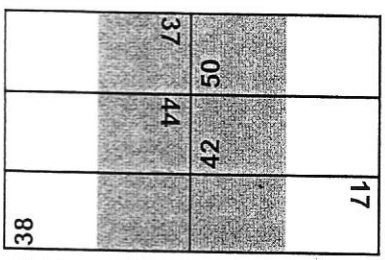
OLBOETER'S ESCAPE

SCHWERPUNKT SCENARIO SP109

SITUATION: COUDEHARD, France, 20 August 1944: The Falaise Pocket was closing and rapidly becoming a death trap for German units. Elements of the German Seventh Army streamed toward the very small bottleneck that remained open near the crossroads village of Coudehard. Here, SS Sturmbannführer Erich Olboeter led a mixed force of Panther and Tiger tanks, SS panzergrenadiers, and flak panzers, in an attack to break the encirclement. Olboeter's mission was to seize Coudehard in an effort to hold open the Coudehard-Boisjos road, enabling other German units to escape. Joined by elements of Fallschrimjäger Division 3, the Germans made progress until they reached a wooded area on the edge of a pasture, southwest of the village, and the surrounding high ground held by determined elements of the Polish 1st Armoured Division. Sturmbannführer Olboeter, standing in the commander's hatch of his Panther, signaled Unterscharführer Leo Freund to follow. Olboeter's Panther moved out but did not get far before being immobilized, forcing Olboeter to bailout. Unterscharführer Freund was about to advance when Polish fire struck the warhead of a panzerfaust lying on the edge of the ditch in which his squad was taking cover. The resulting explosion blew apart one of his comrades, spattering Freund and the surviving squad members with the soldier's blood and chunks of flesh. Enraged, Freund and his men surged forward into the enemy, past burning vehicles and through the Polish infantry positions. Fighting raged until 1500 hours when the SS finally cleared the Village. The Hitlerjugend had lost one Panther and in the process, destroyed eight Sherman tanks. The German success was short-lived. The gap was later closed again, forcing many Germans to abandon their equipment and infiltrate through the trap on foot. Olboeter escaped this time, but was badly burned in a partisan ambush eleven days later. He died on the operating table in Charleville on September 1, while having his legs amputated.

MISSION: The Germans win immediately upon accumulating ≥ 95 VP. The Germans receive Exit VP for units exited off the area on/between 50P8-42P4 and CVP [EXC: prisoners are worth 0 VP). Additionally, the Germans receive VP for building control. Each building Controlled on board 42 is worth 3 VP.

MAP ORIENTATION:



(Only hexrows A-P on boards 37, 50, 42, 44 and hexrows R-GG on boards 38 & 17 are playable.)

N

OPTIONS:

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

COORDINATING INSTRUCTIONS:

1. EC are moderate, with no wind at start. Kindling is NA.
2. The Polish may utilize HIP for two MMC (and any SMC/SW stacked with them) and one Sherman V(a).
3. Boresighting is NA.
4. Polish OBA is 80mm (HE/Smoke) with plentiful ammunition. The Polish leader possessing the radio may set up using HIP.
5. The German 9-2 armor leader may not start in the FlaK Pz IV/20.
6. PzIVs are equipped with Sz (D11.211).

Scenario Design: Evan E. Sherry 091404.9
Source: Reynolds, Michael, *Steel Inferno* (New York: Sarpedon, 1997) pp. 272-278.

MISSION LENGTH

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

Elements of the 10th Dragoons and 24th Lancers (Battlegroup Zgorzelski), 1st Polish Armoured Division set up anywhere on/east of hexrow 37D-44D-38DD.

4-5-8	2-2-8	9-2	8-1	8-0	HMG(a) .50 cal	LMG	PIAT	Radio	?	Sherman VC (a) -/4	Sherman V (a) 2/4
14	2		3			4	3		10	2	5

{ELR: 4}
{SAN: 4}

Carrier C 4/-/2	Carrier MMG A 4/-	OQF 6-Pounder 57L AT
2		2

Elements of SS Panzergrenadier Bataillon 3, SS Panzer Regiment 26, SS Panzer Division 12 (Hitlerjugend) and Schwere Panzer Abteilung 101 [ELR: 5] enters on turn 1 on the west edge.

6-5-8 SS	9-1	8-1	LMG	PSK	PzVIE(L) 3/5/2	PzV G 3/5/2	PzIV H 3/5	FlaK Pz IV/20	FlaK Pz 38(t)	SPW 251/2
12	2	2	3		2	2	4		3	

{ELR: 5&4}
{SAN: 3}

SPW 251/1	SPW 251/10	9-2 Armor
4		

Elements of Fallchirmjäger Division 3 [ELR: 4] enter turn 1 on the north edge of board 50, on/west of hexrow I *or* on the south edge of board 17, on/west of hexrow Y (all must enter on the same board edge).

5-4-8	8-1	8-0	LMG	PSK
7			2	

THE CHERNICHIVO SHUFFLE

SCHWERPUNKT SCENARIO SP110

SITUATION: CHERNICHIVO, Russia, 17 February 1943: During the second battle of Lake Ladoga, the Russian 42nd Army comprised the western pincer of the Soviet effort to crush the 250th Azul Division at Krasny Bor. After several days of bitter fighting, Krasny Bor fell. Covering the right flank of the 250th was the 4th SS-Polizei Division. Its mission was to defend the area of Chernichivo, but it was in no way prepared to defend against massed Russian armored assaults of KV-1 tanks. Therefore, the Eighteenth Army headquarters dispatched the Tiger tanks of Schwere Panzer Abteilung 502 to bolster the 4th SS Polizei Division's position. Once in the area, the Tigers acted as a fire brigade, responding to emergency calls wherever Russian armor threatened to break through. One such desperate call came from a forward command post that was surrounded by a platoon of KV-1 tanks. Leutnant Meyer and Oberfeldwebel Bölter responded with the only two available Tiger tanks in the sector. Meyer's situation was less than ideal. His Tiger was experiencing engine trouble and Oberfeldwebel Bölter's main gun was damaged and unable to fire. Nevertheless, Bölter accompanied Meyer to support him with machine gun fire and to protect Meyer from Russian anti-tank teams. Meyer approached through a defile and observed a KV-1 partially visible through some brush. From a hulldown position, Meyer coolly gave the fire command that sent an 88mm shell boring through the Russian's armor just below the turret. A column of flame shot up from the stricken enemy. Just then, three more KV-1s appeared and tried to escape, but Meyer's crew worked an intricate ballet of rapid loading and precision gunnery that left all three Russian tanks mere smoking hulks of death. About that time an artillery officer and a group of stragglers joined Meyer and charged the on-rushing Ivans, killing them in hand-to-hand combat. Crossing the road, Meyer ordered "panzer halt, traverse right." As his gunner's sight moved, its reticle filled with the image of a KV-1 also traversing to fire. Meyer was quicker on the draw. His round struck the Russian's hull and caused an explosion that blew the KV's turret high into the air and crashing down near Meyer's tank. Meyer went on to knock out three more Russian tanks, for a total of ten kills. Chernichivo was secure for the time being.

