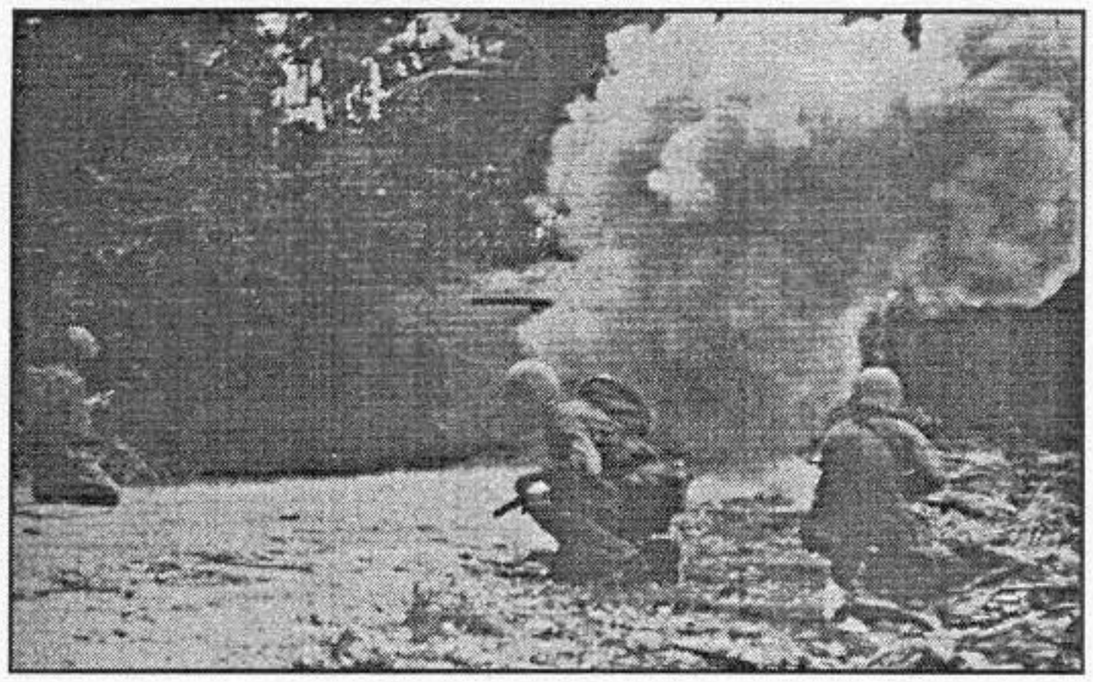
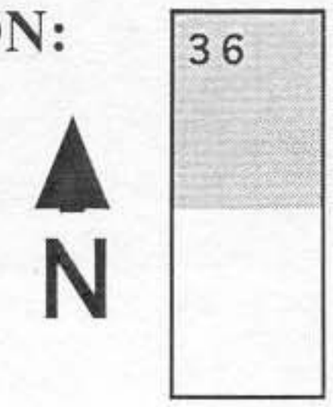
RAIDERS AT REGI

SCHWERPUNKT SCENARIO SP1



REGI, New Georgia, 29 June 1943: Rear Admiral Turner's Task Force 31 had the mission to clear New Georgia. The first stages of this required reconnaissance followed by an operation to capture Segi Point and Viru Harbor to establish an airfield and logistics base. LTC Michael Currin's 4th Marine Raider Battalion was to attack northwest from Segi Point to seize Viru Harbor by 30 June. At 1400, Captain Anthony Walker dispatched a sixty man force from Regi Village, led by First Lieutenant Devillio Brown. His mission was to secure Tomb Village in support of the main attack on Viru Harbor. Brown's augmented Raider platoon pushed rapidly toward the objective. Moving through the jungle, his point fire team came to a ridge running perpendicular to the trail. Continuing on, the Raiders started up the slope when suddenly over forty Japanese soldiers opened fire with small arms and three Nambu light machine guns.

BOARD CONFIGURATION:



Only rows A-P are playable.

BALANCE:

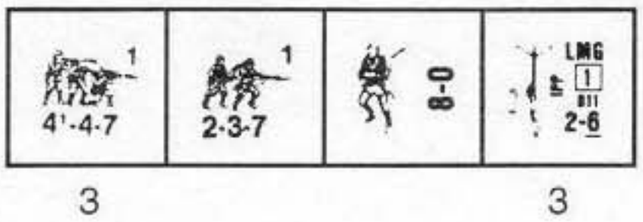
● Exchange the Japanese 8-0 for a 9-1
☆ Add one 5-5-8 to the American OB.

TURN RECORD CHART

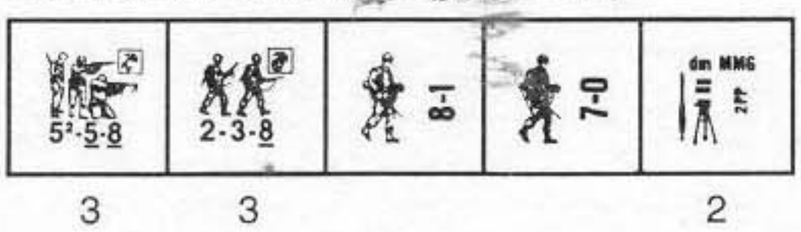
	☆ 1	2	3	4	5	6	END
● JAPANESE Sets Up First							
☆ AMERICAN Moves First							

VICTORY CONDITIONS: The Americans win if there are no unbroken Japanese MMC on Hill 604, adjacent to any level 1 or greater trail hex, at game end.

Elements of 3rd Company, 1st Battalion, 229th Infantry Regiment, Southeastern Detachment [ELR:4] set up using HIP on/between rows I and N on Hill 604 {SAN:5}



Elements of Company P, 4th Marine Raider Battalion [ELR:5] enter turn 1 on the south edge {SAN:3}



SPECIAL RULES:
1. EC are wet, with no wind at start. PTO Terrain is in effect.
2. Place overlays: **G2** on 36O6-O7; **G3** on 36N3-N4
3. Americans are stealthy and have assault fire capability.

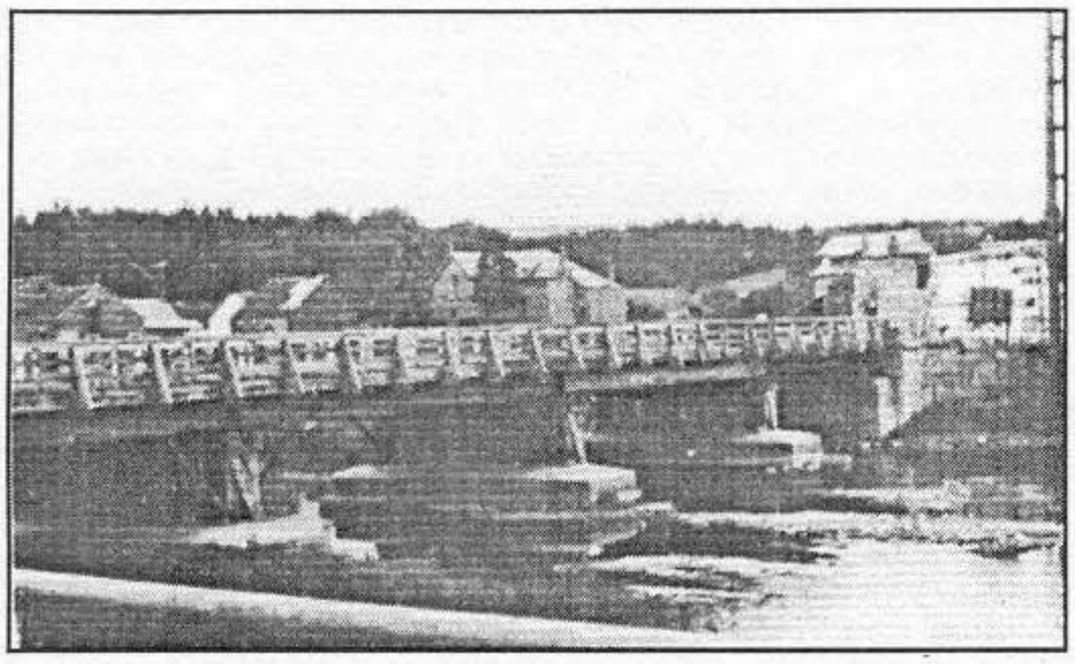
Scenario Design: Evan E. Sherry

Source: Hammel, Eric, *Munda Trail*, (New York, Avon Books 1989) pp. 41-51.

AFTERMATH: The first burst of fire killed the fire team point man. Behind him, the other raiders took cover on each side of the trail. Brown formed his men into a skirmish line to assault the ridge as the machine gun sections established a base of fire. Heavy Japanese fire cracked just over the heads of raiders crawling in the high grass. Unable to judge the effectiveness of his machine guns' fire, the sergeant in charge of the guns stood to have a look and was immediately killed by a Japanese bullet. Raiders moved toward Japanese positions throwing grenades,.with Lieutenant Brown leading the final assault. At the top they found eighteen dead Japanese and the abandoned gear of twenty-seven more. The Japanese had fled. Brown lost five men killed and one wounded.This ambush made the raiders more cautious thus slowng their progress through the jungle. Viru Harbor was captured one day late.

HOLDING THE HOTTON BRIDGE

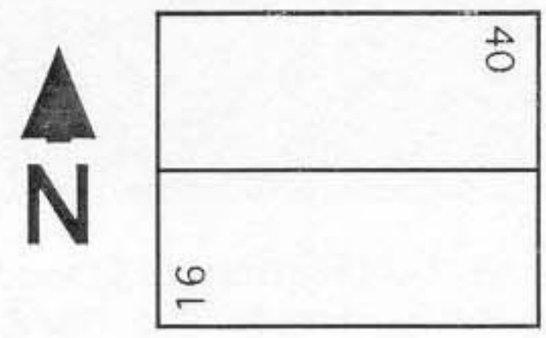
SCHWERPUNKT SCENARIO SP2



HOTTON, Belgium, 21 December 1944: The 116th Panzer Division was moving to Marche to gain access to the roads leading to the Meuse. One obstacle stood in the way- the Ourthe River. General von Waldenburg sent a kampfgruppe of four Panther tanks and some panzergrenadiers to seize the vital crossing. An ad hoc force of engineers, anti-aircraft guns and a tank undergoing repair stood in the way.

VICTORY CONDITIONS: Germans win if there are no good order American MMC possessing a functioning 50 cal, SCW, or ordnance and/or tank with functioning MA within six hexes (inclusive) and LOS of the bridge at game end.

BOARD CONFIGURATION:



BALANCE:

✚ Exchange the SPW251/2 for an SPW251/9
☆ Delete the SPW251/2 and exchange the U.S. 9-1 for a 9-2

TURN RECORD CHART

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

☆

1st Plt, A Company, 51st Engineer Combat Battalion and elements of the 440th AAA Battalion, 23rd Armored Engineers, and 3d Armored Division [ELR:4] set up south of the river: {SAN:3}

6³-6-6	5²-4-6	2-2-7	9-1	7-0	HMG 3 8-16	BAZ 44 8-4	AT M12 37LL	AA M8 40L (8)	13 76L 2/4/4
3	2	2			2				

Elements of the 3rd Armored Division enter turn 3 on/between 40Y10 & 40GG8.

13 76L 2/4/4	17 37LL 2/4/2

✚

Elements of the 116th Panzer Division [ELR:3] enter turn 1 on/between 40M10 and 40I10: {SAN:2}

4¹-6-7	9-1	8-1	7-0	LMG 3-8	HMG 3 7-16	PSK 12-4	+15 75LL 3/5/2	16 81* -/-/3*	16 15PP AAMG T7 -/-/3
9				2			4		

SPECIAL RULES:
1. EC are wet with ground snow and no wind at start.
2. Place a roadblock on hoxside 40G6/G7.
3. A two lane bridge exists in 40Q2/Q3.
4. The M4A1(76)w which sets up has an inexperienced crew.
5. Place overlays: **OG1**-40R1; **X14**-16R2/Q2; **X7**-16T1; **X11**-16V1/W1; **X13**-40O4/P4; **X9**-40M4; **X10**-40K4; **Wd5**-40E6/F5.
6. The Ourthe River is deep with moderate current flowing west.

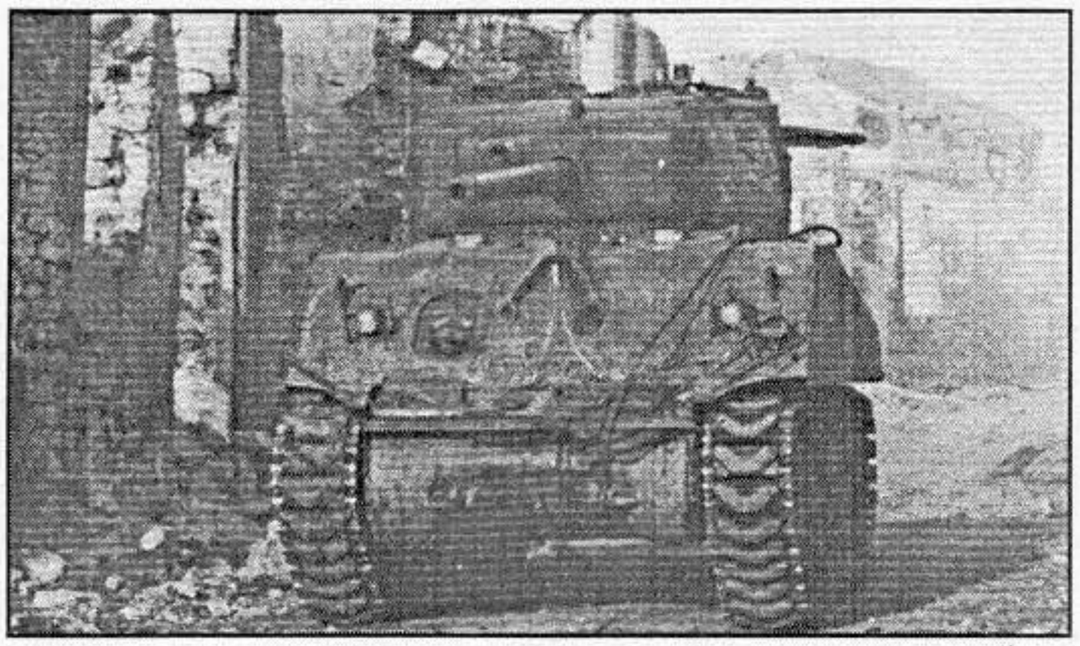
Sources: Barry W. Fowle and Floyd D. Wright, *The 51st Again !*, (Shippensburg: White Mane, 1992), pp. 87-96.
MacDonald, Charles, B., *A Time For Trumpets*, (New York: Bantam Books, 1985), p. 538.

AFTERMATH: Firing started a 0730. As the Germans moved toward the bridge, one Panther was immobilized by a 37mm anti-tank gun. During the next hour, two more American tanks came to help the Hotton garrison. The tanks dueled and a Panther was killed along with a Stuart. Heavy American fire discouraged the grenadiers who dug in on the high ground overlooking the bridge to await reinforcements. Help arrived for the Americans first. A tank destroyer knocked out two more Panthers. The grenadiers then withdrew, leaving behind four disabled German tanks. The bridge at Hotton was held and the 51st ECB was awarded a Presidential Unit Citation for this action.

Scenario Design; Evan E. Sherry

DUEL AT REULER

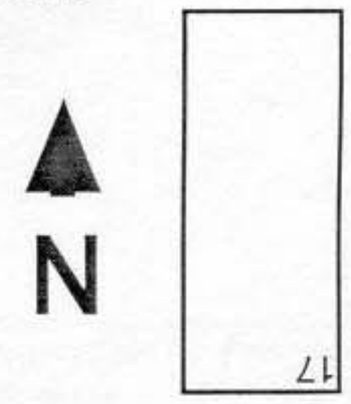
SCHWERPUNKT SCENARIO SP3



REULER, Luxemburg, 17 December 1944: At 0800 the 110th Infantry received unexpected help in the form of a tank company from the 9th Armored Division. This company, led by Captain Robert Lybarger, had the primary mission of supporting a series of roadblocks on the road west of Clervaux. Colonel Hurley Fuller, commander of the 110th, took this company and employed it piecemeal in platoons as he had done so unsuccessfully with his own 707th Tank Battalion. Fuller eventually sent Captain Lybarger and his 2nd Platoon to Reuler to help the 2nd Battalion, 110th Infantry clear out a few troublesome panzers which had established themselves in the village.

VICTORY CONDITIONS: Americans win if there are no mobile, good order German tanks with functioning MA on/north of hexrow **O** at game end.

BOARD CONFIGURATION:



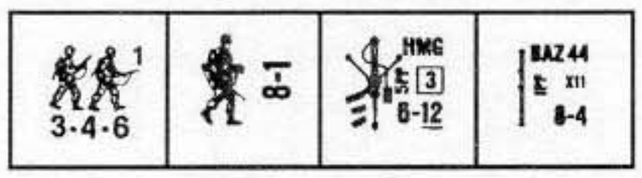
BALANCE:

✚ Delete the U.S. Gyrostabilizer
☆ Delete the German Armor Leader

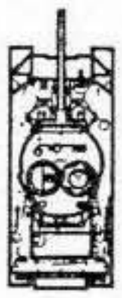
TURN RECORD CHART

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

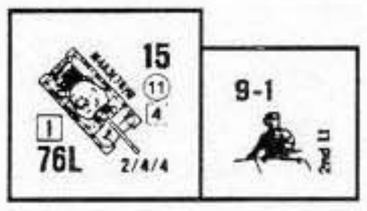
Elements of Company D, 2nd Battalion, 110th Infantry Regiment, 28th Infantry Division [ELR:4] set up on/north of hexrow R {SAN:3}



6 2



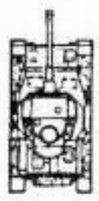
2nd Platoon, B Company, 2nd Tank Battalion, CCR, 9th Armored Division enters Turn 1 on the north edge.



5

Elements of Panzer Regiment 3, Panzer Division 2 [ELR:3] set up on/south of hexrow K {SAN:5}

1 5



SPECIAL RULES:
1. EC are mud with no wind at start.
2. Place overlays: **X9**-G6; **X13**-J5/K5; **X7**-N4; **X11**-N7/M7.
3. All roads are paved.
4. One M4A3(76)w is equipped with a Gyrostabilizer.
5. The inherent HS of the SPW 250/sMG is a 2-4-8.
6. The Germans have 1 PF and must utilize Optional Usage (C13.311).

Scenario Design Evan E. Sherry

Sources: Phillips, Robert, F., *To Save Bastogne*, (New York: Sein and Day, 1983), p.70.
Reichelt, Walter, E. *Phantom Nine*, (Austin: Presidial Press,1987), p. 129.

AFTERMATH: "As the platoon entered the village, the leading tank was fired on by a German halftrack camouflaged as an ambulance". Five German tanks opened fire from the opposite side of town. Soon one German tank was knocked out. As Lybarger dueled with the Germans, his tank was hit and set ablaze. Lybarger and his crew bailed out. Lybarger quickly mounted another Sherman (whose commander had been killed by a sniper) and continued the fight. A second panzer was destroyed, causing the others to pullback. Three attempts were made by Lybarger and his tankers to kill the remaining Germans but to no avail. Later that day, the 110th withdrew north of Reuler. By 2300, the 110th was surrounded and forced to infiltrate west across the Clerf River.

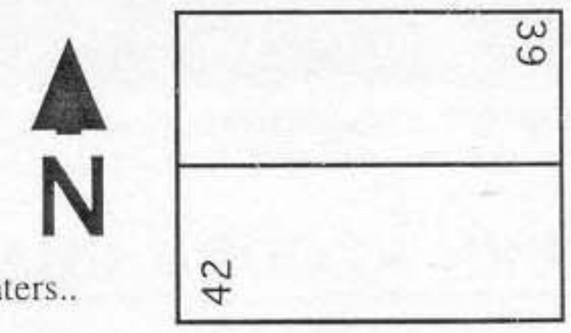
POINT 270

SCHWERPUNKT SCENARIO SP4

VICTORY CONDITIONS: The British win if there are no good order German MMC in woods hexes numbered 3 or 4 on/between hexrows O and T on board 39 at game end.

Near SALERNO, Italy, 25 September 1943: With the Salerno bridgehead secure, X Corps set out for Naples. Two routes were available. One across the Sorrento peninsula, the other led to Avellino through the the mountains. The British 56th Division conducted a feint up the Avellino road while the main attack moved through the Nocera defile. As part of this action, the 201st Guards Brigade sent 1st and 3rd companies of the Coldstream Guards' 3rd Battalion to seize a steep, heavily wooded hill known as Point 270. An under strength battalion of about 120 men from the 29th Panzergrenadier Regiment occupied trenches near the crest. The very steep contours of Point 270 permitted only a frontal assault. With only scattered trees and scrub on the face of 270, a daylight attack seemed ill advised. Nevertheless, at noon, the Coldstream attacked.

BOARD CONFIGURATION:



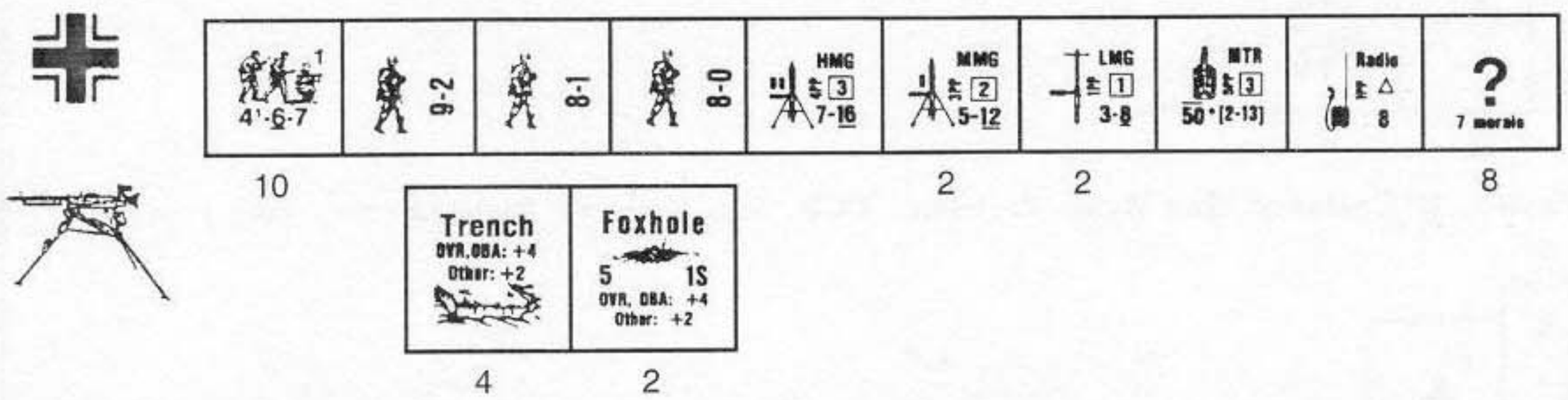
BALANCE:

✚ Delete the British Hero.
⊙ Delete four German "?" counters..

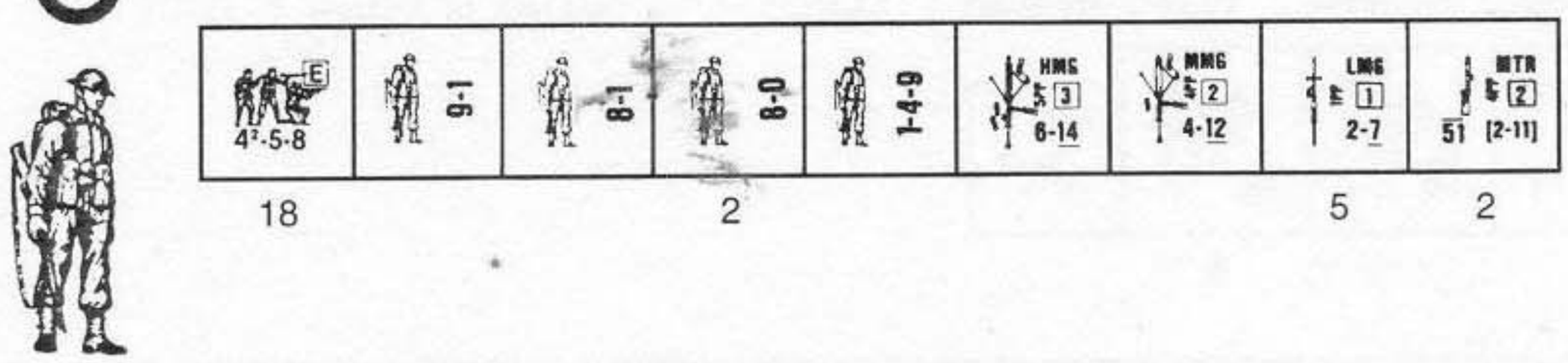
TURN RECORD CHART

	1	2	3	4	5	6	END
✚ GERMAN Sets Up First							
⊙ BRITISH Move First							

Elements of the Panzergrenadier Regiment 29 [ELR:4] set up on board 39 {SAN:4}.



1st and 3rd Companies, 3rd Battalion Coldstream Guards [ELR:4] set up on board 42 on/between hexrows M and T in a woods or brush hex numbered ≥ 4 {SAN:4}.



SPECIAL RULES:
1. Ec are dry with no wind at start.
2. Kindling attempts are NA.
3. German OBA is 80mm (HE and Smoke) and is accurate on a dr of one.

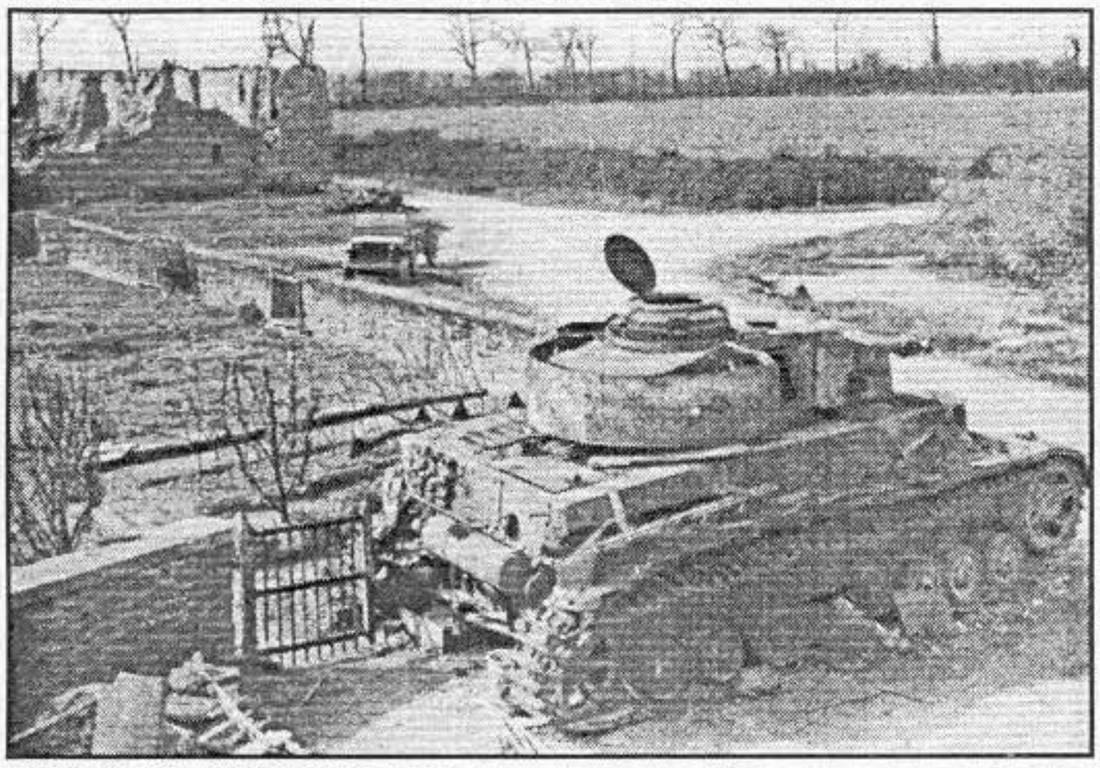
Scenario Design: Evan E. Sherry

Source: Michael Howard and John Sparrow, *The Coldstream Guards 1920-1946*, (Oxford University Press, 1951), pp. 154-158.

AFTERMATH: Two hundred yards of open ground separated the attackers from the base of Point 270. As the Coldstream emerged from the cover of the woods, German machine guns and mortars opened fire. Fortunately, German mortars were inaccurate with the shells falling harmlessly in the village behind the guardsmen. Fighting intensified as the Germans fired point blank and rolled grenades down onto struggling British infantry. Casualties mounted. First Company lost all of its officers. One of them, Lieutenant Gunn, was killed by a sniper's bullet. With three German machine guns pinning down his men, "CSM Wright took charge... then he charged the posts single handed and destroyed them one by one with bayonet and grenades." Point 270 was taken after fierce hand to hand fighting. It was finally secured after a weak counter-attack was defeated. The cost was ninety wounded guardsmen.

THE HORNET OF CLOVILLE

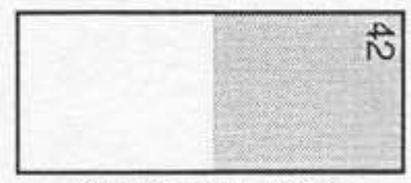
SCHWERPUNKT SCENARIO SP5



VICTORY CONDITIONS: Americans win if there are no good order German MMC or mobile good order tank/self propelled gun with functioning MA within three hexes of G5 at game end.

CLOVILLE, France, 11 July 1944: First Army renewed its attack toward Saint Lo. In this area of bocage and sunken roads observation was poor. Coordination of indirect fire and air strikes was difficult. Therefore, possession of the low hills was essential for a successful attack on Saint Lo. Hill 192 in the 2nd Infantry Division sector was one such feature. The 38th Infantry Regiment was tasked with seizing Hill192. First Battalion attacked on the left while Second Battalion assaulted the western slope, sending Company E to clear the small village of Cloville.

BOARD CONFIGURATION:



Only hexrows A-P are playable

BALANCE:

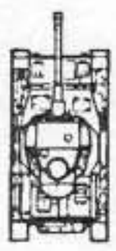
✚ Delete US armor leader.

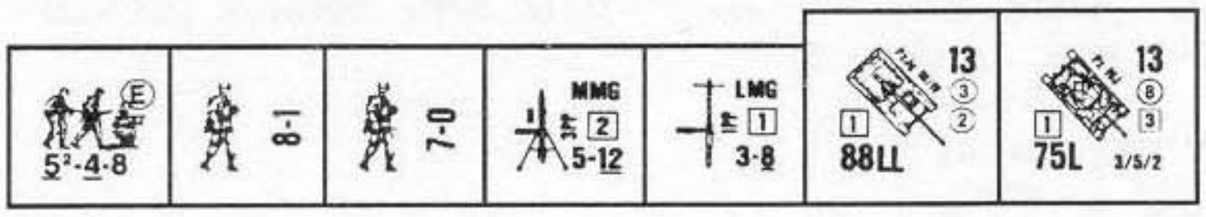
☆ Delete SSR 5.

TURN RECORD CHART

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

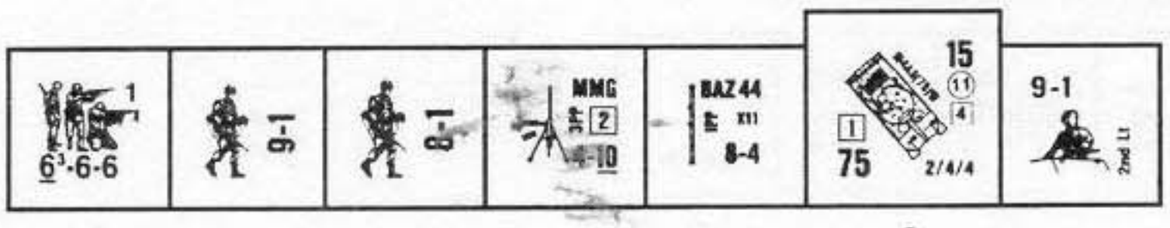
Elements of Abteilung 3, Fallschirmjaeger Regiment 9, Fallschirmjaeger Division 3 [ELR:4] set up within three hexes of G5: {SAN:4}





5

Company E, 2nd Battalion, 38th Infantry Regiment, and elements of 741st Tank Battalion, 2nd Infantry Division [ELR: 3] enter turn one on the north and or west edge: {SAN: 3}



9 3

SPECIAL RULES:

1. EC are moderate with no wind at start.
2. Place stone rubble in hexes: D5, E5, I3, and I4.
3. All hedges are bocage.
4. All M4A3(75)w are equipped with culin devices (B9.541).
5. The PzIVJ has schuerzen (D11.2).

Scenario design: Evan E. Sherry

Source: United States Army. St.Lo, CMH ed. (Washington, D.C.: GPO, 1984), p. 63.

AFTERMATH: Company E was delayed at "Kraut Corner" but eventually made it to Cloville. Here, the Germans positioned a PzIV and a Nashorn in rubble created by U.S. air strikes and artillery fire. As the Americans approached, stubborn fallschirmjaegers greeted them with a hail of automatic weapons fire. One American tank managed to knock out both German vehicles. This enabled infantrymen to move through the hedgerows and clear the village. In an hour and a half Cloville was secure.

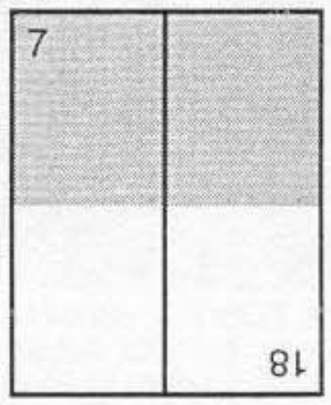
UDARNIK BRIDGEHEAD

SCHWERPUNKT SCENARIO SP6

UDARNIK, Russia, 19 October 1941: General Ernst Busch's Sixteenth Army was maintaining defensive positions around Leningrad to prevent Russian forces from relieving the besieged garrison. The 250th Infantry, The Blue Division, made up of Spanish volunteers, joined the I Corps' line north of Novgorad facing east toward the Volkhov River. Defending the east bank was the Soviet 267th Rifle Division. Here, the Russians were believed to be weak. The 250th Division was ordered to cross at Udarnik, establish a bridgehead, then drive south to open the Novgorad bridgehead. The initial crossing was made by a small group from the Spanish 269th Infantry Regiment.

VICTORY CONDITIONS: Spanish win if there are no good order Russian MMC within three hexes of **18I3** at game end

BOARD CONFIGURATION:



Only rows R-GG on board 7 and rows A-P on board 18 are playable.

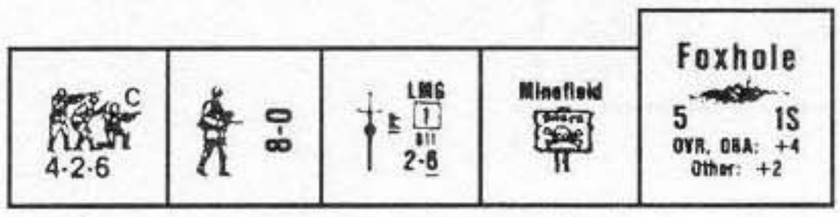
BALANCE:

✱ Extend game to 4.5 turns.
★ Delete the 1-4-9 from the German OB.

TURN RECORD CHART

★ RUSSIAN Sets up First	✱ 1	2	3	4	END
✱ SPANISH Moves First					

Elements of 2nd Battalion, 848th Rifle Regiment, 267th Rifle Division [ELR:2] set up within three hexes of **18I3** at game end: {SAN: 2}



6 12 2

Elements of 6th Compañia, 2nd Battalion, 269th Regimiento de Infanteria, Division de Infanteria [ELR:3] enter turn one on the north edge: {SAN:3}

4 6

SPECIAL RULES:
1. EC are moderate with no wind at start..
2. Place overlay **Wd3** on 18L6-L7.

Scenario Design: Evan E. Sherry

Source: Gerald R. Keinfeld and Lewis A. Tambs, *Hitler's Spanish Legion*, (Carbondale and Edwardsville: Southern Illinois University Press, 1979). pp. 88-90.

AFTERMATH: Lieutenant Escobedo led a party of thirty-six *guripas* (Spanish G.I.'s) across the Volkhov at 1500. Moving skillfully through a mine field, the Spaniards achieved complete surprise over the Russians dug in on the crest of a small hill. Many of the Russians fled during the brief skirmish, while forty-two became prisoners. Escobedo established a perimeter and held off two Mongolian counter attacks. The next morning revealed piles of brown clad dead. The bridgehead would hold. Escobedo was awarded the *Medalla Militar Individual* and the *Iron Cross* for this action.

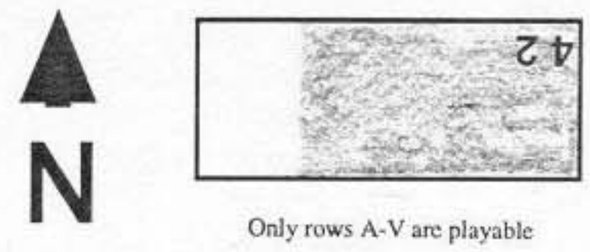
DELAYED ON TIGER ROUTE

SCHWERPUNKT SCENARIO SP7

VICTORY CONDITIONS: The British must exit 11 VP off the east edge by game end. For every five VP (FRD) the German exits off the north edge, prisoners included, increase the number of points the British must exit by one.

OSTERBEEK, Holland, 17 September 1944: For the British first airborne, the objective of Market-Garden was the bridge over the Rhine at Arnhem. The task of securing the bridge fell to the three battalions of Brigadier G.W. Lathbury's 1st Parachute Brigade. Within an hour of landing, the Brigade was assembled and each battalion set off toward Arnhem by a different route. LTC John Fritch's 3rd Bn moved along "Tiger Route", the main road from Heelsum leading to the center of Arnhem. The lead was given to No. 5 Plt of Major Peter Waddy's B Co. with the rest of the battalion following. Set up to block the British advance was Hauptmann Sepp Krafft's SS Panzergrenadier Depot and Reserve Battalion 16. Krafft positioned his three companies to block the two main routes leading to Arnhem. No. 9 Company, Battalion Krafft, was deployed to cover the main road from Heelsum to Arnhem in the path of the 3rd Bn. Just west of Oosterbeek, No. 5 Plt, B Co., approached a set of crossroads as a German AFV, supported by infantry, attacked from a side road.

BOARD CONFIGURATION:



Only rows A-V are playable

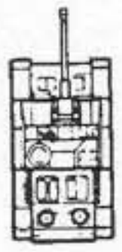
BALANCE:

✚ Exchange the German 8-1 for a 9-1
⊙ British initial exit VP are reduced to 9

TURN RECORD CHART

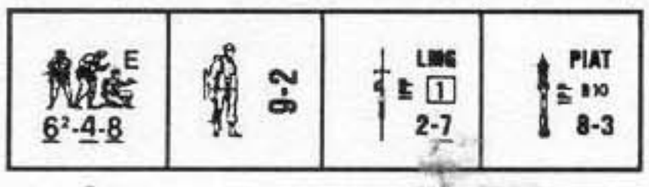
✚ GERMAN Sets Up First	⊙ 1	2	3	4	5	6	END
⊙ BRITISH Moves First							

Elements of No. 9 Kompanie, SS Panzer Grenadier Depot and Reserve Battalion 16 (Battalion Krafft) [ELR: 3] set up, using HIP, on or east of hexrow P within 5 hexes of the StuG IIIG: {SAN: 5}



2 3 2

No. 5 Plt, B Co., 3rd Bn, 1st Parachute Infantry Brigade [ELR: 5] enter turn 1 on the west edge: {SAN: 2}

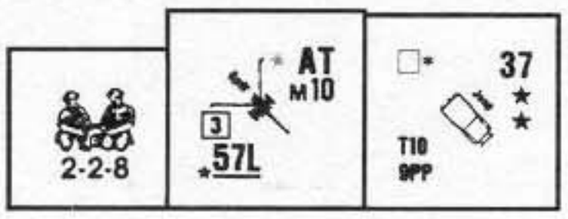


3

No. 6 Plt enter turn 1 on the west edge having already used half their MF allotment:

3

Elements of C Troop, 1st Airlanding Anti-Tank Battery enter on or after turn 1 on the west edge:



SPECIAL RULES:
1. EC is moderate with no wind at start.
2. The level one hill does not exist, but other terrain there does exist. Place overlays **Wd2** on 42K2/K1, **Wd4** on 42R2/S2, **Wd5** on 42P1/P2, **X11** on 42G3/G2, and **X13** on 42L3/M3.
3. Germans, including guards and their prisoners, may not exit the board before turn 4 and then only via the north edge.
4. Infantry bypass (A4.3) may not be used to bypass a building hex. Bypassing a woods hex is still allowed.

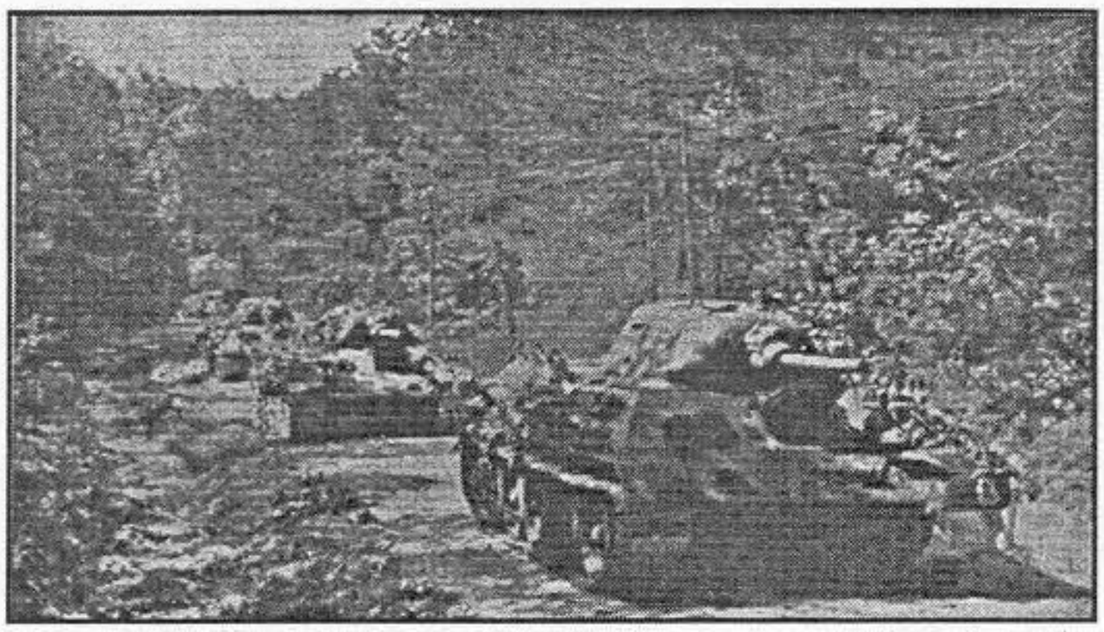
Scenario Design: Michael Faulkner

Source: Middlebrook, Martin, *Arnhem 1944: The Airborne Battle*, (Boulder: Westview Press, 1944), pp. 131-134.

AFTERMATH: As more houses were encountered on the way to Arnhem, four foot tall wire fences along the roadside and between each house limited any deployment for the British. This would later cause trouble. No. 5 Plt's PIAT team was spotted and knocked out by machine gun fire before its weapon could be used. The platoon, having nothing else that could harm the German AFV, scattered into the nearby houses. This movement exposed a jeep towing a 6-pdr AT gun on the road. Before the gun could be brought into action, it too was fired upon and disabled. Once No. 5 platoon sorted themselves out and brought up reinforcements, a short fire fight followed. The Germans started to withdraw as quickly as they had struck, taking a half dozen prisoners with them. The delay was short but it was obvious 3rd Battalion's intentions were known to the Germans. This small action by No. 9 Company allowed stronger German positions to form further down the road to Arnhem. 3rd Bn never reached its assigned positions at the bridge.

THE GETAWAY

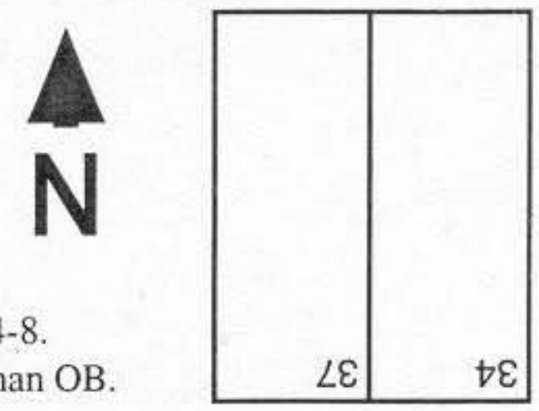
SCHWERPUNKT SCENARIO SP8



VICTORY CONDITIONS: The Russians must exit 21 VP off the north edge. Each StuG destroyed reduces the exit VP total by 6 points.

North of KIEV, RUSSIA, October 15, 1943: Early in October 1943, the German 196th Infantry Regiment occupied a defensive line in a forest about 20 miles north of Kiev. By the 10th of October, the Soviet 60th Army had established forward positions only 500 yards from the German main line. The Russians selected a special group of veteran fighters from that region who were familiar with the terrain. Their orders were to mount four tanks, drive into the enemy rear area, gain information about German positions, create fear and terror behind enemy lines, then withdraw as swiftly as possible. At 1600, the tanks penetrated the center of the German lines. Taking to a road, they overran two trucks and proceeded south to a road crossing in a clearing. There they dismounted and set up a defensive perimeter.

BOARD CONFIGURATION:

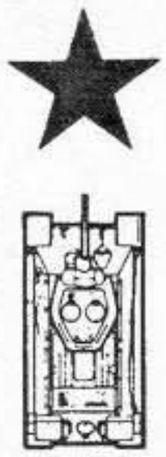


BALANCE:

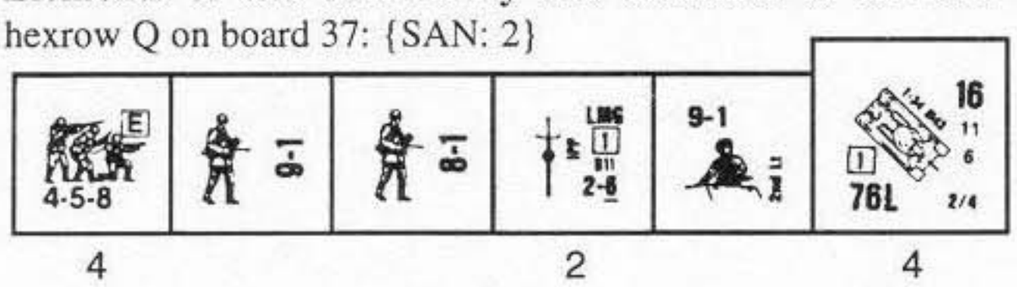
★ Exchange German 8-3-8 for 5-4-8.
✠ Add an 8-1 armor leader to German OB.

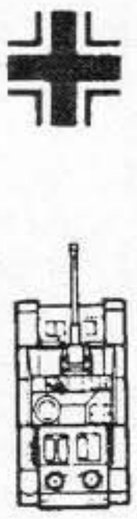
TURN RECORD CHART

★ RUSSIAN Sets up first	✠ 1	2	✠ 3	4	END
✠ GERMAN Moves first					

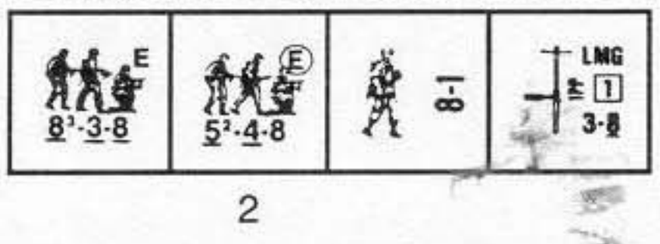


Elements of the 60th Army and elements of the 3rd Guard Tank Army [ELR: 4] set up on/south of hexrow Q on board 37: {SAN: 2}



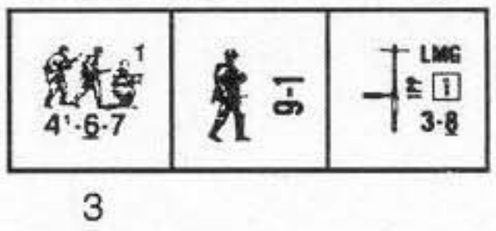


Elements of the 196th Infantry Regiment [ELR: 4] set up on board 34 within one hex of 34Q3: {SAN: 3}

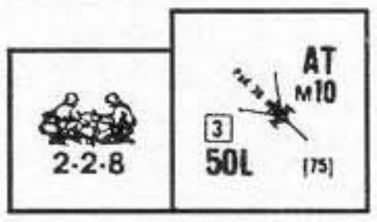


Enter turn 1 on the South edge.

Enter turn 1 on the West edge of board 37 between hexrows R and I (inclusive).



Enter turn 3 on 37GG6 as per SSR3.



SPECIAL RULES:
1. EC are wet, with no wind at start.
2. Light mist is in effect (KGP SSR3)
3. German AT Gun may automatically enter 37GG6 but must roll M# after that.
4. Germans have ATMM capability.
5. Russian tanks are not subject to recall.
6. German special ammunition depletion is normal. C8.2

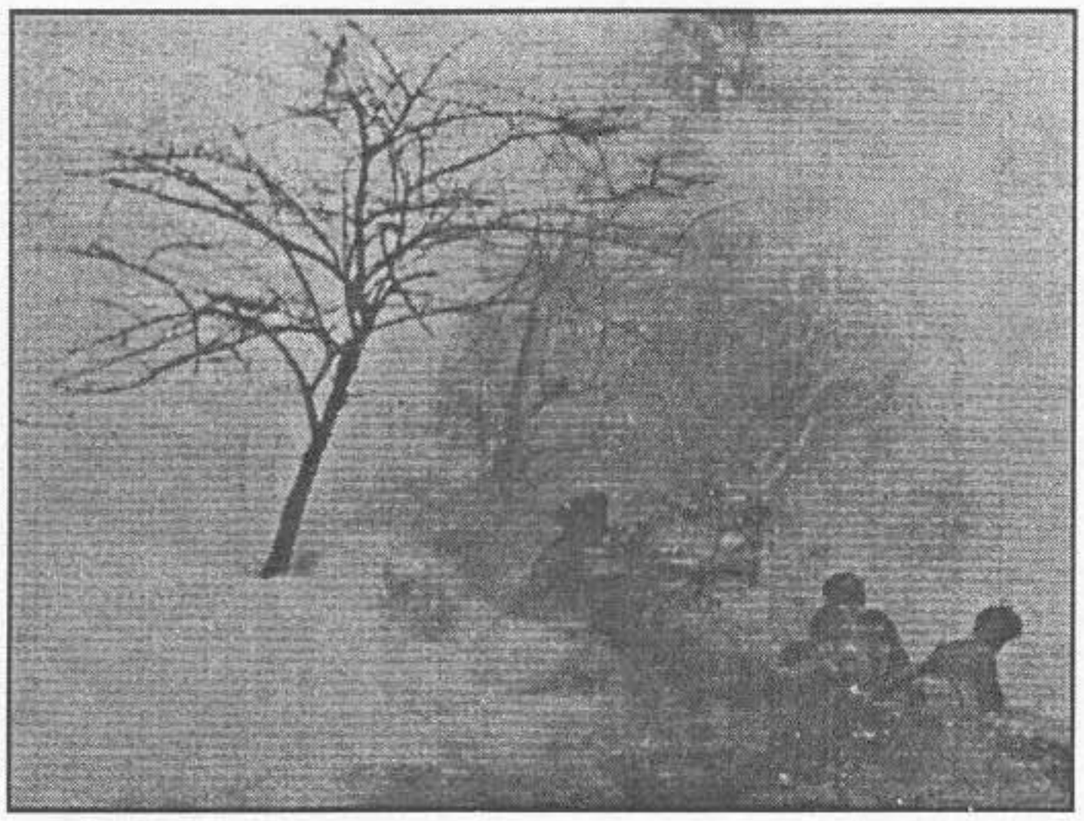
Source: U.S. Army, *Small Unit Actions During the German Campaign in Russia*, CMH ed. (Washington, D.C.: GPO, 1953), pp. 68-73.

AFTERMATH: Before long, a German infantry platoon and a combat engineer platoon, both equipped with close combat anti-tank weapons, moved in from two directions and surrounded the Russians. A 50mm AT gun was sent for from the north. Two self-propelled assault guns moved into position from the south and opened fire wounding some of the infantry. The Russians mounted their tanks within 10 minutes and sped off toward their own lines. When the gun crew spotted the approaching tanks, they pulled the AT gun off the road and took cover. After the last tank passed, they spun the gun around and fired, killing two men.

Scenario Design: Randy Thompson

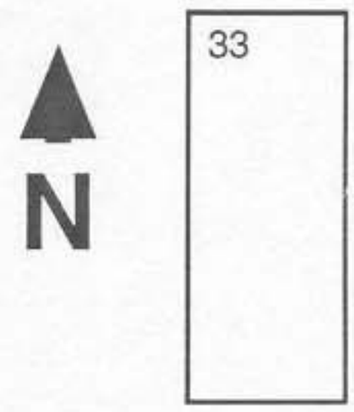
GUN COPSE

SCHWERPUNKT SCENARIO SP9



Ye-U, Burma:4 January 1945 After capturing Ye-U, 2nd Battalion of the Dorsetshire Regiment was ordered to cross the Mu River at a ford north of the town in order to out flank the enemy. The Japanese 124th Infantry Regiment was quite surprised to find the British had crossed the river but managed set up defensive positions that would force the Tommies to cross six hundred yards of open ground. "A" Company of the Dorsetshires' formed north of a small wood copse and prepared for the assault. The 99th Field Regiment laid down a smoke screen and the company began its attack.

BOARD CONFIGURATION:



BALANCE:

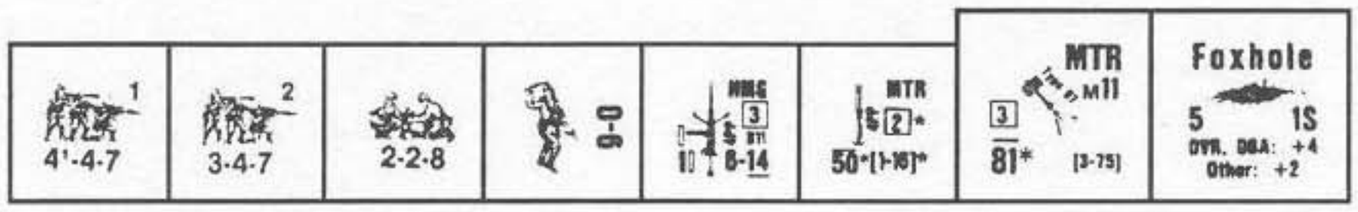
- ● Exchange 3-4-7 for a 4-4-7.
- ⊙ Exchange Japanese HMG for MMG.

VICTORY CONDITIONS: British win if there are no good order Japanese MMC on/between rows M and S at game end.

TURN RECORD CHART

	⊙ 1	2	3	4	5	6	7	END
● JAPANESE Sets Up First								
⊙ BRITISH Moves First								

Elements of the 124th Regiment, 31st Division [ELR: 4] set up on/between hexrows M and S: {SAN: 4}



2 2 2 4

Company A, 2nd Battalion, Dorsetshire Regiment, 54th Foot [ELR: 4] Enters on the north edge: {SAN: 3}

9 2 2 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. PTO terrain is in effect, including Light Jungle. Place overlay **Wd5** on Q4-R3. All Orchard hexes represent the banana plantation and are as Light Jungle **and** inherent terrain.
3. The British receive one 80+mm OBA (SMOKE only) with one Pre-Registered hex (Barrage is NA) that must be recorded prior to Japanese setup. For its only fire mission, which automatically occurs during the PFPh of turn one, no Battery Access is Necessary. Accuracy and extent of error must be determined. After placing SMOKE counters, remove the FFE counter.
4. British OBA is 94mm (HE and SMOKE).
5. All buildings are wooden and ground level only.

Scenario Design: Randy Thompson

Source: White, O.G.W. LTC, *Straight on for Tokyo*, (Aldershot, Gale & Polden Ltd., 1948), pp. 204-5.

AFTERMATH: The rear platoon came under heavy fire from a Japanese mortar hidden in the banana plantation. Jimmy Thoms, a forward observer for the 99th Field Regiment, reorganized the platoon and directed his own battery of screw guns in knocking out the mortar. The two forward platoons soon were upon the objective and "came to the best of conclusions, the actual bayoneting of the enemy in their positions."

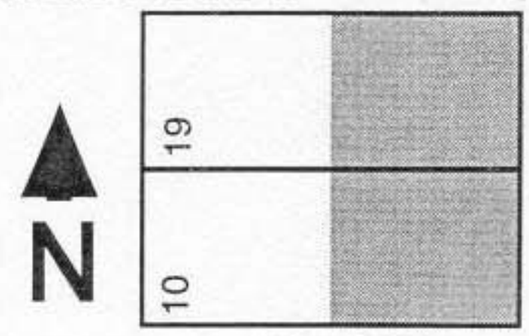
BRING UP THE BOYS

SCHWERPUNKT SCENARIO SP10

Victory Conditions: The Germans must control ≥ 7 buildings on board 10 in hexes numbered ≤ 5 (the half of the building in 10U6 is included.)

FESTUBERT, France, May 27, 1940: The 27th of May was to be a red letter day in the annalls of the Fifty-Fourth - a day of hard and unremitting action. The German 5th Panzer Division, under the command of Rommel, was attacking the British east of the La Basee Canal. The 2nd Battalion of the Dorsetshire Regiment pulled back from the village of Gorre and set up their defenses in the town of Festubert. "D" Company was in the northern end of town. A few stragglers from the battalion's armored transport had returned to Festubert after a German tank platoon had smashed the fleeing British column. Following up the few vehicles which had managed to return to the perimeter, the panzers appeared on the northern outskirts of the village.

BOARD CONFIGURATION:



Only rows R-GG are playable.

BALANCE:

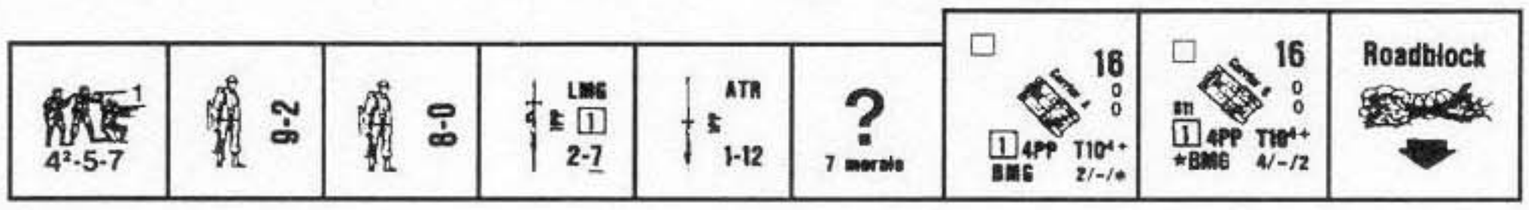
⊙ Delete one 4-6-7 from German OB

✚ Exchange the British 9-2 for a 9-1

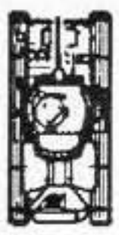
TURN RECORD CHART

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

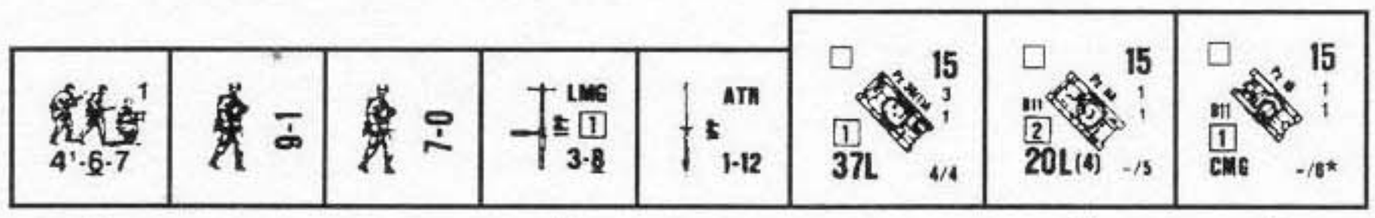
D Company, 2nd Battlion, Dorsetshire Regement, 54th foot [ELR: 3] set up on board 10 (including half-hexes): {SAN: 4}



7 5



Elements of the 5th Panzer Division [ELR: 3] set up on board 19 in any hex numbered less than or equal to 6: {SAN: 3}



6 2 2 2

SPECIAL RULES:

1. EC are moderate, with no wind at start.
2. Place Overlay **O5** on 10W1/X1.

Scenario Design: Randy Thompson

Source: White, O.G.W. LTC, *Straight on for Tokyo*, (Aldershot, Gale & Polden Ltd., 1948), pp. 33.

Aftermath: The tanks were held up by a Dorsetshire roadblock, reinforced with some Royal Warwicks and Royal Irish Fusiliers, but continued to fire straight down the village street. The company's one remaining anti-tank weapon, a Boys rifle, was knocked out immediately. The company commander, Bob Goff, moved the remainder of "D" Company into into an orchard on the left of the road. For a quarter of an hour an intense close quarter battle was fought with both sides firing at each other point blank, at the end of which time the Boche decided to pull out.

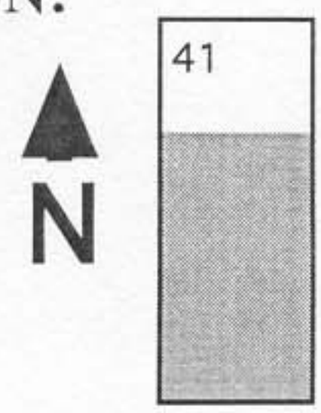
POMERANIAN TIGERS

SCHWERPUNKT SCENARIO SP11

VICTORY CONDITIONS: German wins immediately after exiting at least 40 VP (prisoners NA) off North edge. For each 2 CVPs the Russian loses, reduce the German exit VP by 1 to a minimum of 20.

ZEIGENHAGEN, Germany, 8 February 1945: In the northern region of Pomerania, SS-Untersturmfuhrer Fritz Kaurauf and his ad hoc force drove towards the crossroads at Klein-Silber, his mission to cut off the advance of Russian forces preparing for another thrust deeper into Germany. Entering the outskirts of Zeigenhagen, the advance force of assault guns and infantry was halted by stiff resistance from Russian troops, who spread AT mines on the narrow streets and were supported by a cleverly-emplaced AT gun. Kaurauf brought up the Tigers to deal with the situation.

BOARD CONFIGURATION:



Only rows J-GG are playable.

BALANCE:

G3: G2 & Russian can HIP 1 squad and any SW or SMC stacked with it.
G2: G1 & game length is 6.5 turns.
G1: Add an 8-0 leader to the Russian OB.
R1: Add 2 548 squads to the German OB.
R2: R1 & Russian suffers Ammo Shortage.
R3: R2 & Russian reinforcements delayed until turn 5.

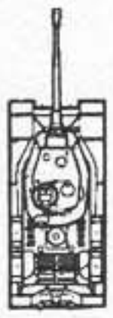
TURN RECORD

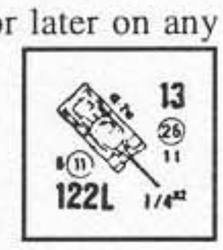
★ RUSSIAN Sets Up First / ✚ GERMAN Moves First	✚ 1	2	✚ 3	★ 4	5	6	7	8	END

Elements of the 2nd Guards Tank Army [ELR: 4] set up on/between hexrows S and Z: {SAN: 3}

6 2 6 6
Factors

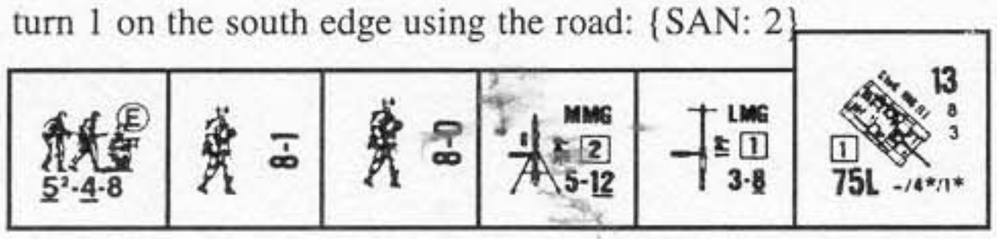
Enter together on turn 4 or later on any single hex on/north of hexrow R (see SSR 5):





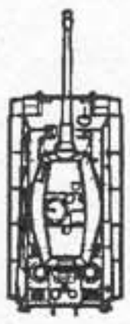
3

Elements of Assault Gun Abteilung 11 (Nordland) and attached Fallschirmjaeger [ELR: 3] enter turn 1 on the south edge using the road: {SAN: 2}



6 2 2

Elements of Schwere SS-Panzerabteilung 503 and attached Fallschirmjaeger enter turn 3 on the south edge using the road:



6 2 2

SPECIAL RULES:

1. Weather is Clear with no wind at start. All water obstacles and marsh are Frozen.
2. The Stream (W1-W10) is a level 0 Paved Road. The Bridge (J5) does not exist.
3. Treat all level 2 hill hexes as level 1.
4. AT mines must be placed on Paved Road hexes and may not be exchanged for other types of mines or booby traps.
5. During setup the Russian player designates the entry hex of the reinforcements.

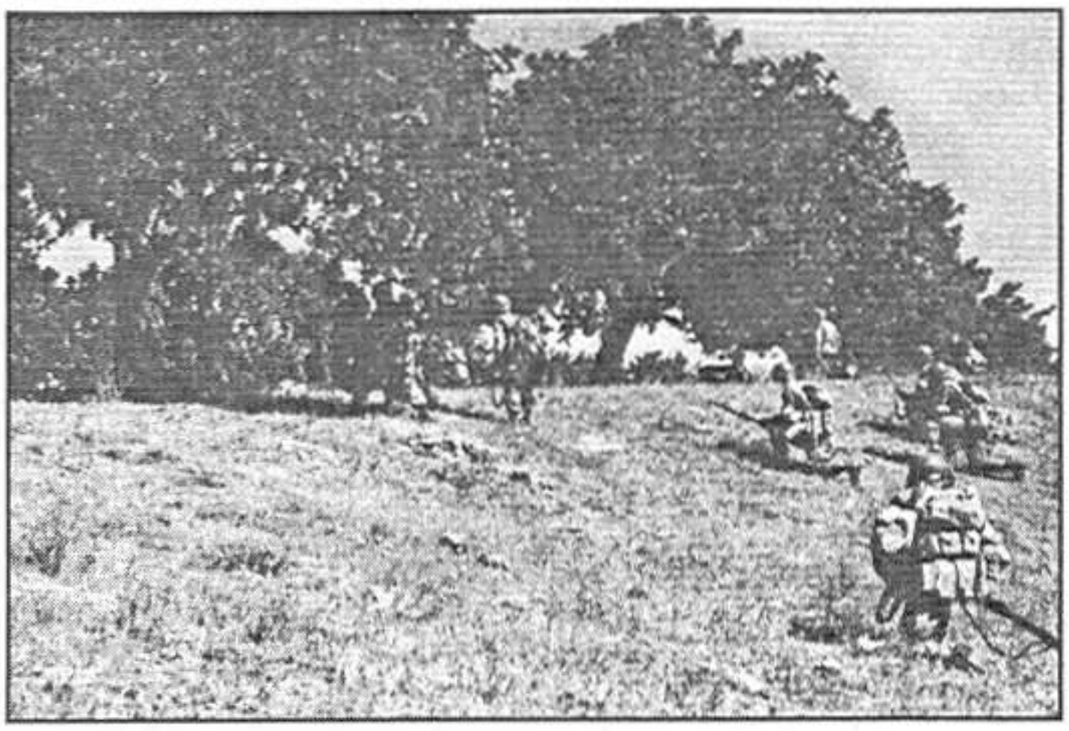
Scenario Design: Bob Walden

Source: Fey, Will, *Armor Battles of the Waffen-SS 1943-1945* (Winnipeg: J. J. Fedorowicz Publishing, 1990), pp. 273-275

AFTERMATH: The Tigers, with their thick armor and added height, were able to destroy the AT gun. They next faced the mines, but a brave Untersturmfuhrer, not attached to the force and returning to duty from hospital, single-handedly cleared the mines while dodging Russian machine gun fire. He then pointed out approaching Stalin tanks. Kaurauf's Tiger brewed up the first Russian tank, and the others were abandoned by their crews. The Germans succeeded in penetrating to Klein-Silber on 9 February, but were unable to stem the Russian onslaught that began the next day. The heroic Untersturmfuhrer was killed on route to Klein-Silber.

