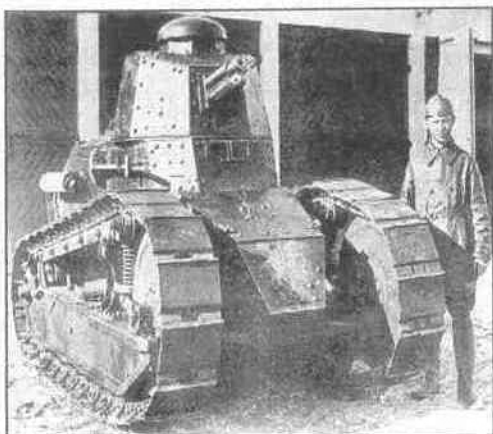


# A VICTORY FOR EARLY POLISH ARMOR



**Radzymin, Poland, August 15, 1920:** The summer of 1920 found Poland in a very difficult position. The country, which only 19 months earlier had regained its freedom after 123 years of foreign rule, was defending itself from the encroachment of communist Russia. The Red Army attacked at Auta River on July 4, 1920 and by the beginning of August was closing on Warsaw. The situation was critical. All available units were rushed to the River Vistula, where the decisive battle was to be fought. The Polish command planned a bold action. While a portion of their army held the river line, a large combined arms force would strike the Red Army's flank, cutting off the invaders. An order went out that all available tanks of the First Tank Regiment were to assemble for the defense of the capital. However only 38 were gathered in time for the battle. The assault commenced after a short bombardment at 8am. The column moved out and made good time. Two tanks quickly developed mechanical problems and stopped. The assaulting force kept pushing forward though. Since the Russians lacked any AT weapons the tanks were able to move freely, but the infantry paid a heavy price. After 3 hours of fighting the Polish tanks entered Radzymin, pushing out the tank-frightened infantry. This allowed the Polish infantry to come up and occupy the town. This proved short lived however as counter-attacking Russians surprised the tanks. Lack of MG armament on the Polish tanks forced them to retire in the face of this close quarters action. The next day however, once the remainder of the Polish Infantry was able to come up, the town would be seized

**VICTORY CONDITIONS:** The Poles win if they control  $\geq 2$  multi-hex buildings east of hexrow Q at game end.

## BOARD CONFIGURATION:



46
11

## BALANCE:



Game length is 7 Turns.



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

## TURN RECORD CHART

RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	END
POLISH Moves First									

## ORDER OF BATTLE



Elements of the 27<sup>th</sup> Infantry Division setup on board 46 east of hexrow M or on board 11 east of hexrow X:

447 x8, 8-1, 8-0, MMG x2, LMG x2, ? x12

[ELR: 3]

Reinforcing elements enter on Turn 6 on the east board edge.

[SAN: 4]

336 x6, 8-0



II Platoon, 5<sup>th</sup> Company, 1<sup>st</sup> Tank Regiment and 1<sup>st</sup> Battalion, Vilno Regiment, setup on a board 11 hill hex, west of hexrow R:

[ELR: 3]

447 x8, 347 x7, 9-1, 8-1 x2, 7-0, MMG dm x2, LMG x2, FT-17C(f) x5, 9-1 AL

[SAN: 2]

## SPECIAL RULES

- EC are moderate with no wind at start. All buildings are wooden, all roads are unpaved. No rowhouse bars exist, treat as open ground and tank and infantry bypass movement is allowed along those hexsides. Kindling is NA.
- Neither side may invoke No Quarter.
- Use Axis Minor MMC, SMC and SW counters to represent the Polish Army. Poles are treated as Allied Minor for all purposes
- Use Italian MMC, SMC and SW counters to represent the Russians. They are treated as Russians in all respects (EXC may not conduct Human Waves, Commissars are NA). Russian infantry must make a IPAATC [EXC: Conscripts take 2PAATC].
- No Polish tank has a CMG.

## DANS LA BATAILLE, POUR LA PATRIE



**Montcoronet, France, May 17, 1940:** On May 15, 1940, Gen. Alphonse Georges summoned Colonel Charles de Gaulle, the newly appointed commander of the *4eme D.C.R.* to his headquarters. To buy time for the formation of a defensive line north of Paris, de Gaulle was to counterattack the Germans now racing across northern France. Here was de Gaulle's chance to attack, but with what? The *4eme D.C.R.* in de Gaulle's words "indeed did not exist". The various elements were only now arriving from far-flung assembly points. Of these units some were only half-trained. What few forces could be gathered were assembled on the northern edge of the Samoussy Forest. Although a fair number of tanks were assembled there was limited infantry and no AT units available. The tanks clanked off at 0345 hours on May 17. The French made spectacular advances, destroying a German supply column at Chivres. The French advanced through Bucy and arrived outside Montcoronet in late morning shelling a German convoy. The Germans were taken by surprise with much of the staff of the German First Panzer Regiment caught with limited defense. Hasty defensive preparations were made and the headquarters staff fought gamely against the French tankers. Late arriving Panzers bolstered the defense. Although the thick hide of the French tanks was proof against the 20mm and 37mm shots the French tanks were forced to withdraw in good order due to a lack of infantry support and being attacked by Stukas as they did. This attack clearly demonstrated what might have been if a concerted French counterattack could have been mounted.

