

# WEATHER THE STURM

HOB

RbF I-1

Design: Darrel Anderson

## Battlefield Orientation:



**TACTICAL OBJECTIVE:** The Russians win immediately by exiting 20 EVP off the west edge. The Russians can also win immediately by inflicting 38 CVP on the German player.

## Play Balance:

**Russian:** The Russian need only to exit 18 EVP to win.

**German:** Increase the CVP cap to 41.

## Historical Special Rules

1. EC are Clear with a mild breeze from the NW. Place overlays as follows: OG1 19X6, OG4 19AA2/Z2, Wd5 33O5/P4 Wd2 33O4/P3, B2 33N4/N3, OG2 33M5/N5, B5 33Z1/AA2, Wd4 33BB3/AA4.

Russian T-34 (M1943) are considered to be PT-34 minerolling tanks. They move (with 8MP)/bog/clear identical to the US T1E3 Mineroller tank (US Veh. Note 19) (EXC: The TH DRM is reduced to +2).

2. The Germans receive 100+ OBA (HE and Smoke) directed by an Off-board Observer at level 2 along the west edge starting on Game Turn 2.

3. The Russians receive 120+ OBA (HE and Smoke), directed by an off board observer at level 1 along the east edge. The Russians are assumed to have automatically drawn a Black Chit for the first Access attempt and the Russian has five Black and two Red Chits remaining. This module has 1 Pre-registered hex. The Russian Off Board Observers hex and their Pre-registered hex may be recorded after viewing the German setup.

4. The Russians receive Air Support in the form of 2'44 FB (w/bombs) by making a dr ≤ to the current Game Turn number.

5. Russian 6-2-8s are considered Sappers and Assault Engineers. The Russians are Guards and therefore receive Elite Ammo as per C8.

6. All hexrows lettered G and H on board 33 and AA and Z on board 19 are considered to have 6AP and 3 AT mine factors in each hex.

7. The Germans may setup 1 squad equivalent and any SMC/SW that setup with them HIP.

8. Russian T-34 (M1943) are considered to be PT-34 minerolling tanks. They move (with 8MP)/bog/clear identical to the US T1E3 Mineroller tank (US Veh. Note 19) (EXC: The TH DRM is reduced to +2).

**German Sets Up First [ELR: 4] [SAN: 2] [100]**

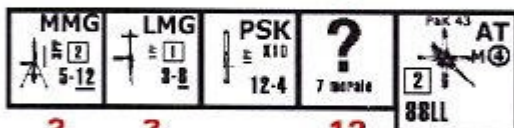
**TURN Russian Moves First [ELR: 4] [SAN: 2] [171]**

Elements of the 78th Sturm Division set up on/west of hexrows 33I/19Y:



10

2

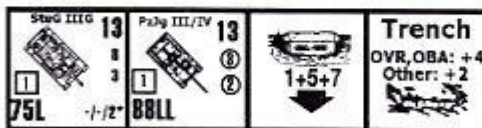


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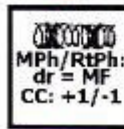
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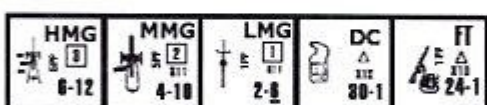
1  
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Elements of the 11th Guards Army and the 116th Separate Engineering Tank Regiment enter from the east edge on/after turn One:



5

10



5

3



2

3



# AGGRAVATION at AGRIGENTO

HOB

RbF I-2

Design: Chas Smith

Battlefield Orientation:



Play area: Only Hexrows A-P of Boards 3 and 9 are in play.

**Tactical Objective:** The U.S. Player wins at Game End by controlling  $\geq 8$  board 3 buildings at game end.

**Play Balance:**

**Italian:** US must capture 9 buildings on board 3.

**American:** US must capture only 7 buildings on board 3.

**Historical Special Rules:**

1. EC are moderate with a mild breeze from the southeast. Kindling is NA.
2. All woods are vineyards(F13.6).
3. The U.S. receives one module of 60mm mortar OBA (4FP, HE only) directed by an offboard observer at level 5 and must be pre-recorded on an east edge hex after the Italian setup.



**Historical Perspective:**

**Agrigento, Italy, 16 July, 1943:** Despite overall Allied plans, General Patton desired a breakout to the west. As a prelude to Patton's western thrust the town of Agrigento would have to be captured by way of a 'recon in force'. The 7th Infantry Regiment was assigned the task, and elements conducted a recon of the area. They accurately determined that approximately one regiment was dug-in to defend the town. The enemy force was backed by at least 12 high velocity guns in positions to give direct fire support, and at least a battalion of guns farther back to provide indirect support. The plan called for US Naval artillery to suppress the Italian guns set up for indirect support while the US 2/7 Infantry and attached Rangers moved to flank the enemy positions and capture the high ground in a surprise move which would negate the Italian direct firing artillery threat. The 1st Battalion would push in from the east and enter Agrigento.

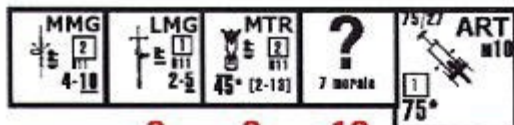
**Aftermath:** On the night of the 15th the battalion crossed the Naro River and occupied three barren hills overlooking the town. At dawn the attack started and hit elements of 2 different enemy battalions. The battalion became engaged in a hot firefight, and the Italians prevented them from advancing. Fortunately, naval gunfire pounded the artillery in and to the west of town, keeping it silent. The 1st battalion could only advance once the 3rd battalion, which was in reserve, attacked the town from the southeast. With Naval gunfire pounding their positions and U.S. troops now entering Agrigento, the Italians surrendered.

**Italian Sets Up First [ELR: 2] [SAN: 4] [57]**

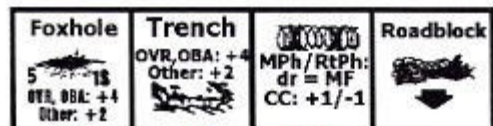
Elements of the 207th Coastal Division set up first on Board 3:



9 2 2



2 2 12 2



3 3 3

**TURN**

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7

**American Moves First [ELR: 3] [SAN: 3] [132]**

Elements of the 1st Battalion, 7th Infantry Regiment set up on Board 9:



12 2 2



2



# SOUTH PARK

HOB

RbF I-3

Design: Jamie Westlake & Neil Andrews

## Battlefield Orientation:



PLAY AREA: Use KGP II map section "Ch". Only hexes P-EE with a hex co-ordinate  $\leq 14$  are playable.

**Tactical Objective:** The Germans win immediately upon capturing/destroying all 155mm Guns or at Game End if they control hexes S10, V8, Y9, and AA10. If the German player does not fulfill either of his victory conditions then the US player wins.

## Play Balance:

**German:** Replace two 4-4-7s with two 5-4-8s.

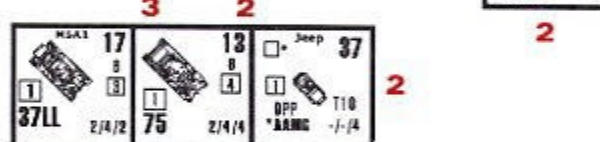
**American:** All U.S. Crews are 2-2-7s.

## Historical Special Rules

- EC are Wet with Heavy Falling Snow (E3.71) at start. No hedge/barbed-wire terrain exists along the east and west map edge hexsides (treat those hexsides as if they are not part of the play area). The Cliff across hexside EE9/10 is NA. Boresighting is NA.
- Due to the descending darkness, a +1 LV Hindrance applies (cumulatively with any snow LV) on Turns 5 and 6.
- All US M51's are treated as being M55's (see US Ordnance note 22). Due to the attack during the previous day these weapons may neither be setup HIP nor concealed (nor may its manning infantry). Both Jeeps have no inherent driver and must carry Passengers in order to expend MPs (mark them with an appropriate Abandoned counter when applicable).
- None of the US 155mm Guns may be setup possessed/towed/emplaced. These Guns may not be possessed by a US unit until that unit has seen a Known enemy unit or if it has been in a location of another Good Order US infantry unit which has seen a Known enemy unit.
- The US player may secretly record the possession of at-start-only SW until the possessing unit becomes Known to the German player.

## American Sets Up First [ELR: 4] [SAN: 4]

**Team Browne:** Elements of the 420th Field Artillery Battalion set up on/between hexrows S-Z (See HSRs 1 3 and 5):



Elements of the 75th Artillery Battalion set up within two hexes (inclusive) of DD5 (See HSR 5):



Team SNAFU enter on turn 4 from the east map edge:



## Historical Perspective

**Senonchamps, Belgium, December 22, 1944:** During the initial encirclement of Bastogne, the Germans found that the villages to the south of Bastogne were almost completely undefended as General McAuliffe had first concentrated on the obvious threats coming from the northern and eastern approaches. It was here that the American artillery park was to be found with nothing more than little clumps of confused infantry to protect them. Fortunately, however, there were fourteen tanks of Team Pyle nearby to serve as a mobile defense force. On the 21st a task force built around the 26th Volksgrenadier's Reconnaissance battalion (Kampfgruppe Kunkel) attempted to wrest control of Senonchamps from the scratch force of Americans, which now comprised some 30 infantry stragglers and armor which had been assembled by Lt. Colonel Barry Browne. With the assistance of two quad-50's of the 796th Anti-Aircraft Artillery Battalion, the first German attack was repulsed. On the 22nd, amidst the swirling snow, Kampfgruppe Kunkel assembled for a second, more determined, assault.

**AFTERMATH:** As Kunkel's infantry spread out and worked their way into the village against the few American infantrymen the attack began to break up in the face of the American armor. German infantry were, however, still rapidly gaining ground in the woods to the north of the village as they approached the American artillery battery. As darkness crept over the combatants, General McAuliffe dispatched men from the 377th Glider Regiment and approximately 100 men from Team SNAFU (i.e. stragglers assembled for use as a general reserve) to Senonchamps to help protect the vital guns from the fate of the determined Germans. Team SNAFU arrived just in time to save the artillery position and helped support the hard-pressed armor now being engulfed in the village. As a result, Senonchamps would remain in American hands throughout the entire siege of Bastogne.