PIANO LUPO

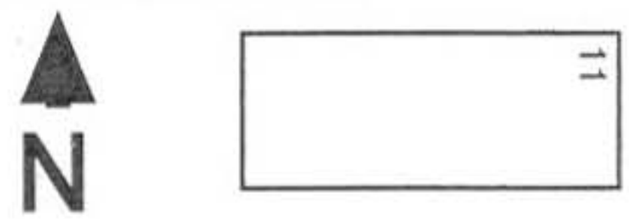
SCHWERPUNKT SCENARIO SP12



PIANO LUPO, Sicily, 10 July 1943: In the early morning hours of 9-10 July, the men of the 505th Parachute Infantry Regiment (PIR) under the command of Col. James Gavin led the Allied invasion of Sicily in the Gela sector. The objective of the 1st Battalion, 505th PIR was to seize and hold the high ground overlooking the road junction where the Gela-Vittoria highway met the secondary road leading to Niscemi. The twin hills, known as Piano Lupo, dominated the road junction and had to be taken and held to block any German counterattacks made against the Gela beachhead. The problem facing the 1st Battalion was that too few of its men landed anywhere near its drop zone. Captain Edwin Sayre's Company "A" were the only ones that even came close and by 0230 he managed to collect only fifteen men. Undaunted, Sayre and his small force decided to go for their battalion objective. His first assault was repelled without loss and he decided to regroup. By 0530, Sayre's force had grown to approximately fifty men, two 60mm mortars, and three 30 cal. machine-guns. He decided it was time for a second try.

VICTORY CONDITIONS: Americans must control the stone building in 11Q4 and one of the two pillboxes by games end.

BOARD CONFIGURATION:



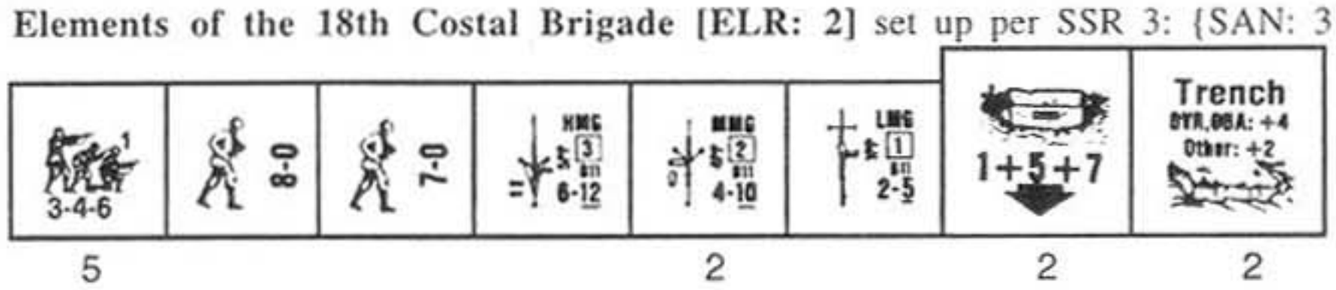
BALANCE:

✚ Exchange one MMG in the Italian OB for a HMG
☆ Exchange the US 8-1 leader for a 9-1

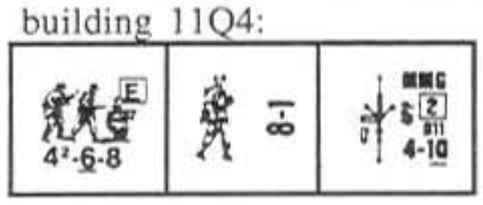
TURN RECORD CHART

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

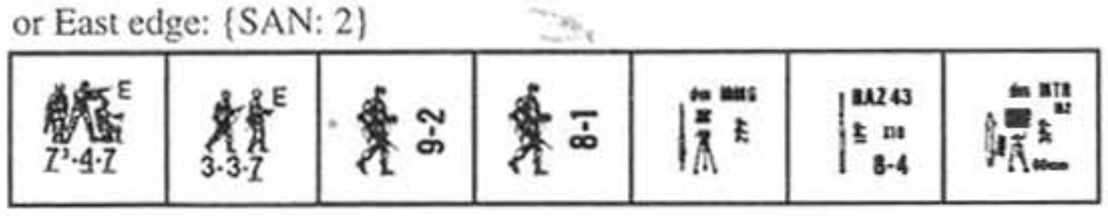
Elements of the 18th Costal Brigade [ELR: 2] set up per SSR 3: {SAN: 3}



Elements of the Hermann Goering Division [ELR: 4] Set up within 5 hexes of building 11Q4:



Elements of A Company, 505th PIR, 82nd Airborne Division [ELR: 5] Enter turn 1 on South or East edge: {SAN: 2}



SPECIAL RULES:

1. EC is Dry with no wind at start.
2. Place overlay X15 on 11Q4/P4, the stone building is fortified building.
3. The Italians must set up within 5 hexes of the building 11Q4 . The two pillboxes must set up at least 1 hex away from but within 5 hexes of building 11Q4. The pillboxes must be manned by at least one MMC.
4. All Germans /Italians may set up concealed .
5. Germans do not suffer from captured weapons penalties(A21.11) when using Italian machine guns.

Scenario design: Michael Faulkner

AFTERMATH: Captain Sayre personally led the attack by carrying his carbine in his right hand, a grenade in his left , and another between his teeth. After the door to the Italian building was blown open by a rifle grenade, Sayre threw one of his grenades inside. This quickly influenced the survivors into surrendering. In addition to controlling a useful blocking position along the road, Sayre's men captured about 45 Italians, a 10 man team from the Hermann Goering Division, and twenty machine-guns with half a million rounds of ammunition.

Sources: D'Este, Carlo *Bitter Victory: The Battle for Sicily 1943*, (New York: HarperCollins Publishing, 1991), p. 248
Breuer, William B. *Drop Zone Sicily: Allied Airborne Strike, July 1943*, (San Raphiel, 1983).

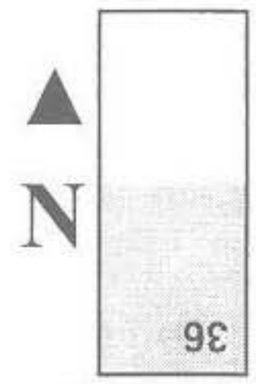
STOPPED COLD

SCHWERPUNKT SCENARIO SP 13

VICTORY CONDITIONS: The Americans win immediately upon exiting 14 VP off the area on/between A5 and F10.

REULER, Luxemburg, 17 December 1944: During the opening phase of the Ardennes offensive, the XLVII Panzer Corps had the mission to open the roads to Bastogne. Two roads led west through the area. Defended by the American 28th Infantry Division, the most important of these roads passed through Marnach then on to Clervaux and the vital bridge across the Clerf River. By the end of December the 16th, elements of the 2nd Panzer Division's 304th Panzergrenadier Regiment threatened to overrun some very stubborn remnants of Company B, 110th Infantry in Marnach. Colonel Hurley Fuller decided to reinforce Marnach in an effort to further delay the enemy advance. At 0100 hours, he directed his reserve battalion to attack to reinforce the units in Marnach. At 0600, after an all night march, LTC James Hughes' 2nd Battalion was in an assault position on the reverse slope of a hill north of Clervaux. At 0730 Companies E and F crossed the line of departure. After an hour of good progress the companies moved across Irbech Creek into a draw about a quarter of a mile north of Reuler where they ran into stiff resistance from panzergrenadiers.

BOARD CONFIGURATION:



Only hexrows A-P are playable.

BALANCE:

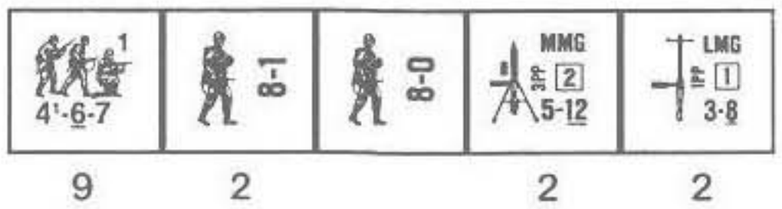
✠ Delete one American 60mm mortar.

☆ Delete one German 4-6-7.

TURN RECORD CHART

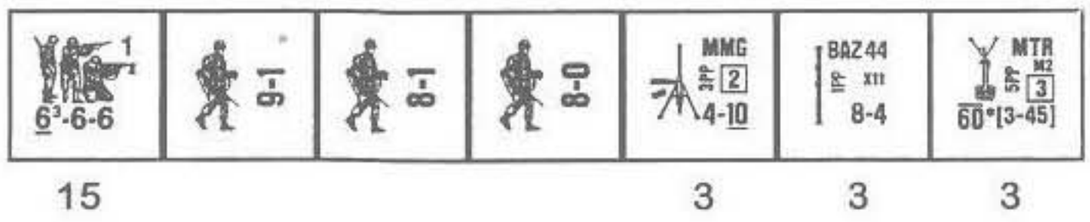
✠ GERMAN Sets Up First	☆ 1	2	3 ✠	4	5	6	7	END
☆ AMERICAN Moves First								

Elements of Panzergrenadier Regiment 304, Panzer Division 2, [ELR: 3] Set up on/between hexrows D and G {SAN: 4}



Enter turn three on the south edge.

Company E, 2nd Battalion, 110th Infantry Regiment, 28th Infantry Division [ELR: 4] Enter turn one on/ between hexes L0 and P5 {SAN: 3}



SPECIAL RULES:

1. EC are wet with no wind at start.

2. The American player must delete 3 HS (in MMC) equivalents from his OB if he exchanges the mortars for OBA. (U.S. Ordnance Note #1)

3. The bridge does not exist, treat it as a Ford (B20.8).

Scenario Design: Evan E. Sherry

Source: Phillips, Robert, F. *To Save Bastogne*, (New York: Stein and Day, 1983), pp. 57-59

Aftermath: A sharp firefight ensued. With tank support the panzergrenadiers offered spirited resistance. Fearing the delay would prevent him from reaching Marnach, Company E's commander frantically called for artillery support. Unfortunately, artillery fire was not available because most of the division's guns were displacing or had already been overrun by the Germans. Isolated and with Germans streaming down the Marnach-Clervaux road, Second Battalion's attack ground to a halt after advancing only one kilometer. The valiant attempt had been in vain. Marnach's garrison was overrun long before the 2nd Battalion's attack even started.

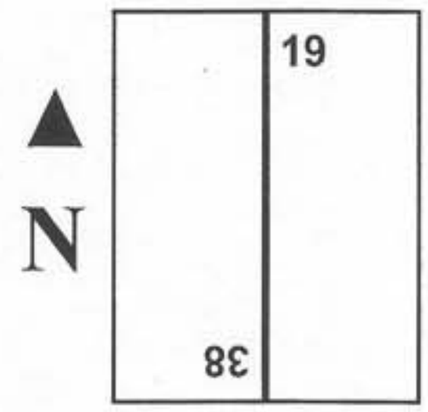
THE GREEN HOUSE

SCHWERPUNKT SCENARIO SP 14

VICTORY CONDITIONS: Americans win immediately if 5 VP from 2nd Platoon are in any light jungle hex on/west of a board 19 hex numbered ≥ 9, **or** if there are no unbroken Japanese MMC on overlay Wd5 and in/ADJACENT to 19oR2 at game end.

BARRIGADA, Guam, The Marianas, 2 August 1944: The 77th Infantry Division continued pursuit of Japanese forces into northern Guam with the intent of clearing Yigo. The intermediate objective of Barrigada fell to the 307th Infantry because its reservoir offered vitally needed water for the division. A morning attempt to secure Barrigada and the surrounding area was thwarted when troops from first Battalion were pinned down then forced to withdraw, creating a gap in the regimental line. The area of most severe resistance centered on a shack on the jungle's edge, known as the Green House. Company G's Second Platoon quickly captured the Green House with help from a platoon of Stuart tanks. With the objective seemingly well in hand, the tanks departed for another mission.

BOARD CONFIGURATION:



BALANCE:

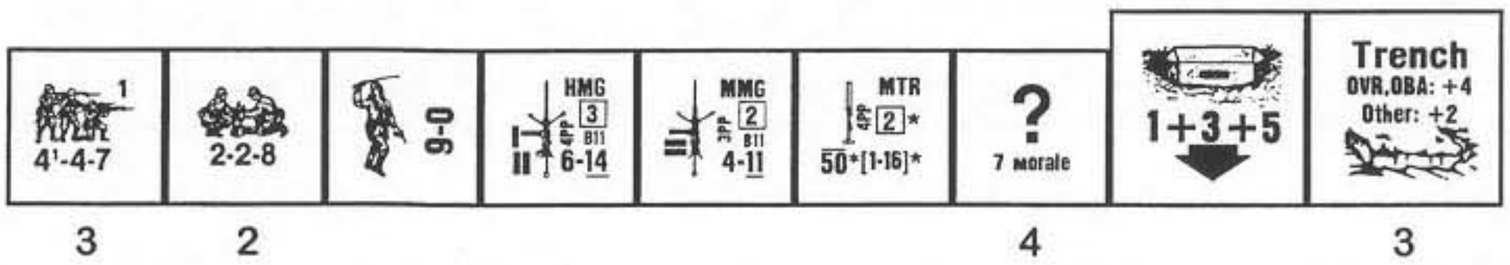
☆ Exchange the Japanese HMG for a MMG.

● Delete an M5A1 from the American OB.

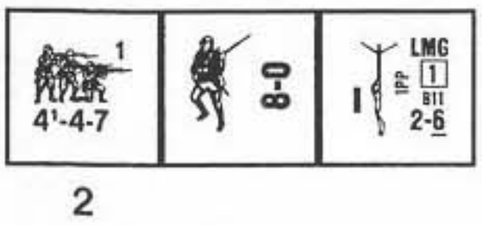
TURN RECORD CHART

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

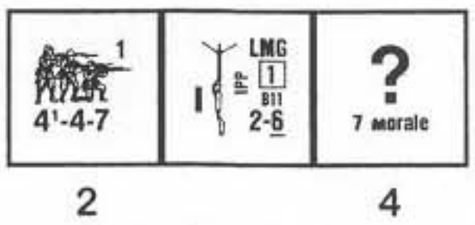
● **Elements of the 18th Infantry Regiment, 29th Infantry Division [ELR: 4]** set up on/north of hexrow I on board 19 {SAN: 4}



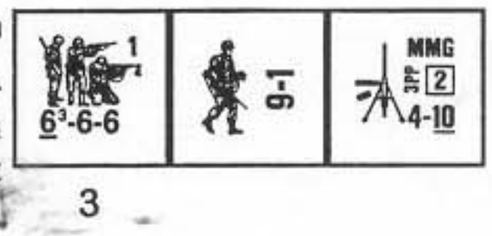
Enter turn 1 on the east edge on/north of hexrow Q.



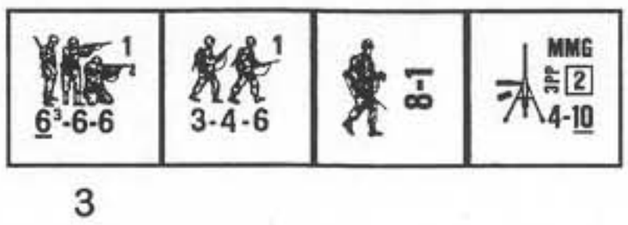
Enter turn 2 on the east edge on/south of hexrow V.



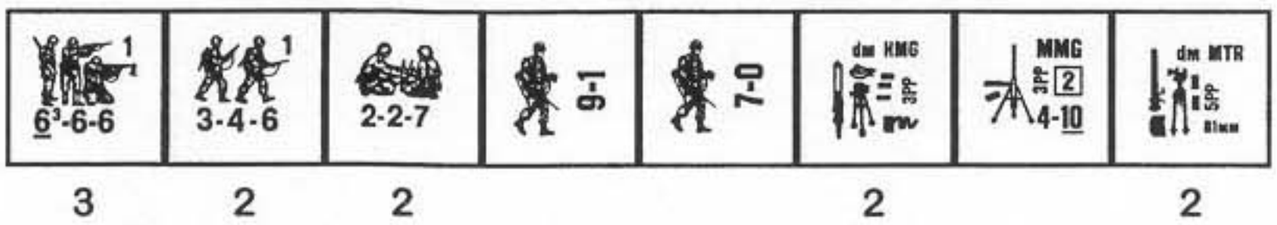
☆ **2nd Platoon, G Company, 2nd Battalion, 307th Infantry Regiment, 77th Infantry Division [ELR: 3]** set up on or adjacent to 19oR2 {SAN:3}



1st Platoon, G Company, sets up on board 38 on/north of hexrow U.



3rd Platoon, G Company and elements of H Company enter turn 1 on the west edge.



Elements of the 706th Tank Battalion enter turn 3 on hex 38oI1 having already expended half their MP allowance.

SPECIAL RULES:

1. PTO terrain is in effect, including Light Jungle, EC are moderate with no wind at start.

2. Place overlays: **1** on 38D2-D1; **X10** on 19R2; **OG1** on 19K7; **Wd5** on 19H6-I6: **Wd3** on 19H4-H3.

3. Place shellholes on board 19 in hexes K9, L8, M8, N7, S3, and S5. Palm Trees (G4) do not exist in these hexes.

4. A road exists from 38oI1-38oF4-38oI10-38oJ7-19Y6 ending in 19O7.

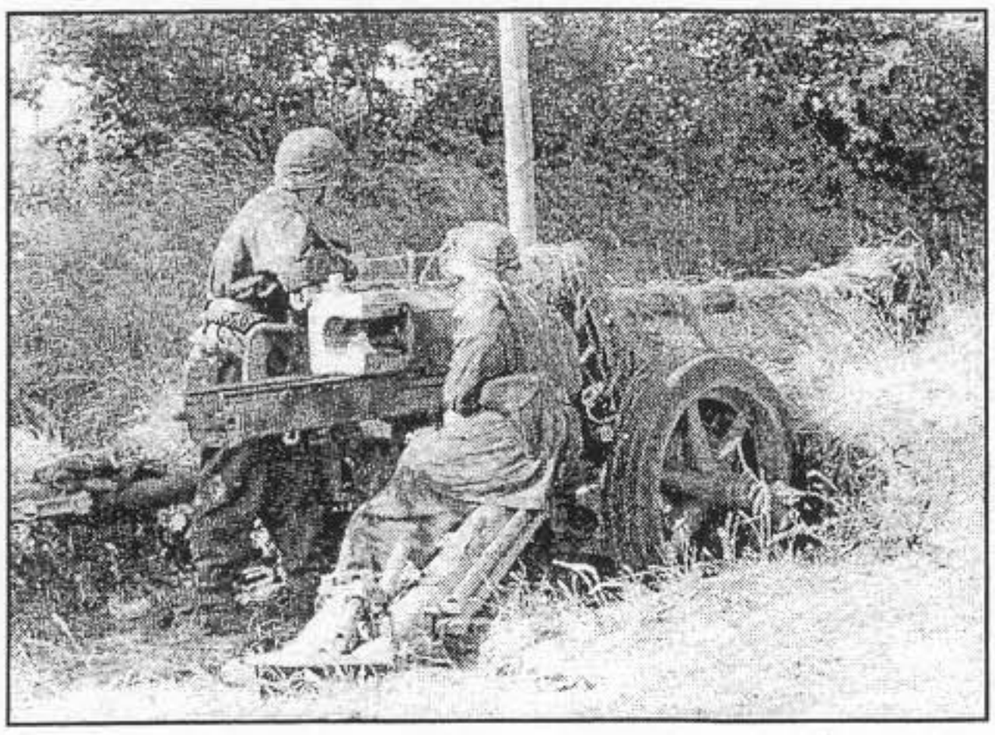
Source: United States Army, *Guam,* CMH ed. (Washington, D.C.: GPO, 1990), pp. 75-99.

AFTERMATH: Shortly after the tanks left, Japanese opened fire again from the north and the jungle behind the Green House. Lieutenant Whitney's platoon was pinned down in shellholes while Lieutenant Smith's Second Platoon began taking casualties at the Green House. With heavy Japanese fire threatening to annihilate Second Platoon, Staff Sergeant Whitmore made his way back across open ground to the company command post for help. Third platoon moved out supported by heavy machineguns, mortars, and Stuart tanks, and managed to rescue Second Platoon. First Platoon was not so lucky. It lost twenty-six men killed and wounded. As darkness fell, the battalion dug in. The next morning revealed Japanese forces had pulled out, leaving Barrigada to the Americans.

Scenario Design: Evan E. Sherry

TABACCHIFICIO FIOCCHE

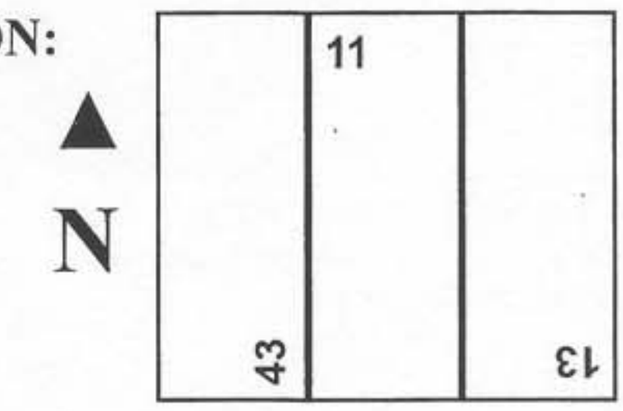
SCHWERPUNKT SCENARIO SP 15



VICTORY CONDITIONS: The Americans win at game end if they control three buildings on/between hexrows 11L and 11I, one of which must be 11oL4.

PERSANO, Italy, 11 September 1943: As part of the VI Corps advance from the Salerno beaches, the U.S. 45th Division was to seize Ponte Sele. Major General Troy Middleton tasked the 179th Infantry with this mission. The regiment was making progress until encircled by German forces. Elements of the 16th Panzer Division forded the Sele River and threatened to destroy the 179th when they occupied the Tabacchificio Fiocche (tobacco factory). Located about one mile west of Persano, the tobacco factory was situated on key terrain dominating the Sele fords and lines of communication in the area. Seizure of the factory would permit the 45th Division to complete its mission and cut off any Germans to the south. The 157th Regimental Combat Team was committed from corps reserve and directed to take the Tabaccihificio Fiocche, relieving pressure on the 179th Infantry.

BOARD CONFIGURATION:



BALANCE:

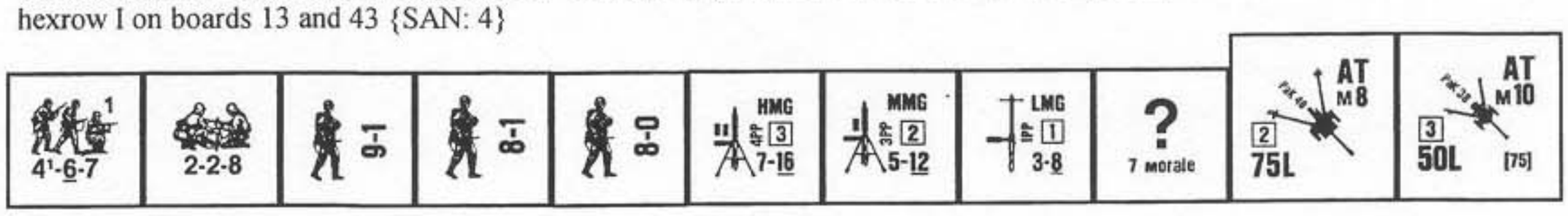
☆ Exchange the U.S. HMG for a .50 cal.

✠ Exchange a German 8-0 for an 8-1

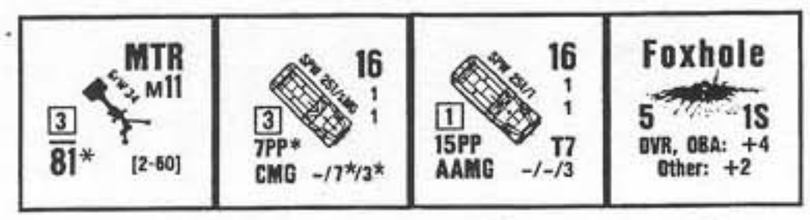
TURN RECORD CHART

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

Elements of Battalion 1, Panzergrenadier Division 79, Panzer Division 16 [ELR: 4] set up on/north of hexrow Y on board 11, and or hexrow I on boards 13 and 43 {SAN: 4}

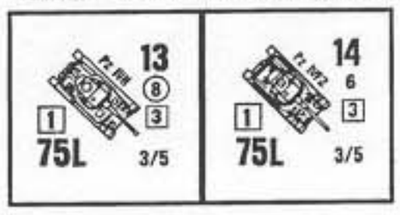


11 4 2 2 6



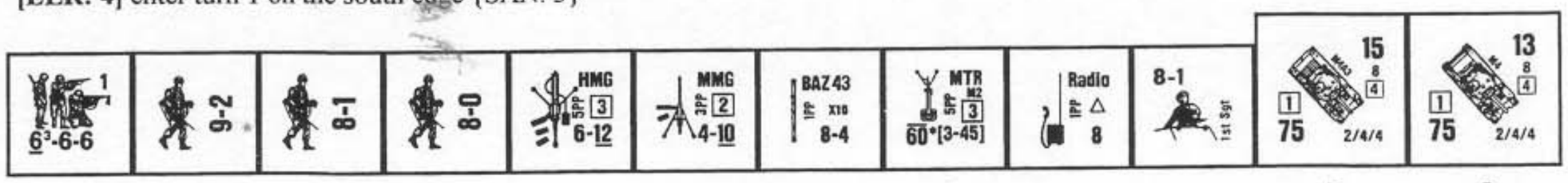
2 3 2

Enter turn 3 on the north edge.



2

Companies A and B, 1st Battalion, 157th Regimental Combat Team, and Company B, 191st Tank Battalion, 45th Infantry Division [ELR: 4] enter turn 1 on the south edge {SAN: 3}



19 2 3 3 2 5 2

SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling is NA.
2. U.S. OBA is 100mm (HE only).
3. Place overlays: **X15** on 11L4-L5; **X11** on 11K7-J7; **OG2** on 43N9-M9; **G2** on 43O7-08. Overlays X11 & X15 are considered to be on the level one hill.
4. Bridges do not exist; treat those hexes as Fords (B20.8).
5. Elevated roads do not exist and are considered level zero terrain.

Scenario Design: Evan E. Sherry and Randy Thompson

Source: United States Army. *Salerno,* CMH ed. (Washington, D.C.: GPO, 1990), pp. 45-48

AFTERMATH: At 1600, Captain Dan May's tanks started the attack. He deployed two platoons west of the high ground and the other in the east, near the Sele River. Southwest of the factory they destroyed some halftracks which the Germans may have used as bait. Pushing on toward the factory, they engaged several anti-tank guns and machineguns concealed in straw stacks. Lieutenant Colonel Murphy's infantry encountered fierce resistance as well. Panzergrenadiers engaged them heavily with mortar and machinegun fire. Near the factory, fighting was even tougher. Germans laid down a combination of heavy weapons fire, which devastated tanks and infantry alike. By 1715 seven American tanks were destroyed, with five of them burning. The American attack stalled in a draw 500 yards south of the objective. Another attack would be needed to capture the tobacco factory.

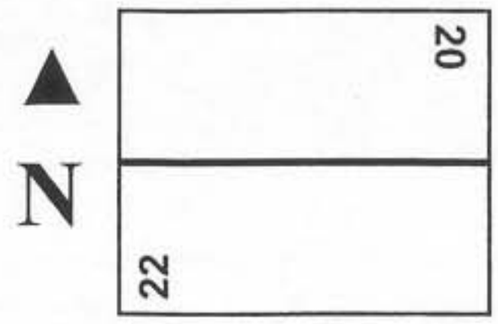
HILFE KOMMT

SCHWERPUNKT SCENARIO SP 16

VICTORY CONDITIONS: Germans win if they have ≥ 2 VP in rearmed MMC (which were prisoners at set up) on/east of hexrow P on board 20 at game end.

RITTERSHOFFEN, Alsace, France, 17 January 1945: During the first week of January the 21st Panzer Division, along with the 25th Panzergrenadier Division were to penetrate the Maginot Line defenses, close American avenues from the Vosges Mountains, and sever lines of communication with Stassbourg. During this action, both divisions were stopped by the American 79th Infantry Division, which occupied the twin villages of Rittershoffen and Hatten. In this bloody, eleven day affair both sides displayed unusual determination in both attack and defense. At dawn on this day American forces (including elements of the 14th Armored Division) launched yet another attack to clear Rittershoffen. The attack gained some ground and in the process captured a regimental and battalion staff from the 25th Panzergrenadier Division, which happened to be refitting the area. Oberstleutnant Hans von Luck received the distress call and dispatched a kampfgruppe consisting of reconnaissance troops and some fallshirmjägers who had recently arrived in the area.

BOARD CONFIGURATION:



BALANCE:

☆ Delete a 5-4-8 from the German OB.

✠ Add a 4-4-7 to the German OB.

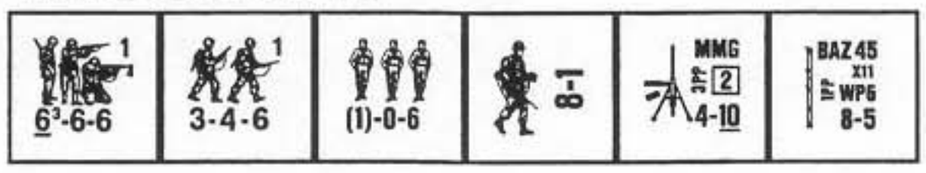
TURN RECORD CHART

☆ AMERICAN Sets Up First / ✠ GERMAN Moves First	1	2	3	4	5	6	END

☆

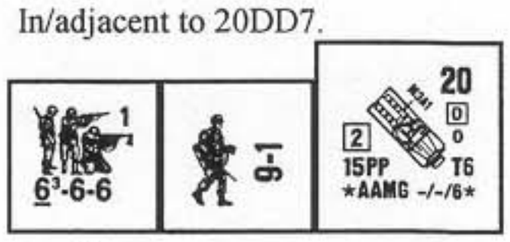
Elements of 3rd Battalion, 315th Infantry Regiment, 79th Infantry Division and CCB 14th Armored Division [ELR: 4] set up as indicated: {SAN: 3}

Within 2 hexes of 20V5.



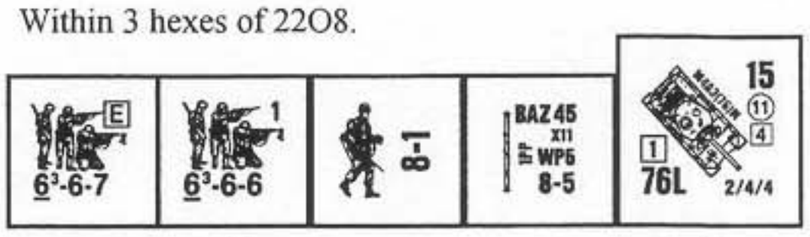
4 2

In/adjacent to 20DD7.



3

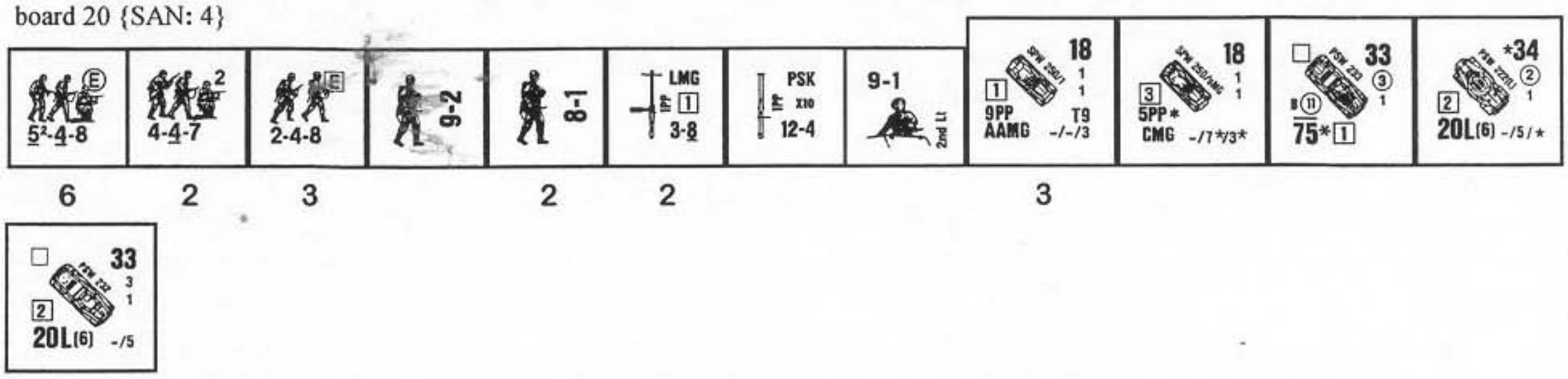
Within 3 hexes of 22O8.



2 2

✠

Elements of Panzeraufklarungs Abteilung 21, Panzer Division 21 and Fallschirmjäger Division 7 [ELR: 3] set up on/east of hexrow L on board 20 {SAN: 4}



6 2 3 2 2 3

SPECIAL RULES:

1. EC are wet with ground snow and no wind at start. Kindling is NA.

2. RB Cellars (O6.0) exist [Ex. they are not fortified].

3. Order of Battle (OB) unarmed units must set up as prisoners guarded by an American unit.

4. OB unarmed units have a morale level of 8, and rearm as 2-4-8's or 4-6-8's at the end of any turn they occupy the same location with good order German MMC. This is in addition to rearming per (A20.551).

5. Americans may not abandon an OB prisoner/unarmed unit or attack an OB prisoner/unarmed unit guarded by an American unit. Americans guarding OB prisoner/unarmed units may not move with their prisoners into a location containing residual fire or subject them to Desperation (C13.81) nor may they risk interdiction. OB prisoner/unarmed units may not exit the board.

6. The SPW250/sMG's inherent HS is a 2-4-8.

7. Place stone rubble in 20O5, 20Q2, 20T3, 20V7, 20W7, 20X3, and 20Z4. Place wooden rubble in 20S6, 20U5, and 20AA6.

AFTERMATH: The Germans were able to move almost immediately. The counterattack caught the Americans consolidating and reorganizing on their objectives. This bold, audacious German attack liberated the staffs and yielded eighty American prisoners. The Germans pulled off a daring move but the fighting for Rittershoffen was not over. For three more days soldiers would fight a savage close quarters battle for each room and cellar.

Scenario Design: Evan E. Sherry

Sources:

Von Luck, Hans, *Panzer Commander*,(New York, Dell Publishing 1989), pp.228-234.

The Cross of Lorraine: A Combat History of the 79th Infantry Division. (Battery Press, Nashville, reprint 1986), pp. 95-108.

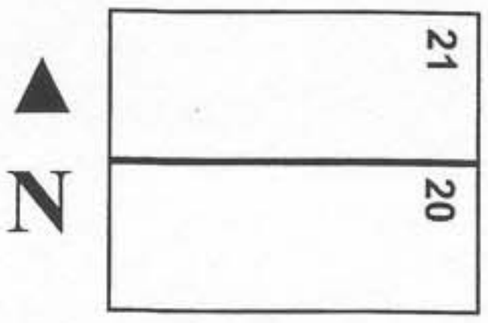
CROSS OF LORRAINE

SCHWERPUNKT SCENARIO SP17

HATTEN, Alsace, France, 15 January 1945: Since the 6th of January the 25th Panzer Grenadier and 21st Panzer Divisions had been making slow but steady progress toward their objectives of sealing the outlets of the Vosges. They were very near cutting the American 42nd and 79th Infantry Divisions' lines of communications with Strassbourg when they ran into the defenders of Rittershoffen and Hatten. These two villages lay in the German path and had to be bypassed or taken before the advance could continue. German forces were able to encircle Hatten on 9 January. The brief siege was broken by a 48th Tank Battalion counter attack. Realizing the importance of this strong hold, Major General Wyche sent the 2nd Battalion, 315th Infantry to reinforce Hatten. Heavy combined arms assaults on Hatten by German forces took their toll on the 42nd Infantry. On 11 January the 42nd pulled out to reorganize, leaving the 2nd Battalion to defend Hatten alone. The Germans surrounded Hatten again on 13 January and threatened to annihilate the defenders. Hatten was isolated until an attack relieved the pressure early on 15 January. True to their doctrine, at 0500 the Germans launched an all out combined arms assault on Hatten to clear the village once and for all.

Victory Conditions: To win, be the side that controls a majority of the building/rubble hexes on/between hexrows R and DD on board 20 at game end.

BOARD CONFIGURATION:



BALANCE:

☆ Change the German OBA to 100mm.

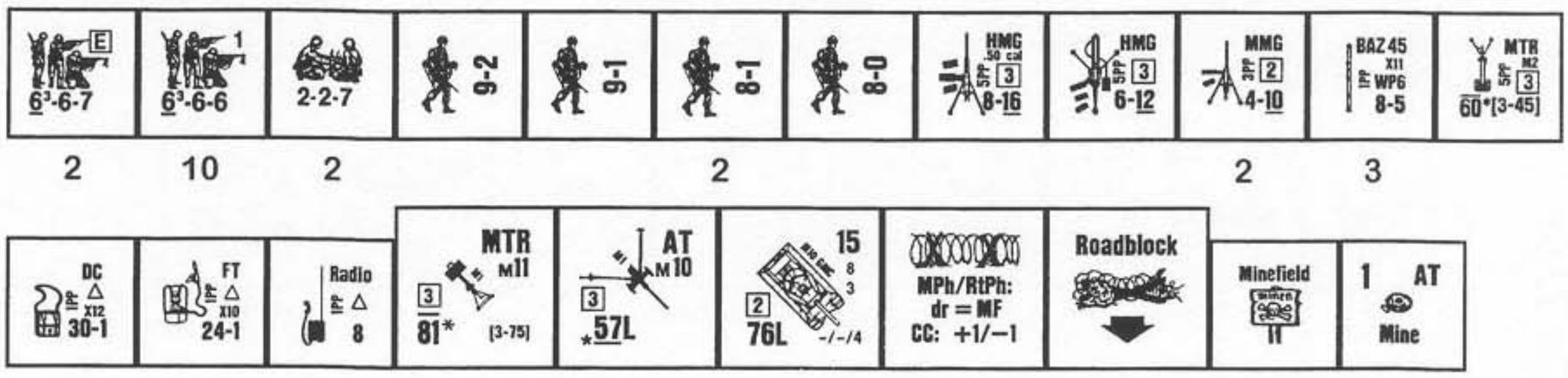
✠ Delete the M4A3(75)w from the American OB.

TURN RECORD CHART

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

☆

Elements of 2nd Battalion, 315th Infantry Regiment, and 827th Tank Destroyer Battalion, 79th Infantry Division [ELR:4] set up on/west of hexrow O on board 20 and or on/west of hexrow X on board 21 {SAN: 4}



2 10 2 2 2 3

2 4 2 12 factors 4 factors

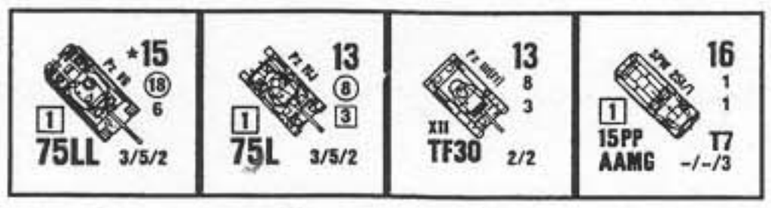
Elements of the 47th Tank Battalion enter on the South edge on turn 3.

2

✠

Elements of Battalion 1, Panzergrenadier Regiment 125, Panzer Division 21 [ELR:2] set up within four hexes of 21N5 {SAN: 4}

8 7 2 2 3 4 2



2 2 2 2

SPECIAL RULES:

1. EC are wet with ground snow and no wind at start.
2. RB Cellars (O6.0) exist (Exc. They are not fortified).
3. OBA is 150mm (HE only) for both sides.
4. Fallen Rubble does not count toward the Victory Conditions.

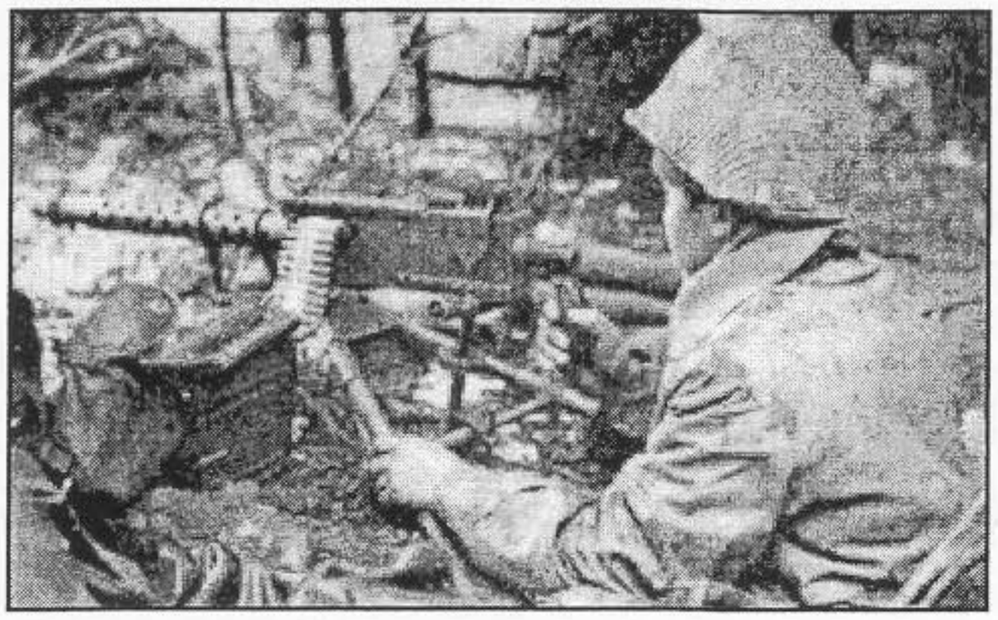
Scenario Design: Evan E. Sherry

Sources: Von Luck, Hans, *Panzer Commander*, (New York, Dell Publishing 1989), pp. 228-233.
The Cross of Lorraine: A Combat History of the 79th Infantry Division. (Battery Press, Nashville, reprint 1986), pp. 100-103.

Aftermath: The German effort resumed with a sharp attack by infantry and armor assisted by flamethrower tanks and a heavy concentration of artillery. Across snow covered ground, panzergrenadiers advanced in the face of American small arms and machinegun fire. Artillery fire from both sides devastated the village, leaving many buildings in flames or rubble. For two hours, riflemen backed by gunners from the all black 827th Tank Destroyer Battalion held their positions, forcing the Germans to pause and regroup. A second German attack at 1450 hours made some progress until broken by the 47th Tank Battalion's threat to their southern flank. The 2nd Battalion, 315th Infantry held Hatten until 20 January. For its extraordinary gallantry and tenacity in this action, the battalion was awarded a Presidential Unit Citation.

AN ARM AND A LEG

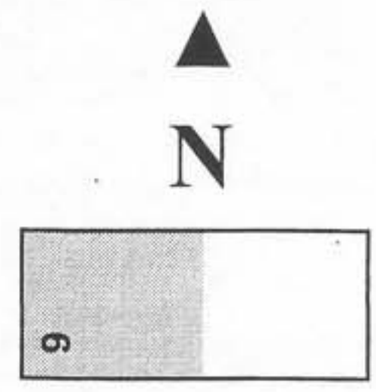
SCHWERPUNKT SCENARIO SP 18



VICTORY CONDITIONS: Americans win if there are no unbroken German MMC within three hexes of H5 at game end.

SAN TERENZO, Italy: 21 April 1945: During the first week in April , General Mark Clark wanted to divert attention away from the Allied drive toward Bologna. Knowing the Germans always strengthened their forces when opposed by Nisei troops. He sent the 442nd Regimental Combat Team (a unit made up of Japanese Americans) to reinforce the the 92nd Infantry Division. They were tasked with driving the Axis forces from the Apennine Mountains on the Italian west coast. One by one the mountain strong points had to be reduced. One such strong point was on a ridge called Colle Musatello. Here a group of panzergrenadiers held positions overlooking a vital German supply route. Elements of Second Battalion, 442nd Regimental Combat Team attacked to clear the ridge.

BOARD CONFIGURATION:



Only hexrows A-P are playable.

BALANCE:

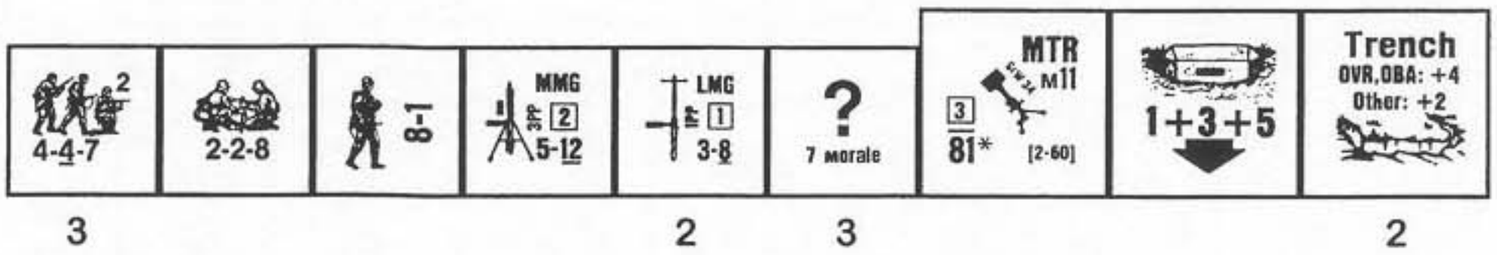
☆ Add a 3-4-7 to the American OB.

✠ Exchange the 8-1 leader for a 9-1 leader.

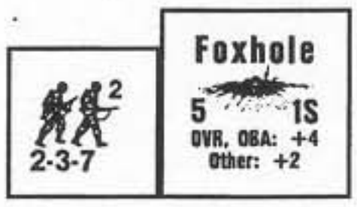
TURN RECORD CHART

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

Elements Battalion 3, Panzergrenadier Regiment 361, Panzer Grenadier Division 90 [ELR:2] set up within two hexes of H5 {SAN: 3}



Set up on/between hexrows G and O in a hex numbered 8 or 9.



Elements of 2nd Battalion, 100/442nd Regimental Combat Team, 92nd Infantry Division [ELR: 4] enter turn 1 on the south edge {SAN: 3}

SPECIAL RULES:

1. EC are wet with no wind at start.

2. The American 9-1 leader is heroic (A15.21) and has a -2 drm for wound severity. The provisions of A17.11 are cumulative with this drm.

3. German concealment/dummy counters may set up in non-concealment terrain.

Scenario Design: Evan E. Sherry

Source: Shirey, Orville, C., *Americans: The Story of the 442nd Combat Team,* (Washington: Infantry Journal Press, 1946), pp. 90-91.

AFTERMATH: Second Lieutenant Daniel K. Inouye led a platoon in the attack on Colle Musatello. After knocking out a patrol and mortar observation post, Inouye and his men continued their advance to the strong point. The hill had no cover so Inouye crawled up to find the enemy position. Inouye was wounded in the stomach but managed to run up and put a grenade into the first machinegun nest and spray the survivors with his Thompson. With his platoon pinned down, the bleeding lieutenant knocked out a second machine gun with two grenades. Dragging himself to the final enemy machine gun position, he stood again to throw a grenade. Just as Inouye drew back he was hit in the elbow by an enemy rifle grenade which nearly tore off his right arm. Instinctively, Inouye pried the grenade from his now useless right hand and threw it into the last enemy position. Even with his arm shredded and hanging from a few bloody threads of flesh, Inouye was not yet through. He rose again, brandishing his Thompson to finish off the horrified survivors. Inouye was then hit in the leg and fell. His platoon cleared the position, capturing eight enemy soldiers. Twenty-five Germans were killed. Inouye's arm had to be amputated. For his heroic actions he was awarded the Distinguished Service Cross.

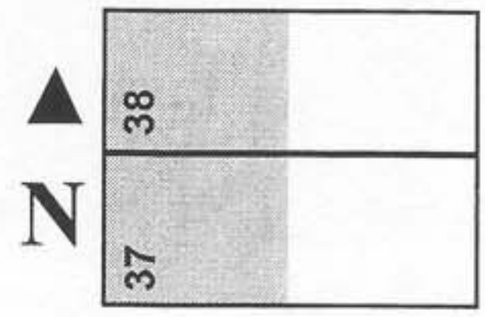
MEN FROM MARS

SCHWERPUNKT SCENARIO SP 19

VICTORY CONDITIONS: Japanese win if they control a majority of the hut hexes on board 38 at game end.

Mo-hlaing, Burma, 9 December 1944: During November the Japanese 18th Infantry Division was reconstituted after its action with Merrill's Marauders. Subsequently, LTG Eitaro Naka moved his division to the area of Mongmit to prevent the Allies from driving a wedge between the 15th and 33rd Armies. Meanwhile, the Chinese 22nd Division advanced south to the Village of Tonkwa where the 2nd Battalion, 66th Infantry established a series of outposts. A strong force from the 18th Division crossed the Shweli River on 6 December with the mission to knock the Chinese out of Tonkwa. The Japanese struck Tonkwa early on December 8th. Supported by artillery, the Japanese forced the Chinese 2nd battalion to withdrawal nearly three kilometers north to Mo-hlaing. There the Chinese joined with an American Intelligence and Reconnaissance (I&R) Platoon and established defensive positions to hold Mo-hlaing until the rest of Task Force Mars could be brought to bear.

BOARD CONFIGURATION:



Only Hexrows A-P are playable.

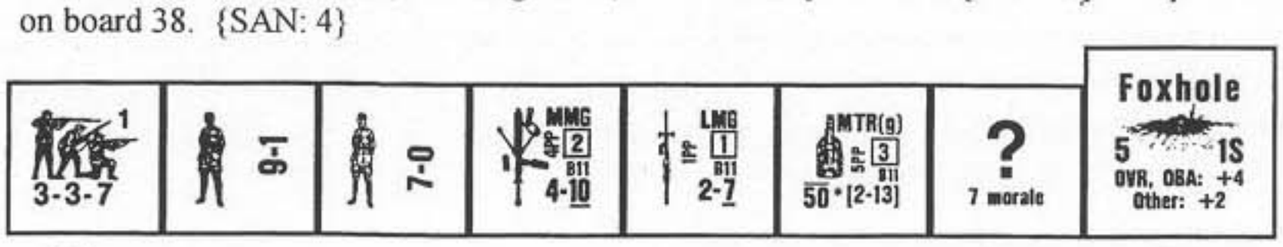
BALANCE:

- ○ Add a 3-3-7 to the Chinese OB.
- ● Add a 4-4-7 to the Japanese OB.

TURN RECORD CHART

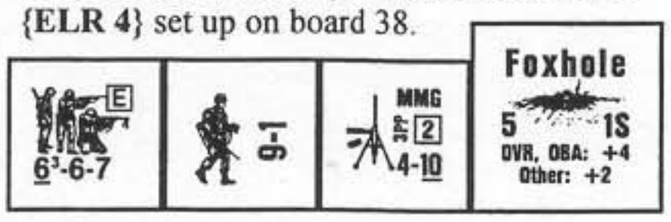
○ CHINESE/AMERICAN Sets Up First ● JAPANESE Moves First	● 1	2	3	4 ☆	5	6	7	8	END

Elements of 3rd Battalion, 66th Regiment, 22nd Infantry Division [ELR: 2] set up on board 37 in a hex numbered ≤ 5 and or anywhere on board 38. {SAN: 4}



11 6 10

Intelligence and Reconnaissance Platoon, 2nd Battalion, 475th Infantry, 5332nd Brigade (Provisional) "Task Force Mars" {ELR 4} set up on board 38.



2 2

Elements of Company E, 2nd Battalion, 475th Infantry Regiment, Task Force Mars enter turn 4 on any outside edge of board 38. All must enter on the same edge.

6 2

Elements of the 55th & 56th Infantry Regiments, 18th Infantry Division [ELR: 3] enter turn 1 on the south edge {SAN: 3}

15 2 3 2

SPECIAL RULES:

1. EC are wet with no wind at start. PTO terrain is in effect.
2. Place overlay **1** on **38D2-D1.** Kindling is NA.
3. A road exists from 37P10-37P5-37H4-37I1-38oJ7-38oF4-38oI1.
4. Japanese OBA is 70mm (HE only) with plentiful ammunition (C1.211).
5. Allies may set up two squad equivalents (and any SW/SMC stacked with them) using HIP.
6. Small arms PBF/TPBF and MG attacks will not create Flame (G5.6).
7. Before play begins, the American player must designate the board edge on which his reinforcements will enter.

Scenario Design: Evan E. Sherry

Source: Charles F.Romanus and Riley Sunderland *Time Runs Out in CBI,* reprinted (Washington, D.C.: GPO 1966), pp. 108-111.

AFTERMATH: The Japanese moved north on both sides of the Tonkwa road. Confident the Chinese had already pulled out of Mo-hlaing they were surprised to find the village defended. Caught off balance at first, the Japanese immediately deployed and launched a hasty attack with about five platoons of infantry. Japanese pressure was too great and soon the Chinese perimeter cracked. American and Chinese soldiers fought side by side, often sharing the same foxhole. Determined not to lose the village, the Chinese and Americans doggedly held their ground. Americans from Task Force Mars counterattacked in an attempt to restore the situation. Fierce hand to hand fighting raged throughout the morning. With more Americans filtering into the area, the Japanese elected to suspend the attack on Mo-hlaing. The next few days were tense as the Japanese continued to harass the defenders with artillery fire and probe the village wth patrols. Chinese forces finally pulled out of Mo-hlaing after receiving a new mission. Despite losing their Chinese comrades, the men of Task Force Mars managed to retain control of Mo-hlaing.

THE SLAUGHTER AT KRUTIK

SCHWERPUNKT SCENARIO SP 20

KRUTIK, Russia, 2 April 1942: General A. A. Vlasov's Second Shock army continued to attack southward to break the siege of Lenigrad. Russian armor punched out of Terements and assaulted towards Krutik under cover of a late spring blizzard. Russian infantry supported by artillery, mortars, and rockets led the attack on the town. The initial assault was repulsed with heavy Russian losses. At 1100 the Russians renewed the attack, led this time by T-34's. The Guripas of Eighth Company had no weapons that could stop a tank. Captain Compano and his men clung to the highway for a last stand.

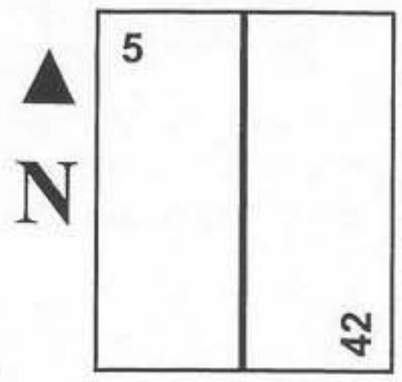
VICTORY CONDITIONS: The Russians win if they possess 5 of the 7 stone buildings on/between hexrows 42K and 42H at game end.

BOARD CONFIGURATION:

BALANCE:

Add a 8-1 armor leader to Kampfgruppe Bluch.

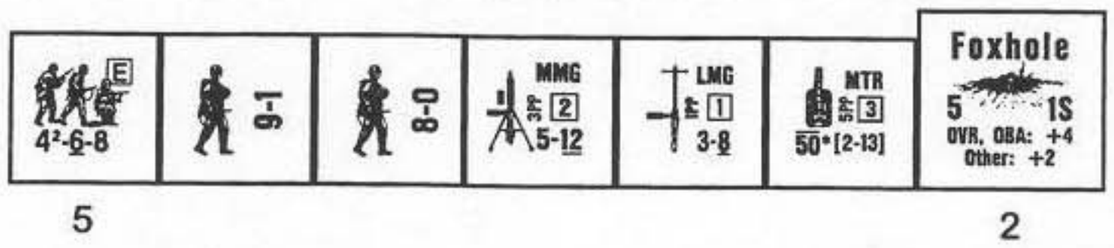
★ The 150* INF gun must set up limbered.



TURN RECORD CHART

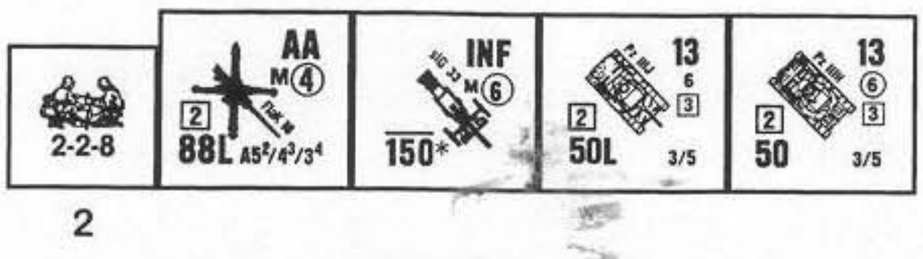
SPANISH/GERMAN Sets Up First ★ RUSSIAN Moves First	1	2	3	4	5	6	END

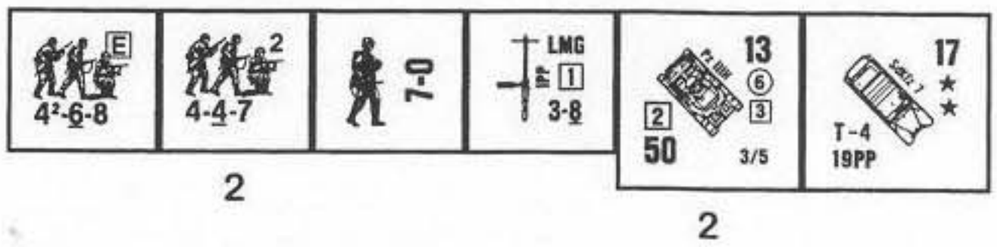
Elements of Compañia 8, Battalion 2, Regimiento de Infanteria 269, Division de Infanteria 250 [ELR: 4] set up on board 42 on/between hexrows P and V {SAN: 3}



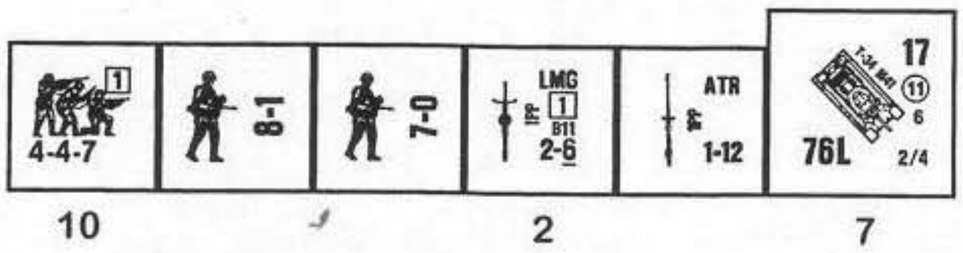
Germans enter turn 2 on the south edge of board 42.

Kampfgruppe Bluch and elements of Kompanie 13, Infanterie Regiment 424 [ELR: 4] set up on board 42 on/south of hexrow M.





Elements of the 2nd Shock Army [ELR: 2] set up on/north of hexrows 42Y and or 5I {SAN: 2}



SPECIAL RULES:

1. EC are wet with falling snow and no wind at start.
2. The FlaK 18 must set up limbered. German guns may not set up emplaced, in a building, or use HIP.
3. Spanish may declare Hand to Hand Combat.
4. The T-34 M41's may set up in motion.

Source: Gerald Kleinfeld and Lewis A. Tambs, *Hitler's Spanish Legion,* (Carbondale and Edwardsville: Southern Illinois University Press, 1979).

AFTERMATH: Hauptman Werner Bluch threw together a mixed force of cannoneers, couriers, signalers, and sappers and rushed to rescue the Spaniards. The Germans were later able to send several Mark III's and an 88mm flak gun to hold back the Russians. Under cover of the Flak, La Segunda was able to counterattack and restore the line.

Scenario Design: Greg Davis

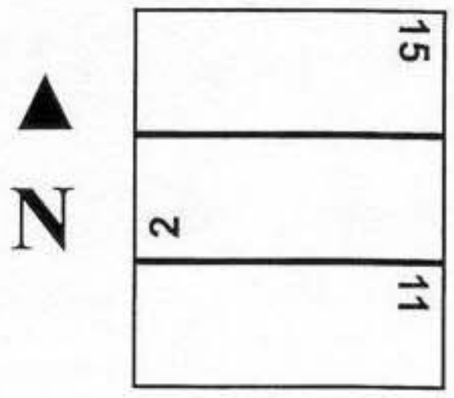
JOHNNY ONE

SCHWERPUNKT SCENARIO SP 21

VICTORY CONDITIONS: The Germans must control two pillbox locations and five of the 3rd level hexes of hill 621 at game end.

South of Primosole Bridge, CATANIA, SICILY, 14 July 1943: Operation FUSTIAN began on the night of the July 13th. FUSTIAN, the parachute drop of the British 1st Parachute Brigade on the Plain of Catania, turned out to be the third costly airborne fiasco of the four-day old Sicily campaign. The objective of FUSTIAN was Primosole Bridge over the Simeto River. Like the earlier airborne drops, everything that could go wrong did. Many units were scattered or hopelessly lost. LTC John Frost's 2nd Battalion did however meet with some success. The battalion headquarters and a portion of A Company were dropped on a DZ southwest of the bridge. By 0100, Frost had collected 112 men and began moving towards the brigade's objective. Around 0530, with his force now numbering around 140, Frost captured the prepared positions around JOHNNY 1(the high ground a mile south of the bridge). With the first light of a new day came the German response, a deadly machine-gun and mortar attack. Without supporting weapons or communications, Frost was to find himself leading his paratroopers in a desperate battle.

BOARD CONFIGURATION:



BALANCE:

⊙ Change VC to read "six 3rd Level Hexes".

✠ Add a 5-4-8 & DC to the set up group.

TURN RECORD CHART

⊙ BRITISH Sets Up First / ✠ GERMAN Moves First	✠ 1	2	✠ 3	4	5	6	7	8	END

Elements of the 2nd Battalion, 1st Parachute Brigade, British 1st Airbourne [ELR: 5] set up on board 2 within confines of hill 621{SAN:5}

6²-4-8	4²-5-8	3-3-8	2-2-8	10-3	9-1	8-1	8-0	HMG 6-12	ATR 1-12	PIAT 8-3	LMG 2-7
7	3	2	3								4

? 7 morale	Foxhole 5 1S OVR, OBA: +4 Other: +2	Trench OVR,OBA: +4 Other: +2
8	12	3

Set up on board 15, west of hexrow Q.

6²-4-8	9-1	LMG 2-7
3		

Scenario Design: Michael Faulkner

Elements of the Fallschirm Maschinengewehr Battalion 1, Fallschirmjäger Division 1 [ELR: 5] set up on board 11, east of hexrow R {SAN: 3}

5²-4-8	2-3-8	9-2	8-0	7-0	HMG 7-16	MMG 5-12	LMG 3-8	Radio 8
7	2							

Enter Turn 1 on the north edge of board 15, west of row Q.

5²-4-8	2-3-8	9-1	8-1	8-0	MMG 5-12	LMG 3-8	DC 30-1
10	2				2	3	

Elements of Panzeraufklarungs Abteilung, Hermann Goering Division enter turn 3 on 15Q10 or

34 20L(6) -/5/	33 20L(6) -/5
2	

SPECIAL RULES:

1. EC are dry with no wind at start.
2. Place wire in the following board 2 hexes: G4, G3, H2, I3, J3, K3, L2, M3, N2, O3, P2, Q2, S3, T3, U5, T5, R6, Q7, P7, P8, O9, N8, and M8. Place a 2-3-5 pillbox in 2K4 J3/K3, a 1-3-5 pillbox in 2H3 G3/H2, and a 1-3-5 pillbox in 2O8 P8/O9.
3. Place Overlays as follows: **G1** on 15Z0, **G2** on 15U4/V3, **G3** on 2K1/15W1, **G4** on 15CC2/CC1, and **G5** on 2D3/C4.
4. Treat all grain as open ground containing dispersed smoke.
5. The Germans have one module of 80mm OBA with plentiful ammo. British OBA is 150mm NOBA (G14.6). NOBA originates from the south edge. The British must secretly designate one of the three crews as the NOBA shore party. When revealed, replace it with a 2-2-7 crew as per G14.61.
6. The British 10-3 leader starts the game wounded.
7. The British and Germans may set up concealed if in concealment terrain, this is in addition to any ?'s given. British may set up two squad equivalents and any leaders/SW stacked with them using HIP.
8. Italian SW's in the British OB (HMG & ATR) are considered captured weapons for both sides.

AFTERMATH: Frost's 2nd Parachute Battalion bore the brunt of the German counterattacks during the first hours of daylight. To their astonishment, the "Red Devils" found their opposition to be German paratroopers. The "Green Devils" delivered withering machine-gun fire from an opposite hill. A British patrol was sent to deal with the problem but was spotted and forced to withdraw. Further casualties were inflicted when three German armored cars joined in the attack. The situation was becoming "rather serious" as the dry grass caught fire and the heat forced the surrounded "Red Devils" into a dangerously tight perimeter. It was clear the 2nd Para could not withstand another coordinated counter attack. With the "Red Devils" was Captain Vere Hodge, a Royal Artillery gunnery officer. Hodge was acting as the naval forward observation officer for the six-inch guns of the cruiser *HMS Newfoundland*. For some time, Hodge's attempt to gain contact with the cruiser proved fruitless. At about 0900, he finally succeeded and almost immediately the guns of the *Newfoundland* turned the tide of the battle. With the immediate danger gone, Frost waited for relief from the Eighth Army. This would not be the last time LTC Frost and 2nd Battalion would find themselves surrounded and stuck on a bridge too far.

Sources:

D'este, Carlo, *Bitter Victory*, (New York: Harper Perennial, 1988), pp 367-368.
Frost, John, *A Drop Too Many*, (London: Leo Cooper, 1994), pp179-182.

TOD'S LAST STAND

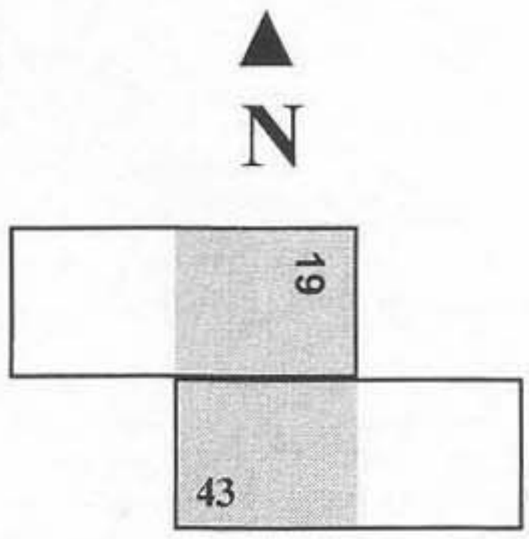
SCHWERPUNKT SCENARIO SP 22

ST. ELOI, France 27 May 1940: The British 5th Infantry Division was holding positions in the Dunkirk perimeter to allow the evacuation of Allied troops back to England. The 17th Brigade was covering the sector south of Ypres astride the St. Eloi-Ypres road, right in the path of the German 18th Infantry Division. Colonel Tod 's 2nd Battalion, Royal Scots Fusiliers initially held positions around a farmstead until it came under intense enemy mortar and artillery fire. Tod moved his troops a few hundred yards forward to a wood line to await the enemy onslaught. At daybreak Tod found the shattered remnants of his battalion surrounded and decided to fight his way back to the farmstead where he intended to make a stand.

