

OCTOBER  
2010

# EAST SIDE GAMERS

INTELLECTUAL  
PROPERTY ON  
THE CHEAP  
\$25

*Presents*



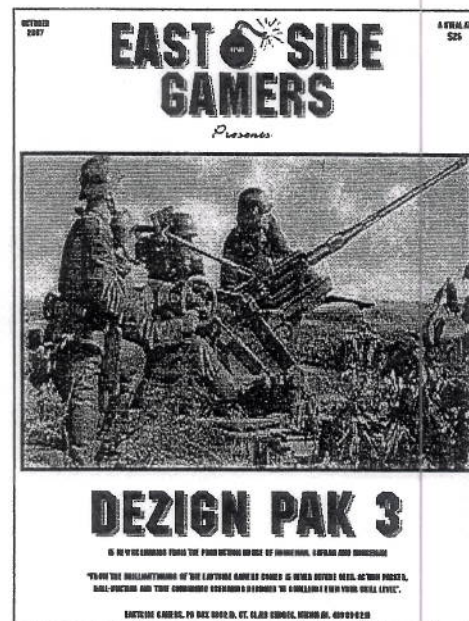
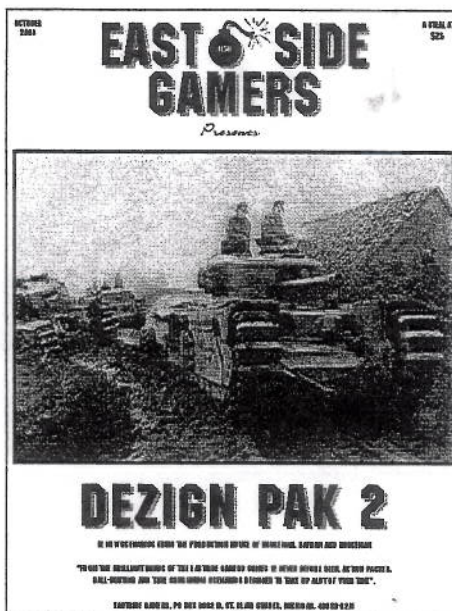
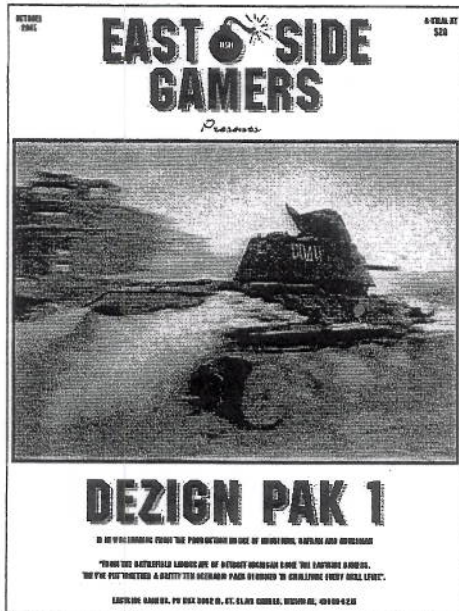
## DESIGN PAK 6

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

"FROM THE POWERFUL MINDS OF THE EASTSIDE GAMERS COMES 12 BRAND FRICKEN NEW, ACTION PACKED,  
BALL-BUSTING AND TIME CONSUMING SCENARIOS DESIGNED TO CHALLENGE EVEN YOUR SKILL LEVEL".

EASTSIDE GAMERS, PO BOX 806210, ST. CLAIR SHORES, MICHIGAN, 48080-6210 - [WWW.EASTSIDEGAMERS.NET](http://WWW.EASTSIDEGAMERS.NET)





## Design Pak 6

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

### Designers:

Glenn "Rock Star" Houseman  
Scott "Can I Go Back?" Houseman  
Eric "Ruin The Playtest" Safran

### Major Play Testers:

David "Too Tech" Lamb, PJ "Bombsight" Norton, Will Willow, James Taylor & Bob Davis

### Additional Playtest Contributors include:

Fred Schwarz, Trent Dobbs, Doug Bleyaert & Jim Bishop

### Technical Editors and Advisors:

James Taylor & David "Too Tech" Lamb

### Special Thanks

to everyone, far and wide, for testing, retesting and correcting our scenarios.  
Truer ASL friends we've never had.



[WWW.EASTSIDEGAMERS.NET](http://WWW.EASTSIDEGAMERS.NET)





**Casablanca, French Morocco, November 10, 1942:** "Operation Brushwood" involved Colonel Salzmänn's BLT 2-7 landing north of Casablanca and capturing the city. The landing itself was easy, but as the Americans drove south and neared the suburbs, they endured increasing artillery shelling. Then caught in the open fields they were raked by French machine guns and small arms fire, as well as three artillery pieces that fired into their ranks over open sights. This was to be the fiercest fire faced by "Force Brushwood" in Morocco. The first wave of U.S. forces was decimated and fled to the rear in confusion, taking shelter behind a railway embankment. However three of the American platoons from company E and G performed bravely and held out, positioning themselves for a continuation of the attack.

**VICTORY CONDITIONS:** The Americans -win immediate upon capturing/eliminating all three French Ordnance Guns, or upon exiting 10 EVP (prisoners count double) off the South edge.

**BALANCE:** American - Exchange 3 6-6-6's with 3 6-6-7's  
French - Exchange 1 75mm Art for a 81mm Mtr



**FRENCH** set up first • **AMERICANS** move first

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

19			14
44		33	
48		18	

**N**

Only hexrows A-P on boards 33 and 18, and R-GG on boards 14, 19, 44 and 48 are playable.

**Elements Senegalese Battalion, Ain Sebaa Garrison** set up on/South of hexes numbered 5 of boards 33 and 44: (ELR 2) (SAN 4)

1	1	Cr			HMG 6-12	MTR 60*	?	ART M7 105C mle 35 B 105*	ART M9 75M mle 28 75*	Trench =
x7		x3					x10	x2		



**Reinforcement Platoon** enter on Turn 3 on South edge (all must enter on same hex):

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

x3

**Elements of E and G Companies, 7th Battalion, 2nd Beach Landing Team set up on/North of hexes numbered 5 on boards 14 and 19:**

(ELR 2) (SAN 3)

1	Cr			HMG	MMG
6-6-6	2-2-7	9-1	8-1	8-16	4-10
x9			x2		



**7th Battalion Stragglers** enter on Turn 2 on North edge:

2	Cr				
5-4-6	2-2-7	8-0	7-0	MMG 4-10	MTR 60*
x9					

**SPECIAL RULES:**

- 1) EC are moderate with no wind at start. Bore Sighting is NA. Treat all Grain as Sand (F7 - 7.421)
- 2) French Ordnance set up on map, concealed and emplaced. This concealment is in addition to the OB counters provided.

**AFTERMATH:** The Americans engaged the enemy, and soon were rejoined by stragglers who were inspired to pitch in. They captured one artillery piece, and drove off the crews from the other two. However the French defense had slowed the advance enough to keep the Americans from taking Casablanca in one rush, and they had to pause for the night. French prisoners reported that an armistice was imminent, and the fighting ended before the city itself had to be assaulted.



