

BICSKE BRAWL



BK 2.3

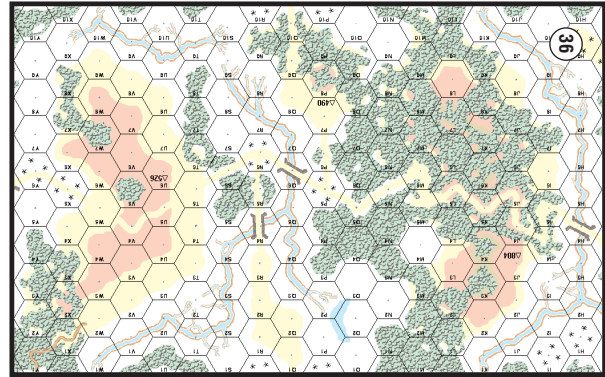
SCENARIO DESIGN BY BRUCE KIRKALDY



VICTORY CONDITIONS: 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.

WEST OF BICSKE, HUNGARY, 5 JANUARY 1945:

Operation Konrad, the codename for the attempted relief of Budapest, kicked off on New Year's day. Initial surprise allowed the 4th SS Panzer Korps to make good progress against increasingly stiff resistance. On January 5th, the SS "Wiking" Division assaulted a strong line of anti-tank and machine gun positions manned by the 41st Guards Rifle Division, outside the key crossroads town of Bicske.



Only hexrows H-Y are playable

★ SOVIETS SET UP FIRST	1	2	3	4	5
✚ GERMANS MOVE FIRST					



Balance:

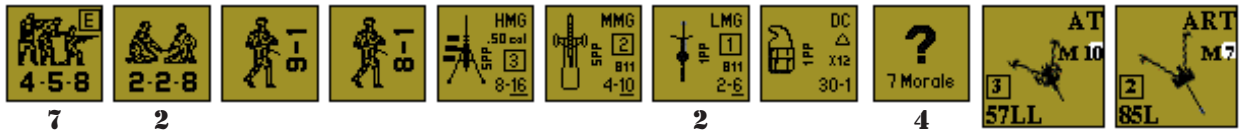
Russian: Add one 4-5-8 to the Russian OB

German: Exchange the German 9-1 leader for a 9-2 leader

RUSSIAN

Elements of the 41st Guards Rifle Division [ELR:4]

setup on any hex numbered ≥ 4 , with no more than 2 squads per hex. All Soviet Squads may set up in Foxholes in applicable terrain {SAN:4}:



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GERMAN

Elements of 5th SS Panzer Division, "Wiking" [ELR: 4]

enter on Turn 1 anywhere along the west edge of board 36 {SAN:2}:



SSR:

- EC are Wet, with no wind at start. Ground Snow is in effect. Streams are Dry. Both sides have Winter Camouflage.
- Both sides may declare HtH CC.

AFTERMATH:

After initial success, the Grenadiers found themselves pinned down by intense anti-tank and small arms fire. During the day's fighting, which was characterized by bitter close combat, "Wiking" was only able to push 5 km into the Soviet positions west of Bicske. Over the next few days the division was pulled out of the line and sent further south for another stab at Budapest. Bicske would remain in Russian hands throughout the battle.

DESIGNER NOTES:

This version backtracks a bit to the earlier OOB. The Russian 9-2 goes back to a 9-1. The added 4-5-8 is removed and added as a balance option. Deep Snow has been changed to Ground Snow. The Russian setup area has been moved back one hex and the HMG has been replaced with an MMG. A balance option has been added for the Germans, upgrading the 9-1 to a 9-2.

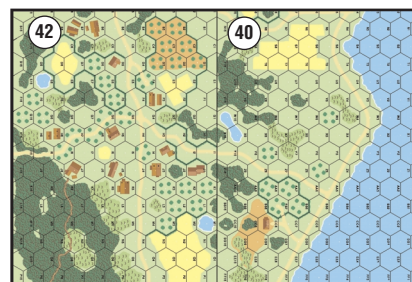
FIRST STING

DD 1.1 DESIGNED BY DAVID HAASL



VICTORY CONDITIONS: British player wins if he controls 8 of the 12 buildings on board 42.

GERMANS SET UP FIRST	1	2	3	4	5	6	
BRITISH MOVE FIRST							



Only hexrows A-P on board 42 and Q-FF on board 40 are in play

Elements of the 2nd Battalion, Loyal North Lancashire Regiment [ELR:2] Set up on any whole hex of Board 40 north of the "river" {SAN:2}:

BRITISH

4-4-7	8-1	8-0	7-0
14			

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Elements of German East African *Schutztruppen* [ELR:3] Set up anywhere on Board 42 {SAN:4}:

GERMAN

3-4-7	9-2	8-1	8-0	2	3
11					

SSR:

- EC are moist with no wind at start. PTO is in effect with light jungle (EXC: brush IS brush and not bamboo, hedges are present, and roads are present).
- All buildings are wooden. All walls are hedges.
- The river on board 40 represents the Indian Ocean. No land exists east of the river.
- Use Italian MMCs, SMCs and SW to represent German *Schutztruppen*. [EXC: Broken side morale of MMC is raised by one; use German HOB modifiers.]
- The British forces were poorly trained. They are not immune to cowering. Infantry smoke grenades are NA for either side.
- To simulate angry bees, the following rule is in effect: Whenever a unit in a jungle, palm, or brush hex rolls doubles for a morale check, task check, or close combat roll OR an original 12 during a fire attack, all units (enemy or friendly) in the same hex must take an additional NTC. Failure of which results in the unit becoming pinned (EXC: unless already pinned or broken, then the unit breaks). Bee task checks (BTC) occur after the application of the results of the roll that initiated the BTC. [Note: it is possible for BTC to initiate other BTCs]

AFTERMATH:

In the event, it was the poorly trained British and Indian forces that performed badly and the German *Schutztruppen* who acquitted themselves well. The British managed to cut the railway line and penetrate into the town itself, before being driven back by a counterattack. Of note during the battle were beehives fashioned out of hollow logs and hung by the locals from trees. The bees, irritated at having their hives hit by rifle and machine-gun fire, would often swarm out in force stinging all in the surrounding area regardless of their national allegiance. At times during the battle, shooting would cease while the combatants fled the fury of the bees. The Germans, despite being outnumbered 8 to 1 and equipped with black powder rifles of Franco-Prussian War vintage, managed to inflict disproportionate losses on the expeditionary force, forcing it to withdraw. Of greater importance to the Germans was the capture of modern rifles and 600,000 rounds of ammunition. The British would achieve no easy victory in East Africa. Four years later, the Armistice found Col. Lettow-Vorbeck and his soldiers in the field, still unbeaten.

THE ABUCAY LINE



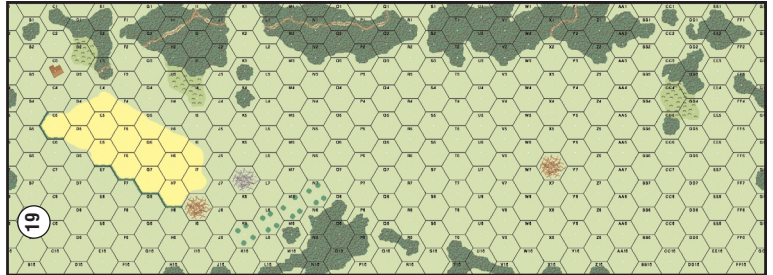
DD 1.1 DESIGNED BY DAN DOLAN



VICTORY CONDITIONS: The side controlling the most foxholes at the end of the game wins. (see SSR 4)

Matabang, Bataan Peninsula 11 January 1942:

As night fell the Scouts of I Company crouched down in their foxholes and prepared to stop the Japanese advance down the Bataan Peninsula. Up to this point they had been fighting a series of delaying actions to allow MacArthur's forces to retreat into the Bataan position. Now they were in the Main Line of Resistance retreat was not an option anymore. This was where the last ditch defense of the Philippines would begin.



☆ FILIPINOS SET UP FIRST	1	2	3	4	5	N
● JAPANESE MOVE FIRST						

FILIPINO

I Co. 3rd Batt. 57th Philippine Scouts [ELR:4] Set up on or east of the J hexrow within 1 hex of road running from I10-GG5 {SAN:5} (see SSR 2):

6-6-7	5-1	8-1	7-0	6-12	4-10	5 1S OVR, OBA: +4 Other: +2	MPH/RtPh: dr=MF CC: +1/-1
11						11	8

Elements C Btty. 1/23 Art. Set up in Palm tree or Jungle hex ≥ 7 :

2-2-7	1 75
2	2

Elements L Co. 3rd Batt. 72nd Div PA [ELR:2] Set up on or west of hexrow I and south of the line A5-H8 inclusive (see SSR 2):

3-3-6	7-0	4-10	5 1S OVR, OBA: +4 Other: +2	MPH/RtPh: dr=MF CC: +1/-1
4			4	3

E Co. 3rd Batt. 57 Philippine Scouts Enter on or after Turn 3 along any South edge hex/ hexes:

6-6-7	8-1	8-0	4-10
6			

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JAPANESE

Imai Detachment 2nd Batt. 14th Regt [ELR:3] Enter on or after Turn 1 along any North edge hex/hexes {SAN:4}:

3-4-7	2-2-8	10-1	9-0	8-0	6-14	4-11	2-6	50* [1-16]*	10
20	3		2	2		2	3	3	2

SSR:

- PTO terrain is in effect. Night Rules are in effect. NVR is 3. The Japanese is the scenario attacker the Filipino is the scenario defender. EC is moist.
- All Filipino units (exc. C Btty.) must set up in foxholes. Filipino 667's are stealthy.
- Place Rubble in the following hexes. I8 (wood), K7 (stone), X6 (wood).
- No foxhole may be adjacent to another foxhole. No new foxholes may be dug during play.

AFTERMATH: The Japanese burst from the cane field at the junction of the Scouts line and the 41st Division PA. Only timely fire from a well hidden battery of 75mm guns helped stabilize the situation. A counterattack was mounted with part of E Co. that retook several of the positions that fell to the Japanese initial rush. Fighting would rage throughout the night along the Scouts positions. Daylight would find approximately 80 dead Japanese in front of the main line.

DEADLY MESSAGE

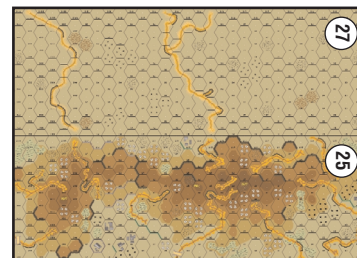
DL 16.4 SCENARIO BY DAVID LAMB



VICTORY CONDITIONS: The Germans win if at the game's end they Control at least two of the following hexes 25-BB5, P6, and L6. They also win if they Control all building hexes within two hexes of 25-W3. The Germans lose automatically if all three PzKw VI E are eliminated, immobilized, or recalled.

PONT DU FAHS, TUNISIA, 18 JANUARY 1943:

In January, General von Arnim, who had just taken command in Tunisia was directed to implement Operation 'Eilbote I' (Special Messenger 1). The German plan of battle was to seize all five passes through the Tunisian eastern Dorsal, thus gaining control of all entrances to the Tunisian plain as well as the plateau beyond. This would further safeguard the communications between his army in the north and that of General Rommels in the south, as well as protect the airfields in the coastal plain. 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. The French for their part, were not surprised by the attack, but they were unprepared. They lacked sufficient reserves and they suffered from being poorly equipped with largely obsolete arms and equipment. The Germans mastery of the air further hampered the French by preventing Allied aerial reconnaissance and by severely interdicting the supply routes along which Allied supplies and reinforcements traveled. On the morning of the 18th of January, following a short but intense barrage, the Germans attacked under a persistent winter drizzle against French positions near Pont du Fahs.



Only hexes B-FF are in play

☆ ALLIES SET UP FIRST	1	2	3	4	5	6	7	8
+ GERMAN MOVE FIRST								



Balance:
German: The Germans have Plentiful Ammo for their OBA.
French: Delete SSR 6.

Elements of Kampfgruppe Weber [ELR: 4] - Enter Turn 1 on North Edge: {SAN: 3}:

GERMAN

10-2	9-2	9-1	8-1	8-0	7-0	8-3-8	4-6-8	4-6-7	LMG	MMG	HMG	ATR	MTR
3	3	3	3	3	3	3	3	3	3	3	3	3	3
Pz VIE	Pz IIN	SPW 251/1	SPW 251/2										
12	13	16	16										
3	3	5	1										

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Elements of the Barre Group's Moroccan Infantry Division (French) [ELR: 3] - Set up on hill hexes of board 25 {SAN: 4}:

ALLIES

9-2	8-1	8-0	7-0	6-5-8	4-5-7	2-2-8	LMG	MMG	HMG	ATR	MTR	?
6	10	5	2	2	2	2	2	2	2	2	2	6
MTR	AT	ART	Foxhole	Trench	Songar	Minefield	Dummy Minefield					
81*	25LL	75	5	7	6	24	3					
2	2	2	5	7	6	24	3					

Barre Group's US II Corps Artillery Liaison (US) [ELR: 3]

Set up on any hill hex of board 25 (See SR 4):

8-0	Radio	Foxhole
8	8	5
		5
		5

Elements of the Barre Group (French) - Enter Turn 4 on South Edge:

8-0	4-5-7	LMG	335
5	4	2	13

Elements of the 72nd RA Anti-Tank Rgmt. (British) - Enter Turn 6 on the South Edge:

3-ton Lorry	AT
24	10
36PP	57L
	see SSR 8

SSR:

- EC is Wet with a Mild Breeze blowing from the North East. The Weather is Overcast with Mud (F11.8) and Lt. 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 27-Y1 to Y-10. Place Overlays as follows: **W3** on 27AA7-AA6; **O5** on 27X6-X7; **W2** on 27R5-Q5; **O4** on 27L4-L5; **O3** on 27T3-S3; **O2** on 27X1-W2. No Trench may set up on a road hex.
- The Germans have one Module of 100+ OBA (Smoke/HE) with one Pre-Registered hex. It is directed by an Offboard Observer at Level 3 on a secretly recorded east edge board hex.
- All Allied Units, Fortifications, and buildings on board 25 are subject to a Bombardment (C1.8) [EXC: A third die is rolled during each bombardment attack DR; a dr ≥5 results in that hex being immune to attack].
- The American 8-0 SMC is an observer for a Module of US 100+ OBA (Smoke/HE). Fire Direction (A7.53), LLMC/LLTC, Rallying French units, or assisting in MC/PTC is NA. 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 this SMC may operate the radio.
- German 8-3-8 squads are Sappers (H1.23).
- Bore Sighting is NA.
- AP Mines may not be exchanged for AT Mines.
- This 6pdr Gun and Vehicle are en portee and are treated exactly as the 2pdr Portee in Chapter H (British vehicle note 77 and ordnance note 6).

AFTERMATH: The Germans spearheaded their battlegroups attack with the Tiger Tanks of the 501st 'Stalking Tiger' Heavy Tank Battalion. These tanks terrified the French, whose anti-tank equipment proved to be wholly inadequate to stopping these 'Goliaths'. 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. Counterattacks were easily crushed, so General von Arnim tried to exploit this 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 Rgt. prevented von Arnim from exploiting at the strategic level his tactical success. It was also during this action that the first two Tigers in North Africa were knocked out by the 6-Pounders. In addition to occupying the positions between Pont du Fahs and Zaghouan, the success of Special Messenger I netted 4,000 prisoners for von Arnim.

CRY OF THE VALKYRIES

DL 24.3 DESIGNED BY DAVID LAMB

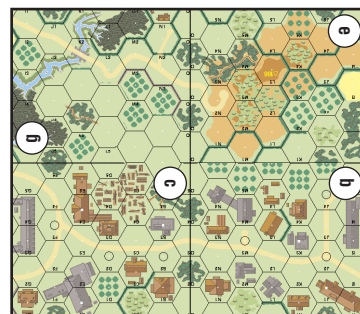


VICTORY CONDITIONS: The Germans win if they achieve their secretly pre-recorded VC:

- 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 48th Panzer Corps struck 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 had 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.



Only hexrows I-O on boards g, e, and b, and hexrows A-G on board c are playable.

★ RUSSIANS SET UP FIRST	1	2	3	4	5	6	7		Balance:
⊕ GERMANS MOVE FIRST									Russian: Add 6 ? counters and a Hero to the Russian OB German: Germans need ≥ 50 VP to win

Elements of the 67th Guards Rifle Division [ELR:3] Set up on/east of hexrow(s) E on board c and K on board g {SAN:4}:

RUSSIAN

2	6	7	3	2				2	10			

Elements of the 3rd Mechanized Corps
Enter on Turn 3 along east edge (see SSR 3):

Elements of the Grossdeutschland Panzer Division [ELR:4] Enter Turn 1 along West edge {SAN:3}:

GERMAN

2	12	2	4	2	2					

Elements of the 10th Panzer Brigade Enter Turn 5 along West edge:

2

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SSR:

1. EC is 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 unupaved.
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; **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 stacked with them). Any unit wish-

ing to may begin play set up in an entrenchment.

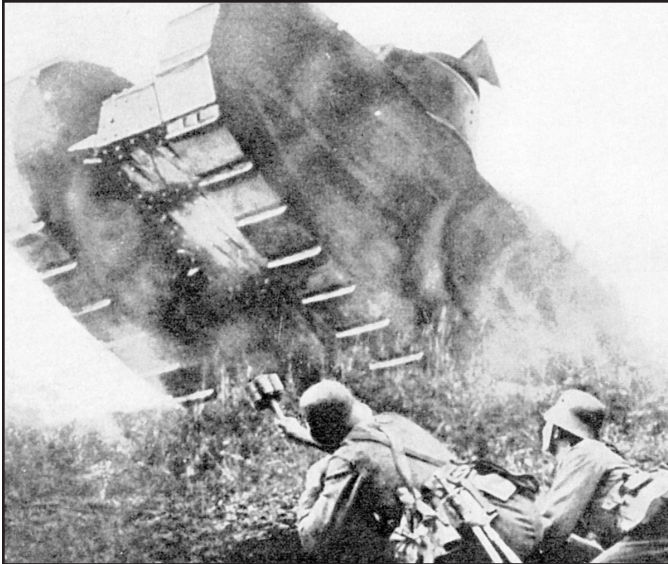
5. All elite Russian MMC are considered to be Assault Engineers for CCV purposes. All German 8-3-8 squads are Assault Engineers (H1.22) / Sappers (H1.23).
6. Both sides are considered elite for ammunition depletion purposes.
7. The T-34 M41 Turret Counter represents a HD, Dug-In tank (D9.5)

AFTERMATH:

The heaviest fighting occurred in and around Cherkasskoye that day. By mid-afternoon the Tigers were on the scene, nosing their way through a graveyard of smashed and mined tanks 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 Obayan.

ONE STORY TOWN

F03 DESIGNED BY CHRIS OLDEN

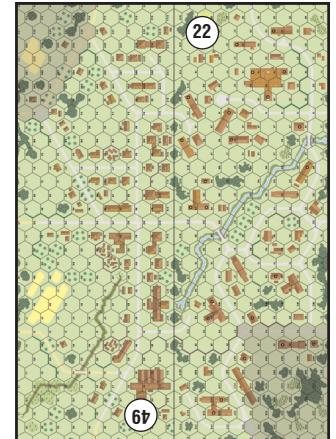


PETROZAVODSK, EAST KARELIA S.S.R., 30 SEPTEMBER 1941:

At the end of August, the Finns had liberated the last of the territory taken by the Russians at the conclusion of the Winter War. In his Order of the Day for 3 September, Field Marshal Mannerheim told his armies: "The Frontier has been reached. The fight goes on." The Finnish offensive in Ladogakarelia began on the night of 4 September. By the middle of September, the Army of Karelia had possession of the entire length of the Svir River (north-east of Leningrad) and was developing a concentric attack on Petrozavodsk, the capital of Eastern Karelia.

VICTORY CONDITIONS: The Finnish Player wins if they control 4 of the 5 Buildings: 49K9, 49E8, 22X8, 22F3 and/or 22P8 at Game End.

★ RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
FINNS MOVE FIRST							

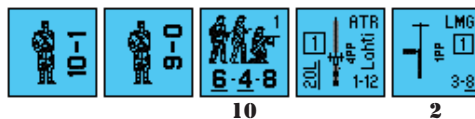


Balance:

Finnish: add 1 6-4-8 squad to each group
Russian: add 2 4-4-7 squads and 2 "?" counters to the on-board forces.

FINNS

Elements of the Finnish 1st Division set up on Board 49 northwest of road 49Y1-Y2-EE5-GG5



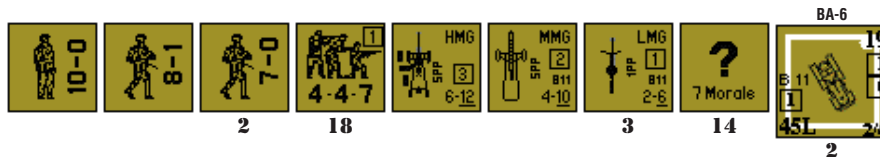
Elements of the 1st Jaeger Regiment [ELR:4] set up on Board 22 southeast of road 22Y1-Y6-EE6-GG5 {SAN:3}:



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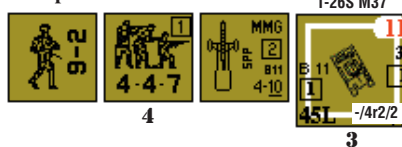
RUSSIANS

Elements of the 10th Reserve Rifle Regiment [ELR:2] set up anywhere on board not in the Finnish set up areas {SAN:5}:

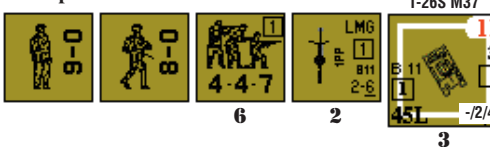


Reinforcing Elements of the 10th Reserve Rifle Regiment and 2nd Tank Regiment enter per SSR 5:

Group A:



Group B:



SSR:

- EC are Moderate, with a Mild Breeze from the East. All buildings are wooden with Ground Level only. The stream on board 22 is Deep.
- Finnish MMC are Considered Assault Engineers for CCV purposes ONLY. All MMC in the Finnish OB are considered to have underlined Morale. Use a German ATR counter to represent the third Finnish Lahti ATR. Contrary to A25.72, A25.7 applies.
- The BA-6 Armored Cars in the Russian OB are treated as having a radio. The Russian player may utilize T-26 M37 counters to represent the 3rd T-26S M37 in each reinforcement group.
- The Russian Player may not exchange any leaders in his OB for a Commissar.
- One Russian reinforcement group enters on each of Turns 3 and 5. Prior to Finnish setup, the Russian Player must secretly pre-designate which reinforcement group will enter on which turn. The reinforcement groups may enter along any board edge from 49GG6-22A1-22GG1-49A6 (inclusive).

- Both sides may declare HtH CC.

AFTERMATH: The Finnish 1st Jaeger Brigade, approached Petrozavodsk from the south along the Murmansk railroad, while the Finnish 1st Division pressed in from the northwest. Units of the Russian Petrozavodsk Operational Group resisted fiercely. The foolhardiness of the Red Army attacks during the Winter War had left the Finns unprepared for the stubbornness of the Soviet soldier in defense. Although local commanders in the Finnish army were showing a reluctance to accept heavy casualties, allowing large Soviet forces to escape encirclement, Petrozavodsk fell on 1 October after two weeks of heavy fighting.

CORPO DI TRUPPE VOLONTARI

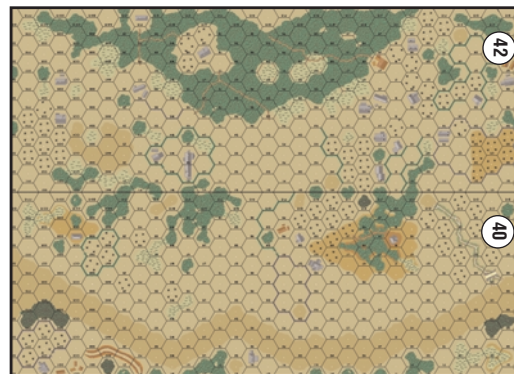
FT 24.1 DESIGNED BY XAVIER VITRY



VICTORY CONDITIONS: The republican must control at game end all the buildings between rows B and K, both inclusive, of board 42.

Balance:

Republican: Add a 4-4-7 w/LMG to the initial OB **Italian:** replace the Russian 9-2 with a 9-1



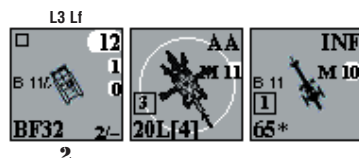
ITALIANS SET UP FIRST	1	2	3	4	5	6	7	8	9	
REPUBLICANS MOVE FIRST										

Elements of the "Division Littorio" [ELR:2] set up on board 42 East of hexrow P and on board 40 North of coordinates ≥8 {SAN:4}

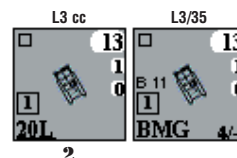
ITALIAN



Supporting Elements:



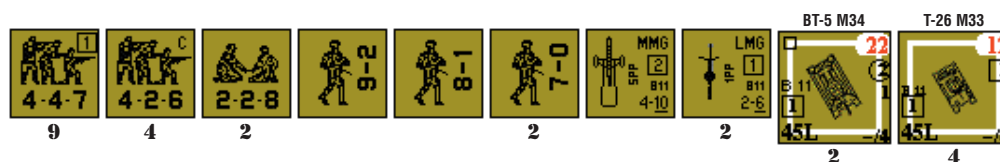
Armor Support, enters on Turn 2 from 42I10 or A6:



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Elements of the 11th Division, 2nd Brigade [ELR:3] enter on turn 1 from the South and/or West edge {SAN:2}

REPUBLICAN



SSR:

1. EC are Mud, with no Wind at start.
2. The river of board 40 does not exist. Treat as open ground, level 0.
3. The Italian may setup HIP one Squad/equivalent and any leader/SW stacked with it, nevertheless, the Guns may not set up HIP.
4. Bore Sighting is NA.

AFTERMATH:

Following the tanks, the 11th Division assaulted the best Italian unit in Spain, the Littorio Division, and found themselves halted by several flamethrower tanks. However, as the fight progressed, the Italian tanks soon got stuck and immobilized in the mud, thus becoming easy targets for the heavier guns of the Russian tanks. On the flank of the CTV, the regular Italian units abandoned Trijueque at night, more routing than retreating. Only the fall of darkness and the disciplined retreat of the Littorio Division saved the day. Nationalists derided their ally's performance, stating that CTV stood for "Cuando Te Vas?" (*When are you Leaving?*)

RETAKING VIERVILLE

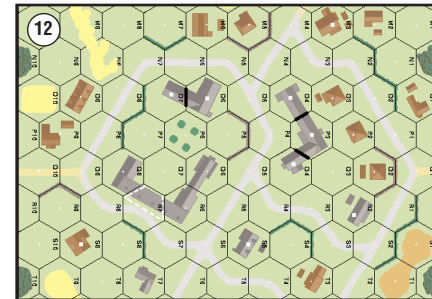
JDJ 1.1

DESIGNED BY JOHN D. JOHNSON



VICTORY CONDITIONS: The Americans win at game end if there are no good order German MMC in buildings P3 and R6.

☆ AMERICANS SET UP FIRST	1	2	3	4	5
+ GERMANS MOVE FIRST					



Only hexrows M-T on board 12 are in play

AMERICAN

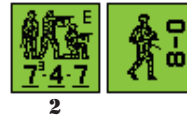
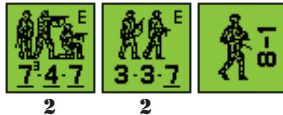
Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR:5] {SAN:4}:

set up on road hexes P4, Q5, R5, S6, T6 with no more than 1 MMC per hex

Enter on Turn 1 along the North edge:

Enter on Turn 2 along the North edge:

Enter on Turn 3 along the North edge:



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GERMAN

Elements of the 1058th Grenadier Regiment [ELR:3]

enter on Turn 1 along the East edge {SAN:4}:



Recon elements of the 12th SS Panzer Division (Hitler Jugend) [ELR:5]

enter on Turn 2 along the East edge {SAN:4}:



Elements of the 919th Grenadier Regiment [ELR:3]

enter on Turn 1 along the West edge {SAN:4}:



Elements of the 6th Parachute Regiment [ELR:5]

enter on Turn 3 along the East edge {SAN:4}:



SSR:

1. EC are moderate with no wind at start. Kindling is NA.
2. Germans do not have PF capability.
3. Gullies do not exist. All gully hexes are grain hexes instead.
4. German forces may not enter hexrows M or N during the first turn of play.
5. As a reminder to new players, reinforcements may enter the board via advance during the Advance Phase (as opposed to movement in the Movement Phase) during their respective turn of entry.

AFTERMATH:

Small units from the 1st Battalion, 506th PIR rushed to Vierville and threw themselves into a pitched battle with the Germans. The tide of battle changed several times as each side received reinforcements. Ultimately, airborne firepower and determination proved too much for the Germans, who gave up their brief hold on Vierville after a tough fight.

PLAYTEST REQUEST:

If you playtest this scenario, please let me know the experience level of the players. I'd be interested in finding out if the scenario is balanced when two relatively inexperienced players play it, but unbalanced when two experienced players play it (or vice versa). Any and all suggestions are welcome.

DESIGNER'S NOTES:

In designing this scenario, I had one major goal: to create a fun, fast, all infantry "beginner" scenario. For years, I have searched for a great "beginner" scenario, but have never really been satisfied with those that are out there. I wanted a scenario where both sides got good troops and had an opportunity to move and attack. I think that the reinforcements that each player receives in the each of the first three turns gives each players a feel for the harried, fluid nature of the engagements in Normandy both during and immediately after D-Day.

The inspiration for this scenario comes from Donald Burgett's book, "Currahee". Mr. Burgett was a member of the 506th PIR, and participated in the fight for Vierville on June 7. In his account, he describes a pitched battle in which both sides received continual reinforcements, and in which Waffen SS troops reinforced the initial wave of German attackers. It is possible that Mr. Burgett confused Von Heydte's paratroopers from the 6th Parachute Regiment with Waffen SS soldiers. Von Heydte's paratroopers were definitely counterattacking in the Vierville area, while the closest SS unit (12th SS Panzer) was several miles east on June 7 and was attempting to counterattack the British beachheads. I consulted a variety of other sources, but was unable to verify Mr. Burgett's account that SS troops participated in the battle. In the interest of fun, I've used both SS and German paratroopers in my scenario. In the interest of simplicity (and consistent with Mr. Burgett's account), I have not given the Germans PF capability. Also in the interest of simplicity, I have omitted the OBA and German calvary reinforcements described in Mr. Burgett's account.

KNIFING THE BODYGUARD

OG 1.1 DESIGNED BY OLIVER GIANCOLA



VICTORY CONDITIONS: The Russians win if they have a Good Order MMC or Mobile tank with functioning MA on or south of hexrow BB by Game End.

KOMSOMOLETS STATE FARM, 12 JULY 1943:

As SS General Hausser's II SS Panzer Corps began its final assault toward Prokhorovka less than 5 kilometers from its objective, they met Lt. General P.A. Rotmistrov's 5th Guards Tank Army, which was counterattacking to stop the German thrust. Thus began the climactic day of swirling tank battles as both forces tangled head-on in a meeting engagement. Part of the Russian attack, led by the 29th Tank Corps, fell on the Leibstandarte SS Adolf Hitler. The 29th's 31st Tank Brigade struck in two places, seeking and finding soft spots in the Leibstandarte's left flank, which was guarded thinly by its Reconnaissance Battalion.



	GERMANS SET UP FIRST
	RUSSIANS MOVE FIRST

1 2 3 4 5 6



Balance:
Russian: none
German: Russian infantry must enter as Riders.

RUSSIAN

Elements of the 31st Tank and 53rd Motorized Rifle Brigades, 29th Tank Corps [ELR:4] Enter Turn 1 on north edge {SAN:2}:

dr = 1-2 6 2 2 4	dr = 3-4 6 2 4 2	dr = 5-6 6 2 4 6
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GERMAN

Elements of the Reconnaissance Battalion, Leibstandarte SS Adolf Hitler [ELR:5] Set up on or north of hexrow J {SAN:3}:

dr = 1-2 4 4	dr = 3-4 4 4	dr = 5-6 3 4
----------------------------	----------------------------	----------------------------

Elements of 8. Battery, Artillery Regiment, LSSAH Set up within 5 hexes of BB5, with CA facing northeast:

2 2

Various rear-area elements, LSSAH Enter Turn 4 on/between board-edge hexes Z0-GG1-GG10-Z10:

dr = 1-2 6 3 4 2	dr = 3-4 3 4	dr = 5-6 4 2
--------------------------------	----------------------------	----------------------------

SSR:

- EC are Very Dry with a Mild Breeze blowing from the southeast at start. Steppe Terrain (F13.2) and Light (F11.71) and Vehicle (F11.74) Dust are in effect. No walls, hedges, or roads exist. All woods are brush.
- Boresighting is NA. Onboard forces may set up Concealed, but not HIP. Where indicated, both sides determine their forces with a secret dr. The German reinforcements are determined secretly at the start of German Player Turn 4.
- German 4-4-7s and 2-3-7s are SS; they have an underscored morale, an ELR of 5, and a broken-side morale of 8 (7 for 2-3-7s). All 8-3-8s and 3-3-8s are SS and Assault Engineers.
- German units possessing a DC qualify for a -3 DRM when attacking an AFV in CC. The DC is eliminated and the DRM is not applied on a 12 DR by an elite unit, or on a 10 or higher DR by a non-elite unit. Otherwise, the DC is eliminated after the CC attack and no Inexperienced penalties apply to this special CC use. Only one DC may be used in each CC attack.

- The HS from the SPW 251/sMG is a 3-4-8 SS HS, which may set up onboard and in possession of one of its half-track's MGs (the "dm HMG" may be set up fully mantled; at least one MG must remain manned by the half-track crew at start). The ATR of the SPW 251/10 may set up possessed by an MMC.

AFTERMATH:

A small force of Russian tanks, with infantry riding on the decks, punched through the Reconnaissance Battalion and plunged into the rear. The Russians reached the positions of Leibstandarte's 8. Battery, whose last 15 cm guns, combined with a desperate, close-range infantry assault, blunted the Russian probe near the Komsomolets collective, at the cost of the two guns. In the end, the Russians had suffered worse casualties that day, but they had halted Hitler's finest short of Prokhorovka.

VICTORY FOR NOTHING

OG 2.1 DESIGNED BY OLIVER GIANCOLA



VICTORY CONDITIONS: The last player to Control o30P4 wins.

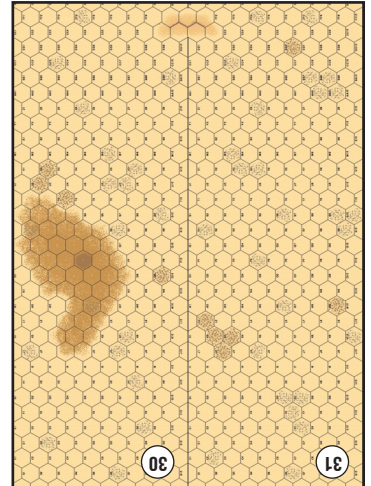
Balance:

Russian: Exchange one MMG for an HMG.

Japanese: Exchange the 8-0 Infantry leader for a 10-2 Infantry leader.

West of Nomonhan, Manchuria, 3 July 1939:

Despite the annihilation of its Azuma detachment in May, the Kwantung Army thought a similar operation would succeed with more troops. In their July attack, the Japanese aimed to cut off Russian units east of the Halha and north of the Holsten rivers, which formed a "Z." As the rest of its parent 23rd Division struck south on the west side of the Halha, the 64th Infantry Regiment under Col. Yamagata struck south on the Halha's east side. Also attacking on the east side was the 3rd Armored Regiment — representing half of the Kwantung Army's available armor - led by Col. Yoshimaru. Agreeing on a coordinated attack, the Japanese colonels thought their superior forces could slash effortlessly through what they at first believed were Mongolian cavalry. Even when harassed by Russian tank patrols, the Japanese tankers and riflemen remained fixated on the stunning victory of reaching the Halha-Holsten confluence, trapping the Russians north of it. The Russians seemed to be retreating, but they were falling back to their prepared positions on Heights 731, a pimple on the flat plain. And yet, the Japanese were confident; as they learned in 1905, Russians were no match for samurai. The men of Major Remizov's 149th Infantry Regiment were determined to prove them wrong.



★ RUSSIANS SET UP FIRST	1	2	3	4	5	6	
★ RUSSIANS MOVE FIRST (SSR3)							

Elements of the 149th Infantry Regiment and 9th Armored Brigade [ELR 4] Set up within 8 hexes of o30P4 (see SSR 3) {SAN 5}:

RUSSIAN

 8	 9-1	 8-0	 MMG SPF B11 4-10	 LMG TPP B11 2-6	 ATR TPP 1-12	 MTR APP 50*[3-20]	 AT M11 45L	 INF M8 76*	 Trench OVR_OBA:+4 Other:+2	 Foxhole 5 OVR_OBA:+4 Other:+2
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Enter turn 1 on/between 31G10-31A10-31A5:

Enter turn 4 on/between 30A1 and o30Q1:

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1st Company, 3rd Tank Regiment [ELR 4] Enter turn 1 on/between 31G10-31A10-31A5 {SAN 2}:

JAPANESE

 10-2	 8-1	 89B CHI-RO 57*	 97A CHI-HA 57	 97B TE-KE 37
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4th Company and supporting elements of the 1st Battalion, 64th Infantry Regiment Enter on/after turn 2 on/between 30GG1-30GG10:

 12	 10-1	 9-1	 8-0	 HMG APP B11 6-14	 MMG APP B11 4-11	 LMG TPP B11 2-6	 MTR APP 50*[1-16]*	 AT M12 37L
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SSR:

- EC are Normal with no wind at start. All Hammada is Brush and Inherent Terrain. Kindling is NA.
- Place overlays as follows: **H1** on 30P6-O7; **SD7** on 31FF1-EE2.
- Boresighting is NA. On Russian turn 1, roll for wind and move the BA-6 armored cars; no other actions may take place.
- Use Type 89A CHI-RO counters to represent the three extra Type 89B tanks. All Japanese tanks must add a +2 DRM to their Bog rolls when entering or changing VCA in Wire. The Type 97A has a radio. Japanese infantry have MOL capability (A22.6), but only against a Location containing a Russian AFV.
- The Russian BT-5 and Japanese TE-KE tanks enter their respective turns having already spent half their MPs.

AFTERMATH:

While Yamagata's tardy infantry inched forward, scraping foxholes as they went, the Japanese armor charged, led by their colonel. Yoshimaru emboldened his subordinates by personally firing at targets and clapping his hands in triumph. But his Type 97, and many of the tanks that followed, bogged down in what the Japanese called "piano wire," dense webs of tightly coiled barbed wire. So bogged, the tanks made perfect targets for the Russian tanks and anti-tank guns. The superior Russian 45 mm guns picked off over half of the Japanese tanks, including that of their well-respected colonel, who was killed. At about this time, the Japanese infantry finally began their assault from a separate direction. They encountered heavy fire from Russian machine guns. But supported by their own machine gun company, the Japanese infantry cleared the heights with grenades and bayonets. The Japanese could claim a victory, but Yamagata had to order a halt to "consolidate." His unit was worn out by the dogged Russian defense. Yamagata never mounted another serious attack that day or the next. The Japanese, through their lack of coordination and concentration with their *daisho* of tanks and infantry, had missed what was perhaps their best chance of reaching the river confluence.

RECON AWRY

PN 2.0

CONCEPT: PJ NORTON DESIGN: DAVID LAMB

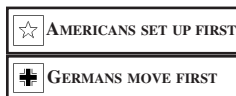


VICTORY CONDITIONS: The Germans win immediately upon causing ≥ 35 CVP, while losing less than that number themselves. Otherwise, the Germans win at game end if they Control hex AA14 and building U18 (with no Good Order enemy units ADJACENT to the former.).

Balance:

American: Decrease the number of Turns to 7

German: Raise the German ELR to 3



1

2

3

4

5

6

7

8



Only hexes ≤ 24 , and between hexrows 1 & OO are in play on the Baraque de Fraiture map.

SSR:

- EC is Wet with no wind at start. The Weather is Overcast. The Mist Rules from KGP SSR 3 is in effect. The Mist is currently Moderate; time of day is AM (SSR KGP 3). All water obstacles are Ice. Ground Snow is in effect. All Woods and Brush are Pine Forest. Pine Forest is the same as Woods except that it has a level 2 height and it costs $1\frac{1}{2}$ MF for Infantry units to move through. The only road that exists is the one that runs from L24 to OO15. This road is plowed.
- Place overlays as follows: **OW1** in T14-S14, **Wd2** in GG9-HH8, **Wd3** in FF6-GG7, **Wd4** in BB12-CC12, **Wd5** in Z16-AA16, **Hi4** in Y13-Y12, **Hi5** in AA15-Z14, **P2** in S16-S17, **X19** in U18-U17, **X18** in R16-R17.
- The Germans have one module of 80mm OBA (Smoke/HE). The US have a module of 80mm OBA (SMOKE/HE).
- The SMC and SW of the US I&R Platoon are HIP until they take a PTC, MC, or are fired/used.
- After setup all elements of the 1st Bn. *only* in the US OB, and all Fortifications and Buildings undergo a Special Bombardment. Each unit must take a 2MC (modified by +TEM/Fort. per standard bombardment [C1.8] rules), while each fortification must take an NMC. The defender makes any secret DR for HIP units/fortifications. Shellhole creation and Fire are NA for hexes unoccupied by units/buildings/fortifications. When conducting this Special Bombardment roll a third die. If this dr ≥ 5 – the hex is immune and spared from any ill effects.
- Eligible American AFV's have Gyrostabilizers.
- Purchase Point Chart. The US player may purchase up to 55 points from the chart at right.

AFTERMATH:

Following closely on the heels of the barrage, a large force of Germans swept down on the surprised, shaken and inexperienced Americans. Fortunately, the GI's had deep, log-covered dugouts and foxholes for cover and casualties were notably light. They were able to recover quickly, and most of their foxholes were positioned on the very edge of the forest with clear fields of fire. As a result the Germans emerging from the morning mist suffered heavy casualties. One armored car was set alight by bazooka fire, and the first wave of grenadiers broke and fell back in disarray. Shortly afterward, a second assault – supported by several assault guns, achieved several penetrations forcing the American company to fall back 300 yards into the forest. After being reinforced in the afternoon, that company counterattacked and pushed the Germans back almost to the original line.

US Purchase Table

Unit	Max Available	Cost per Unit/Fort.
.50cal HMG, 3-4-6	1	15
60mm MTR, 3-4-6	1	10
FT, 3-3-7	1	15
Wire	5	5
1S Foxhole	9	2
Trench	5	6
1+3+5 Pillbox	2	15
Roadblock	1	10
+1 SAN	1	6
HIP	3 units	Cost=US#
?	10	1
6 AP Mine Counter	4	6
1 AT Mine Counter	4	3

RECON AWRY

PN 2.0

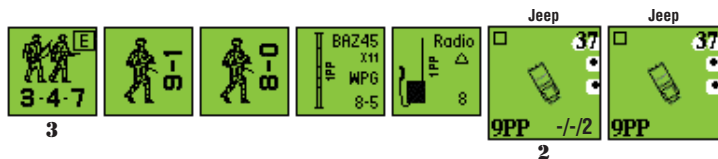
CONCEPT: PJ NORTON DESIGN: DAVID LAMB



AMERICAN

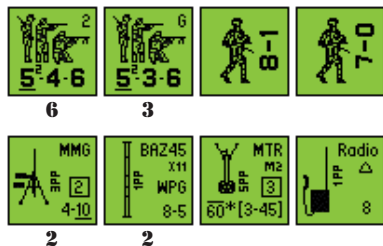
I&R Platoon of 393rd Inf. Regiment [ELR:4]

Set up in Motion in hexes BB11, CC11, and/or DD10 with a VCA facing north-west and all infantry units as Passengers: {SAN:3}:



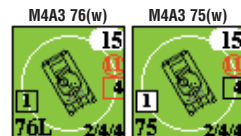
Elements of the 1st Bn., 393rd Inf. Regiment [ELR:2]

Set up within seven hexes of hex W15:



Elements of the 741st Tank Battalion

Enter Turn 5 on hex L24 with 7 MP already expended:



Additional Purchase Points

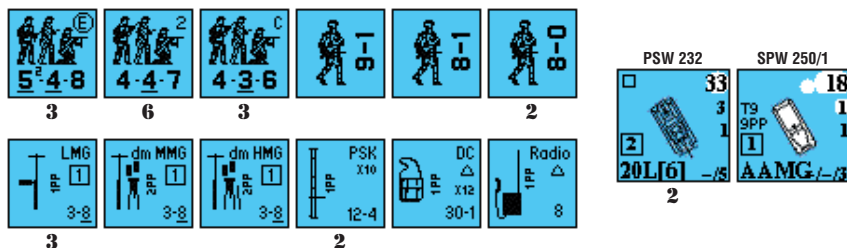
See US Purchase Table on Page 1 and SSR 7:

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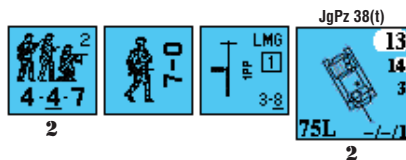
GERMAN

Elements of the 12th Volksgrenadier Division & Recon. Elements of the 12th SS Panzer Division [ELR:2]

Enter between hexes KK1 and OO5 on Turn 1 [EXC: AFV's have 1/2 MP (FRD) already expended]: {SAN:3}



Enter Turn 3 on OO2 with all infantry as Riders and 6 MP already expended:





VICTORY CONDITIONS: The Germans win if they control hex 23BB5 at scenario end.

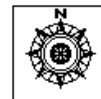
ROMEL, NORMANDY, FRANCE, JUNE 12, 1944:

Sent on a mission to recover a paratrooper who has lost all his brothers, Captain Miller's Rangers, backed by a few hard-luck airborne, hold a bridge in the village of Romel. The bridge, over the Merderet river, is of great strategic importance to both the Allies and Rommel's Panzer Armies, poised to strike at the flank of the Normandy invasion force. The ad hoc force of American troops spent the better part of an afternoon setting booby traps, picking fire lanes, listening to Edith Piaf records and planning for the all out defense of the bridge. As the sounds of German Panzers grew louder than Edith's lament, the stranded Yanks steel themselves for a tooth and nail fight for this piece of "solid gold real-estate".



Only hexrows R-GG are in play on boards 23 & 45

AMERICANS SET UP FIRST	1	2	3	4	5	6	7
GERMANS MOVE FIRST							



AMERICAN

Elements of the 101st Screen Actor's Guild [ELR: 5]

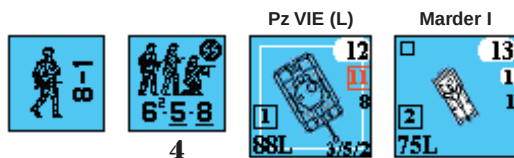
Set up HIP anywhere on board 23 and in any hex numbered ≥ 3 on board 45 {SAN: 4}:



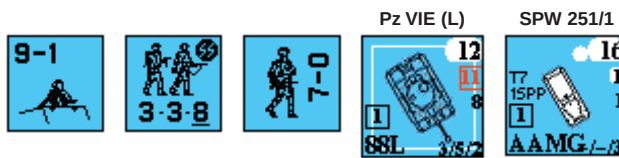
GERMAN

Elements of the 2nd SS Reenactors [ELR: 5]

Enter on/after Turn 1 anywhere along the south edge {SAN: 2}:



Enter on Turn 3 from the south edge:



SSR:

- EC are moderate. Weather is clear with no wind at start. Kindling is NA. The canal (Merderet River) is deep with a moderate flow to the East.
- No Bridge exists in 23X3. All Orchards are shellholes. All Woods are Stone Rubble. All hedges are walls. Building 45AA8 is a two level structure. Hex 45AA8 has a level 3 Steeple.
- Place Stone Rubble counters in hexes: 45DD6, 45EE7, 45DD10, 23DD1 and 23T1.
- The Americans may deploy freely, have Level C Booby Trap capability over the entire play area (B28.9), have ATMM (see SSR 5) capability (C13.7) and may set-up HIP.
- When an American infantry unit attempts a dr for ATMM availability, a roll of ≤ 4 grants that unit an ATMM in CC. All modifiers for placement by HS, SMC and CX units still apply.
- Once during the scenario a PBF shot directed by the American 9-2 leader may be conducted as a TPBF attack. The location occupied by the 9-2 directing the fire must be OG, rubble or shellholes. This models the throwing of 60mm mortar shells as hand grenades.
- No Quarter (A20.3) is in effect for both sides. Both sides may declare HtH combat (J2.31).
- The American MMGs suffer from Ammo Shortage (A19.131).
- In the RPh of American Turn 4, the American player makes a NMC using a morale of 6. If the NMC is failed, one MMG (determined by random selection) is marked with Low Ammo. On a roll of 12, both MMGs are marked Low Ammo. The NTC is repeated once every American RPh until both American MMGs are marked Low Ammo. Being marked with a Low Ammo counter does not cause loss of concealment or loss of HIP.

- The SPW 251/1 carries a PSK which may be removed (D6.631) by the crew or passengers or scrounged (D10.5).
- Crews may not voluntarily abandon their vehicle.

AFTERMATH:

The Americans defense plan tore the first probing elements of the SS force into shreds. A Marder was set alight and a Tiger was immobilized in the rubble strewn streets. As the Germans regrouped and brought forward reinforcements, the Americans soon found themselves over-matched. As they fell back towards the bridge, they began to fall one by one, with Capt. Miller himself falling while trying to blow the bridge. Then, just before the last American position was about to be overrun, two P51 tankbusters swooped in and saved the day. Roll credits.

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CLEARING THE BRESKINS POCKET



PRESENTED BY COASTAL FORTRESS



HOLLAND, 6 OCTOBER 1944:

Antwerp had fallen unharmed into Allied hands. All that prevented Allied use of one of Europe’s largest ports were the German flak and artillery that lined the narrow waterway linking the North Sea to Antwerp: the narrow Scheldt Estuary. Axis and Allied commanders both knew the vital strategic importance of the Scheldt Estuary. Hitler assigned General Eberding as Fortress Commander of the estuary’s south shore, OKW permitted flooding of much of the subsealevel terrain and gave Eberding the 64th Infantry Division, totally composed of Russian front combat veterans and heavily armed with support weapons. The Canadian First Army had twice earlier tried to cross the Leopold Canal and reach the Scheldt, and twice had been rebuffed. Today the Canadians, with the help of the British 52nd Lowland Division which had just completed more than two years of special training, would try again.

VICTORY CONDITIONS:

The Allies must destroy all German AA, ART, and AT guns and be sole occupants at game’s end of all true second level hexes (including buildings) on the board to have a chance of winning. If neither the 7th Canadian Bde nor the 52nd British Lowland unit has suffered 50% casualties (51 CVP for 7th Bde, 68 CVP for 52nd) and the Allied player accomplishes the above goals it is an “Allied Brilliant Victory.” If either unit suffers , but the goals are accomplished, it is an “Allied Costly Victory”. If both units suffer, it is a “German Tactical Victory.” If the German player is able to prevent the Allied player from accomplishing his goals it is a “German Strategic Victory,” regardless of German losses (and may in light of Allied supply usage during the upcoming Battle of the Bulge, prolong the war by months).

N ↑		BOARD CONFIGURATION	
	8		7
	17		6
	15		5
	19		11
	2	3	
	10	16	
	7		8
	4		6

MASTER TURN RECORD CHART

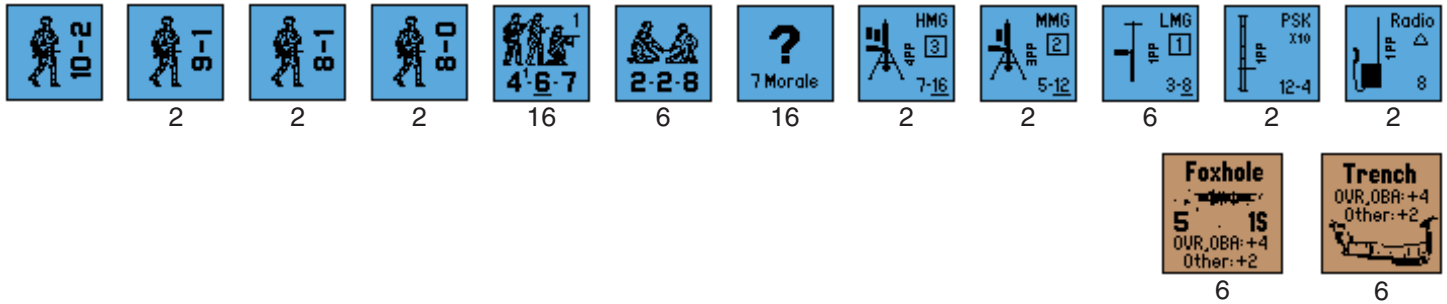
GERMAN PLAYER SETS UP FIRST ALLIED PLAYER MOVES FIRST

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	BREAK
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	BREAK
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	END

GERMAN ORDER OF BATTLE

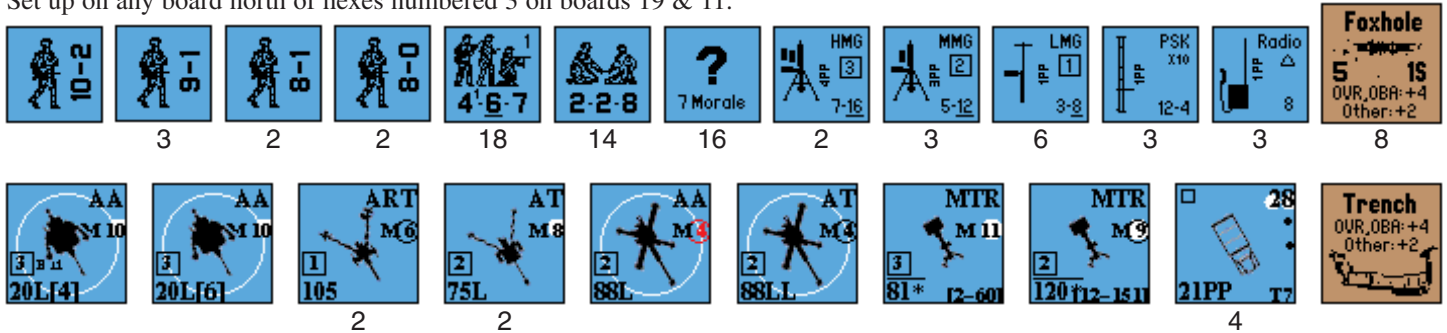
Elements of 1037th Grenadier—Regt of the 64th Infantry Division [ELR: 3] {SAN:4}

Sets up north of Leopold Canal.