VICTORY CONDITIONS: Germans win if there are no unbroken British MMC in buildings within two hexes of 43M8 at game end.

BOARD CONFIGURATION:

(Only hexrows B-P are playable)



BALANCE:

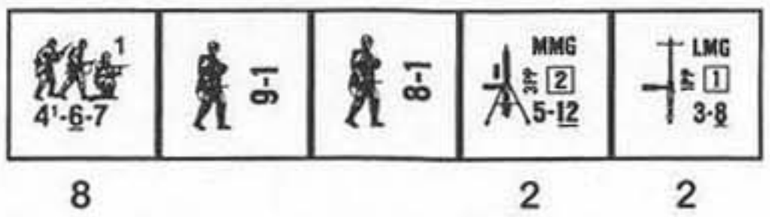
✠ The British 10-2 leader is wounded.

⊙ Delete the 2-4-7 from the HIP units.

TURN RECORD CHART

✠ GERMAN Sets Up First	✠ 1	2	3	4	5	END
⊙ BRITISH Moves First						

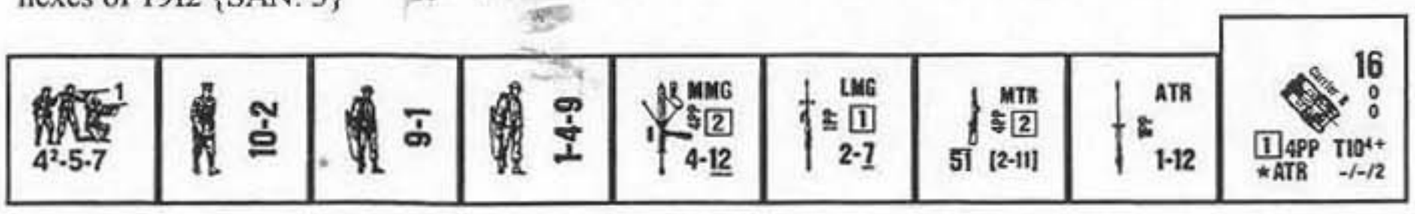
Elements of Infanterie Division 18 [ELR: 3] set up on board 19 in hexes numbered > 4 {SAN:3}



Set up south of and within 2 hexes of the stream, using HIP.

Enter turn 1 on the north edge.

Elements of Companies C and D, 2nd Battalion, Royal Scotts Fusiliers, 17th Brigade, 5th Infantry Division [ELR: 3] set up within 3 hexes of 19I2 {SAN: 3}



SPECIAL RULES:

1. EC are mild with no wind at start.
2. Place Overlay **ST3** on 43K5-J4. Grain is in season.
3. British suffer from Ammunition Shortage (A19.131)

Scenario Design: Ron Kelley

Source: Kemp, J. C. *The History of the Royal Scots Fusiliers, 1919-59,* (Glasgow, 1953), pp. 37-47.

AFTERMATH: Colonel Tod withdrew under heavy fire and was wounded crossing a stream. The Scots continued to the farmstead, inflicting grievous losses on the pursuing Germans. With both sides throwing grenades at each other, Fusilier Leyden caught one in an effort to protect Major A. S. B. Arkwright. The blast turned his face into a twisted mass of bloody flesh but miraculously he survived. Reaching a barn at the farmstead, the Scots were again surrounded. Full of wounded and with ammunition running short, Colonel Tod reluctantly surrendered at 1100 hours. Later, he was the ranking officer at Colditz prison camp.

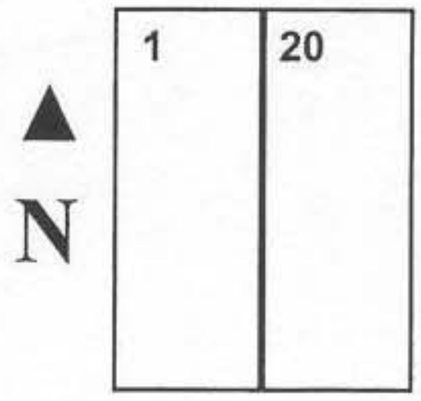
ASSAULT ON THE HOTEL CONTINENTAL

SCHWERPUNKT SCENARIO SP 23

VICTORY CONDITIONS: British win if there are no good order German MMC in building 20E7 at game end.

CASSINO, Italy, 17 March 1944: The third assault on Cassino had been underway for a few days. The 25th New Zealand Infantry Battalion was given the task of trying to clear Fallschirmjägers from the Hotel Continental where they had taken residence. The 19th New Zealand armored Regiment was finally able to field tanks in support of the infantry. Rubble created by Allied bombing made maneuvering tanks through the city difficult. Commanders felt the time was ripe for an attack. They expected the Continental would fall easily with the help of ANZAC tanks.

BOARD CONFIGURATION:



BALANCE:

⊙ Exchange the British 9-1 leader for a 9-2

✠ Change SSR 3 to read "one squad equivalent"

TURN RECORD CHART

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

Remnants of Kompanies 6,7, and 8, Battalion 2, Fallschirmjäger Regiment 3, Fallschirmjäger Division 1 [ELR:5] set up north of hexrow Q {SAN: 6}

9 2 15

Company B, 25th Battalion, 6th Infantry Brigade, 2nd New Zealand Division [ELR: 5] set up south of hexrow Q {SAN: 2}

18 2 3 3 3

Elements of Squadron A, 19th Armoured Regiment, 4th Armoured Brigade enters turn 1 on the south edge.

3

SPECIAL RULES:

1. EC are moist with no wind at start. Kindling is NA.
2. German may place seven rubble counters (at level 0) in building hexes, with no more than one rubble counter in any one building.
3. The German may use HIP for one MMC (and any SMC/SW stacked with it).
4. British tanks are not subject to recall. SSR KGP12 applies instead.

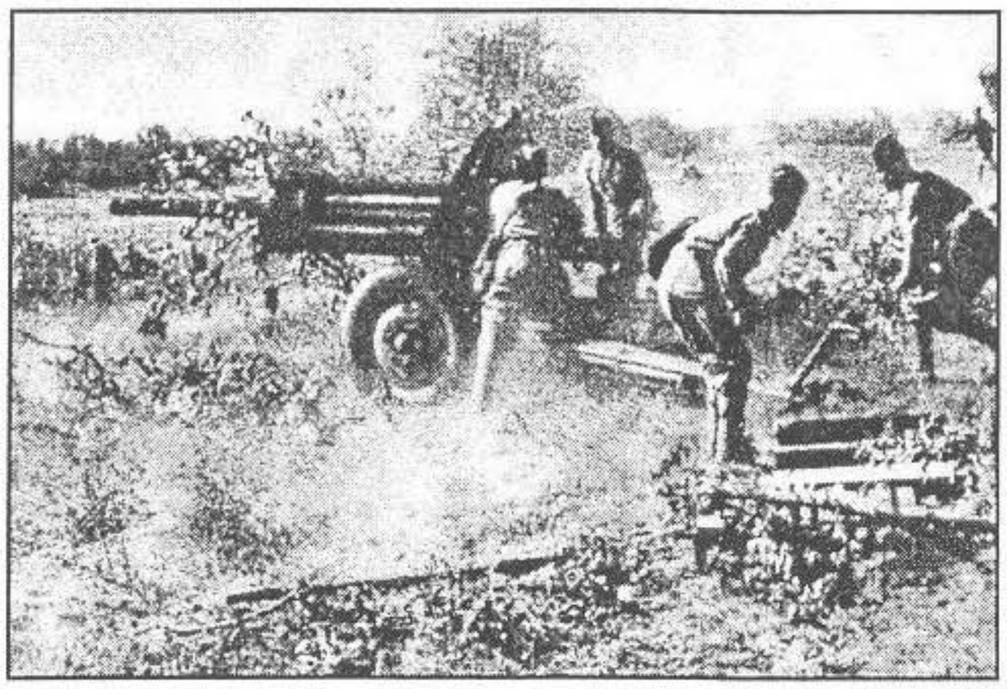
Scenario Design: John Quick

Sources: Smith, E. D., *The Battles For Cassino*, (New York: Charles Scribner's Sons, 1975), pp. 136-138
Graham, Dominick, *Cassino*, (New York: Ballentine Books, 1970), pp. 103-111

AFTERMATH: After many hours of fighting, the Shermans made it to the battlefield. The tanks hit enemy positions hard with high explosive ammunition while the infantry moved up. Unfortunately, the fallschirmjägers did not break as easily as expected. Using the cover of buildings and streets strewn with rubble, German panzerfaust and panzerschreck teams soon took their toll of ANZAC tanks. Faced with heavy small arms and machinegun fire and now without tank support, the New Zealanders called off the attack. The hotel had to be assaulted again. It was May before Allied forces finally seized this enemy strong point.

FOREST FIGHTING IN LATVIA

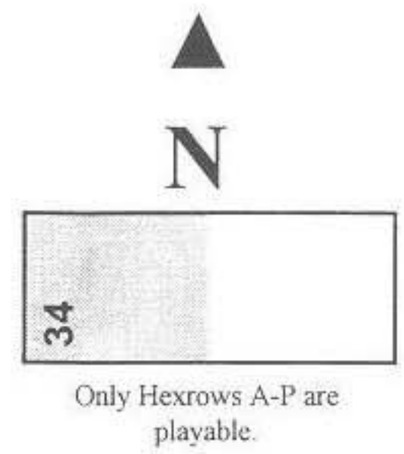
SCHWERPUNKT SCENARIO SP 24



VICTORY CONDITIONS: To win, the Germans must control three OB foxhole/trench hexes and there can be no good order Russian unit in possession of a 76mm gun at game end.

Near the Dvina River, north of Dvinsk, Latvia, 13 July 1941: During the first weeks of operation Barbarossa, the German 8th Army was moving across Latvia towards Leningrad. After crossing the Dvina about 30 miles north of Dvinsk, the movement of a division was being interfered with by a Russian artillery position near a village. The regimental commander decided against a frontal attack and ordered company G, commanded by Lieutenant Meyer, to move through the woods and attack the positions guarding the guns. With about 100 men, Meyer moved through the woods north of the village. The Russian garrison commander had ordered a withdrawal into positions covering the guns and were awaiting the Germans.

BOARD CONFIGURATION:



Only Hexrows A-P are playable.

BALANCE:

★ Exchange the Russian 8-1 leader for a 9-1.

✠ Add a 2-4-7 to the German OB.

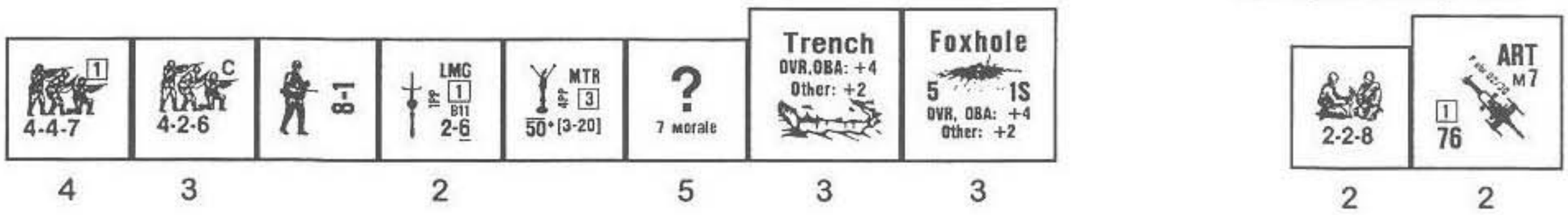
TURN RECORD CHART

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

★

Elements of the 16th Army [ELR: 2] set up on/between hexrows H and J, with at least four squads starting in trenches, foxholes and or buildings {SAN 5}

Set up on overlay OG3



4 3 2 5 3 3 2 2

✠

Elements of the 8th Army [ELR: 4] set up on/west of hexrow F on any hex numbered ≤ 7 {SAN: 2}

9 2

SPECIAL RULES:

1. EC are moderate with no wind at start.
2. Place overlay **OG3** on L7/L6.
3. All roads are paths (G.1 applies).

Scenario Design: Randy Thompson

Source: United States Army, *Small Unit Actions During The German Campaign In Russia,* (GPO: Washington, D.C.), p. 237

AFTERMATH: Meyer decided to split his force, committing the first and second platoons to a frontal assault and keeping the third platoon in reserve. He quickly realized the entrenchments went farther into the forest than he thought and sent in the third platoon. While the Germans were regrouping, the Russians opened up. Mortar and machinegun fire, aided by snipers who had let the Germans bypass, sent Company G diving for cover. Meyer crawled to each platoon, giving instructions to his NCO's. The men rallied and at a given signal, began to attack the Russian positions. The struggle lasted for two hours, after which two of the platoons made their way to a small clearing and overpowered the artillery men. The German division was able to resume its advance by late afternoon.

TWO POUNDS IN RETURN

SCHWERPUNKT SCENARIO SP25

VICTORY CONDITIONS: The Germans win if by game end they exit more DVP off the area of 26A10-26J10 than the British.

SOLLUM, Egypt, 15 December 1941: In the second week of December, Rommel's efforts against Tobruk had failed. The Afrika Korps' lines of communication were stretched to the limit and the British would soon be in position to outflank the Gazala Line. The painful decision to retreat from Cyrenaica and pull back to El Agheila was finally made. To cover this withdrawal, Lieutenant Servas was given orders to hold an area south of Sollum while the rest of the 15th Panzer Division withdrew. Positioning his captured portees and infantry around a depression, Servas waited for the dawn and the British.

BOARD CONFIGURATION:

BALANCE:

✠ Delete one Marm-Herr III ME.

⊙ Delete the Kfz 4 from the Germans.

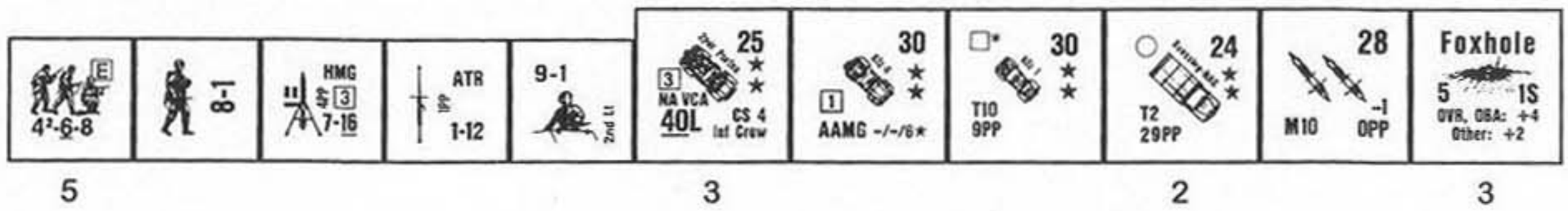
▲ N

26	27	25

TURN RECORD CHART

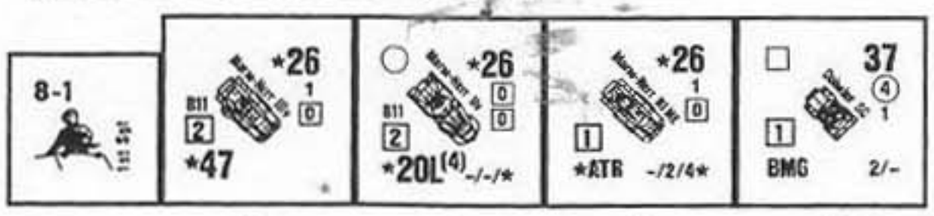
✠ GERMAN Sets Up First	⊙ 1	2	3	4	5	END
⊙ NEW ZEALANDERS Move First						

Elements of Panzer Division 15 [ELR: 4] set up within 4 hexes of 27oT3 {SAN: 3}



5 3 2 3

Elements of the New Zealand Division [ELR: 3] set up on a board 25 hex numbered ≤ 4 {SAN: 2}



2 2 2 2

New Zealanders enter turn one on/between **25GG9-27GG4** with only ¼ of their movement points remaining.

2 2

SPECIAL RULES

1. EC are Dry with no wind at start.
2. Place overlay **D2** on 27V2-V3. All brush hexes are open ground. Wadi 25G10-K8 does not exist nor does the wadi cliff in 25I9.
3. Germans may boresight. Germans use British portee counters; captured weapon penalties do not apply to such use.
4. British carrier crew/HS are 2-4-7.
5. The German 9-1 armor leader may effect Portee performance as if they were AFV's (D3.41).

Scenario Design: Evan Sherry and Randy Thompson 092198.4

AFTERMATH: Just before sunrise, Servas heard the enemy motors revving from the far side of the jebel. In first light of dawn, Servas could see several vehicles coming over the jebel. Almost immediately, his three guns opened fire with deadly accuracy and within a few minutes three enemy scout cars were destroyed. More enemy vehicles poured over the crest. Suddenly, from the German right, there appeared a group of carriers and scout cars. Servas engaged these while his infantry made for the trucks. Servas held off the attackers for a short time, knocking out several more enemy vehicles. He then sped to the head of his column and withdrew to the northwest suffering only light casualties.

Source: Carell, Paul, *Foxes of The Desert,* (Schiffer Publishing, Atglen 1994) pp. 92-96.

WOLLERSHEIM!

SCHWERPUNKT SCENARIO SP26

WOLLERSHEIM, Germany, 2 March 1945: The 9th Armored Division's drive from the *Roer* to the *Rhine* was well under way. Attacking on an easterly axis of advance, CCA was moving to maintain contact with the enemy and link up with the 9th Infantry Division. Three villages had to be taken and a crossing of the *Roth River* had to be made. LTC Kenneth Collins and his task force (TF) headed out for the first village of Wollersheim where the division G-2 estimated 300 German paratroopers were defending. By the afternoon of 1 March, they found that there were actually 800 defenders from Fallschirmjager Division 3 with strict orders to hold the area, no matter what the cost. Though they had no hope for victory, these paratroops put up a spirited defense with artillery and heavy automatic weapons fire that stopped TF Collins' initial attack short of its objective. Frustrated by the unexpected enemy strength, the Americans decided to hold up for the night and resume the attack in the morning.

VICTORY CONDITIONS: Americans win if they control either Hill 520 ***or*** Hill 513 at game end. (To control a hill, there must be no good order German, non-vehicular crew MMC or good order mobile vehicles with functioning MA on any level of the hill at game end).

BOARD CONFIGURATION:

2	41

N

BALANCE:

✠ Add one PSK to the German OB.

☆ Delete the PSK from the German OB.

TURN RECORD CHART

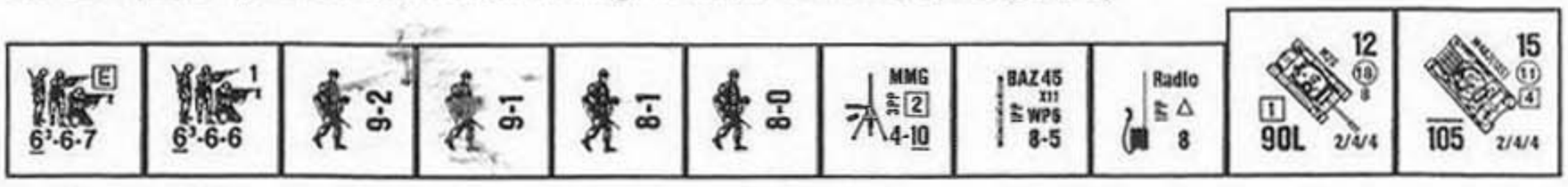
	☆ 1	2	3	4	5	6	7	END
✠ GERMAN Sets Up First								
☆ AMERICANS Move First								

Elements of Fallschirm Regiments 5 and 6, Fallschirmjager Division 3 [ELR: 2] set up on/south of row M on board 41 {SAN 4}

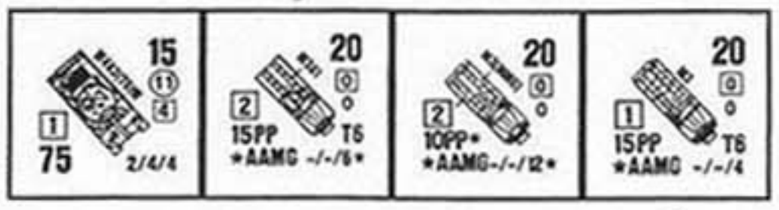
3 4 2 3

2

Elements of Company C, 19th Tank Battalion and Companies A and C, 60th Armored Infantry Battalion, CCA, 9th Armored Division [ELR: 4] enter on turn 1 on the west edge of board 2 on/north of row R {SAN 2}



9 3 2 2 4



2

SPECIAL RULES:

1. EC are wet with no wind at start.
2. American OBA is 150mm. German OBA is 120mm. Both may fire HE and Smoke.
3. German ordnance may set up emplaced but may not use HIP.
4. Radios possessed by an SMC may remain off board until the SMC is wounded or loses/transfers possession.
5. For victory determination, hexes 41W7 and 41V7 are considered part of Hill 513. Hex 41AA5 is not part of Hill 513.

Scenario Design: Evan E. Sherry 092198.3

Source: Reichelt, Walter, E. *Phantom Nine*, (Austin: Presidial Press, 1987), p.178.

AFTERMATH: At 0700 on 2 March, Task Force Collins renewed its attack on the village. Sherman tanks, from the 19th Tank Battalion, crested the hill above Wollersheim and saw three panzers, two self-propelled guns, and a couple of anti-tank guns in the village. Soon the pall of smoke from a burning Sherman tank marred the sky, making the other tanks more cautious. Fighting raged as German machineguns shattered the morning stillness to stop yet another American assault. Stalled, the task force called for a platoon of new Pershing tanks to help. The Pershings were just what was needed to get the attack moving again. One Pershing was abandoned after it was hit by enemy artillery fire, but the others continued. Companies A and C attacked with artillery support and gained a foothold. Having put up a valiant fight, the now dispirited Germans had to give way. Wollersheim was cleared "block by block and house by house". By the afternoon, it was secure and several hundred Germans were taken prisoner.

SUDDEN FURY

SCHWERPUNKT SCENARIO SP27

LES LOGES, Normandy, France, 30 July 1944: During the breakout in Normandy, the British Second Army was attempting to smash the German resistance in the Caen pocket. Their progress was slowed almost to a stop near Caumont. American forces had also just begun their breakout and were having better success but were threatened by German forces around Hill 309 in the British sector. To protect the American left and to get the offensive moving again, an attack was launched to seize the high ground south of Caumont. The close terrain in this area demanded the use of heavy tanks to lead the assault. Churchill tanks of the 6th Guards Tank Brigade crossed the line of departure and began moving south. Churchills of the Scots Guards made slow but steady progress south toward Les Loges. Numerous encounters with Germans along the way eventually delayed and striped away the supporting Argyle infantry. By early evening, Major W. S. I. Whitelaw's "S" Squadron found itself holding a hill near Les Loges without their supporting infantry.

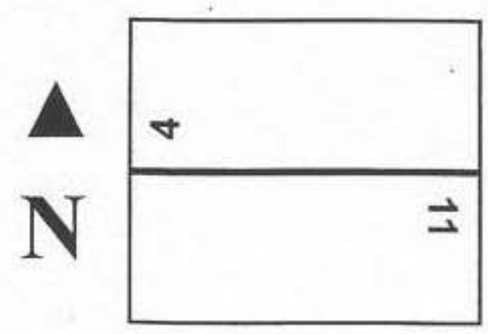
VICTORY CONDITIONS: Germans win at the end of any player turn if they have exited ≥ 1 JgPzV off the south edge of board 11 on/between hexrows B and I ***and*** no (good order) Churchill tank (with functioning MA) has an LOS to 11K6 and/or 11I5.

BOARD CONFIGURATION:

BALANCE:

⊙ Reduce the scenario length to 3.5 turns.

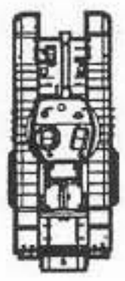
✠ Delete the British armor leader.



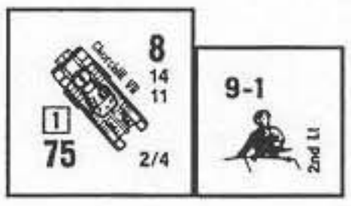
TURN RECORD CHART

⊙ BRITISH Set Up First / ✠ GERMAN Moves Up First	1	2	3	4	5	END

⊙



S Squadron, 3rd Battalion Scots Guards, 6th Guards Tank Brigade set up (per SSR #2) hulldown, on board 11 in hill hexes numbered ≤ 6 on/between hexrows B and P {SAN: 0}



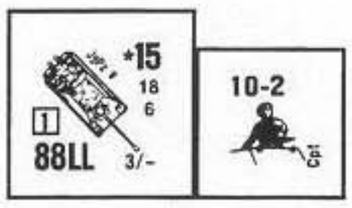
6

Lieutenant Cunningham's Troop sets up (per SSR #2) hulldown, in board 11 hill hexes numbered ≥ 6 on/between hexrows D and Q.

4

✠

Elements of Kompanie 2, Panzerjaegerabteilung 654 set up on board 4 in hexes numbered ≤ 6 {SAN: 0}



3

SPECIAL RULES:

1. EC are moderate with no wind at start.

2. British tanks must set up on hill hexes adjacent to at least one level zero hex. They may set up with up to 3 hull down hexsides, as the terrain permits. Hull down status is automatic; no D4.22 dr is necessary.

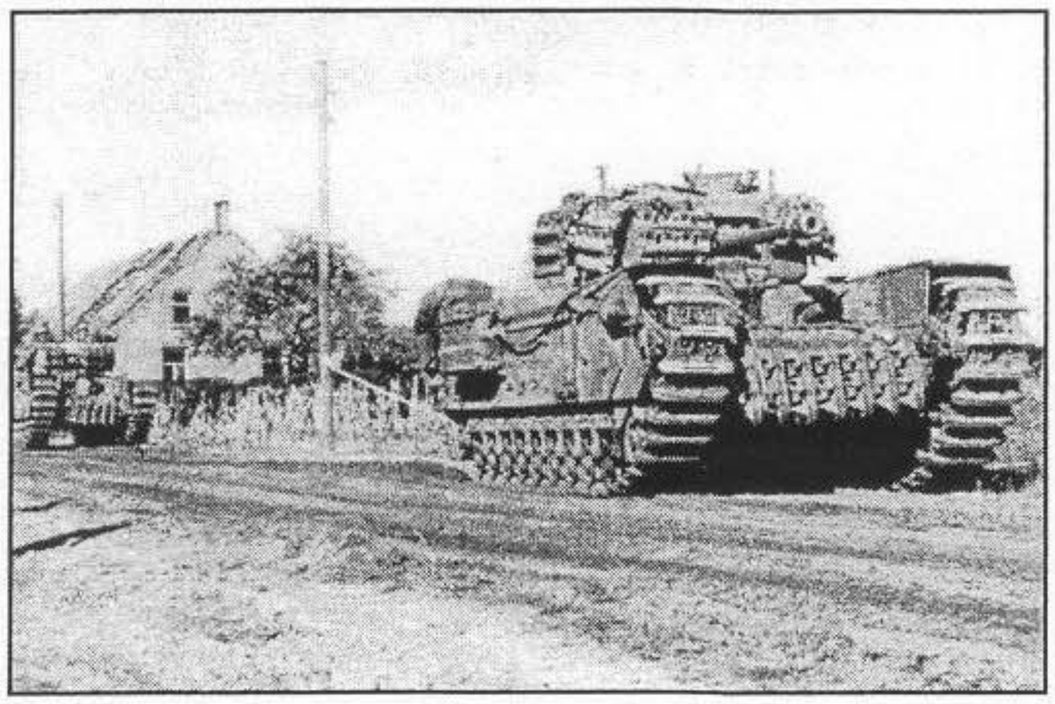
AFTERMATH: At about 1800 a German artillery attack hit "S" Squadron. CPT N. W. Beeson was killed during this attack while trying to rescue his wounded gunner. Within five minutes a sudden and furious volley of deadly 88mm armor piercing rounds found their marks on LT Cunningham's tanks, destroying the entire troop in just a few seconds. Cleverly moving around the hedges and a cottage, three Jagdpanther tank destroyers achieved complete surprise by attacking from an unexpected area. With one Jagdpanther overwatching, two others roared through the breach into the squadron perimeter. Firing from short halts the Germans methodically destroyed one Churchill after another. Soon eight more Churchills were burning. With few targets remaining, the Germans moved off the left front of the squadron position. They ran head on into Major Cuthbert, 3rd Battalion's Second in Command, in his tank, *Ben Lawers*. Yet another 88mm round hit its target. This one pierced the armor and ripped the turret from MAJ Cuthbert's tank, leaving it a shattered carcass of sanguineous steel and flesh. The British Army's first encounter had been deadly but without success. Two of the Jadgpanthers were later found abandoned a few hundred meters away. The Germans were gone and the British secured the hill with the remnants of the command.

Source: Forbes, Patrick; *6th Guards Tank Brigade*, (London: Sampson Low, Marston & Co. LTD. Date unknown), pp. 21-22.

Scenario Design: Evan E. Sherry 092198.10

CLEARING QUALBERG

SCHWERPUNKT SCENARIO SP28



QUALBERG, Germany, 12 February 1945: XXX Corps was moving toward the Rhine. For the last week, British units slogged through the flooded terrain of Nijmegan, crossed the German border, and penetrated the Siegfried Line defenses. As part of this drive, the 51st and 53rd Divisions cleared the Reichswald while the 43rd Wessex and part of the 15th Scottish Divisions captured the heavily fortified town of Goch. To secure its left flank in this drive, the 15th Scottish Division sent the 46th Brigade to clear the road south out of Cleve and move toward Calcar to prevent further German reinforcement from across the Rhine.

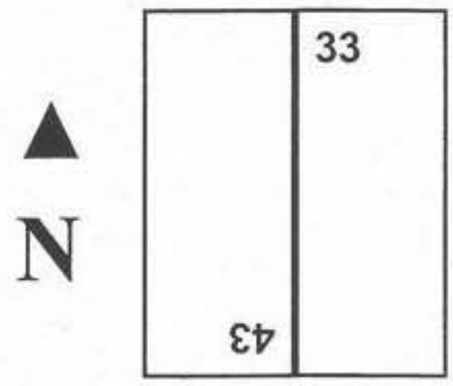
VICTORY CONDITIONS: British win if there are no good order German MMC or StuG IIIG in buildings/rubble in the following areas: on/between hexrows O and S on board 33 and on/between hexrows M and O on board 43 at game end.

BOARD CONFIGURATION:

BALANCE:

✠ Delete a Ram Kangaroo from the British OB.

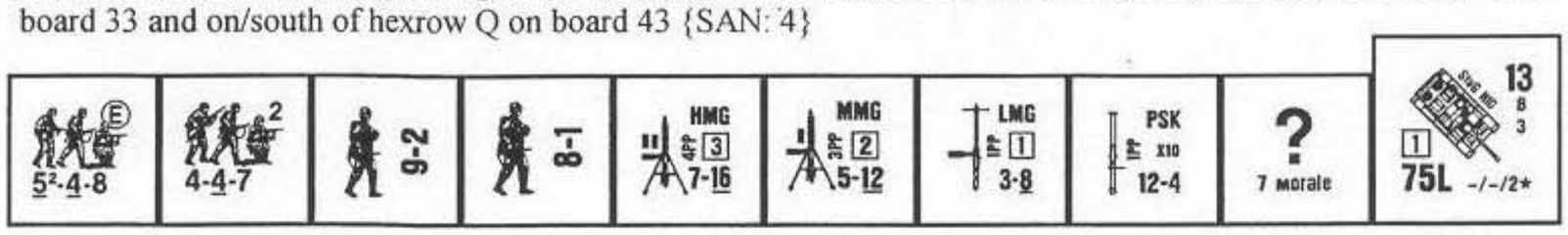
⊙ Allow the Germans to HIP only one squad



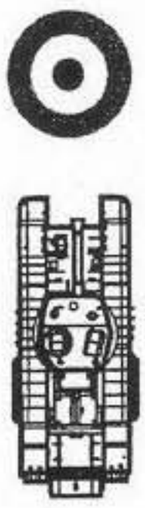
TURN RECORD CHART

✠ GERMAN Sets Up First	⊙ 1	2	3	4	5	6	7	END
⊙ BRITISH Move First								

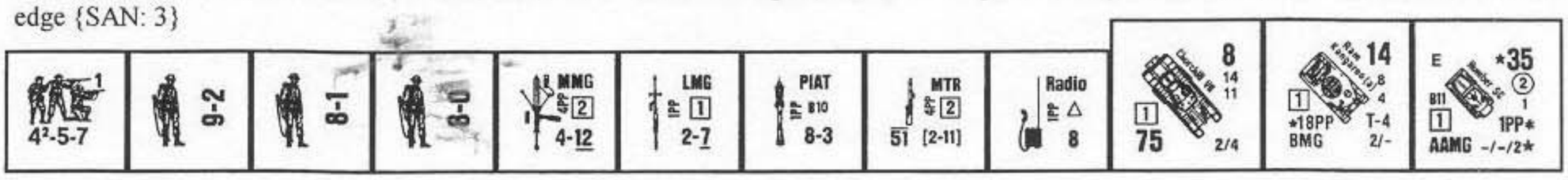
Elements of Fallschirmjager Regiment 16 and Panzer Division 116 [ELR: 2] set up on/south of hexrow O on board 33 and on/south of hexrow Q on board 43 {SAN: 4}



4 4 2 2 6 2



Elements of 4th Battalion Coldstream Guards and 7th Seaforth Highlanders, 46th Highland Brigade [ELR: 3] enter turn one on the north edge {SAN: 3}



14 2 3 2 2 4 5 2

SPECIAL RULES:

1. EC are mud with no wind at start.
2. All roads are paved. Place overlays: **B2** on 33K8-K7; **B4** on 43U8-T7. Place stone rubble in 33O8 and 33S10.
3. German OBA is 80mm (HE only); British OBA is 80mm (HE only). Germans have an off board observer at level 2 in hex 43A2.
4. British may declare Hand to Hand Combat (J2.31).
5. Germans may set up two squads (along with any SMC/SW stacked with them) using HIP. StuG IIIG's may also set up HIP.

Sources: Allen, Peter; *One More River*, (New York: Barnes & Noble, 1994), p.128.

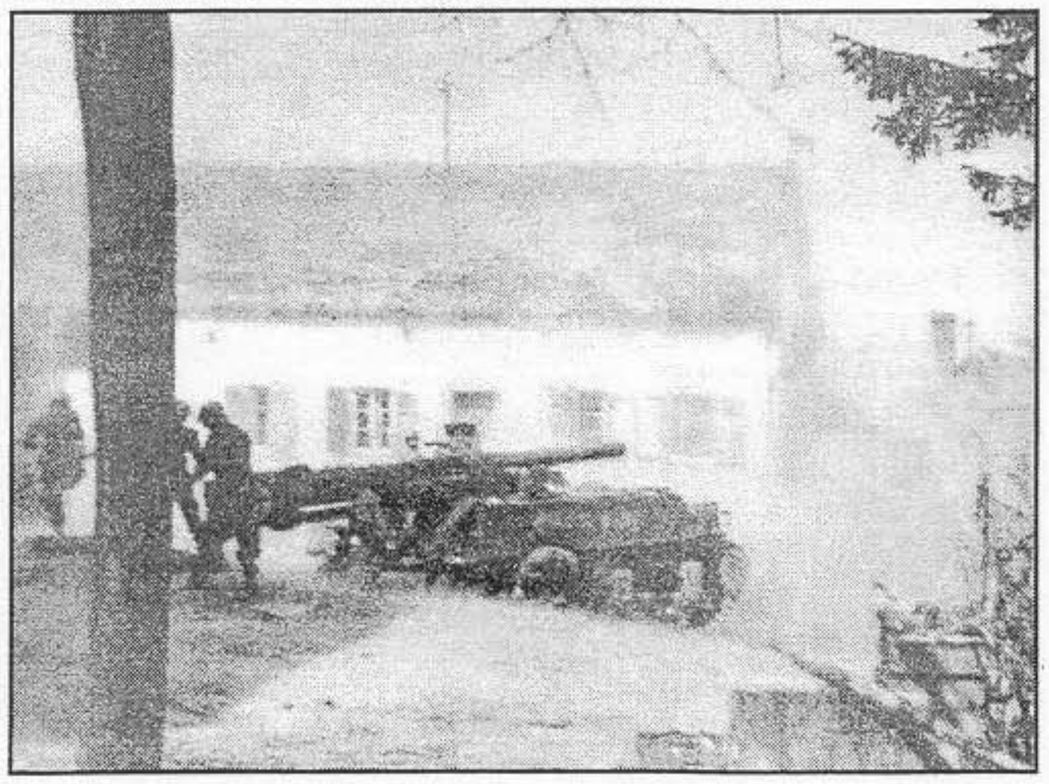
Forbes, Patrick, *6th Guards Tank Brigade*, (London: Sampson Low, Marston and Co., LTD, Date unknown), p. 95.

AFTERMATH: As the 7th Seaforths approached Qualberg, a German assault gun opened fire from a rubbled building and quickly knocked out four Kangaroos. The Highlanders dismounted to move on the village while under heavy fire from defending fallschirmjagers. Mud hindered the Highlander's movement but the Coldstreams were able to provide close support that helped weaken the defender's resolve. One Churchill crew even managed to recover two Kangaroos. The Seaforth's then launched a bayonet charge that forced the Germans to withdraw out of the village. There was plenty of fight left in the Germans who continued to drop heavy mortar fire on Qualberg while they set up their next blocking position. It was going to be a long hard trip to Calcar.

Scenario Design: Evan E. Sherry 092198.2

SCHLOSS BÜBINGEN

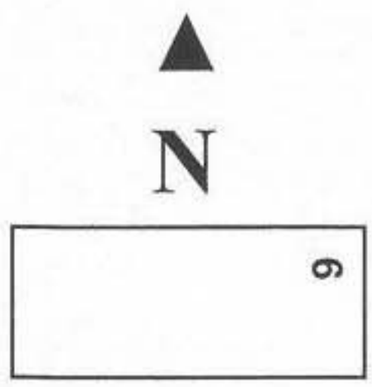
SCHWERPUNKT SCENARIO SP29



VICTORY CONDITIONS: Americans win at game end if there are no unbroken German MMC in any hexes of building N4.

WEIS, Germany, 1 February 1945: The U.S Third Army had pushed across France and was now at the German border and in position to complete breaching the Seigfried Line. One troublesome pocket of German resistance remained on the east bank of the Saar River in the Saar-Moselle Triangle. Occupying strong positions in a portion of the Siegfried Line known as the Orscholz Oblique Switch, elements of the 11th Panzer Division were making life difficult for the 94th Infantry Division. Logistical problems further hindered American capability to the point where MG Walton Walker directed all divisions in the XX Corps to limit offensive operations to those no larger than regimental size. With mud, rain and freezing weather taking their toll on both sides by causing more casualties than enemy action, the 94th Infantry Division commander intended to keep up the pressure on weakening Germans forces in his sector. One objective on the target list was the castle, Schloss Bübingen. It was suspected as being the observation post for enemy artillery fire that was harassing the 301st Infantry. Two battered platoons from A Company, 1st Battalion were tasked with seizing the castle and knocking out the observation post.

BOARD CONFIGURATION:



BALANCE:

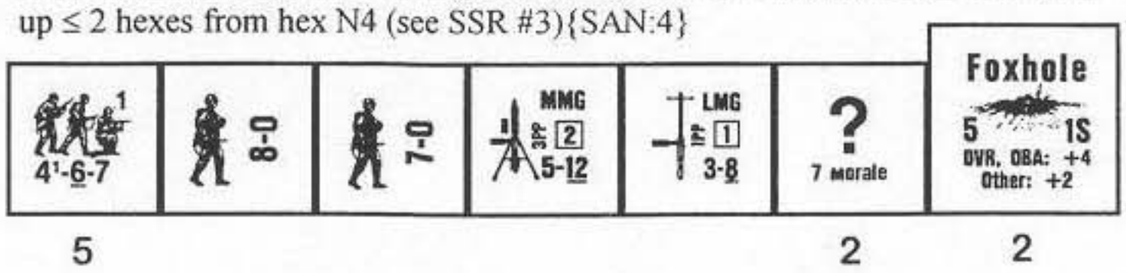
✠ Exchange the German 8-0 for an 8-1 leader.

☆ Lt. Walker's Group may set up concealed.

TURN RECORD CHART

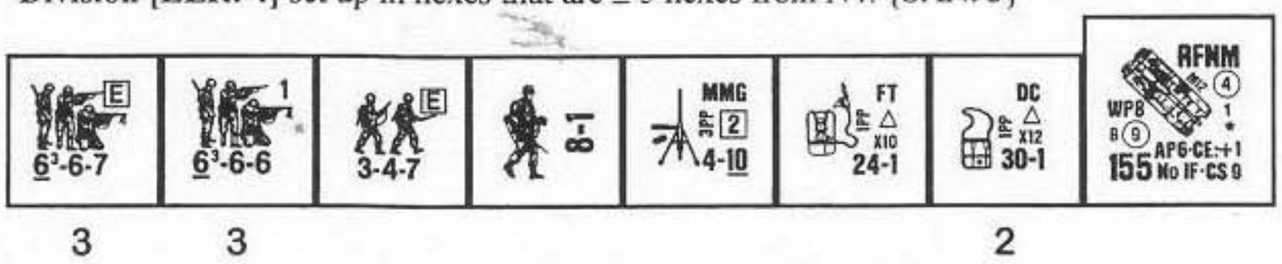
	1	2	3	4	5	END
✠ GERMAN Sets Up First						
☆ AMERICAN Moves First						

Elements Panzergrenadier Regiment 111, Panzer Division 11 [ELR: 2] set up ≤ 2 hexes from hex N4 (see SSR #3){SAN:4}



Germans set up HIP, 3 hexes from hex N4.

Elements of A Company, 1st Battalion, 301st Infantry Regiment, A Company 319th Engineer Combat Battalion, and 558th Field Artillery Battalion, 94th Infantry Division [ELR: 4] set up in hexes that are ≥ 5 hexes from N4: {SAN: 3}



Lt. Walker and survivors set up (all in the same hex) at level 0 in M6 or O3.

SPECIAL RULES

1. EC are Mud with no wind at start.
2. Building N4 is fortified at ground level. All buildings are stone.
3. Germans may not set up in level 0 of Hexes M6 or O3.
4. The 8-1 leader in Lt. Walker's group sets up wounded.
5. The M12 has a breakdown number of 12. Low Ammo (D3.71) is NA.

Scenario Design: Evan E. Sherry 092198.5

Source: Prefer, Nathan, N., *Patton's Ghost Corps* (Novato: Presidio 1998) p. 96-97.

AFTERMATH: Reinforced with a self propelled 155mm howitzer from the 558th Field Artillery, Lieutenant Harrison H. Walker led the attack. While the howitzer suppressed enemy positions, the infantry rushed to the castle wall. Gaining the wall, they advanced toward the front door of the castle. On the way to the door, enemy fire wounded Lieutenant Walker and forced all but five of his men to pull back. Though bleeding, Walker and his remaining men managed to find their way into the castle. There they were cornered by the enemy and attempted to hold off the Germans until help arrived. Technical Sergeant George Montgomery sent for engineers to help his platoon. Sergeant Joseph Castanzo and his engineers blasted a hole in the castle wall using demolitions. Sergeant Schmidt and Privates Bullard and Tarbel then charged through the breach with a flame-thrower and a BAR. This violent action resulted in several dead Germans, among them was the artillery observer. Within a few minutes the remaining 42 Germans were taken prisoner. Later that day a small German counter attack was repulsed. Schloss Bübingen would remain in American hands.

EVICTING YAMAGISHI

SCHWERPUNKT SCENARIO SP30

VICTORY CONDITIONS: Russians win if there are no unbroken Japanese MMC in a hill hex on/between hexrows I and U, possessing a functioning and/or assembled AT gun, INF gun, or HMG with a LOS to the road existing along 39A6, 39I9, 39Q10, 39Y10, 39GG6 at game end.

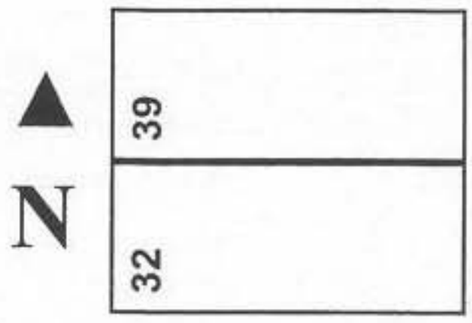
TZUHSINGTUN, Manchuria, 12 August 1945: The Soviet 1st Red Banner Army overwhelmed border defenses all across the Japanese 5th Army front. Penetrating over eighty kilometers, the Soviets were sweeping all before them. Their objective was the vital logistics base and transportation hub at Mutanchiang. General Noritsune, realizing the hopelessness of trying to defend the Chihsing line, pulled his divisions back to cover Mutanchiang. When the 126th Infantry Division began its move, General Kazuhiko ordered Lieutenant Yamagishi and his reinforced battalion to delay the Russians by defending Tzuhsington and Hill 792. Early in the morning the 257th Tank Brigade, acting as forward detachment for the 26th Rifle Corps, struck Yamagishi's battalion. A sharp fight developed as the Russians struggled to break through. After an hour a bypass was found, allowing the 257th to continue to Mutanchiang. Yamagishi still had his orders. He reorganized his shattered battalion and prepared to meet the main body of the 300th Rifle Division.

BOARD CONFIGURATION:

BALANCE:

● Exchange the Russian 9-2 for a 9-1 leader.

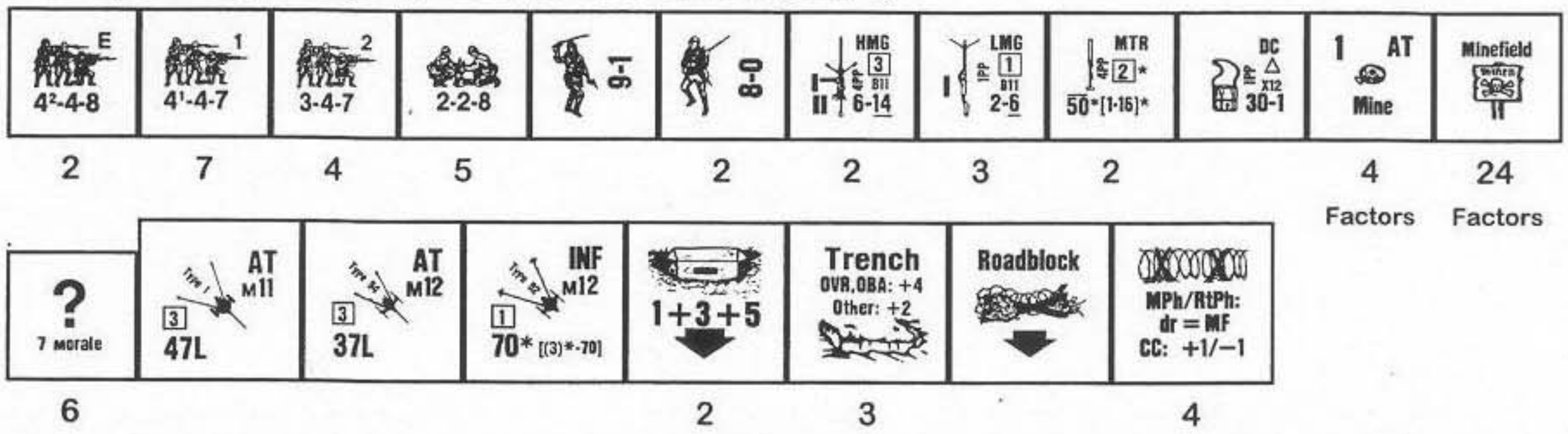
★ Change VC to read "hexrows K and U" instead of "I and U".

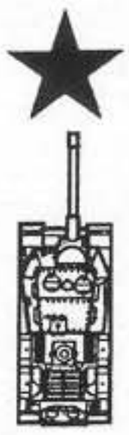


TURN RECORD CHART

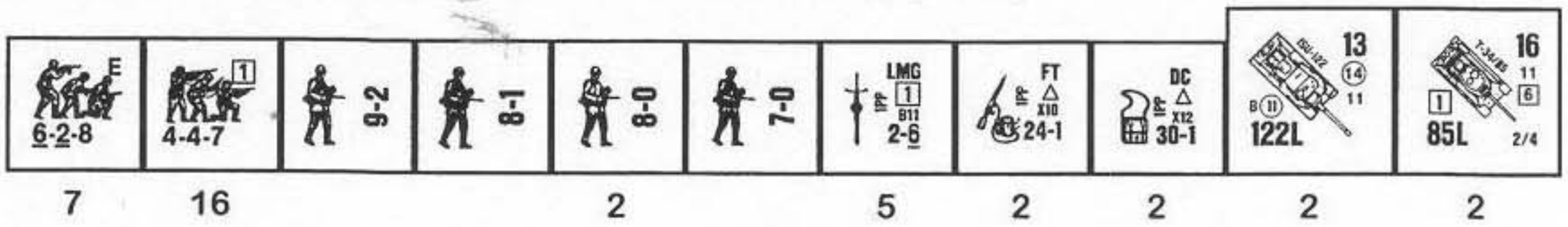
● JAPANESE Sets Up First	★1	2	3	4	5	6	7	8	END
★ RUSSIAN Moves First									

Elements of 1st Battalion 279th Infantry Regiment, 3rd Battalion 277th Infantry Regiment, and 31st Antitank Battalion, 126th Infantry Division [ELR: 2] set up on/between hexrows I and W {SAN: 4}





Elements of the 1053rd Rifle Regiment, 591st Separate Sapper Battalion, and 459th Separate Self-Propelled Artillery Battalion, 300th Rifle Division [ELR: 4] enter turn one on the east edge {SAN: 3}



SPECIAL RULES:

1. EC are wet with no wind at start.

2. Before set up, the Russian may secretly record two hexes for pre-registered 120mm (HE) FFE's that are fired immediately (regardless of LOS) after set up, then removed before the first rally phase.

3. Russian 628's are Sappers (B28.8).

4. Japanese may not exchange A-P minefield capability (B28.5 is NA). A-T mines must set up as one or two Daisy Chains (B28.531).

5. Tunnels (G1.632) are NA. Pillboxes, Roadblocks, Trenches, and Wire may not set up HIP. No Japanese unit/weapon may set up HIP (EXC. Units possessing daisy chains (only) may set up HIP if adjacent to a road hex). No T-H/DC Heroes may set up on board; they may only be created. Boresighting is NA.

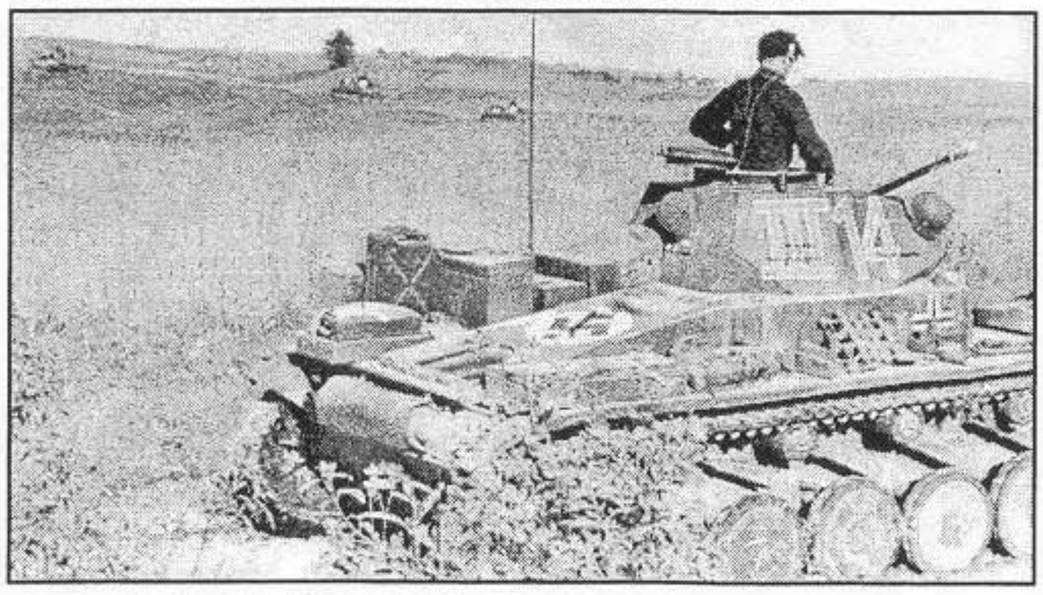
Scenario Design: Evan E. Sherry 092198.12

AFTERMATH: By 1000 Lieutenant Colonel K. A. Malkov's regiment gained contact with Yamagishi's beleaguered command. Intense fighting erupted all over the heavily wooded heights of Hill 792. Japanese resistance was determined. At noon the Russians attempted to flank the strongpoint by attacking around the northern face of Hill 792. Yamagishi responded by shifting some troops north to meet the threat. This worked until heavy Russian artillery fire forced Yamagishi to displace to the western slope. By sunset the Russians controlled Hill 792. To avoid encirclement the Japanese moved south of the road. Several attempts to regain the position failed during the night. Yamagishi decided to withdrawal to Mutanchiang but was forced to surrender at Tungchingching on 20 August.

Scource: Glantz, David, M. *August Storm: Soviet Tactical and Operational Combat in Manchuria, 1945,* (Ft. Leavenworth, Combat Studies Institute, U.S. Army Command and General Staff College, 1983) pp. 69-79.

THE HILLS OF LAGONOVO

SCHWERPUNKT SCENARIO SP31



LAGONOVO, Russia, August 29, 1941: The 8th Panzer Division received orders to spearhead a thrust from the southwest toward Leningrad. Kompanie 3, Panzerpioneer Abteilung 59, commanded by Lieutenant Schneider, observed Russian infantry from the 90th Rifle Division emerging from the west side of a forest south of Gubanitsy. They were heading for a ridge just a few hundred yards west of the woods. Realizing the Russians were attempting to cut off the advance guard, Schneider ordered his company to attack the Russians. Panzer Zug 1 was to lay down a smoke screen and attack from the north while Panzer Zug 2 was to jump off simultaneously from the south. Zug 4 was to fire a salvo of rockets and then close up with Zug 2. One of the halftrack squads was to remain in their firing positions as a reserve. Zug 5, made up of combat engineers, was to help the right wing of the attack.

VICTORY CONDITIONS: The Germans win if there are no good order Russian squads on level two and/or three of board 2 at game end.

BOARD CONFIGURATION:

13	2	19

▲ N

BALANCE:

✠ Add one 8-3-8 to Zug 5

★ Russian ELR is 2

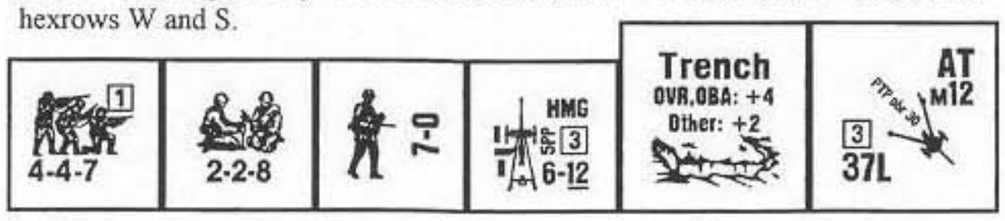
TURN RECORD CHART

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

Elements of the 90th Rifle Division [ELR: 1] set up on Board 2 in hexes numbered ≤ 8{SAN: 3}

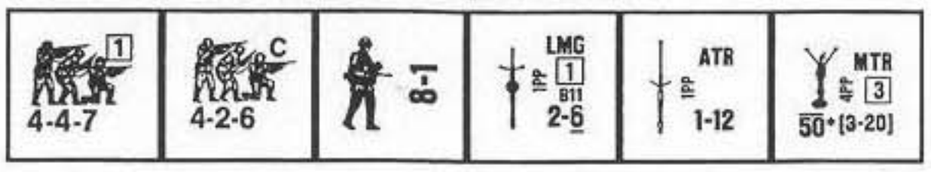
9 6 2

Russians set up in any woods hexes numbered < 3 on board 19 on/between hexrows W and S.



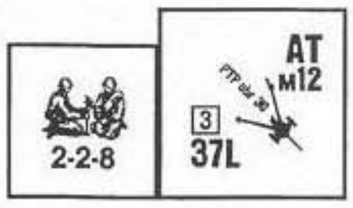
2

Russians enter turn 3 on the north edge of board 2.



5 4

Russians set up in any open ground or grain hex on board 19 in a hex < 7, on/between hexrows G and R (per SSR 6).

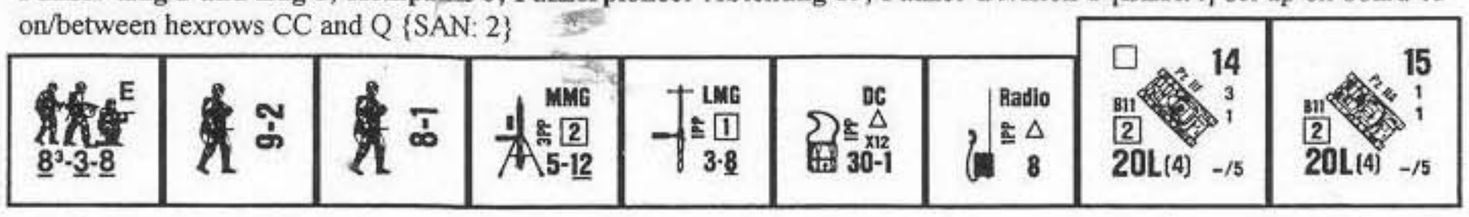


4 4

Russians enter turn 1 on East edge of board 19 on between hexrows G and R.

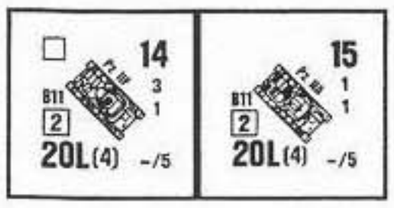
5 5

Panzer Zug 2 and Zug 5, Kompanie 3, Panzerpioneer Abteilung 59, Panzer Division 8 [ELR:4] set up on board 13 on/between hexrows CC and Q {SAN: 2}



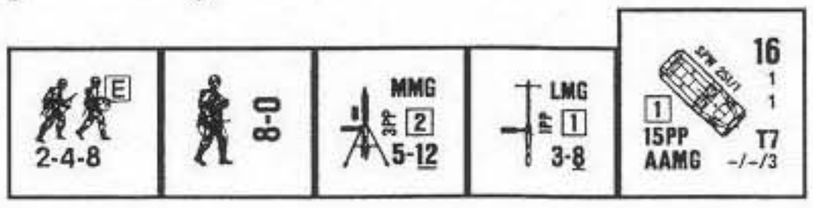
6 3 2

Panzer Zug 1 sets up on Board 13 east of the stream between hexrows Q and H, inclusive.



3 2

Zug 4 enters turn 2 on South edge of board 13 (per SSR 5).



5 5

SPECIAL RULES:

1. EC are moderate with no wind at start.
2. Elevated roads are treated as roads at level zero.
3. At the beginning of their Prep Fire Phase on turn one, the Germans may place 6 Smoke counters in hexes numbered 9 or 10 (half hexes included), on/between hexrows F and CC on board 2.
4. Germans have two Modules of rocket artillery (200mm, HE only). The Germans have an off board observer on level 3 at hex 2GG9. The on board or off board observer may be used for either module but both can never fire during the same fire phase. Battery access is automatic.The Germans may record two Pre-registered hexes on board 19 prior to the Russian set up. There is no accuracy die roll, only the extent of error is halved.
5. German halftracks represent half of the rocket artillery platoon and may enter beginning turn 2, provided a rocket artillery FFE 1 has been resolved.
6. The four PTP obr.32 that set up in open ground or grain hexes may not be emplaced.

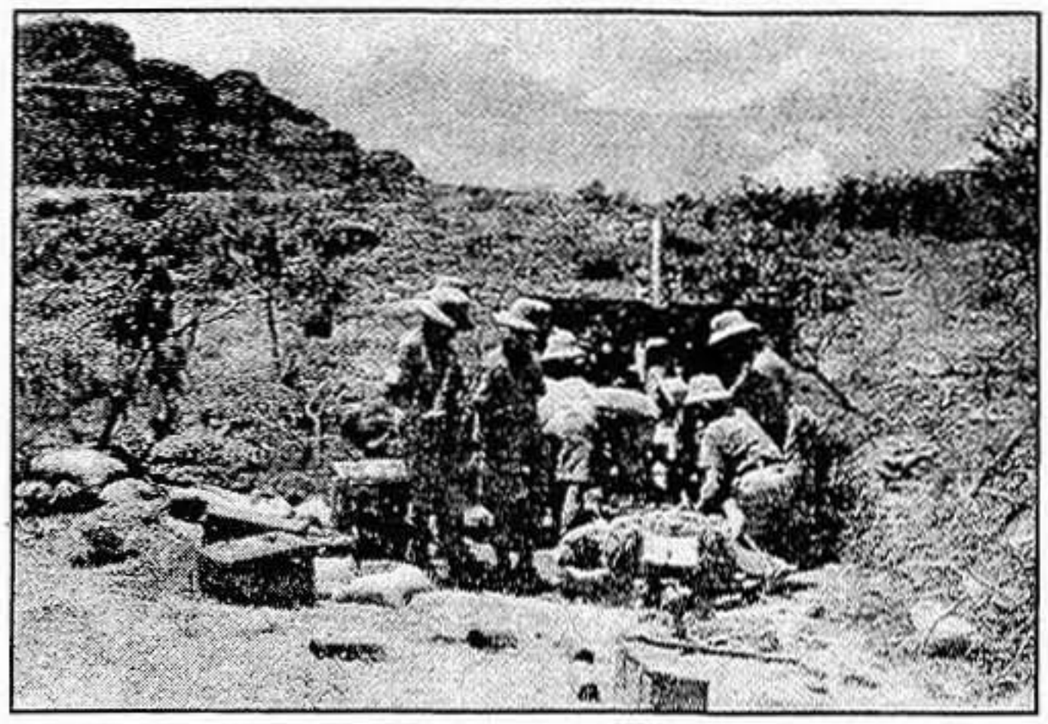
AFTERMATH: The rocket artillery came down on the Russian reinforcements, routing the infantry and leaving the anti-tank guns abandoned in the middle of the field. The tanks moved in from behind the smoke screen to the crest of the hill and began annihilating the desperate infantry. The engineer platoon mopped up the remaining stragglers and took them prisoner. A company of Russians came in from the north but was destroyed by a salvo of rocket artillery.

Scenario Design: Randy Thompson 101298.9

Source: United States Army, *Small Unit Actions During The German Campaign In Russia,* (GPO: Washington, D.C.), pp. 92-95.

OVER OPEN SIGHTS

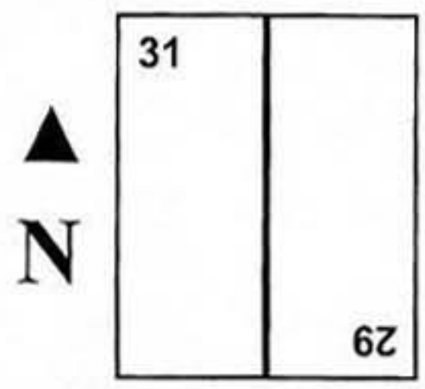
SCHWERPUNKT SCENARIO SP32



VICTORY CONDITIONS: Italians win at the end of any player turn they possess ≥ 2 guns *or* at game end if they control ≥ 1 gun.

KERU, Eritrea, Italian East Africa, 21 January 1941: With the arrival of reinforcements to the Sudan, the British began the long awaited offensive against the Italians in East Africa. The British objective was to attack through Eritrea to the Red Sea. The Italians decided to evacuate the town of Kassala in the Sudan, as well as Sabderat and Wachai in eastern Eritrea. Gazelle Force, an independent motorized unit, led the pursuit of the retreating Italians towards Keru. The 4th Indian Division was to follow Gazelle Force with orders to push on to Keren. The Keru position was naturally strong and the Italian 41st Colonial Brigade was ordered to hold the fortified town. Gazelle Force made first contact with the Italians at Keru at 0430 and waited for the 4th Indian Division to come up. At 0700, a party of sixty Italian cavalrymen charged the headquarters unit and the artillery of Gazelle Force. They seemed to have come out of nowhere.

BOARD CONFIGURATION:



BALANCE:

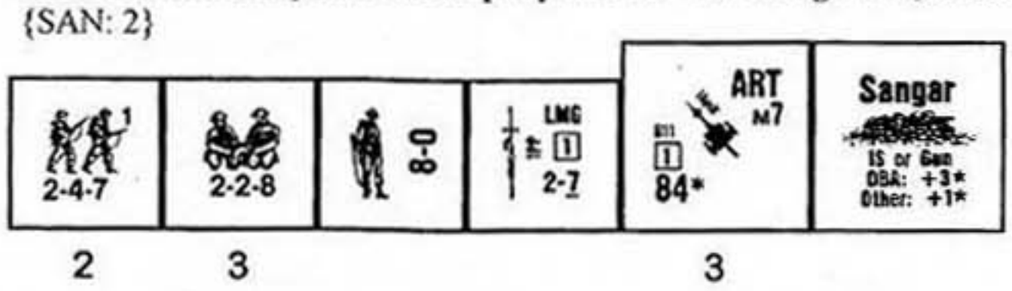
⊙ Exchange the British LMG for a MMG.

卐 Italians may deploy any/all of their squads during setup.

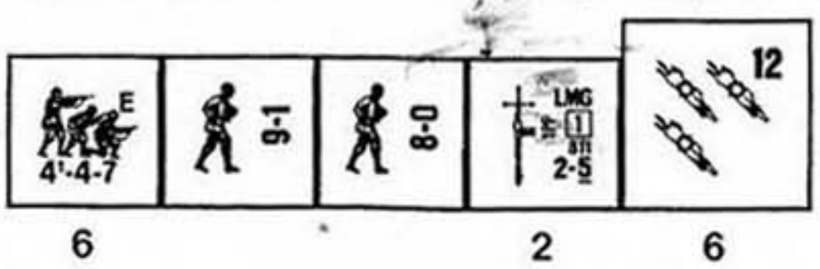
TURN RECORD CHART

⊙ BRITISH Sets Up First	卐 1	2	3	END
卐 ITALIAN Moves First				

Elements of Headquarters Company and 28th Field Regiment, Gazelle Force [ELR: 3] Setup within four hexes of 31oQ1 as per SSR #5 {SAN: 2}



Elements of the 41st Colonial Brigade [ELR: 2] Enter on turn 1 on any board edge {SAN: 2}



SPECIAL RULES:

1. EC is Moderate with no wind at start. There is a +1 LV hindrance DRM.

2. Place overlay **H6** on 31R2-Q2

3. Italians must enter mounted and are fanatic. They may declare a Cavalry Wave (A13.62) at the start of turn 1.

4. Disabled guns are not removed from the game board and retain the protective DRM for emplaced guns. They may still be possessed for VC purposes.

