

DEFEAT AT SEROCZYN



Seroczyn, Poland, September 13, 1939: On the 13th of September the Armored Car Squadron moved up to join with its parent 11th Armored Battalion of the Mazowiecka Cavalry Brigade near the small town of Seroczyn, southeast of Warsaw. Once there it encountered the vanguard units of Kampfgruppe Steiner of the Kempf Division. The German quickly pushed the Poles out of the town beyond the shallow Swider River. Soon the Germans deployed forces throughout the town. The Poles regrouped and Maj. Majewski (the 11th Armored Battalion commander) gathered all the nearby troops along with some artillery guns and some tankettes of the 62nd Reconnaissance Tank Company. The force was soon ready to assault the town. The river was shallow enough to allow the infantry and tankettes to traverse it. The armored cars however, were forced to cross the bridge. Unfortunately, the tankettes quickly bogged down in the soft meadows. An AT Gun knocked out one AC as it left the bridge. With the loss of much of its armor the attack stalled and the Poles fell back.

VICTORY CONDITIONS: The Polish player wins at game end if he controls ≥ 5 Stone Buildings on board 12.

BOARD CONFIGURATION:

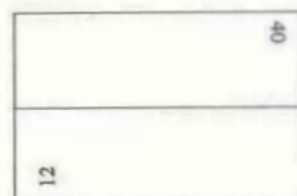
BALANCE:

Receive 12 AP MF factors that may not be exchanged for AT factors.

Add 1/2 Game Turn.



N



TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	END
POLISH Moves First								

ORDER OF BATTLE



Elements of Kampfgruppe Steiner, Kempf Division, setup south of the river:

467	247	228	9-1	8-0	7-0	MMG	LMG	ATR	LT MTR	PSW 221	PSW 231 (6 RAD)	PzIIA	37L AT Gun
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[ELR: 4]

10 2

2

[SAN: 3]



Elements of the 11th Armored Battalion, Mazowiecka Cavalry Brigade and the 62nd Reconnaissance Tank Company, setup north of the river:

457	228	9-2	8-1	7-0	MMG	LT MTR	ATR	75mm wz 02 26 ART Gun	wz.29 Ursus AC	wz.34-I AC	TKS	TKS(L)
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[ELR: 3]

14 2

2 2

2 2

2

2

2

[SAN: 2]

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start. There is a stone bridge in hexes 40Q2 and Q3. All buildings are single story. (EXC: Church steeple hex 12U5). The market does not exist, treat as a normal stone building.
- Each River hex is treated as a Shallow Stream hex. No AC may enter a Stream Location. A tracked vehicle exiting a shallow stream and entering a non-stream hex must take a Bog DR, for this purpose only the ground is considered Soft. Infantry can only enter a stream hex through Fording.
- The Polish ART Guns do not setup HIP nor emplaced. The Polish LT MTR is a Granatnik wz 36 (46mm).



STAB IN THE BACK



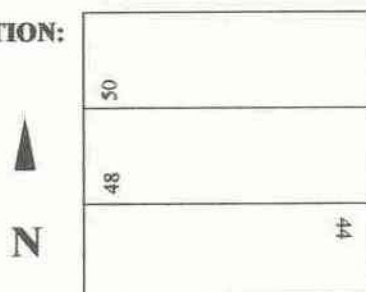
Near the Hungarian Border, September 19, 1939: As Poland collapsed under the might of the German Blitzkrieg the Poles were in for another betrayal. On September 17th, Russia declared war on Poland and invaded from the east. With most of their armed forces fighting the Germans in the west, little could be collected to stop the Russians. The situation in Poland was quickly unraveling. The Polish commanders realized that the best they could hope for was to gather what forces they could and to have them escape from the country before the Russians and Germans joined forces. Therefore, the Polish High Command ordered many fighting units to rush to Hungary and Rumania to escape the two enemies. One such force was a newly mobilized armored force designated the 3rd Armored Weapons Reserve Center. Forming a series of Provisional units from whatever could be scratched together they fled towards the Hungarian border, but too late. They ran into the Russian tanks and were destroyed in a 2-day battle.

