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2006

VERSION 2
INCLUDED

EAST SIDE GAMERS

A STEAL AT
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Presents

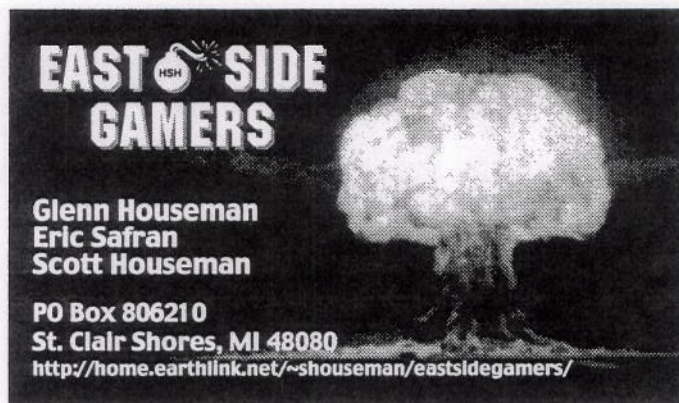


DEZIGN PAK 2

12 NEW SCENARIOS FROM THE PRODUCTION HOUSE OF HOUSEMAN, SAFRAN AND HOUSEMAN

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EASTSIDE GAMERS, PO BOX 806210, ST. CLAIR SHORES, MICHIGAN, 48080-6210



Dezign Pak 2

was designed by EastSide Gamers at the production house of Houseman, Safran and Houseman on the east side of Detroit.

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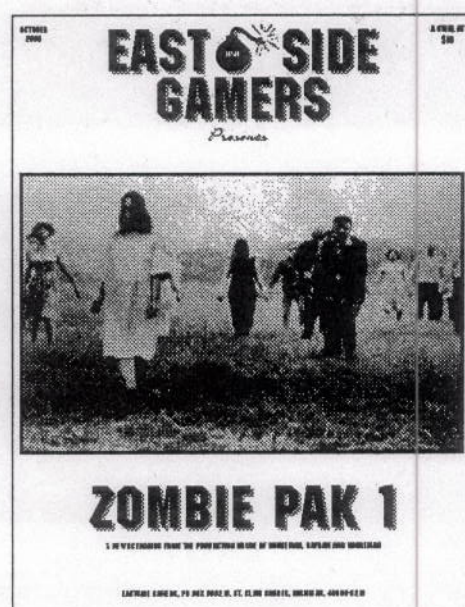
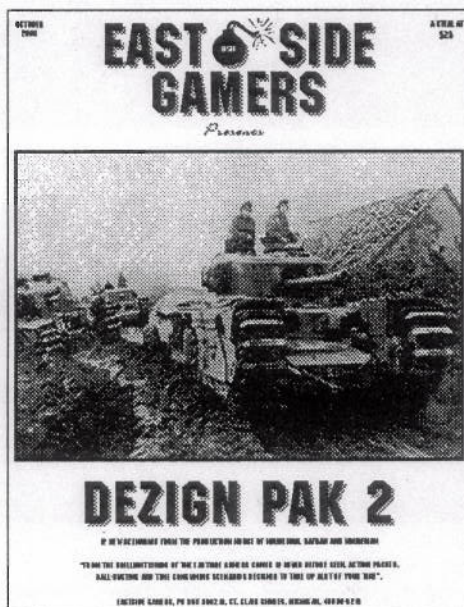
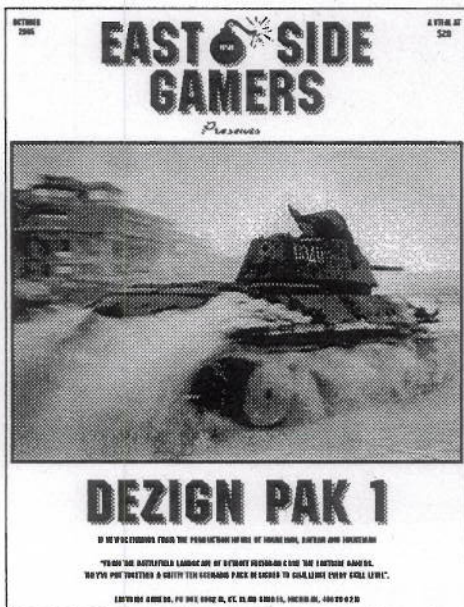
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Special Thanks to David Lamb and PJ Norton for testing and correcting our scenarios. Truer ASL friends we've never had, and even though we greatly appreciate their input, we're not going to pay them. And also to Eli & Fred Schwarz of BlackCloud fame for testing a couple of our tougher designs. Thanks for the help guys.



Leese, Germany (Northwest of Hannover), April 6, 1945: The British Second Army was making excellent time after crossing the Rhine, gobbling up huge tracts of land. Most German troops seemed more interested in surrendering than fighting. 2nd Army crossed the river Wesser without problems, but outside Hannover they met surprisingly stiff resistance. Elements of Student's First Parachute Army were heading west to aid an artillery battery making its way back to German lines and ran right into 2nd Army's path.

VICTORY CONDITIONS: The British win at game end if they exit 70 EVP off board edge 42 on/between I10 and A5; or they control six stone multi-hex buildings on boards 42 and 23. The German player wins by avoiding the British victory conditions *or* immediately upon exiting any AFV w/functioning MA from the Mobile Art. Group off board edge 42 on/between I10 and A5.

BALANCE: German - Raise ELB to 3 **British** - Air support remains for for 3 turns



17	42
40	23
18	

N

GERMANS move first • **BRITISH** move second

1	2	3	4	5	6	7	8	9	10	11
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Elements of First Parachute Army and Ersatz battalion of Hitler Jugend enter on Turn 1 as indicated:

(ELR 2)
(SAN 3)

Trucks enter on board 23 GG8. Infantry must enter as passengers:

[illegible]

Infantry enter on board 23 GG8, GG9, GG10:

1	2	C				DM MMG 3-8	LMG 3-8	PSK 12-4
4-6-7	4-4-7	4-3-6	9-1	8-0	7-0			
x3	x5	x7					x2	

Flanking Infantry enter on board 42 Y10, AA10 or DD10 (All must enter on same hex):

1 4-6-7	2 4-4-7	9-1	DM MMG 3-8	PSK 12-4
------------	------------	-----	------------------	-------------

x2

Halftrack enter on board 42 Q10 (Infantry must enter as passengers):

(See SSR10)

1		LMG 3-8	15 2 1 Marder III(t)M	15 1 1 SPW 251/22	16 1 1 SPW 251/9	15 2 1 FlakPz 38(t)	16 1 1 SPW 251/1	18 1 1 SPW 250/1
4-6-8	8-0		75L	75L -/-3*	75*	20L(6)	15PP AAMG -/-3	9PP AAMG -/-3
x2		x2					x2	x2

Armor Leader sets up in any open top AFV:

AL

9-2

Mobile Artillery enter on board 18 on/between GG1 and BB0 having already expended half MF/MP (See SSR9):

E	1			MMG 5-12	LMG 3-8	PSK 12-4	$\begin{matrix} \text{PzA III/IV} & 13 & 3 & 2 \\ \hline 150 \end{matrix}$	$\begin{matrix} \text{PzA II} & 13 & 2 & 1 \\ \hline 105 \end{matrix}$	$\begin{matrix} \text{FlakPz IV/20} & 14 & 4 & 3 \\ \hline 20L_{(20)} \end{matrix}$
x2	x3						x2	x3	

Armor Support enter on board 42 on/between A5 and I10:

2	C				DM MMG 3-8	LMG 3-8	PSK 12-4	88LL 3/5/2	75LL 1/-	75L -/4*/1*	75L -/1*	88LL
4-4-7	4-3-6	8-1	7-0	6+1						x2	x2	x2
x5	x8							13 6 3 FlakPz IV/37	13 * * SdKfz 7/1			
								37L (12)	20L (20)			



Elements of the 29th Armored Brigade, 11th Armored Division enter on Turn 1 as indicated.