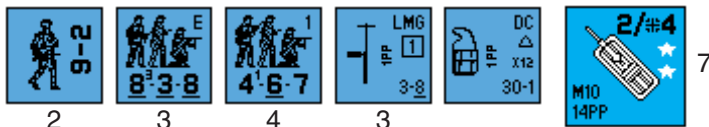
1038th Grenadier Rgt. & 164 Artillery Rgt of the 64th Infantry Division [ELR:3] {SAN:4}

Set up on any board north of hexes numbered 3 on boards 19 & 11.



Walcheren reinforcements from the 70th Infantry Division subordinated to the 64th Division

enter on/after Turn 40 on any north edge hex(es). [ELR: see SSR 20 (3/5)] immune to casualties/BI



GERMAN OBA & TURN CHART

Turn 18-34: One module of 100+mm OBA with scarce ammo (HE and Smoke).

Turn 35-51: One module of 100+mm OBA (HE and Smoke).

Turn 38-51: One module of 200+mm OBA with scarce ammo (HE and Smoke).

Turn 40: Walcheren Island reinforcements enter any north edge hex(es).

GERMANS SET UP FIRST

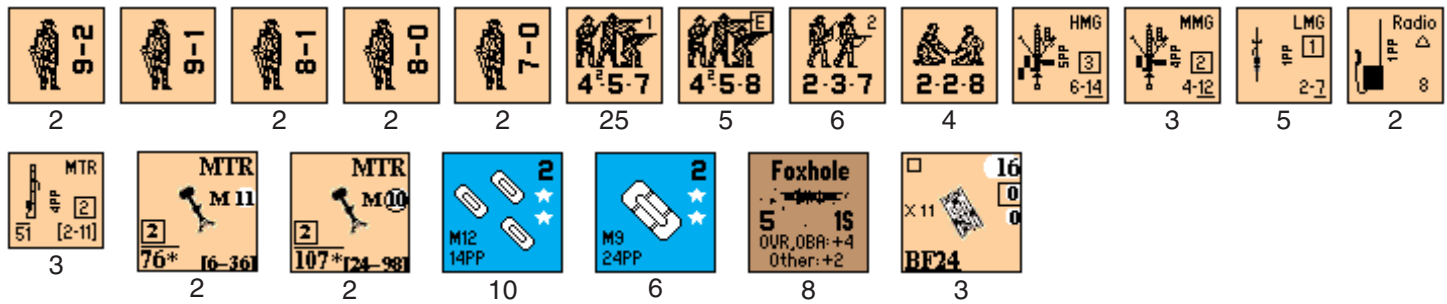
BRITISH MOVE FIRST

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	BREAK
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	BREAK
35	36	37	38	39	40 ⁺	41	42	43	44	45	46	47	48	49	50	51	END

ALLIED ORDER OF BATTLE

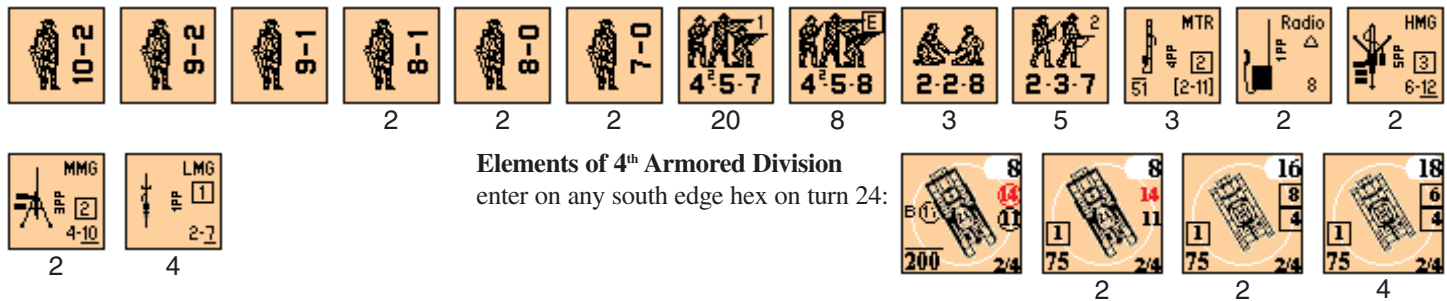
Elements of 7th Bde of the Canadian 3rd Infantry Division [ELR:4] {SAN:2} (50% CVP=51).

Sets up south of Leopold Canal:



Elements of the 155th Bde of British 52nd Lowland Division and [ELR:4] {SAN:2} (50% CVP=68)

enter on any south edge hex:



Elements of 9th Bde of the Canadian 3rd Infantry Division

enter mounted on Terrapins (see SSR 19) immune to casualties/BI:



ALLIED OBA & TURN CHART

Turn 1: Canadian 7th Bde sets up south of Leopold Canal

Turn 1-17: Two modules of 80+mm OBA (HE and SMOKE). Air support is available only on turns 1-17 as per SSR 9.

Turn 18: British 52nd Lowland, enter on any south edge hex.

Turn 18-34: One module of Battalion Mortar 100+mm OBA (HE and SMOKE). One module of 80+mm OBA with plentiful ammo (HE and SMOKE).

Turn 24: 4th Armored Division enter on any south edge hex.

Turn 35-51: One module of Battalion Mortar 100+mm OBA (HE and SMOKE). Two modules of 80+mm OBA (HE and SMOKE).

Turn 37: Canadian 9th Bde enter on Terrapins as per SSR 19.

GERMANS SET UP FIRST

BRITISH MOVE FIRST

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	BREAK
18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	BREAK
35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	END

SPECIAL RULES

- 1.** EC are Wet with no wind at start. Waterway on Boards 7(s) & 8(s) is Leopold Canal. Canal is deep and flows West slowly. Islands in canal do not exist. All crags are orchards. All marsh hexes are open ground. Duplicate boards are denoted by (s)—south or (n)—north.
- 2.** All Level 1 hexes are ground level MUD (D8.23, E3.6). All Level 2 and 3 terrain is treated as Pond (B21.13). (EXC: Roads still exist. See SSR 13 below.) EXC: Board 8n elevations exist normally as per SSR 15.
- 3.** All roads are paved and above water, even in flooded areas.
- 4.** All hexes from (inclusive) the following hexes on board 7(s) to the south shore of the river depiction are open ground. I8, J7, K7, L7, M8, N8, O6, P7, Q8, R6, S6, T6, U7, V6, W7, X6, Y6, Z6, and AA8.
- 5.** No foxholes or trenches may be dug or placed in mud.
- 6.** Infantry may set up concealed in Trenches, even if trench is in open ground.
- 7.** Buildings 3N2, 3O5, 3R3, 3T4, and 3R5 are stone. All others are wood.
- 8.** All buildings are single story, EXC: hex 3M2 is level 2. EXC: 6(n)N4 is level 2 (see SSR 219.7).
- 9.** Canadians automatically get 3 FB (without bombs) on Turn 1. During the Canadian RPh of each turn after the first, roll for additional Air Support. On a dr = 1 an additional FB (without bombs) arrives. Each plane may remain on board for 1-4 turns. Draw a card from a regular deck for each plane to determine how many turns it may remain. club=1, diamond=2, heart=3, spade=4. This air support is available until Turn 17.
- 10.** Canadians may construct Foot Bridges (B6.45) across the Leopold Canal. Such a bridge can be constructed by two Good Order crews or one GO squad in a Large Raft in the canal who become TI during PFPh. The Large Raft is then converted to a Foot Bridge during the owner's next RPh. The canal may be bridged no faster than 1 hex per turn.
- 11.** Radios which are not currently being used to direct OBA may be used for spotting onboard (not SW) mortars. The spotter with the radio need not be adjacent to the MTR being directed, but otherwise is under the restrictions of Spotted Fire (C9.3). Radio contact must be made (-2 drm for maintaining contact) but no Battery Access draw is required. The Blast Area of this indirect fire is only 1 hex, as would be normal for Area Fire from a MTR.
- 12.** Waterway on boards 7(n) & 8(n) is the Scheldt Estuary. ALL hexes north of the south shore are water (including islands). It is deep and flow is moderate to the East.
- 13.** No entrenchments or trenches may be dug or placed on any Level 2 hexes except for the special trench (SSR 14).
- 14.** There is a special trench in 8X4. It's not really a trench, more like a 360 degree pillbox. It has a TEM of +4 and LOS is not obstructed by adjacent wall hexsides. This is in addition to the OB granted trench.
- 15.** All terrain elevations on board 8(n) represent true elevations. This rule supercedes SSR 2.
- 16.** The stone wall around 8X5, 8X4, and 8W5 has a special +3 modifier.
- 17.** Building 8X7 doesn't exist. Building 8V6 is stone and Fortified (B23.9). Building 6N4 is wooden and second level. All other buildings are single story and wooden (EXC: those listed in SSR 7 above).
- 18.** Both German ART pieces must set up in Trenches. Other Guns set up HIP as normal (A12.34). All German ART and AA guns must set up in hexes with LOS to at least one Scheldt Estuary (SSR 12) hex.
- 19.** Prior to play (or during second BREAK) British player secretly records hex and turn of entry of the 9th Bde. They may enter along any board edge, but all must enter adjacent to at least one other member of their unit and must all enter on the same turn. The earliest turn they may enter is Turn 3C. If their designated entry hex is occupied, they may maneuver offboard according to the normal ASL rules for entry (A2.5).
- 20.** German 8-3-8s are Assault Engineers with ELR:5.
- 21.** Casualties suffered by units of the various brigades must be kept on separate tallies. If Battlefield Integrity (A16) is used, each brigade can be affected separately.
- 22.** Any Bde which suffers too many casualties is withdrawn. All AFVs, all crews, units of the 9th Bde, and the Walcheren reinforcements are immune to this rule. (They are also exempt from ELR loss due to Battlefield Integrity (A16) see SSR 21.) For the Allies, the critical threshold is 70% including AFVs (72 CVP for the 7th Bde, 96 CVP for the 52nd) and 60% for the Germans (37 CVP for the 1037th, 60 CVP for the 1038th). Any unit from a withdrawn formation is immediately removed from the map. AFVs and crews from withdrawn formations remain in the battle. If all the German guns have been captured/eliminated/malfunctioned, the German critical percentage drops to 50% (33/1037th, 50/1038th).
- 23.** After turns 17A and 17B there is a BREAK in the fighting for both sides to regroup. During each BREAK, each German unit (EXC: immobilized vehicles) may move one hex due north and any Allied unit may move one hex due south if the target hex is not enemy occupied and terrain permitting. Allied units move first. All combat activity ceases during a BREAK. All berserk units revert to normal status. Units in Melee must move one hex north or south (depending on side) or be eliminated.
- 24.** During each BREAK, a player may attempt to fix each malfunctioned weapon. For the Germans a dr of 1-4 results in repair, dr of 5-6 results in elimination. For the Allies, a dr of 1-5 results in repair, a 6 eliminates it. AFVs whose MA is eliminated in this fashion are immediately removed from play. All special ammo is replenished, and all bogged/mired vehicles are freed.
- 25.** During a BREAK, units out of LOS of enemy units may gain concealment according to A12.121.
- 26.** During a BREAK, all broken units must take a NMC after choosing if they wish to move one hex according to SSR 23. DM is NA, Leadership drm applies if in the same Location as a leader, otherwise Self Rally penalty applies (EXC: Disrupted units are eliminated if not in same location as a leader). Units which fail this NMC while Self-Rallying are eliminated, those who fail while Leader Directed remain broken, and those who pass are returned to Good Order status. Heroes and Fanatic units retain their status.
- 27.** Leaders from another Bde are treated as Allied (A10.7).
- 28.** Allies may build Bailey Bridges. These are steel bridges with a maximum span of one hex. To emplace one requires a crew to become TI on each side of the hex to be bridged for six full turns. The turns must be consecutive and uninterrupted by a BREAK. Treat Bailey Bridges as a one lane stone with rails and girders. Only two may be erected and once erected may not be removed or replaced if destroyed. Bailey Bridges need no transport and appear automatic ally when the crews have fulfilled emplacement conditions and the Allied player wishes them emplaced.

BRESKINS POCKET MAP PRINTING GUIDELINES

Playing “Clearing The Breskins Pocket” can be a daunting challenge, but a special hurdle to overcome is the map setup. Because several of the boards are used more than once, if two players combine their geomorphic mapboard collections, they can easily find enough boards to complete the necessary set. But the SSR terrain changes are quite numerous, and almost impossible to visualize, much less remember, for a playing area of this size.

Realizing this, we at Coastal Fortress decided to print and mount our own mapboards. After downloading the VASL maps of the needed boards, we edited them in Photoshop, adding, deleting and modifying terrain as set forward by the lengthy SSR. The boards were edited individually, as there was no way to print out even half of the playing area at once.

After careful measurement of our playing table, we realized that even this combined mapboard would be too big to effectively manage; up to 6 inches would still hang over each side! It was finally decided to output the final map files at 95%, thereby creating slightly smaller hexes, but still playable, and easily fitting on our table.

The mapboard files were output on a color laser printer on tabloid-sized (11x17) paper in horizontal format. Each mapboard tiled to take up 2 pages, and these were trimmed to butt up to each other.

Mounting the sheets posed it’s own set of problems. A single sheet of 1/8” foam core board large enough for the entire playing area was almost impossible to find, so we decided to mount the maps onto 2 equally sized pieces, cut down by our local artist’s supply store to 32”x44”, thus leaving about 2” extra on the right and bottom edges. This extra amount will be trimmed off after all the mounting is done, leaving 2 boards measuring approximately 30”x42”. Obviously, if you have the room and wish to print the mapboards at a 100%, you need to purchase larger foam core boards.

Next we trimmed each map sheet into halves, spray mounted each with “Super 77”, an extremely powerful spray adhesive, and hand placed them one at a time onto the foam core boards. We recommend printing out a test map, trimming it, and mounting the two halves onto a spare piece of cardboard to get a feel for the process.

In the downloadable Breskins Pocket map file (zipped) you will find 16 board files saved as gifs. Each file is named in alphabetical order, to be laid out starting from the upper left hand corner. The illustration below shows the correct order:

BOARD CONFIGURATION	
N ↑	
A	B
C	D
E	F
G	H
I	J
K	L
M	N
O	P



SAN NEN KIRE!



PL PKC 1.02 CAMPAIGN GAME DESIGN: PAUL KENNY

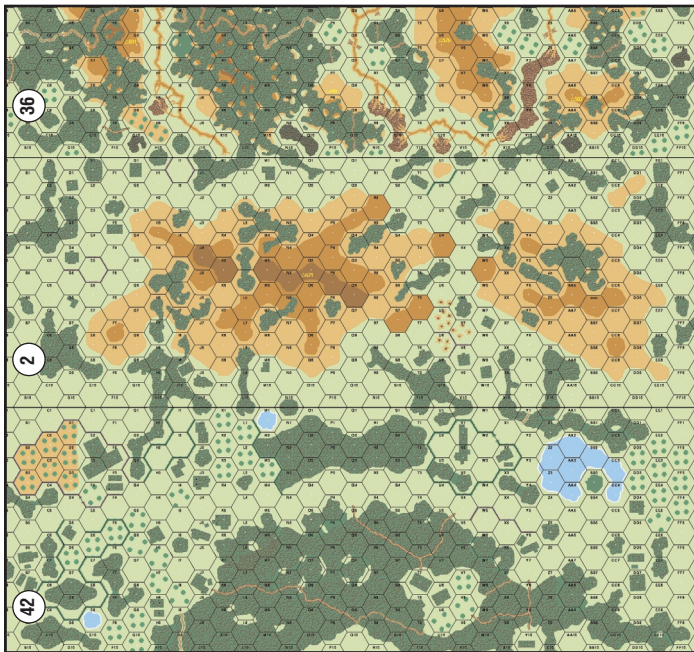


HILL 700, BOUGAINVILLE, MARCH 8–13, 1944:

In November 1943 the American Army and Marines landed on Bougainville to complete their march up the Solomon Chains. But contrary to Japanese expectation they did not push into the island in pursuit of the well-entrenched and hidden Japanese. Instead the Americans consolidated their beachhead to within a hand full of miles from the shore, preferring to leave the Bougainville garrison to wither on the vine. After several months the Japanese finally realized that the Americans would not leave their beachhead to pursue a costly battle of annihilation. So instead the Japanese commander decided to assault the beachhead. The linchpin of the American defense was Hill 700. If the Japanese could occupy this height and get some artillery upon it they could render the entire beachhead insecure. Both sides realized this and it became the center of both attack and defensive plans. The Japanese performed logistical miracles to get their force into position along with numerous heavy artillery pieces. The Americans, through patrols, were aware of the Japanese presence and were ready.

Terrain Configuration: PTO, Light Jungle is in effect. All Brush and grain are woods hexes. No buildings exist, treat as woods present to the limits of the buildings. No cliffs exist, treat cliffs as hill terrain at the higher level. All streams are dry.

Add overlays **Wd1:** 2O1, **Wd2:** 2L4-2L5, **Wd3:** 2I5-2I6, **Wd5:** 2BB4-BB5. 2L5 remains a Level 2 hill hex and 2O5 remains a Level 3 hill hex.



Only hexes numbered >4 on board 36 are in play

Initial Scenario VC: The Japanese win if they control greater than 5 Level 3 hexes and/or Pillboxes.

Initial Scenario: Japanese Attack, American Idle

Initial Scenario Balance:

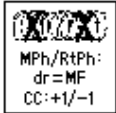
Japanese: Remove all American Minefield factors

American: Add 2 CPP to the American OB

Initial American OOB:

Elements of the 37th Infantry Division [ELR 4]

setup on boards 2 and 42. All pillboxes must be setup on a board 2 hill hex on/north of hexes numbered 5 and must have the north board edge within their CA (regardless of LOS) {SAN 3}:

I2 x2	I6 x1	CPP 12	FPP x60
 5	 12	 24	

Initial Japanese OOB:

Elements of the 13th and 23rd Infantry Regiments [ELR 4]

enter on turn 1 along the North board edge {SAN 4}:

I1 x1	I2 x1	I5 x1	O3	CPP 16



There is a +2 drm to the CG Firefight End dr during any Night Firefight.

CG Victory Conditions

The side that has the most Terrain Control Points (TCP) wins. One (1) TCP is awarded for control of each Level 2 hill hex (EXC. those on hill 538) and 2 TVP for level 3 hill hexes and 3 TVP for each Pillbox controlled at CG end. However if the Japanese gain greater than 95 CVP, then they win.

Firefights: 3/8/44 to 3/13/44 : 6 Firefights

CG Balance:

Japanese: Change the Battle Hardening DRM to -1

American: Change the LDR DRM to -1

San Nen Kire! PL CG Initial FF Rules

1. EC are Wet, Overcast and Raining. Night is in effect with initial NVR equal to 3.
2. For the initial firefight the Americans are the Scenario Defender and the Japanese are the Scenario Attacker.
3. The Japanese may not purchase RG I3, O1 or O2 for the initial firefight. The Japanese may only purchase RG G2-G3 in reserve.
4. The Americans may not purchase V1- V4 or O3 for the initial firefight.

SAN NEN KIRE!



Reinforcement Group Purchase Lists

RG ID	Japanese 13 th & 23 rd Infantry Regiments	#	Units/Equipment	CPP	FF Max	CG Max	Notes
I1	Rifle Platoon - 1	3	448 x 3	6	2	4	L,R
I2	Rifle Platoon - 2	3	447 x 3	4	2	6	L,R
I3	Ersatz Platoon	3-4	Roll on Table 1 x 4	3	2	6	A,L,R
I4	MG Section	2	HMG, MMG	4	1	2	R,C
I5	Weapons Section	3	Lt. MTR, DC x2	3	2	4	R,C
I6	AT Section	2	Type 97 Automatic Gun x 2	2	1	2	R,C
G1	Heavy MTR Section	2	Type 97 Curved Fire Infantry Gun x 2	5	1	2	A,C,N
G2	INF Gun Section	2	Type 92 Infantry Gun x 2	4	1	2	A,C,N
G3	AT Gun Section	2	Type 94 Rapid-Fire Gun x 2	5	1	1	A,C,N
O1	Light OBA		75mm OBA (HE, S, WP)	6	1	3	O,P
O2	Heavy OBA		105mm OBA (HE)	8	1	2	O,P
O3	Heavy MTR OBA		90mm Bat MTR OBA (HE, S, IR)	7	1	2	O,P
M1	Fortifications		15FPP	1	2	18	
M2	Sniper		SAN +1	1	1	6	
M3	Attack Chit			1	1	4	

RG ID	American 37 th Infantry Division	#	Units/Equipment	CPP	FF Max	CG Max	Notes
V1	Light Tank Section	3	M3A1 Light Tank	6	1	2	L,R
V2	Medium Tank Section	2	M4A1 Medium Tank	8	1	1	L,R
V3	Armored Car Section	2	M20 Scout Car x 2	5	2	2	L,R
V4	Halftrack Section	3	M2 HT x 3	2	2	4	R
I1	Elite Rifle Platoon	3	667 x 3, 347	8	1	2	L,R
I2	Rifle Platoon	3	666 x 3, 346	6	2	4	L,R
I3	Inexperienced Rifle Platoon	3	546 x 3, 236	4	2	5	L,R
I4	Engineer Section	4	347 x 4, DC x 2, FT, BAZ(44)	4	1	3	R
I5	Heavy Weapons Section	2	HMG .50 cal, HMG	4	1	2	C,R
I6	Lt. MTR Section	2	Lt. MTR x 2	2	2	4	C,R
G1	Heavy MTR Section	2	81mm MTR	4	1	1	A,C
O1	Battalion MTR		81mm MTR OBA (HE,S,IR)	5	1	6	O,P
O2	Division Artillery		105mm OBA (HE)	7	1	3	O,P
O3	Airstrike		Bombardment	5	1	2	B
M1	Fortifications		10 FPP	1	2	12	
M2	Sniper		Sniper +1	1	1	6	
M3	Attack Chit			1	1	4	

RG Table Notes

- A.** Available for On-Map Setup for firefight date of purchase.
- C.** Each Japanese Gun comes with a 228 crew. Each Japanese Lt. MTR, MMG, HMG, ATR comes with a 127 crew. Each American Gun comes with a 227 crew. Each American Lt. MTR, HMG, .50 cal HMG comes with a 347 HS.
- L.** Determine Leaders per 2.36
- O.** Each side receives an offboard observer. The American observer is placed at level 1 on the south board edge. The Japanese observer is placed at level 5 on the north board edge. The Offboard Observer's hex is selected prior to all setup.
- P.** Increase CPP by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is retained as long as the module is retained (1.4). No module can be used as a barrage nor creeping barrage.
- R.** Must enter as reinforcements if entered on the CG date of purchase (EXC. 3.91). The RG is available for on-map setup if purchased on any CG date prior to that date of scenario.
- B.** Bombardment can be selected for any 10 adjacent hexrows. Then perform RS for immune hexes.
- W.** Japanese I1 and I2 RG arrive with a LMG. Japanese RG I3 arrives with a LMG on a dr of 1-4. Each American I1 –I3 RG comes with a MMG.
- N.** If RG is to enter during play each gun (including MTR) is accompanied by a horse counter (HS size) and the gun must enter animal packed.

SAN NEN KIRE!



San Nen Kire! PL CG Rules

1. EC Weather and Wind are per Firefight Reference Table.
2. Japanese may freely choose a Night assault (EXC. Firefight 1). The American player must add 1 CPP to his attack option purchase if he wishes to make a night assault. The side determined to be the Attacker chooses whether the assault is at night.
3. For all Night firefights the American is normal and the Japanese are Stealthy.
4. The Japanese FBE is the north edge. The American FBE is any board edge of board 42.
5. A Set DC-Flame is considered a normal set DC except as described herein. After resolution leaves a Blaze counter in the hex (EXC. attack DR of 12) that produces Level 2 smoke. If a Set DC-Flame is placed in a slope hex and is successfully detonated, the hex directly downhill

takes a 12 FP attack. Use random selection for hexes with more than one downhill hex if that hex contains burnable terrain. However only one downhill hex can be effected. Re-roll any random selection dr that selects more than one downhill hex. A flame counter is placed in the downhill hex thusly attacked. A Set DC-Flame costs 20 FPP. A normal Set DC costs 15 FPP.

6. No vehicle can enter a Level 2 or higher hex.
7. Each American and Japanese I1 and I2 RG has inherent Bangalore Torpedo capability. BT capability is handled as a smoke grenade. Elite full squads have a BT usage # of 3 while all other Full squads have a BT usage # 2. MF usage is per B26.51 while a BT usage dr of 6 pins the MMC. A maximum of 1 successful BT may be used per I1 and I2 RG purchased or OOB given. BT may only be used against wire.

Table 1 - Squad Type Availability

DR	Received
2	448
3-4	447
5-6	347 (SR 447)
7-8	347 (Full Squad)
9-10	237 (SR 347)
11	234 HS
12*	None

** If a DR 12 is rolled more than 1 time, ignore and re-roll second DR*

Table 2 - Weather

dr	Weather
1-2	Rain
3	Overcast/Mist
4	Overcast
5-7	Clear

Add +1 drm for day firefight

Firefight Reference Table

Firefight	Date	Attacker	EC	Moon	Clouds*	Historic DRM
1	3/8/44	Japanese	Rain, Wet	None	Overcast	-1
2	3/9/44	Both	See Table 2	None	Overcast	-1
3	3/10/44	Both	See Table 2	None	Overcast	0
4	3/11/44	Both	See Table 2	None	Overcast	0
5	3/12/44	American	See Table 2	None	Overcast	0
6	3/13/44	American	See Table 2	None	Overcast	+1

** for night NVR reference only*

Aftermath: The first night the Japanese hurled themselves up Hill 700. Screaming San Nen Kire!! (Cut a Thousand Men!) the fierce Japanese soldiers drove through pouring rain to get at the defending American soldiers. The attackers blasted their way through dense wire some with trip wires leading to barrels of gasoline ready to roll down and set aflame the attackers. The Japanese overwhelmed the defenders albeit at tremendous costs to themselves, capturing several pillboxes from the dazed GI's. For

Table 3 - Campaign Game DRM Table

CG DRM	Japanese	American
Leader	0	0
Battle Hardening	0	0
Artillery OBA	-1	-1
CPP Replenishment	-1*	0
Intensity	Med	Med

** 0 for last 2 firefights*

Table 4 - Available Fortifications Table

Available Fortifications	
Foxhole ^A	Trench
Pillbox ^{A,P}	AP Mines
Wire ^A	HIP
?	Trip Flares
Set DC	Set DC-Flame ^A
Booby Traps	

*A - American only
P - Only available for purchase during the first firefight
C - Cost is doubled for purchase after the first firefight*

days the 37th Infantry division fought back using all arms available, heavy bombers bombarded the hill, artillery pounded the Japanese, GI's and Marines crept from Pillbox to trench to tree to extricate the dug-in Japanese. The Americans used satchel charges, sticks of dynamite, bazookas so new few knew how to use them, but with intrepid heart they regained the summit and drove the Japanese back into the jungle.

DESERT CRUCIBLE

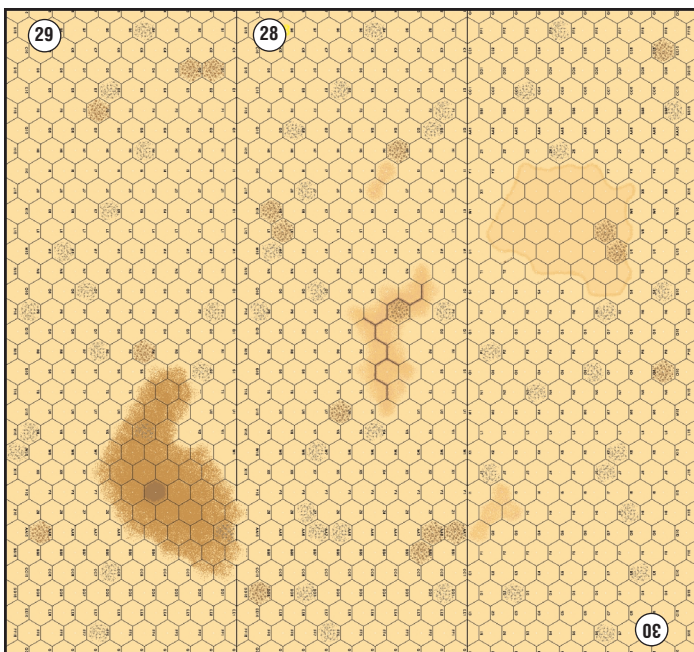
PL PKA 1.04 CAMPAIGN GAME DESIGN: PAUL KENNY



14 MILES WEST OF EL ALAMEIN, EGYPT, OCTOBER 27, 1942:

General Montgomery's offensive was several days old and beginning to bog down among the minefields as the British forces met the guns and tanks of the German main line of resistance. The British were determined to break through the German lines and continue their offensive. However, the British were beginning to suffer from command and control difficulties with orders becoming confused and units getting lost because of faulty map readings. On the night of October 26/27 the 2nd Battalion, The Rifle Brigade along with a battery of the 76th AT Regiment, Royal Artillery and a handful of sappers from the 7th Field Squadron, Royal Engineers were ordered forward to capture and hold a German position called "Snipe". The British missed their objective by around a half mile and found itself in an oval shaped depression. The British commander knew it to be pointless to try and find "Snipe" in the dark so he decided to hold where he was. Struggling through soft sand, the British guns and Bren Carriers were moved into position in an all around defense. Digging in had barely been completed when shortly after 3:30 AM the deep-throated rumble of tanks in motion was heard from the west.

Terrain Configuration: DTO is in effect, with overlays. Place overlays **SD2** on 28Q5-P5, **D5** on 30Y5-Y6, **H1** on 29Y6-X6, **S2** on 28I4-J4, **S6** on 30G1-H1. Hex 29Y4 is a Hillock Summit hex.



CG Victory Conditions

The Axis player win if at the end of any Firefight they control all deir hexes or upon exiting a sum total of 75 DVP off the east board edge during all daytime Firefights (including Dawn) or at the end of any Firefight if there are no AT Guns possessed by Good Order (EXC. Ammunition shortage) British Crews and/or mobile AFV (EXC. Carrier) with functioning MA/SA.

Firefights: 3:45AM 27 October 1942 to 5:00 PM 27 October 1942
5 Firefights

CG Balance:

Axis: The British suffer Ammunition Shortage from Firefight 2 onwards.
British: Change the British BH DRM to -1.

Initial Firefight VC: The Firefight winner is whichever side amasses at least twice as many DVP as their opponent; otherwise there is no scenario winner (and thus no Scenario Winner DRM).

Initial Firefight: Axis Attacks, British Idle

Initial Firefight Balance:

British: Add 20 FPP to the British OOB

Axis: Add 2 CPP to the Axis OOB

Initial British OOB:

2nd Battalion, The Rifle Brigade, and the 76th AT Regiment, Royal Artillery, and the 7th Field Squadron, Royal Engineers, and elements of the 24th Armored Brigade [ELR 4]

Setup on/east of hexes numbered 5 on board 28 {SAN 2}:

I1x1	I3x1	A3x1	G2x2	CPP: 12	FPP: 50
 MPh/RtPh: dr=MF CC:+1/-1 5	 Trench OVR,OBR:+4 Other:+2 5	 1 AT Mines 12 factors	 Minefield 6*	 KNOWN Minefield 24	
* 6 AP + 2 AT factors each					

Initial Axis OOB:

Elements of the 21st and 15th Panzer Divisions, 115th Panzer Grenadiers and the 33rd Panzerjägers and elements of the 12th Battalion, 133rd Tank Regiment, Littorio Division [ELR 3]
Enter on/after turn 1 on the western board edge {SAN 2}:

I1 x1	I3 x1	I4 x1	A1x1	A3x1	CPP: 18

Desert Crucible PL CG Initial Firefight Rules

1. All PL CG FSR are in effect unless otherwise stated.
2. A +2 drm applies to the scenario end dr during Firefight 1.

DESERT CRUCIBLE



Reinforcement Group Purchase Lists

RG ID	British	#	Units/Equipment	CPP	FF Max	CG Max	Notes
A1	Tank Troop 1	3	Sherman III(a) x2, Sherman II(a) x1	9	2	2	L,R
A2	Tank Troop 2	2	Grant (a)	6	2	2	L,R
A3	Carrier Platoon	3	RG Table 3 dr x 3	4	2	4	R
A4	Scout Car Platoon	2	White Scout Car x 2	2	1	1	R
I1	Rifle Platoon	3	4-5-7	4	2	4	L,R,W
I2	Engineer Platoon	3	4-5-8	7	1	2	E,L,R,W
I3	MG Section	2	HMG, MMG	4	1	2	C,R
I4	Weapons Section	2	51mm MTR, ATR	2	1	2	C,R
G1	Heavy Mortar Section	1	3 inch Mortar	3	1	2	A,C,V
G2	AT Gun Section	2	OQF 6-pounder AT	5	2	6	A,C,V
M1	Fortifications		15 FPP	1	3	15	A
M2	Sniper		SAN +1	1	1	5	
M3	Attack Chit			1	1	1	

RG ID	Axis	#	Units/Equipment	CPP	FF Max	CG Max	Notes
A1	Medium Tank Platoon 1	3	RG Table 1 dr x 3	6	2	4	L,R
A2	Heavy Tank Platoon	3	RG Table 2 dr x 3	8	1	2	L,R
A3	Medium Tank Platoon 2	3	M13/40	5	2	4	L,R
A4	SP Artillery Section 1	2	RG Table 4 dr x 2	4	1	2	R
A5	SP Artillery Section 2	2	Semovente M41	3	1	2	L,R
A6	Halftrack Platoon	3	SPW 251/1	2	1	2	R
I1	German Rifle Platoon	4	4-6-7	4	2	4	L,R,W
I2	Italian Rifle Platoon	4	3-4-7	3	2	4	L,R,W
I3	MG Section	2	HMG, MMG	4	1	1	C,R
I4	Light Mortar Section	2	50mm MTR	2	1	2	C,R
I5	Engineer Platoon	3	8-3-8	9	1	1	E,L,R,W
I6	Italian Weapons Platoon	4	HMG(i), MMG(i), 45mm MTR, 20L ATR	5	1	1	C,R
G1	German Heavy Mortar Section	2	OML 8cm GrW 34	4	1	1	A,C,V
G2	AT Gun Section	2	5cm PaK 38	5	1	2	A,C,V
O1	Battalion MTR		81mm MTR OBA (HE, S, IR)	3	1	3	O,P
O2	Regimental Artillery		105mm OBA (HE)	5	1	2	O,P
M1	Fortifications		12 FPP	1	2	8	A
M2	Sniper		SAN +1	2	1	5	
M3	Attack Chit			1	1	5	

RG Table Notes

A. Available for On-Map Setup for Firefight date of purchase.

C. Each British HMG/MMG/51mm MTR/ATR is accompanied by a 247 HS. A 228 crew accompanies each British and German Gun. Each German HMG/MMG/50 mm MTR is accompanied by a 247 HS; each Italian HMG/MMG is accompanied by a 137 HS. A 227 crew accompanies each Italian 45mm MTR/20L ATR.

E. Sappers

L. Determine Leaders per 2.36

O. Increase the cost of the OBA by 1 CPP for an offboard observer located at level 1 on the west board edge.

P. Increase CPP by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is retained as long as the module is retained (1.4). No module can be used as a Barrage nor Creeping Barrage.

R. Must enter as reinforcements if entered on the Firefight date of purchase (EXC. 3.91). The RG is available for on-map setup if purchased on any CG date prior to that date of scenario.

W. Rifle Platoons always arrive with a LMG. German Engineer Platoons arrive with a LMG and a DC. British Engineer Platoons arrive with a LMG and are equipped with ATMM's (EXC. ATMM add -2 DRM to CC attacks vs. vehicles).

V. Each German Gun enters with a SdKfz Prime Mover. Each British Gun arrives with a 30-cwt Lorry. Guns arrive in tow with crew as riders, (EXC. German heavy mortars are dismantled and are carried by the SdKfz 11 Prime Movers.

DESERT CRUCIBLE



Desert Crucible PL CG Rules

1. EC are Dry, with no wind at start, throughout the entire CG. For the first Firefight the NVR is 4. Add a +1 LV hindrance modifier to all TH/IFT rolls during the second firefight.
2. Beginning on the fourth Firefight the British suffer from Ammunition Shortage.
3. Early Morning Sunblindness is in effect during Firefight 2. Heat Haze is in effect during Firefight 3 and 5 and Intense Heat Haze is in effect during Firefight 4. Light Dust is in effect throughout the PL CG. (EXC. Dust drm is divided by 3 (FRD)).
4. To simulate the effects of delays caused by vehicles bogging in the desert sand on the approach to the battlefield, each British A RG (EXC. A4) and British G RG entering from offboard must roll a dr less than or equal to the Game Turn prior to entering. (with a -1 drm). If a RG has not entered by Turn 3 no dr is required for entry, (i.e. all A and G RG may enter on Turn 3 or later without a dr).
5. Wreck Blazes continue as blazes for the firefight following their creation. After this subsequent date, the wreck is replaced with a Burnt Out Wreck.
6. British A1 and A2 RG are recalled at the end of Firefight 4. (EXC. Immobilized Vehicles)
7. No Axis vehicle may exit the east board edge during Firefight 5 and any Axis vehicle that does exit the east board edge throughout the PL CG is no longer eligible for reentry during that or subsequent PL CG Dates.
8. The British may not purchase RG A1 nor A2 until the 3rd Firefight.
9. The on board setup costs for British RG G1 and G2 are increased by 1 CPP. For each Mobile White Scout Car on board one RG may setup onboard without this additional CPP cost.
10. Dier hexes halve HE attacks similar to Sand.

Table 1

dr	Received
1	Pz III H
2-4	Pz III J
5-6	Pz III L

Table 3

dr	Received
1	Carrier A
2-4	Carrier C
5-6	Carrier MMG A

PL CG DRM

Item	Axis	British
Leader	0	-1
Battle Hardening	0	+1
Artillery OBA	-1	NA
CPP Replenishment	0	0
Intensity	Mid	Mid

Firefight Reference Table

Firefight	Date	Attacker	EC	Wind	Moon	Clouds	Historic DRM
1	3:45 AM	Axis	Night/Dry	F11.5	None	None	0
2	Dawn	Axis	Dawn/Dry	F11.5	NA	NA	0
3	8:00 AM	Dual	Dry	F11.5	NA	NA	0
4	1:00 PM	Axis	Dry	F11.5	NA	NA	0
5	5:00 PM	Axis	Dry	F11.5	NA	NA	0

Aftermath: It was to prove a long day for the intrepid defenders. The British Gunners smashed repeated assaults. Slowly however the ammunition began getting low. Reinforced near midday by a few troops of Grants and Shermans was not enough. The Axis quickly dispatched the

Table 2

dr	Received
1-4	Pz IV E
5-6	Pz IVF2

Table 4

dr	Received
1	Marder I
2-3	Marder II
5-6	Marder III(t) A

Available Fortifications Table

Available Fortifications	
Foxhole	Trench ^{B,P}
Sangar	AP Mines ^{B,C}
Wire ^{B,C}	HIP
?	AT Mines ^{B,C}
Known Minefields	
B - British only	
P - Only available for purchase during the first firefight	
C - Cost is doubled for purchase after the first firefight	

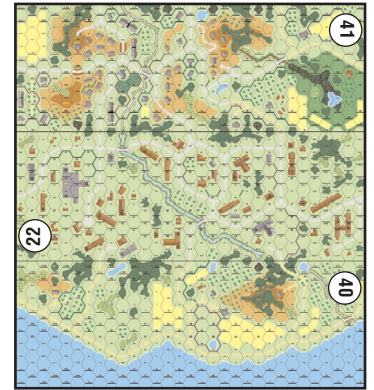
British tankers. Wave after wave of German and Italian armored forces assaulted the position knocking out gun after gun. Yet the defenders didn't give an inch. At the end of the day, 70 armored carcasses lay scattered around the British position.

BB 1.1 CONCEPT: TIM HUNSDORFER DESIGN: BRIAN BLAD


VICTORY CONDITIONS: The Germans Win by exiting 30 or more VP off the west edge of Board 22. For each 10 British CVP inflicted, the German player may deduct 1 from the EVP required total.

HYTHE, ENGLAND 16 SEPTEMBER 1940:

Operation SeeLowe is underway. Without question the greatest gamble in the history of modern warfare, the Germans strike directly across the channel at Southeastern England. The Channel port of Hythe becomes the focus of an attack from the East by the 17th Infantry Division, and from the North by the 7th Fallschirmjaeger. Without the port, German divisions can not be adequately supplied, and the invasion will be a disastrous failure. All the English have to defend the port is the Home Guard and a highly mobile "Fire Brigade". Eight Hundred and Seventy-Four years after the Battle of Hastings, foreign invaders are again on English soil.



BRITISH SET UP FIRST	1	2	3	4	5	6	7	8	9
GERMANS MOVE FIRST									



Hythe Home Guard [ELR:2] Set up anywhere on the map {SAN:3}:

9-1	8-0	7-0	1+1	4-3-6	2-2-8	HMG 5PP 3 6-14	MMG 4PP 2 4-12	LMG 1PP 2-7	ATR 1PP 1-12	MTR 4PP 2 [2-11]	7 Morale
				12			2	2			12

Polish Division [ELR:3] Enter on Turn 4 on the North edge of board 41:

7-0	4-5-8	4-5-7	4-3-7	MMG 4PP 2 4-11	Carrier A 16 4PP 1 0 0 BMG 2/-	Loyd Carrier 16 1PP 1 0 0 11PP	3in. Mortar Carrier 16 1PP 1 0 0 AAMG 1/-
2	2	2	2	2	5	3	

MPH/RtPh: dr=MF CC:+1/-1	A-T Ditch	Foxhole 5 1S OVR_OBA:+4 Other:+2
12	2	12

BRITISH

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Elements of the 17th Infantry Division [ELR:4] Enter on Turn 1 on east edge of Board 22 {SAN:3}:

9-2	9-1	8-1	8-0	4-6-8	MMG 3PP 2 5-12	LMG 1PP 3-8	MTR 3PP 3 50* [2-13]	ATR 1PP 1-12	Radio 1PP 8
12	2	3	2	2	2	2	2	2	2

Scratch AT Group Enter on Turn 4 on east edge of Board 41:

7-0	2-4-8	2-2-8	ATR 1PP 1-12	LMG 1PP 3-8	M9 24 1PP 1 75* 3	RCL 11 1PP 1 75* 2	Kfz 1 30 9PP 2 T10
3	2	2	2	2	3	2	2

Advance elements of the 8th Panzer Division Enter on Turn 1 on east edge of Board 22:

Pz III 14 1PP 1 37L 3/8	PSW 222 33 1PP 1 20L 4/1 1/8	8-1
2	2	1

GERMAN

SSR:

- EC are moist with no wind at start. During Turns 1 and 2 a Mist is in effect. The stream is deep
- River on board 40 represents the Ocean. No hexes South of the river are in play.
- The German Radio represents an 80mm Battalion Mortar Module with normal ammo. HE and SMOKE only.
- The Polish troops are in addition to the inherent half-squads in the Carrier A's. All Poles must enter as passengers or riders. On Turn 4 the Polish units have only 1/2 their movement allowance. The Carrier A inherent squads are 247's
- The Germans receive random air support.

AFTERMATH: Hythe would have been a key to German success or failure had SeeLowe been launched. For the Germans, the ability to move reinforcements and supplies and the installation of Heavy Artillery to cover the channel crossing would have been critical. Further, it probably would have been decided in days, as the Germans would not have been able to resupply their troops in the face of desperate English opposition in the air and at sea unless clear superiority had been established on both sides of the channel.

Ronald Wheatly, *Operation Sea Lion*, 1978
Peter Fleming, *Operation Sea Lion*, 1957

RESCUE MY FRIEND



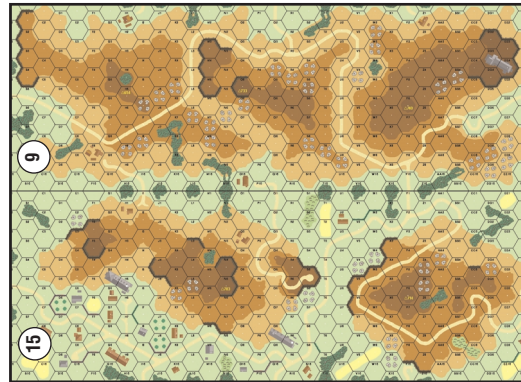
BB 2.2 CONCEPT: DAN DOLAN DESIGN: BRIAN BLAD



VICTORY CONDITIONS: The German player must exit Mussolini (see SSR 4) via plane by the end of German Turn 10. See SSR 5 for plane landing rules.

GRAN SASSO, ITALY, 12 SEPTEMBER 1943:

A small group of German glider troops under the command of SS Captain Otto Skorzeny operating on direct orders from Adolph Hitler conducted a daring midday raid on the mountaintop retreat where the Italian leaders who kidnapped Benito Mussolini were holding him.



ITALIANS SET UP FIRST	1	2	3	4	5	6	7	8	9	10	
GERMANS MOVE FIRST											

Elements of Alpini Regiment [ELR 2] Set Up per SSR 6 {SAN 3}:

ITALIAN

1 3-4-6 24	1 8 2	1 7-0 2	MMG 4PP 811 4-10 2	LMG 1PP 811 2-5 3	Trench OVR, OBA: +4 Other: +2 MPH/RtPh: dr=MF CC: +1/-1 2	Autocarri Pesante 15 36PP 4	Autocarri Medio 18 29PP 3	Autocarri Leggero 20 21PP 3
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Force Skorzeny [ELR 5] Enter on Turn 1 using Glider Rules (E8) {SAN 5}:

GERMAN

5 8-3-8 5	5 5-4-8 5	10-3 10-3	9-2 9-2	8-1 8-1	Radio 1PP 8 2	6L ★19PP ◎29PP #14PP 4
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SSR:

- EC is moderate with no wind.
- For Glider landing purposes Wind Direction is from the SE.
- Alpine Hill Rules are in effect (B10.211).
- Prior to setup the Italian player records the location of Mussolini in any location of building 9DD3-EE4. There are inherent stairwells in each hex. Mussolini remains hidden until a German unit enters his location. At this time an Italian 6+1 is placed onboard (Mussolini). This 6+1 can only move when accompanied by a German unit. Treat 6+1 as a prisoner in all respects.
- The German player must summon the plane to retrieve Mussolini by establishing radio contact. Once contact is made, the summoned plane will arrive at one of the following locations: 9U4, 9U5, 9U6, 9U7, 9U8, 9X5, 9Y5, 9Z4, 9AA4, 9BB3, against the wind (from the northwest). While on the ground the plane (use an American/British Glider counter to distinguish it from the Gliders used for landing) is treated as an unarmored target of small size. This plane must move along the landing strip until it reaches the end (farthest hex from where it touches down). On the following turn, the German player may load Mussolini aboard the plane (cost of 1 mf). The turn following Mussolini's boarding of the plane, the plane moves down the strip in the opposite direction one hex at a time and is considered to have taken off when it reaches the end of the runway.
- The Italian player may set up no more than 8 squads on Board 9. He may set up ≤3 squads and any leaders/SW stacked with them in building 9DD3-EE4. Units setup in this building may be setup HIP. No more than 2 SW can be setup on board 9 and all fortifications are required to be setup on board 9. Remaining forces may set up on board 15 in building hexes, with a maximum of 1 squad (including any leader/sw stacked with) per building. The Italian trucks must set up on any road hex of board 15.
- Italian units are considered LAX for all purposes.
- Units on board 15 may NOT move prior to turn 3.
- No Good Order Italian Unit may enter or fire into the location containing Mussolini.
- The German 838 is an Assault Engineer (H1.22).
- The German player may add 9 PP of SW to his OB, but may not choose flamethrowers.

AFTERMATH: Landing on Gran Sasso, Skorzeny's men quickly overwhelmed the Italian defenders. Mussolini was found in an upstairs room and was quickly hustled out of the building and into a waiting Storch Scout Plane. The dangerously overloaded plane barely took to the air, piloted by Skorzeny himself and Il Duce. Skorzeny had done the impossible, he had rescued Hitler's friend.

CHERRY PICKIN



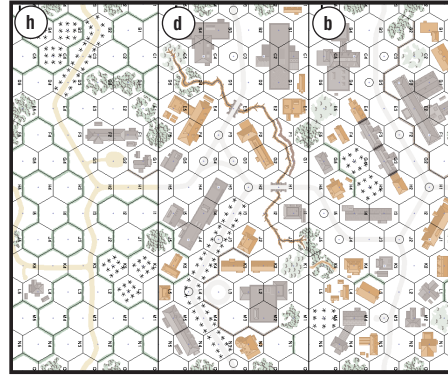
BB 3.1 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: German Player wins by exiting 45 VP off the West Edge via Hex Bh0 by game end.

LONGVILLY, BELGIUM, 19 DECEMBER 1944:

To slow down the German's rapid advance toward Bastogne, Colonel Roberts dispatched "Team Cherry" East to Longvilly with orders to hold as long as possible. No sooner had the Americans occupied the village the Germans announced their arrival with a barrage of rockets and tube artillery. Soon after, the sounds of armored vehicles could be heard approaching Longvilly from across the snow covered fields.



☆ AMERICANS SET UP FIRST	1	2	3	4	5	6	7
⊕ GERMANS MOVE FIRST							



Balance

German: All units may enter turn 1

American: Shorten Game length to 5 1/2 turns

AMERICAN

Team Cherry CCB 10th Armored Division [ELR:3] Set up west of road Ha3/h53 {SAN:4}:

8	3				2	3		8	2	3	

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GERMAN

Elements of Panzer Grenadier Regiment 77, 2nd Panzer Division [ELR:3] Enter on East between hexes Ha5 and Hg3 inclusive No more than 6 vehicle and 8 MMC w/normal PP and 2 leaders may enter on turn 1. All other German units arrive Turn 2. {SAN:2}:

10	5			2		4	2	2	3	2	6

SSR:

1. EC's are ground snow with a mild breeze from the North at start.
2. After the American setup, board D undergoes a Bombardment (C1.8). This reflects the 120mm Rocket attack staged by the Germans
3. German tanks have Schuerzen.
4. The American player may designate 1 M4A3(75)W as having a Gyrostabilizer.
5. The Americans may setup one squad/equivalent and any leaders/SW stacked with them HIP on board B.

AFTERMATH:

The American fought bravely but were hopelessly outgunned and outnumbered. On the morning of 20 December, Colonel Cherry's command post was overrun by tanks of the Panzer Lehr which had joined the fight for Longvilly. The remnants of Team Cherry joined the westward retreat of so many other American units as the German Bulge pressed ever closer to Bastogne.

STOPPING THE CAVALRY



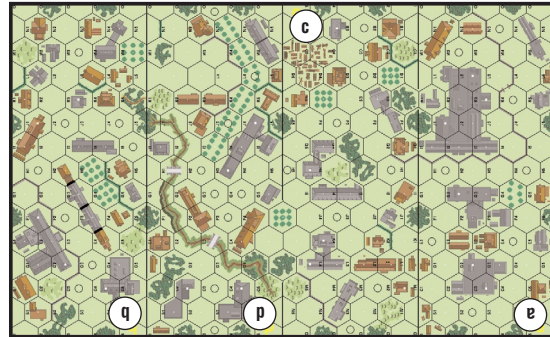
BB 4.1 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: The American Player wins by controlling all eight fortified locations at game end, provided they lose ≤ 25 CVP's.

NEW MANILA SUBURB, PHILIPPINES, 8 FEBRUARY 1945:

After crossing the San Juan River, the 8th Cavalry moved into the New Manila Subdivision. Here, the 1st Independent Naval Battalion had prepared their defenses well. Every house was a machinegun nest. All streets and alleyways were mined. Heavy support weapons were sited to cover the most likely avenues of advance. Preliminary shelling by the 61st and 947th Field Artillery Battalions caused lots of damage, but did little to weaken the Japanese positions. With tanks in support, the Troopers of the First Cavalry set out to clear the area.



