament. On Turn 3, they may use the MA and may move normally.

4. Eight Italian squads/equivalents must set up unconcealed.

5. All mine counters are set up on map, face down (i.e., their FP strength and/or Dummy status is not Known to the British) in a 'string' of adjacent hexes (i.e., no mine hex adjacent to more than two others).

6. The British receive one module of 88mm OBA (HE & S) on Turn 1 directed by an Offboard Observer set up in any east edge hex.

7. Boresighting is NA. Italian 2-2-7 crews have ML 8.

NIBEIWA, EGYPT, 7:30 AM, 9 DECEMBER 1940: The moonlit night of December 8, 1940 was bitterly cold. Wavell's "Operation Compass", under the command of General Richard O'Connor was about to get underway. Surprise was of the utmost importance due to the overwhelming numbers that the Italians possessed. In order to achieve this, the British had decided to stage a diversionary attack east of the Italian position by the 4th/7th Rajputana Rifle Regiment while sending 1st/6th Rajputana Rifle Regiment, the 2nd Queen's Own Cameron Scottish Highlanders (11th Indian Brigade), and Lt.-Colonel R.M. Jerram's 7th Royal Tank Regiment of 48 "I" tanks and the 72 guns of the 4th Indian Divisional Artillery through the gap in the Italian defensive position only covered by mines. The Italian airforce was kept busy so as not to notice the British movements. Constant harassment from bombing, artillery, and naval gunfire created enough noise to mask the sound of tanks and vehicles moving through the gap and of mine-clearing activity which began as the moon rose at midnight. The Maletti Armoured Group in Nibeiwa were good troops but even the best can lose their inquisitiveness and alertness if left too long in a defensive position. No Italian patrols were met. Even at this late stage, most British ranks thought that they were merely conducting Training Exercise #2. British officers, however, watched in amazement as the Matilda tanks approached the Northwest corner of the Italian defense. It should not have been possible for this mass of men, vehicles, and guns to have slipped undetected into its attack positions around Nibeiwa; but this is precisely what happened. At 5 am the diversionary attack from the east woke the Italians up, diverting their attention from the final moves of the assault force. By 6 am all was quite again and the Italians began the early morning routine of any military camp. As daylight increased a slight misty haze covered the desert as the thick dew began to evaporate. At 7 am the artillery registered the camp and at 7:15 am fired for effect as the Matildas and MkVIs rumbled into the camp from the NW corner. About 20-25 Italian medium and light tanks were caught unmanned, parked together outside the perimeter and quickly were put out of action. The British tanks then turned their attention to the Italian artillery and anti-tank guns. Immediately following the tanks into the breach were the 1st/6th Rajputana Rifles and the 2nd Queen's Own Cameron Highlanders, debussed from their New Zealander driven trucks about 700 yards (18 hexes) from the entrance to the camp. General Maletti was killed by a burst of machine-gun fire from one of the "I" tanks as he emerged from his dugout. Some of the Italian garrison, particularly the gun crews, fought well and heroically, hurling grenades at the tanks when their shot bounced harmlessly off of the thick armour of the Matildas. But once the guns were silenced, the infantry gave up. By 10:40 am it was all over, with the British capturing 2,000 prisoners and 35 tanks for the loss of 48 ranks and 8 officers.

TUMMAR WEST

CH #115

ITALIAN Sets Up First	1	2	3	4	5	6	7	8	9
BRITISH Moves First									



Elements of 2nd Libyan Division set up on any whole hex of Board 31; Mines are placed on Boards 31/30 south of hexrow Z/H:

c 3-3-6	2-2-7	10-2	9-1	8-0	7-0	FP: 6 Rng: 12 ROF: 3	B#11	FP: 4 Rng: 10 ROF: 2	B#11	FP: 2 Rng: 1 ROF: 1	MA: 20L Rng: 1-12 ROF: 2	MA: 45° Rng: 2-13 ROF: 2	B#11	Minefield	AT
18	7							3	4	2	24	24			
Mort. 81/14	47/32	Cann. 37/45	Cannone-Mit. 20/65	Cann. 105/28	Sangar	Trench	Foxhole								
MA: 81° ROF: 3 M#11 Rng: 3-75	MA: 47° ROF: 3 M#12	MA: 37L ROF: 3 M#12	MA: 20L IFE: (4) ROF: 3 M#11	MA: 105 M#6	1S or Gun	6	1S								
2	2				10	6	12								

[ELR: 4]

[SAN: 2]



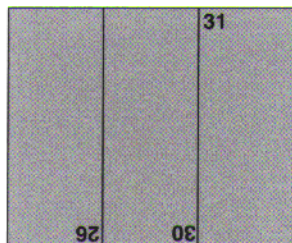
Elements of 1st Royal Fusiliers; 3/1st Punjab Regiment; and 'D' Squadron, 7th Royal Tank Regiment enter on Turn 1 along the west edge:

4-5-8	1 4-5-7	2-2-8	9-1	8-1	8-0	dm MMG 2PP	FP: 2 Rng: 7 ROF: 1	dm 76mm MTR	dm MTR 2PP 51mm	Cnct: 8 Radio
4	8		2			2	6			
Carrier A	15-cwt	Matilda II	Mk VIB	10-2	8-1					
MP: 16 MA: BMG MG: 2/4° ROF: 1 PP: 4	MP: 26 PP: 14 T#9	MP: 19 MA: 40L MG: 74 ROF: 2	MP: 18 CMG: 410 ROF: 1							
		5	5							

114mm OBA



BOARD LAYOUT:



SPECIAL RULES:

- EC are Dry with a Mild Breeze from the northwest at start. Heavy Dust (F11.73) is in effect.
 - The British player may use Cloaking for vehicle passengers; they are not revealed simply by being in LOS or by the vehicle moving but only if they suffer a MC from fire, are required to make a Crew Survival DR, or if they dismount from the vehicle (D6.9).
 - The British receive one module of 114mm OBA (HE & S) with Plentiful Ammunition. Italian 2-2-7 crews have ML 8.
 - The Italians may not exit the east edge of board 31.
- Historical Note: There are minefields present to the east of the Italians- where they expected the attack to come from.
- Boresighting is NA.

TUMMAR WEST CAMP, EGYPT, 1:00 PM, 9 DECEMBER 1940: While the 11th Indian Brigade was capturing Nibeiba, Brigadier Lloyd's 5th Indian Brigade (the 1st Royal Fusiliers, the 3/1st Punjab Regiment, and the 4/6th Rajputana Rifles) and a regiment of the 4th Indian Division's artillery were moving in a big arc to the west of Nibeiba, preparing to attack the next objective, Tummar West. The 7th Royal Tank Regiment had no time to gloat over the havoc they had caused at Nibeiba; no sooner were they finished there than they were dispatched to support the 5th Indian Brigade. Unfortunately, six tanks were damaged by a minefield they encountered west of the Italian position. Some time had to be taken to reconnoiter the Tummar defenses; the attack could not be launched until afternoon, by which time the element of surprise had been lost. In addition, the weather deteriorated; a sandstorm rose, making target recognition difficult. Encamped at Tummar West, some 13,000 yards north of Nibeiba, General Pescatori's 2nd Libyan Division had planned to march to the sound of the guns as soon as the British attacked. With Nibeiba taken so quickly, he had to settle into a defensive stance. He barely had time to place mines closer to his position in the direction of the enemy, leading to a position which trapped Pescatori's rear against his own minefields. Cornered, the Italians began a spirited attack to break out westward, only to be broken up by British artillery. Again, the Italian gunners put up a stiff fight, only to be broken by their inability to defeat the Matildas armor. The Italians made a final bid to press the weight of their numbers against the enemy by closing to fight at the range of grenade and bayonet, but their charges were un-coordinated and continued British artillery fire prevented any large groups from assembling. By dusk, the Italian position was in British hands, though at a slightly heavier cost to the Commonwealth than was expected.



PRIDE BEFORE FALL

CH #116

III ITALIAN Moves First	1	2	3	4	5	6	7	8
-------------------------	---	---	---	---	---	---	---	---



Elements of 4th CCNN Blackshirt Division enter on Turn 1 along the north edge of Board 30, within five hexes of 30E10:

[ELR: 2]

{SAN:2}

c 3-3-6 18	9-1	8-0	6+1	FP: 2 ROF: 1 B#11 LMG	MA: 20L Rng: 1-12 ROF: 2 ATR	dm MTR 2PP 45mm Brixle	L3/35 MP: 13 MG: 4- ROF: 1 BMG B11	L3ec MP: 13 MA: 20L TH#12 ROF: 1	Autocannoni 75/27 MP: 12 MA: 75 B11
				4	4	2	2		



Elements of 1st Argyll and Sutherland Highlanders and 8th Hussars enter on Turn 1 along the south edge west of hexrow Q:

[ELR: 4]

{SAN: 3}

J1 J1 J1 E 4-5-8 8	E 2-4-8 2	9-2	8-1	8-0	dm HMG 3PP	dm MMG 2PP	FP: 2 Rng: 7 ROF: 1 LMG	dm 76mm MTR	Carrier B MP: 16 MA: 4- MG: 4-2 ROF: 1 PP: 4	A13 Mk II MP: 16 MA: 40L MG: 4 ROF: 2	A9 CS MP: 14 MA: 84 MG: 4x2 78 [50]
							4		2		

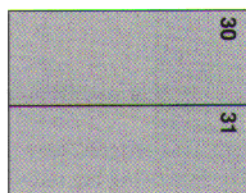
8-1

Enter on Turn 5 along the west edge of board 31:

A13 Mk II CS
MP: 16
MA: 84
MG: 4
[50]

8-1

BOARD LAYOUT:



SPECIAL RULES:

1. EC are Dry with Heavy Wind (F11.761) from the west at start. Extremely Heavy Dust (F11.732) is in effect.
2. British Infantry become CX after entering onto the board on Turn 1.
3. Italian Infantry become CX after entering on Turn 1. Italian vehicles may move a maximum of eight hexes on Turn 1.
4. A road exists from board 30E10 to the SW to 31GG6.
5. Fire Lanes are not allowed.
6. Italian units must remain on/adjacent to the road until at least one unit has an LOS to a British unit (Known or not), after which they may move freely.

OBJECTIVES: The Italians win immediately upon exiting six squads/equivalents and two AFV off the west edge.

COASTAL ROAD WEST OF ALAM EL DAB, 1:00 PM, 10 DECEMBER 1940: While the sandstorms worsened, the 1st Argyll and Sutherland Highlanders of the 16th British Brigade were given the task of cutting the coast road west of Sidi Barrani. The Highlanders had been moving for more than 24 hours; they were low on water and had gotten lost twice in the storm on their way to the objective. They arrived just before and just in front of a column of Blackshirts, also exhausted. After both sides had caught their breath and assembled their equipment, a furious fight erupted, resulting in mutual severe losses. Although the Italians resisted stiffly, their avenue of escape had been securely sealed off by the timely arrival of tanks from 7th Armoured Brigade, which had reached the coast road further west. Having failed to break free, the Blackshirts surrendered.



THE FALL OF SIDI BARRANI

CH #117

ITALIAN Sets Up First	1	2	3	4	5	6	7	8	9	10
BRITISH Moves First										



Elements of 4th CCNN Blackshirt Division; Anti-Tank, Mortar, and Infantry Support Batteries of XXII Artillery Regiment; 20L Light Armoured Battalion set up on Boards 30 and/or 31 north of hexrow Q with units on Board 31 no more than four hexes west of board 30; mines may set up anywhere on Boards 30 and 31 south of hexrow Q:

[ELR: 2]
{SAN: 4}

3-3-6	2-2-7	9-1	8-1	8-0	7-0	6+1	FP: 6 Rng: 12 ROF: 3	Bf11	FP: 2 ROF: 1 Rng: 5 Bf11	Fucile cc 8 MA: 20L Rng: 1-12 ROF: 2	MA: 45* Rng: 2-13 ROF: 2	Bf11	? 7 morale	Minefield
21	7	2	2				3	4	2	2	6	36		
AT	Foxhole	Trench	Sangar	Mort. 81/14	Canone da 65/15	Cann. 37/45	Autocannoni 75/27	L3cc	JP: 13 IG: 4 ROF: 1 BMG	8-1				
20	5	2	9											



Elements of the 2nd Cameron Highlanders, 2nd Royal Tank Regiment, and 7th Royal Tank Regiment enter on Turn 1 along the west and/or south edge:

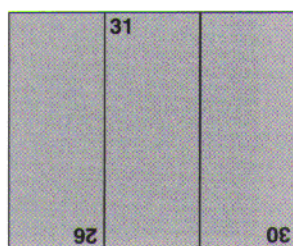
[ELR: 5]
{SAN: 3}

J1 J1 J1 E 4-5-8	10-2	9-1	8-1	dm MMG 2PP	FP: 2 Rng: 7 ROF: 1	1-12	dm MTR 2PP 51mm	Cnct: 8 Radio	8-1
10				5	2				
A9	A10 Mk IA	A13 Mk II CS	Matilda II	Mk VIB	Carrier B				
2	2	2	2	2	2				

114mm OBA



BOARD LAYOUT:



SPECIAL RULES:

- EC are Dry with Heavy Wind (F11.761) from the west at start. Extremely Heavy Dust (F11.7 + F11.732) is in effect.
- The British receive one module of 114mm OBA (HE & S).
- Place overlays as follows: **X1** on 31H2; **X5** on 31H1; **X4** on 30Z1; **X2** on 30W1; **X3** on 30V1; and **X8** on 30W2. There is only a ground level in overlay **X8** and **X1**. **X3** and **X2** are stone buildings.
- A Paved Road (F9.3) exists, running east in a straight line from 26Y1 to 30Y10. A Track (F9.1) exists, connecting to the Paved Road in 31I2 and running southeast to 30B10.
- Boresighting is NA. The Italian 2-2-7 crews have ML 8.

OBJECTIVES: The British must Control all building overlay hexes or eliminate/capture all Italian vehicles and 5/8" ordnance counters and their crews by Game End.

SIDI BARRANI, EGYPT, 4:00 PM, 10 DECEMBER 1940: With the Italian camps captured, the last tasks for Operation Compass were to mop up the remnant of the retreating Italians (two Libyan divisions and a motorized regiment) and to wrest Sidi Barrani from the 4th MVS Division, all in the midst of a paralyzing sandstorm. The Blackshirts were dug in and waiting for the other shoe to drop. The 16th British Brigade, with the addition of the Cameron Highlanders, help from 4th Armoured Brigade, and the entire weight of the division's artillery attacked Sidi Barrani at 4:00 PM. They were through the hamlet and its surrounding encampments in half an hour. Before dusk, 16th British Brigade and Selby Force, coming up from Maktilla, had hemmed in the retreating Libyans. By 12 December, the only Italians (other than prisoners) left in Egypt were those blocking the immediate approaches to Sollum and Sidi Omar near Halfaya Pass.



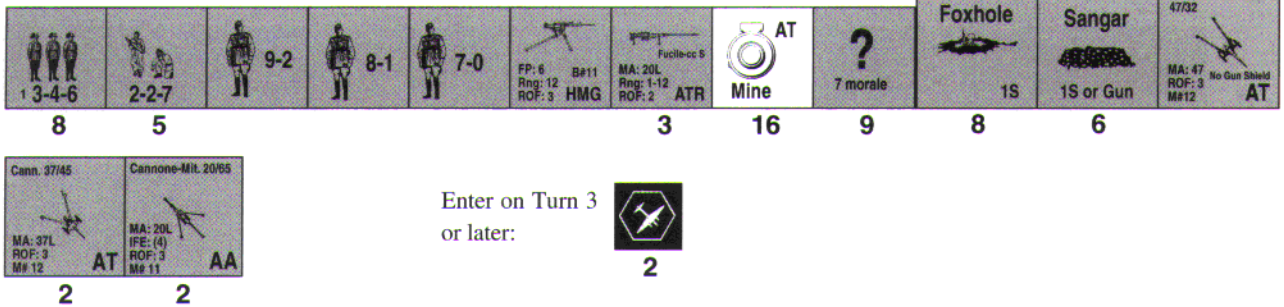
SIDI OMAR

CH #118

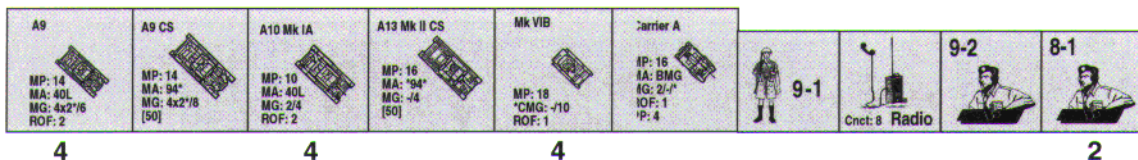
 ITALIAN Sets Up First	1	2	3	4	5	6	7
 BRITISH Moves First							



Elements of 62nd Marmarica Infantry Division set up south of hexrow Q; mines may set up anywhere on Board 26:



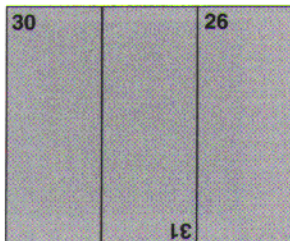
Elements of 2nd Royal Tank Regiment and 7th Queen's Own Hussars enter on Turn 1 along the north and west edges of Board 30:



88mm OBA



BOARD LAYOUT:



SPECIAL RULES:

1. EC are Dry with a Light Breeze from the northwest at start. Italian 2-2-7 crews have ML 8.
2. The British receive one module of 88mm OBA (HE & S).
3. Starting on Turn 3 the Italians may receive two '39 FB with bombs. Each of these is Recalled after it makes its bomb attack.
4. Minefields are set up hidden.

OBJECTIVES: The British must eliminate/capture all Italian 5/8" ordnance counters *and* their crews by Game End.

SIDI OMAR, EGYPT, 10:00 AM, 17 DECEMBER 1940: After the withdrawal of two brigades of 4th Indian Division (and until the 6th Australian Division could be properly equipped and moved forward), the British were left short of infantry. While the Royal Navy bombarded Fort Capuzzo and Sollum in support of the 7th Armoured Brigade, the 4th Armoured Brigade ranged far to the south and west, passed Sidi Omar, then hooked back north and east to come on the position from the west. 4th Armoured were too far inland to be supported by the Navy. They had also been spotted by Italian reconnaissance, losing the chance of surprise. They were bombed heavily, suffering a good many casualties in what was the most devastating Italian air attack of the campaign. However, by the end of the day, 4th Armoured Brigade had seized the position and captured about a thousand soldiers from the 62nd Marmarica Infantry Division, while forcing the remainder of the division to retreat in fear of the encirclement which had recently become so commonplace.



FORTRESS AT BARDIA I

CH #119

ITALIAN Sets Up First

BRITISH Moves First

1 2 3 4 5 6 7 8



Elements of 1st Blackshirt Division and the XXIII Corps Artillery Regiment set up on Board 26 and/or Board 30, east of the wire. Up to five squads/equivalents (and any SW/SMC in the same Location) may set up utilizing HIP, including four pillboxes. An AT trench is on Board 30, running along alternate hexgrain A4-GG4. The wire is located on Board 30, in an alternate hexgrain from A5-GG5. All mines are set east of the wire, hidden. Two groups of 2 pillboxes set up east of the wire on Boards 30/26 on the same alternate hex grain. (i.e., 2 pillboxes somewhere on alt. hexgrain 30A9-GG9 and 2 pillboxes somewhere on 26A9-GG9), but no closer than 20 hexes from each other:

[ELR: 3]
[SAN: 4]

3-3-6	9-2	9-1	8-1	8-0	7-0	2-2-7	FP: 6 Rng: 12 ROF: 3	B#11	FP: 4 Rng: 10 ROF: 2	FP: 2 Rng: 5 ROF: 1	MA: 45° Rng: 2-13 ROF: 2	B#11	7 morale	AT Mine
18	2	2				6			2	6			18	12

MA: 61° Rng: 3 M#11	Rng: 3-75	Cann. 105/28	75/27	MA: 75° Rng: 1 M#8	MA: 65° Rng: 1 M#10	47/32	Sangar	Trench	Wire	Pillbox	Pillbox	Foxhole	Minefield
MTR	MTR	ART	ART	ART	INF	AT	1S or Gun		Mph - Rph	1+5+7	1+3+5	1S	
							5	4	32	2	2	18	24



[ELR: 4]
[SAN: 3]

Elements of 1st Battalion, 16th Australian Brigade with a company of British Engineers, Northumberland Fusiliers and 7th Queen's Own Hussars enter along the west edge of Board 31 on Turn 1:

E 4-5-8	E 2-4-8	10-3	9-2	8-1	Cnet: 8	Radio	FP: 2 Rng: 7 ROF: 1	dm MMG	dm MTR	3PP 76mm	FP: 30 Rng: 1	DC	Mk VIB	A13 Mk II CS
9						4					4			

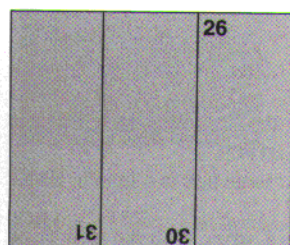
Elements of 1/2 Battalion, 16th Australian Brigade enter along the west edge on Turn 4:

E 4-5-8	1-4-9	10-2	9-1	dm MTR	2PP 51mm	FP: 2 Rng: 7 ROF: 1	LMG	FP: 24 Rng: 1 PP: 1	FT	FP: 30 Rng: 1	DC	7 morale
6						2				2		6

84mm OBA



BOARD LAYOUT:



OBJECTIVES: British must Control two pillboxes and by creating a 'corridor' consisting of two adjacent wire/mines/filled-in anti-tank ditch hexes (see SR 6) and by eliminating/capturing four Italian 5/8" ordnance counters by Game End.

SPECIAL RULES:

1. EC are Moderate with a Mild Breeze from the northwest at start. Night Rules (E1.) are in effect; base NVR is 6 for any unit tracing a LOS westerly, in the same fashion as Sun Blindness (F11.61) [EXC: the direction is *not* "easterly" as in the 11.61] and 5 for all other LOS. There is a Full Moon.

BARDIA, LIBYA, 5:30 AM, 3 JANUARY 1941: The Italians evacuated Sollum and all their posts on the Egyptian frontier on December 16, 1940, retreating to the fortified perimeter of Bardia. The morale of the Italian troops had improved somewhat. The defenses at Bardia were new and complete. An anti-tank ditch, 12 feet wide by 6-10 feet deep, covered the entire 18 mile perimeter. This was backed by wire and minefields and covered by fire from two lines of mutually supporting pillboxes 800 yards apart. General Bergonzoli had good reason to feel that the British could be defeated if they attacked here. Bardia was also well supplied and contained plenty of ammunition. The town itself was occupied by the 300th Frontier Guards Fortress Troops (Regiment in size) and remnants of the 64th Cantanzaro Division. The perimeter was held by the 2nd Blackshirt (23rd of March) Division in the north, the 1st Blackshirt (28th of October) Division in the west, the 62nd Marmarica Infantry Division in the southwest, and by part of the 63rd Cyrene Division in the south. They were supported by XXIII Corps Artillery Battalion, 61st Light Tank Battalion, and some medium tanks of 1st Raggruppamento 'penny packets'. Opposing them, the 7th Royal Tank Regiment was down to about 25 Matildas, mostly due to breakdowns. The 6th Australian Division, though well-trained, and exhibiting high morale, was inexperienced. How well they would perform remained to be seen. Bardia's weakness lay, like most other fortresses, in the length of its perimeter. An attacker can always concentrate his forces with overwhelming odds on a chosen point (unknown to the defender) in order to break in. It is tough for the defender to hold adequate reserves for counter-attacking breakthroughs while simultaneously devoting sufficient strength to manning the entire perimeter. The length of the perimeter was therefore thinly defended in some places. It was also learned (from Nibeiwa) that it was easy to surprise defenders holding fixed positions. Boredom made observation lax and security in fortifications made men less observant of outside events. Faith was placed in mines, wire, anti-tank trenches, and pillboxes. The desert is very cold at night at this time of year and it was still dark when the artillery barrage began. This was followed by the advance of the 1st Australian Battalion with sappers. Despite heavy shelling and machine-gun fire, it took less than an hour to break down walls of the anti-tank ditch, partially fill it and, create a slope that the tanks could drive on. With the help of some smoke and bangalore torpedoes, they blew holes in the wire and cleared a path in the minefield where the follow-up attack could originate from. In the process, a few pillboxes were knocked out to reduce the amount of covering fire that the Italians could then bring to bear on subsequent attacks. By 6:30AM, the Matildas of 7th RTR and the 2nd and 3rd Australian Battalions were moving through the breach and rolling up the perimeter flanks.

Historical note: The moon was setting in the west and was therefore shining on the Italians and creating shadows and silhouettes on the British.

- The British may make a Recon dr (E1.23) with a +1 drm. The British may designate three squads/equivalents and one leader as Assault Engineers (H1.22) and Sappers (H1.23).
- Commonwealth units are stealthy; Italians are Lax except crews and any unit in the same Location with a leader.
- The British receive an 84mm Creeping Barrage (E12.7). The radio in the British OB may be used to convert the Creeping Barrage (E12.771).
- Boresighting is NA.
- The A-T Trench hex can be filled in by at least one squad/equivalent spending 4 turns TI in the hex. Use a Labor (B24.8) counter to denote which units are TI and involved in this task despite the lack of a dice roll needed to accomplish it. They need not be consecutive turns or the same unit. Treat the filled in trench hex(es) as a wadi for terrain effects on movement, LOS, and combat. Use a bridge counter to designate such hexes.
- Boards 26/30 are level zero; hexes numbered 5-10 on Board 31 (the half-hex portion on Board 30) are treated as a Hillock (F6) and hexes numbered 0-4 on Board 31 are all Hillock Summit (F6.6).

SMALL ENCOUNTERS

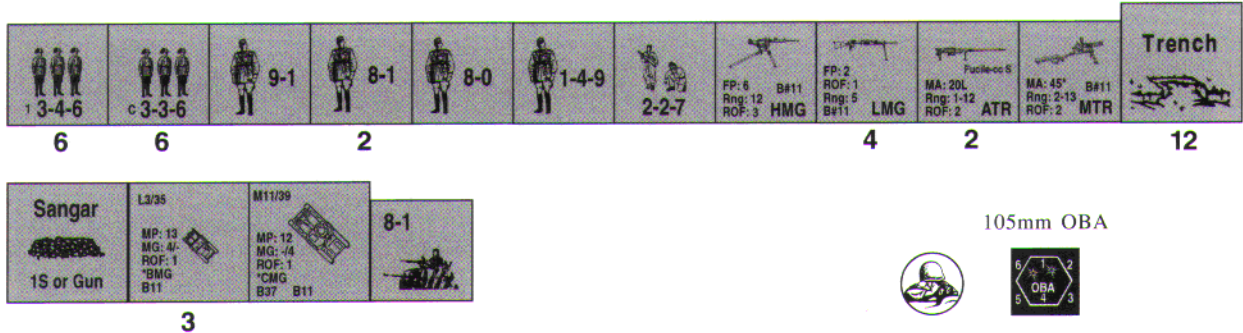
#120

ITALIAN Sets Up First BRITISH Moves First	1	2	3	4	5	6	7	8	9
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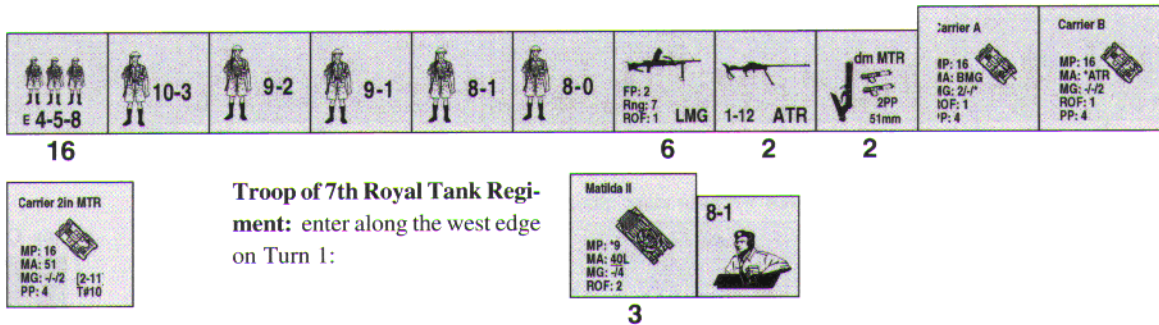
Elements of 62nd Marmarica Division and 1st Blackshirt Division with support of vehicles 61st Light Tank Battalion set up east of hexrow N/T:

[ELR: 3]
[SAN:4]

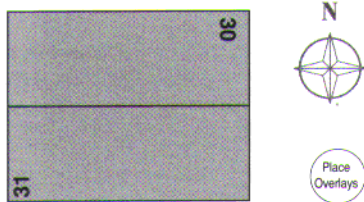


Lt.Col. V.T. England and B Company, 3rd Battalion, 16th Australian Brigade enter on Turn 1 along the west edge:

[ELR: 3]
[SAN:3]



BOARD LAYOUT:

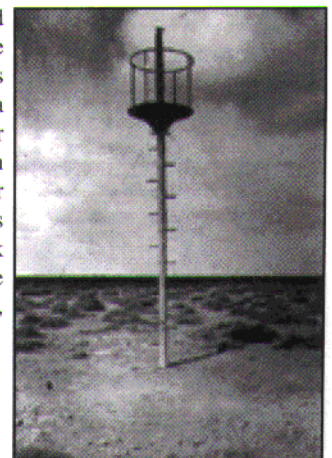


SPECIAL RULES:

- EC are Moderate with a Mild breeze from the northwest at start. Heat Haze is in effect (F11.62). Place overlay X4 in 31FF9.
- The following Italian units must set up in the same hex in a trench: HMG + 2-2-7 + 1-4-9 + 9-1.
- The British 10-3 leader must begin play in a Carrier, with the identity of which Carrier the leader is in noted on a Cloaking display.
- The Italians receive one module of 105mm OBA with Plentiful Ammunition (C1.211) and an Offboard Observer (C1.73) recorded in an east edge hex at level one. Before the British set up the Italian may record 4 Pre-Registered hexes for his OBA. The OBA is not available until Turn 2.

OBJECTIVES: British win immediately when there are no Good Order Italian personnel/mobile AFV on board and they Control hex 31FF9.

BARDIA, LIBYA, 7:50 AM, 3 January 1941: Once inside the fortress, which covered many square miles, the British found it more open than the Italian camps in Egypt. The rear defenses were scattered and not mutually supporting. All along the Australians' line of advance, small actions developed between platoons of Australians, Matildas, and individual Italians strong-points. Lt. Col. V.T. England seemed to be everywhere, standing in his carrier and puffing on his pipe with a balaclava pulled over his head. There were still plenty of enemy shells flying about, so B Company, 3rd Battalion, had to take cover for a while. The only other resistance encountered was an entrenched machine-gun which kept the Australians' heads down for a while. They decided to rush the MG nest, but before the men got very far, white flags went up. Apparently the "trigger man" had taken a bullet in the head, and his sudden demise had demoralized the rest of the machine-gun crew. At about this point, a squadron of Italian tanks appeared and attacked B Company. The company responded with antitank rifles; one tank was stopped, although it did not appear disabled. A troop of Matildas arrived on the scene, and the other Italian tanks were dispersed. When the firing subsided, the men from 'Down Under' discovered they were sitting on a supply of hot coffee, bully beef, and medical supplies.



A TEST OF NERVES

CH #121

🎯 BRITISH Sets Up First

🇮🇹 ITALIAN Moves First

1

2

3

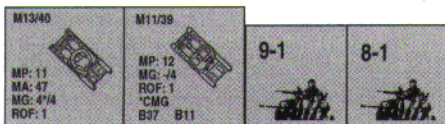
4

5

6



Elements of 1st Medium Tank Battalion, 1st Ragrupmento enter on Turn 1 along the east and/or the south edge east of hexrow N:



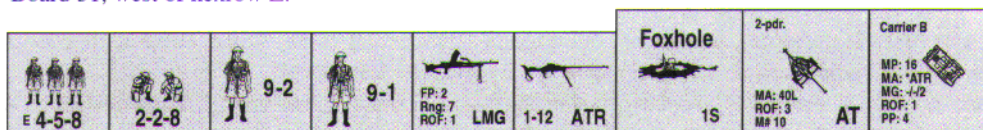
2

4

{SAN: 0}



Elements of the 2nd Australian Battalion, 16th Australian Brigade with A-T section set up on Board 30, west of hexrow S and Board 31, west of hexrow Z:



6

2

2

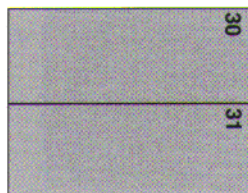
2

2

[ELR:2]

{SAN: 3}

BOARD LAYOUT:

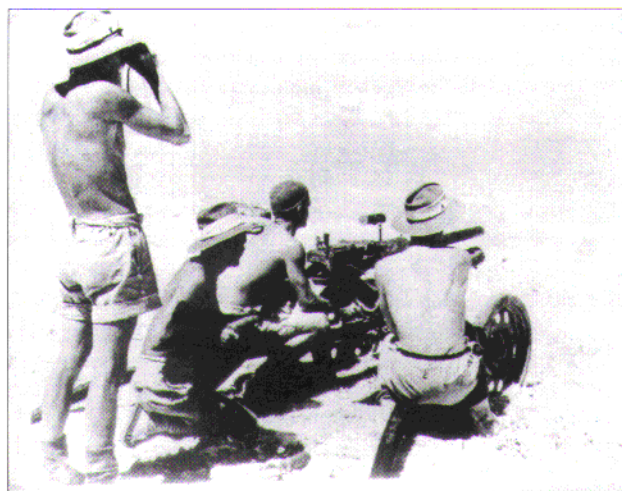


OBJECTIVES: The Italians win by breaking, eliminating, or capturing both AT Guns without losing more than four tanks or by eliminating, breaking, or capturing ≥ 1 AT Gun without losing more than two tanks. "Lost" AFVs include abandoned tanks with functioning MA or MGs, but not those that are only immobilized.

SPECIAL RULES:

1. EC are Moderate with a Mild Breeze from the northwest at start. Heat Haze (F11.62) is in effect.
2. The Australian AT Guns may not set up emplaced.
3. Place overlays as follows: **H3** on 30CC5/BB5 and **H6** on 31G6/H5.
4. Boresighting is NA.

BARDIA, LIBYA, 8:30 AM, 3 January 1941: This was another of the small actions that took place as the Australians tried to consolidate their early yet substantial gains. Along with advancing prisoners there sometimes came a small but determined counterattack. The Australians met with one of these attacks as the first stage of their offensive came to a close. A feeling of panic overcame 2nd Platoon, 2nd Battalion when they realized they were caught in the open with enemy armor about to overrun them. They had not had a chance to dig foxholes, and their 2-pounder antitank guns were unprotected. But the Australians were soon reassured when their intense, accurate fire knocked out the Italian tanks out of action and the surviving Italian crews tumbled out of their vehicles to surrender. It had surely been a close-run affair—or at least it had felt like it.



FORTRESS AT BARDIA II

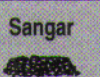
CH #122a

ITALIAN Sets Up First	1	2	3	4	5	6	7	8	9	10
BRITISH Moves First										



Elements of 62nd Marmarica Division and Motorized Infantry of the 61st Light Tank Battalion plus XXIII Corps Artillery Regiment set up on Boards 26/31 south of hexrow T and/or on Board 30 south of hexrow J. Pillboxes, AFVs, and 5/8" ordnance must set up facing west, southwest, or south:

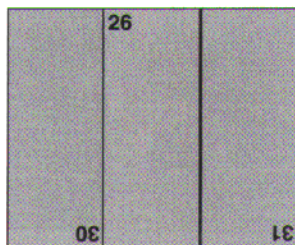
[ELR: 4]
[SAN: 4]

 Pillbox 1+5+7	 Pillbox 1+3+5	 Trench	 Foxhole 1S	 Sangar 1S or Gun	 3-4-7	 3-4-6	 10-2	 9-2	 9-1	 8-1	 8-0
12		10	9	4	12						

 7-0	 FP: 6 Rng: 12 ROF: 3 B#11 HMG	 FP: 4 Rng: 10 ROF: 2 B#11 MMG	 FP: 2 ROF: 1 Rng: 5 B#11 LMG	 MA: 45° Rng: 2-13 ROF: 2 B#11 MTR	 MA: 20L Rng: 1-12 ROF: 2 B#11 ATR	 2-2-7	 MA: 81° ROF: 3 M#11 Rng: 3-75 MTR	 MA: 150° M#5 ART	 MA: 105 M#6 ART	 MA: 75° ROF: 1 M#6 B#11 ART	 MA: 65° ROF: 1 M#10 B#11 INF
2	2	3	2	9				2			

 MA: 47 ROF: 3 M#12 AT	 MA: 20L IFE: (4) ROF: 3 M#11 AA	 MA: 75L ROF: 2 M#5 AA	 MP: 13 MG: 4/ ROF: 1 B#11 BMG	 MP: 12 MG: 2/ B#32	 MP: 13 MA: 20L TH#12 ROF: 1 B#11	 MP: 12 MG: 4/ ROF: 1 B#11 CMG	 MP: 11 MA: 47 MG: 4/ ROF: 1 B#11	 9-1
			2			3		

BOARD LAYOUT:



SPECIAL RULES:

- EC are Moderate with a Mild Breeze from the north at start. Heat Haze (F11.62) is in effect. Pillboxes must set up at least 20 hexes apart.
- British receive one module of 152mm OBA (HE & S only) on Turn 3.
- Boresighting is NA.
- Italian 2-2-7 crews have ML 8.

OBJECTIVES: British win immediately if there are no Good Order/Functioning Italian infantry, AFV's, or crews/ordnance on board.

BARDIA, LIBYA, 11:30 AM, 3 JANUARY 1941: The 16th Australian Brigade was fanned out in a large arc east and northeastward. The Royal Tank Regiment was late, forcing the Australian 5th Battalion to go into the attack with only a cavalry squadron for armored support. Italian resistance was much more vigorous here than it had been earlier in the day. The 17th Australian Brigade pushed into the flank and rear of the Italian defenses. The 62nd and 63rd Divisions fought back stubbornly, with their gun crews putting up a very credible defense. The Australians were forced to give ground, although they continued to encircle the enemy. The Aussies suffered heavy casualties, especially before their armor support showed up. When the Matilda tanks arrived, they were ordered to attack a battery of 105mm guns. In the process of doing so, they took heavy fire as the Italian artillery engaged them directly; some tanks took multiple hits. Lights, radio antennae, water cans, camp gear, everything stored on the outside of the tanks was either destroyed, blown off, or set on fire. Some tanks lost crew members or were damaged so severely that they had to be abandoned or pulled out of the line. One tank in particular sustained no fewer than 46 hits. One by one, the Italian gun positions were painstakingly silenced. At this point, the Italian infantry began to ask for surrender terms. But the battle had cost the Australian 5th Battalion and the 7th Royal Tank Regiment dearly.



FORTRESS AT BARDIA II

CH #122b



Elements of 5th Battalion, 17th Australian Brigade, and A Squadron, 6th Australian Cavalry Regiment enter on Turn 1 along the north edge of Boards 30/26:

 J1 J1 J1 E 4-5-8	 10-2	 9-2	 9-1	 8-1	 8-0	 dm MMG FP: 2 Rng: 7 ROF: 1 2PP	 LMG FP: 2 Rng: 7 ROF: 1	 1-12 ATR	 dm MTR 2PP 51mm	 FP: 24 Rng: 1 PP: 1 FT	 FP: 30 Rng: 1 DC	 Cnet: 8 Radio
12						3	5	3	2		3	

[ELR: 3]
{SAN: 3}

3-in.  MA: 76 ROF: 2 M#: 11 Rng: 6-36 MTR	2-pdr.  MA: 40L ROF: 3 M# 10 AT	Bofors AA  MA: 40L IFE: 8 ROF: 3 M# 8 AA	15-cwt  MP: 26 PP: 14 T#9	A9 CS  MP: 14 MA: 94 MG: 4x2 1/8 [50]	Mk VIB  MP: 18 *CMG: J10 ROF: 1	Mk VIC  MP: 18 MA: 15(4) ROF: 1 MG: J4 B# 11	Carrier A  MP: 16 MA: BMG MG: 2 1/4 ROF: 1 PP: 4	Carrier B  MP: 15 MA: ATR MG: J-2 ROF: 1 PP: 4	Carrier C  MP: 16 MA: BMG MG: 4 1/2 ROF: 1 PP: 4	
2			4		5					

 Carrier MMG A MP: 16 MA: BMG MG: 4 ROF: 2 PP: 4	 Carrier 2in MTR MP: 16 MA: 51 MG: J-2 PP: 4 [2-11' T#10]	 2-2-8	 9-2	 9-1	 8-1
		4			

Colonel Tom Craig and Elements of 7th Royal Tank Regiment enter along the north edge of boards 30/26 on Turn 5:

 Matilda II MP: 9 MA: 40L MG: J4 ROF: 2	 10-2	 8-1
	6	

152mm OBA



THE BARDIA WATERWORKS

CH #123

ITALIAN Sets Up First

BRITISH Moves First

1

2

3

4

5

6



B Company, GAF/300th Regiment set up north of hexrow U:

3-3-6	1-2-6	2-2-7	10-2	9-2	8-0	6+1	FP: 6 Rng: 12 ROF: 3	B#11 FP: 4 Rng: 10 ROF: 2	FP: 2 Rng: 1 ROF: 5	B#11 FP: 2 Rng: 1 ROF: 2	MA: 20L Rng: 1-12 ROF: 2	FP: 30 Rng: 1	DC	7 morale
12	4								4	2		6	14	

[ELR: 1]

{SAN: 5}

MA: 65 ROF: 1 B#11	L3cc MP: 13 MA: 20L TH#12 ROF: 1	L3 LI MP: 12 MG: 27 BF32
--------------------------	--	-----------------------------------



Elements of 16th Australian Brigade with attached Field Squad, Royal Engineers and vehicle support of 6th Australian Cavalry Regiment and 7th RTR enter along the south edge of Board 31 on Turn 1 in Convoy with all personnel as Passengers:

J1 J1 J1 E 4-5-8	J1 J1 E 2-4-8	1-4-9	10-2	9-1	8-1	dm MMG 2PP	FP: 2 Rng: 7 ROF: 1	1-12	1-12	dm MTR 2PP 51mm	FP: 24 Rng: 1 PP: 1	Cnet: 8 Radio	7 morale
6	2							3					7

[ELR: 3]

{SAN: 5}

15-cwt MP: 26 T#9 PP: 14	30-cwt MP: 25 T#7 PP: 21	Carrier MMG A MP: 16 MA: BMG MG: 47 ROF: 2 PP: 4	Carrier B MP: 16 MA: ATR MG: 47 ROF: 1 PP: 4	Mk VIB MP: 16 CMG: 10 ROF: 1	Matilda II MP: 19 MA: 40L MG: 74 ROF: 2	9-1
6				2		

88mm OBA



BOARD LAYOUT:



OBJECTIVES: British must Control building overlays in hexes Y6, Z6, Z5, and AA6 at Game End. They lose immediately if the waterworks (all of overlay X14) is rubble/blazed.

SPECIAL RULES:

1. EC are Dry with a Mild breeze from the northwest at start. Light Dust (F11.71) and Heat Haze (F11.62) are in effect.
2. Italians may set up 2 squads/equivalents (plus any SW/SMC in the same Location) utilizing HIP. All other Italian units may set up concealed.
3. The British player may use Cloaking for vehicle passengers; they are not revealed simply by being in LOS or by the vehicle moving but only if they suffer a MC from fire, are required to make a Crew Survival DR, or if they dismount from the vehicle (D6.9). Italian crews have ML 8 (both sides).
4. Four DCs are Set (A23.7) prior to play, one in each waterworks building (overlay X14) and one on the water tower (AA6). Designate which units set them using a side record. The other two DCs may be used normally during play. The Italians may not attempt to detonate Set DCs unless the waterworks build-

ings/tower has taken fire during play or Commonwealth units are within two hexes of a waterworks building/tower. To detonate Set DCs, the designated unit *may* be in the set hex, but must pass a leader modifiable 2TC (even if not in the waterworks building/tower). [This represents their reluctance to carry this task out and to sacrifice themselves.] If they fail this TC, they are pinned. A KIA rumbles a waterworks hex. All other results have no effect on the buildings.

5. Commonwealth units are Stealthy. Italians are Lax (EXC: Italian crews and personnel stacked with a SMC).

6. The Commonwealth player receives one module of 88mm OBA (HE & S) directed by an Offboard Observer recorded at level one along the south edge. This module is limited to Smoke ammunition *only* for its initial Fire Mission.

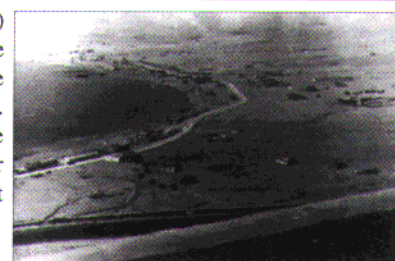
7. All green/dark brown ground on overlays is treated as desert terrain. Hammada hexes are treated as open ground in/adjacent to town buildings. All buildings are stone.

8. Place overlays as follows: X10 on 31W1/V0; X7 on X1/W1; X13 on W3/W4; X4 on W6; X3 on W6; X15 on W10/W9; X11 on Y8/Z8; X14 on Z6/Y6 (waterworks); X2 on AA6 (water tower); X8 on Y4/Z4; X1 on Z3; X5 on Z1 and X9 on AA2/AA1.

9. Treat overlay X3 as a tight cluster of stone buildings; with a +4 TEM. Any units firing from X3 do so with 1/2 FP. Overlay X14 is the waterworks buildings. Overlay X2 is the water tower. Treat X2 as a level 2 obstacle for same level LOS (i.e., as if it is a marketplace), and a +1 LOS Hindrance at Level 0/1. The water tower may be destroyed by direct fire as if it is an AFV with an Armor Factor of "1".

10. Paved roads exist through the following hexes: X2-X8 inclusive; Y1-Y2-Z2-AA3-BB3-CC4-DD4-EE5-FF5-GG6-Y5-Z4-AA5-BB5-CC6-DD5-Y7-Z7-AA7-BB6-AA8-AA9-AA10-BB10-Z9-Y9-W2-V1-U1-W5 and along alternate hex grain 5 south to A5-W8-V8-U8. Note: Some roads do end in open desert with camel trails leading off.

BARDIA, LIBYA, 4:00 PM, 4 JANUARY 1941: It was the job of 300th Regiment of the Frontier Guards (Fortress) to defend and/or deny the enemy the single most important non-military item in the whole desert theater: water. The Bardie Waterorks had the means to pump, process and distribute water. However, with the town of Bardia in the process of falling and the prisoner camp imminent, morale and motivation were a serious problem for the defenders. As the Australians fought to clear the buildings of the coastal town, resistance steadily slackened. The Aussie soldiers would round one corner, meeting a white flag. Around another bend they would face machine-gun or sniper fire. The speed of the Australian advance was not anticipated by the Italian command. The planned demolitions at the Bardia waterworks were not carried out and the entire complex fell into Australian hands.



DOWN THE THROAT

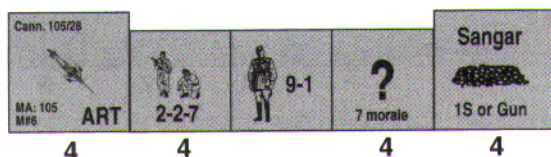
CH #125

ITALIAN Sets Up First	1	2	3	4	5	6	7	8	9	10
BRITISH Moves First										

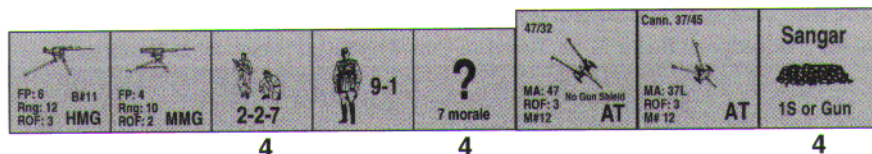


'A' Battery, XXIII Corps Artillery Battalion set up on board 30, west of hexrow Q, north of and adjacent to the wadi (may include hex 30X3):

[ELR: 3]
{SAN: 0}

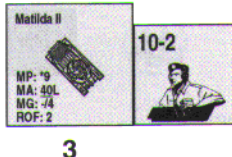


HQ anti-tank and machine-gun support sections set up on Boards 28 and 29; the machine-guns, two 2-2-7 crews, the 9-1 and two sangars may set up on Boards 26, 27, and 31, east of hexrow Y:

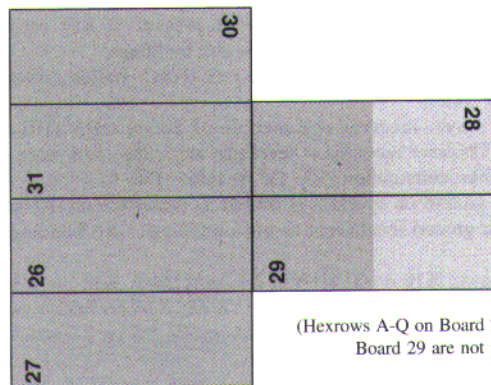


Captain Barker's Troop C of 7th Royal Tank Regiment enter south edge of board 27, west of hexrow K on Turn 1:

{SAN: 0}



BOARD LAYOUT:



(Hexrows A-Q on Board 28 and Q-GG on Board 29 are not playable)



OBJECTIVES: British win if all Italian 105mm Artillery guns/crews are eliminated/broken by games end.

SPECIAL RULES:

- EC are Dry with a Mild Breeze from the south at start. Heat Haze (F11.62) and Light Dust (11.62) are in effect.
- Fortifications may be set up HIP in concealment terrain. They are not revealed until an enemy unit comes within 8 hexes and has a LOS. Any hidden occupants are revealed normally.
- Boresighting is NA. Italian 2-2-7 crews have ML 8.
- Place overlays as follows: **H6** on 26L4/M4; **H3** on 31S4/S3; **WD3** on 30R4/Q4; **W2** on 30H6/H5; and **W1** on 27G6/H6. Place a bridge counter on wadi overlay on hex 27D7 crossing the wadi.

