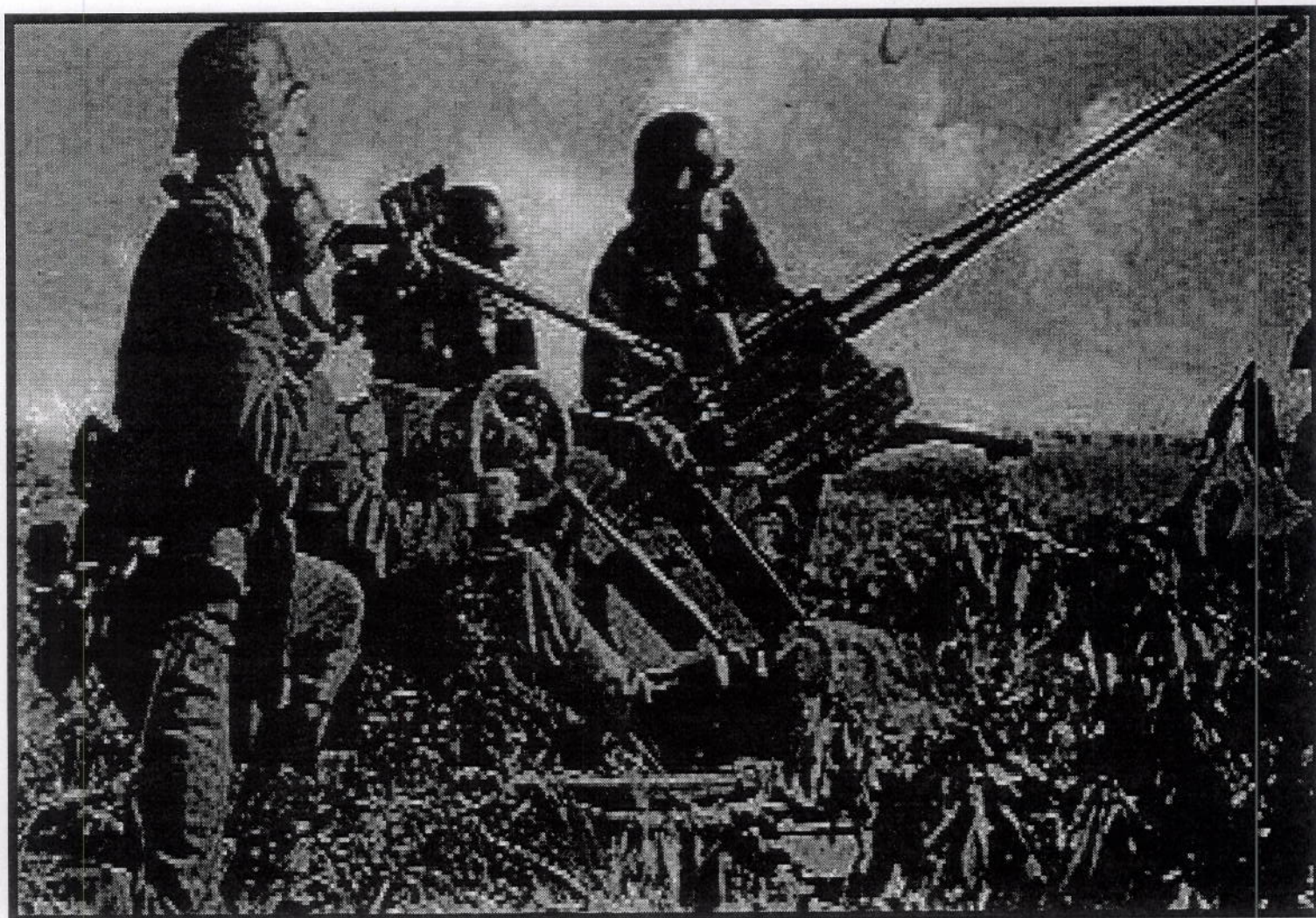


OCTOBER  
2007

# EAST SIDE GAMERS

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## DEZIGN PAK 3

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# EAST SIDE GAMERS

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## Dezign Pak 3

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

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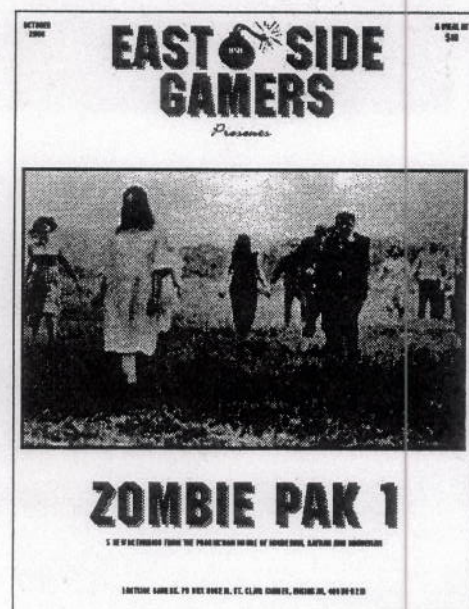
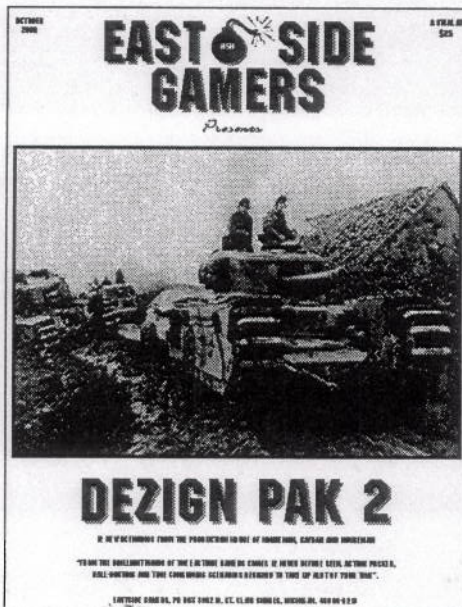
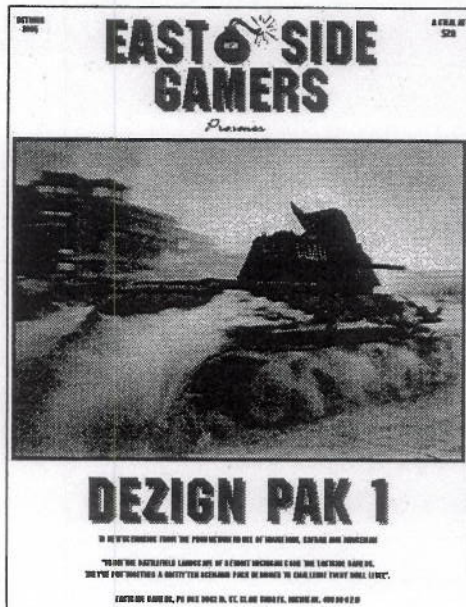
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**Special Thanks** to everyone, far and wide, for testing, retesting and correcting our scenarios.

Big Thanks to Glenn for setting up a stellar squad of playtesters.

Truer ASL friends we've never had, and even though we greatly appreciate their input, we're not going to pay them. Thanks for the help guys.

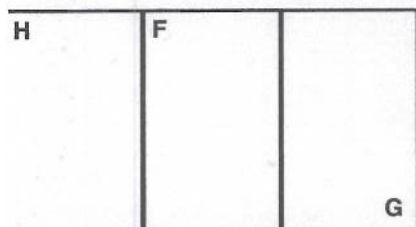




**Cotentin Peninsula, France, June 6, 1944:** The 101st had dropped, but it's sticks were scattered. By dawn, after hurriedly gathering men and supplies, Company B of the 502nd began their march inland to the French town of Beuzeville-au-Plain. On the way they were told to search out and eliminate any AA gun emplacements they'd come across. The AA's were deadly and soon the gliders would be coming in to resupply the troopers. Towed gliders wouldn't stand a chance against accurate AA fire so their elimination was imperative to the success of the 101st's drop mission.

**VICTORY CONDITIONS:** The Americans win at the end of any game turn when they've eliminated 3 out of 4 AA gun emplacements.

**BALANCE:** German - Increase ELR to 3  
Americans - Add a SAN of 2



DELUXE BOARDS

GERMANS set up first  
AMERICANS move first



Elements of the 709th Inf. Division set up as indicated:

**Infantry reserves** set up in building H F1; FlakPz in hex H G2 (see SSR 3):

2			15 FlakPz 38(t)
4-4-7	8-1	LMG 3-8	*20L(6)
x3		x2	

**Road Blocks** set up on any road hex as (see SSR 4)

2		Roadblock
2-3-7	MMG 5-12	////
x2	x2	x2

(ELR 2)  
(SAN 2)

**Flak Groups** set up in any non-building hex (see SSR 5):

2	Cr	AA M10 2cm Flak 38	AA M8 3.7cm Flak 38
4-4-7	2-2-8	20L(6)	37L(8)
x4	x4	x2	x2

**Flak Group Leader** sets up with any one flak group:

7-0

**101st Airborne Division, 502nd Paratroops Infantry Regiment, Company B** enter on Turn 1 on any N,S,E or W edge, one group per edge:

(ELR 5)  
(SAN 0)

#### Group A

E		DC 30-1	BAZ 44 8-4
7-4-7	9-1		
x3			

#### Group B

E	E		DC 30-1	BAZ 44 8-4
7-4-7	3-3-7	8-1		
x2				

#### Group C

E	E		DC 30-1	BAZ 44 8-4	Hero
7-4-7	3-3-7	8-0			1-4-9
x3			x2		



#### SPECIAL RULES:

- 1) EC are clear with mild breeze out of the NE. Bore sighting is NA.
- 2) All buildings are wooden. Treat all marshes as woods. Bocage rules are in effect for hedges only (B 9.5).
- 3) The German reserve units (including AFV) may not move or advance on Turn 1.
- 4) Each German Road Block (2) consist of 1 2-3-7, 1 MMG and 1 Road Block counter. They must set-up on a road hex > four hexes apart.
- 5) Each German Flak Group (4) consist of 1 4-4-7, 1 2-2-8 and 1 AA. They must set-up > six hexes apart, may not set-up HIP and start the game in AA mode (E 7.5). They may not convert from AA

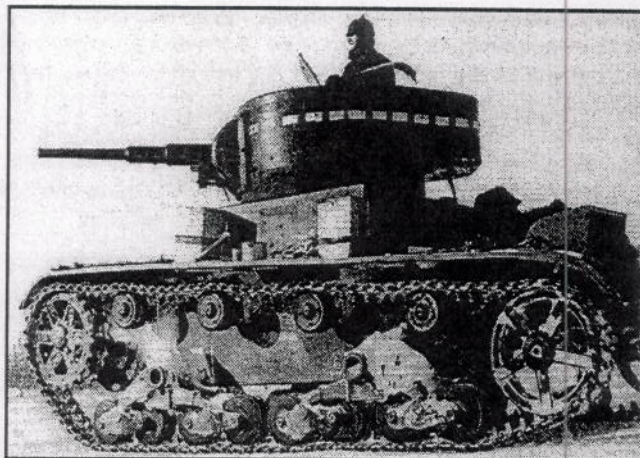
**AFTERMATH:** The scattering of the 101st had one advantage; the Germans were disorganized. After the initial alarm and confusion of reported paratroops dropping had worn off, many German reserve units simply went back to bed. With the countryside quite, dark and void of German patrols, B Company made good progress toward Beuzeville-au-Plain. Between their drop zone and the small French town, they ran across a Flak battery from the 709th Inf. Div., surely ones that had that very night knocked down a few C-47's filled with their comrades. Working swiftly and in teams armed with demo satchels, B Company dispatched three Flak guns without much resistance. Before they could reach the last emplacement though, local reserves from a nearby farm house had been alerted and were making their way to the Ack Ack's defense. To take out the last Flak gun, B Company had to weigh the advantages of fighting vs. fleeing.



