

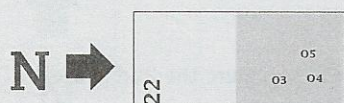
Erstwhile Allies

St. Cloud, Algeria, November 8th, 1942: The U.S. 1st Infantry Division was one of three prongs heading toward Oran after the initial Operation Torch landings that same day. Most Vichy resistance was half-hearted, but as Company C of the 18th RCT approached St. Cloud they were ambushed and driven back. St. Cloud was a farming town with sturdy stone buildings. The town was defended by Colonial Legionnaire and Service d'Orde troops, French Fascists who modeled themselves on the SS. After regrouping, the 18th RCT resumed their advance, this time with support from attached tank destroyers.



Historical Result: The Vichy troops turned back the second U.S. attack with help from attached artillery, as well as two later attacks that day by the better part of two battalions. An attack the following day was also beaten back. The entire drive on Oran was stalled because of the resistance in St. Cloud. Later on November 9th the 1st Division Commander Gen. Terry Allen decided the town could be bypassed, saving it from an artillery bombardment planned by the 18th RCT. The Americans left behind a battalion as a holding force and continued on towards Oran.

BOARD CONFIGURATION:



Only Hexrows R-GG are playable.

VICTORY CONDITIONS:

The U.S. wins at game end by Controlling buildings 22Z2, 22T6 and 22U3.

BALANCE:

U.S.: In the U.S. OB replace the 8-0 leader with an 8-1.

French: Add one 37* INF Canon de 37 mle 16 TR and one 2-2-8 crew to the French OB.

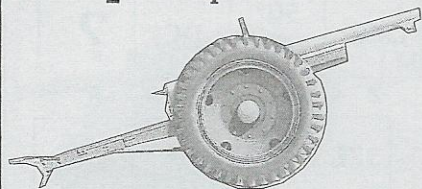
French Sets Up First

U.S. Moves First

1 2 3 4 5 6 7 END

Elements of the 16th Tirailleurs Tunisian and 1st Battalion Legion Etrangere [ELR:3]
Setup on/south of hexrow Z [SAN:4]:

4-5-8	4-5-7	2-3-7	9-1	8-1	MMG	LMG
2	4					2



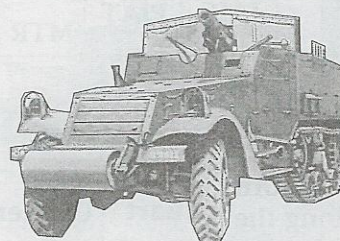
?	2-2-8	75 ART
4		Canon de 75 mle 1897

Elements of the Service d'Orde Legionnaire set up using HIP between hexrows BB-DD:

Fanatic
2-3-7
2

Elements of the 1st Battalion, 18th Regimental Combat Team, 1st Infantry Division [ELR:2] enter along the north edge on/after Turn 1 [SAN:2]:

5-4-6	2-3-6	9-1	8-0	7-0	HMG	MMG
10	2					2



60* MTR	BAZ '43	M3 GMC
	2	no AAMG
		2

SPECIAL RULES:

#1 - EC are Moderate with no wind at start. Orchards are Olive Groves (F13.5). All buildings are stone. The stream is dry (B20.41); the road and bridge in 22R7 do not exist.

#2 - Place overlays: O3 on 22X7-X8; O4 on 22DD8-DD7; O5 on 22CC5-DD5.

#3 - No Quarter (A20.3) can not be declared by either side. The OB-Given French 2-3-7s that set up using HIP are Fanatic (A10.8).

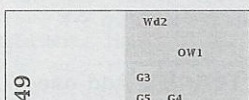
Wetlet

Wetlet, Burma, March 8th 1945: After the capture of Meiktila on March 3rd, the commander of the 17th Indian Division Major General D.T. Cowan knew the Japanese would try to wrest control of Meiktila back from 14th Army. This was because the position at Meiktila now sat astride the lines of communication and retreat of the Japanese 15th and 33rd Armies. With the enemy massing troops to the north and south of Meiktila, Cowan chose to mount an aggressive defense by sending out teams of infantry and armor in all directions to disrupt the Japanese plans.



Historical Result: One of the tank/infantry teams that was sent 8 miles to the south ran into a strong Japanese position in the town of Wetlet, held by the newly arrived 106th Infantry Regiment. In a sharp fight that lasted most of the morning the town was cleared out by the Indian troops. Similar battles would occur for another ten days, until the British were finally able to resume their advance on Rangoon.

BOARD CONFIGURATION:



Only hexrows R-GG are playable.

VICTORY CONDITIONS:

The Indians win at game end by Controlling 10 of the 14 (non-hut) building Locations in the Japanese setup area.

BALANCE:



Indian: Extend the Game length to 6 ½ turns.



Japanese: Delete the 2nd sentence of SSR#3.



Japanese Sets Up First



Indian Moves First

1

2

3

4

5

6

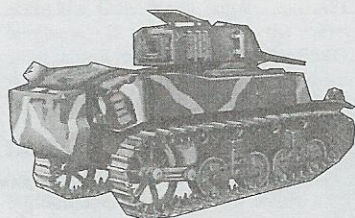
END



Elements of the 9th Battalion Border Regiment, 17th Indian Division [ELR:4] set up north of the road R5-U4-Y2-EE5-GG5 [SAN:2]:

4-5-8	4-5-7	2-4-8	9-2	8-1	8-0
-------	-------	-------	-----	-----	-----

5 5



Elements of the Indian 16th Light Cavalry enter along the north edge on Turn 1 having already expended 1/2 of their MP allotment off-board:

LMG	PIAT	51* MTR
3	2	

Stuart III(a)	Carrier A
2	



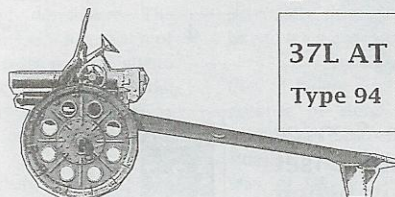
Elements of the 106th Infantry Regiment, 49th Infantry Division [ELR:3] set up south of the road R5-U4-Y2-EE5-GG5 [SAN:4]:

4-4-8	4-4-7	3-4-7	2-3-8	2-2-8	10-1
-------	-------	-------	-------	-------	------

2 3 3 3

9-0	MMG	LMG	50* MTR	DC	?
-----	-----	-----	------------	----	---

2 8



37L AT Type 94	70* INF Type 92	Road Block
-------------------	--------------------	---------------

SPECIAL RULES:

#1 - EC are Normal with no wind at start. PTO is in effect (G.1) [EXC: all roads exist as unpaved roads]. All buildings are wooden and have a ground-level Location only.

#2 - Place overlays: Wd2 on 49T2-U2; OW1 on 49Z5-Y5; G3 on 49R7-R6; G4 on 49V9-W9; G5 on 49S9-T9.

#3 - Japanese infantry may set up concealed at-start regardless of terrain. The only Japanese personnel that may set up using HIP are the Guns and their manning crews (i.e.- the HIP normally afforded in G1.631 is NA). Japanese MMCs may set up entrenched in suitable terrain. The Japanese may fortify ≤ 2 building Locations.

#4 - The Carrier crew is a 2-4-8.

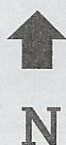
The Fabulous Thunderbirds

Biscari Airfield, Biscari, Sicily, July 14th 1943: The 45th "Thunderbird" Division landed on July 10th as part of Operation Husky. The division moved quickly inland after the initial confusion of the landings. In the Thunderbirds line of advance were the airfields at Cosimo and Biscari. The 180th RCT was tasked with taking Biscari airfield, held by elements of the *Hermann Göring* Division and Italian garrison troops.



Aftermath: After fierce fighting in which the airfield changed hands several times, the 180th RCT eventually won the day. The airfield was "secured" on the 15th, with the capture of numerous pieces of equipment and stores of ammunition. The 45th "Thunderbird" Division would earn its place as a combat tested division during the Sicilian campaign.

BOARD CONFIGURATION:



11	14	18

VICTORY CONDITIONS:

The U.S. wins at game end if there are no Good Order Axis MMC on or adjacent to any hex of the board 14 airfield.

BALANCE:



U.S.: Add one HMG to the U.S. OB.



Axis: Add one 5-4-8 MMC to the German at-start OB.

Axis Sets Up First

U.S. Moves First

1

2

3

4

5

6

7

END

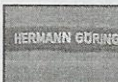


Elements of the 180th RCT, 45th Infantry Division 'Thunderbirds' [ELR:3] set up on and/or south of of hexrow U; see SSRs #3 & #4 [SAN:3]:

6-6-6	9-1	8-1	8-0	7-0
18				

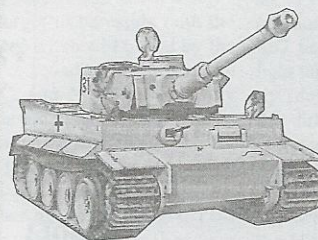


MMG	BAZ '43	60* MTR M2
2	2	2



Elements of Panzer Division *Hermann Göring* [ELR:4] set up on/north of hexrow N; see SSRs #3 & #5 [SAN:3]:

5-4-8	9-1	8-1	8-0	MMG	LMG	Foxhole 1S
7					2	4



Elements of local Italian Garrison Troops [ELR:0] set up on/north of hexrow N:

3-4-6	3-3-6	7-0	LMG
3	3		

Special Rules:

#1 - EC are Very Dry with no wind at start. Vehicle Dust (F11.74) is in effect [EXC: NA to vehicles exiting a building obstacle]. Kindling is NA.

#2 - Place shellholes in hexes 11M6, 11P7, 14M9, 18R5 and 18O7. Place stone rubble in hex 18R9 and wooden rubble in hexes 11O7 and 14L9. Building 14L5 has no level-1 Location (although the building is a 2.5 level obstacle) and the level-2 Location is treated as a Steeple (B31.2); movement between ground-level and level-2 in this hex costs 2MF.

#3 - Prior to all setup each Player secretly chooses one section (i.e. section a, b or c) from each of his Reinforcement Groups (i.e. the U.S. Player must choose from American Reinforcement Groups A1, A2 and A3; the Axis player must choose from German Reinforcement Groups G1, G2, G3 and G4) and adds the selected forces to his at-start OB.

#4 - The U.S. Player may designate one eligible AFV to be equipped with a Gyrostabilizer. Air Support (if chosen) is in the form of three 1942 FB with bombs which arrive on U.S. Turn 1 and are Recalled at the end of Axis Turn 3. The radio (if chosen) provides access to one module of 80mm Battalion Mortar OBA (HE and WP only); the SMC possessing the radio may setup using HIP in any terrain.

#5 - Fortifications may not be placed on Runway hexes. The Axis player may not choose Tunnels in lieu of Fortified Building Locations. If the Axis player chooses Group G4a, he may use HIP for two squad-equivalents and any SMCs/SWs in the same Locations OR for a single vehicle. The 105* RCL may fire while emplaced. The 88L AA must set up in Open Ground adjacent to a Runway hex. The Germans are Elite (C8.2).

#6 - All 7-4-7/3-3-7 and 8-3-8/3-3-8 MMC are Assault Engineers (H1.22). The inherent passenger of the M3A1 SC is a 3-4-7. The inherent passenger of the SPW 251/SMG is a 2-4-8.

The Fabulous Thunderbirds



Additional U.S. OB (SSR#3): The U.S. Player must secretly select one section lettered a, b or c from each of the three American Reinforcement Groups (i.e.: A1, A2, and A3):

Group A1a:

M4A1	8-1
MT	AL
4	

Group A1b:

M-10	M5A1
GMC	LT
2	3

Group A1c:

M4A3	Air Support	9-2
MT	'42 FB w/bombs	AL
2	3	

Group A2a:

2-2-7	8-0	Radio	81* MTR
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Group A2b:

2-2-7	107	37LL	Jeep
4	MTR	AT	-/-/2
	3		

Group A2c:

T-30	T-19
HMC	HMC
2	2

Group A3a:

2-2-7	?	37L
2		AA

Group A3b:

7-4-7	9-2	FT	DC	BAZ '43	?
3			2		4

Group A3c:

3-4-7	9-1	HMG .50cal	HMG
2			

M15A1	M2
MGMC	HT

?	M3A1	Foxhole
3	SC	1S
		2



Additional German OB (SSR#3): The Axis Player must secretly select one section lettered a, b or c from each of the four German Reinforcement Groups (i.e.: G1, G2, G3 and G4):

Group G1a:

Pz VIE	PzIIIN
--------	--------

Group G1b:

Pz IVH	9-1
2	AL

Group G1c:

PzIIIL	StuG IIIG
2	

Group G2a:

2-2-8	88L	SPW
	AA	251/16

Group G2b:

2-2-8	40LL	PSW	Kfz 1
	AT	222(L)	-/-/3
		2	

Group G2c:

2-2-8	PSW	SdKfz	105*
	232	7/1	RCL

Group G3a:

2-4-8	8-0	50* MTR	SPW
2		2	251/sMG

Group G3b:

8-3-8	9-2	LMG	DC
2			

Group G3c:

2-4-8	8-1	HMG	MMG
2			

Group G4a:

?	Wire	HIP
4		2x Squad or 1x Vehicle
	2	SSR#5

Group G4b:

?	Fortified Building Location	Roadblock
6		
	2	

Group G4c:

?	AP Mine	Trench
5	12	
	Factors	2

Dash for Mt. Croce

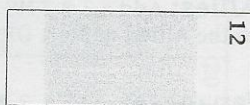
Dispatches from the Bunker
Scenario # DB051

Venafro, Italy, November 4th 1943: Following Route 6 north, the Allied 5th Army launched its offensive to reach the Liri Valley. K Company of the 3rd Battalion 179th RCT was the "point" company for the assault on Venafro. The 3rd Battalion crossed the Volturno River without resistance, but as K Company approached the outskirts of Venafro contact was made with elements of the 6th Fallschirmjäger Division. K Company's Lt. Shaughnessy made the decision to push right through Venafro and head for Mt. Croce.



Historical Result: K Company was soon separated from the rest of the 3rd battalion. It had however in its mad dash cleared Venafro and reached the foot of Mt. Croce. Later in the day the remainder of the battalion joined K Company at Mt. Croce, where they dug in. It was at this point that the U.S. advance stalled, and the stalemate that ensued would eventually result in the landing at Anzio a few months later.

BOARD CONFIGURATION:



Only hexrows AA-I are playable.

VICTORY CONDITIONS:

The U.S. wins immediately upon Exiting ≥ 17 VP off the north edge (Prisoners are N/A).

BALANCE:

◆ U.S.: Replace one 7-0 leader with an 8-1.

◆ German: Add a LMG to the German OB.



Germans Set Up First



U.S. Moves First



1

2

3

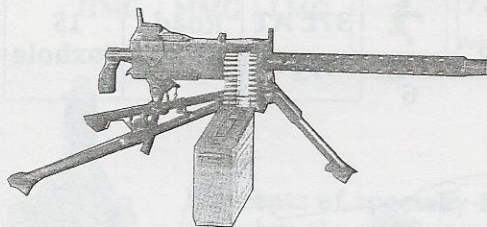
4

END



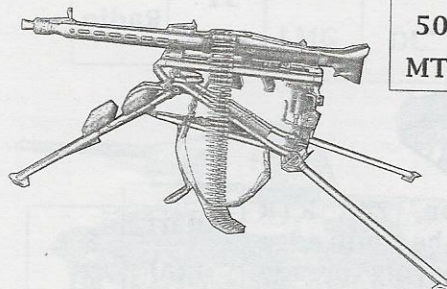
Elements of K Company, 3rd Battalion, 179th RCT, 45th "Thunderbird" Division [ELR:4] enter along the south edge on Turn 1 [SAN:2]:

6-6-6	9-1	8-1	7-0	(dm)	BAZ
				MMG	'43
14			2	2	2



Elements of the 6th Fallschirmjäger Division [ELR:4] set up in hexes with a coordinate numbered ≥ 2 [SAN:5]:

4-6-8	2-4-8	9-2	8-1	MMG	LMG
4	2				



50* MTR	?	Mines
4		12 Factors

SPECIAL RULES:

#1 - EC are Moderate, with no Wind at start. Boresighting and Kindling are NA.

Jungle Rats

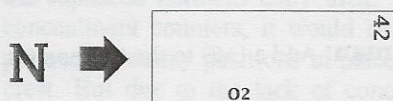
Dispatches from the Bunker
Scenario # DB052

Yenaungyaung, Burma, April 15th 1942: Since its arrival from North Africa in March 1942, the 7th Armored Brigade had been providing cover for the Allied infantry divisions retreating north towards India. Time and again the 7th Armored Brigade would intervene as Japanese units would outflank and cut off the main routes north by traversing terrain considered impassable by the British and their allies.



Historical Result: At Yenaungyaung the "Desert Rats" would prove their value in the jungle once more. For the next three days, under constant air attack, the Burmese and 'A' Squadron fought northward to clear the road and surrounding villages. Close cooperation between infantry, artillery and armor prevailed, and the commander of 'A' Squadron Major N. Bourne was awarded the DSO. The campaign continued in this manner until the allies reached India in the middle of May.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Allies win at game end if there are no Good Order Japanese MMC within three hexes of 42G4.

BALANCE:

Allies: Add a 2-3-7 HS and 51* MTR to the Allied at-start OB.

Japanese: Add a 2-2-8 crew and 20L ATR to the Japanese OB.

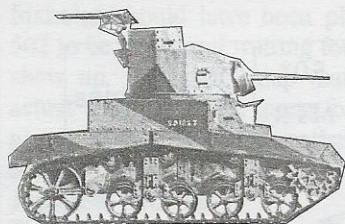
Japanese Sets Up First

Allies Move First

1 2 3 4 5 6 7 END

Elements of the 1st Burma Division [ELR:3] set up on/south of hexrow U [SAN:2]:

4-4-7	2-3-7	9-1	8-1	7-0	LMG
11	2			2	4



51*	Radio
MTR	
2	

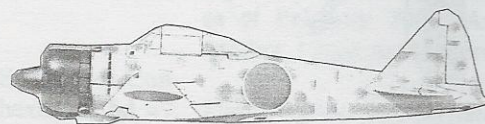
'A' Squadron, 2nd RTR enter along the south edge on Turn 1 having already expended 1/2 of their MP allotment off-board:

Stuart	8-1
I (a)	AL
3	

Elements of the 214th Infantry Regiment, 33rd Infantry Division [ELR:4] set up on/north of hexrow P [SAN:4]:

4-4-7	2-3-7	2-2-8	9-1	8-0	MMG	LMG
6	2	2				2

50*	?	37L AT	Road	1S
MTR		Type 94	Block	Foxhole
2	6			2



SPECIAL RULES:

#1 - EC are Wet with no wind at start. PTO (G.1) is in effect [EXC: all roads exist as unpaved roads], including Light Jungle. No hills exist, all terrain therein exists at ground-level. All buildings are wooden. All walls are treated as hedges.

#2 - Place overlay O2 on 42V1-V2.

#3 - The Allies receive one module of 80mm OBA (HE only) with one Pre-Registered Hex that must be in LOS of ≥ 1 Location in the Allied setup area. The Observer may set up using HIP in Concealment Terrain.

#4 - The Japanese receive Air Support in the form of one 1942 FB without bombs. Entry is per E7.2 [EXC: Air Support arrives automatically on Turn 5 if not already on board]. Air Support is Recalled at the end of the third Allied Player Turn after its arrival.

#5 - All remaining hidden Japanese units must be placed on board concealed at the start of turn 7.

Hamburg on the Lovat

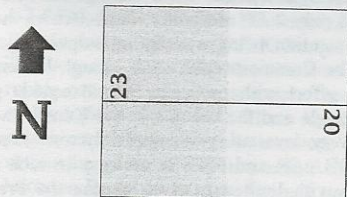
Dispatches from the Bunker
Scenario # DB053

Velikiye Luki, Russia, November 28th 1942: Stalingrad had been surrounded a week earlier, and that great industrial city on the Volga had begun to exert a force like a magnet throughout the east. Further to the north another chapter in the east front drama was being played out. Like its larger cousin in the south, Velikiye Luki was just recently encircled but here roles were reversed and it was the Germans who were starting a fight for their lives. In this small city the Germans built company-sized strongpoints, most named after German cities. Facing their first attack on the cold and wet morning of the 28th, the men of strongpoint Hamburg would have their hands full trying to hold out against a frightful Russian weapon.



Historical Result: Following an intense Soviet artillery preparation, the Germans in strongpoint Hamburg were confronted by two T-34s that had been leaning on the edge of the bombardment, one appearing to be rigged up in a peculiar fashion. Picking their way through the rubble, the supporting mass of Soviet infantry was gradually stripped away by intense German machine gun fire. The first T-34 survived two hits before finally being set ablaze by a well hidden 7.5cm anti-tank gun. Before a team of tank hunters could place an anti-tank mine on the second T-34, the flame-belching beast cleared out the first position it encountered with a long tongue of fire. Shortly thereafter the T-34 flame-tank was destroyed by the tank hunters, and with its demise so went the impetus of the Russian attack.

BOARD CONFIGURATION:



Only hexrows R-GG on board 20 and A-P on board 23 are playable.

VICTORY CONDITIONS:

The Russians win at game end if there are no Good Order German MMC in building 20Z4.

BALANCE:

Germans: Add a 3-3-8 HS to the German OB.

Russians: The Russian AFVs are radio equipped (D14).

Germans Set Up First

Russians Move First

1 2 3 4 5 6 END

Elements of Infanterie Regiment 277, Infanterie Division 83 [ELR:3] set up on board 20 [SAN:3]:

4-6-7	2-4-7	2-2-8	9-1	8-0	7-0
7	2				

HMG	MMG	LMG	?	75 AT Pak 97/38	Wire
2	2	6			2



Elements of specially formed tank-hunter unit set up using HIP anywhere on board 20 at least 4 hexes from 20Z3:

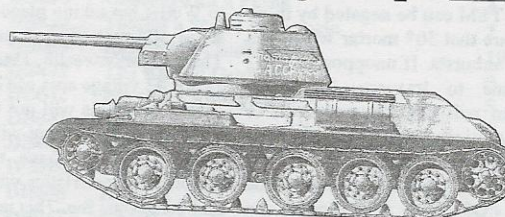
3-3-8
2



Elements of the 948th Rifle Regiment, 257th Rifle Division [ELR:3] and 33rd Tank Brigade set up on board 23 in hexes with a coordinate numbered ≤ 9 [SAN:2]:

5-2-7	3-2-8	8-1	8-0	7-0	MMG
13	2				

LMG	DC	T-34 M41	OT-34
3	2		



SPECIAL RULES:

#1 - EC are Wet and the weather is Overcast with no wind at start. Due the intense bombardment that preceded the assault a +1 LV Hindrance will be in effect for the entire scenario.

#2 - All woods and orchard hexes are treated as shellholes. Prior to setup both players will alternate placement of 6 rubble counters (of the appropriate type) each. The rubble may be placed only in buildings, with a maximum of one rubble counter per building. Falling Rubble (B24.12) is possible.

#3 - The German may fortify two building Locations, but only one may set up in building 20Z4. The German 7.5cm AT Gun may use Boresighting and must set up in a fortified building Location.

#4 - The German 3-3-8 HS are Fanatic (A10.8) and have Assault Engineer capability (H1.22); they also have ATMM capability (C13.7) as if the year were 1944, with a (cumulative) -2 drm which applies to the ATMM Check dr.

#5 - The Russian AFVs may set up in Motion.

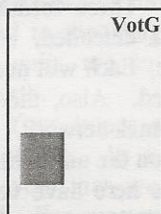
Soldiers of the 62nd Army

Central Stalingrad, 14 September 1942: The German thrust into downtown Stalingrad was stretching the Russian defenses to their limits. The newly appointed commander of the Soviet 62nd Army was General Chuikov, and he was assigned the task of defending the city. General Chuikov was hastily scraping together all available troops to try and slow the rapid German advance, and his attention turned to the units of the 10th NKVD Division. This was problematic, as the militia of the 10th NKVD Division were under the command of Colonel Sarayev, and he considered his troops to be outside the control of the 62nd Army.



Historical Result: With the situation fast approaching a crisis, Chuikov summoned Colonel Sarayev to his headquarters to clarify his authority over the NKVD troops. With Chuikov threatening to take the issue to a higher authority, Sarayev relented, declaring "I am a soldier of the 62nd Army". Chuikov instructed Sarayev to position his NKVD militia in tactically important buildings in the city center. One of the key buildings was the *Stalingrad-1* Rail Station, where a battalion of NKVD militia counterattacked and retook it from the *Landers* of the 71st Infantry Division. This would not be the last time that ownership of the *Stalingrad-1* Rail Station would change hands.

BOARD CONFIGURATION:



Map: only hexes numbered ≥ 34 and ≤ 42 in rows D-M are playable.

VICTORY CONDITIONS:

The Russians win at Game End by amassing more VP than the Germans. Each Friendly-Controlled Location of building F36 is worth 1 VP; also see SSR2.

BALANCE:



German: In the German at-start OB replace the 7-0 leader with a 9-1.



Russian: In the Russian at-start OB replace one 4-2-6 MMC with a 6-2-8 NKVD MMC.



Russian moves first



German sets up first

1

2

3

4

5

END



Elements of Infanterie Division 71 [ELR:4] set up on/west of hexrow G [SAN:3]:

5-4-8	4-6-7	8-0	7-0	LMG	DC
2	4			2	

Additional OB see SSR 2:

Group #1	0 VP	SdKfz	-1 VP
	5-4-8	8-1	10/5
			No Trailer
Group #2		Stuka	
		'42 DB	

Group #3

-1 VP		
2-4-8	9-1	HMG

Group #4

-2 VP		
5-4-8	10-2	LMG

Group #5

0 VP		
4-6-7	StuG	IIB

Group #6

0 VP			
4-6-7	2-4-7	MMG	50*
			MTR



Elements of NKVD Militia Battalion, 10th NKVD Division [ELR:3] set up on/east of hexrow I [SAN:3]:

6-2-8	4-2-6	9-0	8+1	LMG	ATR
3	9			2	

Additional OB see SSR 2:

Group #1	0 VP				0 VP
	6-2-8	9-0	MMG		
Group #2		8-1	T-34		
		AL	M41		

Group #3

-1 VP		
2-2-8	82*	
	MTR	

Group #4

-2 VP			
6-2-8	4-2-6	10-0	LMG

Group #5

-1 VP		
8-0	Radio	

Group #6

0 VP			
4-2-6	3-2-8	MMG	50*
			MTR


Special Rules:

#1- EC are Dry, with a mild breeze from the southwest at start. **VotG** SSRs are in effect.

#2- Prior to setup each player secretly determines which two Additional OB groups he will receive to augment his at-start OB. Each group received has a VP value which indicates the number of VP that are deducted from that Player's VP total if that group is selected. Each Player uses one of the following methods to select each group; *note that each OB Group may only be selected once*. The first method is by making a die roll, with the dr result corresponding to the number of the group selected; the second method is to simply choose the group [EXC: if choosing a group, the VP value of the group chosen is increased by -1 VP]; the method used and groups selected are revealed after setup but prior to play.

#3 - The Russian radio represents one module of 70+ OBA (HE only). The Russian observer may set up using HIP. The T-34 is a dug-in tank (V12.6214c).

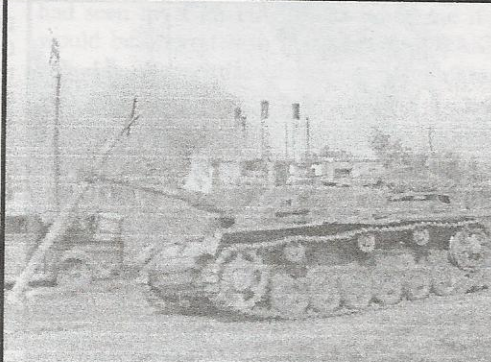
#4 - The Stuka represents Air Support; arrival and number received are determined per E7.2-7.21, and an additional -2 dr may be applied to the arrival dr. At the end of each Russian Player Turn after the Stukas have arrived the German makes a dr, if the dr is < current turn number the Stukas are immediately Recalled; there is a negative dr equal to the number of Stukas received that applies to the Recall dr.

Note- the hammer & sickle symbol  denotes an NKVD MMC (VotG22).

Sturmgeschütz Forward!

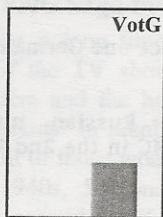
Dispatches from the Bunker
Scenario # DB055

Central Stalingrad, 22 September 1942: Looking to finish off the 13th Guards Division, the Germans had opened with a huge assault on September 21st. Heavy attacks struck the Russian lines from 9th January Square all the way south to the Tsaritsa River. The thrust along the Tsaritsa smashed through the Soviet 92nd Brigade, reaching the Volga and cutting off the remnants of the 42nd and 92nd Brigades. Soviet intelligence reports showed an alarming buildup of German forces in the Tsaritsa valley, including a large number of tanks. All indications were that the main blow would strike along the left flank of the 42nd Guards Regiment.



Historical Result: The Germans attacked north along Sovietskaya Street, with the assault guns moving slowly forward and firing on the Russian positions. The first attack was driven off by anti-tank fire, and the Russians quickly switched positions to meet the next attack. The second attack came in three waves, and the supporting *Landers* began to take heavy casualties. With the attack making little headway, the Sturmgeschütz abandoned their cautious advance and tried to run through the Russian defenses at high speed. The loss of two Sturmgeschütz to well placed mines and five more to anti-tank rifles and guns was costly, but did little more than slow the inexorable German advance.

BOARD CONFIGURATION:



Map: only hexes numbered ≥ 40 in rows X-FF are playable.

VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 19 VP off the north edge.


BALANCE:




Russian: Add a DC to the Russian OB.



German: Add an 8-1 Armor Leader to the German OB.

 Russian sets up first

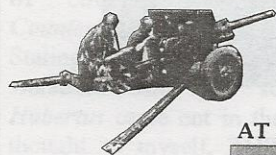
 German moves first

1 2 3 4 5 6 END



Elements of the 42nd Guards Regiment, 13th Guards Rifle Division [ELR:3] set up in hexes numbered ≤ 48 ; also see SSR#3 and SSR#5 [SAN:5]:

6-2-8	4-5-8	9-1	8-1	LMG	FT	Road Block
2	3			2		



AT group #1:

ATR	A-T Mines	45LL AT
4 Factors		2

AT group #2:

ATR	A-T Mines	45LL AT	45L AT
6 Factors			

AT group #3:

ATR	A-T Mines	45LL AT
3	8 Factors	

AT group #4:

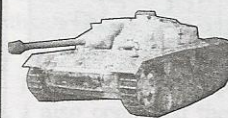
ATR	A-T Mines	45L AT
3	10 Factors	



Elements of Kampfgruppe Barnbeck (Infanterie Regiment 211), Infanterie Division 71 [ELR:4] and StuG Abt 244 enter per SSR#2 on Turns 1-3 anywhere along the south edge; also see SSR#4 [SAN:3]:

Group #1:

4-6-7	9-1	MMG (dm)	LMG	9-1 AL	StuG IIIG	StuG IIIB
3					2	



Group #2:

5-4-8	9-2	LMG	DC	StuG IIIG
2				2

Group #3:

8-3-8	4-4-7	8-0	LMG	FT	StuG IIIG	StuG IIIB
-------	-------	-----	-----	----	-----------	-----------

Special Rules:

#1- EC are Dry, with no wind at start. VotG SSRs are in effect (especially note the effects of VotG19).

#2- Prior to setup the German player must secretly record the turn of entry for each of his reinforcement groups; only one group may enter each turn.

#3- Prior to setup the Russian player secretly selects one of the four AT groups and adds it to his OB. He automatically receives one 2-2-8 crew for each AT Gun received and one 2-4-8 HS for each ATR received. Each 2-4-8 HS possessing an ATR may set up using HIP

#4- Due to their cautious advance, prior to Turn 6 the German AFVs have their MP reduced to $\frac{1}{2}$ (FRD) of their printed MP allotment. The printed MP allotment is still used to determine the MP cost for terrain such as debris, rubble, etc.