(ELR 4)
(SAN 3)

Recon Group enter on 40 GG1 (Infantry must enter as passengers):

E	E	1					DM HMG 6-14	DM MMG 4-12	LMG 2-7	PIAT 8-3	AEC III 24 6 3 75 -1/4	DAIMLER AC 33 2 1 40L -1/4	Ram Kangaroo 14 8 4 *18PP BMG 2/-
6-4-8	4-5-8	4-5-7	9-2	9-1	8-1	8-0							
x2	x6	x3							x4	x3		x2	x2

Carrier 3in MTR 16 0 0 1PP AAMG -1/2	3 Ton 24 * *
39PP	
x3	

2nd Army Armor Group enter on/between 40 GG8 and 17 W10 (Infantry must enter as passengers):

E	E	1						DM HMG 6-14	DM MMG 4-12	LMG 2-7	PIAT 8-3	DC 30-1	RADIO 8
6-4-8	4-5-8	4-5-7	9-2	9-1	8-1	8-0	7-0						
x4	x3	x3		x2						x3	x4		

Sherman IIC (a) 13 11 4 76LL -1/4	Challenger 15 6 3 76LL -1/4	Comet 15 8 4 77L 2/4	Cromwell VII 16 8 4 75 2/4	Cromwell IV 18 6 4 75 2/4	Sexton 14 3 2 88	AEC III 24 6 3 75 -1/4	DAIMLER AC 33 2 1 40L -1/4	Carrier 2in MTR 16 0 0 51 -1/2	Carrier 3in MTR 16 0 0 1PP AAMG -1/2	15 CWT Truck 26 * * 14PP	3 Ton 24 * * 39PP
x2	x2	x2	x3	x2	x2					x2	x3

AL	AL
10-2	9-1

2nd Army Heavy Armor Group enter on/between 44 A1 and W1:

Crocodile 7 14 11 BF36 75 -1/4	Churchill VII 8 14 11 75 2/4	Archer 12 6 4 76LL	AL	AL
9-1	8-1			
x3	x3			

Carriers enter on/between 18 A1 and F0:

Carrier MMG B 16 0 0 AAMG -1/6*	Carrier C 16 0 0 4PP BMG 4/-2
x2	x2



Reinforcing Infantry enter on Turn 3 on/between 40 GG8 and 17 W10:

E	1				
6-4-8	4-5-7	8-0	7-0	LMG 2-7	PIAT 8-3
x11				x2	

- SPECIAL RULES:**
- 1) EC are moist with a mild breeze from the NE. Orchards (B 14) are out of season. Grain (B 14), although April, is in season.
 - 2) Canal and River are deep with a slow current from east to west. Stream is deep. Place Bridge counters in hexes 23 B4, A4 (they connect to road hexes) and 40 Q2, Q3. All bridges are two lane stone bridges. Place German Strum Boat counters (E 5) in hexes 40 H3,I4, 40 N2, O3 and 23 A3,B3. Treat as neutral; either player may use without penalties.
 - 3) Treat the elevated road on board 40 as a Sunken Road (B 4). Place pontoon bridge counters in hexes 40 GG1, FF1, 42 W3 and 23 GG8. Treat these hexes as road hexes, attaching to all other adjacent road hexes, even if they must cross walls or hedges.
 - 4) Place Shellhole counters in hexes 40 I8 and 42 X2 and Y6. Buildings in these hexes do not exist.
 - 5) No Quarter (A 20.3) is NA
 - 6) The British radio represents one module of 100mm artillery with plentiful ammo, HE and Smoke.
 - 7)The British receive random air support in the form of two FB w/bombs which enter as per E 7.21. The aircraft leave after their second turn on the board.
 - 8) British 6-4-8 squads are Commandos (H 1.24). British AFV's are Elite for ammunition depletion purposes.
 - 9) The German Mobile Artillery Group is Elite for ammunition depletion purposes.
 - 10) The German 250/1 halftracks are ammo supply vehicles for the Marder III(t) and SPW 251/22 AFV.
 - 11) AFV crews may not voluntarily abandon their vehicles (exc. British Carriers).

AFTERMATH: The British truck column was surprised by the sudden appearance of German armor in their flank. The battery of self-propelled artillery was attempting to fight its way back to its own lines when it came across the column. Its movement, in broad daylight, was only possible because of rare AA support from a FlakPz. British commanders had to peel off some elements of their main force to attend to the new threat. Keeping the Germans off the heights was a priority if they were to advance unhindered into the town in front of them. Student's First Parachutes weren't wasting any time. They knew they had to hold on and give the struggling mobile artillery time to make it back to their lines. The huge clash of armies came to a head when the Germans beat the British to the town, their King Tiger taking a prominent position in the village church yard. 2nd Army had to slug their way in now. Bitter close-in fighting with PSK's and PIAT's continued all day with both side continuously funneling in new troops and armor into the battle. 2nd Army's armor, superior in numbers, took daring chances to outmaneuver and flank the village defenders. Many times they paid for their bravado with burning wrecks, with equal losses from panzerschreck, faust, Marders and Nashorns. Late in the day however, with the rest of their reserves spent, the village encircled and their armor finally gone, st Parachute simply ceased to exist as a fighting unit. The Germans artillery, trying to make it back to the village, shared the same fate. Cut off and surrounded, they never made it to the hill tops, falling victim to a handful of British armor sent to end their retreat. 2nd Armor would be on the move again, albeit with a few less men.

Gravelotte, France, September 7, 1944: Patton was pouring it on to capture Metz. 3rd Army tanks were rolling through the French countryside. At Gravelotte, mere miles from their goal, fierce resistance was encountered. Thrown back by the German forces defending the town, the Americans called down artillery fire. The 17th SS Panzergrenadiers retreated, leaving the infantry and as the dust settled, Patton's 3rd Army moved in.

VICTORY CONDITIONS: The Americans win at the end of any game turn if there are no good order German MMC in any building hexes numbered 5 or greater and south of hexrow S on board 46 (see SSR2).