VICTORY CONDITIONS: The Poles win immediately if they exit 22 EVP. (prisoners are worth 0VP) off the east edge of board 44.

BALANCE:

-  Remove one TKS from the Polish OOB.
-  Remove the LT MTR from the Russian OOB.

BOARD CONFIGURATION:



TURN RECORD CHART

 POLISH Moves First	1	2	3	4	5	6	7	8	9	END
										

ORDER OF BATTLE

Elements of the 3rd Armored Weapons Reserve Center and 5th Armored Battalion enter on Turn 1 on the west edge of board 44 and/or 48:



TKS	TKS(L)
-----	--------

2 2

[ELR: 2]

Enter on Turn 2 on the west edge of board 44 and or 48:

[SAN: 2]

458	457	437	9-1	8-0	6+1	MMG	ATR	LT MTR	Taczanka	7TPdw	Wagon	Squad Horse	SMC Horse	Medium Truck
6	4	5							4	5	6			2

Elements of the 23rd Tank Brigade enter on Turn 1 on the east board edge:



447	7-0	ATR	T-37	BT-5 M34
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2

2

2

[ELR: 3]

[SAN: 2]

Enter on Turn 2 on the north board edge:

447	9-1	8-0	MMG	LMG	LT MTR dm	ATR	GAZ MM
11				2			6

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start.
- Add overlays S11 on 48AA5-AA6 and St3 on 44E3-E4. The stream is shallow.
- The crews of the Vickers 7TP Tanks are inexperienced. The 458's and the Polish 9-1 are the only units that may ride the horses as cavalry.
- Polish units that enter on board 48 must enter with only 3-4 of its allowable MF/MP (FRU). All Polish infantry must enter as passengers, riders or as cavalry. The Polish LT MTR is a Granatnik wz 36 (46mm).

CONTESTED LANDING



Waalhaven, Netherlands, May 10, 1940: More than 2,000 Fallschirmjäger were used to crack the objectives in Holland, four times as many as were used in Belgium. These men were from General Student's 7th Fallschirmjäger Division. As in Belgium, strategic objectives had to be taken such as airfields and bridges. The paratroops would be supported by an assault by the 22nd Airlanding Brigade, who were tasked with capturing The Hague and with it the Dutch command and Royal Family. The airfield at Waalhaven was assigned to the 3rd Battalion, 1st Regiment under the command of Hauptmann Karl-Löthar Schulz. Despite a preliminary aerial bombardment, the German paratroopers took heavy losses as they approached the airfield. The Heinkel transport aircraft suffered casualties from AA Guns and Dutch fighter aircraft as they neared the airport. The Germans were able to land though and once on the ground quickly assembled their forces. The airfield had to be taken swiftly because further troops were to land at the supposedly secure airfield. The professionalism of the elite shock troops began to tell and wore away at the defenders. Eventually they were able to grind the defenders down and along with reinforcements, captured the airfield.

VICTORY CONDITIONS: The Germans win at game end if they control all buildings within one hex of an airfield hex and no Good Order Dutch crew controls an AA Gun.

BOARD CONFIGURATION:




N





Only hexrows A through P on board 14 and R through GG on board 13 are in play.

BALANCE:

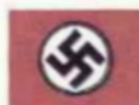
 Add one LMG to the Glider Force.

 Add one LMG to the Dutch reinforcements.

