

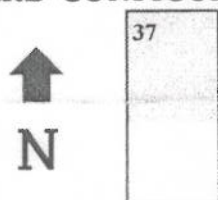
# Pursuing Kobayashi

North of the Wawa Dam, Luzon, the Philippines, May 27th, 1945: The next priority for General Krueger's XIV Corp after the retaking of Manila was to secure the dams and reservoirs northeast of the city that provided the metropolitan area with water for all purposes. The high ground surrounding the Ipo and Wawa dams were the first objectives held by the conglomerate IJA defense force known as the *Shimbu Group*. The bulk of May saw a relentless advance that cleared the hills of the tough defenders by the third week. The XI Corp then took over the assault, with the 38th Infantry Division pushing the main body of the *Kobayashi Force* off Woodpecker Ridge. Next up was the pursuit of the Kobayashi remnants through the valley lowlands heading north.



**Historical Result:** Fanning out in a reconnaissance in force, the regiments of the 38th Infantry Division ran into uneven resistance depending on what elements of the retreating Japanese they encountered. Much of the IJA units were 'Provisional', made up of hastily organized and trained service, support and naval personnel. But each provisional unit was formed around a cadre of at least a company of hardened veterans who still gave their all in defense of the emperor. The pursuit of these survivors would last in earnest until the end of June, and continue in some way through the end of the war (and in some extreme cases, well beyond). By VJ day the *Shimbu Group* and its component *Kobayashi Force* had been all but annihilated.

## BOARD CONFIGURATION:



Only hexes A-R are in play.

## VICTORY CONDITIONS:

The American wins by earning more VPs at Game End than the Japanese. Both Sides earn CVPs normally. Both sides also gain exit VPs for personnel exiting the North Boardedge (See SSR #3).

## BALANCE:

- ☆ **American:** The Japanese suffer Ammunition Shortage (A19.131)
- **Japanese:** Substitute a HMG for the MMG.

● The Japanese Set-Up First

☆ The American Moves First

1

2

3

4

5

6

7

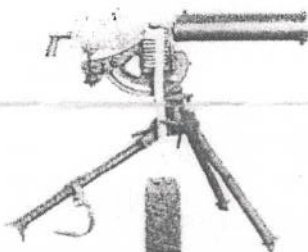
END



Elements of the 151st Infantry Regiment, 38th Infantry Division [ELR:4], Enter West/South/East Edges on Turn 1 ON/Between O10/R10/R1/O1 [SAN:3]

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

dm	dm	dm	DC
HMG	MMG	60°Mtr	



Remnants of the *Kobayashi Force* [ELR:3/2 - SSR#2], Set-Up CX within 2 hexes of either K5/K6 [SAN:4]

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

50°Mtr	?
	4



**Reinforcing Elements of the Kobayashi Force** [ELR:3/2] Enter CX on their Turn 2 Movement Phase having used half their MFs off-board, on either the East or West Edge. ON/Between Hexrows H-J.

4-4-8	4-4-7	3-4-7	9-0	LMG	dm	DC
					50°Mtr	
			2			

## Special Rules:

# 1 - EC are Wet with No Wind at start. Kindling is N/A. PTO Terrain (G1) is in effect, including Light Jungle (G2).

# 2 - All Japanese Elite and 1st Line Personnel have an ELR of 3, all 2nd Line and Conscript MMC have an ELR of 2. All Japanese Personnel are CX at start. Boresighting and HIP are N/A.

#3 - Neither side may exit the North Edge until their final Player Turn. Prisoners count Double VPs for the American Player only. Interrogation is in effect vs Japanese Prisoners only (E2.1 - E2.3).



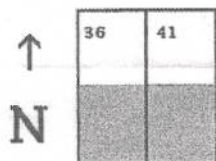
# Point 247

In the Southwest Suburbs of Sedan, May 13, 1940: The German plan for the campaign against France, a modified version of 'Fall Gelb' based on the Manstein Plan, foresaw the main thrust taking place through Luxembourg-Belgium toward Sedan. *Infanterie Regiment Grossdeutschland* was assigned to Guderian's XIX Panzer Corps and was tasked with establishing a bridgehead over the Meuse River, then breaking through the Maginot Line, thus opening the way for the 10th Panzer Division. Forcing the river crossing with great *elan* under fire, the battle was on.



**HISTORICAL RESULT:** Fighting their way through the suburbs of Sedan, their main objective in punching through the incomplete extension of the Maginot Line came into sight: Hill 247.3 or Point 247 as the *Landers* of GD called it. Confronting the challenge of each new enemy position with the consummate professionalism that their training had instilled, they took out each bunker or trench as they proceeded to and then up the hill. Close combat on the summit sealed the victory. So as the disheartened lines of French prisoners trudged by, the gateway for the *Blitzkrieg* had been opened.

## BOARD CONFIGURATION:



Only Hexrows R-GG on both Boards are in play.

## VICTORY CONDITIONS:

The German wins immediately by controlling all level 2 hexes of Point 247 (Hill 502) as long as there are no Good Order French Personnel in either the 2-5-7 Bunker or the Trenches.

## BALANCE:

- ✚ GERMAN: The German Turn 3 reinforcements enter on Turn 2.
- ☉ FRENCH: All French Personnel on Point 247 are Fanatic (A10.8).