## TURN



## German Moves First [ELR: 3] [SAN: 3] [120]

**Kampfgruppe Kunkel** enter on/after turn 1 from the west map edge:





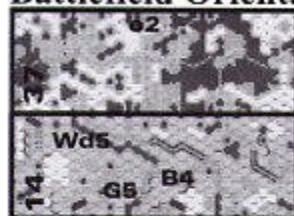
# USED AND ABUSED

HOB

RbF I-4

Design: David Longworth

## Battlefield Orientation:



**Tactical Objective:** The Japanese Player wins at the end of any Game Turn if he has  $\geq 7$  CVPs more than the American player of friendly, unbroken infantry on/adjacent to any runway hex.

## Play Balance:

**American:** Replace two 6-6-6s with two 6-6-7s

**Japanese:** Replace two 4-4-7s with two 4-4-8s.

## Historical Special Rules:

1. EC are Moist, with no wind at Start.
2. PTO Terrain is in effect [EXC: the printed roads in Dense Jungle do exist]. Sunken roads are Gullies. The runway on Board 14 is unpaved.
3. All buildings are wooden and single story. Place overlays as follows: O2 on 37Q2-Q3, Wd5 on 14D3-C3, G5 on 14P7-O8, B4 on 14R7-R6.
4. US infantry (and all possessed SW) may set up concealed.
5. During the first Player Turn Japanese AFVs may move as if they are Radio Equipped. Additionally, if such a vehicle starts a Player Turn with a Known enemy unit in its LOS it may also move as if it were Radio Equipped



## Historical Perspective

**Mokmer Airstrip, Biak, 15 June, 1944:** Just to the north of New Guinea lay the island of Biak where the Imperial Japanese Navy had built three airfields to use their land-based planes to dominate the nearby seas. The IJA was aware of its value allocating an infantry division to defend it. Allied planners noticed its potential too (but were under the impression that only 2000 Japanese ground troops were on the island) and ordered a landing by the US 41st Division. The landing went well, but six grueling weeks later the IJA still held the hills and caves above Mokmer airfield on the southern coast (though they had reached the limit of their resources). On the 15th, two Japanese attacks were launched at Mokmer, led by the last four IJA tanks on the island.

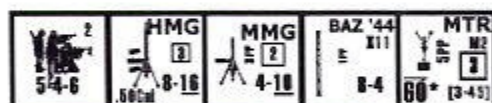
**AFTERMATH:** For once, the Japanese pushed towards the airfield, they found the US infantry to be without their usual supporting tanks and artillery. The American troops suffered considerable casualties as the Ha-Go's closed the range to 250 yards. The IJA tanks then drew closer still, with Japanese infantry charging in behind the tanks. Despite being isolated and pinned down, the weary GIs stood firm and dished out continuous fire as the enemy rushed forward. Eventually, the thin armor of the outdated Type 95s proved too vulnerable; two were accounted for by Bazookas, while a third fell victim to a .50 cal HMG. The surviving Japanese infantry then faded back into the jungle. Two weeks later, Allied commanders declared the island secure, but even two months after this announcement, peering inside an 'empty' Japanese tunnel could prove to be a fatal mistake.

## American Sets Up First [ELR: 4] [SAN: 4] [135] TURN

Elements of the 162nd Infantry set up on Board 37 in hexes numbered  $\geq 8$  and/or anywhere on Board 14:



3 7



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## Japanese Moves First [ELR: 4] [SAN: 4] [155]

Elements of the 222nd Infantry Regiment set up on Board 37 in hexes numbered  $\leq 3$ :



2 11 2 4



2

**Divisional Tank Company**  
enter from north board edge on Turn 1:



4



## НОВ





Design: *Steve Dethlefsen*




**AFTERMATH:** Panhards of the 3rd DLM and PSWs of the 4th Panzer ran headlong into each other. The Germans assumed that they would simply push the French out of the way. The small French force proved stubborn and skillful. The French forced the Germans to deploy starting off a chain of events that allowed the First Army time to occupy their positions along the Dyle.

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|  1-6 |  8-8 |  4-6-7 |  2-2-8 | dm MMG<br> 2-8 |
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| PaK 35/36<br><br>AT<br>m12<br><div> <div>8</div> <div>37L</div> </div> HB[9]<br><div> <div>2</div> <div>75*</div> </div> | le IG 18<br><br>INF<br>m18<br><div> <div>1</div> <div>CMG</div> </div> | PSW 221<br><br>34<br><div> <div>1</div> <div>CMG</div> </div> -/5/* | PSW 232<br><br>33<br><div> <div>1</div> <div>20L(4)</div> </div> -/5/* |
|---|---|--|---|

4

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|---|--|---|--|
| <b>PSW 233 (8 card)</b><br><br><b>35</b><br>1<br><b>20L (4)</b><br>-/5 | <b>PSW 233+23</b><br><br><b>23</b><br>0<br>1<br><b>20L (4)</b><br>-/4 | <b>Opel Blitz</b><br><br><b>28</b><br>T7<br>ZIPP | <br><b>28</b><br>MiG<br>OPP |
|---|--|---|--|






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|---|---|---|---|--|
|  9-2 |  E<br>4-5-8 |  dm MMG<br>2-1 |  ATR<br>1-12 |  8-1<br>2nd Lt. |
|---|---|---|---|--|

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|  <p>AMD 35<br/>28<br/>2<br/>1<br/>25LL<br/>-1/4</p> |  <p>M10<br/>28<br/>-1<br/>OPP</p> |  <p>M9<br/>24<br/>-1<br/>3PP</p> |
|--|---|---|

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4



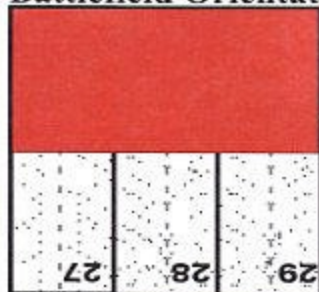
# DESERT FORTRESS

HOB

RbF I-6

Design: Matt Romey

## Battlefield Orientation:



Play Area: Only hexrows A-P are in play for all boards.

**Tactical Objective:** The Australians win if, at Game End, they Control 8 of the 10 trench hexes. The German wins by avoiding the Australian Victory Conditions.

**Play Balance:**

**German:** Add one 4-6-8 to the German OB

**Australian:** Exchange the Australian 9-1 for an Australian 9-2 leader.

## Historical Special Rules:

- EC are Dry with no wind at start. Light Dust (F11.71) is in effect.
- The Australians receive one module of 80mm OBA (HE and Smoke) directed by an Offboard Observer at a Level One north edge hex, with one Pre-registered hex. Both the Offboard Observer hex and the Pre-registered hex may be designated by the Australian player after German setup and A12.12 concealment placement.

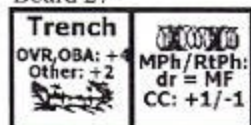
## Historical Perspective:

**Tobruk, Libya, May 10, 1941.** The fortress of Tobruk, occupied by the resolute 9th Australian division, had been an unexpected thorn in Rommel's side. Conceived of and constructed by the Italians prior to the Allied capture, the port's outer defenses consisted of a formidable double series of outposts inside a ring of wire and mines. The outposts were staggered so as to cover all approaches to the perimeter, and supported each other with interlocking fields of fire. The German's first attempt to breach the outer defenses were rebuffed on April 14 with heavy German casualties.

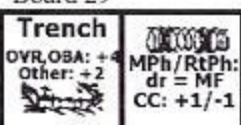
**German Sets Up First [ELR: 4] [SAN: 4] [150]**

Elements of the 5th Light Division set up on/south of hexrow H in hexes numbered 3-8 on the following boards (all trenches must set up *onboard* adjacent to at least two other trench counters; all wire counters must set up adjacent to at least one trench counter):

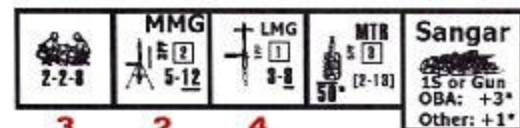
Board 27



Board 29



Set up on all boards on/south of hexrow M (no more than five Squad Equivalents may set up on any one board):



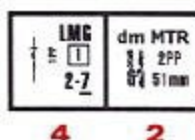
Several other attempts took place before a combined axis force finally managed to gain a foothold in the western sector on May 1st. The Germans gained control of 15 outposts in a 270 degree arc of the perimeter - more than enough to threaten the integrity of Tobruk's defense. On the morning of May 10th, a determined effort to retrieve the lost ground was undertaken by the 9th Division. Just before daybreak four companies prepared to set out with tank and artillery support under orders to take back the outposts. However, when the tanks got lost in the confusion of battle, B and C companies were forced to go it alone.

**Aftermath:** As the two forward companies set out, smoke drifted into the battlefield from artillery and smoke shells, limiting visibility to less than 50 yards. Blinded by the smoke, the tanks lost contact with the infantry and became disoriented and eventually returned to their assembly area without firing a shot. The infantry attacked alone. D Company, on the Australian right, took outpost S7 after dealing with some German fire from nearby sangars. Company, on the Australian left, did not fare as well when it attacked S6. They came under intense fire from still more Sanger positions and suffered heavy casualties. The Australians pushed on, but without tank support it was a hopeless cause. S6 was eventually taken, along with one more outpost, but by that time only five men of B Coy remained effective. All five were forced to surrender the next day. The Tobruk commanders decided to cut their losses and pull back almost to the original starting line, conceding the territory they had fought so hard for to the Germans.