**Radziechow, Russia, June 26, 1941:** Once the German invasion of Russia was under way, the Soviet commander of the South-Western Front, General Kirponos planned an immediate counter-attack against the spearheads of Army Group South. In a four day tank battle that was remarkable for its confusion and reckless violence, the Russians hit the southern flank of XLVII Panzer corps at Radziechow. The hills and wetlands west of the town became the focal point of the battle.

**VICTORY CONDITIONS:** The Germans win at game end if there are no good order Russian MMC or AFV's with functioning MA on any level 3 or 4 hill hex, or if the they Exit 10 EVP (4 of which must be infantry) off the south edge, or if they control all stone buildings on board 40, or if all Russian AFV's are eliminated/immobilized or have no functioning MA.

**BALANCE:** German - Any Ger. AFV with an AL increases its ROF by 1  
Russian - All Rus. infantry on level 4 hills are Fanatic



50	
	40

**➔ N**

**RUSSIANS** set up & move first  
**GERMANS** set up & move second

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

**Elements of 11th Panzer Division** set up and enter as indicated:

(ELR 4) (SAN 3)

**Infiltrating Infantry** set up in hexes 40 V7, U7, and/or U8:

Sets up in hex 40 EE7 with gun in tow and infantry as passengers (see SSR4):

Sets up in hex 40 CC7 (see SSR4):

E	1			ATR	DC
5-4-8	4-6-7	8-1	7-0	1-12	30-1
x2	x3				

1	LMG	Cr	Opel Blitz	28	7.5cm IeIG 18
4-6-8	3-8	2-2-8	21 PP	**	M10
					75*

SIG IB  
150\*

**Attack Force** enter on Turn 1 on North edge:

[illegible]

**Flanking Armor** enters on Turn 1 on East edge on/between 50 S1 and O1:

15 3 1 PzKpfw 35(t) 37L 4/4	14 3 1 Pz II F 20L(4) -/5	AL	AL
x2		9-2	8-1

Elements of Gen. Karpezo's XV Mechanized Corps and Gen. Potapov's 5th Inf. Army set up and enter as indicated:

(ELR 2) (SAN 4)

**Hill Garrison** set up on any level 3 or level 4 hill hex (see SSR 3):

**Infantry** set up on hex/es 40  
N6, O8, and/or P8 (see SSR 3):

**Armor Support** enters on Turn 1 on hex 40 A8 having already expended half it's MP allowance:

hill hex (see SSR 3):						<b>Foxhole</b> == == <b>1S</b>	
1 4-4-7 x4	C 4-2-6 x2	8-1	HMG 6-12	MTR 50*	ATR 1-12		
				x2	x4		

1	1	
5-2-7	4-4-7	7-0
x2		

T 26 M37  
45L  
x3

**Infantry Company** enter on Turn 1 on South edge:

**Armor Support**  
enter on Turn 2  
on/between hexes  
50 W1 and GG6:

**Amphibious Tanks**  
enter on/after Turn 2  
on West edge. All must  
enter on same turn:

1	1	C			MMG	LMG	ATR
5-2-7	4-4-7	4-2-6	9-1	8-1	4-10	2-6	1-12
x3	x5	x2				x2	

BT-7/M37  
45L  
x3

T 40	14/2
	1
	0
CMG	-78

x3

**Armor Support**  
enter on Turn 3  
on South edge:

BT-7A 21  
2  
1  
76\* -72/2

### SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA.
- 2) All land hexes west of the river do not exist and are treated as water obstacles. There is no current. All streams are shallow.
- 3) Russian units that set up on map may not move / advance on Turn 1. Choose any T26 M37 variant for the 3rd in OB.
- 4) German vehicles that set up on map may begin the game in motion. German AL's may add their DPM to MA/GMC range, but if BL's do not, 2 phases must be used.

**AFTERMATH:** Coordinating the various far-flung Soviet armor formations proved to be almost impossible. There were few radios available and tank crews communicated with each other using flags. This was most unsatisfactory in the smoke and confusion of combat. It was a full fledged "encounter battle" with mobile forces arriving on the field at the same time. The Germans gained the upper hand primarily because their superior communications and tactical training allowed them to actually coordinate their attack. The Russians were forced off the heights and their



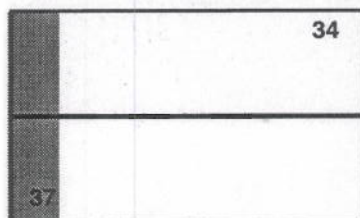
## ROAD OUT OF RANGOON

Scenario Designed  
by D.S. Houseman

**Taukkyan, Burma, March 8, 1942:** Brigadier General Harold Alexander had been sent by Winston Churchill to take supreme command of all forces in Burma and soon after his arrival, realizing that Rangoon was doomed, he ordered all surviving forces to cut their way northward. Twenty-four miles north of Rangoon, at Taukkyan, the Japanese 33rd Division was moving swiftly from east to west in its drive to cut off the retreating army and had erected formidable roadblocks across the main roads. After two failed attempts to clear the impediments, Lt-Col Fosdick, CO 7th Hussars, sent in what he'd hoped would be a final, crushing blow.

**VICTORY CONDITIONS:** Prior to play, the British player secretly records one of the following for his VC; 1) Clear both roadblocks, or 2) Clear 1 roadblock and exit 25 EVP off the north edge

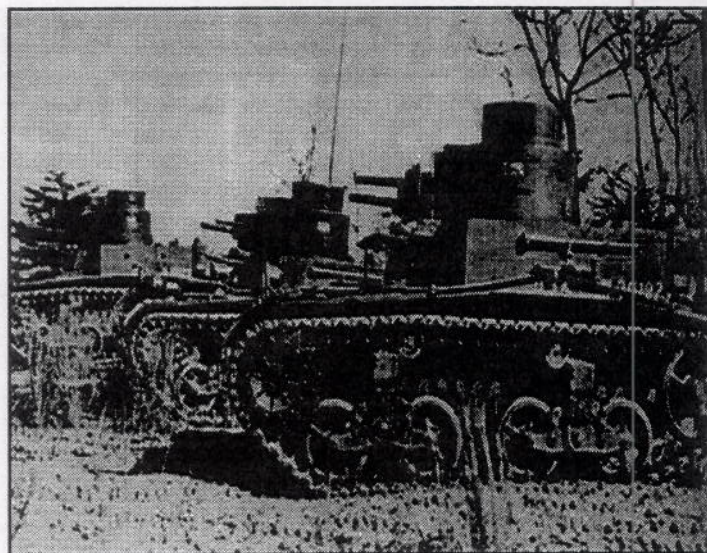
**BALANCE:** **British** - Add two 4-5-7 and 7-0 to 7th Hussars OB  
**Japanese** - Tank support enters on Turn 2



N

Only hexrows A-AA on board 34 and hexrows G-GG on board 37 are playable

**JAPANESE** set up first  
**BRITISH** move first



Elements of Japanese 33rd Division set up as indicated:

(ELR 4) (SAN SSR4)

West Road Block set up on/north hexrow N on board 34 (SSR 2):

1	Cr			LMG	MMG	HMG	DC	ART M9	Roadblock
4-4-7	2-2-8	9-1	9-0	2-6	4-11	6-14	30-1	Year 38-Type	Year 38-Type
x4	x3			x3				*75*	

Tank Support enters on Turn 3 on hex 37 GG6 or 34 A6. They must enter on same hex using Platoon Movement:

15	1	AL
Type 95 HA-GO	1	
37	2-R2*	8-1
x3		

East Road Block set up on/north hexrow T on board 37 (SSR 2):

E	1	1	Cr			LMG	MMG	DC	ART M9	Roadblock
4-4-8	4-4-7	3-4-7	2-2-8	10-1	8-0	2-6	4-11	30-1	Year 38-Type	Year 38-Type
x2	x4	x3				x2	x2		*75*	

2nd Royal Tank Reg., 'A' Squadron, 7th Hussars and 1/10 Gurkhas enter on Turn 1 on south edge as indicated:

(ELR 3) (SAN 3)

Gurkhas enter on hex 34 AA5:

E	E				Hero	LMG	DC
6-4-8	4-5-8	10-2	9-2	8-0	1-4-9	2-7	30-1
x5	x3					x5	x2

7th Hussars enter on hex 37 G5:

1			DM	DM	ATR	DC
4-5-7	9-2	9-1	MTR 51*	MMG 4-12	1-12	30-1
x6			x2	x2	x2	x2

2nd RTR enter on hexes 34 AA5 and/or 37 G5:

18	4	3.7 in	ART M10	26	Cr
Stuart (a)	3			15 CWT Truck	
*37LL 2/4/2	94*		T9 14PP	2-2-8	
x4	x2		x2	x2	

## SPECIAL RULES:

- 1) EC are clear with a no wind at start. Kindling is NA. Bore sighting is NA. PTO terrain (G1) is in effect (exc. roads and bridge exist).
- 2) Japanese roadblocks and ART guns must set up on board.
- 3) British 6-4-8's & 4-5-8's are Gurkhas (A 25.43). The 4-5-7 Hussars may use DC's as if Elite.
- 4) Japanese snipers became more and more active during the battle. To reflect this, Japanese SAN is equal to the player turn. Sniper checks are NA for both sides.

**AFTERMATH:** The battle outside Taukkyan could have been much worse. General Iida's master plan to capture Rangoon from the west had 33rd Infantry moving cross country fast. General Sakurai (GOC, Japanese 33rd Infantry Division) had very effectively blocked the main road, but after passing his whole formation across it at Taukkyan a few days before, he 'obeyed' his rigid orders and abandoned his roadblocks. The bulk of the British Burma Army retreating from Rangoon, including the 17th Indian Division, all of 7th Armored Brigade and General Alexander and his entire Army HQ, arrived at the roadblocks only days after the 33rd had passed.



**Casa del Priolo, Sicily, July 10, 1943:** Italian XVI Corps commander Rossi sent a mobile regiment from Niscemi to attack Gela from Piano Lupo. Half way there they encountered 100 US paratroopers who had just eliminated an Italian strong point and set up a blocking position. Two Italian infantry companies set out in extended formation but were pinned down by withering American fire. Realizing the Americans lacked heavy weapons, the Italians moved an artillery gun up onto a nearby hill.