BALANCE: German - Exchange MMG for a HMG
Americans - Exchange two 6-6-6 squads for 6-6-7's



46
4

N

GERMANS set up first
AMERICANS move first

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

Elements of 462 Infantry Division set up on/south of hexrow S on board 46 and on/south of hexrow S on hexes numbered 1 on board 4: (ELR 3) (SAN 4)

1	2	C								
4-6-7	4-4-7	4-2-6	9-1	8-1	7-0	MMG 5-12	LMG 3-8	PSK 12-4	Roadblock //////// ////////	
x2	x4	x4					x3			

Set up on any hill hex and in building 46 J6-J7:

Cr		AA M10	MTR M11
2-2-8	MMG 5-12	2cm Flak 38	8cm GrW 34
x3		20L(6)	81*

Elements of 17th SS Panzergrenadier Division enter on Turn 1 on the east edge of board 46 on/between hexes W and GG having already expended half their MP:

15	13
2	2
1	1
Marder III(U)M	PzA II
75L	105
	x2

Elements of XX Corps, 5th Division enter on Turn 1 on West edge on/between hexes U through GG: (ELR 3) (SAN 3)

1									
6-6-6	9-2	8-1	8-0	7-0	HMG 8-16	MMG 4-12	MTR 60*	BAZ 44 8-4	
x11						x2		x3	

Elements of 87th Recon Armored Calvery enter on Turn 1 on West edge of board 4 on/between hexes A through G (see SSR 4):

E										
6-6-7	9-1	HMG 8-16	BAZ 44 8-4	DC 30-1	M24 18 6 3	M8 HMG 17 6 3	M3 (MMG) 20 0 0	M3 Halftrack 20 0 0	AL	
x3					75 2/4/4	75* -1/4	10PP AAMG -1/12*	15PP AAMG -1/4	10-2	
					x2	x2		x3		

SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. Bore sighting is NA. Hex 46 AA7 has a level 2 Steeple (B 31.2)
- 2) Prior to set-up, place stone rubble counters in hexes 46 Z5, Y6 and Y5. Make a Random Direction DR for each of these hexes and place stone rubble in this new hex. Re-roll if hex already contains a rubble counter or if off board. Falling Rubble is NA. AA7 is NA for rubble. Rubbled hexes count as buildings for victory condition determinations.
- 3) German AFV crews may not voluntarily abandon their vehicles.
- 4) The American 87th Recon force is considered Elite and has an ELR of 4. Its AFV's are Elite for ammunition depletion purposes.
- 5) The 10-2 AL automatically has a Gyrostabilizer (D 11.1) if in appropriate AFV

AFTERMATH: The American artillery bombardment had done its job, 5th Division was moving in. Their long trek through open ground was made easier by the 87th's assault on the German guns on the hill north of the town. Upon reaching Gravelotte, three self-propelled guns from the departed 17th SS Panzergrenadier Division suddenly reappeared. 5th Division's bazookas set out to destroy the reinforcing armor. With both battles breaking into fierce, hand to hand combat, the 87th's armor broke off their attack on the hill defenders and smashed into the flank of the Germans, making the Panzergrenadiers wish they'd never returned. Gravelotte was won, but the Americans could go no further. For just beyond the town lay three heavily defended forts and two more months of very bloody fighting before Patton was ever to get to Metz.

AFTERMATH: Thanks to the guiding hands of the 60th, the last of Kutrzeba's troops had reached the relative safety of Warsaw. By the 20th however, 13 German divisions had surrounded the capital and thousands of artillery pieces turned the city to rubble. Seven days later, the commander of Army Warsaw, General Juliusz Rommel, surrendered the city and 140,000 Polish troops.

Just West of Cambrai, France, September 4, 1944: In 1917, Cambrai was the scene of the worlds first tank battle. The British massed 476 tanks and smashed the impregnable Hindenburg line. The choice of Cambrai was no mistake, it was chosen for its open expanse of flat farm lands. Almost 27 years to the day, U.S. Gen. Courtney Hodge's First Army launched their monstrous armored assault on the German defenders of the city and the Escaut Canal. Over 200 tanks of the U.S. XIX Corps advanced across the open fields toward German positions. The 9th SS Panzer Division had no tanks left. It's a Panzer Division in name only. It does, however, have a number of the dreaded 88mm PaK 43 AT guns. Outnumbered 11 to 1, the SS gunners had their work cut out for them. The Americans had hoped to cross the canal by mid-day.

VICTORY CONDITIONS: The Americans win at the end by exiting 60 CVP off the east edge.

		23
19	44	N

BALANCE:
German - Change exit CVP to 70
Americans - Remove two PSK's from German set-up


GERMANS set up first
AMERICANS move first

1	2	3	4	5	6
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Elements of 9th SS Panzer Division set up on any whole/half hex of board 23 west of the canal (see SSR4): (ELR 3) (SAN 4)

SS 4-4-7 x2	SS 2-4-8 x4	SS 2-2-8 x5	SS 9-1	SS 8-0	SS 7-0	MMG 5-12 x2	PSK 12-4 x4	SET DC 30-1	RADIO	SPW 251/10 37L x4	PaK 43 88LL x2	AT M4 PaK 43/41 88LL x2	AT M5
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German Regulars set up on and any whole/half hex of board 23 west of the canal (see SSR4):

7-0 x3	4-4-7 x2	4-3-6 x3	LMG 3-8 x2	MTR 50*
-----------	-------------	-------------	------------------	------------

Elements of US 1st Army, XIX Corps enter on Turn 1 on West edge of board 19: (ELR 4) (SAN 2)

1 6-6-6 x6	1 3-4-6 x2	9-1	8-1	MMG 4-10 x4	BAZ 44 8-4 x4	M3 Halftrack 20 0 15PP AAMG x6	M8 36 2 37LL x2	M4A1 13 11 75 x10	M4A1(76)W 13 11 75L x5	M4A3(76)W 15 11 76L x5	M4A3 (105) 15 11 105 x3	M4 (105) 13 11 105 x2
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Hero enters manning turret AAMG on any tank:

HERO 1-4-9	AL 9-2	AL 9-1
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- SPECIAL RULES:**
- 1) EC are dry with a mild breeze blowing from the northwest. Kindling is allowed. The hill on board 44 does not exist but terrain therein does.
 - 2) Prior to set-up, place stone rubble counters in hexes 23 CC6, CC7, BB6, BB7, AA7, Z6, Z7. Place wood rubble counters in hexes 23 F8, F9, E9 and 44 M3, X1, CC10. Place shellhole counters in hexes 23 BB8, AA6, AA8, Z5, F10, E10. Place overlays as followed: B5 in 44 H3/G3; B2 in 44 O2/O3; OG5 in 44 R8/Q8; OG4 in 44 M10/L9; OG3 in N5/O5; OG2 in 44 BB8/CC9.
 - 3) Germans may Bore Sight. German Radio represents one module of 150mm OBA (HE Only). Germans may preregister one hex. German DC may be set up on any bridge hex as a Set DC with a 2-2-8 as its handler (A 23.7).
 - 4) German Regulars and SS may not stack with, nor rally each other, nor form Fire Groups.
 - 5) Americans may record six vehicles as having Gyrostabilizers (D 11.1)

AFTERMATH: The Americans superiority in numbers was nominalized by surprise and the time taken to deploy so many armor vehicles. Initial progress was slow and costly. By early afternoon, 40 Allied tanks were knocked out and an attempt to force a crossing of the Escaut Canal was blasted to a halt with panzerschreck fire. But as the battle progressed, the weight of 1st Army's attack began to tell on SS defenders. Individual positions were attacked from several directions or simply overwhelmed by numbers. As evening fell on Cambrai, the 9th SS, having achieved their objective delaying action, pulled up stakes and begin their drive north to catch up with the rest of the division.