5. The guns must setup at least 3 hexes apart. They may set up emplaced, but not HIP. Bore Sighting is NA.

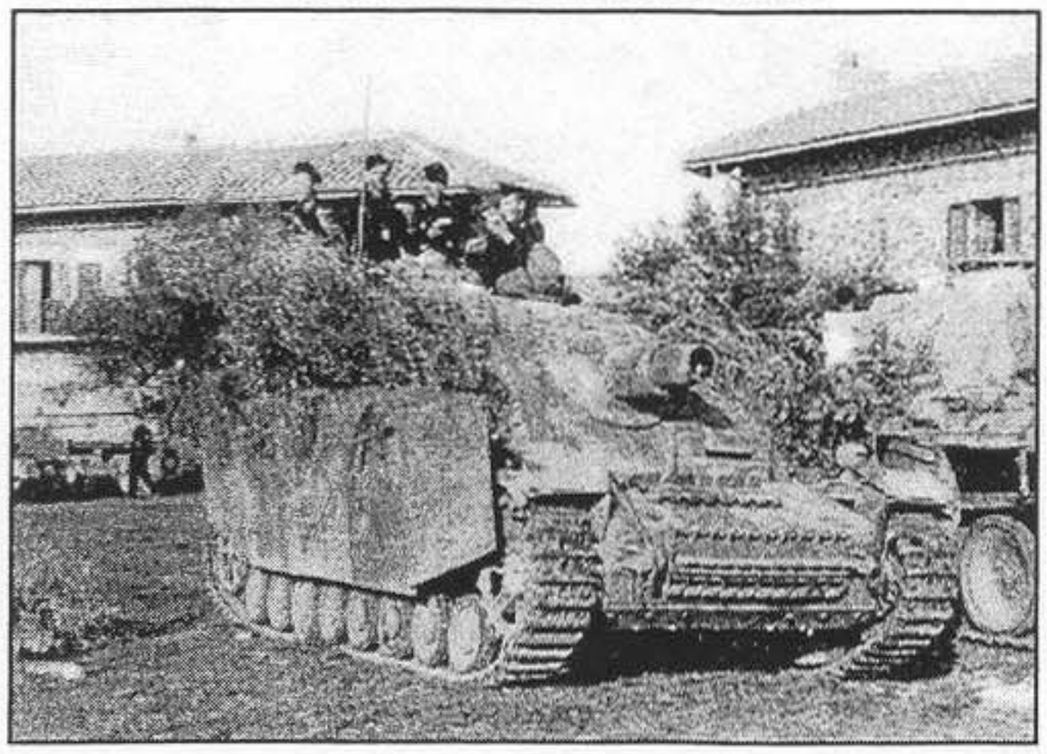
AFTERMATH: The Italian cavalry pressed home the attack. The British artillery men, firing over open sights at point blank range, broke the Italian charge just 25 yards from the guns. Some forty Italians were either killed or wounded. An hour later another attack from the 41st Colonial brigade was beaten back by the men of Gazelle Force. The Italians held on Keru for another two days. Finally on the 24th of January, they were forced to evacuate the town.

Scenario Design: Michael Faulkner 092198.7

Source: Combined Inter-Services Historical Section; Dr. Bisheshwar Prasad (Ed.), *East African Campaign 1940-1941*, (Agra: Agra University Press, 1963), pp. 41-42.

THE ETERNAL CITY

SCHWERPUNKT SCENARIO SP33



TOR PIGNATARA, ROME, Italy, 4 June 1944: The dark days of the Anzio Beachhead and Mt. Cassino were gone for General Mark Clark's Fifth Army. The US VI & II Corps had broken through the German defensive lines and were racing towards Rome. The Germans had been declaring Rome an open city for a number of days, but the Allied High Command was not convinced. The main concern for Clark was the bridges over the Tiber River. If taken intact, the bridges would allow the Allies to remain in contact with the retreating Germans. To capture the bridges, highly mobile armor-infantry task forces were formed to spearhead the advance. Leading II Corps were two columns under the command of General Robert Frederick, Task Force Howze of the 1st Armored Division and Frederick's own 1st Special Service Force. The drive was to be up Highway 6 and the Via Prenestina, east/southeast of Rome through Centocelle. While the "Force" attempted to advance beyond Centocelle, it was fired upon by a German parachute detachment and delayed for some two hours. COL Alfred Marshall, Jr's 1st Regiment, 1st SSF, supported by units of the 81st Armored Reconnaissance Battalion and the 3rd Battalion, 13th Armored Regiment decide to bypass Centocelle and attack toward the suburb of Tor Pignatara. Italian civilians warned COL Walker of a possible German ambush and some minefields. At 0717, the lead tanks of Company H, 13th Armored Regiment crossed the city limits of Rome. As the first two tanks traversed a bend in the road, they were quickly knocked out by anti-tank fire.

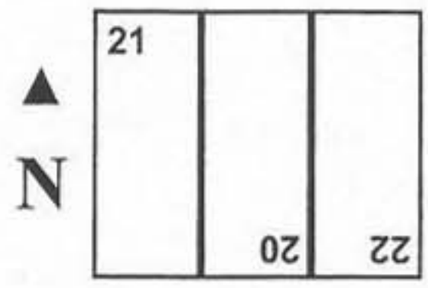
VICTORY CONDITIONS: Americans win immediately if they exit ≥ 81 VP off the west edge on/between hexrows H-Z or when they inflict ≥ 75 CVP on the Germans.

BOARD CONFIGURATION:

BALANCE:

✠ Increase exit VP to 91 and CVP to 85.

☆ Decrease exit VP to 76 and CVP to 70.

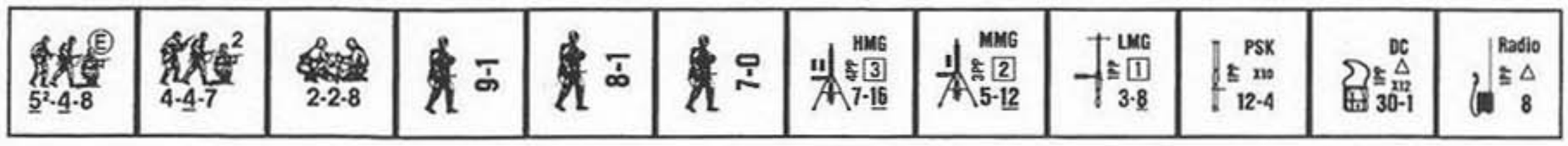


TURN RECORD CHART

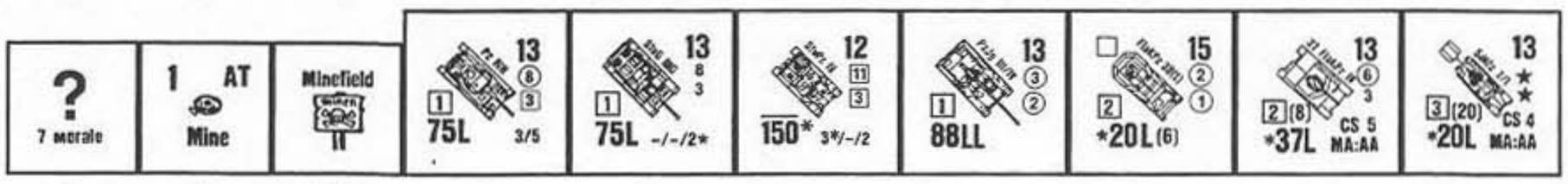
✠ GERMAN Sets Up First / ☆ AMERICAN Moves First	☆ 1	2	3	☆ 4	5	6	7	8	9	END

✠

Elements of Fallschirmjaeger Division 4 and the Hermann Goering Parachute Panzer Division [ELR: 3] set up anywhere on boards 20 & 21 and any hex numbered < to 5 on board 22 {SAN: 5}



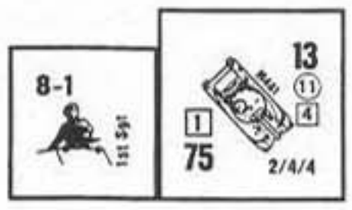
8 6 2 2 4



8 6 Factors 24 Factors 3 3 2

2 5 3

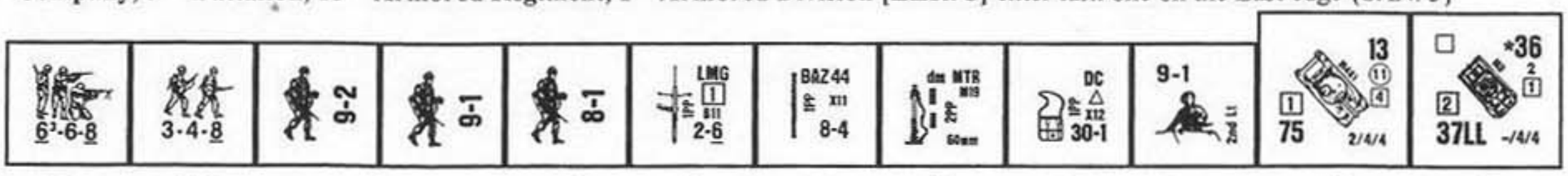
G Company, 3rd Battalion, 13th Armored Regiment, 1st Armored Division enter turn 4 on either the North or South edge.



5

☆

Elements of 1st Battalion, 1st Regiment, 1st Special Service Force, A Company, 81st Armor Reconnaissance Battalion, and H Company, 3rd Battalion, 13th Armored Regiment, 1st Armored Division [ELR: 5] enter turn one on the East edge {SAN: 3}



14 2 2 6 6 3 6 5 8

SPECIAL RULES:

1. EC are Moderate with no wind at start. The stream on board 22 is dry.
2. Civilian Interrogation (E2.4) is in effect for the Americans only. The Americans are in a "friendly" country.
3. Before set up, the German player may place three rubble counters anywhere on board 20 or 21. Once placed, the German player must then check for fallen rubble (B24.12).
4. The German player may HIP two squad equivalents and any SW and/or SMC stacked with them. The German SMC possessing the radio may also set up HIP. All German vehicles may start the game HIP. A German vehicle is revealed as soon as the vehicle moves or has a LOS to an enemy unit (Exception: if it is revealed through civilian interrogation). The German OBA is 80mm (HE only) with scarce ammo.
5. The American player will use Marine MMC's to represent the infantry of the 1st SSF and use American LMG counters. These units are considered commandos (H1.24), they are immune to cowering, and they may declare Hand to Hand in CC. Their Morale is underlined and they may use either British or American DRM's (which ever is more beneficial) for any Heat of Battle/Leader Creation rolls.

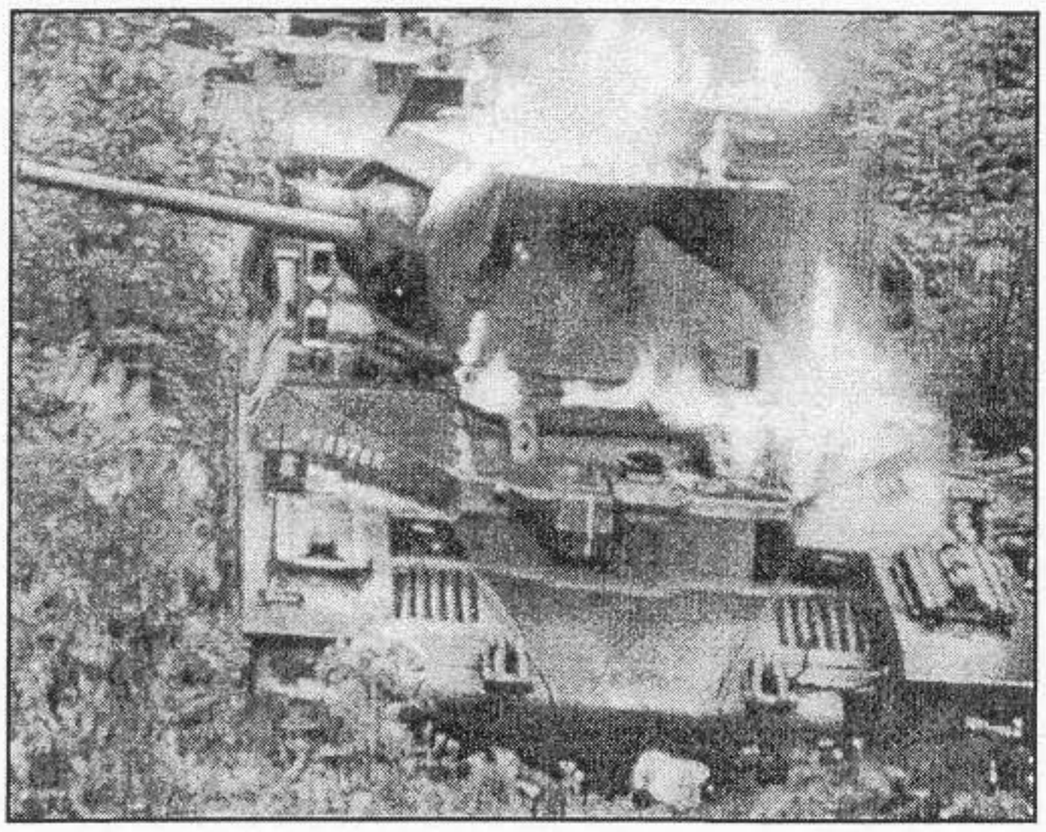
AFTERMATH: The Force men dismounted from the tanks and attempted to get around the German anti-tank position while the armored cars of the 81st Reconnaissance Regiment patrolled the streets and back alleys. This move was met by strong small-arms, cannon, and artillery fire from elements of the 4th Fallschirmjäger Division and the Hermann Goering Parachute Panzer Division, who were acting as the German rearguard. Company G, 3rd Battalion, 13th Armored Regiment, which was sent to reconnoiter a bypass earlier that morning, outflanked the German positions and destroyed nine German AFV'S. The rest of the Germans pulled out at this point and the way to the Tiber Bridges was opened.

Scenario Design: Michael Faulkner 092198.5

Source: Burhans, Robert, D. LTC, The First Special Service Force: A War History of the North Americans, 1942-1944, (Battery Press, Nashville 1997) p. 240-242.

FRANKFORCE

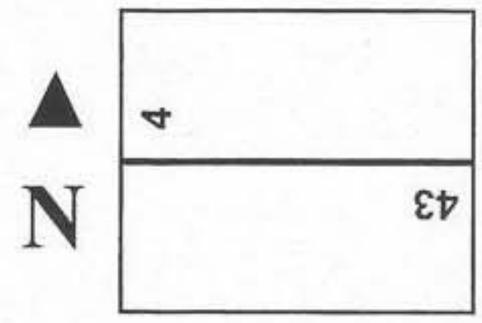
SCHWERPUNKT SCENARIO SP34



WAILLY, France, 21 May 1940: The German blitzkrieg had rolled steadily through the French countryside. At the town of Arras, however, the stubborn defenders had blunted the German juggernaut. The counterattack of Frankforce was launched with the purpose of easing enemy pressure on Arras and slowing the German encirclement of the British Expeditionary Force. The immediate aim of the men of the 7th Royal Tank Regiment and the 8th Durham Light Infantry was to clear the Germans from the area to the south and east of town. After an exhausting road march, the attackers set off to meet the Germans and destiny.

VICTORY CONDITIONS: British win immediately upon exiting ≥ 26 VP off the south edge on/between 43M1-43Y1.

BOARD CONFIGURATION:



BALANCE:

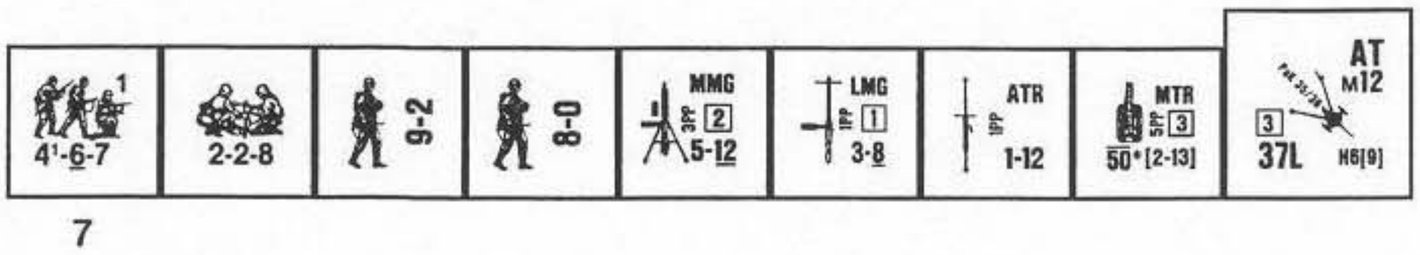
✠ Delete one 4-5-7 from the British OB.

⊙ Exchange the German 9-2 for a 9-1 leader.

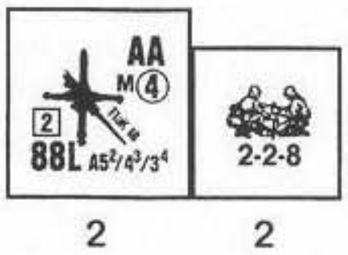
TURN RECORD CHART

✠ GERMAN Sets Up First	⊙ 1	2	3	4	5	6	7	END
⊙ BRITISH Moves First								

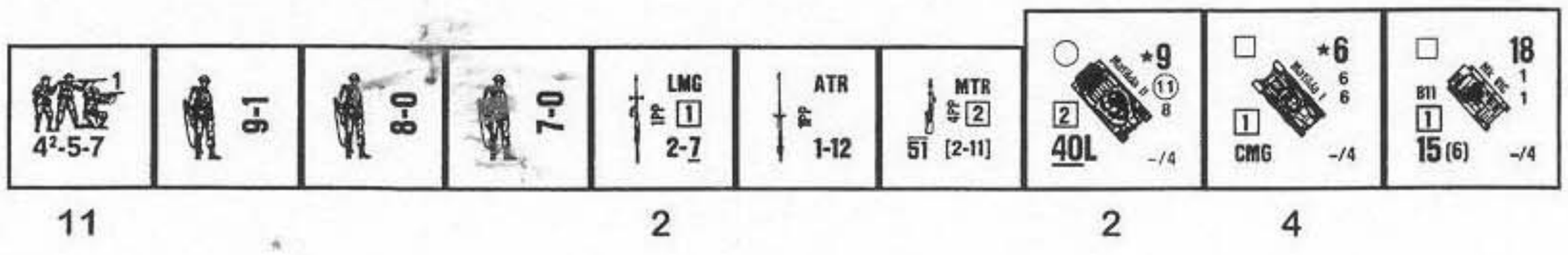
Elements of the XI Corps [ELR: 3] setup on board 4 in hexes numbered ≥ 6 and/or board 43 in hexes numbered ≥ 6 {SAN: 4}



Germans set up on board 43 in a hex numbered ≥ 2



Elements of the Durham Light Infantry and 1st Army Tank Regiment [ELR: 3] enter turn 1 on the north edge {SAN: 2}



SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling is NA.
2. Grain is in season.
3. Place overlay **B3** on 43P2-PQ3.
4. The German may elect to disregard one and only one (non-intensive fire) To Hit DR by a Flak 18 (that would result in that gun's malfunction) and treat that as a normal shot.

Scenario Design: Greg Davis 101298.9

Source: Ellis, L.F., *The War in France and Flanders: 1939-1940* (Nasville: The Battery Press 1996), pp. 91-96.

AFTERMATH: The attack met with initial success. The German infantry was demoralized by the attacking British heavy armor. Realizing that they had no anti-tank weapons that could stand up to the lumbering behemoths, they broke and scattered. Several German gun positions were destroyed or overrun with the crews annihilated. The villages of Duisans and Warlus were cleared with many prisoners taken. German resistance began to stiffen and the British infantry was pinned down by heavy machine gun fire. Stripped of their infantry support, the British tanks rolled onward into an awaiting German gun line. Withering direct fire from artillery and anti-aircraft guns shredded the attack. The remaining British troops were forced to withdraw under heavy pressure as darkness fell.

THE JUNGLEERS

SCHWERPUNKT SCENARIO SP35

BIAK, Schouten Islands, 29 May 1944: Two days after the initial assault on Biak, the men of the 162nd Infantry, 41st Infantry Division (The Jungleers) moved steadily westward towards the Japanese airfield at Mokmer. Enemy resistance was initially slight but began to stiffen as the men drew closer to the airbase. The night of the 28th proved quiet compared to the action of the previous day, but the Japanese were about to throw two batallions against the advancing soldiers. At about 0800 on the morning of the 29th, waves of Japanese infantry, supported by tanks charged the American positions.

VICTORY CONDITIONS: The Japanese win immediately when both M4A1 tanks are destroyed, immobilized, or recalled *or* at game end by controlling 7 of 10 OB foxholes.

BOARD CONFIGURATION:

▲ N

35

BALANCE:

☆ Add a 8-1 Armor Leader to the American OB.

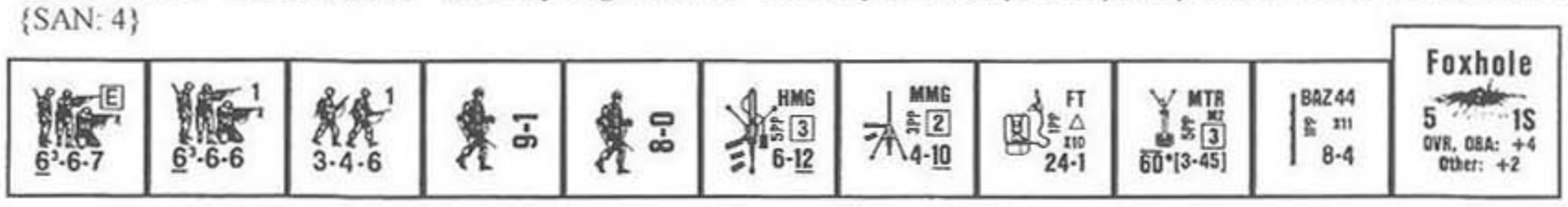
● Delete one BAZ 44 from the American OB.

TURN RECORD CHART

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

☆

Elements of 2nd Battalion, 162nd Infantry Regiment, 42nd Infantry Division [ELR:3] set up on/between hexrows M and S (per SSR #3) {SAN: 4}



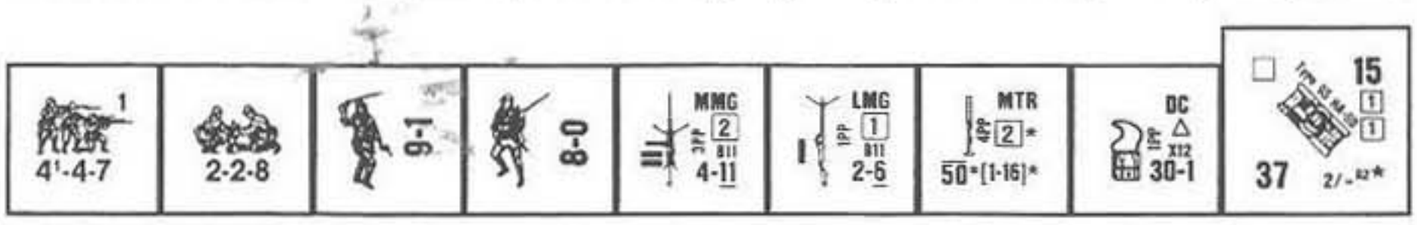
7 2 2 2 10

1st Platoon, 603rd Tank Company sets up on/between hexrows A and S.

2

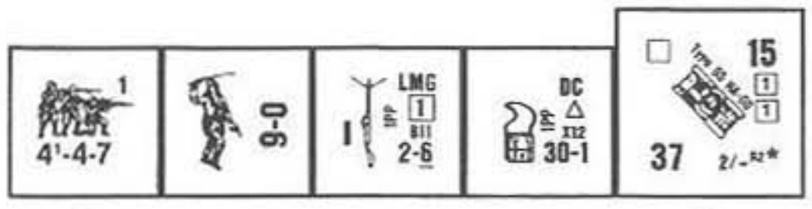
●

Elements of 2nd and 3rd Battalions, 222nd Infantry Regiment, 36th Division [ELR: 4] set up on/west of hexrow V {SAN: 3}



9 3

Japanese enter turn 1, on the west edge.



5 3

SPECIAL RULES:

1. PTO terrain (G.1) is in effect, including Light Jungle (G2.1). EC are wet with no wind at start. Kindling is NA.
2. Place **OG1** on P6 and **OG2** on BB4-CC5.
3. Americans must set up all foxholes on board with no more than a one-squad foxhole per hex. Foxholes may not set up using HIP.
4. No T-H/DC Heroes may set up on board. No more than 3 TH/DC Heroes may be created during play.

Source: Smith, Robert, Ross, *The Approach to the Philippines* (Washington, D.C.: GPO, 1953) p. 310.

AFTERMATH: The two M4A1 tanks of the 603rd Tank Company shredded the light Japanese armor. Armor-piercing 75mm shells passed right through the Japanese tanks, tearing huge holes and blowing loose turrets. Several hits scored by the 37mm guns of the Japanese tanks did no damage to the Shermans. The machine guns and mortars of the 162nd mowed down the enemy infantry. A second attack followed shortly after the first. The enemy tanks fared no better than their predecessors and the attack quickly disintegrated. The battered Japanese forces withdrew to regroup and attempt an attack in another sector.

Scenario Design: Greg Davis 092198.10

DESANTNIKI

SCHWERPUNKT SCENARIO SP36

LYSYANKA, Russia, 26 January 1944: In order to complete the encirclement of the 1st Panzer Army and 8th Army at Korsun-Shevchenkovskiy, the Russian First Ukrainian Front rushed to place units on the Zhazhkov-Lysyanka road. Outside of the small village of Lysyanka, the 156th Tank Regiment, equipped with lend-lease M4 ("Emcha") Sherman tanks, encountered well-placed German anti-tank and infantry forces, which stopped the road march completely. After unseasonably warm, wet weather, the ground off the road was very wet and soft, making armored maneuvering difficult. The Germans were convinced that no armor could approach from their flanks, but Russian Lieutenant Gevorg Chobanyan thought that the Emchas' low ground pressure might enable them to take advantage of a ravine to the north of the Germans' location to flank the strongpoint. Leading 6 Emchas with "desantniki" riders, Gevorg Akakovich slowly circled around the Germans, unseen until they burst out of the ravine only 200 meters from the shocked defenders.

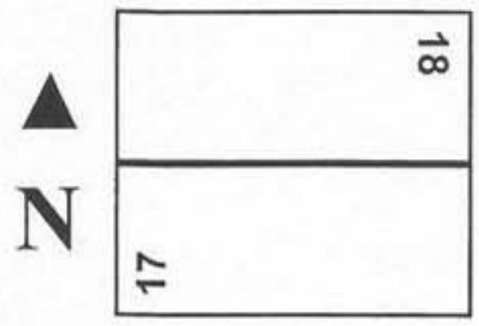
VICTORY CONDITIONS: Russian wins at game end if there are no Good Order German MMC ≤ 5 hexes from 17R4 ***and*** there are no Good Order Guns possessed by Germans with an LOS to road hexes 17A5-17O5, provided the Germans have amassed ≤ 23 CVP.

BOARD CONFIGURATION:

BALANCE:

✠ Add one 4-6-7 to the German OB.

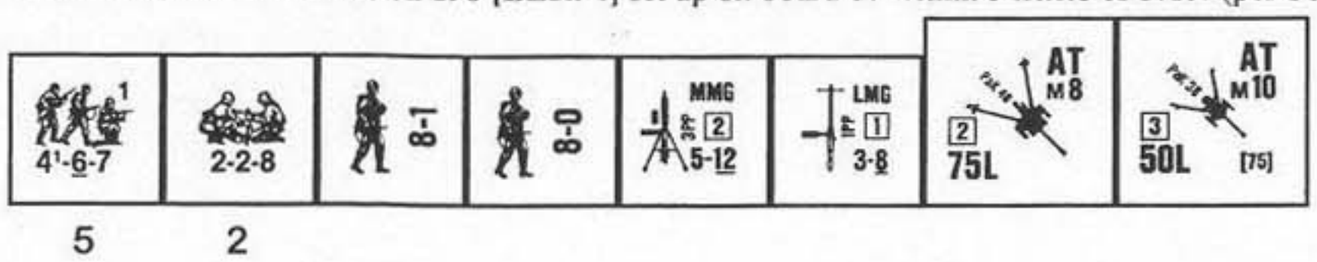
★ Add a 7-0 leader to the Russian OB.



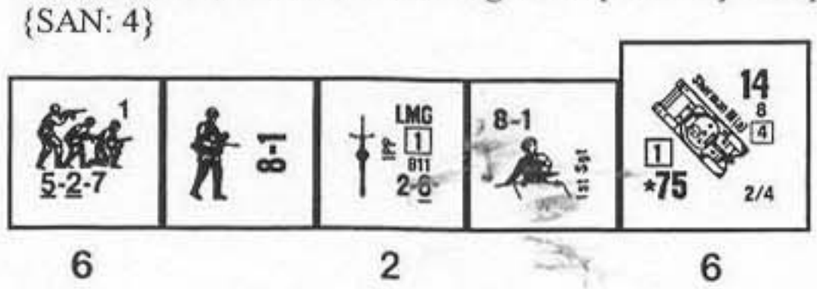
TURN RECORD CHART

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

Elements Infantrie Division 198 [ELR: 4] set up on board 17 within 5 hexes of 17R4 (per SSR #3) {SAN: 3}



Elements of the 156th Tank Regiment [ELR: 3] set up (Motion optional) on board 18 hexes numbered ≥ 3, with all infantry as Riders {SAN: 4}



SPECIAL RULES

1. EC are Wet with no wind at start. There is a +1 Mist LV DRM at all ranges > 0 hexes. Soft Ground is in effect.

2. Treat all level 2 hills as level 1. All buildings are wooden single story.

3. German SWs and their manning infantry must set up with a LOS to any road hex(es) 17A5-O5, inclusive. German Gun LOS and CA must include ≥ 3 contiguous road hexes between 17A5 and 17O5, inclusive. The 75L may not be set up HIP (but may be emplaced.)

4. Use British counters for Russian AFVs. Shermans are equipped with 4FP AAMG. (Note: Shermans use black TH numbers and US ESB breakdown numbers).

AFTERMATH: The Emchas roared forth through deteriorating weather, catching the Germans by complete surprise. The desantniki "descended" early from their tanks and struggled to keep up, forcing the tanks to deal with panzerfaust-equipped infantry at close ranges. The "Red" Shermans took anti-tank gunfire from previously undetected guns, but were able to continue the attack. Using main guns and machine guns, Lieutenant Chobanyan's small force of Emchas and desantniki enabled the main group to advance up the road, successfully capturing Lysyanka, and went on to close the encirclement of the German 1st Army at Korsun-Shevchenkovskiy.

Scenario Design: Bob Walden 092198.10

Source: Loza, Dmitriy, *Commanding the Red Army's Sherman Tanks*, (University of Nebraska, 1997), pp. 11-15.

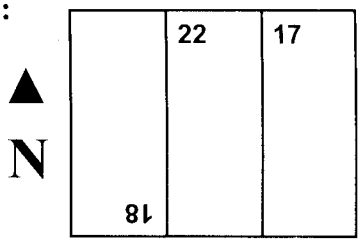
LAST STAND AT ISERLON

SCHWERPUNKT SCENARIO SP37

VICTORY CONDITIONS: Americans win at the end of any game turn they control 16 stone buildings.

ISERLON, Germany, 16 April 1945: The American III Corps was tightening the noose on the surrounded German forces within the Ruhr Pocket. For days the 99th Infantry Division had made great progress in its drive north, with town after town falling after only token resistance. Approaching the region of Iserlon, the 99th Division encountered a kampfgruppe commanded by Hauptmann Albert Ernst, a tenacious fighter and panzerjäger ace, known as "The Tiger of Vitbsk". Included in Ernst's force were four Jagdtigers. This group fought a tough rear guard action on April the 9th in which 50 American vehicles including eleven Sherman Tanks were destroyed. Slowed and now more cautious the 99th Infantry kept up the pressure on Kampfgruppe Ernst. Falling back, Ernst linked up with some die-hard remnants of the Panzer Lehr Division in Iserlon where he would make his last stand.

BOARD CONFIGURATION:



BALANCE:

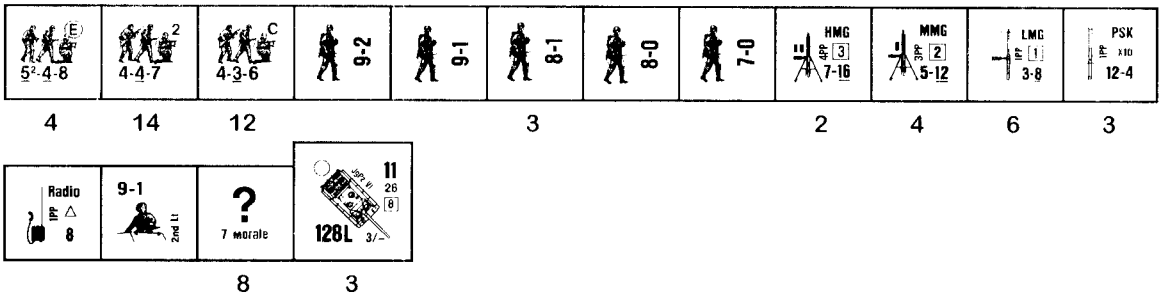
☆ Americans win with 15 buildings.

✚ Americans win with 17 buildings.

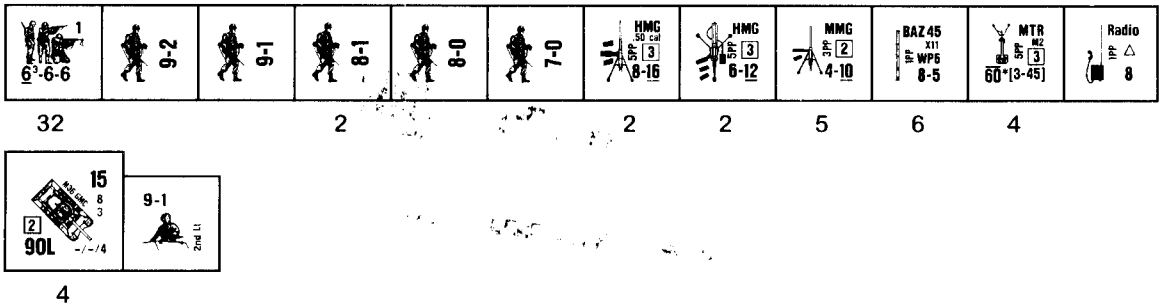
TURN RECORD CHART

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

Elements of Kampfgruppe Ernst, Jagdtiger Battalion 512, and remnants of the Panzer Lehr Division [ELR: 2] set up on north of hexrow X on boards 17 and 22, and/or on north of hexrow J on board 18 {SAN: 4}



2nd Battalion, 394th Infantry Regiment, and elements of the 629th Tank Destroyer Battalion, 99th Infantry Division [ELR: 4] sets up on/south of hexrow BB on boards 17 and 22, and/or on/south of hexrow F on board 18 {SAN: 3}



SPECIAL RULES:

1. EC are wet with no wind at start. Kindling is NA.

2. Place overlays: **X14** on 18O4/N3; **X7** on 18P5; **X8** on 18R4; **X11** on 18T6/T5; **X18** on 17X7/W8; **X15** on 17N4/M5; **X12** on 17G6/G5.

3. American OBA is 100mm (HE only); German OBA is 80mm battalion mortar support (HE only).

4. Treat rowhouses as one building for victory purposes.

Source: Lauer, Walter, E., MG; *Battle Babies*, (Nashville: Battery Press, 1983), pp. 265-275.

AFTERMATH: The 394th Infantry had reached Iserlon on the 15th and was in possession of about a quarter of the town that night when the defensive perimeter was established. About the same time the 394th resumed its attack on the 16th, Hauptmann Ernst received news that the Panzer Lehr Division commander and his entire staff had been captured. German soldiers deserted, further weakening the garrison's resolve, yet the battle raged on until midmorning. Before noon the 99th Division's commander, MG Walter E. Lauer, ordered the attack to pause in the interest of avoiding unnecessary casualties. Lieutenant Walter Welford was sent forward with a tank-mounted loudspeaker and told the Germans the town would be leveled with artillery if they did not surrender. At 1230 hours, seeing that continued resistance was futile, Hauptmann Ernst and four hundred Germans formally surrendered the city along with three intact Jagdtigers.

Scenario Design: Evan E. Sherry 091599.6

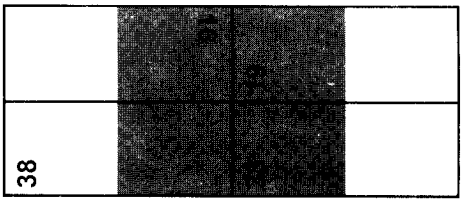
LED TO THE SLAUGHTER

SCHWERPUNKT SCENARIO SP38

VICTORY CONDITIONS: The Americans win if they have more good order VP than the Germans have on/between hexrows 16B and 19D (including half-hexes) at game end.

CISTERNA, Italy, 30 January 1944: The VI Corps offensive to widen the Anzio Beachhead included a secondary attack on the right flank to capture Cisterna, cut Highway 7 and continue to Velletri. MG Lucian Truscott commanding the 3rd Infantry Division gave the mission of taking Cisterna to LTC William O. Darby's Ranger force. Intelligence estimates indicated the front was occupied by thinly scattered outposts of the Hermann Göring Panzer Division. Darby intended for his 1st and 3rd Battalions to infiltrate the German lines under cover of darkness along a ditch that ended just over a mile from the objective known as the Fosso di Pantano. The Rangers entered the Pantano ditch in column at 0100 with the 1st Battalion in the lead, followed by the 3rd Battalion. They were traveling light. Each Ranger carried two bandoleers of ammunition and several grenades while the 60mm mortar crewmen each carried three rounds. Their machineguns were left behind but the Rangers brought plenty of bazookas and improvised anti-tank munitions called sticky bombs.

BOARD CONFIGURATION:



Only hexrows A-P on boards 16, 19, 33 and hexrows GG-R on board 38 are playable.

BALANCE:

☆ Delete SSR #3.

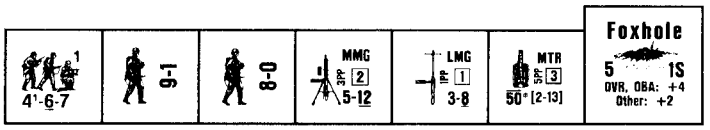
✚ Add 1 ✚4-7 to the Germans.

TURN RECORD CHART

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

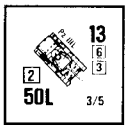
✚

Elements of Panzergrenadier Regiment Hermann Göring, Panzer Division Hermann Göring [ELR: 3] set up on board 19 in hexes numbered ≥ 7 and/or board 33 in hexes numbered ≤ 3 {SAN: 4}



6 2 2 2

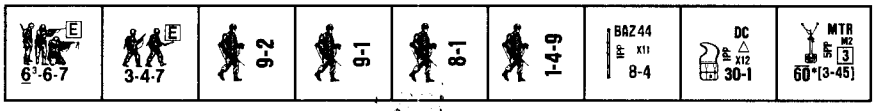
Elements of Panzer Regiment Hermann Göring enter turn 3 on 16I10.



2

☆

Elements of the 3rd Ranger Battalion [ELR: 4] set up on board 38 on/between hexrows oBB and oEE, in hexes numbered ≥ 4 {SAN: 4}



12 3 2 2

SPECIAL RULES:

1. EC are wet with no wind at start. The stream is dry.

2. Place Overlays: **5** on 38AA2-AA1; **Wd5** on 16C3-C2; **X11** on 33C1-D1; **X13** on 19C9-D9.

3. The building on overlay **X13** is fortified at ground level. Tunnels are NA.

4. The Americans may declare Hand to Hand Combat (J2.1) and have ATMM capability (C13.7).

Scenario Design: Evan E. Sherry 092299.6

Sources: Black, Robert W., *Rangers in World War II* (New York: Ivy Books 1992) pp. 158-171.

D'Este, Carlo, *Fatal Decision* (New York: Harper Collins, 1991) pp. 159-169.

William O. Darby and William H. Baumer, *Darby's Rangers: We Led The Way* (San Rafael: Presidio Press, 1980) pp. 154-167.

AFTERMATH: The Rangers moved quietly along the ditch and bypassed enemy positions. Then the column ran into trouble. Lieutenant James Fowler had silently dispatched several sentries but one German died screaming and flopping around when his throat was cut. The element of surprise was lost and so was radio communications between the Ranger battalions and Darby. Dawn found the battalions separated. The 3rd Battalion crossed Highway 7 and was taking cover in a streambed when it came under fire from fortified buildings to the east. To make things even worse, an enemy tank killed 3rd Battalion's commander, Major Alva Miller. Shortly thereafter two German tanks came down highway 7, got behind the Rangers in the ditch and began pouring fire into their positions. Ranger Frank Mattivi jumped on one tank and was attempting to knock it out with a sticky bomb when the tank was hit with a Ranger bazooka round. The resulting explosion knocked out the tank and blew Mattivi into the air where he did a complete somersault but hit the ground running. The Ranger situation continued to deteriorate. By midmorning the Germans closed in on the Rangers with tanks, infantry and flak wagons, forcing them to surrender. Two full Ranger battalions were lost. Official casualties were 12 killed, 36 wounded, and 743 captured.

DOWN THE MANIPUR ROAD

SCHWERPUNKT SCENARIO SP39

VICTORY CONDITIONS: British win at game end if they control all hut hexes.

VISWEMA, Burma, 14 June 1944: With the clearing of Aradura Spur the sixty-four day Battle of Kohima was over. However, the siege at Imphal continued, and it was up to the weary men of 33 Corps to reopen the Manipur road. Major General Miyazaki was given the task of delaying the British torrent. Miyazaki gathered seven hundred of the 31st Division remnants; starving and brutally short of any supplies Miyazaki force remained in front of the British column coming down the Manipur Road, blowing bridges and setting small traps while constructing fortifications in some villages. One such village was Viswema. On the 9th of June, approaching elements of the British 2nd Division were ambushed a mile north of Viswema. A hasty attack the next day failed due to poor reconnaissance. For the next three days heavy rains prevented any strong attacks. Finally, after much patrolling in the rain, a final attack was laid on.

BOARD CONFIGURATION:

36

BALANCE:

- ● Increase Japanese ELR to 3.
- ⊙ Add a British 8-1 Armor Leader.

▲ N

TURN RECORD CHART

	1	2	3	4	5	6	7	END
● JAPANESE Sets Up First								
⊙ BRITISH Moves First								

Miyazaki Force, Remnants of the 58th and 124th Regiments, 31st Division [ELR: 2] set up on/west of hexgrain AA1-R5 and on/south of hexrow R [SAN: 4]

4¹-4-7	3-4-7	3-3-6	1-2-7	9-1	8-0	8+1	MMG 4-11	LMG 2-6	MTR 50*[1-16]*	DC 30-1	? Morale
2	8	4	4				2	4	2	2	10

INF 75*	1+3+5	Trench OVR, OBA: +4 Other: +2	Foxhole 5 1S OVR, OBA: +4 Other: +2
2	2	2	8

Elements of the 4th and 5th Infantry Brigades, 2nd Division [ELR: 3] set up on/north of hexrow P [SAN: 3]

4²-5-7	2-4-7	9-2	8-1	8-0	MMG 4-12	LMG 2-7
12					2	3

British set up within 2 hexes of T1.

4²-5-7	2-4-7	9-1	LMG 2-7
4			2

Elements of the 149th Regiment, RAC set up within 2 hexes of K5.

13 37LL
3

SPECIAL RULES:

1. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads exist; all bridges, however, remain Fords per G.1].Weather is overcast and light rain is falling. Rain will not stop on a DR = 3, it can only lessen in intensity.

2. Place overlays: **1** on DD8-DD9 and **O5** on P2-O3.

3. Tunnels are NA. No Japanese fortification/unit may setup HIP within five hexes of any possible British setup area. All Japanese 2nd line infantry are lax, and no Japanese Infantry are stealthy, including heroes. The Japanese suffer from Ammunition Shortage (A19.131). Vehicular crews are used by the Japanese instead of infantry crews.

Scenario Design: Brian Williams 091599.14

AFTERMATH: The 2nd Division massed its firepower for the final push; tanks, artillery, and machine guns were brought up. The heavy patrolling of the previous four days had allowed the British to pinpoint many of the closest fortifications, as well as to work portions of their force along the flank and rear of the village. Despite the relative abundance of equipment, the men of Miyazaki Force could not cope with such firepower. Many of Miyazaki's men died in their bunkers, too tired to retreat. Proper patrolling, a lesson learned in the last two months, was the key to British success. Miyazaki, though, had held Viswema one day longer than he had expected. While Mutaguchi, the overall Japanese commander and originator of the idea of an attack on Imphal, might be under the delusion that 33 Corps could be stopped, Miyazaki knew his starving men could only delay the relief of Imphal for so long.

Source: Colvin, John, *Not Ordinary Men: The Battle of Kohima Re-assessed* (Combined Books, 1995) pp. 223-224.

STAND AT FESTUBERT

SCHWERPUNKT SCENARIO SP40

FESTUBERT, France, 27 May 1940: Driven back by the relentless German onslaught, the 2nd Dorsetshires occupied Festubert to help the withdrawal of the 54th Brigade toward Dunkirk. The Boche launched an assault from the direction of Gorre supported by six medium and three light tanks. Company B, guarding the western approach, had little time to prepare for yet another round of a seemingly endless bout.

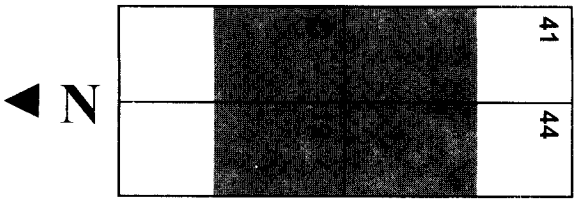
VICTORY CONDITIONS: The Germans must control 10 buildings on/between hexrow H on board 42 and hexrow DD on board 41 at game end. For every two German tanks eliminated/recalled/captured/abandoned (FRD), the Germans increase the number of buildings needed to win by one. For every two carriers eliminated (FRD) or outside the victory area, decrease the number of buildings by one.

BOARD CONFIGURATION:

BALANCE:

✚ Delete one 4-5-7 from the British OB.

⊙ Exchange the British 9-1 for a 9-2 leader.



Only hexrows A-P on boards 19 & 42 and hexrows R-GG on boards 41 & 44 are playable.

TURN RECORD CHART

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

D Company, 2nd Battalion, Dortsetshire Regiment, 54th Foot [ELR: 3] set up anywhere on the mapboard {SAN: 4}

4²-5-7	2-2-8	9-1	7-0	MMG 4-12	ATR 1-12	16 BMG 4PP T10⁴⁺ 2/-/*	16 ★ATR 4PP T10⁴⁺ -/-/2	AT M12 25LL [45]
8	2					4	2	2

Elements of Panzer Division 7 [ELR: 3] enter turn one on the west edge {SAN: 3}

4¹-6-7	9-1	8-1	8-0	MMG 5-12	LMG 7-8	ATR 1-12	MTR 50⁺ [2-13]	14 37L 3/6	15 37L 4/4	15 20L(4) -/5
12					2	2	2	3	2	2

SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling is NA.
2. Treat all level two hills as level one.
3. Place overlays: **X15** on 41EE6-FF6; **X9** on 41FF8; **X11** on 42E6-F5; **X13** on 42F9-G9.

AFTERMATH: Company B had very little left to deal with the weight of this armor. After a hectic action, the accumulated fire of the two remaining 25mm anti-tank guns, anti-tank rifles and Bren Carriers drove off the tanks. The Boche withdrew with the loss of a light tank, but it had cost the battalion one of its precious anti-tank guns and eight carriers.

Scenario Design: Randy Thompson 072499.8

Source: White, O. G. W., *Straight On for Tokyo*, (Alershot, Gale & Polden Ltd., 1948), p. 32
Ellis, L.F., *The War in France and Flanders: 1939-1940* (Nashville: The Battery Press 1996), pp. 189-191.

BLOODY GULCH

SCHWERPUNKT SCENARIO SP41

CARENTAN, France 13 June 1944: The 17th SS Panzergrenadier Division was assigned the task of clearing Carentan and forcing the allied forces back into the sea. On the 13th an armored assault was launched in an attempt to dislodge the 101st Airborne from their positions to the southwest of Carentan. On the same day the 101st was given orders to push west and cut off the peninsula. The two forces met at a brush-filled gulch that the Americans named "Bloody Gulch".

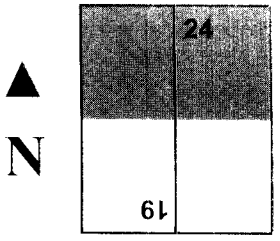
VICTORY CONDITIONS: Germans win if they control more gully hexes than the American player controls at game end.

BOARD CONFIGURATION:

BALANCE:

☆ Germans must control 10 gully hexes to win.

✚ Germans must control 8 gully hexes to win.

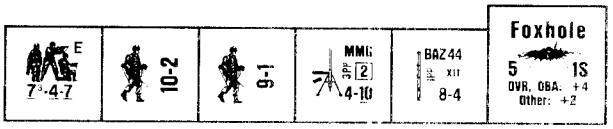


(Only hexrows A-P on board 24 and hexrows R-GG board 19 are playable.)

TURN RECORD CHART

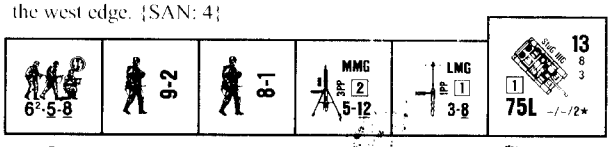
☆ AMERICAN Sets Up First						
✚ GERMAN Moves First	1	2	3	4	5	END

Company I, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5] set up on board 24. {SAN: 4}



9 2 3 3

Elements of SS Panzer Abteilung 17, SS Panzergrenadier Regiment 37, SS Panzergrenadier Division 17 [ELR: 5] enter turn 1 on the west edge. {SAN: 4}



8 2 3

Germans enter turn one on the North edge of Board 24.

4

SPECIAL RULES:

1. EC is wet with no wind at start.

2. American OBA is 150mm (HE and Smoke) with an off-board observer at level two on any east edge hex.

3. Drawing -1 red chit does not cause loss of battery access for the duration of the scenario per C1.21, but does remove any AR/SR/FFE. Further, any red chit drawn is placed back into the Draw Pile.

4. Place overlay **B4** on 19CC8/CC9. All open ground gully hexes are treated as gullies with brush that is inherent terrain.

5. Broken forces inside a gully are not forced to rout to woods/building hex. The broken units may instead route to a gully hex in compliance with all other routing rules.

AFTERMATH: The SS panzergrenadiers, with armored support, closed on both sides of the gully. A forward observer, who had found a position on a nearby hill, called in accurate artillery fire just in front of the American position, blasting many of the SS troops who had reached the gully edge. After being wounded, Lt. Santasiero of 1/506 PIR killed an MG42 gunner and fought off many Germans trying to take cover in the gulch. The barrage forced the SS to withdraw. Shortly thereafter, the 2nd Armored Division replaced the 101st in Carentan.

Scenario Design: John Quick 092299.10

Source: *Utah to Cherberg* and *101st Airborne at Normandy*

HOT IN KOT

SCHWERPUNKT SCENARIO SP42

KOT, India, 1 February 1948 With Indian independence came voluntary partition for the minority Muslims in India. Jammu and Kashmir (J&K) was in a precarious position; adjacent to newly created Pakistan and with a majority Muslim population, the J&K state was a principality ruled by a Hindu maharaja. The maharaja finally declared for India after northern tribal groups began an insurrection. Both India and Pakistan began to gather troops to claim the J&K State as their own. The 50th Parachute Brigade began to concentrate on Jhangar. During the course of the next few months, the insurgents gained control of the northernmost part of J&K and pushed the Indian forces from the Western border. 50th Parachute, spread thin, was pushed back from Jhangar, which fell on December 24. During the next two months, the Indian forces began preparing to clear the road back to Jhangar. The first hurdle was Point 3284 and the village to the east of it, Kot. 2/2 Punjab was to clear both obstacles on the morning of 1 February.

VICTORY CONDITIONS: The Partisans win at game end by controlling at least nine buildings on/between rows B and K. For every four CVP accumulated by the partisan player, reduce the number of buildings needed to win by one.

BOARD CONFIGURATION:

▲ N

42

BALANCE:

Exchange one Indian 8-0 for one 8-1 leader.

Delete the second line of SSR 2.

TURN RECORD CHART

	1	2	3	4	5	6	END
INDIAN Sets Up First							
PARTISAN Moves First							

Elements of 2/2 Punjab, 50th Parachute Brigade [ELR: 2] set up on/between hexrows M and W in hexes numbered 1-3 {SAN: 3}

4²-5-7	9-1	8-0	LMG FP 1 2-7	MTR FP 2 51 [2-11]
12	2	3	2	

Elements of the Kashmiri Insurgents [ELR: 5] set up on/east of hexrow Z {SAN: 5}

3-3-7	9-1	8-0	7-0	MMG FP 2 4-12	LMG FP 1 2-7
15		2		2	

Kashmiri Insurgents set up in buildings on/between hexrow B and hexrow K (see SSR 2).

3-3-7	LMG FP 1 2-7	? 7 morale
2		8

SPECIAL RULES

1. EC are moderate with no wind at start. Kindling is NA. Place overlays: **OG4** on U9-U8; **OG5** on U2-V1; **B3** on W3-W2. Treat grain mass P1 as a level 1 hill.

2. The Partisan player may designate two fortified building locations (Tunnels are NA). Units set up on/between hexrows B and K may not move during the MPh until turn three.

3. Partisans use British support weapons without penalty. Only the Partisan player may use paths. Treat all woods-road hexes as path hexes.

4. All buildings are considered to be Partisan controlled at start.

5. Indian forces are considered to be British (A25.4).

Scenario Design: Brian Williams 092299.11

AFTERMATH: The initial attack on Point 3284 went well; after securing the height, the reserve company passed through the rest of the battalion and approached Kot. In Kot they found no resistance and passed through the village to the forest on the far side and sent up the all-clear signal. The insurgents reacted strongly, sending 200 men against Kot while threatening Point 3284 as well. As the Punjabis fell back to Kot, they found that the village they had thought secure in fact contained enemy bunkers that had allowed the company to pass by without firing. Without help from the rest of the battalion, the Punjabi company became disorganized and was forced out of the village, although they inflicted high casualties on the insurgents. Later that day, the entire battalion would regroup and be back in Kot to stay.

Source: Prasad, S.N. and Pal, Dharm. *Operations in Jammu & Kashmir, 1947-48.*

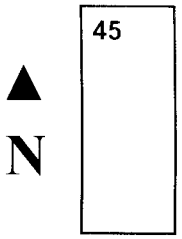
DEADEYE SMOYER

SCHWERPUNKT SCENARIO SP43

VICTORY CONDITIONS: Americans win at game end if they control building 45P4 ***and*** the PzVG is either eliminated or (disregarding Smoke hindrances) has no LOS to either K4 or M5.

COLOGNE, Germany, 6 March 1945: The 3rd Armored Division was rapidly clearing the city of Cologne. For two days Combat Commands A and B fought house by house to force the Germans from their fifth largest city. Fighting was nearly at an end but a small group of Germans were holding out near the Cathedral of Cologne. A group of infantry and Sherman tanks was nearing the cathedral when a Panther tank opened fire and destroyed one Sherman, killing three crewmen. More help was needed to get the Panther out of the main square.

BOARD CONFIGURATION:



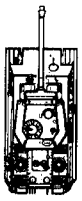
BALANCE:

☆ Delete the PSK from the German OB.

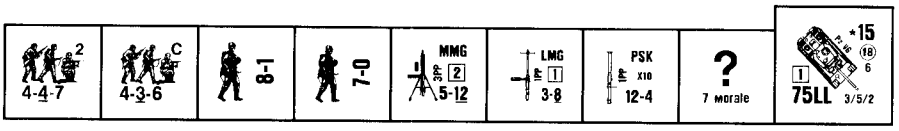
✠ Delete the American armor leader.

TURN RECORD CHART

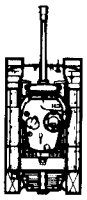
✠ GERMAN Sets Up First	☆ 1	☆ 2	3	4	5	END
☆ AMERICAN Moves First						



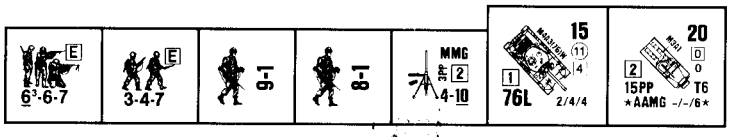
Remnants of Battalion 2, Panzer Regiment 33, Panzer Division 9 [ELR: 2] set up on/north of hexrow U {SAN: 4}



3 3 6

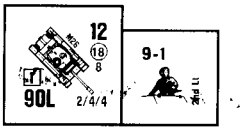


Elements of CCB, 3rd Armored Division [ELR: 4] enter turn 1 on/south of hexrow R on any board edge {SAN: 3}



7

Sergeant Early's Tank enters turn 2 on the west edge.



SPECIAL RULES:

1. EC are wet with no wind at start.

2. The PzVG may not set up in a building. The PzVG may use HIP if it sets up in any (including Open Ground) non-building terrain and if ≥ 1 hexside of its VCA is a Wall hexside. The PzVG loses HIP/Concealment normally as per the concealment gain/loss table.

3. The M26 is gyrostabilizer-equipped (D11).

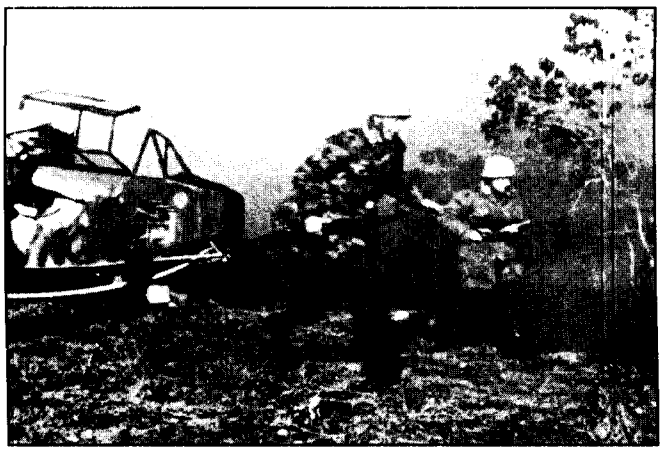
Scenario Design: Evan E. Sherry 092299.11

Source: Cooper, Belton, Y., *Death Traps,* (Novato: Presidio Press, 1998) pp. 238-239.

AFTERMATH: Shortly after the Sherman was knocked out, Sergeant Bob Early brought one of the division's new Pershing tanks around the corner to engage the German. Finding the Panther in the main square in front of the Cathedral, Early headed straight for the enemy's flank. The Panther commander, thinking the Americans would stop before firing, confidently maintained his position and traversed his gun to fire. Early's gunner, Corporal Clarence Smoyer switched on the gyrostabilizer and fired while moving full speed toward the enemy tank. The first round deflected off the Panther's gun mantlet and penetrated the roof to sever the enemy gunner's leg. With a deadeye aim, Smoyer fired two more rounds to set the Panther ablaze. The enemy was cleared from the area of the cathedral. Cologne was nearly secure.

SUFFERIN' SUDFRANKREICH

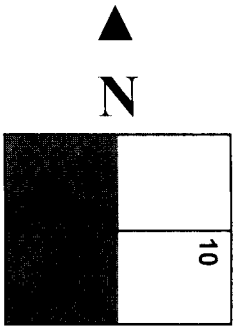
SCHWERPUNKT SCENARIO SP44



VICTORY CONDITIONS: Germans win at game end if they control ≥ 7 buildings on board 10, provided they have suffered ≤ 12 CVP.

VASSIEUX, France, 21 July 1944: In the spring of 1944, an Abwehr-controlled formation designated "Streifkorps Sudfrankreich" (Patrol Corps Southern France) was put together for special anti-partisan deployment in the highly active FFI region of southern France. The Streifkorps Sudfrankreich (a group of rigorously trained, airborne/airlanding soldiers) was composed of elite White Russian and Ukrainian national dissidents. After the Allied landings in June 1944, the emboldened FFI in the Grenoble region of southern France established a self proclaimed FFI Republic on the heights of Vercors Plateau. The Free French dug in and waited for Allied reinforcements from General DeGaulle coming out of North Africa.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 10 and hexrows A-P on board 14 are playable.)

BALANCE:

⊙ Two Partisan MMC and all SW/SMC setup with them may setup HIP.

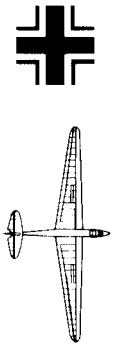
✠ Change "≥ 7" to "≥ 5" in the Victory Conditions.

TURN RECORD CHART

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

Vercors FFI Force [ELR: 5] set up on board 14 within 2 hexes of an airstrip hex or on board 10 in/adjacent to a building hex. No more than one MMC may set up per hex {SAN: 3}

1 5-2-7	3-3-7	9-1	7-0	LMG 1 B11 2-6	? 7 morale
3	8			2	6



Kompanien 1 and 2, Streifkorps Sudfrankreich [ELR: 5] enter by glider landing on turn 1 (See SSR 3) {SAN: 2}

E 5²-4-8	9-2	9-1	8-1	dm MMG 1 3-8	LMG 1 3-8	GL ☆19PP ⊙29PP ✠14PP
9					2	9

SPECIAL RULES:

1. EC are Dry with a mild breeze from the northeast. All buildings are wooden and have a ground level only. Treat rowhouses as one building for Victory Condition purposes.

2. FFI may not move on Turn 1 (EXC: Rout/Advance).

3. Germans enter by glider and the ILH of each glider must be within one hex of an airstrip hex.

4. The German Sniper is not placed on board until the beginning of German Player Turn 2.

5. No Quarter is in effect. FFI may declare Hand-to-Hand Combat (J2.1).

6. The FFI player may utilize HIP for 1 squad and any SMC/SW set up with it.

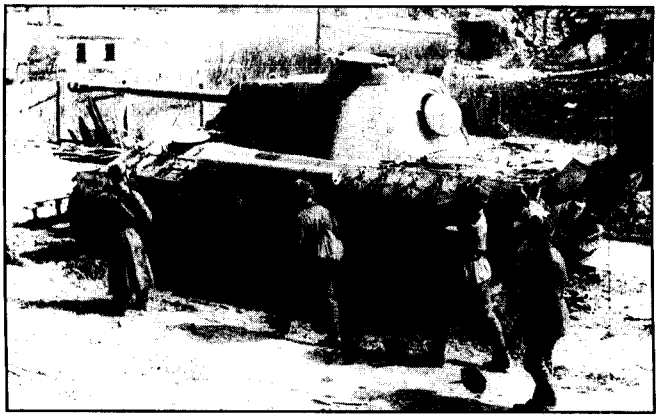
AFTERMATH: At 9:30 on the morning of 21 July, Colonel Huet of the FFI forces at Vercors was informed that aircraft were approaching the town of Vassieux from the south. The approaching aircraft were not the expected arms and supplies but German fighters and bombers leading a stream of gliders carrying the 1 and 2 Kompanien of Streifkorps Sudfrankreich. As the gliders landed and discharged their passengers, the former Russians quickly engaged the surprised defenders. After securing the airfield, a bitter close quarters battle for the town ensued. The FFI suffered around 100 casualties at Vassieux and were pushed out. After two days of hard fighting the outnumbered and outgunned FFI were forced to surrender.

Scenario Design: Paul Kenny 092299.10

Source: Munoz, Antonio, *Forgotten Legions: Foreign Legions of the Third Reich Vol.4.*

A STROKE OF LUCK

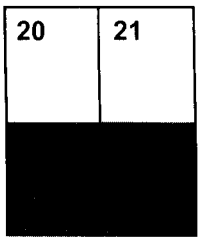
SCHWERPUNKT SCENARIO SP45



LAUBAN, Silesia, 7 March 1945: As the Soviet juggernaut continued steamrollering towards Berlin, many German towns and cities found themselves unable to evacuate in time. One such town was Lauban, an important rail and road center not 50 miles from the German capital. With lightning speed, the 6th Tank Army snatched the city with nary a fight. As the Soviets commenced their established pattern of rape and plunder, Colonel Hans von Luck planned a counterattack to retake the transportation hub.

VICTORY CONDITIONS: The Germans win if at game end they control either building 21Y3 or 20U3 provided the Russians do not control building 20Z2.

BOARD CONFIGURATION:



(Only hexrows R-GG are in play)

BALANCE:

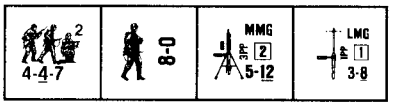
★ Delete the 1-2-7's and the last sentence of SSR 2.

✚ In SSR 3, change "DR" to "dr".

TURN RECORD CHART

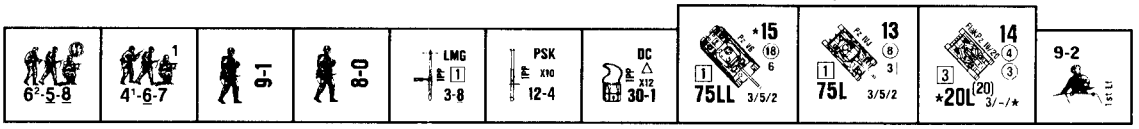
✚ GERMAN Sets Up First and Moves First	✚ 1	2	3	4	5	6	END

✚ **Elements of Volksgrenadier Division 6 [ELR: 3]** set up west of the road running from 20GG5-20FF5-20Z6-20Y7-20T9-20R9 [SAN: 4]



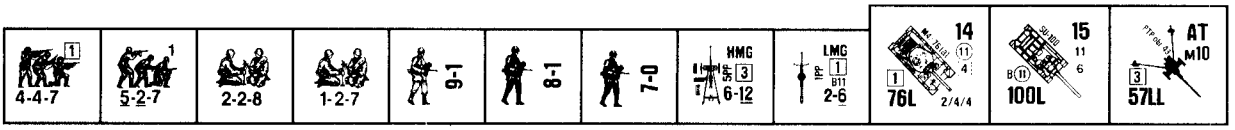
4

Elements of Panzer Regiment 125 and ad-hoc Waffen SS troops enter turn 1 on the south edge.



3 5 4 2

★ **Elements of the 6th Tank Army [ELR: 3]** setup east of the road running from 20GG5 20FF5-20Z6-20Y7-20T9-20R9 (See SSR 2) [SAN: 5]



8 8 3 3 2

SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling is NA.
2. The Russian ***squads*** must set up in buildings with a maximum of one ***squad*** per building (crews and leaders may ignore any such restrictions on setup, but must still setup in buildings). All Russian AFV begin the game abandoned.
3. At the start of each Russian Movement phase, the Russian player makes a DR. This DR plus the current turn number is the number of units the Russians may move during the phase. There is no such restriction on the Rout or Advance phase. (EXC. Leaders and units moving with them are exempt from this restriction and do not count toward the total).
4. German 6-5-8's have an ELR of 3, although all other rules for SS and underlined morale apply normally to these units. The German force is *not* considered elite.
5. Any tank containing the German armor leader may utilize MG firegroups as if a halftrack as per D6.64. The German armor leader is NA in the Wirbelwind.

AFTERMATH: After assembling all available fighting forces in the area, including some SS stragglers, Von Luck personally led his ragtag Kampfgruppe and retook Lauban as quickly as the Germans had lost it the previous day. Although it would not remain in German hands very long, enough time was bought to evacuate the civilian population. The former residents of Lauban would have horrible stories to tell along their way back to Berlin, further stiffening German resolve in the final dark days of the "Thousand Year Reich".

Scenario Design: Pete Shelling 092299.7

Sources: Von Luck, Hans, *Panzer Commander* (New York: Dell, 1989).
Kurowski, Franz, *Hitler's Last Bastion: The final Battles of the Reich 1944-1945* (Schiffer Publishing, Ltd., 1998).