**VICTORY CONDITIONS:** The Italian player wins at game end if they Control all 4 multi-hex buildings, or if they exit =>18 EVP off board 12 on/between S6 and M1

**BALANCE: Americans** - Add two 3-3-7 half squads to OB

**Italians** - Exchange three 3-4-6 squads for three 4-4-7 squads

15	
	12

N

Only hexrows A-S on  
board 12 and O-GG  
on board 15 are  
playable

AMERICANS set up first  
ITALIANS move first

1	2	3	4	5	6
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**Scattered Elements of 3rd Battalion, 504 Parachute Inf. Reg., 82nd Airborne Division** set up =< 9 hexes from hexes 12 P3 and 12 Q4 (see SSR 2):

(ELR 5) (SAN 6)

E	E				(i)	(i)	
7-4-7	3-3-7	9-1	8-1	7-0	MMG 4-10	LMG 2-5	BAZ 43 8-4
x6	x5		x2		x3	x3	



**General Rossi's "Mobile Group E" Regiment, XVI Corps** set up on/west of the hexrow created by drawing a line from hex 15 O5 to hex 12 A7:

(ELR 3) (SAN 6)

E	1	1					Hero				
4-4-7	3-4-7	3-4-6	9-2	9-1	8-1	7-0	1-4-9	MMG 4-10	LMG 2-5	MTR 45*	DC 30-1
x6	x9	x7						x2	x3		x2



ART sets up on any  
level 3 or 4 hex of  
hill 714 (see SSR 3):

	Cr	ART M5 149/13	OL
2-2-7	150*		10-2

#### SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA.
- 2) The Americans must set up at least one 7-4-7 squad in each multi-hex building. American units may not Recombine. They may set up concealed if in concealment terrain. The MG's in their OB are Italian MG's and suffer captured weapon penalties (A 21) normally.
- 3) The Italian ART may not set up Emplaced. The 10-2 armor leader represents an ORD-NANCE LEADER and is inherent with the ART crew which has a morale level of 10 (including broken side) only when in the same hex as the ART piece, and may use it's DRM to modify ART piece To Hit Rolls only.
- 4) The Italians may secretly record two squads as being Fanatic (A 10.8).
- 5) **Random Naval Artillery (RNA):** After a successful sniper dr but prior to the target determination DR, a player may elect instead to try for RNA. A subsequent dr is made (voiding the sniper shot). A dr of 1-4 results in RNA and target selection is determined. 5-6 yields no result and play continues as normal. A successful RNA dr results in an attack, in that hex only, with a 120mm OBA if the SAN dr was a 1, or 100mm OBA if the SAN dr was a 2. Rubble Creation (B 24.11) and HE fires (B 25.13) occur normally.

**AFTERMATH:** Once their artillery piece made it to the heights, the Italian assault began. Waves of soldiers descended on the Americans position and deadly accurate ordnance fire began to take its toll. Realizing they were outgunned, the paratroopers intended to fall back to Piano Lupo. Just as the order to pull out was received, naval artillery shells began coming down, hitting friend and foe alike, making movement hazardous at best. Stuck between a rock and a hard place, the paratroopers began their withdrawal, making a wide, skirting maneuver to avoid both the Italians and the naval gun fire. The arc of their retreat meant General Rossi's men would reach Piano Lupo first and the battle between these two armies would resume again the following morning.



**Yartsevo, Russia, October 4, 1941:** The final German drive on Moscow, code named "Operation Typhoon", kicked off with Panzer Armies breaking through the Russian lines up and down the entire front. German infantry divisions were to draw the Russian armies in while the Panzer Divisions swept around behind to close the door on any retreat. Nowhere did these tactics work better than on Konev's Western Front. When two infantry divisions of General Heitz's VIII Corps infiltrated the boundary between the Soviet 16th and 19th Armies, the Russian rifle divisions hurried to engage them.

**VICTORY CONDITIONS:** The Germans win at game end if they have  $\Rightarrow$  30 CVP on board 37 and/or EVP off the east edge (see SSR2).

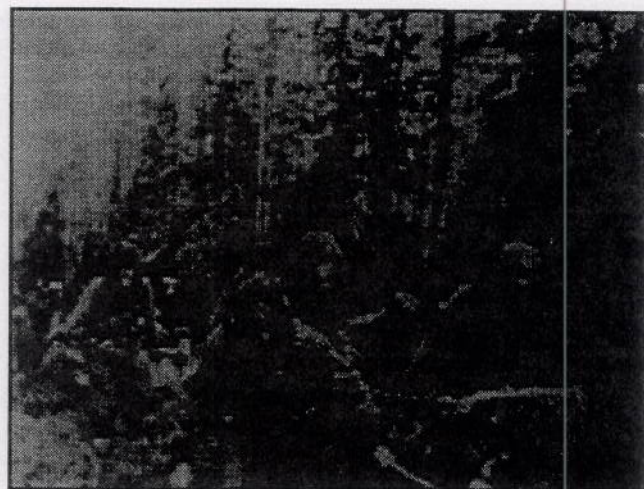
**BALANCE:** German - Reinforcements enter on Turn 1  
Russian - Raise ELR to 3 and exchange 6+1 for a 7-0

	37
	35



Only hexrows A-P  
are playable

**RUSSIANS** set up first  
**GERMANS** move first



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

**Elements of General Rokossovsky's 38th Rifle Division, 16th Army** set up and enter as indicated:

(ELR 2) (SAN 6)

**Set up** East of road 35 A5 - P5 in hexes numbered  $\leq$  7:

1	C				
4-4-7	4-2-6	8-0	MMG 4-10	LMG 2-6	Foxhole 1S
x5	x2				x4

**Set up** HIP on any whole hex of  
board 37 West of road 37 A6-H4-P4:

1	
4-4-7	LMG 2-6

**Rifle Company** enter on Turn 1 on East edge:

1	1	C			
5-2-7	4-4-7	4-2-6	8-1	6+1	LMG 2-6
x4		x5			x2

**Reinforcement Rifle Company** enter on Turn 3 on East edge:

1	1	C		
5-2-7	4-4-7	4-2-6	7-0	LMG 2-6
x3		x4		x2

**Elements of 28th Infantry Div., General Heitz's VIII Corps.** enter on Turn 1 on West edge. Groups A thru D must enter  $\Rightarrow$  3 hexes from each other:

(ELR 4) (SAN 4)

**Group A**

E	1			
4-6-8	4-6-7	9-1	MMG 5-12	LMG 3-8
x2				

**Group B**

E	1			
5-4-8	4-6-7	8-1	LMG 3-8	DC 30-1
x2				

**Group C**

E	1			
4-6-8	4-6-7	8-0		MTR 50*
x2				

**Group D**

E	1			
2-4-8	4-6-7	8-0		MTR 50*

**Reinforcements** enter on Turn 2 on West edge:

E	2					
5-4-8	4-4-7	9-1	7-0	LMG 3-8	FT 24-1	DC 30-1
x2						

### SPECIAL RULES:

1) EC are wet with no wind at start. Kindling is NA. Treat Marsh as Woods. Grain is in season.

2) German earn EVP/CVP as follows:

**Triple EVP** for exiting off east edge.

**Double CVP** for units on board 37 east of road 37 A6-H4-P5

**Normal CVP** for units on whole hexes of board 37 on/west of road 37 A6-H4-P5

**AFTERMATH:** Time after time, the Soviets rifle divisions were drawn into the German attacks. Heavily engaged, they were stuck in the vortex of the battle. On October 7th, the German 10th and 7th Panzer Divisions linked up at Vyazma, surrounding five Russian Armies and 400,000 troops. Konev had ordered the 16th, 19th and 20th Armies to withdraw, but because they had locked horns with the German infantry divisions, they could not. Konev and his staff managed to escape the pocket just before it was sealed off, but Stalin was so disgusted by his general's performance, he threatened to have him executed.



**Tulscin, Russia, July 24, 1941:** The Hungarian advance into Russia was slow. Terrain was rough and mechanized units had to crawl along the few available roads. As the Hungarians neared Tulscin, they sent in the elite 2nd Motorized Rifle Brigade to take the town, with the Rumanian 3rd Cavalry Division on their right flank. When the Russians reinforced the town and launched a series of counterattacks, the Rumanians quickly withdrew, abandoning their "allies". Now in grave danger, with their flank exposed, the Hungarian commander redeployed his only available tank battalion into the gap to replace the missing Rumanians.

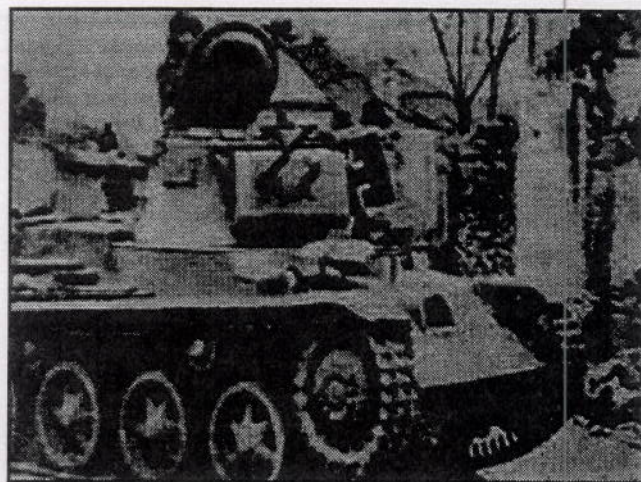
**VICTORY CONDITIONS:** The Russians win at game end if there are no Good Order Rumanian MMC within the Rumanian set up area and the Russian player controls 7 out of the 10 multi-hex buildings (see SSR2)

**BALANCE:** **Rumanian** - Add 1 447 elite squad and 1 MMG to Rumanian OB  
**Russian** - Add 1 Foxhole, 1-228, and 1-50\* MTR to Mortar Group

49			47
41		32	

**N**

Only hexrows GG-R  
on boards 47,49,41  
and hexrows A-P on  
board 32 are playable



