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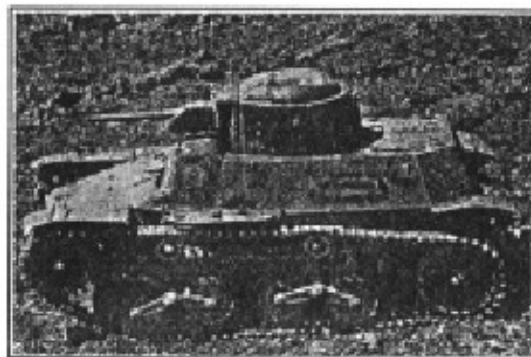
**LOCATION:** Mai Pha, French Indo-China

DATE: 24 September 1940

**COMMENTARY:** At 2200 hrs on September 22, the Japanese authorities put an end to 3 weeks of negotiations with the commander of the French military forces and ordered their troops stationed in China to invade the Tonkin. Multiple fights take place along the border, on all sides of the Carrières China, and disencumberment the French garrisons. The Japanese troops of the Canton army started a vast movement of encircling then has favor dun covered land, concealing the strong room of Langson thus on all sides and risking to isolate him while cutting the Road Colonial n° 1.

The 23 naked morning, the land division of Langson is bombards given back inutilisable. To the East of mations it, the village of Lo Binh must be evacuated under the hostile pressure. To the west, an important column of infantry and chariot passed the crossroads of Dong Dang and commit full south. Several counterattacks are undertaken. Among these, the 1/1th Regiment of Skirmishers Tonkin attempts to interfere between Langsons and Japanese who take down the course of the Song Ky Kong since Lo Binh. Unfortunately, this battalion, manœuvring in difficult land, loses all contact with the commandement and let this flank discovered. To block this access known sudest, The Ikeme Company of the III/9th Regiment of Colonial Infanterie, parked has Langson takes position before the village of May. On the 24 in the afternoon.

The Japanese troops take their offensives in order to isolate Langson definitely. Confusion reigned in the French high command. The Japanese adorns violence May Pha and tempted to pass it per the south. A platoon of chariots reinforces troops motorcyclists belonging to the Detachment Motorizes some 9c R.I.C.S. comes to sustain the 11st Co. in vain. Overrun, the French troops withdrew into Langson and were ordered to hold there. Concentrated in the reduced of Ky Lua, the dawn of the 25 brought a very violent bombardment of artillery and aviation that lasted 4 hours. At 1040 hrs the white flag was hoisted. It had taken the army of Canton less than 3 days to succeed in encircling Langson, and also resulted in the capture of 1000 French and established the Japanese control on the delta of the Tonkin. For the French army it began a time of humiliation.

[illegible]

PTO Rules apply with Light Jungle.

The Rice Paddies are Irrigated.

Place the following Overlays: **1** in 38N8-N9, **3** in 35T2-T1, **TAC RR4** in 35K1-K2, and **TAC RR5** in 35K10-38W10.

Use the *Tactiques* Railroads - they are considered EmRR (B32.12).

EC are Mud and Overcast with No Wind at start. Rain is in effect and cannot stop.

The Japanese win if at game end they control all Huts on Overlay 1 or if they succeed in exiting  $\geq 15$  VPs off the west edge (of which  $\geq 8$  VPs must be infantry).

1 The Japanese receive a battery of 70mm OBA with HE only, directed by an off board observer at level 3 on the east edge, secretly determined before the French set up.  
2 The French ATR has a B #11 [Note 4].  
3 Bore Sighting is NA.


11<sup>th</sup> Company, III/9th Colonial Infantry Regiment set on on/west of hex row 38Y-35I.  
Balance: Japanese reinforcements enter on GT4.

ELR: 3  
SAN: 3










10 3 6

Elements of the Detachment Motorised of the 9th R. I. C.  
enter on GT4 between 38A10 and 38Q1



2 2 2


**ELR: 3**  
**SAN: 4**

**Elements of the 5th Infantry Division, Army of Canton enter on GT1 on the east edge.**  
**Balance:** Japanese reinforcements enter on GT2.

 1 4-4-7	 2-2-8	 10-1	 9-0	 8-0	 MMG 3PP 811 4-11	 LMG 1PP 811 2-6	 MTR 4PP 2-*	 Type 97B TE-HE	16 3 0
12						2	2	2	37

**Elements of the 5th Infantry Division enter on GT3 on the east edge:**

 1 57*	 1 2-12	10 2 1
		2

# FT02 JUST AN ILLUSION

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## HISTORICAL ACCOUNT

LOCATION: Phum Preav, Cambodia

DATE: 16 January 1941

**COMMENTARY:** The reversals suffered by the French against the Japanese aggression led the new Thai power to reassert its strength, and at the end of October 1940 they demanded the return of Laos and Cambodia, in a goal of unification of the Thai people. The French refused and over the next few months many incidents occurred along the frontier, often in the form of aerial raids. This latent war state ended suddenly on 10 January 1941 when the Thai army launched an offensive.

To the Lao, the Siamese progress without real difficulties jusqu' à the Mekong, without looking for has clear it.

On The R.C.I., main communication way to Cambodia, the attack is more massive and the French troops must fold back in order to establish a more concrete defense line. In spite of appearances, the French commandement had taken his/her/its arrangements in view of such an action and it immediately launches a counteroffensive on the left flank of the Thai armée. Three battalions to orders of the colonel Cadoudal have for mission to surround la units enemies has Yeang Dang Kum while a grouping directs by the colonel Jacomy fixes the disposed Siamese troop remainder has Phum Preav.

The spreading of the 2 groupings takes place of night, the vigil of the attack. Information on the hostile strengths are almost non-existent, the terrain, a vast drill sprinkled of numerous glades, little auspicious has the arillerie.

To the dawn, fights begin before villages of Yeang Dang Kum and Phum Preavs. Face has this demier, the battle is quick. Very aware, the Thai troops against attack the III/5eme R.E.I. of the commander Belloc during his/her/its setting up. He/it sees himself itself soon reinforce by the D.M. of the captain Aguesse and by a section of D.C.A. on truck.

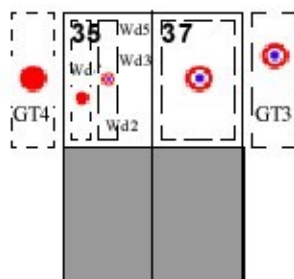
The Siamese strengths, one blocked instant, take their offensive, supported by a company of tanks and their aviation. In end of afternoon, the grouping of the colonel Jacomy must break the fight and tent to be reorganized on arrières. The French counteroffensive is a failure: it will have permitted to stop the advance of the Thai army rightly, herself very tried by this day of fight.



## TURN RECORD CHART

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

## THE BATTLEFIELD AND CONDITIONS



Only hex rows A-P are playable.

PTO is in effect with Light Jungle.

Place the following overlays on map 35:  
Wd2 in P3-P4, Wd3 in G4-G3, Wd4 in K7-L7 and Wd5 in DI-D2.

EC are Wet with a Mild Breeze from the north west at start.

## VICTORY CONDITIONS

The Thai player wins if at the end of the scenario there are no unbroken French units on map 35 and he has accumulated  $\geq 10$  VPs more than the French player. The Thai player receives VPs his Eligible units (A26.2-3) on map 37 (excluded half hexes). The French player only receives CVPs.

## SCENARIO SPECIFIC RULES:

1 Kindling is NA.

2 Use Chinese counters for the Thai forces (G18. does not apply, except G18.2). Japanese LMGs are used without Captured Equipment penalties.

The Thai player receives aerial support (E7) in the shape of a FB39 without bombs (use a US counter). It enters the game by E7.2 from GT4.

3 The French ATR has a B#11 [Note 4].

Elements of the III Battalion, 5th Foreign Infantry Regiment set up on map 37.

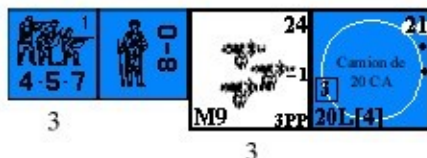
Balance: the advanced section does not begin the scenario Pinned.



ELR: 4  
SAN: 2



Elements of the Detachment  
Motorised and of the section of  
DCA on truck of the 11th R. I.  
C. enter on GT3 on the east edge:



Elements of the III Battalion, 5th R.  
E. I., advanced section set up on hex  
row 3 and/or 4 of map 35. All units are  
Pinned during GT1.



Elements of the 2nd Infantry Division, Royal Thai Army set up on map 35 of co-ordinates  $\geq 8$ .

Balance: add a 3-3-7 to the Thai OB.



ELR: 3  
SAN: 4



Elements of the 2nd  
Infantry Division enter  
on GT 4 on the west edge:



Aerial support (1 FB  
without Bombs) enter by  
SSR2:





# FT03 TERRORISTEN ! !

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## HISTORICAL ACCOUNT

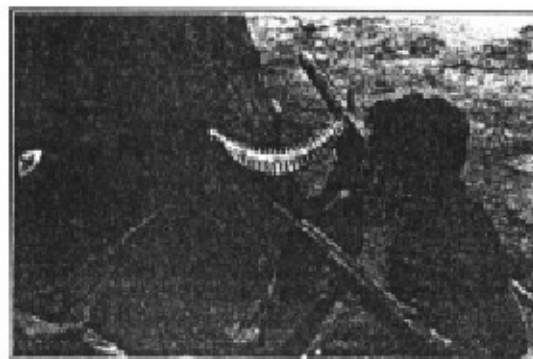
**LOCATION:** The Vigne-Oudines woods, Gironde

**DATE:** 25 July 1944

**COMMENTARY:** Since the landing of Normandy, the resistance had increased its actions against the occupants in order to tie down the German troops and to stop them from rejoining the bridgehead. It goes some thus of the B region, including the Aquitaine among others, and in particular the Medoc or rages the maquis Jean Dufour. This group, about hundred strong, included the crew of an American bomber which had crashed in the region at the end of June, and two heavy machine guns taken from the wreck of the plane.

After several moves and strokes of hand, the maquis took refuge in the Vigne-Oudines woods, tracked by a detachment of the anti-terrorist group Rech. The German troops, reinforced by a local militia unit, spread out on the road facing the wood during the night and at dawn on the 25th they began a vast sweep aimed at clearing the sector.

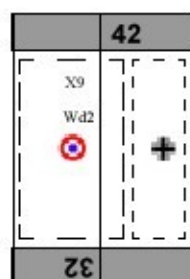
The Germans, containing a group of Hindu troops specialised in the infiltration of covered land, quickly made contact with the P.C. of the maquis. A small number of resistance fighters led by Jean Dufour interfered with the enemy progress in order to cover the retirement of their brothers-in-arms. At the end the day, a small number of maquisards, including Dufour, had been killed but their sacrifice had allowed the evacuation of this shelter transforms in dowsers. As for the region of the Medoc, it would be one of the last to be freed, the garrison of the Pointe du Grave not surrendering until 20 April 1945.



## TURN RECORD CHART

⊙ PARTISAN Sets Up First	1	2	3	4	5	6	END
⊕ GERMAN Moves First							

## THE BATTLEFIELD AND CONDITIONS



Only hex rows I-Y on the two maps are playable

The Streams are Dry and the Woods are Pine Woods.  
Place overlays **Wd2** in 3209-P9 and **X9** in 32S6.

EC are Dry with a Mild Breeze from the west at start.

## VICTORY CONDITIONS

The German player wins if, at game end, he controls buildings 42J7, 42U8, 42Y10, 32N8, and 032S6 or if he accumulates  $\geq 12$  CVPs.

## SCENARIO SPECIFIC RULES:

- 1 Kindling is N/A.
- 2 The partisan player cannot form Multi Location Fire Groups and suffers Captured weapon penalties for the MGs (a) and (g) [EXC: The US Crew uses the .50 HMG without penalty]. The 527 squad has an underlined morale.
- 3 Germans do not possess PF. Allied Troops applies between Germans and Militiamen and between Partisans and the US Crew.



**Elements of the Jean Dufour maquis** set up west of 42I7 - 42O4 - 42U4 - 42Y6. 1 Squad/equivalent, as well as any SMC/SW stacked with it, may be set up HIP.

**Balance:** add a hero to the Partisan OB.

ELR: 5  
SAN: 5



8

12



**Elements of the Indisches Infantry Regiment 950 and a group of the anti-terrorist "De Rech"** set up east of the road 42I4-42Y5 inclusive. The German player secretly designates 3 Squads to represent the Hindus unit; these are Stealthy.

**Balance:** increase the game length by 1 turn.

ELR: 3  
SAN: 2



11

2

**Elements of the militia** set up east of the road 42I4-42Y5 inclusive:



4

# FT04 RETURN TO THE START LINE

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## HISTORICAL ACCOUNT

**LOCATION:** Nomonhan

**DATE:** 15 May 1939

**COMMENTARY:** After the incident of Chang Kufeng, Japanese consider that the Halah defines the border between the Mandchuoko and Mongolia. From April 1939, has the order of operations consistently N° 1488, the Kwantung Army was ordered to deal with border incidents and punish the "illegal violations" perpetrated by the Soviet troops. So much that of need, she/it is allowed has pursue his/her/its operations in Outer Mongolia.

On May 14, a recon detachment, composed of a squadron of cavalry and a company of light tanks under the command of Lt Col. Azuma Yaozo, arrived in the area of Nomonhan. On the 15<sup>th</sup>, Azuma, reinforced by a detachment of Manchurian Auxiliaries, launched a pincer movement aiming to trap the troops outside Mongolia.

The attack was launched at 1300 hours but the Mongols succeeded in slipping out of the pincers and re-crossing the Halha. Japanese planes bombed the sector but only managed to damage about twenty younes. The Mongols having re-crossed the border, the Japanese high command appraised the incident and ordered Azuma to regain Hailaerh.



## TURN RECORD CHART

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

## THE BATTLEFIELD AND CONDITIONS

Map board 7 is considered a desert map. Buildings do not exist; woods are swamps (B16), at the water level (level -1 (B21.21)). The current is Slow (B21.1.21). The river is Fordable (B21.41) (EXC: Horses (and their riders)) enter a river hex for half of their MF).

Place the following Overlays: H1 in 27G5-F4, H6 in 28G7-G6, X3 in 27V5, H4 in 27Y3-X2 and H2 in 28X3-Y4. Overlay X3 represents the Mongol youneses.

The Hillocks are hills of level 1 whose contour follows the one of hillocks hexpines. Hillocks summits are at the level 2.

EC are Clear with No Wind at start. Light Dust (F11.7) is in effect.

## VICTORY CONDITIONS

Mongol win if, at game end, they Control  $\geq 5$  of the following hexes on board 7: D1, I1, J1, P2, Q3, R2, X1, AA5, BB1. Neither side begins the scenario with Control of these hexes.

## SCENARIO SPECIFIC RULES:

None

**★ Elements infiltrating Mongols** set up dismounted on/adjacent to 27V5.  
**Balance:** The Mongols of the 27V5 group begin the scenario mounted.

**ELR: 5**  
**SAN: 4**

9

12

**Mongol Observation station** set up on/within 2 hexes of 27oI4 or on/within 2 hexes of 27oBB4:

3

3

**Songar**  
IS or Gun  
OBR: +3\*  
Other: +1\*

3

**Mongol patrol** set up mounted in/adjacent to 28AA9 (if the observation post sets up in 27oI4) or in/adjacent to 27D5 (if the observation post sets up in 27oBB4):

4

4

**● Task Force of Lt.-Col. Azuma, 64th Regiment, 23rd Infantry Division, Army of the Kwantung** enter on GT1, having spent the half of their MF, between 27GG5 and 28GGS inclusive.  
**Balance:** Add 1 LMG to the Japanese OB.

**ELR: 3**  
**SAN: 2**

6

6

**Task Force of Lt.-Col. Azuma, support armour:** enter on GT1, having spent the half of their MPs. Before the Mongol set up, the Japanese player secretly notes whether his tanks enter with the Japanese or the Manchurian group.

2

**Task Force of Lt.-Col. Azuma, Manchurian Auxiliaries** enter on GT1, having spent the half of their MF, between 27H10 and 27A5 inclusive. The Manchurian Auxiliaries are treated as Axis Minors and have an ELR of 2:

6

6



# FT05 TRAPPOLA

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## HISTORICAL ACCOUNT

**LOCATION:** Near Obzovica, Yugoslavia

**DATE:** 13 July 1941

**COMMENTARY:** In April 1941, Yugoslavia was invaded by Germany and her allies. Italy annexed and occupied several regions and Montenegro was forced to submit to the authority of an Italian military governor.

Although the occupation troops apparently controlled the country, villages and mountains sheltered groups of partisans very early on, groups mainly composed of soldiers of the former Yugoslavian army. These groups organised themselves under the command of the Communist Party and its leader Josip Broz, soon known as "Tito". A real insurrection gets ready in Montenegro and exploded at dawn on 13 July.

Stations isolate of carabinieri " and the " guardia di finanza " are taken of assault, the besieged garrisons and roads gangways. After the initial surprise, the Italian organised a number of emergency columns. A detachment forms quit black shirts mainly so the city of Cetigne toward Ilh to be going to relieve soldiers surrounded at Milocer.

The column was ambushed close to the village of Obzovica and a violent fight began. A battery, messenger in reinforcement of Cetigne, open fire has tip carrying. Nevertheless, the partisans resisted for two hours before withdrawing and the Italian were able to continue toward Milocer. Wiping another attack they must make stop has the night fall in the station of Budva. Losses are raised: 43 kill and wound, either close to 15% of their strength! The struggle of the resistant Yugoslavian against the strengths of the axis makes only begin.



## TURN RECORD CHART

★ PARTISANS Sets Up First	1	2	3	4	5	6	7	END
ITALIANS Moves First								

## THE BATTLEFIELD AND CONDITIONS



Only hexrows A-P are playable.

Marsh are Mudflats.

Only the road 41A6-P6 exists.

EC are Dry with No Wind at start.

## VICTORY CONDITIONS

The Italian win immediately if they exit  $\geq 20$  VPs of the south edge or they have  $\geq 12$  CVPs of Partisans. Prisoners do not count double.

## SCENARIO SPECIFIC RULES:

- 1 Partisans use Russian LMG without Captured Equipment penalties.
- 2 Partisans cannot form a Multi Location FG.
- 3 Kindling is NA.

**Partisans of Bjelice** set up south of hex row J inclusive. 2 Partisan Squads (or Equivalent) as well as all Leader/SW stacked with them can set up HIP.

**Balance:** the Italian must exit  $\geq 25$  VPs to win.

ELR: 5  
SAN: 5

3-3-7	1-8	7-0	1PP 811 2-5	7 Morale
8		2		6

**Elements of the 108th CCNN Legione CCNN of the Carabinieri of the Genie and the Police** enter on GT1 in convoy on 41A5. An Italian 3-4-6 must set up on the motorcycle; he can be accompanied by a Leader. The convoy can Disband if a unit is adjacent to an Enemy unit or has a LOS to a Known Enemy Unit.