TOBRUK PERIMETER, LIBYA, 2:30 PM, 21 JANUARY 1941: A troop of Matilda II tanks from the 7th Royal Tank Regiment under the command of Captain Barker had been shelled for three miles. The troop was unable to tell where the fire originated. Approaching a wadi, Captain Barker spotted a gun flash from a sangar on the wadi's edge. Ignoring flanking machine-gun and anti-tank fire, he ordered the troop to attack the Italian artillery position. Holding their fire until at point-blank range, the *whoof* of passing shells in their ears, it was a matter of who would knock the other out first. Although yawing and pitching, the captain's gunner hit one of the emplacements with his first shot. Continuing after the other guns, Captain Barker's tank turned quickly, throwing up a cloud of dust, which he promptly ordered his tank to drive through, taking the enemy gun crew by surprise. At a range of only a few meters, Barker could clearly see the Italians' dark green uniforms, coats open, sweating and struggling to train their guns on the approaching tank. The gun battery would have faced certain destruction by overrun had Barker's troop of tanks not knocked them out by fire first.



THE FALL OF TOBRUK

CH #124a

III ITALIAN Sets Up First	1	2	3	4	5	6	7	8
⊙ BRITISH Moves First								



Elements of 61st Sirte Division, 24th Della Mura Artillery Regiment, 10th Corps Artillery Regiment, and 17th AA Battalion set up on Known (i.e., no HIP or "?") on Boards 26/27/31 north of hexrow Q:

[ELR: 2]

{SAN: 5}

1 3-4-6	2-2-7	10-2	9-2	9-1	8-1	8-0	1-4-9	FP: 6 Rng: 12 ROF: 3 B#11 HMG	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 1 ROF: 1 Rng: 5 B#11 LMG	Fucile-ss 8 MA: 20L Rng: 1-12 ROF: 2 ATR	MA: 45* B#11 Rng: 2-13 ROF: 2 MTR
8	8									2		

Trench 8	Wire Mph - RPh 30	Sangar 1S or Gun 8	Pillbox 1+3+5	149/35 MA: 150 MP: 1 B#11 ART 2	Cann. 105/28 MA: 105 M#6 ART 2	75/27 MA: 75* ROF: 1 M#8 B#11 ART 2	Cannone-Mit. 20/65 MA: 20L IFE: (4) ROF: 3 M# 11 AA	Canone da 65/15 MA: 65* ROF: 1 M#10 B#11 INF	75/46 MA: 75L ROF: 2 M#5 AA 2
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150mm OBA



21st Light Armoured Battalion; 3rd Company, II Medium Tank Battalion, 1st Raggruppamento enter along the north edge on Turn 2:

3/35 IP: 13 IG: 4/ 10F: 1 BMG 311	3 LT IP: 12 IG: 2/ 10F: 4	R13/40 IP: 11 IA: 47 IG: 4*/4 10F: 4	M11/39 MP: 12 MG: 44 ROF: 1 CMG B37 B11	L3cc MP: 13 MA: 20L TH#12 ROF: 1	9-1	8-1
4	4	4	4			

BOARD LAYOUT:



Place
Overlays

		31
26	27	
29		
	28	30

(Hexes south of hexrow R on Board 29 and hexrow P on Boards 28 and 30 are not in play)

SPECIAL RULES:

- EC are Dry with a Mild breeze from the southwest at start. Heat Haze (F11.62) and Light Dust (11.71) are in effect.
- The Australians have MOL capability.
- The British 2pdr en-portee uses the Russian 37Lmm AA Gun counters.
- Commonwealth units are Stealthy; Italians are Lax (EXC: crews and any MMC in the same Location as a Leader or crew).
- Commonwealth player receives one module of 88mm OBA directed by an Offboard Observer set up along the south edge prior to play. The Commonwealth receives one Pre-Registered hex and begins play using this OBA as a Rolling Barrage (E12.-12.6).
- Commonwealth use the OB-supplied Italian AFV with no Captured Use penalties. A ML 8 crew mans each.
- The Italians receive one module of 150mm OBA (HE & S) with Plentiful Ammunition directed by an Offboard Observer set up along the north edge. The first four Fire Missions of this module are limited to Harrassing Fire. Italian 2-2-7 crews have ML 8.
- Place overlays as follows: **D6** on 27N6/N7; **H4** on 31G8/H8; **S4** on 27V7/W8; **H1** on 26X6/W7; **S6** on 26U1/U2; **H3** on 30CC3/DD2; **S2** on 30DD1/EE2; **D1** on 28CC2/DD1; **H5** on 29J7/I7 and **S7** on 29K10/L9.

OBJECTIVES: British win by eliminating/capturing all Italian 5/8" ordnance and crews.

OUTSIDE OF TOBRUK, LIBYA, 2:30 PM, JANUARY 21, 1941: While the flanks of the defensive perimeter - which was almost 40 miles in length - were being rolled up, 19th Australian Brigade had the task of driving deeper into the Italian position towards the city of Tobruk. While most areas, especially on the outer perimeter, were thinly held, there were clusters of widely separated areas of strong resistance that had to be neutralized before Tobruk could be entered. Following a second rolling barrage of artillery, the 4th Battalion, with whatever vehicle support could be gathered, advanced forward against stiffening resistance. They continued to press on in spite of being counterattacked by Italian medium tanks, direct artillery and anti-aircraft fire. This attack took a toll on the vehicles. For the remainder of the day, they encountered one gun position after another. Although the Italian tanks were eventually handled, the Italian gun crews showed no sign of collapse. For once, it wasn't quite so easy to dispose of the Italian tanks when they were used in conjunction with the heavy AA guns. There were more targets to consider and the Italian tanks played havoc with the Australian infantry. In one case, an Italian gun position was cleared by throwing fuel on them and igniting it. It showed what could happen if the Italians were determined. The fighting did not slacken until well into the night.





Elements of 4th Battalion, 19th Australian Brigade; Squadron of 6th Australian Cavalry Regiment; Squadron of 3rd King's Own Hussars, 4th Armoured Brigade; Remnants of 2 Troops of 7th Royal Tank Regiment enter along the south edge following a pre-game Rolling Barrage (E12-12.6):

[ELR: 3]
{SAN: 3}

4-5-8	2-2-8	10-2	9-2	9-1	8-1	2PP	FP: 2 Rng: 7 ROF: 1	1-12 ATR	51mm	3PP 76mm	Cnct: 8 Radio
16						2	6	3	2		

MP: 18 *CMG: -10 ROF: 1	MP: 16 MA: BMG MG: 2/- ROF: 1 PP: 4	MP: 16 MA: ATR MG: -1/2 ROF: 1 PP: 4	MP: 12 MG: -4 ROF: 1 *CMG B37 B11	MP: 11 MA: 47 MG: 4/14 ROF: 1	MP: 18 MA: 15(8) ROF: 1 MG: -4 B# 11	MP: 23 MA: ATR MG: -1/2 ROF: 1 Fr: -2	MP: 25 MA: 40L CS 4 ROF: 3	MP: 9 MA: 40L MG: -4 ROF: 2
6			2*	2*	3	2	2*	4

10-2	9-2	9-1	8-1
------	-----	-----	-----

88mm OBA



HOT OFF THE WIRE...

Development continues at CH on a plethora of new projects for enthusiasts of the war in North Africa. For the Squads & Leaders compatible fans, new scenarios in abundance are in hand depicting every well-known, and some esoteric actions. Rommel will keep rolling across Cyrenaica in the next installment from The Brothers Hair. Dan Dolan expects to wrap his Deir el Shein module this year (the second in our 1st Alamein series). Ruweisat Ridge is back in a Limited 2nd Edition (all errata input; no folder; lower price). Adam Geibel's submissions depicting actions from Somaliland to Halfaya Pass should see the light of day later in the year.

In the stand-alone game department, Uli Blennemann has recently wrapped up the new North Africa card game (title TBA) for Moments in History. It includes about 200 cards depicting the men, machines and terrain of North Africa circa 1940-41, plus a ten-sided die and rules. It comes boxed. MiH is also pressing forward on the new TOBRUK: SILVER ANNIVERSARY edition. We recently were saddened by the sudden passing of Hal Hock and we'll be dedicating the new game to his memory, quite unexpectedly. Hal did a bang-up job and concluded his portion of the Tobruk development some months back, including all new ordnance and AFV data resulting from his massive 20+ year-long research project. This is all new data that may startle some when some previous notions of hit and kill ranges and percentages are challenged.

GENESIS '48 continues to move ahead. Suffice it to say this project has taken a lot longer to finish than anyone ever expected. It will finally see the light of day in the months ahead. The next issue of CH magazine is coming together and will have a focus on France 1940, and will include scenario tactics, new scenarios for STONNE 1940, designer's notes and another mini-module of France 1940 scenarios called, "A Few Rare Men".

METAL AT MECHILI

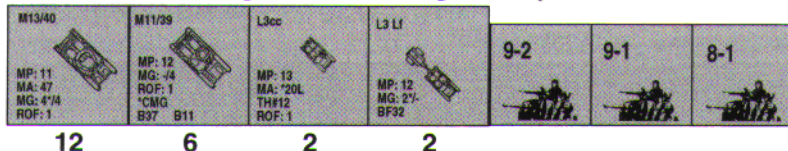
CH #126

 ITALIAN Sets Up First	1	2	3 END	4	5	6	7	8	9	10
 BRITISH Moves First										

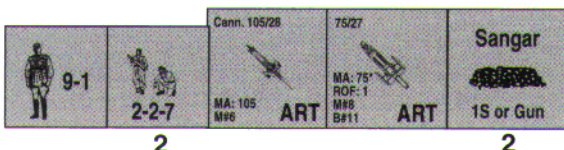


{SAN: 0}

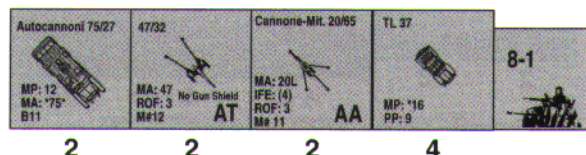
Elements of Babini's Special Armour Brigade set up on boards 27/28/31 west of hexrow Q with all AFV in Motion:



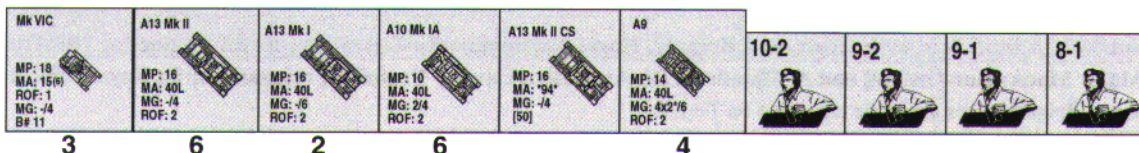
Artillery Support Group 1 set up on boards 27/28/31 on/ west of hexrow O:



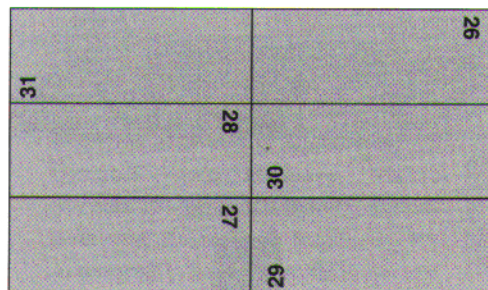
Elements of Raggruppamento Celere enter along the west edge on Turn 5 (see SR 4):



B Squadron, 7th Hussars with loan of 6th Royal Tank Regiment tanks from A Squadron, 2nd Royal Tank Regiment, 4th Armoured Brigade enter along the east edge on Turn 1:



BOARD LAYOUT:



SPECIAL RULES:

1. EC are Moist with Heavy Wind blowing from the northwest at start. Early Morning Sun-Blindness (F11.611) is in effect. Mist (E3.32) is also in effect.
2. All Italian ART must set up in a sangar.
3. Boresighting is NA.
4. The Italian 20mmAA/ATG and 47mmATG en-portees fire from the rear VCA and have inherent crews, unless they dismount/abandon their L-37 truck. Use 2-2-7 crews if they dismount/abandon.
5. Sand dunes are Level 1 obstacles to LOS.
6. Italian AFVs begin play in Motion.
7. Place overlays as follows: **SD8** on 30V10/V9; **SD4** on 29M4/M3; **SD6** on 30W2/X1; **H6** on 26O4/O5; **W3** on 29G7/G6; **W1** on 30H5/I5; **W4** on 26S6/S5; **S6** on 29E4/F3; **D6** on 30E7/D7; **SD2** on 27C5/C6; **S8** on 27L4/L5; **SD7** on 27X5/W6; **S5** on 28F5/G6; **H3** on 31T4/S4; **SD3** on 28BB6/AA6; **SD1** on 28V9/V8; and **H2** on 31DD4/CC5.

OBJECTIVES: The side that earns the most Casualty DVP wins. In order for victory to be claimed by either side, at least half of the winner's OB (in DVP) must be across the wadi from their respective start positions.

WEST OF THE FORT OF EL MECHILI, LIBYA, 7:00 AM, 24 JANUARY 1941: Contact was made with the enemy. The Italians occupied a small "Foreign Legion" - type Turkish fort with water, four white watchtowers and a flag staff over the main gate (which was firmly shut). Behind the fort and to the west, were more Italian positions which included medium tanks, artillery and mobile artillery and anti-tank guns. There was also a useful airfield nearby. Italian intelligence, in one of its rare coups of the campaign, had discovered through radio traffic that the British 4th Armoured Brigade was to attack El Mechili on the 24th. The Italians, accordingly, set up an ambush. As luck would have it, the British, instead, surprised Babini's column and fired on it as it was moving. The Italians reacted by charging them and knocking out one cruiser tank and six MkVI light tanks. Although the Italians lost eight medium tanks (and one captured), it was the British who were forced to withdraw. The following day the British harassed the fort, hoping to intimidate the defenders into surrendering (as had happened so many times before during this campaign). However, they came under a hail of accurate and effective direct engagements, the adversaries wound up terrifying one another. The British cruiser tanks were not much better than after being hit. Even small arms fire would chip small bits of cruiser armor and spray it about the inside. The Italian Division would now concentrate against them and overwhelm them. It seemed strange that their intelligence did down to 65 cruisers and 95 light tanks. On the 26th the British moved to attack the fort again but, the mist was so the Italians had abandoned the area, having escaped to the northwest the previous night.



STAND AT DERNA

CH #127

ITALIAN Sets Up First	1	2	3	4	5	6	7	8	9	10
BRITISH Moves First		END								



Elements of a Battalion of the Tonini Libyan Paratrooper Regiment led by Lieutenant Colonel Goffredo Tonini, 2nd Battalion, 86th Regiment, 60th Sabratha Division, Libyan Coastal Defense Artillery and a Squadron from 41st Medium Tank Battalion set up anywhere east of the wadi. All building occupants may set up utilizing HIP::

[ELR: 3]

{SAN: 5}

6 E 4-4-7	6 C 3-3-6	6 I 3-4-6	10-3	9-2	9-1	8-1	8-0	6+1	FP: 6 Rng: 12 ROF: 3	B#11 FP: 4 Rng: 10 ROF: 2	FP: 2 ROF: 1 Rng: 5 B#11	FP: 2 ROF: 1 Rng: 5 B#11	MA: 20L Rng: 1-12 ROF: 2	MA: 20L Rng: 1-12 ROF: 2
6	6	6		2	2				2	2	7	3		
MA: 45° Rng: 2-13 ROF: 2	B#11 2-2-7	AB 40 MP: 25 MA: *CMG MG: *R2/A* ROF: 1 B#11	IP: 11 IA: 47 IG: 47/4 V# 1	Pillbox 1+5+7	Pillbox 1+3+5	Trench 14	Sangar 1S or Gun	Foxhole 1S	Canone da 65/15 MA: 65° ROF: 1 M#10 B#11	INF	MA: 47 ROF: 3 M#12	No Gun Shield	AT	
2	8	4	4				8	8			2			
Mort. 81/14 MA: 81° ROF: 3 M#11 Rng: 3-75	MTR	Cann. 105/28 MA: 105 M#6	ART	ART	AA									
2														



Elements of 4th Battalion, 19th Australian Brigade, Royal Northumberland Fusiliers, Royal Engineers, 7th Armoured Division, Major MacArthur-Onslow, and A Squadron, 6th Australian Cavalry Regiment; remnants of 1st Royal Tank Regiment, 7th Armoured Brigade enter along the east edge on Turn 1:

[ELR: 4]

{SAN: 3}

18 JL 4-5-8	10-2	9-2	9-1	8-1	8-0	dm HMG 3PP	dm MMG 2PP	FP: 2 Rng: 7 ROF: 1	LMG	1-12	ATR	dm MTR 2PP 51mm	FP: 30 Rng: 1	DC	FP: 24 Rng: 1 PP: 1	FT
18	2	2	2	2	2	2	2	8	2	3	3					
Cnct: 8 Radio	Carrier A MP: 16 MA: BMG MG: 2/4 ROF: 1 PP: 4	Carrier B MP: 16 MA: ATR MG: 4/2 ROF: 1 PP: 4	Carrier C MP: 16 MA: BMG MG: 4/2 ROF: 1 PP: 4	Mk VIB MP: 18 *CMG: *10 ROF: 1	Mk VIC MP: 18 MA: 15(0) ROF: 1 MG: 4/4 B# 11	M13/40 MP: 11 MA: 47 MG: 4/4 ROF: 1	M11/39 MP: 12 MG: 4/4 ROF: 1 *CMG B37 B11	10-2	9-2	8-1						
2	2	2	3	3			2									
A10 Mk IA MP: 10 MA: 40L MG: 2/4 ROF: 2	A9 MP: 14 MA: 40L MG: 4x2/6 ROF: 2	A9 CS MP: 14 MA: 94* MG: 4x2/8 [50]														
2	3															

88mm OBA



BOARDLAYOUT:

15	30
9	31



OBJECTIVES: The British must Control all buildings on Board 15 east of hexrow H and north of the hill mass at Game End.

DERNA, LIBYA, 1:30 PM, 26 JANUARY 1941: With the favorable defensive terrain in the Djebel Akhdar, ports, railroads, a road network, airfields, and plenty of food and water, it looked as if the Italians would make a stand at Derna. The advance of the Australians had bogged down with the increasing Italian resistance. Talk was in the air. Talk of a German FliegerKorps in Sicily and German armor and anti-tank weapons enroute to Tunis or perhaps even, Benghazi. This temporarily boosted the morale of the retreating Italians. The accuracy of the Italian anti-tank and machine-gun fire caused the Commonwealth's light armored units to make little headway. It was clear that more infantry was needed. Two Battalions of Robertson's 19th Australian Brigade were being moved up in a trickle due to transport problems. When they finally arrived, they were involved in sharp fighting over the whole area south and east of the town. This included some difficult terrain such as Wadi Derna. There is no telling how long the Italians could have held here - perhaps until the Germans arrived. However, because Babini's armored and motorized group (which had also stalemated the British armor) retreated from Mechili, the decision was made to abandon Cyrenaica.

SPECIAL RULES:

- EC are Moderate with Heavy Wind from the west at start.
- Italian 102mm ART is represented by the 105mm/28 counter; it has a ROF of 1 and can fire AP ammo on the 105mm TK Table with a TK# of "14".
- The British receive one module of 88mm OBA (HE & S).
- All vegetation hexes on boards 9 and 15 exists normally except on half hexes that join desert boards. Treat hexes 29/DD3-EE4 as Open Ground. All building overlays are Stone. The Mausoleum is a normal building. Building/tent clusters have a +4 TEM/half FP. Italian 2-2-7 crews have ML 8.
- Hillocks are Level 1 obstacles to LOS. Hillock Summits are Level 2 LOS obstacles. There are no Captured Use Penalties for Allied use of the Italian tanks.
- A paved east-west road runs as follows: 31A5-B5-30/B5-30/A5.
- Place overlays as follows: **H4** on 30Y9/X9; **H1** on 31Q3/R2; **S8** on 30P3/O4; **S5** on 30M9/L9; **W4** on 31J4/J5; **W2** on 30C5/D5; **X1** on 15J4; **X2** on 30C8; **X3** on 30C10; **X4** on 15B6; and **X5** on 15B4.

THE END OF THE LINE

Beda Fomm #1

BRITISH Sets Up First	1	2	3	4	5	6	7 ^①	8 ^⑥
ITALIAN Moves First								



Colonel John Combe and Elements of C Squadron, 11th Hussars, B Squadron, The King's Own Royal Dragoon Guards, A Company, 2nd Battalion, The Rifle Brigade, 1st Section, 1st Anti-Tank Battalion, 106th Lancashire Hussars, Royal Horse Artillery set up in within 8 hexes of L23 (EXC: mines must set up within two hexes of a road hex):

J1 J1 J1 E 4-5-8	J1 J1 E 2-4-8	J1 10-2	J1 9-2	J1 9-1	J1 8-1	FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	1-12	MA: 51* Rng: 2-11 ROF: 2	1S	12	AT Mine
5	3						4		2	5		8

{ELR: 4}

{SAN: 3}

MP: 25 TH: 7 PP: 21	MP: 24 MA: ATR MG: -1/2 ROF: 1	MP: 23 MA: ATR MG: -1/2 ROF: 1	MP: 37 MA: BMG MG: 2/ ROF: 1	MP: 16 MA: ATR MG: -1/2 ROF: 1	MP: 25 MA: 40L CS 4 ROF: 3
2	2	2	2	2	2

Additional Elements of 2nd Battalion, The Rifle Brigade, 106th Lancshires and RHA units set up in hexes ≥ 20 and east of hexrow U:

J1 J1 J1 E 4-5-8	J1 9-1	J1 8-1	FP: 6 Rng: 14 ROF: 3	FP: 2 Rng: 7 ROF: 1	1-12	MA: 51* Rng: 2-11 ROF: 2	MA: 40L ROF: 3 M# 10	1S or Gun	2	MP: 25 MA: 40L CS 4 ROF: 3
8			2	4	2	2	2	2	2	2

Elements of D Company, 2nd Battalion, The Rifle Brigade, C Battery, 4th Royal Horse Artillery Regiment, Gun of a Light AA Battery, Royal Artillery set up in hexes numbered ≥ 33 , east of hexrow R:

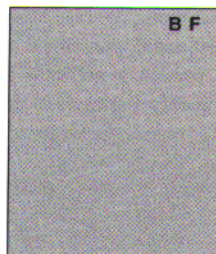
J1 J1 J1 E 4-5-8	J1 9-1	J1 8-0	FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	1-12	1S	J1 J1 2-2-8	J1 9-2	MA: 40L ROF: 3 M# 10	MA: 40L IFE: 8 ROF: 3 M# 8
5			2	2		5	3		2	

Elements of B and C Squadrons, 7th Queen's Own Hussars, Major Norman Plough and A, B and C Squadrons, 2nd Royal Tank Regiment, 4th Armoured Brigade enter along the east edge on Turn 4:

MP: 18 CMG: -10 ROF: 1	MP: 18 MA: 15(0) ROF: 1	J1 8-1	MP: 14 MA: 40L MG: 4x2/6 ROF: 2	MP: 10 MA: 40L MG: 2/4 ROF: 2	MP: 16 MA: 94* MG: -4 [50]	MP: 16 MA: 40L MG: -4 ROF: 2	9-2
3	3	2					

BOARD LAYOUT:

(The Beda Fomm map is in play)



OBJECTIVES: The British must earn at least triple in Casualty DVP than the Italians earn in Exit and Casualty DVP by Game End. Exit DVP are earned for units exited along the south edge.

SPECIAL RULES:

- EC are Dry with a Mild Breeze from the southwest at start.
- Italian 2-2-7 crews have ML 8.
- British 2pdr. portees use Bofors 37mm AA guns. Use the Russian 37L AA (Note 25, Page H28). Their ROF=3 and Black TH# are used normally. The Italian 37mm ATG also are mounted as Portees on the provided TL 37 Trucks.
- Boresighting is NA.
- The following terrain notes apply to the Beda Fomm map: The map is considered a Desert Board (F.1) and runs from hexrows D-KK (treat hexes listed A0-A17 as D0-D17). Due to printer error, the contrast between Sand (EX: J16)

and non-sand (EX: K16) is lighter than intended. See the Sand Hex Play Aid for clarification. There is a roadblock across the hexside between L19-L20. Any Clearance attempts receive a -1 DRM in addition to any other applicable modifiers (Labor, etc.) The road is Paved. Hexes L23-24 are a Hillock Summit (F6.6) and hex L22 is an example of Hillock (F6). Hex W2 is Hammada (F3). Hex V2 is Scrub (F2). Hex K27 is a Deir (F4). Hex Y37 is a Crag (B17). Hex AA35 is a Grave Cairn, which is the equivalent of a +5 Pillbox which no unit may fire out of. A 2MC is necessary for any unit to enter a Grave Cairn and this terrain type is treated as a +1 Hindrance. Hex EE37 also contains the "Windpump" (a windmill). The windpump is a two level high terrain type (No TEM) that may be climbed by a SMC at the cost of 2 MF per level. It is not an obstacle, nor a hindrance and may only be automatically destroyed during play by an AFV Overrun in its hex specifically aimed at destroying it. The AFV makes a Bog Check for this overrun attack. Hex I32 is an example of Sand (F7) and hexside I32/J31 is a Dune Crest (F7.51). All dunes are Low. An additional +1 DRM is added to all Sand Bog (F7.31) DR.

6. This scenario may be played as part of a campaign by playing Beda Fomm #1-2, or #1-3, in chronological order. If playing BF #1-2 as a campaign, the objectives listed in the BF #2 scenario as "campaign objectives" must be adhered to. If playing BF #1-3 as a campaign, adhere to the campaign objectives listed in BF #3.

7. Variable game length is used if playing any BF scenario as part of a campaign. At the end of the last CCPh of a turn with a circled number on the turn record chart, make a dr. A dr $\leq$ the circled number ends the scenario. Play all listed turns if playing the scenario on its own.



Administrative Troops enter on Turn 1 on hex L0 with all vehicles in Convoy (E11) and all personnel as Passengers:

[ELR: 2]

{SAN: 0}

3-3-6	8-0	7-0	6+1	FP: 2 ROF: 1 Rng: 5 Bf11	2PP 45mm Brixia	MP: 18 PP: 29	MP: 15 PP: 36	MP: 12 MA: 75* B11
16				2		4	3	2

1st Company, 1st Battalion, 10th Bersaglieri Regiment with a Section of Motorized Anti-Tank Company and a Battery of Motorized Artillery units enter on Turn 1 or later on hex L0 with all personnel as Passengers and guns towed. MMC may deploy freely to fit available transport. All units of the Administrative Troops must enter before the second group may enter play:

3-4-7	10-2	9-2	9-1	8-1	FP: 2 ROF: 1 Rng: 5 Bf11	2PP	FP: 2 ROF: 1 Rng: 5 Bf11	MA: 20L Rng: 1-12 ROF: 2	MP: 20 PP: 21	MP: 18 PP: 29	MP: 15 PP: 36
16					2		8	4	6	2	3

MA: 37L ROF: 3 Mf 12	MP: 16 PP: 9	MA: 75* ROF: 1 Mf 8 Bf11	ART
2	4	4	4

Elements of the 62nd Libyan Light Armored Battalion, with a Recon. Troop enter on Turn 1 or later along the north edge after all units of the Administrative Troops have entered:

MP: 13 MG: 4/ ROF: 1 Bf11	MP: 12 MG: 2/ Bf32	MP: 13 MA: 20L TH12 ROF: 1	MP: 29 MA: 40MG MG: 42*14" ROF: 1 B11		
6	2	2	4		

SIDI SALEH, NEAR BEDA FOMM, 2:30 PM, 5 FEBRUARY 1941: After a grueling 150 mile drive across unreconnoitered desert with worn out vehicles, the British were about to face a greatly superior enemy. The Italians were retreating quickly and had no idea that the British had succeeded in beating them to the doorway to freedom. The British had 3 days supply of rations, ammo, water and fuel. There could be no more in the near future. The armored cars of Combe force deployed along the coastal dunes and the beach to keep the Italians from slipping past the main delaying force. A rifle company dug in around the road and two other rifle companies with anti-tank support set up to their right in the rising ground to the east. A fourth company supported by 25 pounder field guns dug-in to their right and slightly behind them. The infantry barely had enough time to lay some mines and dig in before the unsuspecting enemy came down the road. With landmine explosions signaling their approach, the armored cars and 25 pounders opened up on the disorganized Italian troops - many still sitting in their trucks. The Italians had concentrated much of their strength to the rear of the retreat. Among this force was the Babini Armored Brigade. The Brigade had taken the rear to handle the Australian 6th Cavalry Regiment pressing down on their rear along the coast road. The 10th Bersaglieri Regiment, escorting administrative troops, dismounted and attacked the British in several disconnected, uncoordinated, piecemeal thrusts. Lacking heavy artillery and concentrated armor, they were stopped each time. The Bofors 37mm en-portees and 40mm AA guns, used in an anti-tank role and firing from behind hillocks, quickly dealt with any Italian armored escorts. In fact, they even engaged an Italian 75mm field gun hastily deployed in the open by the roadside at a distance of 1000 meters. (Each gun happened to be deployed next to a Km road marker; the abandoned Italian gun was found to have two Bofors shells through the gunshield.) Some Italians challenged the armored cars near the beach. Things were beginning to get hairy for the British as more and more Italian troops came down the road and joined the fight. However, the 7th Hussars of 4th Armoured Brigade appeared on the eastern flank around 5 PM and shored up the position just before sunset, when the battle subsided for the night. Although successful, the British block was still absurdly-weak to contain 10th Army's withdrawal, which had 4 divisions. Fortunately for the British, the Italian forces were arriving sporadically.



THE TRAP CONGEALS

Beda Fomm #2

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8 ^②	9 ^⑥
⚡ ITALIAN Moves First									



Captain Tom Pearson and A Company, 2nd Battalion: set up within 8 hexes of a Hillock Summit (F6.6) hex:

4-5-8	2-2-8	10-2	9-2	9-1	8-1	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	1-12	MA: 51 Rng: 2-11 ROF: 2	MA: 75 ROF: 2 MF: 11 Rng: 6-36	1S
10						2	4	2	2		11	

1st Section, 1st Anti-Tank Battalion, 106th Lancashire Yeomanry, Royal Horse Artillery; 2nd Section, Battery 'C', 4th Royal Horse Artillery Regiment; Gun of a Light AA Battery, Royal Artillery set up in hexes numbered ≥ 20, east of hexrow L:

2-2-8	9-2	8-1	MA: 88 ROF: 1 MF: 8	MA: 40L ROF: 3 MF: 10	MA: 40L IFE: 8 ROF: 3 MF: 8	1S or Gun
5			2		2	5

Elements of 'C' Squadron, 2nd RTR: enter along the east edge on Turn 3:

MP: 14 MA: 40L MG: 4x2/16 ROF: 2	8-1
2	

[ELR: 4]

{SAN: 3}

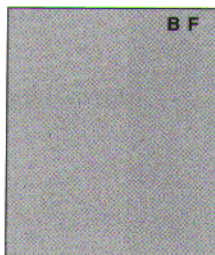
Elements of B Squadron, 2nd Royal Tank Regiment set up within eight hexes of a Hillock Summit (F6.6) hex:

MP: 16 MA: 94* MG: -/4 [50]	MP: 16 MA: 40L MG: -/4 ROF: 2	MP: 10 MA: 40L MG: 2/4 ROF: 2	9-2
2	2		

Elements of B and C Squadrons, 7th Queen's Own Hussars, 4th Armoured Brigade; 1st Royal Tank Regiment, 7th Armoured Brigade, Section of F Battery, 4th Royal Horse Artillery Regiment enter along the east edge on Turn 4:

8-1	2-2-8	MA: 88 ROF: 1 MF: 8	MP: 30 TAG PP: 9	MP: 18 CMG: -/10 ROF: 1	MP: 18 MA: 15(4) ROF: 1 MG: -/4 B# 11	MP: 10 MA: 40L MG: 2/4 ROF: 2
2	2	2	2	3	3	

BOARD LAYOUT:



(The Beda Fomm map is in play)



SCENARIO OBJECTIVES: The Italians must earn ≥ 60 Exit DVP by Game End. Exit DVP are earned for units exited along the south edge.

CAMPAIGN OBJECTIVES: The Italians must earn ≥ 150 Exit and Casualty DVP by the end of Beda Fomm #2 to be the campaign victor. Casualty and Exit DVP earned in Beda Fomm #1 apply to the campaign total. Exit DVP are earned for units exited along the south edge.

SPECIAL RULES:

1. EC are Mud (F11.8) and Overcast with Heavy Rain (F11.77, E3.6-.65, E3.5-.55, E3.3) in effect at start. Heavy Wind from is blowing from the west (F11.761, B25.63).

2. Italian 2-2-7 crews have ML 8. All MMC/SMC of the Tonini Airborne Regiment have an ELR of 4 until they suffer their first ELR failure (ELR is then 2). Make a side note to identify the Tonini leaders.

3. If playing this scenario as part of a campaign, the British uses the same minefield strengths and hex placement as in Beda Fomm #1. Otherwise, add 12 AP and 8 AT mines to the British OB and set them up *first* using the same set up restrictions as Beda Fomm #1. Leave wrecks from Beda Fomm #1 on

the board. Burning wrecks are replaced with Burnt Out Wrecks. Immobilized AFV/vehicles are flipped over to their wreck side and are counted as 1/2 their normal DVP for Campaign victory purposes. All other pieces are removed before the start of Beda Fomm #2.

4. All terrain rules (Special Rule 6) apply from Beda Fomm #1. The status of the roadblock at the end of the previous scenario applies at the start of play.

5. Boresighting is NA.

6. The Italians receive one module of 105mm OBA with Scarce ammo and offboard observer recorded along the north edge that may convert to onboard observation using the radio in the Italian OB.

7. On and after Turn 6 all British AFVs suffer from Ammo Shortage (D3.711).

8. For each 4-5-8 squad/HS lost from the first portion of the British OB in BF #1 (i.e., the portion which includes A Company, 2nd Battalion, The Rifle Brigade), remove the equivalent number of 4-5-8 squads/equivalents from the A Company, 2nd Battalion OB in BF #2. For each full squad thusly removed, the British player must also remove one SW of his choice from the same part of his BF #2 OB.

BEDA FOMM SAND HEX PLAY AID: The following hexes are SAND:

HEXROW	HEXES
D	17-18, 21-25, 32-33
E	12-19, 21-29, 32-34
F	5-8, 10-19, 21-29, 31-34
G	3, 5-8, 10-20, 22-29, 31-34
H	2-3, 5-7, 9-14, 16-20, 24-34
I	1-14, 16-120, 27-35
J	0-13, 16-19, 27-34
K	0-14, 18-19

THE TRAP CONGEALS

Beda Fomm #2



Elements of the Tonini Airborne Regiment [ELR: 5] set up in hexes numbered ≤ 12 and west of hexrow O:

[ELR: 2/5]

E 4-4-7 12	2-2-7 4	10-3	10-2	9-2	8-1	FP: 2 ROF: 1 Rng: 5 B#11 LMG 6	MA: 20L Rng: 1-12 ROF: 2 Fucile-cc 5 3	Cnct: 8 Radio 2	MA: 47 ROF: 3 M#12 No Gun Shield 2	MA: 75 ROF: 1 M#8 75/27 2	Sangar 1S or Gun 4
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Elements of the 2nd Libyan Motorized Regiment set up in hexes numbered ≤ 12 and east of hexrow O:

c 3-3-6 14	2-2-7 2	9-1	8-0	7-0	FP: 6 Rng: 12 ROF: 3 B#11 HMG 2	FP: 4 Rng: 10 ROF: 2 B#11 MMG 2	MA: 45° Rng: 2-13 ROF: 2 B#11 MTR 2	MA: 20L Rng: 1-12 ROF: 2 Fucile-cc 5 2	MA: 20L IFE: (4) ROF: 3 M#11 AA 2	MA: 81° ROF: 3 M#11 Rng: 2-75 MTR 2	Sangar 1S or Gun 6
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Elements of 60th Sabratha Division, 3rd Medium Tank Regiment, 20th Light Armoured Battalion, and a Recon. Troop enter along the north edge on Turn 1:

3-4-6 12	8-0 2	7-0	6+1	Autocarri L MP: 20 PP: 21 6	M11/39 MP: 12 MG: 4 ROF: 1 *CMG B37 B11 6	L3/35 MP: 13 MG: 4 ROF: 1 *BMG B11 4	AB 40 MP: 29 MA: *CMG MG: *R2 1/4" ROF: 1 B11 4	9-1	8-1
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Elements of 5th Medium Tank Regiment, 20th Light Armoured Battalion, plus Mobile Anti-Tank and Artillery Sections enter along the north edge on Turn 2:

M13/40 MP: 11 MA: 47 MG: 4 1/4 ROF: 1 6	L3 aa MP: 13 MA: *MG MG: 2 1/2" ROF: 1 B11 2	Autocannoni 75/27 MP: 12 MA: *75° B11 2	Cann. 37/45 MA: 37L ROF: 3 M#12 2	TL 37 MP: *16 PP: 9 2	9-2 2
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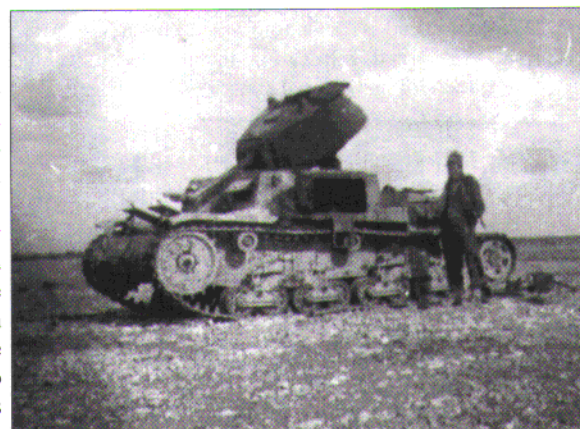
105mm OBA



Additional Elements of 5th Medium Tank Regiment with Mobile Support Group enter along the north edge on Turn 3:

M13/40 MP: 11 MA: 47 MG: 4 1/4 ROF: 1 6	L3 Lt MP: 12 MG: 2 1/2" BF32 2	Autocannoni 75/27 MP: 12 MA: *75° B11 2	47/32 MA: 47 ROF: 3 M#12 No Gun Shield 2	TL 37 MP: *16 PP: 9 2	9-2 2
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SIDI SALEH, NEAR BEDA FOMM, 7:30 AM, 6 FEBRUARY 1941: When it became light enough to see one another, the battle reopened where it had left off. The Italians had plenty of tanks and some artillery but, the infantry was still very disorganized. As for the British, they finally received much needed ammo overnight but had suffered noticeable losses of cruiser tanks - some were knocked out and many others had broken down. The weather had also deteriorated shortly before the battle resumed, with heavy rain and heavy wind setting the stage. Although the Italian armor outnumbered the British armor almost 3:1, they displayed a lack of understanding of the methods of fire and maneuver. The Italians stoically attacked again and again for much of the morning and afternoon but were repulsed each time. While having the opportunity to overwhelm the defense with their 80 Medium tanks vs 29 British cruisers (19 tanks of 2nd RTR actually bore the brunt), they continued to send waves of 16-20 tanks to hull-down positions. While the British artillery, anti-tank guns, and armour picked each wave apart, 2nd RTR only lost 3 cruiser tanks to enemy armour. The British did suffer the loss of several 2 pounders and 25 pounders. The infantry had some frightful moments as some Italian vehicles managed to overrun them. Italian infantry were engaging in hand-to-hand combat on some positions. It was reported that 79 Italian Medium tanks were knocked out by 2nd RTR alone, although some of these were undoubtedly double counted as several weapons fired on the same targets. The Italians did manage to break out to freedom behind the beach dunes with 4 Medium tanks, a dozen armored cars and 30 trucks loaded with infantry, towing various guns. There were just too many targets to engage.



DEATH OF AN ARMY

Beda Fomm #3

⊙ BRITISH Sets Up First	1	2	3	4	5	6 ^②	7 ^⑥
⚡ ITALIAN Moves First							



Elements of 2nd Battalion, The Rifle Brigade and C Battery, 4th Royal Horse Artillery Regiment set up in hexes numbered ≥ 17 :

10-2	9-2	9-1	8-1	8-0	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	1-12	Cnct: 8	MA: 51* Rng: 2-11 ROF: 2
16	6	2	2	2	2	3	8	2		3
MA: 40L ROF: 3 M# 10	MA: 76* ROF: 2 M# 11 Rng: 6-36	MA: 88 ROF: 1 M# 8 s8	1S	1S or Gun	12	8				
2	2	2	18	4						

88mm OBA



[ELR: 4]
[SAN: 3]

1st Section, 1st Anti-Tank Battalion, 106th Lancashire Yeomanry, Royal Horse Artillery, 2nd Section, Battery F, 4th Royal Horse Artillery Regiment and Gun of a Light AA Battery, Royal Artillery set up east of hexrow EE in hexes numbered ≥ 9 :

2-2-8	8-1	MA: 40L ROF: 3 M# 10	2	MA: 88 ROF: 1 M# 8 s8	2	MA: 40L IFE: 8 ROF: 3 M# 8	1S or Gun
5							5

Remnants of 1st and 2nd Royal Tank Regiment and 3rd and 7th Hussars set up in hexes numbered ≥ 30 :

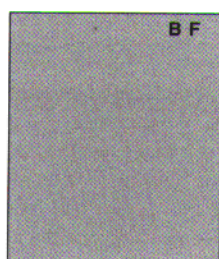
MP: 18 MA: 15(4) MG: -4 B# 11	MP: 18 MA: 15(4) MG: -4 B# 11	IP: 16 IA: BMG IG: 2/- OP: 1 PP: 4	MP: 16 MA: BMG MG: 4/-2 ROF: 1 PP: 4	MP: 16 MA: BMG MG: 4/-2 ROF: 2 PP: 4	MP: 16 MA: 40L MG: -4 ROF: 2	MP: 16 MA: 40L MG: -4 ROF: 2	MP: 14 MA: 40L MG: 4x2/6 ROF: 2	MP: 10 MA: 40L MG: 2/4 ROF: 2	MP: 16 MA: 40L MG: -6 ROF: 2
3	3	2							3

10-2	9-2	9-1	8-1
			2

Portee of 106th Lancashire Hussars set up in hexes numbered ≥ 15 east of hexrow GG:

10-2	MP: 25 MA: 40L CS 4 ROF: 3
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BOARD LAYOUT:



(The Beda Fomm map is in play)



OBJECTIVES: The Italians win if there are no Good Order British MMC/mobile AFV with functioning MA in play at Game End.

CAMPAIGN OBJECTIVES: The Italians must earn ≥ 225 Exit and Casualty DVP by the end of Beda Fomm #3 to be the campaign victor. Casualty and Exit DVP earned in Beda Fomm #1-2 apply to the campaign total. Exit DVP are earned for units exited along the south edge.

SPECIAL RULES:

- EC are Moist, with a Light Breeze from the Northwest at start. Early Morning Sun Blindness (F11.61-.6111) is in effect.
- Set up is simultaneous. If lacking a second map, one side should record their set up on a side note.
- The Italians receive one module of 150mm (HE only) OBA with Scarce

ammo and Offboard Observer recorded along the North edge. This module may convert to onboard observation using the radio in the Italian OB.

4. All MMC/SMC in the Sabratha Division and Tonini Airborne Regiment portion of the Italian OB must enter play as Passengers. They may not disembark unless they are fired upon or forced to take a MC/TC.

5. Designate 2 Italian AutoCarri M trucks as ferrying ammo (as per E10.11)

6. The Italians had mounted 102mm naval guns with AP ammo onto trucks as portees. Use the 105mm ART pieces and TL 37 trucks as a portee, with a rear VCA, 105mm column on the AP TK Table, ROF=1 and consider these portee guns to be underlined (i.e., no HE).

7. The British receive one module of 88mm OBA (HE only) with 1 Pre-Registered hex.

8. Italian 2-2-7 crews have ML 8. All 4-4-7 MMC and three SMC (Italian player's choice) of the Tonini Airborne Regiment have an ELR of 4 until they suffer their first ELR failure (ELR is then 2). Make a side note to identify the Tonini leaders.

9. If playing this scenario as part of a campaign, the British uses the same minefield strengths and hex placement as in Beda Fomm #1. Otherwise, add 12 AP and 8 AT mines to the British OB and set them up *first* using the same set up restrictions from Beda Fomm #1. Leave wrecks on the board from Beda Fomm #1. Burning wrecks are replaced with Burnt Out Wrecks. Immobilized AFV/vehicles are flipped over to their wreck side and are counted as 1/2 their normal DVP for Campaign victory purposes. All other pieces are removed before the start of Beda Fomm #2.

10. All terrain rules (Special Rule 6) apply from Beda Fomm #1. The status of the roadblock at the end of the previous scenario applies at the start of play.

11. On and after Turn 3 all British AFVs suffer from Ammo Shortage (D3.711).

12. For each 4-5-8 squad/HS lost from the first portion of the British OB in BF #2 (i.e., the portion which includes A Company, 2nd Battalion, The Rifle Brigade), remove the equivalent number of 4-5-8 squads/equivalents from the A Company, 2nd Battalion OB in BF #3. For each full squad thusly removed, the British player must also remove one SW of his choice from the same part of his BF #2 OB.

DEATH OF AN ARMY

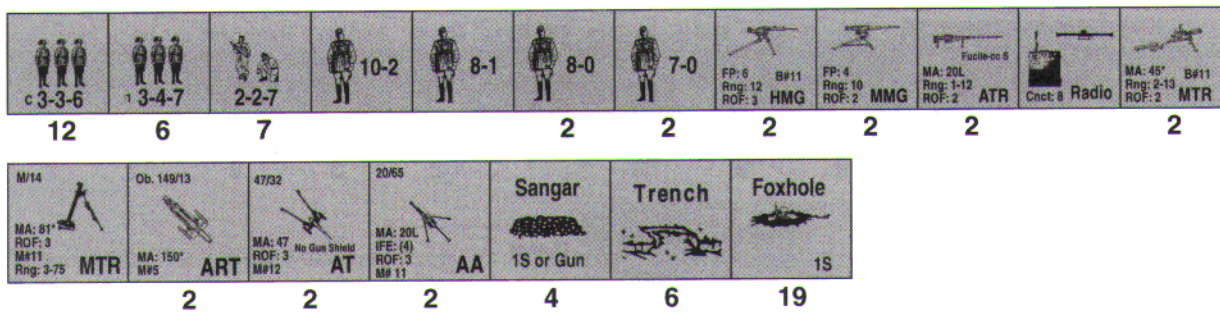
Beda Fomm #3



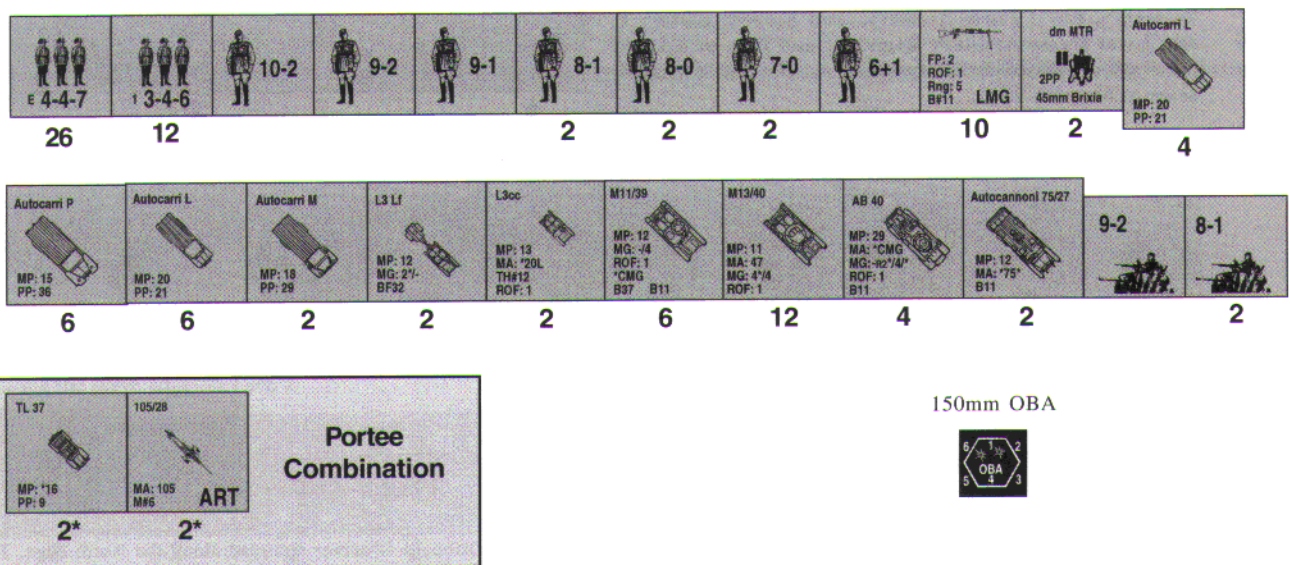
Ad Hoc remnants, Administrative troops, 10th Bersaglieri Regiment, Artillery, Anti-Tank, and AA Sections, 20th Corps Artillery Regiment set up in hexes numbered ≤ 12:

[ELR: 2]

{SAN: 4}



Elements of the Tonini Airborne Regiment, 60th Sabratha Division, 5th and 6th Medium Tank Regiments, 62nd Light Armoured Battalion and a Platoon of Motorized Artillery and Assault Guns enter along the north edge on Turn 1:



SIDISALEH, NEAR BEDA FOMM, 7:30 AM, 7 FEBRUARY 1941: on a cold, clear morning, with only 30 tanks left, General Bergonzoli once again decided to use them frontally in an unavailing assault on the ring of British anti-tank guns and hull-down armour. Ammunition had arrived for the British, but the defense still looked and felt thin (as if it could not hold, even though it had done so for two days). Following a heavy artillery concentration, the Italian armor tried to ignore the British armor and concentrate on guns and infantry. The Italians unlimbered the big guns figuring they would be of little value if captured anyway. Finally, the Italians used all of their armor—twice as much as any previous attack—in a massed attack. If they had done this with 60, 80 or 120 tanks the previous day, they likely would have smashed through to freedom. The Italian armor fired on the move and engaged the anti-tank guns of 106th Royal Horse Artillery. In heated gun duels, the relatively exposed British guns were silenced one after another and the infantry was overrun. Battery C of 4th Royal Horse Artillery was engaged in hand-to-hand melee and requested and received permission to bring down 25-pounder artillery on themselves. The battery commander, with his batman and cook, drove round the east flank in the last portee left and knocked out five Italian tanks with five shots. The rest of the Italian armor was taken care of by 25-pounders firing at point blank range and the Rifle Brigade's anti-tank guns. The last threat of Italian armor was stopped right at the HQ officer's mess tent. Even though this was a frontal assault, it showed what might have occurred if the Italians had concentrated their armor. Another four medium tanks, some armoured cars, and about 30 truck-loads of Italian soldiers broke through the net and escaped. The Italian infantry gave up in large groups once the protection of their armour was lost. 101 tanks were counted on the battlefield. 48 had been hit by 25-pounders, 8 by other guns, 6 were uncertain, and 39 had been abandoned intact by demoralized crews. 4th Armoured Brigade lost 4 cruiser tanks and overall British losses were light. 7th Armoured Division's entire casualties were just 9 killed and 15 wounded. And so it went into the history books: two understrength British Commonwealth Divisions destroyed nine divisions of the Italian 10th Army using excellent tactical methods with close co-operation of tanks, artillery, and infantry. This was the last time for a while that such methods would be used with success by the British command. As the British went on the defensive, and transferred troops to Greece, no resistance was met in a further 100 mile drive to El Agheila and down the coast road to Sirte. They would have been able to bully their way into Tripoli if they had moved quickly, thereby removing the key landing port for the Axis. The Germans were amazed that they did not. O'Connor was bitterly disappointed and later commented, after having had the opportunity to talk with several German and Italian officers in Tripoli (presumably after O'Connor's capture)—they all said that there was nothing that could have stopped him. Such Italian units that remained were completely disorganized and demoralized. To quote from *The Rommel Papers*: "When a commander has won a decisive victory it is generally wrong for him to be satisfied with too narrow a strategic aim. This is the time to exploit success. If the pursuit is abandoned on the quartermaster's advice, history almost invariably finds the decision to be wrong and points to the tremendous chances which have been missed." Hitler had remarked to Rommel, looking back, 'Don't for one second relax your determination to follow up, whatever the odds; don't be like the British, who had a chance of getting to Tripoli, and didn't take it.'