JAPANESE SET UP FIRST	1	2	3	4	5	6	7	8	9
AMERICANS MOVE FIRST									

Balance

Japanese: Shorten the game to 7 ½ turns

American: Delete 2 4-4-7 squads from the Japanese OB

JAPANESE

Elements of the 1st Independent Naval Battalion, Northern Defense Force [ELR:4]

Set up ≥ 3 hexes from the West Edge of Board D (can set up on D/C/A) {SAN:4}:

4-4-7	2-2-8	9-1	8-0	1 811 2-6	3 811 6-14	2 50* [1-16]	1 30-1	20L[4]	20	8
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VASL artwork used with permission of Rodney Kinney

AMERICAN

Elements of 8th Cavalry Regiment, First Cavalry Division [ELR:4] Enter on turn 1 along West Edge {SAN:2}:

6-6-7	3-4-7	2-2-7	9-1	8-1	8-0	2 4-10	4 8-5	3 30-1	2 24-1	1 811
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Elements of the 44th Tank Battalion Enter Anywhere on the West Edge on Turn 2:

13 37LL 24-2	20 0 0	17 6 3	8-1
--------------	--------	--------	-----

SSR:

- EC are normal. Mild breeze is blowing from the West at start. PTO is in effect, Jungle is Light.
- Place deluxe overlays as follows: **dx1**-ck3, **dx9**-ck5/15, **dx4**-dd1/c1, **dx6**-ch3/g3, **dx7**-cf5/di5, **dx2**-ce1, **dx3**-ce4, **dx5**-dl1/m2.
- There is a pre-game bombardment on Boards C and D.

AFTERMATH:

For two days the battle raged house to house. When it was all over, the Japanese had lost 500 men killed. The Americans lost 11 killed, 53 wounded and 3 tanks destroyed. By February 10th the remnants of the 1st Independent Naval Battalion had pulled out of New Manila.

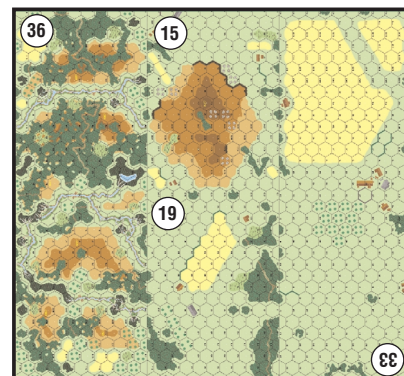
REVENGE ON GO CHAN HILL

BB 5.1 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



NEAR CEBU CITY, PHILIPPINES, 30 MARCH 1945:

On 29 March Company A 182nd Infantry tried to clear the Japanese from Go Chan Hill. From here, the defenders had a clear view of the harbor facilities and Lahug Airfield. Continuous attacks proved fruitless, and as the Americans tried to withdraw, the Japanese blew up an ammo dump in a cave on the side of the hill. The explosion destroyed one tank, disabled 2 others, and virtually wiped out all of Company A. The next morning the men of Companies B and C, backed by Divisional artillery assets, mortars and M3 tanks would try to get revenge for their comrades.



VICTORY CONDITIONS: American Win if at Game End there are no good order Japanese MMC's on any level 2 or 3 hex of Hill 714 on Board 15.

Playing Area:
All of boards 36 and 33
A-Q inclusive on 19
Q-GG inclusive on 15

JAPANESE SET UP FIRST	1	2	3	4	5	6	7
AMERICANS MOVE FIRST							



Balance

Japanese: Add 20 minefield factors to the Japanese OB

American: Lower Japanese SAN to 3

Elements of Cebu Defense Force, 102nd Division [ELR:3] All Japanese units must set up in/IN a fortification on Hill 714 on Board 15 {SAN:5}:

JAPANESE

1 4-4-7 6	2 3-4-7 4	3 2-2-8 3	4 9-1 2	5 8-0 2	LMG 1 811 2-6 4	MMG 2 811 4-11 2	MTR 2 50*[1-16]* 3	DC X12 30-1 6	? 7 Morale 6
AT M12 37L 2	Minefield 1+4+6 15	Trench OVR, OBA: +4 Other: +2 2	Tank 1+3+5 2						

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Elements of Co's B & C 182nd Inf. 716th Tank Batt., 478th AA Auto Weapons Battalion., Americal Division Artillery [ELR:4]

All units set up on Board 35 south of Hexrow J, except 40LL AA Guns and crews which set up in 36U4/36V3 {SAN:2}:

AMERICAN

1 6-6-6 8	2 5-4-6 5	3 3-4-6 4	4 2-2-7 2	5 9-1 2	6 8-1 2	7 8-0 2	8 7-0 3	MMG 2 4-10 2	HMG 5B col 3 8-16 2	BAZ45 X11 WP6 8-5 2	MTR M2 3 60*[3-45] 2
AA M3 40LL81 2	M3 MT 13 37LL-242 3	2 1/2 Ton 28 29PP 3									

SSR:

- EC are normal with a mild breeze from the east at start. PTO rules with Light Jungle are in effect.
- Any American MMC while in CC with any Japanese Unit, is considered Fanatic until that CC is resolved.
- US Player has a 155mm OBA (HE only) with an offboard observer. Observer is considered at Level 3 and must be recorded on any South Edge Hex.
- Place a wrecked M3 MT in 15W7 with VCA towards 15X6/W6 and one in 15V7 with VAC towards 15W7/W8.
- The hill mass 15R5 does not exist. Treat as open ground at level 0.

AFTERMATH:

Before dusk, Go Chan Hill was in sole possession of the Americans. The 182nd left no survivors.

TIGERS ON THE HILL

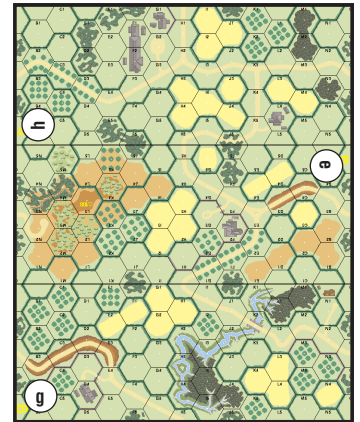


BB 6.4 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



NEAR ARRY, FRANCE, 10 SEPTEMBER 1944:

The German response to the second bridgehead across the Moselle river was limited to sporadic mortar and artillery fire. Later in the day, while 1st Battalion was preparing defensive positions for the night on the slopes of Hill 386, the Germans reacted to the crossing in force. A detachment of PanzerGrenadiers accompanied by three Tiger tanks came out into the open and fired point blank into Company C's foxholes. Panic-stricken, the men of 1st and 2nd platoon ran down the hill for the woods and more cover. To prevent a full-scale rout, the Tigers would have to be stopped.



VICTORY CONDITIONS: Germans wins if there are no good order American MMC on any level two hill hex(es) on Hill 108 on Board E at Game End.

☆ AMERICANS SET UP FIRST	1	2	3	4	5	6	
+ GERMANS MOVE FIRST							

Balance

German: Exchange 1 MMG for 1 HMG
American: Exchange an 8-1 for a 9-1

AMERICAN

C Company, 1st Battalion, 10th Infantry [ELR:3] Setup on/adjacent to any hill 108 hex, in foxholes {SAN:4}:

5	3	4						2	3			12

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GERMAN

Elements of the 8th Panzer Grenadier Regiment [ELR:4] Enter on Turn 1 on any East edge road hex(es) {SAN:3}:

7			2	2	3	2

SSR:

1. EC are wet with no wind at Start.
2. The American player may only move during HIS Advance Phase or either players Rout phase.
3. The first time ANY tank is adjacent to an American MMC, the MMC must take a NMC. This can occur only once per American MMC.
4. On turn 4 the Americans receive Air Support in the form of a Fighter 44.

AFTERMATH:

Sgt. Jenski of the 1st Platoon ran alongside one of the Tigers, shooting rifle grenades at its treads and tossing hand grenades at the hatches. Forced to button up in restricted terrain, the Tiger moved down the hill. When a squadron of P-47's arrived on the scene, the other Tigers beat a hasty retreat back to Arry. In response to the German's commitment of heavy armor, AT guns were given top priority for crossing the Moselle to support the infantry companies holding the bridgehead.

BLOCKBUSTING THE MEATGRINDER

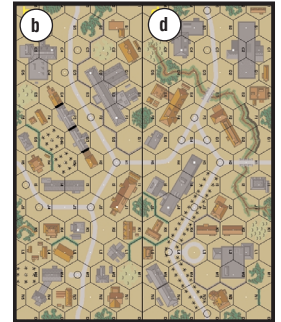
BB 7.2

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



CASSINO, ITALY, 20 FEBRUARY 1944:

Continual fighting in the hills around Cassino had become nothing more than a continual drain on Allied manpower and supplies. In an attempt to force a breakthrough, the New Zealand Corps opted to attempt an attack through the town itself, then swing west to take control of Highway 6 leading north. The approach into Cassino was along a single, narrow road. Armor support was delayed 30 minutes due to a large bomb crater in the middle of the road and deep mud along either side of the pavement. Initial gains were good, but the German paratroopers soon stiffened their defense and the Kiwi's had to resort to blockbusting to clear the way.



VICTORY CONDITIONS: New Zealand Player wins by controlling 15 entire stone buildings at game end.

+	GERMANS SET UP FIRST
○	NEW ZEALANDERS MOVE FIRST

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



Balance

German: Shorten game to 6 turns

American: Exchange 2 4-5-8 squads for 2 6-4-8 engineer/sapper squads

GERMAN

Elements of 2/3 Parachute Regiment [ELR:4] Setup North of hexrow J on boards B&D {SAN:5}:

5-4-8	2-2-8	9-2	8-1	8-0	1-1 3-8	7-16	13 8 3 105	M 11 81* 12-60	B 11 75* 37L	M 12
12	3	2	2	4	2	2	2			

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NEW ZEALAND

New Zealand 25th Inf. Battalion and Elements of the 19th Armored Regiment [ELR:4] Set up South of Hexrow J on boards B&D {SAN:2}:

4-5-8	10-2	9-1	8-1	8-0	1-1 2-7	4-12	6-14	X11 8-4	X12 30-1	X10 24-1
20	2	3	3	4	2	2	2	2	2	2

Enter on Turn 2 (SSR 5):

13 11 4 105	33 4 2 76*	13 8 4 75	8-1
2	2	2	

SSR:

1. EC are Wet, overcast with Rain falling and there is no wind at start.
2. Mud is in effect.
3. Place rubble counters in hexes bK3, bK4, bH2, bB1, dF4, dG2, dK3. Rubble counters are placed at level 0, with no falling rubble.
4. German may set up his vehicles IN buildings at start. All bog/cellar DR's are presumed to have been made and passed.
5. The New Zealand armor enters on Turn 2 via any South edge road hex(es)
6. The German player may freely deploy any/all of his forces during set-up.
7. German player may use HIP to set up 2 MMC/equivalents and any SMC/SW stacked with them.

AFTERMATH:

Each road and building became a nightmare to secure. The paratroopers seemed to have all the advantages. The swift punch through Cassino was turning into a meatgrinder for the New Zealand Corps. In terms of ground gained, fighting in Cassino was even more costly than previously experienced in the surrounding hills. Cassino would not fall easily.

STREET SWEEPERS



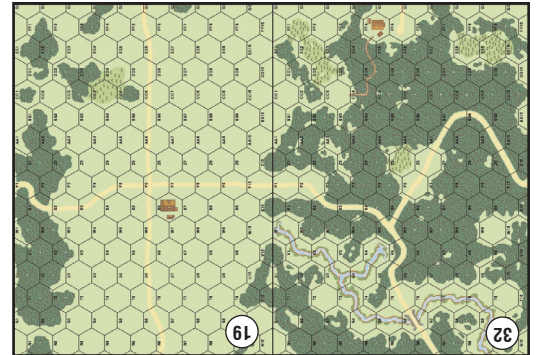
BB 8.1 CONCEPT: JEFFREY ALLEN DESIGN: BRIAN BLAD



VICTORY CONDITIONS: American wins if they clear both roadblocks and do not lose more CVPs than they inflict.

VOSAGES REGION, FRANCE, 15 OCTOBER 1944:

The 442nd RCT had been given the task of securing the small town of Bruyeres as their first assignment for the 36th Texas Infantry Division. After eliminating four machine gun nests and tow roadblocks, the 100th Battalion advanced 300 yards into the surrounding woods and foothills that dominated the area West of Bruyeres. Elements of the 232nd Combat Engineers were then called in to clear the road so that armor could be brought up in support of the infantry. Unfortunately the SS were not so willing to leave and infiltrated back to the road behind the 442nd.



Only hexrows R-GG are in play

GERMANS SET UP FIRST	1	2	3	4	5	6	7	
AMERICANS MOVE FIRST								

GERMAN

Elements of the 19th SS Polizei Regiment and attached units of the 16th Volksgrenadier Division [ELR:5]
Set Up east of hexrow 5 on board 19 and anywhere on board 32 {SAN:3}:

4 ⁺ 6-8	9-1	7-0	5-12	12-4	7 Morale	5 1S OUR, OBA: +4 Other: +2
5			4		6	4

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AMERICAN

Elements of the 232 Combat Engineers of the 442nd RCT, 24th Infantry Division [ELR: 5]
Enter on Turn 1 on the West edge of board 19 {SAN: 3}:

4 ⁺ 4-7	7-0	30-1	8-4	.50 cal
9	2	2	2	

Elements of B company, 100th Battalion, 442nd RCT [ELR:4]
enter on turn 2 on any North/East/South edge of board 32

6 ⁺ 6-7	6 ⁺ 6-6	8-0	8-4
2			

SSR:

1. EC are moist. Sky is overcast and mist is in effect.
2. US 447 squads are Elite, they are both Assault Engineers and Sappers.
3. Place a roadblock in hex 19x1 ca 19x2 and 32x2 ca 32x3. The roadblocks must be faced so that the road is blocked from the North (red arrow faces N).
4. There are 2 AT mine factors in front of each roadblock in hexes 19x2 and 32x3.
5. German may deploy freely prior to set up.
6. German player may set up HIP any one MMC and any SW/SMC it is stacked with.

AFTERMATH: Initially surprised at finding German troops behind them, the engineers, after taking light casualties, fought back. Moments later a platoon from B Company came back to investigate the sounds of fighting in this rear area. The SS, now caught in between the two forces, quickly made their way back to their own lines. With the road still blocked by mines and the roadblocks the 232nd went back to work.

SUFFER THE CONSEQUENCES

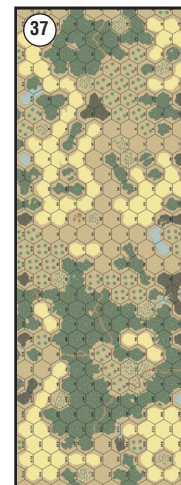
BB 9.1 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: Americans win by amassing ≥ 14 CVP's, OR by exiting at least 5 good order squads/equivalents off the West Edge.

NEAR POINT CRUZ, GUADALCANAL ISLAND, 3 NOVEMBER 1942:

Recent successes had encouraged the Americans to make bold advances into the Japanese positions in the Western end of the island. Lt. Colonel Hanneken intended to drive through what he expected to be light resistance, and push for the coast, cutting the Japanese off from their source of supply. The Japanese, starving and low on ammunition, had been giving ground steadily for the past few days. So, with high expectations the Marines moved out to the attack. Very soon they ran right into a Japanese column advancing toward Kori Point. American overconfidence would have sobering consequences.



JAPANESE SET UP FIRST	1	2	3	4	5	6	
AMERICANS MOVE FIRST							

Balance

American: Exchange Group 2 MMG for a .50 cal. HMG
Japanese: Add a 347 and LMG to OB

JAPANESE

Elements of Colonel Shoki's Battalion, Sendai Division [ELR:3] Set up in column along hexes 37R6-37DD5 {SAN: 4}:

2 3-4-7 8	C 3-3-6 4	2 2-2-8 2	9-1 2	8+1 2	8	1 811 2-6 2	2 2	2 50mm 2	1 SFP 1-12
-----------------	-----------------	-----------------	----------	----------	---	----------------------	--------	----------------	------------------

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AMERICAN

Lt. Colonel Hanneken's Battalion, 7th Marine Division [ELR:5] Set-Up offboard. Enter VIA SSR 3 {SAN:2}:

Group 1:

5-5-8 3	9-1	2 4-10	X12 30-1	19 75
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Group 2:

4-5-8 6	2-4-8 2	2-2-8	10-2	8-0	2 4-10	X12 30-1
37LL 2	20 AAMG 1-14 2					

SSR:

1. EC are mud, skies overcast, light rain is falling and no rain at start.
2. PTO Terrain including Light Jungle is in effect.
3. On turn 1 the American player may bring Group 1 on board anywhere between hexes 37A1 and 37Q1 inclusive. Group 3 enters on Turn 3 between hexes 37A1 and 37Q1 inclusive.
4. Japanese suffer from Ammo shortage. Due to weakened state, Japanese units have 1 less MF per turn and their printed moral is 1 less than normal.
5. Japanese Radio represents 90mm MTR OBA with scarce ammunition.
6. Roads do not exist. Treat all woods/roads as paths.

AFTERMATH: After the initial surprise, both sides tried to force the issue by the attack. But the Japanese received help first from light howitzer and mortar fire, forcing the Marines to slowly withdraw all afternoon. Evening found the Americans tending their wounded and preparing for yet another assault in the morning.

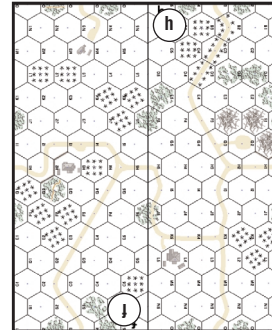
BEYOND THE ODER

BB 10.1 CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: Russian wins by controlling buildings hL4, fM3, and fh2 at game end.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							



Balance:

Russian: Exchange one 9-1 for one 9-2

German: Exchange one 4-6-7 for one 8-3-8

Elements of Kustron Garrison, 9th Army [ELR:3] set up west of road hA3/hO3 {SAN:5}:

4-6-7 6	4-4-7 5	2-2-8 2	8-1 2	7-0 2	LMG 3-8 3	HMG 7-16 2	Minefield 6	AT M 10 50L 3	SPW 251/1 16 1 2	PSW 222(L) 34 2 20L[6] 2	Foxhole 5-1S OVR, OBA: +4 Other: +2 4
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3rd Company 5th Shock Army [ELR:5] enter anywhere along the east edge {SAN:2}:

4-5-8 10	6-2-8 6	9-1 1	8-1 1	1-4-9 1	LMG 8-11 2-6 3	HMG 6-12 2	DC X12 30-1 2	IAG-6 15 33PP 2
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Armored Support enter on Turn 3 via any east edge hex:

SU-122 16 122 2

SSR:

1. EC are ground snow with no wind at start.
2. Russians have limited PF capability. Captured use applies but inexperienced does not. Each Russian MMC may make a PF check, the MMC has a PF available if the dr is a 1. The Russian player may only make 15 PF attempts.
3. Building fh2 is a level 2 building and is fortified on all levels
4. Buildings hF1, hF2, and hG1 are rubble.
5. Hedges do not exist
6. raised road does not exist. road exists at level 0
7. No quarter is in effect
8. Russian has a 120mm Btl Mortar OBA (HE only) available for turns 1-4 only. There is an offboard observer at level 4 anywhere on the east edge.

AFTERMATH:

Advancing unnoticed up to the fortification, Jr. Sgt. Mosienko tossed in some grenades and quickly silenced the ground level machineguns. When his men poured small arms fire and panzerfausts into the upper levels, along with HE rounds from the supporting assault guns, the German defenders surrendered. Later that day Jr. Sgt. Mosienko would knock out a variety of German vehicles including 11 halftracks, 3 tanks and 5 self-propelled guns. For his extreme valor, he was named a Hero of the Soviet Union.

GRAIN FOR THE TAKING

BB 11.1

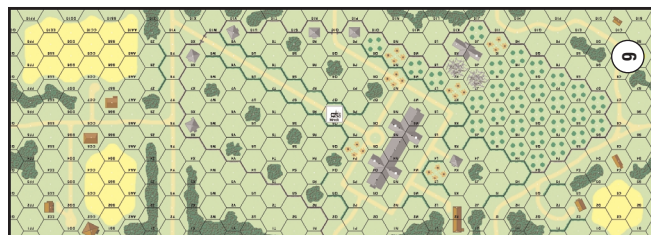
CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: German wins any time they control Building 6n4.

JUST SOUTH OF THE TSARITSA GORGE, NEAR STALINGRAD, RUSSIA, 17 SEPTEMBER 1942:

For several days Lt. Andrei Khozyanov and his band of 50 marines held off numerous attacks by German infantry while withstanding several intense artillery barrages. The Russians knew that the grain inside the elevator would be a great prize for the Germans if they could get their hands on it. The Russians were determined that they would not. Around noon a lone German tank approached and the Marines prepared for yet another assault.



★ RUSSIANS SET UP FIRST	1	2	3	4	5	6
⊕ GERMANS MOVE FIRST						



Balance

Germans: increase game length to 7 turns

Russians: eliminate 1 4-6-7 squad and the 8-0 leader from the German OB

Marine Force Elements [ELR:4] set up in building 6n4 {SAN:5}:

RUSSIAN



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Elements of 14th Panzer Division [ELR:4] (see SSR 3) {SAN:3}:

GERMAN



SSR:

1. EC are very dry with no wind at start.
2. Building 6n4 is stone, 2 levels (inherent stairwells) in each hex and is fortified.
3. German units set up ≥8 hexes from hex 6N4.
4. Place a wrecked PzKpfw IIIJ in hex 6q6, VCA 6p5/6q5.
5. Place shellholes in 6I9, 6P4, 6L3, 6N8, 6K7, and 6N7. Rubble counters into hex 6J7 and 6K8.
6. Russian units are fanatic while inside building 6N4.

AFTERMATH:

The German tankers demanded the Russians surrender, in response several Marines snuck out of the Elevator and destroyed the tank. For three days the Germans responded by pounding the elevator with artillery, setting the grain on fire. As the final barrage lifted the Germans attacked again. Still the Russian Marines held them at bay. Finally, half-crazed from thirst, Lt. Khozyanov led his men out to seek water during the night. A few hours later they were discovered and captured. The Germans were able to extinguish the fires in the elevator and recover grain that would prove invaluable in the months ahead.

HANGMAN'S HILL

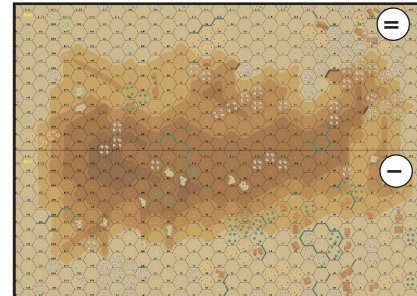
BB 12.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



CASSINO, ITALY, 16 FEBRUARY 1944

Continued assaults against the heights surrounding the monastery rewarded the New Zealand Corps only with more casualties and frustrations. At 1400 hours word came over the radio that C Company of the 1/9 Gurkhas had fought their way to the top of Hangman's Hill and routed the German Garrison there. The news was like a shot in the arm for the beleaguered Kiwis. In just a few hours, the 1/6 Rajputanas along with Companies A & B of 1/9 Gurkhas joined their comrades at the summit to await the inevitable counterattack. They didn't have long to wait.



VICTORY CONDITIONS: German player wins immediately, any time there are no Good Order Gurkha units on a level 3 or level 4 hex.

GURKHAS SET UP FIRST	1	2	3	4	5	6	7	8	9	10	
GERMANS MOVE FIRST											

GURKHAS

C Company 1/9 Gurkhas, 3rd Indian Brigade [ELR:4] set up on any Level 3 or 4 hill hex south of hexrow Q inclusive {SAN:3}:

4-5-8 9	9-2	8-1	8-0	LMG 1 2-7 3	MTR 2 [2-11] 2	MMG 2 4-12 2	? 7 Morale 9	Foxhole 5 1S OUR, OBA: +4 Other: +2 5
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GERMAN

Elements of 1/4 Parachute Regiment [ELR:4] set up on the road II i10-I i1 {SAN:2}:

5-4-8 12	2-2-8	9-1	8-1	8-0	LMG 1 3-8 4	HMG 3 7-16	MTR M11 3 81* 12-60
-------------	-------	-----	-----	-----	----------------------	------------------	---------------------------------

SSR:

- EC are wet, Light rain falling at start, MUD is in effect.
- Gurkhas are stealthy (A25.43) and may use HTH CC.
- Treat all grain as shellholes, all woods are crag.

AFTERMATH:

At 1630 the Fallschirmjaeger attacked. The intensity of the fighting was tremendous. Only the Gurkhas fierce abilities in hand to hand combat denied the Germans control of the hill. Now it seemed that the New Zealand Corps finally had a foothold from which to make the final assaults on the Cassino Monastery.

THE LAST MAN OUT

BB 13.3

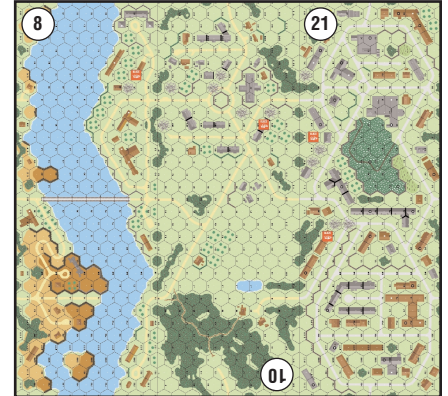
CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: Russian player wins by exiting ≥ 35 CVP off the North Edge of Board 8 by game end.

VIENNA, AUSTRIA, 12 APRIL 1945:

To buy time for the scattered remnants of the 2nd SS Panzer Division to escape North of the Danube, a small rearguard was left to protect the south end of the bridge and engage any Russian forces attempting to cross the Danube. Lt. Arno Giessen was in command, with 97 confirmed tank kills he was considered the best man for the job. With his small force, his prospects for slowing the Russian Juggernaut seemed small.



★ RUSSIANS SET UP FIRST	1	2	3	4	5	6	7	8
★ RUSSIANS MOVE FIRST								



Balance:

Germans: All units are fanatic

Russian: Replace German 9-2 AL with a 9-1 AL

Elements of the 6th Guards Tank Army [ELR:4] set up anywhere along road hexes 21Q1-21C5 (see SSR 5) {SAN:2}:

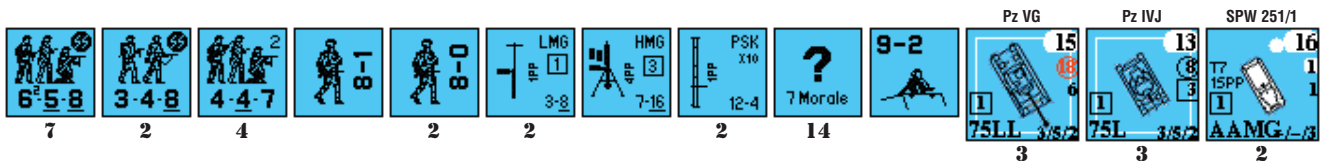
RUSSIAN



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Kampfgruppe Giessen, 2nd SS Panzer Division [ELR:5] set Up South of the river, at least 3 hexes away (inclusive) from any Russian unit {SAN:5}:

GERMAN



SSR:

- EC are moist with no wind at start. Sky is overcast.
- Germans suffer ammo shortage and fuel shortage (KGP CG SSR KGP13).
- Place stone rubble counters in hexes 10X8, 10W1, 10AA5, 10Z4, 21G10, 21S8, 21S7, 21M9, 21N8, 10X6, 8H2, 10Z1. Place blaze counters in hexes 21T8, 10W8, 21L9, 8G2.
- Place a 2 lane stone bridge in hexes 8Q3-8Q8.
- Russian player must set up 8 squads/equivalents as riders. Riders may not dismount until they have LOS to a known German unit, or they are fired on. The Russian player may not take an intentional action in order to force the riders to bail out.
- Grain is open ground.
- German has boobytrap level A on boards 8 and 10.
- Due to excessive debris on the roads, road bonus is NA for ALL units.
- German may set up 3 squads/equivalent HIP (including sw/smc stacked with them) on board 8 or 10.

10. All German units are SS. German uses reduction of forces as found in ABTF, i.e. 658 to 548.

11. No walls exist on Board 21.

12. All buildings are of stone construction.

AFTERMATH:

Superb leadership overcame superior numbers once again. Each time a Russian tank came into view the Germans would zero in on it and destroy it before the Russian infantry could intervene. When his Panther ran out of fuel, Lt. Giessen went stalking Russian tanks on foot with Panzerfausts. Before dawn on the 13th of April Lt. Giessen added 14 kills to his record. Lt. Giessen's actions allowed the majority of the division to escape across the Danube. He surveyed his destroyed tanks as his remaining men crossed the bridge. Lt. Giessen crossed the bridge and engineers sent it tumbling into the Danube. Lt. Giessen was the last man out.

THE UNFRIENDLY WELCOME

BB 14.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



BERDORF, BELGIUM 17 DECEMBER 1944:

Company F was cut off from the rest of the battalion just East of Berdorf. To try and break through to them, Colonel Luckett sent what forces he could scrape together. The men of B Company drew the assignment. As they rode into Berdorf on the decks of their tanks, the Germans gave them a hot reception with panzerfausts and machineguns.



VICTORY CONDITIONS: American player wins instantly when he has exited ≥ 25 VP via road hex 3Q10 OR by controlling all four multihex buildings on Board 3 at game end.

+	GERMANS SET UP FIRST	1	2	3	4	5	6	7	8
☆	AMERICANS MOVE FIRST								



Balance

American: exchange two 6-6-6 squads for two 6-6-7 squads

German: set up HIP one squad, leader and any SW stacked with them.

Elements of Regiment 987 [ELR:3] set up first in any whole hex of board 3 {SAN:4}:

GERMAN



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All forces enter on Turn 1 via road hexes 11Y1 and or 11I1 {SAN:2}:

B Company 2nd Battalion 8th Infantry [ELR:3]

AMERICAN



Elements of 70th Tank Battalion



SSR:

1. EC are Ground Snow, overcast, no wind at start.
2. American infantry units must enter as riders. They may not unload or bail out until the first German unit fires.
3. German MMC may only move is stacked with leader/hero OR if it has LOS to a known American unit. German units may move in the advance phase normally.

AFTERMATH:

B Company pressed their attack for over an hour. But with no appreciable gains and mounting casualties, the GI's were forced to withdraw from Berdorf. As they pulled out the GI's called down mortar and artillery fire to try to blast the German defenders out.

BRIDGES AT LEIPZIG

BB 18.1

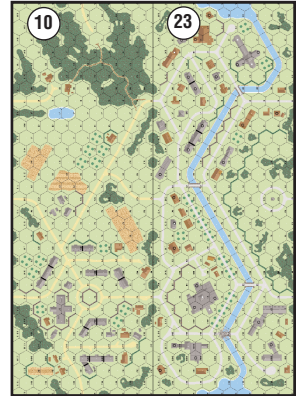
CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: American wins by establishing a bridgehead (ssr #2) across at least 2 canal bridges. German wins by avoiding this.

LEIPZIG, GERMANY, 15 APRIL 1945:

During the closing weeks of the war in Europe, the American advance penetrated into the heart of Germany. All along the way, the badly disorganized German army threw any and all weapons and troops available into the fight, including Volksturm and Flak units. On April 15th elements of the 23rd Infantry Division moved into the outskirts of Leipzig, Germany's fifth largest city. To enter the central district of town, the Americans had to secure the three canal bridges. Company G was assigned to this mission. Captain MacDonald held 1st platoon in reserve to provide machine gun and mortar covering fire. 2nd platoon would take the first bridge, 3rd platoon would cross the take the center bridge.



+	GERMANS SET UP FIRST	1	2	3	4	5	6	
☆	AMERICANS MOVE FIRST							

Balance:

German: add two 4-3-6 squads to the German OB

American: increase game length to 7 turns

Rearguard Units of the Leipzig Garrison [ELR 3] set up HIP East of the canal {SAN 4}:

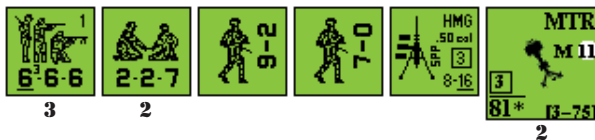
GERMAN



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Company G, 23rd Infantry [ELR 4] {SAN 2}

1st Platoon setup anywhere on board 10:



3rd Platoon setup West of the canal on board 23:



2nd Platoon setup West of the canal on board 23:



SSR:

1. EC are moderate with no wind at start.
2. A Bridgehead is considered established when at least 2 good order squads/equivalents are east of the canal within 4 hexes of any bridge by game end.
3. Boresighting is NA.
4. Building 10L3 is a 2nd level building with an inherent stairwell.
5. Place a rubble counter in hex 23BB5. The bridge is considered to have been blown.
6. Canal is deep, current is fast and is considered unfordable.

AFTERMATH:

When 2nd Platoon was delayed by German machine gun fire, 3rd platoon moved across the bridge ½ mile south meeting little resistance. Outflanked, the remaining German troops pulled out, joining their comrades in the flight eastward, leaving the city to be defended by the local police force.

HOPE FOR RELIEF

BB 19.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: British player wins by controlling any two of the following three buildings at game end 20S6, 20P9, 20O2.

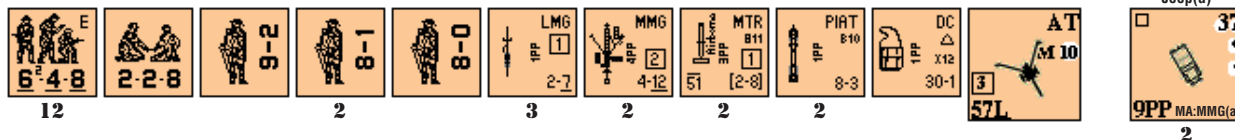
SIMULTANEOUS SETUP	1	2	3	4	5	6	7
BRITISH MOVE FIRST							



Only hexrows I-GG are in play

BRITISH

Elements of A Company, 2nd Battalion, 1st Parachute Brigade [ELR:5]
set up North of the bridge in building/woods hexes {SAN:4}:

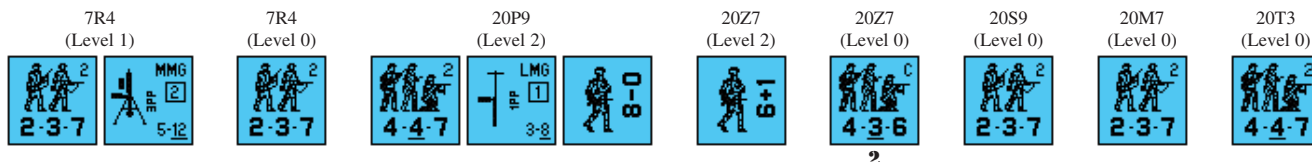


Set-up in any road hex:

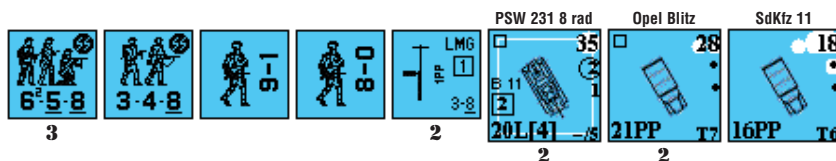
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GERMAN

Elements of Arnhem Garrison [ELR:2] set up as indicated {SAN:2}:



Elements of 9th SS Division [ELR:4] enter on Turn 4 via any South Edge Road hex(es):



SSR:

- EC are moist with light breeze from the Northwest at start.
- Board 7 island hexes do not exist. Place 2 lane stone bridge counters in hexes 7Q4-7Q9 inclusive. The bridge is at level zero. There is a tower in hex 7R4, fortified at ground level. Tower is a 1 level obstacle. Tower is accessible via hexes 7Q4 and 7Q5 only.
- British may place WP grenades on smoke placement dr of 1.
- SS Elr reflects their having recently being withdrawn from very heavy fighting and their recent transfer to Arnhem for rest and refit. SS units ELR to 4-4-7/2-2-6.

AFTERMATH:

The Germans tried to get four trucks across the bridge but they were set afire by small arms, machine guns, and at gun fire. Under cover of smoke from the burning wrecks, Lt. Grayburn's company got close enough to the tower to knock it out with a PIAT. But the arrival of two armored cars and SS infantry forced the British back again. Now all they could do was try to hold the North end of the bridge and hope for relief from the XXX Corps.

I NEVER THOUGHT TO ENDURE WORSE

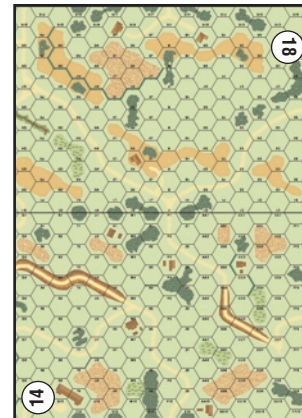
BB 20.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: Free French wins by exiting ≥ 4 good order squads/equivalents and ≥ 1 Leader off the North edge of Board 18 by game end or Immediately upon elimination/capture of the pillbox AND exit ≥ 4 Good Order squads/equivalents and ≥ 1 leader off the North Edge of Board 18. German wins by avoiding these conditions.

GERMANS SET UP FIRST	1	2	3	4	5	6	
FREE FRENCH MOVE FIRST							



Only hexrows A-Q on board 18 and Q-GG on board 14 are in play

Elements of Battalion 191, 71st Infantry Division [ELR:4] set up first, concealed in any hex numbered < 4 on either board {SAN:0}:

GERMAN

4-6-7 6	8-1 2	7-0 2	1 3-8	2 5-12	3 50* [2-13]	5 OVR, OBA: +4 Other: +2	2+3+5 4
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Elements of 3/5 RTM, Free French Forces [ELR 4] set up on Board 14 in any hex numbered > 6 {SAN 0}:

FREE FRENCH

4-5-8 10	10-2 2	8-1 2	8-0 4	1 8-11 2-6	8-4
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SSR:

1. EC are wet with no wind and light rain falling at start.

AFTERMATH:

The French blew up the pillboxes with accurate and deadly bazooka fire. One German prisoner told his captors, "I was at Stalingrad and I never thought to endure worse." The inevitable German counterattack never came. The Germans had nothing left that they could throw into the battle. The road to Rome had finally been opened.

AWAITING ORDERS

BB 21.1

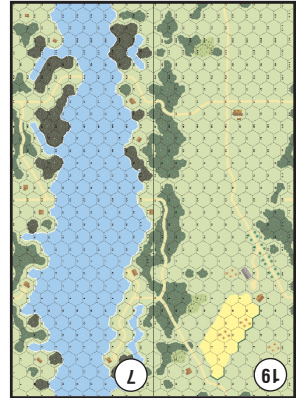
CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: German player wins by having ≥ 5 good order squads/equivalents and ≥ 1 leader in any whole hex(es) on board 7 by game end.

Dornot, France, 9 September 1944

For a day and a half, elements of the 2nd Battalion, 11th Infantry had managed to just hang on to their narrow bridgehead across the Moselle river. Increasing German counterattacks, and little resupply or reinforcement would soon force the GI's back across the river. No withdrawal would be allowed without approval from the Corps HQ. Late in the afternoon, the Germans decided to force the Americans back.



☆ AMERICANS SET UP FIRST	1	2	3	4	5	6	7
+ GERMANS MOVE FIRST							



Balance:

American: increase GO units to 6 squads/equivalents

German: German only needs 4 GO squads/equivalents

AMERICAN

Elements of Company F, 2nd Battalion, 11th Infantry [ELR 4] Set Up per SSR 4 {SAN 4}:

6-6-6	9-1	8-1	7-0	4-10	8-4	7 Morale	5 OVR, OBA +4 Other +2
6					2	12	6

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GERMAN

Elements of 2nd Battalion, 37th SS Panzer Grenadier Regiment [ELR 5] Set Up per SSR 3 and 4 {SAN 2}:

6-5-8	3-4-8	8-1	8-0	3-8	3-8	12-4	7-16	5 OVR, OBA +4 Other +2
9		2		3				

SSR:

1. EC are wet with no wind at start. River is shallow, but current is swift flowing south to north.
2. Islands do not exist.
3. German HS and HMG must set up in Foxholes on the West side of the river in concealment terrain. No SMC may set up with them.
4. American sets up in any whole hex on board 7 east of the river, or in any hex numbered ≤ 3 on board 19. German forces enter from the east edge of board 19. Any/All German units may enter on Turn 1. All German units must be onboard by end of Mph turn 3.
5. Place shellholes in 19K6, 19G7, 19F5, 19E9.
6. Board 19 undergoes a bombardment AFTER American set up (C1.81).

AFTERMATH:

Company F bore the brunt of the assault. A hidden German machine gun on the West bank of the river kept the GI's ducking for cover. Close quarter fighting went on into the night. The action proved costly for both sides. The Germans lost more than 30 men while the Americans lost their last officer, Lt. Hillyard during the attack. On the morning of 10 September, the order to withdraw came, almost too late to save the remnants of the 2nd battalion from complete destruction.

LESS THAN EXPECTED

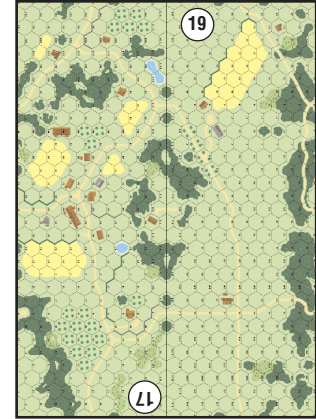
BB 22.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: British player wins by exiting ≥ 2 squads/equivalents off the north edge by game end without losing ≥ 10 CVP.

GERMANS SET UP FIRST	1	2	3	4	5	6	7	
BRITISH MOVE FIRST								



Elements of Ad Hoc Reserve Force [ELR:2] set up North of hexrow 17I/19Y {SAN:4}:

4-3-6	8-0	7-0	1 3-8	3 50* [2-13]
-------	-----	-----	----------	-----------------

4

Dutch SS Reinforcing units [ELR:2] enter per SSR 3:

4-4-7	8-1	1 3-8	33 20L[4]	28 21PP T7
-------	-----	----------	--------------	---------------

2

VASL artwork used with permission of Rodney Kinney

Elements of Recce Force, 2nd Battalion, 1st Para Brigade [ELR:5] enter via 19GG5 and/or 17A6 {SAN:3}:

6-4-8	9-1	8-1	8-0	1 2-7	1 8-3	2 4-12	1 [2-8]	37 9PP MA-MMG(a)	37 9PP
-------	-----	-----	-----	----------	----------	-----------	------------	---------------------	-----------

8

2

2

3

2

SSR:

1. EC are moist with no wind at start. Skies are overcast (rain is possible per E3.51).
2. All German units are Lax. The Dutch SS Troops were SS in name only. Even though some of their units were above average as far as their fighting ability was concerned, they could not be considered the equal of the German SS units. They do not have assault fire capability and their broken morale is not raised by one.
3. SS reinforcements enter on turn 4 via any North edge road hex.
4. German units may not set up concealed.
5. Boresighting is NA.
6. British player may deploy ≤ 4 squads prior to set up.

AFTERMATH:

By nightfall, the Recce force had suffered 80% casualties, and had turned back, unable to find a weak spot. Most of Frost's battalion was cut off from the remainder of the paratroopers. To top it off, their primary objective, capturing the railroad bridge, was nullified when it was demolished by German sappers. Initial results from the battlefield were less than expected.

FIELDS OF VALOR

BB 23.1

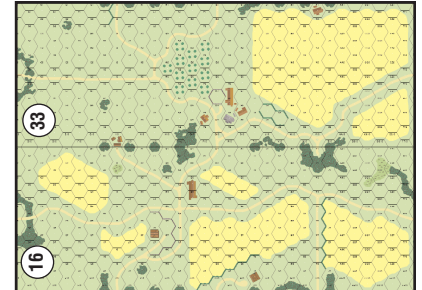
CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



NEAR STUDZIANKI, POLAND, 5 AUGUST 1944:

The German High Command was willing to risk it all in their gamble to force the Russian forces back across the Vistula. They committed their last reserves, including the elite 25th Panzer "Herman Goering" Division. Lead units for the attack were to sweep across a vast area of rye fields and drive toward the Vistula. Entrenched in a rye field directly in front of the panzers was a Company of the 220th rifle Regiment. Lt. Burba and his riflemen would face the German Panzers in fields of valor.

VICTORY CONDITIONS: German player wins by exiting ≥ 18 VP off the east edge between hexes 33GG5 and 16GG6 inclusive by game end.



★ RUSSIANS SET UP FIRST	1 2 3 4 5 6 7 8	
+ GERMANS MOVE FIRST		

RUSSIAN

Elements of 220th Rifle Regiment, 79th Infantry Division, 28th Guards Corps [ELR:4] set Up Anywhere east of hexrow H {SAN:4}:

6-2-8	4-5-8	2-2-8	9-2	8-0	1-4-9	1-11	6-12	1-12	30-1	45LL	MPh/RtPh: dr=MF CC:+1/-1
6	4			2		2		3	2		5

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GERMAN

Elements of the Herman Goering Division [ELR:4] enter anywhere along the west edge {SAN:2}:

5-4-8	2-3-8	8-1	3-8	13	12	18	16	17
6	2	2	3	2	2	2	2	2

SSR:

- EC are moist with a light breeze blowing from the north at start.
- Russian may use HIP for 2 MMC and any SW/SMC that set up with them.
All Russian units in concealment terrain may set up IN foxholes.
- All buildings are single story only.
- When stacked with the hero, Russian squads are fanatic and receive a -1 DRM to any PAATC they make. Fanaticism ends when they leave the hero's location.
- PzKpfw IVH have Schuerzen.

AFTERMATH:

Heroism was the order of day on the battlefield. While his men blinded the German tankers by firing at the vision slits, Lt. Burba immobilized the first tank with a stick of grenades. Right behind it, another panzer appeared. Lt. Burba dove under the tank and at the cost of his own life, destroyed it with another stick of grenades. Seven times the Germans attacked, each time they were rebuffed. By dawn on 6 August, the German High Command knew they had failed in their last chance to close the Vistula Bridgehead. The fight for Warsaw would soon begin.

LAND OF MILK AND HONEYS

BB 24.2

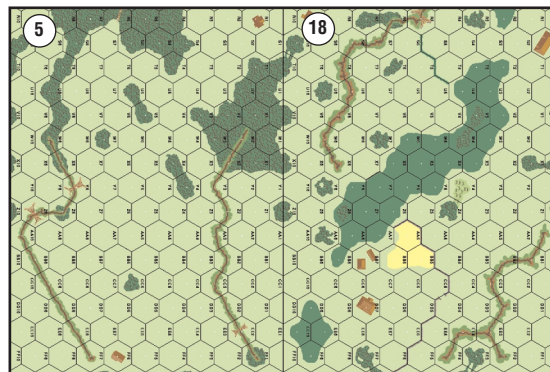
CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: Australian wins at the end of any player turn when he controls/eliminates both pillboxes.

DUROPA PLANTATION, NEW GUINEA, 18 DECEMBER 1942:

Contrary to their ineffectiveness in the ETO, the Allies light tanks were a real plus in jungle fighting. Supported by a platoon of "Honey" tanks, C Company advanced towards some Japanese bunkers in an attempt to break through to the coast.



Only hexrows R-GG are in play

JAPANESE SET UP FIRST	1	2	3	4	5	6	7
AUSTRALIANS MOVE FIRST							



Balance
Australian: Increase game length to 7 ½ turns
Japanese: add a 447 and LMG to the OB

JAPANESE

Elements of 3rd Battalion, 229th Infantry Regiment [ELR:4] set up on or east of hexrow U {SAN:4}:

4-4-7 8	2-2-8 2	8-0 3	1 811 2-6 3	2 811 4-11 2	2 50* [1-16]* 6	7 Morale 2	1+3+5 2	5 1S OUR_OBR: +4 Other: +2 2
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VASL artwork used with permission of Rodney Kinney

AUSTRALIAN

Elements of D Company, 2nd Battalion, and C squadron 2/6th Armoured Regiment, 18th Infantry Brigade [ELR:3] enter anywhere along the west edge {SAN:3}:

4-5-8 10	9-2 2	8-1 2	8-0 2	1 2-7 2	3 6-14 2	X12 30-1 2	X10 24-1 2	2 [2-11] 2	18 4 3 37LL 242 3
-------------	----------	----------	----------	---------------	----------------	------------------	------------------	------------------	-------------------------------

SSR:

1. PTO terrain is in effect including light jungle. EC are wet, skies are overcast with light rain and mild breeze from the northeast at start.
2. Japanese suffer from ammunition shortage.
3. Australian player may deploy up to 50% of his MMC prior to start.
4. Pillboxes must be set up >5 hexes from each other.
5. Hill hexes do not exist. Hill hexes are treated as light jungle. Cliffs do not exist. All buildings are wooden except for huts.

AFTERMATH:

Combined arms finally forced the remaining Japanese defenders out of their positions. Within an hour the Australians had reached Cape Endaie and continued on towards their second objective, Strip Point, before the Japanese could recover and launch a counterattack.

THE UNHOLY MISSION

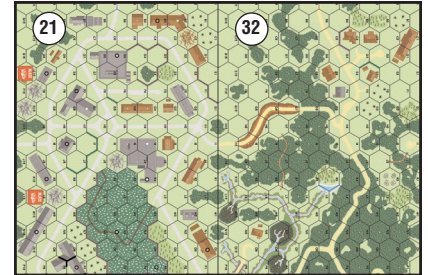
BB 25.1

CONCEPT: DAVID ROTH DESIGN: BRIAN BLAD



VICTORY CONDITIONS: American wins by controlling 21J4 and 21I3 at game end. German wins by avoiding this.

+ GERMANS SET UP FIRST ☆ AMERICANS MOVE FIRST	1	2	3	4	5	6	7	
---	---	---	---	---	---	---	---	--



Only hexrows A-P are in play on both boards.

Elements of the 89th Infantry Division [ELR:3] Set up in any whole hex of board 21 {SAN:6}:

GERMAN

4 ¹ 6-7	4 ² 4-7	2-2-8	9-1	8-1	7-0	3-8	5-12	75L	MPH/RtPh: dr=MF CC:+1/-1
6	4					2	2		3

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Company B, 2nd Battalion 893rd Regiment [ELR:2] Set up ≤3 hexes of 32E3 {SAN:2}:

AMERICAN

6 ¹ 6-6	9-1	8-0	7-0	4-10	8-4	9PP MA:MMG	76L	5 ¹ 1S OUR, OBA: +4 Other: +2
7						2	2	3

Company A, 146th Combat Engineers Battalion [ELR:3] Must Set up on road hexes 32k3-32p6 with no more than 2 MMC 2 SMC and 2 SW per hex {SAN:2}:

6 ¹ 6-7	9-2	9-1	8-1	8-0	4-10	8-16	8-4	24-1	30-1
12					2		4		2

SSR:

- EC are moist and there is a light breeze blowing from the east at start.
- The Path in hex 32j1 is wide enough to support vehicle traffic. However, no turret traverse is allowed in this hex, and all vehicles must check for bog before exiting hex 32J1 (there is a -1DRM to the bog DR).
- Place rubble hexes in 21g10, 21i8, 21c2, 21f9 and 21j5. Place blaze counters in hexes 21i9 and 21e10.
- Kindling is NA.
- Building 21K4 is a 3rd level building.
- Prior to the start of play the American 893rd infantry units must take a NMC. Those that fail are broken and DM at scenario start.
- No boresighting is allowed.
- German AT Gun, crew and any leader stacked with them may set up HIP on board 21.

AFTERMATH:

Harassed first by snipers then by small arms, mortars and machine guns, the engineers pressed their assault using “run and duck” methods. After a brief but costly firefight they succeeded in clearing the church and the building immediately behind which turned out to be the German Company Command post. However the engineers had taken too many casualties and were too weak to advance any further.

BRIDGE AT REMAGEN

BB 26.1

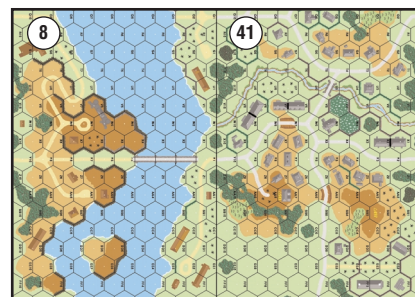
CONCEPT: JEFF ROBERTS DESIGN: BRIAN BLAD



VICTORY CONDITIONS: American player must control the Bridge AND have 9 CVP east of the river at game end. The German player wins by avoiding the American VC OR by destroying the bridge.

REMAGEN, GERMANY, 7 MARCH 1945

Following the failure of the Ardennes offensive, the remnants of Field Marshal Model's Army Group B retreated to the natural defensive position afforded by the Rhine river. All along the river German ground units and aircraft destroyed the bridges that spanned it. Units of the American 9th Armored Division (Part of US First Army) were stunned when they discovered the bridge at Remagen still standing. Whether due to faulty explosives, a desire to continue to evacuate civilians and military personnel, or a simple failure of command the Americans were quick to recognize the opportunity afforded them.



Only hexrows Q-GG are in play on both boards

+	GERMANS SET UP FIRST
☆	AMERICANS MOVE FIRST

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

Various Elements of Wehrmacht and Luftwaffe Troops [ELR:3]

set up first West of the river, unconcealed on any hill hex. Flak guns may not set up in buildings {SAN:4}:

4-6-7	4-4-7	8-1	5-12	3-8	2-2-8	20L[6]	5-1S OUR, OBA: +4 Other: +2
3					2	2	2

set up on the Island in the river (this represents a barge):

2-2-8	7-16	5-1S OUR, OBA: +4 Other: +2
-------	------	-----------------------------------

Reinforcements (enter via hex 41y1 on a dr < the current turn number):

6-5-8	4-3-6	16-1 T7 15PP AAMG-1-13
		2

set up anywhere east of the river:

6-5-8	5-4-8	4-4-7	4-3-6	10-2	3-8	30-1	2-2-8	81* 12-60
		3			2			

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Elements of 9th Armored Division [ELR:4] enter anywhere along the West edge and/or hex 8Q9. Some, all or none may enter each turn {SAN:3}:

6-6-7	3-4-7	7-4-7	9-2	9-1	8-1	60* [3-45]	8-5	30-1	20-0	20-0	20-0
4		3					3	2	5	2	

Armored Elements enter on turns 1, 2, and 3:

GERMAN

AMERICAN

BRIDGE AT REMAGEN

BB 26.1



SSR:

1. EC's are overcast with no wind at start.
2. A two lane stone bridge exists in hexes 8Y2,3,4. The bridge is damaged at start and its initial capacity is determined by the German player via secret DR. German player makes DR x 3, the resulting number is the maximum tonnage that if exceeded will cause the bridge to collapse. On board 8 all buildings on level 2 are stone, all others are wooden. 8W6 is a level 2 building with stairwells in hexes 8W6 and 8V6. Due to rubble road movement bonus is NA and minimum cost to enter bridge hex is 2MF / 4MP.
3. American player makes a dr for reinforcements as part of rally activities. The dr identifies the type of AFV that arrives that turn. Only 2 of each vehicle may arrive. Roll for optional weaponry per Chapter H as applicable.

dr	AFV
1	M26 Pershing
2	M36 GMC
3	M4A3 (76)W MT
4	M10 GMC
5	M4A3 (75)W MT
6	M24 LT

This rule is to reinforce that sources vary as to the actual US armor that was on the scene at the time of the bridge's capture.