**VICTORY CONDITIONS:** The French win if they gain >55 VP. CVP are gained normally as well as for EVP for units exited off the east board edge.

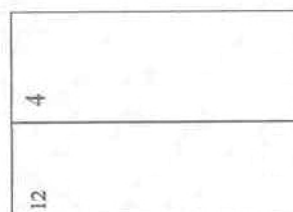
**BALANCE:**



 Add a 9-1 Armor Leader to the French OOB.

 Add 3 wire counters to the German OOB.

**BOARD CONFIGURATION:**

Z

**TURN RECORD CHART**

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

**ORDER OF BATTLE**

Elements of the 1<sup>st</sup> Panzer Regiment, setup on/east of hexrow 5 on board 4:

467 x9, 228 x2, 9-1, 8-0, 7-0, MMG, LMG x2, Lt. MTR, AT Mines x4, AP Mines x12, 37L Gun x2, Pz Ib, Pz IIA x2

[ELR: 4]

Enter on northern board edge of board 12 east of hexrow GG5 and/or east board edge north of hex 12 z10, on Turn 5:

[SAN: 3]

Pz IIF x6, Pz IIIF x4, 9-1 AL



46eme and 345eme BCC, 6eme Armored Demi-Brigade, 4eme D.C.R., enter on/after turn 1 on western board edge:

[ELR: 3]

457 x12, 9-1, 8-1, 8-0 x2, MMG dm, LMG x2, Motorcycle x12 (4 with sidecar), B1-bis x6, D2 x10

[SAN: 2]

**SPECIAL RULES**

1. EC are moderate with no wind at start.
2. The Germans receive one (1) Stuka DB that arrives on Turn 7.
3. AT and AP mines cannot be exchanged for booby traps nor for other types of mines. No more than 1 AT Mine factor can be placed in a hex.



# THE BORDER FORTS





**VICTORY CONDITIONS:** The British win at game end if they have >25 DVP west of hexrow AA.

## BALANCE:

 The Italian ELR is 3.

 Add one A-13 Mk II CS to the British OOB.

## TURN RECORD CHART

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

## ORDER OF BATTLE



Elements of the Eritrean Defense Force, setup on/west of hexrow U:

[ELR: 2] 347 x10, 227 x3, 9-1, 8-0 x2, MMG, LMG x2, Lt. MTR, 20L ATR, 70\* INF Gun,  
[SAN: 3] 47 AT Gun x2, AT Mine x14, Sangar x13



Elements of 1<sup>st</sup> Essex and 4<sup>th</sup> Royal Tank Regiment, setup on/east of hexrow L:

[ELR: 3] 457 x14, 9-1, 8-1, 8-0 x2, MMG, LMG x3, Lt. MTR, A-13 Mk1 x4, A-13 Mk II CS,  
[SAN: 2] Mk VIC x4

## SPECIAL RULES

1. EC are Dry with no wind at start.
2. Place a wire hex in every U and every Q hex. Place a trench hex in every S hex. Italian mines may be setup anywhere west of hexrow Q.
3. The British receive air support in the form of 1 FB with bombs on Turn 1 which must leave at the end of Turn 2. The Italians receive 2 FB without bombs on Turn 4, which must leave at the end of Turn 6.
4. The Italians may bore sight the ATR anywhere west of hexrow Q.

**Gallabat, Eritrea, November 6, 1940:** November 1940 was a very bad month for Mussolini and his dreams of a global empire. His invasion of Greece was failing, his battle fleet suffered heavily during the British attack on the port of Taranto and his airforce was taking heavy losses attacking England. In East Africa the British and their Allies were recovering from the initial losses and were planning operations to recover their lost land and kick the Italians out of the Horn of Africa. In Khartoum, Lt. General Sir William Platt planned to take the fort at Gallabat. The British would then push on across the frontier into Ethiopia and capture the Italian fort at Metemma located approximately 3 miles away. Since occupying Gallabat shortly after the commencement of hostilities, the Italians had improved the fort with wire and trenches. The plan was for British to close up as close to the forts as possible, lay down a heavy bombardment with artillery and air support then rush his tanks forward, clearing the wire, following up with his infantry to clear the fort. The plan began very well, the tanks swept forward and cleared a path into the fort. The defenders were soon routed. However then things began to unravel, the airsupport was not timed right, the tanks became bogged or immobilized on Italian mines and the Italian airforce made a very effective attack. The still relatively untrained troops broke and fled the field leaving the Italians the fort. This was one of the few bright spots for the Italians this November.