A FEW RARE MEN

CH #128

FRENCH Sets Up First	1	2	3	4	5	6
GERMAN Moves First						

Remaining elements 158eme Regiment d'Infanterie, & 10eme Batallion de Chasseurs, 43eme Division d'Infanterie set up on board 20 on/south of hexrow F:

1 4-5-7 3	G 4-3-7 4	2 2-2-7	2-2-8	10-2	8-0	FP: 4 Rng: 11 ROF: 2	MMG	FP: 2 Rng: 6 ROF: 1 Br: 11	LMG	MA: 60° Rng: 3-42 ROF: 3	MTR	7 morale 6	SA-L mle 34 MA: 25LL ROF: 3 M# 12 Rng: 45 AT
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[ELR: 1]
{SAN: 3}

Elements Battalion, Infanterie Regiment 469, 269 Infanterie Division enter on turn one along the east edge:

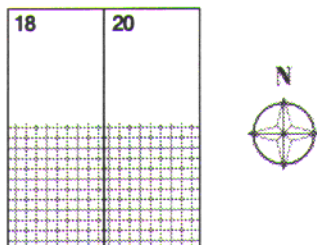
1 4-6-7 9	9-1	8-1	7-0	FP: 5 Rng: 12 ROF: 2	MMG	FP: 3 Rng: 8 ROF: 1	LMG	MA: 50° Rng: 2-13 ROF: 3	MTR	Cnet: 8 Radio
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[ELR: 3]
{SAN: 4}

Enter on turn three on/adjacent 18A6:

2-2-8	PaK 35/36 MA: 37L ROF: 3 M# 12	AT	Kfz 1 MP: 30 PP: 9 LGP T: 10
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BOARDLAYOUT:



(Only hexrows A-P inclusive are playable)

OBJECTIVES: The Germans win if at end of any player turn, they control building 20H3.

THULIN, BELGIUM, 23 May 1940: The Allies of 1940 labored under the misconception that their German contemporaries would once again use the Schlieffen Plan of 1914 fame. This notion led to the need to defend Holland, as well as Antwerp, and the choice of 'Plan D', commonly known as the *Dyle Plan*, so named for the small river east of Brussels which Allied forces would close to in the event of a German invasion. The Dyle plan placed the French 43rd Infantry division in the Maubeuge sector. On May 17, 1940, the unit was routed by the 5th Panzer Division and withdrew to Bavay. Part of the division, the 158e RI and 12e RA fell back to the north of Maubeuge, behind enemy lines and isolated. Their only hope was to reach Valenciennes, breaking the encirclement. Of the two surrounded battalions of the 158e, one was not able to break the German ring. Only the III/158e and the 3rd Company of the 10e BCP were able to extract themselves, reaching Thulin on May 23rd. Spirits were still high in the unit, but supplies were low. The French soldiers arrived in the village on foot, hoping to find supplies and ammunition to replenish their depleted stocks. Upon arriving on the outskirts, the ranking officer, Colonel Pucinelli, ordered his men to seize the village, surprising and capturing some troops of Aufklarung Abteilung 269 halted there.

Designer: Phil Nobo

continued in CH #129

HANDICAPS:

- Replace the French 10-2 leader with a 10-3.
- Replace the Kfz 1 with a Kfz 1 w/ 4 Factor AAMG.
- Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

- EC are Moderate with no wind at start.
- Place a shellhole counter in 20J4. All buildings with a printed inherent stairwell symbol have a ground and first level only, with a stairwell in each hex.
- The hills on board 18 are treated as level 0, with the printed hill depiction representing grainfields (Note: where applicable, combined terrain movement costs apply [EX: building/grain hexes cost 3 1/2 MF])
- Ammunition shortage (A19.131) is in effect for the French.
- No Quarter is NA (ie: surrender may not be refused).
- The German radio represents a battery of 105mm OBA (HE, SMOKE) with plentiful ammunition.



ST HOMME SKIRMISH

CH #129

GERMAN Sets Up First	1	2	3	4	5	6	7
FRENCH Moves First							

Recce elements of 158eme Regiment d'Infanterie, 43eme Division d'Infanterie enter mounted on turn one on 42T3:

Cycles

1 2-3-7

MP: 28

[ELR: 2]
{SAN: 2}

Elements of 9eme Company, 158eme Regiment d'Infanterie, 43eme Division d'Infanterie enter on turn two on/between 42T1 and 42T8:

1 4-5-7

10-2

8-0

FP: 2
Rng: 6
ROF: 1
LMG

6 3

Elements Aufklarungs Abteilung 269, 269 Infanterie Division set up using HIP on/between hexrows R & M:

1 2-4-7

FP: 3
Rng: 8
ROF: 1
LMG

[ELR: 3]
{SAN: 3}

Elements Aufklarungs Abteilung 269, 269 Infanterie Division set up within 3 hexes of 42G4 (See SR 2):

1 4-6-7

1 2-4-7

9-1

FP: 3
Rng: 8
ROF: 1
LMG

?

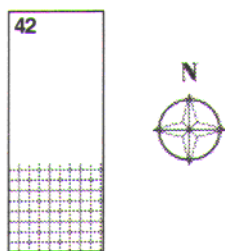
7 morale

2 4

HANDICAPS:

- Add a 9-1 leader and SMC Cycle to the French Recce elements OB.
- Add an 8-1 leader to the HIP portion of the German OB.
- Any mutually agreed-upon change to the scenario.

BOARDLAYOUT:



(Only hexrows A-T inclusive are playable)

OBJECTIVES: The French win if at game end there are no good order German MMC within 2 hexes of 42G4.

SCENARIO RULES:

1. EC are Moderate with no wind at start.
2. No German unit [EXC: 2-4-7HS set up using HIP] may *move* during the (MPh) before turn two (EXC: Rout/Advance).

CH #128, 129, and 130 are designed to be played as a 'mini-CG' as follows. The Germans must win 'A Few Rare Men' *and* either CH #129 or #130 to be declared the victor. Note the historical narrative begins with #128, continues in #129 and concludes in #130.

ST HOMME CROSSROADS, South of THULIN, BELGIUM, 23 May 1940: The Germans reacted quickly to the enemy threat. The commander of the Infantry Regiment 469, Oberst von Tschüdi, ordered his 1st Battalion to enter Thulin and eliminate all French resistance there. Following their orders, German soldiers sweep toward the village. Men of the I/469, supported by the 105mm guns of the 2nd Battalion, Artillery Regiment 59 attacked from the west. Meanwhile, the Aufklarung Abteilung 269 moved on Thulin from the northern flank of the village. This would be no walkover. Groups of French defenders were engaged in the nearby village of Le Quéniau and at the St. Homme crossroads, to the south of Thulin.

continued in CH #130



NO QUARTER AT QUENIAU

CH #130

GERMAN Sets Up First

FRENCH Moves First

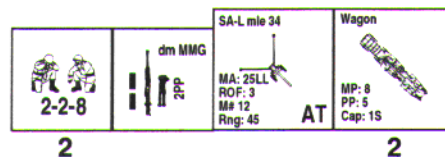
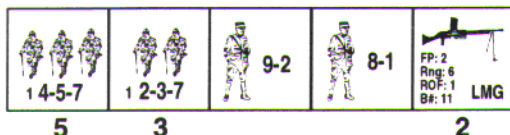
1 2 3 4 5 6 7



Elements 9eme Company, 158eme Regiment d'Infanterie, & 3eme Company, 10eme Battalion de Chasseurs, 43eme Division d'Infanterie set up on/south of alternate hexgrain 10N0-H9-G10 (See SR 2):

Enter on turn two on/between 10I1 & 10Q1:

[ELR: 2]
{SAN: 2}

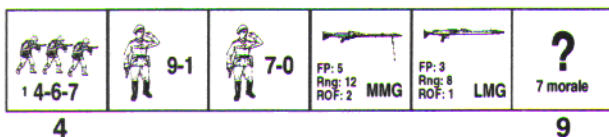


Elements 10eme Battalion de Chasseurs, 158eme Regiment d'Infanterie, 43eme Division d'Infanterie enter mounted on turn four on/between 10BB10 and 10GG8:



Elements Aufklarungs Abteilung 269, 269 Infanterie Division set up on/north of hexrows 10V0-V6-Q9-Q10:

[ELR: 3]
{SAN: 4}



Enter on turn three on/north hexrow Y:



BOARDLAYOUT:



Note diagonal compass

OBJECTIVES: The French win if at the end of any player turn, they Control building 10Z6.

LE QUENIAU, outside THULIN, BELGIUM, 23 May 1940: In a show of what could be achieved by a small but resolute group of French soldiers, the defenders of Thulin stopped the Germans in their tracks. The weight of enemy manpower and materiel soon was brought to bear on Pucinelli's brave men. The defenders were overwhelmed in the village and Pucinelli, injured, was captured at his command post. All resistance in Thulin did not end with Pucinelli's demise. A small group of die-hards destroyed all of their equipment and arms before a few small pockets of men slipped away. Despite the heroic defense, by 1100 hours the HQ of the 269 Regiment reports to division staff that Thulin had fallen and hundreds of prisoners were in the bag. This small engagement would be but a footnote in the Battle of France 1940.

HANDICAPS:

- French turn two reinforcements enter on turn one.
- Replace the 7-0 leader in the German reinforcements with an 8-1.
- Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. EC are Moderate with no wind at start.
2. French units that set up out of the LOS of all German units may begin Concealed before the German player views the board. To accomplish this, set up all on-board French units Concealed, then remove "?" for units in German LOS.
3. Ammunition shortage (A19.131) is in effect for the French.
4. Hand-to-Hand CC may be declared whenever the French are the attacker in CC.



BLOOD BROTHERS

CH #131

⊙ ALLIES Sets Up First	1	2	3	4	5	6	7	8
⊕ GERMAN Moves First								

[ELR: 3]
{SAN: 3}

Elements of the 6th Durnham Light Infantry (British) set up south of the river:

 E 4-5-8 4	 1 4-5-7 4	 2-2-8	 9-1	 8-1	 7-0	 FP: 8 Rng: 14 ROF: 3 HMG	 FP: 2 Rng: 7 ROF: 1 LMG	 1-12 ATR	 MA: 51 Rng: 2-11 ROF: 2 MTR	 7 morale 6	 MP: 16 PP: 4 MG: 2-4 MA: 2-8 MA: 2-8 2
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[ELR: 3]
{SAN: 3}

Elements of the 12th Division Legere de Cavalerie (French) enter on turn four along the south edge:

 1 4-5-7 5	 8-1	 7-0	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MP: 12 MA: 37 MG: -12 2
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[ELR: 3]
{SAN: 2}

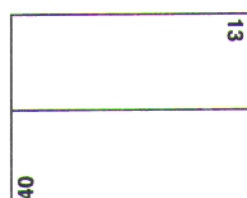
Elements of the 56th Infantry Division set up north of the river:

 E 5-4-8 3	 1 4-6-7 7	 2 4-4-7 5	 2-2-8 2	 9-2 2	 8-1 2	 8-0 2	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 MA: 50 Rng: 2-13 ROF: 3 MTR	 FP: 1 Rng: 12 ATR	 FP: 24 Rng: 1 PP: 1 FT
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[ELR: 3]
{SAN: 2}

 FP: 30 Rng: 1 DC	 Cnct: 8 Radio	 MA: 75 ROF: 2 M#: 10 INF	 MP: 2 M#: 12 PP: 14	 MP: 2 M#: 9 PP: 24
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BOARDLAYOUT:



OBJECTIVES: The Germans win if they Control 12 stone buildings south of the river at the end of any Game Turn.

BURNES, FRANCE, 31 May 1940: Following the retreat to the channel ports after the Allied armies were split in two, the French and British troops retreating from the lowlands of Belgium and Holland formed a defensive perimeter along the canals surrounding the all-important port of Dunkirk. From these positions, strong French and British rearguards first fought off probes by the German Panzer units, and later after the Panzers had departed, stronger attacks by German infantry. During the last days of the evacuation, the Germans attacked across the rubble-strewn canal into the perimeter town of Burnes. Using a variety of rafts, and debris as bridges, the Germans assault group crossed the canal quickly and stealthily. Resistance greatly stiffened as the Germans penetrated the outskirts of the town. Artillery was called in to soften the defenders, and progress resumed. The British defenders rallied themselves, and with the support of timely French armor attacking into the German flank, forced the Germans to retreat back across the canal. The British unit was pulled out of the line later that day, and sent down to the beach for evacuation. Meanwhile, the French assumed an increasingly greater share of responsibility of defending their allies' backs. Their final reward for this sacrifice was to be left behind and taken prisoner.

Designer: Dave Lamb

HANDICAPS:

- ⊙ Replace a British 7-0 leader with an 8-1, and add an LMG to their OB.
- ⊕ The German artillery has Plentiful Ammo.
- ⚙ Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. EC is Wet with no wind at start. The river is deep with a slow current flowing to the west. Fords exist in the following hexes: I2/I3, M1/M2, Q2/Q3, and W1/W2. These Ford hexes are treated as having a +1 TEM/Half-Level LOS Hindrance to fire between units at level 0 and -1, as well as being equivalent to Shallow (Non-Frigid) Stream hex (B20.42). Boats and vehicles may not enter these hexes. Treat all Grain as Marsh. Place **Village-40** overlay (from *Critical Hit "Tanks!" Special Edition*) on board 40. A +1 LV hindrance is in effect during the first four game turns.
2. The Germans have one module of 80+mm OBA (HE and Smoke).
3. All German 5-4-8 squads are Assault Engineers (H1.22).
4. British Carrier A crews are 2-4-8 HS.



🎯 BRITISH Sets Up First	1	2	3	4	5	6	7
🏴󠁧󠁢󠁥󠁮󠁧󠁿 GERMAN Moves First							



Elements of the 1st Panzer Army enter along the east edge on turn one:

											
E 4-6-8	1 4-6-7	9-1	8-1	8-0	7-0	FP: 3 Rng: 8 ROF: 1 dmMMG	FP: 3 Rng: 8 ROF: 1 LMG	dm MTR 50 mm	Cnc: 8 Radio	MP: 14 MA: 37L ROF: 2 MG: 3/8 B# 11	MP: 14 MA: 75* ROF: 1 B# 11
8	4						2			3	

[ELR: 4]

{SAN: 3}



Headquarters Elements of Air Defense Calais set up within 5 hexes of 33R7:

 E 4-5-8	 E 2-4-8	 2-2-8	 9-2	 8-1	 8-0	 FP: 6 Rng: 14 ROF: 3 HMG	 FP: 2 Rng: 7 ROF: 1 LMG	 1-12 ATR	 MA: 51 Rng: 2-11 ROF: 2 MTR	 Bofors AA MA: 40L IFE: 3 ROF: 3 M# 8 AA	 Hatchless MA: 25LL ROF: 3 M# 12 Rng: 45 AT
9		3						2			2

[ELR: 3]

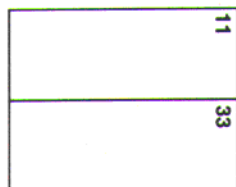
{SAN: 4}

Foxhole  1S 3	Wire  Mph - RPh 3
---	---

HANDICAPS:

-  Increase the Scenario to 7.5 turns.
-  Add one LMG to the starting OB.
-  Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

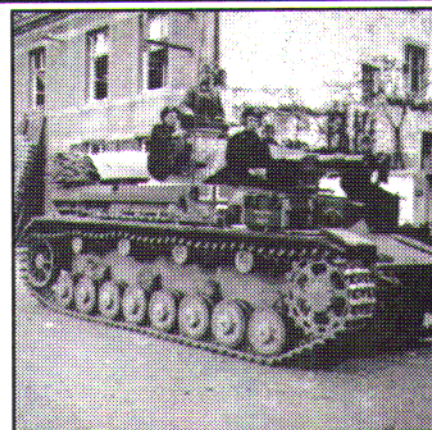


SCENARIO RULES:

1. EC are moderate with no wind at start. Place Overlays **Wd4** on 33E7-E8, **Wd5** on 33G3-H3 and **O2** on 33 J6-J7.
2. The Germans receive one module of 80mm OBA (HE/Smoke).
3. The Germans receive one FB ('39) with bombs at the beginning of turns 3 and 5. Each FB is recalled at the end of the subsequent Game Turn.

OBJECTIVES: The Germans win by controlling the building 33R6 at the end of any Game Turn.

East of CALAIS, FRANCE, 23 May 1940: As the last line of defense before Dunkirk, the defense of Calais was of paramount importance to the British Expeditionary Force. Any delay caused to the German assault force would be all the more time allowed for the evacuation of Dunkirk. On 22 May, the Germans had reached the gates of Calais. Every unit in the area was tasked with delaying and holding the Germans as long as possible. One such delaying action was fought at Orphanage Farm. Orphanage Farm became the focal point of the 1st Panzer Division on this afternoon. For five hours the Headquarters group held against determined German attacks. Finally after repeated shelling and bombing, the British decided the position was no longer tenable. With the farm in flames the British retired into Calais.



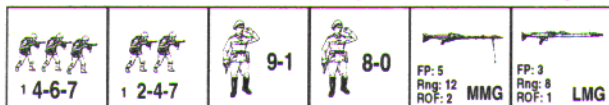
GROUP IRON

CH #133

🎯 BELGIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								



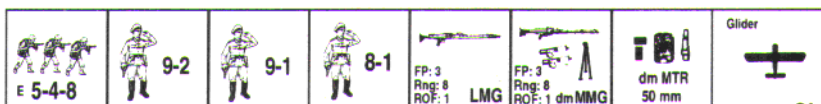
Elements of the 151st Infantry Regiment [ELR 3] set up east of the canal greater than seven hexes from 40Q1:



7

[ELR: 3/5]
[SAN: 2]

Elements of Group Iron, 1st Battalion, 1st Paratroop Division [ELR 5] enter by glider landing anywhere on map on turn four (see SR #5):

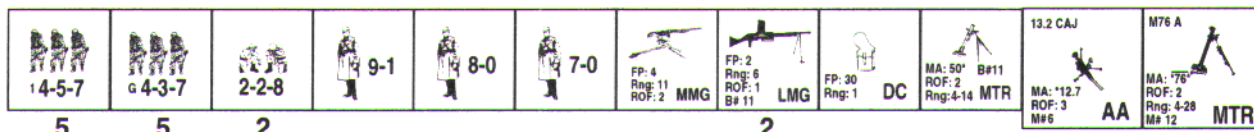


9

9



Elements of the Belgian Border Patrol set up within 4 hexes of a bridge hex (See SR #3):



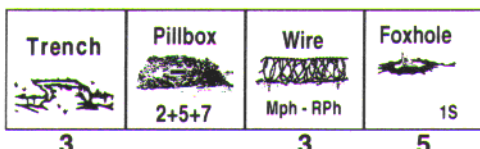
5

5

2

2

[ELR: 3]
[SAN: 4]



3

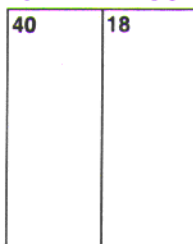
3

5

HANDICAPS:

- 🎯 Add one 4-3-7 squad and one 50mm MTR to the Belgian OOB.
- ✚ Add one 4-6-7 squad and LMG to the on-board, at start units.
- Any mutually agreed-upon change to the scenario.

BOARDLAYOUT:

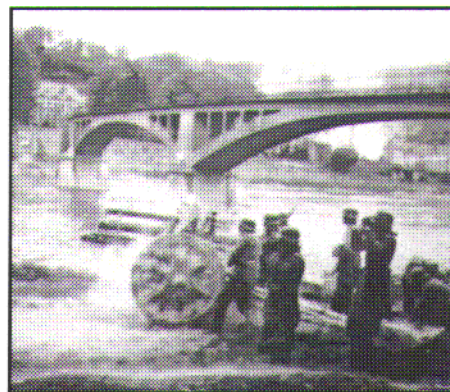


OBJECTIVES: The Germans win, if at game end, they Control both bridge hexes and both exit hexes (i.e., hexes 40Q1, Q2, Q3 and Q4). The Germans lose immediately if the bridge is destroyed.

SCENARIO RULES:

- EC are Dry with a mild breeze from the south at start.
- A stone bridge exists in 40Q2 and 40Q3. The river is a canal with a strong current flowing to the south.
- The Belgian AA Gun can setup anywhere west of the canal. The Belgian AA Gun suffers from Ammo Shortage. Wire may not be setup in hexes 40Q1, Q2, Q3 or Q4.
- The Belgian DC is setup in a bridge hex, and may be considered to be a 'Set DC' (A23.7). A Good Order Unit attempting to detonate the DC must be IN the Pillbox. The DC may not be detonated prior to turn 7 and only 2 attempts may be made to detonate it. The Belgian player must consider any German in the Pillbox hex (in addition to the bridge location containing the DC) as being in the Set DC location for Set DC malfunction DRM (A23.7). The Pillbox must be setup unconcealed within 2 hexes of a bridge hex.
- The German ILH for each glider must be selected prior to all setup (EXC: Pillbox set up).

KANNES, BELGIUM, 10 May 1940: Several strategic objectives had to be taken to allow the advancing German 6th Army to pass unhindered into Belgium as part of *Fall Gelb*. These were three bridges over the Albert Canal at Veldvezeldt, Vroenhoven and Kannes and the fortress of Eben Emael. It was decided that a parachute assault was out of the question due to the limited space at Eben Emael and the chance of some men missing the drop zone. It would have to be carried out in light assault gliders. The assignment went to Hauptmann Walter Koch who was to form a Para-Assault Detachment from men of his 1st Battalion, 1st Regiment and Lieutenant Rudolf Witzig's pioneer company from the 2nd Battalion, 1st Regiment. They were organized into 4 assault groups, each of which had a specific objective. They were each given a code name. *Granite* was to take Eben Emael itself, *Steel* to take and hold the Veldvezelt bridge (Maasricht-Antwerp road), *Concrete* to take and hold the Vroenhoven bridge (Maastricht-Brussels road), and *Iron* to take and hold the Kannes bridge (Maasricht-Liege road). The gliders of Group Iron, under the command of Lieutenant Martin Schächter with 90 men, landed near the Kannes Bridge under a hail of fire. This was an important objective as it gave access to Eben Emael from the landward side and was the route to be taken by the 51st Engineer Battalion and 151st Infantry Regiment. They dropped straight into a ensuing firefight between the Belgian defenders and an advance column of German Infantry which were way ahead of their schedule. Schächter was seriously wounded in the battle and replaced by Lieutenant Joachim Meissner. The bridge was blown up by Belgian troops, which delayed Group Granite's relief. At 0540 a radio message was sent out, "objective reached, resistance great, bridge blown up, still passable with preps from engineers". The combined German units resisted Belgian counter attacks all day until they were relieved later on in the evening of the 10th.



STURMTRUPPEN

CH #134

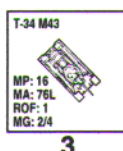
★ RUSSIAN Sets Up First	1	2	3	4	5	6
✚ GERMAN Moves First						



Elements of 88th Guards Division set up within two hexes of 33B5:

E 2-4-8	2-2-8	8-1	FP: 6 Rng: 12 ROF: 3	MA: 50" ROF: 3 Rng: 3-20	AP Mine	Trench	Wire Mph - RPh
4			2	2	36 factors	6	6

Enter on turn three along the north edge, with half MP already expended (FRD):



Enter on turn three on or adjacent to 22 Y1 or 22 Y10:

E 6-2-8	E 4-5-8	9-1	7-0	FP: 2 Rng: 6 ROF: 1 B: 11	FP: 30 Rng: 1
2	4			2	

[ELR: 4]
{SAN: 4}



Elements of Fourth Army Engineer Battalion set up on/south of hexrow N on board 33:

E 8-3-8	E 5-4-8	8-1	8-0	FP: 5 Rng: 12 ROF: 2	FP: 9 Rng: 8 ROF: 1	12-4	MP: 13 MA: 75L MG: -1/2" ROF: 1
2	7	2		2			2

[ELR: 3]
{SAN: 2}

HANDICAPS:

- ★ Exchange one T-34 M43 for a T-34 85.
- ✚ Exchange one 8-1 for a 9-2.
- Any mutually agreed-upon change to the scenario.

BOARDLAYOUT:

22	33
----	----



(Only hexrows R-GG on board 22 and A-P on 33 are playable)

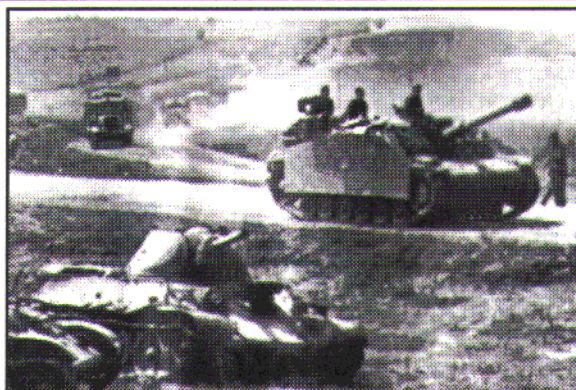
OBJECTIVES: The Germans win if there are no Russian tanks or Good Order MMC in or adjacent to hex 33B5.

SCENARIO RULES:

- EC are Wet with no wind at start.
- Place all fortifications onboard. Place mines strength-side down.

DESIGNER'S NOTE: The Germans aren't Assault Engineers in game terms because I think they were pretty worn down by this point and had used some of their smoke grenades. They also aren't Sappers, because the assault guns plowed a gap for them.

GOLDAP, EAST PRUSSIA, 11 November 1944: As the Russians made their first steps into Germany, the 88th Guards Division had taken the town of Goldap, forming a salient into the German lines. General Hossbach was ordered to pinch it off, and sent Fuhrer Grenadier Brigade and the 50th Infantry Division in an enveloping attack. Desperate for infantry, the Fourth Army sent its attached engineers in a pinning attack on the fortified town. The battalion got its nose bloodied on Mount Goldap, south of the town, but pushed the stubborn Russians off the hill. As the engineers paused to catch their breath, 25 Russian soldiers, manning a crossroads strongpoint, poured flanking fire into the advancing 50th Infantry. The engineers were quickly ordered forward, but mines and heavy fire stopped them. After air and artillery support took out Russian gun emplacements and dug-in tanks, the engineers resumed their attack at noon. In an attack that harkened to an earlier world war, the engineers, led by the assault guns, rushed forward and cleared the strongpoint in hand-to-hand fighting. But as they tried to expand their hold, Russian T-34s and infantry counterattacked. The engineers drove off this and other attacks throughout the day, enabling 50th Infantry to advance, cut off Goldap and force the Russians out.



THE RIVER DANCE

CH #135

POLISH Sets Up First	1	2	3	4	5	6	7	8
GERMAN Moves First								

Elements of the Pomorska Cavalry Brigade and Border Guard set up east of the river:

E 4-5-8	1 4-5-7	2-2-8	9-1	8-1	8-0	7-0	FP: 4 Rng: 11 ROF: 2	MA: 46' Rng: 2 Rng: 3-20	B#11 FP: 1 Rng: 12	7 morale	12	12
6	6	2					2		2	8	6	2

[ELR: 4]
{SAN: 4}

1S	MA: 75' ROF: 1 M#7
6	2

Elements of the 3rd Panzer Division set up on board 44 west of hexes numbered 4:

1 4-6-7	8-1	8-0	FP: 3 Rng: 8 ROF: 1	50 mm	MP: 15 MA: CMG ROF: 1 MG: 46' B# 11	MP: 14 MA: 20L/4 ROF: 2 MG: 45 B# 11	MP: 14 MA: 37L ROF: 2 MG: 3/8 B# 11
12	2	3			2	2	2

[ELR: 4]
{SAN: 2}

+ 12 Unit Purchase Points

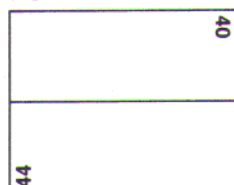
HANDICAPS:

Add one 4-6-7 and one LMG to the initial OOB

Add one 2-3-7 and one ATR to their OOB.

Any mutually agreed-upon change to the scenario.

BOARDLAYOUT:



OBJECTIVES: The Germans win immediately upon having >18 VP east of hexrow 5 on board 40. Units exited off the east board edge are worth double VP (EXC. Prisoners are not redoubled). For every tank destroyed the number of VP needed is increased by 4.

SCENARIO RULES:

1. EC are dry with no wind at start. River is deep with a slow current to the north. The elevated road does not exist. Orchards are not in season. Place Overlay Wd1 in hex 40O4.

2. Place a bridge counter in hexes 40I2 and I3. This road connects to 40I4.

3. Bridge locations 40I2 and 40I3 have been burned. The minimum entry cost is 3MF for infantry and 6 for cavalry. Road movement is NA. Each bridge location has a stacking capacity of US #4 and may not be overstacked. A vehicle that enters a burned bridge location (EXC. if the bridge has been repaired) will cause it to collapse immediately, as will any original KIA or K result from HE. Any vehicle causing a bridge collapse will be eliminated with full CVP awarded.

BRAHE RIVER, POLAND, 1 September 1939: World War II had started. The mighty German military machine was on the march. One of the first actions to be taken was to capture the Danzig Corridor. This was assigned to the 4th Army of Army Group North who launched its attack against the Polish Pormorze Army, which defended the corridor with five infantry divisions and a cavalry brigade. In a relatively hopeless position this Polish Army reeled back from the corridor as the German 4th Army struck it from the west and two divisions of infantry from the German 3rd Army attacked from East Prussia. Some Polish units like the Pomorska Cavalry Brigade attempted to check the German advance and initially had some success. General Guderian, commander of the XIX Army Corps (motorized), personally directed elements of his 3rd Panzer Division against the Polish defenses on the Brahe River. The Poles had attempted to burn a bridge but the German commander threw a motorcycle battalion at the defenders and overwhelmed them. After some bridge repairs were completed the Germans were rushing tanks across the bridge. The German Panzers had survived their first contested river crossing.

4. An Engineer MMC (See SR 7) may repair the bridge location by declaring during its Prep Fire Phase that it will be repairing the bridge. The unit(s) are marked TI for that turn. The Engineer MMC must pass a TC during its CC phase following a bridge repair attempt declaration. The only modifiers are +1 for CX, -1 for additional HS beyond a minimum of one HS, labor status and leader modifiers. A failed bridge repair declaration TC will receive a labor counter per B24.8. A successful bridge repair TC will allow vehicles to pass that location without collapsing the bridge. Non-engineer MMC may attempt bridge repair with a +3 DRM.

5. The Poles may setup everyone concealed and the OOB given "?" counters are above and beyond this concealment.

6. Prior to viewing the Polish setup the German player may purchase the following units:

Unit	Cost	Max. Allowed
Engineer HS (2-4-8)	2	3
4-6-8 x 2 + Foot Bridge Counter x 2	3	3
Assault Boat x2	1	4
Small Raft (Squad Capacity)	1	6
9-2 Leader	3	1
2-4-7 + MMG	2	2
80 mm MTR OBA (HE, S)	3	1

7. The 4-6-8/2-4-8 MMC are Assault Engineers (H1.22). The footbridge counters are 5 PP each. An Infantry unit carrying a footbridge counter cannot enter a building. An unpinning, Good Order Assault Engineer half squad may place a foot bridge counter in an adjacent river/stream hex at the end of its CC phase after passing a TC by becoming TI during its Prep Fire Phase and declaring that it will be placing the foot bridge. The TC is modified by +1 for CX, -1 for each additional HS beyond one HS, leadership modifiers, labor status and +1 for each overstacked squad in the same location. If successfully placed, the footbridge extends across the river along the hex grain and is treated in all respects thereafter as a footbridge (B6.44).



DESPERATE STAND

CH #136

	1	2	3	4	5	6	7	8
--	---	---	---	---	---	---	---	---

BRITISH Sets Up First

JAPANESE Moves First

Elements of the East Brigade set up anywhere on/south of hexrow Y:



E 4-5-8	1 4-5-7	G 4-3-6	2-2-8	9-1	8-0	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 14 ROF: 2	FP: 2 Rng: 7 ROF: 1	MA: 51 Rng: 2-11 ROF: 2	1-12	ATR	7 morale	AP Mine
4	2	3						2				6	18 factors

[ELR: 3]
[SAN: 4]

2-pdr. MA: 40L ROF: 3 Mf: 10	Trench	Pillbox	Roadblock	Wire
AT	5	2+5+7	2	Mph - RPh

Elements of the Royal Rifles and 1st Middlesex enter along the south edge on turn 2, 3, 4, or 5 as per SR #5:

1 4-5-7	7-0	1-12	ATR	dm MTR 2PP 51mm	Carrier A MP: 16 PP: 4 MG: 2-4, ROF: 1 MA: "BNG"
3					2

Elements of the 229th Regiment enter on turn one or later along the north edge:



E 4-4-8	1 4-4-7	2-2-8	10-0	9-1	9-0	8+1	FP: 4 Rng: 11 ROF: 2 Bf: 11	FP: 2 Rng: 6 ROF: 1 Bf: 11	MA: 50 Rng: 1-16 ROF: 2	FP: 24 Rng: 1 ROF: 1	FT	FP: 30 Rng: 1	Radio 8
5	9								3	3	2	5	

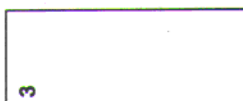
[ELR: 4]
[SAN: 4]

8-1	Type 95 HA-GO MP: 15 MA: 37 MG: 2-4, R2
	3

HANDICAPS:

- Add a Hero, and LMG, and 6 AP Mine factors to the British At Start OB.
- Add one 4-4-7 squad to the Japanese OB, and increase the scenario length to 8 1/2 turns.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The Japanese win if they have ≥ 18 VP. They receive 1 VP for each stone location they Control, and 2 VP for each Pillbox they Control. In addition they receive 1 VP for Controlling $\alpha N2$ and 1 VP for each hex Controlled adjacent to it. They receive 1 VP for Controlling hex Q4 and normal Exit VP for units exited off the south edge.

SCENARIO RULES:

- EC is Moderate with no wind at start. Place Overlay OG3 on M2/N1. All Grain is treated as Open Ground. All roads are paved [EXC: map depicted shellholes do still exist on road hexes].
- Night Rules are in effect [EXC: E1.16; 1.2; 1.21; 1.4; 1.51 are NA]. The initial Base NVR is five hexes with No Clouds and a Full Moon. The Japanese are the Scenario Attacker, and are Stealthy [EXC: AFV crews which are still Lax]. The British are Normal and are the Scenario Defender. The British may Bore Sight (C6.4).
- All Fortifications [EXC: Mines] are revealed and placed on board whenever a Japanese Unit has an LOS to the Fortifications hex. One British MMC plus any SMC/SW stacked with it may set up HIP.
- All Japanese 4-4-8 are Assault Engineers (H1.22). The Japanese have a battery of 70+ OBA (HE & WP).
- The British reinforcements enter on whatever turn they make a $\leq$ dr of the following numbers: Turn 2 ≤ 1 ; Turn 3 ≤ 3 ; Turn 4 ≤ 5 ; Turn 5 = Automatic.

STANLEY VILLAGE, HONG KONG ISLAND, 25 December 1941: By December 7, the Hong Kong colony garrison had recently been reinforced by two 'green' Canadian battalions – the Winnipeg Grenadiers and Royal Rifles of Canada – which were added to the roster of two British and two East Indian battalions, as well as the 2,000-man Hong Kong Volunteer Defense Corps. The garrison was not up to fighting standards, being neither well-trained or well-equipped. Nevertheless, the colony's morale was high due to their confidence in the 'fortress' status of the colony, as well as expectations of quick relief by the Chinese. By December 14, the defense of the mainland was over when the garrison was forced to retreat to the island after General Sakai's reinforced 38th Division overwhelmed the main line of resistance. The next night, the bulk of three regiments – aided by squalls and fifth columnists – crossed over to the island. The Japanese fought their way inland despite fierce resistance and counterattacks. By Christmas Eve, the exhausted British East Brigade had been forced south onto Stanley peninsula. There they were determined to hold the high ground around Stanley village—the last defensive position before Fort Stanley. The Japanese spearheaded their attack down the narrow isthmus to Stanley village with three light tanks. A unit of the Hong Kong 'Volunteers' Defense Corps manning a road block were able to use an anti-tank gun to knock out two tanks and damage the third, forcing it to retreat. The Japanese infantry then descended on the fishing village. All night the two sides fought fiercely for control of a police station, a post office, a tennis court, and a soccer field. The Japanese used flame-throwers and dynamite to force the defenders out of their fortifications. Two platoons of the 2nd Royal Scots were wiped out, and over half of the Royal Rifles and 'Volunteers' were lost during the night's fighting. By dawn, the village was in Japanese hands and virtually every defending survivor was wounded and retreating to Fort Stanley for a last stand. The Japanese meanwhile occupied the nearby hospital, slaying most of the staff and patients. By 1515 hours that day, the garrison commander would surrender Hong Kong.



ASSAULT ON FORNEBU

CH #137

NORWEGIAN Sets Up First	1	2	3	4	5	6
GERMAN Moves First						

Elements of the Jaergervingen Ground Crew set up unconcealed on Board 14 with one MMC per hex and non-adjacent to any other MMC (See SR #4):

G 4-3-7
 6

8-0
 2

7-0
 2

FP: 6
 Rng: 12
 ROF: 3
 HMG

FP: 2
 Rng: 6
 ROF: 1
 B# 11
 LMG

1S

[ELR: 2]
{SAN: 3}

Elements of the Oslo Air Defense Searchlight Platoon - Setup unconcealed on any hill hex on Board 11:

G 4-3-7
 2

7-0
 2

FP: 6
 Rng: 12
 ROF: 3
 HMG

1S

Elements of the 2nd Battalion, 324th Infantry Regiment enter by Glider on turn one (see SR 2 & 3):

E 4-6-8
 6

9-1
 2

8-0
 2

FP: 3
 Rng: 8
 ROF: 1
 dm MTR

FP: 3
 Rng: 8
 ROF: 1
 LMG

GL
 3

[ELR: 5]
{SAN: 2}

Enter by Glider on turn three (see SR 2 & 3):

E 4-6-8
 6

8-1
 2

8-0
 2

dm MTR
 50 mm

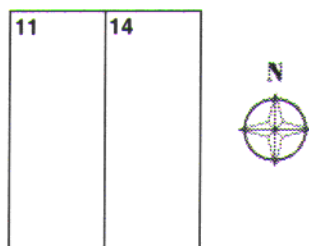
FP: 3
 Rng: 8
 ROF: 1
 LMG

GL
 3

HANDICAPS:

- In SR 1 change B10 to B11.
- Subtract one 4-3-7 from the Oslo Air Defense Searchlight Platoon.
- Any mutually agreed-upon change to the scenario.

BOARDLAYOUT:



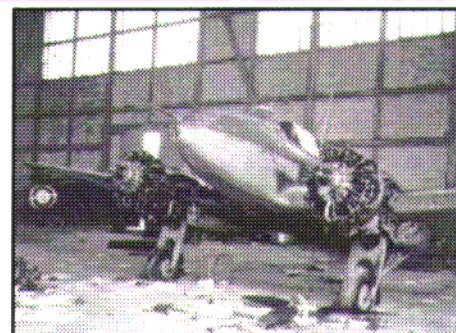
(only hexrows A - P are playable)

OBJECTIVES: The Germans win if at Game End they control all buildings on Board 14 (EXC: Building C1) and the Norwegians cannot place any IFT FP on any airfield hex. Norwegian units must be within normal range and in Good Order.

FORNEBU, NORWAY: 9 April 1940: A key element of Operation Weserübung (the invasion of Norway and Denmark) was the seizure of three important airfields by paratroopers and air transported infantry. The target airfields were: the Aalborg airfield in northern Denmark; Sola outside Stavanger; and Fornebu outside Oslo. The field at Fornebu was still under construction but nearly complete. In the spring of 1940 Fornebu was base for Jægeringen, the fighter wing of the Norwegian army air force. The defense of the airfield was left to the ground crews of Jægeringen and an attached searchlight platoon from the Oslo Air Defense. The German plan was for Fornebu to be initially assaulted by paratroopers landing directly on the airfield followed 20 minutes later by reinforcing elements of the 2nd Battalion of the 324th Infantry Regiment landing in transport aircraft. However, dense fog caused transports carrying the paratroopers to turn back. The commander of the II/IR324 decided to press on. The Germans flew on through the fog to find the conditions at Fornebu clear enough to land. The defenders were only able to put up light resistance against the assault and within an hour had retreated from the airfield and within 2 hours have fled from the area. The one notable success, though, of the defense was to cause enough delay of German forces to allow the King to escape from Oslo.

SCENARIO RULES:

1. EC are Gusty with a Mild Wind from the NW at start. Ground snow is present (EXC. On/adjacent to airfield hexes). A +1 Mist LV is in effect (treat as Heavy Rain -E3.51). All buildings are wood. Place Overlay OG2 on 14-O4/P4. Treat hexes 14-N5, O5, P4, G4, H4 as Runway Hexes (B7). All Norwegian HMGs have B10.
2. German Transport Aircraft (GTA) are treated as Gliders [EXC: Treat as having 25 PP capacity; Beginning on the German Player turn following landing they may move as if they were Trucks with 6 MP (for that turn *only* - treat as an immobile truck thereafter); GTA is an Extra Large Target, Unarmored, and may not use bypass movement; GTA can become burning wrecks; A Crash dr of 7 leaves an immobilized GTA; Stacking limits for GTA is 1 per hex and voluntary over stacking is NA; GTA have a 3-FP AAMG (ROF: 1), which may not be scrounged; GTA have an inherent crew (D5), which may not voluntarily abandon the GTA, and the GTA has a CS 7 (D5.6) while treated as a truck].
3. All ILH hexes for Transport Aircraft must initially be Runway Hexes with an Avenue of Approach (E8.2) of North East or North West. Add a +1 to Colored Crash dr (E8.23) if landing on non-Runway Hex, or if any of its Avenue of Approach within its final ILH are non-Runway hexes.
4. Only two MMC may set up adjacent to Runway Hexes. No Norwegian unit may set up on a Runway Hex. All Norwegian units are Pinned (A7.8) on Game Turn 1.
5. Do not place German sniper until the start of Norwegian player turn one.



THE SAUSAGE WAR

CH #138

★ SOVIET Sets Up First	1	2	3	4	5	6	7
☼ FINNISH Moves First							



Elements of the JR-16 Headquarters Company enter along the south edge on turn one:

1 5-3-8	10-1	9-1	7 morale
7			8



[ELR: 4]
{SAN: 4}

Elements of JR-116 enter on turn three along the east edge:

E 6-4-8	9-1	8-0	FP: 3 Rng: 8 ROF: 1 LMG
6			



Elements of the 155th Division set up within four hexes of 5CC6, no more than one MMC per hex:

1 4-4-7	c 4-2-6	8-1	7-0	6+1	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG
6	8				2

[ELR: 2]
{SAN: 0}

HANDICAPPING PROVISIONS:

- ★ Soviets are not pinned during the first player turn.
- ☼ The Finns must earn ≥ 18 CVP to win.
- ☼ Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



(only hexrows Q - GG are playable)

OBJECTIVES: The Finns must earn ≥ 21 CVP by Game End.

TOLVAJARVI VILLAGE, FINLAND, 11 December 1939: General Mannerheim himself placed Colonel Paavo Talvela in command of all Finnish troops in the threatened Tolvajarvi/Ilomantsi sector north of Lake Lagoda. In order to prevent the entire Mannerheim Line from being outflanked Talvela had to stop the Soviet advance and if at all possible push them back. Therefore, Talvela planned a strong counterattack to halt the Soviet drives in this area. However, before Talvela could launch his counterattack on the 11th, he suffered a nasty surprise on his own left flank. A Soviet battalion had marched undetected through the wilderness and fell upon his flank. Without warning the Russians burst from the woods upon Talvela's supply line northwest of Tolvajarvi Village. There were no defensive works here and few combat troops either. By all rights the Finnish HQ staff and the support personnel should have been routed from the field but something strange happened. The first target overrun by the Russians was a field kitchen where large vats of sausage soup were simmering. After the attackers caught a whiff of the soup, the majority of them paused and began to eat. The momentum of the original attack vanished and the startled Finns received a priceless interval of time in which to recover. And recover they did. What followed was an engagement dubbed the Sausage War by the Finns that was close, brutal and without mercy. Later front line troops from the east arrived to sweep up the survivors. Many of the Soviets died by the bayonet some with sausage still on their lips.

SCENARIO RULES:

1. EC are Dry with Ground Snow (E3.72). There is no wind at start. There are no clouds and a Full Moon (E1.11).
2. Night Rules (E.1) are in effect with a Base NVR of 4. The Soviets are the scenario defenders (EXC. they do not receive extra '?' counters although everyone may setup concealed) and are lax. The Finns are the scenario attackers and are stealthy. The Finns may not use Cloaking (E1.4).
3. All Soviet units are placed under Pin counters at the start of the first Player Turn and are CX for the first two (2) Game Turns. The Soviets can only make PBF and TPBF during the first Player Turn.
4. The Finns may declare Hand-to-Hand CC (J2.31) and No Quarter (A20.3) is in effect for both sides.
5. The Finns have Winter Camouflage (E3.712).
6. Only leaders may make Starshell (E1.92) attempts for the Russians.
7. The Russians cannot exit the playing area until the last game turn and only off the north board edge.



BETRAYED BY GENERAL WINTER

CH #139

FINNISH Sets Up First SOVIET Moves First	1	2	3	4	5	6	7	8

Tuupura Island Garrison set up on any land hex

 E 6-4-8 4	 1 5-3-8 6	 10-1	 9-1	 8-0	 FP: 5 Rng: 12 ROF: 2 2	 FP: 3 Rng: 8 ROF: 1 2	 MA: 20L Rng: 12 ATR 2	 1S 3	 3	 1+3+5 2
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[ELR: 4]
{SAN: 3}

Elements of the 28th Corps enter on turn one along the south edge (see SR #3):

 1 4-4-7 20	 9-1	 8-1	 9-0	 8-0	 7-0	 FP: 4 Rng: 10 ROF: 2 B#: 11 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 4	 FP: 30 Rng: 1 2	 MP: 12 MA: 45L ROF: 1 B#: 11 4*	 MP: 21 MA: 75 MG: -2 ² 2 B#: 11 4
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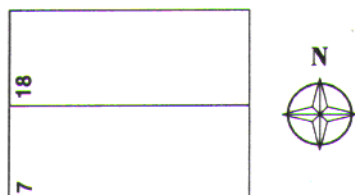
[ELR: 4]
{SAN: 2}

*each T-26 has 4 factor CMG)

HANDICAPPING PROVISIONS:

- Add one 648 and one MMG.
- Increase game to 8.5 turns.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



OBJECTIVES: The Russians win if at Game End they Control all Level 2 Hill Hexes and 18K4.

SCENARIO RULES:

- EC are Overcast with no Wind at start. Deep Snow (E3.73) is present on ice hexes. Ground Snow (E3.72) is present elsewhere. There is a +1 LV hindrance at ranges greater than 6. The islands and land south of the river do not exist, treat as Ice hexes.
- Finns receive one module of 150mm OBA and one Fire Mission of 240mm OBA. Separate Offboard Observers (C1.63) direct each module from Level 3 on the northern playing edge. The 150mm OBA has one Pre Registered (C1.73) hex.
- Russian tanks enter having expended half (FRU) of their MP.
- Both the Russians and the Finns have Winter Camouflage (E3.712).

TUUPURA ISLAND, FINLAND, 28 February 1940: The general Soviet assault that had begun at the beginning of February was finally bearing fruit. The Mannerheim Line had begun to crack. The result of this was a broad advance by the Russians. The Finns had counted on an early thaw in the Gulf of Viipuri, thereby protecting the vital city from the west. However, the Finns were betrayed by General Winter who stayed too long and kept the Gulf frozen. The Russians rushed to cross the Gulf while the weather lasted. One of the islands in their way was tiny Tuupura Island that was guarded by 6-inch coastal battery guns. Out of the mist a Russian division was hurled at the island defenders. The Russian division was in for a rude awakening as the coastal batteries unleashed a torrent of lead upon them. Huge holes were opened in the ice that swallowed both men and machines. But the Russian tidal wave was too big to stop and the 250 Finnish defenders were overwhelmed. The Russians left 1000 dead and 15 burnt out tanks in their wake.