GIVE THEM SOME STEEL!

SCHWERPUNKT SCENARIO SP46

VICTORY CONDITIONS: The Americans win if they sustain no greater than 12 CVP and there are no good order Italian MMC remaining in either of the Italian set up areas at game end.

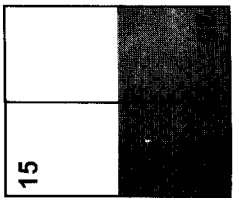
DJEBEL EL ANK PASS, Tunisia, 21 March 1943: The II Corps' attack entered a new phase after the fall of El Guettar and Gafsa. This second phase called for the 1st Infantry Division to continue the attack along the Gafsa-Gabes road and to take the high ground southeast of Gafsa. East of El Guettar the road split, creating northern and southern branches. The 26th Infantry was to attack along the northern branch and through Djebel El Ank Pass. Here the Italian Centauro Division occupied strong defensive positions behind minefields and wire obstacles. A frontal assault against these positions would result in heavy casualties. To minimize this risk, Colonel William O. Darby's Rangers were tasked with infiltrating the Italian lines in an effort to get behind their main positions. Darby personally led a reconnaissance patrol and determined the Italian defenses were oriented mainly toward the western approach to the pass. During the night of the 20th, Darby and his rangers along with their attached 4.2" chemical mortar company made a grueling ten-mile march across fissures, cliffs, and craggy terrain.

BOARD CONFIGURATION:

BALANCE:

☆ Change the Victory Conditions from "12 CVP" to "14 CVP".

Exchange one Italian 8-0 for an 8-1 leader.



(Only hexrows A-P on board 25 and hexrows GG-R on board 15 are playable.)

TURN RECORD CHART

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

Elements of Divisione Centauro [ELR: 1] set up on board 25 on/between hexrows D and N in hexes numbered ≤ 4, half hexes included (all units, weapons and fortifications must have an LOS to and CA facing road 15T3 -15Z1) {SAN: 3}

3-4-7	2-2-7	9-1	7-0	HMG 6-12	LMG 2-5	ATR 1-12	AT M12 47	Trench OVR.OBA: +4 Other: +2	MPh/RtPh: dr = MF CC: +1/−1	Sangar 1S or Gun OBA: +3* Other: +1*
7					2			3	2	2

Set up on board 15 on/between hexrows T and DD in hexes numbered ≤ 6, half hexes included (all units, weapons and fortifications must have an LOS to and CA facing road 15T3 -15Z1).

3-4-7	2-2-7	8-0	MMG 4-10	AT M12 47	MTR M11 81* [3-102]	Trench OVR.OBA: +4 Other: +2	MPh/RtPh: dr = MF CC: +1/−1	Sangar 1S or Gun OBA: +3* Other: +1*
7	2	2	2			3	2	

Elements of the 1st Ranger Battalion [ELR: 5] set up on board 25 in hexes numbered ≥ 8 and/or may enter on turn 1 on the east edge of board 25 {SAN: 3}

6-6-7	10-2	9-1	8-1	8-0	MMG 4-10	MTR M2 60* [3-45]	Radio 8
16					3	2	

Scenario Design: Evan E. Sherry & Randy Thompson

SPECIAL RULES

1. EC are wet with no wind at start. Both boards are desert terrain. Treat all woods as Brush and all grain as Hammada. A +1 LV hindrance is in effect through the end of turn 1.

2. Americans are Commandos (H1.24) and may declare Hand to Hand Combat (J2.1).

3. Starting turn 2 the Americans receive 100mm OBA (HE and WP) that qualifies for a -2 Maintenance DRM.

4. Wire and a 6 FP minefield exist in hexes 25O2, 25O1, and 15S1-15S4.

Source: King, Michel J, Leavenworth Paper #1, *Rangers in Selected Combat Operations in World War II* (U.S. Army: Ft. Leavenworth, 1985) pp. 18-21.

AFTERMATH: By dawn, the Rangers made it to a plateau overlooking the unsuspecting Italians. Though his supporting 4.2" mortars were still moving into firing position, Darby ordered the attack. The Rangers opened fire with machineguns and light mortars as the assault element charged down the slope to the sound of a bugle. Darby led the assault and exhorted his men to action shouting, "give them some steel." Rangers threw grenades and bayoneted the surprised Italians. Within twenty minutes resistance on the north wall of the pass all but ceased. Italians on the south side of Gumtree Road continued to fight until Darby's 4.2" mortars joined the fight. Dashing across the open ground the Rangers assaulted the ridge forming the south wall of the pass. Ranger ferocity, coupled with the persuasive efforts of their Italian-speaking chaplain, convinced the enemy to surrender. By midmorning the pass was secure. The Rangers took over 200 Italian soldiers prisoner.

KEY TO THE GATE

SCHWERPUNKT SCENARIO SP47

MEDJEZ EL BAB, Tunisia, 19 November 1942: The Allied landings on the coast of North Africa caught the Germans by surprise. The ensuing days found Feldmarschall Kesselring scrambling to put men into Tunisia and form some kind of defensive position. When Hitler asked Kesselring, "What can you put into Africa?" the Feldmarschall responded that he only had two battalions of the 5th Fallschirmjäger Regiment (FJR) and his own defense company. By the 10th of November, the lead elements of the 5th FJR had landed in Tunisia and were ordered to secure a bridgehead around Bizerta and Tunis. Hauptmann Knoche's 3rd Battalion had orders to push out and expand the bridgehead around Tunis. The key to Tunis was Medjez el Bab (translation: key to The Gate), which had been occupied by Vichy French forces. When Knoche arrived at "the Gate" on the 18th, he tried to talk the French commander into allowing him to occupy Medjez el Bab. The French knew the British were only miles away and kept stalling for time. Knoche couldn't allow the British to take Medjez el Bab and ordered an attack to take the town the next morning.

VICTORY CONDITIONS: Germans win at game end if they control building 24oU8 and they have ≥ 10 VP in Good Order units west of the river within 5 hexes of the bridge.

BOARD CONFIGURATION:

40	24	
		15

BALANCE:

☆ Add a 4-5-7 to the British OB.

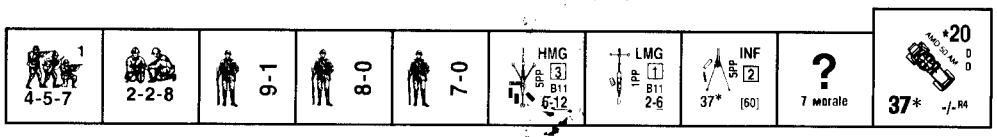
✠ Change the VC to read "≥ 8 VP".

N

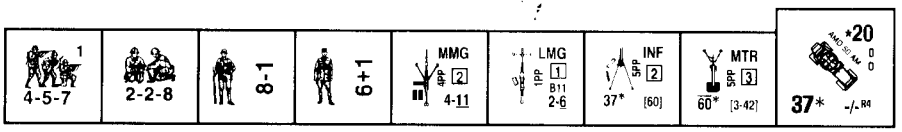
TURN RECORD CHART

☆ ALLIES Set Up First	1	✠ 2	3	4	5	6	7	END
✠ GERMAN Moves First								

Elements of the 15th Senegalese Regiment, Tunis Division [ELR: 2] set up anywhere on board 24 and east of the river on board 40 {SAN: 3}

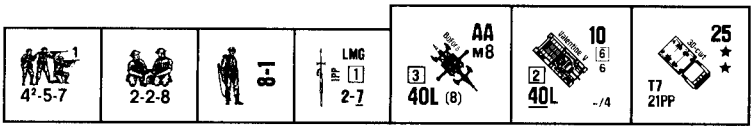


12 3 6 2



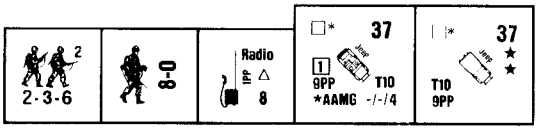
5

Elements of the 15th Senegalese Regiment set up anywhere west of the river on board 40.



3 3 2

Elements of B Company, 10th Battalion, Rifle Brigade and 17/21 Lancers, Bladeforce [ELR: 4] set up anywhere west of the river on board 40.



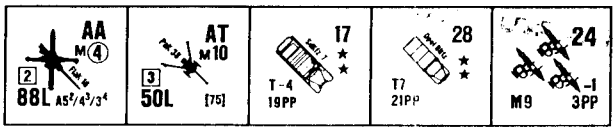
2

Elements of the 175th Field Artillery Battalion [ELR: 3] set up on board 40 west of the river.

Scenario Design: Michael Faulkner

Elements of Battalion 3, Fallschirmjäger Regiment 5 and elements of the Defense Company, Army Group South [ELR: see SSR 4] set up on board 15 {SAN: 2}

16 7 4 2 4 2



2 2 2

Enter turn 2 on either the north or the south edge of board 40, east side of the river.

7 2 2

SPECIAL RULES:

1. EC is moderate with no wind at start. There is a two-lane, stone bridge in hexes 40Q2 and 40Q3. The river is shallow and fordable with slow current flowing north.
2. Place the following overlays: **O2** on 24Q5/Q6, **X11** on 40S8/S9, **X12** on 24P7/P8, **X13** on 40R6/R5, **X14** on 40S1/T1, **X15** on 24M9/L9, **X17** on 24U8/V7, **X18** on 40P5/O6, **X19** on 40T5/U5.
3. All Allied and German units that start in concealment terrain may setup concealed. The Allied player may setup one squad and any SMC/SW stacked with them HIP. The Allied player may fortify six building locations east of the river.
4. On turn one the German player receives air support in the form of two Stukas with bombs. The Stukas will leave at the end of turn two. The ELR of the German 5-4-8 squads & leaders is four while the ELR of the 4-6-7 squads is three.
5. German OBA is 80mm (Bn MTR HE & Smoke) Allied OBA is 88mm (HE only).

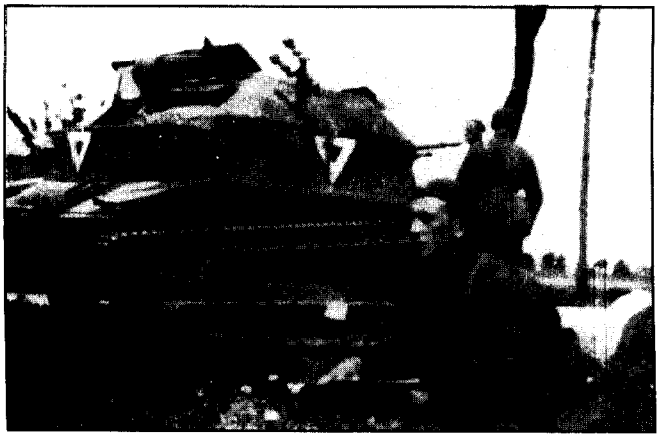
AFTERMATH: Although Knoche's 3rd Battalion had no armor, it was reinforced by a battery of 88's and infantry from Kesselring's defense company. At 1130 hours on the 19th of November, the first stukas attacked the French positions while the German infantry closed in. The fallschirmjägers swept through most of the town, but ran into stiff resistance from the French in fortified positions around the local police station. A small flanking attack tried to ford the river and assault the bridge from the opposite bank, but ran to some unexpected opposition. During the night of the 18th, the lead elements of Bladeforce had reached Medjez el Bab and were ready to support the French defenses with armor and artillery. With the added support of the Allied formations, the French stopped the Germans at the river's edge. In fear of being caught with overextended lines, the Allies decided to give up Medjez el Bab. This would cost them dearly in the coming months of the Tunis Campaign.

Source: Kuhn, Volkmar, *German Paratroops in World War II* (London, Ian Allan LTD, 1978) pp. 157-170.

090599 9

ORLIK AND THE UHLANS

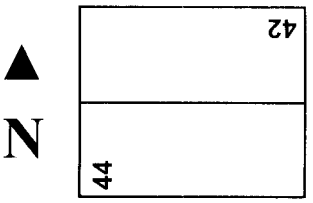
SCHWERPUNKT SCENARIO SP48



VICTORY CONDITIONS: Germans win if they control 13 buildings on board 42 at game end.

SIERAKOW, Poland, 19 September 1939: In the early morning hours of the 19th, the Wielkopolska Cavalry Brigade moved to occupy the village of Seirakow. Approaching the village the Poles found it had already been taken by the elements of the German 1st Light Division. A sharp fight began. The Poles took their objective, suffering no casualties but the Germans did not intend to give up the village so easily. An artillery barrage soon fell on the Poles, signaling the inevitable German counterattack. Soon the tanks of Major Kurt Thomas' 65th Panzer Brigade rolled toward Sierakow. Around Sierakow the 14th and 17th Uhlan Regiments prepared for the Germans. Lieutenant Roman Orlik sited his reconnaissance platoon so they were concealed from German observation. He instructed his vehicle commanders to move out of cover when the Germans approached, fire, then reverse into new hide positions after each shot.

BOARD CONFIGURATION:



BALANCE:

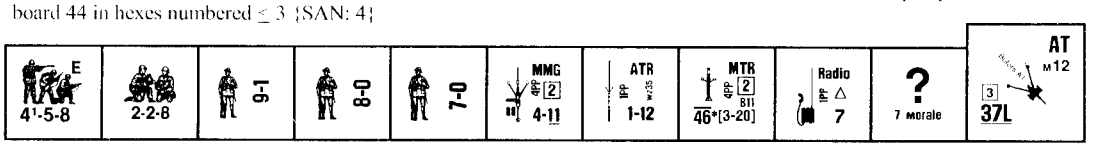
Add a 4-5-8 to the Polish OB.

Add a 4-6-7 to the German OB.

TURN RECORD CHART

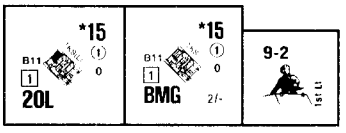
POLISH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

Elements of the 14th and 17th Regiments of Uhlans, Wielkopolska Cavalry Brigade [ELR: 4] set up anywhere on board 42 and/or on board 44 in hexes numbered ≤ 3 {SAN: 4}



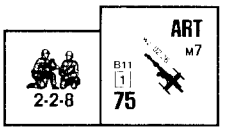
10 2 5 2

Platoon Orlik, 71st Armored Battalion set up HIP, anywhere on board 42.



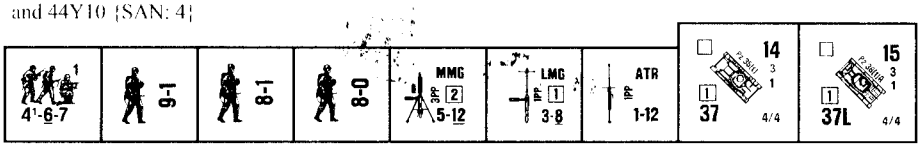
2

2nd Battery, 7th Horse Artillery Battalion set up anywhere on board 42.



2 2

Elements of Panzer Abteilung 65, Panzer Regiment 11, Leichte Division 1 [ELR: 3] enter turn 1 on the south edge on/between 44H10 and 44Y10 {SAN: 4}



12 3 6 6

SPECIAL RULES:

1. EC is wet with no wind at start. Kindling is NA.
2. Polish OBA is 70mm (HE/Smoke).
3. Polish vehicles are not subject to platoon movement restrictions (D14.2).
4. AFV crews may not voluntarily abandon their vehicles.

Source: Forty, George, *Tank Aces: From Blitzkrieg to the Gulf War* (Sutton, 1997), pp. 74-79.

Scenario Design: Greg Davis 092099.7

AFTERMATH: Orlik could see the panzers approaching across a plain bordered by woods. Two German vehicles were firing on the Uhlans. Orlik now had some targets. He moved out along a covered route and fired at point-blank range on the flanks of the two German tanks. The brilliant flash of the armor piercing round signaled the deaths of the two German vehicles. The intrepid Orlik continued to stalk the Germans. Orlik had his eighth Pz 35(t) in his gun sight when suddenly he realized the 20mm gun was out of ammunition. The German fired and narrowly missed him. Orlik withdrew to the cover of Seirakow. By now the Mounted Rifles' 75 and 37mm guns had knocked out some thirteen tanks. The Poles retained Seirakow and inflicted heavy losses on the Germans, forcing them to disengage the 1st Light Division.

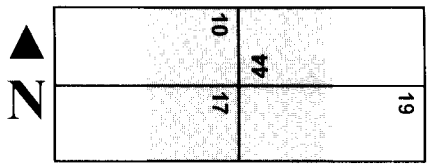
AUDIE MURPHY

SCHWERPUNKT SCENARIO SP49

VICTORY CONDITIONS: Americans win if they have more VP in Good Order, non-crew infantry in woods or building hexes within four hexes of 10F4 at game end.

HOLTZWIHR, France, 26 January 1945: By the end of January, in the VI Corps sector, the German winter offensive resulted in a salient called the Colmar Pocket. The 3rd Infantry Division was chosen to spearhead the advance across the Ill River to clear the way southeast toward the Colmar Canal. In a series of maneuvers, the 15th Infantry Regiment found itself in the Riedwihr woods. There, 2LT Audie L. Murphy began his first day in command of B Company. During the night his thirty-two man company was reinforced by two M-10 tank destroyers and given orders to hold his position. Murphy's company occupied the bottom of a "U" shaped patch of woods that faced the village of Holtzwihr, from where he could hear the sounds of German tanks and infantry assembling. At 1400, the Germans stormed out of Holtzwihr with 250 infantrymen clad in white snow capes, supported by six tanks. The tanks split into two groups of three and the infantry deployed in a wide encircling maneuver that took advantage of the cover offered by a finger of the woods. One of the tank destroyers received a direct hit and immediately burst into flames. The other started to move but slid off the icy road into a ditch where it was immobilized with its gun pointing skyward. Murphy ordered his men to pull back, while he remained forward with his field phone to call for artillery.

BOARD CONFIGURATION:



(Only hexrows A-P are playable on boards 10, 17 and 44 and only hexrows R-GG are playable on board 19)

BALANCE:

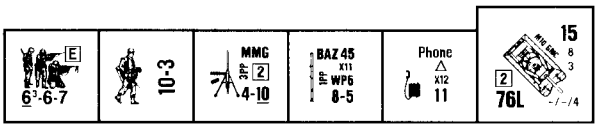
✚ Delete SSR 2.

☆ Delete the German 8-1 leader.

TURN RECORD CHART

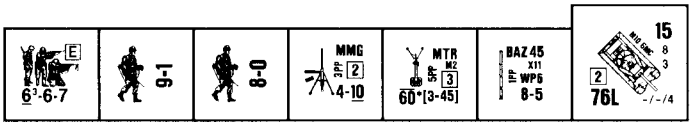
	1	2	3	4	5	6	END
☆ AMERICAN Sets Up First			☆				
✚ GERMAN Moves First							

Company B, 1st Battalion, 15th Infantry Regiment, 3rd Infantry Division [ELR: 4] Set up using HIP on/west of the hexgrain 44E-19CC {SAN: 4}



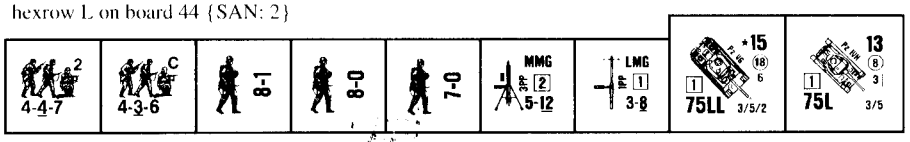
3 2 2

Elements of 1st Battalion, 15th Infantry Regiment, [ELR: 4] enter turn 3 on the north and/or west edge of board 10.



6

Elements of Volksgrenadier Division 708 and Panzer Brigade 106 [ELR: 2] set up on/east of hexrow V on board 19 and/or on/east of hexrow L on board 44 {SAN: 2}



10 8 2 3 3

Scenario Design: Evan E. Sherry 050900.7
Source: Murphy, Audie, *To Hell and Back* (New York: Bantaam, 1989) pp. 238-247.

SPECIAL RULES:

1. Weather is Ground Snow with no wind at start.

2. The American 10-3 is Heroic (A15.21), but suffers wounds as a leader rather than as a hero. This heroic leader may automatically gain possession of the AAMG on an **M10 GMC *wreck*** (even if burning) in any Rally Phase, by expending one additional MF in its hex during the MPh, or by advancing into the hex. He has a special +4 heroic DRM when firing an AAMG from an **M10 GMC *wreck*** (provided it is still mounted on the wreck). Such fire is not subject to the effects of smoke in its own hex. However, fire into the heroic leader's hex is affected normally by smoke.

3. American OBA is 150mm (HE and WP) with one Pre-Registered (C1.72) hex (Barrage E12.1 is NA). Drawing >1 red chit does not cause loss of battery access for the duration of the scenario per C1.2, but does remove any AR/SR/FFE. Further, any red chit drawn is placed back into the draw pile. The 10-3 may move in the Advance Phase, retain possession of the phone and maintain contact, one time during the scenario.

4. The Germans have Winter Camouflage (E3.712).

AFTERMATH: Murphy directed artillery fire that killed scores of advancing enemy infantry. The fire direction sergeant asked how close the enemy was getting. He replied, "...hold onto the phone and I'll let you talk to them." He then dragged his field phone to the deck of the burning tank destroyer whose commander's slashed throat left a small river of blood flowing from the turret. Murphy pushed the lifeless body off into the snow and began firing the .50 cal. machinegun. One burst of his fire cut down twelve approaching Germans, leaving them stacked grotesquely in a ditch. Smoke from the burning tank destroyer confused the Germans so they could not locate the source of Murphy's fire. The burning vehicle threatened to explode, but for the first time in weeks, Murphy's feet were warm so he kept firing. Several enemy rounds struck. Nearly knocked from the vehicle by shell concussion, the stunned lieutenant noticed his map was torn by shrapnel and the phone dead. Shrapnel had also ripped into Murphy's leg. Wounded, and with the enemy stopped, he slid off the TD and headed to his company. Murphy had personally killed over 50 Germans. Murphy organized a counterattack that cleared the remaining enemy from Riedwihr woods. His indomitable courage saved his company from encirclement and destruction. For his outstanding leadership and indomitable courage Second Lieutenant Audie Leon Murphy was awarded the Medal of Honor.

PACO STATION

SCHWERPUNKT SCENARIO SP50

VICTORY CONDITIONS: Americans win if there are no Good Order Japanese MMC in building 22F4 at game end.

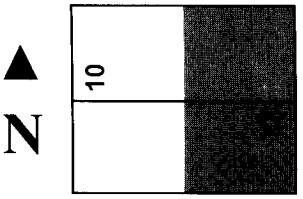
MANILA, The Philippines, 9 February 1945: MG Robert S. Beightler's 37th Infantry Division had crossed the *Pasig River* and was attacking southern Manila. Beightler sent the 148th Infantry Regiment to clear the industrial districts of Pasig and Paco. Intelligence estimates indicated the area to be lightly defended. In reality, the Japanese 1st Naval Battalion had established a strongpoint at the Paco Railroad Station and heavily defended the Paco district. Company B was given the mission to seize the strongly defended Paco Station. Soon the company encountered stiff resistance from the Japanese. While making a frontal assault across an open field, Private Cleto Rodriguez's platoon was halted 100 yards from the station by intense enemy fire. On his own initiative, he left the platoon, accompanied by Private First Class John N. Reese and continued forward to a house 60 yards from the objective.

BOARD CONFIGURATION:

BALANCE:

● Increase Japanese ELR to 3.

☆ Delete SSR #3.

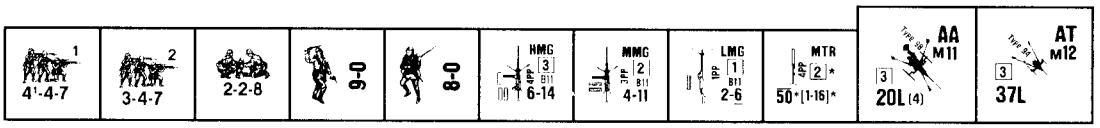


(Only hexrows R-GG on board 10 and hexrows A-P on board 22 are playable.)

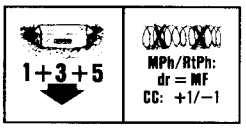
TURN RECORD CHART

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

Elements of the 1st Naval Battalion, Central Force [ELR: 2] set up on board 22 {SAN: 4}



4 6 5 2 2 2



2 2

Elements of Company B, 148th Infantry Regiment, 37th Infantry Division [ELR: 4] set up on board 10 in hexes numbered ≤ 5 {SAN: 3}

10 6 2 2 2

SPECIAL RULES:

1. EC are wet with no wind at start. PTO terrain is not in effect (EXC: Palm Trees. Kindling and Tunnels are NA.

2. Place overlays: **RR2** on 10CC5-CC4 and **RR1** on 22E5-E4. All railroads are Ground Level (B32.11).

3. The Japanese may fortify one building location.

4. Each American OB 1-4-9 has a ***special*** -2 heroic DRM only if it attacks alone or combines with the other OB 1-4-9 (only) to form a firegroup or to make a CC attack. This ***special*** -2 DRM may not be further modified by leadership and is NA to attacks that include SW's. Other hero rules (including the -1 Heroic DRM) still apply normally.

Sources: Smith, Robert Ross *Triumph in the Philippines* (Washington D.C.: GPO, 1963) pp. 259-260.
U.S. Army Public Information Division, *The Medal of Honor of the United States Army* (Washington, D.C.; GPO, 1948).

AFTERMATH: Under constant enemy observation, the two men remained in their position for an hour, firing at targets of opportunity and killing more than 35 Japanese soldiers. Moving closer to the station and discovering a group of Japanese replacements attempting to reach pillboxes, they opened up with heavy fire, killing more than 40 and stopping all subsequent attempts to man the emplacements. Enemy fire became more intense as they advanced to within 20 yards of the station. Then, covered by Reese, Private Rodriguez boldly moved up to the building and threw five grenades through a doorway that killed seven Japanese, destroyed a 20mm gun, and wrecked a heavy machinegun. With their ammunition running low, the two men tried to return to the company by alternately providing covering fire for each other's withdrawal. During this movement, Reese was killed. After two hours of fierce fighting, the intrepid team killed more than 82 Japanese, completely disorganized the enemy defense, and paved the way for the eventual reduction of the enemy strongpoint. For their roles in this heroic action, Private First Class John N. Reese and Private Cleto Rodriguez were both awarded the Medal of Honor.

Scenario Design: Evan E. Sherry 041300.15

STRYKER'S CHARGE

SCHWERPUNKT SCENARIO SP51

VICTORY CONDITIONS: Americans win if there are no Good Order German MMC's in possession of a functioning Infantry Gun ***and*** no Good Order German MMC's in building 22W8 at game end.

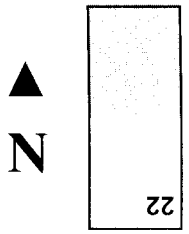
Near WESEL, Germany, 24 March 1945: The 17th Airborne Division parachuted onto the north shore of the Rhine River as part of Operation Varsity. The 513th Parachute Infantry was given the mission of seizing the ground along the railway northwest of Wesel. Company E was marching southeast along the railway when it came under machinegun fire from a group of buildings, the largest of which was a German headquarters site. After advancing only 50 yards, a platoon making a frontal assault was pinned down by intense fire from the German headquarters. The rest of Company E reached a point about 250 yards from the enemy but was unable to make much progress against the position manned by a powerful force of Germans with rifles, machineguns, and four field pieces.

BOARD CONFIGURATION:

BALANCE:

✠ Add a 2-3-7 to the German OB.

☆ Add a 3-3-7 to the American OB.

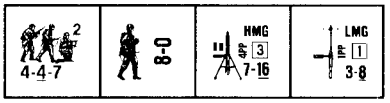


(Only hexrows R-GG are playable)

TURN RECORD CHART

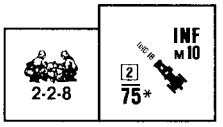
✠ GERMAN Sets Up First	☆ 1	2	3	4	5	6	END
☆ AMERICAN Moves First							

Elements of Infanterie Division 84 [ELR: 3] set up south and east of the road 22Y1-oY6-BB7-GG6 {SAN: 4}



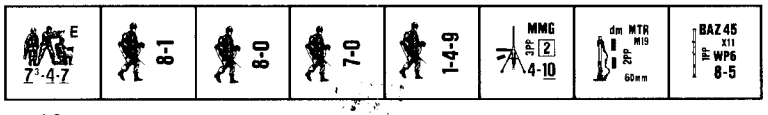
4

Germans set up on/between hexrows X and U in non-building hexes numbered ≤ 6.



4 4

Elements of Company E, 513th Parachute Infantry Regiment, 17th Airborne Division [ELR: 5] enter turn one on the north edge on a hex numbered ≤ 6 {SAN: 3}



10

SPECIAL RULES:

1. EC is wet with no wind at start.

2. Place overlays: **RR3** on 22CC4-DD3 and **RR2** on 22X6-Y6. All railroads are ground level (B32.11).

3. The American MMC taking the third MC (for any reason) of the game (counting MC on American units subject to HoB only) goes berserk before the dice are rolled. Until this occurs, randomly determine the order that MMC in a stack take their MC.

4. Boresighting is NA.

Sources: MacDonald, Charles B., *The Last Offensive* (Washington D. C.: GPO, 1973) pp 310-312.
U.S. Army Public Information Division, *The Medal of Honor of the United States Army* (Washington, D.C.: GPO, 1948).

Scenario Design: Evan E. Sherry 050900.10

AFTERMATH: With the lead platoon unable to return fire and in danger of annihilation, PFC Stuart S. Stryker saw his company's situation and voluntarily left his place of comparative safety. With his carbine he ran to the front of the company position. "In full view of the enemy and under constant fire, he exhorted the men to get to their feet and follow him. Inspired by his fearlessness, they rushed after him in a desperate charge through an increased hail of bullets." Twenty-five yards from the objective Stryker was gunned down and killed by a savage burst of German fire. Stryker's gallant action in the face of overwhelming firepower so encouraged his comrades and diverted the enemy's attention that other elements of the company were able to surround the house and capture more than 200 enemy soldiers. Three members of an American bomber crew the Germans had captured were also liberated. For his intrepid action and heroic leadership, PFC Stuart S. Stryker was posthumously awarded the Medal of Honor.

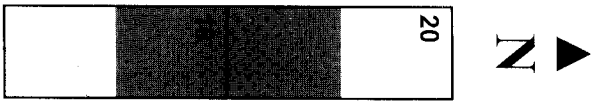
THE AMAZING TOMINAC

SCHWERPUNKT SCENARIO SP52

VICTORY CONDITIONS: Americans win if there are no Good Order German MMC's in building 20AA3 at game end.

SAULX de VESOUL, France, 12 September 1944: Major General Lucian Truscott considered capturing the town of Vesoul as critical to the continued advance of his VI Corps. Learning that only the much-depleted German 198th Division defended Vesoul, Truscott committed the 3rd Infantry Division to attack and seize the town. As part of this attack, Company I, 15th Infantry Regiment moved on Saulx de Vesoul. Approaching the town, Company I ran into more resistance than expected. Germans manning a roadblock opened fire on the company. First Lieutenant John J. Tominac quickly assessed the situation and went into action. Tominac charged alone over 50 yards of open ground to the roadblock. There he killed a three-man German machinegun crew with a single burst from his Thompson machinegun. Lieutenant Tominac then led one of his squads in the annihilation of a second German group consisting of thirty men armed with a mortar and machineguns. Reaching the suburbs of the Vesoul, Tominac went ahead of his men to reconnoiter a third enemy position manned by infantry supported by a Marder self-propelled gun and commanding the road.

BOARD CONFIGURATION:



(Only hexrows A-P are playable on board 18 and only hexrows R-GG are playable on board 20)

BALANCE:

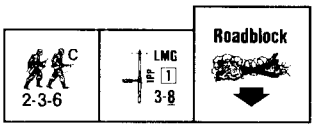
✚ Replace one 6-6-7 with a 3-4-7.

☆ The Germans may not use HIP.

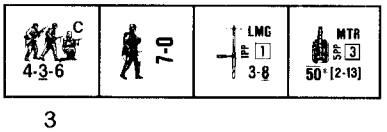
TURN RECORD CHART

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

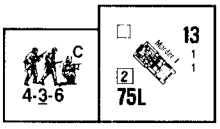
Elements of Mobile Bataillion 602, Infanterie Division 198 [ELR: 3] set up within 2 hexes of 18K3 {SAN: 4}



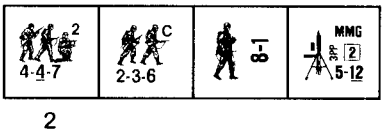
Germans set up within 3 hexes of 18E5.



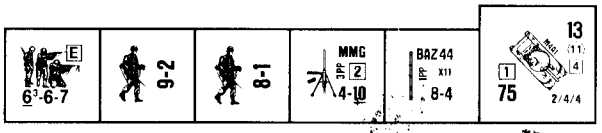
Germans set up within 3 hexes of 20GG6 using HIP.



Germans set up within 2 hexes of 20AA3.



Elements of Company I, 15th Infantry Regiment, 3rd Infantry Division [ELR: 4] enter turn 1 on the south edge {SAN: 3}



SPECIAL RULES:

1. EC is moderate with no wind at start.

2. The Germans may fortify one building location.

3. The American 9-2 is Heroic (A15.21) but suffers wounds as a leader rather than as a hero.

AFTERMATH: The Marder opened fire and scored a direct on Tominac's supporting tank, setting it ablaze. Fragments from the same shell knocked Tominac to the ground and painfully wounded him in the shoulder. The Sherman's crew abandoned their tank as it rolled down hill toward the enemy. Seeing this, Tominac picked himself up and jumped onto the burning vehicle. Despite withering enemy machinegun, mortar, pistol, and sniper fire, which ricocheted off the vehicle, Tominac climbed to the turret and began firing the tank's .50 cal. machinegun. Silhouetted against the sky, wounded, and standing on a burning tank, Tominac poured bursts of machinegun fire into the Marder and it's supporting infantry. This forced the enemy to withdraw. Tominac jumped off the tank just before it exploded. Despite his painful wound, Tominac refused evacuation to the aid station. He called to a sergeant and directed the NCO to use a pocketknife to extract the shell fragments from his bleeding shoulder. Once patched up, Tominac again continued the assault. Leading a squad in a grenade attack, Tominac and his men forced thirty-two Germans to surrender their fortified position. Tominac's extraordinary heroism and exemplary leadership resulted in the destruction of four enemy defensive positions, the surrender of a vital sector of his company's objective, and the killing or capture of at least sixty Germans. For his part in this action, First Lieutenant John J. Tominac was awarded the Medal of Honor.

Sources: Jeffrey J. Clarke and Robert Ross Smith, *Riviera To The Rhine* (Washington, D.C.: GPO, 1993) pp. 191-192.
U.S. Army Public Information Division, *The Medal of Honor of the United States Army* (Washington, D.C.: GPO, 1948).

Scenario Design: Evan E. Sherry 050900.9

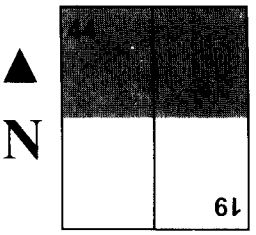
THORNE IN YOUR SIDE

SCHWERPUNKT SCENARIO SP53

VICTORY CONDITIONS: Americans win if there are no Good Order German units in a woods obstacle at game end.

GRUFFLINGEN, Belgium, 21 December 1944: In the early stages of the Ardennes Offensive, elements of the 18th and 62nd Volkgrenadier Division were to advance west to seize and clear the vital road network in and south of St. Vith. Standing in the way on snow covered ground were the men and machines of the 9th Armored Division's Combat Command B. For two days the pressure was building all along the thinly held line south of St. Vith, near Grufflingen. Here a mixed force of the 27th Armored Infantry Battalion and 89th Reconnaissance Squadron were to delay the Germans as long as possible. At daybreak Volksgrenadier Regiment 190 launched a heavy attack on the American line. This was only partially successful in that it gained a little ground in a wooded area farther to the west. To knock the Germans off balance and to regain the lost ground, elements of the 89th's D Troop sent a combat patrol to clear the Germans from dug-in positions in the heavily wooded area near Grufflingen. Corporal Horace M. Thorne led the patrol. He was advancing with a light machinegun crew when a German Mark III tank emerged from a concealed position, threatening to destroy the patrol.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable on board 19 and only hexrows A-P are playable on board 44)

BALANCE:

✚ Exchange one 4-3-6 for a 4-4-7.

☆ Exchange one 6-6-6 for a 6-6-7.

TURN RECORD CHART

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

Elements of Volksgrenadier Regiment 190, Volksgrenadier Division 62 [ELR: 3] set up using HIP on board 44 on/between hexrows B and J in brush, orchard, or woods hexes numbered ≤ 3{SAN: 3}

4-4-7	4-3-6	8-1	MMG 5-12	LMG 3-8	75*	Foxhole
3						2

Elements of Troop D, 89th Cavalry Reconnaissance Squadron, 9th Armored Division [ELR: 4] enter turn 1 on the west edge {SAN: 3}

6-6-6	3-4-6	9-1	MMG 4-10	37LL
5				2

SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with no wind at start.
2. Place overlay **Wd3** on 44H5-I6.
3. The American 9-1 is heroic (A15.21) but suffers wounds as a leader rather than as a hero and has a special -2 heroic DRM when he fires the MMG alone and is not part of a fire group.

Sources: Cole, Hugh M., *The Ardennes: Battle of the Bulge* (Washington, D.C.: GPO, 1965) p. 403.
Reichelt, Walter E., *Phantom Nine: The 9th Armored Division, 1942-1945* (Austin: Presidial Press, 1987) pp. 109-110.
U.S. Army Public Information Division, *The Medal of Honor of the Army United States Army* (Washington, D.C.: GPO, 1948).

Scenario Design: Evan E. Sherry 050900.8

AFTERMATH: Supporting Stuart tanks immobilized the German tank. To complete the destruction, Corporal Thorne left his position, and went forward alone through heavy machinegun fire until he was close enough to drop two grenades through an open hatch, killing two more Germans. With intense mortar fire now falling in the area, Thorne returned across the same fire swept ground, grabbed his .30 caliber machinegun and dragged it by himself to the to the disabled German tank. Thorne set up the gun on vehicle's rear deck. From this exposed position he fired several deadly bursts that cut down two panzerfaust teams and killed or wounded eight more Germans. Thorne also forced two German machinegun crews to abandon their positions and retreat in confusion. Continuing to lay down a heavy volume of fire, Thorne's gun suddenly jammed. Rather than leave his advantageous position, Thorne attempted to clear the stoppage. Sensing the break in his fire, the Germans concentrated a small-arms fusillade on Thorne's position that killed him instantly. Corporal Thorne displayed uncommon heroic initiative and intrepid fighting qualities. By inflicting numerous casualties on the enemy he insured the success of his patrol's mission with the sacrifice of his life. For his part in this action, Corporal Horace M. Thorne was posthumously awarded the Medal of Honor.

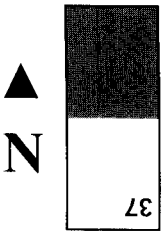
MANILA JOHN

SCHWERPUNKT SCENARIO SP54

East of EDSON'S RIDGE, Guadalcanal, 25 October, 1942: What became the Battle for Henderson Field started poorly for the Japanese. Diversionary attacks across the Matanikau were totally destroyed by Marine artillery and anti-tank gun fire, despite the relatively heavy preponderance of Japanese artillery that supported the attack. However, the Marines did not know where the main blow was to fall. The main Japanese attack was to come from the south again, this time to the east of Edson's Ridge. What amounted to nearly two regiments of infantry were cutting there way though the jungle towards the thinned lines of Chesty Puller's 1st Battalion, 7th Marines. On the night of October 24, the Japanese set their attack to kick off at 1900.

VICTORY CONDITIONS: Japanese player wins by exiting 11 Exit VP [EXC: Prisoners VP are NA] from GG4-GG7.

BOARD CONFIGURATION:



Only hexrows T-GG are in play

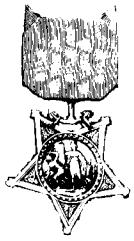
BALANCE:

☆ Add one Wire Counter to the at start OB.

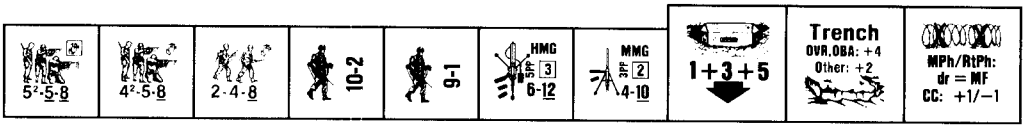
● Replace the 9-0 leader with a 9-1.

TURN RECORD CHART

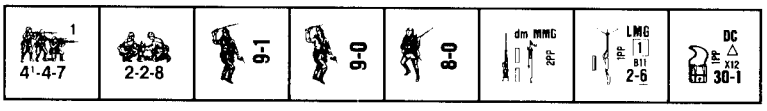
☆ AMERICAN Sets Up First	● 1	2	3	4	5	6	7	8	END
● JAPANESE Moves First									



Elements of the 1st Battalion, 7th Marines [ELR: 4] set up within 4 hexes of oZ5 {SAN: 3}



9th Company, III Battalion, 29th Infantry Regiment [ELR: 2] enter on turn 1 (See SSR #3) from south edge {SAN: 2}



SPECIAL RULES:

1. Weather is Overcast with Heavy Rain falling with no wind at start. Rain intensity will not change. PTO Terrain is in effect (G.1) including Light Jungle. Night Rules (E1.) are in effect. Base NVR is 3 with a Full Moon and Overcast cloud cover. Majority Squad Type for both sides is normal.

2. Place overlays: **O2** on Y6-Z5, and **B2** on X6-X7.

3. Despite being the Scenario Attacker the Japanese may not use Cloaking. All Japanese units must enter in one or two Columns (E11.5) with at least two MMC per hex in each column. Columns may not be Disbanded Voluntarily.

4. The at-start 10-2 leader is Heroic. Marine units ignore E1.51, and all units gain Freedom of Movement at the end of turn 4.

5. No Japanese MMC is stealthy.

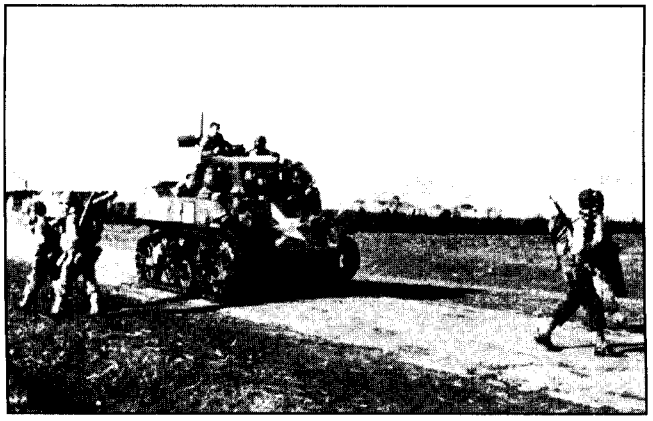
AFTERMATH: By the time the Japanese attacked, their men were exhausted from the jungle march. Nevertheless, with food running out, the attack had to go on. While the right wing completely missed the battle, the left wing reached the Marine lines at 0030 on the 25th. The 9th company drifted out of line and blundered into wire set for the firelanes of two machinegun sections commanded by Sergeant "Manila" John Basilone. The Japanese immediately charged the wire and were chopped to pieces by the heavy machineguns. Within five minutes the entire Japanese company was killed or scattered. Later that night, Basilone would go alone to the rear in an effort to bring up more ammunition for his machineguns. All in all, Basilone's men fired 25,000 rounds of ammunition during the night. For his actions, Sergeant John Basilone was awarded the Medal of Honor, the first awarded to an enlisted Marine in WWII.

Source: Frank, Richard, *Guadalcanal: The Definitive Account of the Landmark Battle*, p.355.

Scenario Design: Brian Williams 050900.8

BATTERIE DU PORT

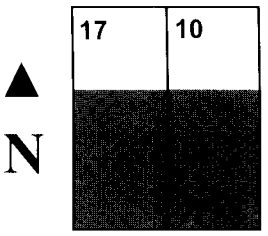
SCHWERPUNKT SCENARIO SP55



VICTORY CONDITIONS: The American player wins immediately when there are no unbroken French MMC in building 10oL10, and no Gun is possessed by an unbroken French MMC.

FEDALA, French Morocco, 8 November 1942: Operation Torch had commenced in the early hours of November 8 with numerous landings on the coast of North Africa. One of those landings was at Fedala, French Morocco. The 1st Battalion, 7th Infantry Regiment, 3rd Infantry Division came ashore at Red Beach 2 with two objectives. After securing Fedala, they were to attack the heavy anti-aircraft batteries southwest of the town and capture the guns of Batterie du Port. Due to the intense fire of these two strongpoints and counter-battery fire from the U.S. Navy, the attack was put off until later in the morning. The Navy was unable to neutralize the battery and at 1140 hours it was decided to renew the attack with a tank-infantry assault. Colonel William H. Wilbur, returning from delivering letters to the French officials in Casablanca, detected the hostile battery firing effectively on American troops and decided to act.

BOARD CONFIGURATION:



(Only Hexrows K-GG are playable.)

BALANCE:

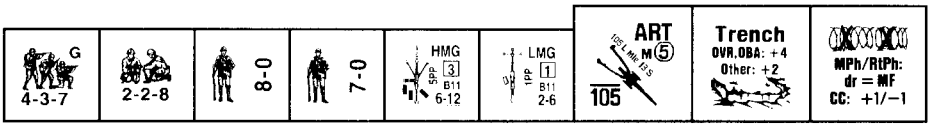
⊙ Add one 4-3-7 to the Vichy French OB.

☆ The American ELR is 3.

TURN RECORD CHART

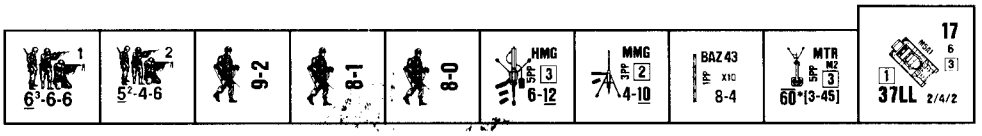
⊙ VICHY FRENCH Sets Up First	1	2	3	4	5	END
☆ AMERICAN Moves First						

Elements of the 6th Senegalese Régimentaire d'Infanterie and Batterie du Fedala Garrison [ELR: 2] set up north of railroad on board 10 in a hex numbered ≥ 5 and board 17 in a hex numbered ≤ 5 {SAN: 3}



4 6 2 4 7 6

Elements of A Company, 7th Infantry Regiment, and A Company, 756th Tank Battalion, 3rd Infantry Division [ELR: 2] set up on board 10 or 17 south of hexrow X {SAN: 2}



3 7 4

SPECIAL RULES:

1. EC is moist with no wind at start. All woods are treated as brush.

2. Place Overlays: **X8** on 10L10; **RR1** on 10S7-S8; **RR3** on 17S2-S3; **RR4** on 17V9-U9; **RR6** on 17T8-S8. All railroads are ground level (B32.11).

3. Building 10oL10 is a 2 level building and is fortified at all levels.

4. All French guns must start in trenches and may not setup HIP nor be moved during play. Their CA must be facing 10U1 at game start. They may change CA normally after game starts. Only French crews/SMC's may use French HMG's without captured weapon penalties.

5. Substitute 105 C mle 35 b counters for the additional 105 ART counters needed.

6. The 9-2 leader represents COL Wilbur. He is considered a normal infantry leader with the following exceptions: he maybe a rider on a AFV (D6.2); if a rider, he may fire the AAMG as if he were a hero (A15.23); if AFV is CE, he may modify the AFV's MA DR, OVR DR, CC DR, as if he was an Armor Leader (D3.4).

AFTERMATH: Colonel Wilbur took charge of the platoon of tanks and personally directed them from an exposed position on top of one of the tanks. With the fire control station destroyed and twenty-two prisoners taken, the 100mm battery surrendered. With this action and the capture of two other coastal batteries, the 3rd Infantry Division was able to land additional troops and start the drive for Casablanca. For driving behind enemy lines to deliver letters to the French authorities in Casablanca and personally leading an attack on a heavily defended coastal battery, Colonel William H. Wilbur was awarded the Medal of Honor.

Source: Howe, George F., *Northwest Africa: Seizing the Initiative in the West* (Washington: GPO, 1957) pp. 128-129.
U.S. Army Public Information Division, *The Medal of Honor of the United States Army* (Washington, D.C.: GPO, 1948).

Scenario Design: Michael Faulkner 050900.11

NO GOOD REASON

SCHWERPUNKT SCENARIO SP56

VICTORY CONDITIONS: The Japanese win at game end if there are no unbroken American units on Hill 526.

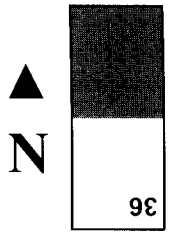
HILL 100, Peleliu, Palau Island Group, 19-20 September 1944: By the 5th day of the assault on Peleliu, what was left of the Japanese withdrew to COL Nakagawa's main defensive positions in the Umurbrogols. As long as some of the Japanese remained in their fortified positions, they could deny or at least delay the use of the airfield to the invading Americans. On the 19th, the 1st Marines resumed their attack. The Americans were taking heavy casualties, company after company was being chewed to pieces. C Company, 1/1 Marines had landed on Peleliu with 242 men and were now down to 90. CPT Everett Pope and C Company were ordered to take Hill 100 and planned to use tank support in a frontal assault. Unfortunately, the tanks were lost when they slipped off the approach causeway and C Company took casualties in a futile attack. Pope decided to try again by going through a swamp and flanking the hill.

BOARD CONFIGURATION:

BALANCE:

● Delete the pre-registered hex.

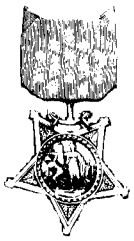
☆ Add a 3-4-8 HS to the American OB.



(Only Rows R through GG are playable.)

TURN RECORD CHART

● JAPANESE Sets Up and Moves First	1	2	3	4	5	END



Remnants of C Company, 1st Battalion, 1st Marine Regiment, 1st Marine Division [ELR: 4] set up on any hex of Hill 526 {SAN: 4}

7³-6-8	3-4-8	10-2	8-1	Radio IPP △ 8	Trench OVR, OBA: +4 Other: +2	Foxhole 5 1S OVR, OBA: +4 Other: +2
3	3				4	2

Elements of the 2nd Infantry Regiment, 14th Infantry Division [ELR: 3] set up on or north of hexrow AA {SAN: 3}

1 4¹-4-7	2 3-4-7	9-1	8+1	LMG IPP 1 B11 2-6	MTR IPP 2* 50*[1-16]*	DC IPP △ X12 30-1
6	2			2		

Japanese set up on/south of hexrow T in a hex numbered ≥ 7.

1 4¹-4-7	1 2-3-7	8-0	LMG IPP 1 B11 2-6
2			

SPECIAL RULES:

1. EC is moist with no wind at start. PTO terrain is in effect including light jungle.

2. Night rules are in effect. The Base NVR is 4, with Scattered Clouds and no moon. The American is the Scenario Defender (E1.2); the Japanese is the Scenario Attacker. The Majority Squad Type for the Americans is Normal and Stealthy for the Japanese. The Americans are not subject to the No Move rules (E1.21) nor may American units/fortifications set up HIP.

3. Place overlay **OG2** on 36Y7-Y8.

4. The American OBA is 60mm (HE and WP) with one pre-registered hex (barrage NA).

5. The American player receives a +1 DRM on all CC attacks.

Sources: George Garand & Truman Strobridge, *Western Pacific Operations, History of U.S. Marine Corps Operations in WW II Vol 4* (Washington D.C.: GPO, 1971.) pp.156-158.

Stevenson, Matthew, "Personal Perspectives on Peleliu" (*Military History Quarterly*, Winter 1999) pp. 82-83.

AFTERMATH: After a bitter fighting, the marines reached the summit of Hill 100 and found their newly won positions were overlooked by an even larger hill full of Japanese soldiers. CPT Pope set his marines in defensive positions expecting to be counter-attacked. As darkness fell, the awaited Japanese counter-attacks started. They wanted Higashiyama (East Mountain) back. The Japanese attacked all through the night. Not only did they come out of the darkness from the surrounding hills; they also came out of the caves near the base of Hill 100. The remnants of C Company, being supported by the mortars of the 2/1 Marines, held on to the coral hill. With ammunition, water, and men dwindling, some of the marines resorted to using fists, ammunition boxes and thrown rocks to keep the Japanese at bay. By morning, C Company's perimeter was reduced to the size of a tennis court. There was no ammunition and CPT Pope with 15 men were all that were left of an entire company. Pope later commented, "I saw no good reason to die there...as was about to happen." and led the survivors of C Company back to the lines of the 1st Marines. For his heroic stand against insurmountable odds, CPT Everett P. Pope was awarded the Medal of Honor.

Scenario Design: Michael Faulkner 050900.10

BIG TUOL POCKET

SCHWERPUNKT SCENARIO SP57

VICTORY CONDITIONS: The Americans win if they have exited at least one AFV off the north edge and there is no Good Order Japanese MMC (with a LOS to a road hex) in possession of a functioning machinegun at game end.

TRAIL 7, Bataan Province, Luzon, The Philippines, 3 February 1942: The situation in the Philippines was not going well for the USAFFE. General Kimura opened his new offensive against Wainwright's I Corps on January 29 and were slowly pushing the American forces down the Bataan Peninsula. For two days, the Japanese tried to break through the extreme left flank of the American lines. Finding no weak spot on the left, the Japanese began to probe the center of the American lines. On the night of January 28-29, they found one in the 1st Infantry Division's (PA) sector. While the 1st Infantry was still solidifying its positions, the Japanese 3rd Battalion, 20th Infantry Regiment broke through the line and established defensive pockets a 1000 yards behind the American main line of resistance. Two pockets were formed around the Tuol and Cotar Rivers. "Big Pocket" cut Trail 7 and could cause serious problems for the Americans trying to hold the main line. After closing the breech, the American commanders realized they were dealing with more than reinforced patrol and called for help in dealing with the problem. I Corps sent from its reserve the 1st Battalion, 45th Infantry (PS) and some tanks. The next step was to reduce the cut off Japanese positions. On February 2nd a platoon of tanks supported by a platoon of the 45th Infantry (PS) was ordered to drive up Trail 7 and dislodge the Japanese. The attack caused the loss of one tank with no apparent gains and the same thing was ordered again on the 3rd.

BOARD CONFIGURATION:

BALANCE:

● Add a 3-4-7 to the Japanese OB.

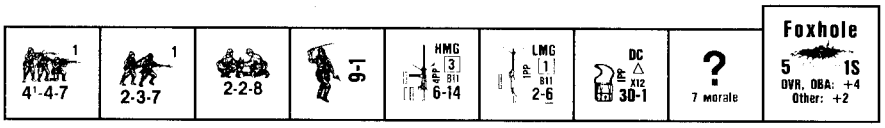
☆ Exchange the 8-0 for an 8-1 leader.

(Only hexrows A-P are playable.)

TURN RECORD CHART

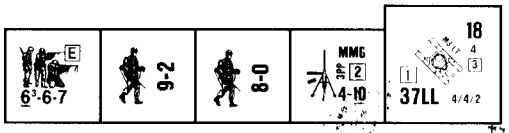
● JAPANESE Sets Up First	☆	1	2	3	4	5	6	END
☆ AMERICAN Moves First								

Elements of 3rd Battalion, 20th Infantry Regiment, 16th Infantry Division [ELR: 3] set up within 2 hexes of 34J5 {SAN: 5}



3 4 2

Elements of 1st Battalion, 45th Infantry Regiment, Philippine Scouts and A Company, 192nd Tank Battalion, Provisional Tank Group [ELR: 4] enter turn one on the south edge {SAN: 3}



4 3

SPECIAL RULES:

1. EC is moist with no wind at start. PTO is in effect with dense jungle. The road does exist, but is treated as a Single Lane Road (SSR KGP7).

2. Place Overlays: **OG2** on H8-I9; **OG3** on O9-P8.

3. American Tanks may not fire HE.

4. The Japanese my create up to two Tank Hunter Heroes.

5. The Philippine Scouts are stealthy. The American 9-2 leader 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.

Source: Morton, Louis, *The Fall of the Philippines* (Washington D.C.: GPO, 1953) pp. 336-342.

Scenario Design: Michael Faulkner 050900.10

AFTERMATH: Although not assigned to the infantry designated for the mission, Lt. Willibald Bianchi volunteered to go with them. The supporting infantry were ordered to knock out two machine-gun positions on the road. Leading a section of the platoon, Lt. Bianchi was shot in the hand. He refused first aid and continued on using just his pistol. Lt. Bianchi was wounded twice more, in the chest, leading an assault that destroyed one of the Japanese machine-gun positions. After clearing the first position, Bianchi saw that the tanks were having a difficult time in neutralizing the second Japanese machine-gun. He climbed onto one of the tanks and started firing its AA machine-gun into the Japanese positions until he was knocked off the tank by a fourth bullet. Although the remaining Japanese position was silenced, it cost another American tank and had not reduced the Japanese pocket significantly. Lt. Bianchi was evacuated and returned to duty within a month. For his heroic actions in the destruction of the two Japanese mahine-gun positions, Lt. Willibald Bianchi was awarded the Medal of Honor.

MARS' LAST FIGHT

SCHWERPUNKT SCENARIO SP58

HPA-PEN, Burma, 2 February 1945: In January of 1945, MARS Force was given the task of cutting the Burma Road and harassing the Japanese traffic using it. By February, MARS Force was in a position to do just that. A joint Sino-American attack to cut the road and stop the Japanese 56th Infantry Division from escaping was planned for the 31st of January. The Chinese asked for more time to prepare and the mission was postponed until the 2nd of February. The 2nd Squadron, 124th Cavalry Regiment was moved to an assembly area near Mong Noi, a mile and a half west of Hpa-Pen. In the early hours of the 2nd of February, an artillery preparation commenced and at 6:20 the Americans moved out. Within an hour, F Troop moved out of a wooded draw and up to its objective, the high ground over looking Hpa-Pen and the Burma Road. So far, everything had been easy.

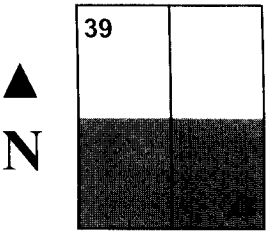
VICTORY CONDITIONS: The Americans win at game end if they control all building/hut hexes.

BOARD CONFIGURATION:

BALANCE:

● Add a 2-3-7 HS to the Japanese OB.

☆ Add a 6-6-7 to the American OB.

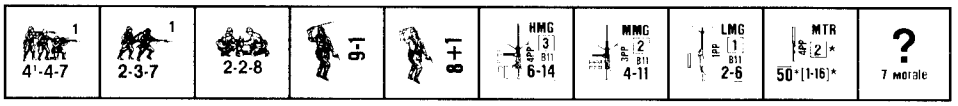


(Only hexrows R-GG on board 39 and hexrows A-P on board 37 are playable.)

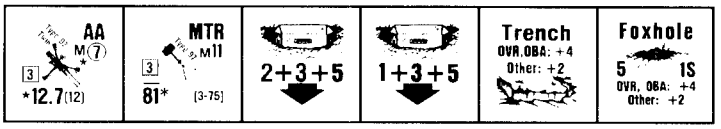
TURN RECORD CHART

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

Elements of Yamnzaki Detachment [ELR: 4] Set up anywhere on board 37 and on board 39 in a hex numbered ≤ 3 {SAN: 4}



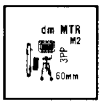
6 2 5 2 6



2 2 2 4

F Troop, 2nd Squadron, 124th Cavalry Regiment, 5332nd Brigade (Provisional), MARS Force [ELR: 4] Set up on board 39 in hexes numbered ≥ 5. {SAN: 3}

12 3 2



SPECIAL RULES:

1. EC are moist with no wind at start. PTO is in effect including light jungle.

2. Place overlays **X13** on 37J4-K4, **X26** on 37I6-I7, **X28** on 37N4-M4, and **X29** on 37M8.

3. The American 9-2 leader 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.

4. The Americans are stealthy.

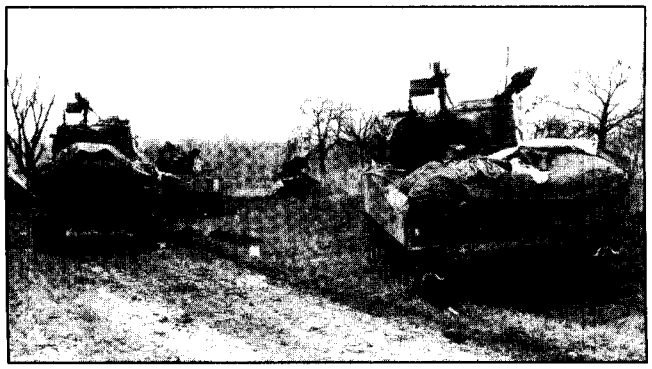
5. Japanese may set up concealed if in concealment terrain.

Source: Charles F. Romanus & Riley Sunderland, *Time Runs Out in CBI* (Washington D.C.: GPO, 1959) pp. 190-209.
U.S. Army, Public Information Division, *The Medal of Honor of the United States Army* (Washington D.C.: GPO, 1948).
Scenario Design: Michael Faulkner 050900.8

AFTERMATH: As F Troop moved towards its objective, two Japanese suddenly appeared on the crest of the hill. 1LT Jack L. Knight, commander of F Troop, killed them both and began the deeds that would name him hero. Leading his men over the hill, Knight found the Japanese in a reverse slope defense. Knight ordered his men to attack the Japanese emplacements with grenades and satchel charges. After destroying two Japanese pillboxes, 1LT Knight was half blinded by grenade fragments. He still continued to lead his men and while attacking a third bunker, 1LT Knight was killed by a burst of machine-gun fire. PFC Anthony Whitaker saw what happened to 1LT Knight and proceeded to fire his bazooka at the pillbox that gunned down Knight. Whitaker hit the pillbox three times; all three shots failed to explode. Whitaker then took a rifle & grenades and rushed the position. Although he succeeded in eliminating the Japanese emplacement, it cost him his life. With the commitment of G Troop, F Troop was able to hold the high ground over looking Hpa-Pen and the Burma Road. Because of their actions, 1LT Jack L. Knight was awarded the Medal of Honor while PFC Anthony Whitaker was awarded the Distinguished Service Cross. On February 2, 1945, 124th Cavalry was full of heroes.

RIVERS' END

SCHWERPUNKT SCENARIO SP59



VICTORY CONDITIONS: The Americans win immediately when they have 19 Good Order VPs east of hexrow F (EXC: M10 GMC's and their crews count as 0 VPs for victory condition purposes).

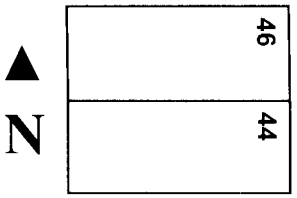
GUEBELING, France, 19 November 1944: The 761st, a separate tank battalion "negro", attached to Patton's 3rd Army was to participate in an attack on Bougaltroff. The attack staged in the recently captured town of Guebling. One 761st soldier, SGT Rubin Rivers, had distinguished himself in training and previous actions. He had already earned the Silver Star for clearing a roadblock while under enemy fire. On the 16th, while moving into Guebling, Rivers' tank hit a teller mine. The tank was immobilized, and Rivers' right leg was laid open to the bone, just above the knee. Rivers refused to be evacuated, telling his captain "You're gonna need me", referring to the upcoming attack on the town of Bougaltroff. At dawn on the 19th the combined arms assault kicked off. Attached tank destroyers provided covering fire, while the tanks of Company A moved to meet the enemy.

BOARD CONFIGURATION:

BALANCE:

☆ Reduce the required VP to 14.

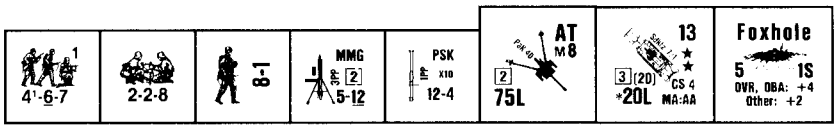
✠ Add a 247 and a PSK to the Germans.



TURN RECORD CHART

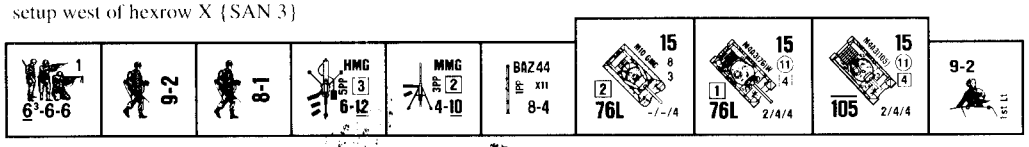
✠ GERMAN Sets Up First	1	2	3	4	5	6	END
☆ AMERICAN Moves First							

Elements of Volksgrenadier Division 361 [ELR 3] setup (See SSR 5) east of hexrow P {SAN: 3}



3 3 3 2

Elements of Company A, 761st Tank Battalion and 2nd Battalion, 101st Infantry Regiment, 26th Infantry Division [ELR: 4] setup west of hexrow X {SAN 3}



6 2 3

SPECIAL RULES

1. EC are wet with no wind at start. Kindling is NA.
2. Place overlays: **OG2** on 46J6-J7; **OG5** on 44R8-Q8; and **Hi3** on 44N4-O5.
3. The 9-2 armor leader's crew has 3 MP when it takes counter form and is dismounted.
4. Gyrostabilizers may be rolled for normally (H1.42).
5. All German units may use HIP. The German Sdkfz 7/1 loses concealment as if it is a Gun (A12.34).

Source: Williams, David, J., *Hit Hard* (New York: Bantam 1990), pp. 209-214.

AFTERMATH: The Germans were waiting. As the troopers left the cover of Guebling for the open area that separated the two towns, the Germans opened up with machine guns, AT guns, and Quad 20's. The infantry took heavy losses and the order to pull back was given. Rivers continued to duel with the AT guns, buying time for others to seek cover. He knocked out one gun, but a second sent rounds towards his tank. Several rounds were true to the mark and one of them penetrated the armor. A correspondent would write: "the shot hit near the front of the tank, and penetrated with ricocheting fragments confined inside it's steel walls...the shot had blown River's brains out against the back of the tank". CPT David Williams, Rivers' commander, recommended him for the Medal of Honor. The recommendation never went past battalion headquarters, the paperwork was "lost". After the war, Williams continued to lobby for Rivers to receive the award. In 1997, SGT Rubin Rivers was awarded the Medal of Honor for his actions, along with six other black men.

Scenario Design: Pete Belford 050900.15

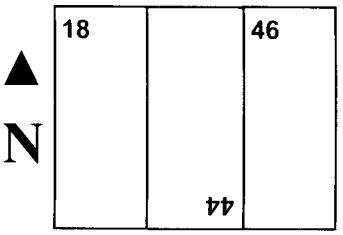
COMMANDO KELLY

SCHWERPUNKT SCENARIO SP60

VICTORY CONDITIONS: Germans win immediately if there are no Good Order American MMC in building 46oT6 **and** the Germans have exited 34VP (including prisoners) off the west edge.