MISSION: Russians win if there are no Good Order German (non-vehicular crew) MMCs in pillboxes/trenches and/or in buildings 49L7, 49J7, 49H7 and 49F8 at game end.

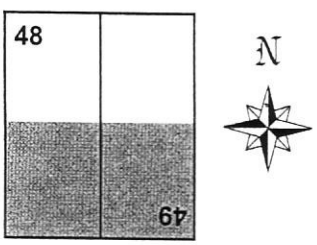
COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start.
2. Place overlay: **Wd2** on 48DD1-EE1.
3. All gullies are treated as wadis (F5).
4. Boresighting is NA.
5. One of the PzVIEs must be secretly recorded as having a malfunctioned MA. Repair is NA for that weapon. The PzVIE with the functioning MA is considered to have a ROF of 2 while its crew is in Good Order.
6. The German player may elect to disregard one and only one non-intensive fire To Hit DR by a PzVIE (that would result in that gun's malfunction) and instead, treat that as a normal shot.
7. Both sides have Winter Camouflage (E3.712).
8. Substitute a KV-1E for the extra KV-1 M41 that is needed.

Scenario Design: Evan E. Sherry 090804.12

Source: Egon Kleine and Volkmar Huhn, *Tiger: The History of a Legendary Weapon 1942-45* (Winnipeg: J.J. Fedorowicz. 1989) pp. 25-27.

MAP ORIENTATION:



(Only hexrows A-P on board 49 and R-GG on board 48 are playable)

OPTIONS:

★ Extend scenario length to 6.5 turns.

✠ Delete a 4-5-8 from the Russians.

MISSION LENGTH

✠ GERMAN SETS UP FIRST	1 ★ ✠	2 ★	3	4	5	6
★ RUSSIAN MOVES FIRST						

Elements of SS-Polizei Division 4 set up on board 49 on/between hexrows D and L in hexes numbered ≤ 8.

✠

4-6-8 SS	2-2-8	9-1	8-1	HMG	MMG	LMG	Pak 38 50L AT	2+3+5	Trench
7								2	5

{ELR: 4}
{SAN: 4}

Elements of Schwere Panzer Abteilung 502 enter turn 1 on the south edge.

PzVIE 3/5	9-1 Armor
2	

★

Elements of the 220th Tank Brigade, 42nd Army enter turn 1 on the north edge of board 49.

4-5-8	9-1	7-0	LMG	FT	DC	KV-1 M41 2/4R2
8			2		2	4

{ELR: 4}
{SAN: 3}

Enter turn 2 on the west edge of board 48.

4-4-7	8-1	LMG	KV-1 M41 2/4R2
5			3

WHY AT ERP

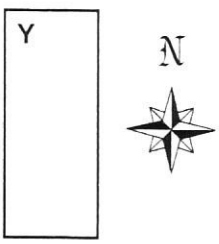
SCHWERPUNKT SCENARIO SP111

SITUATION: North of ERP, Holland, 23 September 1944: Oberstleutnant von der Heydte's 6th Fallschirmjäger Regiment had been advancing north to Veghel to cut the Eindhoven-Arhem road. On the 23rd, the American 506th Parachute Infantry stopped the German advance and reopened the highway by striking the fallschirmjäger right flank, forcing Oberstleutnant von der Heydte to withdraw south to Erp. General McAuliffe then directed the 327th Glider Infantry Regiment to move southeast to clear the remaining Germans from the village of Erp and to secure a bridge until relieved by the British. Elements 2nd Battalion, 327th Glider Infantry moved into Erp from the north and east. The dispirited fallschimjägers offered only light resistance. By 0600 on the 24th, Erp was secure.

Sources: Leonard Rapport and Arthur Northwood Jr., *Rendezvous With Destiny*, (Washington: Infantry Journal Press, 1947) pp. 359-362.

MISSION: The Americans win at game end if there are no Good Order German MMCs in stone buildings ≤ 2 hexes from YO6.

MAP ORIENTATION:



OPTIONS:

✠ Exchange the U.S. 10-2 for a 9-1.

☆ Exchange the German 9-2 for a 9-1.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. The American unit possessing the FT is Fanatic (A10.8).

Scenario Design: Evan E. Sherry 090404.7

MISSION LENGTH

✠ GERMAN SETS UP FIRST					
☆ AMERICAN MOVES FIRST	☆ 1	☆ 2	3	4	5

✠

Elements of **Bataillon 2, Fallschirmjäger Regiment 6, Fallshirmjäger Division** set up anywhere on/south of hexrow E.

5-4-8	4-4-7	2-3-7	9-2	8-1	MMG	LMG
3	3				2	

{ELR: 3}
{SAN: 3}

☆

Elements of **2nd Battalion, 327th Glider Infantry Regiment, 101st Airborne Division** enter turn 1 on the north edge.

7-4-7	3-3-7	10-2	8-1	MMG	FT
6				2	

Elements of the **327th Glider Infantry Regiment** enter turn 2 on the west edge on/south of hexrow Y.