SISU AT SUMMA

CH #140

FINNISH Sets Up First	1	2	3	4	5	6	7	8	9
SOVIET Moves First									

Elements of the 5th Division set up on board 46:

[ELR: 4]
[SAN: 5]

Fortified Building Location

4

AT Ditch

4*

*See SR #7

E 8-3-8
4

E 6-4-8
5

1 5-3-8
2

10-1

9-1

9-0

FP: 5
Rng: 12
ROF: 2
MMG
2

FP: 3
Rng: 8
ROF: 1
LMG
2

FP: 30
Rng: 1
DC
3

MA: 20L
Rng: 12 ATR
12 factors

AP
Mine
4

Wire
4

Elements of the 139th Division enter on turn one along the south edge of board 17:

[ELR: 3]
[SAN: 2]

1 4-4-7
18

9-1

8-1

8-0

7-0

FP: 4
Rng: 10
ROF: 2
BA: 11
MMG
2

FP: 2
Rng: 8
ROF: 1
BA: 11
LMG
3

MA: 50*
Rng: 3-20
MTR
4*

T-26 M33
MP: 12
MA: 45L
ROF: 1
BA: 11
4

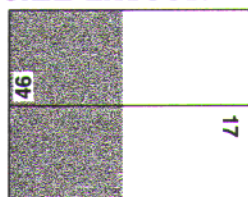
KV-1 M39
MP: 12
MA: 76
MG: 2/4
4

*2 x T-26 have 4 factor CMG; 2 x T-26 have no MG

HANDICAPPING PROVISIONS:

- Add two 4-4-7 squads to the Russian OOB.
- Add one DC to the Finnish OOB.
- Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



(Only hexrows Q-GG on Board 46 and A-Q on Board 17 are playable)

OBJECTIVES: The Russians win if at game end they control > 14 buildings on Board 46.

SCENARIO RULES:

1. EC are deep snow, there is a mild breeze from the SW. Roads on board 46 are plowed. Roofs are in play for all multi-hex buildings (EXC. Row homes) and for single hex two story buildings. Rowhouses (B23.7) are considered one building for victory conditions. All buildings are wooden.

2. Wire can be setup HIP normally. In addition, if wire is setup in an Open

Ground Hex it may be setup HIP and it is only revealed when a unit enters its hex.

3. Finns have Molotov capability {EXC. Mol adds 6 FP to an IFT attack and it's Base TK # is raised by 2 for an attack vs. an armored target}.

4. The Finns may use ATMM's as a 1945 German (EXC. use a -2 DRM to CC attack). Hand to hand combat may be declared by either side and No Quarter is in effect. Finnish Elite and First Line Squads are Stealthy. The Finns may setup 2 squad equivalents and any SW/SMC stacked with them HIP. Finnish Elite and First Line Squads are Stealthy and have Winter Camouflage (A3.712). The Finns may set up 2 squad equivalents and any SW/SMC stacked with them HIP.

6. The fortified buildings can not be exchanged for tunnels nor can the AP mines be exchanged for AT Mines.

7. The Finnish OB-given AT Ditches represent 'AT Rock' fortifications, treated as AT Ditches except as stated below. They have a TEM of +1. They may be set up HIP and are revealed only when a unit enters the hex. Fully tracked vehicles may enter an AT Rock hex at 3 MP + COT and are subject to a Bog DR at +2 for the fortification (plus any other bog modifiers). If entrance of an AT Rock Formation costs more MF/MP than available the units are placed in the AT Rock Formation hex. Infantry are placed cx and TI. Vehicles are forced to take an ESB DR using the extra MP required. If the vehicle does not have enough MP available for an ESB then the vehicle is placed Mired in the hex it was attempting to exit. AFV are subject to underbelly hits when in a hex containing an AT Rock fortification.

SUMMA, FINLAND, 19 December 1939: The key to the defense of Finland was the Karelian Isthmus and the key to the Karelian Isthmus was the Mannerheim Line. Despite it's reputation the Mannerheim Line was nothing more than a series of strong points built around bunkers and fortified towns. The 5th Division was stationed in the Summa sector and was made up of untried troops except for a few border soldiers who had been involved in the delaying actions of the first weeks of the war. However the Finns had one thing the Soviets hadn't counted on, Sisu! Sisu is roughly translated as Guts or Balls! And that the Finns had in abundance. The first big Soviet push in the Summa Sector began on the 17th of December following a four hour artillery bombardment and a massive aerial attack. For two days the Soviet juggernaut battered the Finnish defenders on the Mannerheim Line. On the 19th the Russians reached the village of Summa. The heavy KV-1 tanks made their first appearance on this date. Several tanks were caught on a series of AT Rock barriers and destroyed by Finns with Khlorasti AT bombs. Upon reaching the village the battle became close quarters with the Finns destroying a number of tanks in close quarters action, using Molotov Cocktails and demolition charges. The attack was especially vicious with bayonet use common. At the end of the day the Russian assault had failed and they were forced to retreat. It would be several more months before the Russians were able to pierce the Mannerheim line.



ANOTHER ALAMO

CH #141

● JAPANESE Sets Up First

☆ AMERICANS Moves First

1 2 3 4 5 6 7



Elements of the 1st Marine Defense Battalion [ELR: 5] Set up in Hinterland hexes, with $\leq$ one MMC per hex [EXC: The M3 AA Guns must set up without HIP within 3 hexes of each other & within four hexes of 17-A6; Wire counters may be placed in Beach hexes.]:

4-5-8 3	2-4-8 4	2-2-8 2	1-4-9 2	9-1 2	8-1 2	80 Cal FP: 8 Rng: 16 ROF: 3 2	80 Cal FP: 4 Rng: 10 ROF: 2 2	30 FP: 30 Rng: 1 DC	?	7 morale	9	M3 3in AA MA: 76L ROF: 2 MF 3 2	US25 AA	Foxhole 1S 4
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[ELR: 2/5]

{SAN: 4}

Wire 3	Trench 2	Sangar 3
-----------	-------------	-------------

Elements of Civilian Construction Corps [ELR: 2] enter on turn 3 along the north edge:

6+1 2	3-3-6 2
----------	------------



[ELR: 5]

{SAN: 3}

Elements of the Maizuru Second Special Landing Force set up on any OCEAN hex $\geq$ 6 hexes from a BEACH hex (with all Infantry as Passengers:

4-4-8 11	2-2-8 2	10-0 2	9-1 2	9-0 2	dm MMG FP: 2 Rng: 6 ROF: 1 B#: 11 3	dm MTR FP: 2 Rng: 6 ROF: 1 B#: 11 3	Daihatsu LC7 MP: 4 PP: 69 MG: -4/4 ROF: 1 2
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HANDICAPPING PROVISIONS:



Exchange the 8-1 leader for a 9-2.

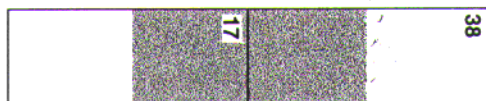


Add two DC to the Japanese OB.



Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:



(only hexrows A - P on board 17, and R - GG on board 38 and all OCEAN/BEACH overlays are playable)



OBJECTIVES: The Japanese win immediately if they accumulate $\geq$ 15 CVP. They also must capture or eliminate both 3 in. AA Guns. Each Gun is worth 3 CVP; each US (.50cal.) HMG captured/eliminated is worth 2 CVP and other SW are worth 1 CVP. The Japanese player also gains VP for exiting units off the North Edge [EXC: Prisoners]. The American wins immediately if the Japanese player loses $\geq$ 18 CVP (LC are worth 0 CVP). Captured Units/Equipment are not worth double VP (A26.222).

SCENARIO RULES:

1. EC is moderate, with Heavy Wind blowing from the South West. PTO is in effect [EXC: Orchards are crag; woods and brush are brush; grain is Scrub (F2); Buildings

are not Huts]. A road exists from 17P5 to 38R6. The Japanese are conducting a Seaborne Assault (G14.1). LC are not subject to Recall (G14.232 is NA) and inherent crews may voluntarily abandon after unloading passengers.

2. Place Overlays as follows: **Be5** w./hexes 577-578 on 38R10-R9; **Be6** w./677-678 on 38DD10-DD9; **Be3** w./353-354 on 618-612; **OC3** w./3001-3002 on 577-576; **OC4** w./4001-4002 on 677-676; **OC2** w./2144-2145 on 4094-4107; **OG5** on 1717-J7; **B2** on 17L7-K7; **OG4** on 17O3-P3; and **B4** on 17O1-P1. Beach Slope is Moderate. Surf is Heavy.

3. A Submerged Reef (G13.431) exists along Alternative Hex Grain 3006-4110 and Hex Grain 2105-2117. LC may enter/cross a submerged reef hex (G13.431 "EXC" is NA). Coral Soil (G13.82) is in effect.

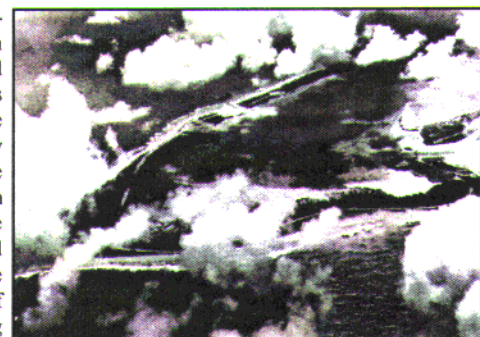
4. Night Rules are in effect. The initial Base NVR is two hexes with Scattered Clouds and No Moon. The Japanese is the Scenario Attacker and the American is the Scenario Defender (E1.2). The Majority Squad Type for the US is Stealthy, and Lax for the Japanese. LC are not subject to Straying (E1.53).

5. One American squad plus any SMC/SW stacked with it may use HIP, i.e., in addition to HIP from E1.2.

6. The M3 AA Guns have a +2 DRM to any To Hit Table attack. Bore Sighting is NA.

7. On the Japanese player Turn 1, at the beginning of the Japanese movement phase, place an Illuminating Round in the following random hex: (dr 1-2) 2072; (dr 3-4) 4072; (dr 5-6) 3085. A Direction of Error DR (C1.31) is then made for that IR. Any IR that lands offboard must be rerolled. Remove the IR at the end of that CCPH.

WILKES ISLAND, WAKE ATOLL, 23 December 1941: Beginning on December 8, the Japanese began a campaign of daily bombings to soften up the defenses of Wake Island in preparation for invasion on December 11. On that day, the Japanese invasion force suffered a crushing defeat that was way out of proportion to the numbers and strength of the defenders. The Japanese fleet was repulsed by coastal batteries without ever getting any of its marines ashore. Two ships had been sunk and several others damaged with casualties of over 700 men. Overnight, Wake Island became a rallying cry around which the world's attention would be drawn. The Japanese gathered a new invasion force with which to crush the defenders of Wake Isle. Included would be a carrier task force, and an elite marine landing force of 1,000 men with which to storm the beaches. A 500 man Reserve force would support them if needed. If this still was not enough, the destroyers were ordered to beach themselves and use the crews to join the battle. Another defeat was unacceptable. Following several days of intense air bombardment, the Japanese would make a (hopefully) surprise night landing at several points along Wake and Wilkes Islands. Set against this massive force, were 450 marines, a handful of soldiers and sailors, a few hundred construction workers, a few batteries of obsolete coastal and AA guns, and four outdated and damaged fighter planes. The Japanese first priority upon getting ashore was to eliminate the coastal artillery that had wreaked such havoc among the invasion fleet the first time. At 0230 hours on Wake Island, the Japanese landed at several points along the south shore, including ramming the offshore reef with two destroyer transports and unloading troops in the water. The Japanese were to suffer severe casualties in these landings due to the accurate defensive fire of the coastal and AA Guns as well as Marine marksmanship. On Wilkes Island, when two Japanese landing craft were silhouetted in the surf off the beach by a searchlight, two marines rushed out to greet them with hand grenades. They discovered to their dismay that the boats were already abandoned, their passengers already ashore. Those passengers had already rushed ashore and overrun a battery of 3-in. AA Guns. The Japanese then dug in and awaited for the enemy's reaction, while probing his defenses. At 0400 the marines counter-attacked, launching three simultaneous (but uncoordinated) attacks from three directions. The Japanese were completely surprised. Even though they were an elite group holding a superior position against a numerically inferior force, they began to fall apart as a unit. By 0700, the sixty-odd marines had mopped up Wilkes Island, accounting for over one hundred Japanese invaders. This victory was negated by the fact that Wake's commander had already decided to surrender the atoll. Even though beaten, Wake was to become an American legend, synonymous with "The Alamo".



LONGSTOP HILL

CH #142

GERMAN Sets Up First	1	2	3	4	5	6
ALLIED Moves First						

Elements of 4th Company, 2nd Coldstream Guards [ELR: 4] set up on level 0 on/south of hexrow F:

4-5-8	4-5-7	9-1	8-1	7-0	FP: 2 Rng: 7 ROF: 1 LMG	MA: 51 Rng: 2-11 ROF: 2 MTR
4	6				3	2

Elements of 1st Battalion, 18th Infantry Regiment [ELR: 3] set up on any level on/south of hexrow F:

1 6-6-6	2 5-4-6	8-1	8-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	MA: 60 Rng: 3-45 ROF: 3 MTR	Sangar
2	2						4

[ELR: 4/3]
{SAN: 2}

Elements of 754th Infantry Regiment set up on/north of J with ≥ 3 MMC on/south of hexrow M:

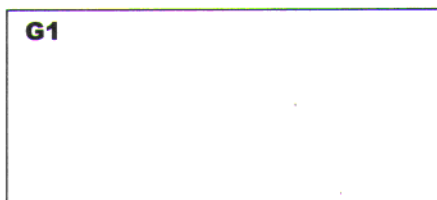
E 4-6-8	1 4-6-7	8-1	8-0	7-0	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	MA: 50 Rng: 2-13 ROF: 3 MTR	7 morale	Sangar	Trench	Foxhole 1S
6	2					2		6	3	2	5

Set up on/north of hexrow O:

2-2-8	GrW 34 MA: 61 Rng: 2-60 ROF: 3 SA: #8 MTR
-------	---

[ELR: 3]
{SAN: 4}

BOARD LAYOUT:



(Only hexrows ≤ 9, and south of hexrow T on the G1 map are in play.)

OBJECTIVES: The player with the most Victory Points at Game End wins. The Germans win in the event of a tie. Victory Points are awarded as follows: Control of Level 2 hexes on/between hexrows K & Q – 1 VP; Control of hex O3 – 4 VP; and CVP.

LONGSTOP HILL, TUNISIA, 24 December, 1942: The second Allied attempt to drive on Tunis required the capture, in advance, of several key jump-off points. Most important was securing Longstop Hill, just north of Medjez El Bab. Longstop rises to more than 900 feet, is marked by a succession of knolls, and dominates the Medjerda River valley. Most importantly, after the highest point of Longstop, Point 290, there is a second, only slightly lower hill call Djebel el Rhar, separated from the rest of the hill by a ravine. Longstop was to be taken during the night of December 22-23 by a reinforced company of the 2nd Battalion, Coldstream Guards. After securing Longstop, the Coldstreams were to hand it over before dawn to the 1st Battalion, US 18th Infantry and hurry back to Medjez el Bab in order to join in the main phase of the move on Tunis. But the Guards were not aware of the second hill. The British troops advanced through heavy rain which continued through the night. They secured Longstop as far as Point 290, driving the green men of the German 754th Regiment before them. Facing counterattacks elsewhere and believing he held all of the hill, the British commander halted the advance. A very confused relief put the Americans of the US 18th Infantry in charge on Point 290 without either of the Allies noticing that Djebel el Rhar was still held by the enemy. Heavy German counterattacks the next day drove the Americans off of 290, and American efforts to retake the position were stopped. Finally the Allies had to recall the Coldstream Guards to retake Longstop. Tired from marching and counter-marching in the mud, they gallantly slogged back up the hill behind a supporting barrage. But exhaustion and German preparation were too much to overcome, and Longstop remained firmly in German hands for days longer. So much for Tunis.

Original Design: Kurt Martin and Dave Lamb

HANDICAPPING PROVISIONS:

- Exchange the British 9-1 leader for a 9-2, and exchange the US MMG for a .50 cal. HMG.
- Add a Hero and an MMG to the German OB.
- Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

- EC is Overcast with no wind at start. Hex O3 is a Level 3 hill hex. Desert Rules are in play (inc. applicable rules F.1 through F.5 are in effect). For Concealment Gain/Loss/Placement purposes, Crag and Fortifications are considered Concealment Terrain. There is a +1 LV Hindrance on turns five and six.
- During British Turn 1, the Allied player may resolve an pre-registered FFE Fire Mission (HE Only) of 80+mm Barrage (E12) vs. any east/west hexrow on/between J & N.
- Both sides may use Hand-to-Hand CC (J2.31)
- US units may not move north of hexrow J. Germans Control all hexes north of J at start.



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THE GUNSLINGERS

CH #143

GERMAN Sets Up First	1	2	3	4	5	6
AMERICAN Moves First						




[ELR: 3]
{SAN: 5}

Elements of 21st Panzer Division, 245th Infantry Division and Flak Regiment Kohler set up anywhere on Hill 621 (see SR 2):

 E 2-3-8 2	 2-2-8 2	 9-1	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 5 Rng: 12 ROF: 2 MMG	 MP: 13 MA: 75L MG: 3/5	 MA: 88L ROF: 2 M: 4 AA	 MA: 81 Rng: 2-60 ROF: 3 SA: s8 MTR	 MA: 81 Rng: 2-60 ROF: 3 SA: s8 MTR	 1S
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Set up north of hexrow S on board 46:

 E 5-4-8 3	 2 4-4-7 3	 8-1	 7-0	 FP: 3 Rng: 8 ROF: 1 LMG	 MA: 50 Rng: 2-13 ROF: 3 MTR	 Roadblock	 Foxhole 1S
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[ELR: 3]
{SAN: 2}

Elements of Task Force Blackshear, including 3rd Platoon, Company C, 614th Tank Destroyer Battalion, Towed enter on turn one along the south edge of board 46:

 1 6-6-6 6	 1 3-4-6 2	 2-2-7 3	 9-2	 9-1	 8-0 2	 dm MTR M2 1 60 mm 2	 MP: 36 PP: 5 ROF: 2 MA: *AAMG -J/6 7	 MP: 20 MA: -J/4 ROF: 1 PP: 15 7	 MP: 20 PP: 9 T8 8 *AAMG -J/6 2	 MP: 20 PP: 10 T8 5 *AAMG -J/12 2
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MA: 76L
ROF: 1
M: 7
AT

3

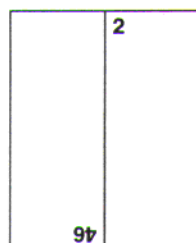
HANDICAPPING PROVISIONS:

-  Replace the 50mm Lt. Mtr. with a PSK.
-  Remove the German Roadblock.
-  Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. Weather is Mud (A 24.6, D 8.23, E 3.6), with Mist (E 3.32) and no wind at start.
2. Boresighting is NA. The Pz IVH may change location [EXC: Recall] or make a Motion attempt only if a U.S. unit moves/Routs/Advances within five hexes of it. The German player may inspect the contents of a BU half-track only if it is towing a Gun.
3. A U.S. half-track may move toward a German unit only if a U.S. Passenger or Infantry unit moves with it, or the HT ends its move in or adjacent to a U.S. HT or Infantry unit.
4. U.S. PRC may remove a MG only from a destroyed, Immobilized, or involuntarily Abandoned vehicle. U.S. crews may not voluntarily Abandon their vehicles.

BOARD LAYOUT:



OBJECTIVES: The U.S. wins at Game End if they Control three out of the following four multi-hex buildings: V8, CC7, EE4, and W7. The U.S. player must Control all six locations of the W7 rowhouse cluster to count as one building for victory purposes.

CLIMBACH, FRANCE, 14 December 1944: In its pursuit of the weary LXXXIX Corps to the Siegfried Line, the U.S. VI Corps threatened to punch a hole through the 245th Infantry Division. To plug it, Army Group G threw in a much-battered heavy hitter: 21st Panzer under Generalleutnant Feuchtinger. The men of 21st Panzer still had spirit, centered on the few remaining old hands. Against them, driving north between the mountain ridges came Maj. Gen. Charles C. Haffner, Jr.'s fresh 103rd Infantry Division. Composed of National Guardsman and "retreads" from the technical, antiaircraft, and aviation services, the 103rd had plenty of training behind it, but little experience. Lt. Col. John P. Blackshear, executive officer of the 103rd's 411th Infantry Regiment, put together a combined-arms task force to press the reeling Germans. As his trucks and half-tracks rolled toward the town of Climbach, they were greeted by the sharp crack of 88s from the heights above. German mortar, machine gun, and artillery fire dropped among the advancing Americans. With the team's attached Shermans mired in the rear, the 3rd Platoon gunners shot it out with the German gunners from a clearing south of the town. The 3rd Platoon lost three of their four guns and half their men, but their steady fire drew the attention of the German gunners and enabled the infantry to penetrate the town. By nightfall, the Germans could offer only scattered small arms fire. The Americans blunted sharp counterattacks by the panzergrenadiers, who once again had to withdraw. For their courage and sharp shooting, the 3rd Platoon gunners received the Distinguished Unit Citation, the first unit of black Americans to do so in the war.

Original Design: Oliver Giancola



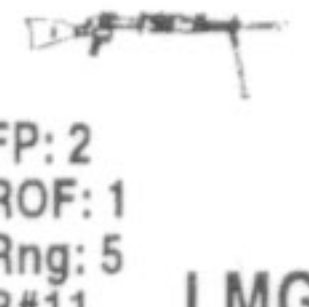
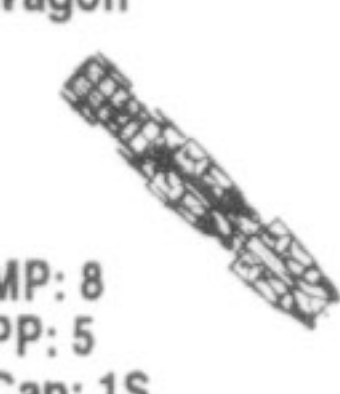
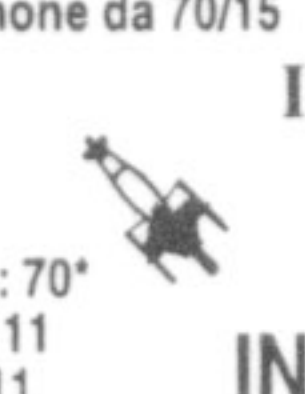
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FORT KASSALA

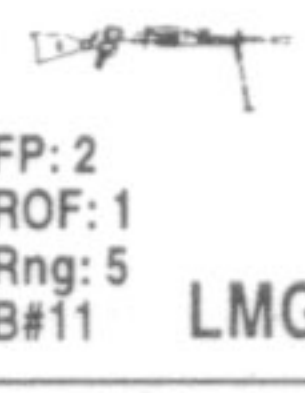
⦿ BRITISH Sets Up First	1	2	3	4	5	6	7
⚡ ITALIAN Moves First							



1st Squadron of the Cavalleria Coloniale enter as Riders on/after turn one along the west edge (see SR #3):

 E 4-4-7 7	 2-2-7	 9-2	 8-1	 8-0	 FP: 2 ROF: 1 Rng: 5 B#11 LMG 2	 12 7	 MP: 8 PP: 5 Cap: 1S	 I7 MA: 70* M# 11 B#11 INF
---	--	--	--	--	---	--	--	---

2nd Squadron enter as Riders on/after turn four along the north edge:

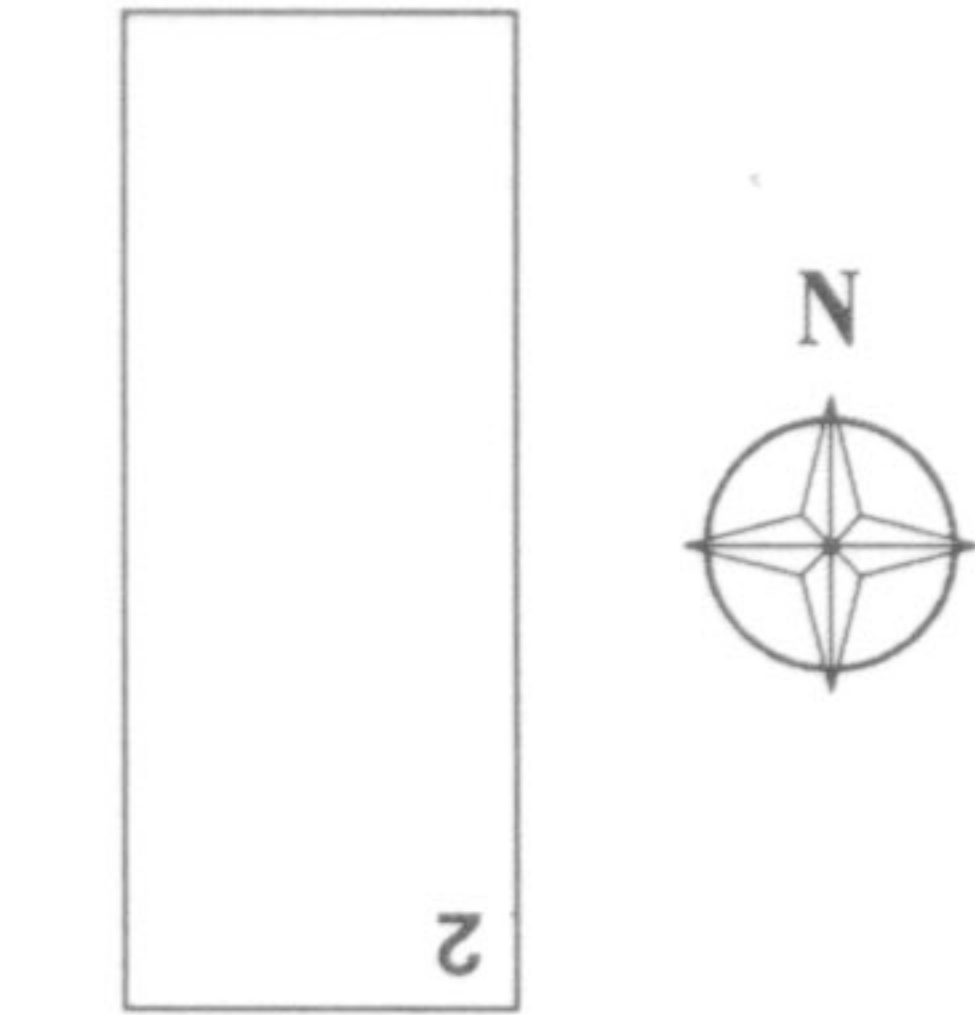
 E 4-4-7 7	 9-1	 8-1	 2PP 45mm Brixia	 FP: 2 ROF: 1 Rng: 5 B#11 LMG	 12 7
---	--	--	---	--	--



Elements of the Sudan Defense Force set up on/east of hexes numbered 3 with at least four squad-equivalents set up on/east of hexes numbered 5:

 2 4-4-7 10	 9-1	 8-0	 7-0	 FP: 4 Rng: 12 ROF: 2 MMG	 FP: 2 Rng: 7 ROF: 1 LMG	 MA: 51 Rng: 2-11 ROF: 2 MTR	 5	 1S 3
---	---	---	---	--	--	---	---	---

BOARD LAYOUT:



OBJECTIVES: The Italians win at the end of any Game Turn if they Control three of the following four buildings: W7, W9, T8 and V8.

FORT KASSALA, MONTE MOCRAM PASS, SUDAN: 4 July 1940: Following their entrance into the war in East Africa, one of the initial objectives of the Italian army was Kassala, the capital of the Sudan. Among the groups that advanced were the colorful mounted troops of the *Cavalleria Coloniale*. Towards the end of June incidents of gunfire between Indian troops in British service, and Italian soldiers increased, as the Italians reconnoitered towards their objective. On the July 4, the Italians launched their main effort. The cavalry group advanced its units widely separated in three prongs. At 0815 the advance guard, which had reached the Monte Mocram Pass, came under heavy fire and was forced to dismount. The Italians were convinced that the Indian soldiers were only putting up such fierce resistance to buy time until reinforcements could arrive. The Italian command decided to storm Kassala, no matter the cost. The Italian squadrons charged at their enemies at a gallop, cloaks waving in the air, shouting their ancient battle-cry, *Savoia!* A hail of bullets rained down on the cavalry-men from positions in the heights around Kassala as the charge gathered momentum. There seemed to be no stopping the onrushing Italians, as their gallant charge rushed forward at thirty kilometers an hour. But about 500 meters from the fort, the assault suddenly collapsed under the persistent and accurate enemy fire. In true cavalry-spirit, the Italians' 2nd Squadron suddenly appeared from the north, forced their way into the fort, and by 1100 the fascist flag was raised over the ramparts.



- VARIATIONS:
- ⚡ The Italians only have to control two buildings.
 - ⦿ The Italians must control all four buildings.

- SCENARIO RULES:
- EC are dry with a mild breeze from the southwest.
 - No Level 3 hill locations exist. Treat as Level 2. Cliffs still exist except between same-level hexes (EX: hexes K5- L5 -M5). Treat all Woods as Brush. All hedges are walls. All buildings are stone.
 - The Italian INF gun must enter towed by the wagon with the crew as Passengers.

ITALIAN Sets Up First

BRITISH Moves First

1

2

3

4

5

6

Elements of the Savoia Grenadiers set up on any Level 3 or 4 hill hex:

E 4-4-7

6

8-1

2

7-0

2

FP: 6
Rng: 12
ROF: 3

B#11

HMG

FP: 4
Rng: 10
ROF: 2

MMG

FP: 2
Rng: 5
B#11

LMG

MA: 45°
Rng: 2-13
ROF: 2

B#11

MTR

Trench

3

Sangar

4

Wire

4

(see SR #2)

10-2

4

3-4-6

4

Enter on turn three along the north edge:

[ELR: 4]
{SAN: 4}

BRITISH Moves First

19

Elements of the 11th Brigade, 4th Indian Division enter on turn one along the south edge with one MMC per hex as per SR #3:

1 4-5-7

19

9-1

2

8-1

2

8-0

2

7-0

2

FP: 2
Rng: 7
ROF: 1

LMG

dm MTR

2PP

51mm

[ELR: 3]
{SAN: 3}

BOARD LAYOUT:

(Only hexrows M – EE are playable)

N

OBJECTIVES:

The British win if they Control ≥ 7 of the eight Level 4 hexes, and there are no Good Order Italian units on Level 4 hexes at Game End.

VARIATIONS:

Change “Good Order” to “Unbroken” in the Objectives, and replace the Italian 10-2 leader with a 10-3.

Replace the British 9-1 leader with a 9-2, and the British only need to Control ≥ 5 of the eight Level 4 hexes.

SCENARIO RULES:

1. EC are Dry with no wind at start. Desert Terrain (F.1) is in effect. All woods and buildings are Crag. No roads exist.

2. Place Wire counters in the following hexes: N5, T7, U8, and V7.

3. British MMC must set up off-map with one squad-equivalent per (offboard) hex. All British MMC must enter along a minimum of 19 hexrows, may only move in the letter hexrow they set up in, and must use CX and move as far as possible during the Movement Phase of turn one. Leaders are free of these restrictions.

KEREN, ERITREA, 15 March, 1941: Keren was the bastion of Mussolini’s East African Empire, defending against possible British invasion from the Sudan. The mountainous escarpment of Keren formed a natural fortress and barrier, shielding the coastal province of Eritrea from the interior of Africa. Keren was a soldiers’ battle in the grimmest imaginable conditions and terrain, and here as nowhere else in the Second World War, Italian soldiers of all types were to put the lie to the belief that they were a pushover in battle. Elite Italians of the *Savoia* Grenadiers and *Alpini* held the strategic heights astride Dongolaas Gorge. With the gorge blocked by demolition, and fortified, British soldiers of the 4th Indian Division were assigned the task of taking two of the nearly impregnable peaks—Brigs and Sanchil—that were situated nearby. For nearly 53 days, British and Indian troops besieged and assaulted the peaks next to the gorge. Despite brief success at capturing the peaks, Italian counter-attacks always drove back the weak and exhausted British troops. The 15th of March was to be no different, with massive casualties suffered by all. The only positive result of this offensive was the capture of Fort Dologorodoc. This led to the capture of the gorge, which once cleared of debris, allowed British armor to sweep through the pass and behind Italian positions on the high ground. By the 27th of March, white flags flew from Sanchil and Brig’s Peaks. Within two weeks, all of Eritrea would be in British hands. The Italians could rightly be proud of their record at Keren, even though, as Brigadier Savory said, “No enemy but the Italians would ever have allowed us to take the place.” For the British and Indian troops that fought there, the battle remains a shining star in their unit histories.

Designer: Patrick J. Norton

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⊙ ⊙ ALLIED Sets Up First	1	2	3	4	5	6	7
⊕ GERMAN Moves First							

[BRITISH] Elements of No. 2 Troop, 'A' Battery, 72nd RA Anti-Tank Regiment set up on hill hexes within three hexes of L17:

 2-4-7	 2-2-8	 8-1	 FP: 6 Rng: 14 ROF: 3 HMG	 FP: 1 Rng: 12 ATR	 3-Ton B83 MP: 24 PP: 36 T#-4	 QQF 6-pdr B6 MA: 57L ROF: 3 M#: 10 AT	 Sangar
2	(see SR #4)			(see SR #4)	(see SR #4)	2	

[AMERICAN] Elements of CCB, 1st Armored Division enter on turn one along the south edge with ½ MF/MP [FRU] expended:

 E 6-6-7	 1 6-6-6	 9-2	 8-1	 dm MMG 2PP	 BAZ 43 FP: 8 Rng: 4 X# 10	 dm MTR M2 60 mm	 M4A1 A9 MP: 13 MA: 75 MG: 2/4/4 ROF: 1*	 M3 MT A7 MP: 13 MA: 37LL; SA: B75 ROF: 1* MG: 2/4 B#11	 M7 HMC A44 MP: 14 MA: 105(HE) MG: -1/4 ROF: 1	 M2 A27 MP: 20 ROF: 2 PP: 9 MG: -1/6*
3	3						2	3	2	2

[FRENCH] Elements of the Barre Group's Moroccan Infantry Division set up on hill hexes within three hexes of O3:

 E 4-5-8	 2-2-8	 8-1	 Mine	 Mine	 Mine	 FP: 4 Rng: 11 ROF: 2 MMG	 FP: 1 Rng: 12 ATR	 7 morale	 75 Mle 1897 F11 MA: 75 ROF: 1 M# 8 ART	 Trench	 Sangar
5			18 AP	3 AT	2 Dummy			3		2	2

Elements of Kampfgruppe Weber enter on turn one along the north edge on any Level 0 hex, with ½ MF/MP expended:

 E 8-3-8	 E 4-6-8	 1 4-6-7	 10-2	 9-1	 8-1	 8-0	 FP: 3 Rng: 8 ROF: 1 dm HMG	 FP: 3 Rng: 8 ROF: 1 dm MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 1 Rng: 12 ATR	 dm MTR 50 mm	 9-1
2	9	3					2	2	2	4	2	

 Pz VIE G30 MP: 12 MA: 88L ROF: 1 MG: 3/5	 Pz IIN G16 MP: 13 MA: 75* MG: 3/5	 SPW 251/1 G63 MP: 16 MA: -1/3 ROF: 1 PP: 15	 SPW 251/sMG G58 MP: 16 MA: -7/13* ROF: 3 PP: 7*	 SPW 251/2 G59 MP: 16 MA: 81* MTR ROF: 3 SA: -1/3*	 Sidecars MP: 24 PP: 2/3 DRM: -1	 Cycles MP: 28
4	4	3			3	3

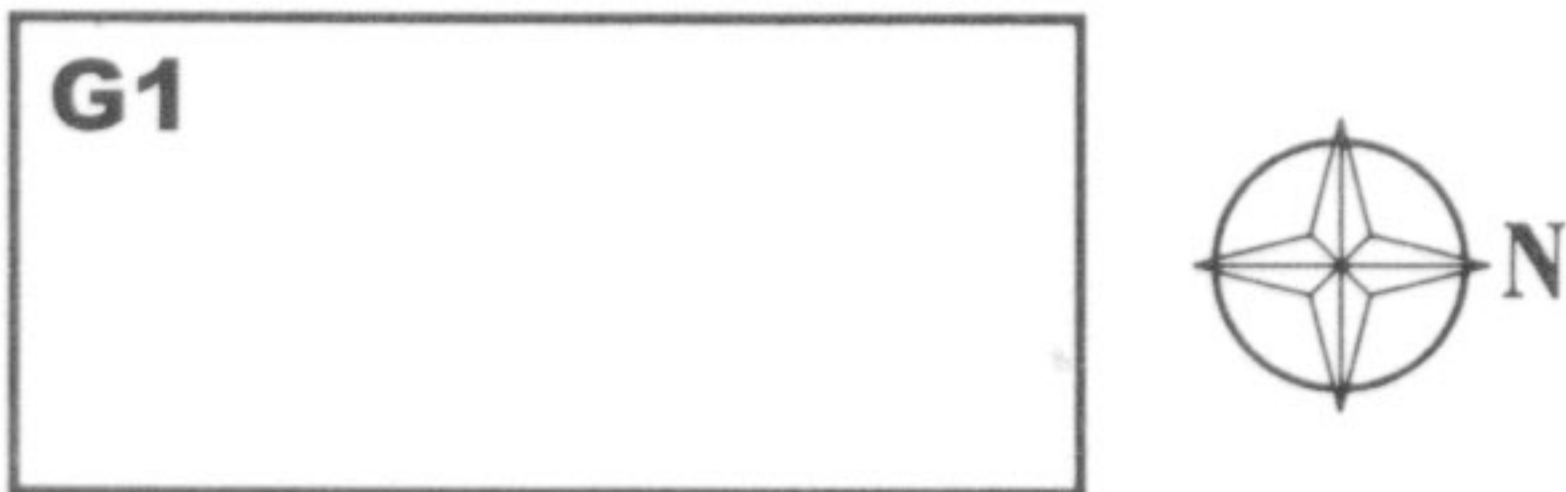
[ELR: 3]
[SAN: 4]

[ELR: 4]
[SAN: 3]

VARIATIONS:

- ⊙ ⊙ Remove one Pzkw VIE from the German OB.
- ⊕ Add an additional SPW 251/2 to the German OB.

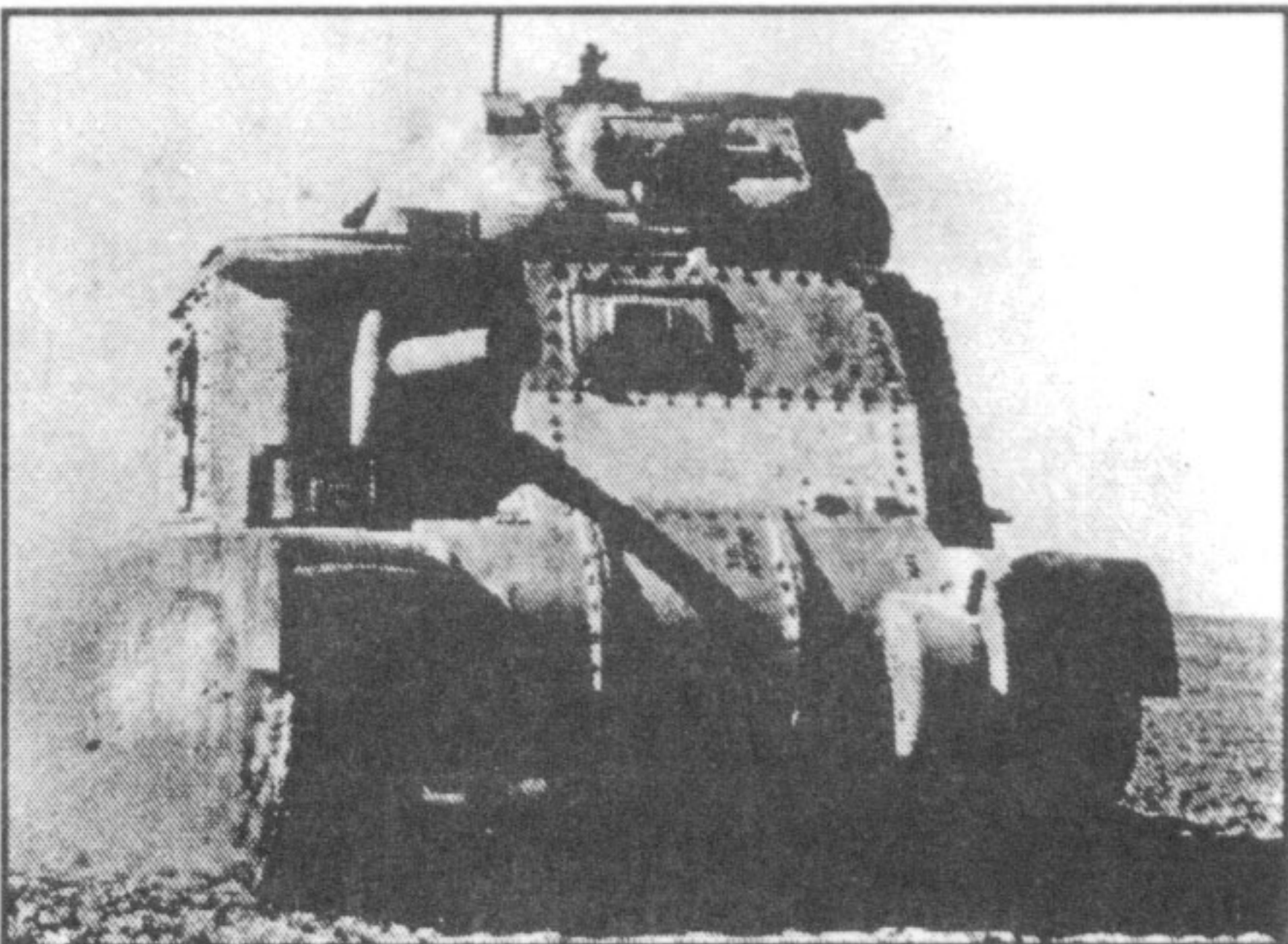
MAP LAYOUT:



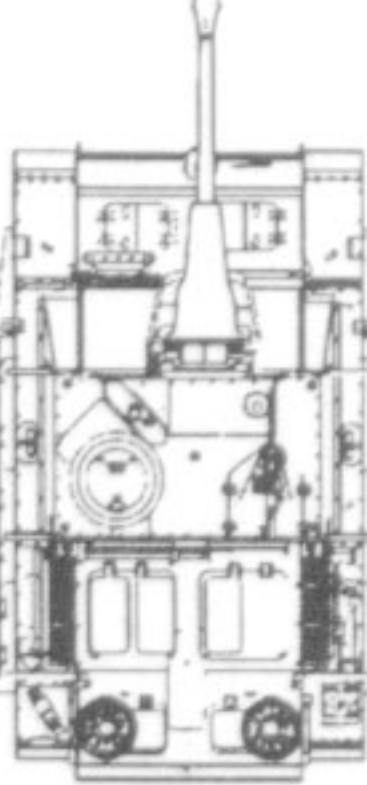
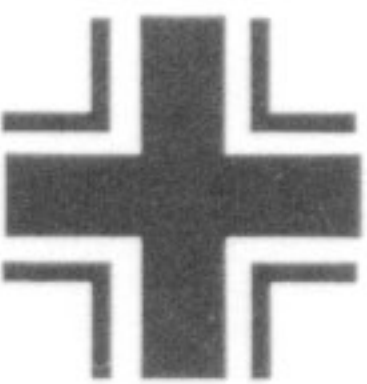
(all of historical map G1 is in play.)

OBJECTIVES: The Germans win if they earn ≥ 10 more VP than the Allies at Game End. Both sides amass CVP normally. The Germans also receive double EVP for units exited off the south edge. The Germans lose immediately if ≥ 3 PzKw VI E are eliminated or permanently immobilized (roll for all Shocked/UK units until completion at Game End).

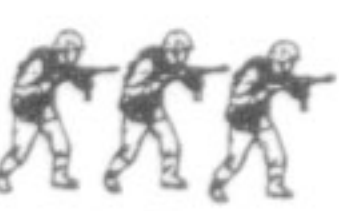
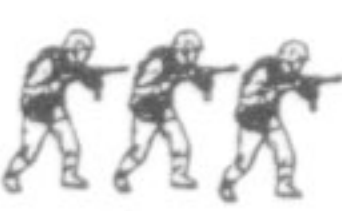
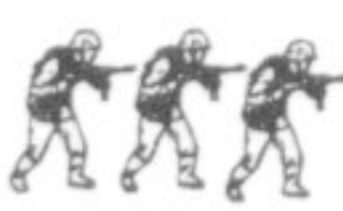
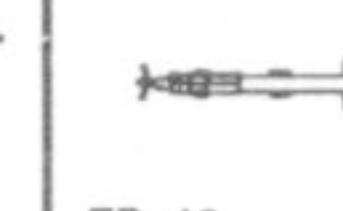
NEAR PONT DU FAHS, TUNISIA, 20 January 1943: The opening phase of Operation *Eilbote I* (Special Messenger One) exceeded expectations. In addition to occupying the positions between Pont du Fahs and Zaghuan, the success of the operation bagged 4,000 Allied prisoners from the elite Moroccan Infantry Division. Kampfgruppe Weber—comprising elements of the crack 334th Infantry Division and the 501st Heavy Tank Battalion—now prepared to exploit their success by attacking south and southwest to roll up the French XIX Corps positions facing east. Assistance from the British and American troops had arrived to bolster the flagging French allies. Only a costly counterattack by the US 1st Armored Division's CCB, and the addition to French lines of 6-Pounder anti-tank guns of the 72nd RA Anti-Tank Regiment prevented von Arnim from exploiting his gains at a strategic level. Much to their surprise the Allies found their tanks were overmatched at ranges out to 2,000 meters by the 88mm gun of the Tiger. Even at greater than 600 meters the Tiger's flanks were immune to the armor-piercing shot of the Allied 6-pdr and 75mm guns. In fact, it wasn't until January 20, 1943, in this action, that the first two Tiger tanks in North Africa were knocked out by 6-pdrs on the road from Robaa to Pont du Fahs. Only one of these two vehicles would be recovered by the Germans, allowing the other to be captured. The prize revealed invaluable technical information to the Allies.



⚔ GERMAN Sets Up First	1	2	3	4	5	6	7
★ RUSSIAN Moves First							

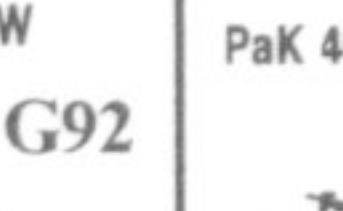


Rearguard Remnants of *Gruppe Samland* set up on/west of 13C1-C4-I7-I10:

 1 4-6-7 3	 2 4-4-7 3	 c 4-3-6 3	 9-1	 7-0	 1-4-9	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK	 Mine 3 AT	 7 morale 15	 Pz IVJ G25 MP: 13 MA: 75L MG: 3/5/2
---	---	---	--	--	---	--	--	---	--	---	---	--


StuG III G34
MP: 13
MA: 75L
MG: -/2*
ROF: 1


3.7cm FlaK LKW G92
MP: 23
MA: 37L(6)
ROF: 3

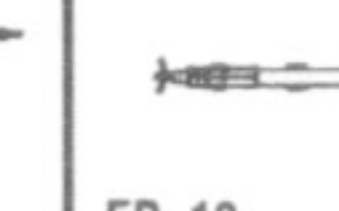
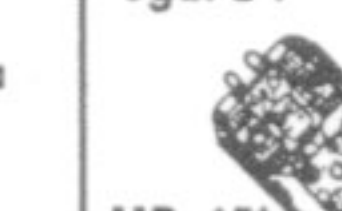
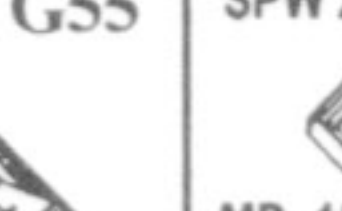

PaK 40
MA: 75L
ROF: 2
M#: 8
AT

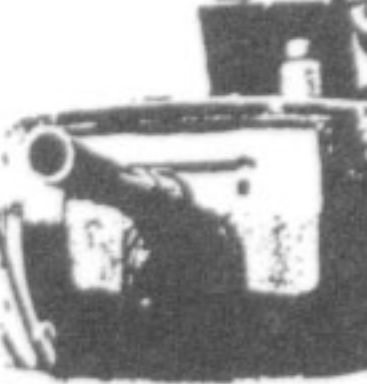

Foxhole
1S


Roadblock

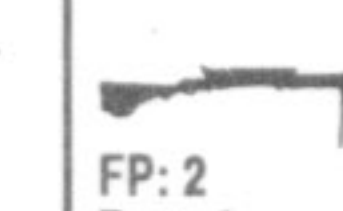
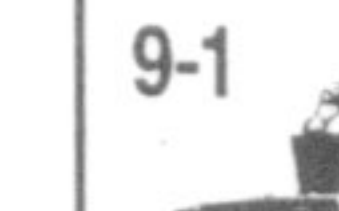
6

Elements of 5th Panzer Division enter on turn two along the west edge:

 1 4-6-7 2	 8-0	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK	 JgdPz V G55 MP: 15* MA: 88LL MG: 3/- ROF: 1	 SPW 251/22 G67 MP: 15 MA: 75L ROF: 2 B#: 10
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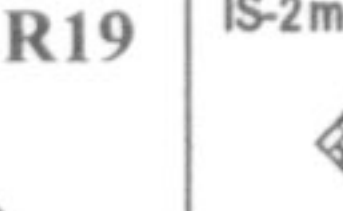


Elements of the 11th Guards Army set up on/east of 13H0-H3-L5-L10:

 E 6-2-8 4	 E 4-5-8 4	 1 4-4-7 5	 2-2-8	 9-2	 8-1	 8-0	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50* ROF: 3 Rng: 3-20 MTR	 9-1
--	--	--	---	---	--	---	---	---	--	---	---


T-34/85 R18
MP: 16
MA: 85L
MG: 2/4
ROF: 1


M4/76(a) R19
MP: 14
MA: 76L
MG: 2/4/4
ROF: 1


IS-2m R28
MP: 13
MA: 122L
MG: 1/4R2/4
B#: 11

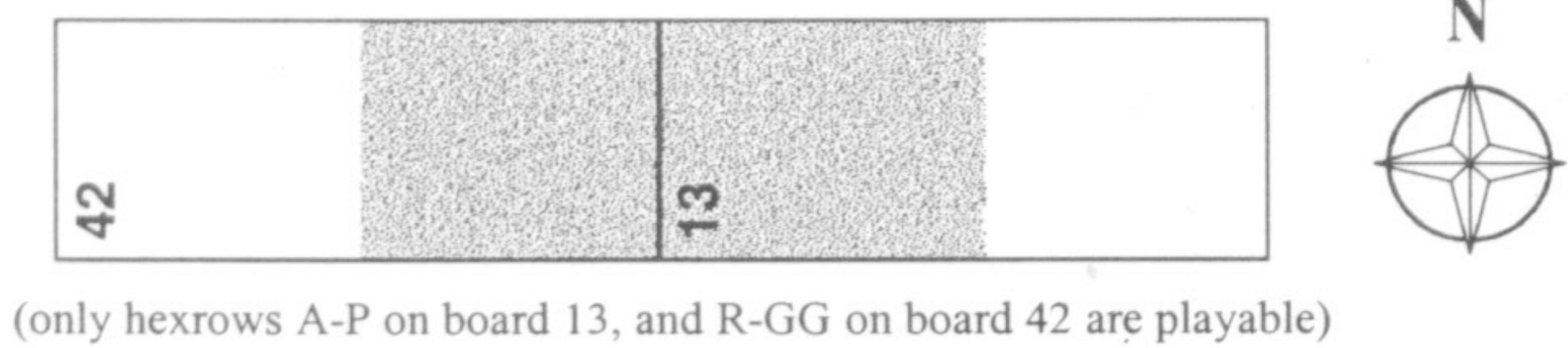
3 2 2

[ELR: 4]
{SAN: 2}

VARIATIONS:

- ★ All Russian ordnance is Elite (C8.9) for Special Ammo purposes.
- ⚔ Replace the SPW 251/22 in the German OB with a second JgPz V.