4. Due to the failing relations between SS and Non-SS units no SS unit may FG with a non-SS unit. SS units may self-rally as Finnish units, ELR is 5 and underlined. If an SS unit goes berserk it will charge the nearest non-ss unit, American, German or civilian (see optional rule below). If a German unit is charged that unit can not defend itself if it prep fired, or until the AFph. A Berserk unit once created remains berserk until eliminated or Game-end. SS Berserk will massacre Civilians (if in play)
5. German player may receive random air support. On a dr of 1 in a rally phase reinforcement segment. Air support is a number of FB with bombs (determine randomly number appearing). Plane(s) must attempt to attack the bridge, no sighting TC is necessary. (If using civilian optional rule see below for more restrictions) Once each plane has made an attack, successful or otherwise (if not using civilian option) it is removed from the mapboard.
6. Germans suffer from ammunition shortage
7. B6.33 is amended as follows. A KIA does not necessarily destroy the bridge. If a KIA is obtained vs a bridge hex by DC, HE or Bomb make a DR, multiply by KIA number and subtract from the current bridge capacity. Result is now the new capacity. If the result is ≤ 0 the bridge collapses and the German player wins.

AFTERMATH:

Seizing the opportunity, American units quickly overwhelmed the surprised defenders and flak gunners on the west side of the bridge. American infantry began to slowly work their way through the scattered debris on the bridge to the east side. Although German engineers were able to detonate a charge, the bridge remained standing. Promised

Optional Civilian Rules:

Prior to play, the following units are placed randomly in hexes 8Y1-8Y10, 41Y9 and 41Y10. Either make a DR for each unit (result -2 equals hex number placed in) or hold them above the board over hexes 8Y4/Y5 and drop them all. Place them in the hex they land closest to. Stacking limitations are ignored for civilian set up ONLY.

Qty	Counter	Notes
18	Italian	represents civilians
6	wagon	
3	pulkha	represents ox-carts
3	kubelwagen ^A	represents civilian vehicles
3	truck ^B	
<i>A: each kubelwagen contains a half-squad of civilians</i>		
<i>B: each truck contains a full squad of civilians</i>		

Each rally phase the German player makes a dr and moves the column of civilians forward a number of hexes (the number generated by the dr/2 FRU) in the direction of 41W6-41T4-41R1. Aside from that, civilians are considered unarmed and cannot move. Civilians DO AFFECT Combat unit stacking as any other unit would and overstacking penalties apply. If a gap appears in the column either at start or during play the trailing units will close the gap by moving one extra hex. Civilians will ignore German units in their path, but will surrender to any American unit(s) which bar their progress as part of this rally phase movement. Neither player may fire at a hex containing only civilians, nor may civilians be massacred (exception berserk SS). If civilians find themselves under attack, they suffer losses as would a prisoner.

The American may Capture civilians by simply entering their hex and replacing Italian unit with a prisoner counter of appropriate size. If he chooses to capture, the American unit ends its movement phase doing so. American may interrogate prisoners (in enemy country) and/or commandeer their vehicles. Following capture the American player may order them to the rear, whereupon they, without need of a guard, will move in subsequent American rally phases three hexes regardless of stacking limitations toward hex 8Y1 and off-map.

A Berserk SS unit will massacre a civilian in CC if it does not gun them down in AFph if that is the closest unit for its mandatory charge in the first Mph and all subsequent Mph's during which it is still alive.

FB attacks must make a morality DR instead of a TC. There is a +1 to this task check for every civilian squad on the bridge and a +2 for every civilian vehicle, wagon on the bridge. The DR is further modified by -1 for every American squad and -2 for every American vehicle on the bridge. On a final DR of ≥ 12 the planes circle until the next German Prep Fire phase. If the lead plane passes this task check, all planes are assumed to pass and all will drop their bombs on the bridge. After the bombing run is completed, all planes are exited from the mapboard after any/all American AA fire is resolved against them.

Panzer reinforcements and Luftwaffe strikes did not materialize. Finally in the face of intense firepower the disorganized German resistance collapsed and American troops and vehicles poured across. In the ensuing days First Army was able to establish a lodgement from which it would later begin its drive into the heart of Germany.

GUNNER! ARMOR PIERCING!

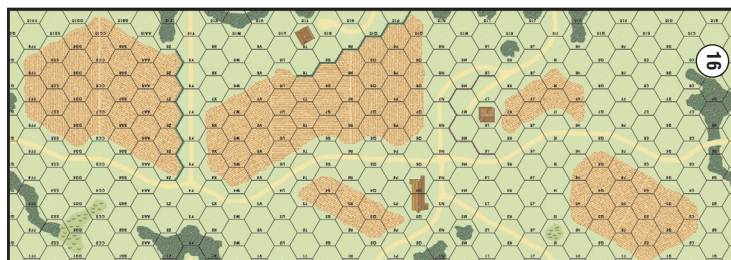
BB 27.1

CONCEPT: TIM HUNSDORFER DESIGN: BRIAN BLAD



ALONG THE SOMME, FRANCE, 29 MAY 1940:

German armor probed the Somme lines for weaknesses, which were rare. The French moved up the 4th Armored to both plug gaps and to counterattack in order to reach the Dunquerque pocket. It was too big a job, even for DeGaulle. Armored units were thrown away in small packets in a vain attempt to convince the Germans the Somme line was heavily defended. Aerial recon had already laid this lie bare to the OKW.



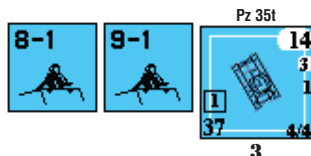
VICTORY CONDITIONS: The side with the highest CVP total wins

SIMULTANEOUS SET UP		1	2	3	4	5	6
+ DR 1-3: GERMANS MOVE FIRST ○ DR 4-6: FRENCH MOVE FIRST							



Elements of the 6th Panzer Division [ELR:3] enter on Turn 1 anywhere on North Edge {SAN:0}:

GERMAN



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Elements of the 4th DCM [ELR:3] enter on Turn 1 anywhere on East Edge {SAN:0}:

FRENCH



AFTERMATH:

As in almost all encounters along the Somme, superior French armor couldn't match German mobility and crew training. Even inferior German vehicles outmaneuvered and defeated the French tanks.

SSR:

1. EC are moderate with a mild breeze from the NW at start.

ZU WENIG ZU SPAET

BB 28.2

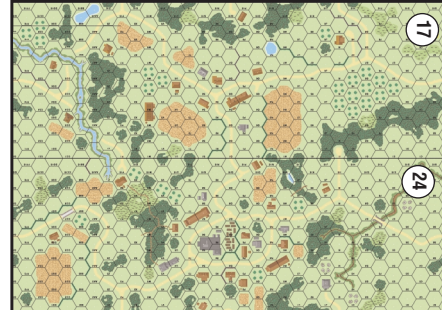
CONCEPT: TIM HUNSDORFER DESIGN: BRIAN BLAD



VICTORY CONDITIONS: French decisive win: Capture building 24R4 and Exit 25VP off the South Edge of Board 24. Tactical Victory: meet only one objective. German: avoid French conditions

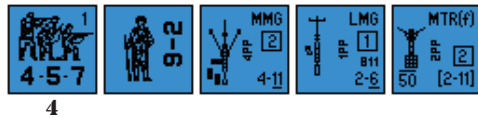
CAMBRAI, FRANCE, 22 MAY 1940:

The counterattack at Arras was to have included at least two French divisions to cover the British flanks. Only a battalion of French cavalry attacked that day, and that mistakenly attacked a British anti-tank position. Two days later, the French were finally ready, and in the allies terrible coordination at this point of the campaign, made their attack as the British were pulling back. The French pressed forward as far as the outskirts of Cambrai.

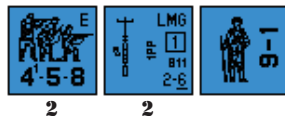


FRENCH SET UP FIRST	1	2	3	4	5	6	7	8	9	10	11	
FRENCH MOVE FIRST												

121st Infantry Regiment, 25th Motorized Division and elements of 1st GRDI [ELR:2] setup on Board 17 on rows Q-GG inclusive North of any hex numbered >5 inclusive {SAN:2}:



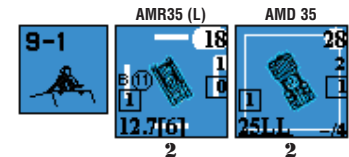
Turn 2: Enter on north edge bd 17 west of row Q inclusive



Turn 3: Enter on north edge bd 17 west of row Q inclusive



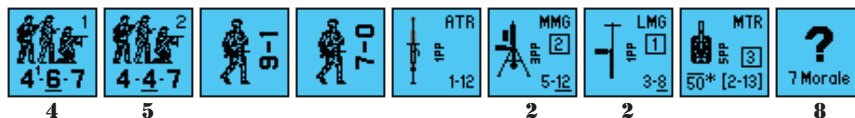
Turn 1: Enter on north edge bd 17 west of row Q inclusive



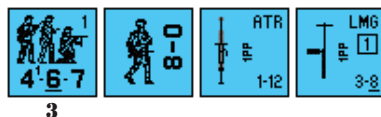
Turn 5: Enter on north edge bd 17 west of row Q inclusive



Infanterie Division 32 [ELR:2] set up on Board 24 or on any adjacent half hex of board 17 {SAN:2}:



Turn 2: Enter on South edge bd 24



Turn 5: Enter on South edge bd 24



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SSR:

- EC are moderate with a mild breeze from NW at start.
- Valley on board 24 does not exist, all is level 0 no building contains a 2nd level. Place overlay **ST3** on 17BB6/BB5. Gully 24H2-24A9 is a deep stream. All streams are deep. A 2 lane stone bridge exists in 24CC7.
- German player receives automatic air support on turns 3 and 5. Determine type and number per chapter E. air units may only stay on board for 2 full turns.
- Whenever a German Squad is required to take a 1MC or better, if the DR is a 3, that squad automatically Battle Hardens to the next better quality unit. This reflects how the Green German troops improved quickly under fire due to the professional leadership that they received.

- The French player has 80mm Battalion Mortar OBA with Normal Ammunition.

AFTERMATH:

The French, after attacks by the Luftwaffe, were eventually turned away by the now infamous 88's. They had blooded the 32nd, and had the attack occurred in coordination with the Frankforce, perhaps would have fared better. Once again, French reserve strength was thrown away in "penny packets".

Source: Allister Horne, "To Lose a Battle"

THIS PLACE SUSSEX

BB 29.1

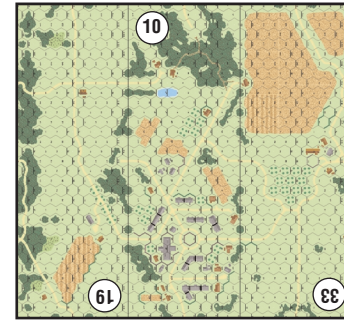
CONCEPT: TIM HUNSDORFER DESIGN: BRIAN BLAD



VICTORY CONDITIONS: Germans win at game end if they control a clear majority of the stone locations on board 10. The British may reduce the number controlled by one for every 10 CVP inflicted on the Germans.

QUEVAUILLERS, FRANCE, 20 MAY 1940:

The Seventh Royal Sussex Battalion, like most of the British Expeditionary Force in France, was an under-supplied, poorly trained formation. On the morning of 20 May the allied command was in utter chaos, leaving the Seventh exposed to the enemy on both flanks. Intelligence reports varied from total hopelessness to reports that the German Panzer divisions had reached the end of their leash and that the worst was over. Amiens (a dozen miles or so from Quevauxillers) was left undefended so Guderian stopped there to see the cathedral hours after the first panzers entered the city. The Germans then drove across the Somme and advanced along the undefended Poi road (which leads to Paris). As the German right flank brushed Quevauxillers, finding the Royal Sussex without heavy anti-tank support, the Germans decided to take the town.



BRITISH SET UP FIRST	1	2	3	4	5	6	7	8	9	10	
GERMANS MOVE FIRST											

7th Royal Sussex Battalion [ELR:3] set Up in Rows GG-Q on Bd 10 (inclusive) {SAN:5}:

BRITISH

4 ² 5-7	4-4-7	4-3-6	2-2-6	9-2	9-1	8-0	6+1	ATR 1-12	LMG 2-7
4	14	4						5	5

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Advance Elements of the First Panzer Division [ELR:4] enter on north or east edge of bd 33 north of Hexrow Q inclusive {SAN:4}:

GERMAN

Turn 1		Turn 3										
15	35	4 ² 6-8	4 ¹ 6-7	9-1	8-1	8-0	7-0	dm MMG 3-8	dm MTR 50mm 3-8	ATR 1-12	LMG 3-8	Radio 8
2	2	6	12	2	2	2	2	2	2	2	4	
Turn 4												
2-2-8	75*	18										
2	2	2										

AFTERMATH:

Yet another British force was needlessly lost in the face of crushing German forces. Of the 700 members of the 7th Royal Sussex which saw the day dawn at Quevauxillers, only 70 were left to surrender at the day's end. The sacrifice was useless. Only a handful of miles to the east, other elements of the British 36th Brigade did not know that the Sussex was being destroyed. The Germans would reach the English Channel the next day.

Source: Michael Glover, "The Fight for the Channel Ports", pp. 56-57

SSR:

1. EC are moderate with no wind at start.
2. German receives one module 80mm OBA with smoke and HE
3. British ATRs are short on ammo. Consider Depleted on 9. When regular ammo is depleted practice rounds are available. Practice rounds have a TK # 1 less than normal.

BICSKE BRAWL



BK 2.3

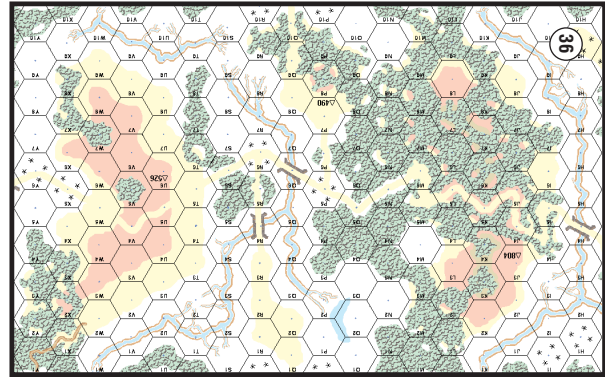
SCENARIO DESIGN BY BRUCE KIRKALDY



VICTORY CONDITIONS: 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.

WEST OF BICSKE, HUNGARY, 5 JANUARY 1945:

Operation Konrad, the codename for the attempted relief of Budapest, kicked off on New Year's day. Initial surprise allowed the 4th SS Panzer Korps to make good progress against increasingly stiff resistance. On January 5th, the SS "Wiking" Division assaulted a strong line of anti-tank and machine gun positions manned by the 41st Guards Rifle Division, outside the key crossroads town of Bicske.



Only hexrows H-Y are playable

★ SOVIETS SET UP FIRST	1	2	3	4	5
✚ GERMANS MOVE FIRST					



Balance:

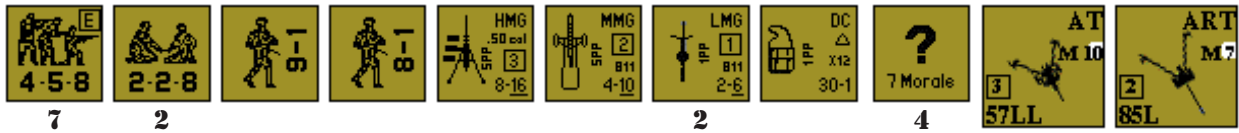
Russian: Add one 4-5-8 to the Russian OB

German: Exchange the German 9-1 leader for a 9-2 leader

RUSSIAN

Elements of the 41st Guards Rifle Division [ELR:4]

setup on any hex numbered ≥ 4 , with no more than 2 squads per hex. All Soviet Squads may set up in Foxholes in applicable terrain {SAN:4}:



VASL artwork used with permission of Rodney Kinney

GERMAN

Elements of 5th SS Panzer Division, "Wiking" [ELR: 4]

enter on Turn 1 anywhere along the west edge of board 36 {SAN:2}:



SSR:

- EC are Wet, with no wind at start. Ground Snow is in effect. Streams are Dry. Both sides have Winter Camouflage.
- Both sides may declare HtH CC.

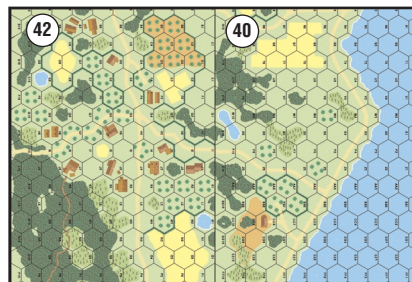
AFTERMATH:

After initial success, the Grenadiers found themselves pinned down by intense anti-tank and small arms fire. During the day's fighting, which was characterized by bitter close combat, "Wiking" was only able to push 5 km into the Soviet positions west of Bicske. Over the next few days the division was pulled out of the line and sent further south for another stab at Budapest. Bicske would remain in Russian hands throughout the battle.

DESIGNER NOTES:

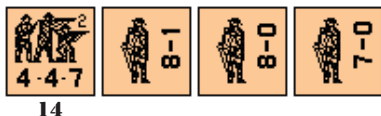
This version backtracks a bit to the earlier OOB. The Russian 9-2 goes back to a 9-1. The added 4-5-8 is removed and added as a balance option. Deep Snow has been changed to Ground Snow. The Russian setup area has been moved back one hex and the HMG has been replaced with an MMG. A balance option has been added for the Germans, upgrading the 9-1 to a 9-2.

 GERMANS SET UP FIRST	1	2	3	4	5	6	
 BRITISH MOVE FIRST							



Elements of the 2nd Battalion, Loyal North Lancashire Regiment [ELR:2] Set up on any whole hex of Board 40 north of the “river” {SAN:2}:

BRITISH



VASL artwork used with permission of Rodney Kinney

GERMAN

Elements of German East African *Schutztruppen* [ELR:3] Set up anywhere on Board 42 {SAN:4}:



1. EC are moist with no wind at start. PTO is in effect with light jungle (EXC: brush IS brush and not bamboo, hedges are present, and roads are present).
2. All buildings are wooden. All walls are hedges.
3. The river on board 40 represents the Indian Ocean. No land exists east of the river.
4. Use Italian MMCs, SMCs and SW to represent German *Schutztruppen*. [EXC: Broken side morale of MMC is raised by one; use German HOB modifiers.]
5. The British forces were poorly trained. They are not immune to cowering. Infantry smoke grenades are NA for either side.
6. To simulate angry bees, the following rule is in effect: Whenever a unit in a jungle, palm, or brush hex rolls doubles for a morale check, task check, or close combat roll OR an original 12 during a fire attack, all units (enemy or friendly) in the same hex must take an additional NTC. Failure of which results in the unit becoming pinned (EXC: unless already pinned or broken, then the unit breaks). Bee task checks (BTC) occur after the application of the results of the roll that initiated the BTC. [Note: it is possible for BTC to initiate other BTCs]

In the event, it was the poorly trained British and Indian forces that performed badly and the German *Schutztruppen* who acquitted themselves well. The British managed to cut the railway line and penetrate into the town itself, before being driven back by a counterattack. Of note during the battle were beehives fashioned out of hollow logs and hung by the locals from trees. The bees, irritated at having their hives hit by rifle and machine-gun fire, would often swarm out in force stinging all in the surrounding area regardless of their national allegiance. At times during the battle, shooting would cease while the combatants fled the fury of the bees. The Germans, despite being outnumbered 8 to 1 and equipped with black powder rifles of Franco-Prussian War vintage, managed to inflict disproportionate losses on the expeditionary force, forcing it to withdraw. Of greater importance to the Germans was the capture of modern rifles and 600,000 rounds of ammunition. The British would achieve no easy victory in East Africa. Four years later, the Armistice found Col. Lettow-Vorbeck and his soldiers in the field, still unbeaten.

THE ABUCAY LINE



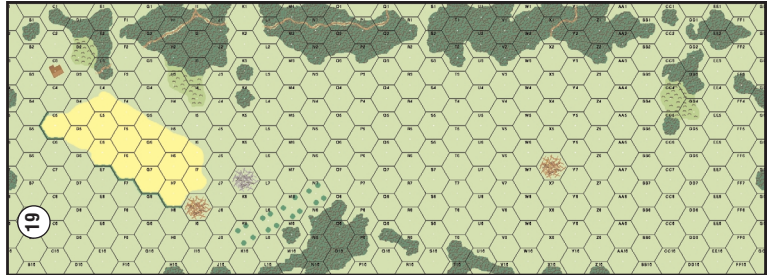
DD 1.1 DESIGNED BY DAN DOLAN



VICTORY CONDITIONS: The side controlling the most foxholes at the end of the game wins. (see SSR 4)

Matabang, Bataan Peninsula 11 January 1942:

As night fell the Scouts of I Company crouched down in their foxholes and prepared to stop the Japanese advance down the Bataan Peninsula. Up to this point they had been fighting a series of delaying actions to allow MacArthur's forces to retreat into the Bataan position. Now they were in the Main Line of Resistance retreat was not an option anymore. This was where the last ditch defense of the Philippines would begin.



☆ FILIPINOS SET UP FIRST	1	2	3	4	5	
● JAPANESE MOVE FIRST						

FILIPINO

I Co. 3rd Batt. 57th Philippine Scouts [ELR:4] Set up on or east of the J hexrow within 1 hex of road running from I10-GG5 {SAN:5} (see SSR 2):

6-6-7	5-1	8-1	7-0	6-12	4-10	5 OVR, OBA: +4 Other: +2	8 MPH/RtPh: dr=MF CC: +1/-1
11						11	8

Elements C Btty. 1/23 Art. Set up in Palm tree or Jungle hex ≥ 7 :

2-2-7	1 75
2	2

Elements L Co. 3rd Batt. 72nd Div PA [ELR:2] Set up on or west of hexrow I and south of the line A5-H8 inclusive (see SSR 2):

3-3-6	7-0	4-10	5 OVR, OBA: +4 Other: +2	3 MPH/RtPh: dr=MF CC: +1/-1
4			4	3

E Co. 3rd Batt. 57 Philippine Scouts Enter on or after Turn 3 along any South edge hex/ hexes:

6-6-7	8-1	8-0	4-10
6			

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JAPANESE

Imai Detachment 2nd Batt. 14th Regt [ELR:3] Enter on or after Turn 1 along any North edge hex/hexes {SAN:4}:

3-4-7	2-2-8	10-1	9-0	8-0	6-14	4-11	2-6	50* [1-16]*	10 57* 2-R2
20	3		2	2		2	3	3	2

SSR:

- PTO terrain is in effect. Night Rules are in effect. NVR is 3. The Japanese is the scenario attacker the Filipino is the scenario defender. EC is moist.
- All Filipino units (exc. C Btty.) must set up in foxholes. Filipino 667's are stealthy.
- Place Rubble in the following hexes. I8 (wood), K7 (stone), X6 (wood).
- No foxhole may be adjacent to another foxhole. No new foxholes may be dug during play.

AFTERMATH: The Japanese burst from the cane field at the junction of the Scouts line and the 41st Division PA. Only timely fire from a well hidden battery of 75mm guns helped stabilize the situation. A counterattack was mounted with part of E Co. that retook several of the positions that fell to the Japanese initial rush. Fighting would rage throughout the night along the Scouts positions. Daylight would find approximately 80 dead Japanese in front of the main line.

DEADLY MESSAGE

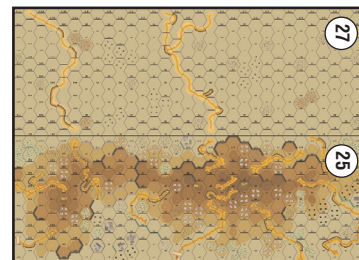
DL 16.4 SCENARIO BY DAVID LAMB



VICTORY CONDITIONS: The Germans win if at the game's end they Control at least two of the following hexes 25-BB5, P6, and L6. They also win if they Control all building hexes within two hexes of 25-W3. The Germans lose automatically if all three PzKw VI E are eliminated, immobilized, or recalled.

PONT DU FAHS, TUNISIA, 18 JANUARY 1943:

In January, General von Arnim, who had just taken command in Tunisia was directed to implement Operation 'Eilbote I' (Special Messenger 1). The German plan of battle was to seize all five passes through the Tunisian eastern Dorsal, thus gaining control of all entrances to the Tunisian plain as well as the plateau beyond. This would further safeguard the communications between his army in the north and that of General Rommels in the south, as well as protect the airfields in the coastal plain. 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. The French for their part, were not surprised by the attack, but they were unprepared. They lacked sufficient reserves and they suffered from being poorly equipped with largely obsolete arms and equipment. The Germans mastery of the air further hampered the French by preventing Allied aerial reconnaissance and by severely interdicting the supply routes along which Allied supplies and reinforcements traveled. On the morning of the 18th of January, following a short but intense barrage, the Germans attacked under a persistent winter drizzle against French positions near Pont du Fahs.



Only hexes B-FF are in play

☆ ALLIES SET UP FIRST	1	2	3	4	5	6	7	8
+ GERMANS MOVE FIRST								



Balance:
German: The Germans have Plentiful Ammo for their OBA.
French: Delete SSR 6.

Elements of Kampfgruppe Weber [ELR: 4] - Enter Turn 1 on North Edge: {SAN: 3}:

GERMAN

10-2	9-2	9-1	8-1	8-0	7-0	8-3-8	4-6-8	4-6-7	LMG	MMG	HMG	ATR	MTR
3	3	3	3	3	3	3	3	3	3	3	3	3	3
Pz VIE	Pz IIN	SPW 251/1	SPW 251/2										
1	1	1	1										
3	3	5	1										

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Elements of the Barre Group's Moroccan Infantry Division (French) [ELR: 3] - Set up on hill hexes of board 25 {SAN: 4}:

ALLIES

9-2	8-1	8-0	7-0	6-5-8	4-5-7	2-2-8	LMG	MMG	HMG	ATR	MTR	?
6	10	5	2	2	2	2	2	2	2	2	2	6
MTR	AT	ART	Foxhole	Trench	Songar	Minefield	Dummy Minefield					
3	3	1	5	7	6	24	3					
2	2	2	5	7	6	24	3					

Barre Group's US II Corps Artillery Liaison (US) [ELR: 3]

Set up on any hill hex of board 25 (See SR 4):

8-0	Radio	Foxhole
3	8	5
		5
		5

Elements of the Barre Group (French) - Enter Turn 4 on South Edge:

8-0	4-5-7	LMG	S35
5	5	2	13

Elements of the 72nd RA Anti-Tank Rgmt. (British) - Enter Turn 6 on the South Edge:

3-ton Lorry	AT
24	10
36PP	57L
	see SSR 8

SSR:

- EC is Wet with a Mild Breeze blowing from the North East. The Weather is Overcast with Mud (F11.8) and Lt. 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 27-Y1 to Y-10. Place Overlays as follows: **W3** on 27AA7-AA6; **O5** on 27X6-X7; **W2** on 27R5-Q5; **O4** on 27L4-L5; **O3** on 27T3-S3; **O2** on 27X1-W2. No Trench may set up on a road hex.
- The Germans have one Module of 100+ OBA (Smoke/HE) with one Pre-Registered hex. It is directed by an Offboard Observer at Level 3 on a secretly recorded east edge board hex.
- All Allied Units, Fortifications, and buildings on board 25 are subject to a Bombardment (C1.8) [EXC: A third die is rolled during each bombardment attack DR; a dr ≥5 results in that hex being immune to attack].
- The American 8-0 SMC is an observer for a Module of US 100+ OBA (Smoke/HE). Fire Direction (A7.53), LLMC/LLTC, Rallying French units, or assisting in MC/PTC is NA. 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 this SMC may operate the radio.
- German 8-3-8 squads are Sappers (H1.23).
- Bore Sighting is NA.
- AP Mines may not be exchanged for AT Mines.
- This 6pdr Gun and Vehicle are en portee and are treated exactly as the 2pdr Portee in Chapter H (British vehicle note 77 and ordnance note 6).

AFTERMATH: The Germans spearheaded their battlegroups attack with the Tiger Tanks of the 501st 'Stalking Tiger' Heavy Tank Battalion. These tanks terrified the French, whose anti-tank equipment proved to be wholly inadequate to stopping these 'Goliaths'. 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. Counterattacks were easily crushed, so General von Arnim tried to exploit this 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 Rgt. prevented von Arnim from exploiting at the strategic level his tactical success. It was also during this action that the first two Tigers in North Africa were knocked out by the 6-Pounders. In addition to occupying the positions between Pont du Fahs and Zaghouan, the success of Special Messenger I netted 4,000 prisoners for von Arnim.

CRY OF THE VALKYRIES

DL 24.3 DESIGNED BY DAVID LAMB

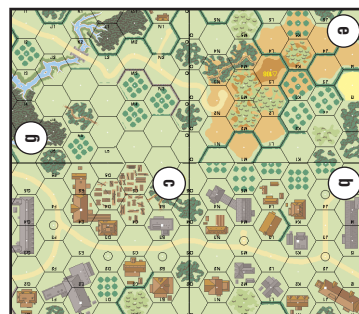


VICTORY CONDITIONS: The Germans win if they achieve their secretly pre-recorded VC:

- 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 48th Panzer Corps struck 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 had 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.



Only hexrows I-O on boards g, e, and b, and hexrows A-G on board c are playable.

★ RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
⊕ GERMANS MOVE FIRST							



Balance:
Russian: Add 6 ? counters and a Hero to the Russian OB
German: Germans need ≥ 50 VP to win

Elements of the 67th Guards Rifle Division [ELR:3] Set up on/east of hexrow('s) E on board c and K on board g {SAN:4}:

RUSSIAN

2	6	7	3	2					2	10		
2	3	3	3		3 (tunnels NA)							

Elements of the 3rd Mechanized Corps
 Enter on Turn 3 along east edge (see SSR 3):

Elements of the Grossdeutschland Panzer Division [ELR:4] Enter Turn 1 along West edge {SAN:3}:

GERMAN

2				12	2	4	2		2	
	2	2								
	2									

Elements of the 10th Panzer Brigade Enter Turn 5 along West edge:

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SSR:

1. EC is 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 unupaved.
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; **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 stacked with them). Any unit wish-

ing to may begin play set up in an entrenchment.

5. All elite Russian MMC are considered to be Assault Engineers for CCV purposes. All 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 T-34 M41 Turret Counter represents a HD, Dug-In tank (D9.5)

AFTERMATH:

The heaviest fighting occurred in and around Cherkasskoye that day. By mid-afternoon the Tigers were on the scene, nosing their way through a graveyard of smashed and mined tanks 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.

COME SEVEN COME ELEVEN

FO 1 DESIGNED BY PETE SHELLING



VICTORY CONDITIONS: The U.S. player wins if at game end if controls buildings 49E9 and 80J4, provided the Japanese has not scored ≥ 40 CVP.

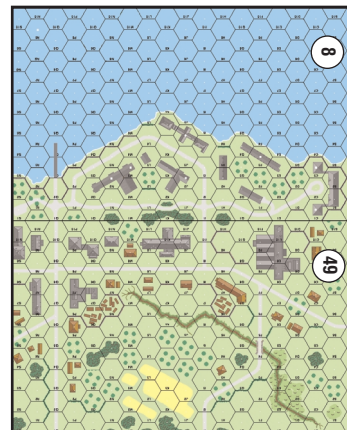
ORMOC, LEYTE 10 DECEMBER 1944:

The Imperial Japanese navy was but a memory, and the Leyte landings had gone on schedule. However, by early December, the U.S X and XXIV Corps were in need of a supply center that could handle the volume for bases planned on Leyte. The largest commercial center in Western Leyte was the town of Ormoc, which possessed a concrete and pile pier large enough for ocean transports. The 77th Infantry Division would assault from both sides to isolate the Japanese defenders from the rest of 35th Army.

Balance:

U.S.: Add one 6-6-6 to the turn 1 forces

Japanese: May fortify ≤ 3 locations
(tunnels are NA)



Only hexrows A-S are in play

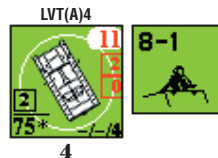
JAPANESE SET UP FIRST	1	2	3	4	5	6
AMERICANS MOVE FIRST						



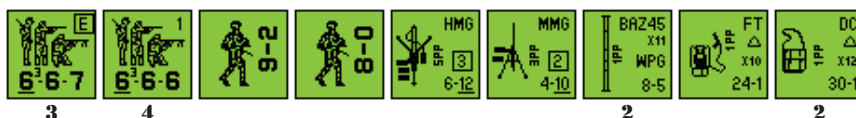
Elements of 307th Infantry Regiment, 77th Infantry Division [ELR:4] setup west of hexrow Q (SAN:3):



Company A, 776th Amphibian Tank Battalion Enter turn 1or later along the west edge (all must enter on the same turn):



306th Infantry Regiment Enter turn 3 along the south edge:



Remnants, 12th Independent Infantry Regiment, [ELR:3] Setup east of hexrow Q (see SSR 4) (SAN:7):



VASL artwork used with permission of Rodney Kinney

SSR:

- EC are moderate with no wind at Start.
- Place overlays: **O5** on 49K4/K5; **Wd2** on 49N4/O4; **X24** on 8J4/K5. Place stone pier locations in hexes 8Q3 and Q4.
- All buildings on Bd 8 are stone; all roads are paved. All multi-hex stone buildings are considered factories (EXC:X24)
- The Japanese has booby trap level A on both boards. Japanese SQUADS may not setup adjacent to/in same location as any other squad. (EXC: HIP units are not so restricted)
- The U.S OBA is one module of 81mm mortar (HE/WP). In addition, the U.S. receives one FM of 150 mm Rocket artillery on turn 1, the AR for which will be placed in hex I10 at the start of the US turn 1 Prep fire phase. Roll for error normally per C 1.9
- River hexes and all land north of the river are considered deep ocean.

AFTERMATH:

As the 306th maneuvered around the northern section of Ormoc, the 307th would make a frontal assault along Highway 2. The 902nd Field Artillery commenced preliminary bombardments at 0830, and around 0900, the tanks of the 776th Amphibian tank battalion entered the town. The combined approaches of the 306th and 307th "squeezed the Japs like a tube of toothpaste". As LCMs offshore contributed their rocket fire to attack, the motley assortment of Japanese Marines, sailors and dock personnel could not form a cohesive defense to meet the oncoming GIs. Small groups of Japanese resisted with heroism born of the hopeless futility of their situation. Street by street, house by house, the troops of the 77th swept through the pall of smoke, clearing the stubborn defenders from their spider holes and rubble enclaves. At the day's end, General Bruce would brag to the rest of XXIV Corps (the 7th Infantry and the 11th Airborne) that with the 77th Division, he "had rolled two sevens in Ormoc. Come seven come eleven."

FRIENDLY FIRE



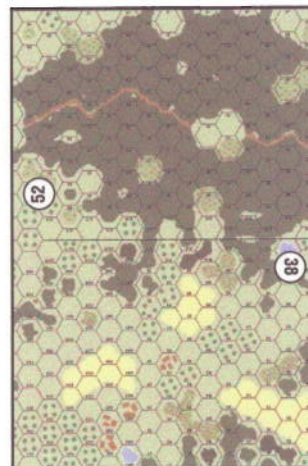
FO 2 DESIGNED BY PETE SHELLING



VICTORY CONDITIONS: The Japanese win if they have more EVP on whole hexes of board 52 than the US at game end. (prisoners do not count double). The Japanese score double EVP for all units on/north of the path on board 52.

DRINUMOR RIVER, NEW GUINEA, 21 JULY 1944:

By the summer of '44, any hope the Imperial Japanese Army had of retaining New Guinea was fading fast. The navy had been unable to continue supply runs to Lt. General Adachi's 18th Army, so US supply dumps became frequent objectives of Japanese night raids. US fatigues were among the booty of these procurement actions, and they were welcomed by the Japanese troops over their own rotting, tattered uniforms. Never short on creativity, Adachi encouraged his commanders to attack during daylight in full view of the GIs of the XI US Corps. The confusion generated by his dapper *rikusentai* would give them a substantial advantage in the close-quarter fighting.



(Only hexrows A-P on board 52 and R-GG on board 38 are in play)

Balance:

US: Exchange the US 9-1 for a 9-2

Japanese: Increase ELR to 3

☆ AMERICANS SET UP FIRST	1	2	3	4	5	6	
● JAPANESE MOVE FIRST							

AMERICAN

Troop C, 112th Cavalry Regimental Combat Team [ELR:4] Setup on board 38 in hexes numbered 6 or higher {SAN:5}:

6-6-7 3	6-6-6 9	9-1 2	8-1 2	8-0 2	7-0 2	6-12 2	4-10 2	50* [3-45] 6	8 6	5 15 OUR_OBR: +4 Other: +2 6
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VASL artwork used with permission of Rodney Kinney

JAPANESE

Elements, 79th Infantry Regiment [ELR:2] Setup on any Bd 38 whole or half-hex numbered 2 or lower {SAN:5}:

4-4-7 8	2-2-8 2	10-1 2	9-0 2	6-14 2	8-11 2	50* [1-16] 2	30-1 2	75* 2
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Enter Turn 1 along the south edge

4-4-7 8	2-2-8 2	10-0 2	9-0 2	4-11 2	8-11 2	50* [1-16] 2	30-1 2
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SSR:

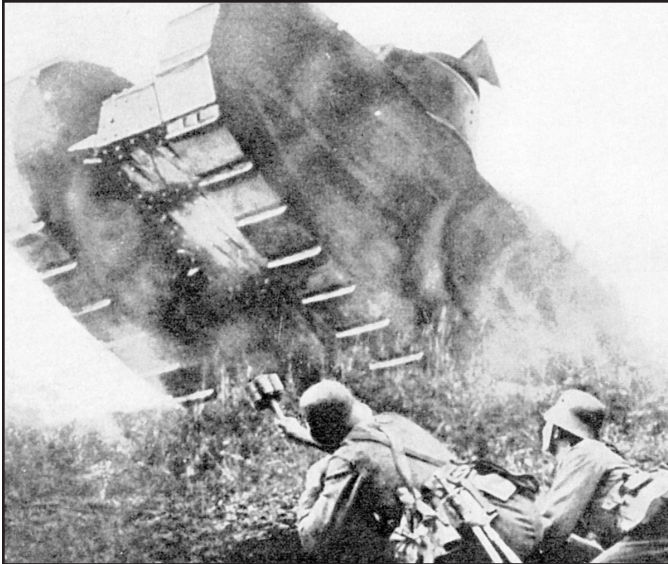
- EC are moist, with no wind at start. PTO terrain is in effect, including light jungle.
- The US OBA is 100mm (HE/Smoke) with one pre-registered hex. The US player may utilize HIP for one squad-equivalent and any SMC/SW which set up stacked with them.
- To simulate 'friendly fire', any time a US unit fires upon a Japanese unit which is both adjacent and in concealment terrain, and not marked with a banzai or melee counter, the firing unit must take a 'desperation penalty' per C 13.81 (EXC: TEM of the firing unit applies to the cdr for the attack vs American units.)
- Place overlay O2 on 52B9/B10.

AFTERMATH:

Although the cavalymen of troop C could hear the Japanese moving about and assembling their artillery pieces, it was impossible for artillery observers to discern between Japanese patrols and their own pickets. At 1900 the Japanese opened fire with the single gun they were able to man-handle into point-blank range, wounding several US officers with one of the first shots. The attack commenced amid much confusion on both sides. As the Americans were overly cautious about firing upon what they thought might be their own troops, the Japanese were able to infiltrate fairly easily. At one point, Troop C was surrounded by Japanese, who were in turn surrounded by the rest of the 112th Cav. Only the arrival of US artillery fire and the onset of night brought the confused melee to a standoff. Troop C would remain besieged by the tenacious Japanese for another three days, finally relieved by two companies of the 127th Infantry Regiment on the 25th.

ONE STORY TOWN

F03 DESIGNED BY CHRIS OLDEN

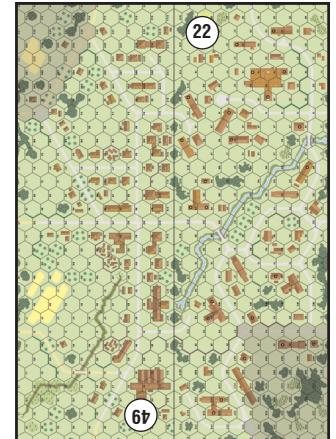


PETROZAVODSK, EAST KARELIA S.S.R., 30 SEPTEMBER 1941:

At the end of August, the Finns had liberated the last of the territory taken by the Russians at the conclusion of the Winter War. In his Order of the Day for 3 September, Field Marshal Mannerheim told his armies: "The Frontier has been reached. The fight goes on." The Finnish offensive in Ladogakarelia began on the night of 4 September. By the middle of September, the Army of Karelia had possession of the entire length of the Svir River (north-east of Leningrad) and was developing a concentric attack on Petrozavodsk, the capital of Eastern Karelia.

VICTORY CONDITIONS: The Finnish Player wins if they control 4 of the 5 Buildings: 49K9, 49E8, 22X8, 22F3 and/or 22P8 at Game End.

★ RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
FINNS MOVE FIRST							

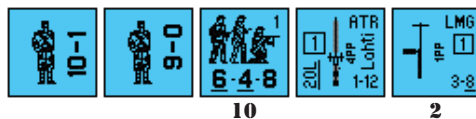


Balance:

Finnish: add 1 6-4-8 squad to each group
Russian: add 2 4-4-7 squads and 2 "?" counters to the on-board forces.

FINNS

Elements of the Finnish 1st Division set up on Board 49 northwest of road 49Y1-Y2-EE5-GG5



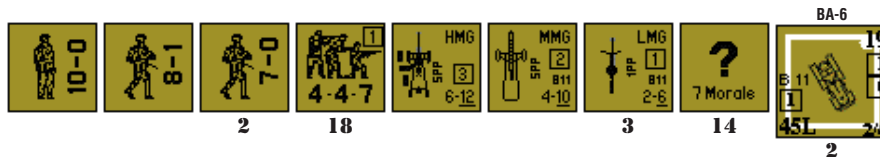
Elements of the 1st Jaeger Regiment [ELR:4] set up on Board 22 southeast of road 22Y1-Y6-EE6-GG5 {SAN:3}:



VASL artwork used with permission of Rodney Kinney

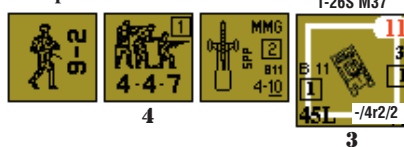
RUSSIANS

Elements of the 10th Reserve Rifle Regiment [ELR:2] set up anywhere on board not in the Finnish set up areas {SAN:5}:

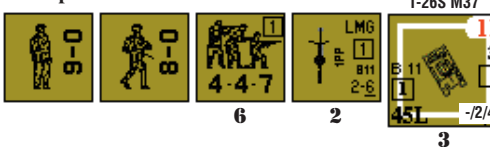


Reinforcing Elements of the 10th Reserve Rifle Regiment and 2nd Tank Regiment enter per SSR 5:

Group A:



Group B:



SSR:

- EC are Moderate, with a Mild Breeze from the East. All buildings are wooden with Ground Level only. The stream on board 22 is Deep.
- Finnish MMC are Considered Assault Engineers for CCV purposes ONLY. All MMC in the Finnish OB are considered to have underlined Morale. Use a German ATR counter to represent the third Finnish Lahti ATR. Contrary to A25.72, A25.7 applies.
- The BA-6 Armored Cars in the Russian OB are treated as having a radio. The Russian player may utilize T-26 M37 counters to represent the 3rd T-26S M37 in each reinforcement group.
- The Russian Player may not exchange any leaders in his OB for a Commissar.
- One Russian reinforcement group enters on each of Turns 3 and 5. Prior to Finnish setup, the Russian Player must secretly pre-designate which reinforcement group will enter on which turn. The reinforcement groups may enter along any board edge from 49GG6-22A1-22GG1-49A6 (inclusive).

- Both sides may declare HtH CC.

AFTERMATH: The Finnish 1st Jaeger Brigade, approached Petrozavodsk from the south along the Murmansk railroad, while the Finnish 1st Division pressed in from the northwest. Units of the Russian Petrozavodsk Operational Group resisted fiercely. The foolhardiness of the Red Army attacks during the Winter War had left the Finns unprepared for the stubbornness of the Soviet soldier in defense. Although local commanders in the Finnish army were showing a reluctance to accept heavy casualties, allowing large Soviet forces to escape encirclement, Petrozavodsk fell on 1 October after two weeks of heavy fighting.

CATCHER IN THE KUNAI



F04 DESIGNED BY SCOTT FAULK



VICTORY CONDITIONS: The Americans win if they control building o38H4 at game end and have exited 6 VP off the North edge. For every pillbox controlled or eliminated, the EVP requirement decreases by one

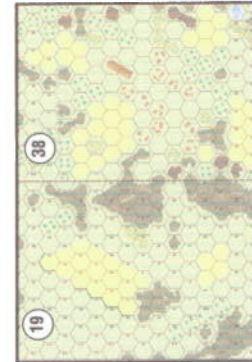
Government Gardens, Near Buna, New Guinea, 24 December 1942:

More than a month after General MacArthur had ordered his commanders to "Take Buna Today", the bloody struggle was still dragging on. After Buna village was evacuated and given to the Allies, the push on through the Triangle, the Government Gardens and on to the beach was becoming a meatgrinder. After a daring flanking maneuver aided by Australian assault boats on Musita island to the west, troops were sent in to punch past a coconut plantation on the way to capture the Buna Government House. Advancing behind massed mortar fire, elements of the Urbana Group closed in on the enemy hiding amongst the tall grass...

Balance:

American: Replace the 8-1 with a 9-1

Japanese: Add one LMG



Only hexes A-P are in play on both boards

	JAPANESE SET UP FIRST
	AMERICANS MOVE FIRST

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



JAPANESE

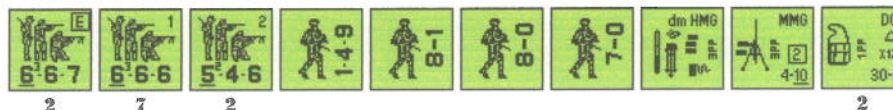
Elements of the Yasuda Detachment [ELR: 3] setup on board 38 and on board 19 in any hex numbered 3 or less {SAN: 4}:



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AMERICAN

Elements of the 32nd Infantry Division, 127th Infantry Regiment [ELR: 3] Setup on Board 19 in any hex ≥ 6 {SAN: 2}:



SSR:

- EC is Wet with no wind at start. PTO terrain is in effect including Light Jungle. Kindling is NA.
- Place Overlays: **1** on 38N8-N9, **X13** on o38G4-H4, **O2** on 19D2-C3, **Wd5** on 19J6-K7, and **G4** on 19N4-N5.
- The 1-4-9 hero represents Sgt. Kenneth Gruennert. The 1-4-9 has a -2 dm for wound severity and has a (-2) heroic modifier vs. Occupants of a pillbox.
- After both sides setup, the American player may place an FFE:1 onboard. Then checks for accuracy per C1.731 and resolves a normal HE FFE of 80+mm. After resolution, remove the FFE counter.
- The American 6-6-7s are assault engineers.
- Japanese forces may setup concealed if in Concealment Terrain.

AFTERMATH: Amongst the men destined to be stopped by the withering fire that the Japanese poured forth from their dugouts and pillboxes was Wisconsin National Guardsman Sgt. Kenneth Gruennert. Urged to join the National Guard to help out the regimental baseball team as a standout catcher, Gruennert had an amazingly accurate throwing arm. After being pinned down by Japanese fire, Gruennert broke away from his squad, advanced on a dugout and threw a grenade into the firing port, killing the occupants. Realizing he'd been wounded he bandaged his own wounds and against the wishes of his men, drew up enough strength to fight on. Again, Gruennert split from the group and threw strikes into the slit of yet another Japanese pillbox. After Gruennert's men caught up with him they found the hero had been shot by a sniper. Kenneth E. Gruennert was posthumously awarded the Congressional Medal of Honor on October 11, 1943. The attack by the 127th was pinned quickly by concentrated Japanese fire and ended up only advancing 150 yards, within view of the Buna "mission house". Both objectives, the capture of the compound and the push towards the Government Station was halted. The Japanese evacuated Buna Government Station four days later after supplies and reinforcements had failed to get through to the garrison.

CORPO DI TRUPPE VOLONTARI

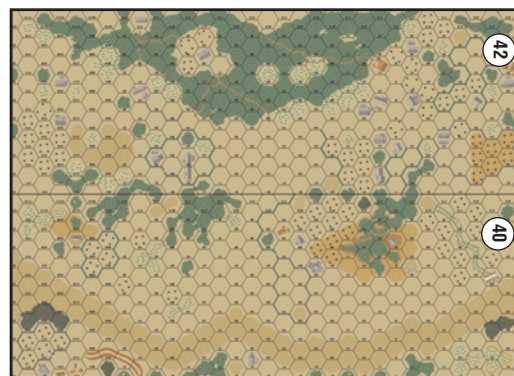
FT 24.1 DESIGNED BY XAVIER VITRY



VICTORY CONDITIONS: The republican must control at game end all the buildings between rows B and K, both inclusive, of board 42.

Balance:

Republican: Add a 4-4-7 w/LMG to the initial OB **Italian:** replace the Russian 9-2 with a 9-1



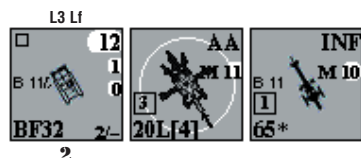
ITALIANS SET UP FIRST	1	2	3	4	5	6	7	8	9	
REPUBLICANS MOVE FIRST										

Elements of the “Division Littorio” [ELR:2] set up on board 42 East of hexrow P and on board 40 North of coordinates ≥8 {SAN:4}

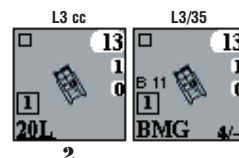
ITALIAN



Supporting Elements:



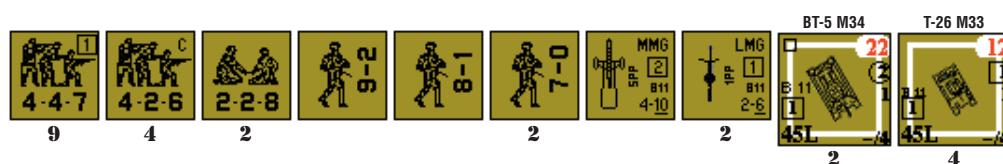
Armor Support, enters on Turn 2 from 42I10 or A6:



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Elements of the 11th Division, 2nd Brigade [ELR:3] enter on turn 1 from the South and/or West edge {SAN:2}

REPUBLICAN



SSR:

1. EC are Mud, with no Wind at start.
2. The river of board 40 does not exist. Treat as open ground, level 0.
3. The Italian may setup HIP one Squad/equivalent and any leader/SW stacked with it, nevertheless, the Guns may not set up HIP.
4. Bore Sighting is NA.

AFTERMATH:

Following the tanks, the 11th Division assaulted the best Italian unit in Spain, the Littorio Division, and found themselves halted by several flamethrower tanks. However, as the fight progressed, the Italian tanks soon got stuck and immobilized in the mud, thus becoming easy targets for the heavier guns of the Russian tanks. On the flank of the CTV, the regular Italian units abandoned Trijueque at night, more routing than retreating. Only the fall of darkness and the disciplined retreat of the Littorio Division saved the day. Nationalists derided their ally's performance, stating that CTV stood for “Cuando Te Vas?” (*When are you Leaving?*)

RETAKING VIERVILLE

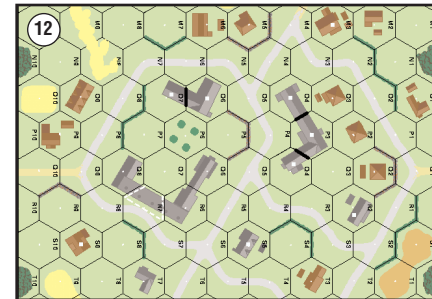
JDJ 1.1

DESIGNED BY JOHN D. JOHNSON



VICTORY CONDITIONS: The Americans win at game end if there are no good order German MMC in buildings P3 and R6.