Northeast of Borisov, Russia, June 29, 1944: The liberation of Minsk had commenced. The German 11th Infantry Regiment, rearguard of the 5th Panzer Division, was slammed by five Soviet rifle divisions at the approaches to Borisov. The most successful of these, the 5th Guards Rifle Div., penetrated the woods behind the German rearguard and attempted to capture the roads upon which the 11th's survivors were streaming back into the doomed city.

VICTORY CONDITIONS: The Russian player wins at game end if they have a good order MMC on/adjacent to hex 50 Y5 or on the bridge.

BALANCE: German - Exchange road patrol's 2-4-7 for a 4-6-7 squad
Russians - Add one 5-2-7 squad to at start forces.



	52
	50



Only hexrows V-GG are playable

GERMANS set up first
RUSSIANS move first

1	2	3	4	5	6
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Elements of 11th Infantry Regiment set up on any whole hex of board 50 north and west of the stream, and east of road V5-Y5-GG6 (see SSR 2):

E	1						
4-6-8	4-6-7	9-1	8-1	MMG 5-12	LMG 3-8	MTR 50*	?
x2	x3					x2	x5

Road Patrol sets up on board 50 on road V5-Y5-GG6:

(ELR 4)
(SAN 4)

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



Reinforcements enter on Turn 3 on west edge (all must enter on same hex):

E	1	
8-3-8	4-6-7	8-1
	x2	

Elements of the 5th Guards Rifle Division set up on/adjacent to road 52 GG5-AA7 and/or within two hexes of road 52 Z6- V5:

(ELR 3)
(SAN 3)

1	1	1							
5-2-7	4-4-7	2-3-7	9-1	8-1	7-0	MMG 4-10	LMG 2-6	MTR 50*	DC 30-1
x5	x7	x2					x2	x2	x2

Reinforcements enter either on Turn 1 on hex 52 V5 or on Turn 2 on hex 52 GG5 (all must enter on same hex):

1	1			
5-2-7	4-4-7	7-0	LMG 2-6	ATR 1-12
	x2			



SPECIAL RULES:

- 1) EC are wet with no wind at start. Stream is shallow.
- 2) German at start forces may set up in foxholes equivalent to unit size (exc. road patrol).
- 3) Russian 5-2-7 units may use DC's as if elite.

AFTERMATH: The Germans fought bitterly for the vital, life sustaining crossroads. By the sheer weight of numbers the Russian divisions swallowed it up. They were in Borisov itself by the evening of the 30th. Only scattered pockets of German infantry stood between the Soviets masses and Minsk.

Rotterdam, Holland, May 12, 1940: At dawn on May 10, 12 HE 59C Floating Planes and five antiquated seaplanes landed the 120 specially trained assault troops of Kampfgruppe Schrader on the Maas River in Holland. Foreshadowing Operation Market Garden, these troops were assigned to capture and hold the strategically vital twin bridges leading north into Rotterdam for the advancing 9th Panzer Division. Initial success came easily, however the Dutch Garrison Commander, Col. P.W. Scharroo was able to isolate the pocket by placing both bridges under direct machine gun fire. Upon learning of the approach of the 9th Panzer, on May 12 the Dutch high command placed its best available unit, an elite Royal Dutch Marine detachment, at Col. Scharroo's disposal to eliminate the Germans and destroy the bridges with high explosives.

VICTORY CONDITIONS: The Dutch win at game end if there are no unbroken German MMC on or adjacent to hexes I10 or Y10.

BALANCE: German - Add one additional 8-3-8 to OB
Dutch - Exchange 7-0 leader for an 8-1



51

N

DUTCH set up & move first
GERMANS move second

1	2	3	4	5	6
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Elements of Machine Gun Co., 3rd Battalion 39e Regiment Infanterie set up in any non ground level building location as indicated:

(ELR SSR 3)
(SAN 3)

North of road I1-13-H3-G3-E3-C4-C5-B5-A5:

North of road Y1-Y2-EE5-FF5-GG5:

1			
4-5-7	8-1	HMG 6-12	MMG 4-11
x3			

1		
4-5-7	7-0	MMG 4-11
x3		x2

Elements of Royal Dutch Marine Detachment - East Indies enter on Turn 1 on/between hexes A1-A5 and/or GG1-GG5 and /or the North edge.

E					
4-5-8	9-1	8-1	8-0	LMG 2-6	DC 30-1
x12				x4	x4

Kampfgruppe Schrader: Pioneer Battalion 22 and 11th Company, 16th Infantry Regiment, 22nd Infantry Div. Luftlande: set up on board outside of the Dutch set up area:

(ELR 5)
(SAN 3)

E	E	E						
8-3-8	3-3-8	4-6-8	9-2	8-1	8-0	MMG 5-12	LMG 3-8	?
x2		x4					x3	x14



Reinforcements from the 3rd Battalion, 1st Fallschirmjager Regiment enter on Turn 2 on either I10 or Y10

1	
5-4-8	9-1
x3	

SPECIAL RULES:

- 1) EC are moist with no wind at start. Orchards are not in season. Kindling is NA.
- 2) Half hexes on south edge of board are not in play. Treat as open ground for rout and LOS purposes.
- 3) All Dutch SMC and the Royal Dutch Marines have an ELR of 4. The Machine Gun Co. has an ELR of 3.
- 4) All German 8-3-8 and 3-3-8 MMC are Assault Engineers (H 1.22)

AFTERMATH: Led by Capt. Schuiling, the Dutch Marines made good progress. However, German reinforcements managed to cross the bullet swept bridges in time to stop them from destroying the vital crossings. The Dutch continued to reinforce the area after the assault, building a strong defense. On May 14, the Germans, wanting to avoid a costly and time consuming battle to expand the fragile pocket, threatened to bomb Rotterdam into submission. As the Dutch stalled for time, negotiations broke down and this led the Germans to carry out their threatened raid with devastating results.

Inside the Cherkassy Pocket, East of Lyssinka, Russia, February 16, 1944: Artillery General Wilhelm Stemmermann was not going to repeat the mistakes of Stalingrad. He was ordered by Manstein to break out to the west and immediately prepared his troops. Three assault columns and a rearguard were organized. Their objective was the Gniloy Tikich bridgehead at Lyssinka, five miles west from the farthest advance of the relieving 1st Panzer Division. That night, the three columns, moving silently and using guile and bayonets, established a pathway through the Soviet inner ring and made it out. By morning though, the Russians had resealed the gap and reinforcements were on their way. It was now the rearguards turn, the last of the grenadiers.