BOARD LAYOUT:



(only hexrows A-P on board 13, and R-GG on board 42 are playable)

OBJECTIVES: The Russians win if they Exit ≥ 35 EVP off the west edge.

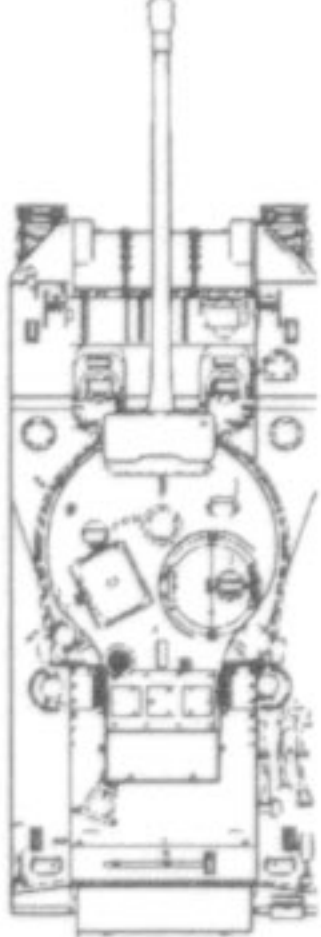
SCENARIO RULES:

- EC are Wet, with no wind at start. Ground is Soft (D8.21; also see B16.43). Place Overlay M2 on 13-D0/E1. All non-road Open Ground hexes adjacent to Marsh hexes are Bog terrain (D8.2) and are considered Soft Ground (D8.21). AT Mines may not be exchanged for AP Mines.
- The German may use HIP for one squad-equivalent (and all SMC/SW that set up with it).
- Both sides may declare Hand-to-Hand CC (J2.31). No Quarter (A20.3) is in effect for both sides.

NEAR PILLAU, EAST PRUSSIA, 15 April 1945: Following the long but ultimately successful siege of the city of Königsberg, the Russian armies previously committed to capturing that city were freed to mop up other troublesome pockets elsewhere in East Prussia. One such group that had been a thorn in the Soviet side was the German Fourth Army. This force of eight infantry and one panzer divisions was known as *Gruppe Samland*. This bastion had been a military and civilian refuge for several months now. More importantly, the bridgehead provided a lifeline to Königsberg during its long and brutal siege. Its turn now came as five Soviet armies prepared to destroy it. To oppose the Russians, *Gruppe Samland* had 65,000 men, with 1,200 guns and 166 patched-up panzers. The Soviet attack opened on April 13 and ushered in a final round of savage fighting as German rear-guards fought, regardless of cost to themselves, in order to hold off the Russian attacks and to cover the withdrawal to Pillau. Russian losses were so heavy that the Soviet commander was forced to commit his second echelon—the 11th Guards Army—in a last effort to overwhelm the German defenders. The attackers found forcing the German defenses was a slow and deadly grind. An improvised group of defenders stood doggedly at the gates of Pillau, decimating many Soviet assault units. *Gruppe Samland* was mauled beyond recognition, as its individual *kampfgruppe* struggled to slow the enemy drive. Meanwhile, the German navy evacuated refugees and soldiers. Six long, drawn-out, bloody days passed before the fighting died out amidst the mounds of shattered equipment and the litter of corpses strewn across the sands and heaped in the pine forests near Pillau. This detritus was all that was left of the last spasm of German arms in the region, the result of 105 days of butchery, conducted amid the seemingly ceaseless bombardment stamped in the memory of all that survived the campaign in East Prussia.

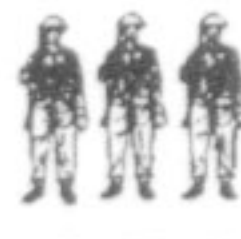
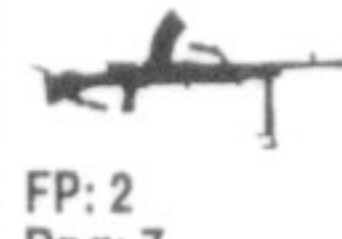
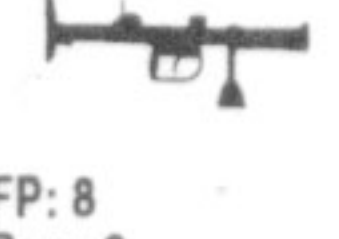
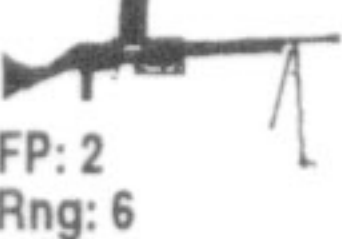


🎯 CANADIAN Sets Up and Moves First	1	2	3	4	5	6	7
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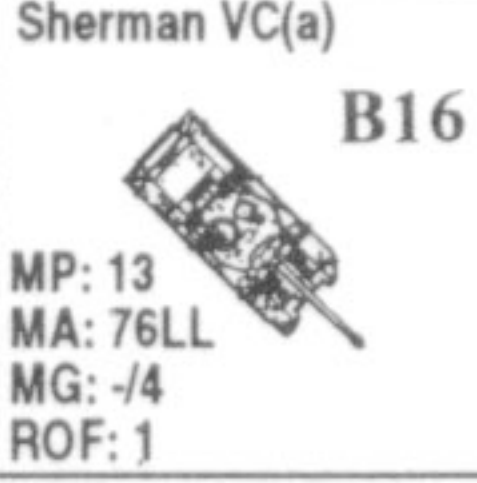


[ELR: 4]
{SAN: 3}

‘C’ Company of the North Nova Scotia Highlanders, 9th Canadian Infantry Brigade set up ≤ 7 hexes from 17T5:

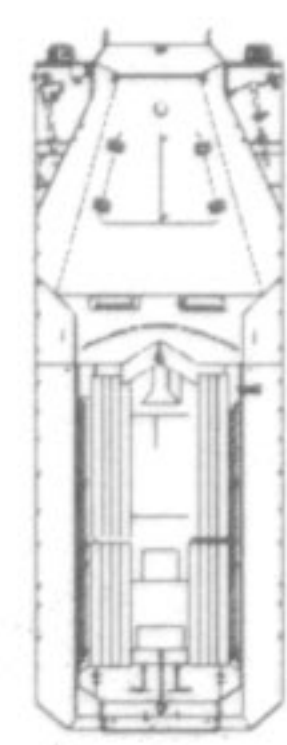
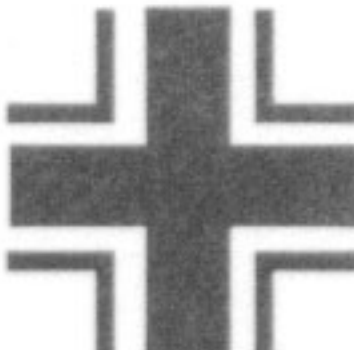
 E 4-5-8 9	 E 2-4-8 3	 9-2	 9-1	 8-1	 FP: 2 Rng: 7 ROF: 1 LMG 2	 FP: 8 Rng: 3 B#: 10 PIAT 3	 MA: 51 Rng: 2-11 ROF: 2 MTR 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG French 2	 FP: 4 Rng: 11 ROF: 2 MMG French 2	 Foxhole 1S 2
---	---	--	--	--	--	---	--	--	---	---

Elements of the Sherbrooke Fusiliers, 27th Canadian Armoured Regiment enter on turn one on/adjacent to hex 17Y10:

 8-1	 Sherman VC(a) B16 MP: 13 MA: 76LL MG: -/4 ROF: 1
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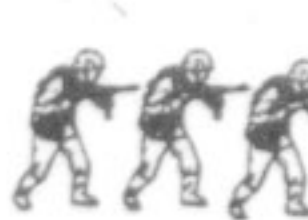
Stragglers returning to friendly lines enter on turn one on/adjacent to hex 16Q1:

 Carrier B B64 MP: 16 PP: 4, T#10 MG: -/2, ROF: 1 SA: *ATR

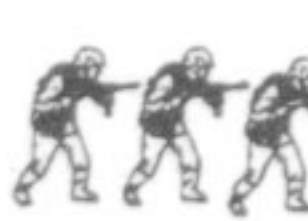


[ELR: 5]
{SAN: 3}

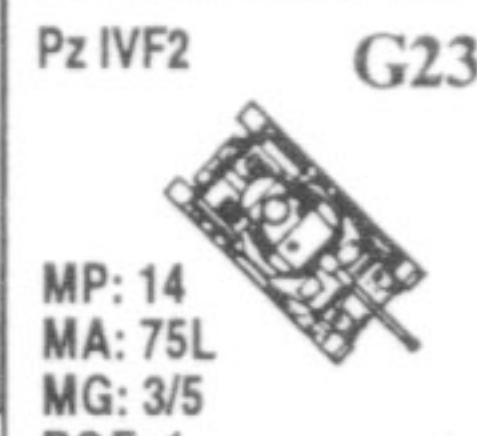
Elements of the 3rd Battalion, 12th SS Panzer Regiment enter on turn one on/between 17A6-16M1:

 ss 6-5-8 9	 9-2	 8-1	 8-0	 FP: 3 Rng: 8 ROF: 1 LMG 3	 FP: 3 Rng: 8 ROF: 1 dmMMG 2	 dm MTR 50 mm 2	 SPW 251/1 G63 MP: 16 MA: -/3 ROF: 1 PP: 15
--	--	--	--	--	--	---	--

Elements of the 2nd Battalion, 12th SS Panzer Regiment enter on turn three on/between 16Q1-16GG6:

 ss 6-5-8 7	 9-1	 8-0	 FP: 3 Rng: 8 ROF: 1 LMG 2	 SPW 251/1 G63 MP: 16 MA: -/3 ROF: 1 PP: 15
--	--	--	--	--

Elements of the 12th SS Panzer Regiment enter on turn two on/between 17A6-16M1:

 8-1	 Pz IVF2 G23 MP: 14 MA: 75L MG: 3/5 ROF: 1 2
--	---

VARIATIONS:

- 🎯 The Canadians win immediately upon amassing ≥ 25 VP.
- ⚔️ Replace one 8-0 leader in any part of the German OB with a 9-1.

BOARD LAYOUT:

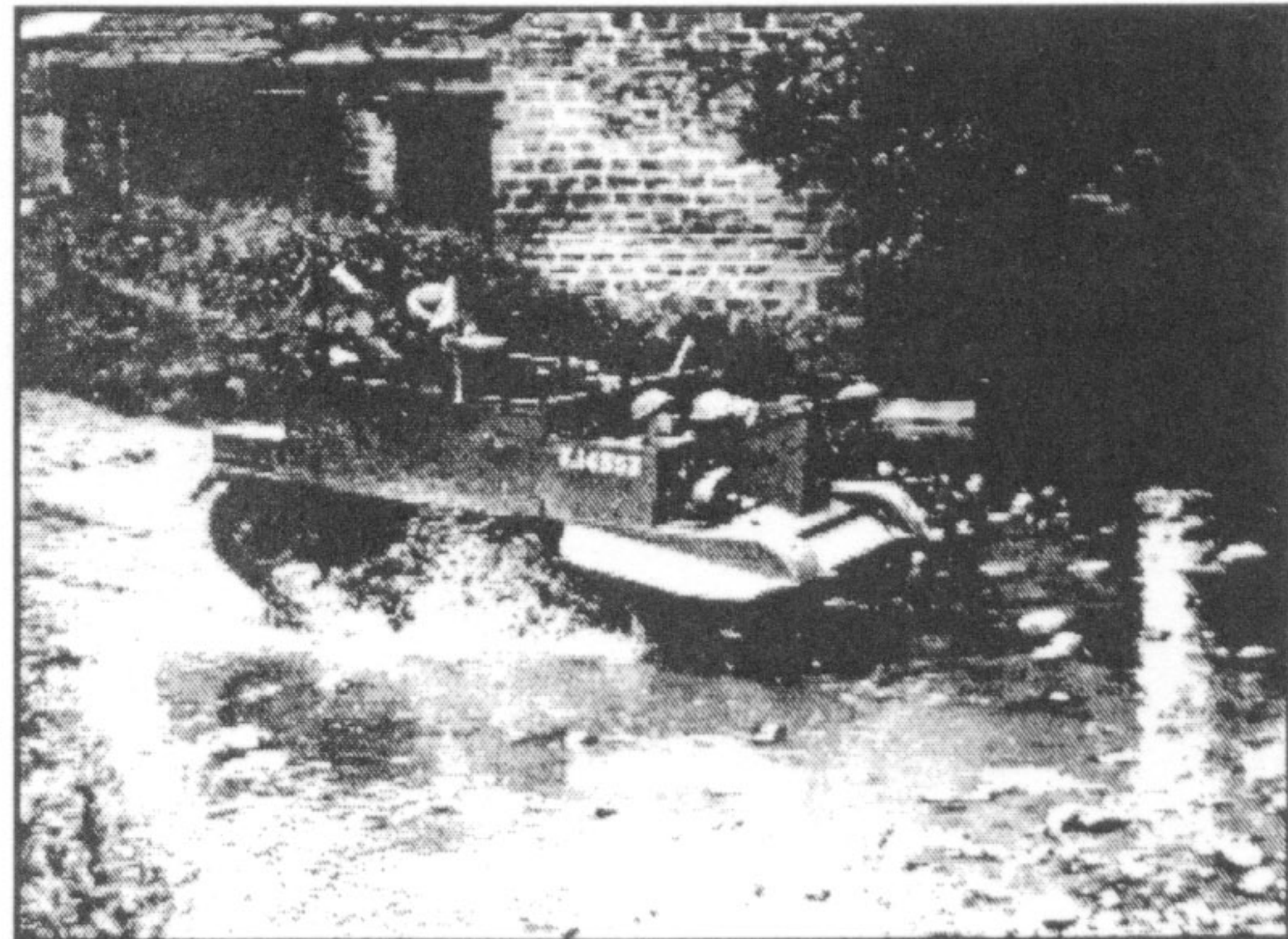


OBJECTIVES: The Germans win if they Control ≥ 11 of the 13 buildings on Board 17 at Game End. The Canadians win immediately upon amassing ≥ 30 VP.

AUTHIE, FRANCE, 7 June 1944: On the morning of D+1 the lead elements of the 3rd Canadian Infantry Division began expanding their part of the Normandy beachhead in order to reach their original D-Day objectives. The Canadian Highlander Light Infantry and Fusilier tanks were ordered to attack toward the Norman villages of Borun and Authie. By mid-day ‘C’ Company and one tank from the Fusiliers reached Authie. While the unit paused to let following companies catch up, scouts reported seeing Canadian troops advancing toward the town from the west. Moments later these ‘Canadians’ were discovered to be the lead elements of 3rd Battalion, 12th SS Panzer Regiment, moving into position for a counter-attack. The German onslaught cut ‘C’ Company and its lone Firefly escort off from the rest of the regiment, still in Borun. With Borun also under heavy attack, the men of ‘C’ Company were stranded from any reinforcement and unable to call in artillery support. The Canadians would face the SS-men alone until dusk when the order was passed to pull out of Authie. Over the course of the next day men straggled back to friendly lines in ones and twos, telling of the death of ‘C’ Company the day before. Late on 8 June lead elements of the Fusiliers managed to re-take Authie. There they found a few wounded survivors. They also found twenty-three Canadian POWs that had been massacred by the SS.

SCENARIO RULES:

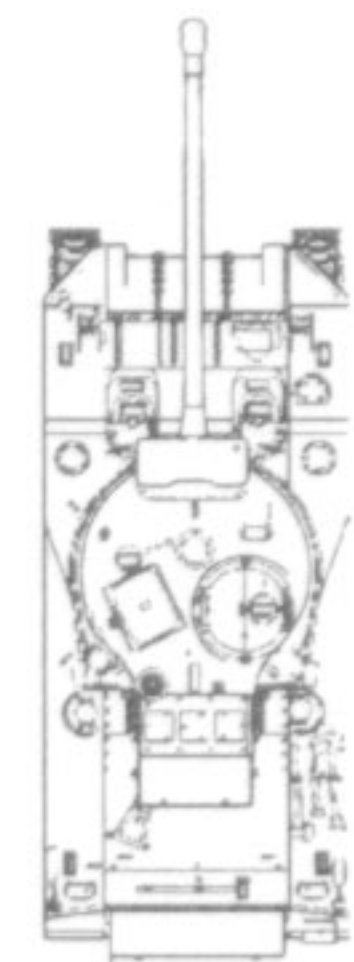
- EC are moist with a Mild Breeze from the north. Kindling and Boresighting are NA.
- Captured use Penalties are NA for the French machine-guns in the Canadian OB. The inherent HS in the Carrier B is a 2-4-8.
- All hedges are Bocage. All buildings are stone.
- The Canadians may utilize HIP for one squad-equivalent (and any SMC/SW set up in the same Location).
- No Quarter (A20.3) is in effect for both sides. Both sides are considered Elite for Special Ammo usage (C8.2).



⚔ GERMAN Sets Up First	1	2	3	4	5	6	7
🎯 ALLIED Moves First							

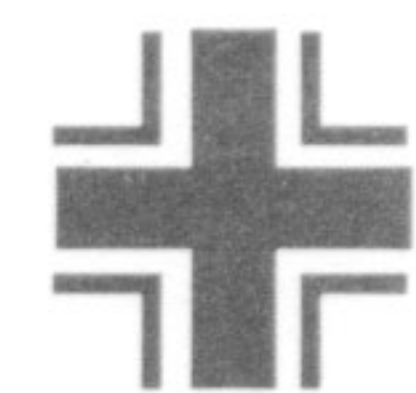


Elements of the 46th Royal Marine Commando and the 10th Canadian Armoured Regiment enter on turn one along the north edge:



[ELR: 5]
{SAN: 3}

 E 6-4-8 12	 9-2 2	 8-1 2	 8-0 2	 FP: 4 Rng: 12 ROF: 2 MMG 4	 FP: 2 Rng: 7 ROF: 1 LMG 4	 Airborne MA: 51 ROF: 1 Rng: 2-8 B#11 MTR 3	 FP: 8 Rng: 3 B#: 10 PIAT 2	 FP: 30 Rng: 1 DC 2	 9-1 2	 Sherman VC(a) B16 MP: 13 MA: 76LL MG: -/4 ROF: 1 2	 Sherman V(a) B14 MP: 13 MA: 75 MG: 2/4/4 ROF: 1 4
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Elements of the 26th SS Panzer-grenadier Regiment set up anywhere on board 41, and on board 42 in any hex with a coordinate ≤ 5 :

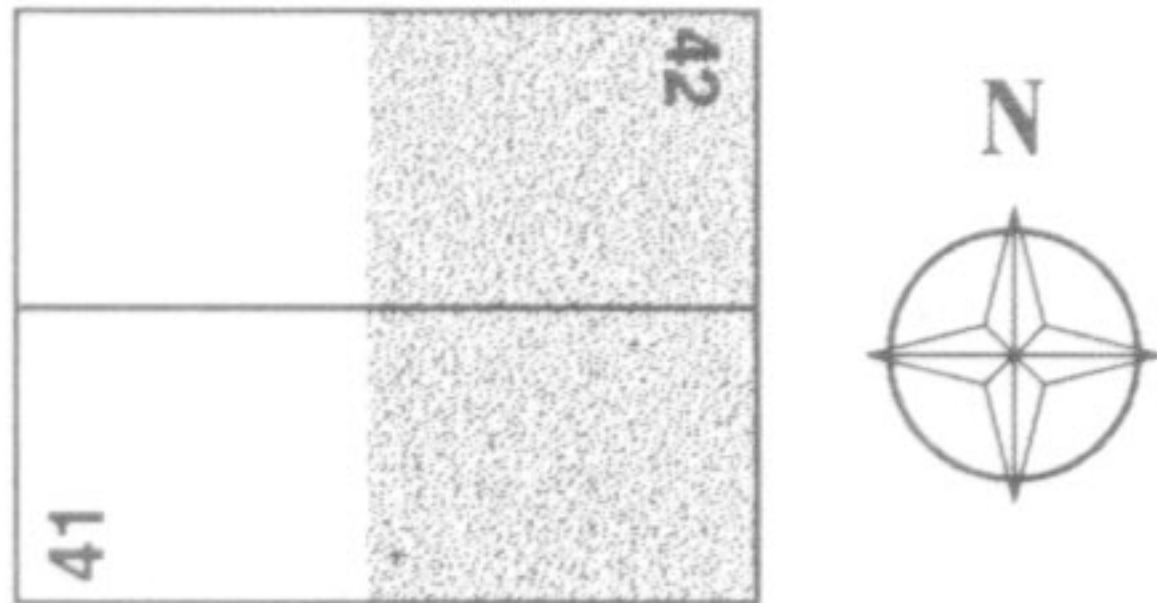


[ELR: 5]
{SAN: 4}

 ss 8-3-8 3	 ss 6-5-8 4	 2-2-8 2	 9-2 2	 9-1 2	 8-1 2	 FP: 7 Rng: 16 ROF: 3 HMG 2	 FP: 5 Rng: 12 ROF: 2 MMG 2	 FP: 3 Rng: 8 ROF: 1 LMG 2	 FP: 12 Rng: 4 PSK 2	 FP: 30 Rng: 1 DC 2	 FP: 24 Rng: 1 pp: 1 FT 2	 ? 7 morale 8
 8-1 2	 Pz VG G27 MP: *15 MA: 75LL MG: 3/5/2 2	 PaK 40 G10 MA: 75L ROF: 2 M#: 8 AT 2										

- VARIATIONS:
- 🎯 Remove one PaK 40 and 2-2-8 from the German OB.
 - ⚔ Add one 6-5-8 squad to the German OB.

BOARD LAYOUT:



(Only hexrows A – P on Board 42 and R – GG on Board 41 are playable)

OBJECTIVES: The British win if they Control ≥ 18 building Locations at the end of any Game Turn.

- SCENARIO RULES:
- EC are Moderate with no wind at start. Place overlay P1 on 42K1.
 - The Germans may set up one squad-equivalent (plus any SMC/SW stacked with them) utilizing HIP. Boresighting is NA.
 - All British Sherman VC(a) tanks have Gyrostabilizers (D11.1). Both sides are considered Elite (C8.2).
 - German 8-3-8/3-3-8 MMC are Assault Engineers (H1.22) and SS (ie. broken morale of '9' for 8-3-8 MMC). All British MMC/SMC are Commandos (H1.24).
 - Voluntary AFV abandonment is NA.
 - Hand-To-Hand CC (J2.31) may be used by both sides.

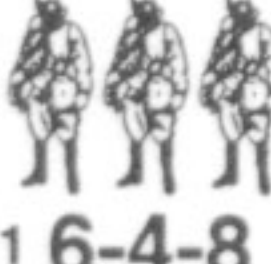
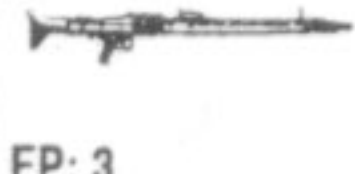
ROTS, FRANCE, 11 June 1944: The 12th SS Panzer Division *Hitlerjugend* squared off against the 3rd Canadian Division, the former tasked to cordon off the Normandy bridgehead in the vicinity of Caen. Exhausted after days of non-stop battle, the Canadians were withdrawn. In their place came a detachment from the 4th Special Services Brigade to clear an enemy company from the 26th SS Panzer Grenadier Regiment, supported by Panthers and 75mm PaK guns, astride the Mue valley. With the assistance of attached Sherman tanks, the elite Allied force cleared the villages of Cairon, Lasson, and Rosel in swift succession. By early evening of the 11th of June, a furious hand-to-hand firefight erupted in Rots while Sherman hunted Panther down narrow, tree-lined streets. Despite heavy losses, the Germans were ejected from the northern portion of the village. A counter-attack was quickly laid on and men and additional armor from the 12th SS divisional escort company forced the Allied soldiers from Rots, destroying six Shermans and bagging a gaggle of recently victorious British soldiers as prisoners. German victory was short-lived, as the Marines rushed into the village anew with a shout, and the help of eight more tanks. Tracers lit up the night, and fighting continued into the early morning hours of June 12. Finally exhausted and overwhelmed, the remaining SS troopers finally withdrew for good, establishing a new main line of resistance some 1000 yards south of Rots. As the weary Marines were relieved by a battalion from the 8th Canadian Infantry Brigade, the newcomers witnessed a brutal *tableau*. Some corpses were still locked in the final embrace of hand-to-hand combat. Entire squads of men lay where they died. German and Canadian tanks still smoldered, some with charred crewmen hanging from turrets. Rots had become a charnal house, albeit one cleared of German troops.



🇫🇮 FINNISH Sets Up First	1	2	3	4	5	6	7	8
★ SOVIET Moves First								



1st Company, Er. P 112 set up in any non-river hex on/between hexrows Z and BB:

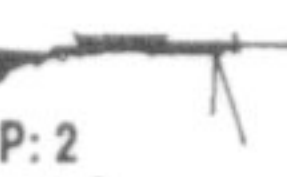
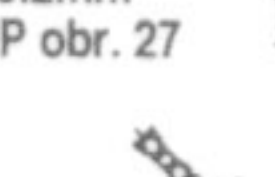
 1 6-4-8	 G 5-3-8	 10-1	 8-0	 FP: 3 Rng: 8 ROF: 1 LMG	 7 morale
7	2			2	6

[ELR: 4]

{SAN: 3}



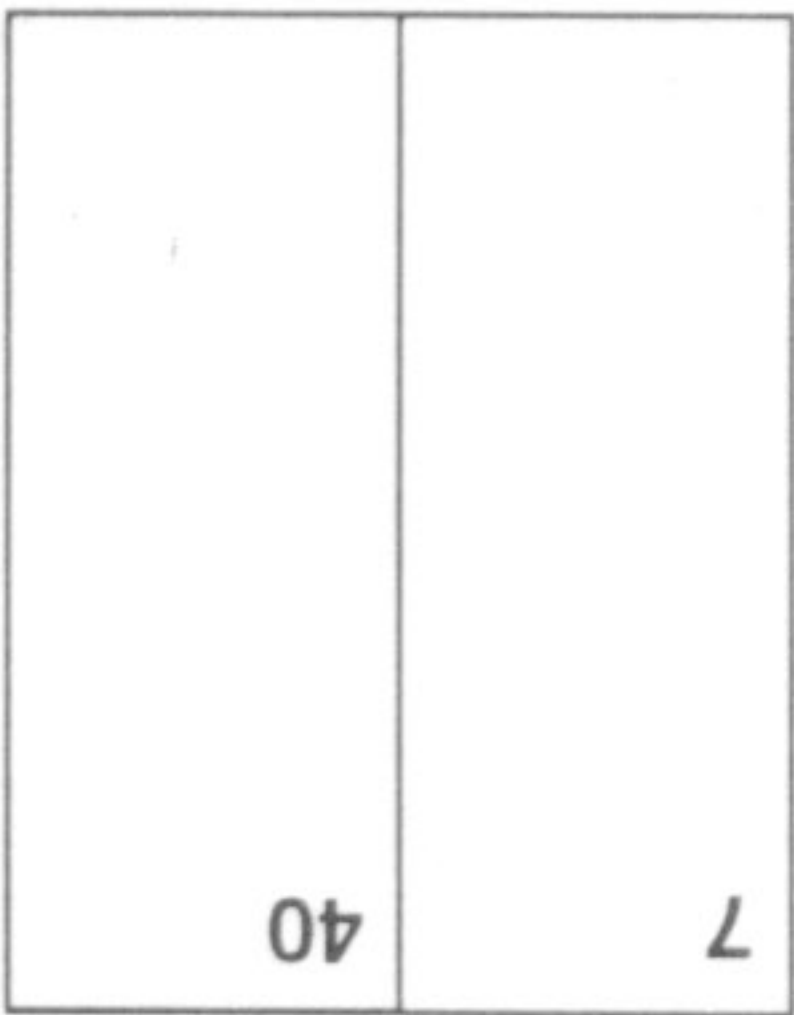
Elements of the 364th Infantry Division set up north of hexrow CC:

 1 4-4-7	 2-2-8	 9-1	 8-0	 6+1	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50* ROF: 3 Rng: 3-20 MTR	 76.2mm PP obr. 27 R12 MA: 76* ROF: 2 M#8 B#11 ART	 Wagon MP: 8 PP: 5 Cap: 1S
13						2			

[ELR: 3]

{SAN: 2}

BOARD LAYOUT:



VARIATIONS:

- 🇫🇮 Remove a 6-4-8 from the Finnish OB.
- ★ Replace the Russian 9-1 leader with a 9-2.

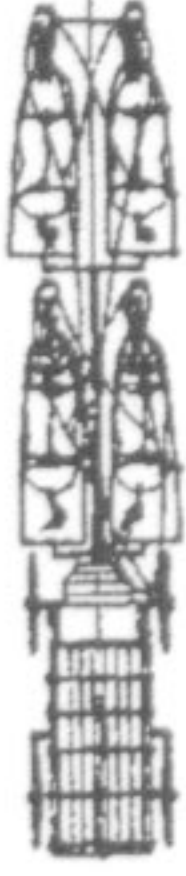
SCENARIO RULES:

- EC are Ground Snow with no wind at start.
- All brush and grain are woods. No hills exist. All buildings are wooden. The river is frozen. Treat the far eastern Board 7 and far western Board 40 land masses as river (islands still exist).

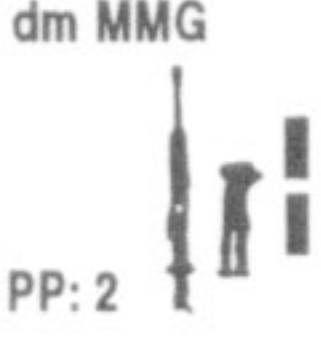
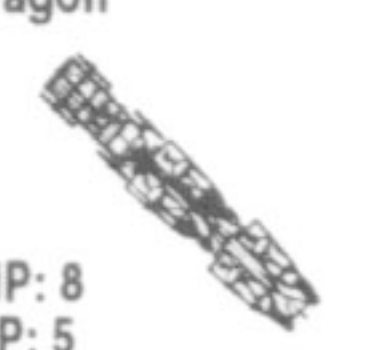
KOTISAARI ISLAND, FINLAND, 12 December 1939: The Finnish General Staff was unpleasantly surprised by the Soviet commitment of troops to the region north of Lake Ladoga. The Ladoga-Karelia area was almost devoid of roads and subjected to one of the harshest winter climates on the planet. Far from agreeing that the area represented an impassable barrier to military forces, the Red Army sent some 20,000 men of the 139th Division, equipped with 45 tanks and 150 guns, into the Suojärvi area. Their target, Tolvajärvi, was defended by a detachment of only 4,000 Finns. Despite being outnumbered, the Finns repelled a number of Russian thrusts before a *Suomi* plan was concocted to seize the initiative and destroy the 139th Division. Despite exhibiting problems with staying-power earlier in the war, the men of Er.P 112 (Independent Battalion 112), led by Captain A. Kanerva, hit the extreme right of the Soviet formation, with support on hand from heavy machine-guns and a few artillery pieces. After one company of Finns secured a foothold on the south end of Kotisaari Island, 1st Company pressed the attack toward the north end of the island. No sooner had the Finns reached the northern tip, around noon, when a strong Soviet counter-attack erupted from enemy lines and shoved 1st Company all the way back to the southern end of the island. While the officers and NCOs of Er.P 112 regrouped their men for a counter-strike, Lieutenant Colonel Pajari intervened in the battle, reinforcing the battalion with two companies from III/JR 16 (3rd Battalion, Infantry Regiment 16), previously in the line of defense before Tolvajärvi village. The four-company force was sufficient and drove the 364th Division from Kotisaari Island, capturing a large cache of infantry weapons and two Soviet field guns in the process. Pajari noted the courage of Er.P 112's men in his order of the day, while acknowledging in command circles the absence of cowardice among its men during the fight for Tolvajärvi Island.



GERMAN Sets Up First	1	2	3	4	5	6
POLISH Moves First						

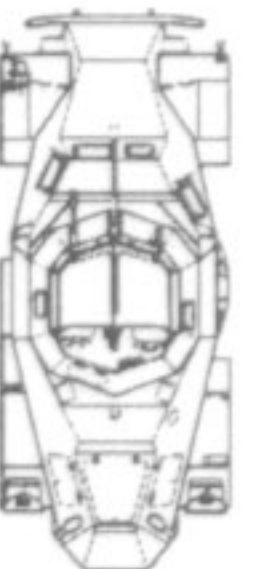
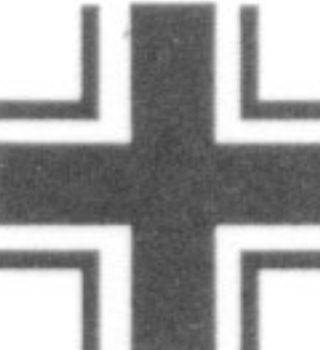


Elements of the Polesie Independent Operations Group enter on turn one along the north edge (see SR #2):

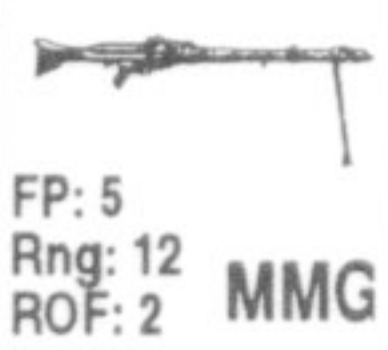
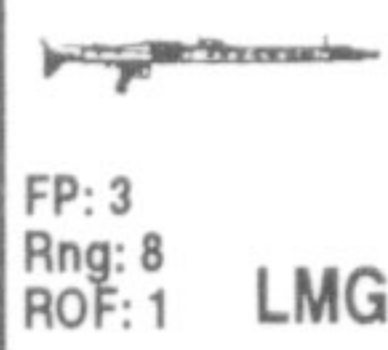
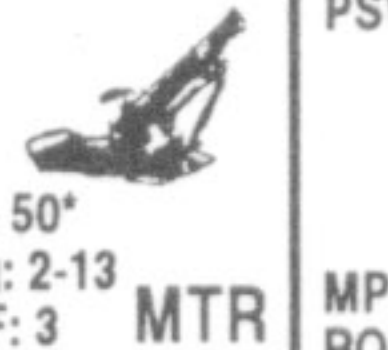
 E 4-5-8 5	 1 4-5-7 4	 G 4-3-7 3	 2-2-8	 10-2	 8-1	 7-0	 6+1	 dm MMG PP: 2	 FP: 1 Rng: 12 ATR 2	 12 12	 Wagon MP: 8 PP: 5 Cap: 1S
---	---	---	--	---	---	--	--	--	---	---	---


wz 02/26 P3
MA: 75°
ROF: 1
M#7
ART

[ELR: 3]
{SAN: 3}



Elements of the 13th Motorized Infantry Division set up in hexes numbered ≤ 7:

 1 4-6-7 6	 9-1	 8-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 MA: 50° Rng: 2-13 ROF: 3 MTR	 PSW 221 G69 MP: *34 ROF: 1 MA: CMG -/5°	 PSW 222 G70 MP: *33 MA: 20L(4) ROF: 2 MG: -/5° B#11
--	---	---	---	--	---	--	--

2

[ELR: 4]
{SAN: 4}

VARIATIONS:

- Add one LMG to the German OB.
- Disregard SR #5.

BOARD LAYOUT:

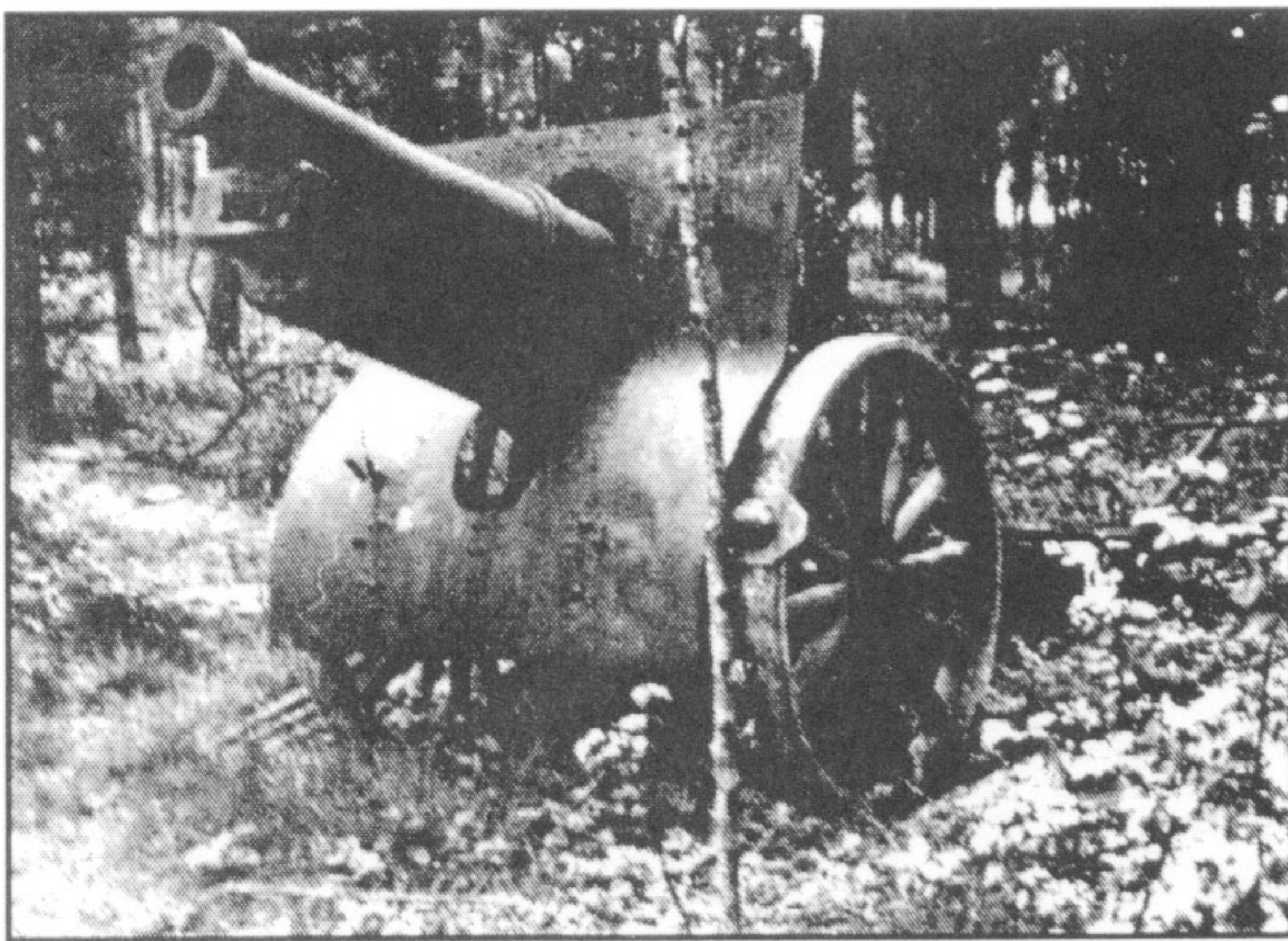


OBJECTIVES: The Poles must exit ≥ 12 Exit VP along the south edge. For every 2 CVP earned by the Poles reduce the required EVP by one.

KOCK, POLAND, 2 October 1939: In the midst of the Polish collapse, men of numerous formations contemplated their next step. For many, the chance of escaping to Hungary represented a glimmer of hope. To accomplish this end, battle-hardened veterans from many of the Polish cavalry units banded together to form the *Polesie* Independent Operations Group. These desperate men brooked no thought to laying down their arms; their choice was freedom or death. As they moved toward the Hungarian border they found themselves engaged in running battles with Soviet patrols from the east and German formations moving from the west. The Polesie troopers also had to contend with moving against a constant stream of refugees and soldiers, set free by the Germans to return to their homes. On October 2nd, at Kock, the Polesie Group ran headlong into the 13th Motorized Infantry Division, commanded by Lieutenant General Otto. Before the village of Serokomia an extended struggle took place between the Poles and the advance guard of the German formation. The *Uhlan* cavalymen dismounted, bringing bayonets to bear in hand-to-hand combat that resulted in a German rout and the capture of about 200 prisoners as well as the destruction of three enemy armored cars. All was in vain, however, as Polish ammunition stocks began to give way. Orders were soon passed to the courageous *Uhlans* to lay down their arms. Their dreams of freedom would not be realized.

SCENARIO RULES:

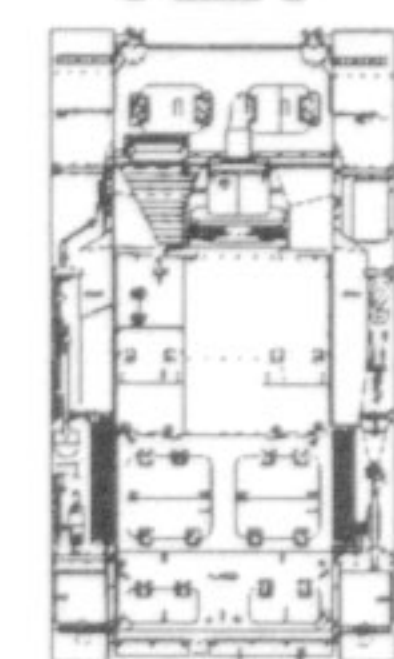
- EC are dry with no wind at start. All buildings are wooden. Grain is in season.
- All Polish units (EXC: wagon and towed gun) enter with 1/2 their MF already expended (FRU). No Polish unit may Gallop (A13.36) on turn one. All Polish units must enter as Riders (D6.2). The gun must enter towed by the wagon.
- The Poles may use Hand-to-Hand CC (J2.31).
- No Polish unit may dismount during player turn one unless it has an LOS to a German unit (including under “?”).



TIN PAN HILL

CH #152

★ RUSSIAN Sets Up First	1	2	3	4	5
✚ GERMAN Moves First					



[ELR: 4]
{SAN: 3}

Elements of the 28th Infantry Division & XXX Corps enter on turn one along the south and/or east edge:

E 8-3-8	E 5-4-8	E 4-6-8	9-2	8-1	7-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 30 Rng: 1	FP: 24 Rng: 1 PP: 1	8-1	StuG III B G33 MP: 13 MA: 75° ROF: 1
2	5	5	2	2	2	2	4	2			2



[ELR: 3]
{SAN: 4}

Elements of the Russian Coastal Army set up on/north of hexrow D in any hex numbered ≤ 32 (see SR #2 and #3):

E 4-5-8	1 4-4-7	2-2-8	9-0	8-1	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 1 Rng: 12	MA: 50° ROF: 3 Rng: 3-20	? 7 morale	Mine	Mine	Mine
3	4				2			6		42 Known AP (F.7)	4 AT	3 Dummy Mines (F.7B)
G obr 38 R22 MA: 152° MH 4	Wire	Trench	Pillbox 1+3+5	Pillbox 2+5+7								
	5	7		2								

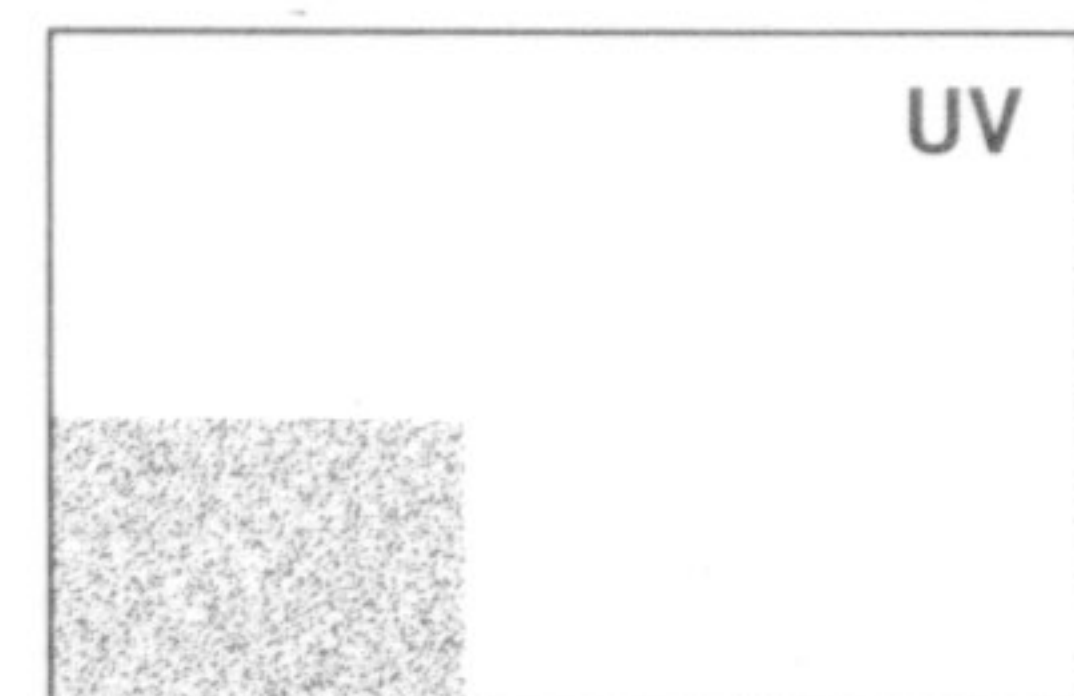
Enter on turn three along the north and/or west edge:

E 6-2-8	E 5-2-7	9-1	1-4-9	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 30 Rng: 1
2	3			2	

VARIATIONS:

- ★ The Germans need to Control five Level 5 hexes to win.
- ✚ Add a DC to the German OB and replace the 7-0 leader with a 9-1.

BOARD LAYOUT:



(Only hexes numbered ≥ 27 on/
between hexrows A-L on the
Uncommon Valor map are playable)

OBJECTIVES: The Germans win if they Control four of the seven Level 5 hexes. If the Germans Control/Eliminate the Russian 152mm Gun, they then only need to Control three of the Level 5 hexes.

SCENARIO RULES:

1. EC are Dry with no wind at start. Steppe Terrain (F13.2) is in effect with Vehicle Dust (F11.74). All Scrub and Rubble (hex H30) are Brush. Gullies

are Wadis (F5.). Crag is Concealment Terrain, and any Fortification is allowed to set up in Crag (ignore B17.5).

2. The Russian 152mm Gun suffers from Ammunition Shortage (A19.131). No Russian Gun or Fortification may use HIP and must be placed on map during set up [EXC: See SR #3 and AT Mines may be HIP].

3. Each Russian Pillbox has an inherent tunnel as per G1.632 and B8.6. The Russians may set up HIP two squad-equivalents (and all SMC/SW/Fortification set up with them, i.e., only these serve as an exception to SR #4). Eligible Russian MMCs may set up in foxholes.

4. All German 8-3-8s/3-3-8s are Assault Engineers (H1.22) and Sappers (H1.23). Russian MMC are MOL capable (A22.6).

5. The Germans receive one module of 150+mm OBA (HE & SMOKE) with one Pre-Registered hex (C1.73) and an Offboard Observer recorded at Level 7 along the east edge prior to set up. This battery has an OBA Access Draw Pile (C1.211) of two Black and one Red chit (i.e., 2B/1R, two Fire Missions maximum). Only one Fire Mission may use HE (i.e., the other must be Smoke). All German MMC may use WP SMOKE grenades as if they were American (A24.3).

6. The ATTACKER may declare Hand-to-Hand CC (J2.31). No Quarter (A20.3) is in effect for both sides. SW may enter play Dismantled (A9.8).

SEVASTOPOL, RUSSIA, 20 June 1942: The fighting at Sevastopol represented one of the bitterest fortress- assaults of World War II. The fortifications, situated in the hilly terrain in front of Balaclava, were particularly dense and the consequent struggle to clear them was horrific. 'Tin Pan Hill', so named because of the metal strips placed in the approach trenches to warn of an enemy's approach, was a bunker system on one strongly fortified hill. The defensive network there consisted of a maze of mortar pits, machine gun posts, and artillery emplacements. This was the strongpoint that Lieutenant Kranz, of the 28th Infantry Division, was ordered to capture with two assault sections. German soldiers from the 28th, led by Kranz, advanced into a depression between Tin Pan Hill and an adjacent hill from where a pincer attack was launched. After overcoming some of the defenders, and bypassing others, they succeeded in breaking into the bunker defensive system despite the difficult terrain and fortifications. Their attack would ultimately fail after Russian reserves, advancing toward Tin Pan Hill, launched a counter-attack that forced the Germans to pull back from their newly-captured ground. The furious fighting on Tin Pan Hill continued unabated. Future assaults were launched, as German artillery and heavy weapons pounded enemy lines anew.