#5- Russian 6-2-8 MMC are Assault Engineers (H1.22).

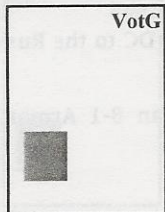
Breakout From Stalingrad-1

Central Stalingrad, 23 September 1942: September 23rd dawned with the 1/42 Guards Battalion still occupying the *Stalingrad-1* Rail Station, having bitterly contested control of it for the last ten days. The Guardsmen were cutoff from their neighbors since September 21st, with the remnants of Lt. Kravtsov's 2nd Rifle Company trapped at the station, and the Battalion H.Q. encircled in the Nail Factory. With the situation fast becoming untenable due to heavy casualties, Lt. Kravtsov decided to attempt a breakout to rejoin the remainder of the battalion at the Nail Factory.



Historical Result: The Germans surrounding the Guardsmen were also suffering terrible losses in the brutal urban combat, and most companies could barely muster the strength of a platoon. Kravtsov's 2nd Rifle Company made three attacks before they were able to breakthrough to the Nail Factory. The *Stalingrad-1* Rail Station was finally in German hands, but only after the Russians chose to abandon it. The valiant remnants of the Guards battalion would hold out at the Nail Factory for another four days, but on September 27th they would finally perish, along with their battalion commander Lt. Fedoseyev.

BOARD CONFIGURATION:



Map: only hexes numbered ≥ 34 and ≤ 42 in rows D-M are playable.

VICTORY CONDITIONS:

Provided they still control building L38, the Russians win at Game End if Good Order units from the OB of the 2nd Rifle Coy totaling ≥ 3 VP (calculated as Exit VP) are in any Location(s) of building L38. The number of VP required is lowered by one for every 10 CVP (FRD) the Russians have amassed. The OB-given Russian Hero is worth 1 VP.

BALANCE:



German: Replace one German LMG with a MMG.



Russian: The Russian may Battle Harden two MMC in the 2nd Rifle Company OB.



Russian moves first



German sets up first

1

2

3

4

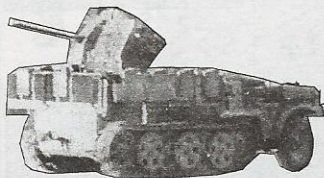
5

END



Elements of **Infanterie Division 71 [ELR:4]** set up in hexes that are ≥ 2 hexes from all Russian setup hexes with a maximum of two MMC per hex, and no MMC/stack may set up adjacent to another MMC/stack [SAN:3]:

HS 3-3-8	HS 2-4-7	HS 2-3-7	9-1	8-1	8-0	7-0
3	7	4		2		



MMG	LMG	DC	50* MTR
	3		

Reinforcements enter on the turn indicated on any road hexes:

Turn 1:	SdKfz
HS 2-3-8	10/5 *No Trailer*

Turn 3:	SdKfz
HS 2-3-8	10/5 *No Trailer*



Remnants of the 1st Battalion, 42nd Guards Regiment, 13th Guards Rifle Division [ELR:3] set up as indicated [SAN:3]:

Remnants of the 2nd Rifle Company set up in building F36:

HS 2-4-8	HS 2-3-7	9-1	8-1	1-4-9
4	3			



LMG	ATR	DC
-----	-----	----

Remnants including the Battalion H.Q. setup in building L38:

HS 3-2-8	Crew 2-2-8	10-2	MMG	MOL-P
3	2			

Special Rules:

- #1- EC are Dry, with no wind at start. VotG SSRs are in effect. Recombining (A1.32) is NA.
- #2- Buildings F36 and L38 are Fanatic Strongpoints (CG11), and all of their ground-level Locations are fortified.
- #3- All Russian units are affected by Ammunition Shortage (A19.131).
- #4- The OB-given German 2-3-7 MMCs are considered Walking Wounded (WW). A WW MMC has a 3MF allotment which is never increased for any reason, even while routing or berserk, its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes, while all CC attacks against it receive a -1 DRM.

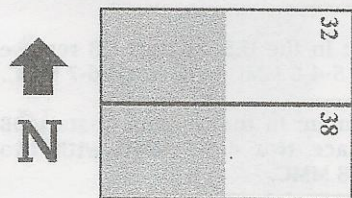
The Bloody Torokina Perimeter

Left-Center of the Torokina Perimeter, Bougainville, March 11, 1944. When Army Major General Griswold took over for Marine General Geiger he set about to expand and improve the defenses of the Torokina Perimeter. The perimeter defense was 11,000 yards long along Empress Augusta Bay and extended as a rough horseshoe some 8,000 yards inland, with the highlands on the right and the flatlands extending from the beachhead to the left. With 3 months to prepare for the inevitable Japanese counterattack, the GIs of the 37th and Americal Divisions were quite ready when the IJA moved to the attack. The 17th Army sent General Kanda's 6th Division with several Battalions of the 17th Division in support. General Magata's 45th Infantry were tasked with breaking through the left-center of the defense.



Historical Result: Colonel John D. Frederick's 129th Infantry had spent their time on the line laying hundreds of yards of wire and anti-personnel mines, clearing fire lanes and constructing log bunkers and fortified positions. The Japanese attack poured out from the Logging Trail and into the teeth of the American defenses. Interlocking machine gun fire with support from pre-registered mortars blunted the ferocious Japanese onslaught. The courageous fighters of Magata's force broke through to take several positions but reinforcements with flame-throwers prevented a larger breakthrough to the real prize: Bougainville's vital airfields. The fighting along the perimeter as a whole would rage on until March 28th but the Japanese plan to throw the Americans back into the sea had utterly failed. The 17th Army had lost the last of its offensive punch.

BOARD CONFIGURATION:



Only hexes R-GG are in play.

VICTORY CONDITIONS:

The Japanese win at Game End if they have ≥ 20 VP. They score Exit VP normally (EXC: Prisoners are NA) for exiting off the South Edge and they also score 5 VP for each controlled/destroyed Pillbox at Game End.

BALANCE:

- Japanese: Add a Pre-registered Hex to the 70mm OBA.
- ☆ American: Add a Third Pre-registered hex to the 60mm OBA and substitute 1 HMG for 1 MMG.

☆ The American Sets Up First

● The Japanese Move First

1

2

3

4

5

6

7

8

END

Elements of the Magata Unit, 45th Infantry Regiment [ELR:4], Set-Up as per SSR #4 . {SAN:4}

4-4-8	4-4-7	3-4-7	10-1	9-1	9-0	8-0
4	16	8		2	3	2

.50 cal HMG	HMG	MMG	LMG	50*Mtr	DC	2-2-8 crew
		2	6	6	8	4



FT	Radio SSR #5	?
----	--------------	---

8

Elements of the 2nd Battalion, 129th Infantry, 37th Division [ELR:4], Set-Up South of road 38R6-GG6 (SSR# 2) {SAN:4}

6-6-7	6-6-6	3-4-6	2-2-7	9-1	8-1	8-0	MMG
4	8	4	2		2	2	4



Radio SSR #3	M3A1 37mm AT Gun	M1 40mm AA Gun	2-3-5 Pillbox	Trench
			4	10

HQ Platoon Enter Turn 3 on South Edge.

Engineer Reinforcements Enter Turn 5 on South Edge

6-6-7	5-4-6 x 2	10-2	8-0	.50 cal HMG
-------	-----------	------	-----	-------------

7-4-7	9-1	1-4-9	FT	DC
2				2

Special Rules:

1 - EC are Wet with No Wind at start. Kindling is N/A. PTO Terrain (G1) is in effect, including Light Jungle (G2) - (EXC: All Roads do exist, Brush is still Brush (B12), NOT Bamboo). Road 32Y10 - W5 - Y1 - 38Y10 - Y1 is the Logging Trail. Prior to all setup, the US player may place 4 shellhole counters on any non-jungle/swamp hexes of board 38. Place Fords in 32 V1, U3 and S4.

2 - Each hex of road 38R6 - GG6 contains a Wire counter and a 6-factor AP minefield. Each Trench/Pillbox may not use HIP and must be set up adjacent to ≥ 1 Wire counter; each Pillbox must be ≥ 3 hexes from all other Pillboxes, Adjacent to ≥ 2 Trenches, and have ≥ 2 Wire counters in its CA. The American player must set up one MMC in each Trench and one elite squad, one leader, and one MG in each Pillbox. All other American infantry may set up HIP and entrenched if in suitable terrain (including the Artillery Observer and his Radio/Field Phone).

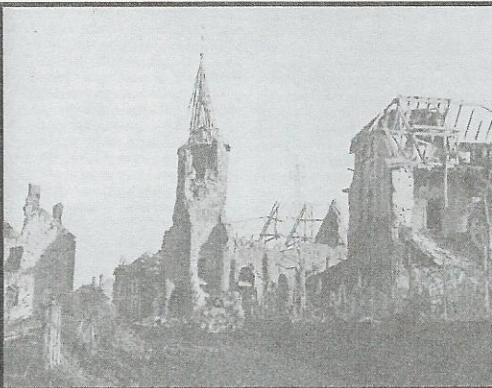
3 - The American receives one Module of 60mm Mortar OBA (US Ordnance Note 1, HE only) with two Pre-registered Hexes. He may substitute a Field Phone for the Radio. The first time the American player attempts radio/field phone contact, contact and battery access are automatic - remove one black chit from the American draw pile (C1.21 additional draw is NA). The American may Bore-sight (C6.4). 7-4-7/3-3-7 Squads/HS are Assault Engineers (H1.22).

4 - The Japanese player must set up ≥ 15 squad-equivalents, 3 SMC, and 10 SWs (4 of which must be dm) on Board 32 in Jungle hexes of the Logging Trail (Road hexes that are Jungle/Road); The remaining Japanese Infantry may set up anywhere on board 32 (EXC: the SMC possessing the radio may set up HIP on board 38 in a hex numbered ≥ 8). The at start 4-4-8/2-4-8 Squads/HS are Assault Engineers (H1.22) and Sappers (H1.23).

5 - The Japanese player receives one Module of 70mm OBA (HE/SMOKE ammo) with plentiful ammunition. The first time the Japanese player attempts radio contact, contact and battery access are automatic - remove one black chit from the Japanese draw pile (C1.21 additional draw is NA).

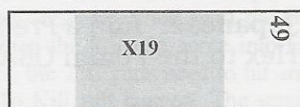
Vossenack Church

Vossenack, Germany 6 November 1944: In the bloody ongoing campaign in the Huertgen Forest during the first three days of November, the U.S. 28th Division pushed into Vossenack. On November 4th the 116th Panzer Division was released from reserve and started a series of counterattacks to take back not only Vossenack, but Kommerscheidt and Schmidt as well. Elements of the U.S. 28th Division holding Vossenack were subjected to two days of hellish bombardment. The bombardment was so bad that on November 5th a battalion commander suffered a nervous breakdown. The Germans used one such bombardment to move into attack position right on top of the U.S. troops defending Vossenack.



Historical Result: In close quarter fighting the Panzergrenadiers of the 116th Panzer Division took the church in the center of town. Later, some U.S. armor got through to help retake the town. This started a trend over the next two weeks of combat, a period that saw the church in Vossenack change hands nine times in bitter fighting. The struggle for Vossenack and the surrounding area would continue until November 15th, when the U.S. forces finally called off their 'offensive' and fell back to their original start lines.

BOARD CONFIGURATION:



Map: only hexrows I-Y are playable.

VICTORY CONDITIONS:

The Germans win at Game End by Controlling building oR7.

BALANCE:

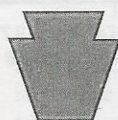
U.S.: In the U.S. at-start OB replace two 5-4-6 MMC with two 6-6-7 MMC.

German: In the German at-start OB replace two 4-4-7 MMC with two 5-4-8 MMC.

U.S. Sets Up First

German Moves First

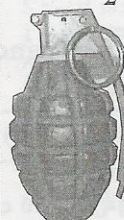
1 2 3 4 5 END



Elements of Company F, 2nd Battalion, 112th Infantry Regiment, 28th Infantry Division [ELR:3] set up as indicated, with a maximum of one MMC per hex (and any SMC/SW stacked with them) [SAN:3]:

1st Platoon set up in/adjacent to hex O7:

6-6-6	5-4-6	2-3-6	8-0	MMG	BAZ '44	?
2						2



H.Q. Platoon set up ≤ 2 hexes from hex V10:

6-6-7	5-4-6	9-1	7-0	HMG	60* MTR M2
2					

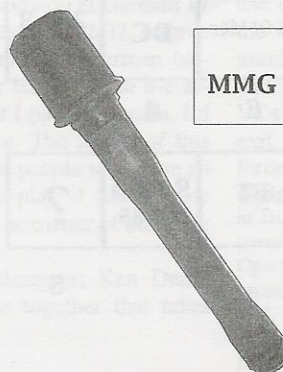
2nd Platoon set up on overlay X19:

6-6-6	5-4-6	3-4-6	8-1	MMG	BAZ '44	?
2						2



Elements of Kompanien 6. and 7., Bataillon II, Panzer Grenadier Regiment 60, Panzer Division 116 [ELR:3] set up in/adjacent to hexes 49S3, 49M3 and 49K10, with a minimum of 4 Squads, 1 SMC and 1 SW in each setup area [SAN:3]:

5-4-8	4-6-7	4-4-7	2-4-7	9-1	8-1	8-0
4	7	4				2



MMG	LMG	PSK	?
	3		4

Special Rules:

#1- EC are Ground Snow and Skies are Overcast [EXC: it will snow instead of rain, and the intensity may increase but never decrease].

#2- All Orchards are shellholes; shellholes are treated as concealment terrain for the purpose of scenario setup.

#3 - Place overlay X19 on 49R7-R6. Hexes oR7 and oS7 are treated as Factory Locations, and Hex oR7 also contains a Level-2 Steeple Location with a maximum stacking capacity of one HS, one SMC and one SW. Hex oR6 is a normal building hex with Locations at ground and 1st-Level. All three hexes of building oR7 contain ABtF Cellars (R4.) and Inherent Stairwells. Hand-to-Hand CC (J2.31) may be declared in any Locations of building oR7.

#4 - All German units have Winter Camouflage (E3.712).

Grind Them To Dust

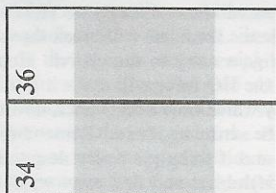
Dispatches from the Bunker
Scenario # DB059

Jura River area, Lithuania, 22 June 1941: The border area of Prussia and Lithuania was a heavily forested region as thick as a green jungle, with poor roads and weakly-built wooden bridges. The 6th Panzer Division was tasked with crossing into Soviet-occupied Lithuania. The Soviet infantry, including raw recruits from Central Asia, was understrength in manpower but had their full complement of support weapons. Commissars and NKVD troops had arrived in the border area to encourage speedier completion of fortifications, and German Intelligence had failed to notice their presence. Fortunately for the Germans, the Soviets manning the border had no mines or guns, and the anti-tank ditches were only partially completed. With inaccurate maps and little knowledge of Soviet capabilities, the soldiers of 6th Panzer attempted to batter their way forward on the heels of a massive bombardment. Operation Barbarossa was on.



Historical Result: The German attack was funneled through one Soviet position after another. Some units broke off to travel on alternate roads, not knowing where and when they would meet up again. The leading elements of German infantry and tank teams had to blast the Soviet infantry from the very ditches they were trying to finish, all the while dealing with Soviet snipers who had tied themselves to the treetops. Panzers were able to cross the ditches by caving in the sides and partially burying the Soviet soldiers; this allowed the other vehicles to cross the ditches. One by one, the Panzers ran out of ammunition, something that had never occurred in the previous campaigns in Poland or France. Even though most of the Soviets died fighting, it would be noon before the border area was finally secured.

BOARD CONFIGURATION:



Map: only hexrows I-Y are playable.

VICTORY CONDITIONS:

Provided he has not suffered ≥ 30 CVPs, which will result in an immediate Russian victory, the German player wins at scenario end if he has exited ≥ 11 VP (prisoners NA) off the north edge on/adjacent to 36Q1. The VP value of all Good Order armed Russian personnel on/adjacent to the roads 36Q1-36R6-36P5-36Q10 and 36R6-36Y6 at scenario end is subtracted from the German VP total, and a number of VP equal to the circled turn # of the turn the German reinforcements arrive is added to the German VP total; also see SSR#3.

BALANCE:



Russian: Add a 6-2-8 NKVD MMC and LMG to the Russian at-start OB.



German: Add a 5-4-8 MMC to the German at-start OB, and all German 5-4-8 MMC are Assault Engineers (H1.22).

Russian Sets Up First

German Moves First

1 2 3 4 5 6 END



Elements of Jura River Border Detachment, 657th Rifle Regiment, 125th Rifle Division [ELR:2] set up on board 36 (see SSR#4); also select one of the two SMC groups and add to the at-start OB [SAN:5]:

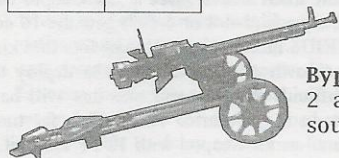
6-2-8	4-5-8	4-4-7	4-2-6	2-2-8	1-2-7	HMG .50cal
	4	3		4		

Select either:

8+1	9-2	MMG	LMG	50* MTR	DC	?
		2		5		

or:

10-0	9-1	1S Foxhole	Trench	1+3+5 Pillbox
		2	3	



Bypassed Infantry enter on/after Turn 2 along the south edge:

4-4-7	7-0	LMG
2		



Elements of Kompanie 1., Bataillon I., Infanterie Regiment 4 (mot.) and Bataillon II., Panzer Regiment 11, 6th Panzer Division [ELR:3] set up on board 34 in/adjacent to road hexes; vehicles may set up in Motion; also see SSR#1 and SSR#3 [SAN:3]:

5-4-8	4-6-7	4-4-7	2-2-8	9-1	8-1	7-0
2	8	5		2	2	

MMG	LMG	ATR	DC	9-1 AL	37L AT PaK 35/36
2	4		2		



PSW 222	Pz IVC	Pz 35t
2		
Pz IIA	SPW 251/1	Opel Blitz
2	2	

Special Rules:

#1- EC are Wet with a Mild Breeze from the north at start. Kindling is NA. The ground is soft (D8.21). The gun may not set up Emplaced.

#2- All Orchards are shellholes. All level 2 and level 3 hill hexes are treated as level 1 hill hexes instead. Bridges are of wooden construction, each with a five ton limit at start. Streams are deep. Hexside 36W10/34W1 is a stream hexside.

#3- Prior to Russian setup, the German may secretly allocate ≤ 30 VP of his OB to enter as reinforcements from the east edge. These reinforcements, if any, arrive in the current German Player Turn on a dr \leq the circled number on the Turn Record Chart. On Turn 4, if it is revealed that the German chose to not allocate any reinforcements, he may immediately add 10 VP to his VP total.

#4 - Each trench must set up in a road hex and ≥ 2 hexes from any other trench. Infantry which set up in a trench may use HIP but lose their HIP status when their trench does. Non-berserk, armed Russian personnel are considered Fanatic (A10.8) while in a trench. Broken Russian Infantry may select a trench as their Rout destination.

#5- Contrary to A25.2, 4-2-6/2-2-6 MMC will Battle Harden to a 4-4-7/2-3-7 MMC. The Russian 6-2-8 MMC is an NKVD MMC (VotG22). The Russian 8+1 SMC is a Commissar (VotG23).

#6- Each Russian 1-2-7 crew has MOL capability (A22.6) and may apply a -1 dr to each MOL Check dr.

#7- Each AFV suffers from Ammunition Shortages (A19.131). Contrary to D3.7, no AFV may be Recalled for having its MA permanently disabled.

#8- A fully-tracked AFV in a hex with a trench, may attempt to eliminate that trench by expending 5MP. If the AFV is still mobile after all Defensive Fire prompted by the 5 MP expenditure, it is subject to an immediate Bog Check with an additional +1 DRM. If the Bog Check is passed, the trench and any unoppressed SW IN the trench are immediately eliminated, a shellhole counter is placed in the hex (if allowed), and all Infantry which were IN the trench are subject to a NMC. If the Bog Check is failed, the AFV is Mired.

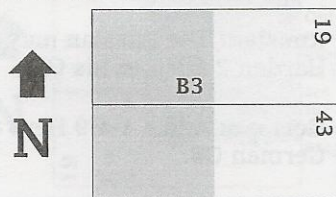
Acorns In The Fire

Near Remagne, Belgium, January 1st, 1945: The small early morning patrol to reconnoiter a patch of woods between two roads leading to a major highway turned out to be an eventful one. G.I.s from the U.S. 87th Division upon clearing the woods discovered two panzers sheltering behind a farmhouse at the crossroads. A bazooka team took one of the panzers under fire only to have the projectile hit the corner of the farmhouse. Caught unaware, the Germans reacted swiftly and violently with both cannon and machinegun fire from the tanks, followed by small-arms fire. A second bazooka was unable to fire, as the extreme cold had weakened its batteries. The order to fall back turned into a headlong retreat as the Germans placed withering fire on the G.I.s. Later in the day four Shermans from the 761st Tank Battalion arrived to lend support to the infantry assembling for a new attack back into the woods. This time the Germans were alert and waiting.



Historical Result: Following the disastrous combat patrol that morning, all of C Company was to be involved in the attempt to regain control of the woods that they had abandoned earlier. B Company was to follow-up and reinforce the attack. Orders were given to place two men on each supporting tank, one to man the .50 caliber machinegun, the other a rifleman. This 'courtesy' was given to the weapons platoon due to them being without any heavy weapons at the time. The attack went in, but in the early going became bogged down short of the woods due to the intensity of the German small-arms fire from men hiding in the treetops. The late arrival of B Company finally helped carry the attack on through the woods, gaining control of the farmhouse and crossroads.

BOARD CONFIGURATION:



Only hexrows R-GG are playable.

VICTORY CONDITIONS:

The U.S. wins immediately by Controlling building 19X6 or at Game End if there are no Good Order German units IN/Adjacent to 19Y6.

BALANCE:



U.S.: Add an 8-1 AL to the U.S. OB.



German: Add a 50* MTR to the German OB.



Germans Set Up First



U.S. Moves First

1

2

3

4

5

6

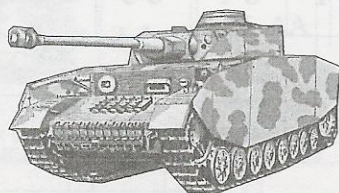
7

END

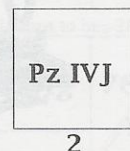


Elements of Panzergrenadier Regiment 902, Panzer Lehr Division [ELR:3] set up on board 19 and/or board 43 in hexes with a coordinate of ≥ 8 [SAN:5]:

4-6-7	4-4-7	8-1	8-0	MMG	LMG
2	5				2



Supporting Panzers set up adjacent to 19X6:



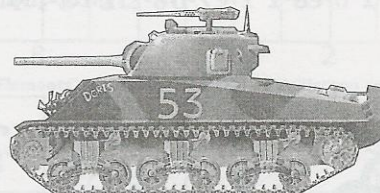
Pz IVJ

2



Elements of Company C, 1st Battalion, 347th RCT, 87th "Golden Acorn" Division with attached armor of the 761st Tank Battalion [ELR:3] enter along the south edge on Turn 1 (see SSR#3) [SAN:2]:

6-6-6	3-4-7	9-1	8-1	7-0	MMG	BAZ '45
8	4					2



M4A3 (75)W	M4 (105)
3	

SPECIAL RULES:

#1 - EC are Ground Snow (E3.72) with no wind at start. Due to extreme cold weather the Baz '45 have X# 9 and Entrenching is NA.

#2 - Building 19X6 is a two-story building. Place overlay B3 on 19R1-S2. All hedges are treated as barbed-wire fences per KGP rule P3. After German setup the U.S. player may create 4 permanent breaches in the wire; treat the breaches as clear hexsides.

#3 - The U.S. 3-4-7 half-squads must enter as Riders (D6.2) with the ability to fire the AFV's AAMG (regardless of CE status) until they dismount. After a 3-4-7 half-squad dismounts, further use as an AFV Rider is NA.

#4 - German AFVs are equipped with Schuerzen (D11.2).

#5 - As determined by Random Selection (A.9) ≥ 1 of the U.S. M4A3(75)W AFV are equipped with Gyrostabilizer (D11.1).

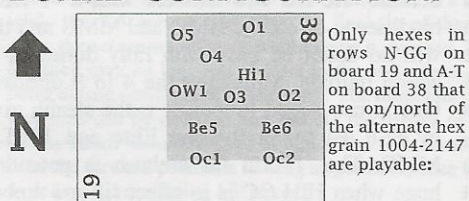
Heroic Defense of Wake

Wake Island Atoll, December 23rd, 1941: The attempted Japanese invasion of Wake Island on December 11th suffered catastrophic failure, with two destroyers sunk and many other ships damaged. At home, newspapers everywhere trumpeted the first good news following Pearl Harbor. To ensure success for the second Wake invasion, the Japanese high command strengthened the invasion force with additional *Rikusentai* (Special Naval Landing Force) troops, four 8" gun cruisers and the carriers *Soryu* and *Hiryu*. Daily bomber attacks from the Japanese bases in the Marshall Islands pummeled the atoll, gradually whittling down the number of operational Wildcat fighters from Marine Fighter Squadron VMF-211 until the last were finally destroyed on December 22nd. With no aircraft to operate, the remaining personnel from VMF-211 reported for duty as infantry. Even with the addition of the personnel of VMF-211 the defiant Marine garrison on Wake Island was still badly understrength, and no relief would be coming. In the early morning of December 23rd lookouts spotted lights offshore- the second invasion of Wake had begun.



Historical Result: Reports of ship sightings began to filter in, and soon two destroyer transports (*Patrol Boat 32* and *Patrol Boat 33*) along with two *Daihatsu* ran aground on the reef. A group of men from VMF-211 manning a 3" anti-boat gun on a rise just south of the airstrip slammed round after round into one transport. One hit triggered an explosion that illuminated the entire beach and the other transports, and the Marines could plainly see the Japanese troops swarming inland. In the darkness the fighting became confused, and soon communications broke down. The garrison fought bravely, including a heroic stand around the 3" gun by the men of VMF-211. As dawn approached the Marines were reinforced by elements of Battery D from Peale Island, but the Japanese were also bolstered by the arrival of a *Daihatsu* that had lost its way. The defenders were gradually pushed back near the H.Q. bunker east of the airstrip, but other areas were holding firm. Daylight soon revealed Japanese marker flags visible everywhere, and this along with the appearance of carrier aircraft finally convinced the Marines to surrender Wake Island.

BOARD CONFIGURATION:



Only hexes in rows N-GG on board 19 and A-T on board 38 that are on/north of the alternate hex grain 1004-2147 are playable:

VICTORY CONDITIONS:

The Japanese win at Game End by amassing ≥ 13 VP. The Japanese earn 4VP for each pillbox that is Friendly-Controlled or eliminated by any means, 1VP for each Friendly-Controlled trench and 1VP each for Control of hexes 380J2, 380K10, 380O7, 380R4 and 380S9.

BALANCE:



U.S.: Add a 2-4-8 MMC and HMG to the 380S4 group in the U.S. at-start OB.



Japanese: Add a second FT to the *Uchida Company* "Kessitai" group in the Japanese at-start OB.

U.S. Sets Up First

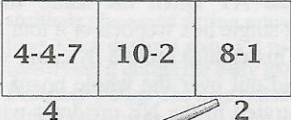
Japanese Moves First

1 2 3 4 5 6 7 8 END

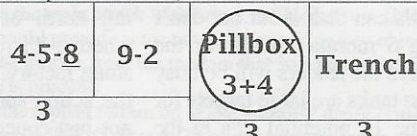


Elements of the 1st Marine Defense Battalion, Fighter Squadron VMF-211 and ad hoc naval and civilian personnel [ELR: SSR#5] set up as indicated; units in suitable terrain may set up in foxholes [SAN:4]:

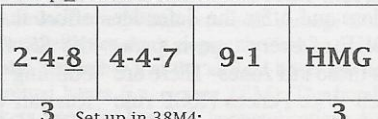
Set up ≤ 2 hexes from 380J2:



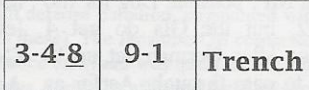
Set up in hexes 38C7, 38E8 and 38G9:



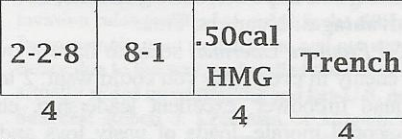
Set up ≤ 2 hexes from 380S4:



Set up in 38M4:

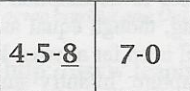


Set up in hexes 38E5, 38F3, 38L8 & 38M7; one MMC & one SW must setup in each trench:

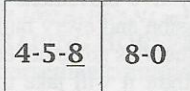


Elements of Battery "D" enter on the turn indicated along the north edge anywhere from 38A10-38J10:

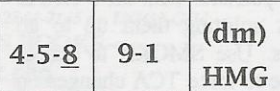
Enter on Turn 2:



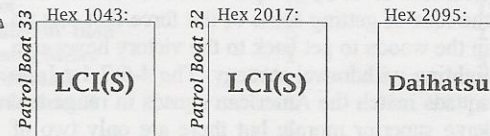
Enter on Turn 5:



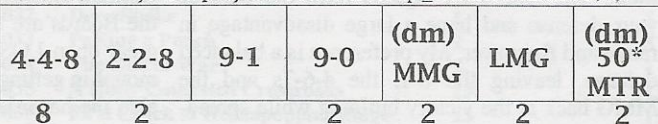
Enter on Turn 6:



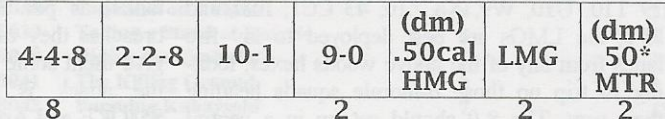
Elements of the 2nd Maizuru Special Naval Landing Force and 6th Base Force Special Landing Force [ELR:4] set up as indicated; each LC is beached Fast Aground (G12.211) on the reef [SAN:3]:



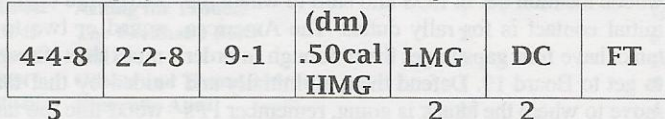
Elements of Itaya Company & MG Platoon set up ≤ 4 hexes from hex 1043:



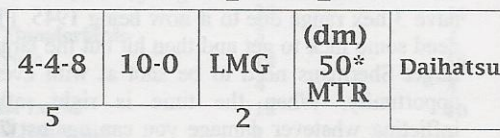
Elements of Uchida Company & AA Platoon set up ≤ 4 hexes from hex 2017:



Uchida Company Kessitai ("Do or Die" force) set up ≤ 4 hexes from hex 2095:



Late arriving elements of Itaya Company; set up on Turn 4 in any south edge ocean hex with the LC beached Fast Aground on the reef and all infantry loaded as passengers:



SPECIAL RULES:

#1 - EC are Wet & Gusty, with a mild breeze from the SE at start. All marsh, woods and grain hexes are treated as brush. All building hexes are shellholes. Orchard hexes have a +1 TEM. Coral Soil (G13.82) is in effect. Bore Sighting (C6.4, E1.71) is NA.

#2 - Place overlays: Be5 501-502 on 19N2-N3, Be6 672-673 on 19GG2-GG3, Oc1 1001-1002 on 502-503, Oc2 2144-2145 on 673-674, H11 on 38J2; O1 on 38K10, O2 on 38E2-F1 O3 on 38O1-P1, O4 on 38O6-P6, O5 on 38R8-S8 and OW1 on 38S4-R4. Beach Slope is slight. There is a submerged reef along (alternate) hex grain 1003-2146. Prior to setup each player places six shellhole counters anywhere on board [EXC: placement is NA adjacent to another shellhole hex or in an airfield hex; airfield hexes are defined as hexes along the hex grains from D9 to N4 and E4 to M8]; alternate placement, with the U.S. player placing first.