{ELR: 5}
{SAN: 3}

7-4-7	3-3-7	9-1	MMG
3			

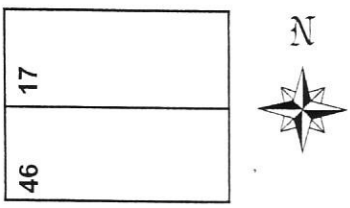
FORESHADOWING SILVERTOP

SCHWERPUNKT SCENARIO SP112

SITUATION: Near ST. ANTHONIS, Holland, 25 September 1944: The 11th Armoured Divison was advancing northeast along the Gemert road toward St. Anthonis. At this point of the campaign in the Overloon and Maas Salient, the exact location of the forward edge of the battle area was somewhat uncertain. The confusion was such that, at times, both British and German units travelled on the same roads within minutes of each other. Such was the case when reconnaissance vehicles from the "Black Bull" ran into Kampfgruppe Walter's rear guard, covering the 107th Panzer Brigade's withdrawal toward the east. In a brief encounter, the British reconnaissance vehicles engaged in a fierce fire-fight that left three German halftracks in flames. The remaining two halftracks fled down the Gemert road toward St. Anthonis. Unfortunately for the British, 29th Armoured Brigade commander Brigadier General Harvey was holding a meeting with 3rd RTR commander Lieutenant Colonel David Silvertop and Monmouth's commander, Lieutenant Colonel Orr, at the crossroads outside St. Anthonis. So used to hearing gun fire were these officers, they did not sense the danger until it was too late. Suddenly, with machine guns blazing, the two German halftracks overran Harvey's command group. Silvertop was killed in the initial burst of fire. Orr was mortally wounded, while Brigade-Major Thomson was shot in the lung. Harvey was slightly wounded. The halftracks drove through St. Anthonis, narrowly avoiding troops from the Monmouthshire Regiment. The rear guard's luck ran out though when their halftracks were finally destroyed just east of St. Anthonis. They did not know the damage they had inflicted on the "Black Bull's" leadership.

MISSION: The Germans win immediately upon exiting two halftracks off the area of 17GG8-46GG5.

MAP ORIENTATION:



OPTIONS:

✠ Exchange the German 7-0 for an 8-1.

⊙ Delete the German 7-0 leader.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. The Carrier C inherent HS is a 2-4-8.

Scenario Design: Evan E. Sherry 090404.9

A. Korthals Altes and N.K.C.A. in't Veld, *The Forgotten Battle: Overloon and the Mass Salient 1944-45* (New York: Sharpedon, 1994) pp. 47-48.

MISSION LENGTH

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

✠

Elements of **Kampgruppe Walter, Panzergrenadier Bataillon 2107, Panzer Brigade 107** set up on/between hexrows G and L.

2-4-7	7-0	SPW 251/10	SPW 251/9	SPW 251/21	SPW 251/sMG	SPW 251/1
2						

{ELR: 3}
{SAN: 2}

⊙

Elements of the **Inns of Court Regiment, 11th Armoured Division** enter turn 1 on the west edge.

Daimler AC -/4	Daimler SC 2/-	Carrier C 4/-/2
3	2	2

{ELR: 4}
{SAN: 2}

Elements of **3rd Battalion, Monmouthshire Regiment, 159th Infantry Brigade, 11th Armoured Division** set up on board 46 on/east of hexrow BB.

4-5-7	PIAT

THE TIGERS WRECKED'EM

SCHWERPUNKT SCENARIO SP113

SITUATION: GIBERVILLE, France, 11 July 1944: British and Canadian forces had seized Caen and were continuing their assault on German forces to the southeast. The Canadian 3rd Infantry Division smashed into the 16th Luftwaffe Field Division north of Giberville, forcing it to withdraw to Cuverville. This left a large gap in the German lines that had to be closed. At 0500, a desperate call for assistance went to the 3rd Company, Schwere Panzer Abteilung 503. Leutnant von Rosen briefed his tank commanders and by 0530 his company of Tiger tanks rolled on toward Giberville. Upon reaching the village, Leutnant Rosen observed a large number of Sherman tanks near a farm northeast of Giberville. He gave the command "panzers marsch" and the battle was on. Just north of Giberville, his Tigers came under heavy fire from British tanks and Canadian anti-tank gun fire. The Tigers put a heavy volume of fire on the Canadians who withdrew under cover of a smoke screen. The Tigers advanced and as the smoke cleared, they engaged a squadron of Sherman tanks. The Tigers gave the Shermans a savage mauling. Within a few minutes, eleven Shermans were ablaze. The British were so unnerved by the attack that they abandoned two fully operational Shermans. Four 6-Pounder anti-tank guns were destroyed and by late afternoon, infantry from the 16th Luftwaffe Field Division filtered back into the defensive positions they were forced to evacuate in the morning.

Scenario Design: Evan E. Sherry 090804.7

MISSION: Germans win at game end (provided they have at least 3 mobile Tiger tanks) if there are no Good Order Canadian MMCs in building 43O8 *and* there are no Good Order, mobile Sherman tanks with functioning MA ≤ 5 hexes from 43Q7.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. Kindling is NA.
2. Immediately after the eighth Sherman tank is destroyed (and for each one destroyed thereafter) the remaining Sherman tank crews must take a NTC. Crews which fail this TC must immediately abandon their vehicles and may not reenter any vehicle for the duration of the scenario.
3. Boresighting is NA.
4. AFVs may not set up in buildings.

Source: Rubbel, Alfred, (ed.), *The Combat History of Schwere Panzer Abteilung 503* (Winnipeg: J.J. Fedorowicz, 2000) pp. 236-239.

MAP ORIENTATION:

11	43	46

N

OPTIONS:

- Add an 8-1 Armor Leader to the Canadians.
- The 6-Pounder has no APDS.

MISSION LENGTH

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

Elements of the 3rd Canadian Infantry Division set up ≤ 6 hexes from 46V9.