☆ AMERICANS SET UP FIRST	1	2	3	4	5
+ GERMANS MOVE FIRST					



Only hexrows M-T on board 12 are in play

AMERICAN

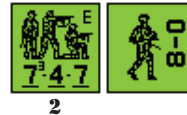
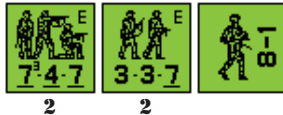
Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR:5] {SAN:4}:

set up on road hexes P4, Q5, R5, S6, T6 with no more than 1 MMC per hex

Enter on Turn 1 along the North edge:

Enter on Turn 2 along the North edge:

Enter on Turn 3 along the North edge:



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GERMAN

Elements of the 1058th Grenadier Regiment [ELR:3]

enter on Turn 1 along the East edge {SAN:4}:



Recon elements of the 12th SS Panzer Division (Hitler Jugend) [ELR:5]

enter on Turn 2 along the East edge {SAN:4}:



Elements of the 919th Grenadier Regiment [ELR:3]

enter on Turn 1 along the West edge {SAN:4}:



Elements of the 6th Parachute Regiment [ELR:5]

enter on Turn 3 along the East edge {SAN:4}:



SSR:

1. EC are moderate with no wind at start. Kindling is NA.
2. Germans do not have PF capability.
3. Gullies do not exist. All gully hexes are grain hexes instead.
4. German forces may not enter hexrows M or N during the first turn of play.
5. As a reminder to new players, reinforcements may enter the board via advance during the Advance Phase (as opposed to movement in the Movement Phase) during their respective turn of entry.

AFTERMATH:

Small units from the 1st Battalion, 506th PIR rushed to Vierville and threw themselves into a pitched battle with the Germans. The tide of battle changed several times as each side received reinforcements. Ultimately, airborne firepower and determination proved too much for the Germans, who gave up their brief hold on Vierville after a tough fight.

PLAYTEST REQUEST:

If you playtest this scenario, please let me know the experience level of the players. I'd be interested in finding out if the scenario is balanced when two relatively inexperienced players play it, but unbalanced when two experienced players play it (or vice versa). Any and all suggestions are welcome.

DESIGNER'S NOTES:

In designing this scenario, I had one major goal: to create a fun, fast, all infantry "beginner" scenario. For years, I have searched for a great "beginner" scenario, but have never really been satisfied with those that are out there. I wanted a scenario where both sides got good troops and had an opportunity to move and attack. I think that the reinforcements that each player receives in the each of the first three turns gives each players a feel for the harried, fluid nature of the engagements in Normandy both during and immediately after D-Day.

The inspiration for this scenario comes from Donald Burgett's book, "Currahee". Mr. Burgett was a member of the 506th PIR, and participated in the fight for Vierville on June 7. In his account, he describes a pitched battle in which both sides received continual reinforcements, and in which Waffen SS troops reinforced the initial wave of German attackers. It is possible that Mr. Burgett confused Von Heydte's paratroopers from the 6th Parachute Regiment with Waffen SS soldiers. Von Heydte's paratroopers were definitely counterattacking in the Vierville area, while the closest SS unit (12th SS Panzer) was several miles east on June 7 and was attempting to counterattack the British beachheads. I consulted a variety of other sources, but was unable to verify Mr. Burgett's account that SS troops participated in the battle. In the interest of fun, I've used both SS and German paratroopers in my scenario. In the interest of simplicity (and consistent with Mr. Burgett's account), I have not given the Germans PF capability. Also in the interest of simplicity, I have omitted the OBA and German calvary reinforcements described in Mr. Burgett's account.

THE BRIDGE AT RAMELLE

MD 1.1

DESIGNED BY MARK C. DRAKE



VICTORY CONDITIONS: The Germans win by controlling bridge hex 23BB5 at game end.

☆ AMERICANS SET UP FIRST	1	2	3	4	5	
✚ GERMANS MOVE FIRST						

AMERICAN

Elements of 101st Airborne C Co., 2nd Rangers [ELR:5]

Setup HIP anywhere south of the canal, on/norht of hexrow 7, in Building/Rubble/Shellholes [EXC: one HS/SMC but no SW counters, may setup in hex AA8]; no US unit may setup on the bridge. {SAN:6}:



Optional: Exchange 1x 1-4-9 with BAR Gunner SMC

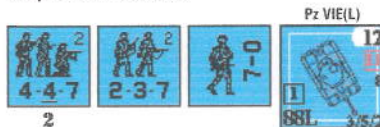
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GERMAN

Elements of 2nd SS Panzer Division [ELR:5] {SAN:3}

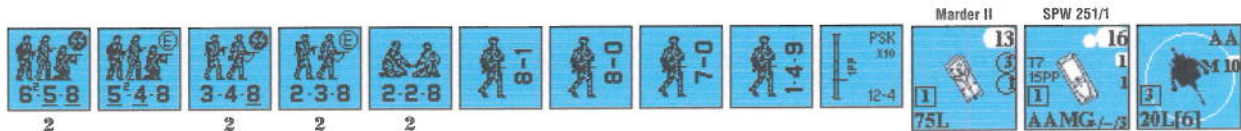
Group 1:

Setup in hexes BB8-BB9



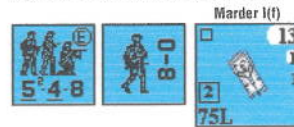
Group 2:

Setup between hexrows V & Z with coordinates ≥9



Group 3:

Enter on Turn 2, on/east of hex BB10:



Group 4:

Enter on Turn 4, on/east of hex BB10:



SSR:

- EC are Moderate, Weather is Clear, with no wind at start. Kindling is NA. The canal (Merderet River) is deep with Moderate flow to the east.
- The bridge in 23X3, as well as walls/hedges, do not exist. All Woods are Stone Rubble, all Orchards are Shell holes.
- Setup overlays as follows: OG4 on 23X7-X6, X22 on 23Z7, X8 on 23 AA8.
- All buildings are Guted [EXC: Z6, Z7, AA8]. Buildings Z6 and AA8 are Stone Two-Story Houses. Z7 is Stone with Ground level and Level 3 Stoeple only. Cellars do not exist.
- Place a Sangar in BB4. Place Wooden Rubble in W6, V6, EE7, AA10. Place Stone Rubble in CC7, DD7, Y8, oY7, X5. Place Shellholes in BB6 and BB7.
- The Bridge in BB5 is Two-Lane Stone. It is wired for demolition, and can only be demolished from the Sangar in BB4 by any US unit as per normal bridge demolition rules (A23.7.71).
- German units are SS and do not have Panzerfausts. AFV crews may not voluntarily abandon AFVs. The Halftruck may be unloaded, or Towing/Carrying Passengers (German player's choice). 2-2-8 crews must setup/possess PSK and Flak38 at start. The Flak38 sets up Limbered (whether Towed or not).

- US units have the following: ATMM, Ammo Shortage, MOL (once, and only vs. Vehicle), 1 Set DC in ANY hex (designate hex/detonating unit before setup, which represents Hawkins mines). The 9-2 Leader may make/direct PBF as TPBF ONCE, as long as 9-2 occupies OG/Shellhole/Rubble (this represents 60mm mortar rounds as grenades). One MMG sets up possessed by 2-2-7 crew, other sets up possessed by 1-4-9 and 7-0. There is no restriction on who gets Bazookas.

- No Quarter and Hand-to-Hand is in effect for both sides.

- The Game starts with the US Defensive First Fire phase, with German units having expended all MF/MP in Movement.

- For an expanded game, add the following: 2x6-5-8 squads with Group 4

German reinforcements: enter on Turn 5 on South edge: 1x6-5-8, 1x5-4-8, 1x3-4-8, 1x7-0.

US reinforcements: enter on Turn 5 on North edge: 3x6-6-6, 2x3-4-6, 1xJeep, 1x8-0, 1xMMG, 1xM4A3(75w)

If using this option, the number of Game Turns is increased to 6, and the US receives 1 '44 FB with bombs, arriving on Turn 5 during German Mph/US DFFph. Both players decide before commencing play if the expanded game option is to be used.

KNIFING THE BODYGUARD

OG 1.1 DESIGNED BY OLIVER GIANCOLA



VICTORY CONDITIONS: The Russians win if they have a Good Order MMC or Mobile tank with functioning MA on or south of hexrow BB by Game End.

KOMSOMOLETS STATE FARM, 12 JULY 1943:

As SS General Hausser's II SS Panzer Corps began its final assault toward Prokhorovka less than 5 kilometers from its objective, they met Lt. General P.A. Rotmistrov's 5th Guards Tank Army, which was counterattacking to stop the German thrust. Thus began the climactic day of swirling tank battles as both forces tangled head-on in a meeting engagement. Part of the Russian attack, led by the 29th Tank Corps, fell on the Leibstandarte SS Adolf Hitler. The 29th's 31st Tank Brigade struck in two places, seeking and finding soft spots in the Leibstandarte's left flank, which was guarded thinly by its Reconnaissance Battalion.



	GERMANS SET UP FIRST
	RUSSIANS MOVE FIRST

1 2 3 4 5 6



Balance:
Russian: none
German: Russian infantry must enter as Riders.

RUSSIAN

Elements of the 31st Tank and 53rd Motorized Rifle Brigades, 29th Tank Corps [ELR:4] Enter Turn 1 on north edge {SAN:2}:

dr = 1-2 6 2 2 4	dr = 3-4 6 2 4 2	dr = 5-6 6 2 4 6
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GERMAN

Elements of the Reconnaissance Battalion, Leibstandarte SS Adolf Hitler [ELR:5] Set up on or north of hexrow J {SAN:3}:

dr = 1-2 4 4	dr = 3-4 4 4	dr = 5-6 3 4
-----------------------------------	-----------------------------------	-----------------------------------

Elements of 8. Battery, Artillery Regiment, LSSAH Set up within 5 hexes of BB5, with CA facing northeast:

2 2

Various rear-area elements, LSSAH Enter Turn 4 on/between board-edge hexes Z0-GG1-GG10-Z10:

dr = 1-2 6 3 3 2	dr = 3-4 3 4	dr = 5-6 4 2
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SSR:

- EC are Very Dry with a Mild Breeze blowing from the southeast at start. Steppe Terrain (F13.2) and Light (F11.71) and Vehicle (F11.74) Dust are in effect. No walls, hedges, or roads exist. All woods are brush.
- Boresighting is NA. Onboard forces may set up Concealed, but not HIP. Where indicated, both sides determine their forces with a secret dr. The German reinforcements are determined secretly at the start of German Player Turn 4.
- German 4-4-7s and 2-3-7s are SS; they have an underscored morale, an ELR of 5, and a broken-side morale of 8 (7 for 2-3-7s). All 8-3-8s and 3-3-8s are SS and Assault Engineers.
- German units possessing a DC qualify for a -3 DRM when attacking an AFV in CC. The DC is eliminated and the DRM is not applied on a 12 DR by an elite unit, or on a 10 or higher DR by a non-elite unit. Otherwise, the DC is eliminated after the CC attack and no Inexperienced penalties apply to this special CC use. Only one DC may be used in each CC attack.

- The HS from the SPW 251/sMG is a 3-4-8 SS HS, which may set up onboard and in possession of one of its half-track's MGs (the "dm HMG" may be set up fully mantled; at least one MG must remain manned by the half-track crew at start). The ATR of the SPW 251/10 may set up possessed by an MMC.

AFTERMATH:

A small force of Russian tanks, with infantry riding on the decks, punched through the Reconnaissance Battalion and plunged into the rear. The Russians reached the positions of Leibstandarte's 8. Battery, whose last 15 cm guns, combined with a desperate, close-range infantry assault, blunted the Russian probe near the Komsomolets collective, at the cost of the two guns. In the end, the Russians had suffered worse casualties that day, but they had halted Hitler's finest short of Prokhorovka.

VICTORY FOR NOTHING

OG 2.1 DESIGNED BY OLIVER GIANCOLA



VICTORY CONDITIONS: The last player to Control o30P4 wins.

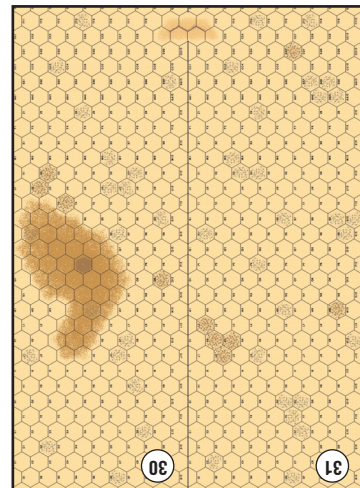
Balance:

Russian: Exchange one MMG for an HMG.

Japanese: Exchange the 8-0 Infantry leader for a 10-2 Infantry leader.

West of Nomonhan, Manchuria, 3 July 1939:

Despite the annihilation of its Azuma detachment in May, the Kwantung Army thought a similar operation would succeed with more troops. In their July attack, the Japanese aimed to cut off Russian units east of the Halha and north of the Holsten rivers, which formed a "Z." As the rest of its parent 23rd Division struck south on the west side of the Halha, the 64th Infantry Regiment under Col. Yamagata struck south on the Halha's east side. Also attacking on the east side was the 3rd Armored Regiment — representing half of the Kwantung Army's available armor - led by Col. Yoshimaru. Agreeing on a coordinated attack, the Japanese colonels thought their superior forces could slash effortlessly through what they at first believed were Mongolian cavalry. Even when harassed by Russian tank patrols, the Japanese tankers and riflemen remained fixated on the stunning victory of reaching the Halha-Holsten confluence, trapping the Russians north of it. The Russians seemed to be retreating, but they were falling back to their prepared positions on Heights 731, a pimple on the flat plain. And yet, the Japanese were confident; as they learned in 1905, Russians were no match for samurai. The men of Major Remizov's 149th Infantry Regiment were determined to prove them wrong.



★ RUSSIANS SET UP FIRST	1	2	3	4	5	6	
★ RUSSIANS MOVE FIRST (SSR3)							

Elements of the 149th Infantry Regiment and 9th Armored Brigade [ELR 4] Set up within 8 hexes of o30P4 (see SSR 3) {SAN 5}:

RUSSIAN

 8	 9-1	 8-0	 MMG SPF B11 4-10	 LMG TPP B11 2-6	 ATR TPP 1-12	 MTR APP 50*[3-20]	 AT M11 45L	 INF M8 76*	 Trench OVR_OBA:+4 Other:+2	 Foxhole 5 OVR_OBA:+4 Other:+2
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Enter turn 1 on/between 31G10-31A10-31A5:

BA-6

Enter turn 4 on/between 30A1 and o30Q1:

BT-5 M34

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1st Company, 3rd Tank Regiment [ELR 4] Enter turn 1 on/between 31G10-31A10-31A5 {SAN 2}:

JAPANESE

 10-2	 8-1	 89B CHI-RO 57*	 97A CHI-HA 57	 97B TE-KE 37
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4th Company and supporting elements of the 1st Battalion, 64th Infantry Regiment Enter on/after turn 2 on/between 30GG1-30GG10:

 12	 10-1	 9-1	 8-0	 HMG APP B11 6-14	 MMG APP B11 4-11	 LMG TPP B11 2-6	 MTR APP 50*[1-16]*	 AT M12 37L
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SSR:

- EC are Normal with no wind at start. All Hammada is Brush and Inherent Terrain. Kindling is NA.
- Place overlays as follows: **H1** on 30P6-O7; **SD7** on 31FF1-EE2.
- Boresighting is NA. On Russian turn 1, roll for wind and move the BA-6 armored cars; no other actions may take place.
- Use Type 89A CHI-RO counters to represent the three extra Type 89B tanks. All Japanese tanks must add a +2 DRM to their Bog rolls when entering or changing VCA in Wire. The Type 97A has a radio. Japanese infantry have MOL capability (A22.6), but only against a Location containing a Russian AFV.
- The Russian BT-5 and Japanese TE-KE tanks enter their respective turns having already spent half their MPs.

AFTERMATH:

While Yamagata's tardy infantry inched forward, scraping foxholes as they went, the Japanese armor charged, led by their colonel. Yoshimaru emboldened his subordinates by personally firing at targets and clapping his hands in triumph. But his Type 97, and many of the tanks that followed, bogged down in what the Japanese called "piano wire," dense webs of tightly coiled barbed wire. So bogged, the tanks made perfect targets for the Russian tanks and anti-tank guns. The superior Russian 45 mm guns picked off over half of the Japanese tanks, including that of their well-respected colonel, who was killed. At about this time, the Japanese infantry finally began their assault from a separate direction. They encountered heavy fire from Russian machine guns. But supported by their own machine gun company, the Japanese infantry cleared the heights with grenades and bayonets. The Japanese could claim a victory, but Yamagata had to order a halt to "consolidate." His unit was worn out by the dogged Russian defense. Yamagata never mounted another serious attack that day or the next. The Japanese, through their lack of coordination and concentration with their *daisho* of tanks and infantry, had missed what was perhaps their best chance of reaching the river confluence.

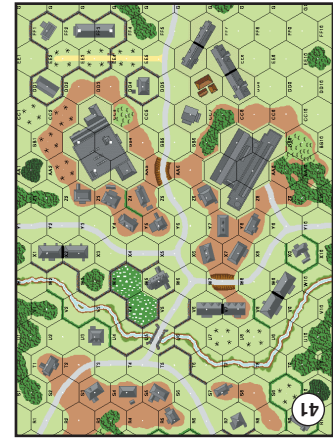
HUNGARIAN MANORS

OPT 1.1

SCENARIO DESIGN BY CHRIS OLDEN



OBUDA, HUNGARY, DECEMBER 27, 1944:
After the Soviet 2nd and 3rd Ukrainian Fronts had encircled Budapest on the 25th, the tempo of the fighting in Buda had increased. Both sides fed units piecemeal into the battles developing in the hills surrounding Buda. Units of the 8th SS found themselves engaged in a fierce, often hand to hand battle to prevent the Soviets from occupying all of the strategic high ground North and West of Buda.



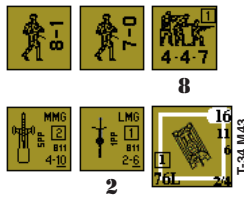
Only hexrows R-GG are in play on Board 41.

VICTORY CONDITIONS: The Russian Player must control building overlays X16 and X23 at game end.

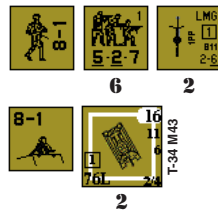
GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

Elements of the 49th Guards Division and supporting elements of the 18th Tank Corps [ELR:3] enter as per SSR 3, along the North board edge on/between GG1 and GG10 and/or the East board edge on/between GG10 and X10 {SAN:3}:

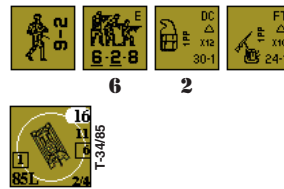
#1 Group



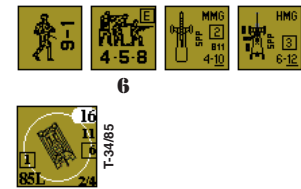
#2 Group



#3 Group

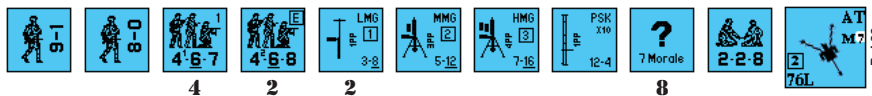


#4 Group



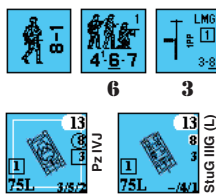
Elements of Kampfgruppe "Kundinger"/271st VGD Division

German Onboard forces may set up on or South of hexrow CC, on hexes numbered ≤ 8. [ELR:4] {SAN:4}:

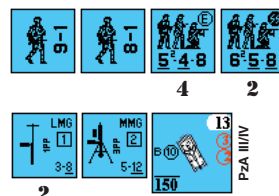


6th Squadron SS Cavalry Regiment 15 and 8th SS Division "Florian Geyer" enter anywhere along South board edge, as per SSR 3.

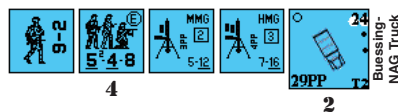
#1 Group [ELR:4]



#2 Group SS Force [ELR:5]



#3 group SS Force [ELR:5] (Must enter as Passengers in the Trucks)



The 5-4-8 squads in SS groups ARE SS troops, even though the counter artwork does not depict this.

VASL artwork used with permission of Rodney Kinney

SSR:

- EC is Wet. The Stream is Deep/Frigid (B20.43 and B20.7). Place Overlays as follows; X16 on BB2/CC3; X23 on AA8/Z7; X7 on CC6; X18 on EE6/FF6. X16 and X23 exist on Level 1 Hill hexes; no 2nd Level Hill Hexes exist. Building overlays X16 & X23 have ground, 1st, 2nd and 3rd levels with an inherent stairwell in every hex.
- Civilian Interrogation is in effect (E2.4). Russians are in a Hostile country; Germans are in a Friendly country.
- The Russians must enter one Group per turn on Turns 1-4, the Germans must enter one Group per turn on Turns 2, 4 and 5. The Group entered on the current turn is determined by Random Selection during the Rally Phase of the respective Player Turn: each Group may be selected to enter only once; (i.e. reroll all dr calling for a Group to enter that has already entered).
- The Germans may HIP 2 squad equivalents and any Leaders/SW that set up with them.
- Due to exhaustion, no Russian infantry(SMC/MMC/Crew) may declare Double Time.

- Due to Low Fuel, the first time a Russian AFV changes VCA, or expends MP in a Russian Player Turn, it must roll for immobilization as if it had Red MP. (EXC: the turn an AFV enters the board.)

- The Russians are considered to be Guards for purposes of special ammo and depletion numbers. The Russian 6-2-8 squads are NOT assault engineers.

- #2 and #3 groups in the German OB are considered to have an underlined morale and are considered SS for all purposes.

AFTERMATH:

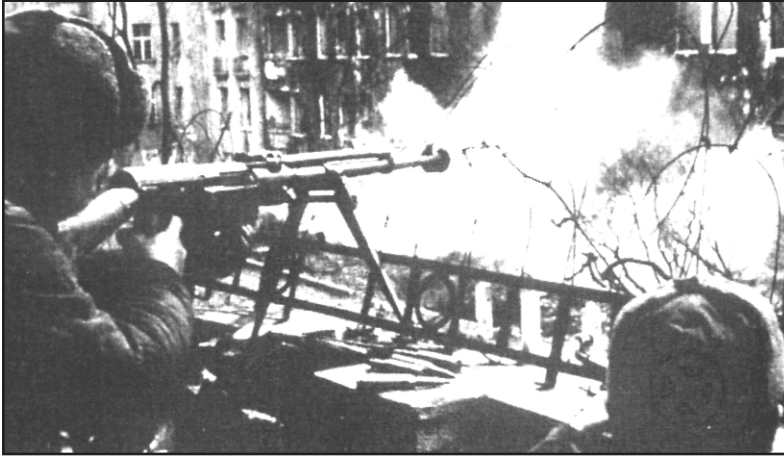
The Soviets stormed up hills, attempting to force the Germans from their defensive positions, while Soviet and German tanks stalked each other in the narrow streets below. These battles would go on for almost the entire siege. Only when the defenders ran out of ammunition would they vacate their hill-top villas which, during the see-saw battles, had been reduced to rubble heaps.

EXTRACURRICULAR ACTIVITY



OPT 2.1

SCENARIO DESIGN BY CHRIS OLDEN



BUDA, HUNGARY, DECEMBER 25, 1944:

Although the Soviet Armies had been hammering at Pest for six weeks, the population of Buda had still gone about preparing for subdued Christmas festivities. On Christmas Day, the inhabitants of Buda were surprised by Soviet armored reconnaissance units sudden appearance at the Janos Hospital, less than two miles from the Royal Palace. A company from the Hungarian 1st Technical University Assault Battalion were the first units to clash with the Russians in Buda.

VICTORY CONDITIONS: The Hungarian player must have more unbroken squads (not equivalents) in building overlay **X23** at game end than the Russian player.

RUSSIANS SET UP FIRST	1	2	3	4	5	6
HUNGARIANS MOVE FIRST						



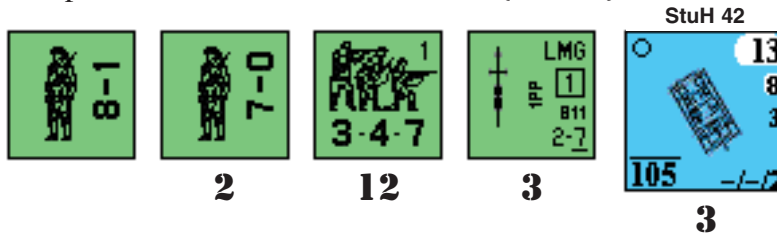
Only hexrows R-GG are in play on Board 45.



HUNGARIAN

Elements of the 1st Technical University Battalion [ELR:3]

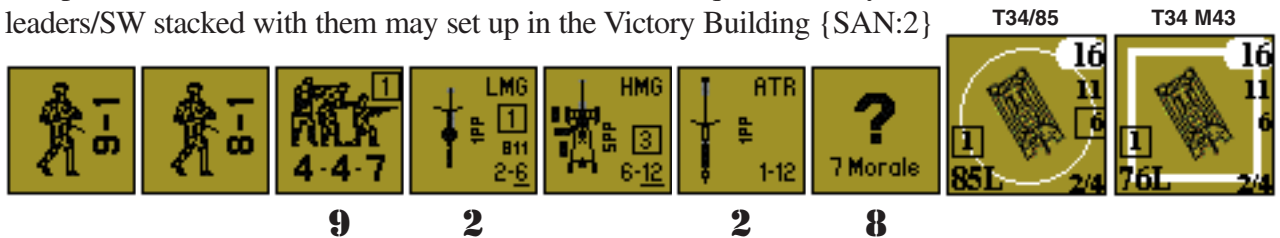
set up east of road Y1-X1-S9-S10-R9 {SAN:2}



RUSSIAN

Elements of the Soviet 2nd Ukrainian Front [ELR:3]

set up west of road Y1-X1-S9-S10-R9. No more than 4 squads and any leaders/SW stacked with them may set up in the Victory Building {SAN:2}



SSR:

- EC is wet. No wind at start. Place overlay **OG1** on hex EE8. Place overlay **X23** on **EE9/FF8**. Overlay **X23** has Ground, 1st, 2nd and 3rd Levels, and an inherent staircase in every hex. This building represents the Janos Hospital.
- Raise Hungarian MMC broken side morale by 2. Hungarian units do not suffer any HOB DRM. (**EXC**: they still receive a +1 if broken). Hungarian units will not surrender due to a HOB result, they go berserk instead. Hungarian units may check for Panzerfaust availability as if they were 1944 Germans, however they receive a +1 TH DRM. Hungarian units have MOL capability.
- Civilian Interrogation is in effect. Hungarians are in a Friendly Country, while the Russians are in a Hostile Country.

- No AFV's may set-up or enter the Victory Building.

AFTERMATH:

Although lacking in training, the college students stopped the Soviets at the Janos Hospital and Schwabian Hill. However, early on the morning of the 26th, Budapest was completely surrounded by the forces of the Russian 2nd and 3rd Ukrainian Fronts, which had linked up at Esztergom. The siege of Budapest had begun.

VASL artwork used with permission of Rodney Kinney

PYRRHUS AT 'PEST

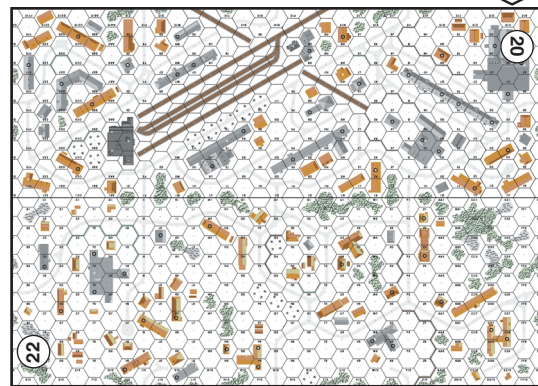
OPT 3.1

SCENARIO DESIGN BY CHRIS OLDEN



PEST, HUNGARY, 15 JANUARY, 1945:

For nearly a month, the Romanian 7th Corps had ground forward towards the center of 'Pest. Facing their hated national enemies, the Hungarians, the fighting had been a bitter, block by block struggle. Casualties had been staggering on both sides. Now, on January 16th, the Romanian 2nd Infantry Division, were less than 2 km's from the Danube. The last obstacle in their path was the Eastern Rail Station. At the Rail Station, Hungarians from the 10th Infantry Division, Vannay Battalion, 22nd SS Division, and the Budapest Flak Regiment were dug in and waiting for the Romanian attack.



VICTORY CONDITIONS: The Romanian Player must Control Overlay **X16** at game end.

GERMANS SET UP FIRST

RUSSIANS MOVE FIRST

1

2

3

4

5

6

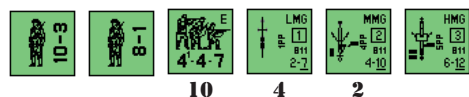
7



HUNGARIAN

Hungarian OB [ELR:3] (EXC: SS are still considered to have underlined Morale) Hungarian units may set-up west of road that runs 20 I10-J9-J8- K8-K6-L5-L2-K3-I2-22Y6-Z6-BB7-EE6-GG5 {SAN:5}:

Elements of the Hungarian 10th Infantry Division

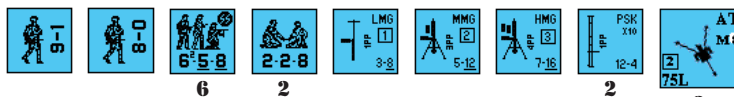


10

4

2

Elements of the 22nd SS Div.



6

2

2

2

Elements of the Vannay Battalion



4

2

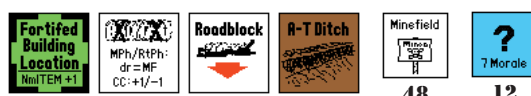
Elements of the Budapest Air Defense Regiment



4

2

Fortifications



6

6

3

3

48

12

no more than 20 can be A-T

ROMANIAN

Romanian OB [ELR:3]

Romanians set-up East of road that runs; 20 I10-J9-J8-K8-K6-L5- L2-K3-I2-22 Y6-Z6-BB7-EE6-GG5 {SAN:3}:

Elements of the Romanian 19th Infantry Division



2

2

22

7

2

6

5

3

2

Attached Armor elements (enters on/after turn 1)



2

2

2

2

2

2

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SSR:

- EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow(E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground, Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards.(B 7) All Rowhouses are considered Factories. Roads are Paved and Not Plowed. Rooftop Locations (B23.8) are in play for all multi-hex buildings with printed stairwells.
- Place Overlays in the following order; **X8-20P8; OG5-20N10/M10; RR3-20R8/Q9; RR1-20P7/Q7; RR2-20V4/W4; RR14-20V6/U7; X16-20AA4/Z4**. The Railroad Overlays are considered to be GLRR.(B 32.1) Overlay **X16** is considered a Factory (B23.74). All locations of Overlay **X16** are Fortified (B23.9).
- The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and, must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.
- The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay **X16**) has sewer entrances in the hexes marked with stairwells.
- For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG's. Captured Use penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944

version (C13.32). MMC's are considered Elite Allied Minor Troops for HOB results. The 5-3-7's in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Assault Engineer/Sappers. The German AFV's in the Romanian OB use RED TH #s. All AFV's have their S# as printed. All AFV's in the Romanian OB are considered to have RED MP #s.

- The Romanians have 80mm Battalion Mortar OBA (C1.22) HE only. The Base Radio Contact value is 8. The SMC directing the OBA may set up HIP.
- All Hungarian units in the Victory Building (overlay **X16**) are considered Fanatic (A10.8). Hungarian Units may check for Panzerfausts as if they are 1945 Germans. PF's are the 1945 version (C13.32).
- Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.
- No Quarter is in effect. Both sides may declare HtH in CC.

AFTERMATH: As the Romanians closed on the Rail Station, the fighting traveled across the rails and through the rolling stock. Late in the day on the 16th, having swarmed the Hungarians in close quarters fighting in the ruined station, the exhausted Romanians stood close to the Danube on the Elizabeth Ring Road. The next day, Soviet General Malinovsky pulled the Romanians out of 'Pest, incensed by the Romanian tendency to whip up frenzied resistance among the Hungarians. 'Pest fell to the Soviets on the 18th.

PYRRHUS AT 'PEST

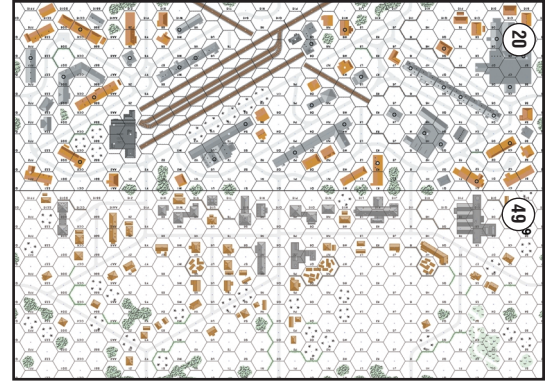
OPT 3.2

SCENARIO DESIGN BY CHRIS OLDEN



PEST, HUNGARY, 15 JANUARY, 1945:

For nearly a month, the Romanian 7th Corps had ground forward towards the center of 'Pest. Facing their hated national enemies, the Hungarians, the fighting had been a bitter, block by block struggle. Casualties had been staggering on both sides. Now, on January 16th, the Romanian 2nd Infantry Division, were less than 2 km's from the Danube. The last obstacle in their path was the Eastern Rail Station. At the Rail Station, Hungarians from the 10th Infantry Division, Vannay Battalion, 22nd SS Division, and the Budapest Flak Regiment were dug in and waiting for the Romanian attack.



VICTORY CONDITIONS:

The Romanian Player must Control Overlay X16 at game end.

HUNGARIANS SET UP FIRST
ROMANIANS MOVE FIRST

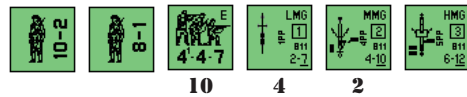
1 2 3 4 5 6 7 8



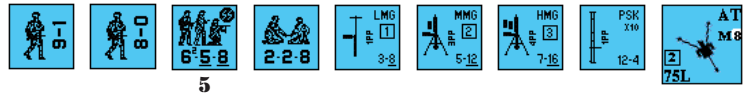
HUNGARIAN

Hungarian OB [ELR:3] (EXC: SS are still considered to have underlined Morale) Hungarian units may set-up west of road that runs 20I10-J9-J8-K8-K6-L5-L2-K3-I2-49I8-F7-F3-I1 (inclusive) {SAN:4}:

Elements of the Hungarian 10th Infantry Division



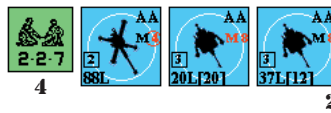
Elements of the 22nd SS Div.



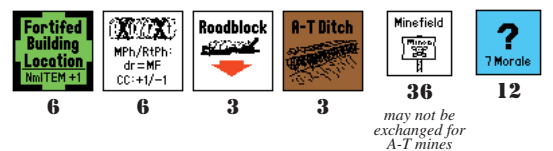
Elements of the Vannay Battalion



Elements of the Budapest Air Defense Regiment



Fortifications



may not be exchanged for A-T mines

ROMANIAN

Romanian OB [ELR:3]

Romanians set-up East of road that runs 20I10-J9-J8-K8-K6-L5-L2-K3-I2-49I8-F7-F3- I1 (exclusive) {SAN:2}:

Elements of the Romanian 19th Infantry Division



Attached Armor elements (enters on/after turn 1)



VASL artwork used with permission of Rodney Kinney

SSR:

- EC is Snow, with no wind at start. Weather is Ground Snow (E3.72) and Falling Snow (E3.71) of the heaviest intensity. (i.e., the Mist LV Hindrance DRM is +1 at ≤ 6 hexes at start) and will not change for the duration of the scenario. Gully and stream hexes are Open Ground, Bridge Hexes are Road hexes. All roads are considered to be Wide City Boulevards. (B 7) All Rowhouses are considered Factories. Roads are Paved and not Plowed. Rooftop Locations (B23.8) are in play for all multi-hex buildings with printed stairwells. Where road depictions intersect overlay X16 (hexes BB1 and AA2) there are considered to be Vehicular-sized entrances. RB Cellars are in effect. Contrary to B27.56, A-T Ditches may be set-up in paved road hexes.
- Place Overlays in the following order: OG2-20Q9/R8, OG1-20DD2, RR4-20O9/N9, RR3-20N8/M9, RR14-20V5/W5, RR2-20T5/S6, X16-20CC2/CC3. The Railroad Overlays are considered to be GLRR(B32.1). Overlay X16 is considered a Factory(B23.74). All locations of Overlay X16 are Fortified (B23.9).
- The Hungarian Player may, prior to setup, place ≤ 8 Rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex counts as 2 Rubble counters and, must be placed adjacent to a Rubble counter of the same type in a building hex. Falling Rubble is N/A.
- The Hungarian Player has Sewer Movement capability. In addition, the Hungarian player has a -1 dr modifier to any sewer movement attempt. The Victory Building (overlay X16) has sewer entrances in the hexes marked with stairwells.
- For the Romanian OB, use Chinese MMC/SMC and SW. (EXC: use German MG's. Captured Use penalties do not apply.) Romanian units may check for Panzerfausts as if they were 1943 Germans. If the PF check is successful, the PF will be a June-December 1944 version (C13.32). The Romanians may fire a total of 12 PF's during the game. MMC's are considered Elite Allied Minor

Troops for HOB results. The 5-3-7's in the Romanian OB are considered to have Assault Fire capability. They are also considered to be Assault Engineer/Sappers. The German AFV's in the Romanian OB use RED TH #s. All AFV's have their S# as printed. All AFV's in the Romanian OB are considered to have RED MP #s.

- The Romanians have a module of 100mm OBA(HE Only) with Plentiful Ammunition and one Pre-Registered hex (Barrage is N/A). The OBA module never has a red chit permanently removed from its Battery Access Draw Pile for any reason (i.e., Battery Access will never be permanently lost; see C1.21) The Base Radio Contact value is 8. The SMC directing the OBA may be set up HIP.
- All Hungarian units in the Victory Building (overlay X16) are considered Fanatic (A10.8). Hungarian Units may check for Panzerfausts as if they are 1944 Germans. PF's are the 1945 version (C13.32).
- Neither Romanians or Hungarians will surrender due to HOB. They go berserk instead.
- No Quarter is in effect. Both sides may declare HtH in CC.

AFTERMATH: As the Romanians closed on the Rail Station, the fighting traveled across the rails and through the rolling stock. Late in the day on the 16th, having swarmed the Hungarians in close quarters fighting in the ruined station, the exhausted Romanians stood close to the Danube on the Elizabeth Ring Road. The next day, Soviet General Malinovsky pulled the Romanians out of 'Pest, incensed by the Romanian tendency to whip up frenzied resistance among the Hungarians. 'Pest fell to the Soviets on the 18th.

CHARGE OF THE BUMBLEBEE

OPT 4.1

SCENARIO DESIGN BY CHRIS OLDEN

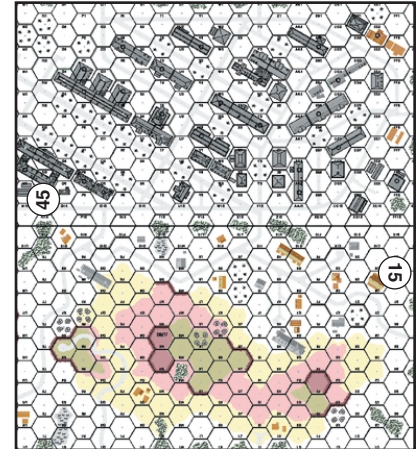


BUDA, HUNGARY, JANUARY 22, 1945

In Buda, the terrain was dominated by the many hills that formed its unique topography. These hills were the scenes of fierce fighting by the Hungarian, Russian and German forces in Buda. The side that controlled the hills not only dominated the battlefield in Buda, but controlled the way in and out of Buda to the west. On January 22nd, elements of the Hungarian 1st Technical University Assault Battalion engaged elements of the Soviet 180th Infantry Division for control of Rose Hill.

VICTORY CONDITIONS: The Hungarian Player must have more unbroken squads (not equivalents) on $\geq$ Level 3 Hill hexes than the Russian Player AND control the 3 Level 4 Hill hexes at game end to win.

hexrows A-U (inclusive) are in play on board 15,
hexrows M-GG (inclusive) are in play on board 45



RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

HUNGARIAN

Elements of the Budapest All-City ROTC Marching Band and Glee Club [ELR:3]

Hungarian Player may set up on any WHOLE hex of board 45 {SAN:3}:

 9-2	 8-1	 8-0	 7-0	 E 4-4-7	 1 3-4-7	 HMG 3 SFP B11 6-12	 MMG 2 dPP B11 4-10	 LMG 1 1PP B11 2-7	 MTR 3 SFP B11 50* [2-13]	 13 B(10) 150
2	2	2	2	8	16	2	2	4	2	3

RUSSIAN

Elements of the 180th Infantry Division [ELR:4] may set up in hexes numbered ≤ 8 on Board 15 {SAN:6}:

 9-1	 8-1	 8-0	 1 4-4-7	 HMG 3 SFP B11 6-12	 MMG 2 SFP B11 4-10	 LMG 1 1PP B11 2-6	 MTR 3 dPP B11 50* [3-20]	 ATR 1 1PP B11 1-12	 Trench OUR_OBA: +4 Other: +2	 Foxhole 5 OUR_OBA: +4 Other: +2
2	2	2	15	2	3	5	2	2	9	4

SSR:

- EC is Snow, with no wind at start. Weather is Ground Snow and Falling Snow (E3.72) of the heaviest intensity (i.e. the Mist LV Hindrance DRM is +1 at $\leq$ hexes at start. All Roads are paved. All multi-hex buildings on board 15 are stone buildings.
- Raise Hungarian MMC broken side Morale by 2. Hungarian units do not suffer the Axis Minor HOB DRM. Hungarian units will not surrender due to a HOB result, they go berserk instead.
- The Hungarian Player must secretly designate one (1) PzA III/IV as having "Smoke" only. Once Smoke is depleted, the vehicle is recalled. (North edge is considered friendly edge for recall purposes.) The PzA III/IV's are considered "Elite" for Smoke Depletion # purposes.
- The Hungarian Player may declare a Banzai charge once during the game.
- The trenches given in the Russian OB must be set up in Level 3 Hill Hexes. ALL level 4 Hill Hexes must have a trench counter set up in them.
- Both sides may declare HtH CC.

VASL artwork used with permission of Rodney Kinney

AFTERMATH:

Aided by Hummel SPA's, the Hungarians stormed Rose Hill. The Soviets were well dug in but were unable to keep the Hungarians off the hill. The see-saw battle went on all day. Even fierce Soviet counter attacks couldn't push the Hungarian college students back down the hill. Although Soviet general Afonin, who was in charge of the Budapest assault group, was wounded during the fighting, the Soviets continued to tighten the vise on Buda.

A TIGER?



OPT 5.1 SCENARIO DESIGN BY CHRIS OLDEN

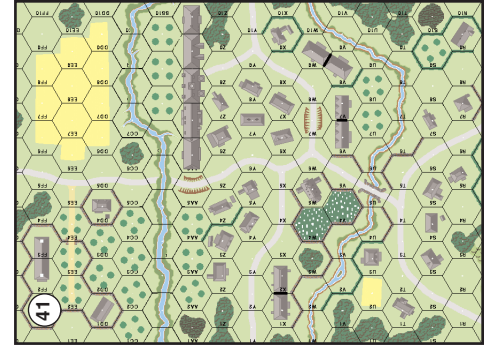


NEAR CHEVEUX-SUR-CHIEN, FRANCE 21 AUGUST, 1944

Sgt.Rock of Easy Co. speakin' - H.Q. wanted Easy to scout ahead for a Kraut rear guard. Charlie Company had been ambushed by some S.S., supported by Tiger tanks, in Petite-Cheveux the day before. The C.O. of Charlie Co. told me there was a roadblock at one of the bridges, an' possibly a Tiger that Charlie Co. had damaged with a Bazooka. So, I hand picked a squad from Easy, and crept into a Petite-Cheveux on a Tiger hunt...

VICTORY CONDITIONS: American Player wins by destroying the Roadblock and the PzVIE(L).

GERMANS SET UP FIRST	1	2	3	4	5	6
AMERICANS MOVE FIRST						



Rows R-GG are in play

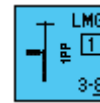
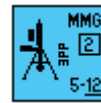
Rear guard elements of SS Kampfgruppe "Heineken" with Tiger I from Swerving Panzers 502 [ELR: 5]

German player may set up anywhere east of overlay St1. German player may utilize HIP (SSR 3). Germans are SS. {SAN: 2}

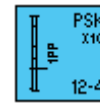
GERMAN



4



2



Scouting party from Easy Co. [ELR: NA]

American player enters anywhere along the West edge on Turn 1. {SAN: 2}

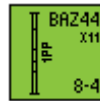
AMERICAN



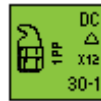
6



3



3



VASL artwork used with permission of Rodney Kinney

SSR:

- EC are very dry, no wind at start. Place overlays in the following order; **O2:** 41AA4/AA3; **O4:** 41DD2/DD3; **O5:** 41AA8/BB7; **St1:** 41BB6/BB5; **X21:** 41AA7/AA6. A stone bridge exists in Overlay **St1** hex "2". Both streams are Deep. No hills exist; other terrain in these hexes exist normally at Level 0. Hex 41 W5 contains a Level 0, 1 and 2 building location and a Level 3 Steeple Location with an inherent stairwell; the normal stacking capacity of the steeple location is one HS-Equivalent (plus any Leaders/SW stacked with them). Place a Roadblock in hex U5 facing hex V5. Hedges are walls. Kindling is NA.
- The PzVIE(L), in the German OB, is Immobilized. It cannot set up in a building. It must set up with LOS to the bridge in U5. It cannot be recalled. In addition to the benefits of D3.4-.44, the German 10-2 Armor leader also receives the following benefits: The printed ROF of the PZVIE(L) is increased by one(+1) if the armor leader is CE; there is a (cumulative) -2 drm to any repair made by him.[EXC: an original 6 Repair dr still disables the weapon] The German player may disregard one and only one (non-intensive fire) TH DR that would malfunction the MA, and that as a normal shot. The PzVIE(L) may utilize MG Firegroups as if it were a half-track(D6.64) if the Armor leader is CE; the armor leader may direct FG's if CE.
- In addition to all the infantry units in the German OB setting up HIP, the PzVIE(L) may set up HIP if it sets up in any (including open ground) non-building terrain and if ≥ 1 hexside of it's VCA is a wall hexside. The PzVIE(L) loses HIP/Concealment as if it were an Emplaced Gun(A12.34).

- The American 10-3 leader (Sgt.Rock) is Heroic (A15.21), but suffers wounds as a leader rather than a Hero. He also has a -2 drm for wound severity.(the provisions of A17.11 are cumulative with this drm.)
- The American units may declare HtH CC, and receive a -1 DRM during HtH CC in addition to any other DRM's.
- The German Half-squads may not recombine until the German rally phase of Turn 1.

AFTERMATH:

As we snuck into town, an S.S. vulture in the church steeple opened up with an M.G. We played a lethal game of hide-an-seek with the Krauts. I swam across the creek and came up on the Tiger's right side. Sure enough, it'd been crippled by a Bazooka shot. While the Tiger was busy swatting at my boys, me, Jackie, an' Wildman moved around and jumped the big cat. We left a couple of "care packages" on the rear deck of the Tiger. The DC's went off and blew that Tiger to Kingdom Come. After we took out the tank, the Kraut defense folded. The way to Cheveux-sur-Chien was open.

DAS FORT DER UNBEUGSAM

OPT 6.1

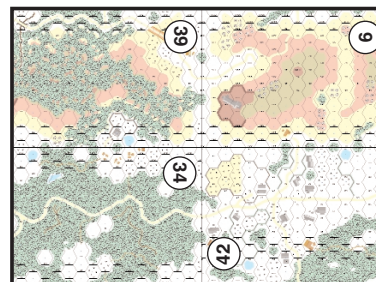
SCENARIO DESIGN BY CHRIS OLDEN



VICTORY CONDITIONS: The Germans win at Game End by Controlling 10 of the 12 stone buildings (one of which must be building 9D3) and/or if there are no unbroken Russian MMCs on/Adjacent to the road which runs 34P5-42P3.

OUTSIDE OF BICSKE, HUNGARY 7 JANUARY 1945:

On January 1st, the Germans launched the first of 3 attempts (Konrad I, II, and III) to relieve the surrounded Hungarian and German forces in Budapest. Led by the 3rd and 5th SS Panzer Divisions, the attack ground forward through the hills West of Budapest. By January 4th, lead elements of the “Wiking” Division were outside of the key road junction town of Bicske. Units from the “Norge” Panzer Grenadier Battalion found themselves cut off in Hegyks Castle, on a hill overlooking Bicske. For three days they fought off increasingly powerful Soviet attacks while waiting for relief.



Rows A-P (inclusive) on boards 34, 39 & 42 are in play. Hexrows R-GG (inclusive) are in play on board 9.

RUSSIANS SET UP FIRST	1	2	3	4	5	6	7	8	9	10	11	
GERMANS MOVE FIRST												

Elements of the 41st Guards Rifle Division and supporting elements of the 16th Guards Mechanized Brigade [ELR: 4]

Set up anywhere on board 42, and/or anywhere East of hexrow N on boards 34 & 39(see SSR#6) {SAN:4}:

RUSSIAN

Reinforcements enter on specified turn from hexes 42 P3 and/or 42 I10:

Turn 5: T-34 M43 (16/11/6) 4

Turn 6: T-34/85 (16/11/6) 3

Turn 7: IS-2m (13/8/11) 4

VASL artwork used with permission of Rodney Kinney

Elements of the “Norge” Panzergrenadier Battalion and supporting elements of Panzer Regiment 5 5th SS “Wiking” Division [ELR:4]

Set up on board 9, ≤ 3 hexes from 9EE4.(see SSR's 3, 4 and 5) {SAN:3}:

GERMAN

Reinforcements enter from West edge of playing area on/after turn 2:

Turn 2: 9-2, 9-1, 8-1, 8-0, 6-5-8, 2-2-8, 7-16, 5-12, 3-3, 12-4, 9-2, 9-1, 3-7LL, 4-5LL, 7-5LL, 15/8/2, 5

Turn 3: 9-2, 9-1, 8-1, 8-0, 7-0, 6-5-8, 5-4-8, 7-16, 5-12, 3-3, 12-4, 15/8/2, 12/8/2, 13/8/2, 7

Turn 4: 9-2, 9-1, 8-1, 8-0, 7-0, 6-5-8, 5-4-8, 7-16, 5-12, 3-3, 12-4, 15/8/2, 12/8/2, 13/8/2, 8

SSR:

- EC is SNOW; with Deep Snow in effect.(E 3.73) Falling Snow will re-occur on a wind change DR ≥10.(E 3.71) Both Russian and German units(including AFV's) have Winter Camouflage. Alpine Hill Option(B 10.211) is in effect. All Woods hexes are Pine Woods.(P 1) Forest Hexes are in effect.(B 13.7) Only Road 34 P5-N6-F6-B5-42 B5-G4-P3 is Plowed and paved. Hut hexes on board 34 are treated as Open Ground.
- Building 9DD3 has Ground, 1st & 2nd Level and RB Cellars, with inherent stairwells in each hex. All Locations of building 9DD3 are Fortified.(B23.9) Any attack against locations in building 9DD3 that have the possibility of causing Rubble, add an additional +1 to the Rubble dr.(In addition to the +1 drm for Stone building) No vehicle may set up in, or move into, building 9DD3. No VBM of building 9DD3 is allowed along the hexsides of hexes 9EE4/EE5 and 9EE4/FF4.
- The PzKw Vg's in the German on-board forces OB, have an H.E. depletion number of 7. The PzKwVg's may set up in crest status.
- The German squads do not have an underlined morale. (See R 6.2 for SS unit replacement due to ELR failure. German units ≤1 hex from, and ADJACENT to, building 9DD3 are Fanatic.

- Only TH case H applies to usage of the captured Russian ATG's in the on-board German OB.(A 21.1-.13 are N/A)
- The Russian player may set up no more than 10 squads(and any leaders/SW that set up with them) per board in their set-up area. Russian onboard forces may Bore-sight hexes on boards 34 & 39. The radio in the Russian OB represents one module of 80mm battalion mortar OBA with plentiful ammunition. The OBA spotter may use H.I.P.
- Both sides may declare HtH CC.

AFTERMATH:

Soviet infantry, accompanied by mortar barrages and Stalin tanks, continually stormed the castle and it's defenders. The Norwegians of the “Norge” battalion fought off the attacks in vicious hand to hand fighting, and wrecks of Soviet tanks littered the hill around the castle. After three days of being under siege, the Norwegians were relieved. Two days later, the “Wiking” division was on the attack again as Konrad II got underway.

THE ROAD TO BOHME

OPT 7.2

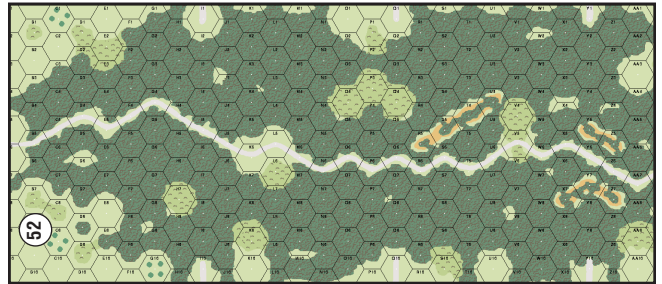
DESIGNED BY CHRIS OLDEN



VICTORY CONDITIONS: Provided the Germans do not amass ≥ 65 CVP, which results in an immediate German Victory, the British Player wins at Game End by amassing 90 VP more than the German Player. The British receive CVP normally[excluding prisoners], as well as Exit VP for units exited off the East edge[EXC: Good Order SMC/MMC exited as Passengers/Riders are worth double Exit VP]. The German Player receives double Exit VP for Good Order German units exited off the East edge on/after Turn 3.