VICTORY CONDITIONS: The German player wins immediately upon exiting => 18 EVP off the west edge of board 52.

BALANCE: German - Add a second FT to German OB
Russians - Add two 5-2-7 w/horses to 5th GC

52	
	42
	51

N

Russians set up first
Germans move first

1	2	3	4	5	6	7
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Elements of 5th Rifle Corps set up on board 52 on/west of road A6 - GG6:

(ELR 4)
(SAN 4)

1	E	E	Cr						LMG	MMG	DM	DC	FT	MOL-P
4-4-7	4-5-8	6-2-8	2-2-8	9-2	8-1	8-0	7-0	2-6	4-10	MTR	50*	30-1	24-1	4-4
x12	x3	x3	x3					x3	x2	x2				x3

Partisans set up on board 42 west of road A6 - GG6:

3-3-7	7-0	LMG	MTR
		2-6	50*
x3			



5th Guards Cavalry enter on Turn 3 on either north or south hexes of boards 51 and 42. All must enter on same board edge:

1			Horses
5-2-7	9-1	LMG	
x3		2-6	
	x2		x3

Elements of XI and XLII Corps set up on any whole hex of board 51:

(ELR 3)
(SAN 4)

2	1	E	E					Hero	LMG	MMG	DC	FT
4-4-7	4-6-7	5-4-8	8-3-8	10-2	9-2	8-1	7-0	1-4-9	3-8	5-12	30-1	24-1
x6	x3	x3	x3				x2		x6	x2	x3	



Elements of the Romanian 5th Infantry Div. set up on any whole hex of board 51:

E	1			LMG	DC	FT
4-4-7	3-4-7	8-1	7-0	2-7	30-1	24-1
x3	x3			x4		

SPECIAL RULES:

- 1) EC are moist with no wind at start.
- 2) German/Romanian forces may not stack together, nor may they rally each other, nor may they form Fire Groups.
- 3) No Quarter is in effect (A 20.3).

AFTERMATH: Taking only what they could carry, the rearguard made their way out of the city and into the woods. Partisans, delaying their escape, gave up their position and sounded the alert. The grenadiers were beset upon by infantry and reinforcing cavalry. When the survivors reached the Gniloy Tikich, they abandoned their weapons and swam the freezing river. Hardened panzer troops, shocked at the condition of the troops returning from the battle, started talking about "Kessel shock". 1st Panzer held the bridgehead open for two more days, but no other men found their way west. Gen. Stemmermann and 15,000 of his soldiers, did not make it out.

Maramadag, Caucasus, Russia, November 12, 1942: As the German Panzers thrust deep into the Caucasus mountains, resistance stiffened. A Russian bridgehead near Maramadag was a thorn in the side of 3rd Armor division. German infantry was ordered to crush it. Their attack failed with heavy losses. Kleist, resigned to the Russian presence, withdrew 3rd Armor's infantry and installed the Romanian 2nd Mountain Division to contain the Soviet forces. The Romanians however, not content to be relegated to a mere holding operation, acted aggressively to wipe out the annoying bridgehead.

VICTORY CONDITIONS: The Romanian player wins at game end if there are no good order Russian MMC on or adjacent to any road hex.

BALANCE: **Romanian** - Add one 4-4-7 to hill set-up force
Russians - Exchange 10-3 leader for a 10-2



Only hexrows A-P are playable

RUSSIANS set up first
RUMANIANS move first

1

2

3

4

Elements of Ryzhov's 56th Army set up on/north of the hexrow created by drawing a line from hex A4 to M10: (ELR 3)
(SAN 4)

E

1

1

MMG

LMG

MTR

?

Foxhole

4-5-8

4-4-7

4-2-6

9-1

8-1

7-0

4-10

2-6

50*

==
==
1S

x2

x5

x2

x3

x15

Elements of Romanian 2nd Mountain Division set up on any level 3 or level 4 hill hex (see SSR 2): (ELR 4)
(SAN 3)

E

1

HMG

LMG

Cr

INF

4-4-7

3-4-7

8-1

8-0

6-12

3-8

2-2-7

Breda 47
M12
47

x5

x3

x2

x2

2nd Mountain Division Reinforcements
on Turn 1 on the South edge on/between
hexes A and J:

E

1

LMG

DC

4-4-7

3-4-7

10-3

7-0

2-7

30-1

x4

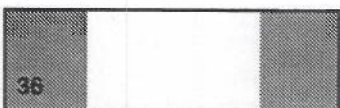
x2

x2

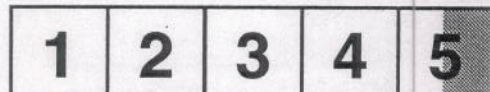
SPECIAL RULES:
1) EC are wet with a mild breeze from the north. The stream is dry.
2) The Romanian INF guns may not set up HIP or emplaced.

AFTERMATH: Utilizing their superior mountain training, the Romanians sent small, well armed and well led units to infiltrate the Soviet positions and attacked them from behind. The Russians were caught off guard and in the ensuing battle, their bridgehead was annihilated. Kleist, upon hearing the news, was "clearly delighted". The Romanian 2nd Mountain Division had succeeded where the Germans had not. They had "exceeded all expectations".



BALANCE: Japanese - Exchange one MMG with a HMG
Americans - Exchange 8-0 leader for an 8-1



JAPANESE set up first AMERICANS move first



(ELR 3)
(SAN 3)

E	E	1	1	Cr			MMG 4-11	LMG 2-6	MTR 50*	 1-3-5	 =
4-4-8	2-3-8	4-4-7	3-4-7	2-2-8	9-1	8-0					
		x2	x2	x2				x2		x2	x4



(ELR 3)
(SAN 3)

E	1			HMG	MMG	MTR
6-6-7	6-6-6	9-2	8-0	8-16	4-10	60*
x2	x2					

E	E	1			FT	BAZ44	MTR
6-6-7	3-4-7	6-6-6	9-1	8-1	24-1	8-4	60*
x3	x2		x2				



- 1) EC are moist with no wind at start. Kindling is NA.
- 2) PTO Light Jungle terrain is in effect. All streams are dry. All marsh and swamp is open ground. Tunnels are NA.
- 3) Place a wooden rubble counter in hex V5.
- 4) For purposes of control of V5, any unresolved CC at game end continues until one side is eliminated.


AFTERMATH: Over the course of the week following the start of the attack, possession of the hill and its observation post was won and lost several times by the Americans. Artillery pounding, air strikes and flame thrower attacks eventually denuded the hill of vegetation. The immense Banyan tree, known as the "Million Dollar" tree, a focal point for both sides, toppled to the ground on March 17th. American attacks continued until March 20th, at which point the reduction of the remaining positions on Hill 260 was left to artillery and mortars. Eight days later the Japanese 6th Division withdrew, leaving behind 526 dead.