**Balance:** the Italians must exit  $\geq 15$  VPs to win.

ELR: 2  
SAN: 2

4-4-7	3-4-6	1-8	1-8	2PP 2-5	1PP 811 2-5	2PP 45mm	28	18	15
2	14			2	2	2	M10 0PP	29PP	36PP
							3	3	

**Elements of the III/2 Artillery** enter on GT2 on 41A5:

2-2-7	15PP	100*	
2	2	2	

# FT06 BALKAN MEDLEY

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## HISTORICAL ACCOUNT

**LOCATION:** Knjasevac, Serbia

**DATE:** 10 October 1944

**COMMENTARY:** The Romanian insurrection and entrance into the war on the Allied side in August 1944 and the Bulgarian declaration of war in September 1944 opened the Balkans to the Red Army. The Germans look for has constitute a continuous forehead semblance desperately to the eastern areas of Yugoslavia to allow their units in Greece and Albania to withdraw northwards. In this goal, one sends all available troops of which of kampfgroups " shapes of aviators and sailors, organize has the hurry and often teams of hold weapons. Of units as the division SS "Prinz Eugen" S are withdrawn of the struggle against partisans to clothe these unskilled fighters. The Prinz Eugen defended the approaches to the city of Nis, an important crossroads on the road of Sofia.

On October 1<sup>st</sup>, the Soviet and Bulgarian vanguard, supported by partisans, crossed the Yugoslav border. Two Bulgarian divisions attacked the 600 defenders of the village of Knjasevac. The German situation soon became desperate in spite of the reinforcement of a detachment of Waffen-SS that ashore in his/her/its tentative to make the north jump the bridge of Vratarnica. At the same time, the garrison of Knjasevac received the order to withdraw. But they fell to an ambush by partisans on the heights and lost most of their equipment.

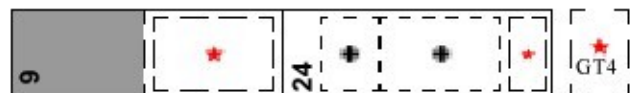
The vice tightened itself, the Bulgarian progressing in the north outskirts and are from the small city with the support of the artillery. Partisans hold the road and his/her/its surroundings firmly in montagnoses to the south east. Many Germans choose to surrender, although some soldiers of the "Prinz Eugen" succeeded in breaking out westward. The city was taken and the road freed for the Soviet armour to advance onwards.



## TURN RECORD CHART

⚔ GERMAN Sets Up First	★ 1	★ 2	3	★ 4	5	6	7	END
★ ALLIES Moves First								

## THE BATTLEFIELD AND CONDITIONS



Only hex rows R-GG on map 9 are playable  
Building 9EE4 does not exist.

EC are Wet with No Wind at start.

## VICTORY CONDITIONS

The Germans win if they have more VPs than the Allies. The Allies receive CVPs. The Germans receive CVPs and VPs for exiting troops exited between 9R0 and 9Y1 inclusive; troops which exit count double their normal VP value.

## SCENARIO SPECIFIC RULES:

1 The Bulgarians have a module of 70mm OBA (HE) directed by a off board observer at level 2 on the east edge of board 24 north of 24T inclusive. Battery Access is automatic (withdraw a black chit). The OBA can only reach rows situated to the north of 24J inclusive. On a Heat Battle final DR of 10 or 11, Bulgarians become Berserk (or Battle Harden if no Known Enemy Units in LOS).

2 German units (EXC: SS) use Italian Guns and SW without Captured Use penalties. The Partisans use Italian SW without Captured Use penalties. The 5-4-8 are Assault Engineers and their morale is underlined. Germans have no PF and may not Assault Fire (EXC 5-4-8).

**★**

**Elements of the 22nd Partisan Division** set up on hexes of  $\geq$  level on map 9.  
**Balance:** elements of the 4th Mechanised Corp enter on GT4.

**ELR: 5**  
**SAN: 5**

5

**Elements of the Bulgarian 29th Infantry Division** set up on/ north of row 24Y, or enter on GT1 on the east edge the north of row T inclusive. The Bulgarian ELR is 3.

15 2 2 3

**Elements of the Bulgarian 29th Infantry Division** enter on GT2 on the east edge of map 24. The Bulgarian ELR is 3.

4

**Elements of the 22nd Partisan Division** enter on GT3 on 9Y 10.

3

**Elements of the 4th Guards Mechanised Corp** enter on GT5 on the north edge of the map 24. The infantry enters mounted. The Soviet ELR is 4:

2

**⚔**

**Elements of Marine Kompanie Bertrams and Schmidt, the 3rd/Festung Reserve Pioniere Stab and artillery** set up between F and I inclusive on map 24.  
**Balance:** replace the 9-1 by a 9-2 and the 8-0 by a 8-1 in the SS group.

**ELR: 2**  
**SAN: 3**

6 2 2

**Elements of the Div. Stab Jager Kompanie and of the 3rd Flak Battery SS Freiwilligen Div. "Prinz Eugen"** set up between T & J inclusive on map 24.

8 2 5 2



# FT07 JACKSON'S FIRE

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## HISTORICAL ACCOUNT

**LOCATION:** Puffendorf

**DATE:** 17 November 1944

**COMMENTARY:** Since the fall of Aachen on 21 October, the U.S. 1<sup>st</sup> Army had attempted to reinforce its bridgehead in German territory. In the south of the city, fights that take place in the drill of Herigen are a rare violence and the G.I.s are put has pain by a German defence that one believed moribund. It is necessary to conquer strands of the Roer on which several dams have been constructed however and that threaten to flood all the plain while remaining to hands of the Germans, giving back the advance toward the very delicate Rhine.

At the beginning of November the 28<sup>th</sup> Infantry Division captured several cities and arrived in view of the dams. But the division was quickly put in discomfiture by the 116<sup>th</sup> Panzer Division that counterattacked briskly.

In the same way, to the north of Aachen, the 2nd Armored Division progressed without too many difficulties in spite of the muddy terrain, until it reached Puffendorf. The following morning, the 1<sup>st</sup> and 2<sup>nd</sup> Armored Battalions of the 67th Armored Regiment continued their advance in the direction of Gereonsweiler.

Shortly after dawn, whereas the U.S. column commits in a hilly land, elements of a neighbouring height kampfguppe deboultent have a gressant his/her its flank. The pilonnage of two camp artillery nails the infantry to soil and let armour them face has face. The Shermans are not able to contour and attack the rear of the a few 20 Panthers and Tigers, masters of hills. The struggle is unequalled. A Sherman extricates 13 shells in succession sieve the least effect on a Tiger. Whereas some companies only possess 3 or 4 tanks, the commander U.S. asks the reinforcement of tank destroyers at the rear of the column. 90mm cannon have the pousseire bitten to armour them Germans but the balance of the day is terrifying: 38 Shermans and 19 M5 have been destroyed. This confrontation, record like the biggest fight of chariots of the 2nd Armored Division, was proof of the inferiority of the U.S. tanks in all areas: firepower, mobility, protection. The promise to go in country for Noe1 seems flown definitely.



## TURN RECORD CHART

✚ GERMAN Sets Up First	1 ☆	2 ☆	3	4 ☆	5	6	7	END
☆ AMERICAN Moves First								

## THE BATTLEFIELD AND CONDITIONS

16	43	+
		z



Woods are Pine Woods (P1.); roads do not exist.

EC are Wet with a Mild Breeze blowing from the North East at start.

☆	GT1
☆	GT2
☆	GT4

## VICTORY CONDITIONS

The American player wins if he exits  $\geq 5$  AFVs off the north edge or  $\geq 4$  German AFVs have either been destroyed or Recalled.

## SCENARIO SPECIFIC RULES:

1 The Germans are considered elite for Ammo Depletion purposes.



**Elements of the 2nd Battalion, 67th Armoured Regiment, 2<sup>nd</sup> Armoured Division** enters on the south edge of maps 16 and/or 43 {SAN: 5}  
Before the first turn, the American player forms two groups  $\geq 5$  AFVs and  $\geq 1$  Armour Leader. One group enters on GT1 and the other on GT2. Each group must have at least 1 AFV of each type. Each type must have an Armour Leader. The M4A3 are equipped with Gyrostabilisers.  
**Balance:** the Americans must exit 6 AFVs to win.

ELR: -  
SAN: 5

9-1	8-1	13	15	15
2	2	4	4	4

**Elements of the 702nd Tank Destroyer Battalion** enter on GT4 on the south edge of maps 16 and/or 43.

8-1	15
2	3



**Elements of the 9th Panzer Division** set up in Motion on map 2 in any hex  $\geq 5$  north of row inclusive I.  
**Balance:** the Americans must exit 4 AFVs to win.

ELR: -  
SAN: 5

9-2	15
1	2

**Elements of the s Pz Abteilungen 506** set up in Motion on map 2 in any hex  $\geq 5$  north of row I inclusive.

9-1	11
1	2

# FT08 THE ULTIMATE TREACHERY

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## HISTORICAL ACCOUNT

**LOCATION:** The Citadel of Hanoi, Briere de l'Isle barracks

**DATE:** 10 March 1945

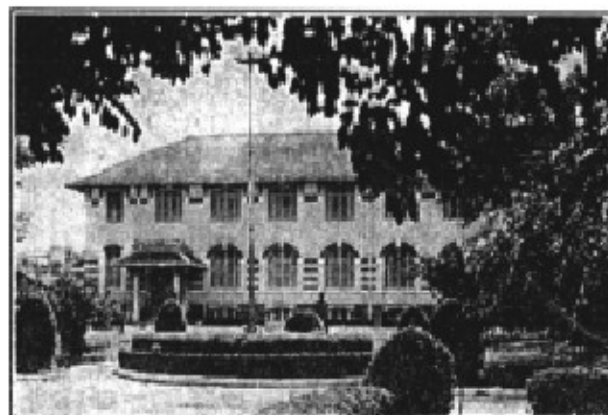
**COMMENTARY:** Since November 1944 tensions had been growing between the Japanese occupation troops and the government of Indo-China. The approach of Allied forces in Burma, the Philippines and Iwo Jima worried the Japanese command and created a climate of insecurity.

In mid-January, the 37th Infantry Division was pulled back to the Tonkin from China, despite the protests of the Governor General. The French and Japanese troops that occupied the territory overlapped completely some in others. These troops were well equipped and had the benefit of several years experience of war. Facing them, the French troops were identical to those of 1940, with a material uses and after four dramatic inactivity years. They were isolated in their mountain stations or surrounded in their garrisons.

At the end of February, the French intelligence services named the day of the planned Japanese attack on all the Indo-Chinese territory as the time of the celebration of the Tet festival. In spite of this, the persons responsible didn't seem to be worried too much and surprise was complete when at 2015 hours on 9 March, the French garrisons were attacked.

The French high command was immediately put out of state to be harmful. Most of the officers were made prisoners when they answered an invitation to have dinner with their Japanese counterparts. Settings are captures has their domiciles, no one having been order in garrisons.

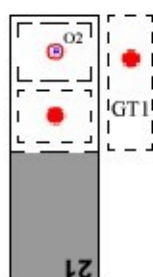
In Hanoi, the Japanese troops seized several public buildings and the local headquarters bit before 20 hours. The citadel was attacked at 2010 hours from the south-east. Men under General Massimi resisted all night long and into the following morning, hoping to succeed an exit overnight her come back. But the fight ended at 1530 hours under Japanese pressure. The same scenario repeated itself throughout French Indo-China. The tragedy gets settled a new time has Langsons where 400 French prisoners are executed and wound them finish. Begin then for survivors a long lone errance in the bush, waiting for the Allied victory and final liberation.



## TURN RECORD CHART

<b>FRENCH</b> Sets Up First	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>END</b>
<b>JAPANESE</b> Moves First						

## THE BATTLEFIELD AND CONDITIONS



Only hex rows R-GG are playable.

Woods and orchards are Palm Trees.  
Place Overlay **O2** in EE10-FF9.

EC are Overcast with No Wind at start.

## VICTORY CONDITIONS

The Japanese player wins if, at game end, he Controls  $\geq 35$  Building Locations more than he starts with, or if he accumulates  $\geq 15$  CVPs.

## SCENARIO SPECIFIC RULES:

- 1 Kindling is NA.
- 2 The crew of the French AFV cannot abandon its vehicle to Control a Building Location.
- 3 Banzai is NA.

**ELR: 3**  
**SAN: 4**

**Elements of the 1/9th R.I.C., of the 1st R.T.T. and of the D.M. of Hanoi** set up to the north west of perimeter W1-X2-X7-Z8-BB8-GG6 inclusive.

**Balance:** The Japanese must control  $\geq 40$  Building Locations or accumulate  $\geq 18$  CVPs.

1	6	8-0	7-0	1	2	3	1	4
4-5-7	4-3-7	8-0	7-0	1	2	3	1	4
6	6							

**ELR: 4**  
**SAN: 4**

**Elements of the 21st Infantry Division** set up south of the perimeter S1-U2-U9-X10 inclusive and/or enter on the east edge on GT1.

**Balance:** The Japanese must control  $\geq 30$  Building Locations or accumulate  $\geq 12$  CVPs.

1	2	2-2-8	10-1	9-0	1	2	2
4-4-7	3-4-7	2-2-8	10-1	9-0	1	2	2
6	8						



# FT09 ALPINE BOLT

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## HISTORICAL ACCOUNT

**LOCATION:** La Thuile, the Maurienne valley, France

**DATE:** 21 June 1940

**COMMENTARY:** After ten days of skirmishes and observation, the Italian army decided to attack all along the Alps, from the Swiss border to the Mediterranean. The 1<sup>st</sup> Corps of Armata has the work of the valley of the Maurienne in charge. Opened out in three columns, he/it rushes has the assault of collars. While the group of "Susa" battalions comes with the XI<sup>eme</sup> Camicia Nere covers the south flank and that the Superga division springs against strong situate known north of the sector, the Cagliari Division penetrates the centre of the device facing the collar of the Mount-Cenis, dominate by the strong of li Small Turra has 2529 meters. This was occupied by an 80 man garrison having at their disposition of cannons of 75, four mortars of 81, two Hotchkiss mitrailleuses and four FMS. The Italian break themselves teeth has two resumptions against this position and receive the support of the 10 barrels of 149mm of their own strong then, but in vain.

During this time, 5 battalions infiltrated toward the Ambin Valley, the weak point of the French defence. Clearing collars of Bellecombe, of the Kid Mount-Cenis, of Giaset and Estache, they converged toward the village of La Thuile, passage obliges or is install himself the 1st company of the 281<sup>em</sup>th R.I. and the 3 S.E.S. of the 299<sup>em</sup>th R.I.A.

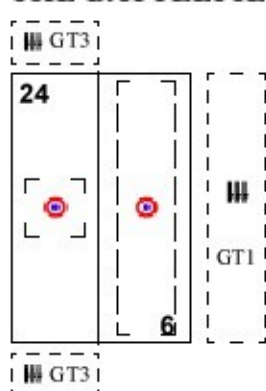
All day long, the S.E.S. are going to lead a fight of self-timing. Overflowed of all leaves, they must unhook with the 1st company in end of apes-noon to reposition itself/themselves more downstream has Our Lady of Extravache. In order to avoid an encircling general in High-Maurienne, a general fold is orders, letting stations fortifies to the heart of the Italian device, under the table setting of the artillery of the Resistance Position.



## TURN RECORD CHART

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	8	END
III ITALIANS Moves First									

## THE BATTLEFIELD AND CONDITIONS



Alpine Hills apply.  
Place overlay 813 in 9T4-9U4. The Stream banks are at same level as the other terrain in the hex. Hexside 24oH1-24oH2 is a stream hexside. The Stream is Dry.  
Grain does not exist.  
Building 9DD3-9EB4 does not exist. No building has a 2<sup>nd</sup> level.


EC are Falling Snow with a Mild Breeze blowing from the North East and are in effect for all the part.

## VICTORY CONDITIONS

The Italians win if, at game end, they Control all buildings ≤ 2 hexes of 24Q5 or exit ≥ 18 VPs between 24K10-W10 inclusive.









## SCENARIO SPECIFIC RULES:

1 Kindling is NA.






**ELR: 2**  
**SAN: 3**

**1<sup>st</sup> company, 281<sup>st</sup> Infantry Regiment, 66<sup>th</sup> Infantry Division** set up ≤ 5 hexes of 24Q6. They must remain TI until a Known Italian unit appears in their LOS, or the end of GT2 (whichever occurs first).  
**Balance:** remove a 4-5-8 from the S.E.S OB.

							
4-5-7	2-3-7	9-1	8-0	4-11	2-5	60*[3-42]	7 Morale
8				2		4	









**Elements of Sections d'Eclaireurs Skieurs of the 299<sup>th</sup> Alpine Infantry Regiment** set up on map 9 between hex rows 4 and 7 inclusive. There have an ELR of 4.

	
4-5-8	8-1
3	








**ELR: 3**  
**SAN: 2**

**Elements of the Cagliari Infantry** enter on GT1 or later on the east edge.  
**Balance:** replace the MMG with a HMG.

							
3-4-7	3-4-6	9-1	8-0	7-0	2-5	2-5	45mm
6	12				2	2	

Enter on GT3 on the north OR south side of map 24. The Italian player must secretly designates the side of entrance prior to the French set up.

				
3-4-7	3-4-6	8-1	2-5	45mm
2	5			

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# FT11 DOUBLE DETENTE

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## HISTORICAL ACCOUNT

LOCATION: Zoumavlinie, Ukraine

DATE: 3 August 1943

**COMMENTARY:** The Soviet counterattack on the Orel forced the Germans to suspend their offensive against Kursk, including the southern drive that had shown the most promising results. In this sector, the armoured spearheads of the offensive were folds (48<sup>th</sup> Panzer Korps) or were dispersed to other theatres of operations (II SS Panzer Korps). The forehead is located new d therefore, just north of Belgorod and left to the care of the infantry and armoured divisions of the 4<sup>th</sup> Panzer Army. In spite of the heavy losses undergone by the four armoured divisions remaining (they could hardly gather together 150 tanks), Manstein thought that the Soviets, themselves toughly tried by fighting since the beginning of July, would mark a pause in their offensives. He/it is not anything of it because August 3 foreheads of the steppe and Voronej trigger the Roumantsev operation with for objective taken it of Kharkov. 15 kilometres northwest of Belgorod the first echelon of Managarov's 53<sup>rd</sup> Army rushed to assault the three regiments of the German 167<sup>th</sup> Infantry Division. This first echelon was supported by the 1<sup>st</sup> Mechanised Army whose job would be to exploit the breakthrough.

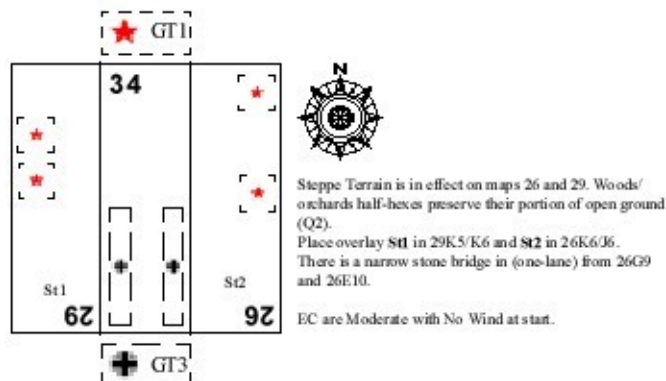
At 8 o'clock, the 252<sup>nd</sup> and 28<sup>th</sup> divisions attack and easily passed the German trench perimeter line, which had been crushed by the previous artillery preparation. Pushing their advantage, they overflow by the right and by the left a wood of which she/it ignores that he/it is a place of concentration and a shelter for the Germans. Those don't go without here, from their central position, to open fire on the soviet troops in march, whose advance is antagonised thus. After a bombardment of extensively fruitless heavy artillery, the Soviets were forced to prematurely detach their mechanised reserve. Repulsing counterattacks from the 6<sup>th</sup> Panzer Division the Soviets finally ejected the Germans out of the woods, and the advance toward Belgorod could thus continue. By the evening the 53<sup>rd</sup> army had progressed 8 kilometres and reduced the strength of the 167<sup>th</sup> Infantry Division by two thirds. On the 5<sup>th</sup> Belgorod fell after an expensive effort but without it the Germans had no chance to reverse the course of events.