ALTAVILLA, Italy, 14 September 1943: The 36th Infantry Division was conducting offensive operations south of the Calore River to expand and secure the Salerno Beachhead. During this action the 1st Battalion, 142nd Infantry became disorganized after it was savagely mauled by heavy German fire from mortar and machineguns. Lieutenant Colonel Joseph S. Barnett's 3rd Battalion, 143rd Infantry attacked up the ridge northwest of Altavilla to relieve the pressure on the beleaguered unit. Company K was sent into Altavilla where it took up positions securing the right flank. German pressure on the Altavilla position was heavy. Soon, infiltrating enemy threatened to isolate K Company. The order was given for the company to pull out of Altavilla but it was too late, the company was cut off. Corporal Charles E. Kelly joined the company after having been separated from his own unit. Kelly was a sort of one-man army. Earlier he volunteered for a patrol and was instrumental in destroying several German machinegun nests. He braved fire across open ground to obtain enemy information. Later, with his unit running out of ammunition, Kelly volunteered to get more from storehouse in the K Company area. Kelly remained with the company through the night and was still there when the Germans renewed their counterattack on the morning of the 14th. The Germans were determined to take Altavilla and push back the Salerno beachhead.

BOARD CONFIGURATION:



BALANCE:

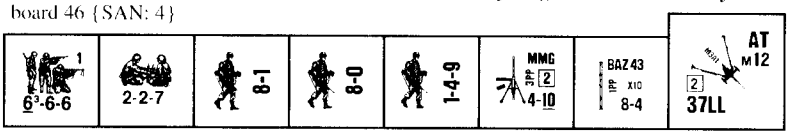
✚ Exchange the American 8-0 for a 7-0.

☆ Add a 9-1 Armor Leader to the Americans.

TURN RECORD CHART

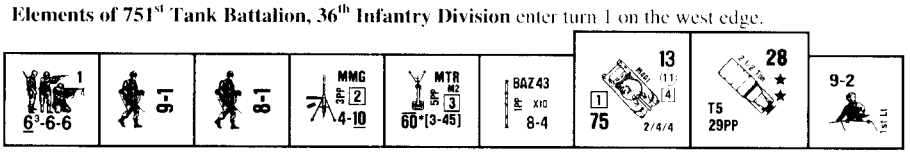
☆ AMERICAN Sets Up First	✚ 1 ☆	2	3	4 ☆	5	6	7	END
✚ GERMAN Moves First								

Elements of K Company, 3rd Battalion, 143rd Infantry Regiment, 36th Infantry Division [ELR: 3] set up on/south of hexrow Q on board 46 {SAN: 4}



8 2 2

Elements of 751st Tank Battalion, 36th Infantry Division enter turn 1 on the west edge.

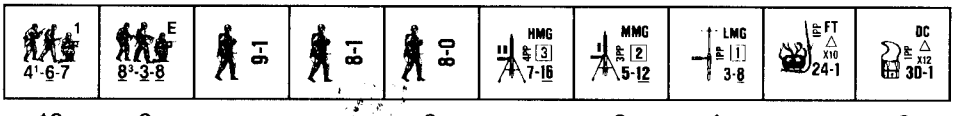


7 6 2

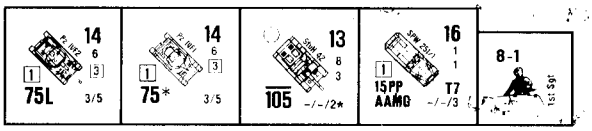
Elements of the 751st Tank Battalion enter turn 4 on the west edge.

2

Elements of Panzergrenadier Division 29 and Panzer Division 16 [ELR: 4] enter turn 1 on the east edge {SAN: 3}



19 2 2 2 4 2



9 2 2

Scenario Design: Greg Davis 050500.5

SPECIAL RULES:

1. EC are moderate with no wind at start.

2. Place **Overlay 6** on 46EE9-EE10. The road in hexrow 46Q exists. Hexes 46Q4 and 46Q7 are woods-road hexes.

3. The American OB 1-4-9 has his firepower quadrupled (instead of doubled/tripled) when eligible for PBF/TBF.

4. American OBA is 100mm (HE only) directed by an Observation Plane (E7.6). The west edge is the American friendly board edge. German OBA is 100mm (HE only) directed by an off-board observer on the east edge at level 3.

Source: Wagner, Robert L., *The Texas Army: History of the 36th Division in the Italian Campaign* (Austin: State House Press, 1991) pp. 34-39.

AFTERMATH: At 0930 they threw a company of Mark IV special tanks, panzergrenadiers and self-propelled guns into Altavilla and around its flanks. Kelly was just as determined. He took a position at a window of the storehouse. Undaunted, Kelly manned the position and delivered continuous fire upon the enemy with two BAR's until both overheated and locked up. The situation became critical when Germans threatened to overrun the position. With the enemy closing in, Kelly picked up some 60 mm mortar shells and began using them as grenades. When the position became untenable, Kelly volunteered to hold until the remainder of the Americans withdrew. As they withdrew, Kelly was seen firing a bazooka from the window. He was successful in covering the withdrawal. The main body of the Germans bypassed Altavilla but was met by six Sherman tanks from the 751st Tank Battalion near La Cosa Creek. There they stopped the German counterattack by destroying eight Mark IV's while losing only one Sherman. For his, personal initiative and intrepid actions in the face of an overwhelming enemy, Corporal Charles E. Kelly received the first Medal of Honor awarded for action on the European Continent in World War II.

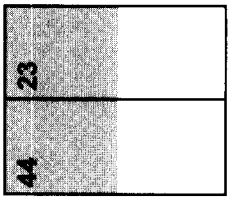
OBJECTIVE EXODUS

SCHWERPUNKT SCENARIO SP61

SITUATION: Near SCAGLIOCA, Italy, 2 April 1945: Elements of the 2nd Commando Brigade had crossed Lake Comacchio. Moving north toward the Valetta Canal, #2 Commando covered the left while #43 Commando advanced on the right. C Troop of #43 Commando had the mission of clearing the Germans from a group of houses near the canal on Objective Exodus. As C Troop approached Exodus it came under a torrent of machinegun fire from the defending 42nd Jaeger Division. C Troop was stopped in its tracks and was in danger of annihilation. Seeing the imminent peril of his unit, Corporal Hunter sprang into action and proceeded to draw the enemy's fire in an effort to save the troop. Three German machineguns were giving the troop a pasting from houses near the canal. Taking the Bren gun from his section, he charged alone across 200 yards of open ground. He was met with tremendous fire as he advanced to the group of houses. Hunter's wild charge caused six of the German gunners to surrender while the rest of the defenders took flight. Hunter cleared one house. Changing magazines, the corporal ran and continued to draw enemy fire until his troop reached its objective. Hunter fired into the enemy with deadly accuracy until he himself was cut down by the withdrawing unit's covering fire. For his gallant charge and decisive action, Corporal Thomas Peck Hunter was posthumously awarded the Victoria Cross.

MISSION: British win if there are no Good Order German MMC in buildings 23G8, H8, I7, I9, or J8 at game end.

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

✠ Add a 2-3-6 HS to the Germans south of the canal.

⊙ Exchange the British 9-1 for a 9-2 leader.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start.
2. Bridges do not exist. The canal is Deep with a moderate current flowing east.
3. The British OB 1-4-9 has a special -3 heroic DRM (in lieu of the normal –1 heroic DRM and cannot be further modified by leadership) when he fires a British LMG alone and is not part of a fire group. All other hero rules still apply normally.
4. British are Commandos (H1.24).

Scenario Design: Evan E . Sherry 111701.13

Source: Ladd, James, *Commandos and Rangers of World War II* (New York: St. Martins Press, 1978) pp. 161-163.

MISSION LENGTH

	1	2	3	4	5
✠ GERMAN SETS UP FIRST					
⊙ BRITISH MOVES FIRST					

Elements of Jaeger Division 42 set up on board 44 in hexes numbered ≤ 4 and/or south of the canal on board 23.

4-4-7	9-1	7-0	MMG	LMG	?
5				2	6

{ELR: 2}
{SAN: 4}

Set up north of the canal on board 23.

2-2-8	MMG

C Trooop, 43 Commando, Royal Marines, 2nd Commando Brigade set up on board 44 in hexes numbered ≥ 7.

6-4-8	3-3-8	9-1	8-1	1-4-9	LMG	OML 2" MTR (Airborne)	DC
4	3				2	2	3

{ELR: 5}
{SAN: 4}

ILS NE PASSERONT PAS

SCHWERPUNKT SCENARIO SP62

SITUATION: CASA BERARDI, Italy, 14 December 1943: The Eighth Army was advancing north on the Adriatic coast along the Highway 16 axis extending from Fossacesia to Pescara. To continue the advance, the 76th Panzer Corps' defensive line on the Orsongna-Ortorna lateral road had to be cracked. Following the crossing of the Moro River, Major-General Christopher Vokes' 1st Canadian Infantry Division spearheaded the assault on the lateral road. As part of the attack to gain the road, the village of Casa Berardi had to be secured. The task of seizing Casa Berardi fell to Captain Paul Triquet's Company C of Le Royal 22*e* Régiment, supported by the Ontario Regiment's Sherman tanks. Defending the enemy line along a gully in front of Triquet were paratroops from Fallschirmjäger Regiment 3 that had reinforced the shattered 200th Panzergrenadier Regiment the previous day. To get at Casa Berardi, Triquet and his men had to fight their way across this gully in the face of intense machinegun and mortar fire. Crossing the gully, all the company's officers and half its soldiers were either killed or wounded. Showing complete disregard for the danger, Triquet rallied his remaining soldiers with the words "Never mind them, they can't shoot" and "There are enemy in front of us, behind us and on our flanks, there is only one safe place - that is on the objective." Triquet dashed forward into the hail of enemy fire. Inspired by his intrepid leadership, his men followed and broke through the German position. In close cooperation with Acting Major H. A. Smith's Sherman tanks, the group forced its way to the outskirts of Casa Berardi. Enemy machineguns and fallschirmjäger sniper fire covered every part of Casa Berardi. Working closely with the armor, Triquet's men cleaned out each enemy position blasted by the Shermans' 75mm fire. Smith's Shermans knocked out two panzers causing a third to flee. Still another Mark IV approached. This time a Sherman blinded it with a smoke round while another Sherman, using precision gunnery, destroyed it with a 75mm round fired through the smoke. By this time the strength of the company was reduced to two sergeants and fifteen men armed with five Bren guns and five Thompson submachine guns, all in desperate need of ammunition re-supply. Expecting a counterattack, Triquet reassured his men with the words "*Ils ne passeront pas*" (they shall not pass) and organized his men around the remaining Sherman tanks. The enemy attack was not long in coming. Ignoring the danger, Triquet was everywhere, encouraging his men and directing their fire. Triquet personally accounted for several enemy soldiers. Triquet's force was able to hold out until the next morning when they were relieved by the rest of the battalion. Triquet's superb tactical skill, tireless devotion, and courageous leadership under fire enabled his unit to accomplish its mission and survive despite overwhelming odds. For his exemplary leadership and dauntless courage, Captain Triquet was awarded the Victoria Cross. He was not alone. Acting Major H. A. Smith was awarded the Military Cross for outstanding leadership and coolness under fire against the enemy's armored forces.

MISSION: The Germans win if there are no Good Order Canadian (non-crew) MMCs or Good Order, mobile, tanks (with functioning MA) within two hexes of 24R5 game end.

COORDINATING INSTRUCTIONS:

1. EC are wet, with no wind at start. Kindling is NA. All orchards are Olive Groves (F13.5).

2. Germans may use HIP for one MMC and any SMC/SW that set up with the MMC.

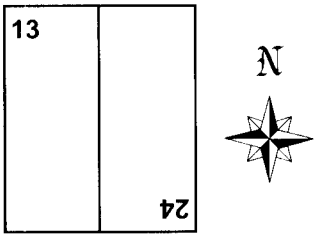
3. The British 10-3 leader is heroic (A15.21) but wounds as a leader.

4. Beginning on turn 6, the Canadians suffer Ammunition Shortage (A19.131).

Scenario Design: Evan E. Sherry 110501.17

Source: Nicholson, G.W.L., *The Canadians in Italy 1943-1945* (Ottawa: Queen's Printer and Controller of Stationary, 1957) pp. 309-313.

MAP ORIENTATION:



OPTIONS:

- Add a 4-6-7 to the German set up group.
- Add a 4-5-7 to the Canadian OB.

MISSION LENGTH

GERMAN SETS UP FIRST	1	2	3	4	5	6	7
CANADIAN MOVES FIRST							

Elements of Bataillon 3, Fallschirmjäger Regiment 3, Fallschirmjäger Division 1 and remnants of Bataillon 1, Panzer Grenadier Regiment 200, and Panzer Bataillon 190, Panzergrenadier Division 90 set up within 3 hexes of hexes 13X3, 24J2, and/or 24G7.

5-4-8	4-6-7	2-2-8	9-1	HMG	LMG	PSK	?	PzIVH 3/5	PzIIIN 3/5	GrW 34 (81* MTR)	Foxhole
3	4		2		2		6				2

{ELR: 4}
{SAN: 4}

Elements of Fallschirmjäger Regiment 3 and Panzer Abteilung 190 enter turn 4 on the north and/or east edge of board 24.

5-4-8	8-1	LMG	PSK	PzIVH 3/5
4				2

Elements of C Company, Le Royal 22*e* Regiment, 3rd Brigade, 1st Canadian Infantry Division and elements of C Squadron, 11th Armoured (The Ontario Regiment), 1st Armoured Brigade enter turn one on the south edge of board 13 and/or 24.

4-5-8	4-5-7	10-3	8-1	7-0	LMG	PIAT	OML 2" MTR	9-2 Armor	Sherman III(a) 2/4
5	6				4	3			5

{ELR: 4}
{SAN: 3}

UPHAM'S BAR

SCHWERPUNKT SCENARIO SP63

SITUATION: Near RUWIESAT RIDGE, Egypt, 15 July 1942: To preempt an enemy attack on his 9th Australian Division, General Auchinleck committed the 2nd New Zealand Division to an attack on Ruwiesat Ridge. As dawn broke, Manson's 20th Battalion was approaching the ridge when, quite suddenly, it was attacked by extremely heavy fire from the open left. Manson ordered Captain Maxwell's company to make straight for Point 63, then dashed over to Captain Charles Upham and directed him to attack the enemy that was firing. Upham at once moved his company up to a low ridge in that direction. There, Upham looked down into a depression at a distance of 400 yards where a large number of Italian infantry, German guns and machineguns were firing at the other companies attacking the ridge. Most would have considered a frontal attack over open ground, by a infantry company without artillery support, to be lunacy. However, the intrepid Upham gave no thought to the danger. He stood and cried out "Come on, C Company, come on!" Confident in his leadership, they followed him without hesitation. Following Upham they swept down the hill, charging into the enemy. They were met by a tremendous fusillade, but nothing could stop the New Zealanders. Upham could be heard above the battle exhorting his men to action. In the first minute, Upham lost three of his platoon commanders killed by small arms and shell-bursts. Soon, machinegun bullets tore Upham's left elbow to a mass of useless bleeding flesh. Few men could have carried on with such a wound but Upham continued. Upham waded into the enemy but overtaken now by some of his own men, he still shouted "Come on, C Company." In a minute the Kiwis were among the dug-in machineguns and savagely fighting with grenades and bayonets. Now began the deadly business of hand-to-hand fighting amid the shots, explosions and the cries of the wounded and dying. In severe pain, Upham was shouting and cursing but still managed to throw a grenade and to lead a rush against the last machinegun. Suddenly, there was stillness. Looking around, Upham found himself in undisputed possession of the field. Only then did he give command to Company Sergeant Major Bob May. Every gun and every vehicle had been destroyed or captured and every enemy was dead or a prisoner. Forty-two Germans and more than 100 Italians were captives. C Company now numbered less than 50 men. The rest of the battalion reached Point 63. The charge had succeeded. For his outstanding leadership and undaunted courage, Captain Charles Hazlitt Upham was awarded the bar to his Victoria Cross.

MISSION: The New Zealanders win if there are ≤ 4 VP of Good Order, Axis (non-vehicular crew) MMCs, within 5 hexes of 27oP4 at game end.

COORDINATING INSTRUCTIONS:

1. EC are very dry with no wind at start. Desert rules are in effect.
2. Place overlays: **D5** on 27P4-P5; **H3** on 27U8-T7; **Hi7** on 26W3-X3; **H2** on 26O6-O7.
3. A +1 LV Hindrance (E3.1) is in effect until the end of turn 2.
4. The New Zealanders are Fanatic and may declare Hand-to-Hand combat (J2.31).
5. Italian support weapons must set up possessed by Italian units.

Scenario Design: Mike Faulkner and Evan E. Sherry 091601.15

Sources: Phillips, Lucas, C.E., *Victoria Cross Battles* (London: Heinemann, 1973) pp. 158-163.
Jack Green and Alessandro Massignani, *Rommel's North Africa Campaign* (Conshohocken: Combined Books, 1994) pp. 198-199.

27	26

MAP ORIENTATION

N

OPTIONS:

Change the Victory Conditions to "≤ 5 VP".

Change the Victory Conditions to "≤ 3 VP".

MISSION LENGTH

	1	2	3	4	5	6
AXIS SETS UP FIRST						
NEW ZEALANDERS MOVE FIRST						

{ELR: 2}
{SAN: 3}

Elements of the 19° Reggimento, Divisione Brescia set up within 3 hexes of any/all of the following hexes: 27oU6, 27oP3, or 26oP8.

3-4-6	8-1	8-0	7-0	HMG	LMG	45* MTR	Autocaretta	Wire	Sangar	Trench
10					2		2	6	4	3

{ELR: 4}

Elements of Reconnaisance Bataillon 33, Panzer Division 15 set up within 2 hexes of 27oU7 and/or 26oM5.

4-6-8	2-2-8	8-1	LMG	PSW 232 -/5	PSW 222(L) -/5/*	PaK 38 50L AT	Opel Blitz
3	2					2	2

{ELR: 4}
{SAN: 3}

C Company, 20th Battalion, 4th Brigade, 2nd New Zealand Division set up within three hexes of 26EE3.

4-5-8	10-3	9-1	8-1	8-0	LMG	ATR	OML 2" MTR	DC
15					5	3	2	2

VALOUR ON THE BOU

SITUATION: POINT 212, DJEBEL BOU AOUKAZ, Tunisia, 29 April 1943: Major General Clutterbuck's British 1st Infantry Division was attacking toward Massicault when the Herman GØring Panzer Division stopped it at Djebel Bou Aoukaz. This key terrain offered a good point from which the British could resume their main attack on Tunis. Realizing this, General von Arnim formed Panzer Brigade Irkens from the remnants of the 10th, 15th and 21st Panzer Divisions. This kampfgruppe launched a series of counterattacks to gain the high ground to stop further British moves toward Tunis. One of these attacks was aimed at the 1st Battalion, Irish Guards, who were holding positions from Point 212 to Point 214 on the main ridge making up Djebel Bou Aoukaz. Number 1 Company occupied the position at Point 212. Armed with mortars and Bren guns, the resolute Guardsmen had endured two days of attacks by enemy infantry, yet still held their trench line despite the threat of encirclement. At 0900 on Friday morning, an outpost of the Reconnaissance Regiment reported that a company of Germans was forming up for an assault just below Point 212. Peering over the edge of the hill, Lance-Corporal John Patrick Kenneally saw the Germans as they prepared to attack up the hill. Seeing the opportunity to break up the Germans, he leapt from his position and charged straight into the Germans. Firing his Bren gun from the hip, Keneally slashed through the surprised enemy and delivered such a volume of fire that they were forced to retreat in complete disorder. Kenneally's valiant action enabled his company to hold on to its vital defensive position. But he was not through. On April 30th the intrepid Kenneally repeated this tactic and inflicted numerous enemy casualties. Though wounded himself, Kenneally refused to give up his Bren gun. Claiming he was the only one who understood the weapon, he continued to fight on until the enemy was thrown back. For his gallant actions, Kenneally was awarded the Victoria Cross.

SCHWERPUNKT SCENARIO SP64

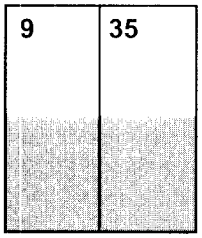
MISSION: British win if there are no good order German MMC on/south of hexrow V on level two, three or four hill hexes at game end.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Buildings 9Z1 and 9DD3 are treated as crags. Orchards and Marsh are treated as inherent terrain Olive Groves.
3. Place overlay **B2** on 35BB4-CC5.
4. The British OB 1-4-9 has a special heroic -3 DRM (in lieu of the normal –1 heroic DRM and cannot be further modified by leadership) when he fires a LMG alone and is not part of a fire group. All other hero rules still apply normally.

Sources: Ellis, L.F., *History of the Irish Guards* (Aldershot: Gale and Polden LTD, 1952) pp. 168-183.
Howe, George F., *Northwest Africa: Seizing the Initiative in the West* (Washington D.C.: GPO, 1957) p. 612.

MAP ORIENTATION:



Only hexrows R-GG are playable.

OPTIONS:

✚ Add one 4-6-8 to the Germans on board 35.

⊙ Exchange the German MMG for an LMG.

MISSION LENGTH

⊙ **BRITISH SETS UP FIRST**	**1**	**2**	**3**	**4**	**5**
✚ **GERMAN MOVES FIRST**					

{ELR: 4}
{SAN: 4}

No. 1 Company, 1st Battalion Irish Guards, 1st Infantry Division set up on board 9 on/south of hexrow V

4-5-8	2-2-8	9-2	8-1	1-4-9	LMG	OML 2" MTR	OML 3-in. 76* MTR	Trench	Sangar
7					3			4	4

Elements of Grenadier Regiment 47, Panzer Brigade Irkens set up on board 35 in hexes numbered ≤ 7.

4-6-8	9-1	8-0	MMG	LMG
9				2

{ELR: 4}
{SAN: 3}

Set up on/north of hexrow S on board 9.

4-6-8	8-1	LMG
3		

Scenario Design: Evan E. Sherry 110501.11

AYO GURKHALI!

SCHWERPUNKT SCENARIO SP65

SITUATION: The Chin Hills near FORT WHITE, BURMA, 27 May 1943: LTC Osborne Hedley's 2nd Battalion, 5th Royal Gurkha Rifles was fighting a series of tough actions against the Japanese along the mountain peaks of Fort White. Captain Villiers Dennys' understrength company was ordered to retake a stockade the Japanese had captured. To regain the stockade, the Gurkhas had to traverse a narrow ridge with little vegetation. Sloping steeply on both flanks, the crest of the ridge formed three positions resembling the knuckles of a fist. The first two were easily taken, but the farthest, Basha East, was strongly defended by the Japanese. On the crest there was very little cover. All of the Gurkhas' initial attempts failed. In the afternoon another assault was made. The Japanese held their fire until the Gurkhas were within 200 yards, then they opened up with everything they had. Japanese fire actually increased the Gurkhas' resolve. Captain Dennys urged his men on and led the attack while swinging his walking-stick. Charging up the knoll, they were thrown back by a hail of withering machinegun fire. Dennys rallied his men for a second assault on the knoll but was again repelled. A third attempt was needed. This time Havildar Gaje Ghale rallied his platoon and confidently led them through mortar fire and into the Japanese defensive positions. In some places the approach to the objective was no more than five yards wide. Here, the Japanese concentrated most of their fire, but the intrepid Ghale raced through without hesitation. Twenty meters from the enemy, shrapnel from a Japanese grenade tore into Ghale's arm, chest and leg. Painfully wounded, he could not be stopped. With the fighting now hand to hand Ghale and his men stormed into the enemy. Gurkha bayonets thrust into enemy rib cages and kukris severed Japanese limbs. Covered in blood, Ghale threw grenades that shredded the Japanese defenders. Above the din of explosions and piercing screams of the wounded, Ghale was heard as he repeatedly exhorted his men to action with the battle cry "Ayo Gurkhali!" (the Gurkhas are upon you). He led three attacks and finally forced out the defenders. Ghale refused medical attention until Captain Dennys ordered him to the aid station. Ghale's platoon carried the day even though neither he nor his platoon of young Gurkhas had ever been in combat. For his limitless courage and undaunted leadership, Havildar Gaje Ghale was awarded the Victoria Cross.

MISSION: The Gurkhas win if there are no Good Order Japanese on any overlay Hi7 hill hex at game end.

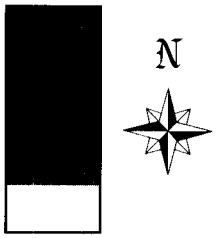
COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. PTO terrain is in effect including Light Jungle.
2. Treat all brush hexes as Light Jungle.
3. Place overlay **Hi7** on 44T7-S8.
4. The 9-2 is heroic (A15.21) but wounds as a leader.
5. All British units are Gurkhas (A25.43).

Scenario Design: Evan E. Sherry 110501.13

Source: Phillips, Lucas, C.F., *Victoria Cross Battles* (London: Heinemann, 1973) pp. 222-224.

MAP ORIENTATION:



(Only hexrows A-Z are playable.)

OPTIONS:

● Exchange the Japanese 9-0 for a 9-1 leader.

⚒ Exchange the Gurkha 8-0 for an 8-1 leader.

MISSION LENGTH

● JAPANESE SET UP FIRST	1	2	3	4	5	6
⚒ GURKHA MOVES FIRST						

●

Elements of the 33rd Infantry Division, 17th Army set up on/north of hexrow P.

4-4-7	3-4-7	2-2-8	9-0	8-0	MMG	LMG	50* MTR	?	Trench
3	3					2		4	3

{ELR: 4}
{SAN: 4}

Elements of 2nd Battalion, 5th Gurkha Rifles 48th Brigade, 17th Indian Division setup on/south of hexrow X.

4-5-8	9-2	8-1	8-0	LMG	OML 2" MTR
8				3	

{ELR: 5}
{SAN: 3}

NICHOLLS AND NASH

SCHWERPUNKT SCENARIO SP66

SITUATION: POPLAR RIDGE, Pecq, Belgium, 21 May 1940: Things were not going well for Lord Gort's BEF. By the 20th of May, new defensive positions were established along the Escaut River. The 1st Guards Brigade, 1st Infantry Division was deployed in or around the Belgian town of Pecq. No. 1, 2, and 4 Companies, 3rd Battalion Grenadier Guards' area of responsibility was along the river near the southern outskirts of Pecq, while No. 3 Company was held as battalion reserve. The expected attack by the Germans materialized on the 21st of May. Batallion 2, Infanterie Regiment 12, Infanterie Division 31 led the assault to establish a bridgehead across the Escaut. The German *schwerpunkt* encompassed the front held by the 3rd Battalion Grenadier Guards. At 0715, artillery and mortars pounded No. 4 Company as the infantry of Batallion 2 came across the river and overran their positions. The fighting wasn't easy on the Germans. Only 70 men from Kompanies 5 and 6, Batallion 2 made it to the battalion objective, the poplar covered ridge some 250 meters from the Escaut. As the Germans dug in, they beat off numerous, small counter-attacks. The British realized the Germans were there in force and that they had to be thrown back across the river. No. 3 Company, supported by the Carrier Section, was ordered to eliminate the German bridgehead and seal the gap in the British lines. No. 3 Company's counter-attack jumped off at 1130 hours. It seemed suicidal as they advanced across the cornfield into the fire of the German machine-guns. Lieutenant Reynell-Pack tried to use his carriers as light tanks and charged the Germans head-on; all were destroyed. Things were becoming desperate. About this time, Lance Corporal Harry Nicholls turned to his loader, Guardsman Percy Nash, and yelled, "Come on Nash, follow me!" Nicholls fired from the hip and attacked using a system of short hops. Nicholls was severely wounded numerous times, but refused to stop. Once he silenced the German machine-gun teams on Poplar Ridge, he moved to the river and shot up the German reinforcements trying to cross the Escaut. Due to Nicholls' attack, the Germans had been reduced to below platoon strength and were forced to withdraw back across the river. No. 3 Company suffered over 60% casualties and Nicholls was believed to be dead. Severely wounded, Nicholls was, in fact, captured by the Germans. Because of his actions, the British were able to temporarily restore their lines and Lance Corporal Harry Nicholls was awarded the Victoria Cross.

MISSION: The British win at game end if there are no Good Order German MMCs within four hexes of 40J7.

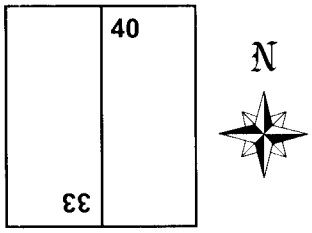
COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. The river is deep with a moderate current flowing north.
2. All Woods are Brush. Grain is in season.
3. The German 5-4-8 is an assault engineer (H1.22).
4. The OB given British hero represents Lance Corporal Nicholls. He wounds as a leader (A17.11) and has an additional –2 drm to wound severity. He also has a special –3 heroic DRM (in lieu of the normal –1 DRM) when he fires a British LMG alone or with Guardsman Nash (see SSR5) and is not part any other fire group and cannot be modified by leadership. All other hero rules apply normally.
5. Guardsman Percy Nash is represented by a 0-0-9 pathfinder counter. He has no firepower, but does have a CC value of 1. When firing a LMG with Nicholls, the LMG has a ROF of 2. For all other purposes he is treated as a hero, but without heroic DRM (A12.24).

Scenario Design: Michael F. Faulkner 110501.11

Source: Sarkar, Dilip, *Guards VC: Blitzkrieg 1940* (Worcester: Ramrod Publications, 1999) pp. 108-131.

MAP ORIENTATION:



OPTIONS:

✠ Exchange a German MMG for an HMG.

⊙ Exchange the British 8-0 for an 8-1 leader.

MISSION LENGTH

✠ GERMAN SETS UP FIRST								
⊙ BRITISH MOVES FIRST	⊙ 1	2	3	4 ✠	5	6	7	8

Elements of Kompanie 5 and 6, Bataillon 2, Infanterie Regiment 12, Infanterie Division 31 set up within four hexes of 40J7.

✠

5-4-8	4-6-7	9-1	8-0	MMG	ATR	Trench	Foxhole
	6			2		3	4

{ELR: 4}
{SAN: 3}

Germans enter turn 4 on the east board edge.

4-6-7	8-1	LMG	ATR	Small Raft
3				3

No. 3 Company and Carrier Section, 3rd Battalion Grenadier Guards, 1st Guards Brigade, 1st Infantry Division enters turn one on the west board edge between hexrows S and FF.

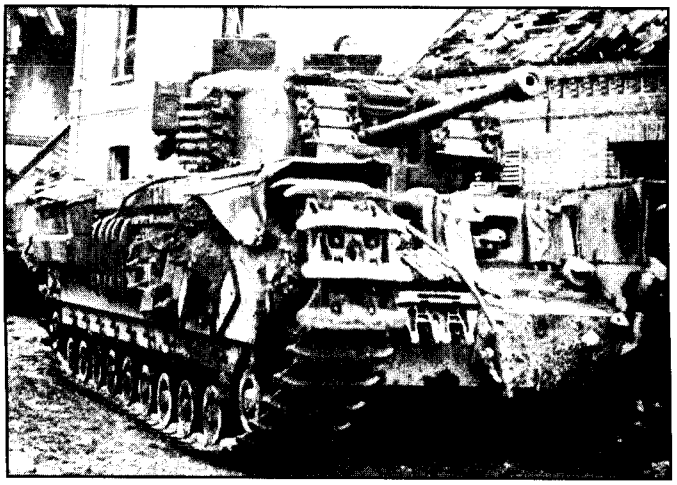
4-5-8	9-1	8-1	8-0	1-4-9	0-0-9	LMG	OML 2" MTR	Carrier A 2/-/*
12						3	2	3

{ELR: 3}
{SAN: 3}

BACKS TO THE ORNE

SCHWERPUNKT SCENARIO SP67

SITUATION: Near GRIMBOSQ, France, 7 August 1944: The American breakout from Normandy was in full swing and the British were soon to follow with their own. The British Second Army shadowed the German withdrawal closely with the 53rd and the 59th Infantry Divisions. By nightfall of August 5th, these two divisions had cleared the west bank of the Orne River, south of Caen. In the early evening of the 6th, the three battalions of the 179th Infantry Brigade and the 107th Regiment RAC began fording the river near Brieux and by daybreak had established a bridgehead 1000 meters deep. The German reaction on the 7th was swift as Infanterie Division 271 counterattacked twice, but could not dislodge the British from their positions. As a matter of fact, the British were able to expand their bridgehead to a depth of 1500 meters and had built a nine-ton pontoon bridge at Le Bas. It was clearly time for General Bittrich and his I SS Panzer Korps to deploy part of his panzer reserve in an attempt to destroy the British. Elements of SS Panzer Division 12 "Hitlerjugend" and Schwere SS Abteilung 101, known as Kampfgruppe Wünsche, were ordered to eliminate the British positions east of the Orne River. At 1830 hours, KG Wünsche attacked the southernmost British unit. The brunt of the fighting fell to CPT David Jamieson's company of the 7th Royal Norfolk Battalion. Kampfgruppe Wünsche swept through the Forêt de Grimbosq and soon panzers reached the narrow streets of Grimbosq. Continuous fighting ensued for more than four hours. Tigers were reported near the Orne River and within 400 meters of the pontoon bridge. Jamieson's company was credited with three tank kills as the Germans were driven off. On the morning of the 8th, a fresh German Kampfgruppe attacked and almost surrounded the company. The company was counterattacked an additional three times on August 8th, but Jamieson's men held out. Throughout this thirty-six hours of bitter, close quarter fighting, CPT Jamieson showed great leadership and personal bravery. Despite being wounded twice, he refused to be evacuated and remained with his men until the situation was relieved. For his gallantry and "signal act of valour" Captain David A. Jamieson was awarded the Victoria Cross.



MISSION: The Germans win at game end if there are ≤ 5 Good Order VPs of British (non-vehicular crew)MMCs east of the river in buildings on/between hexrows J and O on board 8 and on/between hexrows S and W on board 17.

MAP ORIENTATION:

8		
	17	4

N

OPTIONS:

- Delete the PIAT from the British OB.
- Delete a SPW 251/1 from the German OB.

COORDINATING INSTRUCTIONS:

1. EC are moderate, with no wind at start.The river is shallow with a moderate current flowing north.
2. Place overlay: **X13** on 17AA4-BB4.
3. All buildings on board 8 are stone.
4. British OBA is 100mm (HE only) with plentiful ammo and one pre-registered hex (Barrage is NA) and has an offboard observer at level 3 on the west edge. German OBA is 150mm (HE and Smoke) with an offboard observer at level 2 on the south edge.
5. PzIV's are equipped with Sz (D11.211).

Scenario Design: Michael F. Faulkner 111701.13
Source: Reynolds, Michael *Steel Inferno* (New York: Dell, 1997) pp. 252-254.

MISSION LENGTH

	1	2	3	4	5	6	7	8
BRITISH SETS UP FIRST				⊙				
GERMAN MOVES FIRST	⚡							

Elements of the 7th Royal Norfolk Battalion, 176th Infantry Brigade, 59th Infantry Division and 107th Regiment RAC, 34th Tank Brigade set up on boards 8 and 17, east of the river.

4-5-8	4-5-7	2-2-8	10-3	9-1	8-0	7-0	HMG	MMG	LMG	PIAT	OML 2" MTR
4	8	2							3		

Churchill IV	Churchill VII	Carrier C	17 pdr 76LL AT	Trench
	2	2	2	5

British enter turn 4 on the north edge of boards 8 or 17, east of the river.

4-5-7	8-1	LMG	Churchill IV
3			

{ELR: 4}
{SAN: 4}

Elements of Kompanie 2, Schwere SS Panzer Abteilung 101 and Kampfgruppe Wünsche, SS Panzer Division 12 (Hitlerjugend) enter turn 1 on the south or east edge on/between 8GG3 and 4M10.

6-5-8	9-2	9-1	8-0	MMG	LMG	PSK	DC	PzVIE (L)	PzVG	PzIVH
14			2		3		2	2	2	3

SPW 251 SMG	SPW 251/1
	4

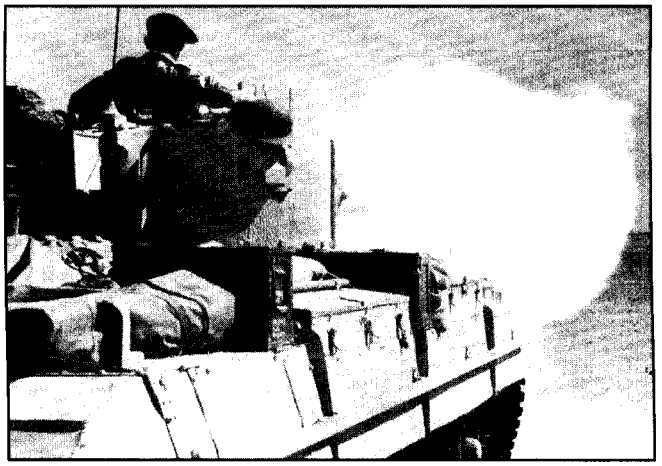
{ELR: 5}
{SAN: 3}

FOOTE-ING THE BILL

SCHWERPUNKT SCENARIO SP68

SITUATION: KNIGHTSBRIDGE, Libya, 13 June 1942: The 15th Panzer Division, under the command of Gerneral Gustav von Vaerst, was trying to encircle the 201st Guards Motor Brigade Group. Remnants of the 7th Royal Tank Regiment (RTR) combined with the 42nd Royal Tank Regiment were ordered to delay the German tanks. Lieutenant Colonel Henry Robert Bowreman Foote was in command of the 7th RTR. After the first wave of British tanks had been destroyed, Lieutenant Colonel Foote reorganized the remaining tanks. He walked from one tank to another to encourage the remaining tank crews, just as the Germans were about to start their final assault. The Germans grew overconfident and charged the 7th RTR without waiting to coordinate their anti-tank and artillery fire. A furious tank versus tank battle broke out, with both sides suffering heavily. Lieutenant Colonel Foote placed his tank in front of the others so that he could be plainly visible from the turret as an encouragement to the other tank crews. Lieutenant Colonel Foote was always at the crucial point at the right time. By his magnificent example, the corridor was kept open for the brigade to march through. For his intrepid leadership, Foote was awarded the Victoria Cross.

Sources: Forty, George, *Tank Aces from Blitzkrieg to the Gulf War* (Sutton Publishing, 1997) pp. 30-37.
Laffin, John, *British VCs of World War 2: A Study in Heroism* (Gloucestershire: Sutton Publishing, 1997) pp. 83-85.



MISSION: The British win at game end if they have more Good Order DVPs south of hex row Q than the Axis.

COORDINATING INSTRUCTIONS:

1. EC are Dry, with a Mild Breeze from the northeast at start. Light Dust(F11.71) is in effect.
2. Place overlays as follows: **H3** on 27U2-U3; **H5** on 26J6-K6; **D4** on 27L6-L5; **D6** on 26Y6-Y7
3. While the British 10-2 armor leader is CE, any British tank that traces a LOS to it has a -2 DRM on all morale checks.
4. In any instance where a CS DR is necessary for the crew with the 10-2 armor leader, the crew automatically survives without need for a DR.
5. Axis armor leaders are German.
6. Germans are considered elite for Special Ammunition purposes (C8.2).

Scenario Design: Hugh Downing 090600.8

MAP ORIENTATION:

27	26

N

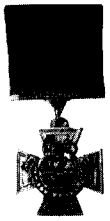
OPTIONS:

✠ Delete the British 9-1 armor leader.

⊙ Add an 8-1 armor leader to the British reinforcement group.

MISSION LENGTH

⊙ BRITISH SETS UP FIRST	1	2	3	4	5	6	7
✠ AXIS MOVES FIRST	✠		✠		⊙		



{SAN: 0}

Remnants of 7th RTR and 42nd RTR, 32nd Armoured Brigade set up anywhere south of hex row Q on boards 26 or 27.

5 Valentine V	6 Matilda II	10-2 Armor	9-1 Armor
4	4		

British enter turn 5 on the south edge.

6 Matilda II
2

{SAN: 0}

Elements of Panzer Division 15 and Ariete Divisione Corazzata enter turn 1 on the north board edge.

6 PzIIIJ	6 PzIVE	4 M13/40 (Italian)	9-1 Armor	8-1 Armor
3		4		

Axis Reinforcements enter turn 3 on the north edge:

6 PzIVE	8 PzIVF2	4 M13/40 (Italian)	9-2 Armor
		2	

MEIKTILA BREAK-IN

SCHWERPUNKT SCENARIO SP69

SITUATION: KYAUKPU, BURMA, 2 March, 1945: The plan for the invasion of Burma had called for the destruction of 15th Army on the Shwebo plain. However, the Japanese were too aware of their own weaknesses to accept battle on the western side of the Irrawaddy River. General Slim, improvising a master plan, countered with crossings of the Irrawaddy to threaten Mandalay in the north to draw the 15th Army into combat. However, the true masterstroke was across the Irrawaddy to the supply hub of Meiktila bisecting Mandalay and Rangoon. The battle for Meiktila began on the 28th of February. 15th Army, caught by surprise, organized all the rear area personnel it could find, including patients recovering at the Meiktila hospital. Despite hard fighting, by the 2nd of March the garrison had been nearly wiped out. The Japanese had no effective response to the infantry-tank tactics used by the Indians. However, they also knew that the Indians had no supply route behind them and that 15th Army was gathering troops to lance this abscess. Their duty was to hold on as long as possible; one rock of resistance was Kyaukpa, to the southwest of Meiktila. It was 7th Battalion 10th Baluch's duty to destroy this rock. The Japanese at Kyaukpu fought doggedly, repulsing the first company-sized attack by the 7th Battalion in the morning. That afternoon A Company was assigned to keep up the pressure. Battling through the fortifications the Japanese had constructed, the Indians of Company A began to make headway. However, due to heavy sniper fire they became separated from their tank support. The leading section led by Naik (corporal) Fazal Din suddenly found itself in a crossfire from Japanese bunkers. Naik Din did not hesitate; charging one bunker he silenced it himself with grenades. Leading his men in a charge against the other bunker complex, he was jumped by five Japanese, two bearing swords. While trying to help his Bren gunner, Fazal Din was run through by a Japanese soldier wielding a sword, its bloody point emerging from Fazal Din's back. Naik Din overpowered his assailant, removed the sword from his body and killed three Japanese soldiers. Waving the sword above his head, he exhorted his men onward, but collapsed soon after. Fazal Din died later that day. The bunker complex he helped destroy was the last core of resistance at Kyaukpu. For his outstanding bravery in the face of enemy fire and his own mortal wound, Naik Fazal Din was posthumously awarded the Victoria Cross.

MISSION: The Indian player wins at game end by controlling all hut and building hexes within 3 hexes of 44U7.

COORDINATING INSTRUCTIONS:

1. EC are Dry with no Wind at start. PTO Terrain is *not* in effect [EXC: Huts (G.1)].

2. Place overlays: **X28** on V7-U8; **X29** on W6; **OW1** on Y7-Z6; and **B5** on CC8-BB8.

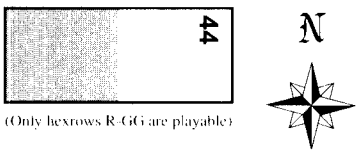
3. The Indian player may secretly designate one of the at start 8-0 leaders as Heroic; place a heroic counter on the 8-0 when *any* of the heroic abilities apply. This hero and any Indian units with it may never be ambushed [EXC: Street Fighting].

4. The Japanese may fortify one Building location [EXC: this location may not be exchanged for a tunnel].

Scenario Design: Brian Williams 111701.12

Source: Perret, Brian, *Tank Tracks to Rangoon* (London: Robert Hale LTD, 1978) pp. 168-171.

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

● Exchange the Japanese 10-0 for a 10-1 leader.

⊙ The Indian force is considered Elite (C8.2).

MISSION LENGTH

● JAPANESE SETS UP	1	2	3	4	5	6
⊙ INDIAN MOVES UP FIRST						

Elements of Meiktila Garrison, rear area elements of 15th Army set up east of hexrow DD.

4-4-7	2-2-8	10-0	8-0	HMG	LMG	*50 MTR	?	1+3+5
6							6	2

{ELR: 2}
{SAN: 5}

A Company, 7/10 Baluch, 17th Indian Division and Elements of 5th King Edward VII's Own Lancers (Probyn's Horse), 255th Indian Tank Brigade set up west of hexrow EE.

4-5-7	9-1	8-0	LMG	PIAT	OML 2" MTR	Sherman III(a)
9		2	4	2	2	

{ELR: 4}
{SAN: 3}

WESTON'S WAR

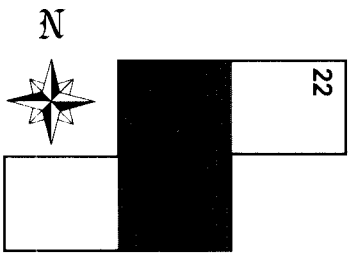
SCHWERPUNKT SCENARIO SP70

SITUATION: MEIKTILA, BURMA, 3 March 1945: Meiktila, vital crossroads of Burma Area Army, was about to be cleared of the last Japanese resistance. Still lacking any anti-tank weapons capable of dealing with the lend-lease Shermans, the Japanese were broken in house-to-house fighting. Jumping off from the railroad station, the West Yorkshires were tasked with clearing the town to its south edge. The Indian Shermans of 255th brigade rolled up in support. Lt. Weston knew his men were as yet untested. Weston led from the front, continuously pushing his men from building to building clearing out the remaining Japanese. Approaching South Lake, the battalion was confronted with a series of bunkers. Leading a squad, Weston approached the rear of one of the bunkers when suddenly the door was flung open and fire scattered his men. Knowing that to flee would mean death in the open ground, Weston charged the pillbox and silenced it with a grenade, which he detonated without releasing. Weston's work with the West Yorkshires had been short; he was awarded the Victory Cross posthumously after his first action.

Source: Prasad, Bisheshwar. *Official History of the Indian Armed Forces in the Second World War 1939-45: Reconquest of Burma, Volume II* (Calcutta: Sree Saraswaty) pp. 302-303.

MISSION: The British player wins at game end by controlling 14 buildings on board 23 north of the canal.

MAP ORIENTATION:



(Only hexrows R-FF on board 22 and hexrows B-P on board 23 are playable. *See Coordinating Instruction #2.)

OPTIONS:

● Replace a MMG with a HMG.

⊙ Change the Victory Conditions to read 13 Buildings instead of 14.

COORDINATING INSTRUCTIONS:

1. EC are Dry with no Wind at Start. PTO Terrain is *not* in effect. Kindling is NA.

2. Hexes on/south of the canal are not in play. Place overlays: **B5** on 22CC3-BB3; **B4** on 22L10-22AA1; **Wd2** on 23B6-B7.

3. All buildings are single story. Treat all Rowhouses as normal buildings.

4. The at-start 9-1 British leader is Heroic (A15.21), but wounds as a leader. At the beginning of any British player's Fire Phase in which this hero is in the same hex as a Pillbox, the British player may eliminate the hero and generate a 2 IFT attack against the pillbox with the pillbox CA TEM reversed applied as the only DRM.

5. The Japanese OB Demolition charges must both be used as A-T Set DC (G1.6121). Japanese Pillboxes may not setup HIP.

Scenario Design: Brian Williams 110501.13

MISSION LENGTH

● **JAPANESE SETS UP**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
⊙ **BRITISH MOVES UP FIRST**			⊙				

●

Elements of the 168th Infantry Regiment, 49th Infantry Division set up south of the road 22R7-22Y6-22GG6.

4-4-7	3-4-7	2-3-7	2-2-8	10-1	9-0	8-0	MMG	LMG	*50 MTR	DC	?
5	4	4	3				2	3	2	2	8

{ELR: 3}
{SAN: 4}

Year-41 75* INF	1+5+7
	2

Elements of 1st West Yorkshire Battalion, 17th Indian Division and 9th (Royal Deccan Horse) Calvary Regiment, 255th Indian Tank Brigade set up north of road hexes 22R7-22Y6-22GG6.

4-5-7	9-1	8-1	LMG	PIAT	OML 2" MTR	9-1 Armor	Sherman III(a)
14		2	4	2	2		3

Enter on turn 3 on the east edge:

4-5-7	9-2	LMG	PIAT
4		2	

{ELR: 3}
{SAN: 3}

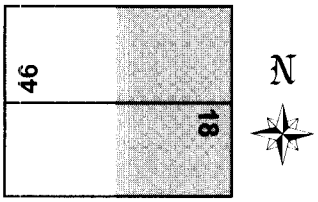
CUTLER'S CROSS

SCHWERPUNKT SCENARIO SP71

SITUATION: MERDJAYOUN, Syria, 19 June 1941: The Vichy Army of the Levant had not rolled over as the British had expected. Everywhere the Vichy had put up strong resistance. Nevertheless, the Allies ground forward. The Vichy commanders were equally surprised by the lack of imagination of the invaders. Specifically, the British pursued a three-pronged attack instead of massing their forces. Looking to take advantage of this opportunity, the French counterattacked boldly. In front of the Australian prong the French threw the *6ème Chasseurs d'Afrique* and the *1/6ème Régiment de la Légion Etrangère.* The Australians, suffering tank fright, lost Merdjayoun. However, they quickly began counterattacking despite having no tank support. Their first attempt failed, but another was planned for the 19th. The Australians had initial success against the defenders, pushing into the town. The French reacted violently, committing tanks into the streets of Merdjayoun. The Australians, having never before faced tanks, fell back before the Vichy pressure. A Renault tank and its supporting infantry attacked Lieutenant Arthur Roden Cutler and a work party from his artillery unit. Using LMG fire to strip the tank's infantry from it, Cutler then used an ATR to drive the tank off. Later in the day, Cutler helped rally the Australian attackers, keeping them from being pushed out of the town and into open ground, where they would be sure targets of the French armor. That night the Australians withdrew from the town under cover of darkness. For his part in this action, Lieutenant Cutler was awarded the Victoria Cross.

MISSION: The French win if they have more Good Order infantry VP than the Australian, within two hexes of 46AA5 at game end. Prisoner VP are NA.

MAP ORIENTATION:



(Only Hexrows A-P on board 18 and R-GG on board 46 are playable.)

OPTIONS:

- Add an LMG to the Vichy French set up group.
- Replace the Australian 9-1 with a 9-2 leader.

COORDINATING INSTRUCTIONS:

1. EC are Dry with no wind at start. Kindling is NA.
2. Treat all Grain as brush and all Orchard as Olive Grove (F13.5). Place overlay **B3** on 46W7-X6.
3. The British 8-0 leader in the Wire repair party is heroic (A15.21).
4. Australian OBA is 80mm (HE and Smoke).
5. All PAATC receive a +2 DRM.
6. The French R35 with the armor leader is treated as if it were radio equipped.

Scenario Design: Brian Williams 120501.12

Source: Long, Gavin. *Australia in the War of 1939-1945: Greece, Crete and Syria* (Canberra: Australian War Memorial) pp. 444-445.

MISSION LENGTH

	1	2	3	4	5	6
VICHY FRENCH SET UP FIRST						
AUSTRALIAN MOVES FIRST						

{ELR: 2}
{SAN: 3}

Elements of the 1/6ème Régiment de la Légion Etrangère set up on board 46.

4-5-8	9-1	8-0	MMG
7			2

Elements of the 6ème Chasseurs d'Afrique enter turn 3 on the north edge.

4-5-8	8-0	MMG	LMG	R-35 -/2*/*
5				3

Enter turn 3 on the east edge.

4-5-8	R-35 -/2*/*	9-1 Armor

{ELR: 3}
{SAN: 2}

Elements of 2/25, 7th Australian Division set up on anywhere on board 18.

4-5-8	9-1	8-0	LMG	ATR	OML 2" MTR
10			3	2	

Wire repair party of 2/5 Field Regiment set up on board 18 within two hexes of 18E8.

4-5-8	8-0	LMG	ATR	Radio

Enter on Turn 3 on the west edge.

4-5-8	8-1	LMG
5		2

ONE TOUGH CANUCK

SCHWERPUNKT SCENARIO SP72

SITUATION: ST. LAMBERT-SUR-DRIVES, France, 20 August 1944: The Falaise Pocket campaign was bringing about a highly successful end to the fighting in Normandy. The jaws of the trap were about to spring shut on the German Armies, who seemed disorganized and interested only in surrender. Unknown to Allied intelligence staffs, the most combat-worthy divisions of the encircled German armies were still west of the Dives River. These veteran units, perhaps 65,000-70,000 strong with about 150 AFVs, had been under constant air and artillery attack for three days. The combat troops had minimized losses by staying under cover and moving only at night while second-rate troops took the brunt of the Allied bombardment. The German commanders knew what had to be done and how to do it. There were only three bridges across the Dives capable of bearing tanks and the only one not yet in Allied hands was at St. Lambert. Major Dave Currie's C Squadron, South Albertas and attached forces were tasked with securing the village of St. Lambert on the morning of the 19th. While the Canadians were fighting to clear the defenders from the village and close the last door out of the Falaise Pocket, the German commanders were planning a last ditch break-out attempt to begin that night. The German forces started to approach the Dives. The troopers became aware of enemy movement all around them and then of tanks moving towards their positions. During the first hours of daylight, the situation was tight but not out of hand. Masses of German infantry with armor hit the entire line of the Dives with the greatest number heading directly for St. Lambert. Waves of German infantry hit the Canadians and the regiment was hard pressed to hold them off. As the morning wore on, Currie was forced back and concentrated his remaining tanks and infantry at the north end of the village. The Canadians were down to three infantry officers and things appeared bleak when the 103rd Battery of the 6th Anti-Tank Regiment accidentally wandered into the perimeter and immediately deployed for crash action. The gunners provided a much-needed boost for Currie's beleaguered forces and began to open fire at all available targets. Currie reorganized his defensive positions and the Germans were repulsed with heavy casualties. For his intrepid and inspiring leadership, Major David Vivian Currie was awarded the Victoria Cross.

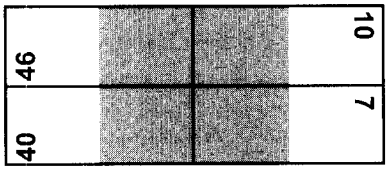
MISSION: The Germans win at the end of any player turn there are no Good Order Canadian (non-vehicular crew) MMCs within five hexes of 46CC1.

COORDINATING INSTRUCTIONS:

1. EC are moderate, with no wind at start. The river is shallow with a moderate current flowing west. Kindling is NA.
2. Crews may not voluntarily abandon their vehicles.
3. The Kangaroo may not use excessive speed and is recalled in its next MPh after unloading the 17 pdr. anti-tank gun.
4. German SS squads, the OB 9-2 and 8-0 leaders have ELR: 5. All other German units have ELR: 2.

Scenario Design: Greg Davis 111101.17
Source: Graves, Donald E., *South Albertas: A Canadian Regiment at War* (Toronto: Robin Brass Studio, 1998) pp. 141-176.

MAP ORIENTATION:



(Only hexrows R-GG are playable)

N

OPTIONS:

Exchange the Canadian 9-1 for a 9-2.

Exchange a German MMG for an HMG.

MISSION LENGTH

CANADIAN SETS UP FIRST	1	2	3	4	5	6	7	8
GERMAN MOVES FIRST								

Elements of C Squadron, South Alberta Regiment and Elements of the B and C Companies Argyll and Sutherland Highlanders of Canada set up anywhere on/west of hexrow 10DD.

4-5-8	2-2-8	9-1	8-1	MMG	LMG	PIAT	?	Sherman V(a)	Crusader AA	17 pdr 76LL AT	10-2 Armor
12	2		2		3	3	6	4		2	

{ELR: 3}
{SAN: 3}

Elements of 103rd Battery, 6th Anti-Tank Regiment enter on turn one (towing the gun) on the west edge.

2-2-8	17 pdr 76LL AT	Ram Kangaroo (a)

Elements of Infanterie Division 353, Panzer Division 116, SS Panzer Division 12 (Hitlerjugend), and SS Schwere Panzer Abteilung 101 [ELR: See Coordinating Instruction #4] set up on/east of row Y boards 7 and 10.

5-4-8 SS	4-6-7	9-2	8-1	8-0	MMG	LMG	PSK	PzVIE (L)	PzVG	PzIVH	SPW 251/1
8	10		2		2	3	2	2	2	4	2

{ELR: 5&2}
{SAN: 4}

SEREGELYES SLUG-OUT

SCHWERPUNKT SCENARIO SP73

SITUATION: SEREGELYES, Hungary, 5 March 1945: The 3rd Panzer Corps was conducting offensive operations southwest of Budapest to slow the advance of the 6th Guards Tank Army. As part of this mission, the 1st Panzer Division was ordered to secure the town of Seregelyes and the bridges over the many canals in the area. The attack began at daybreak, but muddy conditions delayed the German tanks, causing the panzergrenadiers to advance on Seregelyes with only the support of their halftracks and a few armored cars. Russian heavy tanks closed in behind the panzergrenadiers and occupied a ridge overlooking Seregelyes. As Panther tanks approached the town, they encountered intense Russian artillery fire and unusually accurate fire from hull down Stalin tanks. Fire from the Panthers was ineffective against the Stalins' superior armor so King Tigers from the 509th Schwere Panzer Battalion were sent in. Muddy conditions kept the Tigers confined mostly to the roads. As Hauptmann Dr. König's Tigers approached the ridge they too were met with heavy fire. This time the return fire was 88mm guns and soon four Stalin tanks were burning on the ridge. The Panthers ran into more Stalins and again requested help. Two of Dr. König's Tigers responded and destoyed two more Stalins. By noon, Oberst Bradels' kampfgruppe secured Seregelyes, but the Russians succeeded in destroying one of the vital bridges east of town. The minor victory was short lived and soon the division would fall back toward the west.

MISSION: The side with the most VP at game end wins. Germans earn VP for each bridge they control. Russians earn VP for each bridge they control or destroy. Bridges are worth the following VP: **18R5** 1VP; **50Q2:** 3VP; **50V5:** 2VP; **41I6:** 4VP; **41U5:** 3VP.

MAP ORIENTATION:

18	50	41

N

OPTIONS:

★ Delete one PSW 234/4.

✠ Delete one T-34/85.

COORDINATING INSTRUCTIONS:

1. EC are Mud with no wind at start. Streams are deep.
2. Russian OBA is 120mm (HE only) with plentiful ammunition (C1.211). German OBA is 100mm (HE only).
3. All roads are paved. The streams in 41W1 and 50K1 connect.
4. At set up, IS-2m tanks may claim up to three HD hexsides (in eligible terrain) without having to make an HD dr.
5. Platoon Movement (D14.2) is NA.
6. The inherent HS in the SPW 251/sMG is a 2-3-8.
7. At start, the Germans control bridges 18R5 and 41U5; the Russians control bridges 41I6, 50Q2, and 50V5.

Scenario Design: Evan E. Sherry 090901.7

Source: Egon Kleine and Volkmar Huhn, *Tiger: The History of a Legendary Weapon 1942-45* (Winnipeg: J.J. Fedorowicz, 1989) pp. 210-211.

MISSION LENGTH

	1	2	3	4	5	6	7
★ RUSSIAN SETS UP FIRST							
✠ GERMAN MOVES FIRST		✠					

★

49th Guards Heavy Tank Regiment, 6th Guards Tank Army set up on board 50.

5-2-7	8-1	8-0	.50 cal HMG	LMG	Radio	9-1 Armor	8-1 Armor	IS-2m 1/4R2/4
6				2				6

{ELR: 4}
{SAN: 4}

Elements of the 6th Guards Tank Army set up on board 41 on/south of hexrow P in hexes numbered ≥ 7.

4-5-8	5-2-7	9-1	8-1	8-0	MMG	LMG	DC	ATR	T-34/85
4	5					2	4	2	3

✠

Elements of Panzeraufkläerung Abteilung 1 and Panzergrenadier Regiment 113 (Kampfgruppe Bradel) Panzer Division 1 set up on board 41 on/north of hexrow W.

5-4-8	10-2	9-1	8-1	MMG	LMG	PSK	Radio	PSW 234/4	SPW 251/1	SPW 251/sMG	SPW 251/10
14			3	2	4	2		2	4		

{ELR: 2}
{SAN: 3}

Elements of Panzer Bataillon 1, Panzer Regiment 1, Panzer Division 1 set up on board 18 on/south of hexrow X in hexes numbered ≥ 5.

Pz VG	8-1 Armor
3	

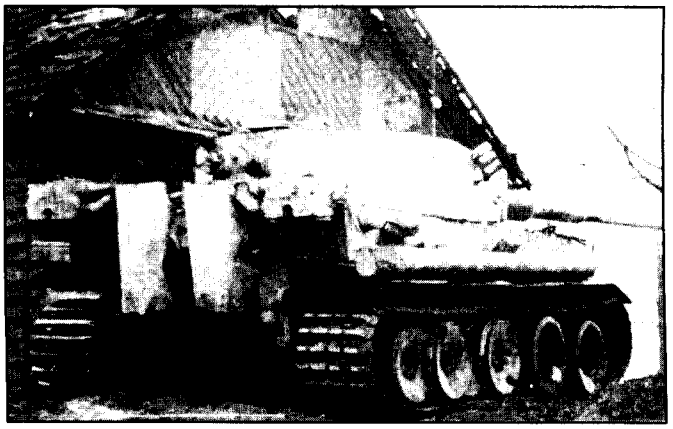
Elements of Schwere Panzer Abteilung 509 enter turn 2 on the west edge.

Pz VIB	9-1 Armor
5	

THE LAST TIGER

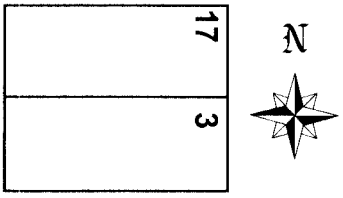
SCHWERPUNKT SCENARIO SP74

SITUATION: PILLAU, Samland, East Prussia, 26 April 1945: The German 4th Army's resistance in East Prussia was quickly succumbing to the massive weight of the 3rd Belorussian Front's attacks. Feldwebel Köstler's tiger 214 was the last operational tiger tank in Schwere Panzer Abteilung 511. Paired with a supporting Nashorn, Köstler was to delay the Russians while the remnants of the German army was ferried across to the Frische Nehrung. In the early morning twilight, the Nashorn lit up the sky with fire that destroyed an ISU-152. This alerted Köstler and his crew to action. Soon a wild tank gun battle was on. In just a few minutes, a IS-2 along with two T-34/85s, and a Sherman tank were smoking wrecks. Shortly afterwards, another IS-2 appeared and was also promptly destroyed. Köstler and his crew succeeded in delaying the Russians until 1940 hours. Then suddenly, as Köstler and two others stood on the deck of their tank, Tiger 214 "was rocked by a heavy explosion, after which a two-to-three meter high spurt of flame shot up." Köstler and men were thrown clear by the explosion. Russian soldiers dressed as Germans succeeded where Russian tanks failed. Schwere Abteilung 511's last tiger was finished and German resistance in East Prussia was very near its end.



MISSION: Russians win at game end if they have ≥ 10 VP of Good Order, non-crew infantry within two hexes of 3Q5 provided they have at least one mobile AFV with functioning MA on board 3 on/between hexrows U and N.

MAP ORIENTATION:



OPTIONS:

✠ Exchange the German 9-1 infantry leader for a 9-2.

★ Delete the German armor leader.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with a mild breeze from the southwest.
2. A +1 LV hindrance is in effect through the end of turn 2.
3. The PzVIE(L) may set up using HIP.
4. The German 9-1 armor leader must set up in the PzVIE(L).
5. Platoon Movement (D14.2) is NA.
6. The Germans receive two Optional Usage (C13.311) PF. These PF are not in addition to, but part of, their normal 1945 allocation (C13.31).

Scenario Design: Evan E. Sherry 090901.9

Source: Egon Kleine and Volkmar Huhn, *Tiger: The History of a Legendary Weapon 1942-45* (Winnipeg: J.J. Fedorowicz, 1989) pp. 185.

MISSION LENGTH

✠ GERMAN SETS UP FIRST						
★ RUSSIAN MOVES FIRST	★ 1	2	★ 3	4	5	6

Remnants of Panzergrenadier Regiment Grossdeutschland, Panzergrenadier Division Grossdeutschland, and Schwere Panzer Abteilung 511 set up on board 17 in hexes numbered ≤ 5 and anywhere on board 3.

✠

4-6-7	4-4-7	9-1	8-1	MMG	LMG	PSK	PzVIE(L)	PzJgIII/IV (Nashorn)	SPW 251/22	SPW 251/1	9-1 Armor
4	3			2		2					

{ELR: 2}
{SAN:4}

Elements of the 2nd Guards Tank Corps, 11th Guards Army enter turn one on the north edge.

★

6-2-8	5-2-7	4-4-7	8-1	8-0	7-0	MMG	LMG	IS-2	ISU-152 -/-/4	T-34/85	M4/76(a)
3	3	6					2			2	2

{ELR: 4}
{SAN:3}

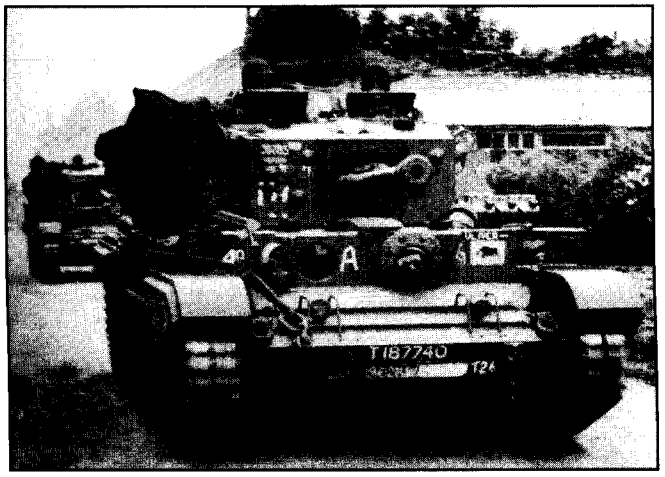
Enter turn 3 on the east or west edge.

IS-2

TAURUS PURSUANT

SCHWERPUNKT SCENARIO SP75

SITUATION: BRAS, Normandy, France, 19 July 1944: As part of the VIII Corps advance south of Caen, the 11th Armoured Division was given the mission to seize the villages of Bras and Hubert-Folie. Believing Bras to be lightly defended, Cromwell tanks of the 2nd Northamptonshire Yeomanry attacked at 1600. As they approached the village, the Cromwells were met with heavy fire from Hauptsturmführer Erich Graetz's panzergrenadiers and two assault guns. The Northamptonshires were knocked off balance by the determined resistance and had to pull back to find a bypass around the village, leaving it to be secured by the follow-on force from the 8th Motor Battalion. By 1810 Bras was secure and the attack toward Hubert-Folie began. Taking the lead again the Northamptonshires moved carefully toward Hubert-Folie. They were met once again by heavy fire from Obersturmführer Joachim Schiller's SS panzergrenadiers in the Hubert-Folie and from Panther tanks on a ridge flanking the approach to the village. After only twenty minutes, the luckless Northamptonshires tank force lost over half of its tanks and again had to abort its attack. The 2nd Fife and Fofar Yeomanry captured Hubert-Folie at 2000 hours. It was an easy task this time since the SS defenders had withdrawn two kilometers to the south in the evening twilight.



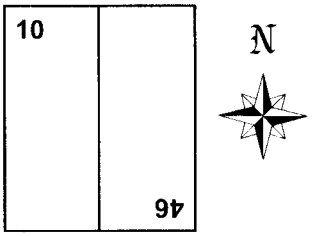
MISSION: The British win if they have more Good Order VP (including prisoners) in **each** of the following areas: on/between hexrows 10U-10BB and 46CC-46W than the Germans at game end.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. StuG IIIGs are equipped with Sz (D11.2).
3. British are considered elite for purposes of C8.2.
4. Platoon Movement (D14.2) is NA.

Scenario Design: Evan E. Sherry 090901.10
Source: Reynolds, Michael, *Steel Inferno* (New York: Sarpedon, 1997) pp. 182-183.

MAP ORIENTATION:



OPTIONS:

✚ Exchange the German 9-1 for a 9-2 leader.

⊙ Add a 2-4-8 to G Company, The Rifle Regt.