**Northeast of Lungling, Yunnan Province, China, November 1, 1944:**  
The battle to reopen the Burma Road had begun again after months of delays from monsoon rains. General Wei Lihuang's Y-Force was an American trained and supplied fighting force which just a month before had annihilated the Japanese defenders in Tengchung after a four month siege. He now set his sights on the city of Lungling, on the Burma Road proper. Opposing him was the equally determined, if not fanatical, Japanese 56th Division.

**VICTORY CONDITIONS:** The Chinese player wins by controlling all way-points of the Burma Road (as indicated in SSR 2) at Game End.

**BALANCE:**

**Japanese** - Chinese do not receive Air Support

**Chinese** - Add 3 3-3-7's to OB of troops that set up on board 37 on/between hexrows A and J on hexes =<8



**JAPANESE set up first • CHINESE move first**

1	2	3	4	5	
6	7	8	9	10	11

32	42
36	47
34	37

N  
↓

**Elements of 33rd Army, 56th Infantry Division set up as indicated:**

(ELR 3) (SAN 4)

**Set up on board 36 on/between hexrows I and Y:**

E 4-4-8 x4	1 4-4-7 x3	Cr 2-2-8 x6	10-1	9-1	HMG 6-14	MMG 4-11	LMG 2-6	MTR 50*	FT 24-1	Foxhole == 1S x2	Trench == x2	INF M10 Year 41 Type 75* x2	MTR Type 97 M11 81* x2
------------------	------------------	-------------------	------	-----	-------------	-------------	------------	------------	------------	---------------------------	--------------------	---	------------------------------------

**Set up on board 47 on/between hexrows S and FF:**

1 4-4-7 x2	2 3-4-7 x2	Cr 2-2-8 x3	9-0	HMG 6-14	MMG 4-11	LMG 2-6	MTR 50* x2	MTR Type 97 M11 81*
------------------	------------------	-------------------	-----	-------------	-------------	------------	------------------	------------------------------

**Set up on board 47 on/between hexrows B and L:**

C 3-3-6 x4	MTR 50*
------------------	------------

**Set up anywhere in the Japanese set up areas:**

?
x12

**Set up on board 42 within 5 hexes of hex G5 (see SSR4):**

2 3-4-7 x4	C 3-3-6 x5	Cr 2-2-8 x2	9-0	LMG 2-6 x2	AA M7 Type 93 Twin *12.7 (12)	INF M10 Year 41 Type 75* x2	16 3 0 -12 Type 97A TE-KE CMG x3
------------------	------------------	-------------------	-----	------------------	--	---	--

**Set up possessed by any Japanese unit including HIP THH:**

DC 30-1 x3
------------------

• CONTINUED ON BACK OF SCENARIO #71 (OBLITERATION) •

Gen. Wei's Y-Force, XI Group Army, 71st and 2nd Divisions set up/enter as indicated:

(ELR 2) (SAN 3)

Enter on/between 36 GG6 and 34 GG5:

E	E	Hero									
5-3-7	4-4-7	1-4-9	10-2	8-1	HMG 8-16	MMG 4-10	LMG 2-7	FT 24-1	DC 30-1	DM MTR 50*	
x6	x6					x2	x3		x2		

Set up on board 34 on/between hexrows O and U on hexes =&lt;8:

E	1								
4-4-7	3-3-7	8-1	8-0	HMG 6-12	MMG 4-10	LMG 2-7	FT 24-1	MTR 60*	
x3	x10					x3			

Set up on board 37 on/between hexrows A and J on hexes =&lt;8:

1					
3-3-7	7-0	6+1	ATR 12-1	DM MTR 50*	
x6					

Set up on board 37 on/between hexrows DD and Q on hexes =&lt;8:

E	1						
4-4-7	3-3-7	9-2	7-0	LMG 2-7	MMG 4-10	MTR 60*	ATR 12-1
x6	x3			x2	x2		

Set up on board 34 on/between hexrows B and J on hexes =&lt;8:

E	1						
4-4-7	3-3-7	9-1	MMG 4-10	DC 30-1	ATR 12-1	MTR 60*	
x3	x3						

Set up with  
any group:

28	16
M3A1(a)	Carrier C(b)
0	0
0	0
AAMG +/-6*	*BMG 4/-2
x2	x2

**SPECIAL RULES:**

- 1) EC are Wet with no wind at start. PTO terrain including Light Jungle (G 1) is in effect. Kindling and Bore Sighting is NA. All non-hut buildings are wooden, single story. Place overlays as follows: Wd5 36P2-O3, Wd4 36BB1-AA2, Wd2 36AA3-Z2, X28 32B2-B3, X9 42C6, O1 37DD4. Trenches may not set up on road hexes.
- 2) The Burma Road is the only road that exists: 34 Q10-Q6-P5, 36 R6-P5, 32 O5-H4-E4, 42 D4-G4-CC5-GG6 (use these as VC Way-Points). Treat all bridges, other than those along the Burma Road, as foot bridges (B 6.44).
- 3) Chinese receive air support in the form of 2 FB with 150lb bombs or Napalm, players choice prior to set up (E 7). Planes remain on board for 3 player turns.
- 4) Japanese may not set up HIP (exc. TH heroes). Guns and trenches must set up on board. Japanese troops on board 42 may not move until turn 3. Japanese have Level A Booby Trap (B 28.9) on boards 32, 36 and 42.
- 5) Chinese Carrier crews are 2-3-7's.

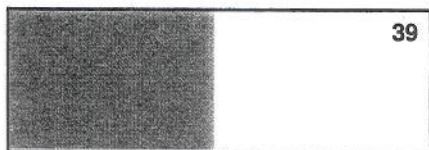
**AFTERMATH:** The fall of Lungling was inevitable. The Japanese supply lines were being closed off farther to the west from a rapidly advancing Allied force and Japanese forces on the Burma Road would have to retreat sooner or later. But that didn't mean they were going easily or now. Aided by the capture of the Chinese battle plans and codes, the 56th Division fanatically held out for another week and depleted the supplies, men and moral of Wei's Y-Force. The ensuing weeks saw Japanese reinforcements, almost a division in strength, counter attack and further delay Wei's troops and the opening of the road.



**Bessang Pass, Northwestern Luzon, Philippines, May 17, 1945:** As the American invasion forces pounded their way into Manila and beyond, there was still plenty of gruesome struggle in northern Luzon where the Japanese were trying to buy time in a tedious fighting withdrawal. The Americans battered their way down the few narrow, unpaved, yet crucial roads through terrain totally favoring the defender. Ridges and hills so steep they rose 5000 feet in less than one mile were infested with Japanese determined to hold at all cost. The 121st Infantry were tasked with clearing route 4 from Libtong to Cervantes, but it was more than they could handle. They became bogged down at Bessang Pass just a few miles from Cervantes from March until early May when, upon receiving fresh artillery support, the Japanese viciously counterattacked.

**VICTORY CONDITIONS:** The Japanese wins at Game End if there are no Good Order American MMC's on any level four hill hex.

**BALANCE:**      **American** - Exchange 1 MMG for a 6-12 HMG  
                      **Japanese** - Add 1 50mm Mtr to OB



Only hexrows A-P are playable.