## TURN RECORD CHART

★ RUSSIAN Sets Up First	★ 1	2	3 <sup>+</sup>	4	5	6	7	END
✚ GERMAN Moves First								

## THE BATTLEFIELD AND CONDITIONS



## VICTORY CONDITIONS

The Soviets win immediately if they exit  $\geq 20$  VP of infantry (prisoners and crews do not count) off the south edge of maps 29 and 26. At least 8 VPs must exit each map.

## SCENARIO SPECIFIC RULES:

- 1 Russian trucks are Recalled if they are empty of all Infantry.
- 2 Each German radio can be used to direct the firing of a 120mm mortar. Radio Contact must be established but without the need to check for Battery Access. The rules for Spotter and indirect firing apply to these attacks. The -1 for maintenance of Radio Contact applies. If Radio Contact Radio is lost, all Acquisition is lost.

ELR: 4  
SAN: 4

**Elements of the 2<sup>nd</sup> and 3<sup>rd</sup> Battalions, 315<sup>th</sup> Infantry Regiment, 167<sup>th</sup> Infantry Division** set up south of row Y of map 34 on rows 0, 1, and 2 and 8, 9 and 10 (including the half-hexes). At least six Squad equivalents, a MMG and a SMC with a Radio must set up on each side of the map. Two German SMC possessing a radio must be HIP in each German set up zone.

**Balance:** replace one 8-0 with a 8-1.

4-6-8  
2

4-6-7  
9

4-4-7  
4

9-1  
3

8-0  
3

7-0  
3

6-1  
3

MMG  
5-12

LMG  
3-8

DC  
30-1

Radio  
8

Foxhole  
5  
1S  
OUR, ORA +4  
Other: +2

Set up within 1 hex of 34Z5:

MTR  
2-2-8  
2

GrW 42  
120 112-1511  
2

Set up HIP on map 34, south of row P:

Marder II  
75L

**Elements of the 6<sup>th</sup> Panzer Division** enter on GT3 on 34GG5:

PzKfw III  
2  
50L  
3/5

PzKfw IV  
13  
75L  
3/5

ELR: 3  
SAN: 2

**Elements of the 252<sup>nd</sup> Division** set up  $\leq 2$  hexes of 29P2.  
**Balance:** increase the game length by one turn.

Set up  $\leq 2$  hexes of 29Z2:

4-4-7  
9

8-1  
2

8-0  
2

LMG  
B11  
2-6

ATR  
1-12

Set up  $\leq 2$  hexes of 26CC6. Each truck begins the game in Motion, with a VCA facing south, a crew as Passenger and a Limbered AT Gun

AT  
2-2-8  
2

PTP chr 32  
45L  
2

GAZ MM  
21PP  
2

**Elements of the 28<sup>th</sup> Guards Division** set up  $\leq 2$  hexes of 26P8:

4-5-8  
10

8-1  
3

8-0  
3

LMG  
B11  
2-6

ATR  
1-12

**Reinforcements of the 19<sup>th</sup> Mechanised Brigade** enter on GT1 or later on 34A5:

6-2-8  
2

9-2  
2

LMG  
B11  
2-6

DC  
30-1

FT  
24-1

ZIS-5  
29PP  
2

SU-122  
122  
2

T-34 M43  
76L  
2

# FT12 THE ROOF OF EUROPE

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## HISTORICAL ACCOUNT

**LOCATION:** Col Du Midi

**DATE:** 17 February 1945

**COMMENTARY:** Throughout February the Mont Blanc Battalion patrolled the highest peaks of the Alps, watching for incursions by patrolling Germans. In mid-February a Section d'Eclaireurs Skieurs (S.E.S.) under the command of Lieutenant Rachel was sent to occupy the cabin of the collar of the South of France. What he did not know was that the shelter was occupied by a whole company of Gebirgsjagers, under the command of Captain Singel. When the French arrived, they don't suspect that a patrol, guided by two Italian alpinis, occupied an igloo about hundred meters ahead of them. The night and the quick fioid helping, Frenches continue their path, passing the avent-guard and fall finally aur the hostile rearward, that they believe to be the vanguard. Lieutenant Rachel decides to pass then has the attack. Very quickly, blimps perceive that the enemy shoots behind them with a MG42. Guessing that they are surround, Lieutenant Rachel ordered his men to reprocess immediately. In the darkness, confusion is total. Nevertheless, the S.E.S. succeeds has escape and, exhausted, has win the collar of Kidneys.

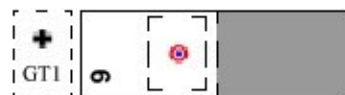
The Germans, settled, harcelent French. It is about a real race against the watch. At dawn, Lieutenant Rachel arrives has recover the two groups of his/her/its S.E.S. and the FMS 24/29. Of the the first shootings, Frenches put out of fight the main German leaders, notably Captain Singel. The S.E.S. understands 17 chusseurs face has 70 Germans. But the enemy losses increased and very quickly, deprived of their chiefs, hunters of flowing back German mountain, abandoning their material there. Exhausted, the French decided not to pursue them.



## TURN RECORD CHART

<b>FRENCH</b> Sets Up First	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>END</b>
<b>GERMAN</b> Moves First						

## THE BATTLEFIELD AND CONDITIONS



Only hex rows A-L are playable.

Alpine Hills (B10.211) are in effect.  
Woods and Buildings are Crags.

EC are Clear with No Wind at start. There is Deep Snow.

## VICTORY CONDITIONS

Germans win if they control hilltop 654 (hex H5), and have lost < 4 CVPs at game end.

## SCENARIO SPECIFIC RULES:

- 1 Both sides have Skis and Winter Camouflage.
- 2 Neither side may recombine its troops.
- 3 No unit may declare Double Time (A4.5), although units still gain CX for making a Minimum Move (A4.134) or an advance vs. Difficult Terrain (A4.72).
- 4 During the first two turns there is a +1 LV Hindrance due to the rising dawn.



Elements of the Gebirgsjager Kompanie "Singel" enter on GT1 between A8 and D10 inclusive:  
Balance: add a 2-4-8.

ELR: 5  
SAN: 2



7



Section d'Eclaireurs Skieurs "Rachel", Mont Blanc Battalion set up > 5 hexes from A10 and ≥ 2 hexes from each others [EXC: SMC] on hexes of the hill. For discomfitures, see F.1C. The French may use the LMGs without penalties. They are subject to Cowering. They may not use Assault Fire.

Balance: may set up within 5 hexes of A10 but still on hill hexes.

ELR: 5  
SAN: 3

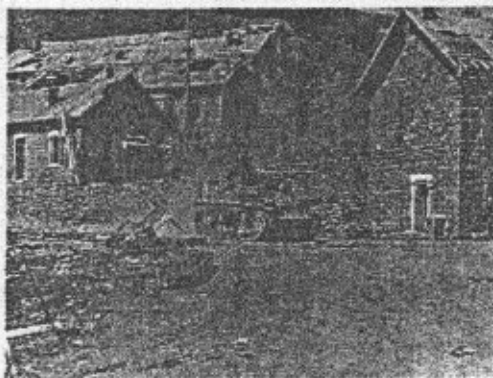


4

2



# CABANES VIEILLES



## 04/11<sup>th</sup>/45, village of Cabanes Vieilles;

One of the first objectives of the initial onslaught was the capture of the small village of Cabanes Vieilles, which controlled the area around the forts. Two companies, supported by an armored platoon, were tasked to seize the village and breakthrough with their tanks. Cautiously, but determined, the 2nd and 3rd Coys of the BIMP began their advance...

Playing time : 5 hours

### Balance:

French: replace 3rd Coy 70 by an 8-0

German: add a 467 to the initial OB



**VC:** to win, the French must control  $\geq 18$  buildings on board 3, and buildings 2S1, 2T0 and 2T1 (overlays X12 and X13), provided he has exited at least one AFV with functioning MA through road 3GG6/GG6.

German set up first

French move first

1

2

3

4

5

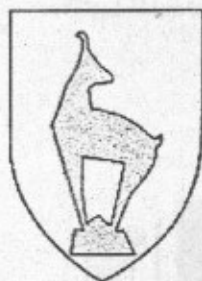
6

7

8

9

Elements of the 5 Geb Div / 107 Gebirgsjäger Rgt [ELR 4] {SAN 3}



Set up on board 3, on/east of hexrow U:



6

2

6

Set up on board 2 on/east of hexrow J and north of hexgrain 2J6/2R10, inclusive:



3

4

2

3

2

6

East of hexrow E on either board and north of hexes numbered 8 on board 2:



3



36

1 DFL / BIMP / 2 Cie, enter on turn 1 on/between 3A1 and 3A7 [ELR 4] {SAN 2}



2

8

2

2

2

Elements of the 1 Rgt de Fusiliers Marins, enter on 3A6 on turn 3:



3

1 DFL / BIMP / 3 Cie, enter on turn 1 on/between 2H10 and 2N10



2

9

2

2

2

2

### SSR:

1-EC are wet with no wind at start.

2-All buildings are wooden and ground level. Rowhouses are not in effect.

3-Place overlays X12 on 2S1/3T10, X13 on 2T1/U1, OG1 on 3T9, OG2 on 3R5/R6 and OG3 on 3M2/N1.(overlay buildings are wooden too).

4-German has Boobytrap capability level B on board 3. 30 mines can be exchanged for AT mines, and Daisy chains are allowed.No mines (excluding possessed Daisy chains) can be set up on/adjacent to exit hexes.

5-German units (including Dummies) can set up in Foxholes, if terrain permits.

6- German player can set up HIP 2 squads/equivalent with any SW/leader stacked with it.

### Conception : Xavier Vitry et Pierre Anselin

7-French 458 are Sappers. All French have WP grenades

8-Bore-Sighting is not allowed

9-German Squads have PF ability only on a dr of 1 (no 1945 dm applies). A dr 6 has no effect for Elite units. All Germans have ATMM ability.

**Aftermath:** The opening fire was due to the same time attack of two companies against the German defenders. One company went straight through the village, supported by a Stuart platoon, while the other tried to sneak down the hills of Vaivrecaourt. This advance of both companies and the surprise of facing tanks in this area forced the Germans back.

# LES MILLE FOURCHES



**04/11<sup>th</sup>/45 Massif de l'Authion;** one of the forts controlling the valleys leading to the Italian border was the so called « Fort des Mille Fourches ». The BIMP, a bit « whitened » as far as its rank and files were concerned, was tasked for the second time to seize this key position. At dawn, supported by an engineer platoon, the Assault Group formed up and made its way forward, in front of the perfectly entrenched Grenadiers of the 34 ID...

**VC:** the French must control the Fort des 1000 Fourches (15Y6) and no Good Order German unit on hill 714 must have a LOS to road 15S9Y2-Y1. The German player wins immediately if the French loses more than 6 squads/ equivalent.

**Playing time :** 2 1/2 hours

### Balance:

French: Reduce German SAN to 2

German: Replace 9-1 by a 92



Only hexrows S-GG are playable

German set up first	1	2	3	4	5
French move first					

Elements of the 34 Grenadier Division [ELR 4] {SAN 3} Set up on hill 714 and inside the pillbox



2 3 2 2



2



2

Y6



18

Elements of Assault Group of the 1 DFL, enter on/after turn 1 on/between S10 and Y10 [ELR 4/5] {SAN 2}



9

3

3

Enter on/after turn 1 on/between AA10/GG4



3

3

3

### SSR:

- 1-EC are moist with ground snow and no wind at start..
- 2- The Free French has a single Fire Mission of 155mm (Concentrated HE), with only one salvo (i.e: no FFE2) which must be used on his turn 1 Prep Fire Phase. It is directed by an off board observer at level 4 on the south edge. It is only accurate on a dr 1, but if inaccurate, the extent of error is halved (FRU). The radio represents an 80mm Btn OBA with plentiful ammo (HE and Smoke).
- 3- The German radio represents a 81mm module with normal ammo.
- 4- The 648 are Assault Engineers and have an ELR 5.
- 5- Free French have WP grenades.
- 6- Hex Z10 is not playable.
- 7- All German MMC may set up in foxholes if terrain permits.

### Conception : Xavier Vitry

- 8- A maximum of 1 hex per level may contain mins.
- 9- The pillbox is a blockhaus with a 360° CA.

**Aftermath:** the static defense did its job: the fire seemed to merge from every single stone and as the French moved up to the fort, their losses increased rapidly. Nevertheless, a couple of squads managed to close at Bazzoka range, thusly affording suppressing fire for the flame thrower teams. Combined to the white phosphorous grenades, the German position soon became impossible to hold, and the few survivors surrendered.



# LA FORCA



**VC:** the side controlling the fort at game end is the winner.

## LA FORCA, Massif de l'Authion, April 10<sup>th</sup> 1945:

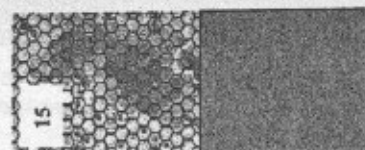
Nearly at the same time as the Assault Group of the DFL launches its attack against the Fort des Mille Fourches, the 1st Coy of the BIMP launches its own against the La Forca. This position, once held, could grant the French units a good stronghold to direct their artillery fire and provide direct support to the attacking units. Nevertheless, the French are aware that the defense up there is very tough, and that it will cost a lot of efforts to get the job done in time, and with few losses... Stubbornly, and with complete disregard for their own life, the « Marsouins » of the BIMP start to climb up hill....

Playing time : 4 hours

### Balance:

French: replace the 9-1 by a 92.

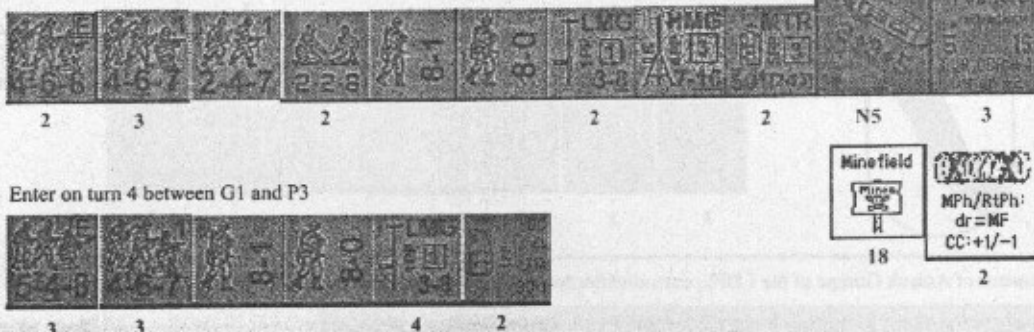
German: Add a 467 to the initial OB



Only rows A-P are playable.

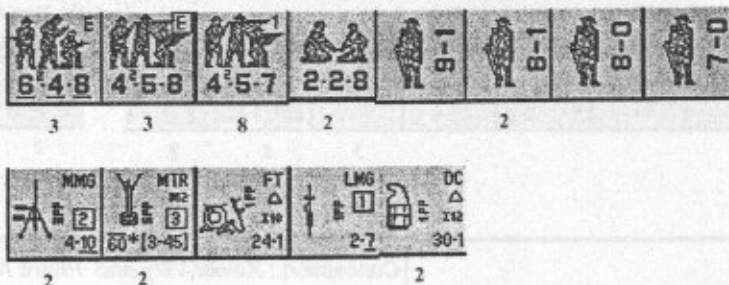
German sets up first	1	2	3	4	5	6	7
French moves first							

Elements of the 5 Geb Div / 107 Gebirgsjäger Rg (ELR 4/5) (SAN 5), set up north of hexrow >= 8



Enter on turn 4 between G1 and P3

1<sup>st</sup> Coy / BIMP, enter on turn 1 between A6 and I10, both included (ELR 4/5) (SAN 2)



### SSR:

- 1-EC are wet with no wind at start.
- 2-All buildings but H1 and O3 are Shellholes.
- 3-French 648 and German 548 are Assault Engineers, and both have an ELR of 5.
- 4-Beginning on turn 5, Free French suffers from Low Ammo.
- 5-The Pillbox CA includes M5, M6 and N6.
- 6-French are considered Elite for Ammo depletion number

Conception : Pierre Anselin and Xavier Vitry

**Aftermath:** the 1st company assaults the position on an extremely difficult terrain, where the Germans are fully installed in defensive strongpoints. 53 men are killed in a few minutes, and the remaining soldiers, exhausted and running low on ammo, can't hold the ground as the Germans counter attack. Thrown back to their point of departure, it will take two more assaults with other supporting units to seize La Forca, at an extremely high cost...

# LES 3 COMMUNES



**VC:** to win, the French must control all the stone buildings, including the Redoute, provided he has amassed more CVPs than the German.

## PLAN CAVAL ET LA REDOUTE DES 3 COMMUNES, Massif de l'Authion, 12 avril 1945

Definitely, the Germans are outnumbered, but they commit a full company from the « MeerAlpen » Regiment in order to prevent the Free French from taking the overwatching position of « Les 3 Communes ». Some other units are also sent to join the gebirgsjäger, including grenadiers from the 34 ID as well as some remnants of a Luftwaffe unit. To cope with such a determined defense, the French bring into action a couple of ATGs and launch a all out assault early in the afternoon.



Playing time : 6 hours

### Balance:

German: replace the 447 by 467

French: replace a lmg by a mmg

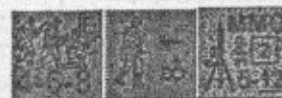
German set up first	1	2	3	4	5	6
French move first						



Elements of Regiment MeerAlpen, 5 Geb.Div., set up on board 9, north of GG4 T10 hexgrain [ELR 3] {SAN 3}



In 24DD5:



Anywhere on the German set up area, and 2 hexes away from French entry hexes:



Remnants of IR 80 and IR 253, set up on board 24 on/north of hexrow 2



30

Elements of Assault Groupe of the 1 DFL, enter on/after turn 1 on the southern edge of board 9 [ELR 4/5] {SAN 2}



Tank of the 1 RFM, enters on turn 4 on 24 A5/A6:



Enter on/after turn 1 on the south edge of board 24



On Turn 1, on/between 24 A10/J10:



### SSR:

1- EC are moderate with no wind at start

2- Place overlay FT1 on 9DD2 / EE3. The Redoute is a fortified stone building, with a 1st level and a rooftop. The rooftop has a +1 TEM.

3- The French OB Pak 40 are captured German guns from the Alsace campaign. Use German counters without any captured use penalty.

4- The Germans receive a 80mm Battalion mortar module with scarce ammo. The German can choose a phone or a radio in order to use this module, which is accurate on a dr of 1. If inaccurate, the extent of error is halved (FRU)

5-French 648 are Assault Engineers and Sappers, and have an ELR of 5

Conception : Xavier Vitry and Pierre Anselin

6- If terrain permits, German MMC of board 9 may set up in foxholes.

**Aftermath:** the Germans can't held inside the Redoute, after so many shells fired by the two PAK 40. They try to exit this infernal grave, but at 8.30 pm, as a tank appears rumbling towards the last defenders, their morale breaks down and they surrender. In the meanwhile, fierce fighting has taken its toll in the village, and the French couldn't seize it till the last Germans withdraw to a safer defense line, after the Redoute has fallen.





### COL DE RAUS, Massif de l'Authion, 4 / 9<sup>th</sup> / 1945;

The Free French knew the area was well defended, and that they had to reconnoitre the area as best as they could in order to avoid losses as well as to plan their avenue of attack. A squad of each company of the BIMP was selected, and the platoon thusly formed put under the command of Lt. At dawn, the party had reached the area around the Col de Raus, thus far unmolested by any German activity, and protected by a heavy cloud cover...