4-5-8	4-5-7	2-2-8	8-1	8-0	LMG	PIAT	OML 2" MTR	OQF 6-Pounder 57L AT	OML 3" MTR
4	4	2			2				

{ELR: 4}
{SAN: 3}

Elements of the East Riding Yeomanry, 27th Armoured Brigade set up ≤ 6 hexes from 11P1.

Sherman VC(a) -/4	Sherman V(a) 2/4	Sherman III(a) 2/4
3	5	3

Kompanie 3, Schwere Panzer Abteilung 503 enter turn 1 on the board edge 43GG5-46Y1.

PzVIE(L) 3/5/2	9-1 Armor
11	

{ELR: 3}
{SAN: 2}

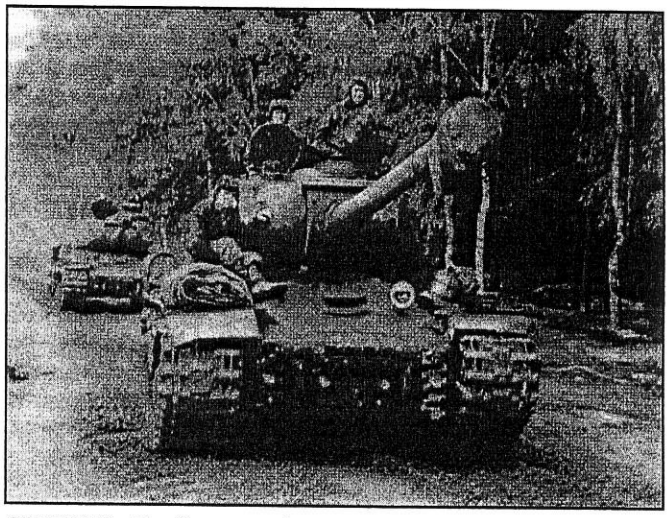
Elements of Luftwaffe Field Division 16 enter turn 2 on the east edge on/north of hexrow P.

4-6-7	4-4-7	9-1	8-1	8-0	MMG	LMG
7	7				2	3

SEIZING GYULAMAJOR

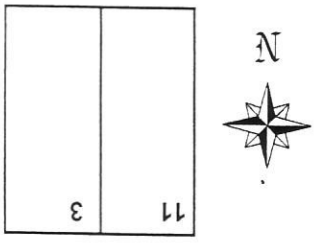
SCHWERPUNKT SCENARIO SP114

SITUATION: GYULAMAJOR, Hungary, 31 January 1945: Russian forces and had broken through the I Kavallerie-Korps' defenses, southwest of Budapest, in several places. One such penetration was at Gyulamajor. The 4th Kavallerie Brigade was tasked with an immediate counterattack to retake the village. A kampfgruppe consisting of Schwere Kavallerie Battalion 4 and King Tigers from the 503rd Schwere Panzer Abteilung attacked toward the village and were met with a heavy volume of Russian artillery, anti-tank gun, and tank main gun fire from the village. Russian fire was so intense the kampfgruppe diverted around Hill 214 to flank the village. As the King Tigers approached the village, they were met by JS-2m tanks. A sharp fight ensued. Several Russian tanks were destroyed, while one Tiger was knocked out by a turret hit. Lieutenant Koppe reached Gyulamajor with three Tigers. The victory was short-lived though. With few infantrymen remaining, the Germans could not hold the village. As evening approached, the Germans withdrew, leaving the Russians in possession of the village. The battle for Gyulamajor would resume in the morning.



MISSION: The Germans win at game end if they control the level two hexes of Hill 522 and Hill 534.

MAP ORIENTATION:



OPTIONS:

★ Delete the German Armor Leader.

✠ Delete a Russian 4-5-8.

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start.
2. Russian OBA is 80mm (HE only) battalion mortars (C1.22).
3. The SPW 250/sMG inherent HS is a 2-4-8.

Scenario Design: Evan E. Sherry 090804.7

Source: Rubbel, Alfred, (ed.), *The Combat History of Schwere Panzer Abteilung 503* (Winnipeg: J.J. Fedorowicz, 2000) p. 298.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST								
✠ GERMAN MOVES FIRST	✠ 1	2	3	4	5	6	7	8

★

Elements of the 2nd Guards Mechanized Corps, 46th Army, 2nd Ukrainian Front set up anywhere on board 3.

4-5-8	4-4-7	2-2-8	9-1	8-0	HMG	MMG	LMG	Radio	T-34/85	PTP obr 43 57LL AT	BM obr 37 82* MTR
4	7	2		2			3		2		

{ELR: 4}
{SAN: 4}

Trench	Foxhole 1S	Wire
4	5	2

Elements of 30th Guards Heavy Tank Regiment, 2nd Guards Mechanized Corps set up anywhere on board 11 on/south of hexrow R.

IS-2m 1/4R/4
4

✠

Elements of Panzer Aufklarungs Abteilung 70, Schwere Kavallerie Bataillon 4, Kavallerie-Brigade 4 and Schwere Panzer Abteilung 503 enter turn 1 on the north edge.

4-6-8	2-4-8	9-2	8-1	8-0	MMG	LMG	9-2 Armor	PzVIB 3/5/2	PSW 233	SPW 251/1	SPW 250/sMG
14	4			2		3		6		3	