**N**

## AMERICANS set up first JAPANESE move first

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

**Company B, 1st Battalion, 121st Infantry Regiment, USAFIP (NL) set up on hexes numbered =<7:**

(ELR 4) (SAN 4)

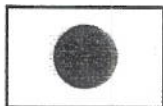
1	E	1	Cr			HMG 8-16	MMG 4-10	M1A1 ART M10	Foxhole == == 1S
6-6-6	3-4-7	3-4-6	2-2-7	8-1	7-0			75*	
x7			x2			x2		x3	



**Elements of 73rd Infantry Regiment, 19th Division, Araki Force enters on Turn 1 on North edge:**

(ELR 3) (SAN 3)

E	1	2	Cr				MMG	LMG	DC
4-4-8	4-4-7	3-4-7	2-2-8	10-0	9-1	8-0	4-11	2-6	30-1
x2	x8	x6	x2				x2	x3	x2



**SPECIAL RULES:**

- 1) EC are Wet with no wind at start. Bore Sighting is NA. PTO terrain is in effect, including Light Jungle.
- 2) American crew does not count as a MMC for VC purposes.
- 3) Prior to US set up, the Japanese player secretly records one hex as the location for an FFE 2 counter. On the first Japanese PFP, resolve as a 70mm OBA (HE only) attack with normal blast area. Remove immediately after resolving this attack.
- 4) At Game End, all CC continue until resolved.

**AFTERMATH:** The Japanese initiated a series of fanatical counterattacks all across the Bessang Pass front. The American 1st and 2nd battalions were shoved back over Lamagan Ridge, dispersed to the point that 1st Battalion simply disappeared. In response to this debacle Colonel Volckmann sent the entire 15th Infantry regiment eastward. These extra forces eventually stopped the Japanese and threw them back.



**Berezovka, South of Kursk, Russia, July 15, 1943:** Hitler had decided to call off "Citadel" and send his elite forces to Italy. Field Marshal Manstein protested, convinced he could still pull off a miracle victory. Hitler would only grudgingly allow a two day continuation of the offensive with the limited tactical goal of destroying the Russian's operational reserves. The Grossdeutschland Division set out with the brutally simple intention of slaughtering as much Russian men and equipment as possible, grinding down Soviet reserves, and shortening their own lines for a future defense.

**VICTORY CONDITIONS:** Providing there are no Russian manned and functioning Ordnance or AFV's w/functioning MA on any level 2 hill hex, the German player wins at Game End if there are no Good Order Russian MMC (crew NA) in any building hexes, or immediately upon exiting 20 EVP of personnel only (crew NA) off the map on/between hexes 11 R2 and 48 Y1.

**BALANCE:** Russian - Exchange PP obr 27 INF gun for a P obr 39 ART.  
German - Lower Russian SAN to 3

	18		43
	46		11
	44		48

**N** Only hexrows A-P on boards 18, 46 and 44, and R-GG on boards 43, 11, and 48 are playable.



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

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

**Elements of Soviet 5th Guards and 10th Tank Corps set up and enter as indicated:**

**Set up** on any whole/half hexes of boards 11,48 and/or on board 44 on/South of hexrows numbered 3:

1	Cr		HMG	MMG	LMG	ATR	?	AT M11 PP obr 42	INF M8 PP obr 27
4-4-7	2-2-8	7-0	8-16	4-10	2-6	1-12		45LL	76*
x8	x2	x2		x2	x2		x11		

**(ELR 3) (SAN 4)**

**Set up** on map and concealed on hill 46 F8:

Cr		ART M9
2-2-8	MTR 50*	P obr 39 76L
x3	x2	

**Enter** on Turn 1 on/between 11 R2 and 48 Y1 (all must enter on same hex):

1		LMG	T34 M43	T34 M41	T-70	T-60 M42	SU 76 M
4-4-7	9-1	2-6	76L 2/4	76L 2/4	45L -2	20LL(4)-2	76L
x8		x2	x2	x4	x2		

**Set up** in any AFV:

AL
8-1

**Groups A & B enter** on Turn 2 on two sperate hexes =>5 hexes apart on/between 11 R2 and 48 Y1. All units in each group must enter on same hex:

E		LMG	ATR	DC	SU 152
6-2-8	9-2	2-6	1-12	30-1	152
x5		x2			x2

KV1 M42	10	Chirchill III	9
	11		11
	11		8
76L 2/4		57L 2/4	
x2		x3	



## SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. Bore Sighting is allowed for Ordnance only. All buildings are wooden. Place Shellhole counters in 46 J6 and J7 (buildings in these hexes do not exist).
- 2) No Quarter is in effect (A 20.3).
- 3) Russian units may set up in appropriately sized foxholes. The 8-1 AL receives a -3 DR modifier to his APCR availability DR. Use British Churchill IV counters to represent the Russ. lend-lease Churchill III.
- 4) Germans are considered Elite as per (C 8.2). 8-3-8's are Assault Engineers.

**AFTERMATH:** The German attacks on the 14th and 15th mangled two Soviet Corps and eradicated the remains of a third. But Grossdeutschland, having been in continuous combat for almost two weeks, were grinding down themselves. Only 4 out of an original 80 Panthers were capable of spearheading the attack. The struggle across a narrow corridor was as violent as it could get. The Russians lurched back from the relentless assault. Manstein's offensive had succeeded in straightening the line and destroying thousands of Soviet troops as well as providing the Germans with a well needed morale boost. But soon the Russians would smash open the entire front.

• CONTINUED ON BACK OF SCENARIO #74 (SCORPIONS IN A BOTTLE) •



**Duenaburg, Latvia, July 19, 1944:** While the destruction of Army Group Center raged to the south, the Soviet Baltic Front had it's own summer offensive to conduct. The prize of port Riga was a major objective. The Russians split the junction between 37th Corps and 28th Corps and poured through. The town of Duenaburg now lay between them and Riga. After a tremendous bombardment from air and artillery the Soviet masses attacked the town, introducing their new heavy tank, the Stalin to Army group North's combat zone for the first time. The Germans had only a handful of Tigers and a smattering of assault guns and tank destroyers, but their crews had years of experience in armored warfare on the East Front to rely upon.

**VICTORY CONDITIONS:** The Russian player wins at Game End if they Control all multi hex buildings on board 53 (Rubbled buildings do not count toward VC unless created during play), and if there are no German AFV's w/functioning MA on any hill hex of board 44 or any level two hill hex of board 18.