**TURN Australian Moves First [ELR: 4] [SAN: 3] [ ]**



**B and C Companies, 7th Australian Division enter on turn 1 from the north edge:**





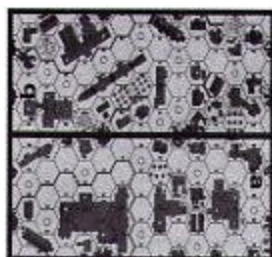
# INTO THE CAULDRON

HOB

RbF I-7

Design: Andrew Rodgers & Neil Stevens

## Battlefield Orientation:



**TACTICAL OBJECTIVE:** To win, the German player must earn more VPs than the Russians at Game End; otherwise, the Russians win. Players earn VPs as follows: 4 VPs for each ground level factory location in their control, 1 VP for each non-factory ground level stone location on board "a" in their control.

## Play Balance:

**Russian:** Exchange all reinforcing 5-2-7s with 6-2-8s.

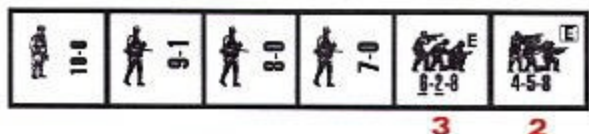
**German:** All German Squad/HS possessing a DC/FT are treated as being Fanatic.

## Historical Special Rules

1. EC are Wet with no wind at start. There are no printed stairwells. Building aJ2 is a roofless Factory (RB O5.4).
2. The Russians are Fanatic inside the Factory and have Level C Boobytrap capability on both boards. Russian Elite and First Line infantry are Stealthy. No additional Commissars may be created/exchanged.
3. All 838/338s are Assault Engineers (H1.22). Crews may not voluntarily abandon their mobile vehicle(s).
4. At the conclusion of the Game, continue to roll for all existing Close Combats until at least one side is completely eliminated. No Quarter is in effect for both sides.

## Russian Sets Up First [ELR: 3] [SAN: 4] [137]

**62nd Army Reserve and Rear area units** set up south of the road net bA3-bO3. All Conscripts plus ≥ 3 additional MMC must set up in the Factory building (aJ2). At least four MMCs must set up in the buildings east of the road net aH1-aH5-bJ2:



Enter on turn 3 along the south board edge:

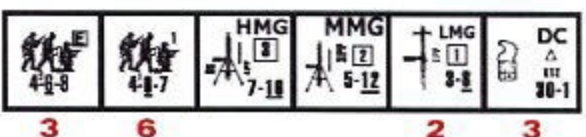
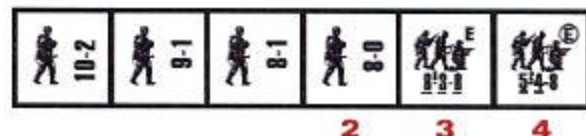


## TURN

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## German Moves First [ELR: 4] [SAN: 3] [212]

**6th Army Divisional Reserve** set up north of the road net bA3-bO3. At least four MMCs must set up in the buildings northeast of the road net bH1-bJ2-bO3:



Enter on turn 3 along the south board edge:





# GERMETER BY METER

HOB

RbF I-8

Design: Eddie Zeman

Battlefield Orientation:



Only hexrows 39A-P and 37 R-GG are playable.

**TACTICAL OBJECTIVE:** The side with the most CVPs at Game End wins. In addition to earning CVPs normally, each side earns one CVP for each Squad Capacity of the pillbox it controls, and one CVP for each level four hill hex which it controls at Game End.

Play Balance:

**American:** Replace three 6-6-6s with three 6-6-7s.

**German:** Exchange one at start 4-6-7 with one 4-6-8.

## Historical Special Rules

1. Weather is Overcast (E3.5) with Light Rain and no wind at start. All Grain is treated as Brush. There is a +1 DRM to any Bog check due to the ground being Soft (D8.21). Forest rules (B13.7) are in effect.
2. All German units may setup concealed if in concealment terrain.
3. The Germans have level C Boobytrap capability. A-P/A-T mines may not be exchanged for one another.
4. Interrogation rules (E2.1-3) are in effect.

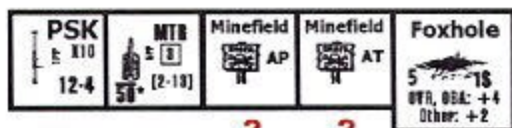


German Sets Up First [ELR: 3] [SAN: 4]

Elements of the 353rd Infantry Division set up north of the 37R5-GG6 road net:



2 4



2 2 3



2 2

Enter on Turn 5 from the east edge of board 39:



2



## Historical Perspective

**Hurtgen Forest, Germany, 20 September, 1944:** The battle in the Hurtgen Forest was reaching a climax. Casualties on both sides were enormous and fatigue was gripping the survivors. The US 60<sup>th</sup> Infantry's 1<sup>st</sup> Battalion was assigned the task of advancing through the Schill Line, the second belt of obstacles in the vaunted Siegfried Line. The goal of the Battalion was to advance to the local landmark known as the Jagerhouse (a lone building in the middle of the woods) thereby cutting the Lammersdorf-Hurtgen highway. From here the 1/60 would turn east and attack the village of Germeter and secure it by 1800 on 20 September. As the Battalion moved along the Schill Line they met with great success initially and rolled up several pillboxes from their flank. The Jagerhouse was reached and the Lammersdorf-Hurtgen highway was cut. The final phase of the operation called for C Company to lead the battalion into Germeter.

**Aftermath:** As the lead scouts of C Company crossed into the clearing of one of the many firebreaks in the Hurtgen Forest the Germans reacted. Machinegun bullets began ripping through the air all around the company. C Company quickly became pinned down. For the rest of the afternoon the GIs would slog their way through the damp forest taking heavy casualties. Some of the German pillboxes had been cleared with great effort...and high explosives. As the tired company reached a high ridge a section of Tank Destroyers worked its way into the action and helped the infantry battle their way onto the ridgeline. It was at this time that the Germans sent in a fresh platoon of infantry into the flank of the quickly fatiguing GIs. Through the mud, brush and broken forest, the GIs would hack their way, meter by meter, into the town of Germeter, but it would be three more bloody days before the town could be secured.

TURN American Moves First [ELR: 4] [SAN: 3] [144]

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C Company, 1st Battalion, 60th Infantry set up on board 37 on/south of the road net 37R5-GG6 and/or enter on Turn One from the west edge of board 37:



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2 2 3

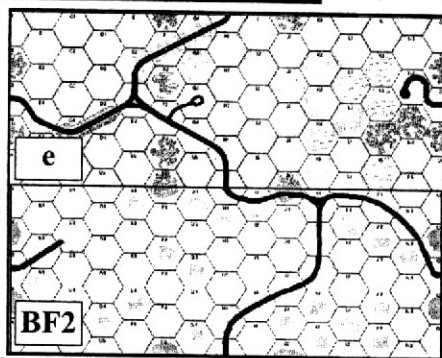


# ROLLING STONES

RBF-9

Design: Chas Smith

Battlefield  
Orientation:



**Tactical Objective:** The Germans win at game end by controlling  $\geq 3$  level two hexes of Hill 108.

## SCENARIO VARIABLES

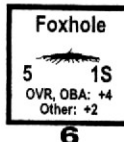
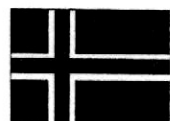
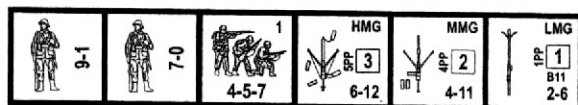
|             |   |
|-------------|---|
| EC/Wind     | Snow, No Wind at start.   |
| Weather     | Weather is Deep Snow (E3.73).   |
| Hedges      | All hedges are snowdrifts (E3.75). However, additional snowdrifts are NA through a wind change DR. Contrary to E3.75, drifts do occupy more than one hexside of some hexes.   |
| Stream      | The stream is flooded and frozen, but does not support vehicle movement.  |
| Plowed Road | A plowed road exists from BF2 (H5-K1-H0) to e (H5-E3-H0).   |
| Buildings   | All buildings are single story.   |
| Orchards    | All board e orchards are crags [EXC: Orchard-Roads].  |
| Bridge      | The bridge is damaged. All same level fire that crosses the bridge incurs a +1 LOS Hindrance (also applies to Interdiction). All fire at units on the bridge incurs a +2 TEM (for SAN also). Vehicles may cross the bridge, but do so as if entering a stone building (a bog colored dr of 1 or 6 has no effect). Infantry enters the bridge at a cost of 2 MF. |
| Kindling    | Is NA.  |

## Historical Special Rules:

- If applicable due to ELR failure, German Conscripts are considered Green (A19.2); increase their printed broken side morale by one.
- Norwegian squads on a hill hex may "roll stones" as SW usage whenever firing inherent firepower at an adjacent lower level hex. Move the IFT for an attack using stones one column to the right after all doubling/halving, etc. Stone usage may be combined with any fire group.

**NORWEGIANS Set Up First [ELR: 3] [SAN: 3]{NA}**

**Elements of 2nd Norwegian Infantry Division:** Set up concealed in any terrain type on board e.



HOB



## Balance:

**NORWEGIANS:** Add a 2-2-8 crew and a MMG to the Norwegian OoB.

**GERMANS:** The Germans receive random air support (E7.2) starting on turn 4.

## Historical Perspective:

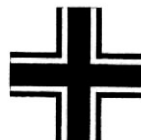
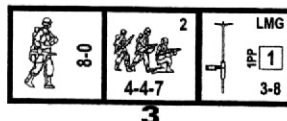
**Naaverdalen, Norway, 28 April 1940:** When the attack on Denmark and Norway began, the "Kluge Detachment" was formed from elements of the Regiment General Goering. The detachment included the 1st Guards Company, RGG, and was fully motorized. Initially assigned airfield security, the detachment was soon thrown into the battles in Norway. The detachment was assigned to "von Burstin Motorized Detachment" of the 196th Infantry Division. Its mission was to act as an advance guard, conducting reconnaissance on roads and clearing them for Kampfgruppe Fischer. German motorcycle troops were delayed by deep snow and stopped by Norwegian ski troops at the village of Naaverdalen. The 1st Guards Company was ordered to attack Naaverdalen at midnight supported by two tanks and two 105mm guns.