BRITISH Sets Up First

JAPANESE Moves First

1

2

3

4

5

6

10

4

10-0

9-1

9-0

FP: 6
Rng: 14
ROF: 3
B#: 11

HMG

FP: 4
Rng: 11
ROF: 2
B#: 11

MMG

FP: 2
Rng: 6
ROF: 1
B#: 11

LMG

MA: 50°
Rng: 1-16°
ROF: 2°

MTR

Type 97
J3

MA: 81°
Rng: 3-75
ROF: 3
SA: WP5

MTR

12

Enter along the west or east edge of Board 47 on turn three:

E 4-4-8

6

2-2-8

10-2

9-1

FP: 2
Rng: 6
ROF: 1
B#: 11

LMG

dm MMG
pp: 2

dm MTR
50mm
PP: 2

2

2

2

10

8-1

7-0

FP: 4
Rng: 12
ROF: 2

MMG

FP: 2
Rng: 7
ROF: 1

LMG

MA: 51
Rng: 2-11
ROF: 2

MTR

?

7 morale

Set up on Board 7 south of the river:

2-2-8

2

Bofors AA
MA: 40L
IFE: 8
ROF: 3
M# 8

AA

B21

3-in.
MA: 76°
ROF: 2
M#: 11
Rng: 6-36

MTR

B2

2

3

2

9-2

8-0

FP: 2
Rng: 7
ROF: 1

LMG

BOARD LAYOUT:

7

34

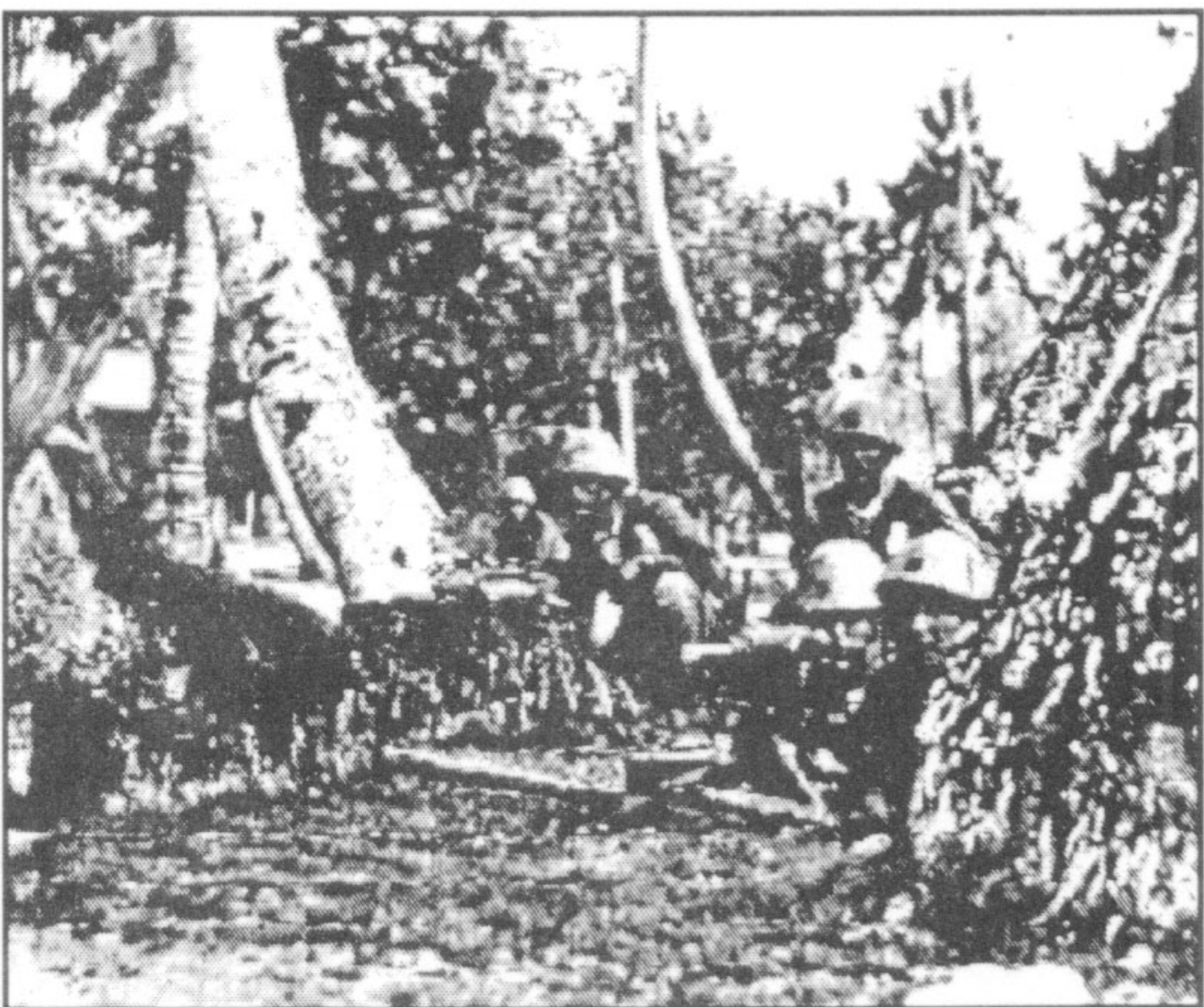
47

N

(only hexrows A-P on Board 34 and R-GG on Boards 7 and 47 are playable)

OBJECTIVES: The Japanese win at the end of any Game Turn they amass ≥ 22 VP of unbroken Japanese units on cliff edge hexes of Board 7 with an LOS to north bank hexes (see SR #2), OR they win immediately if they amass ≥ 25 CVP.

SCHWEGYIN, BURMA, 10 May 1942: As Sakurai’s hard-marching 33rd Division drove General Slim’s straggling British Burma Corps back through Burma toward the Indian border, they cut off many British units. The Japanese were working to see that ‘not one Allied soldier returned to India.’ As the ignominious retreat brought them near the border, Slim’s men were running very short on rations, and both sides worried about the coming monsoon season. Unless they made it to India before the monsoon struck, Burma Corps was doomed. On May 7th, the British rabble found itself bottlenecked at Schwegyin, where the road ended on the banks of the Chindwin River. The single rickety improvised pier lay in a wide-open basin, surrounded on three sides by 200-foot high cliffs topped with thick jungle. The only way to continue the retreat was by riverboat to the road’s continuation six miles upstream. For the next three days, six ferries shuttled back and forth, staging a pitiful evacuation effort while the Burma Corps survivors and thousands of refugees crowded the landing. A battalion of Indian troops stood guard in the jungle, well back from the cliffs, with a screen of Gurkhas stationed forward with a radio. But on the morning of the 10th, there was no warning before tracer fire burst out of the jungle to rake the landing area. Like so many things in Burma Corps, the rear-guard’s radio had failed, and, the Japanese swept through them, then infiltrated the Indian positions. Small groups managed to reach the cliff-tops to fire down, while mountain artillery moved up through the jungle. A counterattack by the 7th Gurkhas generally cleared the cliffs, but the Japanese continued to reinforce their positions during the day, occupying the heights all around the evacuation-point. With further evacuation impossible under fire, the British artillery in the basin expended all of its remaining ammunition in one final 20-minute barrage, then the remnants of Burma Corps still on the east bank of the river staged a fighting withdrawal upstream. For once, the Japanese did not pursue. The British left behind two-thirds of their guns, most of their transport and all but one of their tanks. The tattered remnants of Burma Corps staggered into India.



THE CENTRAL RAIL STATION

CH #154

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

1 2 3 4 5 6 7



Elements of the 3rd Battalion 71st Infantry Division set up west of the S10-Y1 Road:

E 4-6-8 4	1 4-6-7 6	2 4-4-7 3	9-2	9-1	8-1	8-0	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	7 morale 6
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+ 25 OB Purchase Points (see SR #7)

[ELR: 4]

{SAN: 4}



Elements of the 10th NKVD and Factory Militia set up east of the S10-Y1 Road (See SR #4):

E 4-5-8 4	1 4-4-7 4	C 4-2-6 4	1-2-7 2	9-1	8-1	8-0	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	MA: 50' ROF: 3 Rng: 3-20 MTR	MOL P FP: 4 Rng: 4 PP: 2	7 morale 10
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+ 25 OB Purchase Points (see SR #7)

[ELR: 3]

{SAN: 5}

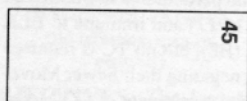
Mine 6 AP (see SR #8)	Foxhole 1S	Trench 2
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VARIATIONS:

★ Add 5 OB Purchase Points to the Russian OB (for a total of 30).

✚ Add 5 OB Purchase Points to the German OB (for a total of 30).

BOARD LAYOUT:



OBJECTIVES: The Germans win if they Control all non-rubble ground level Locations of building 45K2 at Game End without losing ≥ 23 CVP.

SCENARIO RULES:

1. EC are moderate with no wind at start. Kindling is NA. Road movement Bonus is NA. Treat all Woods as Stone Rubble, and Orchards as Shellholes. Cellars (O.6) are in effect. Railroads are GLRR (B32). Trenches connect to cellars as per O6.21.

2. Place overlays as follows: X21 on Q7/R7; X14 on N1/O1; RR3 on M8/N8; RR5 on I7/J6; and RR14 on G6/G5. Sewer manholes (B8.1) are lo-

cated in (overlay) building X21 in hexes Q7 and N5. Treat buildings O7, X21, and P4 as gutted Factories (O5.41; O5.5) [EXC: TEM is +2 vs OBA and Mortar fire]. Building X21 interior Rowhouse walls *do not* exist.

3. Prior to set up place AR counters in hexes I3, L3, and H5. Make a random direction dr three times for each AR (9 total). Keep rolling until three separate hexes ADJACENT to each AR are affected as follows: Open Ground or Railroad hex, place a shellhole counter; Building hex, place a rubble counter in the hex, rubble all levels. Falling Rubble is NA.

4. All Russian units that set up initially onboard (including reinforcements purchased that set up onboard) suffer from Ammunition Shortage (A19.131). All Russian Elite/1st Line units are Stealthy. The Russians have Booby Trap (B28.9) Level C (DR 12) capability.

5. Both sides may set up concealed in concealment terrain, and use Sewer movement as per B8.4 (4TC required). Hand-to-Hand CC (J2.1) may be declared by both sides. No Quarter (A20.3) is in effect for both sides.

6. Russian units in Fortified Building (B23.9) Locations (including Cellars) are Fanatic (A10.8). AP mines may not be traded for AT mines. AP mines may be placed in paved roads that also have shellholes as per RB5.

7. Both Players may purchase additional units from the tables provided for initial onboard units and to enter as reinforcements on a turn of the players' choice.

STALINGRAD, SOVIET UNION, 14 September 1942: The need for the capture of Stalingrad was beginning to become more urgent for the Germans. Already the dreaded first hints of colder weather could be felt at night; also the steady drain of manpower was a matter of great concern to the German commanders. Soviet tactics were brutally effective in the devastated city. Strongpoints, carefully concealed, would channel the attacking Germans into kill zones of pre-registered artillery and mortar barrages. Snipers soon became the scourge of the battlefield. German troops used to fighting on the open *steppe* now had to contend with the threat of death from virtually every pile of broken concrete. Even with these problems the Germans ground forward. On September 14th, three Divisions launched a massive assault against the city-center. In the sector of 71st Infantry Division stood the Central Rail Station, an immense cavernous building which dominated the area. Inside were the hard-core cadre of the 10th NKVD Division, and on the approaches to it were 1500 Factory Militia. Savage fighting stalled the German attack, negating their superior firepower. The Soviets preferred to close with the Germans, where the grenade and entrenching tool reigned supreme. Time and time again the Germans nearly controlled a key building, only to relinquish it to desperate enemy counterattacks. Late in the day the vanguard of the 13th Guards Division arrived on the scene. Their casualties rose quickly, as their daylight crossing of the Volga made them easy prey for Stukas and Artillery. With the arrival of these fresh troops, the Germans fell back to defend what buildings they could still hold. Hitler's legions were stopped less than a half mile from their objective, the mighty Volga.

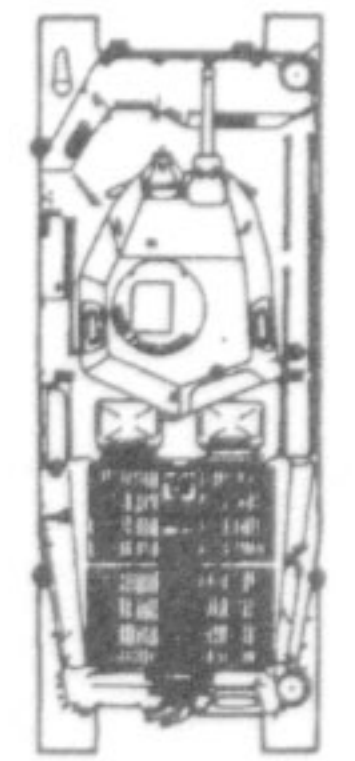


Original Design: Peter Mudge

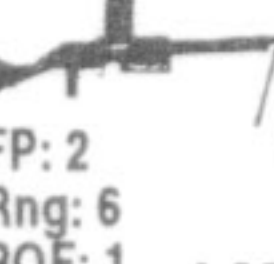
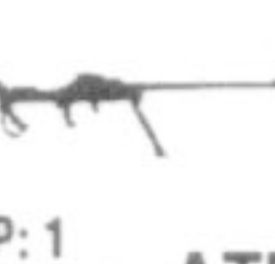
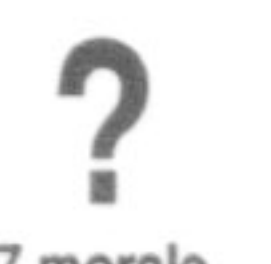
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STALKING TIGERS

⦿ ALLIED Sets Up First	1	2	3	4	5	6	7	8
⚔ GERMAN Moves First								



[FRENCH] Elements of the Barre Group's Moroccan Infantry Division set up on hill hexes of Board 25:

 E 4-5-8 6	 1 4-5-7 10	 2-2-8 5	 9-2 2	 8-1 2	 8-0 2	 FP: 6 Rng: 12 ROF: 3 B#: 11 HMG 2	 FP: 4 Rng: 11 ROF: 2 MMG 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	 MA: 60° Rng: 3-42 ROF: 3 MTR 24 Known AP (F.7)	 FP: 1 Rng: 12 ATR 6	 Mine 7 morale	 ?
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[FRENCH] Elements of the Barre Group enter on turn four along the south edge:

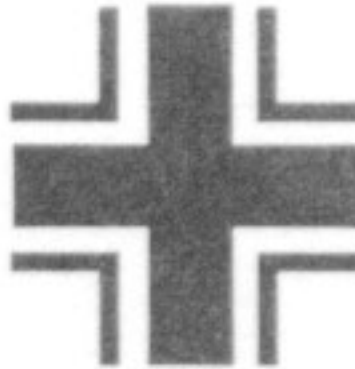
 3 Dummy Mines (F.7B) 7	 Trench 5	 Foxhole 6	 Sangar 2	 mle 27/31 F3 MA: 81° Rng: 3-71 ROF: 3 SA: s8 MTR 5	 SA-L mle 34 F5 MA: 25LL ROF: 3 M# 12 Rng: 45 AT 5	 75 Mle 1897 F11 MA: 75 ROF: 1 M# 8 ART 2
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[AMERICAN] Barre Group's US II Corps Artillery Liaison set up on any hill hex of Board 25 (See SR #4):

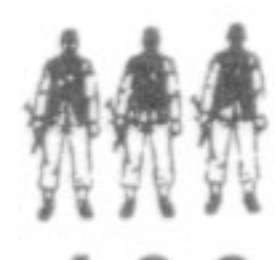
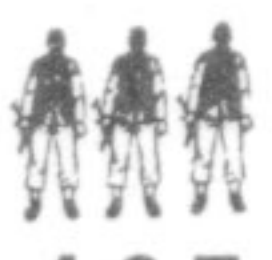
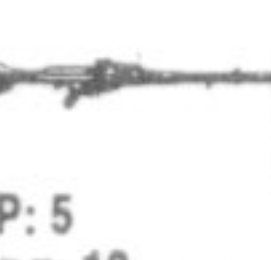
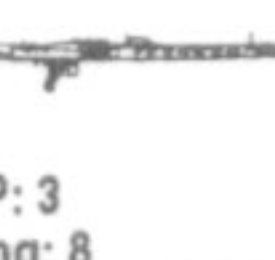
 8-0 Cnt: 8 Radio	 Foxhole 1S
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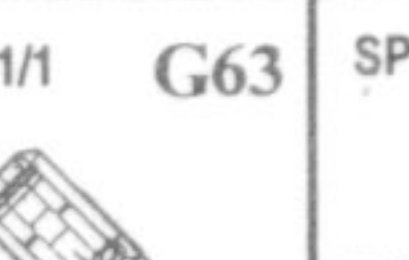
[BRITISH] Elements of the 72nd RA AT Regiment enter on turn six along the south edge (See SR #7):

 3-Ton MP: 24 PP: 36 T# 4	 B83 MA: 57L ROF: 3 M# 10	 QOF 6-pdr B6 AT
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Elements of Kampfgruppe Weber enter on turn one along the north edge:

 E 8-3-8 4	 E 4-6-8 12	 1 4-6-7 6	 10-2 3	 9-2 2	 9-1 3	 8-1 2	 8-0 3	 FP: 7 Rng: 16 ROF: 3 HMG 2	 FP: 5 Rng: 12 ROF: 2 MMG 3	 FP: 3 Rng: 8 ROF: 1 LMG 6	 FP: 1 Rng: 12 ATR 3	 MA: 50° Rng: 2-13 ROF: 3 MTR 3
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 Pz VIE G30 MP: 12 MA: 88L ROF: 1 MG: 3/5 3	 Pz IIIN G16 MP: 13 MA: 75° MG: 3/5 3	 SPW 251/1 G63 MP: 16 MA: -/-3 ROF: 1 PP: 15 5	 SPW 251/2 G59 MP: 16 MA: 81° ROF: 3 SA: -/-3° 5
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VARIATIONS:

- Boresighting is allowed.
- The Germans have Plentiful Ammo for their OBA.

BOARD LAYOUT:

(only hexrows B-FF are playable)



OBJECTIVES: The Germans win if at Game End they Control at least two of the following hexes 25BB5, 25P6, and 25L6 OR if they Control all building hexes within two hexes of 25W3. The Germans lose immediately if all Pz VI E are eliminated, immobilized, or recalled (i.e., not Bogged).

SCENARIO RULES:

1. EC are Wet with a Mild Breeze blowing from the northeast. The Weather is Overcast with Mud (F11.8; E3.6) and Light Rain in effect. All Orchards are

- Olive Groves (F13.5); all Scrub is Brush; all Wadis are treated as Shallow Streams for movement purposes only. An unpaved road exists from 27Y1-27Y10. Place Overlays as follows: **W3** on 27AA7-AA6; **O5** on 27X6-X7; **W2** on 27R5-Q5; **O4** on 27L4-L5; **O3** on 27T3-S3; and **O2** on 27X1-W2. No Trench may set up in a road hex. As an exception to A24.6, Smoke may be placed in Mud (not rain).
- The Germans receive one module of 100+mm OBA (Smoke & HE) with one Pre-Registered hex and directed by an Offboard Observer secretly recorded prior to set up at Level 3 in a north edge hex.
- All Allied units, fortifications, and buildings on Board 25 are subject to a Bombardment (C1.8) [EXC: A third die is rolled with the first Bombardment DR for each hex; a dr ≥ 5 results in a hex being immune from all Bombardment DR.]
- The American 8-0 SMC has no leadership capabilities except as an observer. Remove the 8-0 SMC from play as soon as the radio is eliminated or the second Red Battery Access chit has been drawn. Only the 8-0 may operate the radio and it spots for a module of 100+mm OBA (Smoke & HE).
- German 8-3-8 squads are Sappers (H1.23).
- AP Mines may not be exchanged for AT Mines. Bore Sighting is NA.
- The 6-pdr Gun and Vehicle are *en portee*. Add a 2-2-8 crew and treat exactly as the 2-pdr Portee in Chapter H – (British vehicle note 77 & ordnance note 6).

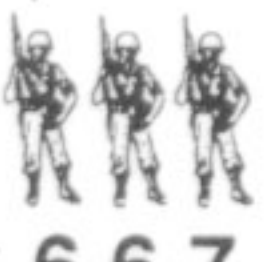
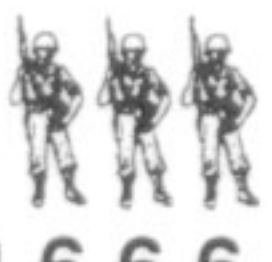
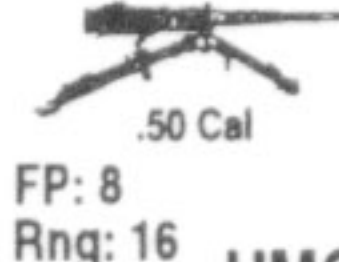
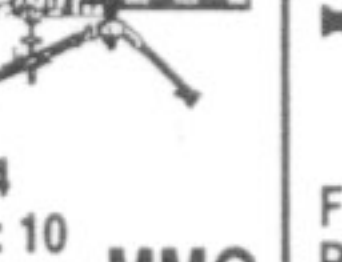
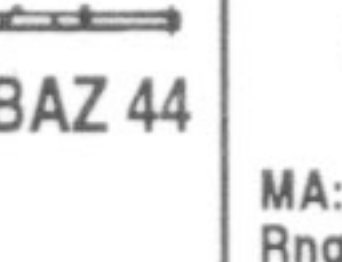
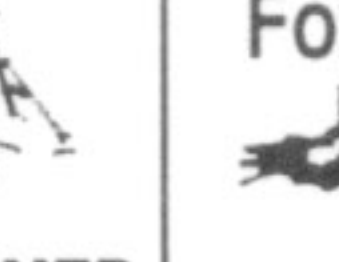
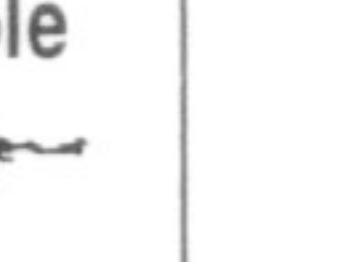
PONT DU FAHS, TUNISIA, 18 January 1943: The German plan of battle for Operation *Eilbote I* was to seize all five passes through the 'Eastern Dorsal' to gain control of all entrances to the Tunisian plain as well as safeguard the communications between von Arnim's army in the north and that commanded by General Rommel in the south. To accomplish this end, Kampfgruppe Weber—comprising elements of the crack 334th Infantry Division and the 501st Heavy Tank Battalion—attacked the positions of the Moroccan Infantry Division and elements of the French XIX Corps. On the morning of January 18th, following a short but intense barrage, the Germans attacked under a persistent winter drizzle against French positions near Pont du Fahs. The Germans spearheaded their attack with the Tanks of the 501st 'Stalking Tiger' Heavy Tank Battalion. One battlefield record reported a gun duel between a Tiger tank and a 75-mm anti-tank gun, in which the gun opened fire at point-blank range and had eight shells bounce harmlessly off the Tiger before the Tiger returned fire—destroying the gun—and killing or wounding the crew. The Moroccan Infantry Division was badly shaken by this powerful offensive. General von Arnim tried to exploit his success by pushing south and southwest to roll up the French XIX Corps positions facing east. However, a counterattack by the US II Corps, as well as a reinforcement of the French lines by 6-Pounder anti-tank guns of the 72nd RA Anti-Tank Regiment prevented von Arnim from exploiting his tactical success at the strategic level. In addition to occupying the positions between Pont du Fahs and Zaghouan, von Arnim's soldiers netted 4,000 Allied prisoners.



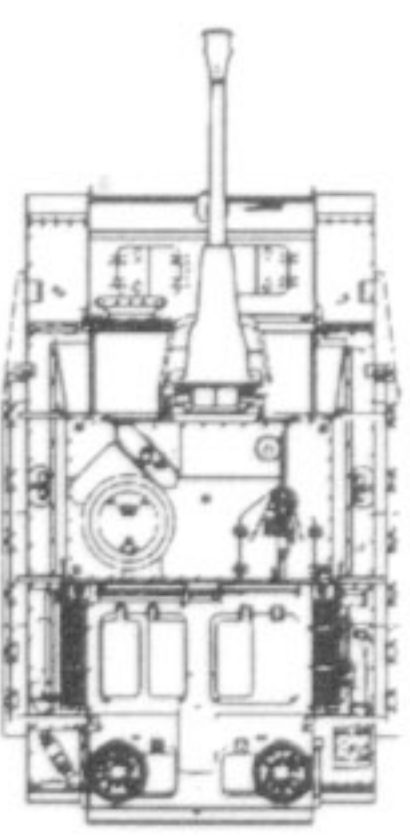
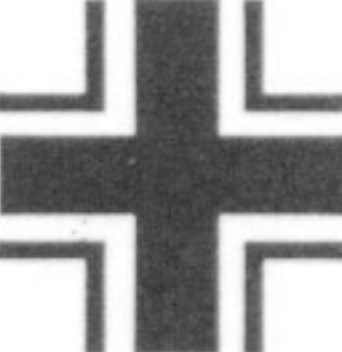
AMERICAN Sets Up First	1	2	3	4	5	6
GERMAN Moves First						



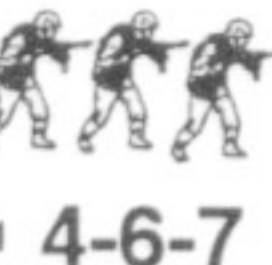
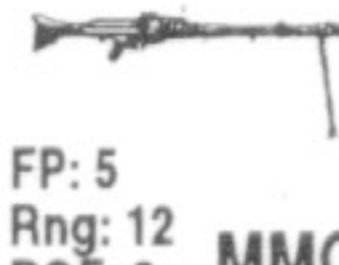
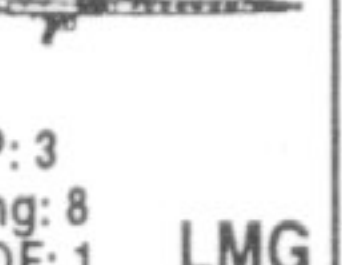
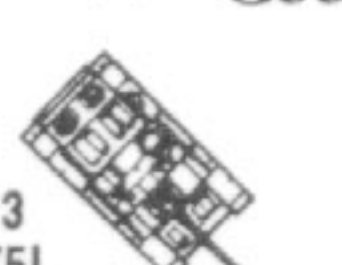
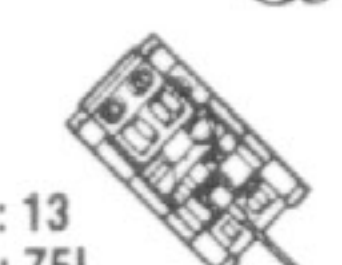
Elements of 1st Battalion, 116th Infantry Regiment set up anywhere on Boards e and f and on/east of hexes numbered ≥ 2 on Board h with no greater than six squads/equivalents on any one board (all half hexes abutting Board e are considered part of Board e):

 E 6-6-7 5	 1 6-6-6 11	 9-1 2	 8-0	 7-0	 FP: 8 Rng: 16 ROF: 3 HMG	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 MMG	 FP: 8 Rng: 5 BAZ 44	 MA: 60° Rng: 3-45 ROF: 3 MTR	 1S 6
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[ELR: 3]
{SAN: 4}

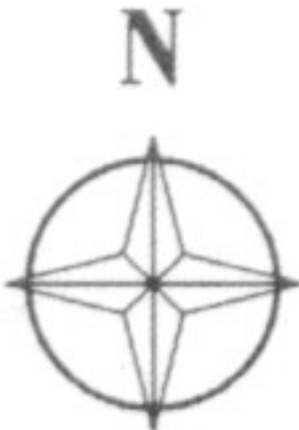
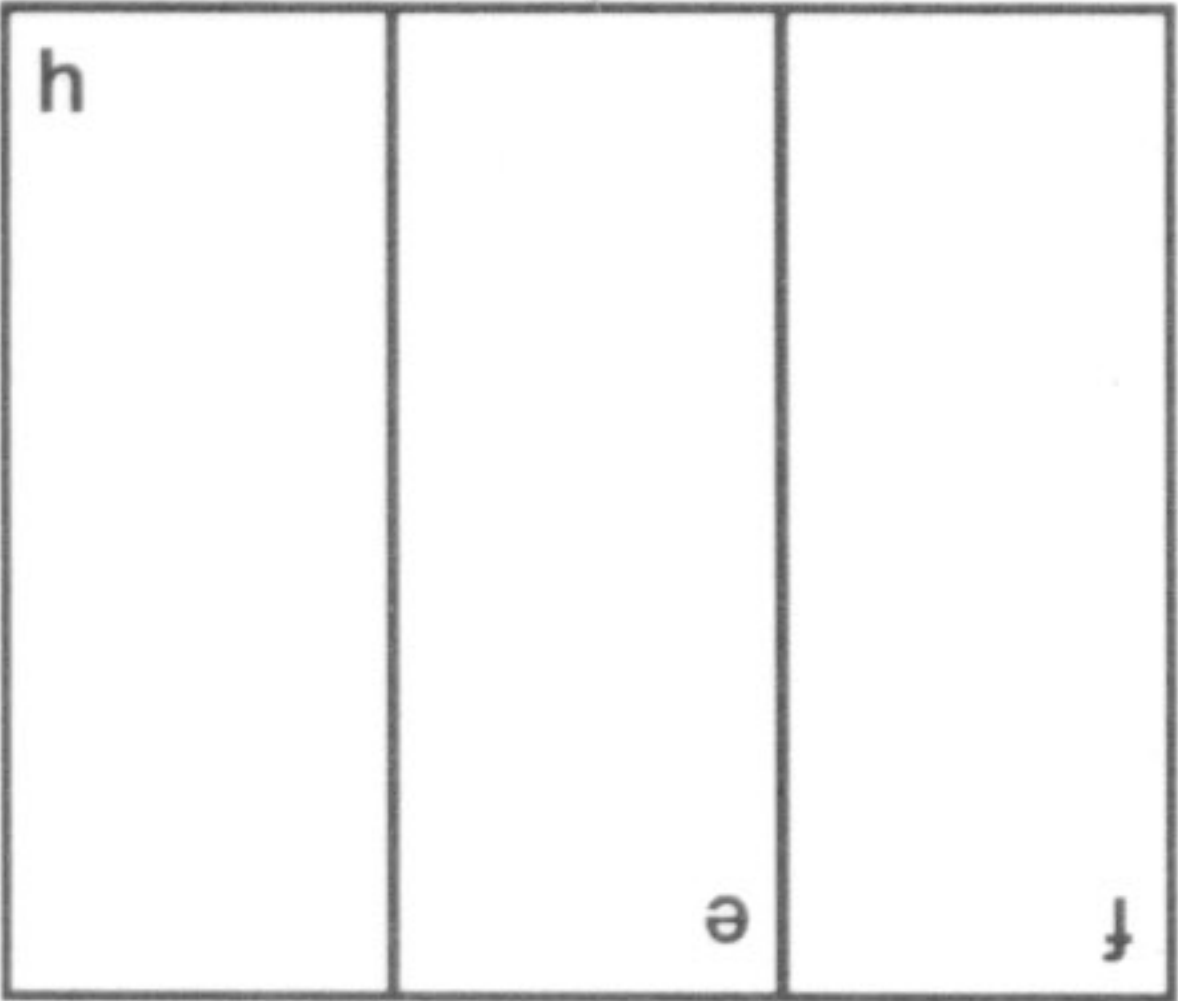


Elements of the 3rd Fallschirmjäger Division enter on turn one along the west edge:

 E 5-4-8 7	 1 4-6-7 3	 E 4-4-7 2	 9-1 2	 8-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 MP: 13 MA: 75L MG: -4°/1° ROF: 1 2	 MP: 13 MA: 75L MG: -4°/2° ROF: 1
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[ELR: 3]
{SAN: 3}

BOARD LAYOUT:



VARIATIONS:

-  Add a Hero to the American OB.
-  Add a Hero to the German OB.

SCENARIO RULES:

- EC are Moderate with no wind at start.
- All hedges are Bocage (B9.5).
- All Level 2 hill hexes on Hill 108 are Level 1, with all other terrain in those hexes treated normally. Boresighting is NA.
- The German receives one module of 81mm Battalion Mortar OBA (Smoke & HE). If a red chit is drawn, return it to the draw pile. The German does not lose the module upon drawing ≥ 2 red chits. Prior to all set up, the German player must record an Offboard Observer (C1.63) at Level 2 in any west edge hex of board h.
- All StuGs begin play with SCHUERZEN (Sz) (D11.2).

OBJECTIVES: The German win if they Control all Level 1 hexes (including former Level 2 hexes) of Hill 108 OR amass ≥ 12 more CVP than the American at Game End.

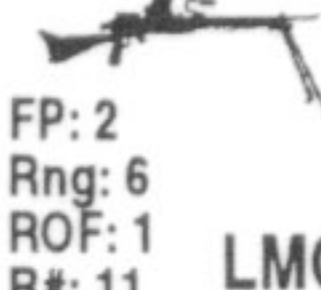
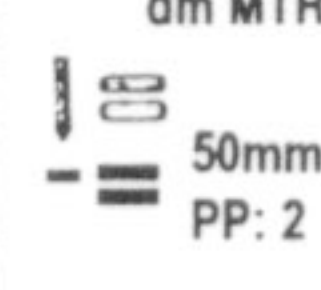
HILL 150, on the northern end of MARTINVILLE RIDGE, ST. LO, FRANCE, 16 July 1944: General Corlett, commander of the XIX Corps, ordered the 29th Division to be part of the renewed attack on St. Lo. The main objective of the new attack was Hill 192. The role of the 29th in seizing this objective, which was the objective of, and lay within the boundaries of the neighboring 38th Infantry, was one of support. Putting its main effort on the left with two regiments abreast, the 116th Infantry, with the 3rd Battalion of the 115th attached, was to drive for St. Andre-de-l'Epine and Hill 150 at the northern end of the Martinville Ridge. The enemy was well prepared. Elements of the 3rd Fallschirmjaeger had been arriving since June 10. What's more, unlike most German units arriving during June, the regiments of the German parachute unit had arrived intact. Thus, despite a report that the attack of the 29th on the 16th had gone well, at noon, the 3rd Battalion reported meeting two companies of enemy infantry with two tanks. At the same time, 1st Battalion, 116th Infantry was stopped by artillery fire and an enemy counter-attack. The 2nd Battalion also ran into a fight from defenders dug in on a nose of high ground just west of the highway near Villiers-Fossard. By 1800 General Corlett at corps gave up on the idea of his men reaching their assigned objectives by nightfall and all forward battalions were ordered to dig in and hold for the night. The attack would not be resumed until the next day.



AMERICAN Sets Up First	1	2	3	4	5	6	7	8
JAPANESE Moves First								

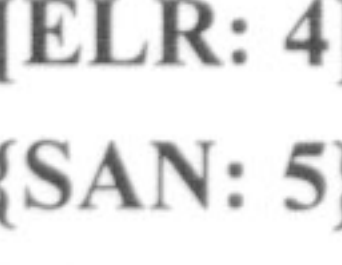


Elements of the Biak Detachment enter on turn one along the west edge:

 1 4-4-7 7	 9-1 3	 8+1 3	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 3	 dm MTR 50mm PP: 2 2	 J5 MP: 15 MA: 37 MG: 2/- R2' 2
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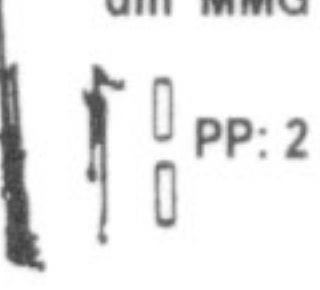
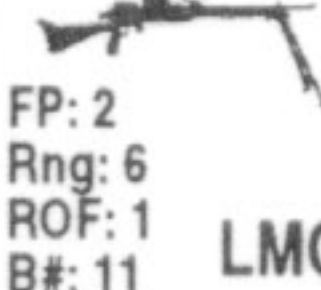
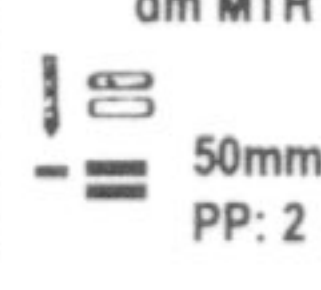
Late arriving armored elements of the Biak Detachment enter on turn five along the west edge:

 Type 95 HA-GO J5 MP: 15 MA: 37 MG: 2/- R2' 2
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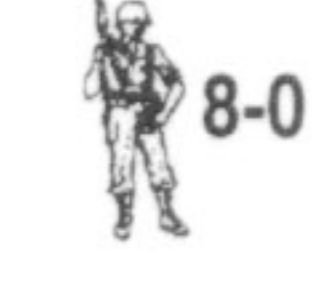
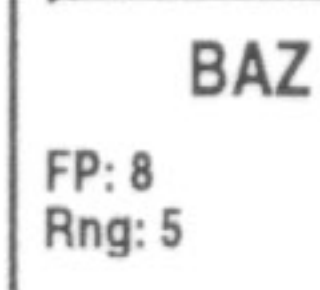
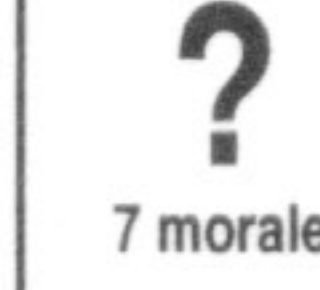
[ELR: 4]
{SAN: 5}

Late arriving elements of the Biak Detachment enter on turn three along the north edge on/ west of hexrow Q:

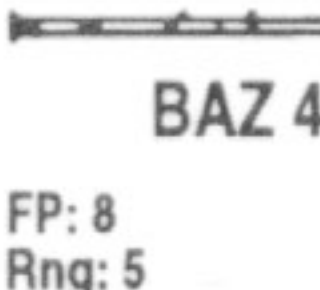
 1 4-4-7 6	 2-2-8 2	 8-0 2	 dm MMG PP: 2 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	 dm MTR 50mm PP: 2 2	 J5 MP: 15 MA: 37 MG: 2/- R2' 2
--	---	---	---	--	---	---

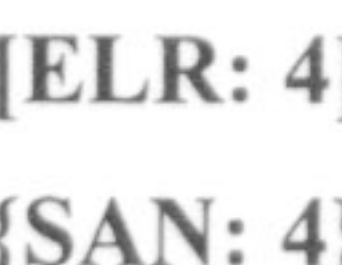


Elements of 1st Battalion, 186th Infantry Regiment set up on/between hexrows J-R:

 E 6-6-7 6	 E 3-4-7 6	 9-2 6	 8-0 6	 FP: 8 Rng: 16 ROF: 3 HMG 6	 FP: 4 Rng: 10 ROF: 2 MMG 6	 BAZ 44 FP: 8 Rng: 5 6	 7 morale 4
---	---	---	---	---	--	---	--

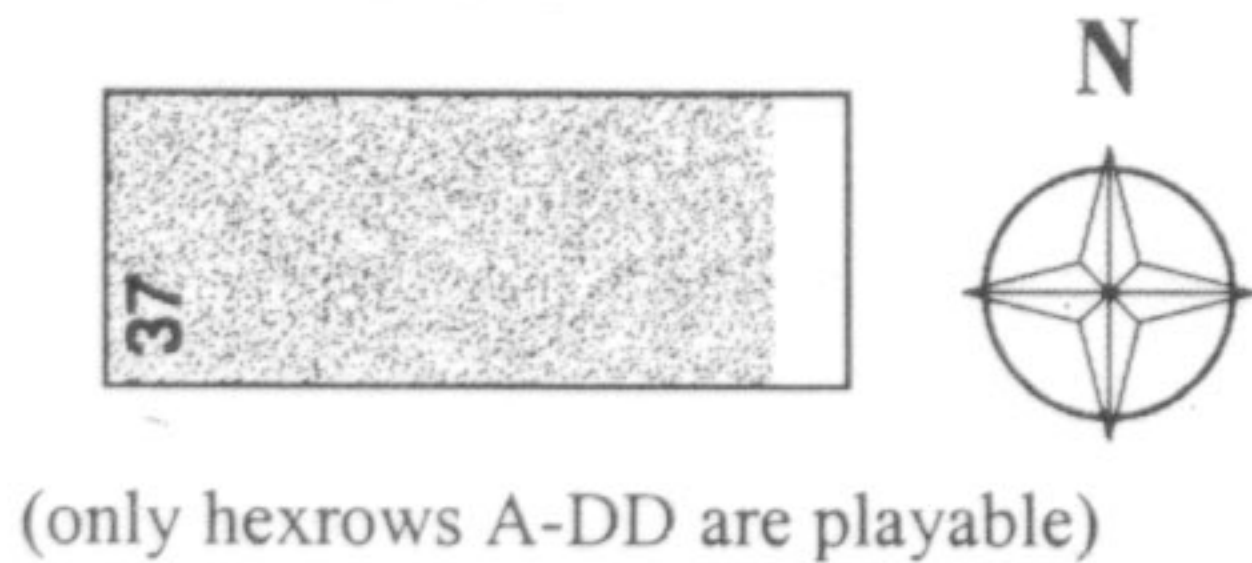
Elements of 'B' Company, 162nd Infantry Regiment enter on turn four along the north edge, on/east of hexrow V:

 E 6-6-7 4	 8-1 4	 dm HMG 3PP 50 cal 4	 BAZ 44 FP: 8 Rng: 5 4
--	---	---	---



[ELR: 4]
{SAN: 4}

BOARD LAYOUT:



VARIATIONS:

- Add a 6-6-7 squad and a BAZ 44 to either part of the American OB.
- Add a 4-4-7 squad to the Japanese turn one reinforcements.

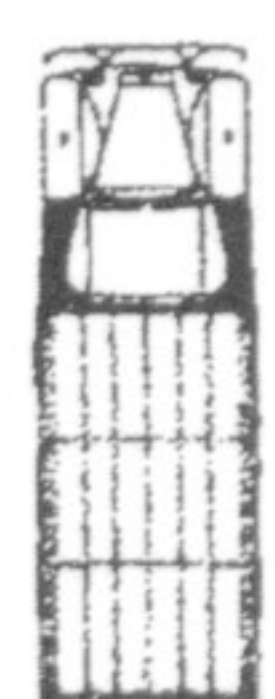
SCENARIO RULES:

- EC are moderate, with no wind at start. PTO terrain is in effect (EXC: all roads exist), including Dense Jungle.
- Place overlays as follows: O3 on V3-V4; O4 on Y3-Z2; and O5 on S8-S7.
- Japanese AFV have ML 10 for non-Platoon Movement TC only.
- American MMC (and all SW/SMC stacked with them) may begin play in Foxholes in eligible terrain.

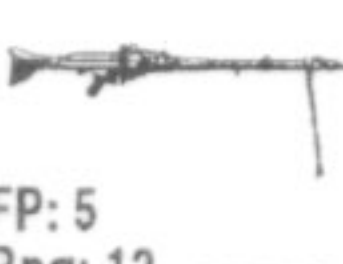
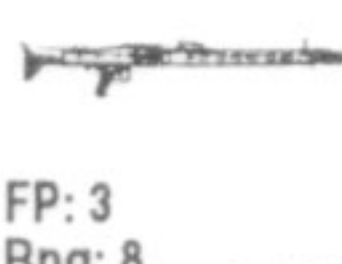
BIAK, NORTHWESTERN NEW GUINEA, 15 June 1944: The American 41st Infantry Division was made up of National Guardsmen from the western states of Idaho, Montana, Oregon, Washington, and Wyoming. Known in World War II as the *Jungleers*, the unit was commanded by Maj. Gen. Horace H. Fuller during most of its wartime experience, including the unit's landing on Biak. This little island, only 45 miles long, was the scene of an unexpectedly tough battle. The battle was expected to have been a quick easy grab, resulting in the capture of three valuable airfields to use for flying air support missions for the Navy's Marianas Campaign in the Central Pacific. However, MacArthur failed to believe intelligence reports that stated 11,400 Japanese troops, with at least a company of light tanks, were present on Biak. This created serious problems for the operation that would cost a lot of time, and would create a dangerous situation for American troops. MacArthur believed there were no more than 3,000 Japanese troops on the island. He also failed to take note of the active Japanese shore batteries near the landing site, guns that would be effective in harassing American ships and naval support offshore. This incorrect assessment of the enemy's defenses led to an inadequate-sized force being allocated to the job. The results of this intelligence lapse would soon be apparent. As men of the 41st Infantry Division were consolidating their gains around Mockner Airdrome, with the aim of reducing nearby Japanese cave positions, a series of unexpected enemy counter-attacks lurched toward American lines. On the morning of June 15, a serious Japanese attack put a halt to American plans. The *Jungleers* soon found themselves on the defensive, with no supporting tanks or anti-tank guns nearby to assist them. The men of the 41st were quickly enveloped by oncoming Japanese tanks and soldiers, and were forced to beat off a determined enemy with the tools at hand: .50 caliber machine-guns and a handful of bazookas. MacArthur's intelligence machine had forced these American soldiers to fight on unfamiliar ground, lacking the lavish support their brothers-in-arms would soon enjoy for the remainder of the Pacific war. Despite the shortcomings in armament, a Japanese break-through was narrowly averted, at a steep cost in American lives and a delay of one full day to MacArthur's timetable of conquest.



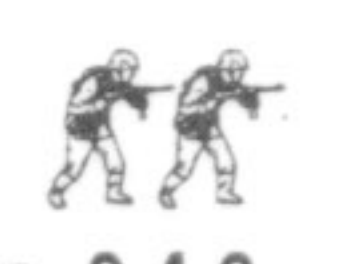
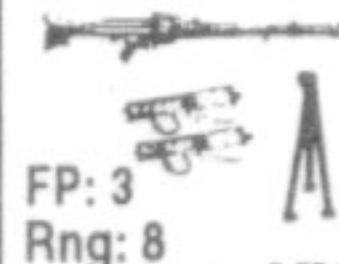
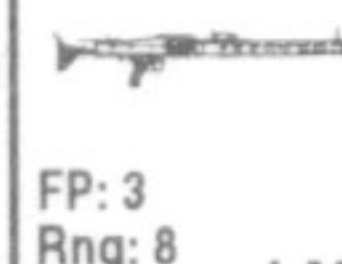
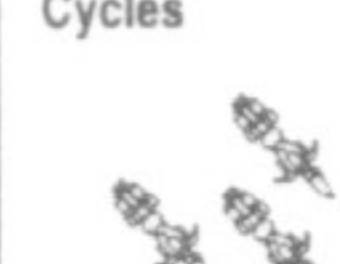
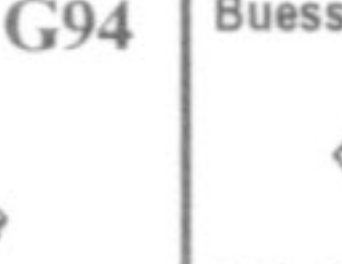
⚔ GERMAN Sets Up First	1	2	3	4	5	6	7
★ RUSSIAN Moves First							



Village Garrison [ELR: 2] set up *within* (i.e., not on) the road Q3-U3-Q8-N4-Q3:

 2 4-4-7	 2 2-3-7	 8-1	 7-0	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 7 morale
4				5		

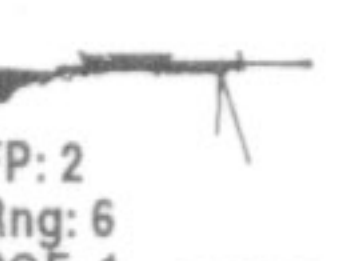
Motorized Detachment, Panzer Division *Grossdeutschland* [ELR: 3] set up in Motion on the road 18I1-18J1-18P6 with all personnel as Passengers/Riders:

 E 4-6-8	 1 4-6-7	 E 2-4-8	 10-2	 9-1	 8-1	 FP: 3 Rng: 8 ROF: 1 dmMMG	 FP: 3 Rng: 8 ROF: 1 LMG	 dm MTR 50 mm	 Cycles MP: 28	 Kfz 1 MP: 30 PP: 9 LGP T: 10	 G94	 Buessing NAG G96 MP: 24 PP: 29 T# 2		
4			4			4			2		2		4	

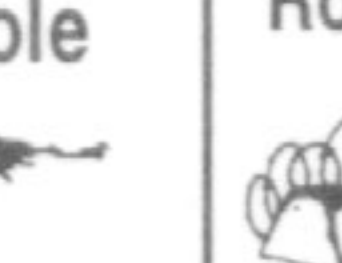
[ELR: 2/3]
{SAN: 2}



Local Partisans set up on Board 3 on/south of hexrow O and ≥ 5 hexes from 3Q5:

 3-3-7	 9-1	 8-0	 7-0	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG
16				4

Set up ≤ 5 hexes from 3C5:

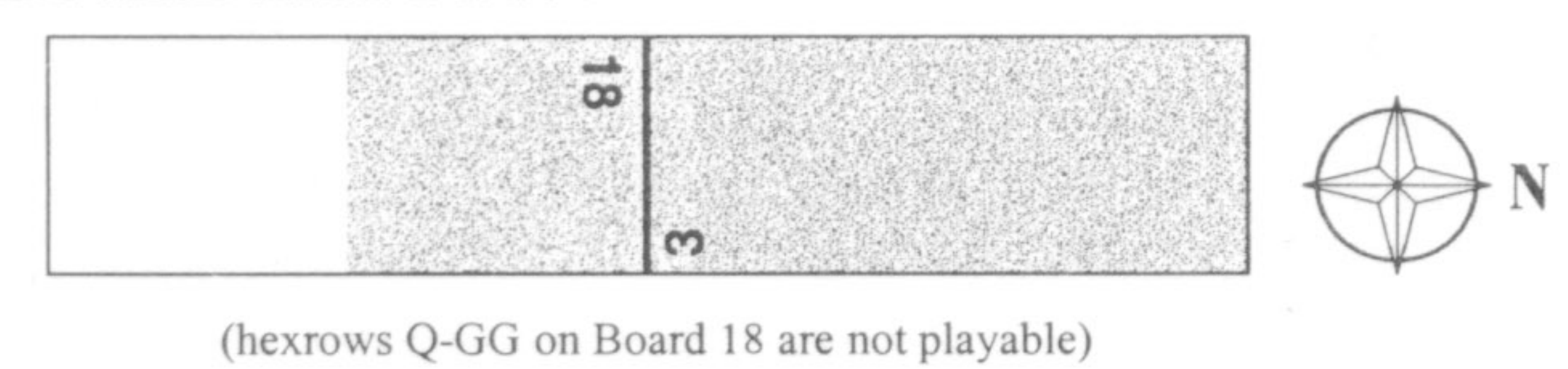
HIP	 1-2-7	 PTP obr 30 MA: 37L ROF: 3 M# 12	 R6 AT	 Foxhole 1S	 Roadblock
(see SR #4)					

[ELR: 5]
{SAN: 5}

VARIATIONS:

- ★ Replace one LMG in the Russian OB with an MMG.
- ⚔ Add one 4-6-7 and an MMG to the Village Garrison.