#3 - Night Rules (E1) are in effect on Turns 1-3 [EXC: NVR Change (E1.12) and Starshells/IR

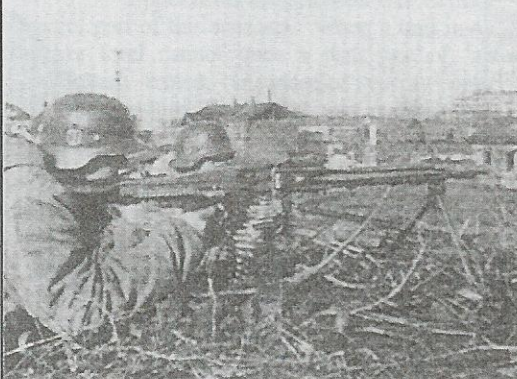
(E1.92-1.93) are NA]. The Base NVR is 4, and beginning on Turn 2 the NVR will automatically increase by +1 each Game Turn; beginning on Turn 4 normal daylight rules are in effect [EXC: a +1 LV Hindrance (E3.1) is in effect for Turns 4-6]. The U.S. are Scenario Defender and all units have Freedom of Movement at start. The Japanese are Scenario Attacker and may use Cloaking [EXC: at the start of Turn 4 all Cloaked units are placed on map concealed]. The Squad Majority Type is Normal for the U.S. and Stealthy for the Japanese. The LCI(s) in Hex 2017 is a Blazing Wreck and casts a six-hex Illuminated Zone.

#4 - The Japanese receive Air Support in the form of three 1939 FB with bombs which enter on Turn 7. All Landing Craft are unarmed.

#5 - Elite U.S. infantry have an ELR:4, all other U.S. infantry have an ELR:3. The U.S. pillboxes are Bombproofs (T6.5); all non-CC attacks [EXC: MG attacks] originating from within a Bombproof are treated as Area Fire. The U.S. .50cal HMGs may not be moved from their at-start Locations. The U.S. may designate ≤ 4 SMCs in his at-start OB as Heroic.

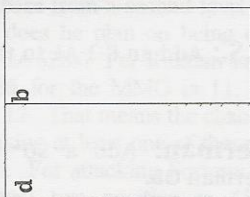
Housing Crash

Kharkov, Russia, March 13th 1943: The SS were assigned the major role in recapturing the city of Kharkov. The attack began as scheduled on the morning of March 11th and the battle was savage for possession of the city. The SS had taken the Salyutine railroad station and blocked the Udy-Merefa Road. The commander of the 4th Panzer army ordered the *Das Reich* Division to lead the assault on the center of Kharkov to entrap the enemy garrison in the industrial district. The *Deutschland* Regiment's 16th (Pioneer) Company had the task of capturing an anti-tank ditch and establishing a bridgehead, which would enable the division's heavy vehicles to reach the center of Kharkov.



Historical Result: The SS company led by SS - *Untersturmführer* Heinz Macher advanced to the anti-tank ditch under the cover of an artillery barrage. Despite this aid, the advancing troops drew fire from several directions from Russians led by a young officer, V.I. Chapaev, the son of the commander of the 25th Rifle Division. As they crossed the obstacle, the Germans fought their way past withering firepower from machineguns and mortars. The Germans seized several buildings next to the anti-tank ditch and secured a bridgehead. The rest of the regiment then moved across and the pioneers started to breakdown the walls of the anti-tank ditch for the heavy vehicles to cross.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Germans win at Game End if they control ≥ 17 buildings north of the A-T Ditch (SSR#2).

BALANCE:



Russian: The Russian may Battle Harden 2 MMC in his OB.



German: Add a 1-4-9 Hero to the German OB.



Russian Sets Up First



German Moves First

1

2

3

4

5

END



Elements of the 25th Rifle Division [ELR:3] set up north of the AT Ditch (SSR#2) [SAN:4]:

4-4-7	2-3-7	9-1	8-1	7-0	HMG	MMG
15	2					

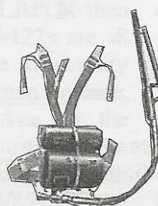


LMG	50* MTR	?
2	2	4



Elements of 16th (Pioniere) Kompanie, SS Regiment *Deutschland* [ELR:5] set up south of the AT Ditch (SSR#2) [SAN:2]:

8-3-8	9-2	9-1	8-1	8-0	LMG
10					3



DC	FT
6	3

SPECIAL RULES:

#1 - EC are Moist, with no wind at start. No Quarter (A20.3) is in effect for both sides.

#2 - The gully is treated as an A-T Ditch. Place A-T Ditches in hexes: bK5, bL5, bM5, bN5 and bO5. All hexes considered or containing an A-T Ditch have no other terrain in them. Treat the A-T Ditch as a gully for movement purposes only.

#3 - Rooftops (B23.8) are in effect. The following buildings are considered *Red Barricades* Factories (O5): dC1, bC4, bE2 and bF3 (bF3 is *not* a row house).

#4 - The Russians may use HIP for 1 MMC (and any SMC/SW stacked with it). During setup the Russians may fortify ≤ 4 building Locations; Tunnels are NA. The Russians have Level C Booby Trap capability (B28.9). All Good Order Russian elite and first line Infantry are Stealthy (A11.17).

#5 - German 8-3-8/3-3-8 MMC are SS (A25.11) and Assault Engineers (H1.22).

"Murphy, Go Help The British"

Dispatches from the Bunker
Scenario # DB063

West of Vizzini, Sicily, July 14th, 1943: The 45th "Thunderbird" division was given the order to withdraw and allow the British 8th army the use of the Vizzini-Caltagirone road. The first objective of the 8th Army was the capture of Vizzini. The Germans had meanwhile fortified Vizzini. The British 8th army requested assistance from the 157th RCT. Upon hearing of the request, Regimental commander Col. Ankorn tore a waybill from the side of an Italian box car. He wrote a short but direct order, "Murphy go help the British". Lt. Col. Murphy of the 1st Battalion moved his men out. The first goal was the capture of the high ground west of Vizzini.

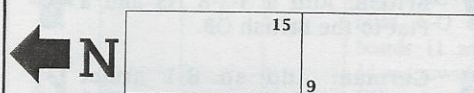


Historical Result: The 1st Battalion moved out immediately. The high ground west of Vizzini was defended in haste and the battalion swept aside resistance. This allowed the 158th Field Artillery Regiment to use the high ground to bombard Vizzini. The bombardment was all the help the British needed. Vizzini fell to the 8th Army the next day.

BOARD CONFIGURATION:

VICTORY CONDITIONS:

BALANCE:



The U.S. wins at Game End by amassing ≥ 14 VP. Each Friendly-Controlled level 4 hex on board 15 is worth 3 VP and each Friendly-Controlled level 4 hex on board 9 is worth 1 VP.

U.S.: In the U.S. Turn 2 reinforcement OB replace the (dm) MMG with a (dm) HMG.

German: Add one 4-6-8 MMC to the German at-start OB.

German Sets Up First

U.S. Moves First

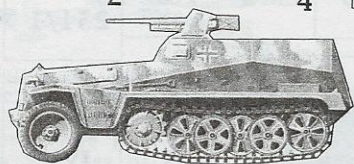
1 2 3 4 5 END



Elements of Aufklärungs Abteilung, Panzer Division Hermann Göring [ELR:4] set up in any hexes with a coordinate numbered ≥ 3 on Board 15 and/or ≤ 8 on Board 9 [SAN:4]:

4-6-8	4-6-7	2-4-7	9-1	8-1	8-0	MMG
6	3					

LMG	50* MTR	?	SPW 250/10	SPW 250/1	Foxhole 1S
2		4		2	6

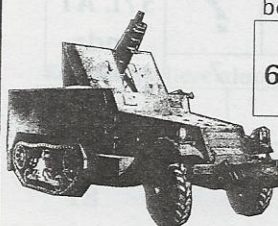


Elements of the 1st Battalion, 157th RCT, 45th Infantry Division 'Thunderbirds' [ELR:3] enter on Turn 1 along the west edge of boards 9/15 [SAN:2]:

6-6-6	9-1	8-1	8-0	dm MMG	BAZ '43	T30 HMC
12				2		2

Enter on Turn 2 along the west edge of boards 9/15:

6-6-6	8-1	7-0	dm MMG	BAZ '43
8				



M3A1
SC Jeep
-/-/2

Special Rules:

#1 - EC are very dry, with no wind at start.

#2 - The 9DD3 stone building does not exist, treat it as level 4 open ground. All crag hexes are treated as Olive Grove (B14.8).

#3 - The German SPW 250/10 receives an additional -1 drm to any pregame HD attempt (D4.22).

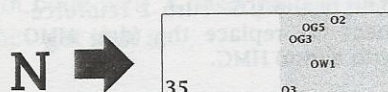
Commandos Hold Fast

Outside Termoli, Italy, October 5th, 1943:
The Commandos were on the extreme right flank of the 78th Division around Termoli. With the Division engaged along the entire front line, the usually lightly-armed Commandos were forced to fight against a Panzer Division, not the type of combat they were accustomed to. The first attack to strike them was artillery fire, followed quickly by infantry. The Commandos were able to hold off this attack as the Germans had to cross much open ground to get at the defenders. The second attack was much stronger however.



Historical Result: The second attack was a combined arms effort. This assault was far more successful as the Commandos had little support to combat the Panzers. Anti-tank guns were not effective and were destroyed by the advancing tanks. The Commandos were forced to retreat south of the olive grove. The British front was fast becoming worn down.

BOARD CONFIGURATION:



Only hexrows R-GG are playable.

VICTORY CONDITIONS:

The Germans win immediately by Exiting ≥ 20 VP [EXC- Prisoners NA] off the south edge. The number of Exit VP required is reduced by one for every 3 CVP suffered by the British.

BALANCE:



British: Add a 3-3-8 HS and a Piat to the British OB.



German: Add an 8-1 armor leader to the German Turn 3 reinforcement OB.

British Sets Up First

German Moves First

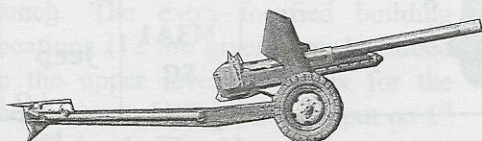
1 2 3 4 5 6 7 END



Elements of No. 40 Royal Marines Commando [ELR:5] set up on/south of hexrow CC {SAN:4}:

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

1-4-9	LMG	Piat	DC	?	57L AT 6pdr
3				7	



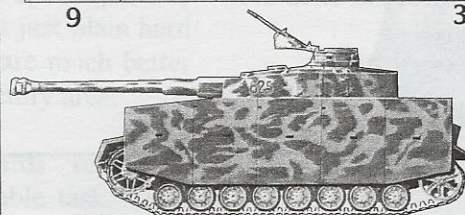
Elements of the 16th Panzer Division [ELR:4] enter as indicated {SAN:2}:

Enter on Turn 1 along the north edge:

4-6-7	9-1	8-1	8-0	dm MMG	LMG	PSK
9					2	

Enter on Turn 3 along the north edge:

4-6-7	9-1	8-1	7-0	LMG	PSK	SPW 251/1
9				3		



PzKw IVH	PzKw IVH
3/5	3/5/2

Special Rules:

#1 - EC are Wet, it is Overcast with Rain (E3.51) and no wind at start.

#2 - Place overlays O2 on AA1-BB1; O3 on S9-T9; OG3 on U4-V3; OG5 on W3-X2 and OW1 on X7-W7. All marsh are treated as woods. All orchards are Olive Groves (B14.8).

#3 - The British are Elite (C8.2). All non-crew British Personnel are Commandos (H1.24). The British may use HIP for ≤ 1 squad-equivalent (and any SMC/SW stacked with it).

#4 - One PzKw IVH has an AAMG.

Shock At Kamenewo

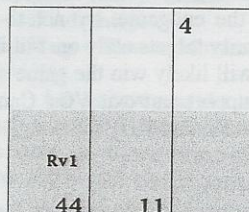
Dispatches from the Bunker
Scenario # DB065

Kamenewo, Russia, October 6th, 1941: Operation Typhoon was in full swing with German panzers surging towards Tula and Moscow. Making speedy progress along the road to Mtsensk was General Heinz Guderian's 2nd Panzer Group, led by Maj.General von Langerman's 4th Panzer Division. Realizing the developing threat posed by Guderian's forces, the Russian high command sent reinforcements to Maj.General D.D. Lelyushenko's 1st Guards Rifle Corps, which was faced with halting the German advance in this sector. One of the key reinforcing units was Col. M. Katukov's 4th Tank Brigade, which had one of its battalions equipped entirely with the new T-34 and KV-1 tanks. Previously the German panzers had only faced individual T-34 and KV-1 tanks, and they had been extremely difficult to defeat. Facing an entire unit equipped with these behemoths would prove to be quite a shock.



Historical Result: Near Kamenewo the advancing panzers crossed the Lisiza River, brushing aside a weak screen of light armor and anti-tank guns. Just beyond the bridge Katukov's tank brigade waited in ambush, concealed in woods flanking the road. As the German column entered the trap the T-34s and KV-1s opened fire, wreaking havoc with the overmatched Panzer IIIs and IVs. The Russian tanks swept through the German column as it attempted to withdraw, and soon overran two 88mm FlaK guns that were employed in an anti-tank role. The Russians were finally stopped near the bridge by direct fire from 105mm artillery guns and infantry armed with petrol bombs. The Germans suffered the loss of 43 armored vehicles, including 11 tanks and 2 guns, while Katukov's brigade lost only 6 of its tanks. The success of Operation Typhoon was now in jeopardy as the once rapid German advance slowed to a crawl.

BOARD CONFIGURATION:



Only hexes in rows A-Q on boards 11 and 44 and rows Q-GG on board 4 are playable.

VICTORY CONDITIONS:

The Russians win at Game End if they have amassed more CVP than the Germans *and* have ≥ 1 Good Order MMC or AFV west of the river. The Germans lose immediately if the bridge is destroyed.

BALANCE:



German: Any Russian AFV not containing an armor leader has an Inexperienced Crew (D3.45).



Russian: All Russian AFVs are Radio Equipped (D14).



Russian Sets Up & Moves First



1

2

3

4

5

6

7

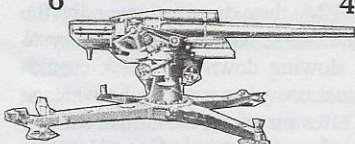
END



Elements of Panzer Regiment 35, Kradschützen Bataillon 34 and Panzerartillerie Regiment 103 of the 4th Panzer Division [ELR:4] set up as indicated; see SSR#3 {SAN:3}:

Set up on the road 4Y1-4Y3-4FF5-4Y10; all Personnel must set up as Passengers/Riders; all vehicles must set up in Motion and each vehicle must have a front VCA that faces due East and contains a road hexside:

4-6-8	9-2	8-1	LMG	DC	SPW	Motorcycle
6			4	2	251/1	w/Sidecar
					3	3



Setup in hill hexes on board 11; each Gun must have LOS to ≥ 1 hex of board 4:

2-2-8	88L AA
	FlaK18
2	2

Setup east of the river ≤ 5 hexes from 44J7:

5-4-8	2-2-8	9-1	MMG	105L ART	105 ART	PzKw
3	2			sK18	leFH18	IIIH



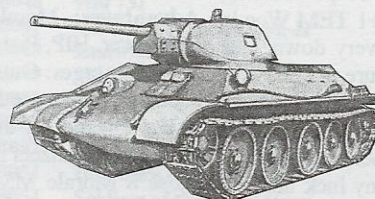
Elements of the 1st Battalion, 4th Tank Brigade and 36th (Motorcycle) Rifle Regiment [ELR:3] set up or enter as indicated {SAN:3}:

Set up using HIP on board 4 in any woods hexes (including half-hexes) that are ≥ 2 hexes from the road 4Y1-4Y3-4FF5-4Y10; only one armor leader may setup in each type of AFV:

9-2	9-1	8-1	T-34	T-34	KV-1
AL	AL	AL	M40	M41	M41
			4	3	3

Enter anywhere along the east edge on Turn 1:

4-4-7	9-1	8-1	8-0	7-0	LMG	ATR
18					4	2



Motorcycle	Motorcycle
6	3
	w/Sidecar

SPECIAL RULES:

#1 - EC are Wet, it is Overcast with Rain (E3.51) and no wind at start.

#2 - Grain is in season (B15.6). Place overlay Rv1 on 44F7-E8. The river is deep with a moderate current flowing north (B21.121-122). There is a two-lane stone bridge in hexes 44oJ6 and 44oK6.

#3 - Gun Emplacement (C11.2) is NA [EXC: the 105L ART may set up emplaced]. German 5-4-8/2-3-8 MMC have MOL Capability (A22.6).

#4 - All Russian T-34/M41s are considered to have a circled Low Ammo B# 11 (D3.71).

Cabourg, France, June 6, 1944: The German defenses along Omaha Beach were centered around fourteen strongpoints (*Widerstandnester*) numbered WN60 to WN73. Each of the strongpoints covered the various draws that exited off the beach. The first objectives of the U.S. troops once established on the beach was to neutralize these strongpoints and then start to fan out and secure the villages scattered beyond the beaches.



Aftermath: Company L of the 16th RCT landed on the far eastern end of Omaha Beach on Fox Green in the first wave at 0530 hours. They were 30 minutes late and supposed to have landed on Fox Red but wandered too far east. Though suffering 35% casualties, it was the only company of the first assault wave to remain coherent. By 0900 they had captured WN60, the first of the defensive positions to fall, but after advancing farther off the beach they were stopped cold by strongpoint WN63. Fending off repeated attacks, WN63 would hold out until June 9th when the U.S. V Corps launched its first offensive out of the beachhead.

BOARD CONFIGURATION:



Only hexrows A-P are playable

VICTORY CONDITIONS:

The U.S. wins at Game End if there are no Good Order German MMC in building Locations within two hexes of N6 and J4.

BALANCE:



German: Add either one wire counter or 6 AP mine factors to the German OB (German Player's choice).



U.S.: Add either a MMG or 7-0 SMC to the U.S. Turn 2 Reinforcement OB (U.S. Player's choice).



German Sets Up First



U.S. Moves First

1

2

3

4

5

6

7

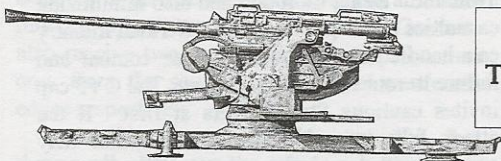
END



Elements of Kompanie 1, Grenadier Regiment 726 of Infanterie Division 716 [ELR:3] set up on/west of hexrow H [EXC: fortifications may set up on/west of hexrow G] {SAN:4}:

4-6-7	4-4-7	2-4-7	2-2-8	9-1	8-0	7-0
4	5					

HMG	LMG	PSK	50* MTR	AP Mine	50L AT PaK 38
	2			12 Factors	(SSR#2)



Trench	Wire
3	2



Elements of Company L, 16th RCT of the 1st Infantry Division [ELR:3] enter as indicated {SAN:2}:

Enter on Turn 1 on/between hexes A5 and A10:

6-6-7	6-6-6	3-4-6	9-1	8-0	7-0
3	6				



60* MTR M2	MMG	BAZ '44
	2	2

Enter on Turn 2 on/between hexes A10 and J10:

6-6-7	6-6-6	8-1	BAZ '44
3			

Special Rules:

#1 - EC are Moderate, with no wind at start.

#2 - The 50L AT gun has a 360° Mount (C2.3). The 50L AT gun must set up in a trench and may not be moved from its initial setup hex.

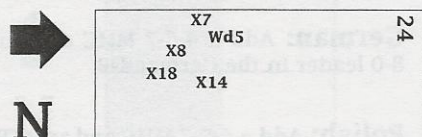
Let's Dance

Caen, France, July 19, 1944: A few hours after dawn on July 18th, Operation Goodwood opened with a three hour deluge of the heaviest and most concentrated air bombardment so far attempted by the Allies. Almost every village had been hit by fragmentation bombs, but incredibly a section of each village facing the British advance had been missed. Although Dietrich had lost all contact with his forward troops after the bombing, he immediately ordered his 1st SS Panzer battalion south to make a stand along the Bourguebus Ridge. His timing proved to be critical, for he was able to reinforce the garrisons of the surrounding villages of Bourguebus just as British tanks were approaching from the north. Beyond British artillery range, the Germans were able to beat back every attack. Bugged down, O'Connor commanding VIII Corps ordered the 7th and 11th Armored Divisions to accept heavy casualties and drive on relentlessly. The dance for the ridge had begun.



Aftermath: Maj.-Gen. Erskine, commanding 7th Armored Division thought the whole operation to be a "gross abuse of armor". Needless to say, losses were heavy as the British tried again and again to dislodge the Germans defending Bourguebus and the surrounding villages. By dusk of the 18th, 7th Armored captured Cagney, but lost 60 tanks and could make no further progress. 11th Armored had lost 126 tanks (more than half its strength) and was forced to pull back along the Caen-Vimont railway. During the night of July 18th-19th the Germans withdrew from the Caen suburbs to the western end of the Bourguebus Ridge, and reinforced the area with infantry from the 1st and 12th SS, relieving exhausted troops of the 21st Panzer Division. The character of Goodwood had changed dramatically from the envisioned quick armored breakthrough to a slugfest. The British and Canadians were now forced to take the German strong points one by one. When a heavy thunderstorm drenched and mired the battlefield on the afternoon of July 20th, Montgomery had seen enough and ordered his armored divisions to withdraw into reserve. Operation Goodwood was over.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The British win at Game End if they Control Hex W7 or immediately upon Control of Hex U10.

BALANCE:



German: Remove one 8-0 SMC and one LMG from the British OB.



British: Remove four concealment counters from the German OB.

German Sets Up First

British Moves First

1 2 3 4 5 6 END



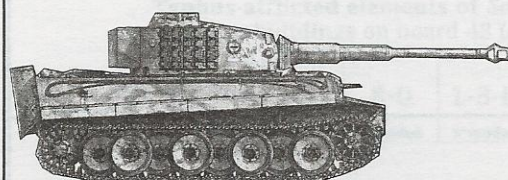
Elements of 1st SS Panzer Division and 12th SS Panzer Division [ELR:5] set up on/between rows T and X in hexes numbered ≥ 4 {SAN:3}:



8-3-8	6-5-8	4-6-8	3-3-8	3-4-8	2-4-8
2		4			

2-2-8	10-2	8-1	8-0	HMG	MMG
2					

LMG	PSK	DC	?	9-1 AL	FlaKPz IV/20 3/-/*	PzKw VIE(L) 3/5/2
3		2	6			



Set up anywhere on or south of hexrow R:

2-2-8	105 ART leFH18
-------	-------------------



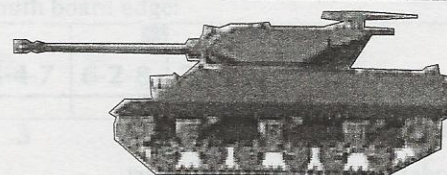
Elements of VIII Corps and 7th Armoured Division [ELR:4] set up on/north of row Q on any non-road hex numbered ≤ 6 and/or enter on Turn 1 anywhere along the east edge and/or along the south edge from GG1-GG5 {SAN:3}:

6-4-8	4-5-8	10-2	9-2	9-1	8-0
3		10		2	

MMG	LMG	Piat	FT
2	4		

Supporting armor enter on Turn 1 anywhere along the east edge and/or along the south edge from GG1-GG5 :

Achilles TD -/4	Sherman V(a) 2/4/4	Carrier A 2/-/*
-----------------------	--------------------------	-----------------------



Special Rules:

- #1 - EC are wet and the weather is Overcast, with no wind at start.
- #2 - Place overlays as follows: **WD5** on T9-S10; **X7** on U10; **X8** on W7, **X14** on U5-V4; **X18** on Y6-X6; crest lines run along overlay hexsides and do not block LOS to/from Level-1 Locations. Buildings U4 and W7 have ground and 1st level only.
- #3 - All German units are SS (A25.11) and the 8-3-8/3-3-8 MMC are Assault Engineers (H1.22). The first non-crew German MMC to pass a Morale Check becomes Fanatic (A10.8).

- #4 - Increase the British Achilles TD HE Depletion number to 9. The inherent HS of the Carrier A is a 2-4-8. The British must designate one of his 6-4-8 MMC as being an Assault Engineer (H1.22) and it must possess the FT at start.
- #5 - Hex Control is NA for AFV/crews.

Exit Pole

Leczyca, Poland, September 9th, 1939: The war was going badly for Poland. In front of Warsaw, two main Polish armies, *Pomorze* and *Poznan*, had been cut off from the capital. On the night of September 9th, the commanders of these two armies received permission to attempt a breakout back to the capital. This would become known as the Bzura River Counteroffensive. With most German units driving deeper into Poland, only the 24th and 30th infantry divisions, spread dangerously thin, stood between the Poles and Warsaw. When the counterattack broke on the evening of September 9th the fighting was general and fierce all along the two division front. Nowhere was it fiercer than on the streets of Leczyca.

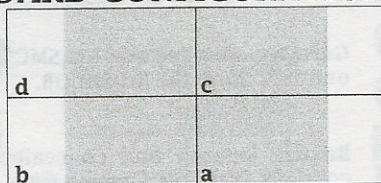


Historical Result: The German 26th Infantry Regiment held the town and fighting continued throughout the night. The Poles, well trained in night fighting during the pre-war years, managed to drive through the town by dawn and continued to make impressive gains the next day. The Poles were not capable of maintaining the pace of *blitzkrieg* war, and had to pause to regroup. The Germans used the respite to call back several of their units that had been driving into Poland. By September 21st, the two Polish armies had ceased to exist. Only portions of two infantry divisions and two cavalry brigades managed to reach Warsaw. Weighed against the over 100,000 Polish prisoners and casualties, the Bzura counteroffensive had failed miserably.

BOARD CONFIGURATION:



N



Only hexrows E-O on boards d and b and hexrows A-L on boards c and a are playable:

VICTORY CONDITIONS:

The Polish wins at Game End by amassing ≥ 18 Exit VP; the Polish gains VP for units exited off the east edge only [EXC: Prisoners NA].

BALANCE:



German: Add a 4-6-7 MMC and an 8-0 leader to the German OB.



Polish: Add a 4-5-7 MMC and an ATR to the Polish OB.



German Sets Up First



Polish Moves First

1

2

3

4

5

6

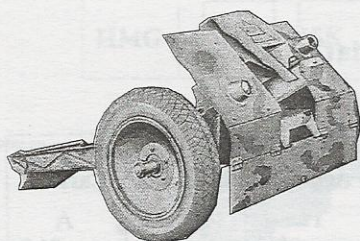
7

END



Elements of Infanterie Regiment 26, Infanterie Division 30 [ELR:3] set up on/between hexrow H on boards b and d and hexrow I on boards a and c {SAN:3}:

4-6-7	2-2-8	9-2	9-1	7-0	HMG	MMG
12	2					



LMG	50* MTR	75* INF leG18
3	2	2



Elements of Armies *Pomorze* and *Poznan* [ELR:3] enter along the west edge on Turn 1 {SAN:2}:

4-5-7	9-1	8-1	8-0	7-0	(dm) HMG
20					2



(dm) MMG	ATR
2	2

SPECIAL RULES:

#1 - EC are moderate, with no wind at start.

#2 - Night Rules are in effect (E1). The Base NVR is 3 hexes, with no cloud cover and no moon. The Poles are Scenario Attacker and their Majority Squad Type is stealthy. The Germans are the Scenario Defender and their Majority Squad Type is normal.

#3 - Civilian Interrogation is allowed (E2.4). The Poles are in friendly territory, the Germans are in hostile territory.

#4 - All Elite and 1st Line Polish squads have Assault Fire capability (A7.36).

Bandits At Strubowiska

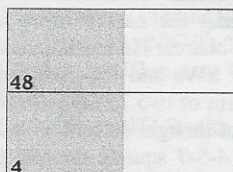
Dispatches from the Bunker
Scenario # DB069

Strubowiska, Poland, March 21st, 1945: The Ukrainians had long considered the Russians and Poles as their enemies, and they had welcomed their German 'liberators' in 1941 until they saw how the SS and security detachments treated the population. Formed in 1943, the Ukrainian Insurgent Army (UPA) began to resist the German occupation. As the war progressed and the front passed back to the west, the UPA found themselves again on friendly terms with the Germans and fighting against their old Russian enemies, especially the Soviet Partisans and NKVD Internal Security Forces. The NKVD were brutal in their treatment of the UPA, who they often referred to as 'bandits'. The NKVD conducted frequent search and destroy operations in an effort to suppress the UPA, and on this day Strubowiska was the target.



Aftermath: A UPA *sotnia* (a company-sized unit) was stationed in Strubowiska, and all but 70 of its men were stricken with typhus. Two battalions of NKVD along with Polish Army and local militia were spotted approaching, and the UPA ambushed the vanguard outside of town. Shortly thereafter the main force, well armed with automatic weapons, attacked from the west, with the Soviets shouting "surrender you bandits!" There soon followed a secondary flanking attack from the south, supported by mortar fire. Although having inflicted heavy losses on the attackers while only suffering 15 casualties themselves, in the end the UPA were forced to withdraw into the forest after a prolonged battle. The NKVD and Polish troops then proceeded to exact vengeance by murdering many of the townspeople, after which they burned the entire village to the ground.

BOARD CONFIGURATION:



Only hexrows A-P are playable:

VICTORY CONDITIONS:

The Russians win at Game End by Controlling ≥ 10 buildings on board 48.

BALANCE:



UPA: Change the VC requirement to " ≥ 12 buildings".



Russian: Change the VC requirement to " ≥ 8 buildings".



UPA Sets Up First



Russian Moves First



1



2



3



4



5



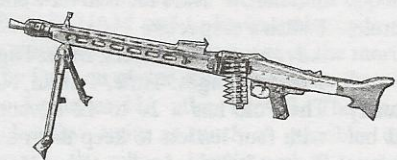
6

END



Elements of UPA (*Ukrayins'ka Povstans'ka Armiya*) Sotnia "Weselyj" [ELR:5] set up in hexrows D-K using HIP {SAN:5}:

5-3-7	3-4-7	2-2-7 crew	9-1	8-1	LMG(g)	50* MTR(r)
3	4				3	



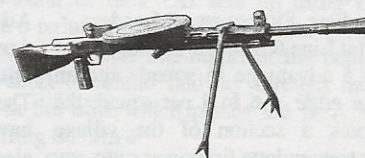
Typhus-afflicted elements of Sotnia "Weselyj" set up in buildings on board 48 (see SSR3):

3-3-6	9-2	8-0	1-3-8	LMG(g)
8	Wounded	Wounded	Wounded	2



Elements of NKVD Internal Security forces with attached *Ludowe Wojsko Polskie* (Polish People's Army) and local militia units [ELR:3] enter on Turn 1 along the west edge {SAN:2}:

5-2-7	6-2-8	4-2-6	10-0	8+1	LMG
3	6	4			3



Flanking force enter on Turn 2 anywhere along the south board edge:

4-4-7	6-2-8	3-2-8	9-0	LMG	MTR
3	3	2		2	2

Special Rules:

#1 - EC are Ground Snow with no wind at start. All Grain depictions are treated as Brush. Rules VotG22 and VotG23 (V.3) are in effect. No Quarter is in effect (A20.3). Boresighting is NA.

#2 - UPA units use Axis Minor counters but are treated as Partisans (A25.24). Partisans may not form multi-Location FG. Partisans may use captured Russian SW without penalty (i.e.- A21 is NA). All Partisan MMC have underscoring Morale (A19.13). Partisan Infantry may claim conditional shellhole TEM (B2.3-2.4) in orchard/brush hexes. The COT for woods/brush is 1.5 MF for Partisan Infantry.

#3 - The OB-given Partisan 3-3-6 MMCs are considered Walking Wounded (WW). A WW MMC has a 3MF allotment which is never increased for any reason, even while routing or berserk, its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes, while all CC attacks against it receive a -1 DRM. The OB-given 9-2, 8-0 and hero SMC are considered wounded at start (A15.2, A17).