## BOARD CONFIGURATION:



27
31

## WHIRLING DERVISHES



**Kufra, Libya, February 17, 1941:** In the Summer of 1940, General DeGaulle's newly formed Free French movement found itself fighting for both its survival and its existence. Through a combination of diplomacy and bold action the French seized the French colony of Camaroon. Camaroon would be used as a jumping off point for French action against the Italians in Libya. The Italians had expended considerable resources in securing the interior of that formidable wasteland. The first logical target for the Free French was the garrison at the Kufra Oasis. The Italians had built a strong fort there named El-Taj and were able to control the surrounding desert including the only caravan route. The Free French assembled a battalion sized force to assault the fort consisting of 100 Europeans and 300 African troops. After a lengthy trek through some of the most inhospitable terrain in the world, the French arrived at Kufra on February 7, 1941. Over the next few days the French surrounded the garrison of El-Taj fort. However the garrison was firmly ensconced behind the strong walls of the fort. On the morning of February 17 the Italian 19th Auto Saharan Company arrived to break the siege. The two forces charged across the open desert at each other, blasting away with machine guns and 20mm cannon. Several trucks on each side were hit and left burning. The French finally outflanked the Italians forcing them to seek shelter in an isolated wadi. During the course of this fight the Italians made several sorties from the fort against the besiegers but were unable to break the ring. That night the Auto Saharans left leaving the garrison to their fate.

**VICTORY CONDITIONS:** The Italian player wins if at game end they have more VP than the French. CVP are gained normally by each side and the Italian player receive double EVP for exiting elements of the Kufra Garrison off any board edge

**BALANCE:**

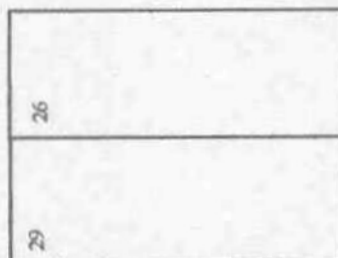
Add a LMG to the Kufra Garrison.



Replace a 7-0 leader with an 8-1.

**TURN RECORD CHART**

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

**BOARD CONFIGURATION:****ORDER OF BATTLE**

Kufra Garrison, setup within Kufra Fort (See SSR 2)

346 x8, 8-1, 8-0, MMG, LMG, Lt. MTR

[ELR: 2]

19<sup>th</sup> Auto Saharan Company, Enter on Turn 1 along the north board edge

[SAN: 2]

AS 42 x3, AS 42aa x3, AS 42cc x3, 8-1 AL



*Compagnie Portee De Rennepont*, Le Clerc's Column, setup > 5 hexes from a Fort hex

[ELR: 3]

458 x10, 228 x2, 9-1, 7-0 x2, LMG x2, 37\* INF Gun x2, Lt. MTR (60 mm), Autocannon de 75 mle 97, Camion de Mitrailleur Contre-Avions x2, Camion de 20 CA x4

[SAN: 3]

**SPECIAL RULES**

- EC are dry with no wind at start. Light Dust is in effect.
- To create Kufra fort, place one crest counter in each of the following board 29 hexes such that the center-rear arrow hex point towards 29K6: K4, M5, M7 K8, I7, I5. The Crest-covered hexsides and hexsides connecting these hexsides, (EX. I5-I4, I4-J4, J3-J4, J3-K4), represent a continuous stone wall (B9).
- No unit of the Kufra Garrison may voluntarily exit the Kufra fort unless a French unit or an Auto Saharan unit becomes adjacent to any fort hex.



# BEYOND THE CALL OF DUTY




**Spielford, Yugoslavia: April 9, 1941:** In the final plan of attack on Yugoslavia, the LI Corps was to advance on April 10th, from Germany across the border in the direction of Zagreb. In the preceding days, the Corps was to conduct limited assaults across the border to secure strategic objectives along the frontier and to cover the Second Army assembling in the area. The purely defensive mission however did not satisfy the aggressive commanders of the special assault units. Between April 6th and April 10th the group conducted numerous raids into enemy territory to seize and hold strong points along the border. Kampfgruppe Palten was assigned the mission of securing the frontier and the vital bridge across the Mura near Spielford. However the aggressive commander kept pushing south assaulting bunkers and enemy forces across the frontier. By late on the 9th, several hills had been taken. The Kampfgruppe determined the enemy strength and decided to push on all the way to Maridor, against orders from higher headquarters. However, despite their success the Germans were ordered back to the frontier for the duration of the campaign.

