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DESIGN PAK 4

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

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BALL-BUSTING AND TIME CONSUMING SCENARIOS DESIGNED TO CHALLENGE EVEN YOUR SKILL LEVEL".

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Dezign Pak 4

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

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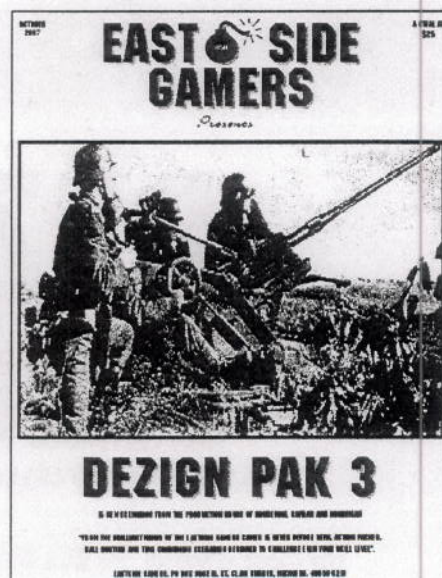
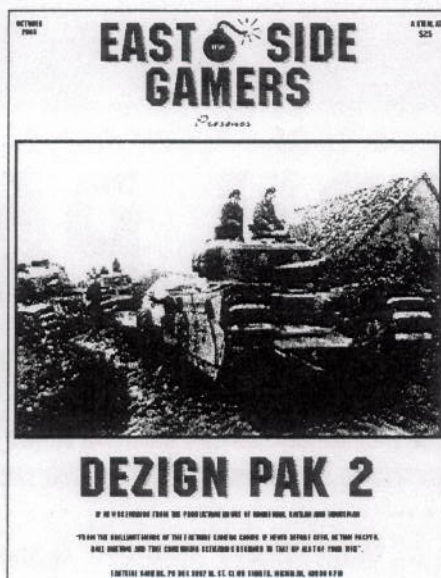
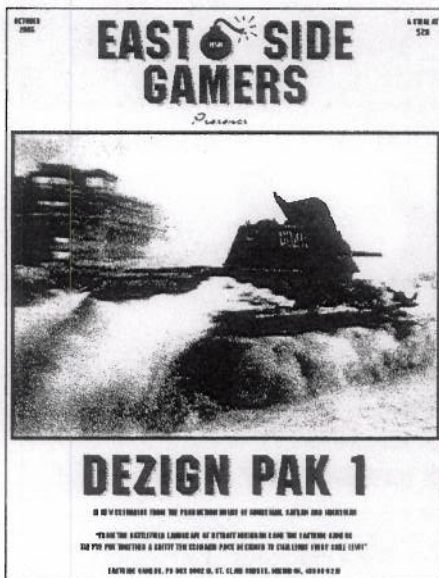
David "Too Tech" Lamb & PJ "Bombsight" Norton

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. Thanks for the help guys.

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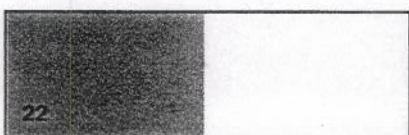
Verdal, Norway, April 21, 1940: Verdal bridge was defended by eighty Norwegian Militia armed with Kraj-Jorgensen rifles and Colt M29 HMG's. When the Germans attacked in the morning, the militia was supported by a section of Royal Engineers who happened to be in the area.

VICTORY CONDITIONS: The German player wins at game end if they Control the bridge (hex R7).

BALANCE:

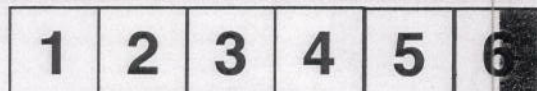
Germans - Building W8 is only a level 1 building

Norwegian - Ger. armor cars may not control hex for VC purposes.



Only hexrows R-GG are playable

NORWEIGAN / BRITISH set up first
GERMANS move first



Elements of the Norwegian 5th Infantry Division set up on/west of hexrow Z:

(ELR 2) (SAN 3)

G	Cr			HMG
4-3-7	2-2-8	8-1	7-0	6-12
x8	x2			x2



Engineers of the British 146th Brigade set up on hex R7 (see SSR2):

E	E		LMG	ATR
6-4-8	3-3-8	8-1	2-7	1-12
x2				

Elements of 138th Regiment, 3rd Mountain Division enter on Turn 1 on East edge:

(ELR 4) (SAN 3)

E	1				HMG	MMG	LMG	PSW 231 (6 Red)	PSW 222
4-6-8	4-6-7	9-1	8-1	8-0	7-16	5-12	3-8	20L(4) -14	20L(4) -15
x3	x7					x2	x2	x2	

Enter on Turn 1 or thereafter on North edge on/between hexes X1 and R0:



E	1	1	
2-4-8	4-6-7	2-4-7	8-1

Enter on Turn 2 on East edge:

E	1	2	
2-4-8	2-4-7	4-4-7	7-0

SPECIAL RULES:

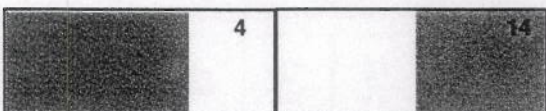
- 1) EC are Wet with Ground Snow (E 3.72). The Stream is Frigid (B 20.7). Bore sighting is NA.
- 2) British units are Assault Engineers (H 1.22) with an ELR of 5.

AFTERMATH: For an hour and a half, the small Allied force held the German attack. Eventually the Germans were forced to use elaborate flanking attacks to break the stalemate. Before the battle turned totally in the German's favor, the Nords and Brits withdrew and repeated their stubborn defense in the next village, Vist, where even larger forces and Luftwaffe support was needed to secure victory.

Goch, Germany, February 16, 1945: The culmination of "Operation Veritable" was the capture of Goch. The British attack on the Goch escarpment began on Feb. 13. In rain soaked weather, with the Germans pouring artillery down on them, the 43rd Wessex Division grimly pressed on for three straight days. Gains were measured in yards, much like the first world war nightmare revisited. Every gain was challenged by fierce German counterattacks. Exhausted troops were passed through by fresh units to apply a continuous assault against the German lines. Such was the case when the 7th Somerset Light Infantry pushed through the lines of the 130th Brigade to maintain the momentum of the attack. The Germans were soon to reach the limit of their endurance.

VICTORY CONDITIONS: The British player wins at Game End if they Control 5 out of 6 buildings, or if they exit ≥ 12 EVP (6 of which must be inf.) off the South edge

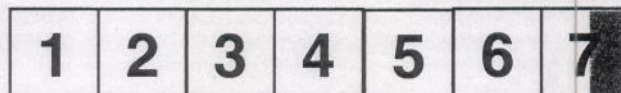
BALANCE: German - Exchange 88LL AT gun for a turreted PAK 43 AT gun
British - Art. receives more than one fire mission



Only hexrows A-H on board 4 and hexrows R-GG on board 14 are playable



**GERMANS set up first
BRITISH move first**



Company B, 7th Somerset Light Infantry, 214th Brigade, 43rd Wessex Div. enter one Turn 1 on North edge: (ELR 4) (SAN 3)

E	1				Hero	HMG	LMG	PIAT	DC
4-5-8	4-5-7	9-2	8-1	7-0	1-4-9	6-14	2-7	8-3	30-1
x8	x4		x2				x3	x2	x2



**4th and 7th Dragoon
Guards enter on Turn
1 on North edge:**

8 Churchill VII 14 11 75 2/4	8 Churchill VII 14 11 95* 2/4	10 Valentine XI 6 4 75 -4	AL 9-1	AL 8-1
		x3		

Elements of the 180th Infantry Division set up on/South of hexrow 14 FF:

(ELR 3) (SAN 3)

E	1	2	1	Cr					MMG	LMG	MTR	PSK	?
4-6-8	4-6-7	4-4-7	2-4-7	2-2-8	9-1	8-1	8-0		5-12	3-8	50*	12-4	
	x3			x3									x10

Foxhole == 1S	ART M6 10.5 le FH 18 105	PaK 43/41 AT M5 88LL
x2		



**Remnants of 15th Panzer Grenadier Div.
enter on Turn 2 on any South/East/West
board edge/edges on/South of hexrow 14Y:**

33 PSW 23A2 4 1 50L -15	13 FlakPz IV/37 6 3 37L(12)
--	---

SPECIAL RULES:

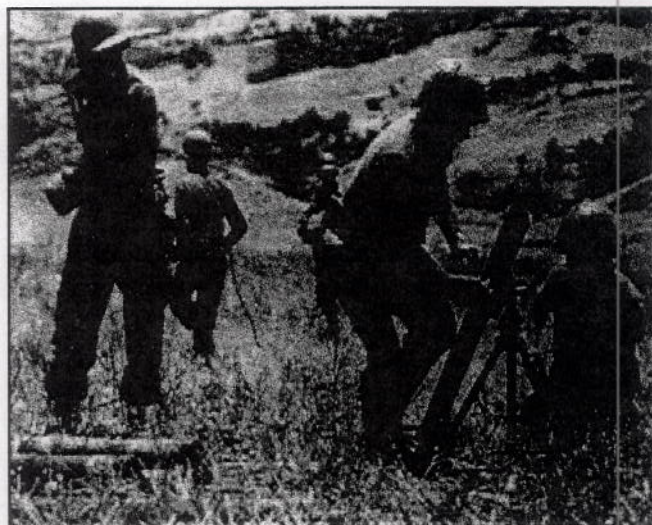
- 1) EC are Wet with no wind at start. Treat all Grain hexes as Soft Ground, requiring a Bog Check as per D 8.21. Bore sighting is NA.
- 2) The Germans may HIP any two squads/squad equivalents (and any leaders/SW stacked with them). They may Fortify any two building locations.
- 3) The British may secretly record two squads as being Fanatic (A 10.8).
- 4) The British receive one fire mission only of 150mm OBA (HE Only) directed by an Offboard Observer at level 3 on the North edge. If the first battery access card drawn is red, return it to the deck and draw again.

AFTERMATH: The British continued to press on, providing no let up in the continuously brutal battle. Tank support from the Dragoon Guards blasted every building and strongpoint they came across. Every German that resisted was killed. Between 5:20pm and night-fall, the Somerset's cleared 3000 yards, split the German defenses, and carved out a huge salient in the German lines. The men of the Wessex Division had finally breached the Siegfried Line.

Agrigento, Sicily, July 16, 1943: The invasion of Sicily had become a personal contest between American General Patton and British General Montgomery to get more glory, and the Americans were being relegated to a secondary role. The last straw was Alexander's reassignment of the vital highway 124 from US 7th Army to Monty's 8th Army. Determined to play a decisive part in the campaign, Patton ordered General Truscott's forces to strike towards Palermo, with the ultimate goal of beating Montgomery to Messina. In his way was an Italian garrison at Agrigento on the coastal road.

VICTORY CONDITIONS: Prior to set up, the American player secretly records one of the following for his VC: 1) Control all three buildings at game end or 2) Win immediately upon controlling or eliminating both ART pieces.

BALANCE: Americans - Air support remains on board through turn 4
Italians - Secretly record 1 elite squad as Fanatic and add 1 hero to OB



	48
	18



Only hexrows A-L
are playable

ITALIANS set up first
AMERICANS move first

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

Elements of the Assietta Division and the 207th Coastal Division set up on board 18 in hexes numbered ≥ 5 (ELR 3) (SAN 4) and on board 48 in hexes numbered ≤ 4 :

E	1	Cr				MMG	LMG	?	Trench	30	ART	AA
4-4-7	3-4-6	2-2-7	9-1	8-1	7-0	4-10	2-5			AB 41	Obice da 100/17	20/65
x5	x6	x4				x2	x3	x7	x2	20L(4) *2/2	100*	20L(4)
											x2	x2

Elements of the 3rd Infantry Division enter on Turn 1 (see SSR 2):

E	E	1	2					MMG	MTR	BAZ 43	DC	M2 ht
6-6-7	3-4-7	6-6-6	5-4-6	9-2	8-1	8-0	7-0	4-10	60*	8-4	30-1	20
x4	x3	x6	x2		x2			x3		x2		0
												0

SPECIAL RULES:

- 1) EC are moderate with no wind at start. Bore Sighting is NA. Kindling is NA. Place Shellhole counters in hexes 48 J9, K7 and 18 K3. Buildings in these hexes do not exist.
- 2) The Americans must enter on the North and South edges. At least one leader, one half-track with a 3-4-7 HS as a passenger, one MG and four squads or squad equivalents must enter on each edge.
- 3) The Americans receive Air Support (E 7) in the form of 1 Fighter-Bomber with bombs, on Turns 1 and 2 only.
- 4) The Italian ART pieces must set up on map.
- 5) The Italians may HIP one squad and any leader/SW stacked with them.

AFTERMATH: Truscott surrounded Agrigento and then concentrated on eliminating the Italian artillery. With the help of the Air Force, the 3rd Infantry Division took out the guns and cut the Italian defense perimeter piecemeal while the town itself was pounded from the ground and air and set afire. As soon as the Americans entered the ruins, the Italian commander surrendered. Patton would rely upon General Truscott to perform many such daring attacks in the weeks ahead and would reach Messina before Montgomery.

Mokra, Poland September 1, 1939: On the first day of the war the German 4th Panzer Division attacked the well trained and determined Wolynska Cavalry Brigade at the village of Mokra. In the early morning hours of Sept. 1st, German scouts probed the lines of the dismounted Polish cavalry. At 10am they called in the Panzers and the ensuing battle drove the defenders deeper into the forested terrain that the tanks couldn't penetrate. 1st Battalion would have to send in their infantry if they wanted to dislodge the defenders.

VICTORY CONDITIONS: The Germans win immediately upon exiting =>12 EVP off the East edge, or at the end of any Game Turn that there are no Good Order Polish MMC on board 5.

BALANCE: Polish - Receive a -1DRM to entrenching attempts
German - Remove Hero from Polish OB



43	
5	

N

Only hexrows A-L
are playable.

**POLISH move first
GERMANS move second**

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

Elements of the 4/19th Lancers, Wolynska Cavalry Brigade enter on Turn 1 (see SSR 2):

(ELR 3) (SAN 4)

1st Platoon

E	1		DM
4-5-8	4-5-7	8-1	HMG 6-12
x2			

2nd Platoon

E	1		MMG
4-5-8	4-5-7	8-1	4-11
x2			

3rd Platoon

E	1	Hero	
4-5-8	4-5-7	1-4-9	7-0
?			



Elements of German 1st Battalion, 35th Panzer Regiment enter on Turn 1 on West edge:

(ELR 3) (SAN 3)

E	E	E	1					MMG	LMG	MTR	DC
8-3-8	5-4-8	4-6-8	4-6-7	9-2	9-1	8-1	7-0	5-12	3-8	50*	30-1
x3			x6				x2		x2		



SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Place Shellhole counters on hexes 43 B3, I1 and 5 I9. Buildings in these hexes do not exist.
- 2) Prior to set up, the Polish player takes 3 concealment counters and secretly records each as representing one of the 3 platoons in their OB. The German player then takes each one and places them on each of the following Polish entry areas - 5 A6, 5 L2 and the East edge (Polish player determines which East edge hex). The corresponding Polish platoon then enters on that hex.

AFTERMATH: The initial morning German attack to dislodge the Polish cavalry failed. A second attempt later in the afternoon proved even more disastrous as the Lancers were able to drive off the Germans and take back lost ground. For now, 4th Panzer would have to wait. The significant losses they suffered on this the first day hostilities mandated they wait until morning before trying again.

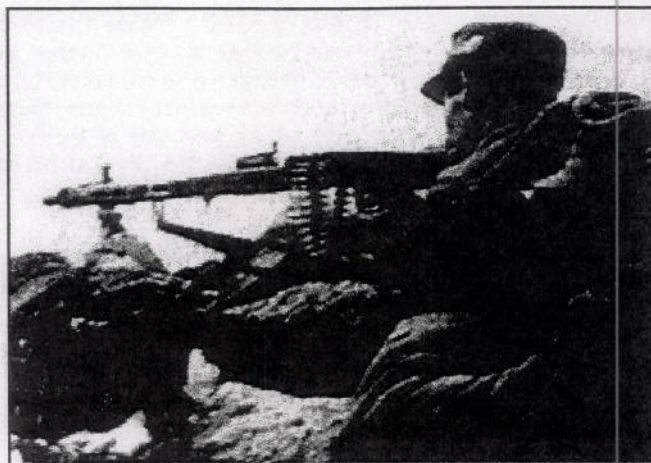
BATTLE AT BORODINO

Scenario Designed
by Glenn Houseman

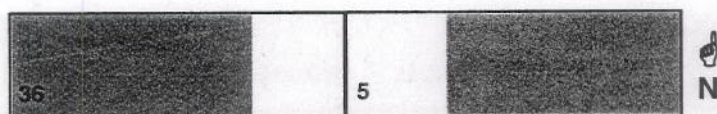
Borodino, Russia, October 14, 1941: Operation Typhoon was continuing. Most accounts of the advance on Moscow depict the period as a time of mud, but in front of Army Group Center this simply wasn't the case. In fact, in some sectors, virtual summertime conditions prevailed. The German pursuit after the Vyazma encirclement had not been impeded by the weather at all when Stumme's XL Panzer Corps hit the Mozhaik Line at Borodino. The SS Reich Division had taken Yelna and several of the small villages near Borodino when it was hit in the flank by hasty Russian counterattacks launched by the 32nd Rifle Division.