The midnight attack was delayed for over 2 hours. In the dark hours, 1st platoon moved toward the bridge while 2nd and 3rd platoons mopped up stragglers from the Norwegian rearguard. At daybreak, elements of 1st platoon attempted to cross the bridge but were stopped by automatic weapons fire. The Germans called for air support. The Norwegians rolled stones down the steep slopes of a hill at the attackers. The two supporting tanks and the rest of the company entered the fight, firing at strongpoints on the hill. However, the Germans were forced to withdraw. The air support did arrive in the form of one HE 111 and a BF109, but they were too late to affect the fight, and were ineffective against the well-camouflaged Norwegian positions. Hauptman Funck, the 1st Guards commander, was wounded in the action.

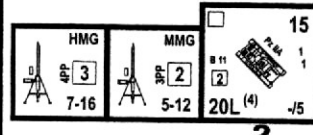
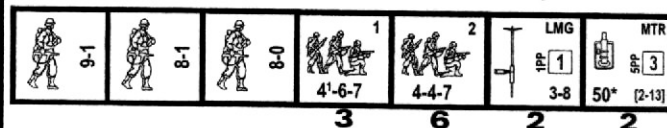
**GERMANS Move First [ELR: 3] [SAN: 2] {NA}**

**1st Guards Company, Regiment General Goering, and elements of Company 1, Panzer Battalion 40.**

**1st Platoon:** set up on/adjacent to the bridge, but not north of the river.



**2nd and 3rd Platoons:** Enter turn 1 on the south edge of BF2.



TURN

1  
2  
3  
4  
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6

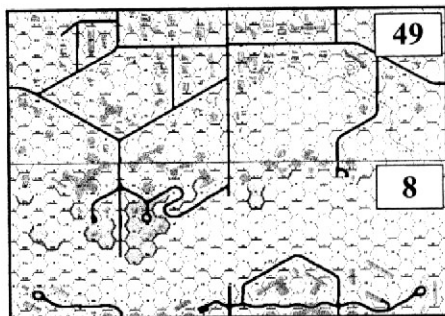


# TIP OFF AT TAUROGGEN

RBF-10

Design: Chas Smith

## Battlefield Orientation:



**Tactical Objective:** The Germans win at game end by controlling  $\geq 8$  board 49 multi-hex buildings [total of 11 possible (including the overlay)] providing the Russians do not accumulate  $\geq 43$  CVP, which results in an immediate Russian victory.

## SCENARIO VARIABLES

|          |                                       |
|----------|---------------------------------------|
| EC/Wind  | Moderate, Mild Breeze from the south. |
| Kindling | Is NA.                                |

## Historical Special Rules:

1. Place two-lane, stone bridges in 8Y2-Y4 and 8I4-I9. A road is considered to run from 8I3 to 8I5. The bridge in 8I4 is at ground level, and considered an Orchard-Road. No hedge exists on 8I4-5 hexside.
2. Place overlays as follows: OG 1 (8H10); OG2 (49K1-8J10); X14 (49L1-M1).
3. The Russians receive one module of 80+mm OBA (HE only).
4. Russian tank crews are Inexperienced (D3.45).
5. The Panzer IIA is an OP Tank (H1.462) It directs one module of 100+mm OBA (HE and smoke). It may use all its armaments and observe a fire mission in the same phase; however, if BU it suffers an accuracy drm of +1.
6. The Germans may set up  $\leq 15$  non-tank OoB counters anywhere on board 8. They may also deploy  $\leq$  five squads at setup/entry.
7. Crews [EXC: half-tracks] may not voluntarily abandon a vehicle.

## RUSSIANS Set Up First [ELR: 2] [SAN: 4] {69}

Elements of 657<sup>th</sup> Regiment, 125<sup>th</sup> Rifle Division, 11<sup>th</sup> Rifle Corps: Set up on board 49 as if the Germans were entering from offboard (A12.12).

|  |         |           |       |         |       |       |
|--|---------|-----------|-------|---------|-------|-------|
| 9-1  | 8-0     | 7-0       | 4-4-7 | 2-3-7   | 2-2-8 | 1-2-7 |
|  |         |           | 13    | 2       | 3     | 2     |
| MMG  | LMG     | MTR       | Phone | ?       |       |       |
| 2  | 2       | 2         | 6     | (HSR 3) |       |       |
| MPH/RtPh:                                    | Foxhole | Roadblock | AT    | AA      |       |       |
| dr = MF                                      | 5       | 1S        | 37L   | 25LL    |       |       |
| CC: +1/-1                                    | 6       | 6         | 3     | 2       |       |       |
| Enter turn 3 on the north edge<br>See HSR 4. |         |           |       |         |       |       |
|  |         |           | 12    | 11      |       |       |
|  |         |           | 45L   | 45L     |       |       |
|  |         |           | 3     | 3       |       |       |

## TURN

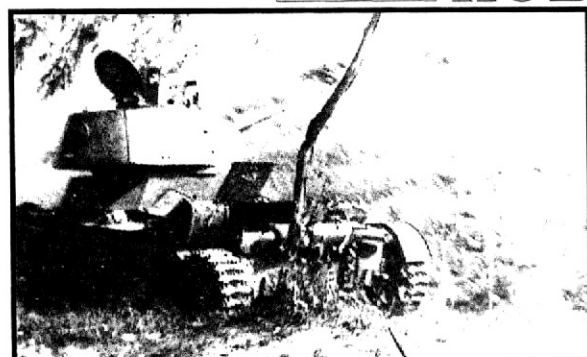
|   |
|---|
| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |

## GERMANS Move First [ELR: 4] [SAN: 3] {168}

Reinforced elements of Battalion I, Panzergrenadier Regiment 1, Kampfgruppe Westhoven, Panzer Division 1: Enter turn 1 or later on the south edge and/or set up per HSR 6.

|        |        |     |         |         |         |     |
|--------|--------|-----|---------|---------|---------|-----|
| 9-2    | 8-1    | 8-0 | 5-2-4-8 | 4-2-6-8 | 4-1-6-7 | MMG |
| 2      | 3      | 3   | 9       | 2       | 5-12    |     |
| +      |        |     |         |         |         |     |
| LMG    | FT     | ATR | DC      | 16      | 18      |     |
| 4      | 2      | 2   | 4       | 5       |         |     |
| 13     | 14     | 13  | 14      | 15      | 9-1     |     |
| 37L(8) | 20L(4) | 50  | 75*     | 20L(4)  |         |     |
| 4      | 2      | 2   | 2       | (HSR 5) |         |     |

HOB



## Balance:

RUSSIANS: Change the VC to  $\geq 9$ .

GERMANS: Change the VC to  $\geq 7$ .

## Historical Perspective:

**Tauroggen, Lithuania, 22 June 1941:** The Germans launched Operation Barbarossa the invasion of the Soviet Union, on the morning of 22 June. Tanks from 'Company Fromme', which contained a mixture of MkIIs, IIIs, and IVs, supported the panzergrenadiers of Kampfgruppe Westhoven. Over half the tank strength was composed of Panzer IIs, and the infantry was mounted on half-tracks. They were initially delayed by some artillery concentrations, but were soon near the border town of Tauroggen.

The Panzergrenadiers seized two key bridges across the Jurn River at 1300 and fought their way into the city up the steep riverbanks. The Russians put up stiff resistance, and fought house-by-house and roadblock-by-roadblock. They used machineguns, antitank guns, and light tanks to try and stop the attack. The Germans used flamethrowers and demolition charges to clear the buildings. Although the Russians fought hard, they could not stave off the combined arms attack, and eventually gave way. The 2<sup>nd</sup> Battalion assisted in clearing out the last few pockets of resistance in and around the city later that night.



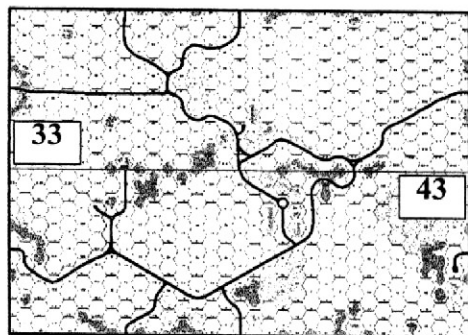
# GUT CHECK

RBF-11

Recon

Design: Chas Smith

## Battlefield Orientation:



**Tactical Objective:** The Germans win by controlling all buildings between hexrows 33 O-V and 43 L-S at game end providing they do not lose  $\geq 58$  CVP, which results in an immediate Russian win.

### SCENARIO VARIABLES

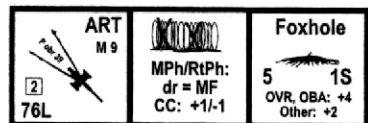
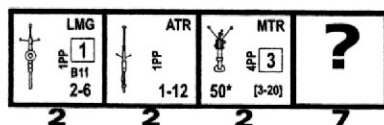
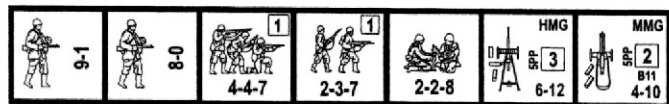
|           |                           |
|-----------|---------------------------|
| EC/Wind   | Moist, No Wind at start.  |
| Buildings | All buildings are wooden. |
| Kindling  | Is NA.                    |

### Historical Special Rules:

1. All Russian MMC (and any SW/SMC set up with them) may set up in foxholes if in allowable terrain.
2. Russian tank crews are Inexperienced (D3.45), and may not voluntarily abandon an AFV.