TURN RECORD CHART

 GERMAN Moves First	1	2	3	4	5	6	7	END
 DUTCH Sets Up First								

ORDER OF BATTLE



3rd Battalion, 1st Regiment, 7th Airborne Division enters by paratroop on Turn 1 [ELR 5]:

548	9-2	8-1	MMG dm	LMG
-----	-----	-----	-----------	-----

[ELR: 5/4]

10

3

[SAN: 2]

Elements of the 22nd Airlanding Brigade, enter by Glider on Turn 5 [ELR 4]:

468	9-1	8-0	LMG	Glider
8			2	8



Waalhaven Airfield Garrison, setup anywhere on board (See SSR2):

437	228	8-0	7-0	HMG	MMG	20mm Oerlikon AA	Sangar
-----	-----	-----	-----	-----	-----	------------------------	--------

[ELR: 3]

6

3

3

5

[SAN: 5]

Enter on Turn 2 on north board edge:

457	9-1	LMG
-----	-----	-----

4

SCENARIO SPECIFIC RULES:

1. EC are Moderate with a Mild Breeze from the Northeast at start. The Stream is Shallow.
2. Dutch Guns must setup within 3 hexes of an airfield hex and may not setup HIP although they do setup concealed and emplaced.
3. Glider ILH's are selected after Dutch setup and prior to German Turn 1.
4. Boresighting and Kindling are NA.
5. The German sniper is placed on board at the beginning of Game Turn 2. The German 548's are considered to have an underlined morale.


WHERE THE BULLET MEETS THE BONE



Lastra, Hercegovina, November 27, 1941: The Italian occupation of portions of Yugoslavia resulted in a strange relationship with the various factions in the former country. The Italians were generally not the fanatically repressive tyrants that the Germans and Croats proved to be, in fact they established a somewhat friendly relationship with many of the more monarchist rebels especially the Chetnik guerrillas. They often advocated a harder line against Tito's Communist partisans than towards the Chetniks who also fought the newly created state of Croatia. The so-called "Occupation Zone" of the Italians effectively acted as a safe haven for the various rebel factions fleeing from attacks by the Germans and Croats. However, the Italians still faced a very hostile pro-communist group under Tito and despite the relatively questionable motivation of the Italians, they often found themselves in battle with them. On November 26, 1941 a group of Tito's partisans attacked and destroyed an Italian supply column, capturing 3 tankettes. These tanks were soon turned against their former owners when that partisan group attacked the Italian garrison at Lastra in Hercegovina. After 3 days the Partisans had completely wiped out the Lastra Garrison.

VICTORY CONDITIONS: The Partisan player wins at game end if he has 31 VP. CVP are gained normally and 1 VP is gained for each building location controlled at game end.

BALANCE:

 Replace two 337 squads with 527 squads.

 Exchange the MMG for a HMG.

TURN RECORD CHART

 ITALIAN Sets Up First	1	2	3	4	5	END
 PARTISAN Moves First						

ORDER OF BATTLE



Lastra Garrison, setup in/adjacent to a building location:

[ELR: 2]

[SAN: 3]

347	346	8-0	7-0	MMG	LMG	ATR (20L)	Lancia IZ AC
4	7						2



Tito's Partisans, enter on Turn 1 on the north and/or eastern board edge:

[ELR: 5]

[SAN: 2]

527	337	8-1	7-0	LMG	DC	L3/35
3	9			3	2	2

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. Kindling and Boresighting are NA. All Grain is Brush.
2. Partisan tank crews are Inexperienced. 527's are Partisans and are the only units that can use the DC without non qualified use penalties. The Partisans use OOB given SW including scrounged SW from the tankettes, without captured use penalties. The Partisans may not deploy, are stealthy, and may not form multi-location firegroups.
3. Either side may declare Hand to Hand CC. No Quarter is in effect. No vehicular crew can voluntarily abandon a mobile vehicle. Vehicular control is NA.

BOARD CONFIGURATION:



Only hexrows A through AA are in play.