**BALANCE:** German - Add 1 PAK 75L AT gun w/2-2-8 crew and 3 more Wire to OB  
Russians - Increase SAN to 4 and add 2 more T34-85's to OB



GERMANS set up first • RUSSIANS move first

56	2
53	11
57	18
58	44







N

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16

Elements of 81st and 132nd Infantry Division, 393rd Assault Gun Brigade and the 502nd Heavy Panzer Battalion (ELR 4) (SAN 4) set up and enter as indicated:

Set up on/West of hexrow DD on board 57 and D on boards 53 and 56, and on/North of hexes =5 on board 57:

E	E	1	2	C	Cr								HMG	MMG	LMG
8-3-8	4-6-8	4-6-7	4-4-7	4-3-6	2-2-8	10-2	9-2	9-1	8-1	8-0	7-0		7-16	5-12	3-8
x6	x8	x15	x10	x10	x5			x2	x2	x2	x3		x2	x3	x5
					Trench	Roadblock	Foxhole	Wire	PAK 40	AT M8	PAK 38	AT M10	Sig 33	INF M6	
MTR 50*	DC 30-1	FT 24-1	PSK 12-4	?			 1S	 XXX XXXX	75L		50L		150*		
x5	x4		x5	x12	x2		x5	x3					x2		

Set up on map, emplaced and concealed on level 3 hill hexes of board 2:

ART M2	ART M6	Cr
S 10cm K 18	1e FH 18	
105L	105	2-2-8
x2	x2	x4

Enter on Turn 1 or any turn/turns thereafter on North edge:

12	15	11	12	13	12	13	14	13	13	13	33	33
PZ VI E(L)	JgdPz V	JgdPz IV/70	JgdPz IV (L)	JgdPz IV	Stu PZ IV	Stug III G(L)	Stug III G	Stu H 42	PzJg III/IV	PSW 234/2	PSW 234/3	
88L 3/5	88LL 3/-	75LL 1/-	75L 1/-	75L 1/-	150*	75L -/4/1	75L -/2	105*	88LL	50L -/5	75*	
x6		x3	x4	x4	x2	x6	x2	x3	x4	x2		



AL	AL	AL	AL
10-2	9-2	9-1	8-1

• CONTINUED ON BACK OF SCENARIO #74 (SCORPIONS IN A BOTTLE) •

x2 x2



Elements of 1Grossdeutschland Division enter as indicated:

(ELR 4) (SAN 3)

Enter on Turn 1 on/between hexes 43 EE10 and 46 P5:

E	1				HMG	MMG	PZ VD	PZ IV H	PZ IV F2	PZ III L	PZ IV F1	Stug III G	Stu H 42
4-6-8	4-6-7	9-2	8-1	7-0	7-16	5-12	15 18 6	13 8 3	14 6 3	13 6 3	14 6 3	14 8 3	13 8 3
x6	x5				x2	x2	75LL 1/5	75L 3/5	75L 3/5	50L 3/5	75* 3/5	75L -1/2	105*

Enter on Turn 1 on any 2 adjacent hexes on/between 43 EE10 and 46 P5 (inf. must use Armored Assault):

AL	AL	AL	E		Hero	LMG	DC	FT	Stu PZ IV
9-2	9-1	8-1	8-3-8	8-1	8-0	1-4-9	3-8	30-1	24-1
			x6			x2	x3		x3

Enter on Turn 3 on/between hexes 43 EE10 and 46 P5 w/inf. as Passengers (all must enter on same hex):

	E	E			LMG	Marder III(t)M	SPW 251/9	SPW 251/1
4-6-8	2-4-8	9-1	9-1	3-8	75L	15 2 1	16 1 1	16 1 1
x4	x2			x2		75*	15 PP AAMG -1/3	



Elements of Soviet 4th Shock Army enter on Turn 1 or any turn/turns after on South edge:

(ELR 3) (SAN 3)

E	E	1							Cr	Hero	HMG	HMG	MMG	LMG
4-5-8	6-2-8	4-4-7	5-2-7	9-2	9-1	8-1	8-0	7-0	2-2-8	1-4-9	8-16	6-12	4-10	2-6
x22	x20	x18	x14	x2	x2	x2	x2	x2	x4		x2	x2	x2	x8

ATR	MTR	DC	FT	DM	MTR	MTR	GAZ MM	IS-2	T34-85	T43	T34-M43	ISU 122	ISU 152
1-12	50*	30-1	24-1	81mm	PM obr 38	M9	25 *	13 14 11	16 11 6	15 14 6	16 11 6	13 14 11	13 14 11
x5	x2	x5	x2	x2	x2	x2	x6	x6	x4	x6	x6	x5	x5

SU 122	SU 85	SU 76M	SU 57(e)	OT 34	BF 32	AL	AL
122	85L	76L	57LL	76L	9-1	8-1	
x6	x5	x6	x3	x3			



**SPECIAL RULES:**

- 1) EC are wet with no wind at start. Kindling is NA. Bore Sighting is allowed for Ordnance only.
- 2) Place Stone Rubble counters on hexes 53 R6 and L5 and in the six hexes adjacent to each of them. Place Wooden Rubble counters on hexes 57 Q1 and 57 V2 and in the six hexes adjacent to each of them.
- 3) Germans may fortify 2 building locations.

**AFTERMATH:** The slaughter at Duenaburg went on day and night for a whole week. The Germans gave no ground, and the enormous casualties suffered by both sides piled up in bloody heaps. Smoldering AFVs and rotting dead provided a constant stench. On and on it went. Finally the German infantry was reduced to mere tattered remnants, the Assault Gun Brigade was down to a few guns left, and the Heavy Panzer Battalion was completely wiped out. But there were still more Russians flowing in.



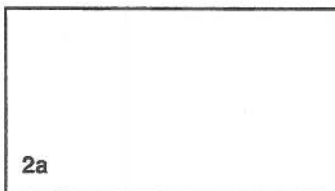
**Slonin, Russia, June 24th, 1941:** Capturing the many small villages and holding the few roads open was typical of the fighting engaged in by the German army during the opening days of Barbarosa. When 17th Panzer slogged into Slonin they were fiercely counterattacked by Soviet forces led by Colonel Konov who had adroitly responded to reports of the German presence outside the village, and was concerned about the threat they posed to Baranavichy town behind his lines.

**VICTORY CONDITIONS:** The German player wins at Game End if they control 6 of the following 7 VC hexes: I20, Q16, N14, K10, F5, A6, I1.

**BALANCE:**

**Russian** - Exchange 2 4-2-6 squads for 2 4-4-7

**German** - Add 1 8-1 AL to OB



N

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



**Elements of 121st Rifle Division set up/enter as indicated:**

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

**Set Up** on/within 3 hexes of G7:

C	Cr		MMG	LMG	ATR	INF M12 37PP obr 15 R 37*
4-2-6	2-2-8	7-0	4-10	2-6	1-12	
x12	x2					x2

**Enter** on Turn 1 on/between hexes A20 and A15:

1			LMG	ATR
4-4-7	8-0	6+1	2-6	1-12
x9				

**Enter** on Turn 1 on/between  
hexes A6 and I1 having  
already expended 2 MP :

12	
7-28	3
	2
76*	2x2/2/2
x3	

**Elements of 17th Panzer Division enter as indicated:**

**(ELR 4) (SAN 3)**

**Enter** on Turn 1 on/between hexes Q1 and Q3:

E	1			DM		FT	DC
5-4-8	4-6-7	8-1	8-0	MMG 5-12	ATR 1-12	24-1	30-1
x3	x3						

**Enter** on Turn 3 on/between  
hexes I20 and Q16:

1	
4-6-7	8-1
x2	

**Enter** on Turn 2 on/between hexes I20 and Q20:

E	1			MMG	LMG	MTR	DC	Pz IVE	Pz III F	Pz II F	SPW 251/1
4-6-8	4-6-7	9-1	7-0	5-12	3-8	50*	30-1	75* 3/5	37L 3/8	20L(4) -5	15PP AAMG +/3
x3	x7				x2			x2	x2	x2	AL
											9-1

**SPECIAL RULES:**

1) EC are moderate with no wind at start.