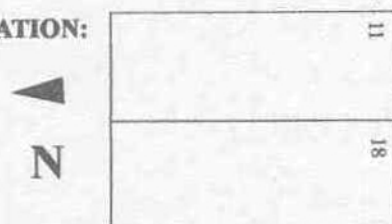
**VICTORY CONDITIONS:** The Germans must gain >40 VP by game end. CVP are gained normally, plus VP for exiting off the south board edge. In addition, each pillbox destroyed/controlled at game end is worth 5 VP.

## BALANCE:

 Yugoslavian armor enters on Turn 2.

 Add a FT to the German OOB.

## BOARD CONFIGURATION:



## TURN RECORD CHART

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

## ORDER OF BATTLE



Kampfgruppe Palten of the 132nd Infantry Division, LI Corps enter on/after Turn 1 on north board edge.

[ELR: 4]

467 x12, 838 x3, 9-2, 8-1, 8-0, 7-0, MMG dm, LMG x3, LT MTR dm, ATR, DC x2, SPW 251/1 x3, SPW 251/10

[SAN: 2]



Elements of the Border Guard of the Seventh Army, setup on board 11/18 on/between hexrows F and X. See SSR 2.

[ELR: 2]

437 x10, 228 x3, 8-1, 8-0, 7-0, HMG, MMG, LMG x2, ? x6, 37\*INF Gun x2, 65\* INF Gun, Pillbox 1-3-5 (See SSR 3) x4, Wire x6, AT Ditch x4, Trench x6, 1S Foxhole x3

[SAN: 3]

Attached Armor Elements enter on Turn 3 along the south board edge:

FT-17C x2, FT-17M x2

## SPECIAL RULES

1. EC are Dry with no wind at start. Neither buildings nor roads exist (EXC. Bridges). All Grain is Brush.
2. Each pillbox must setup > 4 hexes from each other pillbox. At least one MMC and one MG or Gun must setup in each pillbox. The pillboxes may setup HIP regardless of terrain. Pillboxes have a reduced TEM of 2 CA and 4 NCA.
3. No more than 2 AT Ditches/Trenches may setup adjacent. Ignore the first sentence of B27.55. Treat halftracks as fully tracked vehicles for purposes of B27.55.
4. 838's are Assault Engineers. Boresighting and Kindling are NA.



# CAVALRY CHARGE AT MUSSINO



**VICTORY CONDITIONS:** The Russians win immediately if 3 guns are captured or eliminated for any reason OR if they exit  $\geq 24$  EVP off the south board edge, west of hex 19K1.

## BALANCE:

 Mist is in play for 3 Turns.

 Mist is in play for 1 Turn.

## TURN RECORD CHART

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

## ORDER OF BATTLE



3rd Battery, 107th Artillery Regiment, 106th Infantry Division, setup on board 19, south of hexes numbered 5 west of hexrow K:

467 x6, 228 x4, 9-1, 8-0, MMG, LMG, Lt. MTR, 7.5 cm leFk 16nA x2, 10.5 cm leFH 18, 50L AT Gun

[ELR: 3]

[SAN: 3]



Elements of 44th Mongolian Cavalry Regiment, setup mounted on board 42, north of hexes numbered 5:

628 x14, 9-1, 8-1, 8-0, LMG x2, Horse (1squad) x14, Horse (SMC) x3

[ELR: 4]

Setup on board 42 east of hexrow K, north of hexes numbered 2: T60 M40 x4

[SAN: 2]

Enter mounted on Turn 3 from along the north board edge: 628 x10, 8-1, 8-0, LMG, Horse (1 Squad x10), Horse (SMC) x2

## SPECIAL RULES

- EC are ground snow with no wind at start. Mist is in play for the first 2 Game Turns. All woods are brush but are considered woods for rally purposes.
- The Germans receive one module of 75mm OBA (HE only) directed by an offboard observer at level 2 along the west edge of board 19. The location of this offboard observer is selected prior to all setup.

**Mussino, Russia: November 17, 1941:** During the most crucial phase of the battle for Moscow, the 16th Army was boosted by cavalry units from the 17th, 20th and 44th Divisions, each 3000 men strong from Outer Mongolia. However the cavalry was scarcely mobile as the horses were not shod for winter despite the ground around Moscow already being frozen. Near Mussino, between Vololamsk and Klin, the mists lifted after the foggy morning of November 17 to reveal the edge of a forest stretching as far as the eye could see. Ahead of B-Position of the German 3rd Battery, 107th Artillery Regiment, 106th Infantry Division were snow covered fields dotted with small bare bushes. To the right were rows of straw thatched hovels. Suddenly 4 Russian tanks appeared from nowhere halting at the huts where the 3rd Battery had been quartered. The AT Gunners opened fire. In a flash mounted cavalry hurtled out of the woods at first singly then in vast numbers forming up in the twinkling of an eye. Stirrup to stirrup, bent low over their horse manes and brandishing their sabers the cavalry raced over the fields in a full gallop. The 3rd Battery fired over open sites. The first shots whistled past the charging tanks but soon the gunners found the mark. A wall of billowing smoke from the exploding shells hovered over the cavalry as they continued their headlong charge. Note even this concentrated fire seemed to stop them as the bursting shells tore great holes in their ranks. Then as if directed by a magic wand the massive body of cavalry turned towards the village, the artillery following them as they moved. Isolated groups of riderless horses rushed in all directions. In the middle of this inferno, the 2nd Regiment broke out of the forest for a further charge. However they were only able to add more bodies to the field. The snow-covered fields, which only a half hour previously lay undisturbed were now covered with blood.