**VC:** The Free French must earn 12 Victory points in order to win, provided he has exited at least 2 MMC.CVPs are earned normally, and French losses are deducted from their accumulated VPs. Prisoners count double the normal value. Additionally, the French player is granted «reconnaissance» VPs for revealing German fortifications as written in the following chart

Wire counter : 1 VP

Trench counter : 1 VP

Mines : 1 / 1.5 / 2

Pillbox : 3 VPs

respectively for a 6 / 8 / 12 FP minefield (with a maximum of 4 VPs possibly granted for mines)



Only rows Q-GG are playable.

**Playing time : 1 hour**

#### Balance:

German: Free French must earn 13 VPs in order to win

French: only 11 VPs are needed to win

German set up first	1	2	3	4	5	6
French move first						



Elements of the 34 Grenadier Division [ELR 3] {SAN 0} Set up HIP on hill 714 on/east of hexrow EE:



Inside the Pillboxes :



1 DFL / BIMP, enter on turn 1 by the western board edge [ELR 4] {SAN 0}



#### Scenario Special Rules :

- 1- EC are moderate with no wind at start.
- 2- The reconnaissance took place at dawn with a heavy cloud cover. The LOS range is 2 hexes, but no Night rules apply.
- 3- Bore sighting is not allowed.
- 4- Free French has no Smoke available.
- 5- On a WCDR of 2, the LOS increases of 1 hex during the current player turn. On a WCDR of 12, it decreases of 1 hex during the current player turn.
- 6- The German pillboxes have a 3 hexes CA.

Conception : Xavier Vitry

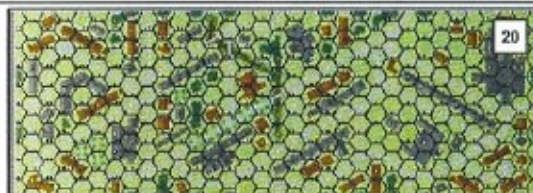
**Aftermath:** upon reaching the first heights, the French lead team hit a minefield. The Germans were already aware that a French operation was about to begin in the area, and a fierce firefight ensued. The platoon leader was wounded, and under the pressure, the French went back to their lines having completed only part of the mission, but carrying their wounded chief to safety.





### OVIEDO, Spain, October 5<sup>th</sup> 1934:

After the successful but controversial election which brought Socialism to Spain, the « República » was faced with huge difficulties; simply put, the government had no experience and couldn't handle them properly. During the last months of 1934, a communist and anarchist revolution, inspired by the Russian Revolution, broke out and spread all over the Spanish territory. It was soon dismantled everywhere but in Asturias, where the insurgents had grown very strong. Their main point of resistance was Oviedo.



### Victory conditions

The Legionario wins at game end if he controls the building 20H3 and if there is no unbroken Asturian Squad within 2 hexes of it.

### Balance:



Add a 337 Squad to the initial OB



Replace 2 x 457 by 2 x 458.

Asturians set up first

Legion moves first

1

2

3

4

5

6

7

8



Playing time : 3 ½ hours

Asturian Underground Workers., set up on/east of Hexrow X [ELR:3] {SAN: 7} Units in concealment terrain may set up Concealed. Units in suitable terrain may set up in foxholes;



Elements of the Tercio de la Legion set up on/west of hexrow Z [ELR:4] {SAN: 4}

See SSR 4



### Scenario Special Rules :

1-EC are Dry with a mild breeze blowing from the Northeast at start. Kindling is NA for the Asturians.

2- Building 20H3 has no 2<sup>nd</sup> Level.

3-On a SAN activation of 3 or 4 and until Turn 6 inclusive, the Asturian player may choose to replace his Sniper counter or receive an extra Squad (dr3: 337, dr 4:336). Although the Sniper counter is not moved, the Squad is placed concealed onboard using the target selection procedure [A 14.2]. Any Squad which would be placed offboard is forfeit. A Squad placed in an enemy occupied Location is considered in Melee (no Ambush is possible). If the appearance of this Squad causes overstacking, all relevant penalties (such as Concealment LOS) apply, but not a possible additional attack by any residual fire due to the lowering of TEM.

4- On a dr <= the current Turn number, the Legion receives Air Support in the form of 2 Fiat G 50 « Freccia » (MG Factor: 6, ROF 2) without bombs. The aircraft are automatically recalled after having spent 3 turns onboard (you can use the great Aircraft counters provided in the Franc Tireur # 3 !).

5- During setup the Asturian player may use HIP for 3 Squads and any Leaders

and/or Support Weapons attacked with them.

6- The Asturian player may use a Tunnel within his setup area. As the insurgents knew the streets and houses of their city pretty well, they are not limited to 3 MF and none of the Rule A 19.2 provisions apply.

7- The Asturian insurgents suffer from Ammunition Shortage and are considered Fanatic and Stealthy while in/adjacent to building 20H3

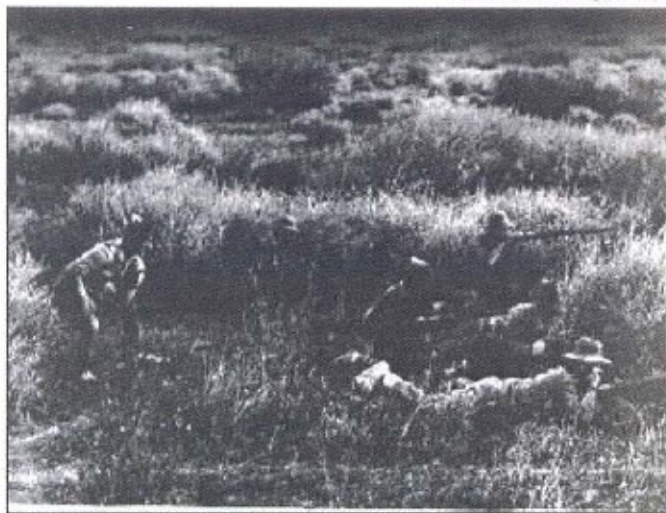
8-Dummies setting up in suitable terrain may do so in foxholes as if they were real units.

Conception : Jean « 5+2 » Devaux

### Aftermath:

Supported by the Aviation, the Legionarios of Colonel Yagüe literally stormed the city where the defenders, while fighting as best as they could, were running very low on ammunition. By the end of the day, no defender was left alive... this cruelty was to be renewed a few years later on a much larger scale.





### Larache, Spain, July 18<sup>th</sup> 1936:

Army officers deciding to rebel against the government in Madrid rose up at 0200 am. However, not all the officers chose to join the insurrection and bitter fighting soon ensued between the rebel garrison and asaltos (members of the mostly loyal Guardia de Asalto) aided by trade union members who turned out to support the government.



### Victory conditions

The Nationalist wins immediately if the Mayor of Larache is KIAed or at scenario end if he is captured.

### Balance:



Change the LMG of the Asaltos for a MMG



A 248 riding a motorcycle enters on turn 3 on GG5/GG6

Republicans set up first

Nationalists move first

1

2

3

4

5

6

END

Playing time : 3 hours

Mayor of Larache, Guards and staff, set up Concealed in building G5 [ELR 2] {SAN 2} ;



Asaltos, set up per SSR3 ;



Milicianos de Larache, set up per SSR3 [ELR 4];



Elements of the Tercio de Extranjeros set up concealed in building X7 [ELR 3] {SAN 2} ;



Ejército de Africa [ELR 2], are placed per SSR 4 when the specified cards are drawn :

Ace of Spades:



King of Spades:



Queen of Spades:



Jack of Spades:



### Scenario Special Rules :

1-Weather is clear with Half Moon. Night rules are in effect with a NVR of 4 at scenario start (EXC: Defender may not set up HIP, but is not restricted by No Move penalty; the Attacker does not receive Cloaking counters; no side has Starshells). The Nationalists are the scenario Attackers, and are Lax. The Republicans are the scenario Defenders, and are Stealthy.

2-Walls and hedges are Cactus Hedges.

3- The Republican player selects one of 3 suits (Clubs, Diamonds or Hearts) in a deck of 52 cards and assigns one squad (with any leader/SW stacked with it) to each card in the suit. Then the four suits of the deck are shuffled and the players alternately place (Republican first) a SASL Suspect counter in a building hex until 52 counters are placed. No counter may be placed in buildings 23DD7 and 23G6. Only one counter may be placed per hex.

### Conception : Jean « 5+2 » Devaux

4-During play, everytime a known unit is in LOS of, or a unit is adjacent to a Suspect counter, a card is drawn from the deck, the suspect counter is removed and replaced by the corresponding unit, if any, placed on board under a TI counter.

5-Neither the Mayor, nor his staff may leave building G5

### Aftermath:

At Larache, the rebellion took place at 0200 in the morning. A fierce fighting took place. Two insurgent officers and five assault guards on the other side were killed, and at dawn, the city was in rebel hands. The remaining loyalists were either captured, shot or had fled...







### Barcelona, Spain, July 19<sup>th</sup> 1936:

Supporting the rebellion, General Fernandez Burriel ordered troops out of their scattered barracks to converge in columns to the Plaza de Cataluña. However, anarchists supporters ambushed some of the columns and the Assault guards declared their loyalty to the government. A depleted rebel force assembled in the plaza, only to be met by repeated attacks by assault guards and armed civilians behind barricades.

### Victory conditions

The Republicans win if at the end of the scenario there is no Good Order Nationalist unit within 2 hexes of L4.

### Balance:

-  Guardia Civil enters on Turn 2
-  Add one Squad and a 7-0 to the Nationalist OB



Nationalists set up first

Republicans move first

1

2

3

4

5

6

END

Playing time : 3 ½ hours

Elements of the 4th Division (Barcelona) set up within 4 hexes of 45L4 [ELR 3] {SAN 2} ;



Asaltos de Barcelona, set up on/West of hexrow R [ELR 3] {SAN 4}



CNT/FAI Milicians, set up on/West of hexrow R [ELR 4]



N6/M6 and N4/O5

Anarchists Milicians, set up on/West of hexrow R [ELR 5]



19th Tercio of the Guardia Civil, enter as Riders on / between A4 and A7 on turn 3 [ELR 3]



### Scenario Special Rules :

- 1-EC is clear with no wind at start.
- 2-Place overlays X7 in 45K7, X11 in N2/M2 and X21 in Q7/R7.
- 3-No Quarter is in effect for both sides.
- 4-The Anarchists may create two dynamite Heroes during the game. All provisions of G 1.424 apply. The attack is made on the 16 FP column.

Conception : Jean 5+2 Devaux

### Aftermath:

After a day's fighting, bodies of men and horses littered the plaza. The fighting seemed a stalemate when a large troop of Civil Guards arrived. The *Guardias Civiles* were considered the traditional enemies of the common man and the direction this force would choose could decide the battle. The green uniformed Guardia with their tricornered hats raised clenched fists in the Republican salute. They had declared for the Republic and proceeded to help clearing the square of rebel troops.





### East of Gandesa, Spain, August 1<sup>st</sup> 1938:

On 07/31<sup>st</sup>, in order to take Gandesa, Modesto constitutes 3 groups. Group Center, led by Merino (commander of the 35<sup>th</sup> Division) includes the 16<sup>th</sup> and 35<sup>th</sup> Divisions (XI<sup>th</sup>, XIII<sup>th</sup> and XV<sup>th</sup> International Brigades), 2 Tank Squadrons and 2 Armored Car Squadrons. Two days of bitter fighting see the Washington Lincoln Battalion take Hill 481, while the British under Sam Wild show their gallantry. Under a Terrible heat, rain of shells and Messerschmitts strafing everything in sight signal the beginning of the Nationalist counterattack. Driven out of the Hill, seizing it back, the Republicans face yet another attack...

### Victory conditions

The Nationalists win immediately when there is no good order Republican MMC on a level 4 Hill.

### Balance:



Add a MMG with a Crew

Add a 75mm Mountain Gun with a Crew

Playing time : 3 ½ hours



Only columns L-EE are playable on both boards

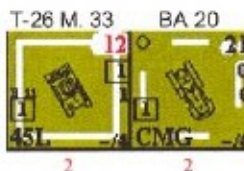
Only Rows >= 5 are playable on board I

Republicans set up first	1	2	3	4	5	6	7	8	END
Nationalists move first	1	2	3	4	5	6	7	8	END

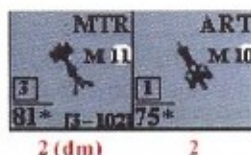
Elements of the British Battalion, XV<sup>th</sup> International Brigade., set up on level 3 and 4 hill hexes [ELR:2] {SAN: 3}



Supporting elements:



Elements of the Bandera VI del Tercio, enter on/after turn 1 from the South edge [ELR:4] {SAN: 2}



Elements of the Bandera VI del Tercio, set up on board II on hexrows >= 9 :

See SSR 4



### Scenario Special Rules :

1-EC are Very Dry with no wind at start.

2-Alpine Hills (B10.211) are in effect. Treat all Grain as Vineyards and all Orchards as Olive Groves (F13). Due to the rocky nature of the terrain, all entrenchment attempts receive a +2 dm.

3-After his set up the Republican player makes a secret dr for each of his vehicles. On a dr >= 3 the AFV is immobilized. This process is stopped when 2 AFVs are immobilized. Although Radioless, the mobile AFVs may move as if they were Radio equipped.

4- One Squad can be exchanged for a Crew and its Ordnance (MTR or ART, which will set up non-emplaced) from the main group entering on Turn 1. These elements can be accompanied by any leader / SW stacked with.

5-Should the Ordnance fail to enter due to a high Manhandling # DR, the Gun/Mtr is not eliminated. Rather it will automatically enter on Turn 2 along its Crew/accompanying Infantry.

6- The 51mm Mortars in the Nationalist OB have no Smoke capability.

Conception : Jean « 5+2 » Devaux

### Aftermath:

After August 1<sup>st</sup>, the Republican offensive stalls, then stops... Yet, the Battle of the Ebro will last until November 15<sup>th</sup>, but the Republicans had lost another opportunity. As in Teruel, an attrition fight begins, one which the Republicans simply can't afford.



## EL ALCAZAR DE TOLEDO

Toledo, Spain, August 6<sup>th</sup> 1936:

On July 18<sup>th</sup> 1936, as Spain broke down into Republican and Nationalist ideologies, some cities from both sides became surrounded by their enemies. Such was the case of Toledo, where Colonel Moscardo, leader of the local insurgents, refused to surrender to the overwhelming loyalist forces. Confined to the area of el Alcazar, a huge stone construction, Moscardo organized the defense around this strongpoint, turning it into a fortress as well as providing shelter for the nationalist families who asked for. Downtown, thousands of « milicianos » supported by regular artillery regrouped after several failed attacks, determined this time to storm the Alcazar, which had become a Nationalist symbol....

## Victory conditions

The Republican wins immediately if there is no Nationalist Good Order MMC in play. Otherwise, the side with more VPs wins. VPs are awarded for:

- 1 VP for each controlled Alcazar Location
- For the Republican only, 1 VPs per civilian HS KIAed (prisoners count Double)

## Balance:



Add a 447 Squad



Upgrade the 8-1 and 7-0 to 9-1 and 8-0



Nationalists set up first	1	2	3	4	5	6	END
Republicans move first							

Playing time : 4 hours



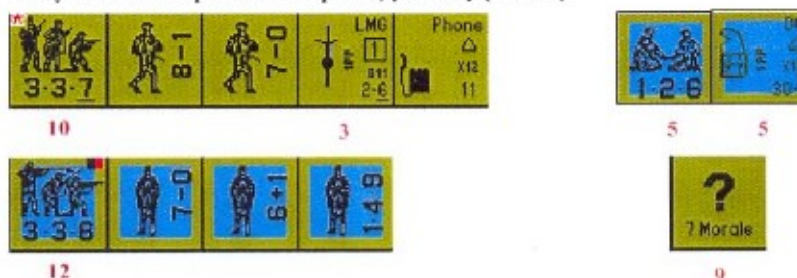
Mixed Nationalist elements, set up in the Alcazar;

[ELR:5] [SAN:5]

Civilians, set up in the Alcazar cellars;



Elements of Anarchist and Communist Local militias, set up anywhere on board 51 and West of hexrow Q on board 45, with a maximum of 12 Squads per area (Crews, SW and SMCs may set up freely within the Republican set up area) [ELR:2] [SAN:3]



## Scenario Special Rules :

1-EC are moderate with no wind at start.

2-Building 45J3 represents the Alcazar, along with these rubble blocks (its Western walls). The Ground Level Locations of 45J5, K2 and K6 are fortified. This is represented by the red color of the stairwells. Cellars (O.6) exist in the Alcazar (but not under the rubble blocks) and cannot be entered from outside the Alcazar.

3-Place overlay X 21 on 45 R7/S8 and FT 2 on 45 I7/J7

4-Nationalists are Fanatic while in the Alcazar, but due to the threat of underground explosives, they cannot form Multi location FGs while inside the building. Civilian counters represent the families and other people sheltered by the insurgents. They cannot use any weapon.

5-The Republican phone grants them with a 75 OBA module, scarce ammo (HE only).

6- The 10-2 in the Nationalist OB represents Colonel Moscardo. If killed, the Nationalist ELR drops immediately down to 3. Any Nationalist with a LOS to

him when he gets KIA must pass a NMC, unless in Melee.

7-The civilians cannot gain concealment.

Conception : Xavier Vitry ; Development: Le Franc Tireur

## Aftermath:

Under dozen of banners from communist and anarchist factions, the militias launched their assault, confident about their victory after an underground high explosive artefact blew apart the Northwest tower of the Alcazar. Nevertheless, Moscardo's men had spread around and the « mina » didn't achieved its goal, but killing 4 of the defenders. Fire lanes, excellent leadership and a determined defense stopped cold the red onslaught. A couple of militia platoons managed to sneak into the Northeast tower, placing a Red flag on the roof... to be bayoneted to the last man by a handful of nationalists who had to scale the building under enemy fire...After 68 days of siege, Franco's lead units from the Spanish foreign Legion linked up with the exhausted but proud defenders of the Alcazar.





### Las Rozas, Spain, January 7<sup>th</sup> 1937:

As Nationalists reinforcements arrived, General Orgaz ordered to resume the offensive to drive North and outflank Madrid. Republican units were being swept aside everywhere. Their situation was desperate, and General Kleber, commanding the XI<sup>th</sup> International Brigade, ordered the Thaelmann Battalion to hold a section of the Coruna road near the town of Las Rozas. The Germans were told to hold at whatever the cost, and not to give even an inch.

### Victory conditions

The Nationalist wins if he controls all the buildings adjacent to the board 48 road at game end. He wins immediately if at any time during the game there are < 3 GO Republicans squads/equivalent left.

### Balance:



Add a 458 to the Republican OB



Add a LMG to the Nationalist OB



Playing time : 3 1/2 hours

Republicans set up first

1

2<sup>+</sup>

3<sup>+</sup>

4

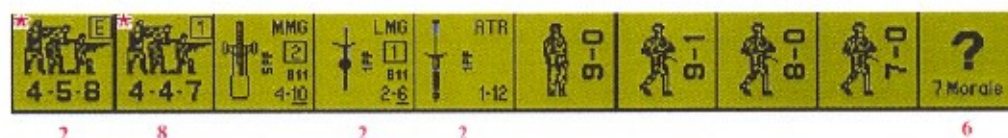
5

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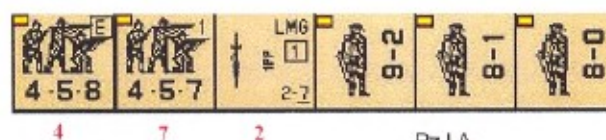
END

Nationalists move first

Elements of XI<sup>th</sup> International Brigade, Thaelmann Bataillon, set up adjacent/in any wooden building between hexrows E and X on board 33 and 48, and CC and J on board 44 [ELR:2] [SAN:3] ;



Elements of the Division reforzada de Madrid, 1<sup>st</sup> Tabor de Melilla, set up on/West of hexrow B on boards 33 and 48 and/or hexrow FF on board 44 [ELR:4] [SAN:2] ;

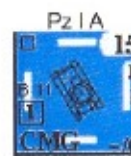


Armored support, enters on turn 2 from the North edge, having expended half their MP :



2

Armored support, enters on turn 3 from the South edge, having expended half their MP :



2

### Scenario Special Rules :

1-EC are Wet with no wind at start. Mist is in effect.