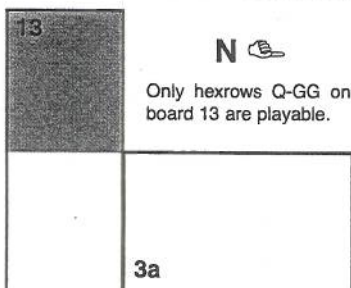
**AFTERMATH:** The Germans stormed into the village spewing flamethrowers and sub-machine guns. Through the smoke three Russian tanks appeared subjecting the German troops to a deluge of shells and bullets fired at point blank range. The Panzers coordinated and engaged the multi-turreted monstrosities, but a wave of fresh Russian riflemen descending from the hills turned the entire valley into a wild combined arms melee. Due mostly to lack of Russian leadership the battle slowly turned in the German's favor, and the road was forced open. The strong Soviet resistance had cost the Germans a whole day.



**La Macta, Algeria, November 9, 1942:** The Americans had successfully landed east of Oran and fanned out beyond Beach Z. However the beachhead was still under threat. French forces to the southeast hatched a daring plan to directly assault the beachhead including a naval operation, and chop off the probing American armor columns at their base. To this end a battalion of Vichy troops forded the river south of La Macta near the highway bridge. Then they force marched all night through a swamp, emerging at dawn to attack the American rear area near the Mediterranean Sea.

**VICTORY CONDITIONS:** The French player wins immediately upon controlling any pier hex (see SSR 2) or at Game End if they can make a 12 FP attack on the IFT against any pier hex (hindrance dr NA).

**BALANCE:** American - Exchange 1 MMG for 1 8-16 HMG  
French - Lower American ELR to 2



**AMERICANS** set up first • **FRENCH** move first



**1st Battalion, 16th Infantry Regiment, Center Task Force set up as indicated:**

(ELR 3) (SAN 3)

**Set Up** in building hexes of board 3a:

Set up in building nexes or board 3a:

2	G	Cr			MMG 4-10	?	AT M3 A1 M12
5-4-6	5-3-6	2-2-7	8-0	7-0			37LL
x6	x4				x2	x14	

**Set Up** on any Pier  
hex (see SSR 2):

1			M3 (MMG)	20
6-6-6	8-1	MMG 4-10	10PP AAMG	+/12

x2



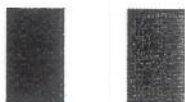
**19th Engineers** enter on Turn 1 or any turn thereafter on any East edge sea hex (see SSR 2 & 3):

7-4-7	E	Assault Boat	2/4
x2		M10	*
		14PP	*

**Algerian Regulars, Vichy French Forces** set up on any board 13 hexes numbered =>3:

(ELR 3) (SAN 3)

E	1	Cr					HMG	MMG	LMG	INF	MTR	DC
4-5-8	4-5-7	2-2-8	9-1	8-1	8-0	7-0	6-12	4-11	2-6	37*	60*	30-1
x5	x13								x4			x2



**SPECIAL RULES:**

- 1) EC are moderate with no wind at start. Kindling is NA. Treat all Grain hexes as Sand (F 7).
- 2) Place wooden Pier counters (G 13.7) on hexes 3a M16 and M17. Treat all land hexes North of the river as water obstacles (Mediterranean Sea).
- 3) Assault boats have an inherent driver (E 5.11) and a MP of 4.

**AFTERMATH:** American communications were very poor, and the first reports of the French attack described the situation as dire, and that the beachhead would soon be under heavy attack by superior forces. These warnings threw the Center Task Force leadership into a panic, and far flung armor formations were hastily ordered back to the beach. Fortunately the American troops on hand dealt with the French attack rather well on their own thanks to support from the Engineers. However more Americans were killed in these actions than anywhere else on the front, and severe leadership shortcomings were revealed.



**Gaffron, Steinau Bridgehead, Oder River, Germany, February 2, 1945:** The Russian offensive in Poland cut through the German defenses everywhere, isolating many German battle groups. Some became "roving cauldrons" named after their senior officer, and fought their way back towards friendly lines. General Walther Nehring's roving cauldron was based upon the remnants of the 16th and 17th Pz. Divisions and along the way was joined by the battered leftovers of 342nd Inf. Div.. By moving mostly at night, sacrificing rear guards, and at one point even driving tanks into the Plica River to prop up a crumbling bridge, they finally reached the German lines at Glogau having lost all their tanks along the way. But the situation on the Oder River was so desperate that the weary troops were ordered directly into a new attack against the Russian bridgehead at Steinau with no rest.

**VICTORY CONDITIONS:** The German player wins immediately upon controlling 3 of the 5 multi-hex buildings or at game end if there are no Good Order Russian MMC (crews NA) in building 53 R6 and no Russian AFV's w/functioning MA on any level 4 hill hexes.

**BALANCE:** Russian - Add 1 more ATR or MTR SW (players choice) to OB  
German - Exchange 8-1 AL to a 9-2 AL

53		58	
	15		
	55		

N

Only hexrows R-GG on board 53, A-P on board 15 and  
hexrows A-M on boards 55 and 58 are playable.



RUSSIANS set up first • GERMANS move first

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

Elements of 3rd Tank Army set up on board 15 on/South of hexrow C, and on board 53 on/South of hexrow Z:

(ELR 4) (SAN 4)

1	Cr							16	19	AA	Foxhole
4-4-7	2-2-8	8-1	MMG 4-10	LMG 2-6	MTR 50*	ATR 1-12	SU 76 4 1	SU 57(a) 0 0	ZP obr 39	M8	== == ==
x12	x2	x2					76L	57LL	37L(8)	1S	



Enter on Turn 2  
on South edge:

16	16
T34 M43 11 6	SU 85 11 6
76L 2/4	85L
x2	

Remnants of 16th & 17th Panzer Divisions and 342nd Inf. Division enter on Turn 1 on North edge:

(ELR 3) (SAN 3)

E	E	1	2						HMG	MMG	LMG	PSK	DC
4-6-8	2-4-8	4-6-7	4-4-7	9-2	8-1	8-0	7-0		7-16	5-12	3-8	12-4	30-1
x3	x2	x6	x9								x2	x2	x2

33	13	13	12	13	14	16
PSW 234/2 4 1	JgdPz IV 11 3	Stug III G(L) 8 3	Stu PZ IV 11 3	Stu H 42(L) 8 3	Aufklaerer 38t 6 2	SPW 251/1 1 1
50L -/5	75L 1/-	75L -/4/1	150*	105 -/4/1	20L(6) -/5"	15 PP AAMG -/3
x2		x3	x2		x2	

#### SPECIAL RULES:

- 1) EC are wet with no wind at start. Kindling is NA.
- 2) Place a Shellhole counter in hex 53 BB3. Building in that hex does not exist.

**AFTERMATH:** Attacking along the west bank of the Oder, Nehring's forces were motivated by the appalling slaughter of civilians they had come across during their journey (including a kilometer long stretch of road plastered with scores of families that had been run over, crushed, and blasted apart by Russian tanks), and fighting for German soil. However the Soviets were awash in heavy weapons and stopped Nehring's battle group cold at Gaffron. One consolation was that the German assault had managed to throw a pontoon bridge over the river, and held off the Russians long enough to allow the trapped Grossdeutschland Division to cross and be saved.