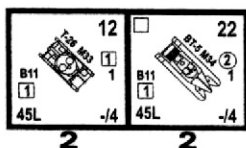
### RUSSIANS Set Up First [ELR: 2] [SAN: 2] {98}

**Reinforced elements of 48<sup>th</sup> Rifle Division, 11<sup>th</sup> Rifle Corps:**  
Set up on board 33 on/east of hexrow M and/or board 43 on/east of hexrow U.

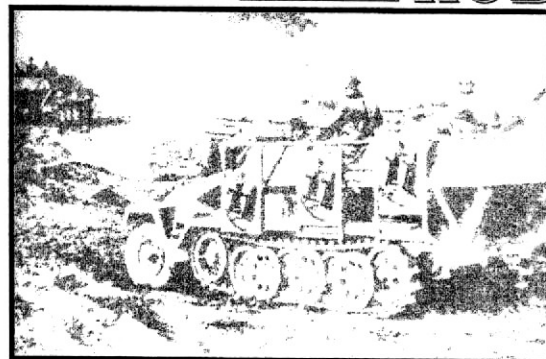
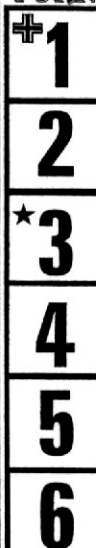


(HSR1)

Enter turn 3 on the east edge.



### TURN



### Balance:

**RUSSIANS:** Change the CVP Cap to 53.

**GERMANS:** Replace a 7-0 with a 9-2 leader.

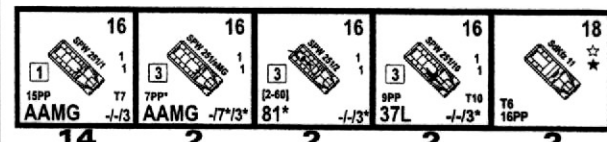
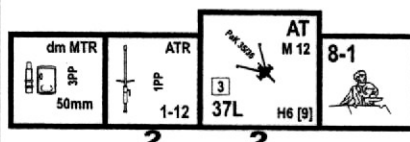
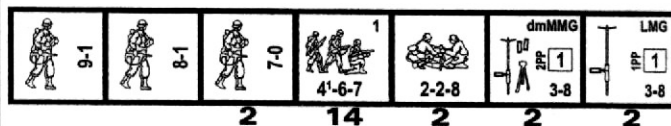
### Historical Perspective:

**Southwest of Siaulėnai, Lithuania, 24 June 1941:** The 1<sup>st</sup> Panzer Division had been very successful several days into Operation Barbarossa making deep penetrations to the east. Just after midnight on 24 June, they were informed that their routes of march and attack boundaries would change. The 6<sup>th</sup> Panzer Division was locked in battle with the Russian 2<sup>nd</sup> Tank Division. 1<sup>st</sup> Panzer was ordered into this fight to assist in trapping and destroying the 2<sup>nd</sup> Tank Division and 11<sup>th</sup> Rifle Corps. The boundary change and subsequent attack would be a difficult maneuver.

The approach to get to the new attack zone was executed according to plan throughout the night, and at around 0700 Battalion I, Panzergrenadier Regiment 113, hit the Russian line near State Farm Gut Marai. The half-tracks, without tank support, attacked aggressively to break the Russian line. Casualties quickly mounted from 7.62cm guns firing in the antitank role. The Panzergrenadiers fought through this with heavy losses, and even fought off counterattacks by T-26 and BT-5 tanks. The State Farm was in German hands, and the Russian line was penetrated. The large Soviet force was now trapped.

### GERMANS Move First [ELR: 3] [SAN: 2] {156}

**Elements of Battalion I, Panzergrenadier Regiment 113, Kampfgruppe Kruger, Panzer Division 1:** Enter turn 1 or later on the west edge.



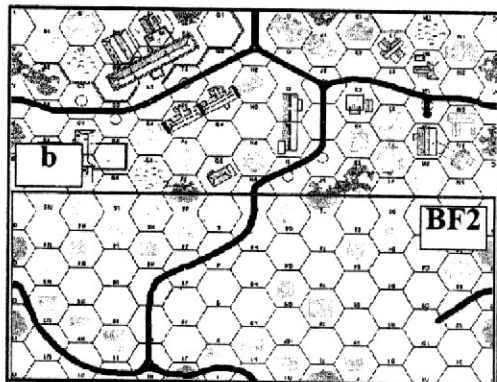


# SVERDLIKOVA MELEE

RBF-12

Design: Chas Smith

Battlefield  
Orientation:



**Tactical Objective:** The Germans win by having more Good Order squad equivalents (crews are NA) north of the stream at game end than the Russians.

## SCENARIO VARIABLES

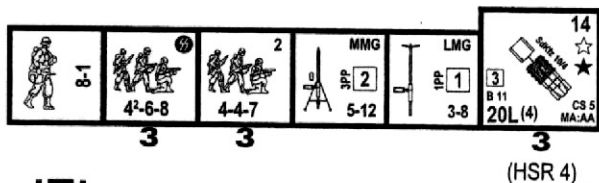
|                |   |
|----------------|---|
| EC/Wind        | Moderate, No Wind at start.   |
| Water Obstacle | The water obstacle is a flooded stream (B20.44) fordable at all locations (B20.8).<br><i>Note: a unit(s) can still locate under the bridge in hex K2.</i> |
| Kindling       | Is NA.  |

## Historical Special Rules:

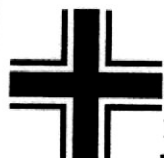
- German units have the following ELR:  
SS MMC 4, SMC 3, MMC 3.
- This group can enter along the north, east, or west edges of board b, but all units must enter along the same edge.
- If applicable due to ELR failure, German Conscripts are considered Green (A19.2); increase their printed broken side morale by one.
- The FlakPanzers receive a -1 DRM to all IFE attacks they conduct, maintain a ROF 3 when using IFE, and have a Morale of 8.

## GERMANS Set Up First [ELR: HSR1] [SAN: 3]

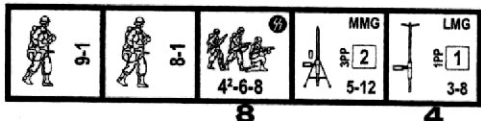
Elements of Battery 16, Regiment General Goring and 5<sup>th</sup> SS Division: Set up north of the stream.



(HSR 4)

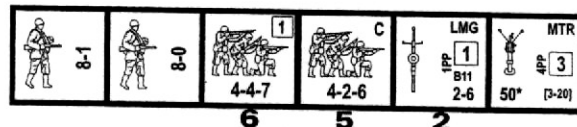


Enter turn 3 per HSR2.



## RUSSIANS Move First [ELR: 3] [SAN: 3] {62}

Elements of 6<sup>th</sup> Soviet Army: Enter turns 1 and/or 2 on the south edge.



Enter turn 2 on the north edge.



## Balance:

**RUSSIANS:** Add a 4-5-8 to one of the Russian groups.

**GERMANS:** Add a 4-4-7 to the German OoB setting up north of the stream.

## Historical Perspective:

**Sverdlikova, Russia, 2 August 1941:** Three Soviet Armies were trapped in the Uman Pocket and they planned to break out. German defenses around the pocket were stretched, and few forces were available between the towns of Uman and Slatopol. Near Sverdlikova, Battery 16, Regiment General Goering held the line supported by a small contingent of infantry. On the night of 1 August, the Soviets attacked for 14 hours but could not break through. On the morning of 2 August, they would attack again.

Lt. Bock moved the flakpanzers to high ground covering the bridge just before the Russian assault. The flakpanzers provided devastating fire and prevented a crossing at the bridge. As the battle raged and Soviet forces attempted to cross the large stream, the defenders began taking fire from the rear. They were now surrounded and in a precarious position. Suddenly the fire from the rear ceased, and friendly helmets came into view from the north. A company of the 5th SS had counterattacked and linked up with the defenders. Together they cleared the town of remaining Soviet forces.

## TURN



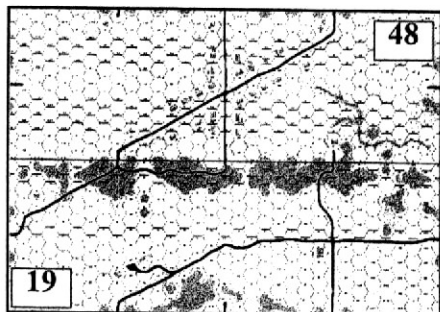


# NEUBAUER BATTALION

RBF-13

Design: Chas Smith

## Battlefield Orientation:



## Balance:

RUSSIANS: Change the VC to  $\geq 15$ .

GERMANS: Change the VC to  $\geq 13$ .

## Historical Perspective:

**Khmylovka, Russia, 25 January 1942:** The last unit of the Regiment General G'ring formed and sent to Russia was the Luftwaffe's 2<sup>nd</sup> Special Purpose Battalion, called the Neubauer Battalion after its commander. It was sent to Russia in December of 1941 to the Moscow sector, and quickly engaged in heavy fighting. The Russians launched an airborne assault and committed the 9<sup>th</sup> Moscow Guards in an effort to cut off and encircle elements of Panzergruppe 4. The Neubauer Battalion, along with SS Regiment Langemarck, was ordered to conduct attacks to maintain the corridor from Yukhnov to Vyazma and prevent a linkup between the airborne and ground forces.

The Germans attacked the village of Khmylovka on the morning of the 25<sup>th</sup> in order to disrupt the Russian supply lines. The attack immediately ran into heavy enemy small arms fire. The deep snow and Russian fire were too much for the attackers to overcome. Only Lieutenant Kuehn's platoon of the Neubauer Battalion made any significant progress in the village. When the rest of the attack failed, they had trouble disengaging, and the platoon was almost wiped out. Subsequent attacks would, however, thwart the Russian efforts.