VICTORY CONDITIONS: The Russian player wins at Game End if there are no Good Order German MMC on any hill hex, or immediately upon exiting 15 EVP off the West edge.

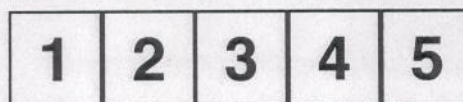
BALANCE: Russian - Replace one 5-2-7 with a 4-5-8
German - Orchards are out of season



GERMANS set up/move first • RUSSIANS move second



Only hexrows BB-GG on board 36 and hexrows A-F on board 5 are playable.

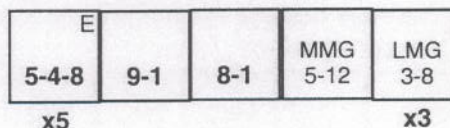
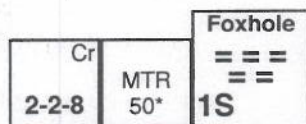


Elements of 11th SS Regiment, SS Reich Division set up/enter as indicated:

(ELR 5) (SAN 3)

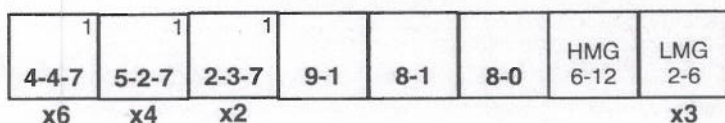
Set up on hex 36 CC3:

Enter on Turn 1 on West edge:



Elements of 322 Rifle Regiment, 32nd Rifle Division enter on Turn 1 or thereafter on East edge:

(ELR 3) (SAN 3)



SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Grain is in season.
- 2) The Russian player may secretly record one squad as being Fanatic (A 10.8).
- 3) All German units are SS (A 25.11) with underlined morale and broken morale increased by one.

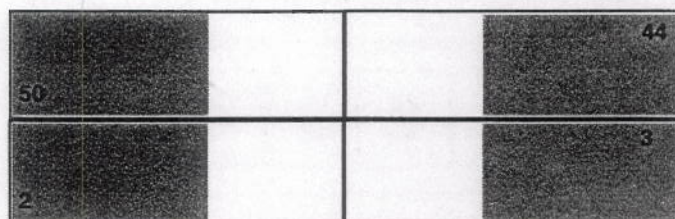
AFTERMATH: Before the SS could consolidate their control of the area, they were set upon by the freshly arrived 322 Rifle Regiment. The Russian infantry companies were relentless, and heedless of their casualties they pressed on determined to clear the field. This they achieved, throwing the SS troops almost back to their start line. The Germans weren't finished. In the days ahead they would unleash well over a hundred tanks and assault guns and smash through the Mozhaik Line.

Korotojak Bridgehead, Russia, August 7, 1942: The Second Hungarian Army, spearheaded by the elite First Field Armored Division, had reached the River Don late in the summer of 1942 and planned to take up defensive positions behind it. Before this could be achieved they needed to remove the three remaining Russian bridgeheads on the west side of the river. For two solid months they hammered the defenders, but only at Korotojak did they achieve their objective.

VICTORY CONDITIONS: The Hungarian player wins at Game End if they Control all building hexes, or if there are no Good Order Russian MMC on any level two hill hexes.

BALANCE: Russian - Exchange one 4-2-6 for a 4-4-7 and add three "?" counters anywhere in OB.

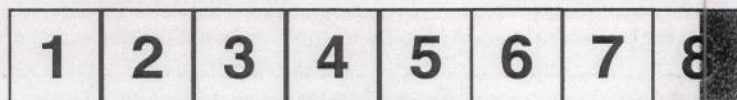
Hungarian - Add one Hero counter to OB. Commissars are NA.



Only hexrows AA-GG on boards 50 and 2, and hexrows Y-GG on boards 44 and 3 are playable.

N

RUSSIANS set up first • HUNGARIANS move first



Elements of the Motorized Infantry, 1st Field Armored Division enter on Turn 1 on West edge:

(ELR 4) (SAN 2)

E	1						MMG 4-10	LMG 3-8	LMG 2-6
4-4-7	3-4-7	9-1	8-1	8-0	7-0				
x6	x9						x2	x2	x2

Enter on Turn 3
on West edge:

1	
3-4-7	7-0
x3	


Elements of Soviet 40th Rifle Corps under General Moskalenko set up as indicated:

(ELR 3) (SAN 3)

Set up between roads 50 AA5-44 Y2, and 2 AA2-3 AA6- 3 Z5- Y5. (e.g. Hexes 3 Y10 and Y6 are considered to be in set up area):

1	C			MMG 4-10	LMG 2-6	?	Foxhole === 1S
4-4-7	4-2-6	8-0	7-0				
x6				x2		x7	x3

Set up East of road 2 AA2 - 3 AA6 - Z5 - Y5 (e.g. Hex Y3 is considered to be in set up area):

	1	C			LMG 2-6	MTR 50*	?	Foxhole === 1S ===
	4-4-7	4-2-6	8-1	7-0				
	x3					x2	x3	x2

Enter on Turn 4 on hex 2
AA2, 3 Y1 or on/between
3 EE1 and 2 EE10:

1	LMG
4-4-7	2-6

SPECIAL RULES:

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

AFTERMATH: Initial Hungarian assaults were hindered by fierce mortar fire. After every halt in the battle the Russians would pour more troops into the bridgehead and the Hungarians would have to begin again. This slaughter went on throughout the month of August and saw the best of the Hungarian forces vanish in the fighting. Finally, on September 3rd, the last of the defenders were destroyed, but the appalling losses suffered by the attackers would haunt them with the ensuing Russian Winter Offensive on the horizon.

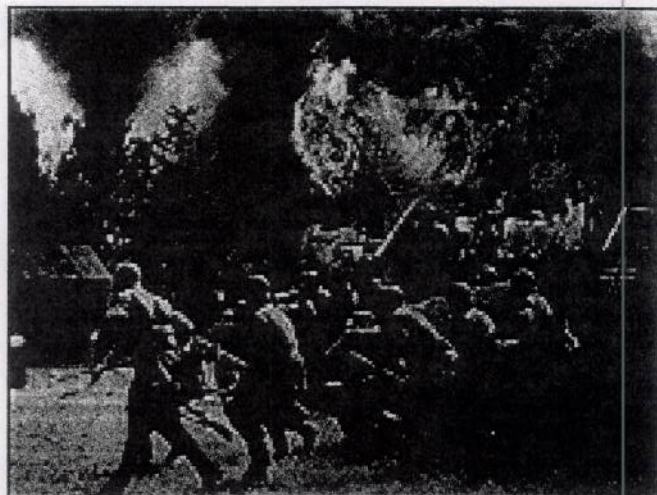
Scenario Designed
by Glenn Houseman

AFTERMATH: The Italians had better weapons, but could not match the fighting spirit of the Greeks. Vovousa changed hands several times, Colonel Davakis being severely wounded during the final stages of it's liberation. This was just the first in a series of Greek attacks that would push the Italian army back into Albania. Churchill himself later commented, "Hence we will not say that the Greeks fight like heroes, but that heroes fight like Greeks".

Tongeren, Belgium, May 11, 1940: The Belgian 2nd and 3rd Divisions fought hard near the border, but were overwhelmed by German artillery and incessant air attacks and forced to retreat deeper into Belgium. In an attempt to cut off and surround these fleeing divisions the German Panzers lunged in the direction of Linden. The strong and well equipped Belgium 1st Cavalry Division was able in the nick of time to position itself to block the German attack and hold a route open for an evacuation at Tongeren.