**HUNGARIANS / RUMANIANS set up first • RUSSIANS move first**

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

**Remnants of 2nd Infantry Army of General Kirponos Southwest Army Group set up and enter as indicated:**

**(ELR 3) (SAN 6)**

**Set up** in buildings, one MMC per hex, on board 32 South of hexrow G (see SSR3):

1	1	C		
5-2-7	4-4-7	4-2-6	7-0	LMG 2-6
x2				

**Set up** in buildings, one MMC per hex, two hexes or less from 41 EE3 (see SSR3):

1	C			
4-4-7	4-2-6	7-0	MMG 4-10	ATR 1-12
x2		x2		

**Mortar Group set up** on any 2nd level hill hex or hexes:

Cr	MTR 50*	82mm BM obr37	MTR M11	Foxhole
2-2-8		82*		== == 1S
x2				

**Set up** on hex 41 R6:

1	C		
4-4-7	4-2-6	9-1	MMG 4-10
x2			

**Set up** on board 49 South and East of road R8-U8-Y8-Y10 (see SSR 4):

1	1		
5-2-7	4-4-7	8-1	LMG 2-6
x4		x2	

**Set up** on board 49 North and East of road 49 Y10-Y8-BB6-EE5-GG5 (see SSR4):

1	1	C		
5-2-7	4-4-7	4-2-6	8-0	LMG 2-6
x2		x3		



**Enter** on Turn 1 on hex 41 Y10 or 41 R6:

1	Cr	76.2mm PPobr27	INF M8	GAZ MM	25
4-4-7	2-2-8	76*			*
T8 21PP					

**HUNGARIANS - Elements of the 2nd Motorized Rifle Brigade set up as indicated:**

**(ELR 3) (SAN 6)**

**Set up** on hex 32 N8:

E	1		(g)
4-4-7	3-4-7	9-1	LMG 3-8
x2		x2	

**Set up** on hex 47 U9:

E	1		
4-4-7	3-4-7	7-0	LMG 2-7
x2			

**Enter** on Turn 1 on/between hexes 47 R5 and 32 P6:

E	1					(g)		
4-4-7	3-4-7	10-2	8-1	7-0	MMG 4-10	LMG 3-8	LMG 2-7	DC 30-1
x7	x8			x2	x2	x2	x2	x2

**Elements of Rumanian 3rd Cavalry Div. set up** on board 49 within the area bounded by road R5-U4-Y2-EE5-BB6-Y8-U8-R8:

1	C				
3-4-7	3-3-6	8-1	7-0	LMG 2-7	?
x6	x4			x2	x14

**2nd Motorized Tank Support** enter on/after Turn 2 on North edge and/or on/after Turn 3 on hex 47 Y10:

17	34
38 m Toldi I	40M CSABA
2	1
1	1
*20L -/4*	CMG -/4
x3	
x2	

## SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. Treat Orchards as out of season.
- 2) The Russian player assumes control of all multi-hex buildings at game start (exc. 49 R6)
- 3) Units from these two Russian set up groups may not move/advance on turn 1.
- 4) Russian units setting up on board 49 may not move/advance off board 49 till turn 3.
- 5) The Hungarian player may secretly record 2 squads as being Fanatic (A 10.8). Hungarian and Rumanian units may not stack, rally each other or move through/occupy same locations (exc. rout).

**AFTERMATH:** As the Rumanian Cavalry Division melted away under the Russian onslaught, the Hungarians sent in the 2nd Motorized Tank Battalion to engage the counter-attacking Soviets. Their arrival was a shock to the Russian commander, for he lacked any reasonable quantity of anti-tank weapons, and as they rumbled through the countryside, the tide of battle soon changed. As the Soviet attack petered out, the Hungarian attack revved up, but Tulscin would not be taken without a fight. The Hungarian attack was poorly coordinated and not supported by artillery, assuring they'd suffered terrible casualties in taking Tulscin.



**Wylter, Reichswald, Germany, February 8, 1945:** The left flank of the British attack into the Reichswald was the responsibility of the 2nd Canadian Division. Two battalions were dispatched to cut the road from Nijmegen east of Wylter. One would continue east, the other would turn back to capture Wylter, thereby opening the road from Nijmegen. The task of taking the town fell to the Calgary Highlanders. Assuming that the preliminary artillery barrage had seriously weakened the Germans, they sent in one company to assault the town from the rear.

**VICTORY CONDITIONS:** The Canadians win at Game End if they control 2 multi-hex stone buildings or building 46 AA7.

**BALANCE:** German - Exchange 7-0 for a 8-1 and add a 2-4-7 HS in building 46 J6  
Canadian - Add 1 LMG and 1 Ram Kangaroo to OB



	46
	19

**N**

All hexes except  
hexrows Q - GG on  
board 19 are playable  
(see SSR 2)

## GERMANS set up first CANADIANS move first

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

**Elements of General Fiebig's 84th Infantry Division** set up as indicated:

(ELR 2) (SAN 4)

**Set up on any hill hex:**

Set up on any hill hex:				RCL M11 7.5cm LG 40	Foxhole === ==
1 2-4-7 x2	Cr 2-2-8 x2	MTR 50* x2	? x2	75* x2	1S x2

**Set up** in building 46 J6:

1			
4-6-7	8-1	MMG 5-12	?

**Set up on any paved road hex:**

3.7cm Flak LKW  
23  
\*  
\*  
37L<sup>(8)</sup>

**Set up** in and adjacent to building  
46 AA7 (see SSR 5):

E	Cr	?	<b>MTR</b> 12cm GRW 42 M9 <hr/> <b>120*</b>
2-4-8	2-2-8		

**Set up** in building /rubble hexes on board 46  
West of hexrow T:

1	2	C			HMG	LMG
4-6-7	4-4-7	4-2-6	9-1	7-0	7-16	3-8
x3	x3	x3				

**Enter** on turn 3  
on North edge:

**20L(5) -15**



**Company B, Calgary Highlanders Battalion, 2nd Infantry Division set up on/adjacent to road 19 A6-I1-P1:**

(ELR 4) (SAN 3)

E	E	1					MMG 4-12	LMG 2-7	DC 30-1	PIAT 8-3	<div> <div>14 8 4</div> <div>Ram Kangaroo</div> <div>*18PP BMG</div> <div>2/-</div> </div>	<div> <div>14 3 2</div> <div>Sexton</div> </div>	Al
6-4-8	4-5-8	4-5-7	10-2	9-1	8-1	8-0						88	9-1
x8		x4					x2	x3	x2	x2	x3		



**SPECIAL RULES:**

- 1) EC are moist with no wind at start. Treat all Grain as Mud (D 8.23). Kindling is NA.
- 2) Hexrows Q-GG on board 19 are considered flooded. Movement into these hexes is prohibited. However, units may fire and trace LOS across them as though they are a level -1 water obstacle.
- 3) Place shellhole counters in the following hexes; 19 I8, K7, 46 S4, M4, D3. Buildings in these hexes do not exist.
- 4) Prior to set up, place a stone rubble in hex 46 Y5. Make 8 random direction DR's from this hex (distance halved and FRU) and place stone rubble counters. Re-roll if already selected as a rubble hex. Falling rubble is NA.
- 5) Hex 46 AA7 is a single hex, two story house with an inherent stairwell, that contains a level 2 steeple. The 2-4-8 sets up in the steeple, concealed, and acts as a spotter(C 9.3) for the adjacent 120mm MTR. at game start.

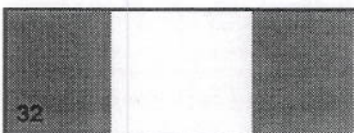
**AFTERMATH:** Forced into a restricted approach due to the flooded nature of the terrain, the Highlanders ran straight into heavy fire from Germans who had recovered from the barrage. Within minutes of each other, both the Canadian's company commander and the commander of the leading platoon were killed. The battalion fell back and would have to call down another artillery barrage and feed in another company before Fiebig's 84th Infantry Division would break and Wyler would fall.



**Bacolod, Mindanao, Philippines Islands, May 2, 1942:** As the Luzon campaign was winding down, Lt. Gen. Homma, commander of the 14th Japanese Army, turned his attention to securing the remaining unconquered islands of the Philippines. A small foothold had been gained on Mindanao, the southern most of the islands, on December 20, 1941. However, no further effort was made until late April 1942, when a coordinated attack at four separate points of the island was launched by the Japanese. Maj. General Kiyotake Kawaguchi landed unopposed on the west coast and proceeded north along Route 1, one of the few roads on the island.

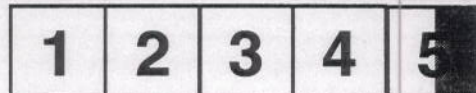
**VICTORY CONDITIONS:** The Japanese player wins by having => to 16 Good Order VP north of the W1-U3-T8 stream at Game End.

**BALANCE:** Philippines - Stream is Deep  
Japanese - Exchange three 4-4-7's for 4-4-8's



Only hexrows  
O-Y are in play

**PHILIPPINES** set up first  
**JAPANESE** move first



Elements of 124th Inf. Regiment, 18th Inf. Division and 7th Tank Regiment, Kawaguchi Detachment enter on hex Y6:

(ELR 4)  
(SAN 2)

1			LMG	MTR	10
4-4-7	9-1	9-0	2-6	50*	Type 89B CHI-Ro
x9			x2	x2	57* 2/-R2*



Elements of 73rd Inf. Regiment, 18th Inf. Div. and 81st Field Artillery Regiment Philippine Army set up North of stream W1-U3-T8 in hexes numbered =<8:

(ELR 2)  
(SAN 3)

2	G	Cr			MMG	LMG	?	ART	Trench
4-4-7	3-3-6	2-2-7	8-1	7-0	4-10	2-6		M1A1 M10	
x4	x5	x2					x7	75*	x4



**Listening Post** set up HIP in concealment terrain in any hex adjacent to a stream hex South of stream W1-U3-T8:

2-3-7

## SPECIAL RULES:

- 1) EC are moist with no wind at start. Kindling is NA. PTO terrain is in effect including light jungle. Stream is shallow. Treat swamp as open ground.
- 2) Place overlays as follows: OG1 on T4, P5 in S9/S10
- 3) Y6-W5-P6 is a dirt road (treat bridge hex as per G .1).
- 4) Philippines M1A1 mountain guns have no special ammo.
- 5) Any Melee at Game End continues until resolved.

**AFTERMATH:** At a choke point along the road to Bacolod, Lt. Col. Robert Vesey's 73rd Inf. Reg. blew the bridge over the stream and employed two of the island's five precious mountain guns in an effort to halt the enemy's advance. In the initial encounter, a Japanese tank attempting to cross the stream near the downed bridge was knocked out by the M1A1's. The Japanese infantry deployed and pushed forward, only to be turned back by heavy, albeit inaccurate small arms fire. Unfortunately, the brief victory was for naught, as the position was outflanked through the jungle later that same day. Effective resistance on the island of Mindanao ceased a week later.



**10 km East of Nikel, Finland, October 21, 1944:** Not satisfied with his formations accomplishments on the 19th, Army Commander Shcherbakov reiterated his orders to capture Nikel, and again, Maj. General Absaliyev's 31st Rifle Company was assigned the mission. Immediately in front of the corps was the exceptionally strong German position on Hill 441 that blocked their advance on the road to Nikel. The day before, the Soviets had nearly lost the entire 367th Rifle Division on the initial assault. Russian tanks and self-propelled guns, stumbling up the narrow, swamp flanked road, fell pray to well sited German antitank guns. Those that made it through the deadly fire found the road blocked right at the foot of the Germans position. Today though, Absaliyev would not make the same mistake, for his command, in fact his life, demanded he crush the German resistance and open the road to Nikel.