PHILIPPINE SCOUTS AT MABATANG



Mabatang, Philippines, January 11, 1942: As the American and Philippine Army fell back into Bataan they established a series of defensive lines across the peninsula. The eastern portion of the first line, the Abucay Line, was to be manned by the 57th Infantry Regiment. The 57th was a regiment of the excellent Philippine Scouts, a highly trained and motivated part of the Philippine Army. The 57th Infantry established themselves just south of the Mabatang Creek through the village of Mabatang around the East Road. The Scouts had plenty of time to construct a formidable prepared defensive position. On the night of January 11th the Japanese, continuing their march down the East Road ran into the Scout's position. The Japanese crept up through a large cane field and launched themselves at the Philippine position. They were able to break through in several places causing and accepting massive casualties. The Scouts held on though, with every available scout and weapon being thrown into the line including old mortar tubes using 75 mm ammunition and a self propelled gun.

VICTORY CONDITIONS: The Japanese player wins at game end if he has 22 VP (EXC. Prisoners) south of hexrow 5 on board 17. VP are only awarded for infantry units and vehicular crews, not for the tanks.

BALANCE:

 Add one M3 GMC to the Philippine OOB.

● The initial NVR is 3.


BOARD CONFIGURATION:



N

16
17

TURN RECORD CHART

 PHILIPPINE Sets Up First	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First									

ORDER OF BATTLE



Companies I & K, 3rd Battalion, 57th Infantry Regiment, setup on/south of hexes numbered 3 on board 16:

666	447	227	9-1	8-1	8-0	HMG	MMG	LMG	81mm MTR	M3 GMC	Wire	1 Squad Foxhole
10	4	2							2		8	14

[ELR: 4]

[SAN: 3]



2nd Battalion, 141st Infantry Regiment, enter on the north edge west of hexrow O on/after Turn 1:

[ELR: 3]

[SAN: 2]

447	347	228	10-1	9-1	8-0	MMG dm	LMG	LT MTR	Type 95 HA-GO
8	10	2					3	2	2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind in effect. PTO is in effect (EXC: Roads exist) with Light Jungle.
2. Night Rules are in effect. NVR is 4 with scattered clouds and a Full Moon. The Japanese are the Scenario Attacker and are Stealthy. The Philippines are the Scenario Defender and are Normal.
3. The 81mm MTR suffers from Ammo Shortage. 81mm MTR HE attacks receive a +1 TH DRM cumulative with other modifiers and are resolved as 75mm Ammunition.

THE BEAR BATTALION ATTACKS



Guadalcanal September 13, 1942: Major General Kiyotaki Kawaguchi, the Japanese leader of the ground forces on Guadalcanal, was convinced that his men could seize the airfields of Guadalcanal on the moonless night of September 12. Kawaguchi's confidence was based on mistaken estimates of Marine strength. The plan of attack was typical Japanese in complexity. Kawaguchi split his forces into three groups to take separate avenues of approach. One group was the Kuma "Bear" battalion under Major Eishi Mizuno. They were to push north along the eastern perimeter of the Marine's defense. This battalion was to annihilate the enemy along Alligator Creek "thus giving repose to the departed souls of the Ichiki Detachment commander and men" destroyed in the area on August 21, 1942. The expected advance was delayed until the 13th to allow Kawaguchi to get in position. At 2200 advance elements of the Kuma Battalion were still marching in column unaware of the location of the Marine's line. About 2330, one rifle company and the Kuma Battalion Headquarters enter the field in front of Company K, 3rd Battalion, 1st Marine Regiment. The Japanese immediately charged what they took to be the enemy's main line of resistance but this turned out to be an outpost of 5 Marines. The Japanese then assaulted the true main line. The attackers took heavy losses before being beaten back. The Japanese losses included the battalion commander, Major Mizuno. The Marines were quite lucky in that an open path to Henderson and Fighter One Airfields lay a few score yards to the right of their position. Kawaguchi's plan went wrong from the start. Although he was able to punch through the Marine's line in several areas he was eventually repulsed with heavy losses in what became known as the Battle of Edson's Ridge.

VICTORY CONDITIONS: The Japanese player wins at game end if he controls 4 airfield hexes.