MISSION LENGTH

✚ GERMAN SETS UP FIRST							
⊙ BRITISH MOVE FIRST	⊙ 1	2	3	4	5	6	7

Elements of Kompanie 9, SS Panzergrenadier Bataillon 3, SS Panzer Division 1 set up on/between hexrows 46CC and 46W.

6-5-8	9-1	MMG	LMG	PSK	StuG IIIG
4					

{ELR: 5}
{SAN: 4}

Elements SS Panzergrenadier Bataillon 1, SS Panzergrenadier Regiment 1, SS Sturmgeschütz Bataillon 1 set up on/between hexrows 10U and 10BB.

6-5-8	8-1	HMG	PSK	StuG IIIG
5				

Elements Bataillon 1, SS Panzer Regiment 1 set up on level one or level two hill hexes on board 46.

PzVG

Elements of the 3rd Royal Tank Regiment and G Company, 8th Battalion (The Rifle Regiment), 29th Armoured Brigade, 11th Armoured Division enter turn one on the north edge.

{ELR: 4}
{SAN: 3}

4-5-8	9-2	8-1	8-0	LMG	PIAT	OML 2" MTR	Sherman VC (a) -/4	Sherman V(a)	M5(a) Halftrack -/-/4	M5(a) Halftrack
10				4						2

Elements of the 2nd Northamptonshire Yeomanry, 11th Armoured Division enter turn one on the east or west edge, on/north of hexrow Q (all must enter on the same edge).

4-5-8	2-4-8	8-0	PIAT	OML 2" MTR	8-1 Armor	Cromwell IV	Humber SC
2						3	

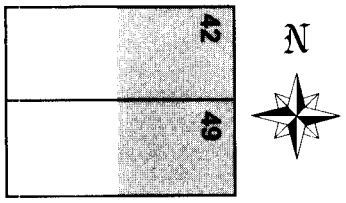
FLAMING OF THE GUARD

SCHWERPUNKT SCENARIO SP76

SITUATION: AAM, Holland, 1 October 1944: The 2nd Battalion Irish Guards relieved the Welsh Guards around the town of Aam and took up positions along the highway to fend off any German counter attacks against the Nijmegen bridgehead. During the night of September 30, the Germans increased pressure all along the British positions with heavy shelling and armored probes closely supported by engineers and infantry. During the evening of the 30th, the Irish repelled a strong combined arms attack supported by Panther tanks. Lieutenant Daly's troop of Sherman tanks restored the situation but the Germans were determined to clear the Guards from their forward positions guarding the highway. At dawn on October 1, the Germans renewed their attack with even more violence. This time they came forward with man packed flamethrowers to burn the Irish out. As early morning twilight gave way to dawn, the Germans launched a furious attack into the Guards forward positions. German infantry closely supported their accompanying Panthers. The panzer pioneer's flamethrowers added a level of terror for which the defenders had little stomach. Soon the Irish Guards' forward positions were overrun. However, the German's local success was not without cost. Lieutenant C.W.D. Harvey-Kelly destroyed one Panther with PIAT fire while one of Lieutenant Daly's Sherman tanks accounted for another. A third Panther was dispatched by fire from a 17-pounder anti-tank gun. With this, German enthusiasm for continuing the attack diminished and they contented themselves by shelling the remaining Irish during the afternoon. The Irish Guards sustained over 150 casualties. That night they were relieved by the Coldstream Guards who would continue the battle.

MISSION: The Germans win at game end if they have at least one Good Order, mobile, PzVG ≤ 4 hexes from 49H9 and there are ≤ 10 VP of unbroken British (non-vehicular crew) infantry in building hexes adjacent to the road 42I10-42G4-49I8-49F7-49I1.

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

- ✚ Increase the game length to 5.5 turns.
- ⊙ Change the VC to read " ≤ 9 VP".

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. British are considered elite for purposes of C8.2.
3. Platoon Movement (D14.2) is NA.
4. The inherent HS in the Carrier MMG B is a 2-4-8.

Scenario Design: Evan E. Sherry 090901.6

Source: Rosse and Hill, *The Guards Armoured Division 1941-1945* (London: Geoffrey Bles Ltd., 1956) pp. 161-63.

MISSION LENGTH

⊙ BRITISH SET UP FIRST					
✚ GERMAN MOVES FIRST	✚ 1	2	3	4	5

⊙

{ELR: 4}
{SAN: 4}

Elements of No. 2 Squadron, 2nd Battalion Irish Guards, 3rd Battalion Irish Guards, and the 21st Anti-Tank Regiment, Guards Armoured Division set up on/west of hexrow D.

4-5-8	2-2-8	9-2	8-1	LMG	PIAT	Sherman VC(a) -/4	Sherman V(a) 2/4	Carrier MMG B	17 pdr (76LL AT)
9	2		2	3	2	2			2

✚

{ELR: 4}
{SAN: 3}

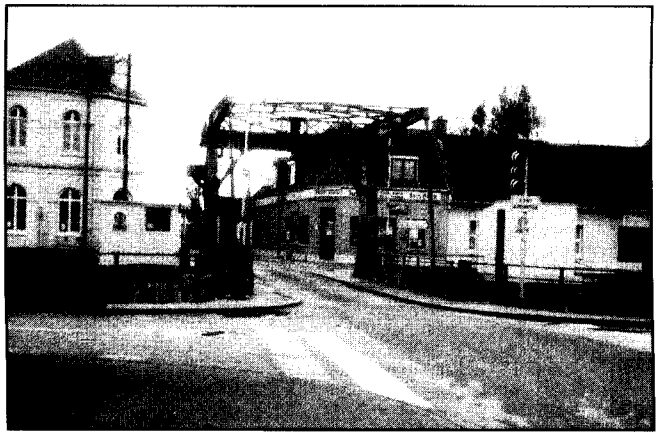
Elements of Panzergrenadier Regiment 156, Panzerpionier Bataillon 675, and Bataillon 1, Panzer Regiment 24, Panzer Division 116 enter turn one on the east edge and/or on the north and south edges, on/east of hexrow I.

4-6-8	4-6-7	10-2	8-1	8-0	MMG	LMG	PSK	FT	PzVG
3	9		2			4		2	5

GREEN JACKETS' BRIDGE

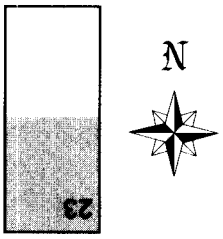
SCHWERPUNKT SCENARIO SP77

SITUATION: LES ATTAQUES, France, 23 May 1940: The British Calais perimeter was quickly shrinking under the increasing pressure from advancing German forces. The 1st Panzer Division was moving east to gain the N 43 highway for its final drive on Calais. First, the division had to seize control of the Canal de Calais bridges. Lieutenant Colonel R. M. Goldney recognized the importance of delaying the German crossing of the canal and dispatched part of the 1st Searchlight Regiment, commanded by Second Lieutenant R. J. Barr, with orders to hold the bridge at Les Attaques as long as possible. Without armored support, Barr started preparing for the defense by blocking the bridge approaches with an abandoned truck and a bus. At 1400 hours, German light tanks began their assault on the Canal de Calais. Lightly equipped with only anti-tank rifles and machine guns, Barr's men opened fire, but could not stop the Germans from gaining a foothold on the eastern shore. The intense British fire and partially blocked road impeded the German light tanks so effectively they had to wait for additional support before continuing. Soon German medium tanks arrived and pushed the blocking vehicles from the road. With this the German attack renewed with increased ferocity. Breaking out of the bottleneck at the bridge, German tanks encircled Barr's beleaguered force. Panzer pioneers with flamethrowers came forward and destroyed an ammunition truck. By 1700 hours Lieutenant Barr realized that his force was completely surrounded and this position hopeless. Barr had delayed the Germans three hours but was forced to surrender.



MISSION: The Germans win if there are no Good Order British MMCs in building hexes adjacent to the road I1-I4-E6-E8-I6-L8-P8-P9 at game end.

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

✚ Add a 7-0 leader to Panzerpionier Bataillon 37.

⊙ Change the Mission from "Good Order" to "Unbroken".

COORDINATING INSTRUCTIONS:

1. EC are moist with no wind at start. Kindling is NA.
2. The bridge in 23P7 does not exist.
3. Place a British 30 cwt truck wreck in 23G5.
4. Platoon Movement (D14.2) is NA.

Scenario Design: Evan E. Sherry 081901.6

Source: Cooksey, Jon, *Calais: A Fight to the Finish* (Conshohocken: Combined Publishing, 2000) pp. 77-84.

MISSION LENGTH

⊙ **BRITISH SET UP FIRST**						
✚ **GERMAN MOVES FIRST**	✚ **1**	**2**	**3**	✚ **4**	**5**	**6**

⊙

{ELR: 3}
{SAN: 4}

Elements of Troop C, #1 Searchlight Battery, 1st Searchlight Regiment, 30th Infantry Brigade (The Green Jackets) set up east of the canal.

4-5-7	9-2	8-1	LMG	ATR	OML 2" MTR	?	Carrier B	Carrier MMG A	30-cwt (Truck)
5			2			6	2		

✚

{ELR: 3}
{SAN: 2}

Elements of Panzerpionier Bataillon 37, and Bataillon 1, Panzer Regiment 1, Panzer Division 1 enter turn one on the west edge.

8-3-8	4-6-7	9-1	8-1	MMG	LMG	FT	PzIIA
	6				2		3

Elements of Panzer Regiment 1 enter turn 4 on the west edge.

PzIVA
2

THE GOLOVCHINO BREAKOUT

SCHWERPUNKT SCENARIO SP78

SITUATION: East of GOLOVCHINO, USSR, 7 August 1943: The initial penetration of the German lines had gone well. The Soviet forces had broken through the defenses north of Kharkov in the opening blow of the Fourth Battle of Kharkov. However, they had done the same during the Second Battle of Kharkov, only to be annihilated by von Paulus' 6th Army the year before. This time the Soviet forces were better schooled and more mobile. By the night of 6 August, significant German forces had been encircled in the Borisovka-Graivoron area. With large Soviet armor formations continuing the exploitation of the breakthrough, the German forces gathered to breakout before the ring became complete. The German group ran into two MG platoons, three sapper squads, and other elements of the 34th Guards Rifle Regiment. The early morning mist covered the German approach and for awhile it looked as if a breakout was at hand. However, quick reinforcement from the rest of the division quickly shut down this avenue of escape. The German reconnaissance elements withdrew to seek a road with a lesser toll. They would succeed; the Soviets were still learning the art of encirclement.

MISSION: Germans win at game end if they have more Good Order VP than the Russians, within four hexes of M5. Prisoner VP are NA.

MAP ORIENTATION:

N

(Only hexrows A-Z are in play)

OPTIONS:

★ Exchange the Russian HMG for a .50 Cal. HMG.

✠ Delete the Russian ATR.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. Place Overlay **Hi3** on J3-J4.
3. Due to the early morning mist, there is a +1 LV hindrance at all ranges.
4. Bore sighting is NA.
5. The Soviet player may set up one MMC (and any SW/SMC stacked with it) using HIP. All fortifications are revealed per E1.16.
6. The inherent HS in the M3A1(a) is a 3-2-8.
7. Platoon Movement (D14.2) is NA.

Scenario Design: Brian Williams 090901.13

Source: Glantz, David M., *From the Don to the Dnepr: Soviet Offensive Operations December 1942 to August 1943* (London: Frank Cass and Company Limited, 1991) pp. 285-286.

MISSION LENGTH

	1	2	3	4	5	6
★ RUSSIAN SETS UP FIRST						
✠ GERMAN MOVES FIRST			★			

Elements of 34th Guards Rifle Regiment, 13th Guards Rifle Division set up within 7 hexes of M5.

★

6-2-8	2-4-8	9-1	8-0	HMG	MMG	LMG	Foxhole
4	3				2		6

Enter turn 3 on/between Q1 and A6.

{ELR: 3}
{SAN: 3}

6-2-8	4-5-8	9-1	LMG	ATR	SU-76m	M3A1 (a) Scout car
2	3		2			

Elements of Infanterie Division 57 and Panzeraufklärung Abteilung 19, Panzer Division 19 enter turn 1 on the east edge.

✠

4-6-8	4-6-7	9-1	8-1	7-0	dm HMG	dm MMG	LMG	9-1 Armor	PSW 222 (L)	SPW 251/1
3	10						3		3	3

{ELR: 3}
{SAN: 2}

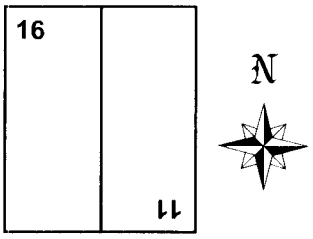
THE MIUS TRAP

SCHWERPUNKT SCENARIO SP79

SITUATION: YELIZAVETINSKY, USSR, 31 July 1943: Even before the end of the battle at Kursk, the Soviets began attacking along the Mius River. After gaining hard fought ground, their offensive lost steam. The Germans lost no time in preparing a counter attack, mostly with units still exhausted from the Kursk defeat. While the panzer divisions attacked the northern flank of the Soviet bridgehead, the 294th Infantry division sought ground in the south. On the second day of the counter-offensive, the 294th retook Yelizavetinsky and pushed onward, bringing the Germans up against two small hills, called Sternhohe and Kreuzhohe by the Germans. The initial attack went well for the 294th, but the Soviets reacted strongly. The attack faltered in the face of Soviet infantry and tanks. Luckily a Sturmgeschütz battalion nearby lent help. The assault guns rapidly broke up the Soviet armor, killing seven tanks. The Soviet strongpoints were destroyed, and preparations began for the next defense line to be penetrated.

MISSION: Germans win at game end if they control all foxholes and buildings on the 11Y6 and/or the 11I6 hill masses, provided that the Soviet player does not control all foxholes and buildings on either hill mass.

MAP ORIENTATION:



OPTIONS:

★ Add a 8-1 to the Russian set up group.

✠ Exchange the German 7-0 for an 8-1.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Entrenching (B27.11) is NA. All buildings are ground level only.
2. Mark one T-70 with a radio counter. All other T-70s are Radioless.
3. Three foxholes must be place on each hill by the Soviet player at game start. All entering personnel must enter as riders.
4. German 5-4-8s are Assault Engineers (H1.22).

Scenario Design: Brian Williams 090901.7
Source: Nipe, George M., *Decision in the Ukraine Summer 1943: II SS and III Panzerkorps* (Winnipeg: J. J. Fedorowicz Publishing, 1996), p. 216.

MISSION LENGTH

	1	2 ✠ ★	3	4 ★	5	6	7
★ RUSSIAN SETS UP FIRST							
✠ GERMAN MOVES FIRST							

★ {ELR: 3} {SAN: 4}

Elements of the 13th Guards Rifle Corps, 2nd Guards Army set up on/adjacent to Hill hexes (See Coordinating Instruction #3).

4-4-7	8-0	LMG	ATR	Obr. 40 50* MTR	Foxhole
6		2			6

Elements of the 13th Guards Rifle Corps, enter on turn 2 from the east edge (See Coordinating Instruction #3).

4-4-7	8-1	LMG	T-70
4			4

Elements of the 13th Guards Rifle Corps, enter on turn 4 on the east edge (See Coordinating Instruction #3).

4-5-8	9-1	LMG	T-34 M41
3			3

✠ {ELR: 3} {SAN: 3}

Elements of Infanterie Division 294 set up on board 16 in hexes numbered ≥ 5.

5-4-8	4-6-7	9-2	8-1	7-0	MMG	LMG	DC
3	9					3	2

Elements of Infanterie Division 294 and Sturmgeschütz Bataillon 243 enter turn 2 on the west edge having spent 1/3 (FRU) of their MP/MF.

4-6-7	9-1	LMG	9-1 Armor	8-1 Armor	StuG IIIG
4					4

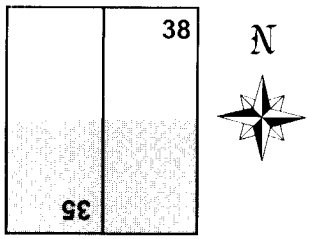
DIE GURKHA DIE!

SCHWERPUNKT SCENARIO SP80

SITUATION: SITTAUNG, Burma, 10 May 1942: Near the Irrawaddy River Lt. General Chen Li-wu's 6th Army was in full retreat. The British were under constant pressure from the Japanese, whose vanguard was snapping at the heels of the Gurkha Commando Group. Despite the loss of communication with HQ, the Gurkhas executed a fighting withdraw in the face of Japanese infiltration tactics. The pursuit was so close that at one point a Bofors AA gun dueled pointblank with a Japanese infantry gun, which lost the duel in an explosion that sent it flying through the air and killing its crew. The Gurkhas were desperately buying time for the main allied force to cross the Irrawaddy when timely reinforcements from the Chinese tipped the scales in the Gurkhas' favor. The Allies still had a long way to go to reach safety in India, 900 miles of jungle and mountains, rain and leeches. On May 16th 12,000 ragged soldiers hobbled into India, a sad remnant of the Imperial presence in Burma.

MISSION: The Japanese win at the end of any game turn they control ≥ 14 hut hexes.

MAP ORIENTATION:



(Only hexrows A-P are playable on board 35 & only hexrows GG-R are playable on board 38)

OPTIONS:

- Add a 4-5-8 to the Gurkhas on board 35.
- Extend game to 6.5 turns.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. PTO is in effect including Light Jungle (G2.1).
2. Place overlay as follows: 1 on 35N8-N9
3. No Japanese unit may set up with/adjacent to a Gurkha unit.

Scenario Design: Hugh Downing 0090901.7

Source: Charles F. Romanus and Riley Sunderland, *Stillwell's Mission to China* (Washington D.C.: GPO, 1953) pp. 118-127.

MISSION LENGTH

	1	2	3	4	5	6
GURKHA SET UP FIRST						
JAPANESE MOVES FIRST						

{ELR: 5}
{SAN: 4}

Elements of Gurkha Commando Group, 13th Indian Infantry Brigade, 1st Burma Division set up within 3 hexes of 38AA3, 38T8, or 38AA8.

4-5-8	2-2-8	9-2	8-1	HMG	LMG	OML 2" MTR	?	OQF 40mm AA (Bofors)
6					2		6	

Elements of Gurkha Commando Group, 2nd Burma Brigade, 1st Burma Division set up anywhere on board 35.

4-5-8	2-4-8	9-1	7-0	MMG	LMG	OML 2" MTR
5						

{ELR: 2}

Elements of the Chinese 55th Division, 6th Army enter turn 2 on the north edge.

3-3-7 (Chinese)	8-0 (Chinese)	7-0 (Chinese)	MMG (Chinese)	LMG (Chinese)
8				

{ELR: 4}
{SAN: 4}

Elements of the 213th Regiment, 33rd Division set up on board 38 ≤ 2 hexes from 38R4 and/or anywhere on board 38 in hexes numbered ≤ 2.

4-4-7	3-4-7	2-2-8	10-1	9-0	8-0	MMG	LMG	Type 98 50* MTR	Type 41 75* INF	Type 97 81* MTR
9	3	3					3	3		

Elements of the 214th Regiment, 33rd Division enter turn 3 on the south board edge.

4-4-8	4-4-7	3-4-7	2-2-8	10-0	9-1	MMG	LMG	DC	Type 98 50* MTR
2	4	3					2	2	

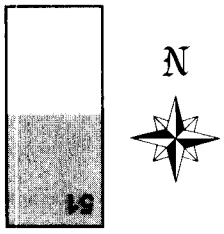
BETJE WOLF PLEIN

SCHWERPUNKT SCENARIO SP81

SITUATION: FLUSHING, Walcheren Island, Holland, 1 November 1944: To open the badly needed port of Antwerp, the German gun emplacements on Walcheren Island had to be neutralized. An amphibious assault on the island was required and the job fell to the commandos. The 4th Special Service Brigade was assigned to conduct the initial assault with the 155th Infantry Brigade, 52nd Infantry Division in support. 4 Commando, 4th Special Service Brigade was ordered to take the port of Flushing and to secure a beachhead for the landing of the 155th Infantry Brigade. To carry out their mission, 4 Commando was reinforced with two French troops from the 10 (IA) Commando. Elements of the German Infanterie Regiment 1019, Infanterie Division 70 was defending Flushing when the commandos commenced operations. No. 6 Troop, 10 (IA) made the landing with only two casualties and they quickly captured their first objective, the post office on Wilhelmina Straat. They then moved to the big crossroads at the dockyard gates: Betje Wolf Plein. Captain Vouc'h positioned his men in time to delay an advancing German company heading for the beaches. As the Germans were pressing the commandos, No. 6 Troop was reinforced by machine-guns of No. 4 Troop (Heavy Weapons). With the help, they were able to keep the Germans from advancing. Over the next two hours, various different groups of Germans kept pressure on the commandos who were further reinforced by B Company, 7th KOSB. Eventually, the Germans were forced to withdraw. The 155th Infantry Brigade made it ashore and was able to move inland.

MISSION: Germans win immediately upon exiting ≥ 8 VP off the south board edge (prisoners count 0 VP).

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

- ✚ Decrease the required VP to ≥ 7.
- ⊙ Increase the required VP to ≥ 9.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start.
2. British are Commandos (H1.24).
3. Before set up, the German player may place four rubble counters in building hexes. Once placed, the German player must then check for fallen rubble (B24.12).

Scenario Design: Michael F. Faulkner 090901.6

Source: Moulton, General J. L., *Battle for Antwerp* (New York: Hippocrene Books, 1978) pp. 180-182.

MISSION LENGTH

⊙ BRITISH SETS UP FIRST	1	2	3 ⊙	4	5	6	7
✚ GERMAN MOVES FIRST	✚						

COMMANDO

No. 6 Troop (10 IA), 4 Commando, 4th Special Service Brigade set up on/south of hexrow M.

6-4-8	3-3-8	9-2	8-0	LMG	DC	?
4	3			2	2	5

{ELR: 5}
{SAN: 3}

Elements of No. 4 Troop, 4 Commando enter turn 3 on the south edge.

3-3-8	8-0	MMG
2		2

Elements of Infanterie Regiment 1019, Infanterie Division 70 enter turn 1 on the north edge.

4-6-7	4-4-7	9-1	8-1	7-0	MMG	LMG
8	4					3

{ELR: 3}
{SAN: 4}

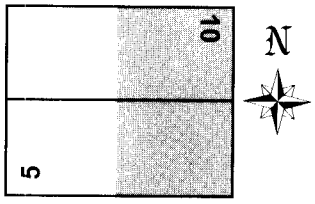
NORWAY IN HALF

SCHWERPUNKT SCENARIO SP82

SITUATION: Near DOMBÅS, Norway, 15 April 1940: To date, Operation WESERÜBUNG had been a total success. Having secured Oslo, the Germans launched their advance towards Trondheim and Åndalsnes. The order to speed up that advance soon followed, after the Luftwaffe reported British destroyers at Åndalsnes. Fearing a British landing, Hitler personally ordered elements of Fallschirmjäger Regiment 1 *(FJR1)* to drop near Dombås and cut both the railway and Riksvei 50 between Trondheim and Oslo. This move would effectively cut Norway in half and block any British reinforcements moving towards southern Norway. Kompanie 1, Bataillon 1, FJR1 started their descent at 1830 hours on the 14th of April. Most were scattered, captured, or killed within the first twenty-four hours of landing. Oberleutnant Schmidt, although severely wounded, managed to collect about sixty men and carry out his assignment. Towards the evening of the 15th, elements of a Norwegian battalion assigned to defend the area began an assault to dislodge the fallschirmjägers from their positions astride the railway and road. The Norwegians took heavy casualties and were unable to overrun the fallschirmjägers' position. Through the rest of the night, the Germans were continually harassed by Norwegian patrols. The Germans were able to hold out for two more days against increasing Norwegian pressure, but on the 17th, they were forced to take up new positions at a near by farm. The expected relief never came and on the 19th of April, the fallschirmjägers surrendered to the Norwegians. Advancing German forces later liberated them. On May 30, 1940, Oberleutnant Schmidt was awarded the Knights Cross for his actions at Dombås.

MISSION: The Norwegians win if there are no Unbroken German MMC in or adjacent to a road or railroad hex ≤ 4 hexes from 10L1 at game end.

MAP ORIENTATION:



Hexrows A-P are playable on Board 10 and R-GG on Board 5.

OPTIONS:

- Exchange the German MMG for an LMG.
- Exchange the Norwegian 8-1 for an 8-0 leader.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Place Overlays **X11** on 5X1-Y2, **X13** on 10L1-M2, **RR1** on 10N4-N3, and **RR2** on 5T4-T3.
3. All railroads are at Ground Level (B32.11) and all buildings are wooden.
4. The German 10-2 leader is wounded (A17).
5. The road in 5R1 does not exist.

Scenario Design: Michael F. Faulkner 090901.10
Source: *The German Northern Theater of Operations, 1940-1945* (Washington D.C.: GPO, 1959) pp. 65-70.
Derry, T. K. *The Campaign in Norway* (London: HMSO, 1952) pp. 97-100.

MISSION LENGTH

GERMAN SETS UP FIRST						
NORWEGIAN MOVES FIRST	**1**	**2**	**3**	**4**	**5**	**6**

Remnants of Kompanie 1, Bataillon 1, Fallschirmjäger Regiment 1, Flieger Division 7 set up within 4 hexes of 10L1.

5-4-8	2-3-8	10-2	8-1	MMG	LMG	50* MTR	Foxhole
6					2		4

{ELR: 4}
{SAN: 4}

Elements of 2nd Infantry Division enter turn one on the north, south, and/or east board edge.

4-5-7	4-3-7	9-2	8-1	7-0	MMG	LMG
8	3					2

{ELR: 3}
{SAN: 3}

BOEINKED

SCHWERPUNKT SCENARIO SP83

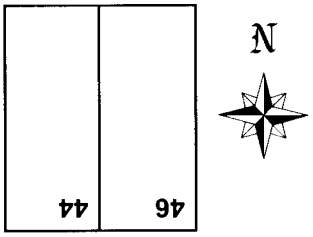
SITUATION: BOEINK, Holland, 29 October 1944: The vital docks at Antwerp were captured by the Allied forces on 4 September, 1944. Antwerp was 45 miles from the North Sea and it was imperative that the approaches to Antwerp, along the River Scheldt, were cleared of German troops. To this end, Operation Thruster was kicked off with the goal of capturing Roosendaal, Holland. A and C Squadrons of the 9th RTR, along with the two companies of the Hallamshire Regiment of the 49th Division, moved out on the morning of the 29th with the intention of occupying the villages of Boeink and Vinkenbroek in preparation for the attack on Roosendaal. The Germans were covering their retreating forces with self-propelled guns and anti-tank guns. The well concealed German guns exacted a heavy toll on the British tankers. The Brits pressed forward in the face of the heavy anti-tank fire and the Hallams cleared the village and took over 100 prisoners. The Germans withdrew to the North once again and the British laagered to repair their damaged vehicles and plan the next day's fight.

MISSION: British win at game end if there are no Good Order German non-vehicular crew MMCs in buildings: 46X6, 46Z5, 46AA7, and 46AA4.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start. Kindling is NA.
2. Platoon Movement (D14.2) is NA.
3. Carrier A inherent HSs are 2-4-7s.
4. StuG IIIG and Tank crews may not voluntarily abandon their vehicles.

MAP ORIENTATION:



OPTIONS:

✚ Exchange the German 8-0 for an 8-1 leader.

⊙ Exchange the British 9-1 for a 9-2 leader.

Scenario Design: Greg Davis 090901.9

Source: Beale, Peter, *Tank Tracks* (Bridgend: Budding Books, 1998) pp. 127-144.

MISSION LENGTH

	1	2	3	4	5	6	7
✚ GERMAN SETS UP FIRST							
⊙ BRITISH MOVE FIRST							

Elements of Infanterie Division 59 set up on/north of hexrow M.

✚

4-6-7	2-2-8	9-1	8-0	MMG	LMG	PSK	?	StuG IIIG	Pak 40 (75L AT)
7	2				2		4	2	2

{ELR: 3}
{SAN: 4}

Elements of A and B Companies, The Hallamshire Battalion, York and Lancaster Regiment, 146th Brigade, 49th Division and A and C Squadrons, 9th Royal Tank Regiment, 34th Armoured Brigade set up on/south of hexrow E.

⊙

4-5-8	4-5-7	2-4-7	9-1	8-1	7-0	LMG	PIAT	OML 2" MTR	FT	Churchill IV	Churchill V
2	8					2	2	2		4	

{ELR: 3}
{SAN: 3}

Churchill VI	Carrier A
2	2

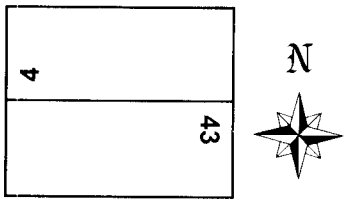
VON BODENHAUSEN'S RIDE

SCHWERPUNKT SCENARIO SP84

SITUATION: NIKONOVO, Russia, 26 November 1942: Day two of Operation Mars found the German commanders organizing local counterattacks to regain ground lost on the previous day. One such attack was conducted by Kampfgruppe von Bodenhausen, composed of the 2nd Battalion, 215th Grenadier Regiment and a few supporting tanks. The German attack struck out towards the East and immediately ran into heavy Russian forces. Kamfgruppe von Bodenhausen encountered a large force of dug-in Russian infantry supported by tanks and antitank guns. The attack bogged down and the German forces, threatened by swarms of Russian infantry and tanks preparing to renew the offensive, were forced to withdraw back to the West.

MISSION: Germans win by upon exiting 27 VP (prisoners are worth 0 VP) between 4GG5 and 43A5.

MAP ORIENTATION:



OPTIONS:

★ Change Mission to "28 VP".

✠ Change Mission to "24VP".

COORDINATING INSTRUCTIONS:

1. EC are Falling Snow (E3.71) [EXC: Snow intensity will not change during play] and Ground Snow (E3.72).
2. Both sides have Winter Camouflage (E3.712).

Scenario Design: Greg Davis 090901.8

Source: Glantz, David, *Zhukov's Greatest Defeat* (Lawrence: University Press of Kansas, 1999) pp. 88-92.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6	7
✠ GERMAN MOVES FIRST	✠			★			

Elements of the 6th Tank Corps set up on/east of row 4I1-43Y1.

★

4-4-7	2-2-8	8-1	8-0	7-0	.50 cal HMG	LMG	ATR	?	T-34 M41	PTP obr 32 (45L AT)	Foxhole
12						2		6	2		8

{ELR: 3}
{SAN: 4}

Enter turn 4 on any board edge on/east of 4Y1 and 43I1.

T-34 M41
2

Elements of the Bataillon 2, Grenadier Regiment 215, Infanterie Division 78 enter turn 1 on the west edge.

✠

4-6-8	2-2-8	9-1	8-1	8-0	MMG	LMG	ATR	50* MTR	Pak 40 (75L AT)	SPW 251/1	SdKfz 7
10						3	2			2	

{ELR: 4}
{SAN: 2}

Opel Blitz
2

Elements of Panzer Regiment 33, Panzer Division 9 enter turn 1 on the west edge.

PzIVF2	PzIIIL 3/5	PzIIIN 3/5	9-1 Armor
	3	2	

THE MCCOWN ENCOUNTER

SCHWERPUNKT SCENARIO SP85

SITUATION: HABIEMONT, Belgium, 18 December 1944: In the evening twilight, forward elements of Kampfgruppe Peiper approached the Neufolin Bridge near Habiemont. Just as the lead King Tiger gained sight of the Lienne Creek bridge, Corporal Fred Caplin of the 291st Engineer Combat Battalion detonated 2500 pounds of TNT and destroyed yet another vital bridge the Germans needed to reach their objective. Obersturmfuher Jochen Peiper refused to let this stop his advance and dispatched two half-track-mounted panzergrenadier companies to locate alternate crossing sites. One company crossed Lienne Creek at Forges on a bridge that was too weak to support the weight of panzers. Turning south, the panzergrenadiers made progress toward highway N-23 until Private Johnny Rondenell pulled a daisy chain of anti-tank mines across the road that immobilized one of the German halftracks. The Germans were delayed but bypassed the disabled vehicle and continued south. Approaching Habiemont, the Germans encountered Major Hal D. McCown's 2nd Battalion, 119th Infantry and two supporting tank destroyers. A brief but violent fire fight ensued during which Major McCown's force destroyed five more German halftracks. Outgunned and with no hope of receiving tank support of their own, the Germans withdrew back across Lienne Creek to rejoin the Kampfgruppe.

Sources: David E. Pargrin and Eric Hammel, *First Across the Rhine* (New York: Ivey Books, 1989) p. 135-138.
Cole, Hugh M., *The Ardennes: Battle of the Bulge* (Washington D.C.: GPO, 1965) p. 343.
Hewitt, Robert L., *Workhorse of the Western Front: The Story of the 30th Infantry Division* (Nashville: The Battery Press, 1980) pp. 175.

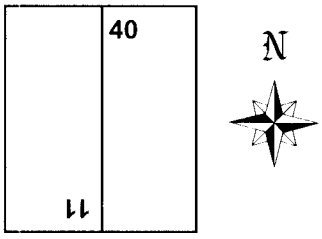
MISSION: Germans win immediately when they amass 62 VP. (VP are awarded for units exited off the south edge on/between 11A5 and 40GG8 and for any M10 GMC's destroyed. Prisoners are worth 0 VP).

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start. [EXC: Water Obstacles are not frozen, they are frigid (B20.7)].
2. Due to evening twilight, +1 LV Hindrance applies to all non-CC attacks.
3. Two American squad equivalents (and any SMC/SW stacked with them) may set up using HIP. The 1-4-9 and M10 GMC's may also set up HIP.
4. Three of the AT mine factors may set up in one or two hexes. The remaining three AT mine factors must set up as a Daisy Chain (B28.531) and must be possessed by the hero.
5. All Germans must enter as passengers. The inherent SPW 251/sMG HS is an SS 3-4-8.

Scenario Design: Evan E. Sherry 062502.8

MAP ORIENTATION:



OPTIONS:

☆ Increase the required VP to 66.

✠ Reduce the required VP to 58.

MISSION LENGTH

☆ AMERICAN SETS UP FIRST	1	2	3	4	5	6	7
✠ GERMAN MOVES FIRST	✠						

☆

Elements of 2nd Battalion, 119th Infantry Regiment, 30th Infantry Division set up on/between hexrows H and X on board 11 and hexrows J and Z on board 40.

6-6-7	3-4-7	10-2	8-1	1-4-9	.50 cal HMG	MMG	BAZ 44	M-2 60* MTR	?	AT Mine	9-1 Armor
8			2			2	3	2	6	6 Factors	

{ELR: 3}
{SAN: 4}

M10 GMC
2

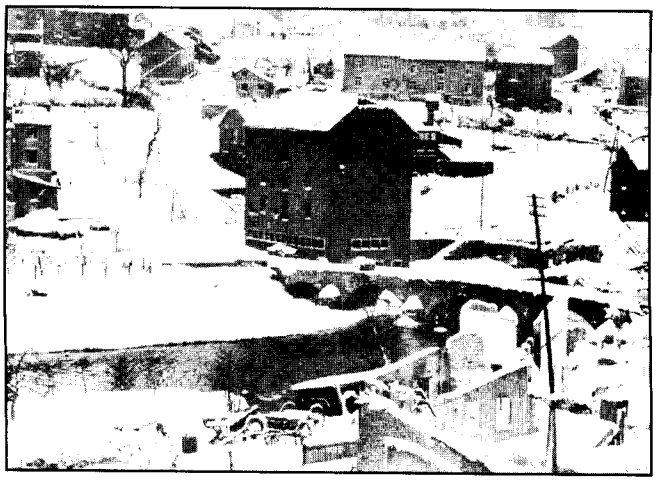
Elements of SS Panzergrenadier Regiment 2, Kampfgruppe Peiper enter turn 1 on the north edge, west of the river.

6-5-8 SS	3-4-8 SS	9-2	9-1	8-1	8-0	SPW 251/1	SPW 251/10	SPW 251/9	SPW 251/sMG
9	3					9	3	2	

{ELR: 5}
{SAN: 2}

BRIDGE AT STAVELOT

SCHWERPUNKT SCENARIO SP86



SITUATION: STAVELOT, Belgium, 18 December 1944: Elements of 291st Engineer Combat Battalion had delayed Kampfgruppe Peiper for twelve hours. However, the demolitions on the Ambève bridge at Stavelot were sabotaged by two of Otto Skorzeny's men disguised as American soldiers. At 0800, Major Werner Poteschke led the vanguard of the kampfgruppe in the attack on Stavelot. After German mortars and assault guns prepared the objective, a combined force of PzIVs, Panthers, SS panzergrenadiers and fallschirmjägers headed for the bridge. The Germans were met by heavy fire from Major Paul Solis'anti-tank guns, and lost two PzIVs in the crossing. After the wrecks were cleared, German infantry forced their way across the bridge toward the town square. As the vanguard moved toward the center of town, it came under "withering .50 caliber fire" from the right flank. The Germans were briefly delayed but turned west as the AA halftracks withdrew north toward Francorchamps. German tanks broke through as Major Solis withdrew his remaining troops to block the Francorchamps road to protect the vital fuel dump. Peiper was actually unaware of the American fuel dump. He left a small force to hold Stavelot then headed toward Trois-Ponts. The Americans recaptured Stavelot the next day and found the SS had murdered 101 civilians.

Sources: David E. Pargrin and Eric Hammel, *First Across the Rhine* (New York: Ivey Books, 1989) p. 120.
Cole, Hugh M., *The Ardennes: Battle of the Bulge* (Washington D. C.: GPO, 1965) pp. 342-343.
Hewitt, Robert L., *Workhorse of the Western Front: The Story of the 30th Infantry Division* (Nashville: The Battery Press, 1980) p. 175.

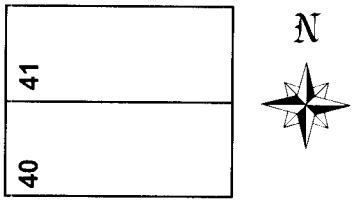
MISSION: Germans win if they have ≥ 42 VP (prisoners count 0 VP) on/west of hexrow M on any board 41 hex numbered ≤ 6 *or* exited off the area on/between 41A6-41M1.

COORDINATING INSTRUCTIONS:

1. Weather is Mist (E3.32) with no wind at start, and Ground Snow (E3.72) [EXC: Water Obstacles are not frozen, they are frigid (B20.7)].
2. A two lane stone bridge exists from 40Q2-40Q3.
3. Place overlays: **X14** on 40S7-R6; **X15** on 40M4-M5; **X18** 40O5-P4.
4. The river is fordable with a moderate current flowing west.
5. The M16 MGMC's may not use ESB, be abandoned, nor enter terrain that would require a Bog Check. They are recalled at the beginning of turn 5 and must exit hex 41Q5.
6. Before set up, the German player may record two hexes for pre-registered 80mm HE FFE, which are resolved after set up of both sides but, before the first rally phase. The FFE counters are then removed with no further OBA actions during the scenario.
7. SS Unit Replacement is per R6.2.

Scenario Design: Evan E. Sherry 080302.9

MAP ORIENTATION:



OPTIONS:

☆ Exchange the German 10-2 for a 9-1 leader.

✠ Change the mission to ≥ 38 VP.

MISSION LENGTH

☆ AMERICAN SETS UP FIRST	1	2	3	4	5	6	7	8
✠ GERMAN MOVES FIRST	✠		☆					

☆

Elements of Company A, 526th Armored Infantry Battalion and 825th Tank Destroyer Battalion set up north of the river.

6-6-7	2-2-7	9-2	8-1	8-0	.50 cal HMG	MMG	BAZ 44	M-2 60* MTR	M3A1 Halftrack	M3 Halftrack	M5 76L AT
7	2					2	2	2		3	2

{ELR: 4}
{SAN: 4}

Elements of the 203rd Anti-Aircraft Battalion, AW (SP) enters turn 3 on 41Y1.

M16 MGMC
2

Elements of SS Panzergrenadier Regiment 2, Kampfgruppe Peiper, SS Panzer Regiment 1, SS Panzer Division 1 (Leibstandarte Adolf Hitler) and elements of Fallschirmjager Division 3 enter turn 1 on the south edge.

6-5-8 SS	5-4-8	10-2	9-1	8-1	MMG	LMG	PzVG	PzIVH 3/5
6	5			2		2	4	3

{ELR: 5}
{SAN: 2}

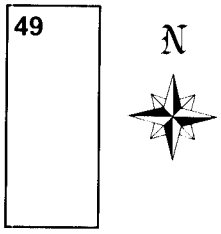
FANGS OF THE TIGER

SCHWERPUNKT SCENARIO SP87

SITUATION: SKVORITSY, Russia, 21 January 1944: Breaking the seige of Leningrad, the Soviet 2nd Shock Army had advanced to a point just short of the village of Skvoritsy with its important crossroads and bridge. Tasked with preventing further Russian advances in the area was Major Jähde, commander of Schwere Panzer Abeilung 502. He ordered Kampfgruppe Meyer, consisting of four Tiger tanks from his 3rd company and soldiers from the 126th Infantry Division to push out of Skvoritsy to a previous defensive line beyond the village. Five kilometers out, Leutnant Meyer felt that the enemy was near. He ordered his gunner to probe the area with coaxial machinegun fire. This quickly revealed a group of Russian tanks. After a heavy firefight that destroyed several Russian tanks, a new perimeter was established. During the ensuing calm, a group of German soldiers brought news that the Russians had at least ten tanks approaching and even more alarming, that a large force of Russian tanks and infantry had broken into Skvoritsy and closed in behind Meyer, effectively trapping the small Kampfgruppe. Meyer decided that he had to turn back and force his way through Skvoritsy to re-establish contact with the 126th Division. Meyer's bold move caught the Russians by surprise. A sharp fight developed in the village between the Russian tanks and Tigers whose 88mm fangs took their toll of the enemy. In just a few moments, several vehicles became funeral pyres for the charred corpses of Russian crewmen left hanging grotesquely from their vehicles. The Tigers moved through Skvoritsy with little damage. However, several mounted infantrymen were killed or seriously wounded. The Tigers pushed on until Leutnant Strauß encountered a strange sight, an American Lee tank guarding the bridge. Strauß quickly destroyed the Lee but an anti-tank gun opened fire from behind and delayed Strauß. Leutnant Meyer crossed the bridge and vanished while another tank appeared from behind the burning Lee. Strauß destroyed this tank with a shot that landed squarely in its turret ring. Strauß crossed the bridge only to see a Russian soldier run from beneath it. Seconds later, the bridge exploded leaving two tigers stranded on the Russian side. Continuing on, Strauß found Meyer's abandoned Tiger in an anti-tank ditch. It was later determined that Meyer had been seriously wounded and shot himself in the forehead to avoid capture. Only one Tiger made it back to German lines. The action was not much of a victory and soon the retreat from Leningrad would begin.

MISSION: Germans win immediately when they exit ≥ 9 VP (including at least one PzVIE) off the east edge on/between hexrows E-O (prisoners count 0 VP) ***or*** at game end if there are no Good Order Russian AFVs on/adjacent to the road segment Q8-I8-F7-G3.

MAP ORIENTATION:



OPTIONS:

★ Change game length to 5.5 turns.

✠ Add a 9-1 armor leader to the Germans.

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start.
2. Place overlays: **ST1** on L3-M3 and **OG5** on M6-M7.
3. All gullies are streams. AFVs may not enter stream hexes.
4. The 5-4-8s and 2-3-8s must enter as riders.
5. Bore Sighting is NA.
6. Use a British Lee(a) counter for the lend lease Lee tank.

Scenario Design: Evan E. Sherry 090102.9

Source: Egon Kleine and Volkmar Huhn, *Tiger: The History of a Legendary Weapon 1942-45* (Winnipeg: J.J. Fedorowicz, 1989) pp. 82-86.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST							
✠ GERMAN MOVES FIRST	1 ✠	2 ✠	3	4 ★	5	6	7

★

Elements of the 2nd Shock Army set up on/between hexrows S and W.

6-2-8	4-5-8	4-4-7	8-1	LMG	DC	T-43
		2		2		5

Elements of the 2nd Shock Army set up west of the road A6-F7-I8-I10.

4-4-7	2-2-8	8-0	MMG	PTP obr 43 57LL AT
3				

Elements of the 2nd Shock Army enter turn 4 on the east edge on/between hexrows E and O.

Lee (a) 2/4/2*	T-43

{ELR: 4}
{SAN: 3}

✠

Elements of Grenadier Regiment 442, Infanterie Division 126 and Schwere Panzer Abteilung 502 enter turn 1 on the south edge (Coordinating Instruction #4).

5-4-8	2-3-8	8-1	LMG	9-1 Armor	PzVIE(L)
2	2		2		4

Elements of Grenadier Regiment 442 enter turn 2 on the south edge.

4-6-7	9-1	7-0	MMG	LMG	PSK
5					

{ELR: 3}
{SAN: 3}

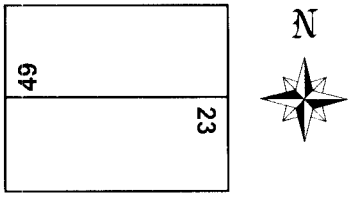
RACE FOR THE SARVIS

SCHWERPUNKT SCENARIO SP88

SITUATION: SZABADBATTYAN, Hungary, 18 January 1945: The 3rd SS Panzer Division (Totenkopf) was attacking to clear Russian forces blocking the Vali sector on the Stuhlweibenburg-Budapest road. As part of this attack, Hauptmann Dr. König's Schwere Panzer Abteilung 509 was attached to the division with the mission to drive south and seize the bridges over the Sarvis canal in Szabadbattyan. Leutnent Böttger's Tigers were well ahead of the division and had to go into the attack with out infantry support. As the Tigers approached the town, they were met with fire from several Stalin Tanks. At 1400 hours, Böttger and his Tigers were in a slugging match with several Stalin tanks in the streets of Szabadbattyan. Blazing away at each other, the heavy tanks of both sides took losses. The Russians lost twenty tanks and damaged eleven tigers. The last Stalin tank decided to make a run for the south bank and made it across safely. Tiger tanks followed close behind but Russian sappers blew the last bridge across the Sarvis when the lead Tiger was only fifty meters from the canal. Hauptmann Dr. König set up his command post in a church north of the canal and waited for the engineers to come forward. It would be morning before the attack could resume.

MISSION: The Germans win at game end if they have more Good Order, mobile tanks south of the canal than the Russians.

MAP ORIENTATION:



OPTIONS:

★ Delete the German armor leader.

✠ Delete Russian PF capability.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start.
2. In addition to the OB DCs, the Russian receives one Set DC (A23.7) that may be placed in either 23H4 or 23P7.
3. The canal is deep with a moderate current flowing east.
4. The Russians have PF capability in the form of two Optional Usage PFs (with two hex range) (C13.311).

Scenario Design: Evan E. Sherry 071302.8

Source: Egon Kleine and Volkmar Huhn, *Tiger: The History of a Legendary Weapon 1942-45* (Winnipeg: J.J. Fedorowicz, 1989) p. 208.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST / ✠ GERMAN MOVES FIRST	✠ 1	2	3	4	5	6

★

Elements of Submachinegun Company and Sapper Company, 49th Guards Heavy Tank Regiment, 6th Guards Tank Army set up on board 23 on/east of hexrow P within 3 hexes of 23H4 and/or 23P7.

4-5-8	5-2-7	9-1	DC
3	3		3

{ELR: 3}
{SAN: 2}

Elements of the 49th Guards Heavy Tank Regiment set up north of the canal, on/east of hexrow Q.

IS-2m 1/4R2/4	IS-2 1/4R2	9-1 Armor
5		

✠

Kompanie 2, Schwere Panzer Abteilung 509 enter turn 1 on/between the area of 49Y1-23A8.

PzVIB	9-1 Armor
8	

{SAN: 0}

ASSAULTING TES

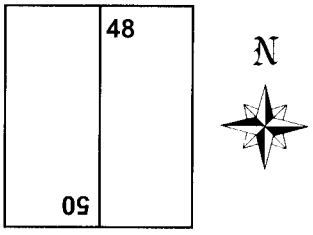
SCHWERPUNKT SCENARIO SP89

SITUATION: TES, Hungary, 21 March 1945: Colonel-General A.G. Kravchenko's 6th Guards Tank Army attacked into the flank of the Sixth Panzer Army to cut off the German's escape route to the west and open the way for the advance to the Hungarian frontier. Elements of the 12th SS Panzer Division (Hitlerjugend) occupied defensive positions in the village of Tes, blocking the Soviets. Faced with being overrun, the SS troops withdrew to the shelter of the high ground west of Tes. Herman Brand's grenadier battalion regrouped during the afternoon. General Krass ordered a counterattack to again seize Tes and restore the line. At 1700, German halftracks with triplet 20mm cannon opened preparatory fire on the hill. After four Jadgpanthers joined Brand's haftracks, the first assault went up the slope of the hill. Encountering heavy resistance, the panzergrenadiers were forced to dismount just below the crest of the hill overlooking Tes. Soviet resistance was more determined than expected. The first attempt to seize Tes was unsuccessful. A second attempt was ordered and this too failed. During the third attack on Tes, Soviet troops with hand held rocket launchers knocked out a third Jagdpanther. With this loss, the price for Tes was too high. The attack was called off and the Hitlerjugend resumed its retreat.

Scenario Design: Evan E. Sherry 080202.10

MISSION: The Germans win at game end if they control 19 buildings on board 48.

MAP ORIENTATION:



OPTIONS:

★ Exchange the Russian 9-1 for a 9-2 leader.

✠ Exchange the Russian .50 cal. for an HMG.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start.
2. The Russians may set up four shellhole counters in open ground and/or road hexes on board 48.
3. Russians have panzerfaust capability as if they are June 1944 Germans (C13.3).
4. Russian OBA is 120mm (HE only) with plentiful ammunition (C1.211) directed by an Offboard Observer at Level 2 in a east edge hex of board 48 secretly recorded prior to German setup.
5. The Russian may set up the SU-100 and one SU-76M using HIP.

Sources: Reynolds, Michael, *Men of Steel* (New York: Sharpedon, 1999) pp. 236-237.
Meyer, Hubert, *The History of the 12th SS Panzer Division Hitlerjugend* (Winnipeg: J.J. Fedorowicz, 1994) p. 301.

MISSION LENGTH

	1	2	3	4	5	6
★ RUSSIAN SETS UP FIRST						
✠ GERMAN MOVES FIRST						

★

Elements of the 6th Guards Tank Army set up anywhere on board 48 and/or on board 50 in hexes numbered ≥ 8.

6-2-8	4-5-8	9-1	8-1	.50 cal HMG (a)	MMG	LMG	ATR	?
4	10		2			4	2	8

{ELR: 3}
{SAN: 4}

SU-100	T-34/85	SU-76M
	2	2

✠

Elements of SS Panzergrenadier Bataillon 3, SS Panzergrenadier Regiment 26, SS Panzer Division 12 (Hitlerjugend) and Schwere Panzerjäger Abteilung 560 set up on board 50 in hexes numbered ≤ 4.

5-4-8 SS	9-2	9-1	8-1	8-0	MMG	LMG	PSK	JgPz V 3/-	SPW 251/2	SPW 251/9	SPW 251/10
16					2	4	2	4			

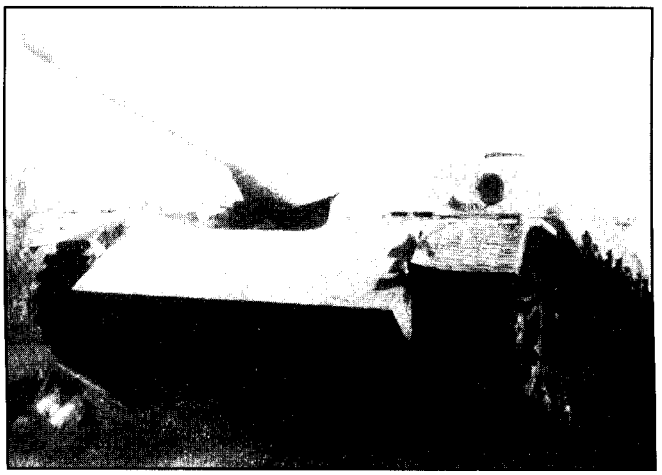
{ELR: 5}
{SAN: 3}

SPW 251/1	SPW 251/21	9-1 Armor
6		

SKIRTING THE MACE

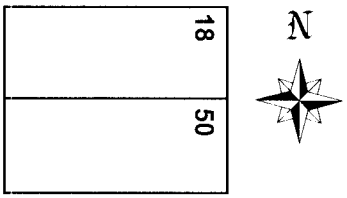
SCHWERPUNKT SCENARIO SP90

SITUATION: Near MOISSY, France, 20 August 1944: With the allied noose quickly tightening around the Falaise Pocket, elements of the German 7th Army were frantically trying to escape the trap. One such unit was the 12th SS Panzer Division (Hitlerjugend). The division was falling apart, with battalion and company integrity a rare event. Small kampfgruppen were escaping all along the remaining gap between Les Champeaux and Chambois. One such kampgruppe of four PzIV's from the 2nd SS Panzer Battalion and three Jagdpanzer IV's crossed the River Dives near Moissy. Shortly after 1000 hours, they ran into Sherman tanks and anti-tank guns of the Polish 1st Armoured Division. The Polish had occupied the dominant terrain of Point 262 (North) which they nicknamed "Maczuga" (The Mace) because of the feature's shape. There, they tried to stem the tide of the German exodus. A short and fierce firefight ensued. The Polish tanks and guns opened fire on the advancing Germans and managed to disable two enemy vehicles. So effective was the fire that the SS troopers pulled back from the area to regroup. They waited until evening to resume the breakout. Led initially by dismounted infantry, the kampfgruppe tried to infiltrate through the Polish. The Germans eventually succeeded in escaping with a large number of personnel but in the process, had to abandon many of their armored vehicles.



MISSION: The Germans win immediately upon exiting 28 VP (prisoners count 0 VP) off the east edge on/between 50A5 and 18A6.

MAP ORIENTATION:



OPTIONS:

- Raise the required exit points to 30.
- Reduce the required exit points to 24.

COORDINATING INSTRUCTIONS:

1. EC are moderate, with no wind at start. Kindling is NA.
2. Bore Sighting is NA.
3. PzIV's and JgPz IV's are equipped with Sz (D11.211).
4. Carrier inherent HS are 2-4-8s.

Scenario Design: Evan E. Sherry 080302.10

Source: Reynolds, Michael, *Steel Inferno* (New York: Sarpedon, 1997) pp. 272-278.

MISSION LENGTH

POLISH SETS UP FIRST	1	2	3	4	5	6	7	8
GERMAN MOVES FIRST								

Elements of the 10th Dragoons and 24th Lancers, 1st Polish Armoured Division set up on/between hexrows I and U on board 50 and on/between of hexrows I and Z on board 18.

4-5-8	2-2-8	9-1	8-1	7-0	LMG	PIAT	?	Sherman V (a) 2/4	Carrier MMG A	Carrier C	6 pdr 57L AT
7					2		8	3		2	

{ELR: 4}
{SAN: 4}

Elements of Panzer Kompanie 5, SS Panzer Regiment 12 and SS Panzerjäger Bataillion 12, SS Panzer Division 12 (Hitlerjugend) enter turn 1 on the west edge.

5-4-8 SS	9-1	8-1	8-0	MMG	LMG	PSK	9-1 Armor	PzIVH 3/5	JgPz IV 1/-	SPW 251/1
9				2	2			4	3	2

{ELR: 5}
{SAN: 2}

SHOW A LITTLE GUTS!

SCHWERPUNKT SCENARIO SP91

SITUATION: ENIWETOK, The Marshall Islands, 19 February 1944: Following the early morning assault on the island, soldiers of the 106th Infantry moved inland. Encountering stubborn resistance from Japanese "spider web" defences, they burned and blasted the defenders from their foxholes and shallow trenches. But Colonel Masahiro Hashida had a surprise for the attackers. His defensive plans called for a strong counter attack supported by his twelve 81mm mortars. At noon, some 300 Japanese soldiers emerged from dugouts on the western end of Eniwetok and began a savage counter attack on the Americans who were just starting to consolidate after their initial attack and occupation of a Japanese "spider web" battle position. The Japanese struck with an intense mortar attack that blasted the American positions with shrapnel. Several groups of Japanese were cut down while other Japanese made it into the American positions. Fighting was hand-to-hand in places. Sgt. Reginald Hill and Pfc. Howard Enides ran to a small knoll where they set up their heavy machine gun and cut down 25 Japanese. A heavy Japanese mortar barrage caused one section of the American line to get up from their holes and flee. Seeing this, Lt. Arthur Klein jumped to a small hill and dispite heavy enemy fire, shouted "I'll shoot the first son of a bitch that takes another step backward. You bastards are supposed to be all American soldiers. Now show a little guts!" With this action Lt. Klein was able to reform the line. Still more Japanese came out of the brush in a wild attack that saw grenades flying in all directions and knives freely used by both sides. After several minutes of savage hand-to-hand fighting the battle suddenly ended and the Japanese withdrew.

MISSION: The Japanese win immediately if they control any combination of 13 hut or order of battle trench/foxhole hexes.

COORDINATING INSTRUCTIONS:

1. EC are moderate with a mild breeze from the south. PTO terrain is in effect including Light Jungle. Kindling is NA.

2. Place overlays: **Hi4** on 38DD6-DD7; **O2** on 35BB4-CC5.

3. Place 1 Squad Foxholes in: 35AA3, 35CC4, 35FF6, 35GG7, 38DD4, 38oDD6, and 38oCC8. Place Trenches in 35FF3, 35GG4, and 38FF6.

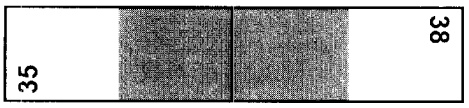
4. Before the American set up, the Japanese may secretly record two 6-factor anti-personnel minefields in any hex not containing a hut, trench or foxhole. Units setting up in mine hexes reveal mines immediately and are subject to minefield attack only when they perform actions that would normally cause a minefield attack.

Scenario Design: Evan E. Sherry 090102.10

Sources: Love, Edmund G., *The 27th Infantry Division in World War II* (Nashville: Battery Press, 1982.) pp. 79-84.
Phillip A Crowl and Edmund G. Love, *Seizure of the Gilbert and Marshalls* (Washington D.C.: GPO, 1963) pp. 348-359.

MAP ORIENTATION:

N



(Only hexrows R-GG on board are playable.)

OPTIONS:

☆ Delete a Japanese 4-4-8.

● Delete an American MMG.

MISSION LENGTH

	1	2	3	4	5
☆ **AMERICAN SETS UP FIRST**	☆				
● **JAPANESE MOVES FIRST**		●			

☆

Elements of Company A, 1st Battalion, Company K, 2nd Battalion, and Cannon Company, 106th Infantry Regiment, 27th Infantry Division set up ≥ 4 hexes from 35FF5 (See Coordinating Instruction #4).

6-6-7	9-2	8-1	8-0	MMG	M-2 60* MTR	FT	DC	M3 GMC -/-/4*
9				2				2

{ELR: 4}
{SAN: 3}

Elements of Company D, 1st Battalion enter turn 1 on the north edge of board 38 on/east of hexrow EE.

3-4-7	7-0	dm HMG

●

Elements of the 1st Amphibious Brigade set up ≥ 2 hexes from any of the following hexes: 35T2, 35T6, and/or 35X8.

4-4-8	4-4-7	9-1	8-0	LMG	50* MTR	FT	DC
3	9		2	3			

{ELR: 4}
{SAN: 4}

Elements of the 1st Amphibious Brigade enter turn 2 on the south edge of board 38 on/east of hewrow W.

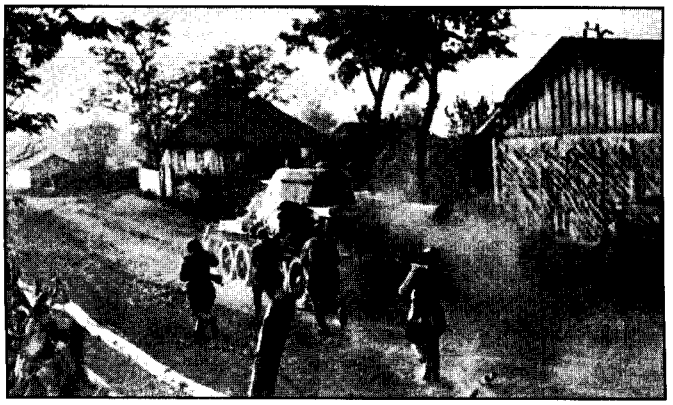
4-4-8	4-4-7	9-0	LMG	50* MTR
	3		2	

SEELOW SEESAW

SCHWERPUNKT SCENARIO SP92

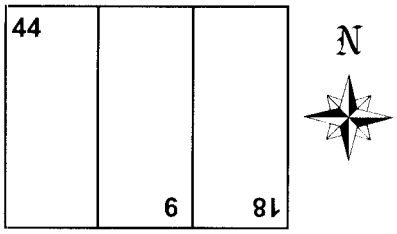
SITUATION: SEELOW HEIGHTS, Germany, 16 APRIL 1945: After stopping to regroup at the Oder, the Red Army was poised to take Berlin. The closest units, however, faced strong German defenses along the Seelow Heights. The German plan was to withdraw from the first line of defense before the initial barrage struck, destroy the initial impetus of the Soviets, and then counter-attack any penetrations. The Soviet plan was to grind forward to victory. Fighting for their homeland, the Germans inflicted enormous casualties on the Soviets. The first day of fighting saw no substantial gains for the 3rd Shock Army; however, the Germans were at the breaking point. There were no reinforcements to make up the losses, no ammunition for the guns, and no place left to hide. Despite their casualties, two days of fanatical Russian attacks broke the German lines irrevocably.

Source: Le Tissier, Tony, *Zhukov at the Oder* (Westport: Praeger, 1996) p. 177.



MISSION: Russians win at game end if there are ≥ 5 Good Order German (non-vehicular crew) squad equivalents and/or fully tracked AFVs on level 3 or higher hill hexes of board 9.

MAP ORIENTATION:



OPTIONS:

✠ Exchange the K81/1 (128L AT) for a PaK 43 (88LL AT).

★ Add an 8-1 leader to the Russians.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. Mist (E3.32) is in effect. Crags do not exist.
2. The German 3-3-8 half squads represent tank hunter groups. These half squads may not use MG's, have an IPC of 1, may never recombine, and are Fanatic. They automatically receive a PF on any PF check dr ≤ 5 and have a -2 ATMM usage drm. The German player may use HIP for up to 1.5 squad equivalents and any SW/leaders stacked with them.
3. Use T-34/85s to represent the OT-34/85s. These vehicles have a BFT 32 (X10) instead of a BMG as SA. Russians are Elite (C8.2).

Scenario Design: Brian Williams 090102.11

MISSION LENGTH

✠ **GERMAN SETS UP FIRST**	1	2	3	4	5	6	7	8
★ **RUSSIAN MOVES FIRST**	★			✠				

Elements of the Panzergrenadier Division 20, Panzer Corps LVI set up in hexes numbered ≤ 4 on board 18 and/or anywhere on board 9.

✠

4-6-8	4-6-7	3-3-8	2-2-8	10-2	9-1	8-0	6+1	HMG	MMG	LMG	PSK	?
2	8	3	4						2	3	3	8

{ELR: 2}
{SAN: 4}

Pak 40 75L AT	K81/1 128L AT	GrW 34 81* MTR	Trench	1+5+7	1+3+5
		2	11	2	2

Elements of SPG Training Brigade 920 enter turn 4 on the west edge.

5-4-8	8-1	LMG	8-1 Armor	StuG IIIG (L)	JgdPz IV/70	SPW 251/1	SPW 250/9
5		2		2	3	2	

Elements of the 79th Rifle Corps, 3rd Shock Army enter on the east edge on/after turn 1.

★

4-5-8	4-4-7	10-2	9-1	8-0	6+1	.50 cal HMG (a)	LMG	FT	DC	9-1 Armor
11	20			2			6		2	

{ELR: 4}
{SAN: 2}

ISU-152	ISU-152 -/-/4	ISU-122	ISU-122 -/-/4	OT-34/85	T-34/85
3		3		3	2

ODER BOUND

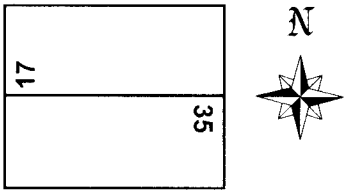
SCHWERPUNKT SCENARIO SP93

SITUATION: East of REPPEN, Germany, 27 January 1945: The Vistula river had marked the high tide of the Soviet summer offensives. However, the Soviets were quick to reform and reinforce. Jumping off from bridgeheads across the Vistula, the 1st Guards Tank Army enjoyed enormous success. At its forefront was the 8th Guards Mechanized Corps, and at its forefront was the 1st Guards Tank Brigade. By the 27th of January, the Oder river was within reach. The Germans, creating reserves from whatever forces they could find, sent recently formed Panzergrenadier Division Kurmark to block the approaches to the Oder. The Germans extracted a heavy toll from the guardsmen, but did not have the equipment and the mobility to defeat the 1st Tank Army's vanguard. The 1st Guards Brigade pushed the panzergrenadiers back to Reppen and beyond. At Kunersdorf, five miles from the Oder, the 1st Guards was finally stopped. However, the Red army would soon be across the Oder in force.

Scenario Design: Brian Williams 090102.12
Source: Le Tissier, Tony, *Zhukov at the Oder: The Decisive Battle for Berlin* (Westport: Praeger, 1996) p. 37.

MISSION: The Soviet player wins immediately by accumulating 34 VPs. VPs are awarded as follows: normal VP for PRC exited off the west edge of board 17; 2 VP for each AFV exited off the west edge of board 17. Prisoners/captured equipment count 0 VP.

MAP ORIENTATION:



OPTIONS:

✠ Add a 4-6-7 to the Germans.

★ Add one T-34/85 to the Russians.

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start. Place Overlay **X24** on 17M4-N3, the building is not a rowhouse.
2. Use British counters for the Carrier As and the M17(a) MGMC halftrack. All carriers include an inherent 2-4-8. Treat all at start 2-4-8 MMC as carrier crews also (D6.82). Any MG removed/scrounged from a British counter is Russian. Carriers are not subject to Recall (D5.341). Instead mark a recalled carrier abandoned and its inherent crew is considered KIA.
3. The German AA guns may not set up in concealment terrain.
4. Kindling, Platoon Movement, and Boresighting are NA. Armor leaders may not use their leadership modifier while in the halftrack.

MISSION LENGTH

✠ GERMAN SETS UP FIRST						
★ RUSSIAN MOVES FIRST	★ 1	2 ✠	3	4	5	6

Elements of Panzergrenadier Division Kurmark set up on/between of hexrow G and AA of boards 17 and/or 35 (see Coordinating Instruction #3).

✠

4-6-8	4-6-7	2-2-8	9-1	8-1	8-0	HMG	MMG	LMG	PSK	?
4	10	3			2		2	3	3	8

{ELR: 2}
{SAN: 3}

GrW 34 81* MTR	FlaK 18 88L AA	Flak 30 20L AA	Foxhole
			4

Reinforcements enter turn 2 on the north edge of board 17 on/west of hexrow Q and/or on the south edge of board 35 on/west of hexrow Q:

8-1 Armor	JgdPz 38(t)
	4

★

Elements of the 1st Guards Tank Brigade, 8th Guards Mechanized Corps, 1st Guards Tank Army enter on/or after turn 1 on the east edge; all, some, or none may enter each turn and all personnel must enter as PRC.