VICTORY CONDITIONS: The German player wins at game end if there are no Good Order Belgian MMC or AFV's with functioning MA on/adjacent to road 46 P4 - H2 - 17 G7 - P5.

BALANCE: German - Add one Hero counter and one 8-1 Armor leader to OB
Belgian - Exchange 3 4-5-7's for 3 4-5-8's



		46		
			17	
		44		48

N

Only hexrows A-P on boards 44, 46 and 17, and hexrows R-GG on board 48 are playable.

GERMANS set up first • BELGIANS move first

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

Elements of the 1st Cavalry Division with support from "Escadron d' Auto Blindées" enter on Turn 1 on West edge: (ELR 3) (SAN 3)

1						10	19	15	
4-5-7	9-1	8-1	HMG 6-12	MMG 4-11	MTR 50*	ACG 1 (f) 2 1	T15 (b) 3 1	T13 III (b) 1 1	AL
x8						47 -14*	12.7 (4) x2	47 -12 x2	8-1



Enter on Turn 2
on West edge:

G		
4-3-7	7-0	MMG 4-11
x4		

Elements of 4th Panzer Division set up as indicated:

(ELR 4) (SAN 3)

Set up on/adjacent to road 44 P1 - L4:

E	1	E					
4-6-8	4-6-7	2-4-8	9-1	7-0	MMG 5-12	MTR 50*	ATR 1-12
x8							

Set up on/adjacent to road 48 Y1 - R4:

E	1						
4-6-8	4-6-7	10-2	8-1	HMG 7-16	LMG 3-8	ATR 1-12	
x7							

Enter on Turn 1 on East edge and/or on/between 44 P1 - P6:



14	14	13	14	15	
Pz IIF 3 3	Pz IVD 3 2	Pz IVA 1 1	Pz IIF 3 1	Pz II A 1 1	AL
37L 3/8	75* 3/5	75* 3/5	20L (4) -15	20L (4) -15	9-2
			x3		

SPECIAL RULES:

1) EC are moderate with no wind at start. Grain is in season.
Kindling is NA. Bore sighting is NA.

AFTERMATH: 4th Panzer had raced ahead of their artillery support and used their tanks to pound at the hastily created defenses. It set the stage for a rare armored encounter. The few Belgian AFV's, though obsolete, managed to put up a fight and knocked out several PZ II's and damaged a Mark IV. Well directed machine gun fire pinned the German infantry in the orchards. As more and more Belgian troops joined the battle, 4th Panzer decided to fall back and regroup. 1st Cavalry's bravery saved the day for the evacuation at Tongeren.

"MAD MIKE'S" FINEST HOUR

Scenario Designed
by D.S. Houseman

Just Outside of Mogaung, Burma, June 6, 1944: "Mad Mike" Calvert was an exceptionally brave commander and had been awarded the DSO for operations during Chindit 1. Now, during Chindit 2, with the 77th Brigade under his command, he had been wreaking havoc on the Japanese for months when he was ordered to assist Stillwell's Chinese in taking Mogaung. Exhausted, short on rations and ravaged by malaria and typhus, Calvert's men attacked with Stillwell's promise that after Mogaung, the 77th would be relieved.

VICTORY CONDITIONS: Prior to play, the British player secretly records one of the following for his VC; 1) Control all Buildings/Huts on boards 32 & 47, or 2) Exit =>25 EVP off the South edge of board 32.

BALANCE: British - Increase SAN to 5

Japanese - Add 2 4-4-8 and a LMG to any one OB group.



			34
37	47	32	

20

JAPANESE set up first
BRITISH move first

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

Elements of Chindits 77th Brigade and 38th and 22nd Chinese Inf. Regiments set up as indicated:

(ELR 2) (SAN 2)

Chindits set up North of the stream on board 34:

E	1						
6-4-8	4-5-7	9-2	8-0	LMG 2-7	(a) MMG 4-10	DC 30-1	
x3	x3			x3		x2	

Chindits set up North of the stream on board 32 (hexes <= 1 hex of N8 are NA):

E	1	Hero						
6-4-8	4-5-7	10-2	9-1	LMG 2-7	(a) MMG 4-10	DC 30-1	MTR 51*	
x3	x3			x3	x2	x2		

Chinese 38th enter on Turn 1 on/between hexes 37 A6 - Q1:

E	E	1						
5-3-7	4-4-7	3-3-7	9-2	8-1	7-0	LMG 2-7	MMG 4-10	DC 30-1
x3	x6	x3				x3	x2	x2

Chinese 22nd enter on Turn 1 on hex 47 GG6:

E	1				
4-4-7	3-3-7	8-0	7-0	LMG 2-7	
x3	x6			x3	



Elements of Japanese 33rd Army, 18th Inf. Division set up as indicated:

(ELR 2) (SAN SSR3)

Set up South of the stream on board 34:

E	Cr						
4-4-8	2-2-8	9-0	LMG 2-6	MMG 4-11	MTR 50*	DC 30-1	
x3			x2				

Set up on board 47 on any hill hexes (see SSR 4):

Cr								
2-2-8	9-1	MMG 4-11	HMG 6-14	AA M11 Type 98 20L(4)	MTR M11 Type 97 81*	Trench		
x4						x2		

Set up on board 47 <= 2 hexes of Z7:

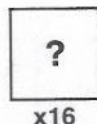
E	1	Cr					
4-4-7	3-4-7	2-2-8	8-0	LMG 2-6	MMG 4-11	MTR 50*	
x2							

Set up on board 47 on any hill hexes (see SSR 4):

E			
4-4-8	9-0	LMG 2-6	
x4		x2	



Set up with any
group/groups



x16

Set up South of the stream on board 32:

E	1	Cr						
4-4-8	4-4-7	2-2-8	10-1	9-1	MMG 4-11	MTR 50*	DC 30-1	ART M9 Year 38-Type *75*
x4	x2	x4			x2	x2		x2

SPECIAL RULES:

- 1) EC are Moist with no wind at start. PTO terrain including Light Jungle (G1) is in effect (exc. bridges exist). Buildings/Huts within the British set up area do not exist.
- 2) Chinese and Chindit units may not stack together, form FG's, nor may their leaders rally each other. Chindit 6-4-8's are Gurkhas (A 25.43 - H 1.24) with an ELR of 2.
- 3) 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.
- 4) Hills North of hexrow CC are NA for set up purposes.

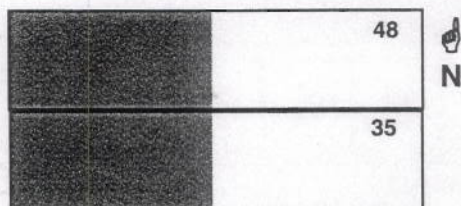
AFTERMATH: When Mogaung was finally taken, Calvert's Chindit Brigade was down to 300 fighting men out of the original 3500. Upon taking the village, Stillwell reneged on his promise to retire the unit and ordered the 77th to move onto Myitkyina where another Japanese garrison was holding out. Calvert, enraged at the betrayal, closed down his Brigades radio sets and marched north to Stillwell's headquarters in Kamaing instead. Stillwell threatened court martial but after meeting "Mad Mike" in person, and seeing the condition of his men, he evacuated the 77th to India to recover.

Warka Bridgehead, Vistula River, Poland, August 8, 1944: Late in July '44 strong Russian forces reached the Vistula River in Poland. Immediately they tried to push across but the Germans managed to thwart every attempt with resolute counterattacks. Eventually the Soviets succeeded in gaining two footholds on the west bank. The Red Army employed everything at it's disposal to expand the bridgeheads. On August 8, while German bombers interdicted Russian river-crossing traffic, the Herman Goring Parachute-Panzer Division drove deep into the enemy positions in one last attempt to throw them back into the river.

VICTORY CONDITIONS: The German player wins at game end if they Control 12 of 15 building hexes, or immediately upon Exiting =>22 EVP off the North edge on/between I10 and P10.