☉ French Sets Up First

✚ German Moves First

1 2 3 4 5 6 7 8 END



Elements of Bataillon II, *Infanterie Regiment Grossdeutschland*, [ELR:3] Set Up East of the 41 R6-T4-W6-X5-GG5 Road. {SAN:3}

5-4-8	4-6-8	2-4-8	10-2	9-1	8-1	8-0
3	12	2				2
?	MMG	LMG	ATR	50* Mtr.	DC	FT
8	2	5	2	2	2	

Heavy Machinegun Section:  
Enter Turn 3 on the North Edge

2-2-8	8-1	dm HMG
2		2



Elements of the French 9th Army [ELR: 2] Set Up on Board 41 West of the 41R6-T4-W6-X5-GG5 Road {SAN:3}

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

Fixed Positions of the Maginot Line Extension:  
Set up on Board 36 as indicated in SSR #3:

4-5-7	2-3-7	2-2-8	9-1	7-0	HMG	?
2	2	3			2	5

60* Mtr	75 ART Canon 75 mle 1897	2-5-7 Bunker (Pillbox)	1-3-5 Pillbox	TRENCH	WIRE
				4	3

## SPECIAL RULES:

# 1 - EC are moderate with no wind at start. The only Hill that exists is Hill 502 on Board 36 (the entire hill mass is Point 247). The Woods on Hill 502 is considered Brush. All other terrain (EXC: Sunken Road depictions do not exist) on all other hill depictions exist at ground level. The Church 41W5 has a Steeple Location at Level 1. Place Stone Rubble in 41FF2, FF3, Z6 and X6. Place Shell-holes in AA5, AA6, W6, and W7.

# 2 - The German 5-4-8/2-3-8 MMCs are Assault Engineers (H1.22) and Sappers (H1.23), must possess the FT/DCs at Start, and are Fanatic (A10.8) for as long as they possess them (including the act of placing/throwing a DC).

# 3 - The 2-5-7 Bunker (Pillbox) sets up on Point 247 at level 2. It contains the 9-1, two 2-2-8 Crews, the 75 ART and one HMG. It has a 3 Hex CA consisting of the 3 Eastern most hexes in front of it [EX: if in 36AA8 its CA would go through Z7, AA7 & BB7]. The 1-3-5 Pillbox must contain a HMG and a 2-2-8 Crew, sets up HIP (E1.16 is in effect for it) in hexrows 4, 5, or 6 and must face either NE or SE. The other MMCs set up one to a Trench ADJACENT to the 2-5-7 Bunker at either level 2 or level 1. The Wire counters set up on Level 1. All French Ordnance/SWs in this group may Bore-sight (C6.4). All French personnel occupying the 2-5-7 Bunker are Fanatic (A10.8).

# 4 - Interrogation (E2) is in effect. The Germans are in a Hostile Country, the French in a Friendly Country.



# Asking For Trouble

Thionville, France, September 10th 1944:  
During Patton's drive towards Metz, German units in the area were, for the most part, disorganized. Sometimes a bold move by a small number of American troops would result in the capture of large numbers of prisoners. But sometimes the Germans were more prepared, and these were the times that American units would suffer serious losses. Thionville was one of those times.



Aftermath: Cavalry troops pushed the outpost garrison to the edge of town, but were suddenly counter-attacked by the better part of a battalion of *Land-sers*. With the arrival of some German recon units the cavalry troopers found themselves cutoff in the town hall, which was the only stone building in the area. Just as quickly two M8 armored cars appeared and with their added firepower the American troops were able to repel the German assaults. Eventually the *Landers* melted back into the woods. The next day, after licking their wounds, the cavalry troopers continued their drive eastwards.

## BOARD CONFIGURATION:



10	
	32

Only hexrows R-GG on board 10 and A-P on board 32 are playable.

## VICTORY CONDITIONS:

The side which controls building 10Z6 at game end wins.

## BALANCE:

- ☆ In the U.S. OB replace one MMG with a .50cal HMG.
- ✚ In the German OB replace one 8-0 leader with an 8-1.

☆ U.S. Sets Up First

✚ German Moves First

1 2 3 4 5 6 7 END



Elements of the 2nd Cavalry Reconnaissance Group [ELR:3] set up on whole hexes of board 10 [SAN:3]:

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



Late arriving armored cars enter on Turn 3 on the west edge with 1/4 MP remaining:

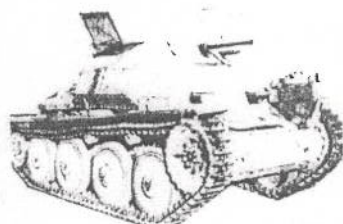
BAZ	60
44	MTR
2	M2

M8	9-2
AC	AL
2	



Elements of VolksGrenadier Division 559 [ELR:2] set up on whole hexes of board 32 [SAN:3]:

5-4-8	4-4-7	4-3-6	9-1	8-0	7-0
2	8	4		2	



MMG	LMG	PSK
2	3	2

Elements of Aufklärungs Abteilung, 17th SS Panzer-Grenadier Division enter on Turn 2 on 32I10 or 32P6 with 1/2 MP remaining:

Aufkl
38(t)
2

## Special Rules:

- #1 - EC are Moderate, with no Wind at start.
- #2 - All Grain is treated as Brush. All buildings are wooden and have a ground-level Location only [EXC: building 10Z6 is stone and has upper-level Locations]. Place overlay O4 on 32H1/I2.
- #3 - German 4-4-7/2-3-7 Battle Harden to 5-4-8/2-3-8 respectively.