#4 - Partisans suffer from Ammunition Shortages (A19.131) starting on Game Turn 4.

Bloody Banzai

Ilu River, Guadalcanal, August 21st 1942: The Marine landings on Guadalcanal had surprised the Japanese. The first response by the Japanese was to rush the *Ichiki* Detachment from Truk. Commanded by the bold and experienced Colonel Kiyono Ichiki, the Japanese force was an elite shock unit originally earmarked for the invasion of Midway. Having little regard for the fighting capabilities of the U.S. Marines and hoping to easily brush them aside using "bamboo spear" tactics, Colonel Ichiki ordered a headlong attack across the sandbar at the mouth of the Ilu River. The mouth of the Ilu River, nicknamed 'Alligator Creek', was a shallow sluggish tidal lagoon that formed an excellent defensive barrier. The Marines had prepared a nasty reception for the Japanese, including heavy machineguns and canister-firing 37mm AT guns.



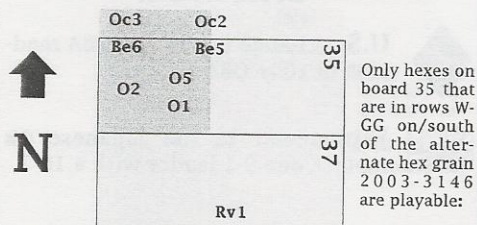
Historical Result: The young and inexperienced Marines proved their toughness, standing their ground in the face of an all-out 'Banzai' charge. Halted briefly by a strand of barbed wire, the Japanese were cut down in a hail of machinegun and canister fire, and only a few managed to get through to the positions near the sandbar, where hand-to-hand combat ensued. Marines manning one machinegun position distinguished themselves in the fighting, continuing to fire their weapon in spite of one of them being killed and the other two being badly wounded. A platoon of Company G was ordered to counterattack, clearing out the remaining enemy that had gotten through. Daylight would reveal the aftermath of the suicidal charge; the horrifying sight of dozens of enemy dead lying half-buried in the sand from the tide.

VICTORY CONDITIONS:

The Japanese win at Game End if there is ≥ 1 VP (calculated as Exit VP) of unbroken Japanese MMC in any Hinterland hexes west of the river. The Japanese win immediately if they have amassed ≥ 15 CVP, providing there is an unbroken Japanese MMC in a Hinterland hex west of the river. Each successful ordnance Smoke/WP round placement by the Japanese raises the VP/CVP requirement by one.

BALANCE:

- U.S.:** In the Victory Conditions change 'unbroken' to 'Good Order'.
- Japanese:** Remove a 2-3-8 MMC and a MMG from the U.S. at-start OB.



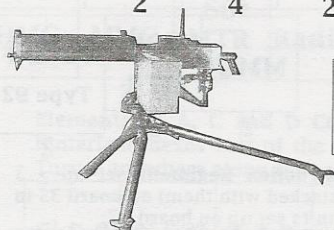
U.S. Sets Up First

Japanese Moves First

1 2 3 4 5 END

Elements of Company G, 2/1 Marines and 1st Special Weapons Battalion {ELR:4} set up in hinterland hexes west of the river; each Squad must set up ≥ 2 hexes from all other Squads {SAN:3}:

5 ² -5-8	4 ² -5-8	2-2-8	2-3-8	8-1	8-0
2	4	2	2		



MMG	37LL AT	Foxhole
2	M3A1	1S
	2	8

Elements of (Weapons) Company H, 2/1 Marines set up (IN pillboxes) in hinterland hexes west of the river; HMGs may not set up IN/adjacent to each other:

2-3-8	HMG	Pillbox
2	2	1+3+5
		2

1st Platoon, Company G, 2/1 Marines enter along the west edge on Turn 3:

5 ² -5-8	4 ² -5-8	9-1	LMG
	3		



Elements of the 'Ichiki' Detachment (2nd Battalion, 28th Infantry Regiment and 7th Engineer Construction Regiment) {ELR:4} set up in hinterland hexes east of the river as indicated {SAN:3}:

2nd Company set up in hexes numbered ≥ 8 :

4 ² -4-8	10-0	9-0	8-0	LMG
9				2

Supporting units: During setup the Japanese Player secretly purchases units totaling ≤ 30 Purchase Points from the units listed below. The numbers below each unit are: Purchase Point Cost/Total # Available. The purchased units must set up in hexes numbered ≤ 7 :

4 ² -4-8	3-4-7	2-2-8	10-1	9-1
3/4	2/5	1/2	7/1	4/1

HMG	MMG	LMG	50* MTR
9/1	4/1	1/4	2/4



SPECIAL RULES:

- #1 - ILU SSRs are in effect.
- #2 - Place overlays: O1 on 35AA4; O2 on 35BB4-CC5; O5 on 35Z6-Z7; Rv1 on 37O3-N2; Be5 501-507 on 35K10-L9; Be6 678-671 on 35V9-W10; Oc2 2001-2014 on 467-473; Oc3 3001-3014 on 677-670. Place a Wire counter in overlay hex 645.
- #3 - Night Rules (E1) are in effect. The Base NVR is 4 with Scattered Clouds and a Half Moon. The IJA is Scenario Attacker and may set up using normal Cloaking (E1.4-43) on-map. The U.S. is Scenario Defender. Majority Squad Type is Stealthy for the Japanese and Normal for the U.S.

- #4 - The first time that a U.S. 2-3-8 MMC possessing a HMG either breaks or suffers a k result it is removed from play (and the Japanese is awarded 1 CVP) and replaced with two Wounded Heroes, which retain any Melee or white counter (A.12) [EXC: Pin] the 2-3-8 was marked with; this replacement can occur only once.

Hell's Point

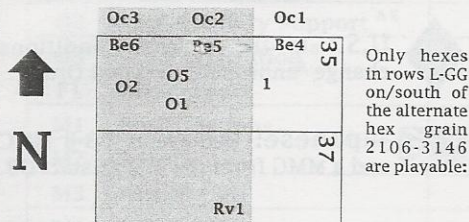
Dispatches from the Bunker
Scenario # DB071

Ilu River, Guadalcanal, August 21st 1942: The Ichiki Detachment had been hurriedly dispatched to Guadalcanal on six "Tokyo Express" destroyers, which, owing to limited room, could only transport one of the unit's two battalions. As a result, the loss of the entire 2nd Company in the failed charge across the sandbar was a significant blow to the strength of the detachment. Ignorant of the actual strength of the Marines facing him and undeterred by the loss of an entire company, Colonel Ichiki ordered renewed attacks by the 1st and 3rd Companies near the mouth of the Ilu River, as well as the Engineer company further upstream. Hoping to overwhelm the Marine positions with heavy fire support, Colonel Ichiki ordered the attacks be reinforced by the battalion gun platoon and the machinegun company.



Historical Result: Soon to be christened "Hell's Point", the coconut grove where the Japanese were positioned was subjected to hellish pounding by pre-registered artillery fire from the 11th Marines, thwarting Ichiki's plan to establish fire superiority. One Japanese machinegun positioned in an amphibian wreck in the river did manage to knock out one of the Marine 37mm guns. However, the remainder of the attack did not fare as well, with probes across the river by the 3rd Company and Engineers being easily repulsed. A daring attack by the 1st Company wading through the surf failed miserably, turned away by artillery, machinegun and canister fire. Further artillery concentrations continued to hammer "Hell's Point" throughout the remainder of the night, preventing the Japanese from assembling for subsequent attacks.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Japanese win immediately by exiting ≥ 7 VP off any hinterland hexes along the west edge or at Game End if there is ≥ 1 Good Order Japanese MMC in any hinterland hexes west of the river. If the U.S. reinforcements enter play, change the Exit VP required to ≥ 2 and change 'Good Order' to 'unbroken'.

BALANCE:



U.S.: Change one of the OBA modules to 100+ OBA (HE only).



Japanese: In the Japanese OB replace one 9-1 leader with a 10-2.

U.S. Sets Up First



Japanese Moves First

1 2 3 4 5 6 END

Elements of the 2/1 Marines and 1st Special Weapons Battalion {ELR:4} set up in hinterland hexes west of the river; see SSR#5 {SAN:3}:

5 ² -5-8	4 ² -5-8	2-2-8	2-3-8	9-2	9-1	8-1
4	13	2	5		2	2
8-0	7-0	MMG	LMG	60* MTR M2	Radio	Field Phone
2	3	2	2			

Elements of Company H, 2/1 Marines set up (IN pillboxes) in hinterland hexes west of the river; HMGs may not set up IN/adjacent to each other:

2-3-8	HMG	Pillbox
3	3	1+3+5

37LL AT M3A1	Trench	Foxhole 1S
2	4	20

Optional Reinforcements: The U.S. Player may choose to enter these units on Turn 4 on/adjacent to any path west of the river; all units must enter on/adjacent to the same path; if these units enter play, the Victory Conditions will change:

5 ² -5-8	4 ² -5-8	9-1	LMG
2			



Elements of the 'Ichiki' Detachment (2nd Battalion, 28th Infantry Regiment and 7th Engineer Construction Regiment) {ELR:4} set up or enter as indicated {SAN:3}:

Elements of 3rd Company, Machinegun Company and Battalion Gun Platoon set up on board 35 in hinterland hexes numbered ≥ 4 :

4 ² -4-8	2-3-8	2-2-8	10-1	8-0	HMG	LMG
7	3	5				
MG position set up in hex o35AA6:						
4 ² -4-8	9-1	LMG		MMG	50* MTR	70* INF Type 92
				2	2	2

1st Company, 7th Engineer Construction Regiment set up ≥ 3 Squads or equivalent (and SMC/SW stacked with them) on board 35 in hexes numbered ≤ 3 ; all remaining units set up on board 37:

3-4-7	10-0	9-0	8+1	LMG	50* MTR	DC
9				2	2	3
1st Company enter on Turn 4 anywhere along the north edge or set up using HIP in Hinterland hexes east of the river that are > 3 hexes from the river; see SSR#4:						
4 ² -4-8	9-1	9-0	LMG			
9		2	2			2



SPECIAL RULES:

#1 - ILU SSRs are in effect.

#2 - Place overlays: 1 on 35D2-D1; O1 on 35AA4; O2 on 35BB4-CC5; O5 on 35Z6-Z7; Rv1 on 37O3-N2; Be4 401-407 on 35A10-B9; Be5 501-507 on 35K10-L9; Be6 678-671 on 35V9-W10; Oc1 1001-1014 on 402-408; Oc2 2001-2014 on 467-473; Oc3 3001-3014 on 677-670. Place a Wire counter in overlay hex 645.

#3 - Night Rules (E1) are in effect. The Base NVR is 4 hexes with Scattered Clouds and a Half Moon. The IJA is Scenario Attacker and may set up using

normal Cloaking (E1.4-.43) on-map. The U.S. is Scenario Defender. Majority Squad Type is Stealthy for the Japanese and Normal for the U.S.

#4 - HIP units of the '1st Company' are considered TI (A4.8) while they retain their HIP status, and they may not lose their HIP status voluntarily until the start of Game Turn 4. These HIP units are not counted for purposes of determining the number of Cloaking counters received (E1.411) or for determining the number of MMC squad-equivalents for HIP (G1.631).

#5 - The U.S. has two 70+mm OBA Modules (HE only) available at start, each with one (non-water obstacle) Pre-registered hex.

Time To Die

Dispatches from the Bunker
Scenario # DB072

Ilu River, Guadalcanal, August 21st 1942: The 1st Marine Division was in a precarious situation on Guadalcanal. Following the defeat at Savo Island and the loss of five ships, the U.S. fleet had been withdrawn before offloading was completed, leaving the Marines with limited supplies and only five battalions to hold the Henderson Field perimeter. This meant that even though the Japanese attacks along the Ilu River had been repelled, the *Ichiki* Detachment still posed a threat and under no circumstances could it be allowed to remain in its present position. As a result the sole Division reserve, Lt. Colonel Leonard Cresswell's 1st Battalion, 1st Marines, was ordered to cross the Ilu River inland and swing around the flank of the Japanese, enveloping and destroying the remainder of the *Ichiki* Detachment.



Historical Result: The attack by Cresswell's battalion went like clockwork, trapping the remnants of the *Ichiki* Detachment in a pocket centered on the coconut grove. From the west a platoon of tanks crossed the sandbar and attacked into the coconut grove, while P-400s of the "Cactus Air Force" bombed and strafed enemy positions. As the Marines advanced, groups of Japanese soldiers would charge in a suicidal manner, while other groups tried to break through and escape. In the end only 15 Japanese were taken prisoner, while the remainder of the *Ichiki* Detachment (almost 800 men) were all dead, including Colonel Ichiki himself, who was reputed to have committed suicide. A large amount of equipment was captured, including 12 flamethrowers, which fortunately the Japanese never put to use.

BOARD CONFIGURATION:

Oc3	Oc2	Oc1	
Be6	Be5	Be4	35
O2	O5	1	
	O1		
			37
			Rv1

Only hexes on/south of the alternate hex grain 1003-3146 are playable:

VICTORY CONDITIONS:

Provided the Japanese have not amassed ≥ 40 VP, the U.S. wins at Game End if there are no Good Order Japanese MMC in any Coconut Grove hexes or Hut hexes on board 35. The Japanese earns VP for CVP and also Exit VP for units exited off the east/south edge; 4 VP are subtracted for each 'functioning' FT (see SSR# 4).

BALANCE:

U.S.: The Turn 4 U.S. Reinforcements arrive on Turn 3 instead.

Japanese: Shorten the Scenario length to 6 1/2 turns.

Japanese Sets Up First	1	2	3	4	5	6	7	8	END
U.S. Moves First									

Elements of G and H Companies, 2/1 Marines and 1st Special Weapons Battalion {ELR:5} set up in hinterland hexes west of the river {SAN:4}:

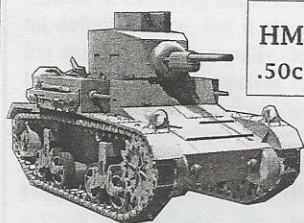
5²-5-8 4²-5-8 2-3-8 2-2-8 9-1 8-1 8-0

2	5	4				
HMG	MMG	60* MTR M2	Radio	37LL AT M3A1	Pillbox 1+3+5	Foxhole 1S

2
Elements of A, C and D Companies, 1/1 Marines set up in hinterland hexes east of the river on board 37 and/or enter on Turn 1 anywhere along the east edge of board 35:

5²-5-8 4²-5-8 2-3-8 10-2 9-1 8-1 8-0

6	21	9	2	2	2	
HMG .50cal	HMG	MMG	LMG	60* MTR M2		
	2	4	2	2		



2nd Platoon, Company A, 1st Tank Battalion enter along the west edge on Turn 4:

9-1	M2A4
AL	LT
	4

Remnants of the 'Ichiki' Detachment (2nd Battalion, 28th Infantry Regiment and 1st Company, 7th Engineer Construction Regiment) {ELR:4} set up concealed in hinterland hexes east of the river on board 35 as indicated {SAN:5}:

Set up in hexrows L through Z inclusive:

4 ² -4-8	3 ² -4-8	3-4-7	2-3-7	2-2-8	10-1	9-1
7	6	4	4	5		2

9-0	HMG	MMG	LMG	50* MTR	DC	FT
2	2	5	4	4	3	

?	70* INF Type 92	Foxhole 1S
12	2	12

Set up in hexrows D through K inclusive:

4 ¹ -4-7	3 ¹ -4-7	2-2-8	10-0	8+1	HMG .50cal	LMG
6	4					3

SPECIAL RULES:

#1 - ILU SSRs are in effect. The MMC in the Japanese OB with boxed strength factors are Reduced-Strength Squads (G1.1).

#2 - Place overlays: 1 on 35D2-D1; O1 on 35AA4; O2 on 35BB4-CC5; O5 on 35Z6-Z7; Rv1 on 37O3-N2; Be4 401-407 on 35A10-B9; Be5 501-507 on 35K10-L9; Be6 678-671 on 35V9-W10; Oc1 1001-1014 on 402-408; Oc2 2001-2014 on 467-473; Oc3 3001-3014 on 677-670. Place a Wire counter in overlay hex 645.

#3 - The U.S. has one 70+ OBA Module (HE only) available at start and may Pre-register one hex. The U.S. receives Air Support in the form of two 1942 FB (w/bombs) that arrive per E7.2 [EXC: there is a -1 drm that applies to the Entry dr].

#4 - The first time during the scenario that the Japanese Player attempts to use each of the FT he must make a dr; on a dr result of 1 the FT is considered 'functioning' (see Victory Conditions) and may be used normally, on a dr result of ≥ 2 the FT is immediately eliminated. This dr is made for each FT only once during the scenario.

Urban Nightmare

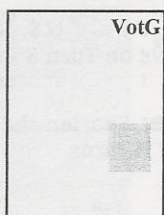
Dispatches from the Bunker
Scenario # DB073

Central Stalingrad, 28 September 1942: Late September found the 13th Guards Rifle Division still clinging stubbornly to a narrow section of the riverbank in downtown Stalingrad. The Germans had shifted their main effort north to the factory district, and the battle for the center of the city had quieted down. As a result the emphasis of the fighting was more on localized small unit actions. One such action saw the Russians attempt to capture one of the key German strong-points that towered over the riverbank, the *Specialists' House*.



Historical Result: The Russians dispatched a lightly-armed 'Storm Group' of 50 men from the 13th Guards Division to seize the building in a nighttime assault. The attack turned into a nightmare as the Guardsmen broke into the well-fortified *Specialists' House*, where they ran into captured Russian tanks which were dug-in inside the building. The dug-in tanks and machineguns raked the Russians with heavy fire and the attack fell apart, forcing them to beat a hasty retreat. The Russians would learn from this, and they began to reinforce their Storm Groups with heavier weapons, including artillery and anti-tank guns.

BOARD CONFIGURATION:



Map: only hexes numbered ≥ 27 and ≤ 36 in rows AA-II are playable.

VICTORY CONDITIONS:

The Russians win at Game End by Controlling ≥ 1 ground-level Location of building DD30.

BALANCE:



German: Add 6 A-P Mine factors to the German OB.



Russian: Delete a 4-4-7 MMC from the German OB.



German sets up first



Russian moves first

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



Elements of Infanterie Regiment 194, Infanterie Division 71 [ELR:3] set up on/west of hexrow GG with a limit of one MMC and one SW (and any AFV/SMC stacked with them) per Location; also see SSR#3 {SAN:2}:

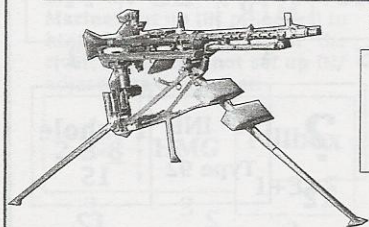


Storm Group of the 42nd Guards Regiment, 13th Guards Rifle Division [ELR:3] enter Cloaked anywhere along the east edge on Turn 1 {SAN:2}:

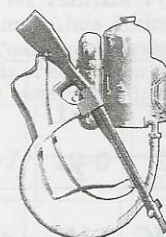
4 ¹ -6-7	4-4-7	3-3-8	2-3-8	2-4-7	9-1	8-0
2	3	2				

6 ² -2-8	3-2-8	9-2	8-1	7-0	1-4-9
4	4				

7-0	HMG	MMG	LMG	50* MTR	DC	AP Mines
			2			6 factors



WIRE	T-60 M42	T-34 M41
2	-/2	-/4



LMG	DC	FT
2	2	

Special Rules:

#1- VotG SSRs are in effect.

#2- Night Rules (E1) are in effect. The base NVR is 2 hexes with a half moon and scattered clouds. The German is Scenario Defender. The Russian is Scenario Attacker. Majority Squad Type is Lax for the German and Stealthy for the Russian.

#3- Captured Equipment penalties (A21) are NA to the Russian AFVs in the German OB. The AFVs may set up using HIP and must set up dug-in (V12.6214c) [EXC- setup is allowed in ground-level building Locations and the T-34's BMG is Disabled, not Retained]. The Germans may fortify ≤ 3 building Locations during setup. The Germans may use HIP for ≤ 1 squad or equivalent (and any SMC/SW stacked with it). Mistaken Fire (E1.76) is NA for German use of CMG.

#4- The Russians have MOL Capability (A22.6). Russian 6-2-8/3-2-8 MMC and German 3-3-8 MMC are Assault Engineers and Sappers (VotG24).

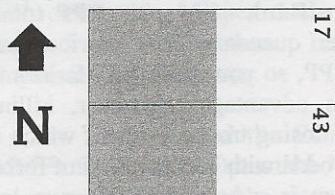
Sole Success

Timbuayo, on Route 1 in the Bicol Peninsula, Philippines, December 22nd, 1941: After landing on the 12th of December at Legaspi, the *Kimura Detachment* headed north to meet the main landing forces and try to entrap as many U.S. and Filipino forces as they could. The Filipino 51st Division fell back in front of them, demolishing bridges and anything else that might prove useful to the Japanese. They decided to make a stand on the Bicol Peninsula, which is only 7 miles across at its widest point.



Historical Result: The 51st Division's commander Brigadier General Albert Jones ordered the 52nd Infantry Regiment to position one company on Route 1 and another company on the railroad. The men of Company B were in place on Route 1, led by 1st Lt. Matt Dobrinic, and they were ready and confident. In a protracted battle, the Filipinos inflicted heavy casualties on the Japanese and chased them three miles back down Route 1. Though a small victory, it was the sole success of the South Luzon forces.

BOARD CONFIGURATION:



Only hexes in rows R-GG are playable:

VICTORY CONDITIONS:

The Japanese win at Game End by amassing more VP than the Filipinos. VP are awarded normally for CVP. Each side also earns 1 VP for Control of each hut hex and 2 VP for Control of each building hex.

BALANCE:

Filipino: In the Filipino OB replace the 8-0 SMC with an 8-1.

Japanese: Add a DC to the the Japanese reinforcement OB.

Filipino Sets Up First

Japanese Moves First

1 2 3 4 5 6 7 END

Elements of Company B, 1st Battalion, 52nd Infantry Regiment, 51st Division (PA) {ELR:3} set up on/north of the alternate Hex Grain 43R9-43GG9 {SAN:3}:

4'-4-7	9-1	8-0	7-0	MMG	LMG
10				2	2

ATR	60* MTR M2	?	1S Foxhole
		5	4



Lead elements of the 33rd Infantry Regiment, 16th Infantry Division, *Kimura Detachment* {ELR:4} set up on board 43 in hexes that are numbered ≤ 4 {SAN:3}:

4'-4-7	2-3-7	9-0	LMG	50* MTR	Type 94 Tankette
2					-/2

Reinforcements enter on/after Turn 1 anywhere along the south edge:

4'-4-7	2-3-7	2-2-8	9-1	8-0	MMG	LMG
8						2



50* MTR	Type 94 Tankette
	-/2

SPECIAL RULES:

#1 - EC are Moderate with no wind at start. PTO (G.1) is in effect, including Light Jungle [EXC: brush remains brush; all roads still exist] and Early U.S. Army (G17.2). All buildings are wooden and single story. Kindling is NA.

#2 - AFV crews may not voluntarily abandon their vehicles. AFV crews may apply a -1 DRM to all Non-Platoon Movement NTC (D14.23).

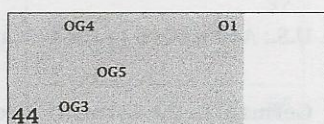
Shifting Bricks

Between San Giacomo and Termoli, Italy, October 6th, 1943: A nighttime advance towards San Giacomo by the 8th Argylls had only stirred up the isolated German units that were encountered, one of which was a tank harbor. Lt Col Elliott of the Argylls knew that he could not continue his advance without his heavier support weapons and just as this was being considered, firing was heard coming from behind his advancing troops.



Historical Result: The Argylls rear area perimeter was clustered around the brickworks and a nearby farm. The tanks were kept back by accurate anti-tank fire and artillery managed to hold off most of the infantry. The H.Q. troops came under intense pressure as the advancing Germans made it to within 100 meters of their command post. The Germans eventually withdrew, appearing satisfied to just lob shells into the area randomly for the next few hours.

BOARD CONFIGURATION:



Only hexrows A-W are playable.

VICTORY CONDITIONS:

The Germans win at Game End by Controlling buildings R7 and S8 and Exiting ≥ 6 VP off the east edge.

BALANCE:



British: In the British OB replace one LMG with a MMG.



German: In the German OB, replace one 9-1 SMC with a 9-2.



British Sets Up First



German Moves First

1

2

3

4

5

6

END



Elements of 8th Argylls, 78th Division [ELR:4] set up as indicated {SAN:3}:

Set up anywhere on/between hexrows L and U [EXC: not in/adjacent to the Brickworks (SSR#2)]:

4 ² -5-7	2-2-8	9-1	8-1	LMG	Piat
8				2	2



?	57L AT	1S
12	6pdr	Foxhole
		2

Set up within two hexes of the Brickworks (SSR#2) [EXC: trenches may only set up adjacent to the Brickworks]:

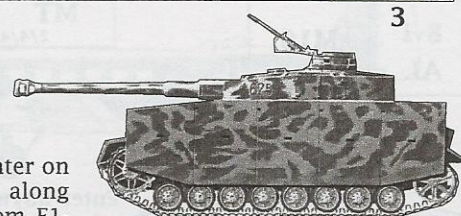
4 ² -5-8	2-4-7	9-2	8-0	LMG
	3			
51*	Piat	Radio	?	Trench
MTR			6	2



Elements of the 16th Panzer Division [ELR:4] set up on/west of hexrow F, and AFVs may set up in Motion {SAN:2}:

4 ² -6-8	4 ¹ -6-7	9-1	8-1	8-0	dm
6	6			2	MMG

LMG	PSK	9-1	SPW	PzKw
3		AL	251/1	IVH
			-/-/3	3/5



Reinforcements enter on Turn 3 anywhere along the board edge from F1-A1-A10-F10 inclusive:

4 ² -6-8	9-1	LMG	SPW	PzKw
			251/1	IVH
			-/-/3	3/5/2

Special Rules:

#1 - EC are Wet, it is Overcast with Rain (E3.51) and no wind at start.

#2 - Place overlays O1 on W3; OG3 on F8-G9; OG4 on H3-H2; OG5 on M6-L5. All orchards are Olive Groves (B14.8). Buildings R7 and S8 are stone buildings and together comprise the 'Brickworks'.

#3 - The British has available at start one module of 80+mm OBA (HE only) with Normal Ammo. The British have Radio Contact and Battery Access at start, remove one black chit from the draw pile. The Observer may set up using HIP. The 57L AT gun has special ammo depletion number of HE10.

#4 - Beginning on Turn 3 the German has available one module of 80+mm OBA (HE only) with Scarce Ammo, directed by an Offboard Observer at level 1 along the west edge; the location of the observer is secretly recorded after British setup but prior to play.

#5 - The PzIVH in the Turn 3 reinforcement OB has an AAMG and is equipped with Schuerzen (D11.2).

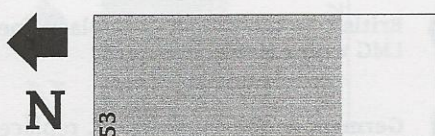
Out Of The Shadows

Allan, France, August 27th, 1944: Acting on orders given by US VI Corps Commander General Lucien Truscott to destroy the retreating German 19th Army South of Montelimar, the U.S. 3rd Infantry Division pushed north along National Route 7 with all haste. One group, a tank and infantry task force from the 15th RCT, encountered and destroyed a roadblock five miles south of the village of Allan, home to the headquarters of the German LXXXV Armeekorps. Surprised that the Americans were so close and supported by armor, the LXXXV Armeekorps headquarters quickly departed from Allan, leaving behind a formidable rearguard from the 11th Panzer and 338th Grenadier Divisions.



Historical Result: The U.S. forces quickly overcame the initial resistance in Allan, knocking out two Marder III's and dispersing two others. Attempting to resume its original mission, a Sherman from the task force moved northward out of the village where it was engaged and destroyed by a Panther waiting in ambush. At that point the Panther, well supported by infantry from Grenadier Regiment 757, launched a counterattack against the 15th RCT, delaying the American advance in a battle that lasted all day. The German rearguard had accomplished its mission, gaining precious time for the LXXXV Armeekorps H.Q. and other German units to safely withdraw and fight another day.

BOARD CONFIGURATION:



Only hexrows A-X are playable

VICTORY CONDITIONS:

Provided the U.S. has not Exited ≥ 16 VP off the north edge (resulting in an immediate U.S. victory), the German wins immediately upon earning ≥ 35 CVP or at Game End by Controlling ≥ 7 of the ground-level Locations in buildings P3, P5, P7, R4, R8 and S6.

BALANCE:

U.S.: Add a MMG to the U.S. at-start OB.

German: In the German OB replace one 8-0 SMC with an 8-1.

U.S. Sets Up First

German Moves First

1 2 3 4 5 6 7 END

Elements of L Company, 15th RCT, 3rd Infantry Division supported by Company B, 756th Tank Battalion and Company B, 601st Tank Destroyer Battalion [ELR:4] set up on/between hexrows K-S {SAN:3}:

6 ³ -6-7	6 ³ -6-6	9-2	8-0	7-0	MMG	BAZ '44
2	5					2

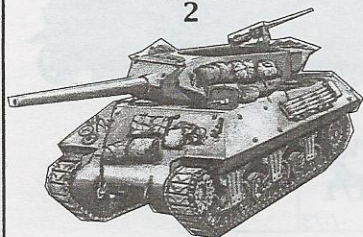
Enter per SSR#4:

8-1 AL	M10 GMC -/-4
	2

M4A1 MT 2/4/4	M10 GMC -/-4	JEEP -/-2
		2

Enter anywhere along the south edge on Turn 4:

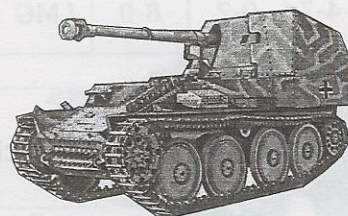
6 ³ -6-7	8-1	MMG	BAZ '44
4			



Elements of Panzerjäger Abteilung 61, 11th 'Ghost' Panzer Division and Grenadier Regiment 757, Grenadier Division 338 [ELR:3] set up/enter on Turn 1 as indicated {SAN:3}:

Set up in hexrows A-B and/or enter anywhere along the east edge on/north of hex J0:

5 ² -4-8	4 ¹ -6-7	4-4-7	9-1	8-1	8-0
4	8	4			2
HMG	MMG	LMG	PSK	DC	Marder III(t)M
		3	2		



Enter anywhere along the north edge (see SSR#3):

8-1 AL	PzKpfw VG 3/5/2	Marder III(t)M
-----------	-----------------------	----------------

Special Rules:

#1 - EC are Moderate with no wind at start.

#2 - Rowhouses (B23.71) do not exist, ignore black bar hexsides. Place a burning wreck in hexes I8 and K2. Place a flame at ground-level in hex R9.

#3 - The German armor leader must set up in the PzVG.

#4 - The U.S. M-10 TDs enter along the south edge on any turn in which the U.S. Player has made a successful reinforcement dr < the current turn number.

Operation Rösselsprung

Series #1

Scenario Design: Tom Morin

Speed, Shock & Surprise

Dispatches from the Bunker
Scenario # DB077

Drvar, Yugoslavia, May 25th, 1944: The German high command formulated a plan to eliminate the leader of the Yugoslav Partisans, Josef Broz Tito. Codenamed *Operation Rösselsprung* ("Knight's Move"), the plan would involve an airborne assault on the Partisan Supreme HQ in Drvar by an SS *Fallschirmjäger* battalion under the command of *Hauptsturmführer* Kurt Rybka. The attack was to be supported by ground forces of the XV *Gebirgs* Corps, which were to relieve the paratroops as quickly as possible. The attack began with a heavy aerial bombardment of the Drvar area, followed closely by the first part of the airborne assault with 314 paratroops landing around the town of Drvar. The SS Paras were to seize the town, including the cellulose factory, and seal off the eastern approaches to the German perimeter.