**Tactical Objective:** The Germans win at game end by controlling  $\geq 14$  buildings in the Russian setup area.

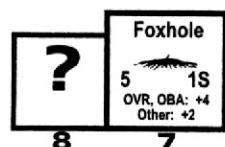
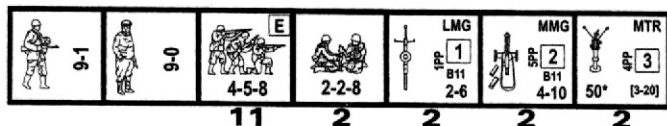
## SCENARIO VARIABLES

|          |   |
|----------|---|
| EC/Wind  | Snow, No Wind at start.   |
| Weather  | Deep Snow (E3.73) with Extreme Winter (E3.74). Snowdrifts (E3.75) are NA. |
| Kindling | Is NA.  |

1. The Russians may use HIP for one MMC and any SW/SMC set up with it. Russian units have Winter Camouflage (E3.712).
2. German units have the following ELR: SS MMC 4, SMC 3, MMC 3.
3. Non-SS MMC must possess  $\geq 4$  MGs during setup. SS and non-SS MMC may not set up in the same hex.

## RUSSIANS Set Up First [ELR: 2] [SAN: 3] {121}

Elements of 9<sup>th</sup> Moscow Guards Division: Set up on board 48 on/east of hexrow X as if the Germans were entering from offboard (A12.12).



## TURN

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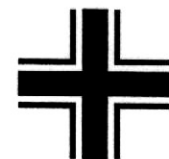
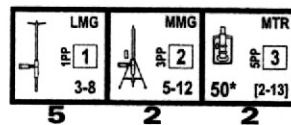
5

6

7

## GERMANS Move First [ELR: HSR 2] [SAN: 2] {147}

Elements of Special Purpose Luftwaffe Battalion II and SS Regiment Langemarck: Setup on board 19 on/west of hexrow Q in hexes numbered  $\geq 2$ . (See HSR 3)





# KAMPFGRUPPE LANG

RBF-14

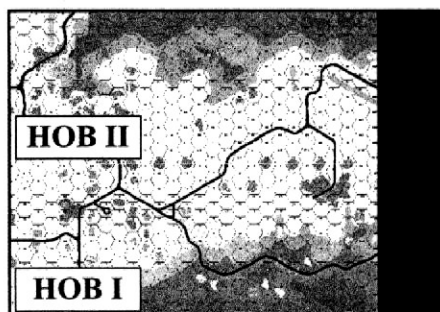
Return to the

Design: Chas Smith

## Battlefield Orientation:



Only hexrows A-AA are playable.



**Tactical Objective:** The Germans win at game end by controlling all buildings in the British set up area provided they also accumulate  $\geq 12$  more CVP than the British (the bonus for Prisoners/Captured Equipment is NA).

## SCENARIO VARIABLES

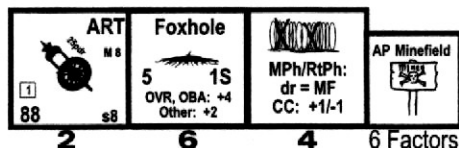
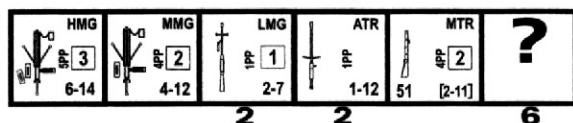
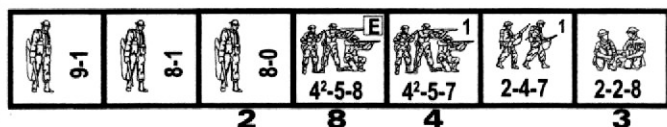
|          |                             |
|----------|-----------------------------|
| EC/Wind  | Moderate, No Wind at start. |
| Woods    | are Olive Groves (B14.8).   |
| Orchards | are Olive Groves (B14.8).   |
| Brush    | are Vineyards (B12.7).      |
| Kindling | is NA.                      |

## Historical Special Rules:

1. Vineyards and Olive Groves are treated as Woods for Rout and Rally purposes.
2. The British may set up as if the Germans were entering from offboard (A12.12). Their set up area is on/between hexrows C-R; on board I in hexes numbered  $\leq 7$  not in hexes at  $\geq$  level 2; on board II in hexes numbered  $\geq 6$  not in hexes at  $\geq$  level 2. British MMC are considered Assault Engineers (H1.23) for CC vs. AFV.
3. The British 88s repair on a dr of  $\leq 2$ .
4. The Germans may setup concealed in any terrain type.
5. German crews may not voluntarily abandon an AFV.

## BRITISH Set Up First [ELR: 3] [SAN: 2] {172}

Reinforced Elements of 128<sup>th</sup> Brigade, 46<sup>th</sup> Infantry Division:  
Set up per HSR#2.



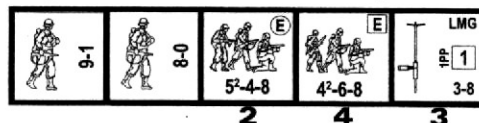
TURN

+1  
2  
3  
4  
5  
6

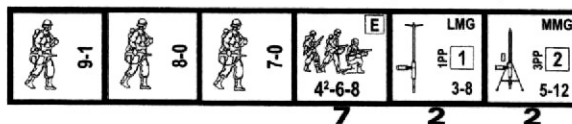
## GERMANS Move First [ELR: 4] [SAN: 2] {169}

Elements of Kampfgruppe Lang, Panzer Division 10:

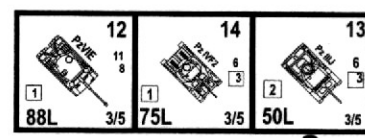
Setup on board I in hexes  $\geq$  level 3 (see HSR 4).



Setup on board II in hexes  $\geq$  level 3 (see HSR 4).



Enter turn 1 or later on the east edge on/between IAA3 and IIAA8.



## Balance:

**BRITISH:** Increase SAN to 3, and add 6 additional Minefield factors.

**GERMANS:** Increase SAN to 3, and delete mines from British OoB.

## Historical Perspective:

**Sidi Nsir, Tunisia, 26 February 1943:** Kampfgruppe Lang consisted of 501st Schwere Panzer Battalion, Battalion II/7th Panzer Regiment, Paratroopers of Regiment Barenthin, Armored Infantry and Reconnaissance units. As part of the Oxshead offensive to break through defenses at the same time as the Kasserine Pass battles, the Kampfgruppe was ordered to capture the key village with its cross roads, Sidi Nsir, and another crossroads at Hunts Gap 10 miles further west. The British were primarily defending Hill 609, the most dominating terrain in the area. Sidi Nsir was manned by elements of 5th Battalion Hampshire Regiment and 155 Battery 76th Field Regiment Royal Artillery, and was considered more of a forward outpost than main defensive line. The Germans took Hill 609 by 1000 on the morning of the 26th, allowing an unobserved attack at Sidi Nsir.

The German infantry, which had infiltrated the high ground to the north and south, launched their attack in conjunction with the armor, about 75-80 tanks. The Panzers attacked from the east led by a Tiger. A sharp firefight ensued, with the Germans attacking aggressively. The defenders put up a tenacious fight, even though pressure was mounted from three sides. Infantrymen improvised devices to attack the tanks in close combat, and the artillerymen fought until overrun in the finest regimental tradition. The infantry and artillery took a heavy toll, knocking out about half the German tanks and causing significant delay on the progress of Kampfgruppe Lang. One company managed to pull out and reinforce the defenses at Hunts Gap further west.



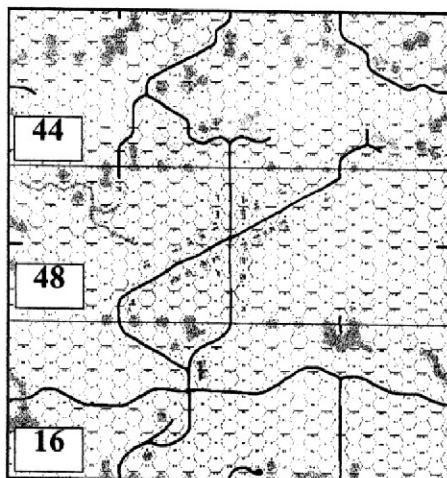
# SHUMILINO

RBF-15

Recon By Fire

Design: Chas Smith

Battlefield  
Orientation:



**Tactical Objective:** The Russians win at game end by controlling  $\geq 16$  buildings on board 48.

## SCENARIO VARIABLES

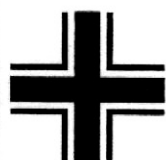
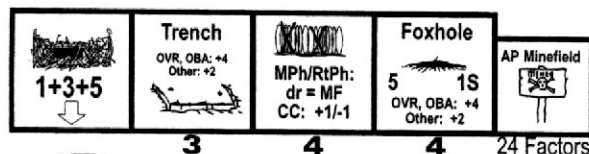
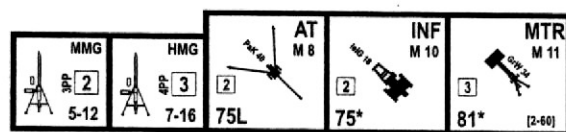
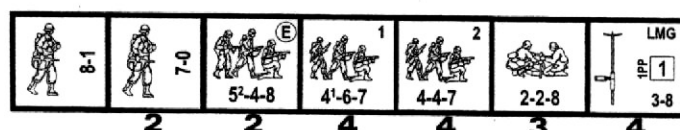
|          |                          |
|----------|--------------------------|
| EC/Wind  | Moist, No Wind at start. |
| Weather  | Overcast                 |
| Kindling | Is NA.                   |

## Historical Special Rules:

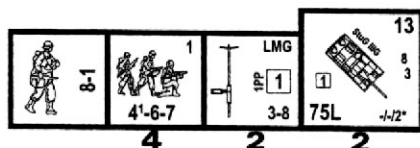
1. Place overlays **B1** on 44:Q8 and **B3** on 44:R7-S7.
2. The Germans may use HIP for one MMC and any SW/SMC set up with it.
3. Russian 5-2-7s and their half-squads are considered Elite for the use of DCs only.
4. Crews may not voluntarily abandon their vehicles.