BALANCE:

- Add one 448 to the Japanese OOB.
- Exchange the Marine 9-1 for a 9-2.

TURN RECORD CHART

● JAPANESE Moves First	1	2	3	4	5	6	7	END
MARINE Sets Up First								

ORDER OF BATTLE



Kuma Battalion, enters on Turn 1 within 2 hexes of 38GG6:

[ELR: 4]

[SAN: 3]

448	228	10-1	9-1	MMG dm	LMG	LT MTR dm	DC
11					2		2



K Company, 3rd Battalion, 1st Marine Regiment, sets up on/west of hexrow AA:

[ELR: 4]

[SAN: 4]

558	9-1	8-1	8-0	MMG	LT MTR	TRIP FLARE	1 SQUAD FOXHOLE	WIRE
8				2		9	8	7

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. PTO is in effect. All huts are orchard.
2. This is a Night Scenario. NVR is 2 with scattered clouds and no moon. The Japanese are the Scenario Attacker and are stealthy, the Marines are the Scenario Defender and are Normal. The American Player may HIP one MMC in excess of the 25% allowed by E1.2. The American LT MTR is the M2 60mm MTR.
3. Trip Flares may be utilized regardless of date and may be setup on/west of hexrow CC.

BOARD CONFIGURATION:



LEMON BRIDGE



VICTORY CONDITIONS: The British player wins at game end if he controls the 2 multi-hex buildings north of the stream and loses ≤ 21 CVP.

BALANCE:

Remove one LT MTR from the British OOB.

Add one LMG to the British OOB.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
BRITISH Moves First									

ORDER OF BATTLE

Elements of the Hermann Goering Division, setup on/north of 2 hexes south of the stream:

[ELR: 4]

[SAN: 2]

468	248	9-1	8-1	7-0	MMG	LMG	LT MTR	1 Squad Foxhole
9	2					3	2	4



2nd Inniskillings, 13th Brigade, 5th Division, enter on/after Turn 1 on south board edge:

[ELR: 4]

[SAN: 3]

458	248	9-1	8-1	8-0	MMG dm	LMG	LT MTR dm
15	3		2			5	3

SCENARIO SPECIFIC RULES:

1. EC are Dry with no wind at start.
2. Add overlays St1 on 16V4-V5 and St3 on 44T2-T3. The stream is deep. There are no woods in 44V10. The 44V9-V10 hexside is a stream hexside. All buildings are made of stone and have no upper levels.
3. The British LT MTR is the 2 inch non-airborne MTR.

West of Primrose Bridge, Sicily, July 19, 1943: The end of July was a dismal time for the Eighth Army as Montgomery's strategy became unglued. As the Germans delayed the British at the Catania plain, they were able to establish their defenses along the Etna Line. Montgomery devised the notion of throwing a left hook around the Germans. At the time the 50th Division held the Primrose Bridgehead but had not been able to expand from it. The 5th Division was tasked with penetrating the Simeto River north of the bridgehead. The 13th Brigade was ordered to establish a bridgehead north of an unnamed bridge some 6 miles west of Primrose. Dubbed Lemon Bridge by the British, this became the site of a series of fierce battles between the British and Group Schmalz. The first to engage the Hermann Goering Division was the 2nd Inniskillings who were severely mauled in a scene of "terrifying confusion". Again as at Primrose Bridge, the best that could be attained was a tenuous foothold on the northern bank of the Simeto.

BOARD CONFIGURATION:

16
44



COLLISION COURSE

FE 20



Persano, Italy, September 11, 1943: In the early morning hours of September 10, two regiments of the 45th Infantry Division came ashore at Salerno. The Thunderbirds task was to fill a gap in the line between the 36th Infantry Division and the British 56th Infantry Division. The 179th Regiment started off in a northeasterly direction along the Sele River with its objective to secure the high ground around Serre. The 179th advanced swiftly against light resistance to the Sele River but found the bridges there had been blown by the Germans. Unknown to the Americans they were on a collision course with elements of the 16th Panzer and 29th Panzergrenadier Divisions on their way to split the beachhead in two. At dawn of the 11th the two forces ran into each other to the west of the town of Persano. Heavy concentrations of German artillery slammed into the Thunderbirds while tanks worked to the rear of the 179th positions intercepting late-arriving American armor. The German artillery was answered by American artillery as the battle grew in intensity. Cut off and surrounded the Americans took a beating but held on. Incredibly the Germans didn't realize the position they had the Americans in and did not press their advantage.