2-Republican suffer from Ammunition Shortage (A 19.131)

Conception : Xavier Vitry

### Aftermath:

Though a communication was sent later, recinding the order to hold, it could not get through as the battalion was surrounded. In the bitter cold and wet fog, the Thaelmanns held their ground against aerial attacks, tanks and waves of infantry. As their ammunition ran out, Moroccan Regulares overran their positions and bayoneted the wounded as well. Only 32 men survived. When an order was sent to Thaelmann to advance, a reply from the front came back, simply stating: « impossible. The Thaelmann Battalion has ceased to exist. ».






### Victory conditions

The Republican must control at game end all buildings of board 42 between rows B and K.

### Balance:

 Add a 447 with LMG to the initial OB

 Replace the Russian 9-2 by a 9-1

Playing time : 4 hours

Italians set up first

Republicans move first

1	2 <sup>Ⓜ</sup>	3	4	5	6	7	8	9 <b>END</b>
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### Trijueque, Spain, March 13<sup>th</sup> 1937:

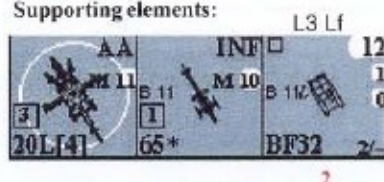
The Republicans had moved up to the front a large amount of forces and on the afternoon of the 13<sup>th</sup>, launched their counteroffensive. The 11<sup>th</sup> Division and 1st Assault Brigade, spearheaded by T-26 and BT-5 tanks, assaulted the Italian line while the 14<sup>th</sup> Division fell on the Italian flanks. The effort was aimed at the Italian CTV, specially towards the Littorio Division.



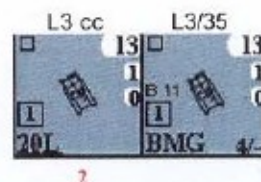
Elements of the « Divisione Littorio », set up on board 42 and/or 40 East of hexrow P and on board 40 North of coordinates >= 8 [ELR:2] [SAN: 4] :



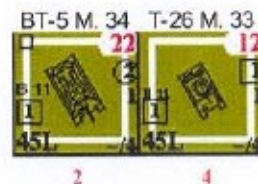
Supporting elements:



Armor support, enters on Turn 2 from 42110 or A6:



Elements of the 11<sup>th</sup> Div, 2<sup>nd</sup> Bde, enter on turn 1 from the South and/or West edge [ELR:3] [SAN: 2] :



### Scenario Special Rules :

- 1-EC are Mud, with no Wind at start.
- 2-The river on board 40 does not exist. Treat it as Open Ground, level 0.
- 3-42110 and 19 road hexes are Paved.
- 4-The Italian may set up HIP one Squad/equivalent and any Leader/SW stacked with it; nevertheless, the Guns may not set up HIP.
- 5-Bore Sighting is not allowed.

### Conception : Xavier Vitry

#### Aftermath:

Following the tanks, the 11<sup>th</sup> Division assaulted the best Italian unit in Spain, the Littorio Division, and found themselves halted by several flamethrower tanks. However, as the fight progressed, the Italian tanks soon got stuck and immobilized in the mud, thus becoming easy targets for the heavier guns of the Russian tanks. On the flank of the CTV, the regular Italian units abandoned Trijueque at night, in a rout rather than a retreat. Only the advent of darkness and the disciplined retreat of the Littorio Division saved the day. The Nationalists derided their allies' performance stating that CTV stood for « Cuando Te Vas ? » (« When are you leaving? »)...





### Villanueva de la Cañada, Spain, July 6<sup>th</sup> 1937:

Throughout the Spanish civil war, the Madrid front was to be the center of many battles as the capture of the Spanish capital by the Nationalists would give them the decisive victory. In an effort to relieve the pressure on Madrid and to regain the initiative on General Franco's forces, the republican high command decided to launch an offensive with their 5th and 18th Corps (6 Divisions) in the area of Brunete, held only by some Elements of the Falange from the 71st Division. As part of this attack of Jurado's XVIII<sup>th</sup>



Corps, the 34<sup>th</sup> Division supported by armored units was to quickly breakthrough the village of Villanueva de la Cañada. However, due to an unexpected fierce resistance of the Falange Battalion holding the village, their assault failed. Knowing that, the Commander in Chief Miaja ordered Jurado to take Villanueva at all costs, threatening him with own batteries on his rearguard to make his troops push forward! Jurado immediately threw his crack XIII<sup>th</sup> International Brigade and regrouped some armor support in order to strengthen the assault.

### Victory conditions

The side with the higher VPs total at game end wins. VPs are awarded for:

- casualties (AFVs count half their normal value, FRD, and prisoners do not count double).
- 1 VP per building on board 24 (no matter its size)
- Exit VP for the Republican player through the South edge.

### Balance:

- Replace the 8-0 by a 8-1.
- Replace a MMG by a HMG.

Playing time : 6 hours

Nationalists set up first	1	2	3	4	5	6	7	8	9	10
Republicans move first										

**Elements of the 71st Div., II Bde, II Bandera, set up South of hexrow 16D and 33DD [ELR:2] {SAN: 4} ;**

4-4-7 8-1 8-0 7-0 MMG 6-11 2-6 LMG 1-12 ATR 2-2-8 ART 37L 105

**Elements of the Falange set up on/between rows L and T on Board 16 and rows N and V on Board 33 [ELR:3] :**

3-4-7 8-1 1-4-9 ATR 1-12 LMG 2-7 7 Morale ?

Anywhere within the Nationalist set up :

Trench OUR:0BR:+4 Other:+2 MPH/RTPH: dr=MF CC:+1/-1

**15th Div., XII International Brigade, Bataillon Tschapaiew, set up North of hexrow Y on board 16 and/or North of hexrow I on board 33 [ELR:4] {SAN: 3} ;**

4-5-8 4-4-7 10-0 9-1 8-1 8-0 7-0 LMG 2-6

Enter on turn 3 from the North edge of board 33:

T-26 M. 33 12 45L

### Scenario Special Rules :

- 1-EC are Very Dry with no wind at start. Heat Haze (F11.62) is in effect. No Kindling is allowed.
- 2-Woods, Grain and Orchards are considered Olive Groves (F 13.5). All buildings are Stone and the valley of board 24 is considered a level 1 hill.
- 3-The Republican player has a 75 mm Artillery module, directed by an offboard observer placed at level 3 on any North edge hex.

Conception : Philippe Léonard ; Development: Le Franc Tireur

### Aftermath:

The Tschapaiew Battalion, consisting of nationals from 21 different nations, was to advance along the Brunete road past the cemetery to turn eastwards in the village and mop it up. This time, the Brigade's Political Commissar, Parovic, was amidst the ranks... the open ground combined to heavy and very accurate fire from the defenders, as well as the torrid conditions with temperatures above 45°C, hampered the advance. With the armored support, the reds managed to overcome the defenders and achieve their objective by 21h15, but with so many losses that any further advance was impossible. Among the losses was Commissar Parovic.





Madrid, Spain, July 7<sup>th</sup> 1937:

As the Negrin government badly needed to win a battle in order to restore its leadership and bring optimism to the rearguard, it was necessary to strengthen the offensive strategy and stop the enemy advance in the North while seeking a partial victory for propaganda purposes. Everything was set for a reactivation of the Madrid front, the only front where the enemy had been defeated, and where the Republican troops were more than average. Rojo thus prepared a general assault with 80.000 soldiers, all the available aircraft as well as 100 tanks, 30 AFVs and 164 artillery guns. Nationalist troops were composed of only 2 Banderas of the Falange, an Army Battalion and some other minor units, reinforced by 2 African Tabores brought as reinforcements.

### Victory conditions

The Republican player must control hills 654, 733 and 740 at game end. In game terms, this means to control all level 4 hexes of Hills 733 and 740, and to control hilltop hex of Hill 654 (ie: hex 9H5)

### Balance:



Nationalists reinforcements enter on turn 4



Replace the Falange leaders by a 9-1 and 8-0



Nationalist sets up first

1

2

3

4

5

6

END

Republican moves first

Playing time : 4 hours



1/2 Coy of the 5th Tabor of Larache, sets up at level  $\geq 2$  on Hill 733 [ELR:4] [SAN: 3]



5

Anywhere within the Nationalist setup:



5

10

5



1st Centuria of the 5th Bandera of the Falange de Castilla, sets up at level  $\geq 2$  on Hills 740 and 654 [ELR:3]



10

2



Elements of the III<sup>rd</sup> International Brigade, 34<sup>th</sup> Div., enter on turn 1 from the North edge [ELR:2] [SAN: 2]



26

4

2

2

2

T-26 M. 33



2

Conception : David Tarragüel ;

Development: Le Franc Tireur

### Scenario Special Rules :

- 1-EC are dry with no wind at start.
- 2-The Republican player may conduct a Pre-Game Bombardment.
- 3-Be aware that Falange's ELR is 3 and Regulares' one is 4.

### Aftermath:

Despite initial success, the lack of experience of troops used to trench warfare soon took its toll of losses. Even if Brunete fell without nearly any combat, the breakthrough could not be achieved and the Nationalists enjoyed the necessary time to reorganize and fill the gap. The Republican assault, once more, had failed....





### Campredo, Spain, July 25<sup>th</sup> 1938:

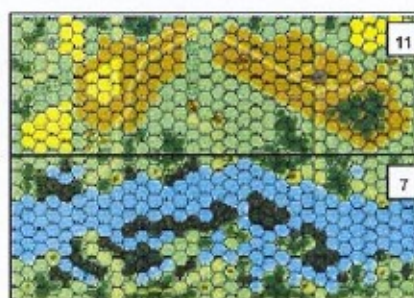
On July 25<sup>th</sup>, several hours before the main attack towards Gandesa by the Army of the Ebro, the XIV<sup>th</sup> International Brigade was assigned the thankless and difficult task of drawing attention and maximising the Nationalists' firepower in its sector. Carefully planned but conducted with makeshift means and a weak artillery support, and due to the inherent difficulty of a night operation, the triple crossing attempt was concentrated on a single spot. The « Commune de Paris » Battalion, which covered itself with some glory during the defense of Madrid back in 1936, succeeded in seizing some ground on the other side of the river. After repelling several attacks on the first day, the Battalion had to hold its ground against a powerful attack by some of the fiercest Nationalist fighters...

### Balance:



Nationalists reinforcements enter on turn 4

Nationalists reinforcements enter on turn 2



Playing time : 4 1/2 hours

### Victory conditions

The Republicans win if at game end they have at least one good order squad (or equivalent) and one leader on the west bank of the river. The Nationalist wins immediately at any time of the scenario if there is no good order republican unit on the west bank.

Republicans set up first



1

2

3

4

5

6

7

8

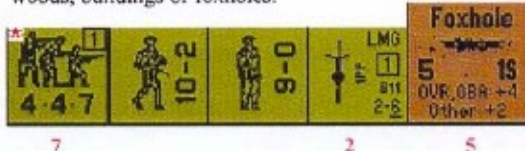
END

Republicans move first

Elements of the Battalion « Commune de Paris, XIV<sup>th</sup> IB/45<sup>th</sup> Div., set up as indicated [ELR:3] [SAN: 3]



set up West of the river within 2 hexes of the bank, in woods, buildings or foxholes:



MG platoon of the « Henry Barbusse » 4<sup>th</sup> Battalion, enter on turn 1 on any East road hex (7I1, 7Q1 or 7Y1):



set up East of the river [EXC: hex Q7 is NA]. At start rafts are beached on the east bank and may be loaded up to their capacity with cloaked units:



Elements of the Bandera XVI del Tercio, set up at ≥ 3 hexes from Republican units [ELR:4] [SAN: 4]



1 Tabor of the « Tiradores de Ifni », enter on turn 3 by road 11I10 or 11Y10 (see SSR3):



### Scenario Special Rules :

1-EC are dry with no wind at start. The river is Deep [B21.122], with a moderate current flowing South [B21.12].

2-Place overlays OG4 on 7 C9/D8, OG5 on 7 T3/U4 and Wd4 on 7 G8/H8.

3-The Nationalists are Stealthy. They must secretly select the entry hex of their reinforcements prior to Republican setup. They receive a 70mm OBA module directed by an offboard observer placed at level 2 on any hex of western board edge, secretly selected prior to setup.

4-The Republican MMC are Fanatic when adjacent to the west bank of the river.

5-Superseding E 5.121, each small raft is manned by inexperienced inherent paddlers (leaving 14PP). The paddlers cannot leave their raft.

Conception : Vincent. Rocheteau ; Development: Le Franc Tireur

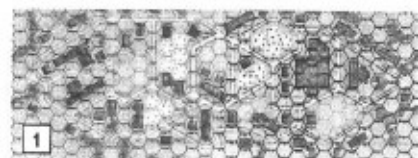
### Aftermath:

Facing the impossibility to receive any reinforcements or supply, and under heavy fire, all the rafts were destroyed by 6pm. One hour later, the republicans lost their positions and had no choice but to die or surrender. By the end of the day, the whole battalion had ceased to exist and his leader, Major Cazala, committed suicide. The XIV<sup>th</sup> Brigade had lost more than 900 fighters....





**Kobrin district, Brest-Litovsk fortress, BELORUSSIA, June 23<sup>rd</sup> 1941:** On June 22 at dawn, the German Army launched Operation "Barbarossa" along the 1800 kilometers of the Russian border. The fortress of Brest-Litovsk seemed to be the only strongpoint able to resist to the German onslaught. Nevertheless, the OKH planned to eliminate the Russian defenses here (about 3500 men) in a few hours. The experienced 45<sup>th</sup> Infantry Division received the order to seize the fortress. Two regiments, the 130<sup>th</sup> and the 135<sup>th</sup>, took the offensive. After two days of bombardments and repeated assaults, the Russian defenders still held half of the fortress, and in particular the eastern part of the Kobrin district with its fort.



Playing Time : 4 Hours

#### BALANCE:

- ★ Allied: The Russians are Fanatic in Building X4.
- Axis: Replace 3\*4-6-7 by 3\*4-6-8 in the German OB.

#### VICTORY CONDITIONS :

The Germans win immediately if there is no Good Order Russian MMC on/west of hexrow U before the end of their turn 5 and/or at the end of their turn 7 end if they control building X4.

The Russians win immediately if they have amassed  $\geq 16$  CVP.

In the rare case of a simultaneous German and Russian wins, the Russian wins.

★ Russians set up first

● Germans move first

1

2

3

4

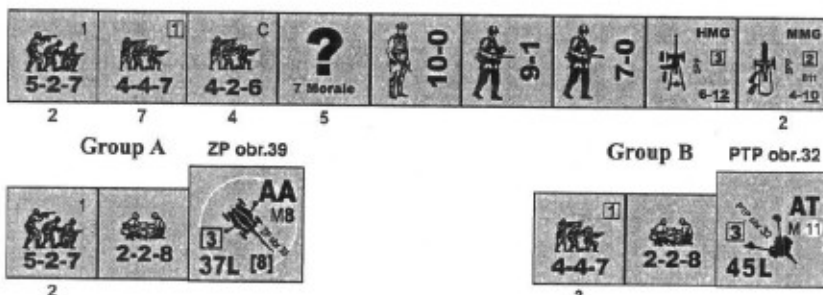
5

6

7

END

Elements of 44<sup>th</sup> Regiment, 42<sup>nd</sup> Rifle Division, (see SSR3) [ELR: 4/2], set up on/east of hexrow J{SAN: 4} :



Elements of 1<sup>st</sup> Battalion, 135<sup>th</sup> Regiment, 45<sup>th</sup> Infantry Division [ELR: 4], set up on/west of hexrow H {SAN: 3} :



Scenario concept : Laurent Closier

#### SCENARIO SPECIAL RULES :

- 1 EC are Moderate with no wind at start. Place the following overlays: OG2 in S7-T6, OG3 in Q3-Q4, OG4 in K4-K5, OG5 in Z6-AA7, FT-Sh3 in L6-M7, FT-Sh4 in T2-U2 and FT-Sh5 in M4-N3 (FT-Sh overlays represent shellholes hexes; B2). All buildings are stone buildings. All roads are unpaved. Kindling is NA.
- 2 Before setup, the German player may place 4 stone rubble counters in building/woods/overlay hexes on/between hexrows I-V included. Rubble counters are located at ground level and Falling Rubble is NA.
- 3 In his OB the Russian player may secretly select group A or B (one only). The Russians who set up in concealment terrain may set up concealed. Russian ELR is 4, except for Conscript units whose ELR is 2.
- 4 German 8-3-8s/3-3-8s are Assault Engineers (H1.22); The Germans are considered Elite for ammo depletion purposes (C 8.2).
- 5 Vehicular crews may not voluntarily abandon their vehicle.

**AFTERMATH :** The remnants of various Russian units (about 400 men) set up around the Kobrin fort, under Major Gavrilov command. After many lethal and unsuccessful assaults in front of a dense machinegun defense, German troops chose to besiege the fort and let thirst and starvation break down the will of the defenders. Surrender in the Kobrin fort occurred only on July 23<sup>rd</sup>.



**FT29-I**

## THE PORECHYE BRIDGEHEAD



**VICTORY CONDITIONS:**

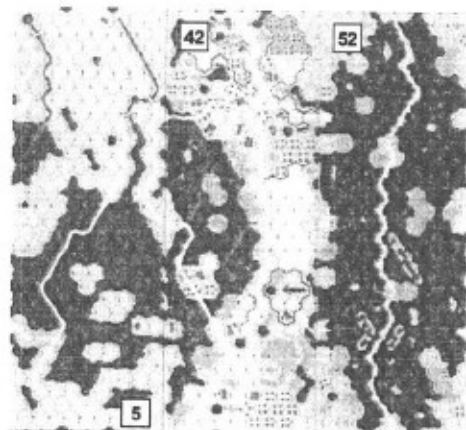
The Russian player wins immediately if there are no Unbroken German MMC within 5 hexes of 42 DD5 or at game end if he controls one or both of the two villages of board 42. Village 1 is defined as buildings V1, X2 and Y6. Village 2 is defined as buildings K5, J3, J5, I3, H5 and F3.

## BALANCE:

- ★ Allied: Raise the ELR by one.
- ♣ Axis: Shorten the game length by one turn.