**VICTORY CONDITIONS:** The Russians win immediately upon removing the German road block.

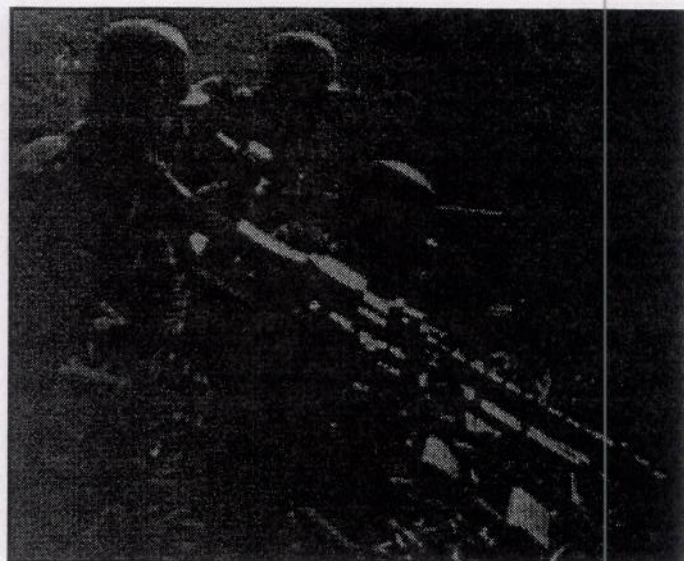
9	
	42

**BALANCE:**

German - Increase SAN to 5

Russian - Exchange two MMG for two HMG

→ N



GERMANS set up first  
RUSSIANS move first

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

**Elements of 163rd Infantry Division (Battle Group Ruebel) and the 2nd Mountain Division set up as indicated: (ELR 3) (SAN 3)**

**2nd Mountain Division** set up on any level 3 or 4 hill hex of hill 740 on board 9 (see SSR 5):

E	1	Cr			HMG	MMG	PaK 40	AT M8	7.5cm le 1618	INF M10	8cm GrW 34	MTR M11	Pillbox	Trench
4-6-8	4-6-7	2-2-8	8-1	7-0	7-16	5-12	75L		75*		81*		2-5-7	
x2	x2	x2			x2	x2	x2		x2		x2			x9



**163rd Infantry Division** set up on/west of hexrow M and on/North of road A6 -GG6 on board 42:

1		Hero			Wire	Roadblock
4-6-7	8-1	1-4-9	LMG 3-8	DC 30-1	XXX XXXX	//////// ////////
x3		x3			x4	

**Elements of Maj. Gen. Absaliyev's 31st Rifle Corps, 367th Rifle Division set up on/South of hexline 42 H10 to T4 to EE10:**

**(ELR 4) (SAN 2)**

E	E	1	Cr				Hero	MMG	LMG	FT	DC	MTR M11
6-2-8	4-5-8	4-4-7	2-2-8	9-2	8-1	7-0	1-4-9	4-10	2-6	24-1	30-1	BM obr. 37
x3	x3	x15	x2		x2			x2	x8	x2	x4	82*



**Armor Support** enters on Turn 2 on hex 42 GG5 (see SSR 3):

KV-85	12 8 6	ISU-152	13 14 11	AL
85L	1/4	152	-1/4	9-1
x3		x4		x2

**SPECIAL RULES:**

- 1) EC are wet with no wind at start. Kindling is NA. Place overlay Wd3 on 42 E2-F2.
- 2) All buildings are wood. Treat Orchard hexes as Shellholes. Treat Grain as Marsh. The building on hill 740 does not exist. Place wreck counters in the following hexes; 42 U4, T3, N4.
- 3) Russian AFV's may not exit the road hexes. They must enter in Convoy status (E 11.1) and remain so until fired upon.
- 4) Russians suffer from Ammunition Shortage (A 19.131).
- 5) German guns must setup onboard but may still be emplaced. Germans may Boresight

**AFTERMATH:** Due to severe ammunition shortages, Soviet artillery had no real effect on the German position. Additionally, their overwhelming superiority in armor was of no great value. Their armored columns could advance only single file on the narrow, swampy roads and all to often fell prey to either German AT fire or supporting AT mines. This meant that Maj. General Absaliyev's 31st Rifle Company had the unpleasant task of removing the roadblock by hand (or DC) while sitting under the heavy, deadly accurate fire from the German guns above.



**East of Iasnaia Poliana, Russia, July 13, 1943:** The Das Reich Division was shielding the eastern flank of the 2nd SS Panzer Corps. General Rotmistrov's 5th Guards Tank Army had launched the counterattack planned to blunt the SS spearhead. Called "Steel, Steel, Steel!" to signal the beginning of the attack, the 1st Battalion of the Der Fuhrer regiment was faced with heavy counterattacks by two Soviet armored brigades of the 2nd Guards Tank Corps. The Russians broke through the Deutschland regiment and drove on the village of Iasnaia and Kalinin. In their way and unbeknownst to the Russians stood a company of captured T-34's that had been seized by the Division earlier in the year. The Russians sought cover in the valleys between the hills, when above them stood the German T-34's to which they were completely vulnerable.

**VICTORY CONDITIONS:** The Russians must earn 6 VP to win. they earn one VP for each of the following: each Good Order AFV exited off the west edge between II A5 and II A10; for every German AFV eliminated; for every three building (FRD) west of hexrow Q that are Controlled by the Russians at game end.

=
-

**BALANCE:** Russian - Rus. need only earn 5 VP  
German - Add another T-34 M43(r) to OB

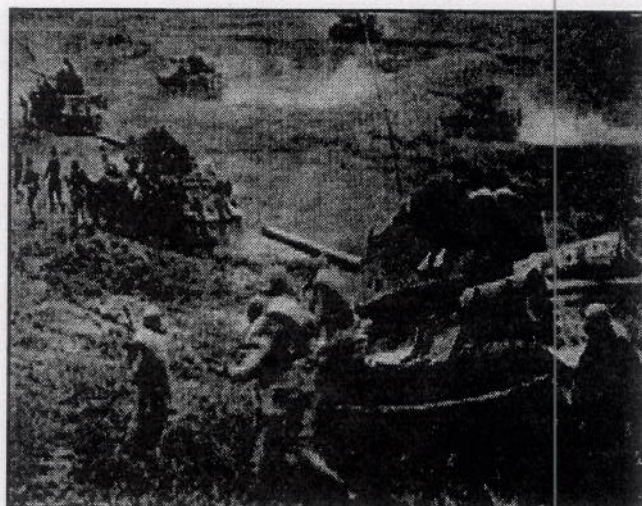


N

HOB  
BOARDS

GERMANS set up first  
RUSSIANS move first

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



Elements of 25th Guards Tank Brigade enter on Turn 1 on East edge between II GG8 and I GG3 (see SSR 2):

(ELR 3) (SAN 2)

E	E				LMG	ATR	DC	T34/M43	T34/M41	AL
4-5-8	6-2-8	9-1	8-0	7-0	2-6	1-12	30-1	16 11 6	17 11 6	
x5	x4				x2			76L 2/4	76L 2/4	9-1
								x3	x6	



Elements of the 1st & 4th Battalion of the Der Fuhrer SS Panzer Regiment set up anywhere on map (exc. => two hexes from any board edge):

(ELR 5) (SAN 2)

SS	SS	SS	SS	MMG	LMG	DC	?	PaK 35/36	AT M12
6-5-8	3-4-8	2-2-8	8-1	5-12	3-8	30-1			
x3							x6	37L	



Set up on any level 2 or greater hill hex (see SSR 4):

T34/M43	17 11 6	AL
76L 2/4		8-1
x3		

Elements of Der Fuhrer TD Battalion enter on Turn 2 along West edge:

Marder III(t)	15 2 1	AL
75L		9-1

## SPECIAL RULES:

- 1) EC are dry with a Mild Breeze & Gusts from the southeast. Steppe Terrain (F 13.2) is in effect with Light Dust (F 11.71). All woods are brush.
- 2) All Russian AFV's enter as a single Convoy (E 11) or as one Radioless Platoon (Russian players choice). All infantry enter as Riders. They must move as far as possible without using delaying MP, bypass or through an orchard or hill hex. They must remain in Motion. Their VCA/TCA must remain facing west. AFV's and Riders may not fire any weapons. This restriction is lifted as soon as a German unit fires on them or they move adjacent to an enemy unit. As soon as this restriction is lifted, all Russian units must expend Stop MP and move no further, nor expend any more MP's or change VCA for that turn. He may, if having sufficient MP remaining, unload Riders who in turn, become Pinned. Any AFV's/Riders remaining off map must enter the following game turn free of the restriction (E11.7).
- 3) All Russian T-34 M41 are considered radioless and must use platoon movement (exc. each good order T-34 M43 may lift this restriction for up to 2 T-34 M41 (ie. treating them as having radios).
- 4) Use Russian T-34 M43 for these counters. Treat as Russian in all respects (exc. MA malfunction # is B11, Red MP and no captured use penalties apply) Note: German players may substitute appropriate German colored counters from alternate ASL producers for the T34/M43 AFV in their OB.
- 5) All AFV's on both sides are treated as Elite for ammunition depletion purposes (exc. German T-34 APCR final depletion # is 5).
- 6) All German MMC have ATMM capability (C 13.7).

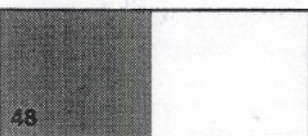
**AFTERMATH:** Surprised to being fired on from above and unable to tell friend from foe, the Russian attack broke down when their command vehicles were knocked out. Each Russian command tank flew a black pennant that designated it to the Germans as a high priority target. These vehicles were also the only ones that could transmit and receive radio signals. It was a standard German tactic that had been employed since the beginning of the war in Russia. Nevertheless, the Russians regrouped and threw themselves at the Germans. The Germans eventually stopped the Russians by inflicting heavy losses, but were unable to continue their own attack that day. Ostensibly, the real reason for the Russian failure was that the 2nd Guards Tank Corps was forced to divert strength to stop the German III Panzer Corps driving up from the south.



**Grodno, Poland, September 20, 1939:** Russian armies poured across the Polish border, ensuring the destruction of Poland. The Polish High Command had ordered that the Russians not be engaged except in self-defense, but the order was ignored. Brigadier General W. Orlik-Ruckemann told the Polish Border Defense Corp (KOP) to fight back. Fierce clashes occurred at Grodno and Wilno. Minor communication hubs became the focus of these battles as Polish troops used the rail lines to move southwest. Anti-aircraft guns covered the train station outside Grodno when the Soviets closed in from all sides.

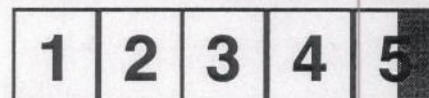
**VICTORY CONDITIONS:** The Russians win immediately upon Controlling hexes T4 and S5. The Polish player wins by avoiding the Russian VC or immediately if any MMC from the AA platoon occupies hex T4 or S5.