**Trnovska Mountains, Slovenia, December 19, 1944:** The Trnovska Mountains were the home to some 10,000 of Tito's partisans. The heavily forested, mountainous region provided an excellent base from which to conduct their operations. By the fall of 1944, Tito's 9th Corp had so thoroughly disrupted road and rail traffic that the Germans were forced to send in a number of new units to deal with the problem. Under the command of General Kuebler, a major offensive was conducted to clear out the rebels and open the recently severed rail lines.

**VICTORY CONDITIONS:** The Axis win at Game End if there are no Good Order Partisan MMC on/adjacent to a railroad hex.

**BALANCE:**

**Partisan** - Add 1 ATR to OB & increase SAN to 5

**Axis** - Exchange Italian 7-0 for a 8-0 and add 1 45\* MTR to their OB

39	
	50

↑  
N



AXIS set up/move first • PARTISANS set up/move second

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

General Kuebler's Anti-Partisan Divisions set up as indicated:

(ELR 3) (SAN 3)

10th SS Police Regiment and Italian RSI troops set up on/North of hexes 50 Q1 - W4 - 30 K1:

SS	SS	SS	SS	LMG	SPW 251/1	AMD 35
4-4-7	8-1	8-0	7-0	3-8	15PP	2
x8				x4	AAMG -/3	1
					25LL -/4	See SSR 4

1	Cr		LMG	MTR
3-4-6	2-2-7	7-0	2-5	45*
x3			x2	



**Serbian Volunteer Corps, 1st Reg.**  
set up on board 39 between hexrows  
R-GG in hexes =<4:

1			(g)
3-4-7	8-1	6+1	LMG
x10			3-8
			x2

Elements of Tito's 9th Corps set up on board 50 on/South of hexes M1 - U5 - U10 and on board 39 between hexrows M-GG in hexes =>7:

(ELR 5) (SAN 4)

	Cr	Com	Com		Hero	LMG	MMG	MTR	ATR	MTR
3-3-7	2-2-8	10-0	9-0	7-0	1-4-9	2-6	4-10	50*	1-12	M11
x19						x5		x2		BM obr 37
										82*

**SPECIAL RULES:**

- 1) EC are Ground Snow (E 3.72) with no wind at start. Kindling is NA. Bore sight- ing is NA. Place overlays as follows: W4 - 50 X5/Y6, W3 - 50 Q1/R1, W2 - 50 I8/I9, W5 - 50 C8/D7. Treat the road 39 A6-GG5 as a ground level railroad.
- 2) Partisan units setting up on any hill hex of board 50 may set up in Foxholes. 82mm MTR must set up on map. Partisan pay 1 1/2 MF to enter woods hexes.
- 3) SS leaders may rally SVC broken units. Only Italians may rally Italians. No other units of these different nationalities may stack with each other.
- 4) This vehicle represents a German Schienenpanzer, a modified Panhard armored car used as a railway-protection vehicle (Use French AMD 35 counter). MA has unlimited HE, it must set up and remain on the rail line, may not change VCA except to continue along RR at turns and uses reverse movement normally. Road bonus NA.

**AFTERMATH:** Although well supplied and with sufficient troops, General Kuebler's army had a bitter battle to fight. The weather, terrain and a well disciplined and entrenched Partisan enemy, all conspired to making this operation much tougher than it had to be. The battle, at first, progressed slowly as the Germans proceeded down the rail line and the Serbs moved off the mountain ridge, but in no time, losses started to mount on both sides. As the tide of battle turned against them, the Partisans broke off the attack and melted back into the wooded mountains. Kuebler had his victory. The road and rail line were open ... at least for now.



**Poplar Ridge, Esquelmes, Belgium, May 21, 1940:** As the Germans relentlessly pushed deeper into Belgium they hit the British defenses at the Escaut river. They suffered severe casualties forcing a crossing and establishing a bridgehead near Esquelmes on Poplar Ridge. The small bridgehead was heavily shelled, and then attacked in successive waves by two British infantry companies. Still the Germans held firm to the important ridge. The British tried once again, this time supported by three Bren Carriers.

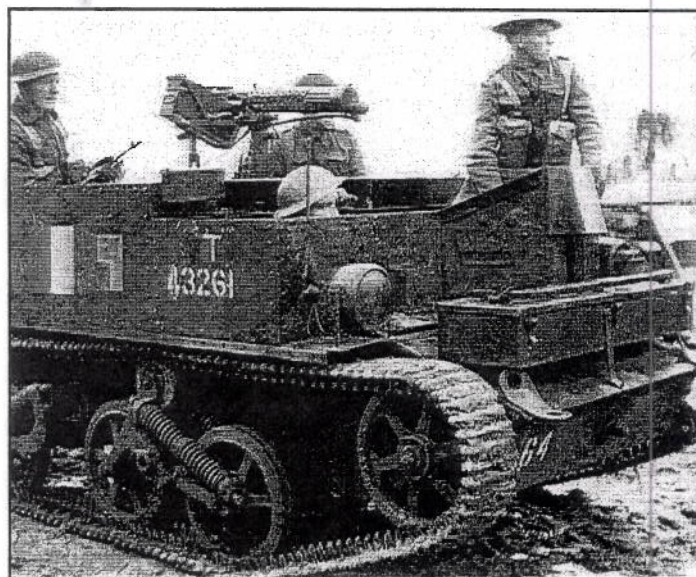
**VICTORY CONDITIONS:** The British player wins at Game End if there are no Good Order German MMC on hill 108.

**BALANCE:** British - Increase ELR to 4  
German - Add one LMG to entry group

## DELUXE BOARDS

g			f
h			e

Only hexrows O-I are playable.



**BRITISH set up first • GERMANS move first**

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

**Elements of 3rd Company, 3rd Battalion, Grenadier Guards** set up on/within two hexes of South and West board edges: (ELR 3) (SAN 3)

E	1				MMG	MTR
4-5-8	4-5-7	9-1	8-1	7-0	4-12	51 (2-11)
x5	x4					



**Enter** on Turn 1 on South and/or West edges:

16	
Carrier A	0
0	AL
BMG 2-4	9-2
x3	

**Elements of 2nd Battalion, 12th Reg., 31st Inf. Division** set up and enter as indicated: (ELR 4) (SAN 3)

**Set up** on hill 108 (see SSR 2):

1	Cr			Foxhole
2-4-7	2-2-8	MMG 5-12	MTR 50*	== == 1S
x2	x2			x2



**Enter** on Turn 1 on hexes e L0, K1, J0, I1:

1	E	1			LMG
4-6-7	2-4-8	2-4-7	8-1	7-0	3-8
x5					

## SPECIAL RULES:

- 1) EC are moderate with no wind at start. Treat all Grain as in season. Treat all Marsh hexes as Woods. All buildings are Wooden.
- 2) German units that set up on map may not move/advance on Turn 1.
- 3) German units suffer "Tank Fright" and must add +1 to all PAATC's.
- 4) Carrier HS are 2-4-8's.