**Playing Time :**  
**8 Hours**



♣ Germans Set Up first	1	★ 2	3	4 *	5 <sup>(2)</sup>	6 <sup>(4)</sup>	7 <sup>(6)</sup>	8	9	END
★ Russians Move first										



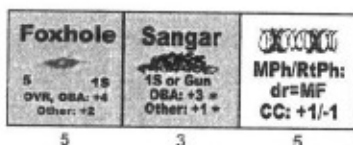
**Elements of II/4. Panzergrenadier Regiment, 6<sup>o</sup> Panzerdivision [ELR: 3] (Group 1), set up South of Hexrow F, on board 42 inclusive of half hexes adjacent to board 5 and on board 52 west of the road AA5-GG5 (excluded) {SAN: 2}:**



**Elements of Pioneer Battalion 57 (Mot.), 6<sup>th</sup> Panzerdivision, (Group 2) set up on board 42, south of hexrow F:**



Set up within the German set up area of groups 1 and /or 2:



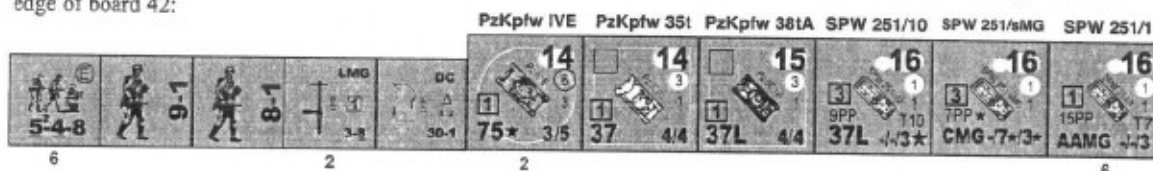
**Elements of Leichte Flak Kie 3/46,  
(Group 3) set up as group 1:**



Elements of Panzerjäger Abteilung 41  
(Group 4) set up with group 1:

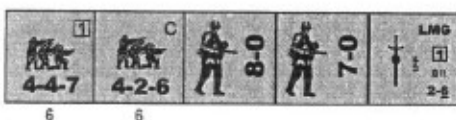


Elements of Panzerregiment 11 and Pionier Battalion 57 (Mot.), 6<sup>o</sup> Panzerdivision, enter on Turn 4 by the South edge of board 42:





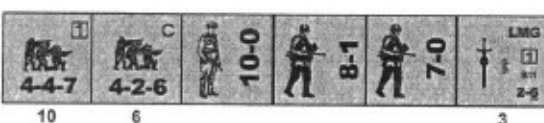
Elements of the 2<sup>nd</sup> Proletarian Division, Rifle Regiment 99 [ELR:2 ], set up on board 5 on hexes  $\leq 7$  on / South of hexrow N {SAN: 2};



On board 5 on hexes  $\leq 5$  on / North of herow T:

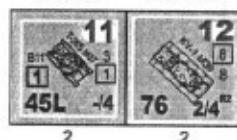


Elements of the 3<sup>rd</sup> Proletarian Division, enter on turn 2 by the East edge:

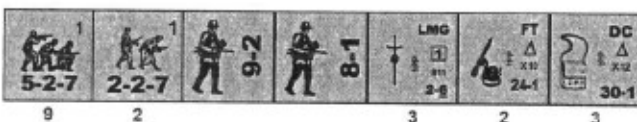


Armored support, enters on Turn 2 on/between 42A3 and/or A8 having expended half their MP allotment

T26 M39 KV1 M39



Engineer support Coy [ELR 4], enters on turn 5 on / between 52 Y1 and 52 GG1 [ELR 4] (see SSR 4):



Armored support, enters on Turn 6 on 42A5 having expended half (FRU) their MP allotment:

T 34 M40



Air support, enters per SSR 5

FB 39



Scenario Concept : Xavier "6-5-8" Viny

#### SCENARIO SPECIAL RULES :

- 1 EC are Moderate with no wind at start.
- 2 All buildings are Wooden Buildings.
- 3 The Crews may not voluntarily abandon their vehicles.
- 4 The German player may set up HIP one Squad/Equivalent and any Leader/SW stacked with it. All German Infantry may set up concealed. Concealment counters provided in the OB are to be used as dummies. Due to Intense Soviet aerial activity, all German Fortifications, even in concealment terrain, must set up on board. The German 5-4-8 and their derived HS are Assault Engineers.
- 5 The Russian Engineer support company has an ELR of 4, and its Squads (and derived HS) are Assault Engineers. They can use their FTs and DCs without Non Elite Malus. Air support is available for the Russian player in the form of two FB with bombs (100mm). The Russian player may start to roll for Air Support on Turn 5. He will receive it with a  $dr \leq 2$  on turn 5, with a  $dr \leq 4$  on Turn 6, or automatically on turn 7. The presence of air support on board is limited to 2 turns. The Russian may not exchange any leader for a Commissar.

#### AFTERMATH :

With only a small number of forces to man the long flanks of the bridgehead, it was impossible for the Germans to prevent the mass assaults. Nevertheless, the attacks were expected and the defenses arranged accordingly, with two tank units reinforced with armored infantry held in readiness. Several assaults were launched by the Russians, each time successful in reaching the road and despite an amazing lack of coordination...but the flexible fighting method of the defenders proved effective, and the bridgehead held until the arrival of the bulk of the division.





**POHOST, Russia, August 21<sup>st</sup> 1941:** In July 1941, as soon as constituted, the SS Cavalry Brigade was involved in the clearing of the Pripiat Marshes on the rear of Army Group Center. This large and difficult to get in area shelters thousands of Soviet soldiers cut off from their units by the German advance. The Germans call them "Bandits" and as soon as August 12th the SS proudly announce that they have shot more than 14 000 of them to death.

Nevertheless, the Partisans start to organize themselves as a small army and on August 15th, in order to wipe them out, the SS launch an operation on the southern fringe of the Pripiat Marshes.

#### BALANCE:

- ◆ Axis: Replace the at start 8-0 leader by a 8-1.
- ★ Allied: In each Partisan group, replace a 3-3-7 by a 5-2-7.



Playing Time : 4 Hours

#### VICTORY CONDITIONS:

The German win if at game end, they control more multilocation buildings than the Partisans, provided they have amassed more CVP than they have lost.

◆ Germans set up first	★ 1	2	★ 3	4★	5	6	7	8	END
★ Partisans move first									



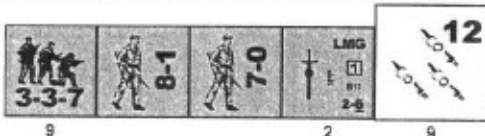
**Elements of Pioniere Zug, SS Kavallerie Rgt 2**  
[ELR: 4] set up on board 24, in building hexes {SAN: 3}:



**Elements of 3 Schwadron, SS Kavallerie Rgt 2,**  
enter mounted on turn 4 by any road hex of the East edge or on turn 5 by any hex of the East Edge:



**Partisans of the Minsk area** [ELR: 5] enter mounted on turn 1, on/between 24Q1 and 40A8 {SAN: 4}



**Partisans of the Minsk area**  
enter on turn 3, on/between 24Q1 and 24Y1.



Scenario concept : Philippe Naud

#### SCENARIO SPECIAL RULES :

- 1 EC are wet with no wind at start.
- 2 Gullies are Streams, all buildings are wooden. Place overlays X13 in 24K8-L7, M2 in 24H0-HI (level -1), M5 in 40FF9-EE10 (Level 0).
- 3 The German MMC are SS, with an underscored morale factor and a broken morale increased by 1.
- 4 3-3-7 / 1-2-7 are Partisans [A 25,24]. They are the only units which may use paths. They pay 1,5 MF per Woods hex entered when on foot. They cannot form multi-location fire groups. They use Russian Support Weapons without captured penalties.

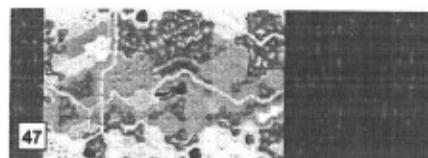
**AFTERMATH:** Taking advantage of their mobility, the partisans keep harassing the built up areas held by the Germans whose movements through the marshes were badly hampered. On the 21st in Pohost village, the engineer platoon of the SS Kav. Rgt II is surprised by an enemy cavalry detachment and has to withdraw towards the Pripiat. An SS Squadron counter attacks and seizes the village back, killing most of the partisans as well as some inhabitants who were at the wrong place at the wrong time. The SS Brigade will keep waging this kind of ruthless operations against the partisans without completely succeeding to eradicate the threat.



**Yelnya, Russia, October 13<sup>th</sup> 1941:** After the collapse of the Soviet forces facing Army Group Center, a handful of units was sent to the main communications routes to Moscow, the most critical being the Minsk highway that ran South of Borodino. In the meanwhile, the 10<sup>th</sup> Pz. Div. regrouped and followed up the main thrust towards Moscow, spearheaded by the SS Das Reich Division. On October 13<sup>th</sup>, their forward elements encountered the first Soviet defensive positions near Yelnya, where a small stream had to be crossed as fast as possible in order to keep the pace of the advance...



Playing Time: 2 Hours



#### VICTORY CONDITIONS

The Germans win if, at game end, they control buildings I5, J4 and K4 and/or have amassed at least 16 Exit VP along the North edge (prisoners do not count).

#### BALANCE:

- ★ Allied: Replace two 426 with two 447.
- ♣ Axis: One 548 is Fanatic.

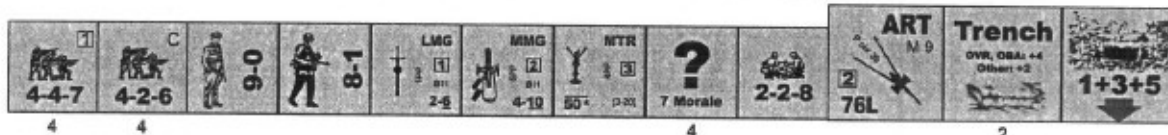
Only Rows D-U are in play.

★ Russians set up first

♣ Germans move first

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

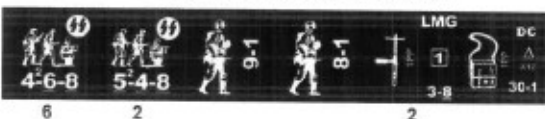
Elements of the 32<sup>nd</sup> Rifle Division [ELR:3] set up North of the Stream {SAN:3} :



Platoon from the Reserve Company, enters on turn 3 along the North edge :



Elements of II Battalion, Pz Gr Regiment « Germania », 2<sup>nd</sup> SS Motorized Division Das Reich [ELR:5], enter on turn 1 along the South edge {SAN: 2} :



Elements of Aufklärungs Abt., enter on turn 1 on I10 :



10<sup>th</sup> Pz Div, Pz Rgt 7, enter on turn 1 along the South edge :



Scenario concept : Xavier "6-5-8" Vitry

#### SCENARIO SPECIAL RULES :

- 1 EC are Clear with no wind at start.
- 2 The stream is shallow. All roads are Paved.
- 3 All Borodino SSRs (Page 44) apply.

#### AFTERMATH :

The first attack was launched, but broke against the curtain of small arms fire laid down by the troops led by the Russian defending commander, captain Romanov. The SS troopers regrouped and launched a second attack. Romanov launched his reserve company in a counterattack. By nightfall, all the positions were still in Soviet hands, but the 32<sup>nd</sup> Rifle Division was showing signs of strain...





**Yudinki, Russia, October 14<sup>th</sup> 1941:** To the South of Borodino, the SS Das Reich was committed to several actions aimed at breaking the Soviet lines in order to rush towards the East. The Der Führer Regiment, fighting on the Southern flank of the Division, had regrouped and was to seize the village of Yudinki, whose forward defense consisted of some of the finest Russian youth: the Lenin Cadets.



Playing Time: 2,5 Hours



Only hexrows D - 2 are in play

#### VICTORY CONDITIONS:

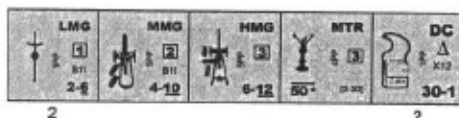
The Germans win if, at game end, they control  $\geq 8$  buildings on / East of hexrow K, provided the Russians have amassed  $\leq 14$  CVP.

#### BALANCE:

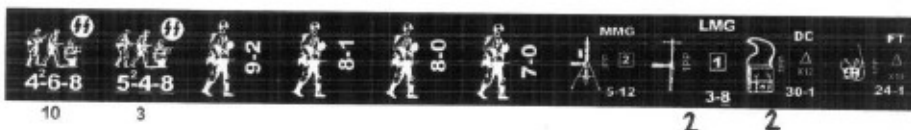
- ★ Allied : In the VC, replace 14 by 11 CVPs.
- ♣ Axis : In the VC, replace 8 by 6 buildings.

★ Russians set up first	1	2	3	4	5	6	END
♣ Germans move first							

Elements of the Lenin Cadets school, II Battalion, [ELR:4] set up on / East of hexrow U (SAN: 3) :



Elements of Pz Gr Regiment « Der Führer », Das Reich Division [ELR:5], set up on / West of hexrow Y (SAN: 2) :



Scenario concept : Xavier "6-5-8" Vitry

#### SCENARIO SPECIAL RULES :

- 1 EC are Clear with no wind at start. Kindling is NA.
- 2 All buildings are wooden.
- 3 All Russian units may set up concealed. The concealment counters are merely provided to be used as Dummies. The Russian may set up HIP one Squad / Equivalent with any Leader / SW stacked with it.
- 4 All Borodino SSRs (Page 44) apply.

#### AFTERMATH :

The Lenin Cadets were unable to hold their ground. Despite the good leadership from the Military Academy and extreme bravery in combat, they were forced to withdraw to the village of Artemki, a few miles to the east. Nevertheless, they had inflicted heavy casualties upon the SS who, stopped at Artemki by these same Cadets a few hours later, could not break the Soviet lines this day.



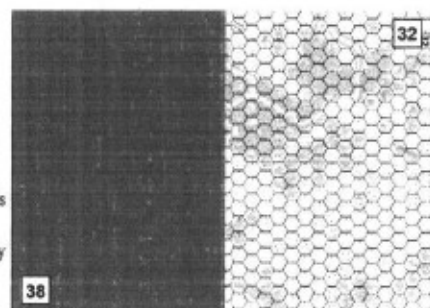
**Semenovskaya, Russia, October 15<sup>th</sup> 1941:** The landscape South and West of Borodino was covered by snow by first light on October 15<sup>th</sup>, but the skies were clear. The 32<sup>nd</sup> Rifle Division was holding its ground against the German onslaught, when some fresh elements of the 86<sup>th</sup> Schützen Regiment were pushed forward, supported by several tanks from the 7<sup>th</sup> Panzer Division. They were tasked to break through the Russians lines...



Playing Time :3 Hours

## BALANCE:

- ★ Allied : German AFVs enter on Turn 3.
- ♣ Axis: Battle Harden any single German Leader.



## VICTORY CONDITIONS

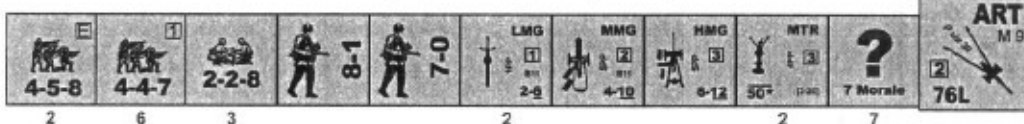
The side with more VPs at game end is the winner. Both sides earn CVPs normally (prisoners do not count). German also earns exit VPs for Good Order Infantry units on/East of the 38 R6/Z5/GG6 Road. Nevertheless, in order to win, the German player must have at least 3 non-broken Squads/Equivalent on/East of that road.  
In case of a tie, the Russian player is the winner.

Only Hexrows A-P on board 32 and R-GG on board 38 are in play.

★ Russians set up first	* 1	* 2	3	4	5	6	7	END
♣ Germans move first								

Elements of the 32<sup>nd</sup> Rifle Division, 322<sup>nd</sup> Rifle Regiment, 1<sup>st</sup> and III<sup>rd</sup> Battalions, [ELR: 3] set up on Board 32 on/East of alternate hexgrain 7 and/or anywhere on Board 38 {SAN: 3}:

P obr.39



Elements of the 32<sup>nd</sup> Flamethrower Coy, [ELR:5] enter on Turn 4 along the East and /or North edge :



Elements of 86<sup>th</sup> Schützen Regiment and 7<sup>th</sup> Panzer Regiment, 10<sup>th</sup> Panzer Division, [ELR:3] enter on Turn 1 along the West edge {SAN: 2}:



Armored support from the 10<sup>th</sup> Panzer Division, Pz Rgt 7, enter on Turn 2 along the West edge :

PzKpfw III G PzKpfw IV D



Scenario concept : Xavier "6-5-8" Vitry

## SCENARIO SPECIAL RULES :

- 1 EC are moderate with no Wind at start. Ground Snow is in effect.
- 2 All buildings are wooden. The Stream is deep, but is neither Frozen nor Frigid.
- 3 All Borodino SSRs (Page 44) apply.

## AFTERMATH :

The Russian Army commander threw in several support units, including a regiment of 76.2 Guns and a newly arrived flamethrower company, and was seriously wounded directing the formation of the new defense line. Lelyushenko's loss was felt throughout the Army, but the line held, if only barely. Major General Govorov was appointed to replace the fallen commander.





**Borodino, Russia, October 16th 1941:** The armored spearheads of the 10th Panzer Division had reached an important railway knot on the road to Moscow. Kampfgruppe Hauenschildt, part of the 86th Schützen Regiment, was tasked to hold the Borodino Train Station while the armored elements of the division were to push forward East. But the Russians were decided not to let them!



Playing Time: 3 Hours



Only Hexrows R-GG are in play.

### VICTORY CONDITIONS

The Russians win if, at game end, they control the train station (building U2) and/or the cityhall (building Z2) provided at least 3 unbroken Squads/Equivalent are South of the road R9-T9-Y7-Z6-FF5-GG6.

### BALANCE:

- ★ Allied: Replace two 5-2-7 by two 6-2-8.
- ◆ Axis: Replace three 4-6-7 by three 4-6-8.

★ Russians set up first	1	2	3	4	5	6	END
◆ Germans move first							



**Elements of Kampfgruppe Hauenschildt, 86th Schützen Regt and 7th Panzer Regt [ELR:3], set up as indicated {SAN:3} :**

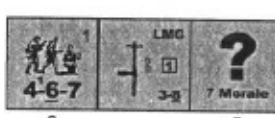
Within the train station (bldg U2):



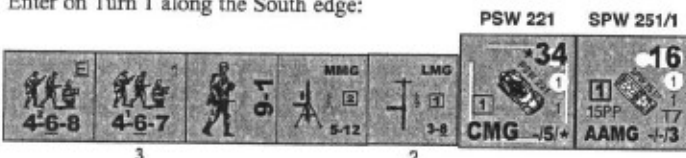
Within the City Hall (bldg Z2):



Anywhere South of the Railroad :



Enter on Turn 1 along the South edge:



**Elements of the 32nd Rifle Division, 322nd Rifle Regiment, II Battalion, [ELR:3] enter on Turn 1 on/between R0 and AA1, and/or on Turn 2 along the North edge {SAN: 2} :**



Scenario concept : Xavier "6-5-8" Vitry

### SCENARIO SPECIAL RULES :

- 1 EC are moderate with no Wind at start.
- 2 Place overlay RR1 on V3-U4 The Railroad is at Ground Level. All buildings have Ground Level only.
- 3 All Borodino SSRs (Page 44) apply [Exc : the Buildings keep their nature].

### AFTERMATH :

The Germans were still arriving in the area trying to secure the hamlet when a full battalion from the 322nd Rifle Regiment launched a full attack, only a few hours after the fall of the train station. In a few minutes, the surprised and outnumbered Germans were literally wiped out, despite some reinforcements brought in at the very beginning of the attack. Despite heavy casualties, the Russians had won the day, slowing again the German advance towards Moscow.