VICTORY CONDITIONS: The side with the most victory points wins. CVP points are gained normally as are EVP for exiting off the opposite board edge from that side's setup, i.e. the German player must exit the south board edge for EVP. Each building in the setup areas is worth 4 VP. [EXC: Building 17W3].

BALANCE:

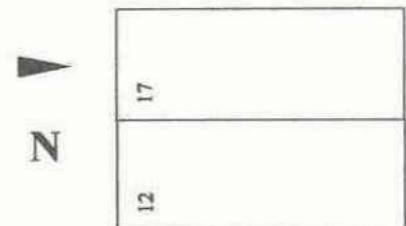
Add an LMG to the German OOB.

Change the American 9-1 Armor Leader to a 9-2 Armor Leader.

TURN RECORD CHART

SIMULTANEOUS Set Up	1	2	3	4	5	6	7	END
AMERICAN Moves First								

BOARD CONFIGURATION:



ORDER OF BATTLE



Elements of the 16th Panzer and 29th Panzergrenadier Divisions, setup on/north of hexrow W on either board:

[ELR: 3]

[SAN: 4]

467	9-2	8-1	8-0	9-1 AL	HMG dm	MMG dm	LMG	LT MTR dm	Radio	PzIVH	SPW 251/1	SPW 251/10
15	2						3			4	4	



Elements of the 2nd Battalion, 179th Infantry Regiment, 45th Division, setup south of hexrow F on either board:

[ELR: 3]

[SAN: 3]

666	9-1	8-1	8-0	HMG dm	MMG dm	LT MTR dm	BAZ 43	Radio	M2 Halftrack
15	2	2		2	2	3		2	

Enter on Turn 1 on the south edge of board 12:

9-1 AL	M4A1 MT
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5

SCENARIO SPECIFIC RULES:


1. EC are Moderate with no wind at start. All buildings are single story with ground level only. [EXC: Marketplace].
2. Add overlays X6 on 17D4 and X7 on 12F5. The American Lt. MTR is the M2 60mm MTR.
3. Setup is simultaneous, place an extra board between the 2 setup areas so that each player may not see his opponents setup until play starts.
4. German have 1/2 MF/MP (FRU) during the 1st Player Turn and may not use DT, nor ESB. Voluntary abandonment of a mobile AFV is NA.
5. The Germans receive one module of 88mm OBA but cannot attempt Battery Access until Game Turn 3. The Americans receive one module of 105mm OBA but cannot attempt Battery Access until Game Turn 4.

TIGER OF VITEBSK



VICTORY CONDITIONS: The Russians win at game end if they control the majority of stone buildings on board 46.

BALANCE:

-  Add a 238 PsK to the German OOB on board 46.
- Delete the last sentence of SSR 4.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	END
 RUSSIAN Moves First							

ORDER OF BATTLE



Elements of the 14th Infantry Division, setup on board 46:

468	248	9-1	8-1	7-0	HMG	LMG	PsK	LT MTR	?	Fortified Building
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[ELR: 4]

[SAN: 4]

8 2

Setup on board 18:

9-2 AL	PzJg III/IV
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3



Elements of the 18th Guards Tank Brigade, setup on board 19 east of hexes numbered 4 north of hexrow CC:

447	9-1	8-0	MMG	LMG	LT MTR	T-34/M43	T-34/85
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[ELR: 4]

[ISAN: 3]

15

2

4

4

3

SCENARIO SPECIFIC RULES:

1. EC are Ground Snow with no wind at start.
2. Add Overlay Hi4 on I8FF1-EE2. Fortified buildings cannot be exchanged for tunnels.
3. All Russian tanks must setup in Motion and must setup in an Open Ground hex.
4. The German may setup 2 squad equivalents and the German AFV setup HIP. The German AFV are revealed at the start of Russian Turn 1. Each German AFV with LOS to the AFV with the 9-2 AL can add a -1 DRM to its TH DR.