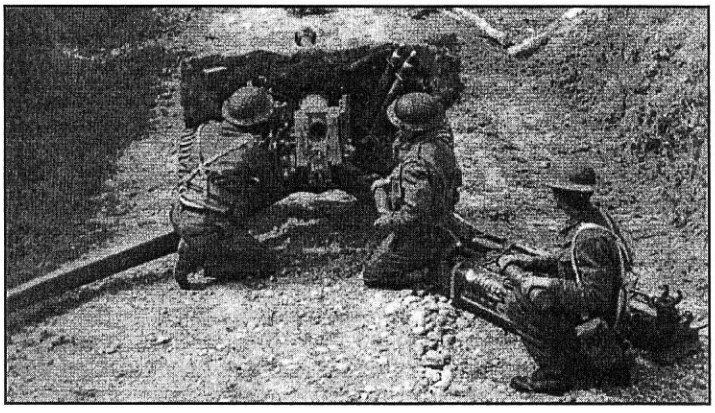
{ELR: 4}
{SAN: 3}

SPW 250/7	SPW 250/8	SPW 250/9

THE FIVE POUND PRIZE

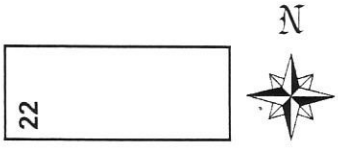
SCHWERPUNKT SCENARIO SP115

SITUATION: FONTENAY LE PESNEL, France, 25 June 1944: In the opening phase of OPERATION MARTLET, Company D of the Hallamshire Battalion was to occupy positions on Phase Line *Queen*, otherwise known as the River Bordel, on the western most section of Fontenay. The company advanced through heavy mist and established positions near the river. The battalion's 6-Pounder anti-tank guns had not been in position long before the inevitable German counterattack started. The commanding general had offered a £5 prize for the first Panther tank knocked out. Using newly issued armor piercing discarding sabot (APDS) rounds, Sergeant Williams knocked out the lead German tank. That panzer's wingman knocked out the gun and wounded Williams. The intrepid sergeant would not be defeated. He directed another 6-Pounder that eventually knocked out the second enemy tank. Two additional panzers approached from the south. LTC Hart Dyke called upon the 24th Lancers for assistance. Lieutenant Bob Hart arrived with a troop from A Squadron. His Sherman tanks knocked out one enemy tank, forcing the other to withdraw. The anti-tank gunners were awarded their £5 prize despite that fact that the German tanks they destroyed were actually Pz IVs, not Panthers. Fighting raged on until midnight before Fontenay was finally secure.



MISSION: The Germans win at game end if they control 8 buildings that are ≤ 3 hexes from the stream.

MAP ORIENTATION:



OPTIONS:

⊙ Add an LMG to the British.

✠ Delete a 4-5-7 from the British.

COORDINATING INSTRUCTIONS:

1. Weather is Mist with no wind at start.
2. Carrier HS is a 2-4-8.
3. The British 8-0 may set up HIP if it sets up with an OQF 6-Pounder. The 8-0 also has a special –1 leadership DRM which he may apply only to the TH DR of a OQF 6-Pounder.

Scenario Design: Evan E. Sherry 090804.5
Source: Delaforce, Patrick, *The Polar Bears* (Glouchestershire: Alan Sutton Publishing LTD, 1995) pp. 62-64.

MISSION LENGTH

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

D Company, Hallamshire Battalion, The Yorkshire and Lancashire Regiment, 146th Infantry Brigade, 49th Infantry Division set up ≤ 3 hexes from the stream.

4-5-8	4-5-7	2-2-8	9-1	8-1	8-0	LMG	PIAT	Carrier C 4/-/2	OQF 6-Pounder 57L AT
3	6	2				2			2

Elements of A Squadron, 24th Lancers enter turn 2 on the north edge.

8-1 Armor	Sherman V(a) 2/4	Sherman VC(a) -/4
	2	

{ELR: 3}
{SAN: 4}

Elements of Bataillon 3, SS Panzergrenadier Regiment 26, and Kompanie 8, Bataillon 2, SS Panzer Regiment 12, SS Panzer Division 12 "Hitlerjugend" enter turn 1 on the east and/or south edge.

6-5-8 SS	5-4-8 SS	9-1	8-1	8-0	MMG	LMG	8-1 Armor	PzIV H 3/5
4	4					3		3

Elements of Kompanie 8, Bataillon 2, SS Panzer Regiment 12 enter turn 3 on the east and/or south edge.

PzIV H 3/5
2

{ELR: 5}
{SAN: 2}

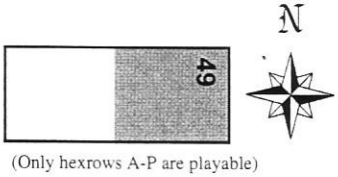
LOONIES AND LEICESTERS

SCHWERPUNKT SCENARIO SP116

SITUATION: MENDICITÉ, Belgium, 29 September 1944: The Canadian 6th Infantry Brigade, 2nd Infantry Division passed through the British 49th Division bridgehead across the Antwerp-Turnhout Canal. Its objective was to seize the Depot de Mendicité located between Ryckevorsel and Merxplas. The position consisted of a barracks combined with a prison, a workhouse, and a lunatic asylum sited on farmland ringed by deep ditches and a rather large moat. Here, the German 719th Infantry Division made its stand. Canadian forces were unable to crack the position, so the mission was given to the men of the 49th Infantry Division, the Polar Bears. On 28 September, the 147th Brigade's 7 Dukes and Glosters along with the Hallams infantry thrust from the south, while the Leicesters struck from the west. In savage fighting, the Leicesters killed nearly eighty Germans, but it was all to no avail. The Leicesters' lead company was nearly annihilated in the process and by dark both sides withdrew. Another attempt began at dawn on the 29th. Major Peter Upcher led D Company across the moat and into the heart of the German position. Adding to the confusion of battle were dozens of mental patients who wandered the battlefield and among the combatants. Curiously staring and walking the field, the mental patients "were killed left, right, and center" in the heavy fighting around the mental hospital. By evening, the depot was in Polar Bear paws, but at a cost of seventy Leicesters. The Leicesters exhibited many acts of heroism. For their parts in the action, Sgt. Irwin, Sgt. Johnson, Sgt. Saunders, Pvt. Woods were awarded the Military Medal while Major Upcher was awarded the Distinguished Service Order.

MISSION: The British win at game end if they have more VP than the Germans. CVP are awarded for personnel/inherent crews only (Prisoners are worth 0 VP). Each building location of buildings D8 and G7 is worth 1 VP. Each side must deduct 1 VP for each patient unit (see Coordinating Instruction #3) that it eliminates.

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

⊙ Delete a German 4-4-7.

✠ Delete a British 4-5-7.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. All buildings are ground level only.
3. Place (1)-0-6 half squad counters in D8, D9, E8, F8, F9, and G9. These represent escaped mental hospital patients. They may not attack nor may they be taken prisoner. All fire traced through a patient occupied location receives a +1 Hindrance DRM. Each side must deduct 1 VP for each patient unit it eliminates. Patients are subject to pin results. They do not activate snipers. They are valid targets for all fire into their location.
4. The ATTACKER may move half of the patient counters (FRU) in the APh; otherwise, the patients may not move.