## BOARD CONFIGURATION:



42
19



# QUICK & DIRTY



**VICTORY CONDITIONS:** The side that controls the bridge hex at game end wins. The Dutch control the bridge at game start. The Dutch win if the bridge is destroyed.

## BALANCE:

 Dutch may declare Double Time on Turn 1 [EXC. Add 1 MF].

 Exchange 1 Type 97A TE-KE for a Type 97B TE-KE.

## TURN RECORD CHART

 DUTCH Moves First	1	2	3	4	5	END
						

## ORDER OF BATTLE



10<sup>th</sup> Co., 2<sup>nd</sup> KNIL Infantry Regiment and elements of Adfeling Hubar, enter on Turn 1 along the east board (all units have expended ½ of their allotted MP/MF (FRU) prior to entrance):

457 x4, 8-1, LMG, ATR (20L), DC

[ELR: 3]

[SAN: 2]

Enter on Turn 2 on east board edge: M-H III (b) AC x2



Elements of the 2<sup>nd</sup> Recon Regiment, enter on Turn 1 on the west board edge:

447 x5, 9-1, LMG x2, Type 97A KE-TE x3

[ELR: 4]

[SAN: 2]

**Pamarajan Bridge, Serang, Java, March 1, 1942:** Shortly after the initial Japanese landings on Java the Second Recon Regiment was sent forward to capture the bridges across the Tjoedjoeng River. Although thwarted at the Rangkasbitong Bridge by last minute demolition, the Japanese were determined to find an intact crossing. They pushed onto Serang and arrived just in time at the Pamarajan Bridge. The Dutch troops had arrived only minutes before them. The Japanese laid devastating fire on the native troops annihilating the defenders before they could set the demolition charges. The Japanese had gotten their important river crossing.

## BOARD CONFIGURATION:



Only hexrows A to Q are in play.

## SPECIAL RULES

1. EC are Wet no wind at start. PTO in effect including Light Jungle, (EXC. Roads exist). A 1 lane wooden bridge exists in 47H6.
2. The Stream is Flooded. Neither the hills nor the valley exist. Treat all terrain as rising from Level 0.
3. The Dutch units may not use DT, nor road bonus during Turn 1. The Dutch Turn 1 movement leader bonus is 1 MF.
4. No AFV may enter a bridge hex until a friendly MMC has entered a bridge hex. No crew may voluntarily abandon a vehicle and vehicular control is NA.

## SOEBANG SERENADE



**Soebang, Java, March 2, 1942:** The Shoji Detachment of the Japanese 38<sup>th</sup> Division was tasked with capturing and occupying the Kalidjati Airfield near Soebang. Despite a lack of opposition, the Japanese suffered heavy casualties from air attacks during ship unloading. The Japanese advance forces rushed towards the airfield and after four hours of bloody fighting wiped out the defending allied ground defense. The Japanese forces then consolidated their gains and setup a strong defense. On the afternoon of March 1 the KNIL Mobile Unit (*Mobiele Eenheid*) under the command of KNIL Captain G.J. Wulffhorst was alerted to a battle in the area of Soebang and was ordered to move in that direction. Early on March 2 advance elements of the Shoji Detachment entered and occupied Soebang. At 1100 that morning, the *Mobiele Eenheid*, supported by the 5th KNIL Infantry Battalion, counter-attacked the Shoji Detachment at Soebang. The Japanese had at that time only about 100 men in the town, including Colonel T. Shoji, the commanding officer, together with a anti-tank and a mountain gun. The Dutch attack had completely taken them by surprise. However the Dutch were unable to coordinate their attack and easily stopped the attacking troops. Some tanks even penetrated to the outskirts of the Kalidjati airfield, but were quickly repulsed. The third attack on Soebang took place at 0915. Without infantry support, the Dutch tanks came under fire from both sides of the road toward Soebang and were repulsed with losses (at least four vehicles). Meanwhile, Japanese reinforcements had reached the town and were threatening the flanks of the Dutch infantry. On 1015, a last tank attack was started to extricate the infantry. After bitter fighting, the *Mobiele Eenheid* finally broke contact with the Japanese at 1220, after a 90-minute engagement.