Historical Result: With speed, shock & surprise, Rybka's SS *Fallschirmjäger*s quickly overcame the light resistance in the town offered by local Partisan forces, including members of the Communist Youth League that had been in town for a conference. Resistance began to stiffen, and before long the SS Paras found themselves embroiled in street fighting against captured Italian tanks and elite officer cadets. Having no anti-tank weapons, the SS Paras knocked out three tanks with grenades and the fourth one fled the area. The cadets from the officer training school in nearby Sipoulyani had armed themselves from captured German weapons canisters, and they proved to be tough opponents. The SS Paras were able to fend off attacks for most of the day, but due to mounting losses and increasing numbers of Partisans they were ordered to withdraw from the town and cellulose factory.

BOARD CONFIGURATION:




	57
X21	56
X23	

VICTORY CONDITIONS:


The Germans win at Game End by Controlling all non-blazing stone building Locations.


BALANCE:

 **Partisan:** The Partisan may choose to enter one of his two reinforcement groups one turn earlier.



German: Increase the scenario length to 7 1/2 turns.

 Partisan Sets Up First

 German Moves First

1

2

3

4

5

6

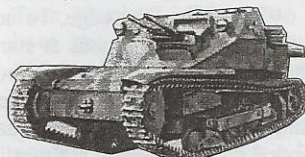
7

END



Local elements of *NOVJ* (National Liberation Army of Yugoslavia) Partisans and *OKSKOJ* (Communist Youth League of Yugoslavia) [ELR:5] set up anywhere on map [EXC: MMCs must set up ≥ 2 hexes apart]; see SSR#3 {SAN:5}:

5-2-7	3-3-7	9-0	8-1	7-0	LMG(i)	?
4	9			3	8	



Tito Escort Battalion tank platoon enter on Turn 3 anywhere along the east edge (see SSR#3):

L3-35(i)
4/-
4

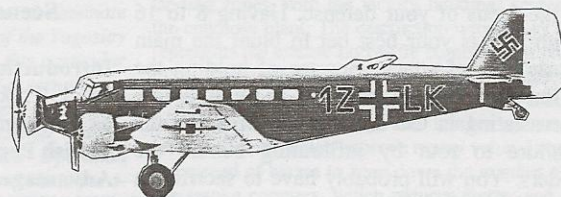
Cadets from the NOVJ Officer School in Sipoulyani enter on Turn 5 anywhere along the east/south edge:

4-4-7	10-2	9-2	9-1	8-1	LMG(g)
10				3	



Elements of *Gruppe Rot*, *Gruppe Blau* and *Gruppe Grün* of *SS Fallschirmjäger Bataillon 500* [ELR:5] enter on Turn 1 via Air Drop (E9); see SSR#4 {SAN:2}:

5 ² -4-8	10-2	9-2	9-1	8-1	8-0	LMG
25	2	2	2	3	10	



Special Rules:

#1 - EC are moderate with a Mild Breeze at start; Wind Direction (B25.64) is determined after setup but prior to play. Wind Force (B25.65) may not change, and Gusts (B25.61) are NA. No Quarter (A20.3) and Hand-to-Hand CC (J2.31) are in effect.

#2 - Place overlays X21 on 56R7-R6 and X23 on 56N5-M6. All multi-hex buildings are Factories (B23.74); black bar hexsides do not exist. Grain (B15) is in season.

#3 - All Russian 4-4-7/2-3-7 and 5-2-7/2-2-7 MMC are treated as Partisans (A25.24) and have an underscoring morale (A19.13). All 4-4-7/2-3-7 MMC are Fanatic (A10.8). Partisans may not form multi-Location FG. Partisans may use the Italian SW and AFVs in their OB without penalty (i.e.- A21 is NA) [EXC: the L3-35(i) AFVs have Red MP numbers- D2.51]. Captured Equipment penalties (A21) apply to the German LMGs in the Partisan OB. The 9-0 SMC in the Partisan OB is a Commissar (A25.22).

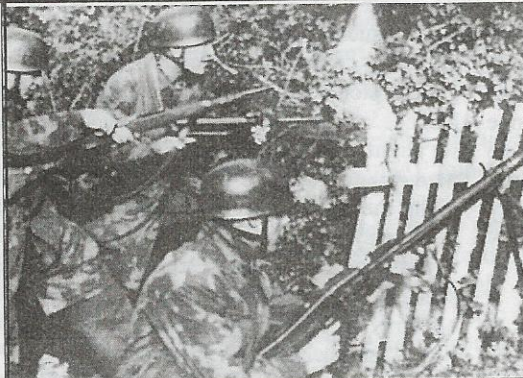
#4 - Each board half must have at least one secretly predesignated Drop Point (E9.12). All German MMC are SS (A25.11) and have an underscoring morale and an increased broken morale. ATMM and Panzerfausts are NA.

#5 - Prior to setup the German Player makes 3 Random Direction/Extent DR (C1.31) each from hexes 57Q1, 56Q6 and 56P5 (9× DR total) to determine which building hexes are rubble; if the hex contains no building then the closest building hex is selected (use Random Selection if > 1 applies). A subsequent dr is then made for each rubble hex; on a dr result of ≤ 4 a shellhole counter is placed in the nearest road Location not already containing shellholes (use random selection if > 1 road Location applies); on a dr result of ≥ 5 a Blaze is placed in the rubble hex (and appropriate drifting Smoke is placed after wind direction is determined).

#6 - Kindling is NA. Blazes may only spread to directly attached terrain (B25.62).

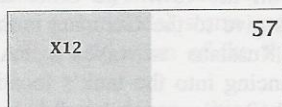
Demolition Men

Drvar, Yugoslavia, May 25th, 1944: The plan for Operation *Rösselsprung* ("Knight's Move") had several objectives, the primary being the elimination of the Yugoslav Partisan leader Josef Broz Tito. Secondary objectives included destroying the attached Allied Missions as well as the Partisan communication network. One key objective was the crucial crossroads west of Drvar, code named 'Western Cross'. Intelligence reports suspected the main telephone communication center was located here. Control of the crossroads would also secure the western approaches to the German area of operations. Tasked with securing this objective was the *Draufgänger* Group, a glider-borne assault force. The glider force would land on their objective immediately following the aerial bombardment and the paratroop to the east at Drvar.



Historical Result: The 70 men of the *Draufgänger* Group were a collection of specialists including SS Paratroops, Brandenburgers of the 'Benesch' group (including Bosnians & Chetniks) and the Abwehr detachment 'Savadi'. The German assault troops swiftly deployed from their gliders for their attack on the 'Western Cross'. They were surprised to be met by determined resistance from the Partisans, some armed with automatic weapons. The large stone building that intelligence reported as the telephone center actually turned out to be the headquarters for the CKKPJ (Central Committee of Communist Party of Yugoslavia). To dig these fanatic Partisans out of the building, the Germans had to 'mousehole' through the walls in a room-to-room struggle. The end to the fighting finally came after the entire building was demolished with satchel charges.

BOARD CONFIGURATION:



Only hexrows R-GG are playable

VICTORY CONDITIONS:

The Germans win at Game End by Controlling all Locations of building oX3; any Locations of building oX3 that become rubble are considered to be permanently German-Controlled.

BALANCE:

Partisan: In the the Partisan OB replace one 3-3-7 MMC with a 5-2-7.



German: Replace the Partisan 8-1 SMC with a 7-0.

Partisan Sets Up First

German Moves First

1

2

3

4

5

END

Local elements NOVJ (National Liberation Army of Yugoslavia) Partisans and CKKPJ (Central Committee of Communist Party of Yugoslavia) Headquarters [ELR:5] set up anywhere on map [EXC: no MMC may set up ADJACENT to another MMC] {SAN:5}:

1				(Italian)	
5-2-7	3-3-7	9-0	8-1	LMG	?
2	6			B11 1 2-5	4

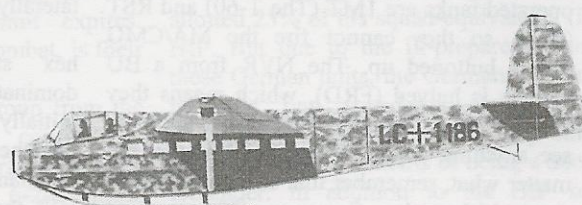


PARTISAN/ RUSSIAN COUNTERS



Elements of Gruppe *Draufgänger*, Fallschirmjäger Bataillon 500 [ELR:5] enter on Turn 1 via Gliders (E8) {SAN:2}:

				LMG	DC	
5 ² -4-8	4 ² -6-8	9-2	9-1	1 3-8	X12 30-1	Glider
3	4	2	3	4		7



GERMAN COUNTERS

Special Rules:

#1 - EC are moderate with a Mild Breeze at start; Wind Direction (B25.64) is determined after setup but prior to play. Wind Force (B25.65) may not change, and Gusts (B25.61) are NA. Kindling is NA, and Blazes may only spread to directly attached terrain (B25.62). No Quarter (A20.3) and Hand-to-Hand CC (J2.31) are in effect.

#2 - Place overlay X12 on 57X3-X2. Grain (B15) is in season.

#3 - Russian 5-2-7/2-2-7 MMC are treated as Partisans (A25.24) and have an underscoring morale (A19.13). Partisans may not form multi-Location FG. Partisans may use the Italian LMGs in their OB without penalty (i.e.- A21 is NA). The 9-0 SMC in the Partisan OB is a Commissar (A25.22). Partisan personnel are Fanatic (A10.8) in building oX3.

#4 - All German MMC are SS (A25.11) and have an underscoring morale and an increased broken morale. Panzerfaust use is NA.

#5 - Prior to setup the German Player makes a dr for each wooden building; on a dr result of ≥ 4 the building is rubble. A subsequent dr is then made for each rubble hex; on a dr result of ≤ 4 a shellhole counter is placed in the nearest road Location not already containing shellholes (use random selection if > 1 road Location applies); on a dr result of ≥ 5 a Blaze is placed in the rubble hex (and appropriate drifting Smoke is placed after wind direction is determined).

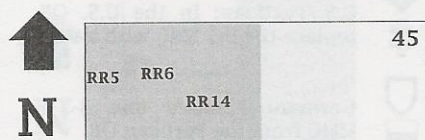
Mga Station

Mga, Russia, September 2nd, 1941: Army Group North was advancing on Leningrad and there was a developing threat of the city becoming isolated. Recently transferred from Army Group Center, General Rudolf Schmidt's XXXIX Motorized Corps was driving hard towards Volkhov. One of Schmidt's divisions, the 20th Motorized, captured the city of Mga on August 29th. Reinforced by the 1st NKVD Rifle Division, the Soviet 48th Army took Mga back on August 30th, only to be pushed back out on the 31st. On September 2nd, the 48th Army counterattacked yet again, this time with the 1st NKVD Division looking to recapture the Mga railroad station.



Historical Result: The 1st NKVD Rifle Division was composed of former Karelian border guard units, but they proved their mettle by pushing the Germans out of the rail station, with the 20th Motorized Division losing many vehicles in the assault. The Germans counterattacked, and heavy fighting again ensued. The NKVD battalion was finally forced to withdraw from the rail station, but only after suffering losses approaching 80%. After several more days of fierce combat the defenses of the Soviet 48th Army were breached, and the 1st NKVD Division retreated to the Neva River. Leningrad was now cutoff, and a siege had begun that would last an astonishing 900 days.

BOARD CONFIGURATION:



Only hexrows R-GG are playable

VICTORY CONDITIONS:

The Russians win at Game End by Controlling ≥ 5 multi-hex buildings south of the Railroad; control of the Rail Station (see SSR#2) counts as 3 multi-hex buildings.

BALANCE:

German: Add an 8-1 SMC and a DC to the German reinforcement OB.

Russian: Add an 8+1 Commissar SMC and a DC to the Russian OB.

German Sets Up First

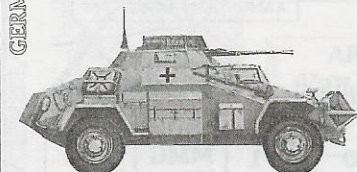
Russian Moves First

1 2 3 4 5 6 END



Elements of 20. Infanterie-Division (mot) [ELR:4] set up anywhere south of the Railroad {SAN:4}:

⑤	1	E			
5 ² -4-8	4 ¹ -6-7	3-3-8	9-1	8-1	8-0
3	7				
7-0	HMG ③ 7-16	MMG ② 5-12	LMG ① 3-8	ATR 1-12	DC X12 30-1
			4		



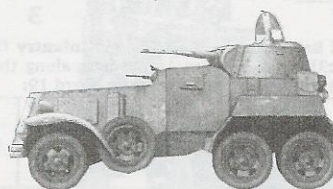
Reinforcements enter anywhere along the south edge on any turn in which the Rail Station (SSR#2) is Russian Controlled or on Turn 5 (whichever comes first):

E	⑤				
8 ³ -3-8	5 ² -4-8	9-2	LMG ① 3-8	FT X10 24-1	PSW 222 Armored Car Vehicle Note 70 B11 ② 20L ⁽⁴⁾ -/5/*
2	2	2			SPW 251/1 Halftrack Vehicle Note 63 B11 ① AAMG -/1/3



Elements of the 2nd Battalion, 2nd NKVD Rifle Regiment, 1st NKVD Rifle Division [ELR:5] set up anywhere north of the Railroad {SAN:4}:

⑤	⑤	⑤			
6-2-8	4-5-8	2-4-8	2-2-8	10-0	9-0
6	11	3	2		
8+1	HMG ③ 6-12	MMG ② 4-10	LMG ① 2-6	ATR 1-12	DC X12 30-1
			2	2	



②	⑥
MTR 82mm BM ③ obr. 37 82*	AT 37mm PTP ③ obr. 30 37L

③	④
BA-6 Armored Car Vehicle Note 39 B11 ① 45L 2/4	GAZ-4M AA Vehicle Note 43 B11 ② AAMG -/1/16*
2	

Special Rules:

#1 - EC are Moderate with no wind at start. Rules VotG10 (Hand-To-Hand CC), VotG22 (NKVD MMC) and VotG23 (8+1 Commissar) are in effect (V.3). The Russians have MOL Capability (A22.6).

#2 - Place overlays RR14 on W5-V4, RR6 on DD7-CC8 and RR5 on EE7-FF6. All Railroads are GLRR (B32.1) and there are GLRR-Xing (B32.41) in hexes oV4, oW4, oZ5, oZ6, oDD7 and oEE7. Each GLRR hex [EXC: GLRR-Xing hex] contains an unarmed truck wreck. Building X3 is a Factory (B23.74). Buildings X3 and Z4 are considered *one* building for building Control purposes (A26.14) and together they comprise the 'Rail Station'.

#4 - Russian 4-5-8/2-4-8 MMC are treated as NKVD MMC and thus are considered to be 2nd Line troops (A1.25), have an underscored morale (A19.13) and a broken morale of 9/8 respectively. Russian MMC are treated as elite personnel for purposes of DC usage (A23.2).

#5 - German 8-3-8/3-3-8 MMC are Assault Engineers (H1.22).

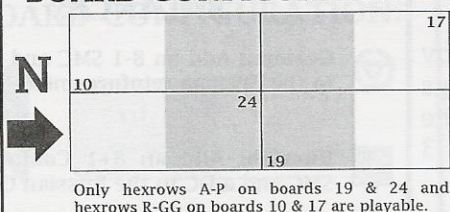
Task Force to Cotignac

Cotignac, France, August 20th, 1944: The Allied landings in southern France met weak and scattered opposition. The Allies drove north as quickly as possible. This drive often caused problems as pockets of Germans were left behind. One such pocket was near the town of Cotignac. This German pocket directly interdicted the supply line of the 179th Regiment. The first attempt to "find" this pocket failed. After receiving additional reports of the Germans' location, Captain Robert C. Dean, S-2 of the 179th RCT, organized a task force of riflemen from the 3rd Battalion to team up with the French Partisans and deal with this threat.



Historical Result: Driving south, the task force made contact and engaged the bypassed Germans. A sharp firefight ensued, the Germans however were no match for this "combined" Allied force. The Americans had the firepower and the French Partisans had the élan to liberate France. The Germans in the Cotignac pocket were all either killed or captured.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The U.S./Partisan side wins by amassing more VP at Scenario End. CVPs are awarded normally and 1 VP is awarded for control of each stone building Location on board 10 at Game End.

BALANCE:



U.S./Partisan: In the U.S. OB replace the 9-1 SMC with a 9-2.

German: Remove one 3-3-7 MMC from the Partisan OB.



U.S./Partisan Set Up And Move First



END



Elements of the FFI (Forces Françaises de l'Intérieur) [ELR:5] during setup the Allied Player selects **one** group which sets up as indicated on the chosen board {SAN: see SSR#3}:

Board 19 north of row L (inclusive):

3-3-7	8-0	7-0	(British) LMG 1 2-7
10	2	3	6

Anywhere on board 24:

3-3-7	8-0	7-0	(British) LMG 1 2-7	?
2	4			

Anywhere on board 10:

3-3-7	7-0	(British) LMG 1 2-7	?
4			

Board 17 north of row Z (inclusive):

3-3-7	7-0	(British) LMG 1 2-7	?
8	2	3	2



Ad hoc elements of LXII Armeekorps [ELR:2] set up as indicated; setup in Locations that are in/ADJACENT to Partisan counters is NA {SAN:4}:

Set up on boards 24 and 19 south of row F (inclusive):

4 ¹ -6-7	4-4-7	8-1	7-0	LMG 1 3-8	?
2	4			2	4

Kfz 1 AAMG -/-/3	Kfz 4 AAMG -/-/6*
---------------------	----------------------

Set up on boards 10 and 17 south of row BB (inclusive):

4 ¹ -6-7	4-4-7	8-1	7-0	6+1	MMG 2 5-12	LMG 1 3-8
3	8		2			

?	Pz 35R 731(6) 37* -/2
6	2

PARTISAN COUNTERS

U.S. COUNTERS

GERMAN COUNTERS



M3 Halftrack 1 AAMG -/-/4	M15A1 MGMC Halftrack 3 37L(8) -/12*	M8 Armored Car 2 37LL -/4/4
3		2



Special Rules:

#1 - EC are dry with no wind at start. Kindling is NA.

#2 - A25.24 is in effect. Partisans may not form multi-Location FG. Partisans pay IMF for entry of woods or building Locations (see A25.241). Partisans have MOL capability (A22.6) and may use any SW(s) without Captured Equipment penalties (A21).

#3 - The Allied SAN # is dependent on which Partisan force is selected as follows: SAN:5 if board 10, SAN:4 if board 24, SAN:3 if board 17, SAN:2 if board 19.

#4 - Civilian Interrogation (E2.4) is in effect; the Allies are considered to be in a Friendly country and the Germans in a Hostile country.

Lack of Discernment

Canton, Kwangtung Province, China, December 15th, 1927: In April of 1927, Chiang Kai-shek and the Nationalist Army (Nationalists) broke away from the Communist Chinese and their Russian advisors. Chiang ordered the arrests of all Communists in Shanghai, and a civil war began. After Russian advisor Borodin left for Russia on July 7th, the Communists were without effective leadership and the revolutionary tide immediately began to wane. New Russian advisors appeared in August to help start a campaign against Chiang with uprisings of the masses. In Canton, Communist leaders labored under the assumption that the revolution was on the increase but the reality was different. With heady ideas, the Canton Communists started a general uprising on the 12th of December. Although the Communists held most parts of the city, their defenses were not tied together. Three days later, the Nationalists came to visit.



Historical Result: The Nationalists secured part of the city only to have fresh Communist troops appear in their rear areas. The Communists were able to move past Nationalist troops using side passages that the Nationalists did not know about. The Nationalists, being more numerous, were able to secure the city in one day. The uprising was bloodily put down with quarter neither given nor asked for. Communist leaders who had the misfortune of being "arrested" by the Nationalists were either publicly beheaded or drowned in the canals and rivers. Trotsky later wrote that, the Canton uprising was drowned in blood and the revolution crushed because of a "lack of discernment" by its adventurous leaders.

BOARD CONFIGURATION:



	X13
23	
	49

Only hexrows R-GG on board 23 and A-P on board 49 are playable.

VICTORY CONDITIONS:

Provided they do not suffer ≥ 25 CVP, the Nationalist Chinese win at the end of any Game Turn on/after Turn 4 by earning VP \geq the circled # in the Turn Record. VP are earned for multi-hex building Control as follows: each non-Factory south of the canal = 1 VP; each non-Factory north of the canal and each Factory = 2 VP. If > 2 MMC of Red Chinese reinforcements enter south of the canal, the Nationalist Chinese VP requirement is lowered by one.

BALANCE:



Red Chinese: Add a 2-2-8 crew and HMG to the Red Chinese at-start OB.



Nationalist Chinese: Add a 4-4-7 MMC and a LMG to the Nationalist Chinese OB.



Red Chinese Sets Up First



Nationalist Chinese Moves First

1

2

3

4

5

6

7

END



Elements of Canton Red Chinese [ELR:3] set up on board 23 and/or in hexes numbered 10 on board 49 (see SSR#4) {SAN:4}:

4-4-7	3-3-7	2-2-8	9-0	8-1	8-0
3	10	4		2	

HMG	MMG	LMG	DC	?
B11 3 6-12	B11 2 4-10	B11 1 2-7	X12 30-1	
3		3		7

ART	ART	Road	Wire
37mm PP 37* obr 15R	Cannone da 70/15		
B11 3 37*	B11 1 70*		

Red Chinese reinforcements enter on/after Turn 3 along the north/west edge(s); all/some/none may enter each Turn:

4-4-7	3-3-7	9-1	LMG	DC
2	2		B11 1 2-7	X12 30-1

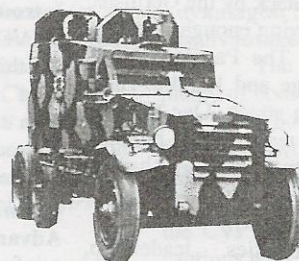


Elements of the G.M.D. 87th Infantry Division [ELR:4] set up on board 49 south of the road 49P8-49I8-49F7-49A5 (see SSR#5) {SAN:3}:

4-4-7	3-3-7	2-2-7	9-2	9-1	8-0
7	14	3			

6+1	HMG	MMG	LMG	DC	FT
B11 3 6-12	B11 2 4-10	B11 1 2-7	X12 30-1	X9 24-1	
	2	3	4	2	

CHINESE COUNTERS



9-2	Type 22
AL	Armored Car
	B11 1

*CMG -/2x2
2

Special Rules:

#1 - EC are Wet, with no Wind at start. Weather is Overcast with Falling Snow possible (E3.71).

#2 - Place overlay X13 on 23S2-T1. All buildings are wooden. Buildings 23Y7 & 49E8 are Factories (B23.7). The canal is deep [EXC: hexes 23FF4, 23FF5, 23GG4, 23GG5, 23GG6 and 23GG7 are treated as deep stream hexes (B20.43)] with a moderate current to the east. The stream hexes become a frigid Water Obstacle (B20.7) the Game Turn after any Falling Snow appears. There is a two-lane stone bridge in 23U5 which connects with the road in hexes 23U4 and 23U6.

#3 - Rule G1.611 applies to each side as if they were Japanese. Hand-to-Hand CC (J2.31) is in effect.

#4 - Use Russian counters for the 4-4-7 (and any 2-3-7) MMC in the Red Chinese OB; these counters are treated as Red Chinese (G18.3) and have an underscored morale (A19.13). The Red Chinese may use HIP for ≤ 2 MMC (and any SMC/SW stacked with them) and may Fortify ≤ 3 ground level building Locations (Tunnel exchange is NA). Red Chinese may not form multi-Location FG.

#5 - All Nationalist Chinese 4-4-7 MMC are Assault Engineers (H1.22). Each FT has no Long Range FP and is removed after one attack. Each AC may attempt to remove Wire as if fully-tracked (B26.53) and the +2 DRM for moving into Wire is NA.

Roadside Assistance

Exochi, Greece, May 14th, 1944: After the Italian capitulation, the Germans inherited a growing security problem in Greece, as determined partisan groups rampaged across the Hellenic peninsula. In late 1943, OKW sent the 4th SS Division (Polizei) to take the situation in hand, and steady the nerves of their Bulgarian allies, who occupied the northern part of the country. On the night of 13 May, a thirty-truck convoy was ordered to re-supply the strongpoints along the Salonika - Choriatis road, escorted by a reinforced Panzer-grenadier platoon. One of the platoon's AFVs developed a fuel leak and fell out of column outside the village of Exochi. *Untersturmführer Kaller* continued on his primary mission, leaving behind a small security force to protect the stricken vehicle, as its crew effected repairs. Alerted by villagers during the night, local ELAS partisans prepared a hasty attack at several points along the road.



Historical Result: With their vehicle repaired, but without fuel, the small German force dug in and waited through the wee hours. The Greeks, bolstered by equipment air-dropped earlier that week by the British, struck just after dawn engaging the hated Germans from all sides with mortars, small arms, and Molotov cocktails. Vicious fire from a heavy machinegun kept the partisans at bay in the woods on both sides of the road. *Untersturmführer Kaller's* halftracks roared back from Choriatis, scattering a force of partisans attempting to block the road. Under fire, the *panzertruppen* delivered fuel to their comrades, then blasted their way through the village, back to their own lines; leaving behind two burning vehicles and twelve dead grenadiers. The partisans looted dead Germans, collected their own wounded, and melted back into the hills. Three days later, the SS would return to Exochi and exact brutal vengeance on the local population.

BOARD CONFIGURATION:



3	
	2

VICTORY CONDITIONS:

The Germans win immediately upon Exiting ≥ 4 AFV and ≥ 2 MMC off road hexes 3Y1 and/or 3Q1; the SPW251/sMG counts as 2 vehicles and 1 MMC (with inherent HS loaded) for Exit purposes, and the AFV Exit requirement increases by one if no Mobile German AFV has expended a Stop MP in hex 3Q9. The Partisans win immediately if they destroy ≥ 4 AFV.

BALANCE:



German: Remove one ATR from the Partisan reinforcement OB.



Partisan: Replace one 3-3-7 squad with a 5-2-7.



German Sets Up And Moves First

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



Elements of 4th SS Division Polizei [ELR:5] set up/enter as indicated: {SAN:2}

Set up in hex 3Q9 (see SSR#4):

SPW 251/sMG Halftrack 3 CMG -/7*/3*

Set up in foxholes in/ adjacent to hex 3Q9:

4 ² -6-8	8-0
---------------------	-----



Local ELAS Partisans [ELR:5] set up/enter as indicated {SAN:4}:

Set up ≤ 3 hexes from 2U7:

3-3-7	7-0	LMG B11 1PP 1 2-6	ATR 1PP 1-12
3			

Set up ≤ 3 hexes from 2I7:

3-3-7	7-0	MTR 3 4PP 50* [3-20]	ATR 1PP 1-12
3			

Enter on turn 1 on/between hexes 3M1 and 3Y1:

5-2-7	3-3-7	8-1	7-0	LMG B11 1PP 1 2-6	ATR 1PP 1-12
4	2			2	2

GERMAN COUNTERS

Enter on Turn 1 at hex 2I1 with all infantry as PRC:

4 ² -6-8	2-4-8	9-1	LMG 1PP 1 3-8	PSK 1PP X10 12-4	SPW 251/1 Halftrack 1 AAMG -/3	SPW 250/10 Halftrack 3 37L -/3*
2					3	



PARTISAN/RUSSIAN COUNTERS

SPW 251/2 Halftrack 3 81* -/3*	SPW 251/16 Halftrack 2* SF24 -/3
--------------------------------------------	----------------------------------------------

#4 - The SPW251/sMG begins the game immobilized due to lack of fuel. Its Inherent 2-4-8 HS (and removable HMG) may begin the game deployed as infantry (with the HMG assembled if desired), as per given set-up restrictions. The SPW251/sMG is considered refueled at the end of any Player Turn in which there is a Good Order SPW251/1 stopped in hex 3Q9. Once refueled, the SPW251/sMG is no longer immobilized.

Special Rules:

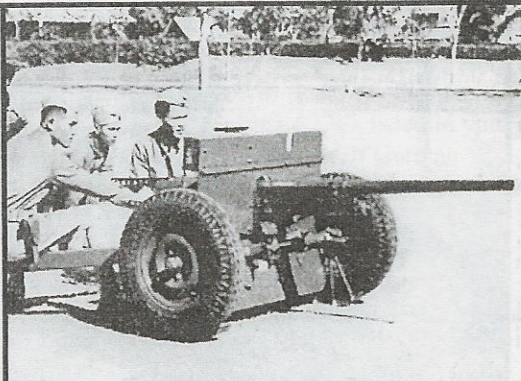
#1 - EC are Moderate with no Wind at start. All buildings are Single Story (B23.21). No Quarter (A20.3) is in effect for both sides.

#2 - Russian 5-2-7/2-2-7 MMC are treated as Partisans (A25.24) and have an underscored morale (A19.13). All 5-2-7/2-2-7 MMC have MOL capability (A22.6). Partisan ATRs are considered non-Russian type (i.e.- Basic TK# of 5).

#3 - All German 4-6-8/2-4-8 MMC are SS (A25.11) and have an underscored morale and an increased broken morale.

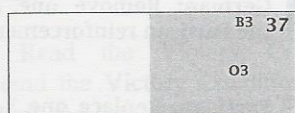
Block to Bataan

North of Carmen, Philippines, December 26th, 1941: Following the Japanese landings at Lingayen Gulf and Lamon Bay and the subsequent breakthrough at Rosario, the American and Philippine forces under the command of General Wainwright initiated their withdrawal to the Bataan Peninsula. They would set up defense lines a night's march away from each other, trying to allow as many troops as possible to make their way to the peninsula.



Historical Result: Blocks were set up along Route 3, and any units available were used, including the remaining Stuart tanks of the Provisional Tank Group. The Japanese made contact with the infantry and then brought up tanks up to break the positions. Despite the Japanese having total air supremacy, most of the Allied units made it to Bataan, mainly due to the tenacious defense put up by Wainwright's troops.

BOARD CONFIGURATION:



Only hexrows A-P are playable.

VICTORY CONDITIONS:

The Japanese win at Game End if no Good Order, armed U.S./Philippine MMC or mobile Vehicle with functioning MA is on/adjacent to the road 37H4-P5.


BALANCE:



U.S./Philippine: In the Filipino OB replace the MMG with a HMG.




Japanese: In the Japanese OB replace 2x 3-4-7 squads with 2x 4-4-7s and add a DC.

 U.S./Philippine Sets Up First



Japanese Moves First

 1 2 3 4 5 END



Elements of 26th Cavalry Regiment (PS), 91st Infantry Regiment (PA) and 194th Tank Battalion [ELR:3] set up in hexrows H-M (inclusive): {SAN:4}



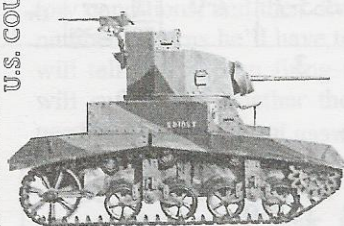
E	2	2			
6 ³ -6-7	4 ¹ -4-7	2-3-7	2-2-7	9-1	8-1
4	3		2		
7-0	MMG [2] 4-10	LMG [1] 2-6	ATR 1-12	MTR [3] M2 60* [3-45]	?
	2			6	

A-P Mines	AT M3A1 37mm AT [2] 37LL	M3 Light Tank [1] 37LL 4/4/2
--------------	-----------------------------------	------------------------------------

12 factors

Wire	Road Block	1S Foxhole
2		4

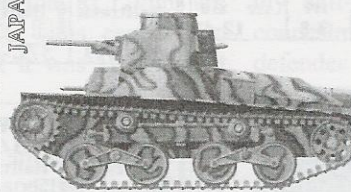
U.S. COUNTERS



Elements of 49th Infantry Division [ELR:4] set up on/north of hexrow E: {SAN:3}

E	1	2			
4 ² -4-8	4 ¹ -4-7	3-4-7	2-2-8	9-1	8-0
3	5	2		2	
MMG [1] 2	LMG [1] 2-6	DC X12 30-1	MTR [2] Type 89 50* [1-16]	?	
	3		2	4	

JAPANESE COUNTERS



Elements of 7th Tank Regiment enter on Turn 1 along the north edge with 1/2 MP remaining:

8-1 AL	Type 97A CHI-HA Medium Tank [1] 57 2/- R2*	Type 95 HA-GO Light Tank [1] 37 2/- R2*
	2	3

Special Rules:

#1 - EC are Moist, with no Wind at start. PTO (G.1) is in effect, including Light Jungle [EXC: brush remains brush and the road A5-H4-P5 still exists]. Kindling is NA. A-P mines may *not* be exchanged for A-T mines.