BOARD LAYOUT:

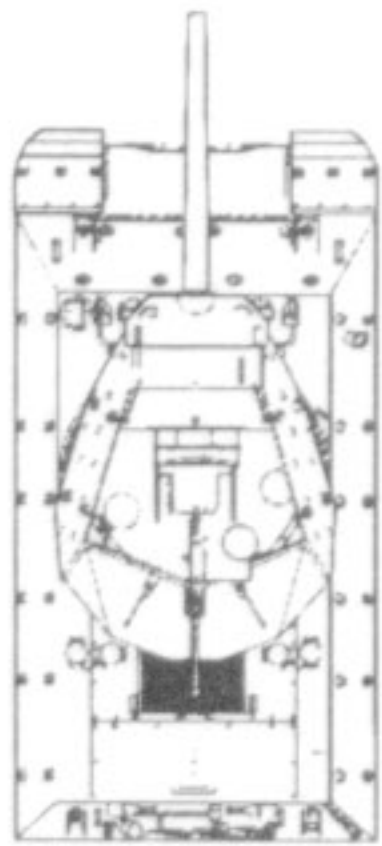


OBJECTIVES: The Germans must earn ≥ 10 more VP than the Russians by Game End. In addition to CVP, Control of building 3R5 is worth 3 VP.

WESTERN UKRAINE, SOVIET UNION, 19 June 1944: All along the eastern front the armies of the Third Reich were in full-scale retreat in the face of overwhelming Soviet attacks. To make matters worse, large groups of Soviet partisans were launching punishing raids against German rear-area garrisons, interrupting the delivery of much-needed supplies. The assaults, the result of a STAVKA directive, often-times annihilated the thinly-manned village garrisons before help could arrive for the defenders. The partisan threat had become so great by 1944, that OKH detached several elite, but battle-weary infantry units from Panzer Division *Grossdeutschland* to deal with the problem. On a day in mid-June, one of these battalions received a desperate SOS from a garrison under assault 100 km to the south. Loading as many men and weapons as possible into the unit's four trucks, a relief column was hastily assembled. As the German convoy approached the village outskirts, the sounds of a battle in progress could be heard. Partisans quickly felled trees to block the main road into the village, then an anti-tank gun opened up on the lead vehicle in the German column, a staff car. Machine-gun bursts were soon seeking out the men of the relief column, causing a handful of casualties. The *Grossdeutschland* men dismounted, quickly eliminating the enemy ambush with mortar and automatic-weapons fire. German soldiers from the relief column soon stormed the village, using their superior firepower and *elan* to turn the tide. As the partisans melted away into the forest, German met German in the street, hugging and clapping each other on the backs in greeting. On this day, the partisan menace had been thwarted.



AMERICAN Sets Up First	1	2	3	4	5	6
GERMAN Moves First						



Elements of the 5th Infantry Division set up on Board 10:



E 6-6-7

9



9-1

2



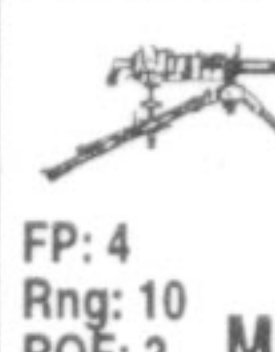
8-1

2



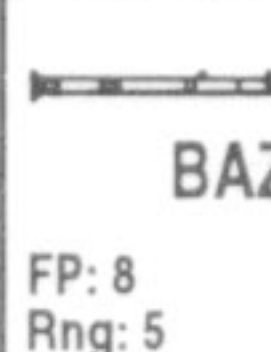
FP: 6
Rng: 12
ROF: 3

HMG



FP: 4
Rng: 10
ROF: 2

MMG



FP: 8
Rng: 5

BAZ 44

Attached armored support set up on Board 2 and/or Board 10:



M4A3(105) A17

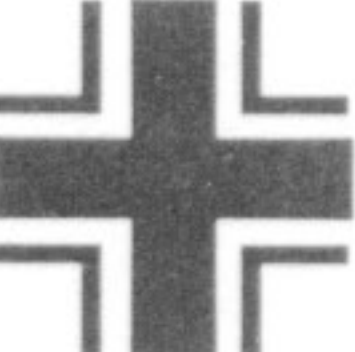
MP: 15
MA: 105
MG: 2/4/4



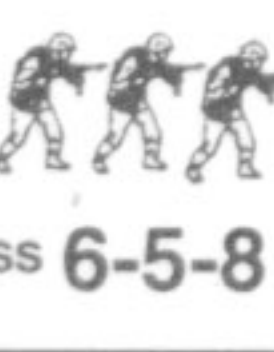
M10 GMC A23

MP: 15
MA: 76L
MG: 1/4
ROF: 2

[ELR: 3]
{SAN: 4}



Elements of the 17th SS Panzergrenadier Division set up on Board 17 in hexes numbered ≥ 2 :



SS 6-5-8

10



9-2

2



9-1

2



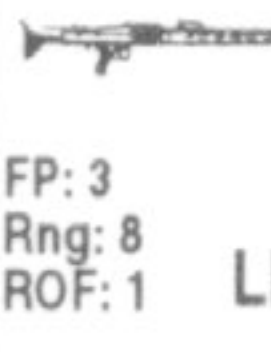
8-1

4



FP: 5
Rng: 12
ROF: 2

MMG



FP: 3
Rng: 8
ROF: 1

LMG



8-1

3



Pz IVH G24

MP: 13
MA: 75L
MG: 3/5



SPW 251/1 G63

MP: 16
MA: 75L
ROF: 1
PP: 15

[ELR: 5]
{SAN: 3}

BOARD LAYOUT:

(only hexrows R-GG are playable)

OBJECTIVES: The German win if they Control ≥ 5 multi-hex buildings on Board 10 at Game End.

ARNAVILLE, FRANCE, 11 September 1944: In September Patton’s 3rd Army had three of its corps on a front stretched from Sedan in the north to Nancy in the south. The Army was tasked with clearing Lorraine, the ancient invasion route into Germany. Facing Patton across the Moselle, German General von Knobelsdorff had 3 1/2 divisions at his command as of September 1; these would later be reinforced by the forward elements of another two infantry divisions and a tank brigade. Prior to capturing Metz, the 5th Division soldiers of Major-General Stafford Irwin took part in a series of assaults against the assorted troops defending in and around Metz. As part of the 20th Corps, the unit had been forced to evacuate Dornot as the Americans struggled to reinforce their only remaining bridgehead across the Moselle. At dawn on the 11th, men of the 1st Battalion, 5th Infantry Division, faced a counter-attack by men of the SS Panzergrenadier *Götz von Berlichingen* reinforced with tanks. For the elite of the Waffen SS, the months since the invasion of Normandy had been frustrating. Whereas on the eastern front an attack by SS units invariably resulted in a local victory, in the west the vast weight of the *Materialschlacht* defeated even the heralded determination of the Nazi elite. The firefight at Arnaville would prove no different. The combination of accurate fire from tank destroyers and artillery by the American defenders was successful in driving the attackers back.

Original Design: Peter Mudge

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KNIFING THE BODYGUARD

CH #160

✚ GERMAN Sets Up First	1	2	3	4	5	6
★ RUSSIAN Moves First						



Elements of the Reconnaissance Battalion, Leibstandarte SS Adolf Hitler set up on or north of hexrow J (see SR #3):

dr Units

1-2 4 x 3-4-8, 8-0, 50L AT, 2-2-8, 4 x 1S Foxholes

3-4 4 x 3-4-8, 8-1, LMG, DC, SPW 251/10, 4 x 1S Foxholes

5-6 3 x 3-4-8, 9-1, ATR, SPW 251/sMG, 4 x 1S Foxholes

Various rear-area elements, LSSAH enter on turn four on/between boardedge hexes X18-GG18-GG27-Z28 (see SR #3):

dr Units

1-2 6 x 4-4-7, 10-2, 6+1, LMG, ATR, DC

3-4 3 x 8-3-8, 8-0, 4 x DC, FT

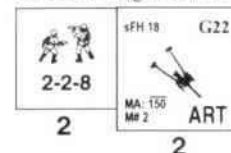
5-6 4 x 6-5-8, 8-1, LMG, 2 x DC, ATR



[ELR: 5]

{SAN: 3}

Elements of 8th Artillery Regiment, LSSAH set up within three hexes of Y23, with all CA facing northeast:



Elements of the 31st Tank and 53rd Motorized Rifle Brigades of 29th Tank Corps enter on turn one along the north edge (see SR #3):

dr Units

1-2 6 x 4-4-7, 8-1, 2 x LMG, 2 x T-34 M41, 4 x T-70

3-4 6 x 4-5-8, 9-1, 2 x LMG, DC, 4 x T-34 M43, 2 x T-60

5-6 6 x 6-2-8, 9-2, LMG, 2 x DC, FT, 6 x T-70



[ELR: 4]

{SAN: 2}

VARIATIONS:

★ Increase Russian SAN by one to '4'.

✚ Increase German SAN by one to '3'.

BOARD LAYOUT:



(only hexes numbered ≥ 18 on historical map
K2 are in play)

OBJECTIVES: The Russians win if they have a non-crew Good Order MMC or Mobile tank with functioning MA on/south of hexrow Z at Game End.

SCENARIO RULES:

1. EC are Very Dry with a Mild Breeze blowing from the southeast at start. Steppe Terrain (F13.2), Light Dust (F11.71) and Vehicle Dust (F11.74) are

in effect. Railroad hexes are GLRR (B32). All gullies are wadis (F5). Slope rules are in effect (see KGP I & II and PB).

2. Boresighting is NA. Onboard forces may set up Concealed, but not HIP.

3. Where indicated, both sides determine their forces with a secret dr at the beginning of the RPh (or during set up for the German at-start OB).

4. German 4-4-7 and 2-3-7 squads/HS are SS. They have an underscoring ML, ELR of 5, and a broken-side ML of 8 (7 for 2-3-7 HS). All 8-3-8/3-3-8 squads/HS are SS and Assault Engineers (H1.22).

5. German units possessing a DC qualify for a -3 DRM when attacking an AFV in CC. The DC is removed from play following such use. The DRM is not applied on a '12' DR if used by an Elite personnel unit, or on a '10' or greater by all other units. Inexperienced penalties do not apply to this special CC use. Only one DC may be used in each CC attack.

6. The inherent HS in the SPW 251/sMG is a 3-4-8, which may set up (anywhere onboard within allowable German set up area) and in possession of one of the MG from the HT (the "dm HMG" may be set up fully assembled, i.e. not dismantled; at least one MG must remain manned by the HT inherent crew at start). The ATR of the SPW 251/10 may also set up possessed by an MMC in the same manner. Make note of any SW removal from HT.

KOMSOMOLETS STATE FARM, SOVIET UNION, 12 July 1943: As SS General Hausser's II SS Panzer Corps began its final assault toward Prokhorovka, it met Lt. General P.A. Rotmistrov's 5th Guards Tank Army less than 5 kilometers from the German objective. When the opposing forces crashing into one another, the Guards unit was moving to counter-attack in an effort to stop the German thrust. Thus began a climactic day of swirling tank battles as both forces tangled head-on in numerous meeting engagements. Part of the Russian attack, led by the 29th Tank Corps, smashed into the *Leibstandarte SS Adolf Hitler*. The 29th's 31st Tank Brigade struck in two places, seeking, and finding soft spots in the flank of SSLAH, which was guarded thinly by its reconnaissance battalion. A small force of Russian tanks, with infantry riding on decks, punched through the reconnaissance battalion and plunged into the German rear. The Russians reached the positions of the 8th Artillery Regiment, whose 15 cm guns, combined with a desperate, close-range infantry assault, blunted the Russian probe near the *Komsomolets* collective. Russian soldiers died like flies that day. But they had halted Hitler's finest short of Prokhorovka, bleeding the nazi elite guard white in the process.



TANNED HIDES

CH #161

IRA Sets Up First

BLACK & TANS Moves First

1

2

3

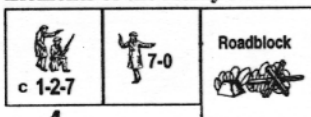
4

5

6

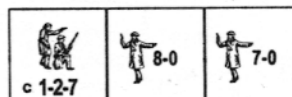


Elements of the Kerry Number 1 Brigade set up utilizing HIP on/adjacent to any road hex ≤ 3 hexes from hex N10:



[ELR: 2]
{SAN: 3}

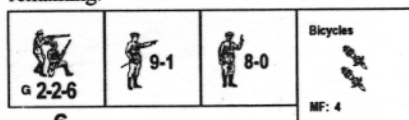
Set up Concealed on turn two in any hex numbered ≥ 8 AND ≥ 2 hexes from any enemy unit:



5

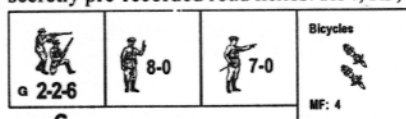


Elements of the Black and Tans Brigade enter turn one as Bicycle (D15.8) Riders in hex P0 in Column (E11.5) having 5 MF remaining:



[ELR: 2]
{SAN: 2}

Enter on turn two as Bicycle (D15.8) Riders on one of the following secretly pre-recorded road hexes: R14, R5, or G7 (see SR #4):



6

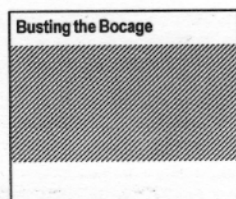
6

VARIATIONS:

● Add a 1-4-9 Hero to the Black and Tan turn two reinforcements.

■ The IRA suffers from Ammunition Shortage (A19.131).

BOARDLAYOUT:



(only hexrows G-R numbered ≤ 20 are playable)

OBJECTIVES: The Black and Tan player must earn more VP than the IRA. CVP are awarded normally and both sides earn VP for units exited off the west edge.

CASTLEMAINE COUNTY, KERRY, IRELAND, 1 June 1921: For many years the British Army tangled with the IRA in the countryside. Unable to guard every town they conducted some of the first patrol warfare against an irregular enemy. Using an armed force known as the Black and Tans (for the color of the British Home Guard uniforms) they patrolled the narrow byways of the countryside riding in trucks, autos and on bicycles, sometimes supported by an armored car. Often these patrols would have inside information, some good, and some bad. This day, the Black and Tans got surrounded in unfamiliar territory and came under heavy attack. Better armed, they were able to extricate their force after inflicting serious casualties on the IRA. Patrol warfare would continue until Irish independence.

SCENARIO RULES:

1. EC are Wet, and the weather is Overcast (E3.5). All buildings are wooden and single story. The BUSTING THE BOCAGE mapsheet is used for this scenario. Ignore Mines and Wire printed on the map. All ICWSR are in play. No Quarter (A20.3) is in effect for both sides.
2. The OB-provided cycles are HS Bicycles (D15.8).
3. The Black and Tans thought they had an informer who betrayed the IRA's Planned ambush, and had a second column attempting to flank. Before all setup they choose an entry road hex for the reinforcements to arrive on.
4. The Turn 1 Black and Tans must move east along the road in Column (E11.52), using the maximum (non-doublertime) MF possible [EX: 7 (with Column Leader MF Bonus + Road Bonus) - 2 MF expended = 5 MF Total]. They may not dismount or disband until fired upon (E11.531-.532), or they have an LOS to the Roadblock, or the APH of turn one.



Note: The map used in this scenario is provided in BUSTING THE BOCAGE from Critical Hit, Inc. It may also be purchased separately at www.Criticalhit.com.

Original Design: Patrick J. Norton

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THE FOUR COURTS

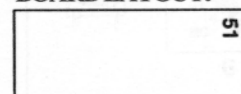
CH #162

IRA Sets Up First FREE STATE Moves First 1 2 3 4 5 6																									
Elements of 1st & 2nd Brigade set up Concealed ≤ 5 hexes from hex 51U3 (EXC: roadblocks may set up anywhere on board 51): <table border="1" style="width: 100%; text-align: center; font-size: 10px;"> <tr> <td> c 3-3-7 8</td> <td> c 1-2-7 4</td> <td> 8-1</td> <td> 8-0</td> <td> 7-0</td> <td> FP: 2 ROF: 1 BF: 11 2</td> <td> FP: 1 Rng: 12 2</td> <td> FP: 30 Rng: 1 See SR #2</td> <td> 7 morale 6</td> <td> +20 0 0 14</td> </tr> <tr> <td colspan="5"></td> <td colspan="5" style="text-align: right;">[ELR: 2] {SAN: 6 [see SR #3]}</td> </tr> </table> <table border="1" style="width: 100%; text-align: center; font-size: 10px;"> <tr> <td> 5</td> <td> 4</td> <td> 5</td> <td> 3</td> </tr> </table>	c 3-3-7 8	c 1-2-7 4	8-1	8-0	7-0	FP: 2 ROF: 1 BF: 11 2	FP: 1 Rng: 12 2	FP: 30 Rng: 1 See SR #2	7 morale 6	+20 0 0 14						[ELR: 2] {SAN: 6 [see SR #3]}					5	4	5	3	
c 3-3-7 8	c 1-2-7 4	8-1	8-0	7-0	FP: 2 ROF: 1 BF: 11 2	FP: 1 Rng: 12 2	FP: 30 Rng: 1 See SR #2	7 morale 6	+20 0 0 14																
					[ELR: 2] {SAN: 6 [see SR #3]}																				
5	4	5	3																						
Elements of the Dublin Guard set up ≥ 7 hexes from hex 51U3 OR enter on turn one on hex Q1 and/or along the north, east, and west map edges: <table border="1" style="width: 100%; text-align: center; font-size: 10px;"> <tr> <td> z 4-4-7 4</td> <td> g 4-3-6 10</td> <td> 9-1</td> <td> 8-1</td> <td> 7-0</td> <td> FP: 4 Rng: 12 ROF: 2 2</td> <td> FP: 2 Rng: 7 ROF: 1 4</td> <td> HE 84 D 11 ART 2</td> <td> +20 0 0 14 2</td> </tr> <tr> <td colspan="8"></td> <td style="text-align: right;">[ELR: 2] {SAN: 4}</td> </tr> </table>	z 4-4-7 4	g 4-3-6 10	9-1	8-1	7-0	FP: 4 Rng: 12 ROF: 2 2	FP: 2 Rng: 7 ROF: 1 4	HE 84 D 11 ART 2	+20 0 0 14 2									[ELR: 2] {SAN: 4}							
z 4-4-7 4	g 4-3-6 10	9-1	8-1	7-0	FP: 4 Rng: 12 ROF: 2 2	FP: 2 Rng: 7 ROF: 1 4	HE 84 D 11 ART 2	+20 0 0 14 2																	
								[ELR: 2] {SAN: 4}																	

VARIATIONS:

- ⦿ Replace the Free State 9-1 leader with a 9-2.
- ▣ Add a 1-4-9 Hero to the IRA OB.

BOARD LAYOUT:



OBJECTIVES: To win the Free State player must Control all multi-hex buildings within ≤ 5 hexes of hex 51U3.

SCENARIO RULES:

1. EC are Wet, and the weather is Overcast (E3.5). Place a rubble counter in hex 51V2 during set up. All ICWSR are in play (EX: No Quarter is NA, etc.).

DUBLIN, IRELAND, 30 June 1922: The first battle of the Irish Civil War was all but over. For three days the brand new Irish Free State Army had shelled and sniped at the IRA garrison that held out in the Four Courts, Dublin. The IRA had had eight weeks to prepare and these veteran rebels, many of them WWI veterans, were determined to fight to the end. The Free State Army sat back and conducted the three-day siege carefully. The shelling caused the West wall of the Four Courts to collapse. Green Free State troops assaulted the heavily fortified building and it was through this gap that they were eventually able to enter the building. In the end only twelve men were captured alive. These men came out only after a vicious fire broke out threatening to detonate the IRA's cache of ammo and dynamite.

Irish Civil War Special Rules (ICWSR):

The following Special Rules are applicable for CH scenarios 161, 162, and 163.

1. IRA units are treated as Partisans (A25.24) in all respects. In addition they may not form multi-location fire groups. All IRA are Stealthy. Partisans *do not* have an ELR of 5, and instead Disrupt when they fail ELR, and will surrender via the RPh method (A20.21). All IRA units may attempt to place/throw a 16 FP DC. Full squads on a dr ≤ 3, half squad on a dr ≤ 2, SMC on a dr ≤ 1. On a dr of '6', the DC explodes immediately in the placing/throwing unit's hex and affects all units therein. IRA units consisted of one or two guys carrying Lee-Enfields and the rest armed with pistols and shotguns. At ≤ 1 hex they are considered to have +1 FP (after calculating PBF/TPBF/Pinning/Area Fire)."

2. The Free State Units are British in all respects [EXC: All SW malfunction on a DR ≥ 11]. Rolls Royce and Homemade AC, and OQF 18 pdr counters are provided with CH 7/1.

3. In scenarios with Free State units facing the IRA, No Quarter (A20.3) may not be invoked by either side (i.e. prisoners must be accepted). The Black & Tans treated prisoners (whom they rarely took captive) poorly, especially in comparison to the Free State soldiers. The latter still had hope to rehabilitate the IRA soldiers to their cause. Some of the prisoners eventually wound up serving in the Free State army.

Original Design: Patrick J. Norton

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2. The IRA had eight weeks to prepare. IRA player may use sewer movement freely (passing a NMC to enter), and may move across rowhouse black bars as if they do not exist. IRA units are Fanatic (A10.8) in Fortified Building Locations.

3. Any time the IRA Sniper qualifies for possible SAN activation (A14.3), and rolls a dr of '3', the Sniper Counter's movement is conducted as if making an attack (A14.2). If it ends in a *building* location unoccupied by enemy units, place a 1-2-7 HS in that location [EXC: Make a subsequent dr. On a dr of ≤ 2, also place a 7-0 leader]. Otherwise, move the sniper to the nearest unoccupied building location and place the units there.

4. Counters for the Rolls Royce 1914 armored cars are provided in CH 7/1. See British Chapter H note 47, noting the following statistics for the "Rolls Royce 1914" version provided for this scenario: '4' factor CMG; ROF of '1'; Slow Turret; 20 MP; Wheeled MP; ST; and CT. Counters for the "WW I 18 pdr" are provided in CH 7/1. See British Chapter H note 11, noting NO smoke or WP ammunition is available.



BRUISED AT BRUREE

CH #163

☉ FREE STATE Sets Up First

■ IRA Moves First

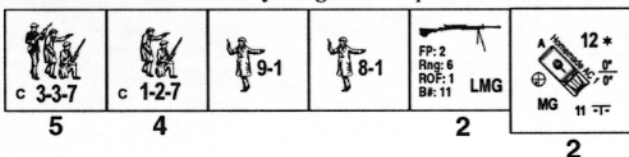
1 2 3 4 5



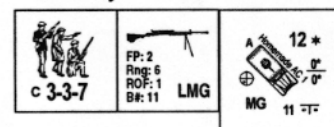
Elements of the 1st Kerry Brigade set up north of the road running from R1-T4-W6-GG6:



[ELR: 2]
{SAN: 6}

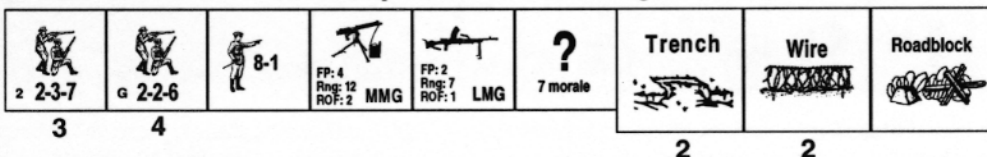


Enter on turn four on hex Y1 with all infantry as Riders:

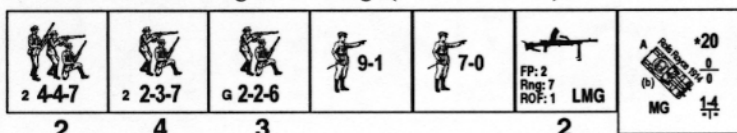


[ELR: 2]
{SAN: 3}

Elements of the Dublin Guards set up south of the road running from R1-T4-W6-GG6:



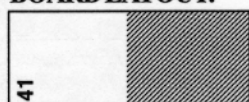
Enter on turn three along the west edge (EXC: see SR #2):



VARIATIONS:

- ☉ Replace the IRA 8-1 leader with an 8-0.
- Add a LMG to the IRA OB.

BOARD LAYOUT:



(Only hexrows R-GG are playable)

OBJECTIVES: To win the IRA player must Control buildings V6 and W5 at Game End.

BRUREE, IRELAND, 2 August 1922: Following the fall of Dublin the Free State forces began a campaign against the many IRA strongpoints throughout the country. One of these was the Limerick-Waterford Line, which was centered on the city of Kilmallock. The towns of Bruree to the west and Bruff to the east guarded the northern approach. Here, more than anywhere else during the Irish Civil War, the opposing sides would hold clearly defined front lines; each side maintaining a string of outposts in villages and towns, crossroads, and upon hillocks, with a no-man's land varying in width from a few hundred yards to a mile. Within this region some of the most intense fighting would occur with both sides using innovative combined-arms tactics. One such attack at Bruree would involve the use of three improvised armored cars carrying assault troops armed with rifle grenades, a trench mortar, and machine guns. Each vehicle was detailed to eliminate one of the three posts held by enemy forces in Bruree. With complete surprise the lead armored car attacked the Free State headquarters in the Railway Hotel. The brigade commander and his men managed to escape out the back of the building under the cover of Lewis Gun fire from a water tower. The second armored car rammed the front door of the schoolhouse inducing the twenty-five men inside to surrender. The third armored car broke down. The Free State brigade commander led a rapid counterattack and the Republicans having failed to secure the surrender of the town decided to withdraw.

SCENARIO RULES:

- EC are Wet, and the weather is Overcast (E3.5). No hills/sunken roads exist, treat them as Level 0 hexes/normal roads. No building has higher than 1st level. The ground floor of building V6 is Fortified, and this building is not treated as a Rowhouse. The stream is flooded. All ICWSR are in play.
- Up to 2 1/2 Free State squads/equivalents, plus one SMC, and one SW may enter along the south edge on/west of hex Y10.
- See SR #4 from scenario CH #162 for the Rolls Royce 1914 armored cars used in this scenario. Counters for the "Homemade AC" are provided in CH 7/1. Note the following statistics: '4' factor B#11 CMG; ROF of '1'; 1MT; 12 RED MP; Small Target; Wheeled MP; and CT.



★ RUSSIAN Sets Up First

GERMAN Moves First

1

2

3

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5

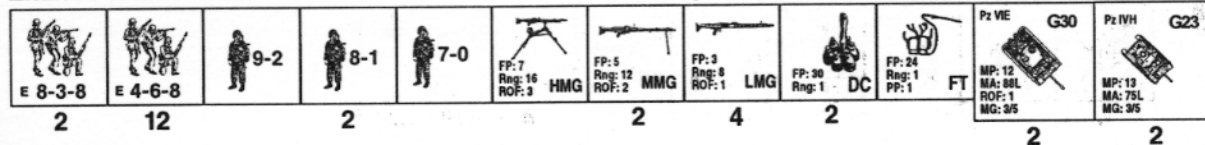
6

7

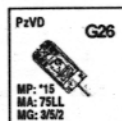


[ELR: 4]
{SAN: 3}

Elements of the Grossdeutschland Panzer Division enter turn one along west edge:



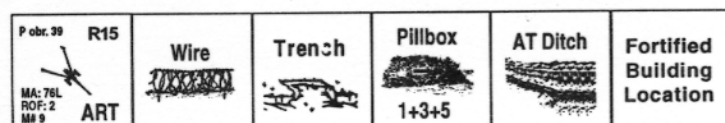
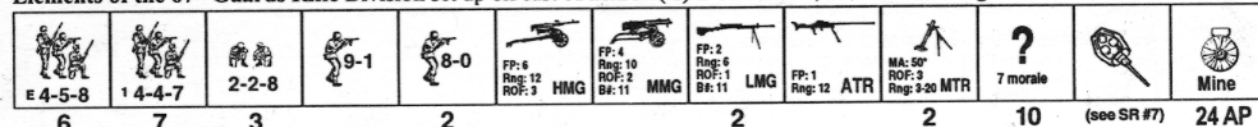
**Elements of the 10th
Panzer Brigade enter turn
five along west edge:**



Elements of the 67th Guards Rifle Division set up on/east of hexrow('s) E on board c, and K on board g:



[ELR: 3]
{SAN: 4}



(Tunnels NA)

Elements of the 3rd Mechanized Corps enter on turn three along the east edge:

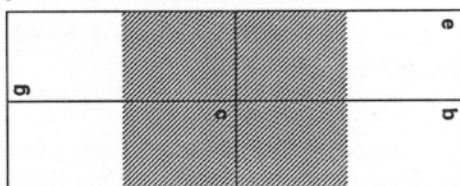
See
SR #3

VARIATIONS:

- ★ Add six more “?” counters and a Hero to the initial Russian OB.
 ☙ Germans need only achieve ≥ 50 VP to win in VC.

BOARD LAYOUT:

N



OBJECTIVES: The Germans win if they achieve their secretly pre-recorded victory condition: **A)** Control all level 2 hill hexes and at least seven level 1 hill hexes on board e at game end; **B)** Control all multi-hex buildings on boards b and c. at Game End; **C)** Achieve ≥ 55 VP. VP are awarded normally for the CVP value of units exited off the east edge, and 1 VP is awarded per building Location Controlled on board(s) c and b, and 2 VP are awarded for Control of each level 2 hill hex. The Russian player subtracts VP for German casualties suffered. The Germans lose automatically if they suffer >45 CVP under any of the three VC.

CHERKASSKOYE, RUSSIA, 5 July 1943: Following a massive exchange of artillery fire and an unprecedented air battle, the German XLVIII Panzer Corps drove into the southern flank of the Kursk bulge. Almost immediately they ran into fierce resistance. The 10th Panther brigade wandered into a minefield and bogged down. Other units (especially armored) were stuck in the mud caused by overnight rain. Despite this, by mid-morning, various elements of the Grossdeutschland Panzer Grenadier Division and a battle group from the 11th Panzer Division had skirted the swamps and minefields, and closed on Cherkasskoye, five miles inside the Soviet tactical defensive zone. There they encountered two regiments of anti-tank guns supporting the 67th Guards Rifle Division, which was thoroughly entrenched in and around the town. By mid-afternoon Tigers were on the scene, nosing their way through a graveyard of smashed and mined panzers and the twisted remains of Soviet anti-tank guns as the village was remorselessly encircled. Finally, all that was left was a rearguard of fifteen Guardsmen covering the withdrawal from the village. By nightfall Cherkasskoye was in German hands and the 11th Panzer, on Grossdeutschland's right flank, was pushing on another five miles along the road to Oboyan.

(only hexrows I-O on boards g, e, and b, and hexrows A-G on board c are playable)

SCENARIO RULES:

1. EC are Moist with a mild breeze blowing from the south east at start. No building has a second level. All multi-hex buildings have a first level with an inherent stairwell. Due to rainfall all vehicle movement costs an extra 1 MP. and Road Movement Bonuses (B3.4) are NA. All roads are unpaved.
2. Place the following Deluxe Overlays: dx8 on g-L3/L4; dx5 on g-M5/N4; dx3 on b-N5; dx7 on b-K5/L5; and dx6 on e-J1/I2.
3. Prior to play, the Russian player secretly preselects one of the following reinforcement groups as his turn 3 reinforcements:
 - A) 2x SU 122 4x 5-2-7 1x 8-1 1x LMG 1x ATR
 - B) 2x T-34 M43 4x 6-2-8 1x 8-0 1x LMG 1x DC
 - C) 2x SU-57(a) 4x 5-2-7 1x 9-2 1x .50cal. HMG (dm)
4. The Russians may set up HIP two squads (plus any SMC/SW in the same Location). Any unit wishing to may begin play set up in an entrenchment.
5. All elite Russian MMC are considered to be Assault Engineers for CCV purposes. German 8-3-8 squads are Assault Engineers (H1.22)/Sappers (H1.23).
6. Both sides are considered elite for ammunition depletion purposes.
7. The Russian turret counter represents a HD Dug-In T-34 M41 tank (D9.5).



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RUSSIAN RIPOSTE

CH #165

GERMAN Sets Up First	1	2	3	4	5	6	7
RUSSIAN Moves First							

Elements of the 384th Infantry Division set up on board 23:

1 4-6-7	2-2-8	8-0	FP: 5 Rng: 12 ROF: 2 MMG	FP: 9 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	?	7 morale	PaK 38 G8 MA: 50L ROF: 3 MF 10 AT
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4

Elements of the 24th Panzer Division enter turn two along north edge with all Personnel as Passengers and/or Riders:

E 5-4-8	9-2	FP: 3 Rng: 8 ROF: 1 dm HMG	FP: 30 Rng: 1 DC	9-1	Pe IVH G24 MP: 13 MA: 75L MG: 3/5	SPW 251/I G96 MP: 15 MA: 4-3 ROF: 1 PP: 15
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3 2 2

[ELR: 4]
{SAN: 3}

Elements of the 18th Tank Corps enter turn one along north/east/south edges between 17R4-17GG6 with all Personnel as Passengers and/or Riders:

E 6-2-8	E 4-5-8	E 2-4-8	9-1	8-1	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	FP: 24 Rng: 1 PP: 1 FT	FP: 30 Rng: 1 DC	KV-1 M42 R23 MP: 10 MA: 78L MG: 2/4	Churchill IV R53 MP: 9 MA: 57L MG: 2/4 B#11
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5 4 2 2

KV-8
MP: 12
MA: 45L
MG: 2/4³

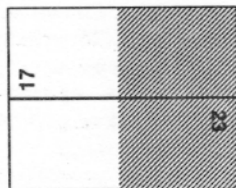
R15
MP: 21
PP: 29
T: 4

ZIS-5
MP: 21
PP: 29
T: 4

R47

[ELR: 4]
{SAN: 2}

BOARDLAYOUT:



(only hexrows A-P on board 23 and hexrows R-GG on board 17 are playable)

OBJECTIVES: The Russians win if they Control Building('s) 23-F3 and any two other multi-hex buildings at the end of any Game Turn. Rowhouses (B23.7) count as one multi-hex building each for VC purposes.

KRIVOI ROG, RUSSIA, 27 October 1943: Following the defeat at Kursk, Army Group South was ceaselessly pushed ever westward. On 15 October the newly organized Soviet 2nd Ukrainian Front, under the command of Marshal Koniev, attacked out of the Kremenchug bridgehead on the Dnieper River with six armies and punched a hole through the German front between the First Panzer and Eighth Armies. The long Russian armored columns led by the 5th Guards Tank Army turned south and raced towards the vital town of Krivoi Rog. This town was the communication, supply, and rail center for Army Group South. Field Marshal von Manstein threw every unit available into the path of the Russian onslaught, while mustering his panzer divisions for a counterattack. With the Russian tanks and infantry fighting in the outskirts of the town, the panzers were ordered to attack. The XL Panzer Corps spearheaded the attack with the 14th, 24th and 3rd SS "Totenkopf" Panzer Divisions, as well as three other weak panzer formations, against the northern flank of six Russian armies. Over the course of the following week, the XL Panzer Corps routed and destroyed two tank corps and the bulk of nine rifle divisions. In a major defeat for Marshal Koniev, the 2nd Ukrainian Front was forced half the distance back to the Dnieper River and the situation along the center of von Manstein's front was temporarily stabilized.

VARIATIONS:

- ★ The German Turn 2 reinforcements arrive on Turn 3 instead.
- ✚ Add six "?" counters and a 1-4-9 Hero to the initial German OB.

SCENARIO RULES:

1. EC is Wet with no wind at start. Place Overlay OG2 on 17-AA10/BB9, and OG5 on 17-FF8/EE9.
2. Due to rainfall all vehicle road movement costs are ONE MP (EXC: on paved road hexes), and Road Movement Bonuses (B3.4) are NA.
3. The Germans may set up one squad-equivalent (and any SMC/SW stacked in the same Location) utilizing HIP.
4. Hex 23F3 is a 3rd Level Steeple (B31.2).
5. The Canal is Flooded (B21.21).
6. All Trucks are automatically Recalled (D5.341) immediately upon no longer carrying Passengers.
7. Both sides are considered Elite for Ammunition Depletion purposes (C8.2).



BICSKE BRAWL

CH #166

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

1

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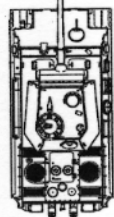
5

6



Elements of 5th SS Panzer Division *Wiking* enter on/after turn one anywhere along the west edge of board 36:

 ss 6-5-8 9	 9-1	 8-1	 8-0	 FP: 3 Rng: 8 ROF: 1 dmMMG	 FP: 3 Rng: 8 ROF: 1 LMG	 Pz VG G27 MP: 15 MA: 75LL MG: 25/2
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[ELR: 4]

{SAN: 2}



Elements of the 41st Guards Rifle Division set up on any hex numbered ≥ 4 , with no more than one MMC per hex (see SR #2):

 E 4-5-8 8	 2-2-8 2	 9-1	 8-1	 FP: 8 Rng: 16 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 MMG	 FP: 2 Rng: 8 ROF: 1 LMG	 FP: 30 Rng: 1 DC	 7 morale 4	 PTP obr 43 R9 MA: 57LL ROF: 3 MR: 10 AT	 PTP obr 42 R8 MA: 45LL ROF: 3 MR: 11 AT
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[ELR: 3]

{SAN: 4}

VARIATIONS:

★ Replace the 45LL AT with a 57LL AT.

✚ Exchange the German 9-1 leader for a 9-2 leader.

BOARD LAYOUT:



(Only hex rows I-Y are playable.)



OBJECTIVES: The German player wins if there are no unbroken Soviet units on/adjacent to any hex of road 36Q1-R6-Q6-P5-Q10 at game end. The Soviet player wins by avoiding the German victory conditions.

SCENARIO RULES:

1. EC are Wet, with no wind at start. Ground Snow is in effect. Streams are shallow and Frigid (B20.7). The road mentioned in the scenario objectives is treated as being paved.
2. Soviet guns may set up HIP in non-concealment terrain [EXC: non-woods paved road hexes]. They are placed on map, unconcealed, after firing or changing their CA. Both sides have Winter Camouflage (E3.712). Russian squads-equivalents may set up in Foxholes in applicable terrain (EXC: non-woods paved road hexes).
3. Both sides may declare Hand to Hand CC (J2.31).

WEST OF BICSKE, HUNGARY, 4 January 1945: Operation Konrad, the codename for the attempted German relief of Budapest, kicked off on New Year's day. Initial surprise allowed the IV SS Panzer Corps to make good progress against increasingly stiff resistance. On 4 January the 5th SS *Wiking* Panzer Division ran into a strong line of anti-tank and machine gun emplacements manned by the 41st Guards Rifle Division, outside the key crossroads town of Bicske. After initial gains, the grenadiers found themselves pinned down by intense machine gun and anti-tank fire. During the day's fighting, which was characterized by vicious close combat, *Wiking* was only able to push 5 km into the Soviet positions west of Bicske. Over the next few days, *Wiking* was pulled out of the line and sent farther south for another stab at Budapest. Bicske would remain in Russian hands throughout the battle.



THE WARLORD'S ESTATE

CH #167

☉ CHINESE Sets Up First	1	2	3	4	5	6	7
● JAPANESE Moves First							

Battlegroup of the 11th Army enter on turn one along the north edge, and/or the west edge between A6-A1:



E 4-4-8	1 4-4-7	2-2-8	10-1	9-1	9-0	8-0	FP: 8 Rng: 14 ROF: 3	FP: 4 Rng: 11 ROF: 2	FP: 2 Rng: 6 ROF: 1	MA: 50" Rng: 1-16" ROF: 2"
	9	2					HMG	MMG	LMG	MTR

[ELR: 4]
[SAN: 3]



FP: 30 Rng: 1	DC	Type 92B J1 MP: 15 MA: MG ROF: 1" NG: 6/12"
		2

Elements of the Warlord Estate Defense Force, 10th Army set up on any whole hex of board 3:



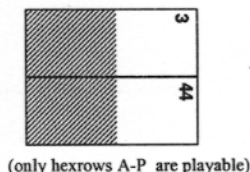
E 4-4-7	1 3-3-7	2-2-7	7-0	FP: 6 Rng: 14 ROF: 3	B11 HMG	FP: 2 Rng: 7 ROF: 1	B11 LMG	MA: 45" Rng: 2-13 ROF: 2	B#11 MTR	Canone da 70/15 C7 MA: 70" Rng: 11 B#11	82mm BM obr. 37 C4 MA: 82" Rng: 3-78 ROF: 3 SA: s8	Foxhole 1S
3	8	2	2							ART		

Warlord and servants enter on turn three along the south edge:

C 3-3-6	8-1	Carrier C C14 MP: 16 PP: 4 MG: 4-12, ROF: 1 MA: "BMG"
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[ELR: 3]
[SAN: 4]

BOARD LAYOUT:



VARIATIONS:

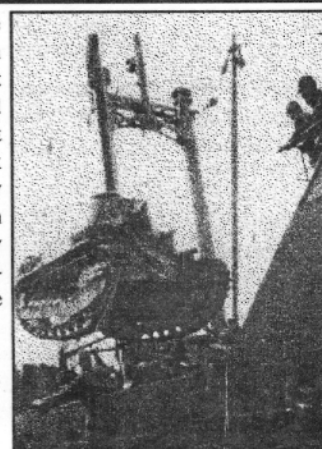
- ☉ Add one 1-4-9 Hero and one Fortified Location to the Chinese at-start OB.
- Replace two 4-4-7 squads in the Japanese OB with 4-4-8s.

SCENARIO RULES:

- EC are Moderate with a mild breeze from the southwest.
- Japanese receive air support in the form of one FB (with bombs) on turns one and two only – after which it is Recalled.
- No Boresighting is allowed.
- The Chinese 8-1 leader acts as a 9-1 armor leader when he is a Passenger in the Carrier. He is Fanatic when in building M2.

OBJECTIVES: The Japanese win if at game end there are no Unbroken Chinese MMC in building 3M2, and on any level 2 hill hex.

HUNAN PROVINCE, YUHSIEN, 26 May 1944: The Chinese Army had not fought a serious battle with the Japanese since 1938 and the Japanese *Ichigo* offensive was smashing through various Chinese "armies" deployed in their way. In the western sense they were not armies at all, but rather a coalition of warlord bands scattered over twelve war areas. Most of these armies were ill equipped and poorly trained. As a result, Japanese units numbering a few hundred seized positions held by thousands of Chinese. One exception to this pattern was the stand made by the Chinese 10th Army at Hengyang. Skillfully supported by General Chennault and the 14th Air Force, the Chinese were able to hold for nearly six weeks. At nearby Yuhsien, a Japanese battalion found a fortified town in its path. Aerial reconnaissance seemed to show that the northwest corner of the town was lightly defended. A company with armor support was ordered to break in through the soft point, unaware that it was the grounds of the local warlord's estate. A fierce fight ensued, with heavy casualties suffered by both sides. The mansion nearly fell to the Japanese, but they were repelled during a final counter-attack made by the warlord, his soldiers, and servants. He salvaged what remnants of his household he could before loading everything on trucks and carts and evacuating to the south.



THE LAST MUSKETEER

CH #168

★ EGYPTIAN Sets Up First

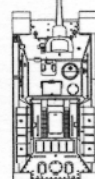
⊙ FRENCH Moves First

1 2 3 4 5 6



Elements of local Egyptian militias and the 4th Infantry Battalion set up in any building south of hexrow D:

4-4-7 3	4-2-6 6	8-0	7-0	FP: 2 Rng: 6 ROF: 1 Bt: 11 2	FP: 4 Rng: 10 ROF: 2 Bt: 11	BAZ 3.5 in. 1 12	MTR 2 in. 4 2-51 HE	? 7 morale 5	SU 100 Arab 8 MP: 15 MP: 100L Bt: 11
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[ELR: 2]
{SAN: 4}



Elements of 2ème RPC Regiment Parachute Coloniale enter on turn one along the north edge:

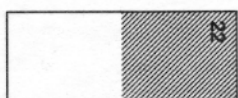
6-4-8* 9	2-2-8	9-2	8-1	8-0	FP: 4 Rng: 10 ROF: 2 (a) MMG	FP: 2 Rng: 7 ROF: 1 LMG	MTR 3-60 HE	FP: 8 Rng: 3 Bt: 10 PIAT	FP: 30 Rng: 1 DC
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[ELR: 5]
{SAN: 3}

HANDICAPPING PROVISIONS:

- ⊙ Replace the French 8-0 leader with an 8-1.
- ⊙ Replace the Egyptian 8-0 leader with an 8-1.

BOARD LAYOUT:



(Only hexrows A - P are playable)



OBJECTIVES: The French player wins if at Game End there are no Good Order Egyptian MMCs within 2 hexes of building F3 and they Control the bridge in hex 22K2.

PORT FUAD, EGYPT, 5 November 1956: Following Egyptian President Nasser's nationalization of the Suez Canal, an Anglo-French alliance was formed to make an example of the former colony. In secret partnership with Israel, the allies took advantage of the Sinai War and the rapid defeat of the Egyptian Army. The three nations jointly secured air supremacy by destroying much of the Egyptian Air Force. This was followed by an air and sea invasion of the coastal city of Port Said. In the early dawn hours of 5 November, French paratroops of the 2ème RPC Regiment Parachute Coloniale (veterans of Indo-China and Algeria) landed outside nearby city of Port Fuad. Once on the ground, the French formed up for an immediate attack on the nearby waterworks, which supplied water to both cities. A platoon of Egyptian regulars with many militia and reservists were providing security for the facility. For the French, this would be some of the strongest resistance they would face but the veteran paras were able to secure the facility by mid-morning with only light casualties. Some damage to the waterworks caused an interruption to the cities drinking supply which encouraged the Egyptians to parley for a ceasefire, both in order to ease the suffering of the populace and to allow arriving reinforcements to get oriented in the event of hostilities resuming.

SCENARIO RULES:

- Environmental conditions are Moist (B25.5) with a Mild Wind from the northwest at start. Kindling is N/A. The stream is treated as a Canal (B21.11). Building F3 is a Factory (B23.74), while hexside H5/G6 is a factory entrance, which connects to the road in H5. Rooftops are in play (B23.8) for all eligible buildings.
- Use 1956 Egyptian 4-4-7 counters from GENESIS 48, and the French counters from DIEN BIEN PHU. Rules DBP 5 and SIN1.21 are in effect.
- In addition to the SU-100 crew being Inexperienced (D3.45 And SIN1.21), any time it is hit by a PIAT or HEAT round (BAZ), the Egyptian crew must take an immediate Immobilization TC (D5.5) to see if they Abandon it.
- The French 60mm MTR has a WP Depletion #8 when fired by the 2-2-8 crew.
- Hand-To-Hand CC (J2.31) is available for both sides.



AGAINST ALL HOPE

CH #169

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	8
● JAPANESE Moves First								

Elements of the 21st IJA Division set up north of the road 37A6-P5-GG6:

14-4-7	23-4-7	E 2-3-8	2-2-8	10-0	9-1	9-0	8-0	FP: 6 Rng: 14 ROF: 3 Bf: 11	FP: 4 Rng: 11 ROF: 2 Bf: 11	FP: 2 Rng: 6 ROF: 1 Bf: 11	MA: 50° Rng: 1-16° ROF: 2°	FP: 30 Rng: 1	DC
6	9	2	6					2	2	4	3	2	

Enter on turn two with 1/2 MF/MP remaining on 37A5/A6 (see SR #4):

14-4-7	23-4-7	E 2-3-8	2-2-8	10-1	FP: 24 Rng: 1 PP: 1	FT	FP: 30 Rng: 1	DC	MP: 14 MA: 57 MG: 24-82 ROF: 1	MP: 23 PP: 21 Tf: 8
4	6							3	2	3

Enter on turn three on 38GG5/GG6 (see SR #4):

14-4-7	23-4-7	E 2-3-8	2-2-8	9-1	9-0	dm MMG	FP: 2 Rng: 6 ROF: 1 Bf: 11	MA: 50° Rng: 1-16° ROF: 2°	FP: 30 Rng: 1	DC	Type 92 AC J11	Type 94 J18	Bicycles
4	6							2	2		2	2	8

Original Design: David Lamb

Elements of the 5e Regiment Mixte du Pacifique set up on any whole/half hex of board 6:

E 4-5-8	2-2-8	9-2	8-0	FP: 6 Rng: 12 ROF: 3	Bf: 11	FP: 4 Rng: 11 ROF: 2	FP: 2 Rng: 6 ROF: 1 Bf: 11	MA: 60° Rng: 3-42° ROF: 3	FP: 1 Rng: 12	ATR	7 morale	75M mle28 F10	Foxhole
11	2	2									10	2	4

Elements of the 5e RMP Detachement motorise de la legion enter on turn two with 1/2 MF/MP remaining on any one of the following hexes 38-Q1, I1, or A6 (see SR #4):

E 4-5-8	8-1	FP: 2 Rng: 6 ROF: 1 Bf: 11	FP: 1 Rng: 12	ATR	AMD 50 F17	Camion de Mit. CA F21	Citroen 23 F36
3					2		3

Elements of Compagnie genie du Tonkinois set up on/ between hexrows A-Q on board 38 (see SR #5):

12 c 3-3-6*	2-2-8	7-0	FP: 4 Rng: 11 ROF: 2	FP: 2 Rng: 6 ROF: 1 Bf: 11	MA: 20L(4) Rng: 3 Mf: 12	F19	Foxhole	Trench	Wire
6							3	2	3

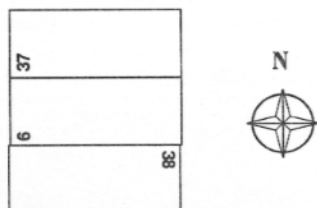
8-1 AL belongs to 5e RMP

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VARIATIONS:

- ⊙ Add a 1-4-9 Hero to the French turn two reinforcements.
- Ammunition Shortage begins on turn three.