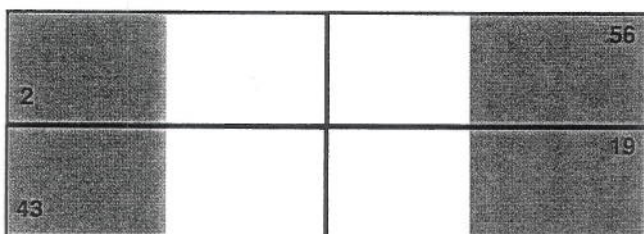
**AFTERMATH:** As soon as a brief mortar barrage lifted the Germans reoccupied their positions just before the third British company went in. They held firm, and it seemed the ridge would remain theirs. However the sudden appearance of three Bren Carriers threw the German 5th and 6th Companies into a panic, and they fled from the bridgehead leaving 3rd Company to bear the brunt of the attack. Bren Commander Lt. Reynell-Pack bravely charged the German positions point blank, and promptly had his head blown off. The other Carriers weren't faring much better. At this moment Corporal Harry Nicholls (who for his actions won the Victoria Cross) went berserk and ran from foxhole to foxhole wiping out the German defenders despite receiving four separate wounds, one of them mortal. The last Germans were thrown back across the river with heavy losses.



**Hill 300, 3 Miles South of La Coucourde, France, August 25, 1944:** Operation Anvil was in full swing. It was apparent that it might be possible to surround the German forces in southern France, and so Allied operations became geared towards this goal. However the experienced Germans were not so easily trapped, and managed to slip past Allied blocking positions time and time again as they fled northward. In addition American General Truscott was becoming increasingly impatient with his subordinates who were casting too thin a net, and ordering troops around ineffectually. One regiment became exhausted being pointlessly force marched back and forth between the same two unimportant towns. The culmination of the battle was an attempt to prevent the German drive up the highway paralleling the Rhone River. Only one American battalion held the heights covering the road. If the Germans could blast past them they could escape encirclement.

**VICTORY CONDITIONS:** The German player wins immediately upon exiting 3 trucks off the map on/between 2 R1 and 43 Y10

**BALANCE:** Americans - Exchange one MMG for a HMG  
German - Add one 4-6-7 to OB



Only hexrows R-GG on boards 2 and 43 and hexrows T-GG on boards 55 and 19 are playable.



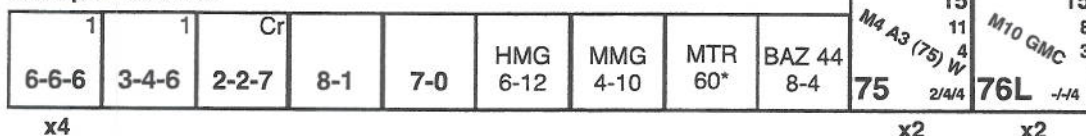
**AMERICANS** set up first • **GERMANS** move first



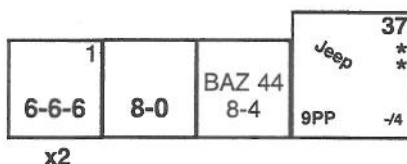
**Elements of 2nd Battalion, 143rd Infantry Regiment set up and enter as indicated:**

(ELR 4) (SAN 3)

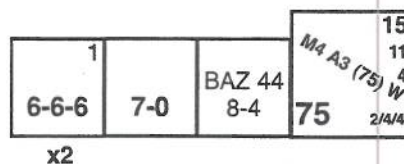
**Set up on board 2:**



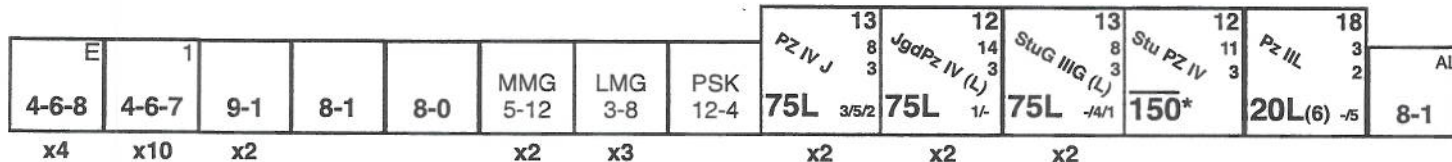
**Enter** on Turn 1  
on/between 2 R7  
and 43 R10 (all must  
enter on same hex):



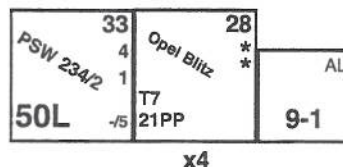
**Enter on Turn 1**  
on hex 2 R1:



**Elements of 11th Panzer Div. and 11th Panzer Recon Battalion and 198th Inf. Div. enter on Turn 1 on South edge: (ELR 4) (SAN 3)**



**Enter** on Turn 2 or any Turn thereafter (all must enter on the same hex and turn):



**SPECIAL RULES:**

1) EC are Moderate with no wind at start. Bore Sighting is NA. Place a Shellhole counter in the following hexes: 2 GG5, GG6, FF4, FF5, EE5, 43 Z4, Z5, Z6, AA5.

2) American Infantry may set up in appropriately sized Foxholes. During set up only American AFV's receive a -1 modifier to Hull Down attempts (this drm is in addition to the D 4.22 initial set up HD drm).

**AFTERMATH:** The American infantry was fortunate enough to be reinforced by five Shermans and seven tank destroyers. The Germans threw themselves at the hill with particular fury. Their Panzers were fresh and experienced, and had received some of the newest production JgdPz IVs. Beaten back at first by heavy shellfire from the American's M10s, they regrouped and finally rolled over the hill allowing follow up forces to flow up the highway to safety. The Americans had lost a golden opportunity to trap tens of thousands of Germans.



**Between Lakes Verehneye and Motti, Finland, December 6, 1943:** For almost a year, German and Soviet forces faced off near the Arctic Circle along a static front. As long as Axis forces were a credible threat to the Murmansk railroad line to Moscow, the Soviets were obliged to hold them at bay. While no major offensive action took place in 1943, both sides engaged in probes seeking to gain an advantage. One such Soviet probe was described by Johann Voss, a young SS Gebirgsjäger in his book *Black Edelweiss*. As white clad infantry crawled forward during the long arctic night, Soviet troops manhandled an anti-tank gun into close proximity of the German lines, using a white sheet held aloft as camouflage. When morning arrived, the sheet was lowered and the hastily dug in gun signaled the start of the attack by pounding Voss's bunker, blowing a hole in the roof.

**VICTORY CONDITIONS:** The Russians player wins if there are no non-crew MMC on any level 3 hexes on one of the two level 3 hills on board 58. The Germans win by avoiding Russian VC.