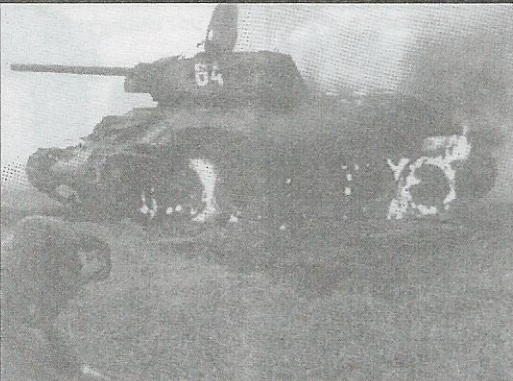
#2 - Place overlays B3 on F9-G9 and O3 on G6-H5.

#3 - Philippine 37LL Ordnance may not fire HE and must use Red To Hit numbers.

Pot of Stew

 Dispatches from the Bunker
 Scenario # DB084

Oboyan, Russia, July 8th, 1943: Hoping to bully Chistyakov's 6th Guards and Katukov's 1st Tank Army into giving over Oboyan, the vital supply railroad for Russian forces in the southern sector of the Kursk salient, Hoth's 4th Panzer Army's rather conventional attack was being severely bloodied by fierce and determined resistance. With casualties mounting Hoth cut his losses and changed his axis of attack, despite specific orders from OKW to maintain course. Bypassing the main Oboyan defensive belt, he sent Knobelsdorff's XLVIII Panzerkorps around the western edge of town, while ordering Hausser's SS-Panzerkorps to wheel east to link up with Knobelsdorff north of the Oboyan railroad. Zhukov and Vatutin were caught flat footed by Hoth's daring maneuver, and 6th Guards Army's defenses were being breached in several areas after heavy fighting. Sensing victory within his grasp, Hoth poured his armored columns through the gaps caused by the relentless hammering of Hausser's and Knobelsdorff's troops.



Historical Result: Zhukov realized that the imminent fall of Oboyan would unhinge Vatutin's entire left front. He scrambled to bring up reserves, and in a desperate call to Chistyakov and Katukov ordered them to stop the German advance, no matter the price. In desperation Chistyakov threw anything he had available in the form of spoiling attacks, virtually force-feeding the German units with his own. Steel was torn as limb from body in armored melees, as man and machine vied to destroy each other. Hausser continued to pound relentlessly on the Soviet positions with his armor and SS-Panzergraders, while a vicious counterattack by Katukov's 1st Tank Army, attempting to relieve the dying 6th Guards Army ended in disaster. By the evening, 6th Guards Army had been wiped out, and Katukov's 1st Tank Army severely mauled, but the Soviet counterattacks, though uncoordinated and costly, succeeded in slowing the Germans enough to dash any hopes of fanning out on the broad plains beyond Oboyan to fight the classic tank battle they had perfected over the years.

BOARD CONFIGURATION:



X9	3
WD2	
X11	
WD5	
OW1	2
OG1	

Only hexrows R-GG are playable

VICTORY CONDITIONS:

At Game End the Germans win by amassing more CVP than the Russians. In addition, each building is worth 5 CVP to the side that Controls it. The Russian Controls all buildings at start.

BALANCE:



German: In the German OB, replace one MMG with a HMG.



Russian: In the Russian OB, replace the HMG with a .50 cal HMG.

Simultaneous Setup (see SSR#3); after SSR#3 make a dr to determine who will

Move First; on a dr 1-3 Russian Moves First; on a dr 4-6 German Moves First

1 2 3 4 END

Elements of Das Reich and Totenkopf Divisions, II SS-Panzerkorps [ELR:5] set up per SSR#3 {SAN:3}:

6 ² -5-8	8 ³ -3-8	3-4-8	3-3-8	10-2	9-1
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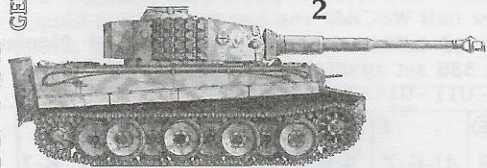
10 3

8-1	8-0	MMG	LMG	DC	FT
		2 5-12	1 3-8	X12 30-1	X10 24-1

2 2 4 4 2

10-2	8-1	SPW	StuH 42	StuG IIG	Pz III
AL	AL	Vehicle Note 63 251/1 Halftrack	Vehicle Note 36 Assault Gun	Vehicle Note 34 Assault Gun	Vehicle Note 15 Medium Tank
		1 AAMG -1/-3	105 -1/-2*	75L -1/-2*	50L 3/5

2 2 3



Pz IVH	Pz VIE
Medium Tank	Heavy Tank
Vehicle Note 24 75L 3/5	Vehicle Note 30 88L 3/5

4

Elements of 6th Guards Army and 1st Tank Army [ELR:4] set up per SSR#3 {SAN:3}:

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

7 9 2

8-0	HMG	MMG	LMG	DC	FT	9-2
3 6-12	2 4-10	1 2-6	X12 30-1	X10 24-1	AL	

2 2 4 2

8-1	SU-122	SU-152	T-70	KV-1S	OT-34
AL	Vehicle Note 32 Assault Gun	Vehicle Note 33 Assault Gun	Vehicle Note 5 Light Tank	Vehicle Note 25 Heavy Tank	Vehicle Note 15 Flamethrower Tank
	122	152	45L -1/2	76L 2/4 ²	76L 1/4

T-34 M41	T-34 M43
Medium Tank	Medium Tank
Vehicle Note 14 76L 2/4	Vehicle Note 16 76L 2/4

2 4

Special Rules:

#1 - EC are Moderate with no wind at start. Hand-To-Hand CC (J2.31) and No Quarter (A20.3) are in effect. Kindling is NA.

#2 - Place overlays OW1 on 2T10-S10, WD2 on 3U6-T6 and WD5 on 3S3-T3, X9 on 3V9, X11 on 3R6-R5 and OG1 on 2T1. All buildings are wooden.

#3 - Set up is simultaneous and secretly recorded off board using the entire playing area [EXC: The German may not set up in any buildings East of hex row Y; AFVs may not setup in a Woods or Building hex]; AFV's may set up in Motion (D2.4), and Snipers are placed at this time. After all Units are placed on-board, Locations that contain both friendly and enemy units are placed under a Melee counter, if possible, otherwise a CC counter. The Russian may place Wall Advantage (B9.32) counters as appropriate. The German may then place Wall Advantage counters as appropriate. Wall Advantage may not be voluntarily forfeited before the first MPH.

#4 - Reinforcements may be purchased by both players on Turns 2 and 3. Purchases must be made from the player's printed OB, using the unit's casualty VP value (A26.2) as its cost [EXC: each SW costs 2 CVP for purchase purposes only], and the total number of reinforcements received that turn may not exceed 50% (FRD) of each listed Unit/SW [EXC: each Player may choose to make this (FRU) for one Unit/SW in his OB, so long as that Player never

has more than one of that Unit/SW in play at the same time]. Each player may spend up to 50% (FRU) of the CVP losses he has sustained at the time of reinforcement arrival. Sustained CVP losses are Units that have been Eliminated or Recalled. German reinforcements enter on the North and West edges of the board, Russian reinforcements enter on the South and East edges of the board.

#5 - During the first PPh of the game, Defending Units/FGs may declare FF/SFF/(and IF/SF) vs. the Attacker's Unit/FG, subject to the firer based TH/IFT DRM as per C2.2401 (Gun Duel). A Defending Unit/FG may only fire once for each attack made by an Attacking Unit/FG. This Defender may choose to declare FF/SFF/IF/SF with a Unit/FG other than the one being attacked, as long as that Unit/FG's firer based DRM is ≤ that of the Attacker. If the firer based DRM is the same for all Units/FGs involved, then the TH/IFT DR is resolved normally to determine which sides fires first, except the Defender must randomly select which one of his Units/FGs is allowed to fire. In line with the above rules, the Defender may declare FF/ SFF/IF/SF even if the Attacker is firing Smoke or takes any action resulting in TI status. All Units involved are marked with the appropriate PF/DF/FF counter.

#6 - The Russian may designate ≤ 3 of his 6-2-8 MMC as Assault Engineers (H1.22). Increase the SU-152 Low Ammo B# (D3.71) to a B (1). German 8-3-8/3-3-8 MMC are SS (A25.11) and Assault Engineers.

The 138 of the 138th

Northeastern Barrikady District, Stalingrad, November 17th, 1942: On the 11th of November the Germans launched an offensive in the Barrikady district with elements of two infantry divisions, backed up by five especially formed, and fresh, pioneer battalions, armed with satchel charges and flamethrowers. In addition two assault gun detachments supported the main effort. Much of the brunt of this blow fell against Col. Ivan Ilyich Lyudnikov's 138th Rifle Division. Six days later on the 17th of the month, Lyudnikov's divisional log noted that the regiments of the 138th stood at: 82 men in the 344th, 28 in the 650th and 28 in the 768th, a mere 138 combat effective men. To this he could add a figure of 358 wounded sheltering near his command post, who could not be evacuated because German fire interdicted the Volga in the area.

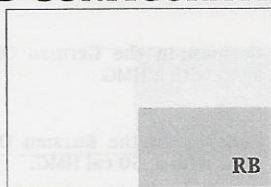


Historical Result: On the west bank of the Volga, prior to the offensive, Lyudnikov had over 1,200 men under his command. Despite horrendous casualties and nearly constant German pressure along his front and pincer movements nipping at his flanks, intended to pry the Russians from the banks of the river, the only means of effective supply, Lyudnikov and his men continued to hold out in an area that was not much larger than a horseshoe shaped 450 by 600 meter pocket nicknamed "Lyudnikov's Island". At one point Lyudnikov bolstered the defense of his hard pressed left flank with a detachment of NKVD troops, led by Junior Lieutenant Senchkovsky, whose determined stance in the face of attack served to harden the rest of the troops fighting within sight. Finally, on the morning of November 19th, the frosty and fog chilled air brought with it the sound of 3,500 guns firing in near unison. To the north and south of Stalingrad ten infantry divisions, three tanks corps and two cavalry corps, all of them Soviet, had gone over to the offensive. Mother Russia was on her way to Lyudnikov's Island.

BOARD CONFIGURATION:



N



Only hexes numbered ≤ 22 in rows S - JJ are in play

VICTORY CONDITIONS:

The Germans win at game end if they fulfill ≥ one of the following: 1) Control all level-0 hexes adjacent to the river or 2) Control building CC10 and hex DD10 or 3) amass more VP than the Russians; the Germans gain 1 VP for Control of each building Location in the Russian perimeter(s); the Russians gain 1 VP for Control of each building Location in the German perimeter(s) and 1 VP for every 3 CVP (FRD) they amass.

BALANCE:



Russian: In SSR#4 the Russian OBA has Normal Ammunition. Otherwise SSR#4 remains as written.



German: Change the Game Length to 7 ½ turns.



Russian Sets Up First



German Moves First



Elements of the 138th Rifle Division, 62nd Army [ELR:2] set up as indicated; see SSRs 1, 3, 4 and 5 {SAN:5}:

Elements of the 344th Regiment set up on/within the perimeter V12 - V10 - U10 - U8 - Y10 - Y14 - X13 - V13:

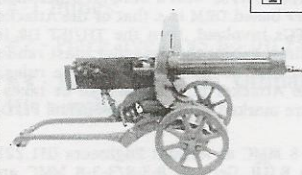
E	1	1	1		
4-5-8	4-4-7	5-2-7	2-2-7	9-1	8-1
2	3	2			

MMG B11 2	LMG B11 1	?	Trench
4-10	2-6	14	3

Elements of the 650th Regiment and "Zagrad Otryadi" NKVD Blocking Detachment set up on/within the perimeter Z14 - BB15 - BB17 - HH17 - HH14 - GG13 - BB10 - Z10 - Z13:

E					
4-5-8	3-2-8	9-0	9-1	7-0	MMG B11 2
3	2				4-10

LMG B11 1	(German) LMG 1	?	Trench
2-6	3-8	9	4



Elements of Infanterie Divisions 305 and 389, 6. Armee [ELR:3] set up as indicated; all Halfsquads must set up ≥ 2 hexes apart; see SSR #6 {SAN:3}:



Elements of Infanterie Regiment 578 and Panzer Pionier Bataillon 50 set up on/within the perimeter S22 - S17 - Z17 - HH21 - HH22 - T22:

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

8-0	MMG 2	LMG 1	DC X12 30-1	FT X10 24-1	?	Trench
	5-12	3-8	2	2	7	5

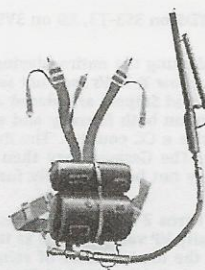


Elements of Infanterie Regiment 577 and Pionier Bataillon 336 set up on/within the perimeter S16 - S6 - T6 - T10 - U11 - U14 - X15 - X16 - T16:

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

8-0	HMG 3	LMG 1	DC X12 30-1	FT X10 24-1
	7-16	3-8	3	3

MTR 3	?	Trench
50* [2-13]	6	2



The 138 of the 138th



Elements of the 768th Regiment set up on/within the perimeter U7 - U6 - CC6 - FF7 - FF9 - Z9 - V7:

E	1			MMG	LMG
4-5-8	5-2-7	9-1	8-1	B11 2 4-10	B11 1 2-6
2				2	

138th Division H.Q. set up within the perimeter consisting of hexes that are ≤ 2 hexes from EE10:

E			
3-2-8	10-2	Radio	?
6			

Divisional assets set up within any Russian perimeter(s):

E						
2-4-8	2-2-8	1-2-7	HMG	ATR	MOL-P	DC
			3 6-12	1-12	X12 B11 4-4	X12 30-1
2				2	2	



?	A-P Mines	AT	Wire
4	12	45mm PTP 3 obr. 32 45L	4
	factors		



Elements of Infanterie Regiment 546, Pionier Bataillon 45 and Stürmschwadron 24 set up on/within the perimeter S1 - S4 - DD4 - DD0 - T0:

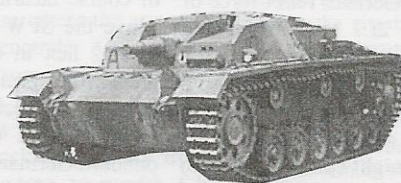
E	1	2	2	2	
8 ³ -3-8	4 ¹ -6-7	4-4-7	2-3-8	2-3-7	8-1
2			2	3	

7-0	MMG	LMG	DC	?	Trench
	2 5-12	1 3-8	X12 30-1		
			2	9	
					3



Elements of Sturmgeschütz Abteilung 244 and Divisional Pionier assets enter on a dr ≤ the current Turn number, otherwise on Turn 4, on/between V0 - S1 - S22 - Y22:

E				
3-3-8	7-0	FT	9-1	StuG IIB
		X10 24-1	AL	Assault
				Gun
				75*



Special Rules:

#1 - RB SSR [EXC: RB1] are in effect. EC are Wet with Ground Snow and no wind at start. SSR CG8 (O11.4) is in effect for the Russians only. For setup purposes, when a perimeter runs along an alternate grain, units may set up on any hex numbered the same (EX: in the alternate grain U6-CC6 units could set up in hexes numbered '6' i.e., V6, W6, etc). Tunnels are NA.

#2 - Place stone rubble in hex BB18 and wood rubble in BB17. Building Z17 is a Two-Story House (B31.3, O4.1). Building CC10 is a Multi-Story Building (B23.23) with both a level 1 and level 2 Location in addition to the ground level Location. Place a 1+5+7 Pillbox and a Trench in hex DD10, the Pillbox CA is CC11/DD11. If applicable, Trenches are assumed to connect to one another across Cliff hex-sides.

#3 - The Russians may fortify ≤ 7 building locations. During setup the Russians may freely deploy. The Russians may use HIP for four squad-equivalents and any SMC/SW that set up with them. The Russians have MOL capability vs. AFV only. The Russians suffer from Ammunition Shortage (A19.131).

#4 - The Russians receive one module of 120mm OBA (HE only) with Scarce Ammunition. This module can be directed either by an Offboard Observer, secretly recorded at Russian set up, at level 1 along one east edge hex or by the 10-2 in the at-start OB; only one of these can have Radio Contact/Battery Access (i.e. from AR to FFE:C) at a time. If the OB-given 10-2 is in contact he may apply his current leadership as a drm to modify the Accuracy dr. Each time a non-extra red OBA access card is drawn (C1.21) place it back in the deck along with another red card. In addition, Battery Access is never permanently lost when more than one red card is drawn. Extra card draw mechanics remain unchanged.

#5 - All Good Order Russian MMC within four hexes and LOS of an *unconcealed* and Good Order NKVD 3-2-8 MMC (VotG22; V.3) are considered Fanatic. The Commissar must set up stacked with ≥ 1 NKVD MMC at start.

#6 - The Germans may fortify ≤ 3 building locations. German 8-3-8/3-3-8s are Assault Engineers and Sappers (H1.22, B28.8).

THE 138 OF THE 138TH Scenario Analysis By Tom Morin

Introduction: Andy Hershey pulls us back into the maelstrom of Stalingrad with the first of his new *Red Barricades* scenario series, a rip-roaring fun offering that depicts a German attack on 'Lyudnikov's Island' in November 1942. Playing the scenario is just like reading from the pages of Jason Mark's *Island of Fire*, evoking vivid images of decimated assault groups of *Landers* and *Pioniers* on the attack, clawing their way through the devastated landscape; grim, battle hardened survivors of Lyudnikov's 138th Division, stubbornly hanging on along the banks of the Volga.

Russian Perspective

Advantages: OBA, Leadership, NKVD 'backbone', SAN:5, Fortifications.

Disadvantages: Low ELR, Ammo Shortage, OB stretched thin.

The Russian OB will indeed be thinly stretched to cover all of the possible German objectives. Many units will need to pull double duty by covering multiple approaches. Building W10 with its 9 (!) Locations should be held at all costs; this is made easier as it falls in the setup area of the strongest Russian group. The H.Q. building/pillbox area is held by a weak force led by Lyudnikov himself (10-2), who has 120mm OBA on-call to discourage German attempts there; his -2 modifier for FFE accuracy makes the OBA something to be feared. The OBA will remain a constant threat due to the inclusion of the "Pleva" OBA rule in SSR 4. The southern Russian force will need to screen the approach to the H.Q. area and the riverbank, a daunting task given the size of the force. The picture gets more bleak in the north, where the Russians are at their weakest and the

Germans set up right on top of them. The Russians do have fortifications to stiffen the defense, plenty of HIP and concealment to keep the enemy guessing, and the NKVD blocking units to give 'backbone' to the defenders of the Motherland, which provides a nice morale boost in crucial sectors. The Russians also have divisional assets that can be positioned in key areas. While it is tempting to place the HMG with the 10-2, it will probably end up with a 9-1 directing since the 10-2 will be busy calling in artillery. The AT gun and MOL projectors will be unlikely to fulfill their primary role given there is only one AFV in the German OB, but they will be needed versus infantry, especially once the MGs start malfunctioning from the Ammo Shortage. The Russians should focus on killing Germans to pile up the CVPs, and also form a tactical reserve which can use the trenches to respond to threatened sectors, or to make (or feign) a grab for German-held locations.

(continued on Page 11)

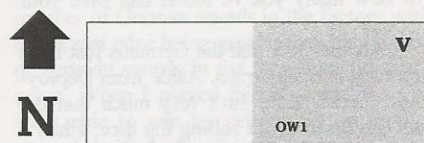
Lack of Communication

Approaches to the Ludendorff Bridge near Remagen, Germany, March 8th, 1945: Unlike the Americans (who pushed 8,000 troops on to the east bank of the Rhine), the German response to the fall of the Ludendorff Bridge was slow and haphazard due to the fact that there was no radio at the bridge, and also because the local phone lines were down due to Allied bombing. The first unit to react was the local engineer unit, the 3rd Battalion of the 12th *Ludendorff* Pionier Regiment, and this came many hours after the bridge had fallen.



Historical Result: Seeing that an immediate counterattack was needed the commander of the engineer unit, Major Herbert Strobel, gathered about 100 engineers and assorted FlaK troops from the area along with thirty tons of explosives and sent them towards the bridge. In the early hours of the morning they started to bump into the outer perimeter of the American bridgehead and a series of confused exchanges took place. In the end this resulted in the capture of 100 Germans. The lack of communication was a huge factor in the slow German response.

BOARD CONFIGURATION:



Only hexrows A-P are playable

VICTORY CONDITIONS:

The Germans win by exiting ≥ 14 VP off the north edge, including ≥ 1 DC. Each DC is worth 2 VP for exit purposes. Prisoners are not doubled.

BALANCE:

U.S.: Add a 6-6-6 squad to the U.S. OB and replace the U.S. 9-1 SMC with a 9-2.

German: Extend the game length to 5 1/2 turns and replace 2x 4-3-6 squads with 2x 4-6-7s.

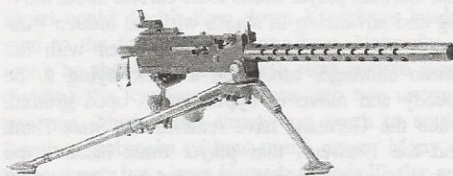
U.S. Sets Up First

German Moves First

1 **2** **3** **4** **5** **END**
+2 LV +1 LV +1 LV +1 LV +1 LV

Elements of the 310th Infantry Regiment, 78th "Lightning" Infantry Division [ELR:3] set up in hexes numbered ≥ 3 [EXC: at least 2 squad equivalents must set up in hexes numbered 3]; MMC (and SMC/SW stacked with them) in suitable terrain may set up entrenched {SAN:3}:

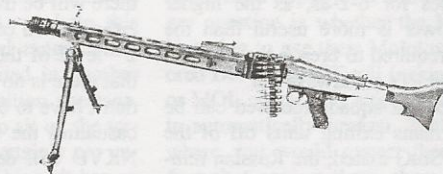
1	1				
6 ³ -6-6	3-4-6	9-1	8-1	MMG [2] 4-10	BAZ '45 ^{X11} 8-5
6	2			2	2
				MTR [3] M2 60* [3-45]	? 4



U.S. COUNTERS

Elements of Bataillon II, Pionier Regiment 12 "Ludendorff" and Local FlaK crews [ELR:2] enter on Turn 1 along the south edge {SAN:3}:

E	2	C			
8 ³ -3-8	4-4-7	4-3-6	9-1	8-0	7-0
3	6	3			
LMG [1] 3-8	DC X12 30-1	PSK X10 12-4	MTR [3] 50* [2-12]		
3	3				



GERMAN COUNTERS

Special Rules:

#1 - EC are Moist with no wind at start. Due to early morning there is a +2 LV Hindrance (E3.1) in effect on Turn 1; on Turn 2 the LV Hindrance decreases to +1 and lasts for the remainder of the game.

#2 - Place overlay OW1 on N2-M2. All grain is treated as brush (B12). All buildings are Single Story Houses (B23.21).

#3 - German 8-3-8/3-3-8 MMC are Assault Engineers (H1.22).

#4 - Bore Sighting is NA.

Jumonji Pass

Dispatches from the Bunker
Scenario # DB087

Jumonji Pass, Manchuria, August 9th, 1945. In the Pamientung Sector on the evening of 9th August, the Japanese garrison at Lishan reported no Soviet activity even though they could hear mechanical movement to the southeast of their positions. This did not last as Lishan was soon assaulted by elements of the Soviet 1052th Rifle Regiment. Meanwhile, to the south-east, a small Japanese outpost guarding the Jumonji Pass came under attack by the leading elements of the Soviet 190th Rifle Division.



Historical Result: The Soviets set fire to the Japanese barracks at 1000 hrs, but the fire spread to the brush, slowing the Soviet advance. Eventually, the Soviets outflanked the Japanese positions under cover of tank fire. After suffering heavy losses, the Japanese commander withdrew his platoon northwards towards Pamientung.

BOARD CONFIGURATION:



39	
	42

Only hexes in rows M-V on board 39 and rows L-U on board 42 are playable.

VICTORY CONDITIONS:

The Japanese win immediately by amassing ≥ 15 CVP. The Russians win at Game End if they Control Hex 39T5 and all 6 adjacent hexes.

BALANCE:



Japanese: Prior to setup the Japanese may Battle Harden one squad.



Russian: In the Russian at-start OB add 1x DC and replace 1x 4-4-7 squad with a 5-2-7.



Japanese Sets Up First



Russian Moves First

1

2

3

4

5

6

END



Elements of the 277th Infantry Regiment [ELR:3] set up Concealed in any whole hexes on board 39: {SAN:4}

E	1	2		LMG	MTR	?
3 ² -4-8	4 ¹ -4-7	3-4-7	8-0	<small>B11</small> 1 2-6	<small>2</small> Type 89 50* [1-16]	
2	2					4



A-P Mines	Trench	Pillbox
12 factors		1+3+5

Reinforcements- select one group and enter on Turn 1 along the west edge:

1			MMG
2-3-7	1-2-8	9-1	<small>B11</small> 2 4-11

or

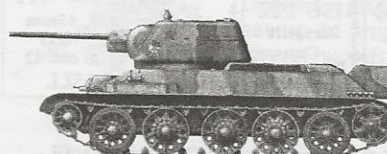
2			HMG
2-3-7	2-2-8	8+1	<small>B11</small> 3 6-14

JAPANESE COUNTERS



Elements of the 190th Rifle Division [ELR:3] set up in woods in any whole hexes of board 42: {SAN:2}

1	1		LMG
4-4-7	5-2-7	8-1	<small>B11</small> 1 2-6
6	2		2



Reinforcements- select one group and enter on Turn 1 along the east edge:

1		DC
5-2-7	9-2	<small>X12</small> 30-1

or

E		FT
6-2-8	7-0	<small>X10</small> 24-1

or

E	1	
4-5-8	4-4-7	8-1

Tank Support enter on Turn 2 along the east edge:

T-34 M43
Medium
1 Tank
76L 2/4

RUSSIAN COUNTERS

Special Rules:

#1 - EC are moderate and weather is Overcast with no wind at start.

#2 - Paths are Roads. The woods on board 42 (only) are "light woods", treat as regular woods except the T-34 Bog check has only a +1 Bog DRM. Place a Blaze counter in building 42U8 and a Flame counter in hex 42T7.

#3 - Russian 6-2-8/3-2-8 and 5-2-7/2-2-7 MMC are Assault Engineers (H1.22). 5-2-7/2-2-7 MMC are considered Elite for purposes of DC/FT usage (A22.3, A23.2).

#4 - Japanese MMC with the shaded box are reduced-strength (G1.11). Japanese AP Mines may not set up in hex 39T5. The OB-given Japanese Elite squad may set up using HIP; this is in addition to the HIP normally allowed per G1.631.

No Rest For The Weary

Sieffersdorf, Germany, February 20th 1945: Only three days after withdrawing from the failed attempt to relieve Breslau and the 8th Panzer Division was once again involved in a costly village-by-village counterstroke, this time to relieve the besieged defenders of Lauban. One of these villages was Sieffersdorf, a quiet little hamlet set in the deceptively peaceful Silesian countryside. At 1300 hours the division went about setting up its attack. Panzergrenadier Regiment 98 set up a security line to the west of the town, where a number of Soviet tanks with *desantniki* had been spotted. Panzergrenadier Regiment 28 was tasked with riding the Panzer IVs of the 10th Panzer Regiment's II. Battalion and mounting a frontal assault on the town. The Panthers of the I. Battalion were ordered to take Point 480 to the east of the town, following that up with a wide counter-clockwise encircling maneuver completely around Sieffersdorf.



Historical Result: The Panzer IVs of the II. Battalion started to receive fire from anti-tank guns sited on the outskirts of the town. The Panthers concentrated fire and succeeded in wiping out the anti-tank units and stormed the town. Once inside the town hours of fierce house-to-house fighting began. Meanwhile, the Panthers of I. Battalion had completed their encircling maneuver and linked up with Panzergrenadier Regiment 98, adding their weight to that regiment's flanking attack on the town. The arrival of the Panthers from an unexpected direction and the subsequent havoc caused panic among the Soviet tankers. By day's end 28 Russian tanks had been destroyed, many of them by the Panthers, while the remainder were knocked out later in the day as they attempted to counterattack back into Sieffersdorf. By nightfall Panzergrenadier Regiment 28 and the Panzer IVs of II. Battalion had cleared the last pockets of resistance in the town.

BOARD CONFIGURATION:



16	49

VICTORY CONDITIONS:

The Germans win at Game End if they Control ≥ 5 multi-hex buildings on board 49. The number of multi-hex buildings required is increased by 1 for every 3 (FRU) Russian AFV that suffer Recall due to SSR#5.

BALANCE:



Russian: Add a 9-2 armor leader and 9-1 armor leader to the Russian OB.



German: In the German OB replace three 4-6-7 MMCs with three 5-4-8 MMCs.



Russian Sets Up First



German Moves First

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



Elements of the Soviet 4th Tank Army [ELR:3] set up north and east of the road network 49I10-49I8-49F7-16K8-16N4-16Y4-16GG6; see SSR#3 {SAN:4}:

4-4-7	2-2-8	9-1	8-1	8-0	7-0	MMG B11 2 4-10
20	3					2
LMG B11 1 2-6	ATR 1-12	T-34 M43 Medium Tank 76L 2/4	ISU-122 Assault Gun 122L	ART 76.2mm PTP obr. 39 76L	AT 45mm PTP obr. 42 45LL	
4	2	6	3	2		

Reinforcing elements of the Soviet 4th Tank Army enter on Turn 2 along the north edge of board 49 with all infantry as Riders:

5-2-7	8-1	7-0	LMG B11 1 2-6	T-34/85 Medium Tank 85L 2/4	IS-2 Heavy Tank 122L 1/4 ²²
6			2	3	3



RUSSIAN COUNTERS



Elements of Bataillon II., Panzer Regiment 10 and Panzergrenadier Regiment 28, 8th Panzer Division [ELR:3] enter on Turn 1 along the south edge {SAN:3}:

5-2-8	4-1-6-7	9-1	8-1	8-0	dm MMG 1 3-8	LMG 1 3-8
3	9			2		3
PSK X10 12-4	9-1 AL	Pz IVH Medium Tank 75L 3/5	Pz IVJ Medium Tank 75L 3/5/2			
		6	3			

Elements of Bataillon I., Panzer Regiment 10 and Panzergrenadier Regiment 98, 8th Panzer Division enter on Turn 3 along the west/north edge on/between 16A1-16GG5 with all infantry as Passengers:

5-2-8	4-1-6-7	9-1	8-1	LMG 1 3-8	9-2 AL	Pz VG Medium Tank 75LL 3/5/2
3	6		2	3		4
SPW 251/9 Halftrack 75* -/4*	SPW 251/sMG Halftrack CMG -/7*/3*	SPW 251/1 Halftrack AAMG -/3				
2	3	1				



GERMAN COUNTERS

SPECIAL RULES:

- #1 - EC are Moist with no wind at start. Bore Sighting (C6.4) is NA. No Quarter (A20.3) is in effect.
- #2 - All buildings are Single Story Houses (B23.21).
- #3 - All Russian Guns must set up with their CA facing South.
- #4 - The inherent HS for the SPW251/sMG is a 2-4-8.

#5 - The following event can occur only once during the game- as soon as a LOS exists between any Russian AFV and a German Panther (PzKw VG) tank, each Russian AFV must take an immediate TC; failure of the TC results in Recall (D5.341). For purposes of Recall the east and north edges of board 49 are considered to be the Friendly Board Edge.