Northeast of Zborov, Poland, July 15, 1944: By mid-July the Russian spearheads were within 100 miles of the German frontier. Marshal Koniev now ordered a massive new assault. General Balck had ingeniously reorganized 1st Panzer Divisions mobile artillery and self propelled AT guns to act as mobile reserves in order to blunt the expected offensive. When the Russian armor broke through the German infantry divisions, General Black fed 1st Panzer's armor group into the maw of the Soviet juggernaut.

VICTORY CONDITIONS: Whichever player Controls the most board halves at game end wins (see SSR 4). A tie counts as a German win.

BALANCE: German - Add one JgdPzV to turn 7 reinforcements
Russian - Add one IS-2m to turn 7 reinforcements

19		14
33		
44	43	
		4

N 
Only hexrows R-GG on boards 14 & 4, and hexrows A-P on board 43 are playable



GERMANS move first • RUSSIANS move second

1	2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	---	----	----

Elements of 1st Panzer Division enter as indicated:

Group A

<div><div>13</div><div>PzJg III/IV</div><div>88LL</div><div>2</div></div> <div><div>13</div><div>PzA III/IV</div><div>150</div><div>2</div></div> <div><div>13</div><div>PzA II</div><div>105</div><div>2</div></div> <div><div>13</div><div></div><div>10-2</div><div>1</div></div> <div>AL</div>				
x2	x2			

Groups A, B, and C enter on Turn 1 on West edge (see SSR 3):

Group B

15 Marder III(t)M 75L	16 SPW 251/2 81*
x2	x2

Group C

33 PSW 234/2 50L -75	16 SPW 251/9 75*	16 SPW 251/10 37L -73*	16 AL 8-1
x3			

(ELR 3)
(SAN 3)

Medium Tanks enter on Turn 3 on West edge: Heavy Tanks enter on Turn 5 on West edge: Heavy Tanks enter on Turn 7 on West edge:



<div><div>13</div><div>PzKpfwIV H</div><div>75L</div><div>3</div></div> <div><div>13</div><div>JgdPz IV</div><div>75L</div><div>3</div></div> <div><div>13</div><div></div><div>9-1</div><div>1</div></div> <div>AL</div>		
x4	x2	

<div><div>*15</div><div>PzKpfw VG</div><div>75LL</div><div>6</div></div> <div><div>18</div><div></div><div>10-2</div><div>1</div></div> <div>AL</div>	
x4	

11 PzKpfw VIB 26 8	*15 JgdPz V 18 6	AL
88LL 3/5/2	88LL 3/-	9-1

Elements of 4th Tank Army, First Ukrainian Front enter as shown:

Group A

16 SU 76m 4 1 76L x5	16 ZSU 37 4 1 37L(8)	19 SU 57(a) 0 0 57LL
-------------------------------------	----------------------------------	----------------------------------

Group B

<div><div>16</div><div>SU 122</div><div>122</div><div>6</div></div> <div><div>14</div><div>T-70</div><div>45L</div><div>6</div></div> <div><div>14</div><div></div><div>9-2</div><div>4</div></div> <div>AL</div>		
x3	x2	

Groups A and B enter on Turn 1 on East edge (see SSR 3):

Medium Tanks enter on Turn 3 on East edge:

<div><div>15</div><div>T-43</div><div>76L</div><div>6</div></div> <div><div>14</div><div></div><div>2/4</div></div>	<div><div>16</div><div>T34/M43</div><div>76L</div><div>6</div></div> <div><div>11</div><div></div><div>2/4</div></div>	<div><div>16</div><div>SU 85</div><div>85L</div><div>6</div></div> <div><div>11</div><div></div><div></div></div>	<div><div>16</div><div></div><div>8-1</div><div>6</div></div> <div><div></div><div>AL</div><div>x2</div></div>
x7		x2	x2

(ELR 3)
(SAN 3)

Medium Tanks enter on Turn 5 on East edge:

<div><div>16</div><div>T34/85</div><div>85L</div><div>6</div></div> <div><div>13</div><div>ISU 122</div><div>122L</div><div>11</div></div> <div><div>14</div><div></div><div>9-2</div><div>1</div></div> <div>AL</div>
<div>x4</div> <div>x2</div> <div></div>

Heavy Tanks enter on Turn 7 on East edge:

IS-2m	13
	26
	11
122L	1/4/4
x2	

SPECIAL RULES:

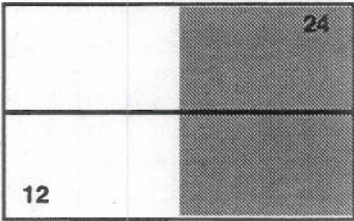
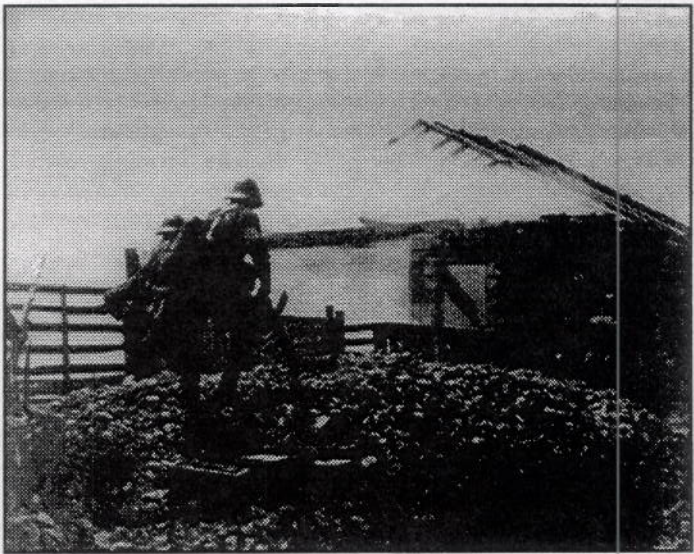
- 1) EC are wet with no wind at start.
- 2) AFV's from the Turn 1 German and Russian entry groups are Elite for ammo depletion purposes.
- 3) All the AFV's in each reinforcement group must enter on the same hex. Each Turn 1 entry group's entry hex must be at least six hexes from each other.
- 4) A "Half Board" for victory condition purposes are hexrows B-P or R-FF. Half hexes do not count as VC hexes. Control of half boards is determined in two ways; having had the last AFV counter on that half or having the most AFV counters on that half at game end. In either case, only AFV's with functioning MA may exert control.

AFTERMATH: As the lighter mobile elements were gobbled up, calls for heavier armor were answered until ultimately, the largest vehicles in the world had been spooned into the mix. The maneuverability of the Russian medium tanks displayed itself as tanks and self propelled guns changed firing positions many times. Ultimately, the firepower and leadership of the German 1st Panzer units prevailed amidst the blazing wreckage and Balck's unorthodox use of the vehicles at his disposal was successful.

Odessa, Russia, August 24, 1941: The capture of Odessa was to be the first major display of Romanian martial powers in WWII, and they were determined to prove themselves capable. Three concentric defensive rings surrounded the seaport and the Russians were resisting bitterly. After three weeks of fierce fighting, the Romanian 4th Army had finally battered its way to the intermediate line. At the village of Petersthal, the 1st Armored Division and the 14th Infantry Division chose the best of their respective formations and formed the "Colonel Eftimiu" Detachment to capture the strong point.