## BOARD CONFIGURATION:

**VICTORY CONDITIONS:** The Dutch win if at game end they control  $\geq 15$  buildings {EXC. Huts}.

## BALANCE:

- Add a 228 and MMG to the board 24/37 group.

-  Exchange the dm MMG for a dm HMG.



N

38	
24	
	37

## TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	10	END
 DUTCH Move First											

## ORDER OF BATTLE



Elements of the Shoji Detachment, setup on boards 24 and/or 37 on/west of hexrow 37H/24Z. (See SSR 2):

447 x10, 228 x2, 10-1, 9-0, LMG x2, Lt. MTR, 37L AT Gun, 75\* INF Gun

Setup on board 38 west of hexrow Q:

[ELR: 4]

447 x2, 347 x6, 228 x2, 10-0, 9-1, MMG x2, LMG x2, Lt. MTR, ATR (20L)

[SAN: 2]

Enter on Turn 4 on west edge of board 38 : Type 97A TE-KE x3, Type 97B TE-KE x3



Elements of *Mobiele Eenheid* and the 5<sup>th</sup> KNIL Infantry Battalion, enter on/after Turn 1 on the east board edge:

457 x18, 9-1, 8-1, 8-0 x2, dm MMG, LMG x3, Lt. MTR dm x2, ATR 20L

[ELR: 3]

M-H III (b) AC x4, VCL M1936 (b) x6, CTLS-4(a) x3, Light Truck x6 (See SSR 3)

[SAN: 2]

## SPECIAL RULES

- EC are moderate with no wind at start. PTO is in effect including light jungle. All roads exist. All buildings are wooden and have only ground level. No huts exist on board 24. The valley does not exist, treat all terrain as rising from level 0. Kindling is NA.
- The Japanese are placed under Pin counters for the first player turn. (EXC. HIP units).
- Each of the trucks must enter with  $\geq 1$  squad equivalent as a passenger. Trucks are immediately recalled when they do not have a passenger.
- The Japanese INF gun does not have WP ammunition.



# BLACKFORCE COUNTERATTACK



**Leuwilang, Java, March 3, 1942:** The Japanese invasion of the island of Java consisted of three separate landings. The western force, despite losses caused by the fighting demise of the USS Houston and the HMAS Perth landed in good stead in the area of the Tjoedjoeng River. The Nasu Group of the Second Division (the main body of the Japanese western force) advanced the Second Recon Regiment forward to occupy crossing points on the Tjoedjoeng River. The advancing Japanese quickly dispersed the few Dutch native troops in the area. They followed up by pursuing the Allies to the area of Leuwilang. There the Australian troops along with the tanks of the British C Squadron of the Third Hussars, known as "Blackforce" after their commander Brigadier A. S. Blackburn, was tasked with holding the Tjianten River. After a distinguished and successful campaign in the western desert the Third Hussars were selected to be sent to Singapore to help defend that fortress. Before they could arrive the island garrison had surrendered. The force was then sent to Palembang but again they arrived too late to fight the Japanese, so the force was transferred to Java to resist the next expected invasion. After a day of hard fighting the Japanese conducted a night assault to the south of the main Australian position establishing a beachhead across the river. The Australians quickly counterattacked. The British and Australians proved once again that they were tough fighters whether in the desert or the jungle. The counterattacking Allies swiftly crushed the small bridgehead. However their time was numbered, as the island would surrender within the week.

**VICTORY CONDITIONS:** The Australian player wins if at game end he can place  $\geq 10$  FP on a single ford hex (projected to level 0). (See SSR 3).

## BALANCE:



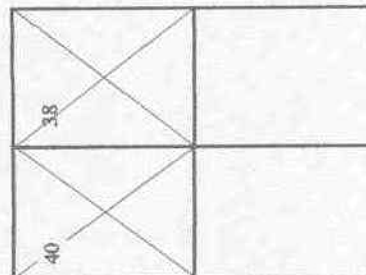
Remove the Australian Lt. MTR



Exchange 2 Japanese 447 squads for 347's.

## BOARD CONFIGURATION:

N



Only hexrows Q to GG are in play.

## TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
🇦🇺 AUSTRALIAN Moves First								

## ORDER OF BATTLE



2<sup>nd</sup> Company, 3 Machine Gun Battalion and C Squadron 3<sup>rd</sup> Hussars, [Blackforce], enter on Turn 1 along the north edge or the east edge north of hex 38GG7:

[ELR: 3]

457 x9, 9-1, 8-1, MMG dm, LMG, ATR, Lt. MTR dm, Mk VIB x3, 9-1 AL

[SAN: 2]



Elements of the 2<sup>nd</sup> Recon Regiment, 2<sup>nd</sup> Division, Setup within 5 hexes (inclusive) of a Ford hex:

[ELR: 4]

447 x5, 228, 9-1, MMG, LMG, Lt. MTR, Type 97B TE-KE x2

[SAN: 4]

## SPECIAL RULES

- EC are moderate with no wind at start. PTO is in effect including light jungle. Elevated Roads do not exist. There are no buildings in 40CC8 and 40R1, treat as Open Ground. Walls do not exist.
- Place Ford counters in 40AA4, 40AA3, 40BB3, 40BB4. Place Overlay Wd3 on 40DD1-EE1.
- FP must be within normal range. Any hindrance (EXC. Smoke) reduces the FP placed by that attack by 1 FP for each +1 hindrance. (EX. a 6 FP attack with a +2 hindrance places 4 FP on the ford hex). The unit does not have to have LOS to the river location just to the hex. The Lt. MTR is worth 2 FP.