Near Mozhaïsk, Russia, October 17<sup>th</sup> 1941: After nearly a week of exhausting combat, where the Russian 32<sup>nd</sup> Rifle Division had proved to be as efficient as its German counterparts, it was decided to effectively blow any Russian resistance at all costs, in order to speed up the advance towards the Soviet capital. The 7<sup>th</sup> Panzer Division sent forward von Bülow and his Kampfgruppe, supported by the very last AFVs still combat capable after that terrible week. This time, they had no choice but to breakthrough...



Playing Time: 3 Hours

#### BALANCE:

- ★ Allied: Replace a LMG by a MMG in the Russian OB.
- ◆ Axis: Add a 7-0 to the German OB.

#### VICTORY CONDITIONS

The Germans win if, at game end, they control all the buildings, provided they have lost ≤ 24 CVPs.

★ Russians set up first	◆	1	2	3	4★	5	6	END
◆ Germans move first								

Elements of the II and III Battalions, 32<sup>nd</sup> Rifle Regt. 3<sup>rd</sup> Rifle Division, [ELR:3] set up set up on/North of alternate hexgrain 3 {SAN: 3}:



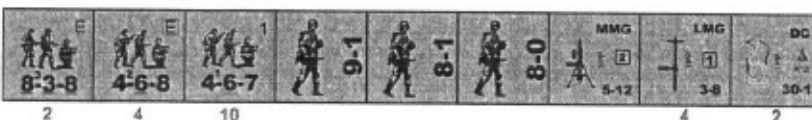
PTP obr. 32



Platoon from the Reserve Company, enters on turn 4 along the North edge :



Elements of Kampfgruppe Von Bulow, 69<sup>th</sup> Schützen Regiment and 7<sup>th</sup> Panzer Regiment, [ELR:3] enter on/after Turn 1 along the South edge {SAN: 2}



SPW 251/1 PzKpfw III G PSW 221



Scenario concept : Xavier "6-5-8" Vitry

#### SCENARIO SPECIAL RULES :

- 1 EC are Moderate with no wind at start.
- 2 Place overlays Wd 4 on Z7/AA7 and Wd5 on V7/V6.
- 3 One Russian Squad (and any leader/SW with it) may set up using HIP.
- 4 The German 4-6-8 and at least one leader must enter as Passengers in the SPW251/1 halftracks.
- 5 All Borodino SSRs (Page 44) apply.

**AFTERMATH :** The remnants of the 32<sup>nd</sup> Rifle Division were even more exhausted than the attackers, and despite a skillful defense they were forced to spread out in face of the German assault. The Russians did not suffer the usual and enormous casualties, and probably, at the division staff (or what remained of it), it was known that everything had been done and that no such losses were necessary. After all, a lone Russian division had already stopped two of the best German units of the moment for a full week, just before the Rasputitsa would turn every road into mud rivers...





**Near Mussino, Russia, November 17<sup>th</sup> 1941:** On October 30<sup>th</sup>, Hitler ordered a new offensive to seize Moscow. Colonel-General Halder, the OKH chief, planned two large enveloping attacks north and south of Moscow to encircle the city, while a frontal attack would support the advance of the two pin-cers. The Stavka was aware of this threat and Stalin ordered Army General Zhukov to position six armies in front of the capital. In addition, reserve formations were moved from Siberia to the Western Front. On November 14<sup>th</sup>, Stalin decided to launch numerous local counterattacks to disrupt the German preparations. Major-General L.M. Dovator's 44<sup>th</sup> Cavalry Division (Mongol) lead one of these unprepared attacks against German 106<sup>th</sup> Infantry Division's artillery, between Volokolamsk and Klin.

#### VICTORY CONDITIONS:

The Russians win if, at game end, they have captured and/or destroyed all German ART Guns (self-destruction is NA for the Germans; disabled Guns count as destroyed by the Russian), or if they control all the buildings at game end.

#### BALANCE:

- ★ Allied: Replace the 9-1 leader with a 9-2 leader.
- ✱ Axis: Replace the ATR with a MMG.



Playing Time : 2,5 Hours

FT3

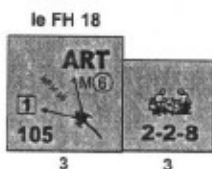
✱ Germans set up first	1	★ 2	3	4	5	6	END
★ Russians move first							



**Elements of 3<sup>rd</sup> Battery, 107<sup>th</sup> Artillery Regiment, 106<sup>th</sup> Infantry Division [ELR: 3] set up as indicated {SAN: 2}:**

set up \_2 hexes from 29CC6 (see SSR2):

set up on/adjacent to overlay FT3:



**Elements of 1<sup>st</sup> Regiment, 44<sup>th</sup> Cavalry Division (Mongol) [ELR: 3],**

set up in Motion on board 26 and/or 29, on/north of hexrow C {SAN: 2}:

Enter on Turn 2 along the north edge (see SSR3) {SAN: 2}:



Scénario concept: Laurent Closier

#### SCENARIO SPECIAL RULES :

- 1 EC are Wet with a Mild Breeze from north-east at start. Ground Snow and Steppe Terrain are in effect.  
Place overlay FT3 in 26BB4 -CC4.
- 2 The ART Guns cannot set up HIP, nor concealed, even if in Concealment Terrain. They may set up emplaced. Each ART Gun must set up 2 hexes away from all other ART Guns.
- 3 Each Russian leader may enter on his own Single Horse counter. The Russian Sniper is placed on board at the end of Russian turn 2.
- 4 Vehicular crews may not voluntarily abandon their vehicle.

#### AFTERMATH :

The 3<sup>rd</sup> battery of German 107<sup>th</sup> Artillery Regiment, was positioned near the village of Mussino. All around were large snow-covered fields with some sporadic bushes and a wooded area partially hidden by an early mist. Most of the personnel of this battery was unprepared when four Russian tanks sprang from the vanishing mist in their direction. German infantrymen were quick to reply with every weapons they had. This was the signal for the 1<sup>st</sup> Cavalry Regiment of this inexperienced 44<sup>th</sup> Cavalry Division. Cavalrymen charged courageously across the open space under the direct fire of German guns. Breaches appeared in their ranks as they moved closer to the guns position. Suddenly, the cavalry wave changed direction and ran towards the village. Guns and machineguns finally disrupted the last cavalrymen before they could reach the first houses. The 2<sup>nd</sup> Cavalry Regiment ensuing charge resulted in another bloody rout. More than two thousands Mongol riders died in this pathetic attack. No losses were recorded in the German side.



**Panovo, 25 kilometers East of Tula, December 14<sup>th</sup> 1941:** By the end of November 1941, the German army had stalled in front of Moscow and the terrible winter had started to take its toll upon the unprepared German troops, still wearing summer clothing. One of the forward pincers of Operation "Taifun" was led by Guderian, who had reached Tula and was very close to the Russian capital city. Nevertheless, the early days of December saw a drop of the temperatures which literally hammered down any hope of advance for the exhausted and frost attackers... but granted the Siberians their favorite weather to launch a huge counterattack, as did the whole Red Army all along the front.

#### BALANCE:

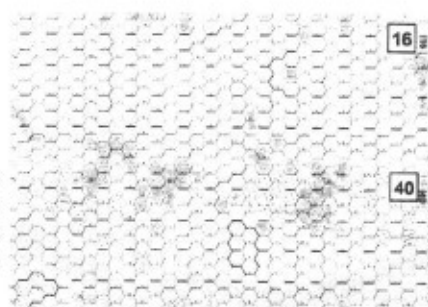
- ★ Allied : Add one game turn.
- ◆ Axis : Replace 2x 467 by 2x 468.



Playing Time : 2 Hours

#### VICTORY CONDITIONS:

The Russian player wins if at game end, there are no Unbroken German MMC within 2 hexes of the bridge 40Q2 / Q3 (see SSR 2), provided there is at least one Russian MMC or vehicle with functioning MA within this perimeter.














◆ Germans set up first

★ Russians move first

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



Elements of 1<sup>st</sup> Battalion, 3<sup>rd</sup> Infantry Regiment (Mot.), 3<sup>rd</sup> Panzer Division [ELR:2], set up South of hexrow 5 on Board 16 and anywhere on board 40 {SAN: 4}. Each Board must contain at least one third of the non HIP units:

 4-6-7 10	 2-2-8 2	 1-6 10	 1-8 10	 8-0 10	 7-18 3	 5-12 2	 3-8 2	 50* 12-17 10	 1-12 2	 7 Morale 10	 AT M10 50L [75] 2
--	---	--	--	--	--	--	--	--	--	---	--





Armored support from the 3<sup>rd</sup> Panzer Division, Pz Rgt 3, enter on Turn 4 on / between 16GG6 and 40GG8:



2



Elements of the 1332<sup>nd</sup> Siberian Regiment [ELR:4], enter on Turn 1 along the North edge having spent half their movement allowance (FRU) {SAN: 2}:

 6-2-8 13	 Ski CC: +2/-2 13	 9-0 4	 8-1 4	 8-0 2	 2-8 4	 1-12 2
--	---	---	---	---	---	--

Armored elements of the STAVKA Reserve, enter on Turn 1 along the North edge having spent half their movement allowance (FRU):

T 34 M41



4

Scenario concept: Jean Pierre Dasseville

#### SCENARIO SPECIAL RULES :

- 1 EC are Deep Snow, Overcast with no Wind and Falling Snow at start. The provisions of Extreme Winter apply to the German player.
- 2 A one lane stone bridge exists in 40 Q2 / Q3. All buildings are wooden and have a ground level only.
- 3 The Russian infantry units are ski equipped. The AFVs have not Winter Camouflage though.  
The Russian Player may not exchange a Leader for a Commissar.
- 4 The German player may deploy freely before set up and may set up two Squads / Equivalent (and any SMC / SW stacked with them) HIP within the German set up area, North of the river of board 40.

#### AFTERMATH :

The 3<sup>rd</sup> Panzer Division was a spearhead unit of Guderian's Panzergruppe and as such had not been able to withdraw in order to rest and refit. The Soviet counteroffensive under such harsh conditions was completely unexpected, and the rough Siberian unit a surprising skillful opponent for the arrogant Wehrmacht. The very last armored reserve was sent to the rescue and organized a hasty counterattack. They managed to break the Soviet thrust when everything looked doomed... but the German morale had been badly shaken and the invincibility of the Wehrmacht was no longer a myth...





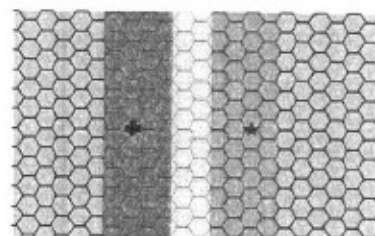
**March 27<sup>th</sup> 1943 – Lake Onega – Off Koulikov lighthouse:** On the night of 26-27 March 1943, a reconnaissance group of this ski battalion was conducting reconnaissance of the enemy that occupied the west shore of Lake Onega, north of Kulikov lighthouse.

The enemy detected the ski reconnaissance group and counterattacked with superior forces, causing Soviet unit to flee. The Germans began a pursuit.

At dawn on 27 March, the commander of 4<sup>th</sup> BASB received a combat mission: "With a company of combat aerosleds, attack the enemy that is pursuing our reconnaissance group."



Playing Time :1,5 Hours



#### VICTORY CONDITIONS

The side with the most VPs at game end wins. CVPs are scored normally.

Exit VPs are scored by the German by exiting through the Western edge and by the Russian by exiting through the Eastern edge.

#### BALANCE:

- ★ Allied : Add a NKL26 Aerosled to the Soviet rescue party.
- ◆ Axis : Replace an LMG by an MMG in the German OB.

◆ Germans set up first

★ Russians move first

1

2

★ 3

4

5

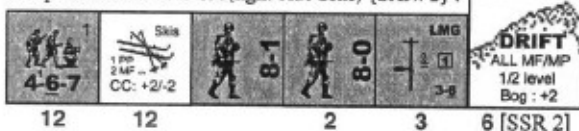
6

END



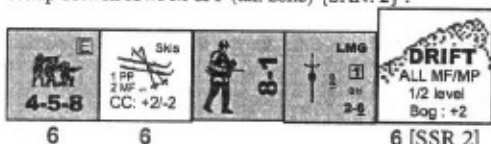
**Eléments of the Kulikov light house garrison [ELR: 3]**

set up between rows G & J (light blue zone) {SAN: 2} :



**Skiers Recce Platoons, 111<sup>st</sup> Independant Battalion [ELR: 4]**

set up between rows M & P (tan zone) {SAN: 2} :



3<sup>rd</sup> Company, 4<sup>th</sup> BASB: enter on turn 3, from the south edge, east of row K



Scenario concept: Jean "5+2" Devaux

#### SCENARIO SPECIAL RULES :

- 1 EC are deep snow [E 3.73] and gusty [E 3.4] with a Mild Breeze blowing from the west at scenario start. The lake is frozen. The Aerosled are too light to break the ice. Both sides are ski Equiped [E 4] and have Winter Camouflage [E 3.712].
2. Take any 2 boards and place overlays OC 1 with 1001 on A1 and 1002 on A2 & OC 2 with 2001 on K1 and 2002 on K2 of the northernmost board. Prior to set up, each side places 6 Drifts. The drift are placed anywhere on the board, one at a time, alternately by each player. The Russian places the first drift.
- 3 A drift confers Hull down status to an Aerosled. An aerosled may cross a drift at a MP cost of one DR + COT. The colored die doubles as a wreck check [D 15 46].
- 4 From the beginning of turn 3 onwards, the Germans may exit through the Western edge and the Russians through the Eastern edge.

#### AFTERMATH:



At 7h50, 3<sup>rd</sup> Company of 4<sup>th</sup> BASB departed from an assembly area near Lake Kobylye. Traveling some 16 km along the assigned azimuth, the company suddenly and vigorously attacked the Germans who were pursuing the Soviet reconnaissance group. Unable to withstand the flank attack of the aerosled company, the Germans were forced not only to halt their pursuit but also to withdraw to their own start position, suffering significant losses in the process. Having pushed back the enemy group to the west shore of Lake Onega, the aerosleds returned to their previous ready position without losses.



### VICTORY CONDITIONS

The French win at game end if the 3 Guns and the HMG are captured, disabled, destroyed or have left the map.

**Ouistreham, France, June 6<sup>th</sup> 1944 :** Despite the heavy casualties they had suffered during the landing, the French Commandos had to clear the Casino and the surrounding defenses. The 3 troops leave their starting positions around 08h00, together with a "K" gun section. When the attack stalled in a maze of barbed wires, Major Kieffer (chief of French commandos) commandeered a DD tank of the 13/18 Husars and led fire from its turret.



Playing Time : 3 Hours



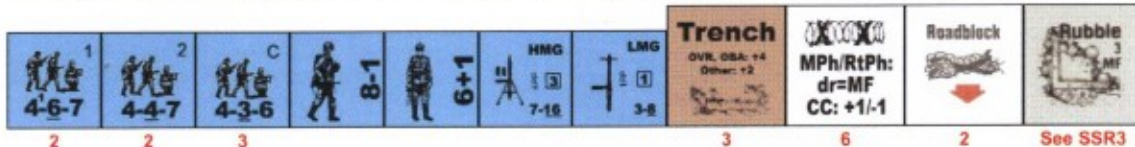
### BALANCE:

- Allied: Add one 6-4-8 to the French OB
- + Axis: The FB arrives on a dr <= 2.

Only rows S-GG are playable

<ul style="list-style-type: none"> <li>+ Germans set up first</li> <li>• French move first</li> </ul>	1	2	3	4	5	6	7	END
---	---	---	---	---	---	---	---	-----

**Infantry Division 716, Regiment 736, 2<sup>nd</sup> Company [ELR: 2], set up within 5 hexes of Y5 {SAN:4} :**



Set up in bldg Z6

Set up on the rooftop of any "rowhouse"

Set up on/ east of hexrow U

Enter per SSR 4



**Marines Commando, Troop N°4 [ELR: 5], enter on turn 1 on/between GG6 and CC1 {SAN:2} :**

**Shermann DD of 13/18 Husars enter on turn 2 by the West edge with Commodore Kieffer as rider**



Scenario concept: Jean "5+2" Devaux

### SCENARIO SPECIAL RULES :

- 1 EC are Moderate with a Mild Breeze Blowing from the South West at start. The Weather is Clear & Gusty.
- 2 Place Overlay Sh5 in CC9-BB9, OG5 in Z8-AA8, X11 in Y2-Y3, X22 in Y5 X13 in S3-S2 and X12 in S4-S5. Treat the Black bars as Open Ground, the buildings keep their original height though. Building Z6 is ground level only and is fortified.
- 3 Prior to his set up, the German player places six Stone rubble counters as he sees fit [Exc : he may not rubble Bldg Z6 and adjacent hexes]. The Stone rubble counters may be placed in Wooden Buildings. There is no possibility of falling Rubble. The German Guns may not set up HIP. In addition, to reflect information given by a French Civilian (Mr Lefevre) the at start position of the HMG must be given to the French player. The 20L AA Gun on a rooftop has a +2 emplacement TEM (built with sandbags). Bore sighting is NA.
- 4 At anytime during every Allied Movement Phase or Axis

Defensive Fire Phase, the German player makes a dr. If this dr=1, he receives air support in the form of one FB without bombs. If it arrives, the FB attacks as per E 7.3 and is then recalled.

- 5 Civilian Interrogation applies [E 2.4]. The French are considered in a Friendly and the German in an Hostile country.

### AFTERMATH:

At noon an infantry detachment of the East Yorkshire relieves the Commandos and clear the last resistance pockets. Some civilians start to get out from their shelters and gather around the Commandos. They are amazed by the "France" shoulder badges and the joy is tremendous when they discover that the troops constitute a French Battalion.





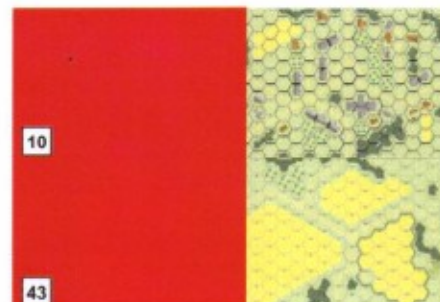
**CUSSY, France, July 8<sup>th</sup> 1944:** At 5 am, 533<sup>th</sup> Battery, 191<sup>st</sup> Field Artillery Regiments participates in the Chamwood Operation. At 6 am, the 9<sup>th</sup> Canadian Brigade moves towards its Buron, Authie and Cussy objectives. The 7<sup>th</sup> Canadian Brigade is ordered to speed through the Barrage, take Cussy and the Ardenne Abbaye, North East of Caen. These positions are manned by the 12th Pz Division "Hitlerjugend". The First Battalion of the Canadian Scottish regiment is tasked to take Cussy. The Battalion double times to the Buron - Authie road, Coy A in the center, Coy B on the left and Coy C on the right, towards the Cussy Crossroad.

### VICTORY CONDITIONS

The Canadians win at Game end, if they control Buildings W3 and DD5.