VICTORY CONDITIONS: The Romanian player wins immediately upon Exiting =>20 EVP on/between hexes 24 R3 and R6, or, at game end if they Control 5 of the 6 stone buildings within the Russian set up area (excluding hex 12 C6).

BALANCE: Russians - Exchange one 4-2-6 for a 4-5-8
Romanian - Add one 3-4-7 to on board set up



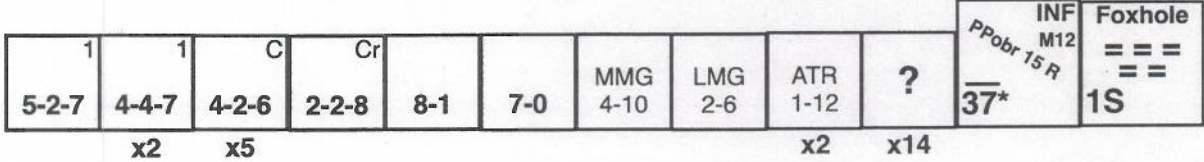
Only hexrows A-P on board 12 and GG-R on board 24 are playable

RUSSIANS set up first
RUMANIANS move first



Elements of Russian 25th Rifle Division and 9th Cavalry Division set up East of road 12 P8-O5-M4- 24 Y2-GG5

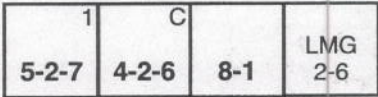
(ELR 2)
(SAN 3)



AA Truck enter on Turn 1 on any road hex on the South or East edge:

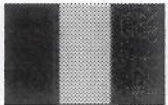
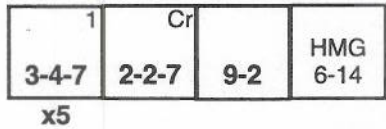


Infantry enter on Turn 2, on same hex ,on/between 24 R2 and 24 R9:

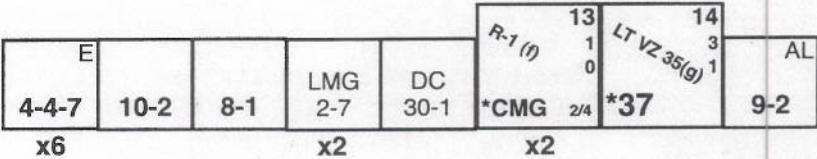


Elements of Romanian "Colonel Eftimiu" Detachment set up West of road 12 P8-O5-M4 24 Y2-GG5:

(ELR 3)
(SAN 3)



Assault Engineers with Armor Support enter on Turn 1 on the West and/or North edge on/between hexes 12 J10 and 24 GG5



SPECIAL RULES:

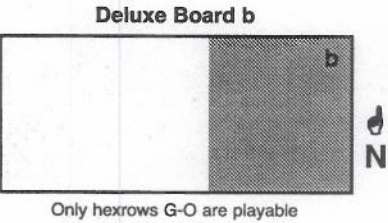
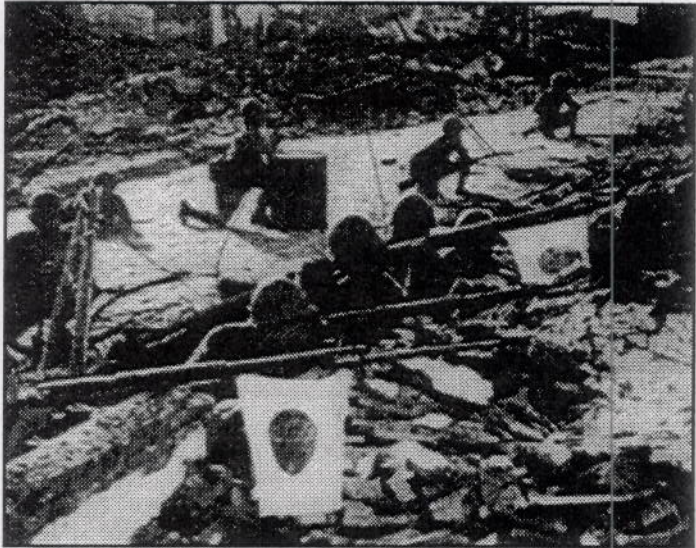
- 1) EC are moderate with a no wind at start. All buildings are ground level only (exc. building 24 U4 has a level 1 which connects with the ground level of hex V3).
- 2) The Romanian 4-4-7's are Assault Engineers (H 1.22). The Romanian player may secretly record one assault engineer squad as being Fanatic (A 10.8)
- 3) Russians may Fortify one building location.
- 4) Russian crews are NA for building control in VC.

AFTERMATH: All day long the hand picked Romanian force hacked deeper and deeper into the nest of Russians defending Petersthal, suffering terrible casualties in the process. Finally, with the Russian garrison wiped out, what was left of the "Colonel Eftimiu" Detachment consolidated their new positions. By this point the Romanian 4th Army had lost 27,307 men. Now they were told to prepare themselves to launch a massive frontal assault against the Soviets, set to begin on August 28.

Luodian Sector, Shanghai, China, September 20, 1937: The slaughter during the battle for Shanghai exceeded that of Stalingrad five years later. The Japanese had become enmeshed in the horrific urban fighting where the Chinese could utilize their superior numbers in a prolonged battle of attrition. At Luodian, a major transportation hub of Shanghai, German advisor Alexander von Falkenhausen told Chiang Kai-Shek that it was imperative that the area be held. The Chinese General Chen Cheng proceeded to concentrate 30,000 soldiers in the sector.

VICTORY CONDITIONS: The Japanese player wins at game end if they Control all stone building locations.

BALANCE: Chinese - Raise ELR to 3
Japanese - Add one 4-4-7 to OB.



CHINESE set up first
JAPANESE move first

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

Elements of Chinese 66th Corp, 159th Division set up North of road G2-H1-J2-M3-O3:

(ELR 2)
(SAN 5)

1	C					
3-3-7	3-3-6	9-1	8-1	MMG 4-10	LMG 2-7	?
x5	x4			x2	x2	x6



Elements of Japanese 3rd Division, 29th Infantry Brigade and 3rd Engineer Regiment enter on Turn 1 on/between hexes I1 and O1:

(ELR 3)
(SAN 3)

E	1	1	Cr							
4-4-8	4-4-7	3-4-7	2-2-8	10-1	10-0	9-0	HMG 8-14	LMG 2-6	DC 30-1	
x2	x3	x3						x2	x2	



SPECIAL RULES:

- 1) EC are wet with no wind at start. Red Barricades cellar rules are in effect (RB 6).
- 2) The Chinese player may HIP two squads and any SMC/SW that stack with them. He may also secretly record two squads as being Fanatic (A 10.8).The Chinese may Fortify one building location.
- 3) Japanese elite squads are Assault Engineers (H 1.22).
- 4) No Quarter is in effect (A 20.3).