**BALANCE:**  
**German** - Add one 4-6-8 to Turn 2 reinforcements  
**Russians** - Ordnance is considered Elite for ammunition depletion purposes



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

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

30
58

**14th Heavy Weapons Company, 11th Regiment of 3rd Battalion, 6th SS Gebirgs Division Nord set up on (ELR 5) (SAN 4)**  
any whole hex of board 58:

E	Cr				HMG	MMG	LMG	MTR	?	ART leFH 18 M6	Pillbox	Pillbox	Trench
4-6-8	2-2-8	9-1	8-1	8-0	7-16	5-12	3-8	50*		105	2-5-7	1-3-5	
x7						x2	x2		x9			x2	x8

	<b>12th Reserve Platoon</b> enter on Turn 2 on West edge of board 58:	E		LMG
		4-6-8	8-1	3-8

Wire XXX XXXX
x6

**Elements of the Soviet 14th Army set up concealed in hexes <=9 on board 30 (no more than one MMC per hex): (ELR 4) (SAN 3)**

E	E	E				MMG	LMG	DC
6-2-8	4-5-8	3-2-8	9-1	8-1	8-0	4-10	2-6	30-1
x10	x2	x4			x2	x2	x2	x4

**Set up in hexes <=2 on board 30 (see SSR 4):**

Cr	ART P obr 39 M9	MTR BIM obr 37 M11
2-2-8	76L	82*
	x2	

## SPECIAL RULES:

- 1) EC are Ground Snow (E 3.72) with a mild breeze from the Northeast.
- 2) Treat all whole hexes of board 30 as Open Ground. Half hexes of board 58 are considered to be whole hexes of terrain therein. Treat board 30 as a legal rout destination for Russians.
- 3) All entrenchments, wire and pillboxes set up on board.
- 4) Set up emplaced and HIP as if in concealment terrain. Concealment is lost accordingly. Emplacement TEM is +1 not +2.
- 5) Both sides have Winter Camouflage (E 3.712)

**AFTERMATH:** The well trained and armed SS mountain troops rushed to their defensive positions when the shooting started. A vigilant machine gunner happened to have his telescopic sight trained towards the Soviet gun when the sheet was lowered for the first time, leading to a deadly duel between the two. With their attention focused on the gun, the defenders were surprised when enemy infantry had managed to infiltrate to within a few meters of their defensive works. Mortar fire from both sides added to the confusion as close combat ensued. The Soviet gun was eventually destroyed by mortar fire and the attackers were repulsed with heavy casualties.



# EAST SIDE GAMERS



AN ARMY OF ONE

1-4-9

**MAKING GAMING BETTER EVERY YEAR**  
**DEZIGN PAKS 1 - 6 - ZOMBIE PAK 1**  
**TEESHIRTS & HATS**



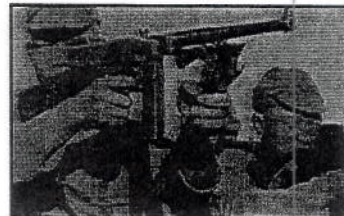


### #69 - BRUSHWOOD BUZZSAW

**Casablanca, French Morocco, November 10, 1942:** "Operation Brushwood" involved Colonel Salzmans' BLT 2-7 landing north of Casablanca and capturing the city. The landing itself was easy, but as the Americans drove south and neared the suburbs, they endured increasing artillery shelling. The first wave of U.S. forces was decimated and fled to the rear in confusion, taking shelter behind a railway embankment. However three of the American platoons from company E and G performed bravely and held out, positioning themselves for a continuation of the attack.

### #70 - OPENING THE BURMA ROAD

**Northeast of Lungling, Yunnan Province, China, November 1, 1944:** The battle to reopen the Burma Road had begun again after months of delays from monsoon rains. General Wei Lihuang's Y-Force was an American trained and supplied fighting force which just a month before had annihilated the Japanese defenders in Tengchung after a four month siege. He now set his sights on the city of Lungling, on the Burma Road proper. Opposing him was the equally determined, if not fanatical, Japanese 56th Division.



### #71 - OBLITERATION

**Bessang Pass, Northwestern Luzon, Philippines, May 17, 1945:** As the American invasion forces pounded their way into Manila and beyond, there was still plenty of gruesome struggle in northern Luzon where the Japanese were trying to buy time in a tedious fighting withdrawal. The Americans battered their way down the few narrow, unpaved, yet crucial roads through terrain totally favoring the defender. The 121st Infantry were tasked with clearing route 4 from Libtong to Cervantes, but it was more than they could handle.

### #72 - BRUTALITY ALLEY

**Berezovka, South of Kursk, Russia, July 15, 1943:** Hitler had decided to call off "Citadel" and send his elite forces to Italy. Field Marshal Manstein protested, convinced he could still pull off a miracle victory. Hitler would only grudgingly allow a two day continuation of the offensive with the limited tactical goal of destroying the Russian's operational reserves. The Grossdeutschland Division set out with the brutally simple intention of slaughtering as much Russian men and equipment as possible, grinding down Soviet reserves, and shortening their own lines for a future defense.



### #73 - ORGY OF GORE

**Duenaburg, Latvia, July 19, 1944:** While the destruction of Army Group Center raged to the south, the Soviet Baltic Front had its own summer offensive to conduct. The town of Duenaburg now lay between them and Riga. After a tremendous bombardment from air and artillery the Soviet masses attacked the town, introducing their new heavy tank, the Stalin, to Army group North's combat zone for the first time. The Germans had only a handful of Tigers and a smattering of assault guns and tank destroyers, but their crews had years of experience in armored warfare on the East Front to rely upon.

### #74 - SCORPIONS IN A BOTTLE

**Slonin, Russia, June 24th, 1941:** Capturing the many small villages and holding the few roads open was typical of the fighting engaged in by the German army during the opening days of Barbarosa. When 17th Panzer slogged into Slonin they were fiercely counterattacked by Soviet forces led by Colonel Konov who had adroitly responded to reports of the German presence outside the village, and was concerned about the threat they posed to Baranavichy town behind his lines.



### #75 - CHOPPED OFF AT THE KNEES

**La Macta, Algeria, November 9, 1942:** The Americans had successfully landed east of Oran and fanned out beyond Beach Z. However the beachhead was still under threat. French forces to the southeast hatched a daring plan to directly assault the beachhead including a naval operation, and chop off the probing American armor columns at their base. To this end a battalion of Vichy troops forded the river south of La Macta near the highway bridge. Then they force marched all night through a swamp, emerging at dawn to attack the American rear area near the Mediterranean Sea.

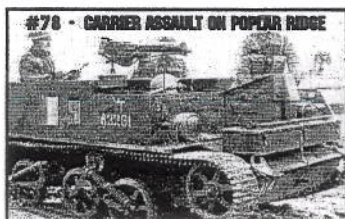
### #76 - NEHRING'S ROVING CAULDRON

**Gaffron, Steinau Bridgehead, Oder River, Germany, February 2, 1945:** The Russian offensive in Poland cut through the German defenses everywhere, isolating many German battle groups. Some became "roving cauldrons" named after their senior officer, and fought their way back towards friendly lines. By moving mostly at night, sacrificing rear guards, and at one point even driving tanks into the Plica River to prop up a crumbling bridge, they finally reached the German lines at Glogau having lost all their tanks along the way. But the situation on the Oder River was so desperate that the weary troops were ordered directly into a new attack against the Russian bridgehead at Steinau with no rest.



### #77 - THE TROUBLE WITH TITO

**Trnovska Mountains, Slovenia, December 19, 1944:** The Trnovska Mountains were the home to some 10,000 of Tito's partisans. The heavily forested, mountainous region provided an excellent base from which to conduct their operations. By the fall of 1944, Tito's 9th Corp had so thoroughly disrupted road and rail traffic that the Germans were forced to send in a number of new units to deal with the problem. Under the command of General Kuebler, a major offensive was conducted to clear out the rebels and open the recently severed rail lines.



### #78 - CARRIER ASSAULT ON POPLAR RIDGE



### #79 - BLASTING THROUGH



### #80 - ARCTIC AMBUSH