RITPONG RAMPAGE



Ritpong, Burma, May 7, 1944: The Battle for Ritpong occurred during the advance by Chinese and American forces towards the Town of Myitkyina. Ritpong is a small village situated approximately 40 miles north of Myitkyina. The plan of attack called for 2 companies from the 88th Regiment, 30th Chinese Division to assault the village from the north while elements of Merrill's Marauders made their way through the jungle and established a blocking force along the trail south of the village, thereby isolating the Japanese. Although the Chinese had a recent history of lagging behind and not aggressively attacking, this time the Chinese made an excellent showing. Late on the morning of May 7th, Chinese bugles sounded off signalling the start of the attack. The green troops had never before been in battle but they pushed forward with remarkable courage. Fighting continued through the 7th, overnight and into the 8th as the Chinese repeatedly assaulted the dug in defenders. The Japanese were pressed back against the blocking force of Marauders. The green Chinese troops bore the brunt of the attack suffering approximately 1/3 casualties in the attack but in the end they had eliminated a sizable force of veteran Japanese troops.

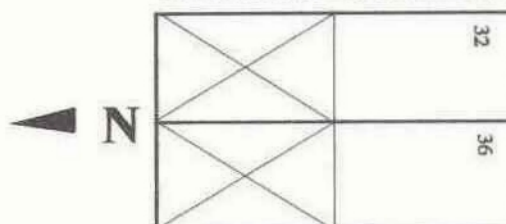
VICTORY CONDITIONS: The Chinese player wins at game end if he controls 5 building and/or hut hexes.

BALANCE:

- Add 4 wire counters to the Japanese OOB.
- 🇹🇼 Remove the Japanese 9-1 Leader.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	END
🇹🇼 CHINESE Moves First							

BOARD CONFIGURATION:

Only hexrows A through P are in play.

ORDER OF BATTLE

Elements of 55th Division, setup on/south hexrow 32/36K:

[ELR: 3]

[SAN: 4]

447	228	10-1	9-1	8-0	HMG	MMG	LMG	LT MTR	70* INF Gun	1 Squad Foxhole
10	3						3			6



88th Regiment, 30th Division, setup on north of hexrow 32/36N:

[ELR: 2]

[SAN: 3]

537	447	9-1	8-0	?	MMG dm	LMG	LT MTR(r)	FT	DC
3	15		3	6		4			2

SCENARIO SPECIFIC RULES:

- EC are Wet with no wind at start. PTO is in effect including Light Jungle [EXC. Roads exist]. All buildings are wooden and single story. The Stream is shallow.
- 537's are Assault Engineers. The Chinese LT MTR is the Russian version.

OPERATION SPRING



Bourguebus Ridge, France, July 25, 1944: Despite a torrent of fire, flame and shell the 1st SS Panzer Corps had blunted Montgomery's Operation Goodwood, holding the Allies to limited gains at a very high cost. Montgomery did not give up his ambitions to destroy the Germans south of Caen. The British general now planned a rolling series of offensives to keep the SS reserves occupied while the Americans launched their offensive in the west. The first of these offensives fell to the Canadians to conduct and would pit them against the Leibstandarte on the Bourguebus Ridge, the scene of the destruction of Goodwood. Operation Spring began early on July 25 with the Canadian infantry advancing straight into the guns of the dug-in Germans. The North Nova Scotias were pinned down for more than 16 hours while its supporting armor was massacred by hull down Panthers. 11 out of 16 tanks were destroyed and only 100 men returned at dusk that evening.