Scenario Design: Evan E. Sherry and Wes Neal 090804.7
Source: Delaforce, Patrick, *The Polar Bears* (Glouchestershire: Alan Sutton Publishing LTD, 1995) pp. 158-160.

MISSION LENGTH

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

Elements of Fusilier Bataillon 719, Infanterie Division 719 and elements of Assault Gun Brigade 280 set up anywhere on board 49.

4-6-8	4-6-7	4-4-7	9-1	8-1	MMG	LMG	PSK	StuH 42 -/-/2*
	3	2						

{ELR: 3}
{SAN: 4}

D Company, 1st Royal Leicesters, 147th Infantry Brigade, 49th Infantry Division "The Polar Bears" and elements of the 27th Canadian Armoured Regiment, 2nd Canadian Armoured Brigade "The Sherbrooke Fusiliers Regiment" enter turn 1 on the west and/or south edge.

4-5-8	4-5-7	9-1	8-1	1-4-9	LMG	PIAT	Sherman V(a) 2/4
3	6				3		2

{ELR: 4}
{SAN: 3}

STRANDED CATS

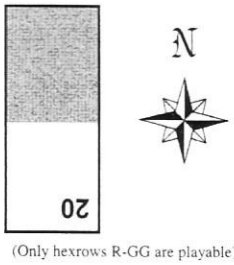
SCHWERPUNKT SCENARIO SP117

SITUATION: SITTANG, Burma, 22 February 1942: The Japanese thrust into Burma was picking up steam. After bursting through at Moulmein, the Japanese sped to seize bridges across the Sittang River. Confusion seemed to reign among the Allied forces, causing serious loss of morale among the troops. The British commanders were struggling to evacuate their bridgehead in the face of an unrelenting enemy. On 22 February, the previously lightly engaged 415th Regiment's 1st Battalion approached the town of Sittang and its important, but narrow bridge. The Japanese commander decided to attack immediately before the bulk of the regiment moved up. As the first company struck west along the outskirts of town, one of its platoons, with attached engineers whose job it was to prevent the bridge from being destroyed, ran into British armored cars and carriers. Dodging MG fire, they also stumbled onto an aid station and captured a number of doctors. Using infiltration and grenades, they approached the bridge, but were driven back when a battalion of Gurkhas was sent across to hold the hills overlooking the bridge. The Japanese attacked again during the day, but did not take the bridge. To prevent its capture the bridge was destroyed early the next morning, leaving nearly all of 17th Indian Division stranded on the other side.

Scenario Design: Brian Williams 090404.10

MISSION: The Japanese win immediately by exiting 13 CVP [Prisoners NA] from hexes R1-R2. Assault Engineers have their CVP increased by 1 for squads and ½ for half-squads.

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

- ⊙ Exchange the British 6+1 leader for a 9-1.
- ● Exchange the Japanese MMG for an HMG.

COORDINATING INSTRUCTIONS:

1. EC are normal with no wind at start. All buildings are wooden and printed stairwells do not exist. Treat rowhouses as normal buildings. PTO terrain is in effect [EXC: all roads and bridges exist] including Light Jungle.
2. Place Overlays: **B2** on 20R4-S4; **X26** on 20U2-V2.
3. Japanese OB 4-4-8/2-3-8 MMC are Assault Engineers (H1.22).
4. Boresighting is NA.

Source: Grant, Ian L. and Tamayama, Kazuo, *Burma 1942: The Japanese Invasion* (Chichester: Zampi Press, 1999) p. 122.

MISSION LENGTH

⊙ **BRITISH SET UP FIRST**						
● **JAPANESE MOVE FIRST**	● **1**	**2**	**3**	**4**	**5**	**6**

{ELR: 2}
{SAN: 3}

Elements of 4/12 Frontier Force Rifles and HQ units, 17th Indian Infantry Division and 2nd Burma Frontier Force set up on board 20 in hexes numbered < 8.

4-5-7	4-3-6	8-1	7-0	6+1	LMG	Marm-Herr III MFF -/4	Carrier A 2/-/*
2	3					2	2

Elements of 1st Company, 1st Battalion, 415th Regiment, and 1st Engineer Company, 33rd Division enter turn 1 on/between 20GG10-20Y10.

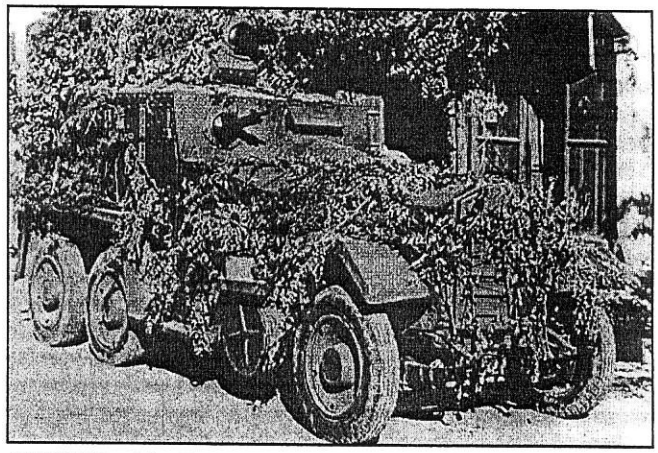
4-4-8	4-4-7	2-2-8	10-1	9-1	8-0	MMG	LMG	DC	Type 98 50* MTR
3	6						2		2