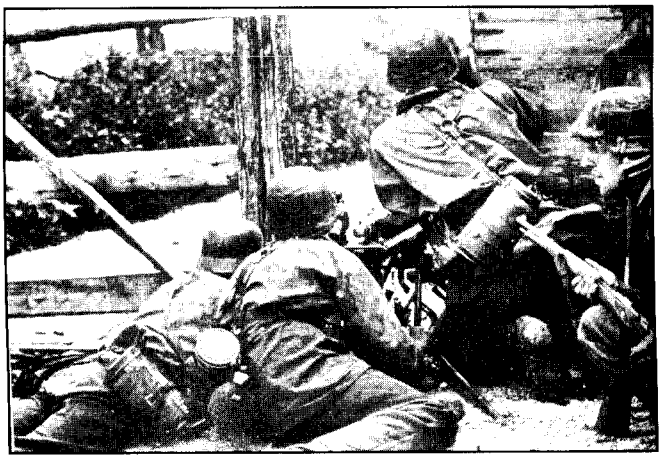
4-5-8	2-4-8	9-2	9-1	8-1	LMG	9-1 Armor	8-1 Armor	T-34/85	M17 (a) MGMC	Carrier A
9	6				2			9		6

{ELR: 3}
{SAN: 2}

OUT OF ORDER

SCHWERPUNKT SCENARIO SP94

SITUATION: DRVAR, Bosnia, Yugoslavia, 25 May 1944: By mid 1944, Joseph Broz Tito had become a major liability to the German garrison in Yugoslavia. His "Army" of communist partisans (Yugoslav People's Liberation Army) had grown to a staggering 200,000 men and women. The Germans didn't have the resources to deal with a threat this big, but they did know where Tito's HQ was located. With the idea that "if you cut off the head of the snake, the body will die," the Germans planned Operation Rösselsprung (Knight's Move). A number of German units were to surround and isolate Tito's HQ, located near the city of Drvar. At the same time, the SS Fallschirmjäger Batallion 500 and other attached units were to attack Tito's HQ from the air. The battalion was split into smaller attack groups with certain objectives. "Draufanäger" Group, which consisted of fifty fallschirmjägers, "Savadil" Troop (Intelligence officers & signalers from the Brandenburg Regiment), and "Benesche" Group (a combination of some forty men from different Bosnian units), was to land near Drvar and destroy the partisan line and radio communications network and gather intelligence. At 7:00 A.M. on the morning of May 25th, the German gliders started their descent. Landing close to the center of the town, the "Draufgänger" Group was quickly out and moving toward their objectives. As the bulk of "Draufgänger" Group spread out to find other possible communication points, a squad of fallschirmjägers charged the telephone building. Getting in was easy, but once inside a furious battle started. The partisans knew it was fight or die; no quarter was given, none taken. "Savadil" Group stormed the building in support of their SS comrades, followed quickly by the Bosnians. There were too many partisans and reinforcements were called up. Satchel charges and flamethrowers were used to blast the partisans from fortified rooms. "Draufgänger" Group had to mousehole their way through the entire building. The Germans were also issued armor-piercing ammunition enabling them to shoot through ceilings into upper rooms. Although the partisans fought with great determination, they were no match for the SS. As the Germans left the building, satchel charges made sure nothing was left for the partisans to recover. This part of Operation Rösselsprung was a complete success.



MISSION: Germans win at game end if there are no Good Order partisan MMC's in building 22F3.

COORDINATING INSTRUCTIONS:

1. FC are Dry with no wind at start.

2. 5-2-7 squads (and their HS) retain their printed Strength factor *[EXC: treat their morale # as underlined]* and Broken morale level, but otherwise are treated as partisans in every way (including Replacement for exceeding ELR).

3. After the German setup, the Partisan player may designate seven locations of building 22F3 as Fortified (B23.9). Tunnels are NA. No more than three locations per level may be fortified. Partisan units in building 22F3 are fanatic (A10.7).

4. Axis Minor counters are used to represent the Benesch Group. They and the Germans are considered Allied Troops (A10.7).

5. German infantry *[EXC: Axis Minor MMC's]* may shoot at an upstairs downstairs location as if a stairwell existed between them at half firepower (inherent firepower and German LMGs). Firepower modification due to point blank range and concealment do not apply. If a stairwell exists in the hex, normal rules apply.

6. No Quarter (A20.3) is in effect and Hand-to-Hand (J2.31) may be declared by either side.

Scenario Design: Michael Faulkner 090102.11

Sources: Lucas, James. *Kommando: German Special Forces of World War Two*. (London: Cassell, 1985) pp. 106-117.

Munoz, Antonio J.. *Forgotten Legions: Obscure Combat Formations of the Waffen-SS*. (Boulder: Paladin Press, 1991) pp. 13-28.

MAP ORIENTATION:

22

N

(Only hexrows A-P are playable)

OPTIONS:

✚ The 8-3-8 is an assault engineer.

★ Exchange a 3-3-7 for a 5-2-7.

MISSION LENGTH

✚ GERMAN SETS UP AND MOVES FIRST	1	2	3	4	5	6

★

Elements of Tito's Headquarters Company and Escort Battalion set up in or ± 2 hexes from building 22F3 in any location devoid of German units.

5-2-7	3-3-7	9-1	8-0	7-0	LMG	?
4	7				4	8

{ELR: 5}
{SAN: 4}

✚

Elements of Draufganger Group, SS Fallschirmjager Bataillon 500 set up in any ground level hex of building 22F3.

6-5-8 SS	9-2	LMG	DC

{ELR: 5}
{SAN: 4}

Savadil Troop, Brandenburg Detachment set up ± 2 hexes from building 22F3.

4-6-8	LMG
2	

AXIS MINOR: Benesch Group [ELR: 3] enter turn one on the east edge.

4-4-7	9-1	LMG
4		2

Enter turn 2 on the south edge.

6-5-8 SS	8-1	LMG	DC
2			

{ELR: 3}

Enter turn 3 on the west edge.

8-3-8 SS	6-5-8 SS	9-1	LMG	DC	FT

BURN GURKHA BURN!

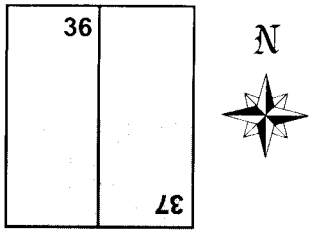
SCHWERPUNKT SCENARIO SP95

SITUATION: PROME, Burma, 31 March 1942: The British 17th Indian Indian Division was under the command of Major General David Cowan and was part of the 1st Burma Corps. The task of slowing down the Japanese advance, so the rest of the Army could withdraw to Allanmyo, fell to the 63rd Indian Infantry Brigade, 17th Indian Infantry Division. The Japanese 33rd Division, led by Lt. Gen. Genzo Yanagida, spearheaded the attack against the British defenders. After heaving fighting, with high casualties on both sides, the British units fell back to a small group of hills to wait for reinforcements. A platoon of Gurkhas was on the way. The British dug in trying to buy the rest of the division some much needed time. To deal with the stubborn Brits, the Japanese called for some heavy support. The support arrived with a nasty surprise; it was just what the Japanese commander needed, flamethrowers and demolition charges. With the help of the flamethrowers the Japanese were able to finally clear the hilltops, but suffered too many casualties to press the attack.

Scenario Design: Hugh Downing 090102.9

MISSION: The Japanese win at game end if there are no Good Order British MMC's on any level 2 hill hex.

MAP ORIENTATION:



(Only hexrows A-P are playable on board 37 & only hexrows GG-R are playable on board 36)

OPTIONS:

- Exchange the 8-0 for a 8-1.
- Exchange one of Japanese reinforcement 9-0 leaders for a 10-1 leader.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. PTO is in effect including Light Jungle (G2.1).
2. Palm Tree hexes are treated as open ground.
3. All British units except the 8-0 and 4-5-7s are Gurkhas (A25.43). Each unit affected by Heat of Battle or unit replacement retains its at start unit characteristics.

Source: Charles F. Romanus and Riley Sunderland, *Stillwell's Mission to China* (Washington D.C.: GPO, 1953) pp. 121-124. Perrett, Bryan, *Tank Tracks to Rangoon* (London: Hale Ltd., 1978) pp. 50-52.

MISSION LENGTH

GURKHA SET UP FIRST							
JAPANESE MOVES FIRST	1	2	3	4	5	6	7

Elements of 1/10 Gurkha Rifles, 63rd Infantry Brigade, 17th Indian Infantry Division set up anywhere on board 36.

4-5-8	4-5-7	9-1	8-0	MMG	LMG	?	Foxhole 1S
5	5				2	12	4

{ELR: 5}
{SAN: 4}

Elements of 1/10 Gurkha Rifles enter turn 3 on the west or south edge of board 36.

4-5-8	9-2	MMG
3		

Elements of the 33rd Engineer Regiment, 33rd Division set up on board 37 in hexes numbered ≥ 3.

4-4-8	9-1	9-0	FT	DC
6			2	2

Elements of the 214th Regiment, 33rd Division enter turn 1 on the east and/or north edges.

{ELR: 4}
{SAN: 4}

4-4-8	4-4-7	2-2-8	9-1	9-0	dm HMG	MMG	LMG	Type 98 50* MTR
2	8	2		2			2	2

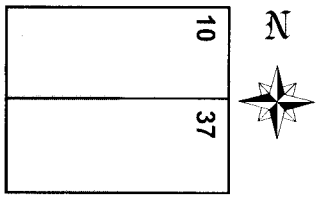
HUSUM HOTFOOT

SCHWERPUNKT SCENARIO SP96

SITUATION: Near HUSUM, Germany, 8 April 1945: The situation for the German Army on the North German plain was becoming very desperate. The river lines of the Weser, Aller, and Leine offered the last opportunity to conduct a defense based on obstacles before the Allies reached the Elbe. The German situation on the eve of battle was beset with difficulty; there were not enough trained men, heavy weapons, or panzers to defend the river lines in depth. Despite these overwhelming disadvantages, the German commander still had troops capable of putting up a fight. The marines and young SS soldiers assigned to the central sector were fresh and determined to defend their homeland. The men of the British VII Corps advanced with caution. The outcome of the war was inevitable; no one wanted to be the last casualty with the end so imminent. The 4th Battalion of the King's Shropshire Light Infantry (4 KSLI) and the tanks of the 3rd RTR spent the morning of the 8th moving through the woods towards the village of Husum. The village was reached by late afternoon; no white flags were seen flying and the British troops prepared to enter the village. The Company HQ moved towards the center of the village and came under heavy sniper fire. Further attempts to advance were met with stiff resistance. Flamethrowers were sent up to help clear the town and a violent, combined attack was launched. The town was soon blazing and the defenders were forced to withdraw. The battle had been a vicious affair; the village had been burnt to the ground but the Germans showed a dogged determination to fight on regardless of the odds.

MISSION: The British win at game end if there are no Good Order, armed, German MMC's on between hexrows 10T and 10EE.

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

- Exchange one German 8-1 for a 9-1.
- Exchange the British 8-0 for an 8-1.

COORDINATING INSTRUCTIONS:

1. EC are moderate, with no wind at start.
2. Place overlays: **O3** on 37DD4-CC5 and **O2** on 37S7-S8.
3. Despite their underlined morale factor, SS have ELR 2.
4. All German squads have assault fire capability.
5. If the mortar sets up in a hex numbered ≥ 7 on board 10, it may not set up HIP.
6. Wasp and Carrier A MMG inherent HSs are 2-4-8s.

Scenario Design: Greg Davis 090902.8

Source: Sources: DeLaforce, Patrick, *The Black Bull* (London: Chancellor Press, 2000) pp. 224-225.
Russell, John, *No Triumphant Procession* (London: Arms and Armour Press, 1994) pp. 57-58.

MISSION LENGTH

GERMAN SETS UP FIRST						
BRITISH MOVES FIRST	1	2	3	4	5	6

Elements of Kompanie 5, SS Ausbildungs und Ersatz Battalion 12, SS Panzer Division 12 (Hitlerjugend) and elements of Battalion I, Marine Grenadier Regiment 6, Marine Infanterie Division 2 set up anywhere on board 10 and/or in any hex numbered ≥ 7 on board 37.

{ELR: 2}
{SAN: 5}

4-6-8 SS	4-4-7 SS	4-4-7	2-2-8	8-1	8-0	HMG	MMG	LMG	PSK	?	GrW 34 81* MTR
2	5	3		2					2	6	

Elements of 4th Battalion King's Shropshire Light Infantry, 3rd Royal Tank Regiment, 11th Armoured Division enter turn 1 on the south, east, and/or west edges of board 37 from 37GG6 to 37R5.

{ELR: 3}
{SAN: 2}

4-5-8	4-5-7	9-1	8-1	8-0	LMG	PIAT	Comet 2/4	Wasp	Carrier MMG A
3	8				2		2	2	

TWILIGHT OF THE REICH

SCHWERPUNKT SCENARIO SP97

SITUATION: FRISCHE NEHRUNG, East Prussia, 6 May 1945: On the final day of the war, some die-hard remnants of the 4th Panzer Division defended a one-mile wide spit of sand called the Frische Nehrung. Now, after years of war the Third Reich had been reduced to just a few acres of dunes on the Baltic Sea. Oberfeldwebel Hermann Bix commanded one of three operational Jagdpanthers and a small kampfgruppe that had withdrawn to the seventh of ten battle positions. Looking out from the dunes at the shattered hulks of Russian tanks he could hear the enemy massing for yet another attack. He noticed the Russians building a strange barrier of driftwood but could not figure out why. Alerted by the sound of an approaching vehicle, Bix surveyed the field again. Suddenly, the Russians dropped the barrier, revealing an ISU-152 pointing straight at him with a gun barrel looking as big as a culvert pipe. Bix managed to open fire first but with no effect. The massive self-propelled gun returned fire. The Russian's third shot blasted Bix's main gun out of battery while the tremendous concussion almost knocked his crew senseless. Bix's driver managed to back them out of danger while the radioman called for assistance from the Division's two remaining Jagdpanthers. Help was not long in coming but the ISU-152 crew was alert and quickly knocked out the leading Jagdpanther. The third Jagdpanther moved to a good firing position and was able to get a flank shot which destroyed the deadly ISU-152. With this the Russian attack was broken but the 4th Panzer Division ceased to exist. Bix had fought what may well have been the last armored action on the Eastern Front. Later that night, a German cruiser evacuated Bix and his men off the Frische Nehrung. On May 14th they surrendered to the British in Kiel.

MISSION: Russians win at game end if there are no Good Order, mobile, Jagdpanthers with functioning MA ≤ 5 hexes from 44J1.

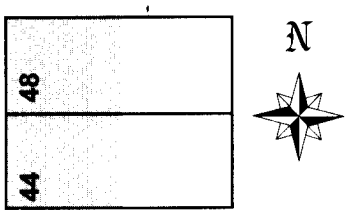
COORDINATING INSTRUCTIONS:

1. EC are Moist with no wind at start.
2. Place overlays: **SD4** on 44G5-H5 and **SD7** on 48C9-C8. Low Dunes (F7.5) are in effect. All grain hexes are Sand (F7).
3. The first 152mm shot resulting in a frontal upper hull hit on the Kampfgruppe Bix Jagdpanther (only) instead results in a hit on its 88mm MA that causes it to immediately malfunction and forces its crew to pass an immediate NTC in order to remain in the vehicle. Subsequent shots are treated normally.
4. The Russian armor leader must start in an ISU-152.
5. Russian 4-4-7s have PF capability as if they were June 1944 Germans (captured weapon penalties are NA).

Scenario Design: Evan E. Sherry 072803.13

Source: Schneider, Russ *Gotterdammerung 1945: Germany's Last Stand in the East* (Philomont: Warfield Books, 1998) pp. 501-504.

MAP ORIENTATION:



(Only hexrows A-P are playable).

OPTIONS:

✠ Add a 8-1 Armor leader to KG Bix.

★ Exchange the Russian 8-0 for a 8-1 leader.

MISSION LENGTH

✠ GERMAN SETS UP FIRST					
★ RUSSIAN MOVES FIRST	★ 1	2 ✠	3	4	5

✠

Remnants of Kampfgruppe Bix, Panzer Division 4 set up ≤ 5 hexes from 44J1.

4-6-7	4-4-7	4-3-6	8-1	8-0	HMG	LMG	PSK	JgPz V 3/-	Foxhole 1S	Wire
2	2	3				2			3	2

Remnants of Panzer Division 4 enter turn 2 on the north edge.

JgPz V 3/-
2

{ELR: 2}
{SAN: 4}

★

Elements of the 4th Guards Tank Brigade, 2nd Guards Tank Corps, 11th Guards Army and 350th Guards Heavy SP Artillery Regiment, 3rd Byelorussian Front enter turn 1 on the south and/or west edge of board 44.

5-2-7	4-4-7	9-1	8-0	LMG	8-1 Armor	ISU-152 -/-/4	T-34/85 2/4
3	6			3		2	4

{ELR: 4}
{SAN: 3}

TWILIGHT OF THE REICH

SCHWERPUNKT SCENARIO SP97

SITUATION: FRISCHE NEHRUNG, East Prussia, 6 May 1945: On the final day of the war, some die-hard remnants of the 4th Panzer Division defended a one-mile wide spit of sand called the Frische Nehrung. Now, after years of war the Third Reich had been reduced to just a few acres of dunes on the Baltic Sea. Oberfeldwebel Hermann Bix commanded one of three operational Jagdpanthers and a small kampfgruppe that had withdrawn to the seventh of ten battle positions. Looking out from the dunes at the shattered hulks of Russian tanks he could hear the enemy massing for yet another attack. He noticed the Russians building a strange barrier of driftwood but could not figure out why. Alerted by the sound of an approaching vehicle, Bix surveyed the field again. Suddenly, the Russians dropped the barrier, revealing an ISU-152 pointing straight at him with a gun barrel looking as big as a culvert pipe. Bix managed to open fire first but with no effect. The massive self-propelled gun returned fire. The Russian's third shot blasted Bix's main gun out of battery while the tremendous concussion almost knocked his crew senseless. Bix's driver managed to back them out of danger while the radioman called for assistance from the Division's two remaining Jagdpanthers. Help was not long in coming but the ISU-152 crew was alert and quickly knocked out the leading Jagdpanther. The third Jagdpanther moved to a good firing position and was able to get a flank shot which destroyed the deadly ISU-152. With this the Russian attack was broken but the 4th Panzer Division ceased to exist. Bix had fought what may well have been the last armored action on the Eastern Front. Later that night, a German cruiser evacuated Bix and his men off the Frische Nehrung. On May 14th they surrendered to the British in Kiel.

MISSION: Russians win at game end if there are no Good Order, mobile, Jagdpanthers with functioning MA ≤ 5 hexes from 44J1.

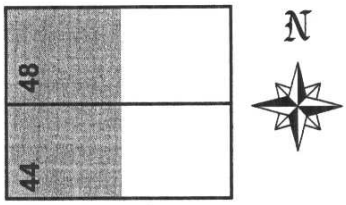
COORDINATING INSTRUCTIONS:

1. EC are Moist with no wind at start.
2. Place overlays: **SD4** on 44G5-H5 and **SD7** on 48C9-C8. Low Dunes (F7.5) are in effect. All grain hexes are Sand (F7).
3. The first 152mm shot resulting in a frontal upper hull hit on the Kampfgruppe Bix Jagdpanther (only) instead results in a hit on its 88mm MA that causes it to immediately malfunction and forces its crew to pass an immediate NTC in order to remain in the vehicle. Subsequent shots are treated normally.
4. The Russian armor leader must start in an ISU-152.
5. Russian 4-4-7s have PF capability as if they were June 1944 Germans (captured weapon penalties are NA).

Scenario Design: Evan E. Sherry 072803.13

Source: Schneider, Russ *Gotterdammerung 1945: Germany's Last Stand in the East* (Philomont: Warfield Books, 1998) pp. 501-504.

MAP ORIENTATION:



(Only hexrows A-P are playable).

OPTIONS:

✚ Add a 8-1 Armor leader to KG Bix.

★ Exchange the Russian 8-0 for a 8-1 leader.

MISSION LENGTH

✚ GERMAN SETS UP FIRST					
★ RUSSIAN MOVES FIRST	★ 1	2 ✚	3	4	5

Remnants of Kampfgruppe Bix, Panzer Division 4 set up ≤ 5 hexes from 44J1.

4-6-7	4-4-7	4-3-6	8-1	8-0	HMG	LMG	PSK	JgPz V 3/-	Foxhole 1S	Wire
2	2	3				2			3	2

{ELR: 2}
{SAN: 4}

Remnants of Panzer Division 4 enter turn 2 on the north edge.

JgPz V 3/-
2

Elements of the 4th Guards Tank Brigade, 2nd Guards Tank Corps, 11th Guards Army and 350th Guards Heavy SP Artillery Regiment, 3rd Byelorussian Front enter turn 1 on the south and/or west edge of board 44.

5-2-7	4-4-7	9-1	8-0	LMG	8-1 Armor	ISU-152 -/-/4	T-34/85 2/4
3	6			3		2	4

{ELR: 4}
{SAN: 3}

PESKY PACHYDERMS

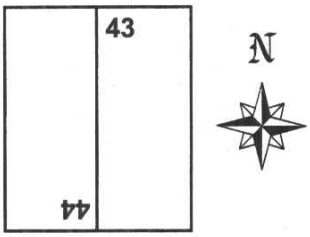
SCHWERPUNKT SCENARIO SP98

SITUATION: BUSULUK, Russia, 5 July 1943: Schwere Panzerjager Regiment 656 was advancing east toward the Maloarchangelsk road. Elements of the Russian 307th Infantry Division were occupying heavily fortified defensive positions protecting the road. The four remaining Ferdinands (also known as Elephants) along with supporting Brumbars and infantry from the 86th Infantry Division slammed into the teeth of the Russian defense. At least one Pz III and one remote-control tank were thrown into the air and turned into smoking hulks after hitting mines. Hauptman Luders led 2nd Company's Ferdinands in a desperate assault on the Russian trench line. Russian anti-tank guns near the railroad opened fire on the Elephants right flank but the fire had no effect. Seeing that the Elephants were about to make their final assault, a determined group of Russian soldiers with flamethrowers counterattacked Luders' tank destoyers. This attack was also beaten back. The Germans had secured their objective. Later that evening, Luders' remaining tank destroyers pulled back to a hedgehog position near Busuluk to rearm and refuel in preparation for the next day's mission at Ponyri.

Source: Munch, Karlheinz, *The Combat History of Schwere Panzerjager Abeilung 654* (Winnepeg: J.J. Fedorowicz, 2002) pp. 62-63.

MISSION: Germans win at the end of any player turn they control 13 building/rubble hexes.

MAP ORIENTATION:



OPTIONS:

✚ Exchange the Russian 9-2 for a 9-1.

★ Delete the German Armor Leader.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start. Kindling is NA.
2. Place Overlays: **Hi5** on 43D1-D2; **RR1** on 44I7-I8; **RR13** on 43BB4-BB5. Railroad embankments are ground level.
3. Boresighting is NA.
4. Mines may not be set up in building or trench hexes.
5. PzJg Tigers and StuPz IVs do not have BMGs.
6. The German 8-3-8s are Assault Engineers (H1.22).

Scenario Design: Evan E. Sherry 072803.13

MISSION LENGTH

★ **RUSSIAN SETS UP FIRST**							
✚ **GERMAN MOVES FIRST**	✚ **1**	**2**	**3** ★	**4**	**5**	**6**	**7**

Elements of the 410th Rifle Regiment, 81st Infantry Division, 29th Rifle Corps and 129th Tank Brigade, 13th Army set up anywhere on board 43 and/or in any board 44 hex numbered ≥ 7.

★

4-5-8	4-4-7	4-2-6	2-2-8	9-2	8-1	8-0	HMG	MMG	LMG	FT	AP Mine
4	7	3	4						2		24 Factors

{ELR: 3}
{SAN: 4}

T-34 M43 2/4	PM obr 38 120* MTR	PM obr 37 82* MTR	PTP obr 43 57LL AT	PTP obr 42 45LL AT	Trench	Wire
2					9	3

Elements of the 1442nd Self-propelled Artillery Regiment (152mm) enter turn 3 on the east edge.

SU-152
2

Elements of Kompanie 2, Schwere Panzerjäger Abteilung 654, and Schwere Panzer Detachment 216, Schweres Panzerjäger Regiment 656 and Infanterie Division 86 enter turn 1 anywhere on the west edge.

✚

8-3-8	4-6-8	4-6-7	9-2	9-1	8-1	8-0	HMG	MMG	LMG	9-1 Armor
3	7	8			2			2	4	

{ELR: 4}
{SAN: 3}

PzJg Tiger	StuPz IV	PzIII N 3/5
4	2	3

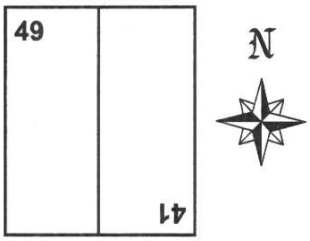
THE FEINEISEN FACTOR

SCHWERPUNKT SCENARIO SP99

SITUATION: BOHL, Germany, 21 March 1945: The 10th Armored Division was continuing its advance toward the Rhine. Each step of the way, though, German infantry supported by platoons of Jadgtigers stood in the way. At Bohl, Leutnant Feineisen and his Jadgtigers were ordered to delay the Americans. Feineisen positioned his Jadgtigers to inflict maximum damage to the Americans. The American attack began around 0800 hours. The American tankers received a savage mauling. Leutnant Feineisen scored hits that destroyed six Sherman tanks. Unteroffizier Hagelstein killed another three Sherman tanks, while Unteroffizier Kohns claimed two armored car kills. The Germans had little infantry support and soon the fighting became a bloody close quarters action. At one point American infantry assaulted at least one of the Jadgtigers. Leutnant Feineisen received two wounds in the action and his Jadgtiger had to be towed away for repairs. Oberfeldwebel Wilhelm Löh was forced to abandon and destroy his Jadgtiger to avoid capture. The Germans captured two armored cars and thirteen Americans but the victory was short-lived. American artillery fire forced the Germans to withdraw toward Speyer where they would again try to delay the 10th Armored Division's inevitable Rhine crossing.

MISSION: The Americans win at game end if there are no Good Order, hull down (to any hypothetical attacker from the base level of any hex in play), mobile JgPz VIs with functioning MA in hexes numbered ≤ 8 on/between hexrows 41J and 41CC.

MAP ORIENTATION:



OPTIONS:

✠ Add a PSK to the Germans.

☆ Delete the German PSK.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Kindling is NA.
3. Bore sighting is NA.
4. Place blazing wrecks in 49Q2, 49V2, 49T3, and 49F2.
5. JgPz VIs may not set up in buildings.

Scenario Design: Evan E. Sherry 081803.11

Sources: Munch, Karlheinz, *The Combat History of Schwere Panzerjager Abeilung 653* (Winnepeg: J.J. Fedorowicz, 1997) p. 440.

MISSION LENGTH

✠ GERMAN SETS UP FIRST						
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6

Elements of Volksgrenadier Division 559 and Kompanie 2, Schwere Panzerjäger Abteilung 653 set up anywhere on board 41.

✠

5-4-8	4-6-7	4-4-7	9-1	8-1	HMG	PSK	LMG	9-2 Armor	JgPz VI 3/-
3	2	3					2		4

{ELR: 2}
{SAN: 4}

Elements of CCA, 10th Armored Division set up on board 49 in hexes numbered ≥ 9 and/or may enter turn 1 on the west edge.

☆

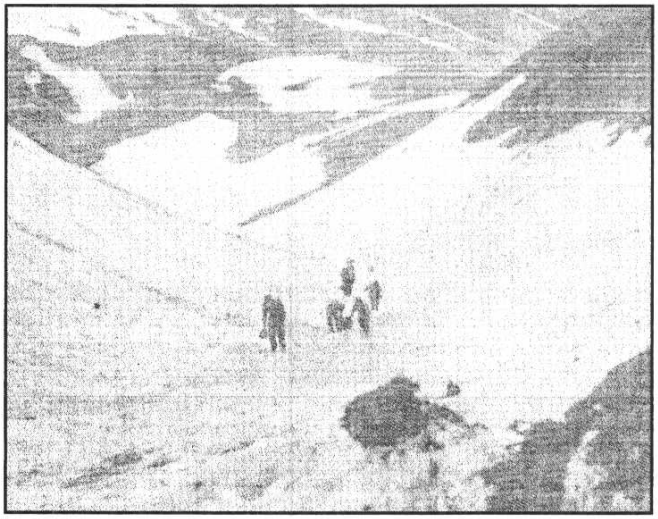
6-6-7	9-1	8-1	MMG	BAZ 45	DC	M4A3(76)w 2/4/4	M4A3(105) 2/4/4	M3 Halftrack	M8 AC -/4/4
9		2	2	2		6	2	2	2

{ELR: 4}
{SAN: 3}

THE ATTU CLIMB

SCHWERPUNKT SCENARIO SP100

SITUATION: ATTU, The Aleutian Islands, Alaska 16 May 1943: Japanese machine gun fire had pinned down the 1st Battalion, 17th Infantry Regiment's attack across the West Arm Valley. Lieutenant William R. Davis and his composite platoon of riflemen from companies B and C moved around the extreme right flank to threaten the Japanese position from the rear. Lieutenant Davis found a concealed route up the ridge to a point where the slope was nearly verticle. Davis led the climb up the 100 foot cliff. The ground then leveled off to a shelf with another thirty-five foot cliff immediately ahead. After Davis reached the shelf, he rapidly climbed the final cliff to gain the high ground behind the Japanese. All went well until Davis crested the second cliff. A sword-wielding Japanese officer lead a fierce counterattack against the Americans. Davis' men had no time to prepare for the assault and fired from the hip to stop the Japanese. Another Japanese wave followed. Davis' men stopped this attack using grenades, bayonets and a machine gun that finally made it into action. Fighting raged on for an eternity of ninety minutes during which Lieutenant Davis was twice wounded. Colonel Hartl later arrived with reinforcements from Company C. Davis continuously refused to be evacuated and stayed with his platoon until Colonel Hartl ordered him to the battalion aid station. Davis' platoon suffered eight killed and fourteen wounded. The ridge was secured just before dark but Japanese troops attempted infiltration all through the night.



MISSION: The Japanese win at game end if there are no Good Order American MMC ≤ 4 hexes from P5 at level 3 or 4.

MAP ORIENTATION:

N

9

OPTIONS:

● Exchange the American 9-1 for an 8-1 leader.

☆ Delete the Japanese LMG.

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E.72), with no wind at start.
2. Buildings and roads do not exist. Woods are Scrub (F2.1).

Scenario Design: Evan E. Sherry 080903.7

Source: Love, Edmund G., *History Of The 7th Infantry Division In World War II* (Nashville: Battery Press, 1988) p. 43.

MISSION LENGTH

	1	2	3	4
● JAPANESE SETS UP FIRST	●			
☆ AMERICAN MOVES FIRST				

●

Elements of the 303rd Independent Infantry Battalion set up in and/or adjacent to any of the following hexes: U10, W8, and/or W4.

4-4-8	4-4-7	2-2-8	9-1	dm MMG	LMG	50* MTR
	4					

{ELR: 4}
{SAN: 4}

Elements of the 303rd Independent Infantry Battalion enter turn 1 on the south edge on/west of hexrow Y.

4-4-7
2

☆

Elements of Companies B and C, 1st Battalion, 17th Infantry Regiment, 7th Infantry Division set up Climbing (B11.4) at level 3 on any hex O5 cliff hexside.

6-6-7	9-1	dm MMG

Elements of Company B set up in any one of the following hexes: M3, M4, M5, or N3.

6-6-7

{ELR: 3}
{SAN: 4}

Elements of Companies B and C set up Climbing at level 2 on any cliff hexside of the following hexes: M3, M4, M5, and/or N3.

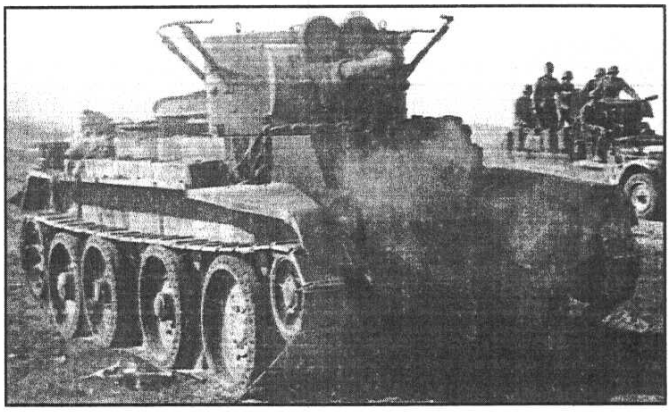
6-6-7	3-4-7	dm MMG	7-0
2			

JURA JUGGERNAUT

SCHWERPUNKT SCENARIO SP101

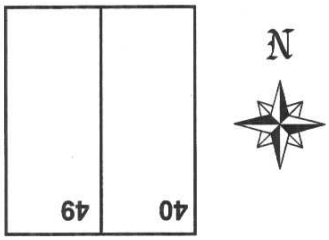
SITUATION: TAUROGGEN, USSR, 22 June 1941: The 1st Panzer Division's job on the first day of Barbarossa was to penetrate into Lithuania, capture bridges over the Jura River, and then exploit to the northwest. In trademark German style, a kampfgruppe was formed around the armored personnel carriers and a mix of light and medium tanks. During the morning hours the kampfgruppe struggled through strong but uncoordinated Soviet resistance. Finally reaching the river, the task force managed to seize two of the three bridges over the river. However, strong infantry and tank counterattacks threatened to cut the panzers' spearhead. Following infantry, with flamethrowers and satchel charges, managed to blunt the confused Russian forces. Finally, after nearly a day of fighting, the 1st Panzer Division's troops cleared the last of the defenders from the hills overlooking the bridges. It would be nearly four years before the Red Army returned to the Jura to avenge its defeat.

Source: A. D. Von Plato and R. O. Stoves, *1st Panzer Division Operations: The Initial Period of War On the Eastern Front 22 June – August 1941, Proceedings of the Fourth Art of War Symposium.* Ed. David M. Glantz, (London: Frank Cass) pp. 132-133.



MISSION: To win, the Germans must exit 49 VP off the east edge by the end of turn 4 and control hexes 40AA3, 40AA4, 40Q2, 40Q3, 40I2, and 40I3 at game end.

MAP ORIENTATION:



OPTIONS:

✠ Add a German 9-1 Armor Leader.

★ Increase the exit VP to 55.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start. Kindling and Bore Sighting are NA.
2. Treat elevated roads as being at ground level. Stone bridges exist in hexes 40AA3-AA4, 40Q2-Q3, and 40I2-I3.
3. Broken units on each side of the river may treat enemy units on the other side as unknown for routing purposes. However, units on river bridge locations may not do so.
4. German 5-4-8s are Assault Engineers (H1.22).
5. No more than one Russian MMC (EXC: Crews) is allowed to set up in each building.

Scenario Design: Brian Williams 072803.10

MISSION LENGTH

★ RUSSIAN SETS UP FIRST								
✠ GERMAN MOVES FIRST	✠ 1	✠ 2	3 ★	4	5	6	7	8

★

Elements of 11th Rifle Corps, 8th Army set up on board 49 in buildings (see Coordination Instruction # 5).

4-4-7	2-2-8	9-1	8-0	7-0	HMG	MMG	LMG	?	37L AT
16	2						2	6	2

{ELR: 3}
{SAN:4}

Set up entrenched on board 40 in Level 1 or 2 hexes:

4-4-7	7-0	MMG
4		

Enter turn 3 on the north or south edge of board 49 and/or board 40 west of the river (all must enter from either the north or south) having already spent ½ [FRU] of their MP.

BT-7 M37 -/4	T-26 M33 -/4
4	3

✠

Elements of Kampfgruppe Westhoven, Panzer Division 1 enter turn 1 on the west edge of board 49.

4-6-8	9-2	8-1	PzII F -/5	PzIII G 3/5	PzIII H 3/5	PzIV E 3/5	SPW 251/1
7			2	2	2	3	7

{ELR: 4}
{SAN: 3}

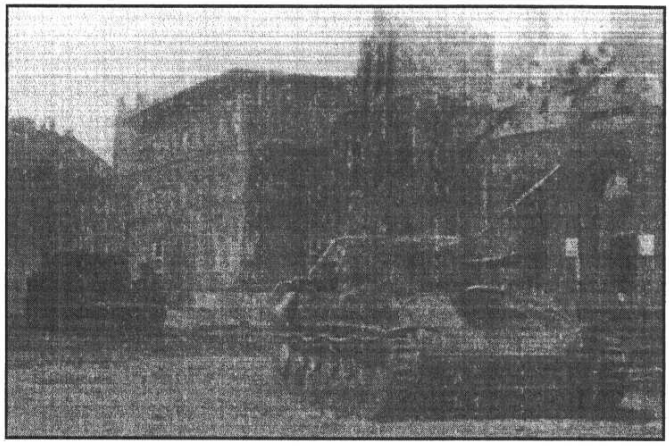
Elements of Bataillon 2, Schützen Regiment 1, Panzer Division 1 enter on turn 2 on the west edge having already spent 2 MF.

5-4-8	4-6-8	9-1	8-1	8-0	MMG	LMG	ATR	DC	FT
4	9					2	2	2	

LE DIABLE NOIR

SCHWERPUNKT SCENARIO SP102

SITUATION: NEUKÖLLN, Germany, 26 April 1945: The encirclement of Berlin was complete; the Russian advance had trapped many units. One such unit was SS-Bataillon Fenet, made up of French volunteers. Despite the impending doom of the capital, General Weidling fought to stem the rising tide. On the 25th he ordered an attack be made to clear a penetration into the area of the Tempelhof airfield and the area of Neukölln. Bataillon Fenet would move in conjunction with Panzer Division Müncheberg to take back Neukölln. Despite the raging storm they entered, the French fought through to Neukölln and seized the city hall. As they moved even farther forward, they were ordered to halt and return to their jumping off points; the Russians had stopped Müncheberg cold. However, the French refused to give up their gains. The city hall became the center of a desperate defense. The Russians threw multiple attacks at the Frenchmen, bleeding them white. At one point, the Russian armor infiltrated from the rear to within 100 yards of the city hall, while a coordinated attack was launched across the main line of resistance. However, armor support broke up the flanking attack. The esprit of the SS would not allow them to be routed. A 19-year-old veteran, Shütze Roger, excelled in hand-to-hand combat, earning him the nickname, "The Black Devil." The Russians were again pushed back. Finally, at 1900 hours, with ammunition low, the men began a leapfrog movement back to the Hermannsplatz. The end was very near.



MISSION: The Russians win at game end if they control the ground level locations of 51G2, 51H1, and 51H2.

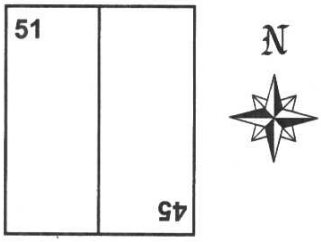
COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start.
2. Before set up, place three rubble counters in ***each*** of the following hexes: 51I4, 51K3, and 51N4. Roll for direction and extent of error and place rubble counters in the ground level of the hex chosen. Check for Falling Rubble (B24.12) where appropriate.
3. Russian 6-2-8s are Assault Engineers (H1.22).
4. The German 10-2 leader starts play already wounded. All German MGs (including AFVs) suffer from Ammo Shortage (A19.131). The German hero may declare HtH CC (J2.31).

Scenario Design: Brian Williams 072803.14

Source: Tieke, Wilhelm, *Tragedy of the Faithful* (Winnipeg: J.J. Fedorowicz Publishing, 2001) pp. 307-308.

MAP ORIENTATION:



OPTIONS:

✠ Ammunition Shortage does not apply.

★ Ammunition Shortage applies for all SS units.

MISSION LENGTH

✠ GERMAN SETS UP FIRST	1	2	3	4	5	6	7
★ RUSSIAN MOVES FIRST							

✠

Elements of SS Bataillon Fenet, SS Grenadier Division 33 "Charlemagne" and SS Freiwilligen Panzergrenadier Division 11 "Nordland" set up on boards 51 and/or 45 on/north of hexrow Q.

6-5-8 SS	3-4-8 SS	10-2 wounded	9-1	8-0	1-4-9	HMG	MMG	LMG	PSK	?
9								4	2	8

{ELR: 5}
{SAN: 4}

StuG IIIG(L)	Roadblock
4	2

★

Elements of the 39th Guards Rifle Division, 28th Guards Rifle Corps, 8th Guards Army set up on boards 51 and/or 45 on/south of hexrows 45P/51R.

6-2-8	4-5-8	5-2-7	9-1	8-1	8-0	HMG	MMG	LMG	ATR	DC	9-1 Armor
6	6	6		2			2	3	3	2	

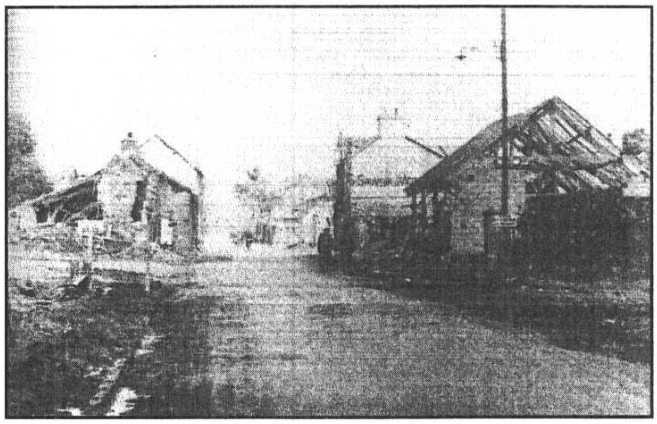
{ELR: 4}
{SAN: 3}

T-34/85 2/4	ISU-122	SU-76M
3	3	2

FOR WHOM THE BELLS TOLL

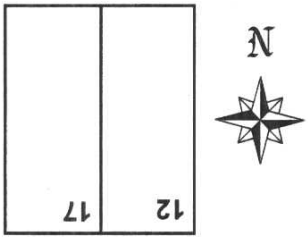
SCHWERPUNKT SCENARIO SP103

SITUATION: CARENTAN, France, 12 June 1944: Lieutenant Winters and Easy Company, 2nd Battalion, 506th PIR, 101st Airborne Division were advancing into Carentan when the rear-guard elements of Colonel von der Heydte's 6th Parachute Regiment opened fire. Easy, with the help of Fox Company, was able to silence the rear guard and their machine gun. Lieutenant Winters went above and beyond the call of duty in motivating his men to take out the German machine gun position. After the rear guard had been taken out, Easy helped secure the town, and then waited for the German counterattack. Early in the morning of the 13th, elements of SS Panzergrenadier Division 17 counterattacked. The SS were committed to the battle without panzerfausts (none had been delivered) and were even further handicapped by a shortage of experienced officers and NCOs. Delta, Easy, and Fox Companies fought fiercely against the German attack. Fox and Delta were forced to fall back, but returned to the battle, once they had a chance to regroup. Just before 1700, Sherman tanks from the 2nd Armored Division and infantry from the 29th Infantry Division moved forward to assist the airborne troops. Their combined efforts forced the Germans to withdraw, leaving the Americans in control. By early evening, Carentan was secure.



MISSION: The Germans win if at game end there are Good Order German MMCs in at least two of the four multi-hex stone buildings on board 12.

MAP ORIENTATION:



OPTIONS:

✚ Add a 4-6-7 to the German set up force.

☆ Exchange the turn 2 American 9-1 leader for a 9-2 leader.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start. Kindling is NA.
2. A Steeple (B31.2) exists in 12U5. Hex 12R7 is a Marketplace (B23.73).
3. SS MMC/SMC do not have PF capability.
4. German AFVs are SS and are considered Elite (C8.2).

Scenario Design: Hugh Downing 072803.12
Sources: Ambrose, Stephen E., *Band of Brothers,* (New York, Simon & Schuster, 1992) pp. 94-102.

MISSION LENGTH

✚ GERMAN SETS UP FIRST / ☆ AMERICAN MOVES FIRST	1	2	3	4	5	6	7
	☆	☆	☆ ✚				

✚

{ELR: 4&5}
{SAN: 3}

Elements of Fallschirmjäger Regiment 6 [ELR: 4] set up within 6 hexes of 12U5 {SAN: 3}

4-6-7	2-4-7	8-0	MMG	LMG
3				

Elements of SS Panzergrenadier Regiment 37, SS Panzerjäger Bataillon 17 and SS Panzer Bataillon 17 (Sturmgeschütz), SS Panzergrenadier Division 17 [ELR: 5] enter turn 3 on/between 12Y10 and 17GG1.

6-5-8 SS	5-4-8 SS	9-1	8-1	8-0	9-1 Armor	MMG	LMG	PSK
4	5					2	2	2

StuG IIIG -/-/2*	StuH 42 -/-/2*	Marder III(t) H
3		2

☆

{ELR: 5&4}
{SAN: 3}

Elements of D, E, and F Companies, 2nd Bazttalion 506th Regiment, 101st Airborne [ELR: 5] enter turn 1 on or between hexes 12I10 and 17A6.

7-4-7	9-2	8-1	MMG	BAZ 44	M2 60* MTR
8				3	

Elements of D and F Companies, 506th Regiment, 101st Airborne [ELR: 5] enter turn 2 on/between 12I10 and 17A6.

7-4-7	9-1	MMG	BAZ 44
3			2

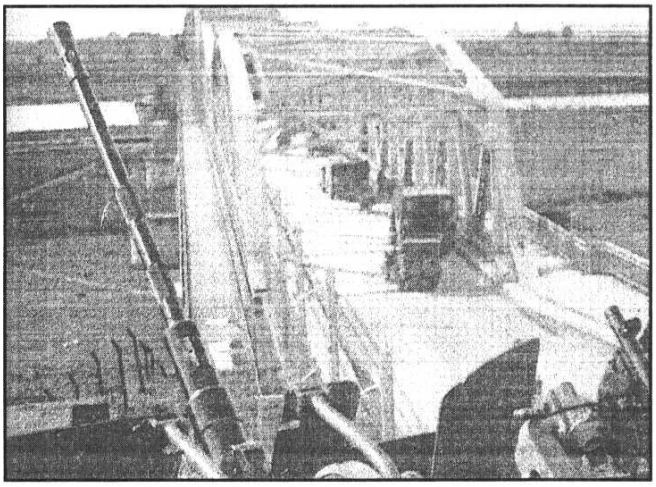
Elements of the 2nd Armor and the 29th Infantry Division [ELR: 4] enter turn 3 on/between 17Q1 and 17A10, having already spent ½ [FRD] of their MF/MP.

6-6-7	9-1	8-1	MMG	9-1 Armor	M4 2/4/4	M4A1 2/4/4
5			2		2	4

EASY'S BRIDGE

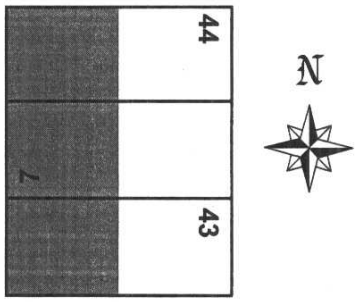
SCHWERPUNKT SCENARIO SP104

SITUATION: GRAVE, Holland, 17 September 1944: As a part of Operation MARKET-GARDEN, the 82nd Airborne Division had many important objectives, including no less than seven bridges in the Grave-Nijmegen area. One of the vital bridges was the 1500 meter bridge over the Maas River, just north of Grave. This bridge was allocated to the 2nd Battalion, 504th Parachute Infantry Regiment (PIR). Since this bridge was so important to the arrival of the British XXX Corps, it was decided to drop E Company, 2nd Battalion on the south side of the bridge while the rest of the 82nd dropped north of the river. The drop was a total success and upon landing, E Company moved out to seize the south side of the bridge and to setup a roadblock. One platoon of E Company, commanded by Lieutenant John Thompson, dropped the closest to the bridge and moved toward the large flak tower guarding the south side of the bridge. As the 20mm AA gun engaged Thompson's platoon, the paratroopers made their way through canals toward the bridge. As they got closer they noticed the fire from the flak tower was going over their heads. It couldn't depress enough to engage ground units close to it. About this time, two trucks of infantry came up the road from Grave. The paratroopers engaged the Germans, destroyed one truck, and forced the German infantry to deploy. More of Easy Company arrived and Thompson's men were able to take out the flak tower with well-placed bazooka shots. Some paratroopers took the captured AA gun and fired on the flak tower at the northern end of the bridge. Soon, E Company, with some help from F company coming from the north, silenced the northern flak tower, cut all wires leading to the bridge, and secured the first of many bridges needed for the road to Arnhem.



MISSION: The Americans win if they control all bridge hexes on board seven provided both German AA guns are captured, eliminated, or unpossessed.

MAP ORIENTATION:



Only hexrows R-GG on board 43 & 44 and only hexrows A-P on board 7 are playable.

OPTIONS:

✠ Exchange the German 7-0 for a 8-1.

☆ Exchange the American 9-2 for a 10-2.

Source: Gavin, GEN. James M., *On To Berlin: Battles of an Airborne Commander, 1943-1946* (New York: Bantam Books, 1985) pp. 155-157.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. The river is deep with a moderate current flowing east. A two-lane stone bridge exists in 7I2-7I8. The bridge-road connects to the road hexes in 7I1 and 7I9. There are also two-lane stone bridges in 43oT2 and 43oEE4. Islands on board 7 do not exist.

2. Place Overlays: **St1** on 43U5-U6; **St2** on 43AA6-BB5; **X14** on 43X8-X9.

3. All German reinforcements must enter the board as passengers.

4. The Germans must place both AA guns in flak towers. A flak tower is represented by a 2nd Level counter and is treated as a Tower (B34) except as follows: it must be placed in a non-road open ground hex, its stacking capacity is one AA gun and a crew/HS, the second level has a +2 TEM and it is considered a wooden building only for rally purposes and attacks by HEAT rounds. The flak tower is a 2nd Level hindrance. The AA guns may not fire at any ground target ≤ three hexes away.

Scenario Design: Michael F. Faulkner 081403.11

MISSION LENGTH

✠ **GERMAN SETS UP FIRST**								
☆ **AMERICAN MOVES FIRST**	☆ **1**	✠ **2**	☆ **3**	**4**	☆ **5**	**6**	**7**	**8**

✠

Elements of Ersatz Bataillon 6, Kampfgruppe Henke set up south of the river within three hexes of 7I10 (See Coordinating Instruction #4).

4-4-7	2-3-7	2-2-8	8-1	LMG	Flak 30 20L AA
2					

{ELR: 2}
{SAN: 3}

Germans set up north of the river within two hexes of 44Y1 (See Coordinating Instruction #4).

4-4-7	2-3-7	2-2-8	7-0	LMG	Flak 30 20L AA
2					

Germans enter turn two on the south edge of board 43 (See Coordinating Instruction #3).

4-6-7	2-4-7	8-0	dm HMG	Buesing-NAG
4				2

☆

Elements of E Company, 2nd Battalion, 504th Parachute Infantry Regiment, 82nd Airborne Division enter turn 1 on the south edge of board 43.

7-4-7	9-2	7-0	MMG	BAZ 44	DC
4					

{ELR: 5}
{SAN: 2}

Elements of E Company, 2nd Battalion, 504th PIR enter turn 3 on the east or west edge of board 43.

7-4-7	3-3-7	8-1	7-0	MMG	BAZ 44	M-2 60* MTR
5	2					

Elements of F Company, 2nd Battalion, 504th PIR enter turn 5 on the east or west edge of board 44.

7-4-7	8-1	MMG	BAZ 44
3			

BLACK MONDAY

SCHWERPUNKT SCENARIO SP105

SITUATION: LE CORNET MALO, France, 27 May 1940: The Germans had reached the channel coast and cut off all Allied forces in northeast France and Belgium. After a failed breakout attempt at Arras, the British troops were to act as the main blocking force covering a general withdrawal to the coast. Two days previously the Germans tried to force the line of the La Bassee Canal to keep the British from digging in along its natural defenses. Unable to dislodge the British, the Totenkopf Division sat on the southern bank of the canal, awaiting orders. In the meantime, the German High Command realized that the British were digging in along the canal to delay the attack and to allow Allied forces fleeing northward to escape encirclement. At 1630 on the 26th, Totenkopf received orders from the XVI Panzer Korps to cross the canal and establish a bridgehead between the villages of Locon and Le Cornet Malo. The assault began precisely at 0800 on the 27th when SS troops swarmed across the canal, while their artillery unleashed a vicious barrage on British positions. Units of Regiment 3 quickly overwhelmed the British defenders in Locon and linked up with units of the 4th Panzer Division. Bertling's Regiment 2 ground to a halt under murderous enemy fire when it hit the most heavily defended British sector. Shortly before noon, the situation of Bertling's regiment became desperate. Through his ineptitude, Bertling over-extended his troops, left his flanks open and took heavy casualties. Consequently, the British chopped the regiment into separate pockets. By 1300 the entire Totenkopf Division had stopped in its tracks, as an all-out effort was made to dislodge the British and save Bertling. Maddened by desperate fighting, units of the Totenkopf committed wanton brutalities. May 27th was one of the blackest days in the division's history.

Scenario Design: Bill Sisler 072803.8

MISSION: The Germans win at game end if there are no Good Order British MMC in buildings: 10oU4, 10oU8, 10oZ5, 10oZ6, and 10oCC4.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. The stream is treated as a canal (B21.11) A two-lane stone bridge exists in hex 10I1. Hex 10H0 is a road connecting to the bridge.

2. Place overlays: **St2** on 10I6-H6; **St1** on 48CC5-CC6; **O4** on 10K7-J7; **OG4** on 48T10-U10; **6** on 10S2-S1.

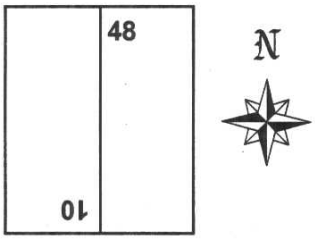
3. Prior to British set up, the German player secretly records one canal hex as containing a 5/8 Pontoon Bridge counter.

4. German OBA is 80mm battalion mortar OBA (C1.22) (HE and Smoke) with an Offboard Observer (C1.63) recorded on the south edge at level 3. The Germans receive one Pre-Registered hex (C1.72). The first German battery access chit is considered to be black. British OBA is 70mm (HE only) with an Offboard Observer on the north edge at level 3. Barrage (E12) is NA for both sides.

5. The S-35 has a radio and is considered to be captured (A21.22) and has an inexperienced crew (D3.45).

Source: Sydnor Jr., Charles W., *Soldiers of Destruction: The Death's Head Division, 1933-45* (Princeton, Princeton University Press, 1977) pp. 101-105.

MAP ORIENTATION:



OPTIONS:

⊙ Exchange a British 8-0 for an 8-1.

✠ Add an ATR to the Germans.

MISSION LENGTH

⊙ BRITISH SET UP FIRST	1	2	3 ⊙	4	5	6	7	8	9
✠ GERMAN MOVES FIRST									

⊙

Elements of 2nd Battalion, Royal Norfolk Regiment, 4th Infantry Brigade, 2nd Infantry Division set up north of the canal on board 10 and/or 48.

4-5-8	4-5-7	2-4-7	8-1	8-0	MMG	LMG	ATR	OML 2" MTR
2	6			2	2	2		

{ELR: 4}
{SAN: 4}

Elements of the 4th Infantry Brigade, 2nd Infantry Division enter turn 3 anywhere on the north edge or anywhere on the east or west edges, north of hexrow Q.

4-5-7	9-1	dm MMG	Carrier A 2/-/*
6		2	2

✠

Elements of Infanterie Regiment 2, SS Totenkopf (mot) Division set up south of the canal on board 10 and/or 48.

4-6-8 SS	4-4-7 SS	9-1	8-1	8-0	7-0	HMG	MMG	LMG	50* MTR	S-35 Somua
16	4		2	2			2	4		

{ELR: 4}
{SAN: 2}

AFTER THE TEA BREAK

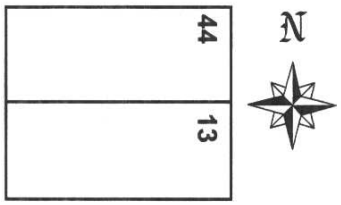
SCHWERPUNKT SCENARIO SP106

SITUATION: Near OOSTERHOUT, Holland, 21 September 1944: After the crossing of the Nijmegen Bridge by combined British-American forces, the fate of Operation Market-Garden hung in the balance. As this was happening, the gallant defenders of Arnhem Bridge were in the process of being overwhelmed. The German forces sought to establish blocking positions south of Arnhem to prevent relief of the surviving members of the encircled 1st British Airborne Division at Oosterbeek. Therefore, troops of SS Kampgruppe Knaust sought to impinge on the Allied bridgehead north of Nijmegen. Following the initial assault in which private John Towle of the 82nd Airborne won the Medal of Honor for repulsing a German assault down the causeway, the Americans requested British armoured support to drive off another anticipated German attack. Several German tanks began to fire on the American positions as the German infantry hid behind the dykes to avoid American rifle fire. Contrary to popular perception, the British reinforcements were not waiting for afternoon tea. Rather, they had been delayed by the traffic congestion and mortar fire on "Hell's Highway." As German pressure built up, British Challenger tanks opened fire with their 17-pounder guns, claiming three German tanks destroyed. Following this intervention the Germans withdrew to consolidate their blocking positions. The battle amongst the polder land was about to reach a new bloody stalemate.

Sources: Saunders, Tim, *Battleground Europe, Operation Market Garden: Nijmegen* (London: Leo Cooper, 2001) pp. 191-196.

MISSION: The Germans win at game end if they control the elevated road hexes 13Q3-13I7, provided they have not suffered ≥ 35 CVP.

MAP ORIENTATION:



OPTIONS:

✠ Exchange the .50 cal. for an HMG.

⊙ Delete an SS 5-4-8 from the Germans.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start.
2. All stream artwork is marsh. Ground is soft and off-road movement costs for vehicles are doubled.
3. Treat all hill hexes as level 0 (terrain features in these hexes remain unchanged)
4. German OBA is 80mm battalion mortar (HE/Smoke) with one pre-registered hex (C1.73).
5. SS suffer unit replacement per R6.2. Pz IVs have Sz (D11.211).
Scenario Design: Shaun Carter 072803.10

MISSION LENGTH

☆ AMERICANS SET UP FIRST							
✠ GERMAN MOVES FIRST	✠ 1	2 ⊙	3	4	5	6	7

☆ **{ELR: 4} {SAN: 5}**

Company C, 1st Battalion, 504th Infantry Regiment, 82nd Airborne Division set up anywhere on board 13.

7-4-7	3-3-7	9-1	8-0	.50 cal HMG	MMG	BAZ 44	Foxhole 1S
6	3						3

⊙ **{ELR: 4}**

Elements of 3rd Motor Battalion and 2nd Armoured Reconnaissance Battalion, Welsh Guards, Battle Group Cold, Guards Armoured Division enter turn 2 on the south edge.

4-5-8	2-4-8	9-1	8-1	LMG	PIAT	OML 2" MTR	9-1 Armor	Cromwell VII 2/4	Challenger -/4
3	3			2	2	2		3	2

✠ **{ELR: 4} {SAN: 4}**

Elements of Kampfgruppe Knaust, SS Panzer Division 10 "Frundsberg" enter turn 1 on the north edge.

6-5-8 SS	5-4-8 SS	2-3-8 SS	9-1	8-1	8-0	7-0	HMG	MMG	LMG	PSK	Radio	9-1 Armor
3	7	2							3			

PzVIE(L) 3/5/2	PzVG 3/5/2	PzIVH 3/5/2	PzIIIL 3/5/2	SPW 251/1	SPW 250/8
	2	2		2	

THE SAWMILL

SCHWERPUNKT SCENARIO SP107

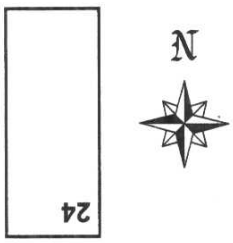
SITUATION: WITTSCHEID, Germany, 10 October 1944: Sitting astride one of the few north-south roads in the Hürtgen Forest, the small town of Wittscheid became vital for both the Germans and the Americans. By the morning of the 10th, the town had already changed hands twice, with the fighting centered around the administration building of a large sawmill. German engineers, reinforced by policemen from Dueren, had wrested control away from the Americans and prepared to meet another attack. The American attack came late in the afternoon. Now backed by three medium tanks, the men of the 3rd Battalion, 39th Infantry stormed the town. The tanks set some of the lumber on fire and in the mayhem the police panicked and were routed. The German engineers, having lost their support and facing superior firepower, had to relinquish control of the sawmill. The Americans had won a half-victory, for although they held Wittscheid, the engineers withdrew in good order.

Source: Miller, Edward G., *A Dark and Bloody Ground* (College Station: Texas A & M University Press, 1995) pp. 40-41.

Scenario Design: Mike Licari 072803.3

MISSION: The Americans win immediately if they control building R4 at the end of game turn 6. Otherwise, the side scoring the most VP by game end wins. CVP are awarded normally [EXC: prisoners/captured equipment are not doubled]. In addition, both sides may score exit VP for personnel/inherent crews exited off the north edge.

MAP ORIENTATION:



OPTIONS:

✠ Add three concealment counters to Pioneer Bataillon 275.

☆ Exchange one M4A1 for an M4A3(75)W.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA. The valley and cliffs do not exist.
2. Place overlays: **O5** on K3-J3; **OG1** on J8; **OG2** on U4-V3.
3. No AFV may be voluntarily abandoned. Crew survival is NA. Award full CVP for any destroyed AFV. Any Recalled AFV (whether due to STUN or disabled MA) is worth full CVP. Malfunctioned MA must attempt Repair.
4. German Police units, including SMC, have ELR: 1, suffer captured weapon penalties when firing any MG, and may not use PF, PSK, FT, DC, ATMM, or Spray Fire. German 8-3-8/3-3-8s are Assault Engineers (H1.22). All units of Pioneer Battalion 275 have ELR: 5.
5. The Germans may set up one HS and any SW/SMC with it HIP.
6. Voluntary breaking is NA. German units may not exit the map prior to turn 4.

MISSION LENGTH

✠ GERMAN SETS UP FIRST	1	2	3	4	5	6	7	8	9
☆ AMERICAN MOVES FIRST	☆								

✠

Elements of Pioneer Bataillon 275, Infanterie Division 275 [ELR: 5] set up on/between hexrows S and J.

8-3-8	2-2-8	9-2	8-1	LMG	PSK	FT	DC	?	GrW 34 81* MTR
6	2			2			3	3	

{ELR: 5&1}
{SAN: 5}

Elements of the Dueren Polizei Battalion [ELR: 1] set up on/between hexrows M and J.

4-3-6	6+1
4	

☆

Elements of the 3rd Battalion, 39th Infantry Regiment, 9th Infantry Division enter on/after turn 1 on the south edge.

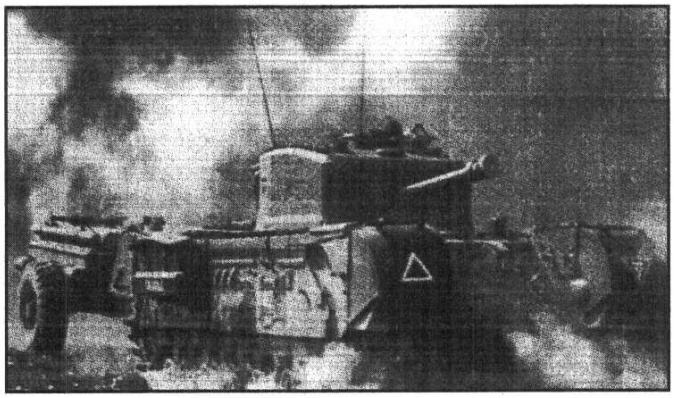
6-6-6	3-4-6	9-1	8-1	7-0	dm MMG	dm M2 60* MTR	M4A1 2/4/4
10	2				3	2	3

{ELR: 4}
{SAN: 2}

SEARING SOLTAU

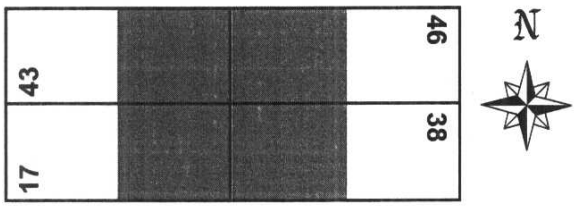
SCHWERPUNKT SCENARIO SP108

SITUATION: SOLTAU, Germany, 17 April 1945: The 7th Armored Division was advancing toward Soltau. The 5th Royal Tank Regiment moved to the north as recce vehicles from the 8th King's Royal Irish Hussars reconnoitered the edge of Soltau. Just outside of town, a Panther opened fire and destroyed one of the Hussars' scout cars. Elements of the 8th Hussars destroyed the Panther. Further Hussar reconnaissance determined that Oberstleutnant Körner's mixed battalion of the cavalry riding school, Volksturm, and SS from the Hitlerjugend garrisoned Soltau along with some 88mm guns. The Desert Rats commander, Major General Lynn, encircled Soltau with the 8th Hussars and the Queens at Dorfmark, the 1st Royal Tank Regiment to the west and the 5th Royal Inniskilling Dragoon Guards (Skins) in the south. Lynn was now ready to strike Soltau from the south. He tasked the 155th Infantry Brigade with the assault on Soltau. The 7/8 Royal Scots mounted the decks of the Skins' tanks and set off for Soltau along with Crocodile flamethrower tanks and Wasp flamethrower carriers. Volksturm and Kavallerie Riding School troops were not very enthusiastic in their defense and in short order, the blistering flamethrower assault cleared them from the woods and the town. Over 200 German prisoners were taken at a loss of only five Desert Rats killed or wounded. Late in evening Soltau was secure.



MISSION: The British win immediately when they control two of the following buildings: 46X7, 46AA7, and/or 46CC7.

MAP ORIENTATION:



(Only hexrows R-GG on all boards are playable)

OPTIONS:

✚ Add a 2-3-6 to the Germans.

⊙ Delete a 4-4-7 from the Germans.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. Kindling is NA.
2. Bore Sighting is NA.
3. Despite their underlined morale factor, SS units have ELR: 2 and suffer unit replacement per A19.13.
4. German ordnance is ***not*** considered SS for special ammunition depletion; 2-2-8s are not SS.
5. Building 46AA7 has a first level and a Steeple (B31.2) at level two.

Scenario Design: Greg Davis & Eustace Haney 072803.6

Sources: Russell, John, *No Triumphant Procession* (London: Arms and Armour Press, 1994) pp. 223-234.
Delaforce, Patrick, *Churchill's Desert Rats: From Normandy to Berlin with the 7th Armoured Division* (Dover: Alan Sutton Publishing, 1994) p. 176.

MISSION LENGTH

✚ GERMAN SETS UP FIRST						
⊙ BRITISH MOVES FIRST	⊙ 1	2	3	4	5	6

SS Ersatz Abteilung 12, SS Panzer Division 12 "Hitlerjugend", Kavallerie Riding School, and local Volksturm set up on/east of hexrows 17AA and 43AA.

✚

4-6-8 SS	4-4-7 SS	4-3-6	2-2-8	9-2	8-1	7-0	HMG	MMG	LMG	PSK	?
2	5	2	4						2	2	6

{ELR: 2}
{SAN: 4}

FlaK 18 88L AA	FlaK 36 37L AA	GrW 34 81* MTR
2		

Elements of 7/8 Royal Scots, 155th Infantry Brigade and 5th Royal Inniskilling Dragoon Guards, 22nd Armoured Brigade 7th Armoured Division enter turn 1 on the west and south edges on/between 43R2-38V1.

⊙

4-5-8	4-5-7	9-1	8-1	8-0	MMG	LMG	PIAT	OML 2" MTR
4	5					2	2	

{ELR: 3}
{SAN: 2}

Cromwell VII	Cromwell VIII	Crocodile -/4	Humber IV AC	Wasp BF 24	Carrier A 2/-/*
2		2		2	2