VICTORY CONDITIONS: The Canadians win at game end if they control the majority of level 3 hexes on board 2.

BALANCE:

The SS morale is 4.

Delete SSR 2.

BOARD CONFIGURATION:



19	
	44
2	

TURN RECORD CHART

CANADIAN Moves First	1	2	3	4	5	6	7	8	9	END
GERMAN Sets Up First										

ORDER OF BATTLE

Elements of the 3rd Canadian Division, setup on board 19 north of hexes numbered 5:



Sherman III(a)	Sherman V(a)	Sherman VC	Cromwell VII
5	5		4

Setup on board 44 north of hexes numbered 5:

[ELR: 2]

[SAN: 2]

458	457	9-1	8-0	MMG	LMG	PLAT
6	12		3		4	2

Elements of the 1st SS Panzer Division setup on board 2:



[ELR: 3]

[SAN: 2]

658	228	9-2	8-1	HMG	LMG	PsK	9-2 AL	Pz VG	Pz IVJ	88LL AA Gun	Trench
7	2				2			2	2	2	4

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. The SS may setup any applicable unit in a Foxhole.



AN UNCONVENTIONAL ATTACK



Point 125, Deg, Hungary, March 8-9, 1945: Hitler's goals for Operation Spring Awakening were as ambitious as those of Autumn Mist in the Ardennes 3 months earlier. They were to destroy the Soviet forces in the area of Lake Balaton and the Danube River and establish a bridgehead over the Danube with a view to further offensive operations. On March 8th the 1st SS Panzer Corps attack began to gain momentum. In the 12th SS Panzer Division's sector advances were made towards Deg an important road intersection. After the 25th and 26th Regiments consolidated their gains late on the 8th it was discovered that a strong Russian force with anti-tank guns occupied Point 125 between the 2 Regiments. It was imperative to clear this area before morning when the general offensive would be continued. Normally the task of eliminating such a position would fall to the infantry supported by mortars and artillery. But that was not the way of the Waffen-SS. In an extraordinary decision Hugo Kraas the 12th SS Panzer commander ordered the hill taken by armor in quite an unconventional attack. Total darkness aided the attackers as they assaulted the position overrunning position after position, hurling grenades from open turrets, blasting away at point blank range in an assault that discouraged even the most hardened Red Army Soldier.

VICTORY CONDITIONS: The Germans win at game end if they have more VP worth of Good Order units than the Russians on Hill 621. AFV are worth 1/2 VP (FRU) for Victory Condition purposes.

BALANCE:

-  Add a 9-1 AL to the German OOB.
-  Exchange a FlakPz 38(t) for the 37 Flak/Pz IV.

BOARD CONFIGURATION:**TURN RECORD CHART**

 GERMAN Moves Up First	1	2	3	4	5	6	END
 RUSSIAN Sets Up First							

ORDER OF BATTLE

Elements of the 560th Heavy Panzerjaeger Battalion and 2nd SS Panzer Battalion enter on Turn 1 on west board edge:

[ELR: 4]

[SAN: 2]

658	9-1	LMG	JdPz IV	JdPz V	PzIVJ	SPW 251/1	SPW 251/sMG	37 Flak/ PzIV
4			2	2	4	4		



Elements of the 236th Rifle Division, setup on on any hill hex:

[ELR: 4]

[SAN: 3]

458	228	9-1	HMG	ATR	57LL AT Gun	100L AT Gun	85mm P obr. 44	Trench	1 Squad Foxhole
4	4				2			5	4

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start.
2. This is a Night scenario. The initial Base NVR is 2 hexes with scattered clouds and no moon. The Germans are the Scenario Attackers and the Russians are the Scenario Defenders. The Majority Squad Types for both sides are Normal.
3. Entrenchments and Trenches do not setup HIP. Germans do not use cloaking.
4. German Infantry must enter as passengers.