# AN ABANDONED ARMY



**Tjalang, Sumatra, March 14, 1942:** With the surrender of the Dutch East Indies Government, internal order in Northern Sumatra began to break down. Many of the northern territories had never been completely pacified. Because of this, anti-Dutch feelings ran strong. After the collapse of the main army at Java there was left only the army of Sumatra. Abandoned by all of its Allies it would continue to fight on despite crumbling morale, rising desertions of its native soldiers and lack of any hope for relief. Following the invasion of northern Sumatra, the Second Marechaussee Division had orders to evacuate the European civilians and Christian Indonesian family members of KNIL troops from these northern provinces. The evacuation was performed quickly and efficiently although the Japanese were quickly pressing at the Lho'Nga airfield outside Tjalang. The Marechaussee Division had been delaying the invaders for 24 hours as they pushed inland giving time for the evacuation. At Tjalang the Second Marechaussee attempted to setup an ambush against the advancing Japanese, but the local Muslim villagers betrayed them at every turn, frequently taking up arms against the Dutch.

**VICTORY CONDITIONS:** The Japanese win if they gain >22 VP. CVP are gained normally (EXC. Prisoners are worth 0 CVP). In addition, Japanese units exited off the west board edge are worth double EVP.

## BOARD CONFIGURATION:



N

Only hexrows A through Q are in play.

## BALANCE:





Newly placed partisan units are marked with a Pin counter (EXC. Hero).



Exchange 2 x347 for 2 x447.

## TURN RECORD CHART

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

## ORDER OF BATTLE



Elements of the Kobayashi Detachment, enter on Turn 1 along the east board edge:

[ELR: 4] 347 x10, 9-1, 8-0, LMG x3, Lt. MTR

[SAN: 5]

Elements of 2<sup>nd</sup> Marechaussee Division setup within 4 hexes of 32H4 (See SSR 4):

[ELR: 2] 457 x3, 437 x6, 9-1, 7-0, LMG x2

[SAN: 3]

## SPECIAL RULES

- EC are moist with no wind at start. PTO is in effect (EXC. Light jungle and all roads exist).
- Civilian Interrogation [E2.4] is in effect. The Japanese are in a friendly country and the Dutch are in a hostile country.
- A Japanese sniper attack dr of 3 or 4 generates a native partisan unit. The type of unit is determined by a subsequent dr. A dr of 1 or 2 generates a 337 Full Squad, a 3 or 4 generates a 127 Half Squad, a 5 generates a partisan hero and a 6 generates a 7-0 partisan leader. The partisan unit is placed in the closest eligible Location as determined by a Random Location DR from the Japanese sniper counter (A14.2), however the sniper counter is not moved from its current hex. Eligible locations are jungle, kunai and bamboo hexes that do not contain an enemy unit. If >1 eligible Location is equidistant, random selection is used to determine the location the unit is in. If the eligible location contains a HIP unit the HIP unit is placed on board concealed and a new eligible location is selected. Partisans may not form FG with Japanese units. The Japanese and Partisans are Allied Troops and the Partisans use all SW as inexperienced and as captured weapons.
- All Dutch units setup HIP.



# ITALIAN WINTER



**Raunizza, Italy, January 21, 1945:** Besides the "ordinary" police tasks, the main task of the Higher SS and Police Leader (HSSPF) was to secure the occupied territories especially in fighting Partisans. Eventually each of the major Army Groups has its own SS Police Force to pacify the occupied land. The 5th Police Armored Company was established in October 1942 and began fighting Russian partisans in the area of Army Group South beginning in December, 1942. In Mid 1944 the Armored Company was withdrawn from service on the eastern front and moved to Trieste to begin operating along the Adriatic coast. The armored company was furnished with a number of captured Russian T-34 tanks that had been fitted with German equipment including radios. On January 19th, 1945, the Armored Company was ordered to relieve the Italian fascist "Fulmine" Battalion of the Flottiglia-Mas Division that had been surrounded at Tarnova. The assault force attacked the Italian partisan forces over a two day period but made little headway against the dug in defenders. On January 21st the SS were reinforced with infantry from the SS Police Regiment. After 6 hours of heavy fighting the heights were taken. The Partisans lost 92 dead against the loss of 17 German troops.