**BALANCE:** **Polish** - Exchange two 4-5-7 squads from AA Platoon for two 4-5-8  
**Russian** - Increase ELR to 3 and allow two Fanatic squads instead of one



**N** Only hexrows R-GG  
are playable

**POLISH** set up first  
**RUSSIANS** move first



**Elements of General I.V. Boldin's 6th Cavalry Corps** enter as indicated:

(ELR 2) (SAN 2)

**Enter** on North edge on Turn 1 on/between hexes V0 and BB0:

1	1	C			MMG	FT	DC
5-2-7	4-4-7	4-2-6	8-1	8-0	4-10	24-1	30-1
x2	x2	x2					

**Enter** on South edge on Turn 1 on/between hexes V10 and BB10:

1	1	C			MMG	DC
5-2-7	4-4-7	4-2-6	9-1	7-0	4-10	30-1
	x4	x2				



**Elements of the KOP "Grodno Group"** set up in any building hexes:

(ELR 3) (SAN 4)

1	G	G			HMG	?
4-5-7	4-3-7	2-2-7	9-1	8-0	6-12	
x2	x4	x2				x6



**AA Platoon**  
sets up <= 2  
hexes of GG6:

1		AA M8 40mm Bofors AA	Cr
4-5-7	7-0	40L(8)	2-2-8
x3			

## SPECIAL RULES:

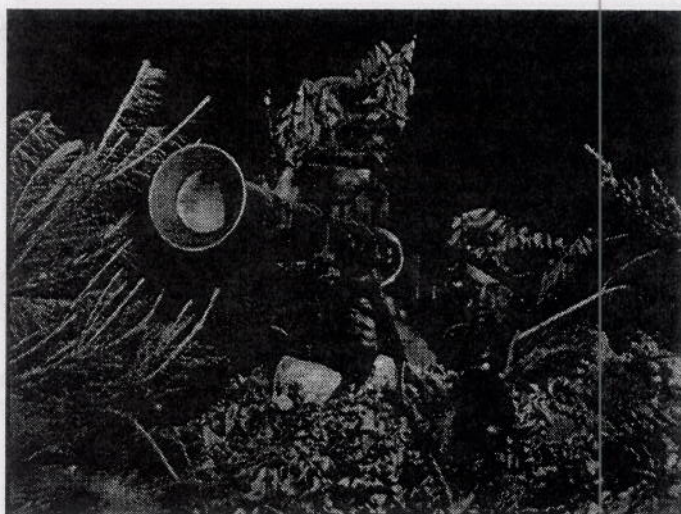
- 1) EC are moist with no wind at start. The road R4-Y1 is a ground level Railroad Track (B 32). Bore sighting is NA.
- 2) Place Shellhole counters in hexes U2, X2, R9 and Z9. Buildings in these hexes do not exist.
- 3) Russian 5-2-7 squads may use FT and DC as though they were Elite. The Russian player may secretly record one squad as Fanatic (A 10.8).
- 4) The Poles may fortify one building location.
- 5) Any Melee at Game End continues until resolved.

**AFTERMATH:** The Poles defending the train station fought valiantly to hold on as nearby troops continued to filter in. One AA gun chopped up the swarming Russians, who lurched through the bloody grain. Wave after wave of Russians threw themselves at the accurate rifle and machine gun fire spitting from the train station, suffering horrible casualties. They finally got their revenge by burning alive the station's defenders with repeated bursts of flamethrower fire, and reducing the outlying buildings to rubble with demo charges. The rest of the Russian invasion of Poland was a walk through.



**Near Osan, South Korea, July 5, 1950:** The June 25, 1950 invasion of South Korea by the North Korean Peoples Army caught the US 8th Army totally unprepared for war. From their bases in Japan, they hastily assembled a scratch force to stem the tide of NKPA units pouring down the peninsula. Task Force Smith was airlifted to Korea and set up a position astride the main highway leading north out of Osan. Within a few hours, NKPA armor and infantry struck their lines in a skillfully executed plan of attack.

**VICTORY CONDITIONS:** The US win at game end of Part 2 if there is => one Good Order US squad equivalent with an LOS to the A6-GG6 road (see SSR 4)



**BALANCE:** NKPA - Add one 4-5-8 to OB  
Americans - Delete SSR 8

**AMERICANS set up first**  
NKPA move first

Part 1			Part 2						
1	2	3	1	2	3	4	5	6	7

**Elements of 107th Tank Regiment, 105th Armor Division enter during Part 1 on Turn 1 along North edge (see SSR4):** (ELR 3) (SAN 0)

16	11	6	AL
T34/85	85L	2/4	8-1

x6

**Elements of NKPA 4th Infantry Division and 107th Tank Regiment enter during Part 2, (ELR 4) (SAN 2)**  
on Turn 1 along North edge and/or Turn 2 along West edge, on/North of hexrow U:

E				MMG	LMG	MTR	DC	T34/85	16	11	6
4-5-8	9-2	8-1	8-0	4-10	2-6	50*	30-1	85L	2/4		

x12

x3

x3

**Elements of B Co., 1st Battalion, 24th Infantry Division and 52nd Field Artillery Battalion, "Task Force Smith" (ELR 2) (SAN 3)**  
set up anywhere on/South of hexrow H on board 16 during both scenario parts (see SSR 3)

1	2	G	Cr				HMG	MMG	BAZ 45	MTR	RCL	?	Foxhole	ART
6-6-6	5-4-6	5-3-6	2-2-7	9-1	8-0	7-0	8-16	4-10	8-5	60*	M20		==	M3
x2	x5	x3	x2						x3		75		1S	M10

x11

#### SPECIAL RULES:

- 1) EC are wet with a mild breeze from the northeast at start. The weather is Overcast with a light rain for both parts of the scenario (E 3.51).
- 2) Treat all grain and woods as brush. Place overlay Hi7 on BB9/AA10.
- 3) Scenario is played in two parts. At the end of Part 1, perform the following steps in this order: Resolve all Melee/CC to conclusion; All NKPA AFV/crews are removed; All surviving American units are automatically rallied and may set up anywhere as per original set up instructions; Foxholes remain in place.
- 4) Each NKPA AFV that successfully exits along the south edge by the end of Part 1 increases by one each the number of Good Order squad equivalents the US player must have in the VC's. Note that the US M3 ART gun, if manned by a Good Order crew, counts as a Good Order squad equivalent for VC purposes.
- 5) The first time the US M3 ART gun fires HEAT, it may ignore its Depletion # (it automatically gets HEAT). Depletion #'s are replenished and all concealment and HIP are replaced for Part 2.
- 6) All NKPA squads have Assault/Spraying Fire. Treat all NKPA units exactly as Russian.

- 7) The Americans may HIP one squad equivalent (plus any SMC/SW stacked with them). All American B#/X# are decreased by one.
- 8) If a NKPA tank moves adjacent to an American MMC not possessing either a BAZ/RCL/ART SW/GUN, those units must pass a "Tank Terror" PTC, failure of which pins the MMC. If a MMC passes such a check, it is still subject to multiple checks from the same or other tanks. This PTC only applies during the NKPA movement phase or if a US unit moves adjacent to an enemy tank.

**AFTERMATH:** A column of eight T34/85's attacked first. Through a hail of artillery, recoilless rifle and vintage bazooka fire they pressed on towards the terrified soldiers in the US line. Finally, 105 howitzers, firing the few precious HEAT rounds brought with them from Japan, knocked out the two lead tanks. A crewman, emerging from the wreck and firing his automatic weapon, killed the very first US serviceman in the Korean War. The rest of the armor passed through the US line. An hour passed before NKPA infantry appeared supported by three more AFV's. Calmly deploying under fire, the North Koreans staged a textbook double envelopment of the US position, forcing them to rout in near complete disorder after several hours of bitter fighting.



**Gros Rederching, Alsace Lorraine, January 2, 1945:** Operation "Nordwind" was an opportunistic offensive intended to cut off and destroy American forces stretched thin to cover the vacated positions of Patton's Third Army, which were now counterattacking to relieve Bastogne. Hitler had personally ordered that all Pz IV tanks and Panthers be excluded from the offensive. The right flank of the attack featured an armored thrust by 70 SP guns, including flamethrowing Hetzers and gargantuan JagdTigers. By the morning of the second, the German spearheads had penetrated the American lines, seized Gros Rederching and pushed beyond. The Americans however, had 180 Shermans, Sluggers and Hellcats in the vicinity to stop the advancing monsters.

**VICTORY CONDITIONS:** The Germans win, at Game End, if they Control 10 of the 12 board halves (See SSR 5).

## BALANCE:

**German** - May chose an additional 5 AFV's as having Winter Camouflage

**American** - All Sluggers (M36 GMC) & M10's have Winter Camouflage



	50	
	2	
	18	11
		15
9		

N

AMERICANS set up first  
GERMANS move first

1	2	3	4	5	6
7	8	9	10	11	12
13					

**Elements of the 397th Inf. Regiment, 100th Inf. Division and Elements of the 749th Tank Battalion and the 776th Tank Destroyer Battalion set up/enter as indicated:**

(ELR 4) (SAN 6)

**Set up** on any level 3 or 4 hill hex/hexes on board 9 and any level 3 or 4 hill hex/hexes on board 50 =<4:

Cr	MTR	ART	ART	MTR	Foxhole
2-2-7	60*	M1 8in M-4	M1 155mm M3	M2 4.2in M10	==
x10	x3	x2	x2	x3	x3
		203	155	107	1S

**Set up** =< one hex of 11 AA1:

E	1					Foxhole
6-6-7	6-6-6	8-1	7-0	MMG	BAZ45	==
x3	x3			x2	x2	1S

**Set up** on any level 1 hill hex on board 50:

E	1							
6-6-7	6-6-6	9-2	8-1	8-0	HMG	MMG	BAZ45	?
x5	x4						x3	x5
					8-16	4-10	8-5	

**Set up** in 18 R9 and 18 S1:

E	1					
6-6-7	6-6-6	8-1	7-0	MMG	BAZ45	
x5	x5			x2	x2	

**Set up** =< two hexes of both 2 W9 and 2 V10:

Set up =< two hexes of both 2 W9 and 2 V10:												Foxhole
E	E	2				Hero	MMG	BAZ45	FT	DC	?	=== ===
7-4-7	6-6-7	5-4-6	10-2	9-1	7-0	1-4-9	4-10	8-5	24-1	30-1		1S
x4	x2	x4						x3	x8			

**Set up** =< two hexes of 11 L1:

Set up =< two hexes of 11 L1:									Foxhole
E	2				HMG	BAZ45	DC	?	=== 1S
7-4-7	5-4-6	9-2	8-1	7-0	8-16	8-5	30-1		
x4	x4					x2		x7	x2

**Enter on Turn 1**  
on hexes 50 GG5  
and/or 50 GG 6

Sluggers	15	Easy 8	15
	8		11
	3		4
90L	-1/4	76L	2/4/4

**Enter on Turn 1** on/between 9 R10 and 9 K10:

E	1	Cr																
6-6-7	6-6-6	2-2-7	10-2	9-1	8-0	HMG	MMG	BAZ45	MTR	Chaffee	Sluggers	M10 GMC	Helicat					
x4	x4	x3			x2		x2	x2	x3	75	90L	76L	76L					
						8-16	4-10	8-5	60*	2/4/4	-1/4	-1/4	-1/4					

AL	Easy 8	15
		11
		4
9-1	76L	2/4/4





Enter on Turn 1 on South edge on/between 18 GG1 and 50 GG3:

ESG #35  
DESTROY ALL MONSTERS  
PAGE 2

12 Jumbo (L) 18 8	12 Jumbo 18 8	15 Easy 8 11 4	15 M4A3 (105) 11 4	18 Chaffee 6 3	17 M5A1 6 3	14 M36 B1 GMC 11 4	15 M10 GMC 8 3	24 Helicat 3 1	AL
76L 2/4/4	75 2/4/4	76L 2/4/4	105 2/4/4	75 2/4/4	37LL 2/4/2	90L 2/4/4	76L -/4	76L -/4	10-2

x2

Enter on Turn 1 on hexes 9 A5 and /or 9 A6:

12 Jumbo (L) 18 8	15 Easy 8 11 4	15 M4A3 (105) 11 4	15 Sluggo 8 3	15 M10 GMC 8 3	AL
76L 2/4/4	76L 2/4/4	105 2/4/4	90L -/4	76L -/4	9-2

x2

Enter on Turn 1 on hexes 9  
A1, 18 GG1 and/or 18 GG2:

15 Sluggo 8 3	24 Helicat 3 1
90L -/4	76L -/4

Enter on Turn 1 with any  
two seperate entry groups:

18 T8 6 3
AAMG -/6*

x2

Enter on Turn 1 on/between 50 P10 and 50 W10:

E	E	1				Hero	MMG	BAZ45	FT	DC	Jumbo	Chaffee	M5A1	
7-4-7	6-6-7	6-6-6	9-2	9-1	8-0	1-4-9	4-10	8-5	24-1	30-1	18 8	6 3	6 3	
x2	x3	x5					x2	x2	x2		75 2/4/4	75 2/4/4	37LL 2/4/2	
											17 6 3	14 11 4	15 8 3	24 3 1
											Scott	M36 B1 GMC	M10 GMC	Hellcat
											75*	90L	76L	76L
											-/-4	2/-4	-/-4	-/-4
														8-1

Enter on Turn 1 on 18 GG5 and GG6:

12 Jumbo 18 8	15 Easy 8 11 4	18 Chaffee 6 3	17 M5A1 6 3	15 Sluggo 8 3	24 Helicat 3 1	17 Scott 6 3	AL	AL
75 2/4/4	76L 2/4/4	75 2/4/4	37LL 2/4/2	90L -/4	76L -/4	75* -/4	9-1	8-1

x2

x2

x2

x2



Elements of 17th SS Panzer Grenadier Division and the Reconnaissance Battalion of the Gotz Von Berlichingen Division enter as indicated: (ELR 5) (SAN 5)

Enter on Turn 1 on/between hexes 2 B0 and 50 D10:

E				MMG	LMG	PSK	FT	DC	Elephant	Hetzer	Brumbar	AL
8-3-8	10-2	9-1	8-1	5-12	3-8	12-4	24-1	30-1	8 18 8	13 14 3	12 11 3	
x10					x2	x2	x2	x3	88LL 3/-	75L -/1*	150*	8-1
									13 11 3	14 4 3	18 3 2	
									75L 1/-	20L(20) 3/-	20L(6) -/5	

Enter on Turn 1 on/between hexes 2 W1 and 2 I1:

Enter on Turn 1 on/between hexes 2 W1 and 2 I1:														JgdTiger		Elephant		Hetzer	
E	2	Cr				MMG	LMG	DM	MTR	MTR	PSK	11	8	13					
5-4-8	4-4-7	2-2-8	9-1	8-0	6+1	5-12	3-8	81mm	50*	12-4	26	18	14						
											8	8	3						
x5	x2	x2					x2	x2			128L	3/-	88LL	3/-	75L	-/1*			
											AL	15	15	18					
											9-1	2	1	3					
												1	1	2					
												Marder III(t)M	SPW 251/22	Lynx					
												75L	75L	-/3*	20L(6)	-/5			

x2

Enter on Turn 1 on hexes 11 A5 and 11 A6:

SS	2				MMG	LMG	PSK	JgdTiger	JagdPanther	JgdPz IV/70	Hetzer	JgdPz IV	AL
6-5-8	4-4-7	9-1	8-0	7-0	5-12	3-8	12-4	11 26 8	15 18 6	11 14 3	13 14 3	11 11 3	
x3	x4							128L 3/-	88LL 3/-	75LL 1/-	75L -/1*	75L 1/-	9-2
											13 8 3	13 8 3	
											75L -/4*/1*	105* -/4/1	





Enter on Turn 1 on/between hexes 2 GG8 and 11 A8:

2		MTR	13
4-4-7	8-0	50*	FlameHetzer
x6			BF30 -1-1*

Enter on Turn 1 on hexes 2 GG5 and 2 GG6:

11	13	
JgdPz IV/70	Hornet	AL
75LL 1/-	88LL	8-1
x2		

**ES6 #35**  
**DESTROY ALL MONSTERS**  
**PAGE 3**

Enter on Turn 1 on hexes 15 A1 and 15 A10:

E	2				HMG	MMG	PSK	RADIO	JgdTiger	Elephant	JgdPz IV/70	JgdPz IV	Brummbär
5-4-8	4-4-7	9-2	8-0	7-0	7-16	5-12	12-4	8	11	8	11	13	12
x3	x3								26	18	14	11	11
									8	8	3	3	3
									128L 3/-	88LL 3/-	75LL 1/-	75L 1/-	150*
									Hornet	Lynx	x2	x2	
									13	18			
									3	3			
									2	2			
									88LL	20L(6) -5	9-1		

Enter on Turn 1 on East edge of board 15 on/between hexes CC1 and S1:

E				HMG	MMG	LMG	PSK	MTR	JgdTiger	JgdPz IV	FlameHetzer	Brummbär	AL
4-6-8	10-2	8-1	7-0	7-16	5-12	3-8	12-4	50*	11	13	13	12	
x12		x2			x2		x2	x2	26	11	14	11	
									8	3	3	3	
									128L 3/-	75L 1/-	BF30 -1-1*	150*	8-1
											Lynx	Wirblewind	
											18	14	
											3	4	
											2	3	
											20L(6) -5	20L(20) 3/-	

Enter on Turn 2 or after on North edge or West edge on/North of 2 I1:

11	15	13	
JgdTiger	JagdPanther	JgdPz 38(t)	AL
128L 3/-	88LL 3/-	75L -1-1*	9-2

Enter on Turn 2 or after on East edge of board 15 on/between hexes CC1 and S1:

11	15
JgdPz IV/70	SPW 251/22
75LL 1/-	75L -1-1*



## SPECIAL RULES:

1) EC are Ground Snow (E3.72) with no wind at start. The Stream is Frozen (B20.7). All grain hexes are treated as Deep Snow (E3.73). All buildings are wooden. Bore sighting is NA.

2) Place Shellhole counters in hexes 9 DD3, EE4, 15 G5, H5, Q8 and R8. Buildings in these hexes do not exist. Place Shellhole counters in hexes 9 N6, R4, CC9, DD9, 15 Z4, X8, X9, 50 K7, N4. Craigs in these hexes do not exist.

3) German AFV's are considered Elite (C 8.2) for ammunition depletion purposes. One Brummbär has a BMG and AAMG. All JgdPz IV/70, JagdPanthers and Hornets have Winter Camouflage (E3.712). Additionally, the German player may designate any three other AFV's as having Winter Camouflage. All German units are SS with an ELR of 5, assault fire capability and a broken side moral increased by one. All German 4-6-8's and 8-3-8's (half squads included) that enter on turn one have Winter Camouflage. The German radio has one module of 80mm Battalion Mortar with HE only and scarce ammo.

4) American Sherman tanks (Easy 8's and Jumbo's) are considered elite for ammunition depletion purposes. The American player may secretly record any nine eligible AFV's as having Gyrostabilizers (D11.1). The two T8 recon AFV's have Winter Camouflage (E3.712) and are artillery Observation Post tanks (H 1.461). Each have one module of 150mm OBA with HE and Smoke. All American Hellcats have Winter Camouflage. The American player may fortify four building locations.

5) For Victory Condition purposes, half boards use whole hexes only (B-P and R-GG). Control of half boards is determined by having had the last CVP on that half board or having the most CVP's on that half board at game end. Ties go to the Americans.

6) Armor Leaders from both sides may use their DRM for MA, CMG and AAMG repair attempts. A dr of 6 always disables armament.

**AFTERMATH:** The Americans threw vast amounts of reliable armor in front of the thick-skinned, earth shaking behemoths. The superior maneuverability of the US vehicles was useful in the wooded hills and valleys that made up the battlefield. By nightfall, the German thrust had been blunted and their losses in platoon leaders and company commanders were excessive. Forced to call off the northern portion of the attack, the German generals re-directed the schwerepunkt of the Nordwind offensive to the southern sector of the front.

## AFV NICKNAME KEY:

**AMERICAN:** "Hellcat" = M18 GMC • "Slugger" = M36 GMC  
"Jumbo" = M4A3E2 & M4A3E2 (L) • "Easy8" = MM4A3(76)W  
"Chaffee" = M24 • "Scott" = M8 HMC

**GERMAN:** "Elephant" = PzJgTiger • "Brummbär" = Stu Pz IV  
"Hetzer" = JgdPz 38(t) • "FlameHetzer" = JgdPz 38(t) (Fl)  
"Lynx" = PzKpfw II L • "Wirblewind" = FlaKPz IV/20  
"Hornet" = PzJg III/IV



# HAVOC IN SHANGHAI

Scenario Designed  
by Glenn Houseman

**Hueishan Docks, Shanghai, China, August 22, 1937:** After the Japanese had invaded and secured a large portion of Shanghai, the Chinese launched their only effective counterattack of the campaign. Unable to capture fortified Japanese positions in the heart of the city, the Chinese 87th Div. skillfully infiltrated around the strongpoints and set fire to whole city blocks at Yangshupu, burning gaps in the lines wide enough to feed the 37th Div. through. General Zhang Zhizhong's plan was to push the Japanese into the Huangpu River and then blockade the coast and deny the enemy any chance to land reinforcements at the Hueishan docks.