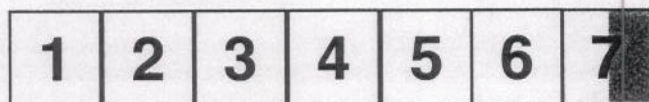
BALANCE: Russian - May fortify two building locations

German - Add one FT to set up OB



Only hexrows A-P are playable


RUSSIANS set up first GERMANS move first



Elements of the 47th Guards Infantry Division and 1st Soviet Tank Brigade set up on board 48:

(ELR 4) (SAN 4)

E	E	1	Cr				HMG	MMG	LMG	FT	DC	?	Trench	ART M2 122 Pobr 31
6-2-8	4-5-8	4-4-7	2-2-8	9-2	8-1	7-0	8-16	4-10	2-6	24-1	30-1		122L	122L
x2	x3	x4	x3			x2						x15		



Enter on Turn 2
on North edge:

16	16
SU 85	SU 122
11	11
6	6
85L	122

x2

AT M10 57 PTP obr43	MTR M11 BM obr 37
57LL	82*

Elements of the Herman Goring Division set up and enter as indicated:

(ELR 4) (SAN 4)

Set Up South of road 35 A6 - P5 and/or on/within one hex of 35 E8:

E	E	1				MMG	LMG	PSK	DC
8-3-8	4-6-8	4-6-7	10-2	9-2	8-1	5-12	3-8	12-4	30-1
x3	x6	x5			x2	x2	x2		x2

Set up in
any AFV:

10-2

Enter on Turn 1
on/between 35
A6 and A1:

Pz VI B	11 26 8	Stu PZ IV	12 11 3	PSW 234/2	33 4 1	SPW 251/1	16 1 1	E		LMG
88LL 3/5/2		150*		50L	15 PP AAMG	-73		4-6-8	8-1	3-8
x2										

Enter on Turn 1
on/between 35
M1 and P0:

11 Pz VI B 26 8	12 Stu PZ IV 11 3	16 SPW 251/1 1 1	16 SPW 251/1 1 1	E	LMG
88LL 3/5/2	150* 3/2	SF24 -1/3	15 PP AAMG -1/3	4-6-8	3-8

SPECIAL RULES:

- 1) EC are moist with no wind at start. Kindling is NA.
- 2) Both German and Russian OB's are Elite for ammunition depletion purposes. German 8-3-8's are Assault Engineers (H 1.22).

AFTERMATH: Although the initial combined-arms attacks were a great success, with the Soviets losing a large number of AFVs and troops, the hoped for destruction of the Warka Bridgehead did not materialize. There was almost no German artillery, and their air support was inadequate to the task. In the days that followed the Russians continued to reinforce the bridgehead, finally launching an attack of their own against the Herman Goring Div. that forced it into a purely defensive posture.

Bulson, France, May 14, 1940: Once the importance of the German breakthrough at Sedan was apparent, French General La Fontaine met with the leaders of the formations at his disposal and they decided to move from Chemery towards Bulson with an armored counterattack against the German Infantry regiments strung out to defend the Sedan Bridgehead. The spearhead of the French attack featured well timed artillery with direct fire from well armored tanks moving along with their best troops.

VICTORY CONDITIONS: The French player wins immediately when there are no Good Order German MMC within the German set up area (see SSR 2).

BALANCE: German - Receives 2 Stukas instead of 1
French - Change 75mm artillery to 120mm

	37		42
13		48	

N

Only hexrows A-P on boards 48 and 37, and hexrows R-GG on board 42 and 13 are playable.



GERMANS set up first • FRENCH move first

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

Elements of First Rifle Regiment set up within eight hexes of 42 FF1 (see SSR 2):

(ELR 4) (SAN 4)

1	1	Cr				MMG	LMG	MTR	?	Pak 35/36	AT M12	8cm Grw 34	MTR M11	le IG 18	INF M10	OL
4-6-7	2-4-7	2-2-8	9-1	8-1	8-0	5-12	3-8	50*		37L		81*		75*		9-1
x7	x2	x4				x2		x2	x8	x2						



Enter on Turn 2 on the one playing edge previously not entered upon by the French player. All must enter on same hex:

1			12
4-6-7	7-0	DM MMG 3-8	SIG 1 B 1
x2			150*

Elements of Reserve Regiment, 55th DI, 213th RI and 4 & 7 BCC enter on Turn 1 on any three playing edges (see SSR 4):

(ELR 3) (SAN 4)

E	1	Cr					HMG	MMG	LMG	DC	INF	FCM 36	9	AL	AL
4-5-8	4-5-7	2-2-8	10-2	9-2	8-1	7-0	6-12	4-11	2-6	30-1	37*		4	8-1	9-2
x10	x8					x2			x4	x2		x4			

SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Bore sighting/Kindling is NA. Treat all Marsh as Woods. Grain is in season. Place Shellhole counters in hexes 42 V1 and V2. Buildings in these hexes do not exist.
- 2) German Guns must set up on board. German Inf. may set up in Foxholes. At least 1 squad, 1 sw and 1 gun must set up on whole hexes of each board. The German AL represents an "Ordnance Leader" which is secretly recorded with a crew that then assumes its morale level. The OL's modifier may be used to affect, To Hit & Manhandling DR's and repair attempts (a 6 dr always disables gun). AFV crew is NA for VC purposes.
- 3) Germans receive Air Support (E 7) in the form of one Stuka w/bombs with a -2 drm to the entry dr. It leaves after 3 turns in play.
- 4) At least 5 squads, 1 leader and 2 support weapons must enter on each of any three playing edges. The French receive one module of 75mm OBA with an off board observer at level 3 on any French entry edge hex.

- 5) The French armor leaders may use their modifiers for MA and CMC repair attempts (a 6 always results in disabled armament).

AFTERMATH: The German infantry utilized their AT Gun crews to their fullest, and the constant drone of Stukas accompanied the French advance. The German strongpoints directly in the path of the French counterattack suffered, but ultimately the French were ground down, and had to withdraw with only four tanks left.

Tanapag Plain, Saipan, July 6, 1944: As the campaign on Saipan wound down the elite Marine units were pulled out of the line and replaced with regular army units. By July 5th the Northern tip of the island was all that remained held by the Japanese. The Tanapag plain was covered in knee-high foliage that concealed Japanese soldiers only a few feet away, and the cliffs looming above the plain were ominous. As the Americans cautiously advanced down the corridor of the plain the hidden Japanese opened up.

VICTORY CONDITIONS: The American player wins immediately upon exiting =>53 EVP (Inf. only) off the North edge.

BALANCE: Japanese - Raise ELR to 3 & lower US ELR to 3
American - Japanese Pillboxes must set up on map (see SSR2)



JAPANESE set up first • AMERICANS move first

		9		15
			33	

Hexes North of hexrow P on board 9 and R on board 44 are not in play

1	2	3	4	5	6	7
8	9	10	11	12	13	14

Remnants of Japanese 31st Army, 43rd Division set up as indicated:

(ELR 2) (SAN SSR3)

"Hari-Kari Gulch" Defenders set up hidden (see SSR 2) in whole hexes of board 15 on/between hexrows Q and Z:

E	1	C	Cr				HMG	HMG	MMG	LMG	MTR	INF	AT	18
4-4-7	3-4-7	3-3-6	2-2-8	9-1	9-0	8-14	6-14	4-11	2-6	50*	70*	Type 92 M12	Type 94 M12	M3A1
x5	x2	x6						x2		x2				3
														2/4/2

(see SSR5)

Pillbox	Pillbox	AP	AT
1-5-7	1-3-5	MINE	MINE
x4	x2	x32	x20

Set up hidden (see SSR 2) on board 15 on/North of hexrow BB, on board 33 on/North of hexrow S and on boards 9 and 44:

1	1	C	Cr					HMG	HMG	MMG	LMG	MTR	ATR
4-4-7	3-4-7	3-3-6	2-2-8	10-1	10-0	9-1	9-0	8-14	6-14	4-11	2-6	50*	20L
x6	x15	x4	x11					x2	x3	x5	x3		

AT	AA	Pillbox	Pillbox	Trench
Type 1 M11	Type 93 Twin M7	1-5-7	1-3-5	
47L	12.7(12)	x4	x2	x5

Set up as Known Minefields (B 28.45) in hexes 33 M8 and M9:

12
AP
MINE
x2

ESG #49 - ATROCITY IS MANDATORY - CONTINUED

Companies of the 105th Inf. Reg. and Company A of the 165th Inf. Reg., 27th Division set up/enter as indicated: (ELR 4) (SAN 2)

Company F of the 105th Infantry Regiment set up on/adjacent to hex 33 AA10:

E	1	2				HMG	MMG	MTR	DC	M3A1	13	20
6-6-7	6-6-6	5-4-6	9-2	8-1	8-0	8-16	4-10	60*	30-1	11	4	0
										4		0
x5	x4	x3			x2			x2		75	2/4/4	81*
												-1/2

Company K of the 105th Infantry Regiment (Lt. Dorey's tanks) set up on/adjacent to hex 33 Y4:

E	1	2				HMG	MMG	MTR	DC	M3A1	18	AL
6-6-7	6-6-6	5-4-6	9-1	8-0	7-0	8-16	4-10	60*	30-1	4	3	
										3		
x3	x6	x4								37LL	2/4/2	10-2

Company L of the 105th Infantry Regiment set up on/adjacent to hex 15 M5:

1	2	Cr				MTR	AT	MTR
6-6-6	5-4-6	2-2-7	8-0	60*		37LL	M12	M11
							M3A1 37mm	M1
x3	x4	x2						81*

Company A of the 165th Infantry Regiment enter on Turn 1 on East edge on/between hexes 15 I10 and 15 R10:

E	E	1	2					HMG	MMG	FT	DC	BAZ44
7-4-7	6-6-7	6-6-6	5-4-6	10-2	9-1	8-1	7-0	6-12	4-10	24-1	30-1	8-4
x3	x4	x4	x4							x2	x2	

Company E of the 105th Infantry Regiment enter on Turn 2 on/between 33 GG6 and 33 GG10:

E	1	2					HMG	MMG	DC
6-6-7	6-6-6	5-4-6	9-1	8-1	8-0	7-0	8-16	4-10	30-1
x4	x6	x2						x2	

Company G of the 105th Infantry Regiment enter on Turn 3 on/between 33 GG1 and 15 A3:

E	1	2					HMG	MMG	M3A1	18	20	AL
6-6-7	6-6-6	5-4-6	9-1	8-1	7-0	8-16	4-10	37LL	4	3	0	
x5	x3	x3			x2		x2	x2				9-1

Company A and B of the 105th Infantry Regiment enter on Turn 5 on the East edge:

E	E	2					MMG	M3A1	18	20	AL
6-6-7	3-4-7	5-4-6	9-2	9-1	8-0	4-10	37LL	4	3	0	
x5	x5	x5				x2					9-2

SPECIAL RULES:

- 1) EC are moderate with a no wind at start. Kindling is NA. PTO terrain is NOT in effect. Place Shellhole counters in the following hexes: 15 Q8, R8, G5, H5, 33 R6, R7, 44 BB8, CC9, S7, R7. Buildings in these hexes do not exist. Place Blaze counter in hex 15 Z10.
- 2) The entire Japanese OB sets up HIP. Pillboxes must set up on hill hexes. Tunnels are NA. Trenches must set up on whole hexes of board 33 on/between hexrows B-I and adjacent to at least one other trench counter. Both Pillboxes & Trenches may set up HIP as per G1.632, even if in open ground. Non-fortified Japanese units that do not set up in concealment terrain may begin the game concealed even if in open ground and in LOS of American units.
- 3) The Americans receive one module of 150mm Artillery (HE only) with an offboard observer at level 4 on any South edge hex of board 33. The following rule applies to BA card draw: Whenever a red card is drawn for battery access, return it to the deck with an additional red card. BA is lost for that player turn only (it is never lost permanently). Only black cards are permanently removed from the deck (Pleva Rule).

- 4) American 7-4-7's are Assault Engineers (H 1.22) and Sappers (B 28.8)
- 5) The M3A1 Light Tank in the Japanese OB must set up Immobilized on a road hex at ground level. It is crewed by a 1-2-7 crew and suffers captured weapon penalties (A 21) to all armaments. It may fire normally if reoccupied by the Americans

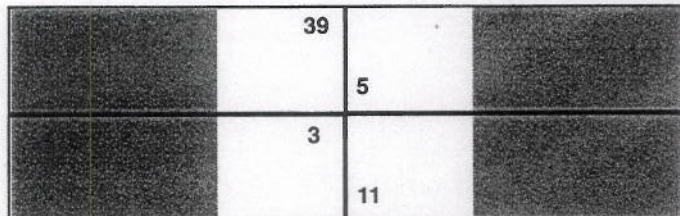
AFTERMATH: No American wanted to be the last man to die on Saipan, and often a few sniper shots would send entire companies to ground for hours. Their senior officers relentlessly berated the company commanders to move forward. They did, taking enormous casualties from Japanese strongpoints on the heights, but only covered a few thousand yards before nightfall when a gigantic Japanese banzai ended the Saipan battle on a horrific note.

Roseiniai, Lithuania, June 25, 1941: By the third day of Barbarossa Reinhardt's XLI Corps had pushed the Russian 125th Rifle Division back 50 miles. In broken, wooded terrain near the village of Raseiniai, the Germans were hit by a Russian armored counterattack. They quickly discovered that Russian weapons, though crudely made by western standards, were sturdy and deadly. As reports came in of the successful counterattack, Reinhardt ordered 1st Panzer Division to strike the Soviet flank.

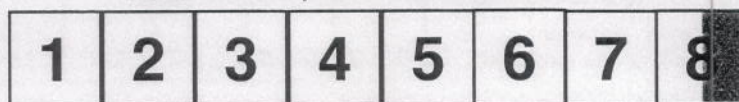
VICTORY CONDITIONS: The German player wins upon fulfilling one of the following two conditions: 1) Exit =>20 EVP off hexes 3 K3-K4 and/or the South edge, or 2) At Game End there are no Good Order Russian MMC or AFV's w/functioning MA on any level 2 hill hex of board 3 or any woods hex on the hill of board 11.

BALANCE: German - Exchange one PZ IIF for a PZ IVE

Russians - Exchange 4 4-2-6's from brd 39 set up for 4 4-4-7's



N

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

Only hexrows A-H on boards 11 and 5, and hexrows A-K on boards 39 and 3 are playable.

Remnants of the 125th Rifle Div. and Major-General Kurkin's 3rd Mech. Corps set up/enter as indicated:

(ELR 2) (SAN 4)

Set up on any level 2/3/4 hill hex on board 39:

Set up on any level 2/3/4 hill hex on board 39:

C						Foxhole === == 1S
4-2-6	7-0	MMG 4-10	LMG 2-6	MTR 50*	ATR 1-12	
x7						x4

Enter on Turn 1 on/between 3 K3 and 3 K6:

1	C	Cr			HMG	DM MTR	ATR
4-4-7	4-2-6	2-2-8	9-2	8-0	6-12	82*	1-12
x4	x4						



Enter on Turn 1 on either 3 K3 or 11 H5 with gun in tow and infantry as passengers:

Enter on Turn 1 on/between 11 A10 and 11 H10:

1 5-2-7	8-1	LMG 2-6	DM MTR 50*	ATR 1-12
------------	-----	------------	------------------	-------------

x5

Enter on Turn 1 on the South edge and/or on hexes 3 K3 and K4:

T_{28}	12 3 2	T_{40}	14/2 1 0
76* $2 \times 2/2/2$		CMG	-/3
x2		x2	

1	Cr	LMG 2-6	AT M8	GAZ MM	25 * *
4-4-7	2-2-8	45L	PTP obr 32	T8 21PP	

6th and 7th Companies, Panzer Division 1 enter as indicated:

(ELR 4) (SAN 3)

6th Company enter on Turn 1 on/between 5 C1 and 5 H6:

5th Company enter on Turn 1 on/between 5 C1 and 5 H6:										<div> <div>P2Kpfw 38(t)A</div> <div>15 3 1</div> </div>		<div> <div>P2 II F</div> <div>14 3 1</div> </div>		<div> <div>SPW 251/SMG</div> <div>16 1 1</div> </div>	
E	1					HMG 7-16	MMG 5-12	LMG 3-8	MTR 50*	ATR 1-12	37L	20L(4)	7 PP CMG	-7/13	16
x6	x5							x2	x2			x3			16

Recon Platoon enter on Turn 1 on hex 39 I10:

E	1	1		ATR 1-12
2-4-8	4-6-7	2-4-7	8-0	



**Set up in
any AFV's:**

AL	AL
9-2	8-1

7th Co. Engineers enter on Turn 2 on/between 5 C1 and 5 H3:

E	E			LMG 3-8	DC 30-1	FT 24-1	Stug IIIb 75*
8-3-8	5-4-8	10-2	8-1				
x2	x4			x2	x2	x2	

SPECIAL RULES:

1) EC are moist with no wind at start. Kindling is NA. Place a Shellhole counter in hex 39 B7 (building in that hex does not exist).

AFTERMATH: 1st Panzer's flank attack succeeded, but it wasn't easy. Major Graf Von Kielmansegg described it as, "One of the heaviest strains I experienced during the war". Unlike the French and Poles, the Russians did not surrender ... they fought bitterly, often to the last man. Army Group North pushed on towards Leningrad with foreboding.