BOARDLAYOUT:



OBJECTIVES: The Japanese win immediately when they Control all locations of building 6N4, and there are no Good Order French MMC on/adjacent to Airfield hexes of Board 38.

LANG SON, TONKIN, VIETNAM, 10 March 1945: Since 1940 the Japanese had occupied Indo-China with the Vichy French administration and military maintaining the illusion of being in control. In early 1945, losses in Burma, the Pacific, as well as the rise of strong Gaullist sentiment in an increasingly anti-Vichy administration led Tokyo to believe the time was right to remove the French before the Allies invaded Indochina supported by a French coup d'etat. The French army was in a poor position to defend itself, they had outdated equipment and had received virtually no reinforcements or supplies in over four years. The climate, isolation from France and the war, and the deadly monotony of garrison life in the tropics had stifled the initiative and esprit in most French officers and men. The Japanese attacked on the night of 9 March. Most of the French troops in the country were caught off guard by the rapid coup and many garrisons were disarmed and interned in their barracks without ever firing a shot. Some encircled garrisons though, refused to surrender. Fighting was most serious in Tonkin, at Ha Giang, Lang Son and Dong Dang. Lang Son fell after two days of savage fighting in which hundreds of French and Vietnamese died. The infuriated Japanese massacred most of the survivors, as the Legionnaires sang the *Marseilles*. Despite the heroism of its soldiers in places such as Tonkin, the general ease with which the Japanese obliterated the French presence was a serious loss of face for a nation that had occupied Indo-China for some sixty years. An official French source called this period a "glorious episode in which the French army of Indochina showed it knew how to fight against all hope, just for honor."

SCENARIO RULES:

- EC is Dry, with no wind at start. PTO is in effect including Light Jungle (G2.1). All Roads exist. All buildings are wooden.
- All ground level locations in building 6N4 are Fortified. The French may Fortify two more locations within this building. Building 38J8 has a 1st and 2nd Level. Trenches are considered to be connected (B30.8) to all ADJACENT ground level Building Locations that are Fortified.
- The eight Cycle counters in the Japanese OB represent Bicycles (D15.8). The OB-given Japanese 4-4-8/2-3-8 Squads/HS are Assault Engineers (H1.22).
- All reinforcements in both OBs must have all infantry enter as Riders/Passengers.
- Beginning on turn five all French forces are subject to Ammunition Shortage (A19.131). Only T'ai 3-3-6 squads/HS have an ELR of 2. All other French units have an ELR of 3. DBP SR #3 applies to these units. French ATR have a "B11" (See French Ordnance Note 3).
- The French may set up ≤ 2 squads/equivalents (plus any SMC/SW in the same Location) utilizing HIP. AP mines may not be exchanged for AT mines.
- The Japanese radio represents a module of 100+ OBA (HE & WP only).

BRIDEGROOMS OF DEATH

Note: This scenario requires ownership of GUERRA CIVIL.

#170

 REPUBLICAN Sets Up First

 NATIONALIST Moves First

1

2

3

4

5

6

Elements of the Ejercito de Estremadura set up on board SCW 1:

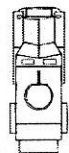


[ELR: 2]

{SAN: 3}

 4-4-7 4	 3-3-6 3	 9-1	 7-0	 FP: 4 Rng: 11 ROF: 2 MMG	 FP: 2 Rng: 6 ROF: 1 B# 11 LMG	 MTR 3 18 Val 30 4 HE 1 F 3-50 D	 1S 2	 2
---	---	--	--	--	--	---	--	--

Elements of 16 a. Compana, 4 a. Bandera de Tercio, de Extranjeros, Ejercito de Africa, enter on turn one along west edge:



[ELR: 4]

{SAN: 2}

 4-5-8* 6	 9-2	 8-0	 1-4-9	 FP: 2 Rng: 7 ROF: 1 B# 11 LMG	 20 0 0 MG
--	--	--	--	--	---

Enter on turn three along the west edge:

 4-5-8* 2	 2-4-8* 2	 8-1
--	--	--

VARIATIONS:

 Add one 3-3-6 to the Republican OB.

 Reinforcements enter on turn two.

BOARD LAYOUT:



(only hexrows A-P on board SCW1, and BB-GG on board 12 are playable)

OBJECTIVES: The Nationalists win at Game End if they Control the following hexes: SCW 1 C5, C6 and D5.

BADAJOS, SPAIN, 14 August 1936: Badajoz was the last town under Republican control on the Portuguese frontier. To seize it would link the northern and southern rebel territories, allowing supplies to be ferried to General Mola's ammunition short Army of the North. As an entire morning of artillery barrages lifted on the old walled town, following an armored car, a bandera of the Tercio stormed the Puerta de la Trinidad with fixed bayonets, singing their battle hymn, that death was their bride. The Republican machine guns guarding the gate immediately opened up. Advancing 11 yards over a dried up riverbed, the Legionnaires suffered over a hundred killed outright in twenty seconds. The armored car drew considerable grenade attacks, which created a smokescreen that aided in the advance of the surviving legionnaires, while two machine guns of the 12th company were installed behind a barricade of corpses, giving the advancing 16th some covering fire. With grenades and bayonets, only sixteen men ultimately reached the gate, which they bravely assaulted, wiping out the post. Farther up, engineers dynamited another gate. As Tercio and Regulares poured through, fighting erupted in the streets and homes. By night, Badajoz was taken; 1800 Republican prisoners were executed in the bullring while thousands of others were dead in the streets.

SCENARIO RULES:

- EC are Dry with no wind at start. Kindling is NA.
- No hills exist, treat as all other terrain rising from level 0. All woods are brush.
- The Republican 3-3-6 MMC begin play marked as Fanatic.
- No Quarter is in effect. Hand to hand combat can be declared by the Nationalist player if he is the attacker and none of his units in CC are ambushed.
- The Bilbao 32 AC is considered to have a radio.



INTERNAZIONALE FOLLIES

Note: This scenario requires ownership of GUERRA CIVIL.

#171

REPUBLICAN Sets Up First	1	2	3	4	5	6	7
REPUBLICAN Moves First							



Elements of the Thaelmann Battalion and *Guardia Civil* set up on/between hexrows Q and X on board 46, and/or Q and J on board 6:

4-4-7 7	4-3-6 5	2-2-8	10-0	8-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	7 morale	37 B 3 AT	1S
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{ELR: 3}
{SAN: 4}

Elements of the Republican Thaelmann Battalion and the Krivosheim Detachment enter turn one along the south and/or east edges of board 6 on/between Y1 and GG6:

4-4-7 7	9-1	7-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	MTR 3 18 Val 33 4 HE F 3-50 D	8-1	(45) B 1 1 4
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Elements of the Nationalist 'Army of Africa' set up outside the Republican setup area AND ≥ 8 hexes away from hex 6GG5:

4-5-8* 6	4-5-7* 12	9-2	8-1	8-0	FP: 4 B11 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	MTR 3 18 Val 33 4 HE F 3-50 D	FP: 30 Rng: 1 DC	7 morale	Phone Cnct: 11 X# 12
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Elements of MG Battalion of the German Condor Legion set up Concealed IN trenches on/adjacent to hex 46-G8:

2-2-8 2	FP: 7 Rng: 16 ROF: 3 HMG	8-1 2	Trench 3
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{ELR: 4}
{SAN: 3}

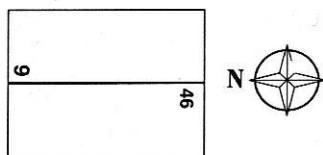
Elements of the Nationalist 'Army of Africa' and the German Condor Legion enter on turn two along the north edge:

4-5-7* 6	8-0	FP: 2 Rng: 7 ROF: 1 B#: 11 LMG	MTR 3 18 Val 33 4 HE F 3-50 D	(15) B 1 1 4
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HANDICAPS:

- Nationalist Turn 2 reinforcements enter on Turn 1.
- Add six more "?" counters and a Hero to the initial Republican OB.

BOARD LAYOUT:



OBJECTIVES: The Nationalists win if they Control all buildings in the Republican setup area at Game End.

SCENARIO RULES:

1. EC are Wet with no wind at start. All Orchards are Olive Groves (F13.5). Place the following Overlays: SCW3 on 6J1/K1, Hi5 on 6T4/T5, X18 on 6L9/L8, X21 on 6H8/I9, X23 on 6E6/D6.

BOADILLA, SPAIN, 14 DECEMBER 1936: The Civil War in Spain brought a wide variety of international volunteers and mercenaries to that troubled nation. Following upon the narrowly defeated Nationalist drive on Madrid during the Autumn, the Nationalists thought to renew a more limited offensive to complete their aim of isolating the nearby city of Madrid. The Nationalists assembled 18,000 infantry and cavalry organized into four mobile brigades, supported by elements of the German Condor Legion, and a large contingent of 155mm guns. Opposing them were the famous International Brigades, composed of left-wing dissidents, exiles, communists, and socialists. These enthusiastic volunteers were determined to stop the fascists. The brigade at Boadilla was the Thaelmann Battalion, consisting mostly of German communists and some Englishmen. The fiercely-independent ideologies of both sides promised for particularly vicious fighting. The Nationalists began the attack with the heaviest artillery bombardment of the war. The Nationalists attacked Boadilla and successfully seized it the first night. A counterattack by two of the Republican International Brigades and a detachment of Russian tanks forced the Nationalists to withdraw from the town the next morning, only to see them counterattack later that day, successfully trapping the Thaelmann Battalion inside the town. A terrible fight ensued throughout the town. Casualties were heavy for both sides as each side funneled more troops into the fighting. All Republican counterattacks to relieve the besieged comrades failed. Elements of an Russian armored detachment engaged the panzers of the Condor Legion inside the town square, while elite Spanish Moroccan Infantry fought their way into the fortified Marketplace and the nearby Castle Duque de Sueca. The Thaelmann Battalion and their Spanish and International brethren were forced to fight their way out of the town, leaving many dead behind. This costly fight left the Nationalists with a modest victory in having seized Boadilla and the surrounding territory, while both sides (especially the International Brigades) were heavily depleted in strength.

Original Design: Dave Lamb

2. Use Guerra Civil counters/rules for both Republican/Nationalist OB. Both Spanish Nationalist and Republican Thaelmann units have MOL capability (A22.6).
3. All ground level hexes are building o6-N5 are Fortified (B23.9). This building has a ground and first level only, with inherent stairwells. Any Republican unit in this building is Fanatic (A10.8). Vehicles may not enter, or use VBM (D2.3) in any hex of this building. The Republican player may place a Trench Counter in 6-N4. This counter is considered "Connected" to the ground level of each adjacent building hex as per Bunkers (B30.8).
4. No Good Order German *infantry* unit may voluntarily move closer than three hexes to an enemy unit.
5. The Republican player may HIP one squad plus any SMC/SW stacked with it.
6. The Nationalists receive one module of 150+ OBA (HE only) with Plentiful Ammo.
7. No Quarter and Hand-to-Hand CC (J2.31) is in effect for both sides.



WINTER BLUES

CH #172

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✠ AXIS Moves First								

Elements of the 250th Azul Division [ELR: 3] enter turn one along the south edge:

E 4-5-8 12	2-2-8 2	9-2	8-0	7-0	FP: 3 Rng: 8 ROF: 1 dm HMG	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	dm MTR 50 mm	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 PP: 1 FT
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Elements of the 4th SS Police Division [ELR: 5] enter turn four along the north edge:

SdKfz 11 MP: 18 PP: 16 TF 6	PaK 35/36 MA: 37L ROF: 3 M# 12 AT	ss 4-6-8 6	9-1	8-0	FP: 3 Rng: 8 ROF: 1 LMG	StuG III B MP: 13 MA: 75* ROF: 1		
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[ELR: 3/5]
{SAN: 2}

Elements of the 305th Rifle Division [ELR: 3] set up in buildings within four hexes of hex 33Q10 with at least one MMC per hex:

1 4-4-7 7	2-2-8	8-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 1 Rng: 12 ATR	MA: 50* ROF: 3 Rng: 3-20 MTR	Mine 24 AP	PTP obr 30 MA: 37L ROF: 3 M# 12 AT
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Elements of 2nd Shock Army [ELR: 4] enter on turn two along the west edge between hexrows P-Z, with 1/2 MF/MP (FRU) expended:

E 6-2-8 9	9-1	7-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 30 Rng: 1 DC	T-34 M41 MP: 17 MA: 76L MG: 2/4 ROF: 1	T-60 M40 MP: 15 MA: 20LL MG: -2 ROF: 1
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[ELR: 3/4]
{SAN: 4}

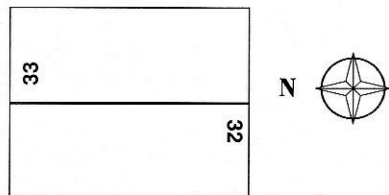
Original Design: Dave Lamb

VARIATIONS:

★ Add 6 AP mine factors to the Russian OB.

✠ Replace the *Azul* 8-0 leader with an 8-1.

BOARD LAYOUT:



OBJECTIVES: The Axis win if they Control more terrain VP than the Russians. For VP purposes, each building and bridge hex is worth one point [EXC: buildings 32FF4 and 33Y1 are worth 0 VP]. All terrain is considered Controlled by the Russians at start.

SCENARIO RULES:

1. EC are Snow, with a moderate wind from the North East. Deep Snow with Drifts (E3.75), and Extreme Winter (E3.741) are in effect. The only plowed road exists from 32Q1-O5-O9-33Q10- L5-Q1. No Drifts exist along plowed

NORTH OF NOVGOROD, RUSSIA, 19 March 1942: In mid-January, the Soviet 2nd Shock Army smashed through the overextended German line along the Volkov, to life the siege of Leningrad. The attack was slowed by isolated strong-points but a narrow corridor was cleared through which the Soviet cavalry, armour, and Siberian ski battalions flowed. A German pincer-style riposte sought to seal off the penetration at its base. The southern pincer was centered around the veteran 58th Infantry Division, which was bolstered by several battalions detached from the Spanish "Azul" (blue) Division. This all-volunteer unit had performed well with Army Group North. On March 15th, in temperatures of 50 degrees below zero, through thick forests buried under four feet of snow, the Germans and Spanish (ski) assault troops attacked. Mortars malfunctioned because ice formed in the barrels and shells no longer fit. Ordnance had shells burst inside their barrels because the rifling iced up. Those that did fire had their effectiveness virtually negated by the deep snow. The Russians realized what was at stake and had strengthened the base of the penetration as much as possible. Thick minefields were laid in all negotiable clearings. Bloody hand-to-hand fighting with the Siberians was common as the attackers found that their most reliable weapons were often hand grenades, trenching tools and bayonets. Many of the Axis troops were unable to break through on the first day, and only a few were successful in linking up with the 4th SS. But the next few days would see more succeed, continuing to cut the Russian supply line and hastening the end for the 2nd Shock Army.



'BITCHES' ON THE BEACH

#173

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9
★ RUSSIAN Moves First									

Elements of the 88th IJA Division set up anywhere on board 39:



1 4-4-7	2 3-4-7	3 3-3-6	2-2-8	10-0	9-1	8-0	FP: 8 Rng: 14 ROF: 3	30 Cal MMG	FP: 4 Rng: 11 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° Rng: 1-16 ROF: 2	MTR	FP: 30 Rng: 1	DC	7 morale
5	6	4	8					2	2	2			3		10
Type 94 MA: 37L ROF: 3 M# 12	Type 97 MA: 90° ROF: 3 Rng 14-95 M# 10	Type 92 MA: 70° ROF: 1 Rng: (3)-70 M# 12	Type 93 Twin MA: *12.7 (12) ROF: 3 M# 7	Wire	Trench	Foxhole	Pillbox	Pillbox	AP						
AT	MTR	INF	AA			1S	1+3+5	1+5+7	Mine						
2				4	8	4	2		12						

Enter turn five anywhere along the east edge:

[ELR: 2]
{SAN: 4}

1 4-4-7	9-0	FP: 2 Rng: 6 ROF: 1 B#: 11	Type 97A MP: 16 MA: CMG MG: -2	Type 97B MP: 16 MA: 37
3		LMG		

Elements of the 79th Rifle Division set up on/within two hexes of any beach hex:



E 6-2-8	E 4-5-8	1 4-4-7	2-2-8	9-1	8-1	8-0	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50° Rng: 3-20 ROF: 3	FP: 30 Rng: 1	DC	FP: 24 Rng: 1 PP: 1	FT
4	4	8					2	3		3		2	
82mm BM obr. 37	Foxhole												
MA: 82° Rng: 3-78 ROF: 3 SA: s8	1S												
4													

[ELR: 4]
{SAN: 3}

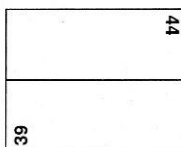
Elements of the 16th Army & Western Pacific Fleet of 1st Far Eastern Front set up on Ocean hexes ≥ 7 from any beach hex:

E 4-5-8	9-2	7-0	dm HMG 3PP 50 cal	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 30 Rng: 1	DC	SU 76-M MP: 16 MA: 76L ROF: 1	LCM(3) MP: 4 PP: 69 AAMG: -/12*
6				2	2		3	3

VARIATIONS:

- ★ Add one 6-2-8 and one 4-5-8 MMC to the Russian OB.
- The Russians must Control all three of the Objective hexes and Exit ≥ 20VP.

BOARD LAYOUT:



OBJECTIVES: The Russians must Control two of the following hexes: 39-Q4, R3, and/or Z3, and Exit ≥ 15VP off the east edge.

SCENARIO RULES:

- EC are Wet with a Mild Breeze from the east at start. PTO is not in effect. Orchards are shellholes; grain is Scrub (F2). The Russians are conducting a Seaborne Assault (G14.1).
- Place Overlays as follows: **Be2** w./hexes 201-202 on 44A5-A6; **Be6** w./

SAKHALIN ISLAND, NEAR ESOTORU, 11 August 1945: The island of Sakhalin had been divided almost equally between the Japanese and Russians since 1905. Original Soviet plans had been to remain on the defensive, but following the initial successes in Manchuria, Marshal Vasilevsky decided to take the southern section in an simultaneous amphibious and land attack. This improvised attack was quite difficult and casualties were severe. This was especially true for the marines and soldiers in the first waves of amphibious landings along the west coast. Landing during the pre-dawn hours under sporadic showers, the first wave stalled near the shore. They were only able to move off the beach after receiving support from naval gunfire and the successful landing of a handful of SU-76 (Bitch) assault guns. It was not until nightfall of the first day that they were able to begin moving inland. Japanese capitulation would spare the Russian soldiers and marines a real taste of what their American and British allies had experienced throughout the Pacific.

Original Design: David Lamb



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SETTLING AN OLD SCORE

CH #174

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10
★ RUSSIAN Moves First										

Elements of the 88th IJA Division set up anywhere on/south of hexrow('s) L on board's 32/34:

 1 4-4-7	 2 3-4-7	 c 3-3-6	 2-2-8	 10-1	 9-0	 FP: 6 Rng: 14 ROF: 3 B#: 11	 FP: 4 Rng: 11 ROF: 2 B#: 11	 FP: 2 Rng: 6 ROF: 1 B#: 11	 MA: 50" Rng: 1-16" ROF: 2"	 FP: 30 Rng: 1	 7 morale
2	5	6	6			2	2		3	8	

Type 94 MA: 37L ROF: 3 M#: 12	AT	Type 1 MA: 47L ROF: 3 M#: 11	AT	Year-41 Type MA: 75" ROF: 1 M#: 10	INF	Trench 4	Foxhole 6	Pillbox 1+3+5	Roadblock 2	Mine 12 AP
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Enter on turn four on/adjacent to hex 34GG5:

[ELR: 2]
[SAN: 4]

 1 4-4-7	 9-1	 FP: 2 Rng: 6 ROF: 1 B#: 11	dm MTR 50mm PP: 2
4			

Elements of the 16th Army enter turn one as PRC on/adjacent to road hexes 32-A5/A6 or 34-A5/A6:

 E 4-5-8	 E 6-2-8	 9-2	 8-1	 FP: 2 Rng: 6 ROF: 1 B#: 11	 FP: 24 Rng: 1 PP: 1	 FP: 30 Rng: 1	 MP: 23 MA: 45L B#: 44	 MP: 21 MA: 76" MG: 42" B#: 11	 MP: 16 MA: 37L ROF: 2 IFE: 8	 MP: 28	
7	2			3		2	3			5	

Enter on turn two as PRC on/adjacent to road hexes 32A5/32A6 or 34A5/34A6:

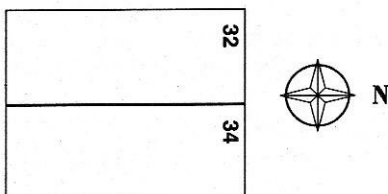
[ELR: 4]
[SAN: 3]

 1 4-4-7	 8-0	 7-0	 FP: 6 Rng: 12 ROF: 3	 FP: 4 Rng: 10 ROF: 2 B#: 11	dm MTR 40 50mm	 Cnct: 8	 MP: 13 MA: 122L B#: 11	 MP: 21 PP: 29 T: 4
6				2			2	3

VARIATIONS:

- ★ All Russian AFV/Ordnance are considered Elite (C8.2) for Ammunition Depletion purposes.
- Add a 1-4-9 Hero to the At Start OB, and one more DC.

BOARD LAYOUT:

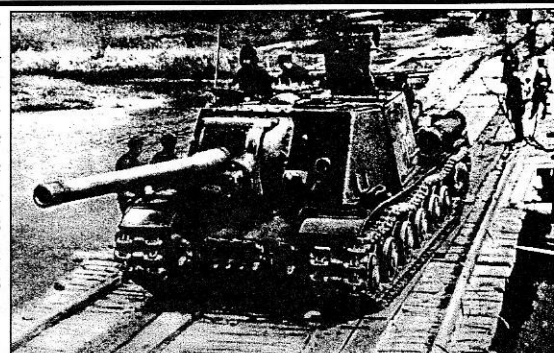


OBJECTIVES: The Russians must Clear (B29.5) both Japanese Roadblocks OR they must Control hex 34o2-Q6 AND Clear ≥ 1 Roadblock at Game End.

SAKHALIN ISLAND, 17 August 1945: The Russians were well motivated to avenge the humiliating defeat they suffered to the Japanese in 1905. While Soviet forces overran Manchuria and Mongolia, an attack was sent in motion against southern Sakhalin. The Soviets attacked both overland and by amphibious landing. The Japanese put up stiff resistance, especially to the landings on 11 August made by the 79th Rifle Division. Fierce counterattacks on 14 August cut off the 179th Rifle Regiment and threatened to push it into the sea. The overland drive by elements of the 16th Army was intensified in order to relieve the besieged bridgehead. Fanatical Japanese manned roadblocks along the dense forest roads, determined to prevent the Russian armored columns from passing. The Russian attackers found passage through the Japanese defenses to be slow and arduous but were aided by landings made by Soviet marines at Maoka on 19 August. Thus outflanked, by August 20, the overstretched Japanese defenses began to crumble everywhere.

SCENARIO RULES:

1. EC are Moderate with no wind at start. Place overlay 2 on 34-T8/T9. All Grain and Orchards are treated as Open Ground. All bridges are fords (B20.8). All buildings are wooden and Huts (G5) do exist where applicable.
2. All Russian 6-2-8 are Assault Engineers (H1.22). All Russian radioless AFV's are treated as having radios.
3. All Japanese are subject to Ammo Shortage (A19.131). The Japanese may use one of their DC as an A-T Set DC (G1.6121).
4. The Japanese may set up HIP ≤ 2 Squads and any SMC/SW that stack with them. This is in addition to the HIP provided by rule G1.631.
5. One Roadblock must be placed on road hexes of each board between hexrow('s) L-W. Furthermore, they must be placed such that they block the road portion of said hexes.
6. The Russian radio represents a module of 120+OBA (HE & Smoke).
7. AP Mines may not be exchanged for AT mines.



ESCAPE HATCH

CH #175

✚ German Sets Up First

★ Russian Moves First

1 2 3 4 5 6 7

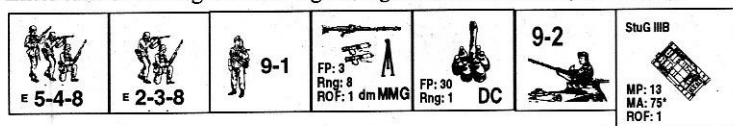


Elements of the 161st Infantry Division set up on boards 39 and/or 18 in hexes on/east of hexrow B (see SR #3):

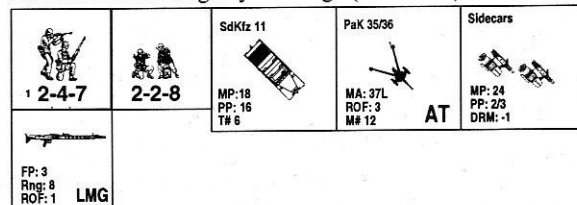
Set up in hex 39H1 (see SR #3):



Enter turn one along the east edge using Armored Assault (see SR #4):



Enter turn one along any east edge (see SR #5):

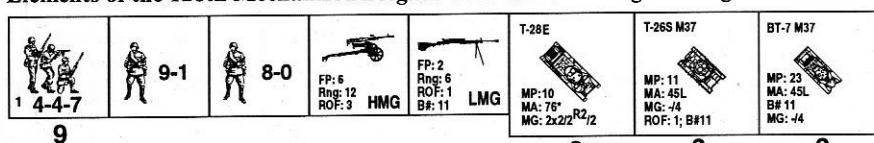


[ELR: 4]

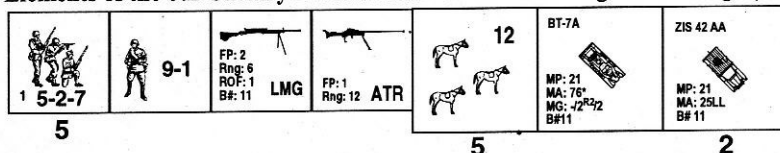
{SAN: 3}



Elements of the 128th Mechanized Brigade enter turn one along west edge:



Elements of the 6th Cavalry Division enter on turn one along the west edge (see SR #2):



Set up in any Russian AFV of either OB group:



[ELR: 3]

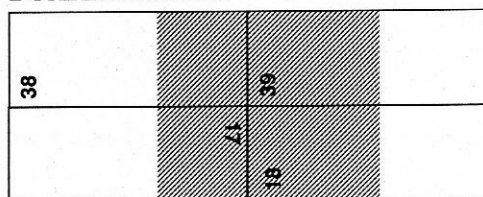
{SAN: 3}

VARIATIONS:

★ Game length is 7 & 1/2 turns.

✚ Russian ELR is 2.

BOARD LAYOUT:



(only hexrows A-P on board's 18/39, and W-GG on board 38, and A-K on board 17 are playable)

OBJECTIVES: The Russians win at game end if they can trace a line of contiguous road hexes from the west board edge to the east board edge, that are free of Good Order German MMC or AFV (with functioning MA) that are on/adjacent to them.

GRODNO, RUSSIA, 24 June 1941: Almost from the opening day of the war, the Western Military District faced disaster for the formations under its command. The Russian VI Cavalry and XI Mechanized Corps under General Pavlov reacted to the German pincer movement by the 4th and 9th Armies with an armored counterattack against them. Out of what was becoming known as the Bialystok pocket, an attempt was made to hold open one road long enough for the pocketed units to escape encirclement. Lacking effective communications, air cover, logistical support and sufficient modern tanks, the effort to escape was doomed from the start. The few tanks, cavalry, and infantry that survived the gauntlet of intimidating air strikes arrived in the Grodno region long after the panzers had raced eastward, and they instead fell victim to devastating infantry ambush and anti-tank fire. By the end of the 25 June, the 6th Cavalry had suffered 50% casualties, while one tank division was out of fuel and ammunition, and another could only muster three tanks and a few score of trucks. The attack did buy a temporary reprieve for some units escaping the pocket - but only until they reached Minsk, where an even greater disaster loomed for the Red Army. Only a month later, General Pavlov would face a firing squad as he became the scapegoat for his perceived 'gross incompetence'.

SCENARIO RULES:

1. EC are Moderate with no wind at start. All marsh hexes are treated as woods. Bore-Sighting is NA.
2. The Russian 6th Cavalry Division portion of the OB does not set up normally as per rule A2.51. Instead of setting up as the first act during the RPh of turn one, they do not set up until the MPh, and only after all units of the 128th Mechanized Brigade have entered the map.
3. The German 28LL AT Gun may not be set up HIP or emplaced. The units setting up in hex 39H1 are TI until turn two.
4. The German 5-4-8/2-3-8 MMC are Assault Engineers (H1.23).
5. The German personnel units of this reinforcement group must enter as Passengers.
6. All Germans are Elite (C8.2) for Ammunition Depletion purposes.



TOUCHDOWN!

CH #176

✚ GERMAN Sets Up First

⊙ FRENCH Moves First

1

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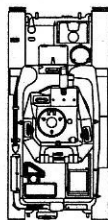
7

8



Elements of the 4th Armored Division enter turn one along the south edge:

E 4-5-8 2	1 4-5-7 7	G 4-3-7 2	2-2-8	10-2	8-1	8-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	MA: 60° Rng: 3-42 ROF: 3 MTR	MA: 37° ROF: 2 Rng: 60 INF	R35 MP: 8 MA: 37° -21° 2	AMD 35 MP: 28 MA: 25LL MG: -4 2
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[ELR: 3]
{SAN: 3}



Elements of 57th Infantry and 9th Panzer Divisions set up north of road 22R5-S7-Y6-GG5::

E 4-5-8	E 4-6-8	1 4-6-7	9-1	8-1	8-0	FP: 5 Rng: 12 ROF: 2 MMG	FP: 8 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR
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7

Pz IIF MP: 14 MA: 37L ROF: 2 MG: 3/8 B# 11	Pz IIF MP: 14 MA: 20L(4) ROF: 2 MG: -5 B# 11	sIG IB MP: 12 MA: 150° ROF: 2 MG: -5 B# 9	PSW 222 MP: 33 MA: 20L(4) ROF: 2 MG: -5 B# 11
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2

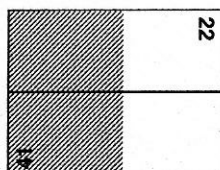
[ELR: 3]
{SAN: 3}

VARIATIONS:

- ⊙ Replace the French 8-0 leader with a 9-1.
- ✚ Replace one 4-6-7 MMC with a 4-6-8.

BOARD LAYOUT:

(only hexrows A-P on board 41, and and R-GG on board 22 are playable)



OBJECTIVES: Either side wins immediately upon exiting any MMC off along the opponent's Friendly Board Edge (See SR 4).

ABBEVILLE, FRANCE, 28 May 1940: Following their successful drive across France to the channel coast, the Germans pocketed several allied armies in the Low Countries while assuming a mostly defensive posture along the Somme River. An exception to this was the establishment of a bridgehead at Abbeville. French commanders on the scene were ordered to crush this bridgehead. General De Gaulle's recently rebuilt 4th Armored Division only had approximately 100 tanks to support the attack. The Germans defending the bridgehead had orders to vigorously expand the perimeter. The resulting collision was like two football teams smashing together. The French had some limited successes, but they were only partially successful due to the piecemeal deployment of their forces and their small numbers. General De Gaulle's 4th Armored struck at positions held by a regiment of Lieutenant-General Blumm's 57th Division and initially caused much panic due to the German inability to penetrate the heavy armor of the French tanks. It was only after self-propelled artillery, tanks, and 8.8cm flak batteries were brought forward that their devastating power was demonstrated. The French were reduced to only 34 tanks and failed to crush the bridgehead, though they did take 500 prisoners before the attack finally was called off by June 3.

Original Design: Glenn Houseman

SCENARIO RULES:

- EC are Wet with no wind at start. Kindling is NA. The Grain is in season, and the Stream is Deep.
- Building 22W9 has no second level.
- Vehicular crews do not count as MMC for Objective VC.
- If all MMC of any side are eliminated, count AFV's with functioning MA as MMC for VC purposes. If neither side exits an MMC/AFV by game end, use CVP to determine the winner.



AKROTIRI GONE AWRY

#177

+ GERMAN Sets Up First ○ BRITISH Moves First	1	2	3	4	5	6	7
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No. 2 Kompanie, Battalion I, Fallschirmjaeger Sturmregiment, Fliegerkorps XI set up on board 18 in hexes numbered ≥ 4 :



E 5-4-8	9-2	9-1	1-4-9	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	dm MTR 50 mm
6			2	2	2	

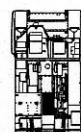


[ELR: 3]
{SAN: 3}



Elements of the 1st Northumberland Hussars enter on turn one along the east edge:

1 4-5-7	9-1	8-1	8-0	dm MMG 2PP	FP: 2 Rng: 7 ROF: 1 LMG	Carrier A MP: 16 PP: 4 MG: 2 1/4", ROF: 1 MA: "BMG"	Carrier MMG A MP: 16 PP: 4 BMG: 4 1/4", ROF: 1 T8 10
12					3	2	2



[ELR: 3]
{SAN: 2}

MAP LAYOUT:

17	18
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VARIATIONS

- +

 The Germans *do not* suffer from Ammunition Shortage.
- Replace the German 9-2 leader with a 9-1.

SPECIAL RULES:

- EC are Dry with no wind at start. Boresighting is NA.
- All orchard hexes are Olive Groves (F13.5) and all Grain hexes are Vinyards (F13.6). All buildings are single story and stone.
- The Germans suffer from Ammunition Shortage (A19.131).
- After game turn 4, all German units may exit off the west edge of the playing area without counting as CVP for the British.

OBJECTIVES: The British must earn twice as many CVP as the Germans, and a minimum of 4 CVP, at Game End OR immediately if they exit ≥ 14 EVP worth of INFANTRY along the west edge.

AKROTIRI PENINSULA, CRETE, 20 May 1941: Since the invasion of Crete was to be an airborne operation primarily, eliminating the threat posed by enemy AA guns along the flight paths to the drop zones was of critical importance. Aerial reconnaissance revealed a battery of guns were located on the Akrotiri Peninsula north of the vital port of Suda. Captain Gustav Altmann's 2nd Company of the Parachute Assault Regiment was assigned to attack this important target. Upon landing, Altmann's men discovered the AA 'guns' were logs set up as a decoy. The *fallschirmjaegers* immediately set out on their assigned secondary mission, an attack on the HQ of the commander of the Commonwealth forces on Crete. As they moved on Freyberg's HQ the Germans were attacked by men from the Northumberland Hussars, fortuitously positioned near the enemy landing site. The Hussars came in on foot, supported by Bren carriers. Outnumbering the Germans, and pushing forward hard, they smashed the invaders in a matter of hours. With ammunition running low, the remaining parachutists had no choice but to surrender.



CROCODILE HUNT

#178

GERMAN Sets Up First BRITISH Moves First	1	2	3	4	5	6	7	8	9
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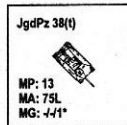


[ELR: 3]
{SAN: 3}

Elements of the 84th Infantry Division set up on/east of the hex grain 24A10-33P2-33A10, in or adjacent to building hexes [EXC: mines may be placed anywhere within the set up area]:

1 4-6-7	2 4-4-7	9-1	8-1	7-0	1-4-9	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	AP Mine	? 7 morale
4	5							3	2	12 factors	6
2-2-8	Flak 18 MA: 88L ROF: 2 MP: 4	PaK 40 MA: 75L ROF: 2 MP: 8									
2	AA	AT									

Enter on turn four along the north or east edge:



[ELR: 3]
{SAN: 2}

Elements of C Company, 9th Cameronians, 15th Scottish Division supported by elements of the 1st Squadron, Coldstream Guards and 79th Armoured Division set up on board 11 north of hexrow Q:

 1 4-5-7	 1 2-4-7	 9-2	 8-1	 8-0	 FP: 4 Rng: 12 ROF: 2 MMG	 FP: 2 Rng: 7 ROF: 1 LMG	 MA: 51 Rng: 2-11 ROF: 2 MTR	 FP: 8 Rng: 3 Br: 10 PIAT	 Churchill VII MP: 8 MA: 75 ROF: 1 MG: 2/4	 Crocodile MP: 7 MA: 75 ROF: 1 SA: BF36 MG: 4	
13	4		2				2	2	2	4	2

VARIATIONS:

- Replace the German 9-1 leader with a 9-2.
- German ELR is reduced to "2".

MAP LAYOUT:

11		42
		EE



OBJECTIVES: The British must Control all multi-hex buildings on board 24 at Game End.

SPECIAL RULES:

- EC are Mud, with a Heavy Wind from the northeast (B25.63). Weather conditions are Overcast (E3.5) and Mud (E3.6 and D8.23); see also A24.6 for the effect on SMOKE.
- All German units may set up Concealed if in concealment terrain (i.e., the OB provided "?" are meant to serve as dummies). Note that use of the method given in A.18 is required.
- All British AFV may set up with Motion status (D2.4).
- A +1 LV Hindrance is in effect due to the dusk conditions.
- If board 42 is not available, players may substitute board 24. Set it up with the board number facing in the same direction.

FRASSELLT, GERMANY, 8 February 1945: After the first assigned objectives of Operation *Veritable* had been seized, the 9th Cameronians were to pass through and secure their final first day goal: the Galgensteeg ridge and the village of Frasselt. Meanwhile, the enemy had taken shelter from the unprecedented Allied bombardment in the cellars and houses of Frasselt. By 5:15 PM, all was ready and Company C, the Cameronian's reserve company, commenced their advance over the 800 yards of open ground separating them from the village. The attack found the Germans too shaken to resist, but half-way to the village Sgt. Christer's tank went up on an unexpected mine. He stayed put to provide covering fire while Lt. Anson jumped from his tank, collected the infantry into clearing parties, and breached the mine belt. Flame-throwing Churchills were then directed toward enemy strong-points in Frasselt. Under fire from the Crocodiles, the defenders showed little inclination to resist further. By 6:30 PM the village was secured and booty included several field guns. 48 prisoners came crawling out of the cellars. For this action, Lt. Anson was awarded the Military Cross.



ACROSS THE BEREZINA

#179

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9
✚ GERMAN Moves First									



Elements of *Kampfgruppe Heilman* enter on turn one or later along the north edge:

E 4-6-8 2	1 4-6-7 10	9-2	8-1	8-0	7-0	FP: 7 Rng: 16 ROF: 3 HMG	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR	FP: 30 Rng: 1 DC	FP: 24 Rng: 1 PP: 1 FT
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StuG III B MP: 13 MA: 75* ROF: 1	PzIc 1 MP: 16 MA: 47L ROF: 2 ★T
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Elements of the 18th Panzer Division enter on turn two along the east edge:

Pz III G MP: 13 MA: 50 MG: 3/5 ROF: 2	Pz III H MP: 13 MA: 50 MG: 3/5 ROF: 2
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[ELR: 4]
{SAN: 2}



Elements of the 2nd Rifle Battalion, 75th Rifle Division set up within five hexes of hex 33Q10:

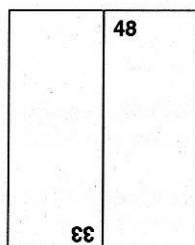
1 4-4-7 6	1 5-2-7 4	2-2-8 2	9-1	8-1	7-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	62mm BM obr. 37 MA: 82* Rng: 3-78 ROF: 3 SA: s8	45mm PTP obr. 32 MA: 45L ROF: 3 M#: 11 AT
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Elements of the 30th Independent Tank Brigade and the 3rd Rifle Battalion enter on turn four along the south edge:

1 4-4-7 3	7-0	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	T-34 M40 MP: 17 MA: 76 MG: 2/4 ROF: 1	GAZ-M-AA MP: 25 MA: AAMG MG: -/16	GAZ-MM MP: 25 PP: 21 T: 8
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[ELR: 2]
{SAN: 4}

MAP LAYOUT:



HANDICAPS:

- ✚ Add a 9-2 armor leader to the German OB.
- ★ Russian AFV crews are NOT Inexperienced (i.e., ignore SR #3).

SPECIAL RULES:

- EC are Moderate with no wind at start.
- The Russian may Fortify (B23.9) one building Location within his set up area. All Russian MMC (and any SMC/SW set up in the same Location) may set up in the appropriate sized Foxhole if in allowable terrain.
- Russian AFV crews are Inexperienced (D3.45).
- Boresighting is NA. Kindling is NA.
- German 4-6-8 squads/HS are Assault Engineers (A11.5 and H1.22).

NEAR OSIPOVITCHI, RUSSIA, 9 JULY 1941: The 18th Panzer Division from Chemnitz led Guderian's Army Group Center. The unit had seized a bridge across the Berezina, the river of Napoleonic fame after fighting off the crack 1st Moscow Motorized Rifle Division on July 3rd. After facing down the terror caused by the first sighting of the T-34 tank, the attack was then pressed deeper into Russian territory along the Moscow highway. As they advanced, the leading panzer formations left behind enemy units. These included isolated, but fully defended strongpoints, including tank support. One such group operating from the Osipovitchi area had caused heavy losses to German administrative troops along the Minsk-Bobruisk highway. Dug in enemy troops and tanks roving behind friendly lines posed a serious threat to German lines of communication. Kampfgruppe Heilman was assigned the mission of eliminating the enemy threat in and around *State Farm 41*. The enemy pocket was eliminated only after armored reinforcements were forced to turn back on the enemy hedgehog. Thus, another of the unknown Russian defensive successes transpired, resulting in a bleeding of the German armored force that would soon fall short before Moscow.



THE RUINS OF SILLEGNY

#180

☆ AMERICAN Sets Up First

✚ GERMAN Moves First

1

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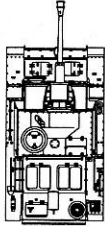
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8



Elements of the 106th Panzer Brigade enter on turn one along the east edge:

E 5-4-8	9-1	8-1	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 12 Rng: 4 PSK	Pz VG MP: 15 MA: 75LL MG: 3/5/2 ROF: 1	StuG III G MP: 13 MA: 75L MG: 4/2 ROF: 1
9	2			3	2	3	2



[ELR: 4]
{SAN: 3}



Elements of CCR, 7th Armored Division set up on board 49 on/between hexrows O-GG with *all* infantry in building hexes at ground level ONLY:

E 6-6-7	E 3-4-7	9-1	8-1	8-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 44 FP: 8 Rng: 4	M4A3(76)W MP: 15 MA: 76L MG: 2/4/4 ROF: 1
10	2			2			3	2



[ELR: 4]
{SAN: 4}

HANDICAPS:

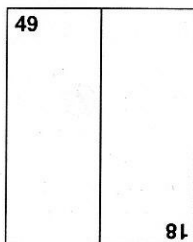
✚ Increase the German SAN to 4.

☆ Add one 3-4-7 HS and one MMG to the American OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. After the initial set up, but before the start of play, board 49 is subjected to a Bombardment (C1.8).
3. Boresighting is NA.
4. At the start of the first MPh prior to expending a Start MP (or after being in the LOS of a Known enemy MMC [a free LOS check may be made by the German for this purpose]), each American M4A376(W) tank must pass a NTC. A cumulative modifier of +1 applies to this TC for each Panzerfaust/ Panzerschreck TH attempt on EITHER AFV. Failure of this TC results in immediate Recall for the tank (EXC: Unless Immobilized, in which case the AFV crew immediately Abandons the AFV).

MAP LAYOUT:



OBJECTIVES: The Americans win if they maintain ≥ 3 Good Order Squad Equivalents in their set up area at game end. They win automatically if ≥ 4 German AFV are Immobilized, eliminated or Recalled.

SILLEGNY, FRANCE, 19 September 1944: For two days CCR of the 7th Armored Division attempted to take the town of Sillegny, in order to guard the right flank of CCA, which had to encircle and capture Metz. At last, during the afternoon of 19 September, the Americans entered the town the enemy had evacuated. However, immediately after they received a deadly shelling from the German batteries on the high ground overlooking the town. The enemy now moved to counterattack with infantry and tanks. Though the bulk of the column was dispersed by an aerial attack, a few tanks reached the town and supporting infantry filtered in behind them. Two American tanks, which had come in earlier, knocked out the leading German tank. Finding that their friendly infantry had taken refuge in cellars or left the town, they hurriedly pulled out to avoid the enemy *panzerschrecks*. By 1830, the Germans were once again ensconced in the ruins of Sillegny.



#181

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10
RUSSIAN Moves First										



Elements of the 56th Panzerkorps set up in buildings an/or any Level 1 or higher hill hexes:

Elements of the 50th Panzerkorps set up in buildings and/or in heavy fortifications.																
																
E 5-4-8	1 4-6-7	2 4-4-7	9-2	9-1	8-0	1-4-9	FP: 7 Rng: 16 ROF: 3	HMG	FP: 5 Rng: 12 ROF: 2	MMG	FP: 3 Rng: 8 ROF: 1	LMG	Radio Cnct: 8	FP: 12 Rng: 4	PSK	7 morale
6	10	6		2	2		2		2		4			2		15

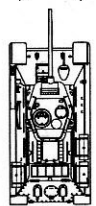
Set up anywhere on map:

 2-2-8 5	Flak 18  MA: 88L ROF: 2 Mk: 4 AA 2	GrW 34  MA: 81° Rng: 2-60 ROF: 3 SA: s8; M#11 MTR	Flakvierling 38  MA: 20L IFE: 20 ROF: 3 M# 8 AA	AT Ditch  10	Wire  8	AP  Mine 60 factors
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Local Panzer Reinforcements enter on turn three along the north edge OR west edge (i.e., all on same edge):

PzVIB  MP: 11 MA: 88LL MG: 3/5/2 2	StuG III G (L)  MP: 13 MA: 75L MG: 4/4/1 ROF: 1 2	Pz VG  MP: *15 MA: 75LL MG: 3/5/2 ROF: 1 2
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ELR: 2
SAN: 4



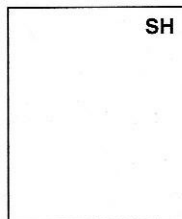
ELR: 4
SAN: 3

Elements of the 8th Guards Army enter on turn one along the east edge:

											
E 6-2-8	E 4-5-8	1 4-4-7	9-2	9-1	8-1	8-0	7-0	FP: 8 Rng: 16 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	Radio Cnct: 8
8	10	18			2		2	2	4	6	

 IS-2m MP: 13 MA: 122L MG: 1/4R2/4 B#: 11 4	 SU 76-M MP: 16 MA: 76L ROF: 1 4	 ISU-122 MP: 13 MA: 122L B# 11 MG: -1/4 6	 T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1 6	 OT-34 MP: 17 MA: 76L MG: -1/4 ROF: 1 SA: FT 2
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MAP LAYOUT:



MAP CONFIGURATION: The entire Sujewo Heights (provided in TIGERS TO THE FRONT) map is used to represent Seelow. The compass is rotated 180 counter-clockwise for this scenario (i.e., the north edge is represented by hexrow TT).

OBJECTIVES: The Russians must achieve ≥ 4 of the following objectives at the game end: 1) Control ALL trench hexes connecting to the trench in hex F20; 2) Control all buildings within four hexes of hex D3; 3) Control ALL trench hexes connecting to the trench in hex OO19; 4) Control ALL trench hexes connecting to the trench in hex T9; 5) Control ALL trench hexes connecting to the trench in hex EE10 (this objective is considered to be equivalent of TWO achieved objectives); 6) Control all buildings within four hexes of hex QQ3.

SEELOW, GERMANY, 16 April 1945: The final assault on Berlin by Zhukov's armies started at 0400 hours on April 16th as thousands of tubes launched a furious bombardment against the Seelow Heights. Defending the Heights were elements of Busse's Ninth Army, including the 56th Panzerkorps led by General Karl "Smasher Karl" Weidling. The entire Oder front was under the command of Colonel General Gotthard Heinrici, a defensive specialist. The wily general timed the Russian attack to the hour and withdrew his front line soldiers resulting in an opening bombardment that struck mostly empty entrenchments. The defending men of the 9th Parachute, 20th Panzer Grenadier, and Munchenburg divisions of the 56th Panzer Corps moved back into their positions to await the following enemy soldiers. The approaching Russians were met by fierce resistance from the Heights and were pinned down for forty-eight crucial hours, until the night of the 17th, when the Heights were conceded in the face of vastly superior numbers.

HANDICAPS:

-  Add a 9-2 armor leader to the German Panzer reinforcements.
-  Remove one StuG III(L) from the German OB.

SPECIAL RULES:

1. All SHSR (from Tigers to the Front!) are in play. EC are moderate with no wind at start.
2. The Germans receive one module of 88mm OBA (HE & S) with one Pre-Registered hex. The Russians receive one module of 122mm artillery OBA (HE only) with one Pre-Registered hex. After set up, conduct two Bombardments [EXC: the Bombardments are each centered on a pre-selected hex, and have a radius of five hexes; a third dr is rolled for each hex attacked, and on a '6' result, the hex is spared; all attacks undergo an additional +2 DRM to all MC for personnel, equipment, and terrain (e.g., 4MC for personnel, 2MC for equipment/terrain per C1.82-.822)]. After resolution of Bombardment, begin play of turn one (with all DM, Pin, etc. still in effect).
3. The Germans may set up two squad/equivalents (and any SW/SMC in the same Location) utilizing HIP.
4. No printed wire hexes exist. Any German unit wishing to set up Entrenched in a Foxhole may do so.