**VICTORY CONDITIONS:** The Germans win at game end if they control  $\geq 4$  of the following hexes: R5, R6, S5, V5 and X6.

## BALANCE:



Add a FT(g) to the German OOB.



The Partisans have Molotov Capability.

## BOARD CONFIGURATION:



## TURN RECORD CHART

	GERMAN/ITALIAN Moves First	1	2	3	4	5	6	END
	PARTISAN Sets Up First							

## ORDER OF BATTLE



Italian Partisan Group, setup on hill hexes west of the stream in hexes numbered >2 and/or on hill hexes east of the stream west of hexes numbered 4:

[ELR: 5]

527 x3, 337 x6, 228, 8-1, 8-0, HMG(i), LMG(i) x2, DC(i), ATR (20L)(i), 81mm MTR(i), Roadblock

[SAN: 5]



3<sup>rd</sup> Platoon, 5<sup>th</sup> Police Armored Company, SS Police Regiment 10 and Elements of the "Flottiglia Mas" Division, enter on/after Turn 1 within 3 hexes of 50Q1:

[ELR: 3]

838 (SS) x3, 447(g) x5, 347(i) x4, 9-2(g), 8-1 (i), 8-0(g), LMG(g) x2, DC(g), PzKpfw T-34 747(r) x2

[SAN: 2]

## SPECIAL RULES:

- EC are ground snow, with no wind at start. The stream is deep and is not frozen. Orchards are vineyards.
- Add overlay Wd1 on 50P1.
- The Partisans may not form multi-location firegroups, are stealthy, use Italian SW and guns without captured use penalty and may setup 2 squad equivalents along with any SW/SMC stacked with them HIP. 527's are considered to be partisan squads.
- The Germans and Italians are Allied Troops. The (g) indicates German counters and the (i) indicates Italian counters.
- The T-34 tanks are captured Russian T-34/M41 tanks. Use Russian counters for these vehicles. Captured use penalties do not apply to their inherent crews. These tanks have radios and Black MP and use Black TH numbers. The German units are SS.


# ONCE MORE INTO THE BREACH




**Strand, Silesia, February 11, 1945:** Late in the war, the Germans called for the formation of 2 Hungarian SS divisions. Although more than adequate numbers of volunteers were available, formation of these units was hampered by delays in equipping them as more pressing needs were always found. The Hungarian divisions were being formed at the Neuhammer Training Ground in Neuhammer, Silesia. The Red Army's winter offensive put a halt to the training being done at Neuhammer. In early February an emergency battle group was formed from the better-equipped formations at Neuhammer. These were typically former Hungarian army veterans who were thorough professionals. The II<sup>nd</sup> Battalion was sent forward to the town of Strand on the Boher River to hold the Russians. However the Soviets soon swarmed across the river all around Strand, isolating the defenders. The IV<sup>th</sup> Battalion was sent to rescue them, to pull their logs out of the fire. Scrapping together 2 haltracks they fought down the Strand-Neuhammer highway pushing aside the Russian blocking force. Once in the town they were able to gather the wounded and few unwounded remnants and fight their way back to Neuhammer.

**VICTORY CONDITIONS:** The Germans win at game end if they have  $\geq 18$  VP worth of 4th Battalion units east of hexrow 10U.

## BALANCE:

 Add a 348 LT MTR (50mm) to the Reinforcement Group.

 Exchange the 9-1 for a 9-2.

## TURN RECORD CHART

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

## ORDER OF BATTLE



Elements of the 2nd Battalion, 63rd Waffen SS Regiment, setup first east of hexrow M on board 10:

658 x5, 228, 9-2, 8-1, HMG, LMG, PsK, 81mm MTR

[ELR: 3] Elements of the 4th Battalion, 64th Waffen SS Regiment, enter on turn 1 on west board edge:

[SAN: 4] 658 x10, 9-1, 8-0 x2, LMG x2, PsK, SPW 251/9, SdKfz 7/1

Elements of the South Ukranian Front, setup on/between hexrows 4F and 10I:



458 x10, 9-1, 8-0 x2, HMG, LMG x2, Lt. MTR

[ELR: 4] Enter on Turn 5 on north or south board edge on between hexrows 10FF and 10Q

[SAN: 3] T-34/M43 x2

## SPECIAL RULES

1. EC are wet with no wind at start.
2. All trails are woods-roads. Prior to all setup the German play may place three trailbreak counters anywhere on board. These trailbreaks are treated as woods-roads.
3. The Russian player is immune to encircling (EXC. if  $\geq 1$  unit causing encirclement is at  $\leq 1$  hex range or Upper level encirclement).



N BOARD CONFIGURATION:



Only hexrows X through GG on board 4 are in play.