## GERMANS Set Up First [ELR: 3] [SAN: 3] {118}

Elements of Korps Detachment D, 3<sup>rd</sup> Panzer Army: Set up on boards 48/16.



Enter turn 3 on the south edge.

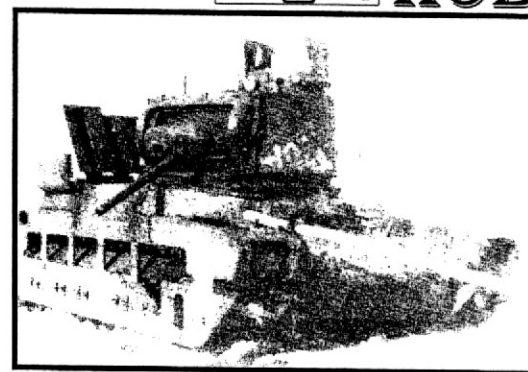
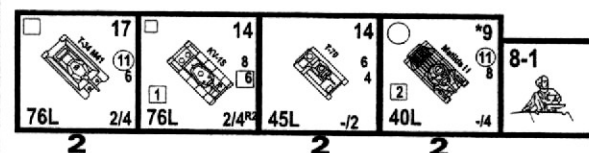
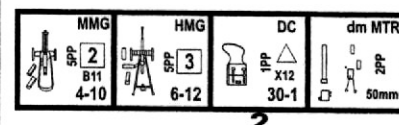
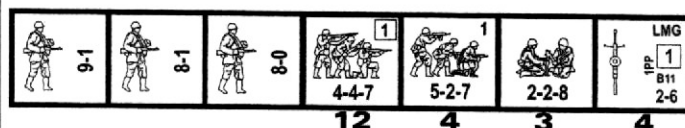


## TURN

★  
1  
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+3  
4  
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6  
7

## RUSSIANS Move First [ELR: 4] [SAN: 4] {130}

Reinforced elements of 357<sup>th</sup> Rifle Division, 1<sup>st</sup> Rifle Corps, 43<sup>rd</sup> Army: Enter on Turn 1 on the north and/or any one other (west or east) play area edge



## Balance:

RUSSIANS: Delete HSR 2.

GERMANS: Delete a 447 from the Russian OoB.

## Historical Perspective:

**Shumilino, Belorussia, 23 June 1944 :** The 1<sup>st</sup> Rifle Corps was heavily reinforced with tanks and assault guns for the initial attacks of Operation Bagration. They were ordered to attack in conjunction with adjacent corps and make deep penetrations to the Dvina River to cut off the German grouping in Vitebsk. The first trench line was taken on 22 June, but the main attack would not start until the next day.

The attack was launched in overcast conditions, which hindered close air support. The 357<sup>th</sup> Rifle Division ran into Korps Detachment D, which was actually a division sized special unit, composed of various battalions and regiments thrown together. The Detachment was also reinforced with assault guns. The Russian attack made progress, but was slowed by well-constructed strongpoints. Shumilino was a key village on the attack axis, and had several fortified strongpoints to its north. The Soviets flanked these, and attacked the village from several sides. The Germans countered all day with infantry companies supported by several assault guns. The German effort was to no avail, as the village was surrounded and taken after a hard firefight.

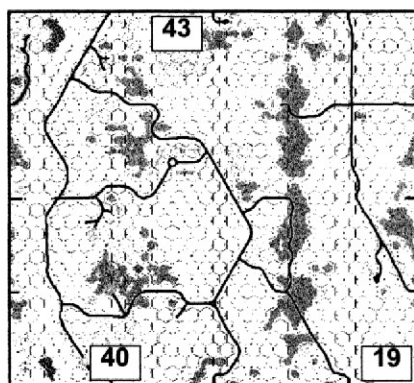


# THE BITTER END

RBF-16

Design: Burnie Hegdahl

## Battlefield Orientation:



**Tactical Objective:** The Germans win by exiting more AFVs from 40Q1 than the Russians. A Russian AFV must have a functioning MA to count towards the VC.

## SCENARIO VARIABLES

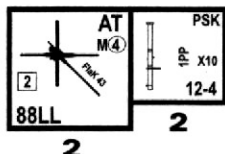
|         |                        |
|---------|------------------------|
| EC/Wind | Wet, No Wind at start. |
| Bridge  | 40Q2-Q3 2-Lane Stone   |
| Canal   | Is Deep.               |

## Historical Special Rules:

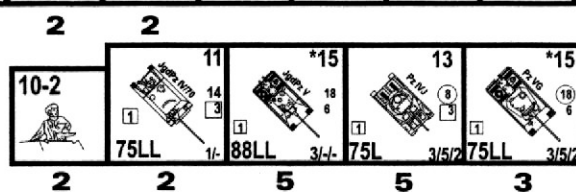
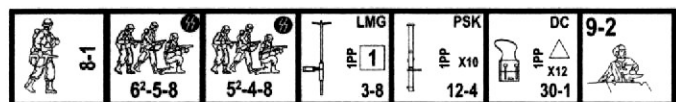
1. Vehicles must pay a minimum of 1 MP on a road, even if CE.
2. German units suffer from Ammunition Shortage (A19.131) and vehicles suffer from Low Fuel (KGP13). The Germans may deploy freely during setup. Boresighting is NA.
3. One of the 10-2 AL must enter the game in a PzVG. This AFV must travel along a road until it enters board 43. In each road hex of board 19 it must make a DR; if the result is a 10-12, the AFV has fallen into a shellhole in that location [place shellhole counter] and is immobilized, and hull down from all directions. The other 10-2 must enter the game in a PzIV.
4. German AFVs with an AL repair their MA on a dr  $\leq 2$ .

## GERMAN Set Up & Move First [ELR: 2] [SAN:4]

Remnants of the 2nd SS Panzerdivision "Das Reich": Set up utilizing HIP on boards 40/43 east of the canal.



Enter turn 1 on the north/east/south edge on/between 19A1-GG1 with all Infantry as Riders.

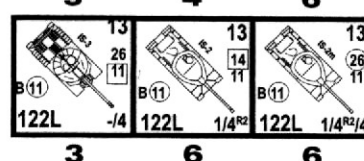
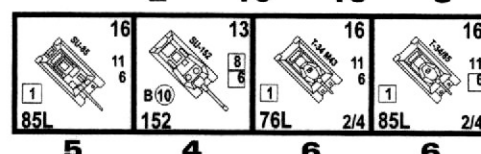
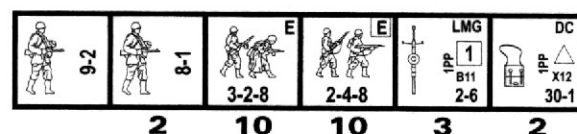


## TURN



## RUSSIAN Moves Second [ELR: 4] [SAN: 4]

Elements of the 2nd Guards Army: Enter turns 1-3 on the north/east/south edge between 19A5-GG5 as per below



Russian Infantry must enter as Riders. At least 9 Russian AFVs must enter on each entry turn, and need not be designated at the beginning of the game.



## Play Balance:

**German:** Add 3 AT Mine Factors to German OoB.

**Russian:** Add 9-1 Armor Leader to Russian OoB.

**Historical Perspective:** North of Vienna 13 April, 1945 The 2<sup>nd</sup> SS Panzer Division was backed up to the Donau Canal and fighting for their very lives. Under constant assaults from the Soviet 5<sup>th</sup> Guards Tank Corps as well as the 9<sup>th</sup> Guards Mechanized Corps from the south, the remnants of the division had no place to retreat. Here, in these final days, the survivors of the Das Reich met the most fearsome Soviet tank attacks of the war. Against these monster tanks and fresh Soviet troops, the SS were fighting for pure survival, even as they were running low on ammo, supplies, and morale.

The battle was never in doubt, it was only a matter of how long the SS could hold off the Russian onslaughts. One by one the tanks of the Das Reich, crewed by the best tankers left in the division, were put out of action; Barkman's by driving into a shellhole and Siebold's going out of action just after his 65<sup>th</sup> kill. As their defenses crumbled, the last tanks of the 2<sup>nd</sup> SS attempted to cross the canal under the withering fire of the Russian's newest tanks. The Das Reich fought to the bitter end as the last of their tanks were destroyed.

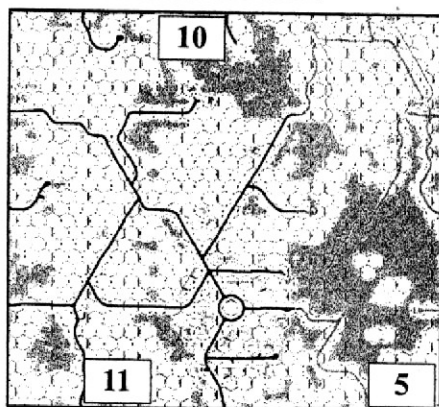


# THIRD HOTSPOT

RBF-17

Design: Chas Smith

Battlefield  
Orientation:



**Tactical Objective:** The U.S. wins at game end by controlling all board 10 stone buildings provided they have not suffered  $\geq 52$  CVP (the bonus for Prisoners and Captured Equipment is NA), which results in an immediate German victory.