WEST OF BOHME, 14 APRIL 1945:

The capacity for the 2nd Marine Infanterie Division to prevent the British bridgehead, on the east bank of the Aller River, from expanding was virtually at an end. The fragmented units of Marine Grenadier Regiment 6 had pulled back to regroup in the woods through which the British axes of advance lay. On the afternoon of April 14th, the British 4th Armored Brigade, the Desert Rats, began their push through the woods up Route 209, and east from Altenwahlen to clear the road to Bohme.



Only hexrows A-AA are in play on board 52

GERMANS SET UP FIRST	1	2	3	4	5	6	7	8	9	
BRITISH MOVE FIRST										

Units of the 53rd Welsh Division: 160th Infantry Brigade/6 RWF, 4th Armored Brigade/Greys, "F" Squadron/49 APC Regiment [ELR:3]
Enter On/After Turn 1 along the West edge (Some, None, or All may enter each Turn) {SAN:2}:

BRITISH

9-2	9-1	8-1	8-0	4 ⁺ 5-8	4 ⁺ 5-7	4 ⁺ 4-7	1PP 2-7	1 1 1
2				5	8	5	6	3
7PP 1 1 1	18PP 1 1 1	13 8 4	13 8 4	13 8 4	13 8 4			
3	8	2	2	3	2			

VASL artwork used with permission of Rodney Kinney

Units of the 2. Marine Infanterie Division: Mar.Gren.Rgt.6/II Bataillon, Kompanie 4/6 & 5/6 [ELR:see SSR 2] Set-up on/East of Hexrow F (see SSR 2 & 3) {SAN:4}:

GERMAN

10-2	9-1	8-0	5 ⁺ 4-8	2-2-8	2 5-12	1 3-8	10 12-4	7 Morale	
8	3	2	5	3	12	2			
								see SSR 4	

SSR:

- EC are wet, with no wind at start. All woods are Pine Woods.(B13:8) The A5-AA7 road is paved. Kindling is N/A. Terrain blazes are N/A.
- German squads and halfsquads always have Assault Fire capability, even when represented by 2nd Line/Conscript class units. All non-Elite German units are subject to an additional -1 HOB DRM. All German SMC have an ELR of 4; all other German units have an ELR of 2. German 4-4-7/2-3-7's Battle Harden to 5-4-8/2-3-8's. German MMC must add a cumulative +1 TH DRM when firing PF/PSK [EXC:Crews] and have the breakdown numbers of all non-inherent SW/Ordnance reduced by one (1) [EXC:Crews]. All German MMC (and SMC/SW stacked with them) may set up entrenched if in suitable terrain. Foxholes lose HIP status per E1.16. The Germans may use HIP for 2 Squad-equivalents(and any SMC/SW stacked with them).
- German COUNTERS may set up and be kept in a Cloaking Box per E1.41. [EXC:a concealment counter is placed on the map whose ID matches the content of the Cloaking Box] until any Known British Unit has LOS to it and is within 6 hexes(at which time the contents of the Cloaking Box is placed on the map concealed).
- In addition to normal Clearance(B24.7) {there is a cumulative -2 DRM for normal clearance attempts}, AFV's may attempt Roadblock Clearance by expending 1/4 of their MP(FRU)+COT and making a dr on the following table:

dr	result
1-2	Roadblock cleared, AFV enters hex and may continue moving.
3	Roadblock cleared, AFV enters hex and Bogs.
4	Roadblock cleared, AFV enters hex and is immobilized.
5	Clearance fails, AFV Bogs in current hex.
6	Clearance fails, AFV immobilized (no TC required) in current hex.

An AFV may not be fired on due to the Clearance MP expenditure until after the results of the clearance dr have been implemented.

5. Use Badgers to represent the extra Ram Kangaroos in the British OB.

6. AFV's may move through woods hexes without risking a Bog Check by expending ALL of their printed MP in that hex; OR risk a +1 Bog Check by expending 1/2 of their printed MP (FRU) in that hex. Trailbreaks occur normally.

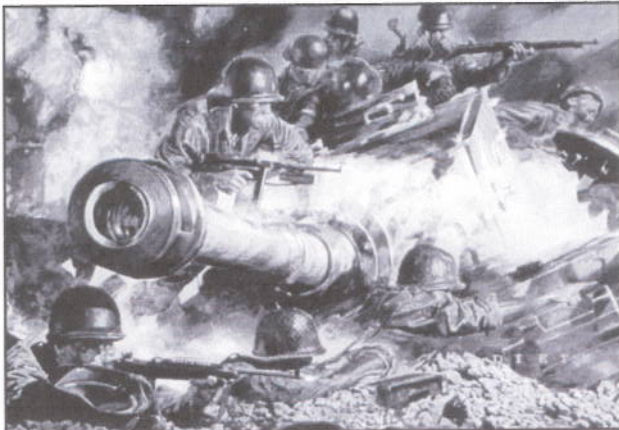
AFTERMATH:

As the Greys Regimental Group moved east towards Bohme, Marines from Bataillon II./6, armed with MG's and Panzerfausts, fighting from the thick woods on either side of the road, made progress for the "Rats" very slow. Although 61 prisoners from Kompanie 4/6 and 5/6 were taken by the British, the continual threat from Panzerfaust teams that kept re-infiltrating behind them made it clear that little more would be achieved that day. The Greys pulled back to Altenwahlen and prepared for a night advance; the Marines withdrew east to Bohme.

THE BOYS IN COMPANY E



OPT 8.1 DESIGNED BY CHRIS OLDEN



CHEVEAUX-SUR-CHIEN, FRANCE, 22 AUGUST 1944:

This is Sgt. Rock of Easy Co.! After our "Tiger Hunt" in Petite-Cheveaux, H.Q. ordered me an Easy Co. to move forward and take up positions in Cheveaux-sur-Chien. H.Q. said that the boys in G-2 expected the Krauts to make a play for the bridge at Cheveaux. Easy dug foxholes, put out some mines, and then hunkered down for the night. The Krauts gave us a rude wake-up call...



VICTORY CONDITIONS: The German Player must control all buildings on board 12 between Hexrows M & V (inclusive) as well as building 40R1 and Hexes 40Q1, Q2, Q3 & Q4 at Game End.

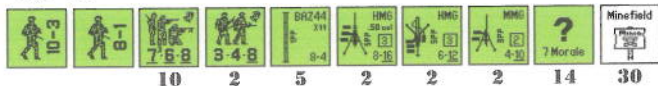


- ☆ AMERICANS SET UP FIRST
- ✚ GERMAN MOVE FIRST

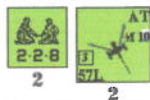
1 2 3 4 5 6 7 8

The American Player may set up anywhere On/West of Hexrow K, and/or anywhere on Board 40 North of the river.

"Easy" Co:



Elements of 501st TD Btl:



Elements of the 454th AA Btl:



M16



M4A3E2(L)



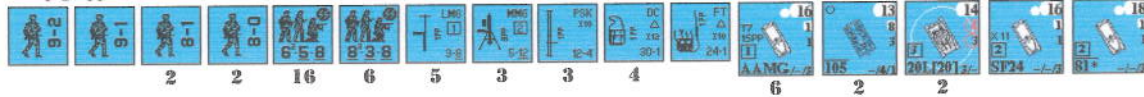
Elements of the 1st Independent Tank Co:



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The German Player may enter some, none or all of his units along the east edge of the playing area, south of the board 40 river on/or after Turn 1.

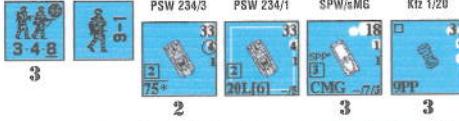
Kampfgruppe "Heineken":



Supporting Elements of the Swerving Panzers 502:



Elements of SS Recon Btl 13:



SSR:

- EC is Very Dry, with no wind at start. The board 40 River is Deep with a Moderate Current flowing to the West. The stream on board 40 is shallow; Hex 12U5 contains a 3rd Level Steeple location, (it's normal stacking capacity is one HIS and any SMC/SW stacked with it.) A two-lane stone bridge exists in 40Q2-Q3. No Quarter is in effect.
- The German player receives one module of 100+mm OBA(HIE and Smoke) with plentiful ammunition, directed by an Observation Plane (E7.6). The German player receives Air Support (E7.7) in the form of 3 1942 Stukas (with bombs) which automatically arrive on German Player Turn 3. They are automatically Recalled at the end of American player Turn 5.
- The American player receives Air Support in the form of 3 1944 FB (no bombs) which automatically arrive on American player turn 4. They are automatically Recalled at the end of German player turn 6.
- German 8-3-8/3-3-8 are Assault Engineers. When possessing a DC/FT, 8-3-8/3-3-8 are Fanatic.
- The HIS passenger in the German SPW 250/sMG is an SS 3-3-8. All German units are SS.
- The 7-6-8 MMC's in the American OB represent a (non-Marine) 6-6-8 MMC with an inherent Heroic 8-1 Leader. The 7-6-8 MMC's have the following capabilities: Self-Rally; Self-Deploy; Recombine without leadership or TC; immune to cowering; as well as having the -1 DRM for IFT attacks and CC, and also the -1 Leadership dr and -1 Stealthy dr modifier for Ambush dr's. The 7-6-8 may deploy into two 3-4-8 HIS and a Heroic 8-1 SMC, or into a 6-6-8 and a Heroic 8-1 SMC. (The 6-6-8 Squad retains the Spraying Fire capability of the 7-6-8) While in 7-6-8 form, the Heroic Leader shares the fate of the squad. If the 7-6-8 suffers a "K" result, Random Determination (NOT selection) decides which one of the resulting HIS or the Leader suffers the effect of the "K". The same would pertain to a Rally attempt in which a "12" was rolled. The Heroic leader suffers wounds as a leader rather than a hero (i.e. It is not wounded when failing a MC, it breaks normally.) A 3-4-8 HIS that fails ELR suffers no additional effects.
- The 10-3 Leader (Sgt. Rock) in the American OB is Heroic (A15.2.1) but suffers wounds as a leader rather than a hero. He also has a -2 drn for wound severity. (the provisions of A17.11 are cumulative with this drn) Sgt.

Rock affects other American units as if he were a Commissar. [EXC: If Sgt. Rock fails to rally a squad, it is replaced by two broken HIS (plus a heroic 8-1 if it is a 7-6-8 squad). Or if already a HIS or SMC, it is quality reduced] (Because Sgt. Rock has a -3 DRM for Rally attempts, there is no Morale level increase to broken units being rallied by Sgt. Rock.) All American Infantry units within 2 hexes of, and with LOS to, Sgt. Rock are fanatic. [EXC: Fanaticism benefit is not cumulative with Sgt. Rock's -3 DRM during rally attempts.]

- American MMC's are considered Assault Engineers for CCV purposes only. American units may also check for ATMM as if they were 1944 Germans. [American ATMM only give a -2 CCV DRM] American MMC's may generate Tank-Hunter heroes. (G1.42) [Use the 0-0-9 counters from Blood Reef: Tarawa to represent the T-H Heroes] A total of 3 T-H Heroes may be generated during the scenario. [EXC: G1.422 is N/A]
- The American 57L ATG's have a "D" Depletion # of 5. The M51 AA gun may utilize Fire Lanes like a MG. The M4A3E2(L)'s in the American OB have an "A" Depletion # of 5. The American player may designate one of the M4A3E2's as being equipped with a Gyrostabilizer. The M4A3E2(L) with the 10-2 Armor Leader may utilize MG Firegroups as if it were a half-track (D6.64) if the Armor Leader is CE; the Armor Leader may direct FG's if CE.
- The American player may utilize HIP for ≤ 2 / Squad Equivalents and any SW stacked with them. American units can declare HHH CC. The 8-1 leader in the American OB is Heroic. The American player may not exchange the AP Mine Factors for AT Mines.

AFTERMATH:

In the mornin', a big force of S.S. goons accompanied by Tiger tanks came a knockin'. The battle for Cheveaux-sur-Chien was one of the nastiest Easy was ever in. German and American artillery rained down, Stukas screamed overhead, and our flyboys in P-47's thundered in to lend a hand. J.E.B. Stuart and his tanks took their toll on the Kraut armor, and the ack-ack guns kept things hot for the S.S. Easy was battered and bloody but we had held the bridge.

DANISH PRIDE

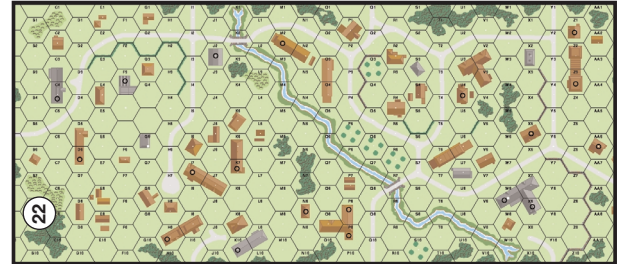
PK 2.2

SCENARIO DESIGN BY PAUL KENNY



SOELSTAD, DENMARK, 9 APRIL 1940:

At 4:10 am, on the morning of the invasion, the Toender Garrison was alerted that German forces were crossing the border. Shortly afterward, the Germans were at their barracks, but at the last minute the garrison had moved out of Toender to the north. The Garrison setup a series of delaying actions along the road north. At Soelstad a Danish antitank unit setup a defensive position.



Rows A-AA are in play

DANES SET UP FIRST	1	2	3	4	5	6	7	8
GERMANS MOVE FIRST								



Balance:

Danish:

Add one LMG to the Danish OB.

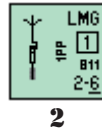
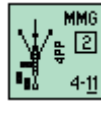
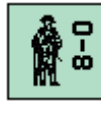
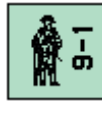
German:

Add one FB to the German Air Support.

Toender Garrison [ELR: 2]

Setup north of the stream and on/south of hexrow U {SAN 3}:

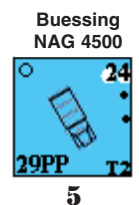
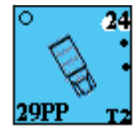
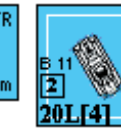
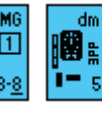
DANISH



Elements of the 11th Motorized Regiment, [ELR 3]

Enter on Turn 1 along the south edge of Board 22 {SAN 2}:

GERMAN



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SSR:

1. EC are moderate with no wind at start. The stream is deep.
2. Place **OG2** on 22F4-F5 and **OG3** on 22G4-G5
3. All German infantry must enter as passengers. Passengers may enter cloaked and are revealed when performing any concealment loss activity in LOS of an enemy unit.
4. The Danish may not move north of hexrow X before Round 5, (EXC. Routing).
5. The Germans automatically receive Air Support in the form of 1 FB (39) with bombs on Turn 4.
6. The Danish may not boresite. Kindling is NA.

AFTERMATH:

The Danish AT team was able to knock out one Armored Car and hit a second several times causing it to retreat. The Germans sent out units on each side of the road to outflank the Danish positions but they were met with such heavy fire that the assault quickly bogged down. The German commander finally asked for air support and several Henschel Hs 126 planes appeared and strafed and bombed the Danes. The fire got so heavy the Danes were forced back to Bredebro. The small Danish force could take pride in having held an entire German Division for over an hour, but upon reaching Bredebro they learned that Denmark had surrendered.

SLAP IN THE FACE

PK 3.1

SCENARIO DESIGN BY PAUL KENNY



MTENSK, SOVIET UNION, 7 OCTOBER 1941:

In early October the capture of Moscow still seemed possible. The 2nd Panzergruppe was driving toward the Soviet capital. Ordered into their path was the 4th Tank Brigade under the command of Colonel Mikhial Katukov. After probes and reconnaissance elements had located the 4th Panzer Division the Brigade was sent forward to a wooded area called the Piervyi Voin along the road between Orel and Mtenk. Here they got into position for the assault, and during this night the first snow fell.

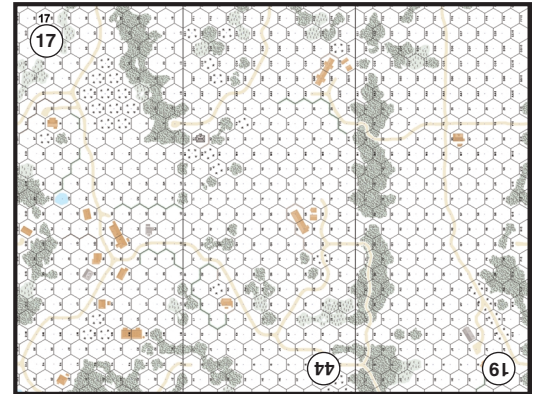
Balance:

German:

The Russian tanks are radioless.

Russian:

Add one BT-7A to the Round 1 Group.



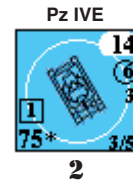
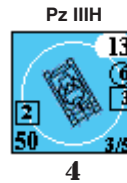
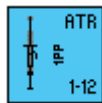
VICTORY CONDITIONS: Russians win upon gaining 32 CVP. CVP are gained normally and for exiting vehicles on/after Turn 6 (Exiting AFV are worth half CVP (FRU)). For every Russian AFV Immobilized, recalled or destroyed for whatever reason raises required CVP by 4 CVP.

GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

Elements of the 4th Panzer Division [ELR: 4]

Setup on board 44, on or south of hexrow V, north of hexrow F {SAN: 2}:

GERMAN



Elements of the 4th Russian Brigade [ELR: 4]

Enter along the north edge on Turn 1 {SAN:0}:

RUSSIAN



Enter along the western edge on Turn 2



Enter along the eastern edge on Turn 3



SSR:

1. EC are moderate with no wind at start. Ground snow is in effect.
2. Russian AFV's have half MP during their turn of entry.
3. Russians suffer from ammunition shortage.
4. Germans may not boresight.
5. Russian tanks are assumed to be radio equipped.

AFTERMATH:

At dawn a major group of German tanks, half-tracks and lorries was discovered. Actually this was the German 4th Panzer Division under the command of Lord von Landermann. As soon as the Germans were in range, the Russians opened fire. One platoon of T-34's under Lieutenant Kukarin drove with full speed attacking the flank and spread havoc amongst the PzKpffw III's. Four PzKpffw III's were quickly knocked out, but after some time Kukarin had to call off the attack due to ammunition shortage. At the same time, four T-34's and three KV-I's attacked on the right flank. The attack last-

ed until noon, and ended with Russians withdrawing after knocking out total of 43 German tanks & halftracks. The 4th Tank Brigade's losses consisted of only 6 tanks. Maj General Guderian wrote that this engagement was a psychological blow for the German Panzer commanders; for the first time the Russian tank units had been superior to the reckless German troops both tactically and materially.

VASL artwork used with permission of Rodney Kinney

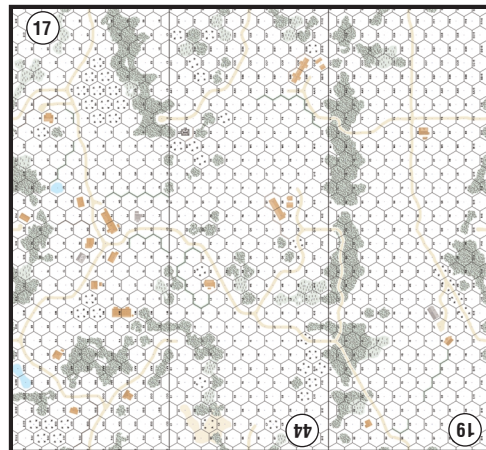
SCENARIO DESIGN BY PAUL KENNY

In early October the capture of Moscow still seemed possible. The 2nd Panzergruppe was driving toward the Soviet capital. Ordered into their path was the 4th Tank Brigade under the command of Colonel Mikhial Katukov. After probes and reconnaissance elements had located the 4th Panzer Division the Brigade was sent forward to a wooded area called the Piervyi Voin along the road between Orel and Mtsensk. Here they got into position for the assault, and during this night the first snow fell.

German:

Russian:

Add one BT-7A to the Round 1 Group.



GERMANS SET UP FIRST	1	2	3	4	5	6	7
RUSSIANS MOVE FIRST							

GERMAN



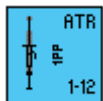
2



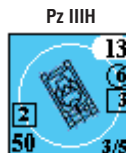
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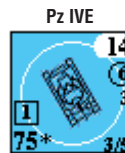
†



1



4



2

RUSSIAN



3



3



2



2



1. EC are moderate with no wind at start. Ground snow is in effect.
2. Russian AFV's have half MP during their turn of entry.
3. Russians suffer from ammunition shortage.
4. Germans may not boresight.
5. Russian tanks are assumed to be radio equipped.

At dawn a major group of German tanks, half-tracks and lorries was discovered. Actually this was the German 4th Panzer Division under the command of Lord von Landermann. As soon as the Germans were in range, the Russians opened fire. One platoon of T-34's under Lieutenant Kukarin drove with full speed attacking the flank and spread havoc amongst the PzKpfw III's. Four PzKpfw III's were quickly knocked out, but after some time Kukarin had to call off the attack due to ammunition shortage. At the same time, four T-34's and three KV-I's attacked on the right flank. The attack last-

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ARMORED CAVALRY



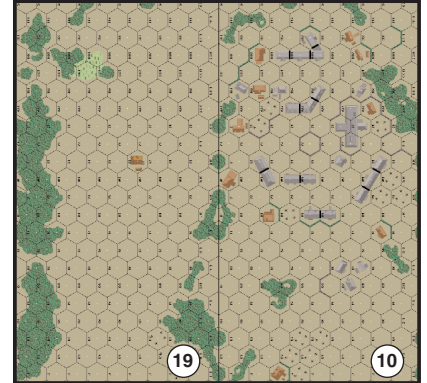
PK 4.2

SCENARIO DESIGN BY PAUL KENNY



KEPPELN, GERMANY, 26 FEBRUARY 1945:

As 1945 began, the allied armies in Northwest Europe prepared for the final offensive to end the war. In the north, Field Marshal Montgomery made his plans to clear the west bank of the Rhine River. In early February, the First Canadian Army would attack south from the area of Nijmegen while the US Ninth Army would attack northwards across the Roer River, the two forces converging on Wesel to crush the German forces between them. By the middle of February the Germans realized that the Reichswald could not be held and fell back. To prevent the First Canadian Army from closing too quickly, the Germans left strong forces in the outlying villages with orders to hold to the last.



Hexrows L through GG are in play

VICTORY CONDITIONS: The Canadians win if, at game end, they control greater than 4 multi-hex stone buildings.

SIMULTANEOUS SET UP

CANADIANS MOVE FIRST

1

2

3

4

5

6

7



Balance:

Canadian: Add one 4-5-8 and a PIAT to the group on the edge of the village.

German: Add 4 AT Minefield Factors.

CANADIAN

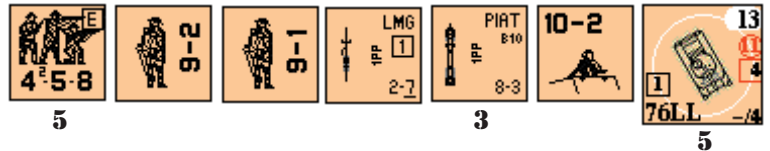
Elements of the North Shore Regiment [ELR 4]

Setup first on Board 10 in hexes numbered <2 and/or on board 19 in hexes numbered >8. On each board they must setup north of hexrow O. {SAN 4}:



Elements of the North Shore Regiment, of the 3rd Canadian Division and C Squadron of the 6th Canadian Armored Regiment:

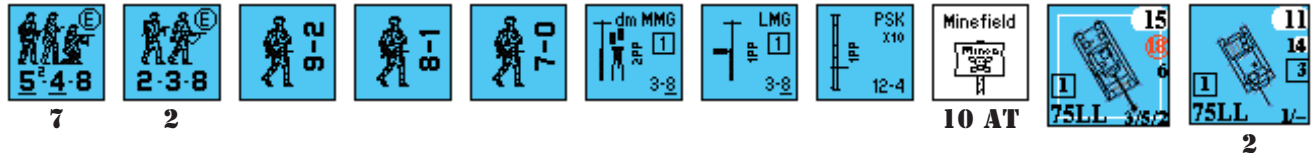
Set up last west of hexes numbered 4 on board 19



GERMAN

Elements of the First Parachute Army [ELR 5]

Setup second on/east of hexrows numbered 1, north of hexrow P {SAN 4}:



VASL artwork used with permission of Rodney Kinney

SSR:

1. EC are Wet. Mud is in effect. Mud effects also occur on the Board 19 roads. There is no wind at start. Kindling is NA. All rowhomes are one story. All bog DR's are subjected to a +1 DRM. There is no wind at start.
2. Setup for the Germans and the Canadians (EXC. Units setup on the west side of Board 19) is simultaneous with each player selecting his locations hidden from his opponent. All units are then placed on board concealed (EXC. Setup in same location as enemy unit). After these units are placed on board the Canadian player then places his remaining forces onboard subject to A12.12.
3. The Panther tank must be setup dug-in and is represented by an Armored Cupola. No AFV may setup in a building.
4. The Canadian units setup on board 19 west of hexes number 4 must start as riders.
5. Germans may fortify two locations not within Canadian setup area. Tunnels are NA.
6. AP mines may not be substituted for OOB given AT mines.
7. If German and Canadian units are setup in the same location they are placed under a melee counter which is not resolved until the end of the first player turn.
8. The Germans are stealthy.

AFTERMATH:

Early in the morning the North Shore Regiment advanced into the hamlet of Keppeln without tank support. The attack quickly became bogged down as the well-concealed Germans peppered the assault with heavy machine gun and artillery fire. The North Shore Regiment needed armored support to overcome the tough German defense. C squadron under cover of an artillery barrage and carrying infantry PIAT squads rushed the village at full speed with all guns blazing. Several tanks bogged in the wet ground and a large number of tanks were knocked out of commission. The tanks and squads fought through the murderous fire to reach the village and after several hours of vicious fighting finally overcame the defenders.

WINTER WONDERLAND



PK 5.1

SCENARIO DESIGN BY PAUL KENNY



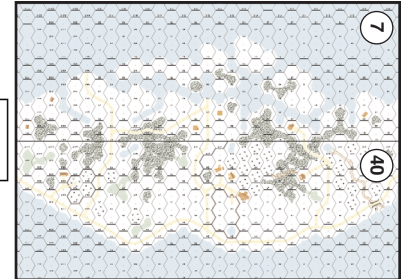
KOTISAARI ISLAND, FINLAND, 12 DECEMBER, 1939: The number of troops, committed by the Red Army to the few roads in the Ladoga-Karelia area (north of Lake Ladoga), came as an unpleasant surprise to the Finnish high command, especially the Soviet troops in the Suojärvi area. The terrain was very hostile during winter and maneuvering entire divisions along the scattered roads, in those conditions, was thought to be nearly impossible. The strong Soviet attack by the 139th division, Commanded by General Beljajev, with nearly 20,000 men, some 45 tanks and around 150 guns, directed towards Tolvajärvi, was opposed by a Finnish force of about 4,000 men. After reinforcing the area and repelling several Russian assaults the Finns planned an elaborate trap to capture and destroy the Russian 139th Division. The plan called for an envelopment of the Russians from the north with a smaller reconnaissance force from the south.

VICTORY CONDITIONS: The Russian player wins if at game end he controls the 40C6 bridge hex or the 7D2 building or has exited > 8 VP off a land hex of the southern board edge, ie. between 40A8 and 7A3.

Balance:

Finnish: The Russians must complete 2 of the Victory Conditions.

Russian: Remove one 6-4-8 from the Finnish OB.

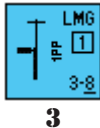


FINNS SET UP FIRST	1	2	3	4	5	6	7	8
RUSSIANS MOVE FIRST								

1st Company of Er.P 112 [ELR:4]

Set up between hexrows Z and BB on a land hex: {SAN:3}:

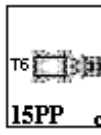
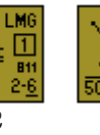
FINNISH



Elements of the Russian 364th Infantry Regiment [ELR: 3]

Set up north of hexrows CC {SAN: 2}:

RUSSIAN



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SSR:

1. EC are ground snow, clear with no breeze at start.
2. All brush and grain are woods, no hills exist, all hedges are walls and all buildings are wooden.
The river is frozen and no land exists east or west of the rivers (EXC. Islands).
3. The wagon or crew cannot gain control of the bridge or victory building but do count towards EVP.

AFTERMATH:

Er.P 112, led by Capt. A.Kanerva, was deployed on the extreme right and was supported by heavy machine guns, and a few artillery pieces. After the battalion gained a foothold on the southern end of Kotisaari island the 1st Company continued the attack towards the northern end of the island. Shortly after the 1st Company had reached the northern tip of the island, around noon, a strong soviet counterattack threw the Finnish company back to the southern end. While the Er.P 112 was preparing a

new attack, Lt..Col. Pajari decided to reinforce it with two companies from the III/JR 16, deployed for defense near the Tolvajärvi village, and so the strengthened Er.P 112 (4 companies), drove the elements of the soviet JR 364 off the island after a series of vicious fights, capturing lots of infantry weapons and two field gun. The Er.P 112, which had in the first days of the war displayed little courage fought now with dedication, and without any sign of cowardice.

REFUSAL ON THE FLANK

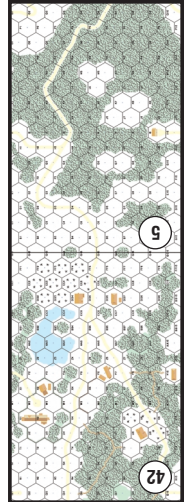
PK 7.1

SCENARIO DESIGN BY PAUL KENNY



NEAR LAKE MUOLAA, FINLAND, 23, DECEMBER, 1939:

During December, the commander of the Finnish II Corps, Lt. General Öhquist, had made several propositions to the Finnish High Command about a general counterattack. Mannerheim didn't approved them until December 19th, when it became clear that the Finnish defenders had repelled the first Soviet attempts to break the Finnish main defense line. The Finns were aware that the Red Army was concentrating more forces between Summa and Muolaanjärvi (Lake Muolaa), so the possible benefits of a successful counterattack were better than before. The motivations for an attack were to reduce the combat effectiveness of the Soviet divisions. The plan was to make two attacks on the flanks (the 6th division on the right, near Summa, and the 1st division on the left, near Lake Muolaa). The 1st division was to attack with its main force along the railway until the first objective was reached (the railroad-road crossing and the Lake Muolaa - Lake Perk isthmus). After that the division would prepare a further advance to the southwest and secure the positions against enemy forces from the south and southeast.



Only hexrows A-Q on board 5 and Q-GG on board 42 are in play

VICTORY CONDITIONS: The side with the most VP wins. Each side gains CVP normally. The Finns also gain VP for having GO units south of hexrow 42X. Finnish units exited off the south board edge are worth double VP. The Russian gains 1 VP for each building he controls at game end. Prisoners are not worth double victory points.

RUSSIANS SET UP FIRST	1	2	3	4	5	6	7
FINNS MOVE FIRST							



Balance:

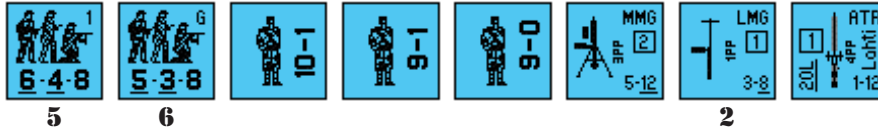
Finnish: Add one ATR to the Finnish OOB.

Russian: The Russians begin with 4 VP.

FINNISH

8th Company, 3rd Battalion, JR 14, 1st Division, [ELR 5]

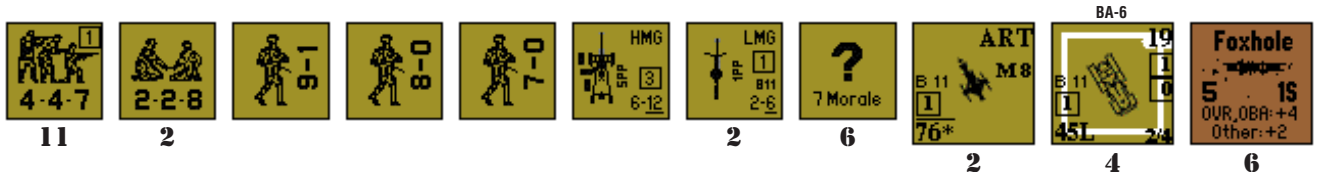
Setup on or north of hexrow 5F {SAN 2}:



RUSSIAN

Elements of the 24th Infantry Division, [ELR 2]

Setup on/south of hexrow 42EE {SAN 3}:



VASL artwork used with permission of Rodney Kinney

SSR:

1. EC are clear with no wind at start. Ground Snow is in effect.
2. All grain and brush are woods. The pond is frozen. All buildings are wooden.
3. The Russians suffer from Extreme Winter.
4. The Russian ART Guns have Canister with a depletion number of 6.
5. The Finnish may declare HtH combat as if they were Japanese.

AFTERMATH:

The JR 14, commanded by Col. V. Polttila, was ready at the ordered attack time, but didn't start the advance because the 3rd Brigade was late. At 0830 hours the regiment received a direct order to launch the attack. The attack began without preliminary artillery bombardment. The 3rd Battalion advanced several kilometers without opposition, until it encountered a Soviet artillery battalion protected in every direction by direct firing field guns, 11 tanks and numerous machine guns. The leading company of the 3rd Battalion (the 7th), launched a swift probe, supported by machine guns but was repulsed by the concentrated fire of the *linnaleiri* ("castle camp", a nickname for the soviet positions). Part of the 8th company was sent to flank the enemy, but encountered a soviet motorized detachment supported by four armored cars west of the *linnaleiri*. The elements of the 8th company were forced to retreat.

BATTLE FOR ST. NIZIER



PK 9.1

SCENARIO DESIGN BY PAUL KENNY



ST. NIZIER FRANCE: 13 JUNE 1944:

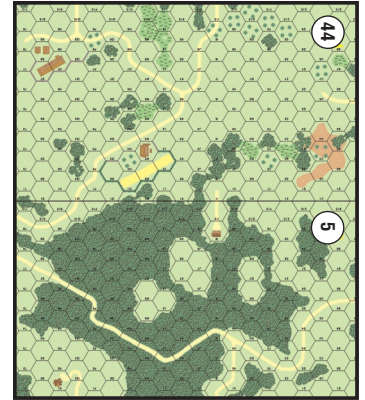
The FFI established a fortress at Vercors following the Allied landings at Normandy. The Germans were determined to stamp out this nest of resistance. They attempted to assault the fortress at its easiest access point, the village of St. Nizier. The FFI setup a conventional defensive line in front of the village. The German 157th Reserve Regiment approached in column until reaching the outskirts of the village and then moved against the FFI flanks. One of the flanks rested at the Charvet Farm.

Balance:

Partisan: Add one LMG (British) the the at start Partisan OB.

German: Add 2 Opel Blitz trucks to the German OB.

VICTORY CONDITIONS: The Germans must gain more VP then the Partisans. CVP are gained normally. The 44R7 and 44S8 buildings are worth 5 VP each. The Germans also gain VP for exiting off the west board edge.

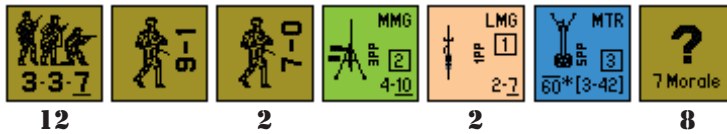


Only hexrows A to T are in play

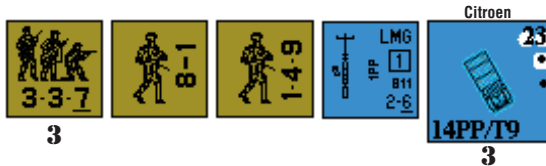
PARTISANS SET UP FIRST	1	2	3	4	5	6	7	8	9
GERMANS MOVE FIRST									

Elements of the FFI Vercors forces [ELR:5]

setup on/west of hexrow F {SAN:4}:



Enter on Turn 5 on a road hex along the west edge. All infantry are passengers.



Elements of the 157th Reserve Regiment [ELR 3]

enter on Turn 1 on the east edge {SAN:2}:



VASL artwork used with permission of Rodney Kinney

SSR:

- EC are Dry with no wind at start. Kindling is NA.
- The Partisans may not form multi-location fire groups unless one such location is occupied by a Good Order SMC who participates in the attack. Partisans are stealthy.
- To prevent the German player from knowing where the Partisans SW is located due to differing colors, the Partisan player may use appropriate Russian counters to represent the American, British and French SW. All characteristics however are of the original nationalities SW (EX. American MMG have 4-11 and are B12). Captured penalties do not apply.

AFTERMATH:

The FFI did a fine job in delaying the German troops. However after a couple of hours of fighting the Germans were able to get a machine gun into position to enfilade the FFI line. The timely arrival of a Sgt. Chabal and his squads helped turn the tide back in the FFI's favor. Sgt. Chabal charged the German MG, forcing it to withdraw. After a full day of fighting the Germans withdrew. However the victory was short lived for the next day the Germans were back in force and drove the FFI from St. Nizier.

ICE COLD

PK 12.1

SCENARIO DESIGN BY PAUL KENNY



VICTORY CONDITIONS: The Russians win if at Game end they control all Level 2 Hill Hexes and 18K3.

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 finally 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.



FINNS SET UP FIRST	1	2	3	4	5	6	7	8
RUSSIANSS MOVE FIRST								



Balance:

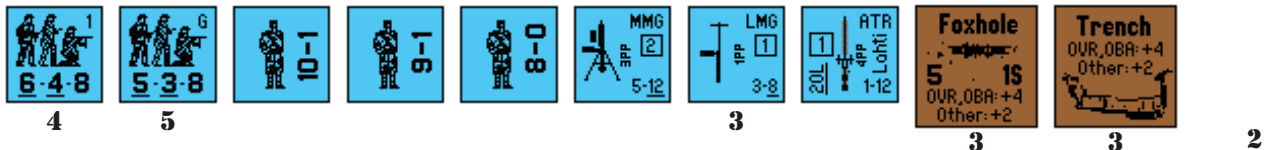
Finnish: Add one 6-4-8 and one MMG.

Russian: Increase game to 8.5 turns.

FINNISH

Tuupura Island Garrison: [ELR 4]

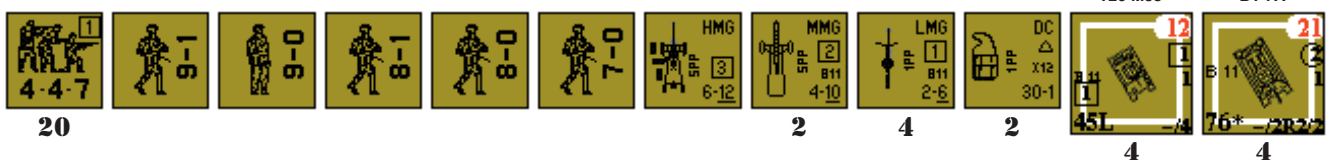
Setup on any land hex {SAN 3}:



RUSSIAN

Elements of the 28th Corps, [ELR 4]

Enter on Turn 1 along the southern board edge (See SSR 3) {SAN 2}:



VASL artwork used with permission of Rodney Kinney

SSR:

1. EC are Overcast with no Wind at start. Deep Snow is present on ice hexes. Ground Snow 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.
2. Finns receive one module of 150-mm OBA and one Fire Mission of 240-mm OBA. Separate Offboard Observers direct each module from Level 3 on the northern playing edge. The 150-mm OBA has one Pre-registered hex.
3. Russian tanks enter having expended half (FRU) of their MP.
4. Both the Russians and the Finns have winter camouflage.

AFTERMATH:

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.

To The Bitter End

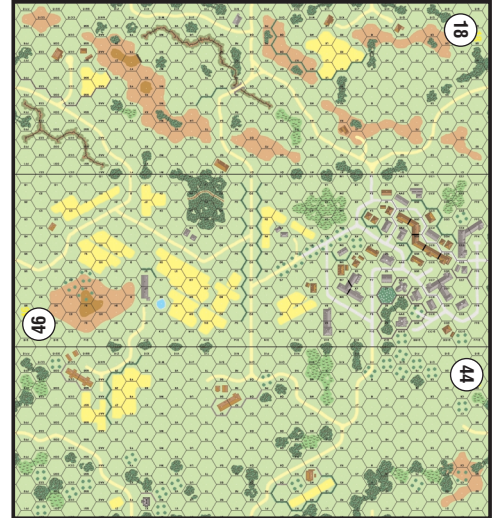
PK 15.1

SCENARIO DESIGN BY PAUL KENNY



JUNIVILLE, FRANCE, 10 JUNE, 1940:

The final defeat of France was at hand. The Germans were pushing south across France against a beaten and harried French army. Von Runstedt's Army Group A, with 4 panzer divisions under the command of General Heinz Guderian, opened the assault on the Aisne River defenses on June 9th. However, his spearheads found it difficult to break through the French strongholds, so the Germans avoided these hedgehogs and headed south meeting little resistance. Until, that is, the Germans ran into General de Tassigny's 14th Division.



VICTORY CONDITIONS: The side with the most VP at game end is the winner. Both sides receive CVP normally. The German player receives EVP for exiting off the south board edge east of hexrow Q.

GERMANS MOVE FIRST

1

2

3

4

5

6

7

8



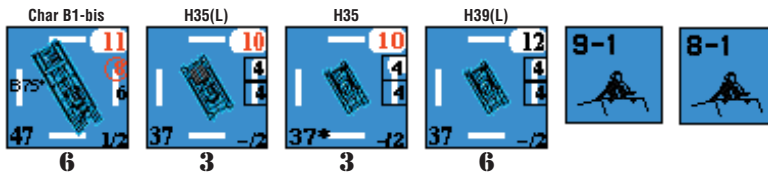
Balance:

French: Add one 9-1 Armor Leader.
German: Germans move first.

Elements of the 3rd DCR of the 14th Division

Enter on Turn 1 along the west edge of board 44 {SAN 0}:

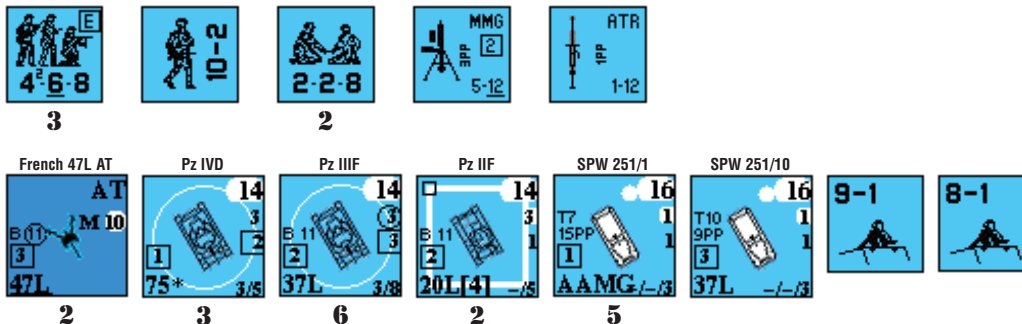
FRENCH



Elements of the First Panzer Division: [ELR 4]

Enter on Turn 1 along the north playing edge, west of hexrow Q having already expended 1/2 of their MP {SAN 0}:

GERMAN



VASL artwork used with permission of Rodney Kinney

SSR:

1. EC are dry with no wind at start.
2. Germans use French 47L AT Guns. Captured use penalties do not apply. All units must enter as passengers with Guns in tow.
3. Road movement is NA until a unit has LOS to an enemy unit.

AFTERMATH:

The 3rd DCR launched a fanatical counterattack with 86 Char B1's, H35 and H39 tanks, managing to destroy 100 German armored vehicles of the 1st Panzer Division. However the French had no reserves to follow up their initial success and the Germans eventually pushed them back. Guderian himself directed the fire of some captured French Guns. Although it was becoming increasingly obvious that defeat was coming the French refused to give up.

TROUBLE AT AGOO



PK 24.1

SCENARIO DESIGN BY PAUL KENNY



AGOO, LUZON, THE PHILIPPINES: DECEMBER 22, 1941: The invasion of The Philippines was going very well for the Japanese. The tide and terrain were causing more difficulty to the landings than the American and Philippine forces opposing them. The untrained Filipinos in fact, quickly fled to the rear. All that was left was a smattering of regular army units. In the early afternoon General Wainwright received word that an enemy force mounted on cycles or light motor vehicles was approaching Damortis. To meet this emergency, Wainwright requested a company of tanks from Brig. Gen. James R.N. Weaver, the Provisional Tank Group commander to meet this threat.

VICTORY CONDITIONS: The Americans win if they have more VP than the Japanese at game end. Both sides gain CVP normally while the Americans gain VP for exiting off the board between Y10 and GG6.

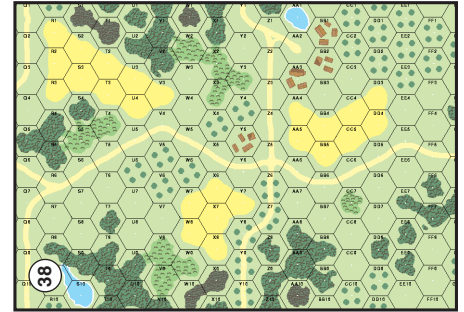
Balance:

Japanese:

Add one 9-1 AL to the Japanese OB.

American:

Add one 8-1 AL to the American OB.



Only hexrows Q to GG are in play.

JAPANESE SET UP FIRST	1	2	3	4	5
JAPANESE MOVE FIRST					



AMERICAN

Elements of B Co. 192nd Tank Battalion

enter on turn 1 along the western board edge within 2 hexes of 38Q5 having expended 1/2 of its MP (FRU). {SAN: 0}:



JAPANESE

Elements of the 4th Tank Regiment and the 47th Infantry Regiment setup/enter as indicated. [ELR: 4]

Setup between hexrows Z and T north of hexes numbered 8 {SAN: 0}:



Enter on Turn 1 along the North edge within 1 hex of 38Y1 having expended 1/2 of its MP (FRU):



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SSR:

1. EC are moderate with no wind at start. PTO is in effect (EXC. roads exist) with light jungle.

AFTERMATH:

Because of a shortage of gasoline, Weaver could furnish only a platoon of five tanks from Company B, 192nd Tank Battalion. These moved out to the threatened area and near Agoo met the enemy's tanks. The command tank, maneuvering off the road, received a direct hit and burst into flames. The other four, all hit by 47mm antitank fire, succeeded in returning to Rosario but were lost by bombing later in the day.

LACK OF RECONNAISSANCE

PK 26.1

SCENARIO DESIGN BY PAUL KENNY



PIIS, LUZON, THE PHILIPPINES, 26 DECEMBER 1941: The withdrawal from Luzon was underway. Although outnumbering their enemy, the Southern Luzon Force under General Jones was beating a hasty retreat to the Calumpit bridges into Bataan. Despite limited Japanese pressure the untried and under equipped men of the Southern Luzon Force were becoming disorganized. When General Jones learned of the retreat of the 1st Infantry Regiment of the 1st Regular Division (PA) from Sampaloc to Lucban he became quite irate. He ordered Major Rumbold the Regimental Commander to establish contact with the Japanese immediately. He then left the Regimental Command post to perform a reconnaissance of the area. At about 1900, near Piis, he met an enemy patrol. The Japanese, equipped with machine guns, opened fire on Jones' party and disabled the half-track. The patrol was finally dispersed and Jones returned to the 1st Infantry, the half-track crew hiking back carrying its machine guns. By this time Rumbold had pushed forward toward Piis but had been halted by a combination of rain, darkness, and enemy fire.

VICTORY CONDITIONS: The Americans must have more VP more than the Japanese at game end. CVP are gained normally. American units that exit off the west board edge are worth double VP (EXC. prisoners).



JAPANESE SET UP FIRST	1	2	3	4	5	6	7	8
AMERICANS MOVE FIRST								

Balance:

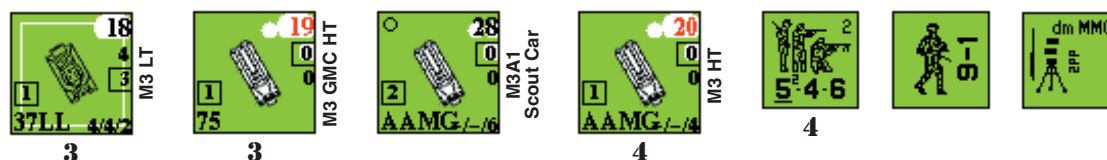
Japanese: Exchange the HMG for a .50 cal. HMG.

American: Remove the Japanese HMG.

AMERICAN

2nd Platoon, Company C, 194th Tank Battalion [ELR: 3]

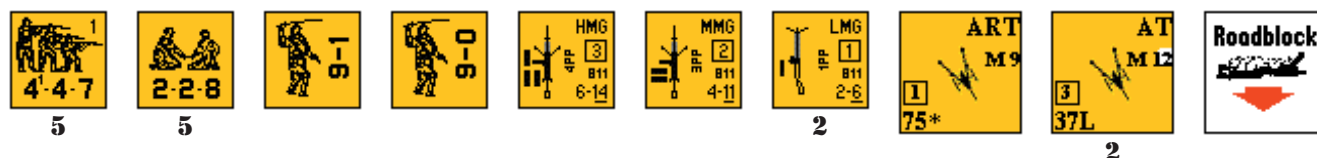
enter within one hex of A6 with all infantry as passengers {SAN: 2}:



JAPANESE

Elements of the 2nd Battalion, 20th Infantry and the 22nd Field Artillery [ELR: 4]

setup on/west of hexrow K {SAN: 4}:



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SSR:

1. EC are Moderate with no wind at start. PTO is in effect, except roads exist and are unpaved, kunai does not exist treat as open ground and light jungle is in effect.
2. M3LT have HE10.
3. All vehicular movement hex entry costs (EXC. Road) are at 2 x normal MP costs.
4. Japanese ART Guns do not have WP.
5. The roadblock is worth 5 VP at game end to the controlling side.
6. No American infantry may dismount until it has LOS to a Japanese unit or the road block or the Japanese have fired at any American unit or Turn 3.

AFTERMATH:

The next morning, 26 December, Rumbold ordered the 2nd Platoon, Company C, 194th Tank Battalion, which General Jones had attached to the 1st Infantry the previous evening, to attack the Japanese in Piis. Lt. Robert F. Needham, the platoon leader, suggested a reconnaissance first, but was told that it would be unnecessary since the enemy was understood to have nothing larger than .50-caliber machine guns. Advancing in column along the narrow road, the tanks ran into a strong Japanese roadblock consisting of antitank guns, 75-mm. guns, and several machine guns. The enemy roadblock had been prepared the previous evening, after the fight with General Jones' half-track, in expectation of an American mechanized attack. During the action that followed, the platoon's lead and rear tanks were knocked out, immobilizing the others on the narrow road, and Lieutenant Needham and his crew in the lead tank were killed. The surviving tanks managed to escape, to drift back finally into the American lines at the end of the month.

THE HIGHEST BATTLE OF WORLD WAR II

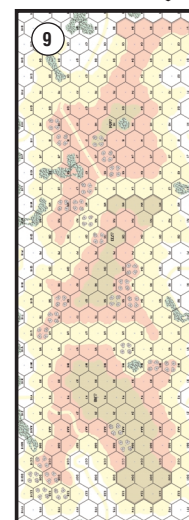
PK 36.1

SCENARIO DESIGN BY PAUL KENNY



MOUNT FROID, FRANCE, 5 APRIL 1945:

In April 1945, German mountain light infantry and Italian Fascists occupied the Alpine Ridge between France and Italy in the upper Maurienne in the key sector of Mount Cenis. In early April, 1945 in spite of frigid conditions, a bitter wind and icy snow, the French 27th Mountain Division composed of former Marquisads launched an offensive against the plateau of Mount Cenis, the key to the enemy defense in the region. Although the Division was not very well trained and were badly equipped, they were supported by numerous field guns as they assaulted the mountain fortress. The first mission was to assault and hold Mount Froid, which was the cornerstone of the German defense.



VICTORY CONDITIONS: The French win immediately upon capturing both pillboxes.

AXIS SETS UP FIRST	1	2	3	4	5	6
FRENCH MOVE FIRST						



Balance:

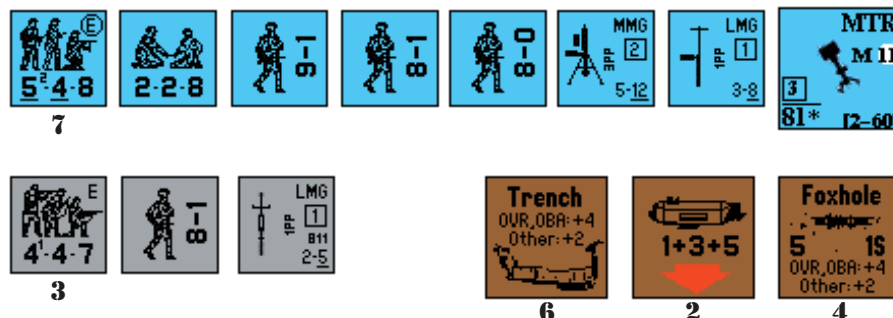
Axis: Exchange the MMG for a HMG in the German OB.

French: The French may preregister both modules of OBA..

Elements of the 3rd Battalion of the 100th Gebirgsjager Regiment, 5th Mountain Regiment and Elements of the Italian Fascist Folgore Division [ELR 4]

Setup on Level 1, 2, or 3 hill hexes on hex numbers between 2 and 7 {SAN 4}:

AXIS



FRENCH

4th Company, 11th Chasseurs Alpins Battalion, 27th Infantry Division [ELR 3]

Enter from the western edge on Turn 1 {SAN 3}:



SSR:

1. EC are moderate. Ground Snow is in effect. No buildings exist, treat as open ground. No Level 4 hill hexes exist treat as level 3 hill hex. Cliffs do exist.
2. The Axis trenches and pillboxes must be setup on Level 3 hill hexes. Pillboxes must be setup more than 4 hexes and less than 10 hexes from each other.
3. The French have two batteries of OBA, a 120-mm module with HE and a 100-mm module with HE and Smoke. Separate Offboard Observers module at level 5 along a west edge direct each. One of the French modules may have one Pre Registered hex (French player may secretly choose which module). Selection of Pre Registered hex must be made prior to German Setup. Both modules have scarce ammunition.
4. Both the Germans and the French are Lax.
5. The German fortifications may be setup HIP as well as all MMC, SMC, SW setup within. The fortifications and units therein are placed onboard when the French have a LOS to the location with the units setting up concealed.