#6 - AFV inherent crew may not voluntarily abandon their vehicle.

Operation Rösselsprung

Series #3

Scenario Design: Tom Morin

Get Tito

Dispatches from the Bunker

Scenario # DB089

Drvar, Yugoslavia, May 25th, 1944: The only outcome of Operation Rösselsprung ("Knight's Move") that could deem it a success was eliminating its main target, the Yugoslav Partisan leader Josef Broz Tito. Faulty intelligence reports incorrectly placed the location of Tito's H.Q. (code named 'Objective Citadel') at the *Slobica Glavica* cemetery west of Drvar. As a result Group *Panther*, the main glider assault force assigned to this objective, came up empty-handed, finding only some abandoned jeeps and anti-aircraft emplacements there. The commander of the *SS-Fallschirmjäger* battalion, *Hauptsturmführer* Kurt Rybka, heard reports that one of his glider groups which had landed to the north near the Unac River was taking heavy fire. Rybka deduced that the Partisans were protecting something important, and that could only mean Tito. He immediately gathered his forces to attack there.



Historical Result: The Partisans were indeed protecting Tito, who after a night of celebrating his birthday had recklessly decided to shelter at the site of his old headquarters located in a cave near Drvar, rather than travel the 7 Km to his new (and more secure) headquarters cave in Bastasi. Defending Tito were two companies of his escort battalion, supported by machine guns and mortars. Rybka ordered his *SS-Fallschirmjäger* to attack across the Unac River, supported by a MG-42 which was targeting the mouth of the cave. The SS Paras attacked across the bare ground, almost reaching the cave before being turned away with heavy casualties, which included Rybka himself. Stukas provided little help, having trouble identifying enemy targets. The Germans would renew their attacks, but eventually had to withdraw due to heavy losses, exhaustion and the arrival of Partisan reinforcements. Tito would make good his escape during a lull in the battle.

BOARD CONFIGURATION:



	58
Wd3	57
Rv1	

Only hexrows R-GG are playable

VICTORY CONDITIONS:

Provided Tito (the Partisan 10-0 SMC) has not exited off the north or east board edge (resulting in an immediate Partisan victory), the Germans win the instant Tito is 'killed' (see SSR#6).

BALANCE:



Partisan: Add a 9-1 SMC to the Partisan at-start OB.



German: Add a (dismantled) MMG to the German reinforcement OB.

Partisan Sets Up First

German Moves First

1

2

3

4

5

6

7

END

Elements of the "Tito" Escort Battalion, NOVJ (National Liberation Army of Yugoslavia) Supreme Headquarters [ELR:5] set up on board 58 (see SSR#7) {SAN:5}:

1					(Italian) HMG	(Italian) LMG
5-2-7	3-3-7	2-2-8	9-1	8-1	B11 3 6-12	B11 1 2-5
4	12	4		2		3
					(Italian) MTR	(Italian) MTR
					2 45* [2-13]	2 81* [3-102]
					(Italian) Mortaio da	(Italian) Cannone da
					3 81/14	3 20/65
					20L[4]	Foxhole
					2	1S
					2	20

Tito and personal escort set up in the cave in hex 58W5 (see SSR#2):

E		(Italian) LMG	Cave
6-2-8	10-0	B11 1 2-5	1+4+6

PARTISAN/RUSSIAN COUNTERS



Remnants of Gruppe Stürmer, SS Fallschirmjäger Bataillon 500 [ELR:5] set up as indicated {SAN:2}:

Set up in 57X3:

4-2-6-8	9-1	HMG
		3 7-16

Set up anywhere on board 57 in hexes north of the river:

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



Landed gliders (SSR#4) set up in any hexes [EXC: river, woods, bridge or building] on board 57:



Elements of Gruppe Panther & Gruppe Rot, SS Fallschirmjäger Bataillon 500 enter on Turn 1 along the south edge :

5-2-4-8	4-2-6-8	10-2	9-2	8-1	8-0	LMG
						1 3-8
13	5			2	2	6

GERMAN COUNTERS

Special Rules:

#1 - EC are moderate with no wind at start. No Quarter (A20.3) and Hand-to-Hand CC (J2.31) are in effect. Kindling is NA.

#2 - Place overlays Rv1 on 57BB4-CC4 and Wd3 on 57DD8-DD9. All river hexes are treated as shallow stream hexes (B20.42). A two-lane stone bridge (B6) exists in overlay hexes 57X5 and 57X6. Grain (B15) is in season. The level-3 hill depiction in hex 58W5 is treated as level-4 hill. There is a Cave (G11) at level-3 in hex 58W5 with a covered arc of 58W4. Cave Complexes (G11.2) are NA and Cave Entry (G11.7) is allowed by both sides. The cliff hex-side in 58W5 only exists at level-4; movement between the Cave and its Entrance Hex is treated as an Abrupt Elevation Change (B10.5).

#3 - All Russian 6-2-8/3-2-8, 4-4-7/2-3-7 and 5-2-7/2-2-7 MMC are treated as Partisans (A25.24) and are considered to have an underscoring morale (A19.13). All 4-4-7/2-3-7 MMC are Fanatic (A10.8). Partisans may not form multi-Location FG. Partisans may use all SW/Guns in their OB without penalty [EXC: A21 applies to the German LMGs]. Partisan MMC that Battle Harden become Fanatic. The 10-0 SMC in the Partisan OB is a Commissar (A25.22).

#4 - All German MMC are SS (A25.11) and are considered to have an underscoring morale and an increased broken morale. A Landed Glider is treated as a vehicle wreck (D10). Panzerfaust use is NA.

#5 - The Germans receive Air Support in the form of three 1942 Stukas with bombs that arrive on Turn 1. At the end of each Game Turn the German makes a dr, if the dr is < the current turn # all Stukas are Recalled. There is an additional +2 Sighting TC DRM that applies to all Sighting TC DR.

#6 - If Tito (the Partisan 10-0 SMC) is eliminated while in/ADJACENT to an unbroken German unit, he is considered 'killed'. If eliminated while not in/ADJACENT to an unbroken German unit, place a concealment counter of an unused nationality in the Location where the 10-0 was eliminated; the instant that an unbroken German unit is in/ADJACENT to that concealment counter, the 10-0 SMC is considered 'killed'. Tito may only exit the Cave after all Stukas have been Recalled.

#7 - During setup the Partisan may add one trench to his OB for every four Foxholes he removes from his OB.

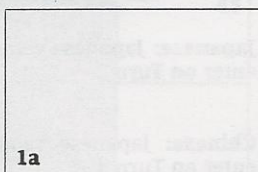
Bedouin Blitz

West of Ramadi, Iraq, May 24th 1941: After the fall of Fallujah and the defeat of the strong Iraqi counterattack there, the British prepared to take the fight to Baghdad. However, several full-strength units of the Iraqi Army still threatened the flanks of the modest British Army forces. Land and air patrols were dispatched from Habbaniya to all points of the compass to find the renegade Iraqi Army. A large number of Iraqi soldiers were discovered near Ramadi. A truck-borne squadron of the Household Cavalry Regiment was positioned west of the town to block any Iraqi attempt to escape into the wastes of Al-Anbar province. At dawn on the 24th, the Tommies of B Squadron suddenly fell under attack by a strong force of local raiders.



Historical Result: The Bedouins delivered a ferocious attack against the small force of Household Cavalry. Since the outbreak of hostilities and the subsequent British reinforcement into Iraq, the local populace had been incited to violence by the infamous guerilla leader Fawzi el-Qawujki. Outnumbered, the Men of B Squadron fought a delaying action to the edge of the village, then boarded their trucks and fled to Habbaniya, leaving behind one of the armored cars, mired in a patch of sand. The British finally suppressed the rebellious Iraqis by the end of May. On the run for his life, El-Qawujki eventually fled to Syria, where he would survive the war, and, in 1948, fight against a new enemy.... Israel.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Iraqis win instantly if they Control ≥ 9 building Locations in the British setup area anytime prior to Turn 4, otherwise they win at Game End by amassing ≥ 22 CVP. The Iraqis earn CVP (A26.22) normally and 1 CVP for each building hex in the British setup area that they Control at the end of Turn 3. Exit VPs (A26.23) for British units which Exit off the east edge are subtracted from the Iraqi total. For purposes of CVP and Exit VP each truck is worth 3 VP [EXC: a truck is worth 0 Exit VPs unless it Exits the map transporting ≥ 1 Passenger MMC].

BALANCE:



British: Replace the British 8-0 SMC with a 9-1.



Iraqi: Add 1x 3-4-7 MMC and 1x Squad-size Horse counter to the Iraqi Reinforcement OB.

British Sets Up First

Iraqi Moves First

1 2 3 4 5 END



Elements of B Squadron, Household Cavalry Regiment [ELR:4] set up Concealed ≤ 3 hexes from hex N10; see SSR#3 [SAN:4]:

1	1			LMG	MTR
4 ² -5-7	2-4-7	8-1	8-0	1 2-7	2 51* [2-11]
5	3			2	

?

8

Rolls Royce Armoured Car
1 ATR -/2*

2

Motor transport enter on Turn 3 along the north edge on/between hexes Q5 and Q16:

30-cwt Lorry
T7 21PP

4



BRITISH COUNTERS



Local Bedouin Raiders [ELR:3] set up ≥ 5 hexes from hex N10 in hexes that are numbered ≤ 12 [SAN:2]:

1	C			LMG
3-4-7	3-3-6	8-0	7-0	1 2-7
4	4			2

Mounted Bedouin Raiders enter as Cavalry (A13.1) along the west edge on Turn 2:

1			LMG	Horse Squad Size
3-4-7	8-1	7-0	1 2-7	
7			2	7



AXIS MINOR COUNTERS

SPECIAL RULES:

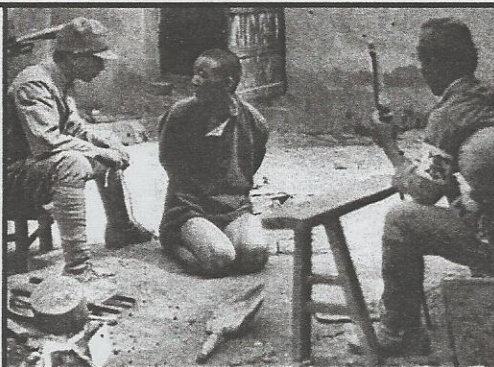
#1 - EC are Very Dry with no wind at start. Kindling is NA.

#2 - All buildings are Stone and single story; the Steeple in K9 does not exist. All Woods are Brush. All Grain is Sand (F7.0). All Hedges are Low Sand Dunes (F7.5). All Orchards are Desert Palm Trees; a Desert Palm Tree hex is treated as an Orchard which in addition to a +1 LOS Hindrance also provides a +1 TEM. Desert Palm Trees are treated as Woods for purposes of Rout and Rally Terrain Bonus.

#3 - British units set up Concealed regardless of terrain. The 2 FP AAMGs on the Rolls Royce Armored Cars have a 360° covered arc.

Atrocities Beget Atrocities

Tsinan, Shantung Province, China, May 3rd, 1928: By 1927, the Japanese began to worry of a united China that also included Manchuria. The Kwantung Army believed Japan's ordained destiny started in Manchuria but included all of China. On 18 April 1928, the Japanese ordered 5,000 troops into Shantung Province. However, only 500 troops were assigned to the provincial capital, Tsinan, so as to protect Japanese nationals and only arrived on 30 April. The next day, the Nationalist Army was ordered by Chiang Kai-shek to continue their Northern Expedition to Tsinan to purge the area of Communists. Japanese Army officers were looking for any incident to expand their grip on China. The lead Chinese element gave the Japanese exactly that incident.

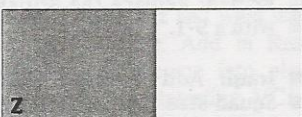


Historical Result: Japanese troops caught poorly-controlled Chinese troops in the very act of plundering Japanese businesses. As a few Japanese troops moved in and attempted to restore order they were fired on by Chinese Dare-Death troops entering the area. Soon, battles raged all over the city as each side attempted to arrest enemy leaders. It would be hours before generals from both sides gained control of their troops. Later it was discovered that Chinese troops had executed some Japanese. Before nightfall, the Japanese had captured and executed the Nationalist Commissioner of Foreign Affairs of Shantung, his wife, and 14 officers for crimes against Japanese civilians. More atrocities would soon be committed.

BOARD CONFIGURATION:



N



Only hexrows A-P are playable.

VICTORY CONDITIONS:

The Chinese win at Game End if they have earned ≥ 4 VP more than the Japanese. Each side may earn VP for CVP [EXC: CVP are earned only for captured/eliminated leaders] and also per SSR #5. The Chinese (only) may earn VP for Building Control per the following schedule: 1 VP for each of E9 and K9; 2 VP for L5; 3 VP for D2.

BALANCE:



Japanese: Japanese reinforcements enter on Turn 2.



Chinese: Japanese reinforcements enter on Turn 4.

Chinese Sets Up & Moves First

1 2 3 4 5 6 END



Elements of 23rd Infantry Regiment, 6th Infantry Division [ELR:3] set up second on/between hexrows C-N but ≥ 2 hexes from any Chinese counter [EXC: Wire may set up in a non-building hex adjacent to a Chinese counter] see SSR#3: {SAN:4}:

1	2	C			
4 ¹ -4-7	3-4-7	3-3-6	2-2-8	8-0	8+1

3	8	3	3		
MMG [2] 4-11	LMG [1] 2-6	INF [3] 37*	?	Wire	
2	3		7	5	

Reinforcing elements of 23rd Regiment H.Q. enter on Turn 3 from any one edge (choose one Group in addition to the 8-0 and LMG):

Group 1		Group 2	
4 ² -4-8	4 ¹ -4-7	10-1	LMG [1] 2-6
2	2	5	5
JAPANESE COUNTERS		CHINESE COUNTERS	



Surrounded elements of 5th Co., 2nd Bn., 110th Regiment, Northern Nationalist Army [ELR:3] set up first in only one of the four VC buildings; see SSR#4 {SAN:4}:

1	C		
3-3-7	3-3-6	6+1	?

Elements of 2nd Bn. enter on Turn 1 from ≤ 2 edge(s):

E	1	C			
4 ¹ -4-7	3-3-7	3-3-6	2-2-7	9-1	8-0
3	6	3	2		



Reinforcing elements of 1st Bn., enter on Turn 3 from any one edge (choose only one group):

Group 1		Group 2	
4 ¹ -4-7	9-1	LMG [1] 2-7	3-3-7
3	2	4	4
JAPANESE COUNTERS		CHINESE COUNTERS	

Special Rules:

#1 - EC are Moist, with a Mild Breeze from the north at start. All buildings are wooden. Buildings D2 & L5 are Factories (B23.7).

#2 - Before setup, each side may place ≤ 2 shellhole counters in Open Ground hexes with the Japanese player placing all first. Each shellhole counter is treated as Debris (O1).

#3 - The Japanese may Fortify ≤ 2 building Locations (Tunnel exchange is NA). No Move (E1.21) restrictions apply to Japanese Personnel as if it were Night. After all Japanese reinforcements enter, any Japanese Personnel still under No Move restrictions gain Freedom of Movement.

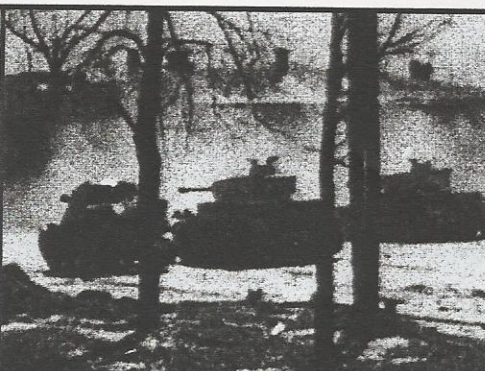
#4 - Rule G1.611 applies to the Chinese as if they were Japanese. Contrary to G18.6, all Chinese reinforcement 4-4-7 MMC are Dare-Death MMC and no other MMC may be designated a Dare-Death MMC.

#5 - If both sides set up in the same VC building, neither side is in Control of that building. Each player's Turn 3 reinforcement choice is made at the beginning of the Player Turn the reinforcements enter on and the opposing player must be informed of which Group was taken at that time. If a player chooses Group 1, the opposing player immediately earns 1 VP.

The Streets of Kharkov

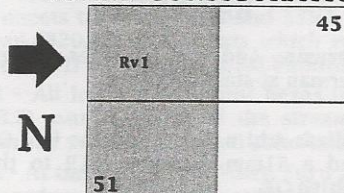
Dispatches from the Bunker
Scenario # DB092

The 3rd Battle of Kharkov, Russia, March 13th, 1943: In mid-February 1943 SS-Obergruppenführer Paul Hausser's newly formed SS-Panzerkorps had been unceremoniously evicted from Kharkov by elements of the Soviet 40th and 3rd Tank Armies. To halt the Russian breakthrough and retake Kharkov, Generalfeldmarschall Erich von Manstein initiated a 'backhand blow' counteroffensive, to be spearheaded by Hausser's SS-Panzerkorps. Looking to avoid costly urban combat, both von Manstein and the commander of 4th Panzer Army Generaloberst Hermann Hoth ordered Hausser to encircle Kharkov and not attack the city directly unless it appeared to be weakly held. Looking for a measure of payback for their earlier humiliating defeat, Hausser chose to ignore the orders and sent his SS-Panzerkorps crashing directly into the center of Kharkov which was strongly held by elements of the Soviet 3rd Tank Army and 17th NKVD Brigade.



Historical Result: The SS-Panzerkorps stormed Kharkov from the north and west with the SS-Leibstandarte and SS-Das Reich Divisions. Angered by Hausser's insubordination, von Manstein and Hoth forced him to pull SS-Das Reich out of the city, but allowed SS-Leibstandarte to stay and finish clearing out the Soviets. Embroiled in bitter street fighting, SS-Leibstandarte slogged through block by block. On March 12th a battalion led by Jochen Peiper grabbed a bridgehead over the Kharkov River, which bisected the city. On March 13th the bridgehead was attacked by elements of the Soviet 3rd Tank Army and 17th NKVD Brigade, and fierce fighting held up the SS advance for the entire morning. By afternoon the SS were finally able to break through the stubborn resistance and seal off the city. Even though the SS felt vindicated by their hard fought victory, their failure to rapidly encircle Kharkov as von Manstein had ordered allowed a large portion of the Soviet 3rd Tank Army to escape intact.

BOARD CONFIGURATION:



Only hexrows R-GG on board 45 and rows A-P on board 51 are playable.

VICTORY CONDITIONS:

The Russians win the instant both bridges are destroyed or at Game End by Controlling ≥ 4 multi-hex buildings on board 45 east of the river and/or by Controlling at least one road Location on or adjacent to each bridge. The Germans win the instant they have Exited ≥ 12 VP off the east edge or at Game End by avoiding a Russian win.

BALANCE:

Russian: Add 1x 9-0 SMC and 1x DC to the OB of the "17th NKVD Brigade".

German: Replace the two PzKpfw IVF2 with two PzKpfw IVH.



Sequential Setup, Russian Moves First

1 2 3 4 5 6 END



Elements of the 3rd Tank Army [ELR:3] set up first on board 51 in hexes numbered ≤ 2 [EXC: roadblocks must set up on board 51 in hexes numbered ≤ 8] [SAN:4]:

1	1						
5-2-7	4-4-7	2-2-8	9-1	7-0	MMG	LMG	
2	6				2	2-6	

ATR	DC	Phone	?
1-12	X12 30-1	X12 11	
2			3



AT	Road block
45mm PTP	
3 obr. 42	
45LL	
	3

Elements of the Separate Combat Supplement Battalion, 17th NKVD Brigade [ELR:5] and 179th Tank Brigade set up last on board 51 in hexes numbered ≥ 3 :

6-2-8	10-0	9-0	LMG	DC	T-34 M43	T-34 M41
9			1 2-6	X12 30-1	Medium Tank	Medium Tank
					76L 2/4	76L 2/4
			3	2	4	2

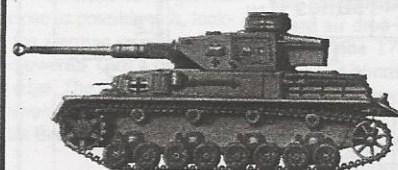
RUSSIAN COUNTERS



Elements of SS-Panzergrrenadier Regiment 2, 1st SS-Panzergrrenadier-Division Leibstandarte-SS Adolf Hitler [ELR:5] set up second on board 45 [EXC: roadblocks may not set up in/adjacent to a bridge hex] [SAN:3]:

6-2-8	3-4-8	2-2-8	10-2	9-1	8-1	8-0
9	4					

HMG	LMG	DC
3 7-16	1 3-8	X12 30-1
	4	2



FT	?	9-2
X10 24-1		AL
	4	

Pz IVF2	Marder II	SPW	AT	Road block
Medium Tank	Tank Destroyer	251/1 Halftrack	7.5cm PaK 40	
1 75L 3/5	1 75L	1 AAMG -/3	2 75L	
2		2		2

GERMAN COUNTERS

Special Rules:

#1 - EC are Wet with no wind at start. SSR VotG10 (Hand-to-Hand CC) and VotG22 (NKVD MMC) are in effect (V.3). No Quarter is in effect (A20.3).

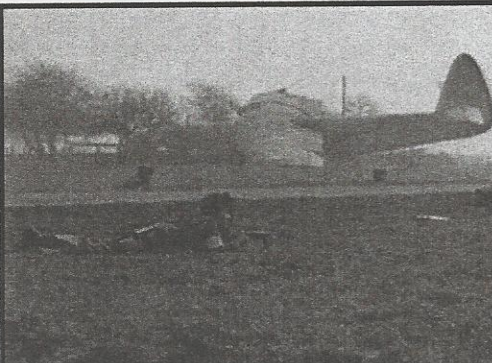
#2 - Place overlay Rv1 on 45BB5-CC5. The river is deep, with a heavy current flowing south. There are two-lane stone bridges that exist in hexes 45oU6-oV5 (connecting to the road in hexes U7 and V4) and in hexes 45oY7-oZ6 (connecting to the road in hexes Y8 and Z5).

#3 - Buildings 51B2 and 51M2 are Factories (A23.74) [EXC: vehicular-sized entrances exist only across the road hexsides in 51C3 and 51O2].

#4 - The Russian has one module of 80mm OBA (HE only) available at-start, with one Pre-Registered hex. All Russian MMC are considered Elite for purposes of DC usage (A23.2).

Thunder From Heaven

Hamminkeln, Germany, March 24th 1945: By the spring of 1945, American and British forces stood poised on Germany's final defensive barrier in the west - the Rhine. The U.S. 12th Army Group had been able to "bounce" a bridge at Remagen on March 7th, but the British 21st Army Group would not be as fortunate. Two days after the Remagen coup, Field Marshal Bernard Law Montgomery had ordered planning to begin on the 21st AG's own crossing. As he had done in North Africa, Sicily and Normandy, Monty meticulously planned this, his last great set-piece battle. The site that was chosen for the British Rhine assault was Wesel, a major communication and road-net center. To support the initial river assault, two Airborne Divisions of the First Allied Airborne Army were to be dropped. The British 6th Airborne's objective would be the two bridges which crossed the Issel River at Hamminkeln. Capturing these would prevent German forces from counter-attacking the bridgehead. The US 17th Abn, making its first airdrop, was to protect the assault's southern flank. Because of the battle-worn condition of most of the German units in the area, most notably the 84th Infantry Division and the 116th Panzer, it was thought that resistance would be light.



Historical Result: In a change from the usual Allied airborne doctrine, the ground attack was launched prior to the airborne phase of the operation. Elements of the American 513th PIR came down about two miles northeast of their DZ and immediately ran into stiff German resistance from a number of light AA guns and Kampfgruppe Karst, a special airdrop defense unit composed for the most part of paratroopers. A motley collection of Luftwaffe and Volksturm units also took part in the fray. After several minutes of close and deadly combat, gliderborne troops of the 6th Airborne's 2nd Ox and Bucks made their appearance, landing literally on top of the stunned head of the Yank 'troopers. In quick fashion, Hamminkeln and its two bridges were taken, thanks to the cooperation showed by the Allied airborne soldiers and in spite of the appearance of roaming German armor and other reinforcements from the 116th Panzer. Without the presence of the American Division, which was nicknamed "Thunder from Heaven", the 2nd Ox and Bucks, who took almost 40% casualties, may have well been completely destroyed.

BOARD CONFIGURATION:



		33
		S2
		X9
		X18 X13 S41
		S43
16	43	

VICTORY CONDITIONS:

The Allies win at Game End if they Control hex 33M3 and there are no Good Order German MMC(s) [EXC: Vehicular crews] west of the river within 10 hexes of 33M5.

BALANCE:



German: Add a 9-2 Leader to one German at-start OB group.



Allied: Add a Baz '45 to the U.S. OB and a 51mm Airborne MTR to the British OB.

German Sets Up First

Allied Moves First

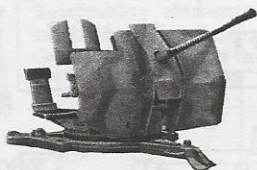
1	2	3	4	5	6	7	8	9	END
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Elements of Infanterie Division 84 and Kampfgruppe Karst [ELR: 2/3; see SSR#8] set up/enter as instructed [SAN:4]:

Set up within 10 hexes of 33Q7 (see SSR 5):

⑤	1	2	C				
5-4-8	4-6-7	4-4-7	4-3-6	2-2-8	9-1	8-0	
2	2	2	2	3			
MMG	LMG	PSK	A-P	AA	AA		
② 5-12	① 3-8	X10 12-4	Mines	FlaK 30	FlaK 38		
2			12 factors	20L(4)	20L(6)		



Foxhole	Trench	Wire
1S		
3	3	3

Set up on any whole or half hex of Board 16:

2	1				
4-4-7	2-4-7	8-0	LMG	Foxhole	?
2			① 3-8	1S	
			2		10

Set up anywhere in the play area:



Enter along the west edge on Turn 2:

⑤	2		
5-4-8	4-4-7	8-1	LMG
2			① 3-8

GERMAN COUNTERS



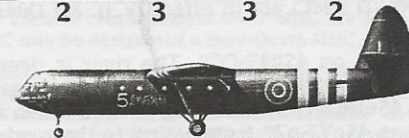
Elements of the 2nd and 3rd Battalions, 513th Parachute Infantry Regiment, 17th Airborne Division [ELR: 5] enter by airdrop (E9.) on turn 1 [SAN:4]:

E	E				
7-3-4-7	3-3-7	2-2-7	9-2	9-1	8-1
20	4	2			2
8-0	7-0	dm	dm	BAZ	RCL
		MMG	MTR	'45	X11
			60mm	8-5	① 57
		4	4	4	2



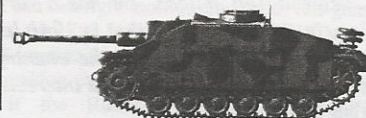
Elements of Company B, 2nd Oxfordshire and Buckinghamshire Light Infantry, 6th Airlanding Brigade, 6th Airborne Division [ELR: 5] enter by glider (E8.) on turn 3:

E	E	E				
6-2-4-8	4-2-5-8	2-4-8	9-2	9-1	8-1	8-0
3	9	2				
dm	dm	LMG	PIAT	Airborne	DC	
HMG	MMG	① 2-7	8-3	MTR	X12	
				51	30-1	
2	3	3	2	2		
						Glider
						6



U.S. & BRITISH COUNTERS

Go to Page 2 for additional German OB and Special Rules



GERMAN COUNTERS

#8 - German Elite and 1st Line units have ELR:3; all other German units have ELR:2. British 6-4-8/3-3-8 MMC are Assault Engineers (H1.22) and Sappers (H1.23).

Tim Saunders, *Operation Varsity: The British and Canadian Airborne Assaults*, Pen & Sword Military, Barnsley, South Yorkshire, UK, 2008.

The Trail To Hell Again

The East-West Trail, east of the Piva River, Bougainville, November 20-24, 1943. After the hard fighting on the Numa-Numa Trail earlier in the month, the Marines of the 3rd Division had finally pushed through the Palm Grove, future site of the two airstrips the entire operation desperately needed. Their next missions, ordered by General Geiger, were to push east across the Piva River and along the East-West trail, both to expand the beachhead perimeter and to set the stage for the assault on Hellzapoppin' Ridge. The Japanese were shelling the beachhead from artillery dug in on the ridge, and the only realistic route to there was along the trail. The Japanese were not going to relinquish this trail any easier than the Numa-Numa Trail.



Historical Result: The five day trail campaign saw a repeated pattern of the Marines running into prepared positions that had to be overcome, followed by a push further east, which inevitably was met by a Japanese counterattack of varying strength. Only after five long days in close quarters combat did the Marines secure their objectives. This put the Americans in position for the assaults on Hellzapoppin' Ridge, which would see three weeks of bloody fighting in December before it was finally seized. The Bougainville campaign, like the earlier one on Guadalcanal, was earning a well deserved reputation for the bitter fighting taking place in this 'Green Hell'. So it was on the 'Trail to Hell(zapoppin Ridge)'.

BOARD CONFIGURATION:



Only hexrows I-Y are in play.

VICTORY CONDITIONS:

The side with the most Victory Points (VPs) at Game End wins. Both sides earn CVPs Normally. In addition, Marine Personnel are counted as Exit VPs at Game End if ON/Adjacent to Trail Hexes East of Hexrow Q. Japanese Personnel are counted as Exit VPs at Game End if ON/Adjacent to Trail Hexes West of Hexrow Q. If Tied in VPs at Game End, it is a Marine Win.

BALANCE:

☆ **Marines:** One 6-6-8 is Fanatic and add a 1-4-9 Hero.

● **Japanese:** Add a DC.

☆ After determining sides, make a dr, Marines move first on a dr ≤ 4 , Japanese on ≥ 5 .

1 2 3 4 5 END



Elements of the 21st Marine Regiment, 3rd Marine Division [ELR:5], Enter on West edge, On/Adjacent to the East-West Trail (SSR # 2). {SAN:3}

6-6-8	3-4-8	2-2-8	9-1	8-1	8-0
8	2				

dm MMG	dm 60*Mtr	DC	?
2			3



Elements of the 23rd Infantry Regiment, 6th Infantry Division [ELR:4], Enter on East edge, On/Adjacent to the East-West Trail (SSR # 2). {SAN:4}

4-4-7	2-2-8	10-0	9-1	LMG	dm MMG	dm 50*Mtr
10				2		

?

4



Special Rules:

1 - EC are Wet with No Wind at start. PTO Terrain (G1) is in effect, including Light Jungle (G2).

2 - The East-West Road Depiction I5-Y5 is the East-West Trail (treated as a Path per PTO Rule G1).

3 - No Unit may use Double Time Movement (CX) until any Personnel Unit of either side has LOS to a Known Enemy Unit.

4 - The First SMOKE TH attempt (either Smoke or WP, not both) by the 50* Mtr. will not Deplete that Ammo type unless it malfunctions.

Spare The Pagoda

Southern Suburbs of Mandalay, Burma, March 19th 1945: The Allied advance through the city of Mandalay continued with the sweep of the southern sections of the city. During the battles for Mandalay the Allies took caution not to needlessly destroy or damage the many pagodas of the city. However on one occasion the Japanese decided to center their defense on a large pagoda in the southern section of Mandalay. It was up to the Royal Berkshire Regiment to clear this obstacle.



Historical Result: The Royal Berkshire Regiment had the assistance of armor for the assault on the pagoda and surrounding areas. The Japanese defenders put up a strong defense, forcing the British to shell the pagoda. The Royal Berkshire Regiment systematically advanced and cleared the pagoda. With the pagoda area secured, the British drive south could continue.

BOARD CONFIGURATION:



Only hexes north of the river are playable

VICTORY CONDITIONS:

The British win at Game End by Controlling ≥ 13 building/rubble hexes, including hex oH9 (the "Pagoda").

BALANCE:

Japanese: Add a 2-2-8 crew and MMG to the Japanese OB.