**VICTORY CONDITIONS:** The Chinese player wins immediately upon exiting 16 EVP off the East edge.

**BALANCE:** Chinese - Exchange 9-1 leader for a 9-2

Japanese - 1 2-2-8 crew with LMG enters on turn 4 on East edge



	45
	51

**N**

Only hexrows R-GG  
on board 45 and 51  
are playable

**JAPANESE** move first  
**CHINESE** move second

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

**Elements of Japanese 2nd Reserve Infantry Regiment** enter as indicated:

(ELR 3) (SAN 3)

Enter on Turn 1 on hexes 51 R6 and/or R5:

2	Cr			
3-4-7	2-2-8	10-0	INF 37*	LMG 2-6
x3			x2	



Enter on Turn 1 on hex 51 GG1:

2
3-4-7
x2

Enter on Turn 1 on hex 51 GG3:

2	Cr			
3-4-7	2-2-8	9-0	MMG 4-11	LMG 2-6
x2			x2	

Enter on Turn 1 on hex 51 Y1:

2	2	
3-4-7	1-3-7	9-0
x2		

**Elements of Chinese 36th Division** enter as indicated:

(ELR 2) (SAN 3)

Enter on Turn 1 on hex 45 U10:

E			
4-4-7	10-2	LMG 2-7	DC 30-1
x3		x3	



Enter on Turn 1 on hex 45 EE10:

1		
3-3-7	8-1	MMG 4-10
x5		

Enter on Turn 1 on hex 45 Y10:

E				
4-4-7	9-1	HMG 6-12	LMG 2-7	DC 30-1
x3				

Enter on Turn 1 on hex 45 R6:

1	
3-3-7	7-0
x4	

## SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. Treat Orchards as out of season. No Quarter is in effect (A 20.3)
- 2) Treat all stone buildings as wooden with a +2 TEM. Treat all wood buildings as having only a +1 TEM.
- 3) There are no 2nd level locations (exc. hex 51 Z8, a Pagoda, has a 2nd level Steeple. Normal Steeple rules apply (B 31.2). 1st level locations of all buildings with stairwell symbols are accessible only from these stairwell locations, not from inherent stairwells. All buildings without stairwell symbols are considered ground level only.

**AFTERMATH:** In order to interdict the Chinese rush for the docks, the Japanese were forced to lay down fire lanes at vulnerable intersections, causing many of their machine gun barrels to overheat while spraying the seemingly endless stream of enemy soldiers. The Chinese almost made it to the wharves, but the 36th Division's casualties were enormous (90 officers and 1000 troops) and the attack stalled.

**Combined Scenario:** This scenario may be combined with scenario ESG # 37, "Tsunami Of Maniacs" to form one large scenario. See ESG # 37 "Tsunami Of Maniacs" for special SSR..



**Hueishan Docks, Shanghai, China, August 22, 1937:** Chinese General Zhang Zhizhong's plan to push the Japanese out of Shanghai and capture the vital Hueishan docks was working. 87th Division had burned huge gaps in the Japanese lines by using kindling on an enormous scale and 36th Division was pouring through, spearheaded by the 1st Light Tank Battalion. As they neared the Huangpu River, the Chinese forces began to encounter large warehouses where supplies and ammunition had been unloaded and stockpiled, and these fortified structures were fiercely defended by Japanese rear area labor troops.

**VICTORY CONDITIONS:** The Chinese player wins at game end if they Control the Warehouse (building 45 J3).

**BALANCE:** Chinese - Exchange any two MMG's for two 6-12 HMG  
Japanese - Add a third Type 92b tank to armor support



	45
	51

**N**

Only hexrows A-P  
on boards 45 and  
51 are playable

**JAPANESE** set up & move first  
**CHINESE** set up & move second

**1 2 3 4 5 6**

**Troops of the Japanese Army Logistics Depot, 2nd Reserve Infantry Regiment and 8th Independent Light Armor Company set up/enter as indicated:**

(ELR 3) (SAN 3)

**Army Logistics Depot set up in building 45 J3:**

Set up concealed on roof of building 45 J3:

2	C	C	Cr				INF	LMG	?
3-4-7	3-3-6	1-2-6	2-2-8	9-0	8-0	37*	2-6		
x3	x5	x2				x3		x13	

2	
3-4-7	MTR
	50*

**2nd Res. Inf. enter on Turn 1 on East edge on/between hexes D0 and A1:**

Enter on Turn 1 on 51 I1:

**8th ILA Co. enter on Turn 2 on East edge on/between hexes I1 and A1:**

2	Cr			MMG
3-4-7	2-2-8	9-1	9-0	4-11
x4	x2			x2

2	
3-4-7	LMG
x3	2-6

15	
Type 92b	0
*MG	6"/2"
	x2

**Elements of Chinese 36th Division and Light Tank Battalion set up/enter as indicated:**

(ELR 2) (SAN 3)

**Set up in building 45 O4 and N7 (at least 3 MMC per building):**

**Set up in building 45 D3, D5 and E6:**

E	1		MMG	LMG	DC	?
4-4-7	3-3-7	8-1	4-10	2-7	30-1	
x5	x5	x2		x2		x5

E	1			MMG	LMG	?
4-4-7	3-3-7	9-1	7-0	4-10	2-7	
x3	x3			x2		x4



**Enter on Turn 1 on West edge on/between hexes K10 and A10:**

E	1			LMG	DC	VCL M1931 b
4-4-7	3-3-7	9-1	7-0	2-7	30-1	CMG
x3	x4			x3		x3

## SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. Treat Orchards as out of season. No Quarter is in effect (A 20.3)
- 2) Treat all stone buildings as wooden with a +2 TEM. Treat all wood buildings as having only a +1 TEM.
- 3) There are no 2nd level locations (exc. hex 51 H2, a Pagoda, has a 2nd level Steeple. Normal Steeple rules apply (B 31.2)). 1st level locations of all buildings with stairwell symbols are accessible only from these stairwell locations, not from inherent stairwells. All buildings without stairwell symbols are considered ground level only.
- 4) Building 45 J3 is a 1.5 level Factory and is a stone building w/rooftop. Only Factory Rooftops (B 23.74/23.8) are in effect.
- 5) Place wooden rubble counters in hexes 45 P5, P6 and P7.

## AFTERMATH :

The Chinese maniacally launched themselves at the warehouses, but suffered too many casualties to go any further.

## SPECIAL RULES FOR COMBINED SCENARIO :

Both ESG #36 - "Havoc In Shanghai" and ESG #37 - "Tsunami Of Maniacs", may be played as one combined scenario by using the following additional rules:

- 1) Japanese units that set up in building 45 J3 may not leave that building until Turn 3.
- 2) The Chinese player must fulfill both VC to win with EVP being infantry only. Increase EVP to => 20.
- 3) Units that begin the game assigned to enter a half board (A-P and R-GG) may not leave that board half until turn 2. Units which enter on row Q, which is now in play.
- 4) Combined scenario is 7 Turns in length.



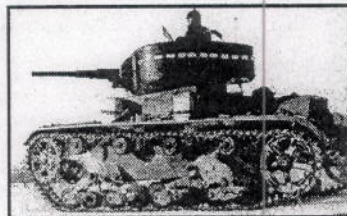


### #23 - GAK GAK THE ACK ACK

Cotentin Peninsula, France, June 6, 1944: The 101st had dropped but it's sticks were scattered. By dawn, after hurriedly gathering men and supplies, Company B of the 502nd began their march inland to the French town of Beuzeville-au-Plain. On the way they were told to search out and eliminate any AA gun emplacements they'd come across. The AA's were deadly and soon the gliders would be coming in to resupply the troopers. Towed gliders wouldn't stand a chance against accurate AA fire so their elimination was imperative to the success of the 101st's drop mission.

### #24 - MAYHEM

Radziechow, Russia, June 26, 1941: Once the German invasion of Russia was under way, the Soviet commander of the South-Western Front, General Kirponos planned an immediate counter-attack against the spearheads of Army Group South. In a four day tank battle that was remarkable for it's confusion and reckless violence, the Russians hit the southern flank of XLVIII Panzer corps at Radziechow. The hills and wetlands west of the town became the focal point of the battle.



### #25 - ROAD OUT OF RANGOON

Taukkyan, Burma, March 8, 1942: Brigadier General Harold Alexander had been sent by Winston Churchill to take supreme command of all forces in Burma and soon after his arrival, realizing that Rangoon was doomed, he ordered all surviving forces to cut their way northward. Twenty-four miles north of Rangoon, at Taukkyan, the Japanese 33rd Division was moving swiftly from east to west in its drive to cut off the retreating army and had erected formidable roadblocks across the main roads. After two failed attempts to clear the impediments, Lt-Col Fosdick, CO 7th Hussars, sent in what he'd hoped would be a final, crushing blow.



### #26 - DIABOLICAL SHRAPNEL

Casa del Priolo, Sicily, July 10, 1943: Italian XVI Corps commander Rossi sent a mobile regiment from Niscemi to attack Gela from Piano Lupo. Half way there they encountered 100 US paratroopers who had just eliminated an Italian strong point and set up a blocking position. Two Italian infantry companies set out in extended formation but were pinned down by withering American fire. Realizing the Americans lacked heavy weapons, the Italians moved an artillery gun up onto a nearby hill.



### #27 - TYPHOON'S VORTEX

Yartsevo, Russia, October 4, 1941: The final German drive on Moscow, code named "Operation Typhoon", kicked off with Panzer Armies breaking through the Russian lines up and down the entire front. German infantry divisions were to draw the Russian armies in while the Panzer Divisions swept around behind to close the door on any retreat. Nowhere did these tactics work better than on Konev's Western Front. When two infantry divisions of General Heitz's VIII Corps infiltrated the boundary between the Soviet 16th and 19th Armies, the Russian rifle divisions hurried to engage them.



### #28 - DANGEROUS RELIANCE

Tulscin, Russia, July 24, 1941: The Hungarian advance into Russia was slow. Terrain was rough and mechanized units had to crawl along the few available roads. As the Hungarians neared Tulscin, they sent in the elite 2nd Motorized Rifle Brigade to take the town, with the Rumanian 3rd Cavalry Division on their right flank. When the Russians reinforced the town and launched a series of counterattacks, the Rumanians quickly withdrew, abandoning their "allies". Now in grave danger, with their flank exposed, the Hungarian commander redeployed his only available tank battalion into the gap to replace the missing Rumanians.



### #29 - BLOOD IN THE MUD

Wyler, Reichswald, Germany, February 8, 1945: The left flank of the British attack into the Reichswald was the responsibility of the 2nd Canadian Division. Two battalions were dispatched to cut the road from Nijmegen east of Wyler. One would continue east, the other would turn back to capture Wyler, thereby opening the road from Nijmegen. The task of taking the town fell to the Calgary Highlanders. Assuming that the preliminary artillery barrage had seriously weakened the Germans, they sent in one company to assault the town from the rear.



### #30 - MINDANAO MOP UP

Bacolod, Mindanao, Philippines Islands, May 2, 1942: As the Bataan campaign was winding down, Lt. Gen. Homma, commander of the 14th Japanese Army, turned his attention to securing the remaining unconquered islands of the Philippines. A small foothold had been gained on Mindanao, the southern most of the islands, on December 20, 1941. However, no further effort was made until late April 1942, when a coordinated attack at four separate points of the island was launched by the Japanese.



### #31 - HELL FROM HILL 441

10 km East of Nikel, Finland, October 21, 1944: Not satisfied with his formations accomplishments on the 19th, Army Commander Shcherbakov reiterated his orders to capture Nikel, and again, Maj. General Absaliamov's 31st Rifle Company was assigned the mission. Immediately in front of the corps was the exceptionally strong German position on Hill 441 that blocked their advance on the road to Nikel. The day before, the Soviets had nearly lost the entire 367th Rifle Division on the initial assault. Today though, Absaliamov would not make the same mistake, for his command, in fact his life, demanded he crush the German resistance and open the road to Nikel.