Mairy, France, September 8, 1944: Reforming in France around the shattered remnants of a Panzer Grenadier Division destroyed in Operation Bagration, Pz. Brigade 106 was ordered to make a spoiling attack intended to turn the flank of Walker's XX Corps. The brigade had recieved 36 Panthers and 11 JagdPz IV/70s but lack of fuel meant they got virtually no tactical training at all. Worse yet, they were to attack one of the most battle-hardened American units in France, the 90th Infantry Division, or Tough 'Ombres.

VICTORY CONDITIONS: The German player win immediately upon controlling 21 building locations (Amer. are assumed to control all bldgs at start).

BALANCE: German - Exchange any 2 4-6-7's for 4-6-8's
American - Add 1 3-4-7 and 1 '44 Baz to set up force

33			49
5			24

N

Only hexrows R-GG on boards 49 and 24, and hexrows AA-GG on boards 33 and 5 are playable.



AMERICANS set up and move first • GERMANS set up and move second

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

1st Battalion, 358 Inf. Reg., 90th Inf. Div. & Co. B, 607th Tank Destroyer Battalion set up/enter as indicated:

(ELR 4) (SAN 4)

Set up HIP on board 49 on/East of hexrow EE and/or on board 24 on/East of hexrow X (and hexes 24 Z9-Y9 and AA10) They may not set up <= 3 hexes of 24 S1:

E	1	Cr	MMG	M5 3in	AT M7	M2 A1	ART M7
3-4-7	3-4-6	2-2-7	4-10	76L		105	

x2

Enter on Turn 1 on/between 49 R1 and R5:

E	E	1		MTR
6-6-7	3-4-7	6-6-6	7-0	60*

x2 x2

Enter on Turn 1 on/between 24 R3 and R8:

E	E	1	2			MMG	BAZ 44	RADIO
6-6-7	3-4-7	6-6-6	5-4-6	9-1	8-0	4-10	8-4	8

x2 x3

Enter on Turn 1 on East edge as passengers:

Cr	BAZ 44	Jeep
2-2-7	8-4	T10 9PP

37*
*/4



Enter on Turn 1 on/between 49 R8 and R10:

E	1	2		HMG	BAZ 44
6-6-7	6-6-6	5-4-6	8-1	8-16	8-4

x2

Tank Destroyers
Enter on Turn 3 on East edge:

24	3	1	AL
M18 GMC			
76L	-/-4		9-1

x2

Stossgruppe One, Panzer Brigade 106 set up/enter as indicated:

(ELR 3) (SAN 3)

Set up <= 1 hex of 24 S1:

E	1		PSK	?
3-3-8	4-6-7	7-0	12-4	

x2 x6

Set up as passengers <= 2 hexes of 24 DD2 and DD3 (may set up in motion):

E	E	E			LMG	DC	
4-6-8	8-3-8	3-3-8	8-1	8-0	3-8	30-1	

x3 x3 x4

Set up <= 1 hex of 33 BB3, BB4 and BB2:

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

x5

Enter on Turn 1 (inf. as riders) on/between 5 AA2 and 33 AA6:

E	E		DM	LMG	DC	
4-6-8	8-3-8	10-2	MMG	3-8	30-1	

x2 x2 x2



Enter on Turn 1 on/between 5 AA9 and 5 AA4:

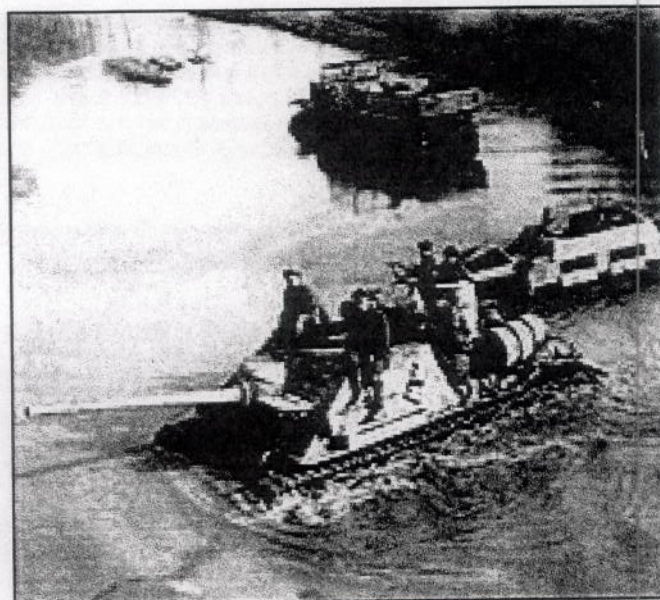
16	18	18
SPW 251/9	SPW 250/9	SPW 250/SMG
75*	20L(4)	5 PP
-/5	-/5	CMG

x2 -/7/3

Bukrin Bridgehead, Khodorov, Ukraine, Russia, Sept. 29, 1943: Upon reaching the Dnieper River in September, the Russians immediately began establishing bridgeheads. Up and down the great river, German units trapped on the eastern side desperately tried to cross and hold the line, while the Russians energetically exploited their landings. One of the most hotly contested bridgeheads was the Bukrin Bridgehead, just south of Kiev. It had developed into two bridgeheads separated by the German held town of Khodorov at a bell shaped bend in the course of the river. The counterattacking 19th Panzer Div. pushed the Soviets back from the east of the town, only to have the Russians attack from the west.

VICTORY CONDITIONS: The Russian player wins at Game End upon achieving any of the following conditions: 1) Control the Pier (see SSR 2), or 2) no Good Order Ger. MMC or AFV/armed truck with functioning MA on any level two hill hex, or 3) no Good Order Ger. MMC or AFV/armed truck with functioning MA on/adjacent to road 8 Y1- 41 L2 - P3 - P6

BALANCE: Russians - Artillery is 150mm (HE/Smoke) w/plentiful ammo.
Germans - Add 1 5-4-8 to OB & exchange any 7-0 leader for a 9-2



7			8
47		41	
11		32	

Only hexrows R-GG on boards 7,8,11 and 47,
and hexrows A-P on boards 41 and 32 are playable.

N

GERMANS set up first • RUSSIANS move first

1	2	3	4	5
6	7	8	9	

Elements of 19th Panzer Division set up on any whole hexes of boards 8 and 41; <= one hex of 11 AA1; <= two (ELR 4) (SAN 4) hexes of 32 D3 (including hex 32 C1) and on boards 7 and 47 on/South of hexrow Y:

E	E	1	2	C	Cr						HMG	MMG	LMG	MTR	PSK
5-4-8	4-6-8	4-6-7	4-4-7	4-3-6	2-2-8	9-1	8-1	8-0	7-0		7-16	5-12	3-8	50*	12-4
x4	x9	x7	x5	x4	x2	x2		x2			x2		x3	x2	x2

RADIO	?	Pak 38	AT M10	Flak 36	AA M6	SIG 33	INF M6	leFH 18	ART M6	Trench	Foxhole
8		50L		37L(8)		150*		105			1S
x14									x2		x3

Set up in motion in hex 41 L2 w/infantry as passengers and gun in tow:

2	Cr	Pak 38r	AT M7	Opel Blitz	28 *
4-4-7	2-2-8	76L	T7 21 PP		

Enter on Turn 1
on hex 41 P6:

13	13	34	23		
PZ III L	Hornet	PSW 222 L	3.7cm Flak LKW	AL	AL
50L 3/5	88LL	20L(6) -/5	37L(8)	10-2	9-1
x2		x2			

Enter on Turn 2 on any river hex of the South edge of brd 8:



2	2		Assault Boat	4 *
4-4-7	2-3-7	8-1	PSK 12-4	15 PP
x2			x2	

Enter on Turn 4 on hex 8 R1:

2	C		LMG	PZ IV F2	14	AL
4-4-7	4-2-6	7-0	3-8	75L 3/5	6 3	
x2						

ESG #51 - TOUGH 'OMBRES - CONTINUED

SPECIAL RULES:

- 1) EC are Overcast and the weather is Wet with no wind at start. Kindling is NA.
- 2) Place Shellhole counters in the following hexes; 5 FF6, 24 DD5 (buildings in these hexes do not exist), 24 R1, S2, R2, U1, T3. All Shellhole hexes are considered concealment terrain.
- 3) The Americans receive one module of 150mm OBA.
- 4) American units that enter from the East edge do not pay the extra MP/MF for crossing hedge/wall entry hexesides. American infantry may add the TEM of it's hex to it's CCV (Wolkey Rule).
- 5) German Panthers and JagdPz crews are inexperienced (D 3.45). German 8-3-8's and 3-3-8's are Assault Engineers (H 1.22).