AFTERMATH: The intensity of the fighting and carnage at Luodian was unprecedented and earned it the Japanese nickname, "Grinding mill of flesh and blood". The Chinese lines consisted of block after block of buildings fortified with sandbags and poorly armed troops. Their armies suffered an appalling 50% casualty rate during the battle. Symptomatic of Japanese frustration was several cases of mutilation in which Chinese soldiers had their ears cut off and "collected" as souvenirs. This barbarity was to become formalized months later during the infamous "Rape of Nanking", the next city in the path of the IJA.

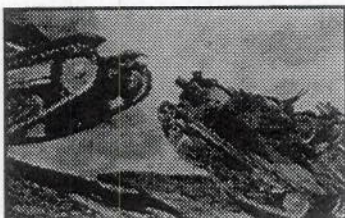
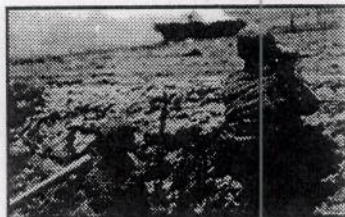


#11 - SYMPHONY OF VIOLENCE

Leese, Germany (Northwest of Hannover), April 6, 1945: The British Second Army was making excellent time after crossing the Rhine, gobbling up huge tracts of land. Most German troops seemed more interested in surrendering than fighting. 2nd Army crossed the river Weser without problems, but outside Hannover they met surprisingly stiff resistance. Elements of Student's First Parachute Army were heading west to aid an artillery battery making its way back to German lines and ran right into 2nd Army's path.

#12 - ROAD KILL

Gravelotte, France, September 7, 1944: Patton was pouring it on to capture Metz. 3rd Army tanks were rolling through the French countryside. At Gravelotte, mere miles from their goal, fierce resistance was encountered. Thrown back by the German forces defending the town, the Americans called down artillery fire. The 17th SS Panzergreaders retreated, leaving the infantry and as the dust settled, Patton's 3rd Army moved in.

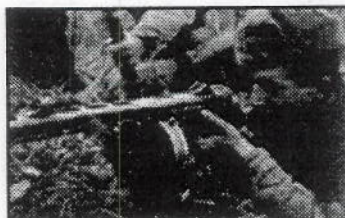
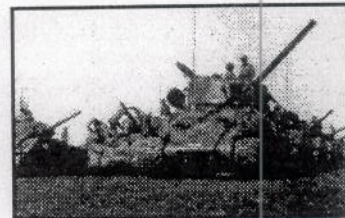


#13 - HANDS ACROSS THE SLAUGHTER

10 Miles NW of Warsaw, September 19, 1939: By the 19th, the cordon around Warsaw was still loose enough that remnants of General Tadeusz Kutrzeba's failed Bzura counter-attack against the German's 8th Army, could still filter into the great city. As the remainder of Army Pozan reached the Kampinos forest north of Warsaw they struggled, and so a sortie, led by the Polish 60th Infantry Division reached out from the city to open a path and guide them in.

#14 - TRACKS BACK TO CAMBRAI

Just West of Cambrai, France, September 4, 1944: In 1917, Cambrai was the scene of the worlds first tank battle. The British massed 476 tanks and smashed the impregnable Hindenburg line. Almost 27 years to the day, U.S. Gen. Courtney Hodge's First Army launched their monstrous armored assault on the German defenders of the city and the Escaut Canal. Over 200 tanks of the U.S. XIX Corps advanced across the open fields toward German positions. The 9th SS Panzer Division had no tanks left. It's a Panzer Division in name only. It does, however, have a number of the dreaded 88mm PaK 43 AT guns.



#15 - SURVIVAL OF THE VICIOUS

Northeast of Borisov, Russia, June 29, 1944: The liberation of Minsk had commenced. The German 11th Infantry Regiment, rearguard of the 5th Panzer Division, was slammed by five Soviet rifle divisions at the approaches to Borisov. The most successful of these, the 5th Guards Rifle Div., penetrated the woods behind the German rearguard and attempted to capture the roads upon which the 11th's survivors were streaming back into the doomed city.

#16 - DUTCH TREAT

Rotterdam, Holland, May 12, 1940: At dawn on May 10, 12 HE 59C Floating Planes and five antiquated seaplanes landed the 120 specially trained assault troops of Kampfgruppe Schrader on the Maas River in Holland. These troops were assigned to capture and hold the strategically vital twin bridges leading north into Rotterdam for the advancing 9th Panzer Division. Initial success came easily, however the Dutch Garrison Commander, Col. P.W. Scharroo was able to isolate the pocket. Upon learning of the approach of the 9th Panzer, on May 12 the Dutch high command placed its best available unit, an elite Royal Dutch Marine detachment, at Col. Scharroo's disposal to eliminate the Germans and destroy the bridges.



#17 - MONEY'S ON THE DRESSER

Inside the Cherkassy Pocket, East of Lyssinka, Russia, February 16, 1944: Artillery General Wilhelm Stemmermann was not going to repeat the mistakes of Stalingrad. He was ordered by Manstein to break out to the west and immediately prepared his troops. Three assault columns and a reargaurd were organized. Their objective was the Gniloy Tikich bridgehead at Lyssinka, five miles west from the farthest advance of the relieving 1st Panzer Division. That night, the three columns, moving silently and using guile and bay-ontes, established a pathway through the Soviet inner ring and made it out. By morning though, the Russians had resealed the gap and reinforcements were on their way. It was now the reargaurds turn, the last of the grenadiers.

#18 - EXCEEDING EXPECTATIONS

Maramadag, Caucasus, Russia, November 12, 1942: As the German Panzers thrust deep into the Caucasus mountains, resistance stiffened. A Russian bridgehead near Maramadag was a thorn in the side of 3rd Armor division. German infantry was ordered to crush it. Their attack failed with heavy losses. Kleist, resigned to the Russian presence, withdrew 3rd Armor's infantry and installed the Romanian 2nd Mountain Division to contain the Soviet forces. The Romanians however, not content to be relegated to a mere holding operation, acted aggressively to wipe out the annoying bridgehead.



#19 - MILLION DOLLAR TREE

Bougainville, Solomon Islands, March 18, 1944: On November 1, 1943, the U.S. 3rd Marine Division landed on the west side of Bougainville, the northern most island of the Solomon chain. Japanese forces, numbering approximately 45,000 men, were concentrated at the northern and southern end of the 60 mile long island. After the situation stabilized, the Army's XIV Corps and the Americal Division, veterans of the Guadalcanal campaign, relieved the Marines. On March 9th, weeks after American control of air and sea in the vicinity had been won, the Japanese attacked. Their commander, Lt. Gen. Harukichi Hyakutake ordered his best troops, the 6th Inf. Division, to attack the perimeter. One objective was Hill 260, a forward American position on which stood a massive 150 ft tall Banyan tree housing an artillery observation post.



#20 - FEAST OF HORROR



#21 - DYING TO KILL



#22 - EARS FOR SOUVENIRS