{ELR: 4}
{SAN: 3}

SEIZING THE SITTANG BRIDGE

SCHWERPUNKT SCENARIO SP118

SITUATION: EAST OF TOUNGOO, Burma, 29 March 1942: Having forced the Sittang River near the Bay of Bengal, the Japanese stormed into an abandoned Rangoon. For the Allied forces, the loss of Rangoon was a disaster. Without the port, supplies had to be trucked over hundreds of miles of jungle-clad mountains. Still, help was on the way in the form of three Chinese armies, each analogous to a European division. With these new troops, it was hoped that the Burma Road could be kept open. However, the Japanese had different plans and a different timetable. With the opening of Rangoon, two new Japanese divisions arrived, the 18th and 56th Divisions. The 56th Division's recon regiment arrived in Rangoon on the 26th of March, and left a day later as the Chinese battled the 55th Division for the important town of Toungoo. Crossing the Sittang below Toungoo, the lead units of the recon regiment approached the bridge from the east. Their attack, coming from an unexpected quarter and with armored cars, surprised the Chinese guarding the bridge. The Japanese scattered the defending troops before they could destroy the bridge, despite the fact that the British had wired it for demolition. The next day the recon regiment recrossed the Sittang, attacking Toungoo from the east, helping to force the Chinese to withdraw. A key piece of the Toungoo victory, the suspension bridge over the Sittang allowed the 56th Division to stab into the Shan states, and force the Chinese back beyond Mandalay; the Burma Road would soon be closed.



MISSION: The Japanese win at game end by controlling, *with infantry*, hexes 40AA3 and 40AA4.

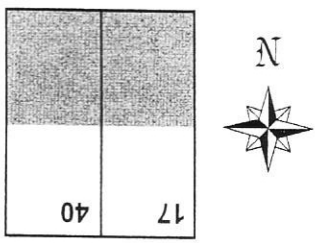
COORDINATING INSTRUCTIONS:

1. EC are Dry with no wind at start. PTO Terrain is in effect, including Light Jungle [EXC: Brush remains brush and all roads/bridges exist]. Kindling is NA. The river is deep with a moderate current flowing south.
2. A stone bridge exists in hexes 40AA3 and 40AA4.
3. The Chinese are Lax.
4. Japanese OB 4-4-8/2-3-8 MMC are Assault Engineers (H1.22).
5. Boresighting is NA.
6. Crews may not abandon (D5.4) their vehicles.

Scenario Design: Brian Williams 090404.9

Sources: Ian L. Grant and Kazuo Tamayama, *Burma 1942: The Japanese Invasion* (Chichester: Zampi Press, 1999) p. 192.

MAP ORIENTATION:



(Only hex rows R-GG are in play)

OPTIONS:

- ○ Replace the Chinese 7-0 with an 8-1.
- ● Add a 4-4-7 to the Japanese.

MISSION LENGTH

○ CHINESE SET UP FIRST						
● JAPANESE MOVE FIRST	● 1	2	3	4	5	6

○ **Elements of the 200th Division, 5th Army** set up anywhere on board 40 and/or on board 17 in hexes numbered ≤ 4.

4-4-7	3-3-7	9-1	8-0	7-0	MMG	LMG	50* (g) MTR	Foxhole 1S
3	7					2		4

{ELR: 3}
{SAN: 4}

● **Elements of the 56th Reconnaissance Regiment, 56th Division** enter on/or after turn 1 on/between 17W10 and 17GG10.

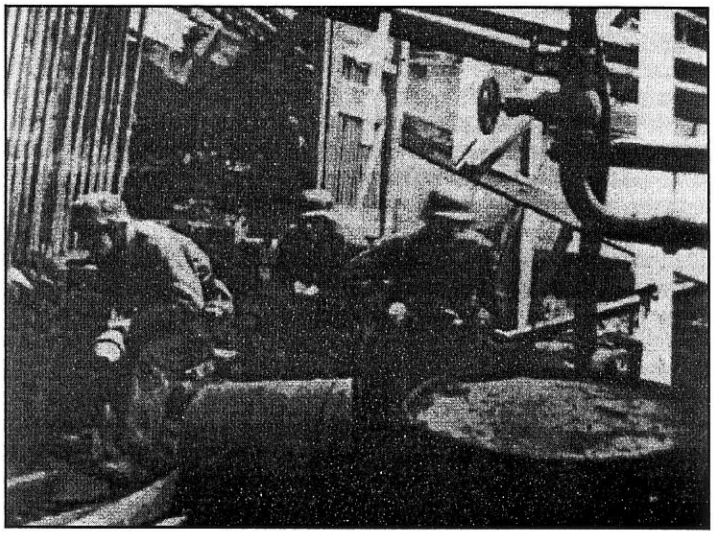
4-4-8	4-4-7	2-2-8	10-1	9-1	MMG	LMG	DC	Type 98 50* MTR	Type 92 AC -/4
4	3	2			2			2	2

{ELR: 4}
{SAN: 2}

CAPTAIN LAMBERT'S FACTORY

SCHWERPUNKT SCENARIO SP119

SITUATION: BERGEN-OP-ZOOM, Holland, 29 October 1944: The effort to open the port of Antwerp was in full swing. Although the port had been taken, the approaches to Antwerp had to be cleared for it to be of use. To help in the clearing of the approaches, the 4th Canadian Armoured Division was ordered to take Bergen-op-Zoom, as this would seal off the isthmus between the East and West Scheldt. On the 27th of October, C and D Company of the Lincoln and Welland Regiment, with tank support, entered Bergen-op-Zoom and made it to the center of town. After a short rest, they were ordered to make a night, diversionary attack across a canal and into some factories. With A Company leading, the regiment encountered stiff opposition from the seasoned men of Fallschirmjäger Regiment 6. Although the rest of the Lincoln and Welland Regiment were temporarily stopped, Captain Lambert and thirteen men of A Company managed to make it into one of the factories and were cut off for the night. The next morning, the remainder of the regiment, led by D Company, renewed the attack. This time, they were able to reach the factories and relieve Captain Lambert and his men while beating off numerous German counterattacks. For his part in capturing and holding one of the factories, Captain Lambert was awarded the Military Cross.



MISSION: The British win if there are no Good Order German (non-vehicular crew) MMCs in buildings 21G7, 21E5, and/or 21J3 at game end .