## SCENARIO VARIABLES

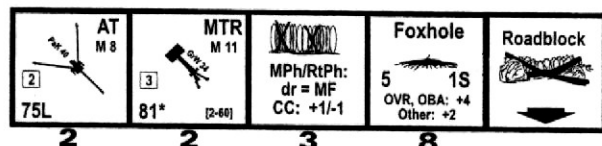
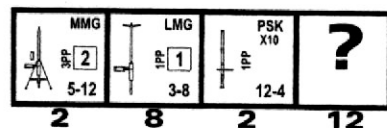
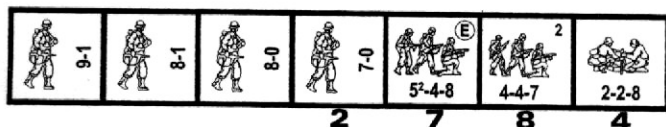
|          |                        |
|----------|------------------------|
| EC/Wind  | Wet, No Wind at start. |
| Weather  | Ground Snow (E3.72).   |
| Kindling | Is NA.                 |

## Historical Special Rules:

- Place overlays on Board 10 as follows: O5:ee5-dd5, X6:u6, X7:w2, X8:x3, X10:s7, X13:w5-w4, X14:r4-s4, X15:bb4-bb5, X24:w8-v7. All buildings with printed stairwells have only a ground and 1st level and are Two Story (B23.22) buildings: no 2nd level exists. Rule G.9F is NA for overlay X6; treat as a normal stone building.
- The scenario is considered to take place in 1945 for weapon/ammunition availability.
- German 4-4-7s have Assault Fire (A7.36). 4-4-7/2-3-7 Battle Harden to 5-4-8/2-3-8.
- The U.S. receives one module of 80+mm Battalion Mortar OBA (HE only).

GERMANS Set Up First [ELR: 2] [SAN: 4] {179}

Elements of Fallschirmjaeger Regiment 13, Fallschirmjaeger Division 5: Set up on board 10 on/north hexrow BB and/or boards 11 and 5 on/north of hexrow F.

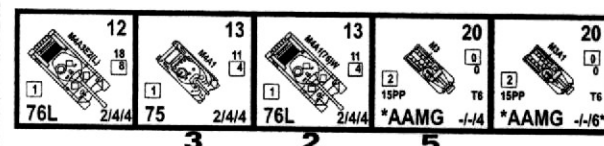
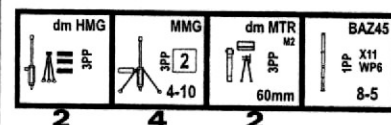
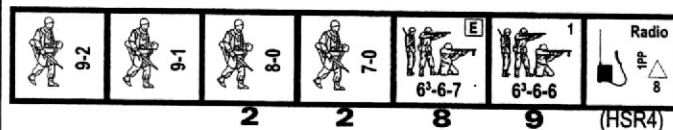


TURN

1  
2  
3  
4  
5  
6  
7

US Move First [ELR: 3] [SAN: 3] {210}

Elements of Combat Command Romeo, 4<sup>th</sup> Armored Division: Enter turn 1 or later on the south edge.



HOB



## Balance:

AMERICANS: Delete a 548/LMG from the German OoB.  
GERMANS: Add a 247/Psk to the German OoB.

## Historical Perspective:

**Bigonville, Belgium, 24 December 1944:** The advance of the 4<sup>th</sup> Armored Division to break the encirclement and relieve the defenders of Bastogne was underway. On 22 December, a large enemy armored formation was detected moving near the boundary between 4<sup>th</sup> Armored and 26<sup>th</sup> Infantry Division, possibly exposing CCAs flank. To protect the flank, CCR was formed as a balanced task force using elements of the 53<sup>rd</sup> Armored Infantry Battalion and 37<sup>th</sup> Tank Battalion. The division already fought at two "hotspots", Chaumont and Warnach; Bigonville would become the 3<sup>rd</sup> hotspot for 4<sup>th</sup> Armored.

On 23 December CCR reached a plot of woods at a crossroads short of Bigonville. Enemy infantry held them up before withdrawing, and the advance to the village would have to wait until the 24<sup>th</sup>. The attack was launched on the morning of the 24<sup>th</sup>, and the village defended by paratroopers. Even though the Germans had mortars, they lacked artillery support. They waited for the U.S. forces to get close before opening fire. The Americans used tanks to blast buildings, and the infantry assaulted from building to building. The fighting was tough. Elements of one company maneuvered to the north, blocking all exit from the village. With this the German defense began to disintegrate. By 1100 it was in U.S. hands, and over 300 prisoners were taken.



# FIRST DAY AT FUCHIN

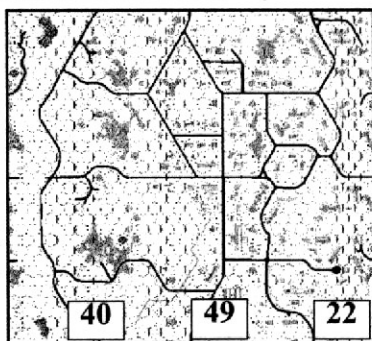


RBF-18

Record By Fire

Design: Chas Smith

## Battlefield Orientation:



**Tactical Objective:** The Japanese win at game end by controlling  $\geq 2$  multi-hex (B23.22) stone buildings in their setup area.

## SCENARIO VARIABLES

|         |  |
|---------|--|
| EC/Wind | Moderate, No Wind at start.                      |
| River   | is deep with a moderate current and flows north. |
| Roads   | are Dirt.  |

## Historical Special Rules:

1. Trenches connect to all ADJACENT ground level building locations as if they were Cellars per RB SSR6 (no cellars exist for this rule). Kindling is NA.
2. Building 49E8 is a 1.5 level Factory (B23.74) with a Factory rooftop access point in 49E10. Rooftops (B23.8) are in play for building 49E10 only.
3. The Japanese may Fortify (B23.9)  $\leq 4$  building locations (tunnel exchange [B8.6] is NA). Mine exchange (B28.5) is NA. Japanese leaders and MMC not possessing a Gun may only utilize HIP in a building [EXC: Pillboxes normally per G1.632]. The Japanese may only set up  $\leq 2$  TH Heroes.
4. These are HMG Cupolas provided in HoB's "Fortress Cassino"\*. All Cupola rules (D9.5) apply normally. The Cupolas are considered to be upslope (KGP 2) in all directions for fire to/from their Location.
5. The Japanese receive one module of 70+mm OBA (HE and WP); the observer may set up HIP. The Radio may be exchanged for a Field Phone.
6. The Russians receive one module of 120+mm Naval OBA (HE only). Contrary to G14.6, the NOBA is directed by an Offboard Observer who is subject to none of the G14.68 Shipboard Observer rules. All other NOBA rules (G14.62-14.671) apply. During set up the Russian player secretly records along the west edge the NOBA LOF hex, and the Offboard Observer hex at level 4.
7. Contrary to A25.2, Russian squads may Deploy.



## Balance:

**JAPANESE:** Delete one T34 from Russian OoB.

**RUSSIANS:** Delete 37L AT Gun/228 Crew from Japanese OoB.

## Historical Perspective:

**Fuchin, Manchuria, 11 August 1945:** The 15<sup>th</sup> Army, as part of 2<sup>nd</sup> F. Eastern Front's offensive, was ordered to launch an attack and destroy forces of the Sungari and Fuchin Fortified Regions. The Amur Flotilla was assigned to the 15<sup>th</sup> Army to facilitate operations in the river region. The attack started on 9 August, and progressed well. On 10 August, 2<sup>nd</sup> Battalion, 364<sup>th</sup> Regiment, 361<sup>st</sup> Rifle Division as well as an assault company loaded and sailed on ships of the Flotilla down the Amur River to Fuchin. The Fuchin Garrison was manned by elements of the following units: 2-367<sup>th</sup> Regiment, 134<sup>th</sup> Division; 2<sup>nd</sup> Battalion, Sungari Nav Infantry Regiment; 7<sup>th</sup> Manchurian Regiment; and 25<sup>th</sup> Security Battalion. The Russians conducted an assault from the river, while the other elements of the division and the 171<sup>st</sup> Tank Brigade would attack from the north.

The flotilla conducted its movements undetected by the Japanese, and prepared to launch the assault in the morning. After suppressing Japanese guns on the coast, the Russian battalion was put to shore on the east bank. The battalion attacked the outskirts of the city, but was still met with significant amount of firepower, including artillery, although it was not a heavy caliber. They were even counterattacked by charging Japanese soldiers. The Russian attack did not get any steam, even with guns from the flotilla providing additional gunfire support. Soon after, however, the Russian 171<sup>st</sup> Tank Brigade and infantry attacked from the north. The battle raged from house to house, and eventually the defenders were forced to withdraw to the even more fortified southwest portion of Fuchin.

## JAPANESE Set Up First [ELR: 3] [SAN: 5] {282}

**Elements of Fuchin Fortified Region:** Set up on boards 49/22 south of hexrow Y as if the Russians were entering from offboard (A12.12).

|   |   |   |            |         |   |   |
|---|---|---|------------|---------|---|---|
|   |   |   |            |         |   |   |
| 2 |   |   |            | 4       | 6 | 7 |
|   |   |   |            |         |   |   |
| 7 | 2 | 5 | 4          | (HSR 5) |   |   |
|   |   |   |            |         |   |   |
| 2 | 2 | 2 | 9          | 4       |   |   |
|   |   |   |            |         |   |   |
| 1 | 3 | 2 | 3          |         |   |   |
|   |   |   |            |         |   |   |
| 2 | 7 | 6 | 40 Factors |         |   |   |

See HSR 4 for HMG Cupola information.

## TURN



## RUSSIANS Move First [ELR: 3] [SAN: 4] {189}

**Reinforced elements of 3<sup>rd</sup> Battalion, 364<sup>th</sup> Regiment, 361<sup>st</sup> Rifle Division:** Set up on board 40 east of the river and south of hexrow Y.

|   |   |   |  |   |   |   |
|---|---|---|--|---|---|---|
|   |   |   |  |   |   |   |
|   |   |   |  | 5 | 6 | 9 |
|   |   |   |  |   |   |   |
| 8 | 2 | 4 |  |   |   |   |

**Elements of 355<sup>th</sup> Regiment, 361<sup>st</sup> Rifle Division and 171<sup>st</sup> Tank Brigade:** Enter turn 2 on the north edge.

|   |   |   |   |   |  |  |
|---|---|---|---|---|--|--|
|   |   |   |   |   |  |  |
| 2 | 9 | 8 | 2 | 7 |  |  |
|   |   |   |   |   |  |  |
| 5 |   |   |   |   |  |  |