AFTERMATH:

The summit of Mount Cenis is a narrow ridge seven to eight hundred meters wide shielded by casemates and trench complexes. On the 5th of April 1945, the 4th Company of the 11th Chasseurs Alpins battalion succeeded in conquering the middle and western strong points. The next day after a fourth attack finally succeeded in seizing the eastern block. Mount Froid had finally fallen to French hands. However, over the last few weeks of WWII the position was to change hands several times in close quarter, vicious assaults and counterattacks.

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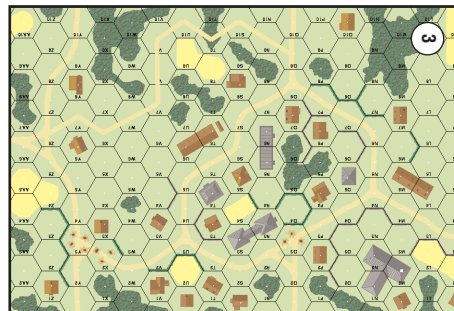
INTO THE TRAP

PK 37.1 DESIGNED BY PAUL KENNY



KRZYNOWLOGA MALA, POLAND, 1 SEPTEMBER 1939:

Operation Fall Weiss had begun. All along the border German infantry, trucks, tanks and other fighting vehicles were pushing into Poland. The armed forces of Poland, although outnumbered put up a strong defense. In Krzynowloga Mala, the armored cars of the Mazowiecka Cavalry Brigade set a trap for the advance elements of the Kempf Division.



Only hexrows K-AA are in play

VICTORY CONDITIONS: The side with the most victory points wins. Both sides gain CVP normally and the German player gains VP for exiting off the east board edge. The German player wins in case of a tie.

POLES SET UP FIRST
GERMANS MOVE FIRST

1 2 3 4 5



Balance:

German: Add an 8-1 AL to their OB

Poland: Add an 8-1 AL to their OB

2nd Armored Car Troop, 11th Armored Battalion, Mazowiecka Cavalry Brigade, setup HIP (See SSR 3) on east of hexrow V {SAN:0}:

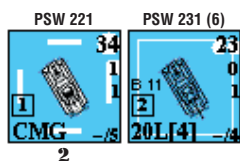
POLISH



VASL artwork used with permission of Rodney Kinney

Reconnaissance elements of Kempf Division, enter on turn 1 on the west edge within 2 hexes of AA6 having expended 1/2 (FRU) of their MP {SAN:0}:

GERMAN



SSR:

1. EC are moderate No wind at start. No hills exist, treat as Level 0. Terrain therein exists normally from Level 0.
2. There is a road from Q9 to R9 to S10 to T9 to U10 to V9 to V7 to W7 to X6 to Y7 to Z6. T9 is a woods road hex.
3. The Polish ACs may setup HIP. HIP is lost when an enemy has LOS to a HIP unit's location. The ACs are placed on board under a ? if in concealment terrain or unconcealed otherwise.
4. Polish ACs are considered to have radios. Boresighting is NA.

AFTERMATH:

The Polish armored cars put up a strong defense. A well executed and coordinated trap was sprung destroying 3 German AC at a cost of 2 damaged Polish AC's.

THE FIFTH COLUMN

PK 39.1 DESIGNED BY PAUL KENNY



VICTORY CONDITIONS: The Germans win, if at Game end, they control building 3Y6 or if they have gained >10 VP. CVP are awarded normally [EXC: Each AC is worth 1 VP and each crew is worth 1 VP] and 1 VP is awarded for each building controlled and 1 VP for each building that is either rubbled or has a flame or blaze counter therein. Rubble is considered a building location for VC purposes. (Note: a German controlled building that is either rubbled or ablaze is worth 2 VP)

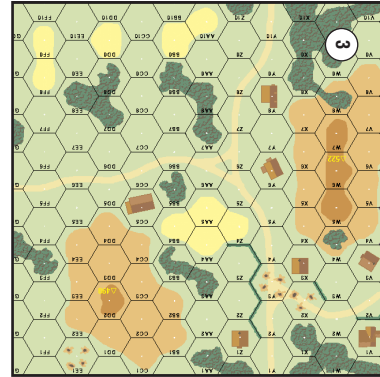
POLES SET UP FIRST	1	2	3	4	5
GERMANS MOVE FIRST					



Balance:

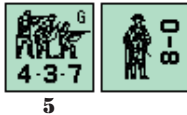
German: Lengthen the scenario to 5.5 turns.

Polish: The Poles may HIP one MMC along with any SMC stacked with him.



Only hexrows V through GG are in play

Elements of the Polish National Defense Force [ELR:3]
setup on/east of hexrow CC {SAN:2}:



5

Elements of Polish Police Forces enter on Turn 3 on 3Y1.



2

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Elements of the German Freikorps [ELR:5] enter on turn 1 on the west board edge {SAN:2}:



8

2

2

SSR:

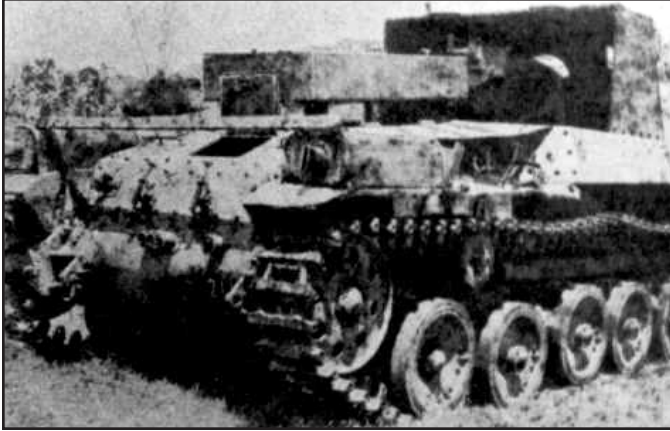
1. EC are moderate with no wind at start.
2. Use partisan counters to represent the German OOB. They are German for all purposes (EXC. Morale is considered underlined). Germans may not form multi location fire groups and use German SW without captured use penalties. The German player may substitute Russian SW counters for the OOB SW provided. These SW retain their German SW characteristics.
3. Germans have Molotov capability.

AFTERMATH:

The local Police had their hands full on that first day of the war. First they helped repel German saboteurs from capturing the local power plant. Then they rushed to the aid of a local defense force at a mine that was holding off a determined assault by the German Freikorps. However, the attackers did not have enough strength to overcome the determined defense.

BLOODY HELL

PK 40.1 DESIGNED BY PAUL KENNY



VICTORY CONDITIONS: The Americans win, if at game end, the American player controls a majority of Level 2 hill hexes on hill 538 (EXC. Hexes W5 and CC8).

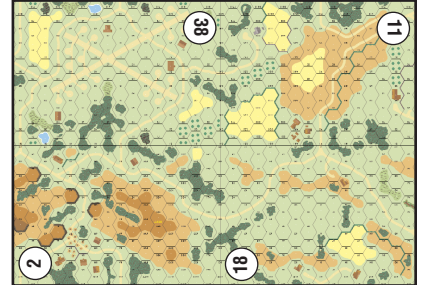
CLARK FIELD, LUZON, PHILIPPINES, 24 JANUARY 1945:

The race for Manila was on. General MacArthur insisted that his troops push hard to recapture the Philippine capital so he could show the world he had truly fulfilled his mission to liberate the Philippines. Despite objections from his senior commanders MacArthur insisted upon an aggressive push forward. His intelligence indicated the Japanese were abandoning the city. However, this was incorrect. The Japanese marines were preparing to defend Manila to the end. Standing in the way of the Americans and Manila was Clark Field, which was critical to supporting the Iwo Jima and Okinawa operations.

Balance:

Japanese: Add 12 AP Mine factors to the Japanese OB.

American: Add 2 667 to the American OB.



The playable area is Board 38: A-Q, Board 11: R-GG, Board 18: A-P, Board 2: Q-GG

JAPANESE SET UP FIRST	1	2	3	4	5	6	7	8	9	
AMERICANS MOVE FIRST										

8th Independent Tank Company, Sumi Independent SP Gun Company and Elements of the 2nd Mobile Infantry Regiment [ELR:3]
setup anywhere >2 hexes from an American entry hex {SAN:4}:

1 4-4-7 4	2 3-4-7 6	3 2-2-8 4	4 9-1 9-0	5 8-1 9-0	6 HMG 4PP 811 6-14	7 MMG 3PP 811 4-11	8 LMG 1PP 811 2-6	9 MTR 4PP 50* [1-16]*	10 DC 1PP X12 30-1	11 Minefield H	12 4 AT Mines
13 97B CHI-HA 1 47L 2-2-2 4	14 4 HO-RO 1 150* 2	15 AT M 11 47L	16 AA M 11 75	17 1+3+5 2	18 Trench OUR_OBA:+4 Other:+2 4	19 Foxhole 5 OUR_OBA:+4 Other:+2 10	20 MPh/RtPh: dr=MF CC:+1/-1 5				

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Elements of the XIV Corps [ELR:4] enter on Turn 1 on the north edge between 38I1 and 11Y10 {SAN:2}:

1 6-6-7 14	2 9-2 2	3 8-1 2	4 8-0 2	5 7-0 2	6 MMG 4PP 4-10	7 MTR M2 60* [3-45]	8 BAZ45 X11 WPG 8-5	9 Radio 1PP 8	10 M4A1 1 75 6
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SSR:

1. EC are Moderate. PTO is in effect including Light Jungle (EXC. Roads exist). All buildings are wooden. Kindling is NA.
2. The American Radio represents a module of 105mm OBA (HE, WP, Smoke).
3. Minefields may not be setup on Hill 538.

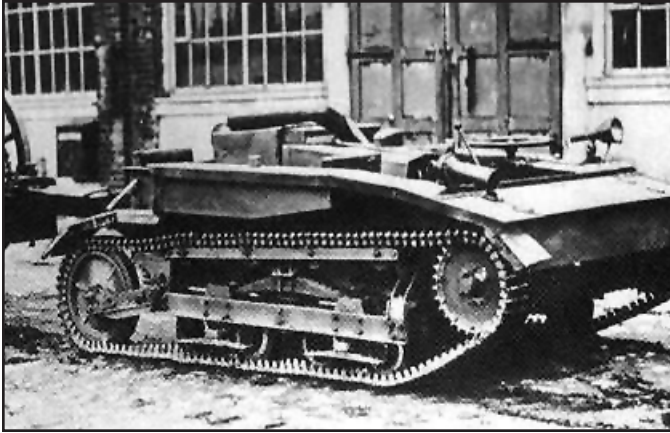
AFTERMATH:

The Americans found themselves in a tough firefight. The dogged defenders fought for every foot of ground. The attackers brought to bear heavy artillery and armor firing at point blank range. The Japanese through in some of their precious AFV's but these were no match for the heavily armored American tanks. It would eventually take XIV Corps a week to clear Clark Field fatally delaying MacArthur's drive for Manila. By the time they reach the capital city the Japanese were dug in and ready.

BLACK MONDAY



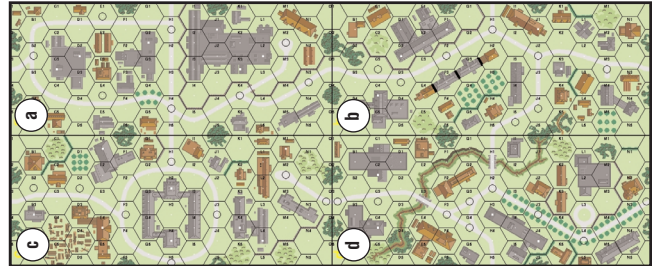
PK 41.1 DESIGNED BY PAUL KENNY



VICTORY CONDITIONS: The Germans must exit > 20 VP off the east board edge. Prisoners do not count towards EVP.

OCHOTA, POLAND, 25 SEPTEMBER 1939:

The first German attack on Warsaw was more of a probe by elements of the 4th Panzer Division on the 8th of September. This probe occurred in the Ochota district and was easily repulsed. The fighting in Warsaw largely abated after these initial thrusts as German units were drawn off to counter the Bzura counteroffensive. The final assault on Warsaw had to be delayed until the conclusion of the Bzura River fighting. The Germans amassed a thousand artillery pieces for the final assault. The City was surrounded by 13 divisions.

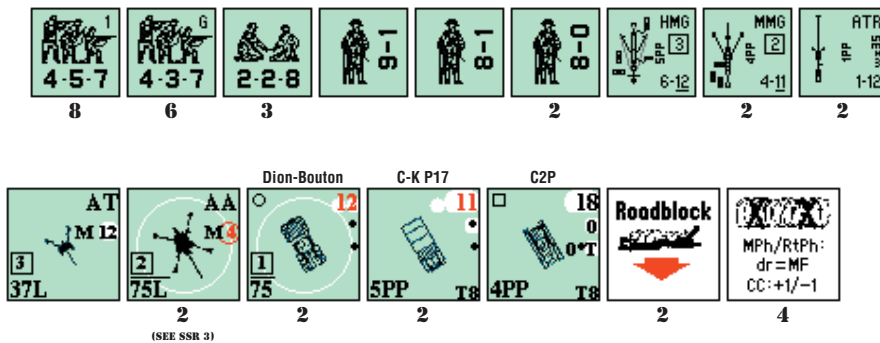


POLES SET UP FIRST	1	2	3	4	5	6	7	8	9	10
GERMANS MOVE FIRST										

Balance
German: Add a 4-6-7 to the German OB.
Polish: Add a MMG to the Polish OB.

Elements of Army Warsaw [ELR:2] setup on/east of hexrow aE/cE {SAN:3}:

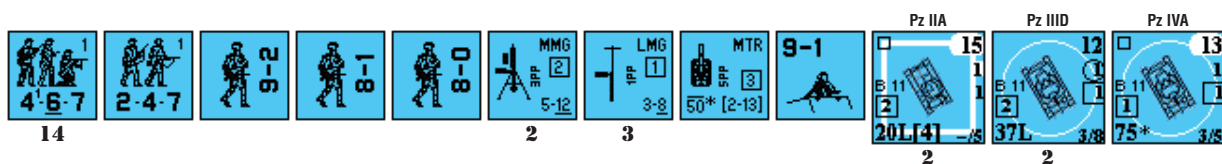
POLISH



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Elements of the 10th Infantry Division and attached armor [ELR:4] enter on/after Turn 1 on the western board edge {SAN:2}:

GERMAN



SSR:

1. EC are moderate with a mild breeze from the northwest at start.
2. Prior to all setup the Polish player places 5 rubble, 2 flame and 1 blaze in each of hexes aJ5 and cE5. Each counter is subject to a random direction DR. The blaze/flame counter is placed in the nearest flammable terrain while the rubble counters are placed in the nearest building hex. Use random selection if 2 applicable hexes are equidistant. Also use random selection to determine which level is effected in multi-level buildings. Falling rubble applies.
3. The Polish AA Gun has a manhandling number of 8.
4. The Polish player receives two Ammo Counters that are Ammo Dumps. These Ammo Dumps may be setup HIP and are placed on board unconcealed when an enemy unit has LOS to its location.
5. No Quarter is in effect.
6. The Poles have MOL capability.

AFTERMATH:

The Germans pounded the City for two days culminating in a massive air and artillery attack on September 25 that went down in legend as Black Monday. The Germans and Poles were locked in bloody close quarters combat. That Black Monday the Germans made little gains but soon the defense would collapse.

BORN UNDER A BAD SIGN

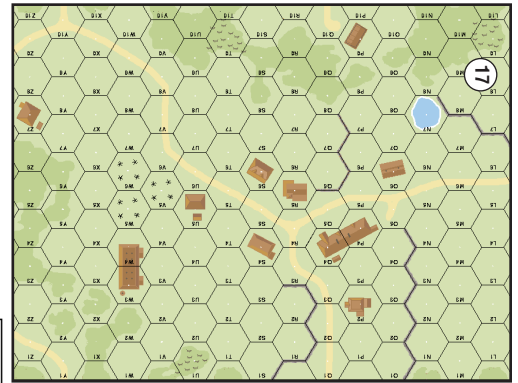
PK 43.1 DESIGNED BY PAUL KENNY



VICTORY CONDITIONS: The British win if they exit > 12 CVP off the west board edge.

BABILE PASS, ETHIOPIA, 22 MARCH 1941:

After the sudden Italian collapse in Italian Somaliland the British quickly took up the pursuit of the Italian forces into Ethiopia. The task of chasing the Italians fell to the 11th African Division under Maj. General Wetherall. For 400 miles through Southern Ethiopia the land was flat so no defense was offered up. The first defensible terrain was at Jijiga but the pursuit was so close that the Italians did not stop there and passed on to Marda and Babile passes. Both of these passes were excellent defensive positions that could not be outflanked. However, after tentative probes at Marda Pass, the Italians fell back to Babile Pass.



Only hexrows L to Z are in play

ITALIANS SET UP FIRST	1	2	3	4	5	6	
BRITISH MOVE FIRST							

Elements of the Italian Ethiopian Army [ELR 2] Setup on/west of hexrow O {SAN 4}:

ITALIAN

3-4-7	8-1	7-0	4PP 811 4-10	1PP 811 2-5	12 1 0 CMG 4.8R2
5					2

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Elements of the 23rd Nigerian Brigade [ELR 4] Enter on/after Turn 1 on the east board edge {SAN 2}:

BRITISH

4-5-7	9-1	8-1	8-0	4PP 4-12	1PP 2-7	1PP 1-12
10					2	

SSR:

1. EC are moderate with no wind at start.
2. All wood hexes are brush, all buildings are wooden and all hedges are walls.
3. Boresighting is NA.

AFTERMATH:

Once again the pursuit was made with such speed and dash that it caught the Italians unprepared at Babile Pass. The Italians were forced to retreat again. In order to allow the Italians time to escape their rearguards fought a masterful delaying action. Unfortunately for them their time in Ethiopia, their "Place in the Sun" was soon drawing to a close.

DESERT CRUCIBLE

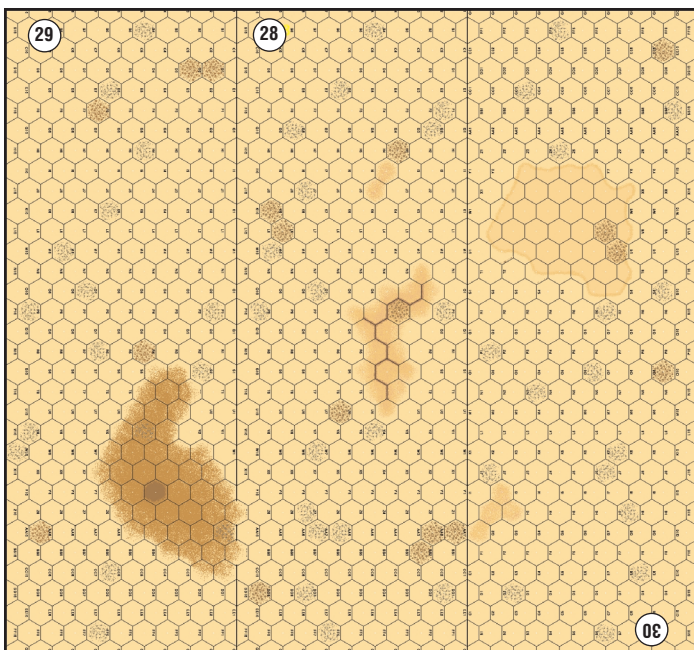
PL PKA 1.04 CAMPAIGN GAME DESIGN: PAUL KENNY



14 MILES WEST OF EL ALAMEIN, EGYPT, OCTOBER 27, 1942:

General Montgomery's offensive was several days old and beginning to bog down among the minefields as the British forces met the guns and tanks of the German main line of resistance. The British were determined to break through the German lines and continue their offensive. However, the British were beginning to suffer from command and control difficulties with orders becoming confused and units getting lost because of faulty map readings. On the night of October 26/27 the 2nd Battalion, The Rifle Brigade along with a battery of the 76th AT Regiment, Royal Artillery and a handful of sappers from the 7th Field Squadron, Royal Engineers were ordered forward to capture and hold a German position called "Snipe". The British missed their objective by around a half mile and found itself in an oval shaped depression. The British commander knew it to be pointless to try and find "Snipe" in the dark so he decided to hold where he was. Struggling through soft sand, the British guns and Bren Carriers were moved into position in an all around defense. Digging in had barely been completed when shortly after 3:30 AM the deep-throated rumble of tanks in motion was heard from the west.

Terrain Configuration: DTO is in effect, with overlays. Place overlays **SD2** on 28Q5-P5, **D5** on 30Y5-Y6, **H1** on 29Y6-X6, **S2** on 28I4-J4, **S6** on 30G1-H1. Hex 29Y4 is a Hillock Summit hex.



CG Victory Conditions

The Axis player win if at the end of any Firefight they control all deir hexes or upon exiting a sum total of 75 DVP off the east board edge during all daytime Firefights (including Dawn) or at the end of any Firefight if there are no AT Guns possessed by Good Order (EXC. Ammunition shortage) British Crews and/or mobile AFV (EXC. Carrier) with functioning MA/SA.

Firefights: 3:45AM 27 October 1942 to 5:00 PM 27 October 1942
5 Firefights

CG Balance:

Axis: The British suffer Ammunition Shortage from Firefight 2 onwards.
British: Change the British BH DRM to -1.

Initial Firefight VC: The Firefight winner is whichever side amasses at least twice as many DVP as their opponent; otherwise there is no scenario winner (and thus no Scenario Winner DRM).

Initial Firefight: Axis Attacks, British Idle

Initial Firefight Balance:

British: Add 20 FPP to the British OOB

Axis: Add 2 CPP to the Axis OOB

Initial British OOB:

2nd Battalion, The Rifle Brigade, and the 76th AT Regiment, Royal Artillery, and the 7th Field Squadron, Royal Engineers, and elements of the 24th Armored Brigade [ELR 4]

Setup on/east of hexes numbered 5 on board 28 {SAN 2}:

I1x1	I3x1	A3x1	G2x2	CPP: 12	FPP: 50
 MPh/RtPh: dr=MF CC:+1/-1 5	 Trench OVR,OBR:+4 Other:+2 5	 1 AT Mines 12 factors	 Minefield 6*	 KNOWN Minefield 24	
* 6 AP + 2 AT factors each					

Initial Axis OOB:

Elements of the 21st and 15th Panzer Divisions, 115th Panzer Grenadiers and the 33rd Panzerjägers and elements of the 12th Battalion, 133rd Tank Regiment, Littorio Division [ELR 3]
Enter on/after turn 1 on the western board edge {SAN 2}:

I1 x1	I3 x1	I4 x1	A1x1	A3x1	CPP: 18

Desert Crucible PL CG Initial Firefight Rules

1. All PL CG FSR are in effect unless otherwise stated.
2. A +2 drm applies to the scenario end dr during Firefight 1.

DESERT CRUCIBLE



Reinforcement Group Purchase Lists

RG ID	British	#	Units/Equipment	CPP	FF Max	CG Max	Notes
A1	Tank Troop 1	3	Sherman III(a) x2, Sherman II(a) x1	9	2	2	L,R
A2	Tank Troop 2	2	Grant (a)	6	2	2	L,R
A3	Carrier Platoon	3	RG Table 3 dr x 3	4	2	4	R
A4	Scout Car Platoon	2	White Scout Car x 2	2	1	1	R
I1	Rifle Platoon	3	4-5-7	4	2	4	L,R,W
I2	Engineer Platoon	3	4-5-8	7	1	2	E,L,R,W
I3	MG Section	2	HMG, MMG	4	1	2	C,R
I4	Weapons Section	2	51mm MTR, ATR	2	1	2	C,R
G1	Heavy Mortar Section	1	3 inch Mortar	3	1	2	A,C,V
G2	AT Gun Section	2	OQF 6-pounder AT	5	2	6	A,C,V
M1	Fortifications		15 FPP	1	3	15	A
M2	Sniper		SAN +1	1	1	5	
M3	Attack Chit			1	1	1	

RG ID	Axis	#	Units/Equipment	CPP	FF Max	CG Max	Notes
A1	Medium Tank Platoon 1	3	RG Table 1 dr x 3	6	2	4	L,R
A2	Heavy Tank Platoon	3	RG Table 2 dr x 3	8	1	2	L,R
A3	Medium Tank Platoon 2	3	M13/40	5	2	4	L,R
A4	SP Artillery Section 1	2	RG Table 4 dr x 2	4	1	2	R
A5	SP Artillery Section 2	2	Semovente M41	3	1	2	L,R
A6	Halftrack Platoon	3	SPW 251/1	2	1	2	R
I1	German Rifle Platoon	4	4-6-7	4	2	4	L,R,W
I2	Italian Rifle Platoon	4	3-4-7	3	2	4	L,R,W
I3	MG Section	2	HMG, MMG	4	1	1	C,R
I4	Light Mortar Section	2	50mm MTR	2	1	2	C,R
I5	Engineer Platoon	3	8-3-8	9	1	1	E,L,R,W
I6	Italian Weapons Platoon	4	HMG(i), MMG(i), 45mm MTR, 20L ATR	5	1	1	C,R
G1	German Heavy Mortar Section	2	OML 8cm GrW 34	4	1	1	A,C,V
G2	AT Gun Section	2	5cm PaK 38	5	1	2	A,C,V
O1	Battalion MTR		81mm MTR OBA (HE, S, IR)	3	1	3	O,P
O2	Regimental Artillery		105mm OBA (HE)	5	1	2	O,P
M1	Fortifications		12 FPP	1	2	8	A
M2	Sniper		SAN +1	2	1	5	
M3	Attack Chit			1	1	5	

RG Table Notes

A. Available for On-Map Setup for Firefight date of purchase.

C. Each British HMG/MMG/51mm MTR/ATR is accompanied by a 247 HS. A 228 crew accompanies each British and German Gun. Each German HMG/MMG/50 mm MTR is accompanied by a 247 HS; each Italian HMG/MMG is accompanied by a 137 HS. A 227 crew accompanies each Italian 45mm MTR/20L ATR.

E. Sappers

L. Determine Leaders per 2.36

O. Increase the cost of the OBA by 1 CPP for an offboard observer located at level 1 on the west board edge.

P. Increase CPP by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is retained as long as the module is retained (1.4). No module can be used as a Barrage nor Creeping Barrage.

R. Must enter as reinforcements if entered on the Firefight date of purchase (EXC. 3.91). The RG is available for on-map setup if purchased on any CG date prior to that date of scenario.

W. Rifle Platoons always arrive with a LMG. German Engineer Platoons arrive with a LMG and a DC. British Engineer Platoons arrive with a LMG and are equipped with ATMM's (EXC. ATMM add -2 DRM to CC attacks vs. vehicles).

V. Each German Gun enters with a SdKfz Prime Mover. Each British Gun arrives with a 30-cwt Lorry. Guns arrive in tow with crew as riders, (EXC. German heavy mortars are dismantled and are carried by the SdKfz 11 Prime Movers.

DESERT CRUCIBLE



Desert Crucible PL CG Rules

1. EC are Dry, with no wind at start, throughout the entire CG. For the first Firefight the NVR is 4. Add a +1 LV hindrance modifier to all TH/IFT rolls during the second firefight.
2. Beginning on the fourth Firefight the British suffer from Ammunition Shortage.
3. Early Morning Sunblindness is in effect during Firefight 2. Heat Haze is in effect during Firefight 3 and 5 and Intense Heat Haze is in effect during Firefight 4. Light Dust is in effect throughout the PL CG. (EXC. Dust drm is divided by 3 (FRD)).
4. To simulate the effects of delays caused by vehicles bogging in the desert sand on the approach to the battlefield, each British A RG (EXC. A4) and British G RG entering from offboard must roll a dr less than or equal to the Game Turn prior to entering. (with a -1 drm). If a RG has not entered by Turn 3 no dr is required for entry, (i.e. all A and G RG may enter on Turn 3 or later without a dr).
5. Wreck Blazes continue as blazes for the firefight following their creation. After this subsequent date, the wreck is replaced with a Burnt Out Wreck.
6. British A1 and A2 RG are recalled at the end of Firefight 4. (EXC. Immobilized Vehicles)
7. No Axis vehicle may exit the east board edge during Firefight 5 and any Axis vehicle that does exit the east board edge throughout the PL CG is no longer eligible for reentry during that or subsequent PL CG Dates.
8. The British may not purchase RG A1 nor A2 until the 3rd Firefight.
9. The on board setup costs for British RG G1 and G2 are increased by 1 CPP. For each Mobile White Scout Car on board one RG may setup onboard without this additional CPP cost.
10. Dier hexes halve HE attacks similar to Sand.

Table 1

dr	Received
1	Pz III H
2-4	Pz III J
5-6	Pz III L

Table 3

dr	Received
1	Carrier A
2-4	Carrier C
5-6	Carrier MMG A

PL CG DRM

Item	Axis	British
Leader	0	-1
Battle Hardening	0	+1
Artillery OBA	-1	NA
CPP Replenishment	0	0
Intensity	Mid	Mid

Firefight Reference Table

Firefight	Date	Attacker	EC	Wind	Moon	Clouds	Historic DRM
1	3:45 AM	Axis	Night/Dry	F11.5	None	None	0
2	Dawn	Axis	Dawn/Dry	F11.5	NA	NA	0
3	8:00 AM	Dual	Dry	F11.5	NA	NA	0
4	1:00 PM	Axis	Dry	F11.5	NA	NA	0
5	5:00 PM	Axis	Dry	F11.5	NA	NA	0

Aftermath: It was to prove a long day for the intrepid defenders. The British Gunners smashed repeated assaults. Slowly however the ammunition began getting low. Reinforced near midday by a few troops of Grants and Shermans was not enough. The Axis quickly dispatched the

Table 2

dr	Received
1-4	Pz IV E
5-6	Pz IVF2

Table 4

dr	Received
1	Marder I
2-3	Marder II
5-6	Marder III(t) A

Available Fortifications Table

Available Fortifications	
Foxhole	Trench ^{B,P}
Sangar	AP Mines ^{B,C}
Wire ^{B,C}	HIP
?	AT Mines ^{B,C}
Known Minefields	
B - British only	
P - Only available for purchase during the first firefight	
C - Cost is doubled for purchase after the first firefight	

British tankers. Wave after wave of German and Italian armored forces assaulted the position knocking out gun after gun. Yet the defenders didn't give an inch. At the end of the day, 70 armored carcasses lay scattered around the British position.

SAN NEN KIRE!

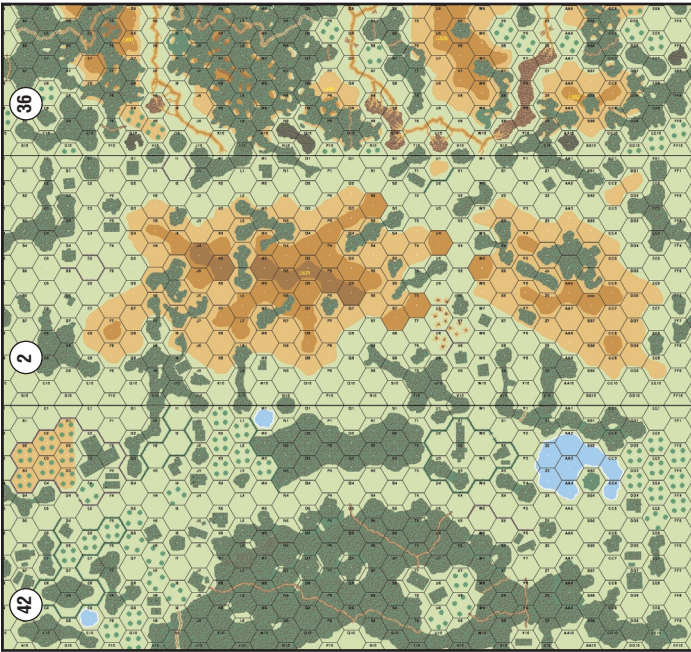


PL PKC 1.02 CAMPAIGN GAME DESIGN: PAUL KENNY



Terrain Configuration: PTO, Light Jungle is in effect. All Brush and grain are woods hexes. No buildings exist, treat as woods present to the limits of the buildings. No cliffs exist, treat cliffs as hill terrain at the higher level. All streams are dry.

Add overlays **Wd1:** 2O1, **Wd2:** 2L4-2L5, **Wd3:** 2I5-2I6, **Wd5:** 2BB4-BB5. 2L5 remains a Level 2 hill hex and 2O5 remains a Level 3 hill hex.



Only hexes numbered >4 on board 36 are in play

CG Victory Conditions

The side that has the most Terrain Control Points (TCP) wins. One (1) TCP is awarded for control of each Level 2 hill hex (EXC. those on hill 538) and 2 TVP for level 3 hill hexes and 3 TVP for each Pillbox controlled at CG end. However if the Japanese gain greater than 95 CVP, then they win.

Firefights: 3/8/44 to 3/13/44 : 6 Firefights

CG Balance:

Japanese: Change the Battle Hardening DRM to -1
American: Change the LDR DRM to -1

HILL 700, BOUGAINVILLE, MARCH 8-13, 1944:

In November 1943 the American Army and Marines landed on Bougainville to complete their march up the Solomon Chains. But contrary to Japanese expectation they did not push into the island in pursuit of the well-entrenched and hidden Japanese. Instead the Americans consolidated their beachhead to within a hand full of miles from the shore, preferring to leave the Bougainville garrison to wither on the vine. After several months the Japanese finally realized that the Americans would not leave their beachhead to pursue a costly battle of annihilation. So instead the Japanese commander decided to assault the beachhead. The linchpin of the American defense was Hill 700. If the Japanese could occupy this height and get some artillery upon it they could render the entire beachhead insecure. Both sides realized this and it became the center of both attack and defensive plans. The Japanese performed logistical miracles to get their force into position along with numerous heavy artillery pieces. The Americans, through patrols, were aware of the Japanese presence and were ready.

Initial Scenario VC: The Japanese win if they control greater than 5 Level 3 hexes and/or Pillboxes.

Initial Scenario: Japanese Attack, American Idle

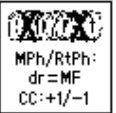
Initial Scenario Balance:

Japanese: Remove all American Minefield factors
American: Add 2 CPP to the American OB

Initial American OOB:

Elements of the 37th Infantry Division [ELR 4]

setup on boards 2 and 42. All pillboxes must be setup on a board 2 hill hex on/north of hexes numbered 5 and must have the north board edge within their CA (regardless of LOS) {SAN 3}:

I2 x2	I6 x1	CPP 12	FPP x60
 5	 12	 24	

Initial Japanese OOB:

Elements of the 13th and 23rd Infantry Regiments [ELR 4]

enter on turn 1 along the North board edge {SAN 4}:

I1 x1	I2 x1	I5 x1	O3	CPP 16



There is a +2 drm to the CG Firefight End dr during any Night Firefight.

San Nen Kire! PL CG Initial FF Rules

1. EC are Wet, Overcast and Raining. Night is in effect with initial NVR equal to 3.
2. For the initial firefight the Americans are the Scenario Defender and the Japanese are the Scenario Attacker.
3. The Japanese may not purchase RG I3, O1 or O2 for the initial firefight. The Japanese may only purchase RG G2-G3 in reserve.
4. The Americans may not purchase V1- V4 or O3 for the initial firefight.

SAN NEN KIRE!



Reinforcement Group Purchase Lists

RG ID	Japanese 13 th & 23 rd Infantry Regiments	#	Units/Equipment	CPP	FF Max	CG Max	Notes
I1	Rifle Platoon - 1	3	448 x 3	6	2	4	L,R
I2	Rifle Platoon - 2	3	447 x 3	4	2	6	L,R
I3	Ersatz Platoon	3-4	Roll on Table 1 x 4	3	2	6	A,L,R
I4	MG Section	2	HMG, MMG	4	1	2	R,C
I5	Weapons Section	3	Lt. MTR, DC x2	3	2	4	R,C
I6	AT Section	2	Type 97 Automatic Gun x 2	2	1	2	R,C
G1	Heavy MTR Section	2	Type 97 Curved Fire Infantry Gun x 2	5	1	2	A,C,N
G2	INF Gun Section	2	Type 92 Infantry Gun x 2	4	1	2	A,C,N
G3	AT Gun Section	2	Type 94 Rapid-Fire Gun x 2	5	1	1	A,C,N
O1	Light OBA		75mm OBA (HE, S, WP)	6	1	3	O,P
O2	Heavy OBA		105mm OBA (HE)	8	1	2	O,P
O3	Heavy MTR OBA		90mm Bat MTR OBA (HE, S, IR)	7	1	2	O,P
M1	Fortifications		15FPP	1	2	18	
M2	Sniper		SAN +1	1	1	6	
M3	Attack Chit			1	1	4	

RG ID	American 37 th Infantry Division	#	Units/Equipment	CPP	FF Max	CG Max	Notes
V1	Light Tank Section	3	M3A1 Light Tank	6	1	2	L,R
V2	Medium Tank Section	2	M4A1 Medium Tank	8	1	1	L,R
V3	Armored Car Section	2	M20 Scout Car x 2	5	2	2	L,R
V4	Halftrack Section	3	M2 HT x 3	2	2	4	R
I1	Elite Rifle Platoon	3	667 x 3, 347	8	1	2	L,R
I2	Rifle Platoon	3	666 x 3, 346	6	2	4	L,R
I3	Inexperienced Rifle Platoon	3	546 x 3, 236	4	2	5	L,R
I4	Engineer Section	4	347 x 4, DC x 2, FT, BAZ(44)	4	1	3	R
I5	Heavy Weapons Section	2	HMG .50 cal, HMG	4	1	2	C,R
I6	Lt. MTR Section	2	Lt. MTR x 2	2	2	4	C,R
G1	Heavy MTR Section	2	81mm MTR	4	1	1	A,C
O1	Battalion MTR		81mm MTR OBA (HE,S,IR)	5	1	6	O,P
O2	Division Artillery		105mm OBA (HE)	7	1	3	O,P
O3	Airstrike		Bombardment	5	1	2	B
M1	Fortifications		10 FPP	1	2	12	
M2	Sniper		Sniper +1	1	1	6	
M3	Attack Chit			1	1	4	

RG Table Notes

- A.** Available for On-Map Setup for firefight date of purchase.
- C.** Each Japanese Gun comes with a 228 crew. Each Japanese Lt. MTR, MMG, HMG, ATR comes with a 127 crew. Each American Gun comes with a 227 crew. Each American Lt. MTR, HMG, .50 cal HMG comes with a 347 HS.
- L.** Determine Leaders per 2.36
- O.** Each side receives an offboard observer. The American observer is placed at level 1 on the south board edge. The Japanese observer is placed at level 5 on the north board edge. The Offboard Observer's hex is selected prior to all setup.
- P.** Increase CPP by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is retained as long as the module is retained (1.4). No module can be used as a barrage nor creeping barrage.
- R.** Must enter as reinforcements if entered on the CG date of purchase (EXC. 3.91). The RG is available for on-map setup if purchased on any CG date prior to that date of scenario.
- B.** Bombardment can be selected for any 10 adjacent hexrows. Then perform RS for immune hexes.
- W.** Japanese I1 and I2 RG arrive with a LMG. Japanese RG I3 arrives with a LMG on a dr of 1-4. Each American I1 –I3 RG comes with a MMG.
- N.** If RG is to enter during play each gun (including MTR) is accompanied by a horse counter (HS size) and the gun must enter animal packed.

SAN NEN KIRE!



San Nen Kire! PL CG Rules

1. EC Weather and Wind are per Firefight Reference Table.
2. Japanese may freely choose a Night assault (EXC. Firefight 1). The American player must add 1 CPP to his attack option purchase if he wishes to make a night assault. The side determined to be the Attacker chooses whether the assault is at night.
3. For all Night firefights the American is normal and the Japanese are Stealthy.
4. The Japanese FBE is the north edge. The American FBE is any board edge of board 42.
5. A Set DC-Flame is considered a normal set DC except as described herein. After resolution leaves a Blaze counter in the hex (EXC. attack DR of 12) that produces Level 2 smoke. If a Set DC-Flame is placed in a slope hex and is successfully detonated, the hex directly downhill

takes a 12 FP attack. Use random selection for hexes with more than one downhill hex if that hex contains burnable terrain. However only one downhill hex can be effected. Re-roll any random selection dr that selects more than one downhill hex. A flame counter is placed in the downhill hex thusly attacked. A Set DC-Flame costs 20 FPP. A normal Set DC costs 15 FPP.

6. No vehicle can enter a Level 2 or higher hex.
7. Each American and Japanese I1 and I2 RG has inherent Bangalore Torpedo capability. BT capability is handled as a smoke grenade. Elite full squads have a BT usage # of 3 while all other Full squads have a BT usage # 2. MF usage is per B26.51 while a BT usage dr of 6 pins the MMC. A maximum of 1 successful BT may be used per I1 and I2 RG purchased or OOB given. BT may only be used against wire.

Table 1 - Squad Type Availability

DR	Received
2	448
3-4	447
5-6	347 (SR 447)
7-8	347 (Full Squad)
9-10	237 (SR 347)
11	234 HS
12*	None

** If a DR 12 is rolled more than 1 time, ignore and re-roll second DR*

Table 2 - Weather

dr	Weather
1-2	Rain
3	Overcast/Mist
4	Overcast
5-7	Clear

Add +1 drm for day firefight

Table 3 - Campaign Game DRM Table

CG DRM	Japanese	American
Leader	0	0
Battle Hardening	0	0
Artillery OBA	-1	-1
CPP Replenishment	-1*	0
Intensity	Med	Med

** 0 for last 2 firefights*

Table 4 - Available Fortifications Table

Available Fortifications	
Foxhole ^A	Trench
Pillbox ^{A,P}	AP Mines
Wire ^A	HIP
?	Trip Flares
Set DC	Set DC-Flame ^A
Booby Traps	

*A - American only
P - Only available for purchase during the first firefight
C - Cost is doubled for purchase after the first firefight*

Firefight Reference Table

Firefight	Date	Attacker	EC	Moon	Clouds*	Historic DRM
1	3/8/44	Japanese	Rain, Wet	None	Overcast	-1
2	3/9/44	Both	See Table 2	None	Overcast	-1
3	3/10/44	Both	See Table 2	None	Overcast	0
4	3/11/44	Both	See Table 2	None	Overcast	0
5	3/12/44	American	See Table 2	None	Overcast	0
6	3/13/44	American	See Table 2	None	Overcast	+1

** for night NVR reference only*

Aftermath: The first night the Japanese hurled themselves up Hill 700. Screaming San Nen Kire!! (Cut a Thousand Men!) the fierce Japanese soldiers drove through pouring rain to get at the defending American soldiers. The attackers blasted their way through dense wire some with trip wires leading to barrels of gasoline ready to roll down and set aflame the attackers. The Japanese overwhelmed the defenders albeit at tremendous costs to themselves, capturing several pillboxes from the dazed GI's. For

days the 37th Infantry division fought back using all arms available, heavy bombers bombarded the hill, artillery pounded the Japanese, GI's and Marines crept from Pillbox to trench to tree to extricate the dug-in Japanese. The Americans used satchel charges, sticks of dynamite, bazookas so new few knew how to use them, but with intrepid heart they regained the summit and drove the Japanese back into the jungle.

RECON AWRY

PN 2.0

CONCEPT: PJ NORTON DESIGN: DAVID LAMB



VICTORY CONDITIONS: The Germans win immediately upon causing ≥ 35 CVP, while losing less than that number themselves. Otherwise, the Germans win at game end if they Control hex AA14 and building U18 (with no Good Order enemy units ADJACENT to the former.).

Balance:

American: Decrease the number of Turns to 7

German: Raise the German ELR to 3

AMERICANS SET UP FIRST

GERMANS MOVE FIRST

1

2

3

4

5

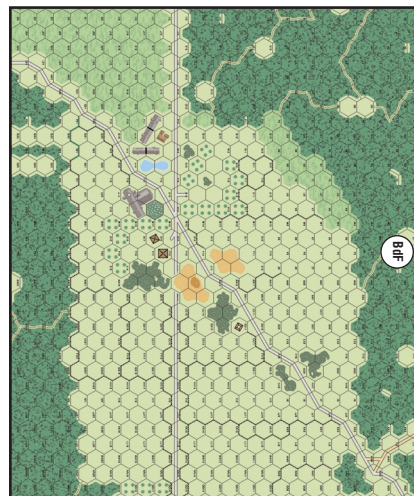
6

7

8



Only hexes ≤ 24 , and between hexrows 1 & 00 are in play on the Baraque de Fraiture map.



SSR:

- EC is Wet with no wind at start. The Weather is Overcast. The Mist Rules from KGP SSR 3 is in effect. The Mist is currently Moderate; time of day is AM (SSR KGP 3). All water obstacles are Ice. Ground Snow is in effect. All Woods and Brush are Pine Forest. Pine Forest is the same as Woods except that it has a level 2 height and it costs $1\frac{1}{2}$ MF for Infantry units to move through. The only road that exists is the one that runs from L24 to OO15. This road is plowed.
- Place overlays as follows: **OW1** in T14-S14, **Wd2** in GG9-HH8, **Wd3** in FF6-GG7, **Wd4** in BB12-CC12, **Wd5** in Z16-AA16, **Hi4** in Y13-Y12, **Hi5** in AA15-Z14, **P2** in S16-S17, **X19** in U18-U17, **X18** in R16-R17.
- The Germans have one module of 80mm OBA (Smoke/HE). The US have a module of 80mm OBA (SMOKE/HE).
- The SMC and SW of the US I&R Platoon are HIP until they take a PTC, MC, or are fired/used.
- After setup all elements of the 1st Bn. *only* in the US OB, and all Fortifications and Buildings undergo a Special Bombardment. Each unit must take a 2MC (modified by +TEM/Fort. per standard bombardment [C1.8] rules), while each fortification must take an NMC. The defender makes any secret DR for HIP units/fortifications. Shellhole creation and Fire are NA for hexes unoccupied by units/buildings/fortifications. When conducting this Special Bombardment roll a third die. If this dr ≥ 5 – the hex is immune and spared from any ill effects.
- Eligible American AFV's have Gyrostabilizers.
- Purchase Point Chart. The US player may purchase up to 55 points from the chart at right.

AFTERMATH:

Following closely on the heels of the barrage, a large force of Germans swept down on the surprised, shaken and inexperienced Americans. Fortunately, the GI's had deep, log-covered dugouts and foxholes for cover and casualties were notably light. They were able to recover quickly, and most of their foxholes were positioned on the very edge of the forest with clear fields of fire. As a result the Germans emerging from the morning mist suffered heavy casualties. One armored car was set alight by bazooka fire, and the first wave of grenadiers broke and fell back in disarray. Shortly afterward, a second assault – supported by several assault guns, achieved several penetrations forcing the American company to fall back 300 yards into the forest. After being reinforced in the afternoon, that company counterattacked and pushed the Germans back almost to the original line.

INTERNATIONAL HIGHWAY, ELSBORN RIDGE, 16 DECEMBER 1944:

The opening round of what was the Battle of the Bulge was marked by fierce and confused fighting. Following a heavy bombardment, the thinly spread, largely green forces were attacked by strong German infantry probes seeking paths through the dense forest in front of Elsenborn Ridge. For weeks the road along one such path had been used to send troops to attack West Wall positions within the German lines. Suddenly, on the first morning of the "Bulge" this area became contested. A routine jeep patrol on the International Highway discovered a large German force headed their way, and beat a hasty retreat toward friendly lines – the Germans hot on their tail.

US Purchase Table

Unit	Max Available	Cost per Unit/Fort.
.50cal HMG, 3-4-6	1	15
60mm MTR, 3-4-6	1	10
FT, 3-3-7	1	15
Wire	5	5
1S Foxhole	9	2
Trench	5	6
1+3+5 Pillbox	2	15
Roadblock	1	10
+1 SAN	1	6
HIP	3 units	Cost=US#
?	10	1
6 AP Mine Counter	4	6
1 AT Mine Counter	4	3

RECON AWRY

PN 2.0

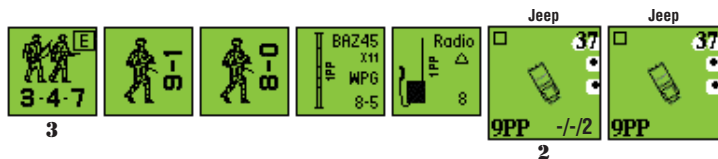
CONCEPT: PJ NORTON DESIGN: DAVID LAMB



AMERICAN

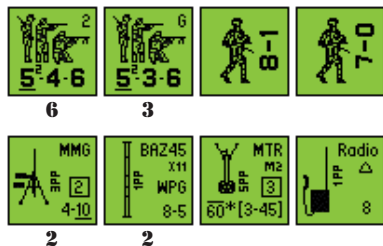
I&R Platoon of 393rd Inf. Regiment [ELR:4]

Set up in Motion in hexes BB11, CC11, and/or DD10 with a VCA facing north-west and all infantry units as Passengers: {SAN:3}:



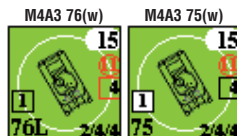
Elements of the 1st Bn., 393rd Inf. Regiment [ELR:2]

Set up within seven hexes of hex W15:



Elements of the 741st Tank Battalion

Enter Turn 5 on hex L24 with 7 MP already expended:



Additional Purchase Points

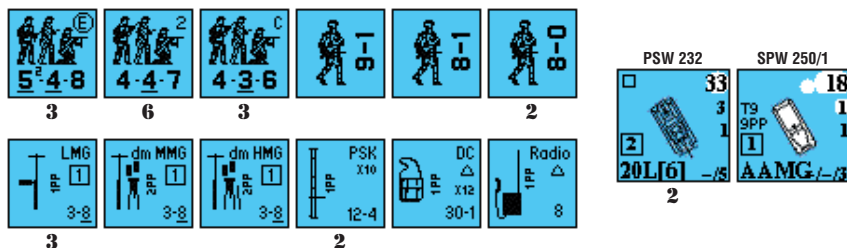
See US Purchase Table on Page 1 and SSR 7:

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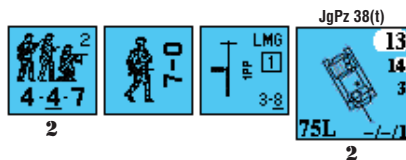
GERMAN

Elements of the 12th Volksgrenadier Division & Recon. Elements of the 12th SS Panzer Division [ELR:2]

Enter between hexes KK1 and OO5 on Turn 1 [EXC: AFV's have 1/2 MP (FRD) already expended]: {SAN:3}



Enter Turn 3 on OO2 with all infantry as Riders and 6 MP already expended:





VICTORY CONDITIONS: The Germans win if they control hex 23BB5 at scenario end.

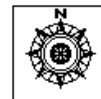
ROMEL, NORMANDY, FRANCE, JUNE 12, 1944:

Sent on a mission to recover a paratrooper who has lost all his brothers, Captain Miller's Rangers, backed by a few hard-luck airborne, hold a bridge in the village of Romel. The bridge, over the Merderet river, is of great strategic importance to both the Allies and Rommel's Panzer Armies, poised to strike at the flank of the Normandy invasion force. The ad hoc force of American troops spent the better part of an afternoon setting booby traps, picking fire lanes, listening to Edith Piaf records and planning for the all out defense of the bridge. As the sounds of German Panzers grew louder than Edith's lament, the stranded Yanks steeled themselves for a tooth and nail fight for this piece of "solid gold real-estate".



Only hexrows R-GG are in play on boards 23 & 45

AMERICANS SET UP FIRST	1	2	3	4	5	6	7
GERMANS MOVE FIRST							



AMERICAN

Elements of the 101st Screen Actor's Guild [ELR: 5]

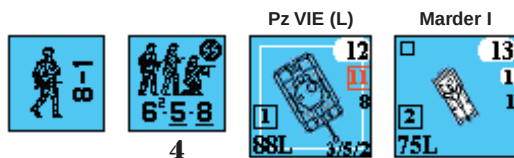
Set up HIP anywhere on board 23 and in any hex numbered ≥ 3 on board 45 {SAN: 4}:



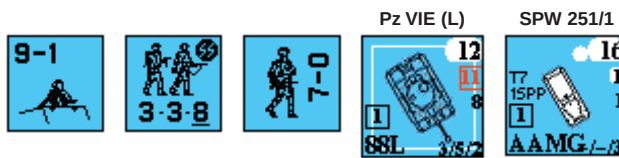
GERMAN

Elements of the 2nd SS Reenactors [ELR: 5]

Enter on/after Turn 1 anywhere along the south edge {SAN: 2}:



Enter on Turn 3 from the south edge:



SSR:

- EC are moderate. Weather is clear with no wind at start. Kindling is NA. The canal (Merderet River) is deep with a moderate flow to the East.
- No Bridge exists in 23X3. All Orchards are shellholes. All Woods are Stone Rubble. All hedges are walls. Building 45AA8 is a two level structure. Hex 45AA8 has a level 3 Steeple.
- Place Stone Rubble counters in hexes: 45DD6, 45EE7, 45DD10, 23DD1 and 23T1.
- The Americans may deploy freely, have Level C Booby Trap capability over the entire play area (B28.9), have ATMM (see SSR 5) capability (C13.7) and may set-up HIP.
- When an American infantry unit attempts a dr for ATMM availability, a roll of ≤ 4 grants that unit an ATMM in CC. All modifiers for placement by HS, SMC and CX units still apply.
- Once during the scenario a PBF shot directed by the American 9-2 leader may be conducted as a TPBF attack. The location occupied by the 9-2 directing the fire must be OG, rubble or shellholes. This models the throwing of 60mm mortar shells as hand grenades.
- No Quarter (A20.3) is in effect for both sides. Both sides may declare HtH combat (J2.31).
- The American MMGs suffer from Ammo Shortage (A19.131).
- In the RPh of American Turn 4, the American player makes a NMC using a morale of 6. If the NMC is failed, one MMG (determined by random selection) is marked with Low Ammo. On a roll of 12, both MMGs are marked Low Ammo. The NTC is repeated once every American RPh until both American MMGs are marked Low Ammo. Being marked with a Low Ammo counter does not cause loss of concealment or loss of HIP.