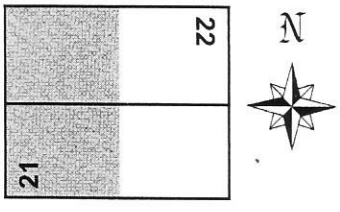
COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Buildings 21G7, 21E5, and 21J3 are factories (B23.74).
3. Canadians are elite C8.2.

Scenario Design: Michael Faulkner 090804.7

Sources: Rogers, Major R. L., *History of the Lincoln and Welland Regiment* (Chippenham: Antony Rowe Ltd, 1954) pp. 199-201.
Moulton, Major General J.L., *Battle for Antwerp: The Liberation of the City and the Opening of the Scheldt 1944* (New York: Hippocrene Books, 1978) pp. 123-125.

MAP ORIENTATION:



(Only hexrows A-P on board 21 and R-GG on board 22 are playable)

OPTIONS:

- Exchange the 4-4-7s for 5-4-8s.
- A Company is Fanatic (A10.8).

MISSION LENGTH

GERMAN SETS UP FIRST								
CANADIAN MOVES FIRST	1	2	3	4	5	6	7	8

Elements of Fallschirmjäger Regiment 6, Kampfgruppe Chill set up on board 21 in hexes numbered ≤ 2 and/or on board 22 in hexes numbered ≤ 6.

5-4-8	2-3-8	9-1	8-1	8-0	MMG	LMG	?
8	2					2	10

{ELR: 3}
{SAN: 4}

Reinforcements enter turn 3 on the south or east edge of board 21.

5-4-8	4-4-7	8-0	LMG	StuG IIIG
2	2		2	

Elements of A Company, Lincoln and Welland Regiment, 10th Canadian Infantry Brigade, 4th Canadian Armored Division set up on board 21 in building J3, G7, and/or E5.

4-5-8	2-4-8	9-2	LMG	PIAT	?
	2				14

D Company, Lincoln and Welland Regiment enter turn 1 on the north edge.

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

{ELR: 4}
{SAN: 3}

Elements of C Company, Lincoln and Welland Regiment enter turn 4 on the east edge of board 22 on/between R1 and R6.

4-5-8	9-1	LMG	PIAT
5		2	

KETTLEHUT TO THE RESCUE

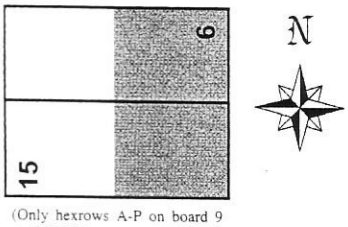
SCHWERPUNKT SCENARIO SP120

SITUATION: BERGSTEIN, Germany, 8 December 1944: On December 7th, Delta, Easy, and Fox Companies of the 2nd Ranger Battalion were tasked with taking and holding Hill 400, also known as Castle Hill to the local Germans, near the town of Bergstein, in the Hürtgen Forest region of Germany. Early in the day, Delta and Fox companies were able to throw off the German defenders, a task force from the 272nd Volksgrenadier Division. Later that day, elements of Easy Company reinforced Hill 400. After the hill was secured, the Rangers were ordered to dig in and wait for the German counterattack. The counterattack came early in the morning on December 8th, by the 272nd Volksgrenadier Division with supporting armor from the German 7th Army. After an initial bombardment with artillery, mortars, and direct tank gun fire from a nearby hill, the Germans hit Fox Company first and then moved west. During the attack, a forward observer, Lieutenant Howard K. Kettlehut (56th Armored Field Artillery) arrived and called for counter-battery fire to suppress the German artillery. With support from the 893rd Tank Destroyer Battalion and the remainder of Easy Company, the German counterattack was thrown back.

Sources: O'Donnell, Patrick K., *Beyond Valor* (New York: Simon & Schuster, 2001) pp. 280-297.
Black, Robert W., *Rangers In World War II* (New York: Ivy Books, 1992) pp. 264-280.

MISSION: The Germans win at game end if they control all multi-hex stone buildings and all level 4 hexes on board 9.

MAP ORIENTATION:



(Only hexrows A-P on board 9 and R-GG on board 15 are playable)

OPTIONS:

✚ Exchange an American 8-1 for an 8-0.

☆ Exchange a German 8-1 for an 8-0.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start. Kindling is NA.
2. Place overlay: **X27** on 9G4-H4. The base level of this overlay is at level 3 and is inherent terrain.
3. German OBA is a 80mm (HE/SMOKE) with an off-board observer at level 4 on the south board edge.
4. After German set up, all American MMCs must take a pre-game TC. Every other unit that fails the check starts the game broken, beginning with the first unit that fails. All other units that fail the TC start the game pinned.
5. The turn 2 American 9-1 is an American Field Artillery officer. Once this 9-1 has an LOS to the southern edge of board 15, during a U.S. PFPh, the German player loses his OBA for the rest of the scenario. This 9-1 may not direct fire groups.

Scenario Design: Hugh Downing 090804.6

MISSION LENGTH

	1	2	3	4	5	6	7
☆ AMERICAN SETS UP FIRST							
✚ GERMAN MOVES FIRST		✚ ☆	☆				

☆

Elements of D, E, and F Companies, 2nd Ranger Battalion, 8th Division setup on any level 2 or higher hill hex on board 9.

6-6-7	9-1	8-1	MMG	BAZ 44	M-2 60* MTR	Foxhole 1S
9		2	3	2		7

{ELR: 4}
{SAN: 3}

Elements of E Company and 56th Armored Field Artillery enter turn 2 on the north edge of board 9.

6-6-7	9-2	9-1	MMG
3			

Elements the 893rd Tank Destroyer Battalion enter turn 3 on the north edge of board 9.

M-10 -/-/4
2

✚

Elements Grenadier Regiment 980, Volksgrenadier Division 272 set up in hexes numbered ≤5 on board 15.

5-4-8	4-6-7	9-1	8-1	8-0	MMG	LMG	FT
8	3		2		3	3	

{ELR: 4}
{SAN: 3}

Elements of Volksgrenadier Division 272 enter turn 2 on the south edge of board 15.

4-6-7	9-1	MMG	PSK	StuH 42 -/-/2*	Marder III (t) H 4/-
4					