AFTERMATH: As the Panthers tangled with the TD's of the 607th, the German halftracks broke off and attempted to outflank the Americans by entering the town from the south. Once inside, they were set upon by the defenders. Of the eleven halftracks that made it into the town, two were completely destroyed by the 105 ART pieces, two were taken out by bazooka fire and another four destroyed by the 3in AT Guns. The Panthers that made it through the Tank Destroyers and into the village streets were pounded by artillery fire. With the tide of battle now heavily against Stossgruppe One, their commander requested and received permission to withdraw. But it was too late. The "Ombres" had sealed the town off. By the end of the day, the newly formed Panzer Brigade 106 ceased to exist.

ESG #52 - ENGULFED - CONTINUED

Elements of the 6th Guards Armor Corps enter on Turn 1 and/or Turn 2 on North and West edge:

(ELR 3) (SAN 3)

E	1							HMG	MMG	LMG	FT	DC
6-2-8	4-4-7	10-2	9-2	8-1	8-0	7-0		8-16	4-10	2-6	24-1	30-1
x14	x16			x2		x3		x2	x5	x2		x3

	KV1 M42 10 11 11	KV IS 14 8 6	T-70 14 6 4	T-60 M42 15 6 3	SU 76 I (g) 13 6 3	SU 76 M 16 4 1	SU 85 16 11 6	SU 152 13 8 6	AL	AL
	76L 2/4	76L 2/4	45L -2	20LL(4)-2	76L	76L	85L	152	9-2	8-1
	x2	x3	x3	x3	x3	x3	x2			

SPECIAL RULES:

- 1) EC are Moist with no wind at start. Kindling is NA. Bore Sighting is NA. River has no current.
- 2) Land hexes only exist West of the river, all other land hexes are river hexes. Treat the path in hex 32 J1 as a Trail Break (B 13.421). Place 2 Stone Pier counters (G 13.7) in hexes 8 Y2 and Y3. The Pier cannot be deliberately destroyed by either side. Place assault boats in hexesides 7 W9-W10 and AA8-AA9. They may be used by either side.
- 3) The German radio represents one module of 100mm artillery (HE/Smoke). The Germans may Fortify one building location.
- 4) The Russians receive one module of 120mm artillery (HE only) directed by an off board observer at level 3 on any Russian entry edge hex. For the Russian player only, the "Pleva Rule" is in effect: each time a non-extra OBA Battery Access card is drawn (C1.21), place it back in the deck along with another red card. In addition, Battery Access is never permanently lost when more than one red card is drawn. Extra card draw mechanics remain unchanged.
- 5) The Russians receive Air Support in the form of 2 Fighter-Bombers with bombs that enter as per E 7.2. They exit after two turns on the board.

AFTERMATH: The Russian colossus hammered the Germans with artillery and air support. Masses of Soviet troops with tanks swarmed into the town. The Germans tried hard to hold on, even managing a counterattack. But nothing could stop the relentless Soviet pressure as they expanded their bridgehead. The last potentially strong German defense line in southern Russia crumbled, and all that the remaining German troops had to look forward to was another winter in the East.



#38 - CHOKE POINT

Verdal, Norway, April 21, 1940: Verdal bridge was defended by eighty Norwegian Militia armed with Krag-Jorgensen rifles and Colt M29 HMG's. When the Germans attacked in the morning, the militia was supported by a section of Royal Engineers who happened to be in the area.

#39 - THE GRIND

Goch, Germany, February 16, 1945: The culmination of "Operation Veritable" was the capture of Goch. In rain soaked weather, with the Germans pouring artillery down on them, the 43rd Wessex Division grimly pressed on for three straight days. Every gain was challenged by fierce German counterattacks. Exhausted troops were passed through by fresh units to apply a continuous assault against the German lines. Such was the case when the 7th Somerset Light Infantry pushed through the lines of the 130th Brigade to maintain the momentum of the attack. The Germans were soon to reach the limit of their endurance.



#40 - PATTON'S PRIDE

Agrigento, Sicily, July 16, 1943: The invasion of Sicily had become a personal contest between American General Patton and British General Montgomery to get more glory, and the Americans were being relegated to a secondary role. The last straw was Alexander's reassignment of the vital highway 124 from US 7th Army to Monty's 8th Army. Determined to play a decisive part in the campaign, Patton ordered General Truscott's forces to strike towards Palermo, with the ultimate goal of beating Montgomery to Messina. In his way was an Italian garrison at Agrigento on the coastal road.

41 COMMENCE HOSTILITIES

Mokra, Poland September 1, 1939: On the first day of the war the German 4th Panzer Division attacked the well trained and determined Wolynska Cavalry Brigade at the village of Mokra. In the early morning hours of Sept. 1st, German scouts probed the lines of the dismounted Polish cavalry. At 10am they called in the Panzers and the ensuing battle drove the defenders deeper into the forested terrain that the tanks couldn't penetrate. 1st Battalion would have to send in their infantry if they wanted to dislodge the defenders.

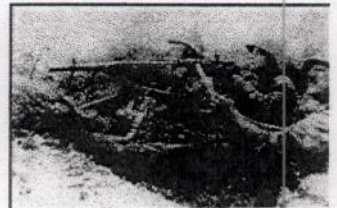


#42 - BATTLE AT BORODINO

Borodino, Russia, October 14, 1941: Operation Typhoon was continuing. Most accounts of the advance on Moscow depict the period as a time of mud, but in front of Army Group Center this simply wasn't the case. In fact, in some sectors, virtual summertime conditions prevailed. The German pursuit after the Vyazma encirclement had not been impeded by the weather at all when Stumme's XL Panzer Corps hit the Mozhaisk Line at Borodino. The SS Reich Division had taken Yelna and several of the small villages near Borodino when it was hit in the flank by hasty Russian counterattacks launched by the 32nd Rifle Division.

43 HUNGARIAN HAMMERHEAD

Korotojak Bridgehead, Russia, August 7, 1942: The Second Hungarian Army, spearheaded by the elite First Field Armored Division, had reached the River Don late in the summer of 1942 and planned to take up defensive positions behind it. Before this could be achieved they needed to remove the three remaining Russian bridgeheads on the west side of the river. For two solid months they hammered the defenders, but only at Korotojak did they achieve their objective.

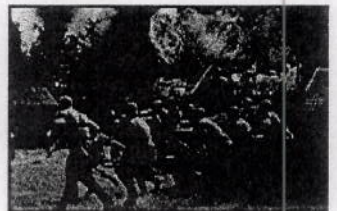


#44 - TESTIS MEGALOS

Vovousa, Pindus Mountains, Greece, November 4, 1940: The Italian invasion of Greece began well enough, but it was no Blitzkrieg. The terrain was rough, and the Greek resistance tough. As the initial Italian advance slowed, the Greeks prepared to counterattack. Italian General Mario Girotti's light infantry, and 3rd Alpine Division had proceeded as far south as Vovousa, and captured the village. The Greeks counterattacked there with their most elite formation, a detachment specially composed of one battalion of cavalry, and one battalion of artillery from the 51st regiment. Led by the brave and able Colonel Davakis, they viciously launched themselves at the village.

45 BELOW THE BELT

Tongeren, Belgium, May 11, 1940: The Belgian 2nd and 3rd Divisions fought hard near the border but were overwhelmed by German artillery and incessant air attacks, and forced to retreat deeper into Belgium. In an attempt to cut off and surround these fleeing divisions, the German Panzers lunged in the direction of Linden. The strong and well equipped Belgium 1st Cavalry Division was able, in the nick of time, to position itself to block the German attack and hold a route open for an evacuation at Tongeren.



#46 - "MAD MIKE'S" FINEST HOUR

Just Outside of Mogaung, Burma, June 6, 1944: "Mad Mike" Calvert was an exceptionally brave commander and had been awarded the DSO for operations during Chindit 1. Now, during Chindit 2, with the 77th Brigade under his command, he had been wreaking havoc on the Japanese for months when he was ordered to assist Stilwell's Chinese in taking Mogaung. Exhausted, short on rations and ravaged by malaria and typhus, Calvert's men attacked with Stilwell's promise that after Mogaung, the 77th would be relieved.