British: Replace the British 9-1 SMC with a 9-2.

Japanese Sets Up First

British Moves First

1

2

3

4

5

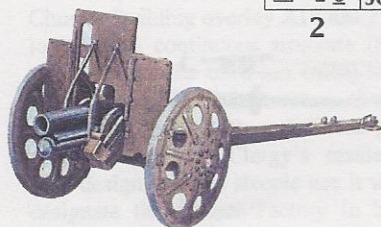
END



Elements of the 15th Infantry Division [ELR:2] set up west of the road that runs from I1-K4-O6-M9-M15: {SAN:5}

1 4 ¹ -4-7	1 2-3-7	2-2-8	9-1	8-0	8+1
8	2				

LMG B11 1 2-6	MTR 2 Type 89 50* [1-16]	DC X12 30-1	?
2			4



INF Type 92 Infantry Gun 1 70* [(3)*-70]	Foxhole 1S 2
------------------------------------------------------	--------------------

JAPANESE COUNTERS



Elements of Company B, Royal Berkshire Regiment and 256th Tank Brigade [ELR:3] enter on turn 1 along the north edge in hexes on/east of J0 and/or along the east edge on/between hexes Q1-Q13: {SAN:3}

1 4 ² -5-7	E 2-4-8	9-1	8-0	7-0	MMG 2 4-12	LMG 1 2-7
12	2			2		2

DC X12 30-1	MTR 2 51* [2-11]	Sherman V(a) Medium 1 Tank *75 2/4
2		3



BRITISH COUNTERS

Special Rules:

#1 - EC are Moderate, with no wind at start. Grain (B15) is considered in season. Kindling is NA.

#2 - Place overlays X6 on H9 and O2 on H8-I8.

#3 - Building oH9 is Fortified (B23.9); also see G.9F.

Land Sharkey

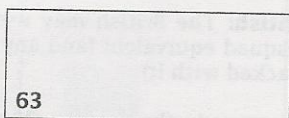
Dispatches from the Bunker
Scenario # DB096

On the Escarville-Troarn Road in Normandy, France, July 19th 1944: Operation Goodwood had begun a day earlier. The Ulster Rifles Regiment was advancing towards Troarn when C Company began encountering heavy resistance from a church on their left flank.



Historical Result: Supporting armor was unable to effectively engage the church. Sergeant W. Sharkey, commander of the lead platoon, attacked a German machine-gun crew that was defending the church, killing them. His actions demoralized the remaining Germans and the church was taken. After the battle Sergeant Sharkey was decorated for his heroism by Field Marshal Montgomery.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The British win at game end if there are no unbroken German MMC in/adjacent to building T6.

BALANCE:



German: The German may use HIP for one MMC (and any SMC/SW stacked with it).



British: British 6-4-8/3-3-8 MMCs are Commandos (H1.24).



German Sets Up First



British Moves First

1

2

3



4

5

6

END



Elements of Infanterie Division 346 [ELR:3] set up east of the road I1 - M3 - L8 - I9 - I10; units in Concealment terrain may set up concealed {SAN:3}:

1	2	2				
4 ¹ -6-7	4-4-7	2-3-7	9-1	8-1	7-0	MMG
4	4	2				2 5-12



LMG	PSK	?
1 3-8	X10 12-4	
3		8

Trench

3

GERMAN COUNTERS



Elements of the 2nd Battalion, Royal Ulster Rifles [ELR:5] set up west of the road I1 - M3 - L8 - I9 - I10 {SAN:2}:

E	E					
6 ² -4-8	4 ² -5-8	9-2	8-1	8-0	1-4-9	LMG
3	8					1 2-7
						3



Supporting armor enter on turn 4 on hex A5 with each AFV having already expended 1/2 of their printed MP allowance:

Vehicle Note 13	Sherman III(a)
	Medium
	1 Tank
*75	2/4

2

BRITISH COUNTERS

Special Rules:

#1 - EC are Moderate, with no wind at start. Kindling is NA. Hedges are Bocage (B9.5). All roads are dirt (B3.1). VotG6 (V.3) is in effect.

#2 - Place a Blaze in building V5.

#3 - The following special 'church' rules apply to the T5-T6 building: the building is treated as a 1½ level Factory (B23.74) with an ABtF Cellar Location (R4.) and inherent stairwell in each hex. [EXC: in addition to the cellar and ground level Factory Locations, hex T6 contains a first level 'balcony' Location to which Factory TEM applies and a second level Steeple Location to which normal building TEM applies; the Steeple Location has a stacking capacity of one HS, one SMC and one SW; hex T5 has no upper level Locations; LOS inside the 'church' exists from the ground level Factory Locations in T5 & T6 to

the first level 'balcony' Location in T6 but not to the Steeple Location; the first level 'balcony' Location is the only Location inside the 'church' that has LOS to the Steeple Location].

Hold The Brickworks

Between San Giacomo and Termoli, Italy, October 6th, 1943: The strength of the British front was slowly being eroded by continual attacks by the 16th Panzer Division. The British 78th Division had little anti-tank or armor support, and even the artillery was beginning to run short of ammo. Through the rain and poor road conditions the engineers built a ford across the Biferno River, so that at least some tanks could make their way to the front. The ford did not last long as each tank ground the hastily constructed crossing into the mud, and only six Sherman tanks made it across.



Aftermath: The Shermans were immediately sent forward to help the Argylls defend the Brickworks. As they arrived the spirits of the infantry lifted, but this did not last long as the Panzer IVs of the 16th Panzer Division made short work of them, and once again the infantry were left to fend for themselves. The Argylls were told they must hold on, as there was no one between them and Termoli. With friendly artillery landing among their own positions, the gun crew killed, their untrained replacements dead and no hope of any more reinforcements, the remaining Argylls were ordered to withdraw and the cratered battlefield was left to the Germans.

BOARD CONFIGURATION:



Only hexrows J-GG are playable.

VICTORY CONDITIONS:

The Germans must exit ≥ 23 VP off the east edge *or* Control buildings R7 and S8 at game end and exit ≥ 8 VP off the east edge. Each British AFV eliminated lowers the Exit VP requirements by two.

BALANCE:



British: The British may use HIP for 1 squad equivalent (and any SMC/SW stacked with it).



German: In the German OB replace a LMG with a (dismantled) MMG.



British Sets Up First



German Moves First

1 2 3 4 5 6 7 END



Elements of 8th Argylls, 78th Division [ELR:4] set up in rows M-V in hexes that are ≥ 2 hexes from the 'Brickworks' (SSR#2) {SAN:3}:

1 4 ² -5-7	2-2-8	8-1	8-0	LMG 1 2-7	PIAT B10 8-3	AT OOQF 6-Pounder 3 57L
6				2		

Set up within two hexes of the 'Brickworks' (SSR#2) [EXC: trenches must set up adjacent to the 'Brickworks']:

E 4 ² -5-8	9-2	8-0	LMG 1 2-7	PIAT B10 8-3
1 2-4-7	MTR 2 51* [2-11]	Radio 8	?	Trench
2			4	2



BRITISH COUNTERS

Elements of the 3rd CLY enter on Turn 3 along the east edge:

8-1 AL	Sherman III(a) Medium Tank 1 *75 2/4
	3



Elements of the 16th Panzer Division [ELR:4] enter on Turn 1 along the west edge with vehicles having already expended 1/2 (FRU) of their printed MP allowance {SAN:2}:

E 4 ² -6-8	1 4 ¹ -6-7	9-1	8-1	8-0	dm MMG 1 3-8
5	5		2		

LMG 1 3-8	DC X12 30-1	PSK X10 12-4	9-1 AL
3			

SPW 251/1 Halftrack 1 AAMG -/-/3	Pz IVH Medium Tank 1 75L 3/5	Pz IVH Medium Tank 1 75L 3/5/2
2	2	2



GERMAN COUNTERS

Special Rules:

#1 - EC are Wet with no wind at start. Weather is Overcast (E3.5) with Heavy Rain at start, i.e., increased intensity Rain per the second half of E3.51.

#2 - Place overlays O4 on X1-X2; OG5 on M6-L5; OW1 on DD8-CC9. All orchards are Olive Groves (B14.8). Buildings R7 and S8 are stone buildings and together comprise the 'Brickworks.'

#3 - The British receives one module of 80+mm OBA (HE only) with Scarce Ammo. The Observer may set up using HIP. The 57L AT gun has an HE Depletion number of '10.'

#4 - The German receives one module of 80+mm OBA (HE only)

with Scarce Ammo, directed by an Offboard Observer at level 1 on the west edge; the location of the observer is secretly recorded during German setup. The two PzIVH equipped with AAMG also have Schuerzen (D11.2).

#5 - The OBA Battery Access Draw Pile procedure (C1.211) is modified as follows - Every time a red chit is drawn by either player (including extra chit draws), it is placed back in the draw pile along with another red chit. Battery Access is never permanently lost due to drawing two red chits.

#6 - Prior to British setup the German places two burnt-out wrecks in any Open ground, brush or grain hexes.

Sandbanks Of The Volga

East Central Barrikady District, Stalingrad, November 11th, 1942: The objective for Major Braun and his men was to capture the fuel tank complex and penetrate to the shoreline of the Volga itself. Though Major Braun and his men had briefly reached the fuel tanks on 2nd November, they had been ousted by a counterattack by Major Kalmykov's 241st Rifle Regiment, which had exhausted the last of its reserves in repulsing the invaders. Watching now from various jump off points in the work halls to the west of their objective, Major Braun observed the last of his preparatory artillery fire impact Russian positions in the early dawn light. Escorted by several supporting assault guns, Braun ordered his men forward, and almost immediately several of his soldiers fell to the well aimed rounds from enemy snipers.

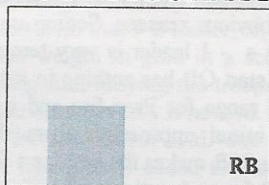


Historical Result: For most of the early morning hours the Russians succeeded in blunting the initial assault waves. However, with a renewed effort around mid-morning, the Germans, backed up by additional flamethrowers, were able to burn their way eastward through Russian lines primarily along an axis of advance following Mezenskaya Street. Even the loss of several assault guns, and the retreat of another, could not stem the tide of the German advance. Soon small groups of grenadiers were passing through Soviet lines. The enemy had reached the sandbanks of the Volga. By day's end the Germans had a firm grip on the fuel tanks. What was worse for the Russians, the 95th and 138th Rifle Divisions were now cut off from direct contact with one another, and would remain so for much of the remainder of the battle for Stalingrad.

BOARD CONFIGURATION:



N



Only hexes numbered ≥ 23 that are on/east of hexrow R and north of the JJ36-R38 gully are in play.

VICTORY CONDITIONS:

The Germans win at game end if they have amassed ≥ 29 VP. The Germans gain 3 VP for each hex of the 'Fuel Tank Farm' (see SSR #2) they Control and 1 VP for each squad-equivalent of Good Order Infantry that exits off the north/east edge on/between hexes II23 and JJ35; each AFV with a functioning MA counts as one squad-equivalent for exit purposes. Each hex of buildings S26, S31 and S33 that is Russian-Controlled at game end subtracts 1 VP from the German total.

BALANCE:



Russian: The Russian may Battle Harden two MMC in his OB.



German: Add an 8-3-8 and a DC to the German at-start OB.



Russian Sets Up First

German Moves First

1

2

3

4

5

6

7

8

END



Elements of the 241st Rifle Regiment, 95th Rifle Division [ELR:3] set up on/east of the perimeter U38 - X36 - X32 - CC30 - CC23; see SSR #3 {SAN:5}:

I	1	C	E	I		
4-4-7	5-2-7	4-2-6	2-4-8	2-3-7	2-2-8	1-2-7

10 3 4 2 4

9-1	8-1	8-0	7-0	HMG	MMG	LMG
				3 6-12	2 4-10	1 2-6

2 4

ATR	MTR	MOL-P	DC	?	A-P	Trench
1-12	3 50* [3-20]	Δ 4-4	Δ 30-1			
3	2	2		12	12	

factors 4

Foxhole	Wire
1S	

RUSSIAN COUNTERS

4 4



Elements of Infanterie Regiment 576, Infanterie Division 305 and Pionier-Bataillon 294 [ELR:3] set up in buildings S26, S31 and/or S33; see SSRs #4-6 {SAN:3}:

E	E	1	E			
8 ³ -3-8	5 ² -4-8	4 ¹ -6-7	2-3-8	9-2	8-1	8-0

2 3 15 2 3 2

7-0	HMG	MMG	LMG	DC	FT	Radio
3 7-16	2 5-12	1 3-8	Δ 30-1	Δ 24-1	Δ 8	

2 6 5 2



Elements of Pionier Bataillon 294 enter along the west edge on a dr \leq the current turn number or automatically on turn 4:

E		
8 ³ -3-8	7-0	FT
		Δ 24-1



Elements of StuG Abteilung 244 enter along the west edge on turn 1:

StuG IIB
Assault
Gun
1 75*

GERMAN COUNTERS

3

Special Rules:

#1 - All RB SSR are in effect.

#2 - Completely rubble, placing the appropriate types of rubble counters, the following buildings: V27, V29, X24, X27, X28 and Z25. Place stone rubble in hex X23. Building S33 is a Guttered Factory (O5.5). The 'Fuel Tank Farm' is comprised of the following 16 hexes: DD29, EE29, EE30, FF28, FF29, GG28, GG29, GG30, HH27, HH28, HH29, HH30, II28, II29, II30 and II31.

#3 - The Russians may Fortify ≤ 3 building locations. Tunnels are NA. The Russians may use HIP for ≤ 2 squad-equivalents (and any SMC/SW that set up with them). The Russians set up concealed regardless of terrain. Trenches, Wire and mines must be set up ≥ 5 hexes from the east edge.

#4 - Each time an AFV is eliminated, Recalled [EXC: via failed TC, read on] or Immobilized (the latter by an attack), each remaining Mobile AFV must take a NTC; failure results in immediate Recall.

#5 - German 8-3-8/3-3-8s are Assault Engineers and Sappers (H1.22; B28.8). The Germans may use HIP for ≤ 1 squad-equivalent (and any SMC/SW that set up with it).

#6 - Prior to all setup the German player must secretly record two Pre-Registered hexes (C1.73) that are ≥ 5 hexes apart. After all setup is completed a FFE:1 counter is placed in each Pre-Registered hex and an Accuracy dr is made. Each final placement hex and all hexes within two hexes of each FFE:1 counter undergo a Bombardment (C1.82-823); there are no spared hexes; all hexes that fall within two hexes of both FFE:1 counters would undergo two separate Bombardments. After resolution each FFE:1 counter is removed. The Germans also receive one module of 80-mm battalion mortar OBA (HE only) with Plentiful Ammunition (C1.211); the Pre-Registered hexes are not usable by this OBA module.

The Gin Drinker's Line

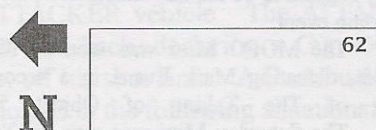
Dispatches from the Bunker
Scenario # DB099

The New Territories, Kowloon Bay, December 10th, 1941: After the successful capture of the Shing Mun Redoubt, the Japanese 38th Division under the command of Lt. General Sano Tadayoshi began operations to clear the remaining positions of the Gin Drinker's Line. Once this line was successfully cleared, Hong Kong proper would be open to invasion and capture. The men of the Japanese 38th Division were veterans of the fighting in China and attacked the Gin Drinker's line with zeal.



Historical Result: The Shing Mun Redoubt was the cornerstone of the Gin Drinker's line. With its fall, the Commonwealth's position on the line was undermined. The Japanese needed only a few days to force the Commonwealth troops to evacuate over to Hong Kong Island. The stage was set for the invasion of Hong Kong.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Japanese player wins at scenario end by amassing more VPs than the British player and Controlling ≥ 5 Hut hexes. Each side earns VP for CVP [EXC: CVP for prisoners are not doubled] and 1 VP for each Friendly-Controlled Hut hex.

BALANCE:

British: Replace a LMG with a MMG in the British OB.

Japanese: Replace 2x 4-4-7 MMC with 2x 4-4-8 MMC in the reinforcement OB.

British Sets Up First

1 2 3 4 5 END

Japanese Moves First



Elements of the 5th Battalion, 7th Rajput Regiment [ELR:3] setup as indicated: {SAN:4}

Setup on/between hex rows U and P:

1						
4 ² -5-7	8-1	7-0	LMG	Trench	Wire	
			1 2-7			
8		3		4	4	

Setup on/between hex rows K and C:

1	1					
4 ² -5-7	2-4-7	9-1	7-0	MMG	LMG	MTR
				2 4-12	1 2-7	2 51* [2-11]
5						



BRITISH COUNTERS



Elements of the 38th Division [ELR:3] setup or enter as indicated: {SAN:2}

Setup on/north of hex row X:

E	1	E				
4 ² -4-8	4 ¹ -4-7	2-3-8	2-2-8	9-1	9-0	8-0
4	7					

MMG	LMG	MTR	DC
B11 2 4-11	B11 1 2-6	2 Type 89 50* [1-16]	Δ X12 30-1
	2	2	



Enter on turn 2 or turn 3 (see SSR#2):

1	E				
4 ¹ -4-7	2-3-8	9-0	8+1	LMG	DC
				B11 1 2-6	Δ X12 30-1
5				2	

JAPANESE COUNTERS

Special Rules:

#1 - EC are Normal, with no wind at start. All buildings are considered Huts (G5). Kindling is NA. Orchard and Grain are in season.

#2 - Prior to British setup the Japanese player secretly records which turn (turn 2 or 3) his reinforcements will enter on. If turn 2 is chosen they enter anywhere along the east edge on/north of hex row M. If turn 3 is chosen they enter anywhere along the west edge.

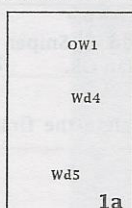
The Gateway

Outskirts of Hatten, France, January 9th, 1945: Operation Nordwind, the last major German offensive in the west, was actually three smaller offensives designed to take advantage of a weakened U.S. Seventh Army, which was left overstretched after Patton's Third Army was diverted to stem the German Ardennes Offensive. The first part of Operation Nordwind did not go according to plan. This came in the Bitche area and was spearheaded by the 6th SS Mountain Division, which only got as far south as Wingen-Sur-Moder. The second part of Operation Nordwind resulted in the Germans gaining a foothold on the west bank of the Rhine near Gamsheim. For the third part of Operation Nordwind, Hitler wanted to send his panzers south out of the Hagenu woods, the gateway to the Alsatian plain, and link up with the Gamsheim bridgehead.



Historical Result: For most of January 8th, the 21st Panzer and 25th Panzergrenadier Divisions fought their way through the old Maginot Line defenses. On January 9th they came to the twin towns of Hatten-Rittershoffen. Here there would be a week of ferocious back and forth fighting, which one panzer commander called "one of the hardest and most costly battles that had ever raged on the Western Front". The Germans were not able to break through, and once the Soviets started their offensive on the 14th all of the mobile forces involved in the offensive (namely 21st Panzer and 25th Panzergrenadier Divisions) were withdrawn to the Eastern Front. The Germans replaced them with infantry divisions, and by February 9th the Allies had reduced the Colmar Pocket and all German units were pushed back to the east bank of the Rhine.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Germans win at game end by Controlling all Stone building and Stone rubble hexes.

BALANCE:



U.S.: Add 12 A-P Mine Factors to the U.S. OB.



German: 8-3-8 MMC are Assault Engineers (H1.22).

U.S. Sets Up First

German Moves First

1 2 3 4 5 6 END



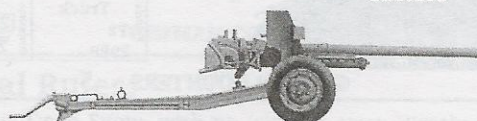
Elements of the 1st Battalion, 242nd RCT, 42nd "Rainbow" Infantry Division (Task Force Linden) [ELR:3] set up within the perimeter Q4 - H8 - H13 - Q18; MMC (and SMC/SW stacked with them) in suitable terrain may set up entrenched (see SSR#3) {SAN:4}:

1	1				
6 ³ -6-6	3-4-6	2-2-7	9-1	8-1	8-0

9 2 2

MMG [2] 4-10	BAZ 45 ^{x11} 8-5	MTR [3] M2 60* [3-45]	?	AT M1 [3] 57L
2	3		10	2

A-P Mines	Wire
12 factors	4



U.S. COUNTERS



Elements of Panzergrenadier-Regimenten 35. and II./119, Panzergrenadier-Division 25 and Panzer-Flamm Kompanie 352 (Kampfgruppe Pröll) [ELR:3] setup on/east of hexrow E and/or in any hexes numbered ≤ 2; AFV may setup in Motion {SAN:3}:

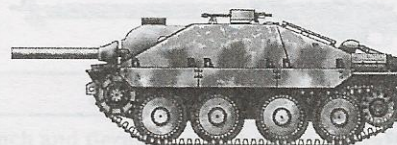
E	ⓔ	2			
8 ³ -3-8	5 ² -4-8	4-4-7	9-1	8-1	7-0

2 5 5 2

MMG [2] 5-12	LMG [1] 3-8	PSK X10 12-4	DC X12 30-1	FT X10 24-1	?
3		2		6	

Vehicle Note 35 StuG III G(L) Assault Gun [1] 75L -4*/1*	Vehicle Note 35 StuH 42(L) Assault Gun [1] 105 -4*/1*	Vehicle Note 51 JgdPz 38(t)(fl) Tank Destroyer X11 BF30 -/-/1*
----------------------------------------------------------------------	-------------------------------------------------------------------	----------------------------------------------------------------------------------

2



GERMAN COUNTERS

Special Rules:

#1 - EC are Ground Snow (E3.72) with no wind at start. Weather is Overcast with the possibility of Falling Snow (E3.71).

#2 - Place overlays Wd5 on J5-I6, Wd4 on F13-E13 and OW1 on H16-G17. Place one 2+5+7 pillbox in hexes J2 (CA: I2-J1), E5 (CA: D4-D5), E10 (CA: D9-D10) and E15 (CA: D14-D15); each pillbox hex is a +1 LOS Hindrance and provides a +1 TEM for units outside the pillbox.

#3 - U.S. units setup as if the Germans are entering from off board [EXC: Bore Sighting is NA].

#4 - AFV may not be voluntarily Abandoned..

A Willingness To Die

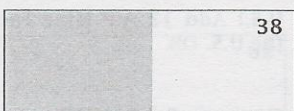
Dispatches from the Bunker
Scenario # DB101

Paislinis, Lithuania, June 23, 1941: The 6th Panzer Division had established two *Kampfgruppen* for their part in Barbarossa. *KG Raus*, the stronger of the two *Kampfgruppen*, didn't see combat on the first day. On the second day, they broke away to try and take Rossienie from the flank. Only the small apple-growing hamlet of Paislinis stood in the way. As the lead company of the KG burst forth from a narrow dirt trail into the apple orchards and open meadows of the hamlet, the company commander, who was in the first vehicle, was shot dead by a sniper in a fruit tree. At the same time the rest of the company was taken under fire from rifles and machineguns from less than 100 meters. The lead company dismounted quickly and returned fire but couldn't move forward. The supporting panzers drove on to engage the Russians.



Historical Result: The lead panzer was put out of action by a 37mm antitank gun. The rest of the panzers overwhelmed the gun crew and killed them. Because the infantry was stopped and Oberst Raus wanted the advance to continue, he released the remainder of the 1st Battalion to aid in the attack. It would be about 40 minutes before the Germans secured the hamlet and were ready to resume the advance. The Russian commander had accomplished what he wanted - delay the German advance by quickly bringing all weapons to bear and then escape with most of his troops to the north through the woods. The Germans were unable to continue until all of the Russian snipers in the fruit trees, who covered the withdrawal, had been killed. For the Germans, no one expected to find snipers in fruit trees with a willingness to die.

BOARD CONFIGURATION:



Only hexrows R-GG are playable

VICTORY CONDITIONS:

Provided the Germans do not suffer ≥ 35 CVP (which will result in an immediate Russian victory), they win at the end of any game turn upon Controlling all woods/building hexes in rows W-BB and earning ≥ 20 Exit VP of non-prisoner units exiting off the east edge on/adjacent to R6; the Exit VP requirement is increased by 1 VP for every 1 VP of Good Order Russian Personnel exited as per SSR #4.

BALANCE:



Russian: Add 1x Sniper SMC (SSR# 5) to the Russian OB.



German: Delete the first sentence in SSR #2.

Russian Sets Up First

German Moves First



1

2



3

4

5

6

END



Elements of 328th Rifle Regiment, 48th Rifle Division [ELR:2] set up on/east of hexrow BB (see SSR#2 and SSR#5): {SAN:0}

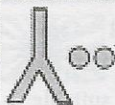
6-2-8	4-5-8	4-4-7	4-2-6	2-2-8	9-0
2	7	3	2		

8-1	1-4-9	MMG [2] 4-10	LMG [1] 2-6	MTR [3] 50* [3-20]	DC [X12] 30-1
	2	4			

?	AT Ordnance Note 6 37mm PTP [3] obr. 30 37L	Foxhole 1S	6 1 2 Sniper 5 4 3
8		5	4



RUSSIAN COUNTERS

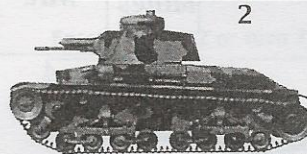


Elements of Bataillon I, Infanterie-Regiment 4 (mot.) and Panzer-Abteilung 65, 6th Panzer Division [ELR:4] enter with all Personnel as PRC from the west edge on both Turn 1 and Turn 3 with ≥ 40 VP (calculated as CVP) entering on Turn 3: {SAN:3}

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

8-0	MMG [2] 5-12	LMG [1] 3-8	ATR 1-12	DC [X12] 30-1	8-1 AL
2	2	4	2	2	

Pz IVD Medium Tank [1] 75* 3/5	Pz 35t Light Tank [1] 37 4/4	Pz IIA Light Tank [2] 20L(4) -/5	SPW 251/1 Halftrack [1] AAMG -/3	SdKfz 11 Halftrack [1] T6 16PP
2			5	2



GERMAN COUNTERS

Buess-NAG Truck [2] T2 29PP	INF 7.5cm leIG 18 [2] 75*
5	2

Special Rules:

- #1 - EC are Wet, with a mild breeze from the north at start. The Ground is Soft (D8.21). Treat all grain hexes as woods, with the woods conforming to the outline of the grain depiction.
- #2 - The Russians may use HIP for ≤ 2 squads. Each SMC/SW may set up using HIP as if Night (E1.2). Rule E1.16 applies to all at-start Foxholes. All 6-2-8/3-2-8 MMC are NKVD MMC (VotG22; V.3). Contrary to A25.2, a 4-2-6/2-2-6 MMC will Battle Harden to a 4-4-7/2-3-7 MMC.
- #3 - All 5-4-8/2-3-8 MMC are Assault Engineers (H1.22). All Passengers and their SW remain offboard, with their presence inside a vehicle noted by use of a Cloaking Counter (E1.4); Cloaked status is not lost (E1.43) solely for movement of the vehicle.
- #4 - Beginning Turn 4, Good Order Russian Personnel may exit off the north/south edges on/between hexrows T-V.

- #5 - Each Sniper counter in the Russian OB represents a Sniper SMC. A Sniper SMC is a SMC (A1.11, 4.11) that is Heroic (A15.2) and has a Strength Factor of (1)-8-8 [EXC: a Wounded Sniper SMC has a Strength Factor of (1)-6-7 and must be marked with a Wound counter]. The Sniper SMC FP of (1) is only for use in CC. If neither Pinned or CX, a Good Order Sniper SMC may conduct a Sniper attack (A14.3) once per player turn during any PFP, MPh, DFPh or AFPh vs eligible units (A14.2) that are within normal range and in LOS of the Sniper SMC; cumulative dr to the Sniper attack dr are: -1 Heroic, +1 if Wounded; a Final Sniper attack dr of 0 is treated as a 1. After conducting the Sniper attack the Sniper SMC is marked with the appropriate Fire marker. Sniper SMC may setup using HIP, and all To Hit/IFT attacks vs a Sniper SMC in Concealment Terrain are treated as fire vs a concealed unit unless FFM applies. A Sniper SMC has no VP value. Sniper Checks (A14.4) are NA vs. Sniper SMC.

Les Hommes de Neige

Dispatches from the Bunker
Scenario # DB102

Near Storvatn, Norway, May 9th, 1940: The Allied operation to retake Narvik had become a stalemate. Fears of heavy losses in an opposed amphibious landing caused the British command to consider overland approaches. To this end, a battalion of the South Wales Borderers, supported by a French ski troop of the just arrived Chasseurs Alpins, had been landed at a jetty near Haavik, across the fjord south of Narvik. But these, being ill-equipped for snow and mountain warfare, were unable to make any impression on the Germans holding Ankenes and vicinity. On 2 May about 100 Germans made an attack against the beachhead, which was repulsed by the Borderers with assistance from the guns of the *Aurora* and some 25pdrs. The 12th Battalion of Chasseurs Alpins gradually replaced the British and began to expand the beachhead. Three prominent heights, held by the Germans, overlooked Ankenes and the Beisfjord. On 9 May, two companies on snowshoes and the skiing detachment launched an attack to capture these objectives.



Historical Result: In reality not truly mountain troops, the French nonetheless attacked through terrain all but impassable to the British earlier. The Germans, unprepared for an attack from a normally quiet area, staged brief resistance and withdrew to their next line of defensive positions nearer Ankenes. The high ground taken, the French could now look down upon the German activities, but also could see the task ahead was one for weeks not days. Another 4 weeks would slip by before the inevitable direct attack on Narvik would take place, by which time the prestige value of its capture would be greatly diminished by events in France.

BOARD CONFIGURATION:



	wd1 wd4 wd3 wd5	
15		9
		2

Only hex rows A-O on boards 2 and 9 and S-GG on board 15 are playable

VICTORY CONDITIONS:

The French win immediately if there are no Good Order German MMC having LOS to and being within 3 hexes of any of the following hexes - 15BB5, 9G5 or 2J4. The Germans win by avoiding the French Victory Conditions or by amassing ≥ 21 CVP.

BALANCE:



German: Add a 4-6-8 MMC to the German OB.



French: In the VC change the CVP requirement to " ≥ 26 CVP."



German Sets Up First



French Moves First

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



Elements of Bataillon I., Gebirgs-Regiment 139., 3. Gebirgs-Division [ELR:5] setup ≤ 2 hexes from hexes 15BB5, 9G5 and 2J4; ≥ 2 squad equivalents must setup on each board: {SAN:4}

E	E						
4 ² -6-8	2-4-8	9-1	8-1	8-0	7-0	HMG	
9						3 7-16	

MMG	LMG	MTR	
2 5-12	1 3-8	3 50* [2-13]	Trench
	2		7



GERMAN COUNTERS



Elements of 12^e Bataillon, 27^e Demi-Brigade de Chasseurs Alpins [ELR:4] enter on Turn 1 along the west edge: {SAN:3}

1							
4-5-7	9-1	8-1	8-0	dm MMG	LMG B11 2-6	dm MTR 60mm	
16	2		2	2	4	2	



FRENCH COUNTERS

Ski Detachment enter on turn 3 per SSR#3:

E			
4 ¹ -5-8	8-1	LMG B11 2-6	Skis 1PP
5		2	5

Special Rules:

#1 - EC is Deep Snow, with no wind at start. Weather is clear. Alpine Hill (B10.211) is in effect. German personnel are considered Commandos (H1.24). Trenches are treated as buildings for the purpose of Rout Direction (A10.51).

#2 - Place overlays as follows: wd5 at 15T5-S6, wd4 at 15V2-V1, wd3 at 15T3-T2, wd1 at 15T1.

#3 - Prior to German setup, the French must secretly pre-designate which edge the reinforcements will enter along (NORTH, SOUTH, or WEST).

#4 - The French and Germans were both historically equipped with snowshoes. Therefore, all *non-ski-equipped* personnel pay movement costs as if in Ground Snow (E3.72), but treat EC as Deep Snow in all other respects (E3.73).