- The SPW 251/1 carries a PSK which may be removed (D6.631) by the crew or passengers or scrounged (D10.5).
- Crews may not voluntarily abandon their vehicle.

AFTERMATH:

The Americans defense plan tore the first probing elements of the SS force into shreds. A Marder was set alight and a Tiger was immobilized in the rubble strewn streets. As the Germans regrouped and brought forward reinforcements, the Americans soon found themselves over-matched. As they fell back towards the bridge, they began to fall one by one, with Capt. Miller himself falling while trying to blow the bridge. Then, just before the last American position was about to be overrun, two P51 tankbusters swooped in and saved the day. Roll credits.

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U.S. COUNTERATTACK ON WILKES



WI 1.1 SUBMITTED BY DAN DOLAN AND BRIAN BLAD

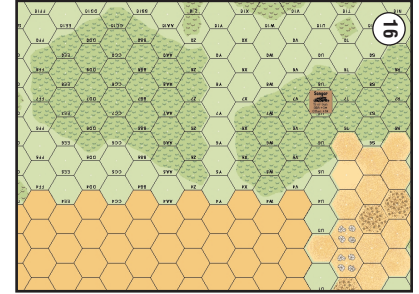


VICTORY CONDITIONS: The US must have accumulated 8 CVP by Game end. Prisoners do not count toward the total.

WAKE ISLAND, 23 DECEMBER 1941:

Shortly after 0400, Captain Platt, realizing he could no longer hope to control the course of action from his command post, which was not only out of communication with Major Devereux but with his own positions on Wilkes, moved to Gun 11, and at 0430, set out through the darkness from that point to find out for himself what was going on. After a half hour of crawling through the thick brush and around or over the jagged coral of Wilkes' inhospitable beach, he reached a vantage point east of Gun 10, from which he could observe that the bulk of the Japanese were massed in and about the 3" gun position. At 0510 he was back at Gun 10 and issued orders that Platoon Sergeant Coulson was to collect the two .30 caliber machine guns and gunners and anyone else he could lay his hands on and rejoin Platt at Gun 10. Darkness had begun to wane by the time Platt's men had reached the line of departure. By careful maneuvering the Marines had gotten to within 50 yards of the enemy position.

On Platt's signal the machine guns shattered the early morning with their sharp staccato bursts as the eight Marines swept forward against a position held by some 80 Japanese Naval Landing Force Troops.

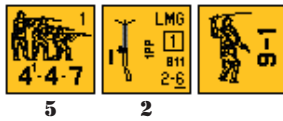


Only hexrows R-GG are playable

JAPANESE SET UP FIRST	1	2	3	4	
AMERICANS MOVE FIRST					

JAPANESE

Elements of the Takano Group, SNLF [ELR:3] Set up anywhere on hexrows T, U and V on/south of hexrow 8 (see SSR 6 and 8) {SAN:2}:



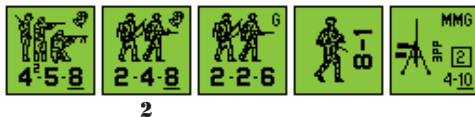
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AMERICAN

Platt Group, Battery G [ELR:5] Setup HIP adjacent to any Japanese units (see SSR4) {SAN:4}



McAlister Detachment, Battery L, 5 in. Artillery Group Enter on Turn 1 anywhere on the east edge:



SSR:

- Place overlay S5 on 16R2-16R1. Place overlay Be6 with 607 on 16FF3 and 672 on 16V3.
- Place a Sangar in 16U7. This represents the sandbagged 3" gun emplacement. Place an M# gun (US Ordnance Note 25) under the Sangar hex. Mark the gun as disabled. All Sangar rules apply unchanged except the capacity is 1 Squad/equivalent.
- There is a +1 LV Hindrance due to early morning light conditions.
- The US 226 HS represents US Civilians that were used in the defense.
- Japanese are Lax, US squads are normal.
- Both Japanese LMG must be set up with an initial fixed CA facing due East. The CA of these weapons can not be changed during Turn 1.
- Roads and Hedges do not exist. All Grain, buildings, and woods are Brush. Hexes 16oT1 and 16oT2 are crag hexes.
- The Japanese player may not set up concealed.

AFTERMATH: At almost this moment, from his position in a finger of brush to the East of the Japanese, Lt. McAlister, who had collected all his available men during the night, saw a six-man Japanese patrol working its way Eastward along the beach. After eliminating this patrol around a huge chunk of coral on the beach, McAlister formed his twenty-five men into a skirmish line. The two Marine combat groups joined forces and proceeded to sweep the Japanese position. The Japanese lost some 90 men and four officers while the Marines lost nine of their number as well as two civilian volunteers.

A FIERCE AND DESPERATE BATTLE



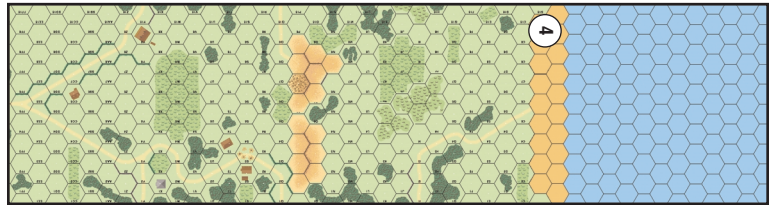
WI 2.1 SUBMITTED BY DAN DOLAN AND BRIAN BLAD



VICTORY CONDITIONS: The Japanese must capture/be sole possessor of AA gun at game end to win.

WAKE ISLAND, 23 DECEMBER 1941:

Captain Platt and the Marines on Wilkes Island knew the Japanese would come. One attempt had been made already, but was repulsed by the shore batteries. This time the range would be much shorter. A much more personal battle was about to occur. On a dark night, with rain falling intermittently, the Japanese transports approached Wake Atoll again. A .50 caliber machine gun opened fire at the sound of the transports engines. A few minutes later at approximately 0245, a search light illuminated the Southern shores of Wake and Wilkes. The light revealed that the Japanese transports were already on the beach at Wilkes Island.



AMERICANS SET UP FIRST	1	2	3	4	5	6	7	
JAPANESE MOVE FIRST								

AMERICAN

U.S. Marines [ELR:5] Set up anywhere on board (see SSR 4, 6, 7) {SAN:2}:

4

4

1

1

3

2

2

VASL artwork used with permission of Rodney Kinney

JAPANESE

Japanese Second Naval Landing Force [ELR:5] Enter on Turn 1 via Landing Craft {SAN:3}

6

3

1

1

3

2

Shohatsu LC

SSR:

- EC are wet with no wind at start. Weather is overcast with light rain falling. Place overlays as follows: **B3** on J4-K4, **B5** on I5-J5, **B2** on I10-J9, **SD7** on O2-P1, **SD3** on P8-O8, **BE4** with 401 on B9 and 406 on B4, **BE5** with 501 on overlay 404 and 506 on B4, **OC4** will cover from 4002 on 414 and 4010 on 519.
- Night Rules are in effect. Base NVR is three hexes. There is a half moon and sky is overcast. Both sides are Stealthy.
- PTO terrain is in effect. Light Jungle is in effect. All Kunai and Brush hexes are treated as Brush.
- Due to familiarity with their defenses, the Marines have Freedom of Movement and may set-up entrenched.
- US Machine Guns must be manned by crews. Inexperience penalties apply foe use by other than US Crews.
- The 75mm AA gun must be set up emplaced on overlay **SD7** adjacent to the crest and may not boresight. The Dune is High. The AA Gun may not fire at a location that is at a level lower than the gun. This is to prevent fire into Ocean hexes.
- The Landing Craft must start their run to the beach at a distance of 3 hexes or more.

AFTERMATH: As they advanced from the beach, the Japanese found themselves directly in front of one of the three inch Anti-Aircraft gun positions. Marines from other parts of Wilkes Island rushed to oppose them. The Japanese fought their way up the beach to the gun position, but were unable to gain the last few yards. The Marines on Wake did not fare as well. At 1330, long after the fighting had ended on Wake, Captain Platt received word that the island had been surrendered to the Japanese by Commander Cunningham in the hope of sparing any further bloodshed. Wake was to this point the only U.S. territory that had ever been taken by a foreign power.

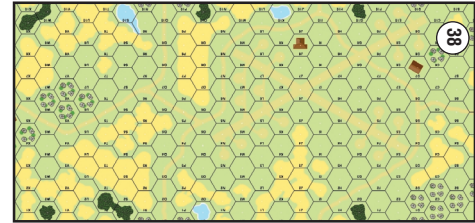
ISSUE IN DOUBT

WI 3.1 DESIGNED BY: LAURENT CUNIN AND SCOTT JACKSON



PEACOCK POINT, WAKE ISLAND, 23 DECEMBER 1941, 0330 HOURS:

Following weeks of aerial bombardment as well as one unsuccessful landing attempt, the Japanese 2nd SNLF attempted a night landing and was successful. Although spotted, they immediately spread out over the island under heavy US fire. The heavily outnumbered defenders were alert, but were unsure until moments before an attack exactly where the IJA were coming from. Small disorganized groups of IJA troops moved around in the brush, occasionally attempting to overrun the isolated USMC strong-points.



Only hexrows A-X are playable



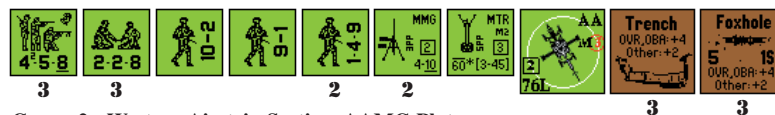
VICTORY CONDITIONS: Japanese player wins at game end if both of the US .50 cal MG's and the 3" AA guns are captured or eliminated. The Marines win at game end if they have inflicted at least twice as many CVP losses on the Japanese as they suffer. (It is possible for both sides to win this scenario—No draw—different objectives).

Alternate Victory Conditions: Japanese player wins at game end if he accomplishes objective above while losing less than 30 CVP.

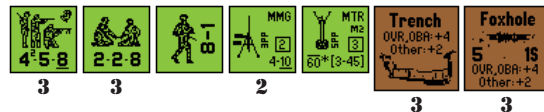
AMERICANS SET UP FIRST JAPANESE MOVE FIRST	1	2	3	4	5	6	7	8	9	Balance: Japanese: remove one MMG from US Group 1 US: Increase Base NVR to 4

U.S. Marines 1st Defense Battalion [ELR:4] {SAN:2}

Group 1 - Lt. Hanna's 3 in. Anti-Boat Gun & Major Putnam's remnants of VMF-211
Set up in hexrows E-N (inclusive) in any hex with a coordinates ≤2 (see SSR3):



Group 2 - Western Airstrip Section, AAMG Platoon
Set up within 5 hexes (inclusive) of hex N8 (see SSR3):



Group 3 - Corporal McNally's Section, AAMG Platoon
Set up within 4 hexes (inclusive) of hex C10 (see SSR3):



Group 4 - Lt. Poindexter's Mobile Reserve
Enter on Turn 2-7 along western board edge (see SSR3):



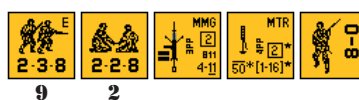
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Japanese Maizuru Second Naval Landing Force, Itaya Company [ELR:3] {SAN:2}

Group 1 - enter on Turn 1 (SSR4):



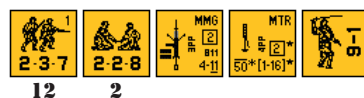
Group 2 - enter on Turn 2 (SSR4):



Group 3 - enter on Turn 3 (SSR4):



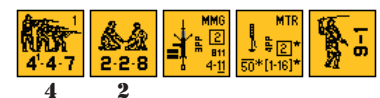
Group 4 - enter on Turn 4 (SSR4):



Group 5 - enter on Turn 5 anywhere along western board edge (SSR4):



Group 6 - enter on Turn 6 (SSR4):



SSR:

- Weather is overcast; there is a mild breeze blowing from the South-East at start. EC are wet. (see note 1)
- Night Rules are in effect. Initial Base NVR is 3 hexes with Scattered Clouds and Full Moon. The Japanese is scenario Attacker, US is scenario Defender. Majority US Squad type is Stealthy, Japanese is Lax. No MMC has starshell capability. SMC have starshells on usage dr ≤2. No IR can be fired if no starshell has been placed. NVR can never drop below 2. (see note 2)
- All US non-dummy units may set up HIP, except the AA gun. The AA gun must set-up Emplaced and concealed with CA fixed to the SE. US receives 2 5/8" dummy counters as well as normal ? per night rules. All SMC must set up stacked with a MMC. All MMC from Group 1&3 are considered fanatic; the 10-2 in the US OB is an Artillery Leader and gives a -1 to any TH DR of the AA-Gun while he is directing its fire. In all other respects treat this counter as a 10-0 for all other fire attacks. The -2 does apply normally for MC/Rally/LLTC/LLMC/Pin effects. The US reinforcement group enters on a dr ≤ the current turn number. (see note 3)
- Japanese HS may not recombine unless in the same location as an IJA leader with a NEGATIVE leadership modifier. Each IJA RG must roll on the table below to determine hex of entry (except group 5)

DR	Entry Hexes	DR	Entry Hexes
2,3	A1-F0	6-8	P0-R0
4	A1-A4	7-10	T0-V0
5,9	X0-X8	11-12	L10-R10

- Treat all Grain, Brush and Woods as Kunai and all Orchards as Crag. Buildings N2 and E6 do not exist.
- Note 1:** Wake Island is very flat with only scrub-brush and large coral boulders present in this area.
- Note 2:** The area was fairly well lit by burning IJA landing barges, burning brush, and continuous Japanese pyrotechnics. Most surviving US Troops commented on how noisy the IJA troops were that night. They were always forewarned of an attack, and often surprised the IJA troops by holding their fire until the last moment. The IJA had a difficult time locating the US positions even while receiving fire from them.
- Note 3:** With nowhere to retreat, many US soldiers fought on despite multiple wounds, and despite being heavily outnumbered and surrounded. US Heroes were found in abundance on Wake Island...

AFTERMATH:

Fully half of the Marines were MG crews, and the night was filled with tracers reaching out into the brush anywhere movement was detected or noise was heard. Several uncoordinated IJA attackers were repulsed with heavy losses to the Japanese as they tried to cross the open ground around the airfield. The IJA troops would not be organized enough to launch a coordinated assault until daylight. The Americans, knowing they were surrounded with nowhere to go, fought on.

TO THE REICHSTAG! MINI-CAMPAIGN

PRESENTED BY COASTAL FORTRESS



The 4 scenarios of this mini-campaign are distinct and played independently from each other. The Campaign is designed for 2 players, one to play the Germans during the 4 scenarios and the other to play the Russians. The Side is determined by mutual agreement, or if both players wish to play the same side, the sides are attributed with a dice roll. The player losing the roll is given the balance on 2 of the 4 scenarios. He must decide before playing the campaign to which scenarios he will apply the balance. The 2 other scenarios will be played without balance.

The 4 scenarios of the campaign are played in chronological order: **"The Last Bridge"** (Tac65), **"Himmler's House"** (Tac73), **"The Last Assault"** (Tac66) and finally **"Red Flag"** (Tac74).

The calculation of the Victory Points of the Campaign (VPC) is based on the Victory Condition of each scenario with some modifications. Only one VPC total calculation is done. VPC are added or subtracted to the total after each scenario. The number of VPC added or subtracted depends on the size of the scenario. The final VPC total may be positive or negative. A final result >0 gives a Russian victory and any other result a German victory. The VPCs to be added or subtracted after each scenario are given in the table below.

VPC PER SCENARIO:

THE LAST BRIDGE

Calculate the total of Good Order Infantry VP the Russians have south of the Canal. Subtract from this total the Good Order Infantry VP the Germans have north of the Canal on/west of hexrow V. Then subtract 2 VP per non-rubbed Locations of overlay X14 building the Russian don't control. According to this result, the scenario VPC is given in the following table:

Final VP total	≤7	8-10	11-13	14-16	≥17
Scenario VPC	-4	-2	0	2	4

HIMMLER'S HOUSE

Divide the total of Russian Good Order Infantry VP in overlay X16 building by the total of German Good Order Infantry VP in the same building. According to this ratio, the scenario VPC is given in the following table:

VP ratio	≤1.4	>1.4 to ≤1.8	>1.8 to ≤2.2	>2.2 to ≤2.6	>2.6
Scenario VPC	-2	-1	0	1	2

THE LAST ASSAULT

Calculate the difference between the number of Stone Building Locations the Germans control at game end and the number they controlled at game start. According to this difference, the scenario VPC is given in the following table:

Location Difference	≤1	2-3	4-5	6-7	≥8
Scenario VPC	4	2	0	-2	-4

RED FLAG

Divide the number of Good Order Infantry VP the Russians have in the Reichstag at game end with the number of Good Order Infantry VP the Germans have in the same building. According to this ratio, the scenario VPC is given in the following table:

VP ratio	≤1.3	>1.3 to ≤1.5	>1.5 to ≤1.7	>1.7 to ≤1.9	>1.9 to ≤2.1	>2.1 to ≤2.3	>2.3 to ≤2.5	>2.5 to ≤2.7	>2.7
Scenario VPC	-6	-5	-4	-2	0	2	4	5	6

Campaign Victory Conditions:

≥ 12 VPC: Major Russian victory. The Red Flag flutters on the Reichstag before the 1st of May. Stalin is proud of the Russian performance and the winner is awarded Hero of the Soviet Union.

7 to 12 VPC: Russian victory. The Reichstag is cleared on the 1st of May and the USSR power is demonstrated to the allied nations.

1 to 6 VPC: Minor Russian victory. The Red Flag flutters on the Reichstag but the building cellars are still haunted by the fascists.

-6 to 0 VPC: Minor German victory. The SS troops are still holding the upper floors and it was impossible to plant the Red Flag on the top of the Reichstag. Hopefully, propaganda tricks the other allied nations as to the date and appearances are saved.

-12 to -7 VPC: German victory. The final assault failed and some Russian assault troops are trapped in the cellars and eliminated. The Reichstag only fell on the 2nd of May after 3 hours of intensive bombardment.

≤ -12 VPC: Major German victory. The German hyena refused to die and despite the repeated and costly efforts of the Russians, the Reichstag still resists. The Reichstag will finally fall on 7th of May, the defenders having used all their ammunition.

TO THE REICHSTAG!

MINI-CAMPAIGN GAME

TRANSLATED FROM THE ORIGINAL TACTIQUES PUBLICATIONS
AND PRESENTED BY

**COASTAL
FORTRESS**



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Note: All terrain changes and overlays have been integrated into the printable map provided later in this packet.

Campaign Victory Conditions:

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We would like to thank Laurent Cunin for his help in translating this Campaign Game, and J. Hunter Johnson for his invaluable help with the Campaign Map.

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Final VP total	≤7	8-10	11-13	14-16	≥17
Scenario VPC	-4	-2	0	2	4

HIMMLER'S HOUSE

Divide the total of Russian Good Order Infantry VP in overlay X16 building by the total of German Good Order Infantry VP in the same building. According to this ratio, the scenario VPC is given in the following table:

VP ratio	≤1.4	>1.4 to ≤1.8	>1.8 to ≤2.2	>2.2 to ≤2.6	>2.6
Scenario VPC	-2	-1	0	1	2

THE FINAL ASSAULT

Calculate the difference between the number of Stone Building Locations the Germans control at game end and the number they controlled at game start. According to this difference, the scenario VPC is given in the following table:

Location Difference	≤1	2-3	4-5	6-7	≥8
Scenario VPC	4	2	0	-2	-4

RED FLAG

Divide the number of Good Order Infantry VP the Russians have in the Reichstag at game end with the number of Good Order Infantry VP the Germans have in the same building. According to this ratio, the scenario VPC is given in the following table:

VP ratio	≤1.3	>1.3 to ≤1.5	>1.5 to ≤1.7	>1.7 to ≤1.9	>1.9 to ≤2.1	>2.1 to ≤2.3	>2.3 to ≤2.5	>2.5 to ≤2.7	>2.7
Scenario VPC	-6	-5	-4	-2	0	2	4	5	6

THE LAST BRIDGE



BERLIN, MOLTKE BRIDGE, 28 to 29 April 1945:

After a hard fought advance through Moabit Quarter, Soviet forces of 79 Corps had reached the northern end of the Moltke bridge, spanning the River Spree. This was the only practical crossing within reach of the Administrative Quarter, an area the Germans had turned into a veritable fortress. The only other intact bridge was under constant fire from the Reichstag itself, where the Germans had massed automatic weapons, and opened onto open ground which made a bridgehead difficult to establish. The Moltke bridge was also barricaded at both ends, and itself was swept by the fire of defenders entrenched in the Department of Domestic Affairs and the Diplomatic District. A daylight crossing was deemed impossible, so the Soviets decided on a night assault to seize a foothold in the citadel.



Only hexrows R-GG are playable

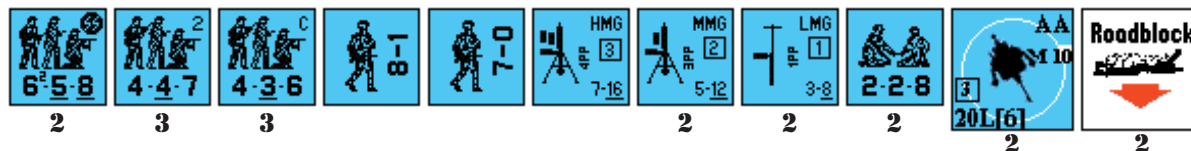
GERMANS SET UP FIRST	RUSSIANS MOVE FIRST	1	2	3	4	5	6	7	
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BALANCE:

Russian: German reinforcements enter on Turn 4
German: Add a 6-5-8 and LMG to German reinforcements

Elements of the Waffen SS and Volksturm: [ELR:1]
 set up south of the canal and/or in hex 23X3 {SAN:4}:

GERMAN



Counter attacking Group:
 enter on Turn 3 on the east edge of Board 23 (see SSR 2):



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Elements of the 1st Battalion, 756th Rifle Regiment: [ELR:4]

set up north of the canal on/west of Hexrow X in hexes numbered ≥ 6 OR enter on Turn 1 on the north edge {SAN:3}:

RUSSIAN



Elements of the 1st Battalion, 380th Rifle Regiment:

set up north of the canal on/west of Hex row X in hexes numbered ≥ 6 OR enter on Turn 1 on the north edge:



Scenario Design: Jean-Luc Béchenne '94

SSR:

- EC are moderate with no wind at start. The Bridge in BB5 does not exist. Woods are shellholes. Buildings are Stone. Single Story Buildings are Stone Rubble. Orchards are not in season. Place Overlays as follows: **X15** on 6Z7-Z6, **X16** on 23X0-W1, **X14** on 23U3-U2, **X18** on 23S4-R3. The Rooftops of Building 23Y7 and of the buildings on Overlays **X15** and **X16** are playable. All Locations of the buildings of Overlays **X14**, **X15** and **X16** are Fortified (B23.9) (EXC: eventual rooftop). Place the roadblocks on hexsides 23X3-X4 and 23X2-X3.
- Night Rules are in effect. Initial NVR is 2 hexes, with a half-Moon. Russians are the Scenario Attacker, and the Germans are the Scenario Defender. However, German forces which enter during the game may use Cloaking. The Russian Majority Squad Type is Stealthy, while the German Majority Squad Type is Normal.
- The 20L Flak 38s may set up on Rooftops (B23.85 is NA). German Units are considered Fanatic while they are in the Overlay X16 Building.
- The German player may Boreight the HMG and MMGs (E1.71).

AFTERMATH: The assault was undertaken by a battalion from each of the leading divisions. The Bridge defenders were overwhelmed around midnight but the crossing had truly been a close affair. The Germans had positioned several machine-guns to enfilade the southern bank of the Spree and held the bridge under a vicious crossfire. In addition, the Germans mounted a counterattack on both sides of the Spree which put the Soviet assault in danger. The Germans then detonated explosive charges, but the bridge was stronger than foreseen and withstood the explosion, still allowing vehicles to cross. By 0200 the Soviets had finally driven off the counter-attack and had established a foothold in the Diplomatic District. Reinforcements were then directed in overwhelming strength to the south of the canal to shore up the bridgehead and by morning, the Soviets were firmly ensconced in the Diplomatic District. The Battle for the Reichstag was about to begin.

HIMMLER'S HOUSE

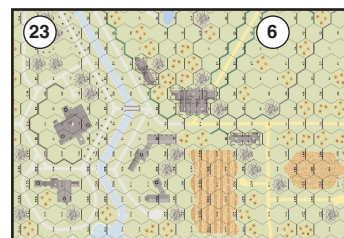
TAC73

TRANSLATED BY COASTAL FORTRESS



BERLIN, GERMANY, 29 April 1945:

Despite the defenders heavy fire, assault groups from the first battalions of the 756th and 380th Infantry Regiment of the 150th Division succeeded in crossing the Moltke bridge during the night and established a bridgehead in the building on the corner of Kronprinzen Avenue. Before launching the assault of the Reichstag, a number of strongpoints were to be cleared: Kroll Opera, Alsenstrasse buildings and particularly the Department of Domestic Affairs building, otherwise called Himmler's House. This last building had been completely fortified and its defenders still had the Moltke Bridge under fire, preventing reinforcements from crossing it. General Peveretkine ordered the seizing of the position. The attack began around 0700 after a 10 minute artillery preparation.



Only hexrows R-GG are playable

VICTORY CONDITIONS: Russians win at game end if they have at least twice more VP of GO Infantry than the Germans in the 23X0 building (X16 overlay building).

GERMANS SET UP FIRST	1 2 3 4
RUSSIANS MOVE FIRST	



BALANCE:

Russian: Add a hero to the Russian OB

German: Replace the 9-1 leader with a 9-2 leader in the German OB

Elements of Waffen SS and of Volksturm [ELR:2/3] (see SSR 3):

set up on/south of hexrow 23GG6-6R8 (see SSR 2) {SAN:5}:

GERMAN

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

Flak 36: set up concealed and emplaced on X15 overlay building rooftop (B23.85 is NA).



VASL artwork used with permission of Rodney Kinney

Elements of 150th Division and of 10th Motorized Flamethrower Independent Battalion [ELR:4]

set up on/north of hexrow 23GG8-6R10 {SAN:3}:

RUSSIAN

6-2-8	5-2-7	9-2	8-1	8-0	24-1	30-1
5	6				2	2

Support of the 79th Corp:

set up north of the Canal

4-4-7	2-2-8	8-1	6-12	4-10	76L	152
4	2				2	13

Scenario Design: Jean-Luc Béchemec '95

SSR:

- EC are Moderate with no wind at start. BB5 bridge does not exist. Woods are shellholes. Buildings are stone. Single story buildings are Stone rubble. Orchards are out of season. Place the following overlays: X15 in 6Z7-Z6, X16 in 23X0-W1, X14 in 23U3-U2 and X18 in 23S4-R3. All locations of buildings from overlays X14, X15 and X16 are fortified [B29.3]
- German units are considered fanatic for all purposes when in a building of overlay X16.
- German SMCs and SS MMCs have an ELR of 3 (ML stays underlined), other units have an ELR of 2.
- Because of the dust raised by the incessant shelling of the area, Mist (E3.32) applies.
- HtH CC is in effect (J2.31).
- Vehicular crew cannot voluntarily abandon their vehicles. GO Infantry crews can't drop possession of their Guns (and voluntarily leave the Gun location).

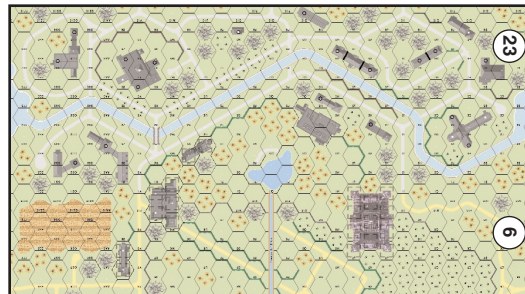
AFTERMATH: The Russian assault groups quickly entered the Department of Domestic Affairs building but the clearing of the building was another matter. Fanatical, the German defenders resisted resolutely, giving ground room by room only after bloody close combats. The battle raged the whole day and only the nighttime arrival of Russian reinforcements could break the German resistance. The building was finally controlled by the Russians on 30 April, around 0430. At the same time, small units from the 525th Regiment pushed up to the Alsenstrasse. The Final Assault could start.

THE FINAL ASSAULT



BERLIN, ALSENSTRASSE, 30 April 1945:

The battle for the Reichstag was no longer in doubt and the only remaining question was the date the former parliament would fall. The situation was desperate but the defenders still held. A new Soviet attack was launched at 1130 under the shelling of German guns firing from the Kroll Opera and soon the infantry reached the anti-tank ditch and the edge of the Alsenstrasse. In the face of this danger, the Germans quickly gathered a counterattack force: a battalion of marine cadets.



Only hexrows numbered ≥ 5 on board 6 and all of board 23 are in play

VICTORY CONDITIONS: The Germans win at game end if they control ≥ 5 more stone building Locations they controlled at setup.

★ RUSSIANS SET UP FIRST

✚ GERMANS MOVE FIRST

1

2

3

4

5

6

7



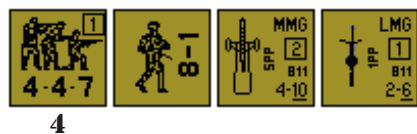
BALANCE:

German: Replace the 9-1 leader with a 9-2 leader in the German OB

Russian: Add a 6-2-8 and a LMG to the Russian group that sets up on/adjacent to 23Z2

Elements of 525th Infantry Regiment [ELR:4]

set up south of the Canal on/west of hexrow R {SAN:4}:



4

Other elements of 525th Infantry Regiment

set up on/adjacent to 23Z2:



4

4

2

Elements of 171st Division

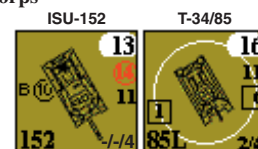
set up north of the Canal on/between hexrows Q and U:



2

Armored support from 79th Corps

enter on Turn 3 on 23Y10:



RUSSIAN

GERMAN

Elements of Kriegsmarine Cadet Battalion [ELR:2]

set up south of the Canal on/east of hexrow O {SAN:4}:



12

3

2

Elements of the SS and the Volksturm

set up in building 6L10 (Reichstag overlay):



2

Set up on/east of hexrow N:



VASL artwork used with permission of Rodney Kinney

Scenario Design: Jean-Luc Béchenec '94

SSR:

- EC are moderate with no wind at start. The only bridge is at X3. Woods are Shellholes. All buildings are Stone. Single story buildings are Stone Rubble. Orchards are out of season. Place the following overlays: **X15** in 6Z7-Z6, **X16** in 23X0-W1, **X14** in 23U3-U2, **X18** in 23S4-R3, **X17** in 23O4-O5, **Rt** in 6L10-K10, **OG3** in 6N5-M6 and **P5** in 23Q1-R1. Buildings 23Y7, **X15** and **X16** have playable rooftop locations. Buildings **X14**, **X15**, **X16** and **L10** (Reichstag) have all their locations (EXC: eventual rooftop) fortified (B23.9).
- Place 4 Shellholes in 23P3, 23P4, 23Q4 and 23Q5. Place 6 AT-Ditches from 6Q5 to 6Q10. These AT-Ditches are flooded and the MF cost to enter/exit is 3MF + COT instead of 2 (see B27.56).
- Because of the dust raised by the incessant shelling of the area, Mist (E3.32) applies.
- The 88L is under Ammo Shortage. Germans have a Level B Booby Trap capability (B28.9) south of the Canal.

AFTERMATH:

The Alsenstrasse was crossed under enemy fire and the Cadets seized a foothold in the buildings on the western side of the avenue. After a promising start, the counterattack collided with elements of the 525th Infantry Regiment. Russian reinforcements quickly arrived to bolster the defense and soon the Germans were thrown back to their starting line with heavy losses. The last attack to delay the end of the Reich, from now on reduced to a few square-kilometers, failed.

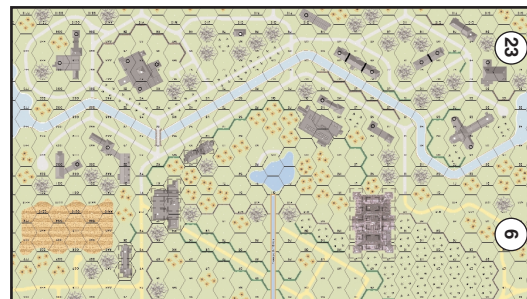
RED FLAG



VICTORY CONDITIONS: Russians win at game end if they have at least twice as many VP of GO Infantry than the Germans in the 6L10 building (Reichstag building-ing). Prisoners do not count toward both sides VPs.

BERLIN, GERMANY, 30 April 1945:

After the fall of the Kroll Opera, across the road from the Department of Domestic Affairs, the Russians could finally concentrate on the Reichstag attack. The building, whose windows were all walled up since the 1933 fire, impressively overlooked the diplomatic block site. During the entire day of the 30th, the Russians launched attacks that successively failed. Moreover, the anti-aircraft guns of the Tiergarten Flak tower, only 3000 meters away, considerably hampered the troop progression. But the day was not fully wasted since infantry and artillery reinforcements were brought to support the final assault. At 1800, the last act of the Reichstag battle begun.



Only hexrows numbered ≥5 on board 6 and all of board 23 are in play

★ RUSSIANS SET UP FIRST	1 2 3 4 5 6 7 8	N
⊕ GERMANS MOVE FIRST		

BALANCE:

Russian: Germans set up first
German: German non-crew MMCs are fanatic while in the Rt overlay locations.

Assault elements of 150th Division and of 10th Motorized Flamethrower Independent Battalion [ELR:4]

set up south of the canal on/west of hexrow P {SAN:2}:

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

Armored support of the 79th Corps:

set up south of the canal on/west of hexrow V:

13	13	16	9-2	9-1
2	2	3		

Artillery elements of the 79th Corps:

set up north of the canal on/west of hexrow N:

76L	122	2-2-8
2	2	4

Elements of Waffen SS and of Volksturm [ELR:2/3] (see SSR 4):

set up south of the canal on/east of hexrow P {SAN:5}:

6-5-8	4-4-7	4-3-6	9-1	8-1	7-0	7-16	5-12	3-8	30-1	7 Morale
5	5	7				2	3	2	10	

2-2-8	105	88L	50L
3			

VASL artwork used with permission of Rodney Kinney

Scenario Design: Jean-Paul Gonçalves

SSR:

- EC are moderate with no wind at start. No Bridges exist, except X3. Woods are Shellholes. All buildings are Stone. Single story Houses are Stone Rubble. Orchards are out of season. Place the following overlays: X15 in 6Z7-Z6, X16 in 23X0-W1, X14 in 23U3-U2, X18 in 23S4-R3, X17 in 23O4-O5, Rt in 6L10-K10, OG3 in 6N5-M6 and P5 in 23Q1-R1. Buildings 23Y7, X15 and X16 have playable rooftop locations. Buildings X14, X15, X16 and L10 (Reichstag) have all their locations (EXC: eventual rooftop) fortified (B23.9). Each hex of the Rt Building overlay has a Level 3 Location and a Level -1 Location (use cellar counters to represent them, even if normal building rules apply to these locations). No LOS exists between Level -1 Location of the Rt overlay building and Locations outside the building. Only the stairways (triangular symbols) may be used to enter Level -1 Locations from ground Locations. Overlay Rt building is not Burnable Terrain and cannot be rubble. No AFV may enter any Location of the Rt building overlay.
- Place 4 Shellholes in 23P3, 23P4, 23Q4 and 23Q5. Place 6 AT-Ditches from 6Q5 to 6Q10. These AT-Ditches are flooded and the MF cost to enter/exit is 3MF + COT instead of 2 (see B27.56). The cost to move from an AT-Ditch Location is 2MFs.
- Because of the dust raised by the incessant shelling of the area, Mist (E3.32) applies.

- The German 105 ART and 88L AA Guns suffer from Ammunition Shortage. German Guns may use Boresighting. Germans have a Level B Booby Trap capability [A23.7] south of the canal. German DCs may setup HIP as Set DCs [A23.7]. German SMCs and SS MMCs have an ELR of 3 (ML stays underlined) other units have an ELR of 2.

- Russian 6-2-8 are Assault Engineers [H1.22]. Russians receives a 120mm+ OBA module with Plentiful Ammo (HE and Smoke). Vehicular crew cannot voluntarily abandon their vehicles. Russian GO Infantry crews can't drop possession of their Guns (and voluntarily leave the Gun location).

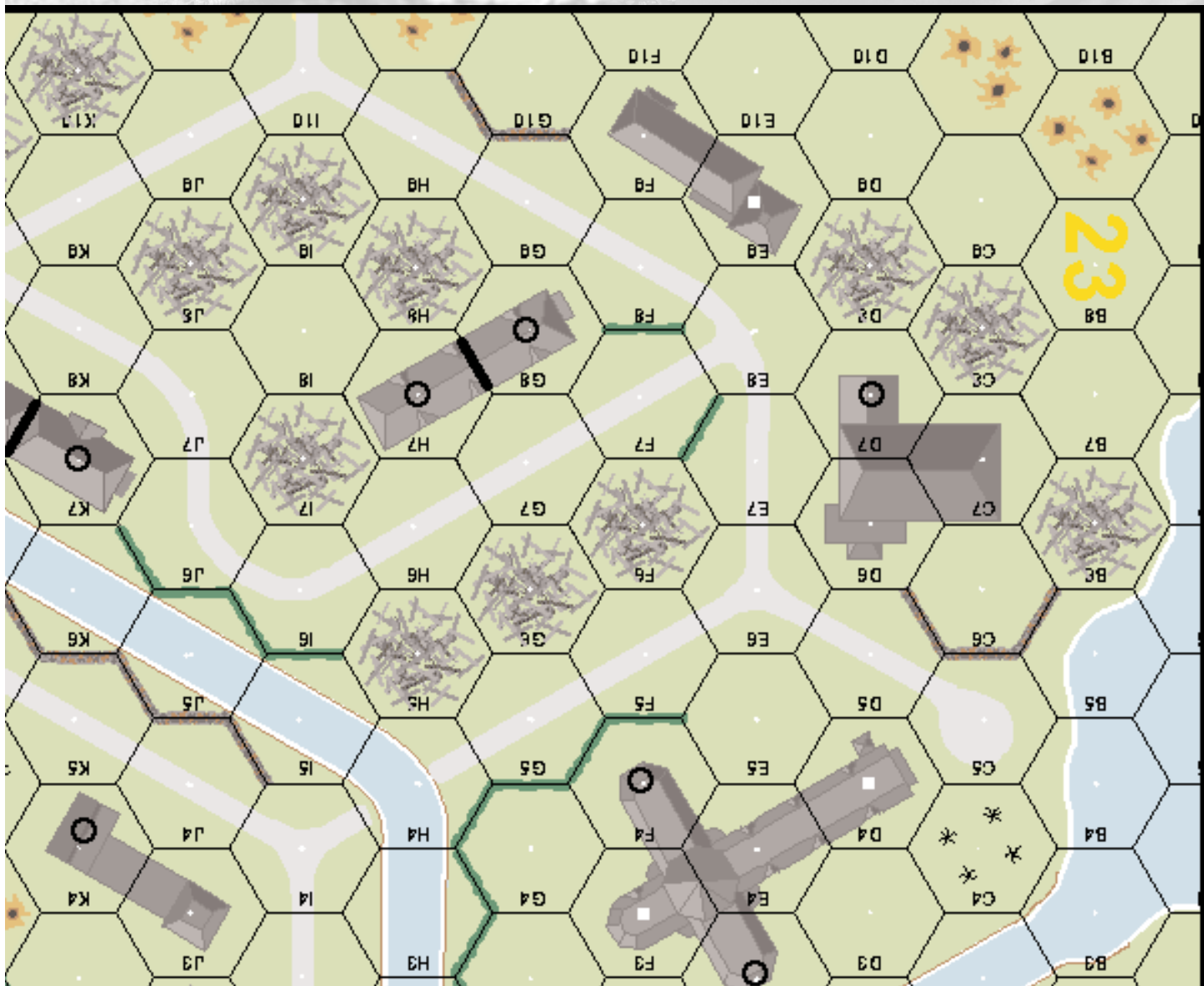
- HH CC is in effect (J2.31).

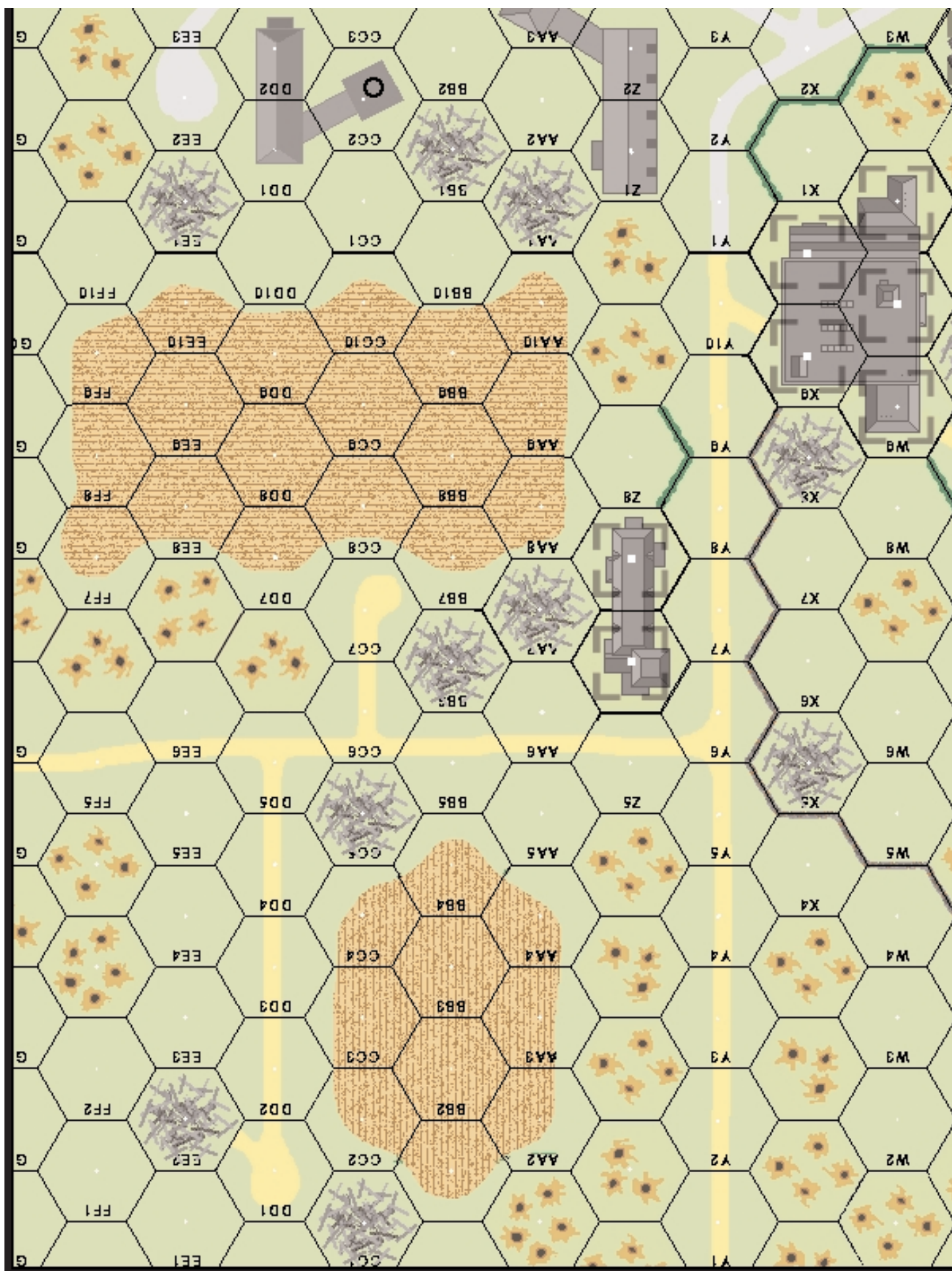
AFTERMATH: The artillery support from the batteries located north of the Spree and from the tanks and assault guns allowed the Russian assaulting infantry to quickly progress. The defenders were however not disposed to surrender and several close combats developed inside the building. The 150th Division followed to clean the building. Although the issue was no longer in doubt, it was not until the 2nd of May that the last defenders, hiding in the huge building, finally surrendered.

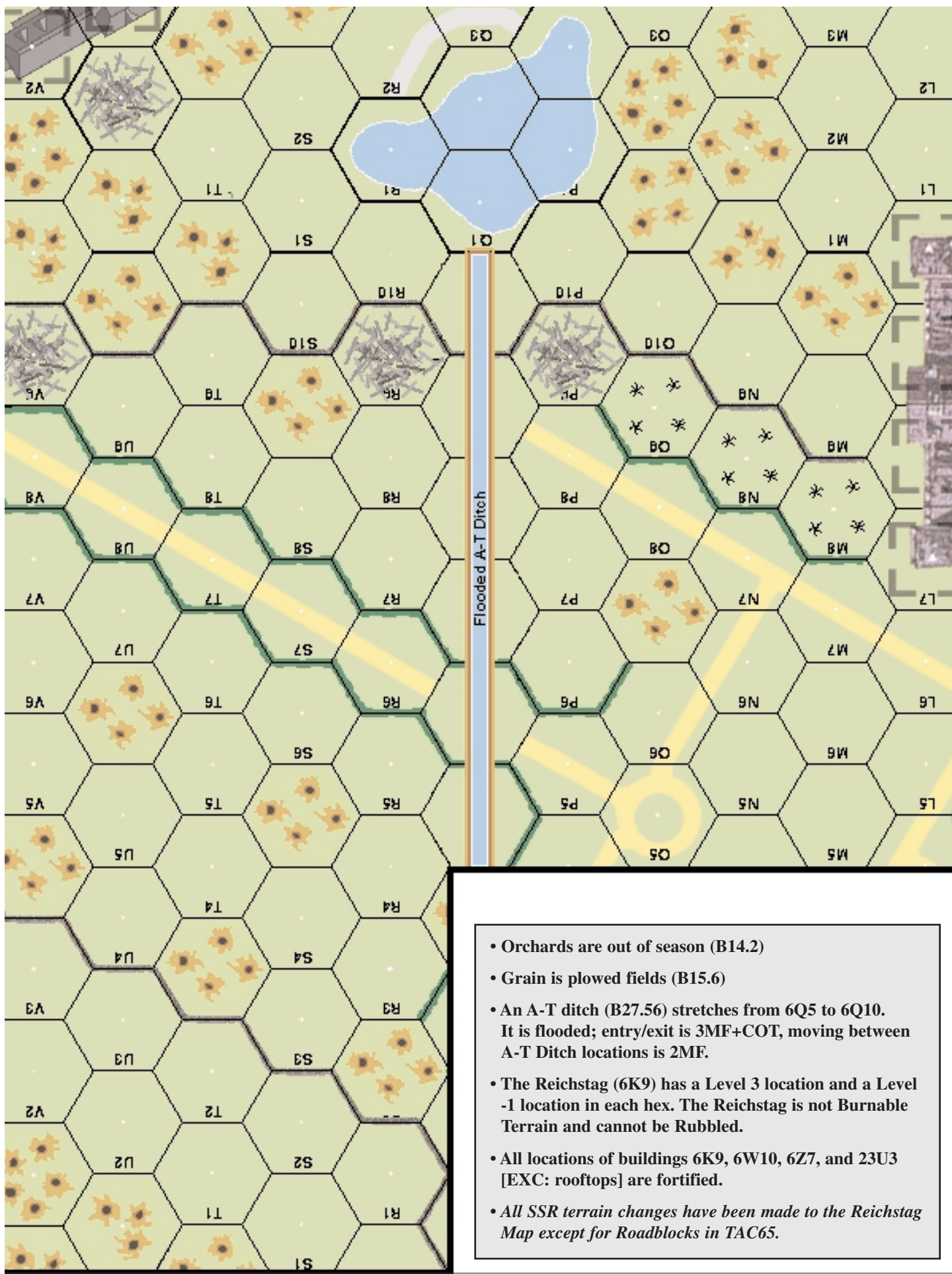


REICHSTAG! MINI

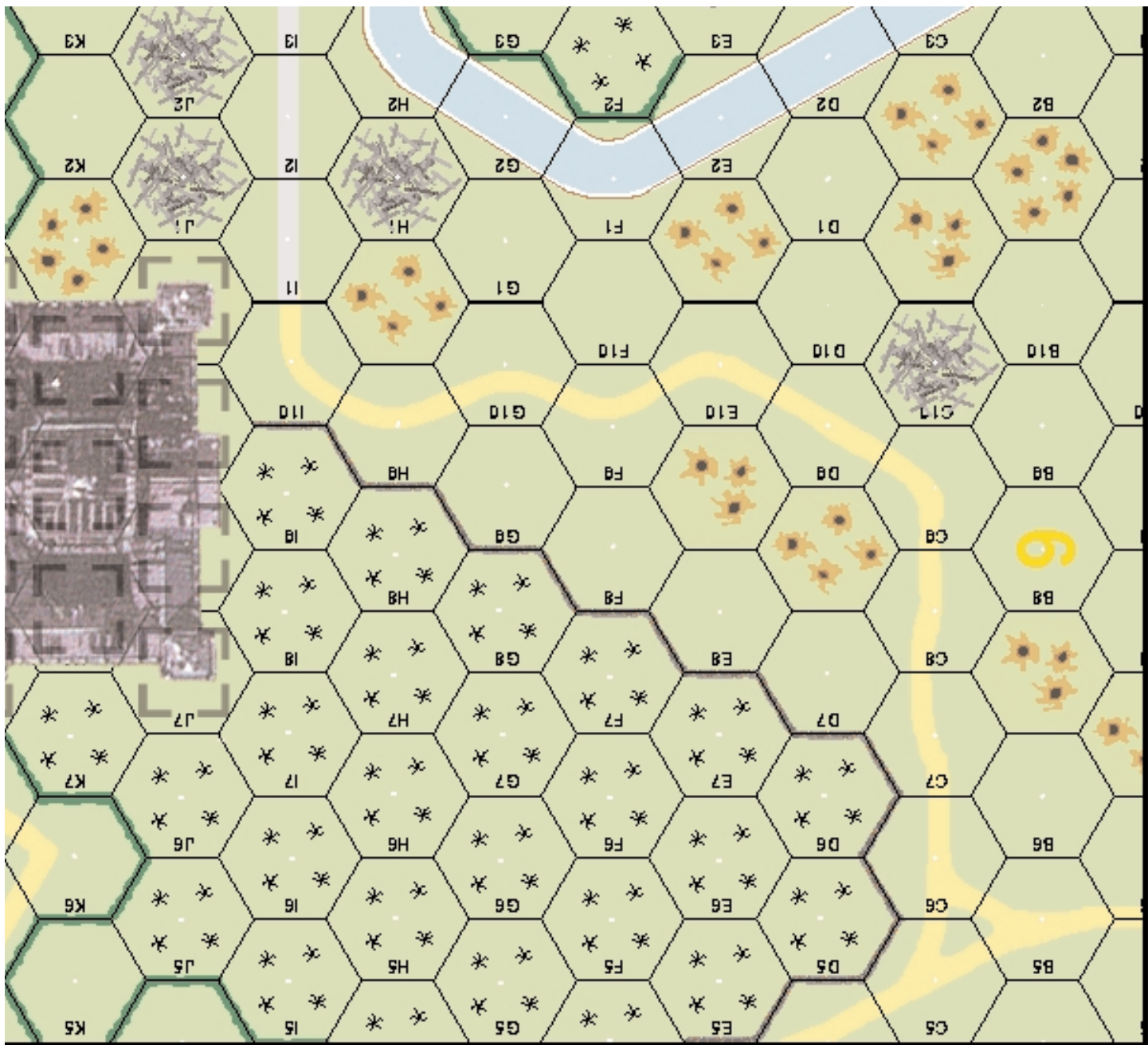
-CAMPAIGN



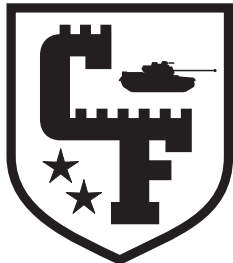




- Orchards are out of season (B14.2)
- Grain is plowed fields (B15.6)
- An A-T ditch (B27.56) stretches from 6Q5 to 6Q10. It is flooded; entry/exit is 3MF+COT, moving between A-T Ditch locations is 2MF.
- The Reichstag (6K9) has a Level 3 location and a Level -1 location in each hex. The Reichstag is not Burnable Terrain and cannot be Rubbled.
- All locations of buildings 6K9, 6W10, 6Z7, and 23U3 [EXC: rooftops] are fortified.
- All SSR terrain changes have been made to the Reichstag Map except for Roadblocks in TAC65.



**COASTAL
FORTRESS**



VPC Track

VPC Track			13	14	15	16
	7	8	9	10	11	12
	1	2	3	4	5	6
-6	-5	-4	-3	-2	-1	0
	-12	-11	-10	-9	-8	-7
8			-16	-15	-14	-13

Turn Record

1	2	3	4	5	6	7	8
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