### BALANCE:

- Canadians: Add a Hero and a PIAT to the Canadian OB.
- German: Replace the 8-0 by a 8-1 and the MMG by a HMG in the German OB



Playing Time :  
3 Hours

Only Hexrows R-GG  
are in Play

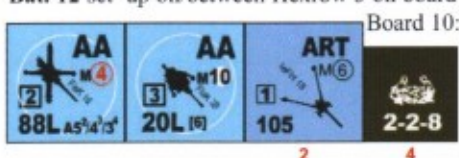
♣ Germans set up first	1	2	3	4	5	6	7	END
♦ Canadians move first								

Elements of SS Panzer Pioniere Bat. 12 [ELR: 3], set upon board 10 on/between Hexrows 8 and 3 {SAN: 4} :



Elements of SS Flak Artillerie Abt 12 & SS Pz Art. Rgt 12 Pioniere Bat. 12 set up on/between Hexrow 3 on board 43 and Hexrow 9 on

Elements of SS Pz Rgt 12 enter by the 10GG5/GG6 road:



Company C, 1<sup>st</sup> Battalion, Canadian Scottish Regiment [ELR: 4], set up on board 43, on/South of Hexrow 6 {SAN: 3} :



Scenario concept: Olivier de Callonne

### SCENARIO SPECIAL RULES :

- 1 EC are Moderate, without Wind at start. Kindling is NA.
- 2 Place 2 Burning Wrecks in 43S4 & 43 EE3. Place overlays O2 in 10W8-X8, O3 in 10U5-U6, O4 in 10AA4-BB4, Wd1 in 10X6 and Wd2 in 10DD3-DD4. Rowhouses are multihex buildings (without black bars).
- 3 Despite their ELR of 3, the German units have an underlined Morale. The Gun Crews are Lax and must pass an NMC the first time they have a LOS on a Canadian Unit. If they fail this MC, they must leave their gun and Rout away in the next Rout Phase.
- 4 A German Squad (or equivalent) may set up HIP as well as any SW/SMC stacked with it (them).
5. The Guns may not set up HIP but may be emplaced. The AA Guns must set up in AA mode and the Crews must possess their Guns.

6 Canadian units may declare Hand to Hand.

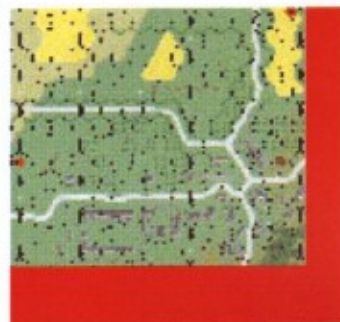
### AFTERMATH:

Near Cussy, the Scottish find three Panther concealed in the Grain. They call in the Typhoons, which quickly dispatch them. At 4 pm Lieutenant Cory and the 15<sup>th</sup> platoon reach the Cussy crossroad.. the platoon immediately charges. The German Crews quickly abandon their Guns to Canadian hands. The German rallies and the cleaning of the village starts. At that time, a Panzer appears on the road. Lieutenant Cory orders Mitchell and Buttin Corporals and Watts Private to PIAT it out. They dispatch it, then a second one. By the end of the afternoon, Coy C has secured the Crossroads, thus participating in the Caen liberation.





**Le GRAND MARDELLE, FRANCE, 8<sup>TH</sup> August 1944 :** During the morning of 8 august, a series of attacks were conducted by Panzergrenadier Regiment 156, Panzer Division 116, against 39th Infantry Regiment, 30th Infantry Division, for control of Cherence le Roussel, a small town northwest of St-Barthélémy. In the same time, the U.S. First Army prepared to launch a general counterattack. The 4th I.D., in reserve, received orders to move south to reinforce the 39th I.R. Despite some heavy traffic jams, the manoeuvre was executed at dawn on 8 august. The german pressure was still strong and several groups of panzergrenadiers succeeded in infiltrating american defensive lines and establishing blocking positions behind. Just after noon, american patrols captured or disrupted all of these groups excepted in the hamlet of La Grande Mardelle, a half mile north of Chérencé le Roussel. Lacking the ressources necessary to clear this hamlet, 39th commander asked 4th I.D. to provide some troops to do the job.



On Pegasus Bridge Map, only Hexrows FF-TT and Hexes numbered ≤14 are playable.

### VICTORY CONDITIONS

The Americans Win if, at Game end, they control ≥ 17 Stone Building Hexes, provided that the German have amassed ≤ 20 CVPs.

### BALANCE:

Allied : In the Victory Conditions, replace 17 by 14.  
German : Add one 4-6-7 to the German OB.

Playing Time : 4 Hours

✚ Germans set up first	☆	1	2	3	☆	4	5	6	END
☆ Americans move first									



**Elements of Kompanie 1 and Kompanie 3, I Abteilung, Panzergrenadier Regiment 60, Panzer Division 116 [ELR: 4],** set up on/South of hexrow QQ and in hexes numbered ≥ 3 {SAN: 3} :



 5-4-8	 4-6-8	 4-6-7					 5-12	 3-8	 12-4
5	3	2						2	



**B Company, 1st Battalion, 8th Infantry Regiment, 4th Infantry Division [ELR: 3],** enter on turn 1 along the North edge {SAN: 3} :

 6-6-6	 3-4-6	 9-1	 8-1	 8-0	 4-10	 8-4
12	2				3	3

**Elements of C Company, 746th Tank Battalion,** enter on turn 4 on/between FF0 and NN0 (included) :



 13	 13
75 2/4/4	75 2/4/4
	2

Scenario concept: Laurent Closier

### SCENARIO SPECIAL RULES :

- 1 EC are Moderate with no wind at start. Use the PB map. All hexe are located at level 0. Slope hexsides (Q3) do not exist. All hedges are Bodge.
- 2 Place overlays O3 in GG1-GG2, O5 in QQ10-QQ11 G5 in II 2-II 1 and Hd9 in OO4-PP4.
- 3 The American receive one module of 60mm mortar as per US Ordnance note 1, directed by an offboard observer at level 2 in any hex along the west edge (secretly recorded before German set-up)
- 4 Vehicular crews may not voluntarily abandon their vehicle.

**AFTERMATH :** B Company, 1st Battalion, 8th Infantry Regiment was assigned the mission to clear La Grande Mardelle of any enemy attendance and 39th commander promised some tanks support. Unwilling to wait for it, B Company started the assault. A close 39th I.R. company supplied mortar fires as first shooting began on the outskirts of the hamlet. The advance was tough but the arrival of the Sherman section forced the decision and B Company finally captured several dozen german soldiers. The threat in this sector was over.





**ESCOVILLE, France, June 9 1944 :** Part of the Allied first wave, the British 6th Airborne Division was tasked of protecting the right flank of "Overlord", east of the Orne River. Following the brilliant coup-de-main on Bénouville "Pegasus" bridge and many other fights, the division struggle to enlarge and defend their positions. Facing the airborne unit, the Germans engage various forces, mostly second-rate, but also some reinforcements from various places, including Luftwaffe ground troops and good infantry. One of the most dangerous unit sent against the British was the kampfgroupe Lück, part of 21st Panzerdivision, a battlegroup built around one of the panzergrenadier regiment of the division. With many armoured vehicles, the kampfgroupe soon began to launch counterattacks against the lightly equipped paras. Such was the case, when, on the 9th of June, C company of the 2nd Oxfordshire and Buckinghamshire Light Infantry leaves the village of Hérouvillette to probe Escoville, south of the British perimeter.

### VICTORY CONDITIONS

The Player who controls more multi-hex buildings at game end wins. In case of a tie, the German player wins.

### BALANCE:

Allied : Delete the GSW 39H(f) PaK.

Axis : Exchange the GSW39(f) PaK for a GSW39h (f).



Playing Time : 6 Hours



On boards 2 and 5, only hex-rows A-P are playable

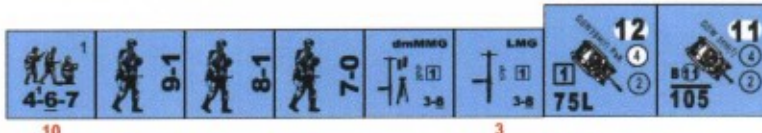
British set up first	1 <sup>+</sup>	2	3	4	5 <sup>+</sup>	6	7	END
British move first								

**Reinforced elements of Panzergrenadier Regiment 125 [ELR: 3], set up/ enter as indicated [SAN: 4] :**

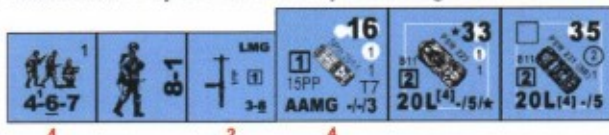
On Hill 621

On board 5

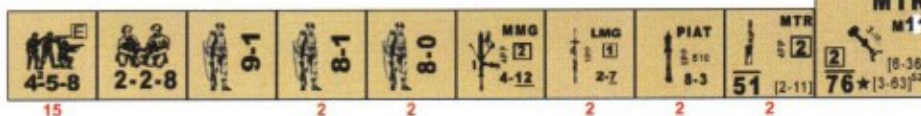
Enter on turn 1 by the South edge



Enter on turn 5 by SP5 with Infantry as Passengers :



**C Company, 2nd Battalion, Oxfordshire and Buckinghamshire Light Infantry [ELR: 5], set upon board 6 on/ west of hexrow J [SAN: 3] :**



Scenario concept: Philippe NAUD

### SCENARIO SPECIAL RULES :

1 EC are Moderate with no wind at start

2 The German have a 100+ mm OBA (HE only) directed by an off-board observer placed at level 4 on the South edge.

**AFTERMATH :** Patrols encounter no opposition and the whole of the company reached the Château of Escoville. But when the British enter the village, mortar and artillery fire, supplemented by a self-propelled gun, open fire on them. Enemy infantry, supported by armour then advanced in Escoville, trying to surround the company. In fact, Oberst (colonel) Lück plans to launch his own assault against the airborne troops and the Ox and Bucks had encountered the vanguard of his kampfgroupe. When, at 16h, a detachment of 21st Panzer divisional recon group reinforce the Germans, C Company received the order to withdraw to Hérouvillette, which it did with no difficulty. Lück then launches his own assault, but the British, at that moment well prepared and helped by anti-tanks guns and massive artillery support, broke it. The kampfgroupe withdrew, leaving eight destroyed panzer and armoured cars behind it.





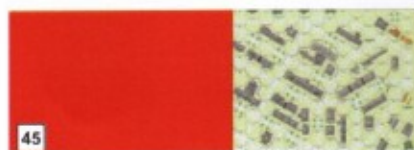
**ARGENTAN, France, August 13th 1944 :** On the 1st of August 1944, the French 2ème Division Blindée, also known as the "2ème DB", landed in Normandy, anxious to fight the "Boche". Following the breakthrough created by operation "Cobra" and the failure of the German counter-attack at Mortain, time seemed ripe to destroy by encirclement the remaining Nazi units in Normandy. Concentrating around Le Mans, the US XV Corps - with the 2ème DB - headed north on the 9th, with the town of Argentan as main objective. The first encounters with German panzer units gave mixed results. If the hedgerows formed perfect defensive positions, the flexibility and aggressiveness of the French often prevailed. Four days later, Leclerc forces were south of Argentan, theoretically an objective of the 5th US Armored Division. The French general nevertheless decided to take the town. A small mixed column drove to the outskirts and infantry under Lieutenant Carage cautiously entered Argentan but found no signs of the enemy. Unknown to the Allies, elements of the 116.Panzerdivision hurried from the north to help bolster the crumbling defense.

### VICTORY CONDITIONS

The German player wins if, at Game end, he controls 2 of the 3 buildings 45S6, 45W5 and 45CC7.



Playing Time : 3 Hours



### BALANCE:









- Allied : Exchange the PSW234/2 for a PSW231 (8 rad)
- ✚ Axis : add a LMG and a PSK to the at start OB.

Only hexrows Q-GG are playable

■ French set up first	✚	1	2	3	4	5	6	END
✚ Germans move first								










**Lieutenant Carage detachment, 10° Coy, Régiment de Marche du Tchad [ELR: 4],**  
sets up on board 45, on hexes with a coordinate  $\geq 5$  {SAN: 5} :



 4-5-8	 2-4-8	 9-1	 8-1	 LMG 3-8	 BAZ44 8-4	 FT 24-1	 ? 7 Morale
7				3			8

**Reinforced elements of PanzerGrenadier Regiment 60 [ELR: 3], enter on turn 1 within 4 hexes of 45Y1 {SAN: 3} :**



 4-6-7	 8-1	 8-0	 7-0	 dmMMG 3-8	 LMG 3-8	 AAMG 16-1	 AAMG 16-1	 AAMG 33-1
9				2	2			

Scenario concept: Philippe NAUD and Emmanuel BATISSE.

### SCENARIO SPECIAL RULES :

- 1 EC are Moderate with no wind at start.
- 2 The French may set up one Squad (and all SMCs/SWs set up with them) HIP. Captured penalties apply to the german LMG possessed by the French. All Free French rules (F 8) apply.

**AFTERMATH :** The infantrymen of the Regiment de Marche du Tchad ambushed many small German units, even capturing a machine-gun. They also attacked a large armoured car with a flame-thrower but the dreadful weapon malfunctioned ! But, isolated and with no support, Lieutenant Carage's men were compelled to retreat. When the French armor, with no liaison with the infantry, tried to enter Argentan, it encountered a German Panther which quickly destroyed some vehicles. The French coup-de-main thus failed for lack of coordination leaving Argentan to the wrath of allied artillery and air power, trying to deny it to German forces.



**VICTORY CONDITIONS**

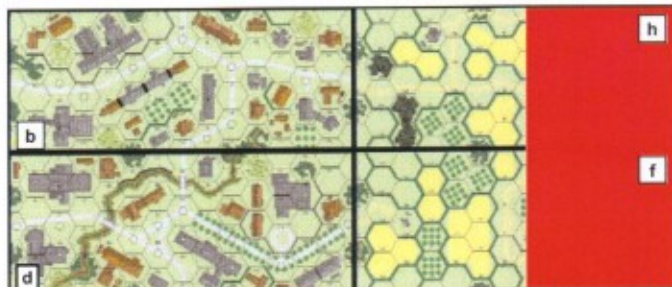
The Canadian player wins if he controls hexes bF1, bF3 and hexes dF2 dE4 and either bC4 or dC4 at game end.

**BALANCE:**

Allied: Add a 8-0 and a 7-0 to the Canadian OB.

Axis: Add a 7-0, a 4-6-7 and a PSK to the German OB.

**May sur Orne, 8 August 1944.** During Operation Totalize, the mission of the 2<sup>nd</sup> Canadian Infantry Division was limited to secure both flanks for the two armoured divisions attacking along the road N158 toward Falaise. The task to seize the village of May sur Orne, in the extreme right of the Canadian position, was given to the Fusiliers Mont Royal. In preparation for the attack, May was bombed by Halifaxes and Lancasters from the Bombing Command.



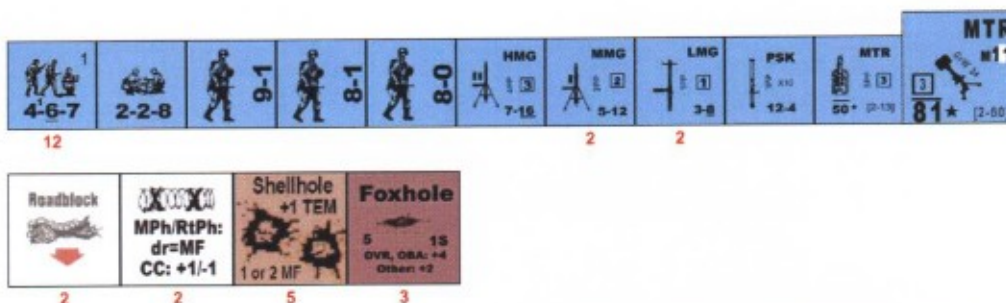
Only hexrows I-O Are playable on boards h & f



Playing Time : 4,5 Hours

♦ Germans set up first	1	2	3	4	5	6	7	END
♣ Canadians move first								

Elements of Grenadier-Regiment 1056, 89<sup>th</sup> Infanterie-Division [ELR: 3], set up on board d and b {SAN: 4} :



Elements of Les Fusiliers Mont-Royal [ELR: 3], enter on turn 1 along the North edge {SAN: 2} :



Elements of the 79<sup>th</sup> Armoured Division enter on turn 1 along the North edge.



Scenario concept : Louis BELANGER

**SCENARIO SPECIAL RULES :**

- 1 EC are moderate with no wind at start.
- 2 All building are stone two story houses (B23.22) i.e. all have a first level and an inherent stairwell in each hex. bJ1 has a steeple location at level 2 (P5.2).
- 3 All marshes are brushes
- 4 All hedges on boards f and h are barbed wire fences (P3).
- 5 Place rubble as follows : Map b : C4, C5, D1, D2, E1, I4, N4. Map d : B1, B3, B4, C1, C2, E4, I4, L1, L2, M2.

6 Due to bombardments and this attack being the third one, Shellholes and Fortifications are placed on board at set up.

**AFTERMATH :** Because of the air raid, no artillery support was granted to the Fusiliers. About Midnight, the first attack was disorganised by German Artillery. A second attack before dawn made possible to take foot in the village, but Alpha Company got lost in the fog, preventing the exploitation of the first successes. Finally at the end of the afternoon a last attack of the Fusiliers with the support of Crocodiles flame thrower tanks definitely removed this German strongpoint. It was a bitter "liberation" : the village had 187 houses before the war, 163 were completely destroyed.





**Near CAEN, North of CAGNY, 18 Juillet 1944** : After the allied landing of June 6 and the initial success in the Eastern beaches, the pace of the fighting was slowing down and now it was clear that the campaign was far to be an easy win. Caen was not seized yet, and several operations were to be launched in order to widen the penetration of Allied troops. One of these operations was code named Goodwood, and on July 18th, after a terrific carpet bombing of more than 2000 bombers, the attack began. At 07h45 am, with over than 1000 tanks, the Allied spearhead crossed the departure line and the 11th Armored Division advanced through numerous shocked German landers. But after a few kilometres of light fighting, the advancing units were faced with an uncommon problem: a sunken railroad denied any further advance, and the bridgelayers had to be called upon...



Playing Time : 3 Hours

### VICTORY CONDITIONS

The Canadian win as soon as they have exited 3 Shermans through the South edge. A Sherman with a Malfunctionned MA counts as 1/2 Sherman.

### BALANCE:

Allied : Infantry reinforcements enter on turn 1.  
Axis : Shorten the Game Length by One turn.

✚ German set up first	1	2	3	4	5	6	7	8	END
✚ Canadians move first									

Remnants of 16 Luftwaffe Feld Division [ELR: 1], set up on/South of hexrow V {SAN: 3} :



1 4-6-7 2	2 4-4-7 4	2-2-8	8-1	7-0	5-12	3-8	7 Morale	12	4	37L H6 (9)
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Elements 11th Armored Division, 3rd RTR  
set up on/North of Hexrow AA :



13 75 2-4 4	13 76LL -1-4 2
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Elements of 22nd Dragoons  
Enter on turn 1 by the North Edge :

8 SD7 AT12 CS 2 VBM NA 2	12 75 -1-4 4
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Elements of 159th Infantry Brigade [ELR 4] enter on turn 2 by the North Edge {SAN 2} :

4-5-8 4	8-1	2-7	8-3
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Scenario concept : Xavier VITRY

### SCENARIO SPECIAL RULES :

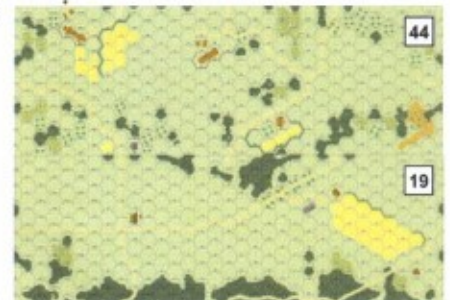
- EC are moderate with no wind at start.  
Place Overlay RR1 on 4S4/4S5. This RR is a sunken RR. For scenario purposes, it is treated as an AT Ditch. Hedges are Bocage  
Place shellholes in hexes 4H6, 4N4 and 4T6 and a stone rubble in 4S3 (collapsed Bridge) .
- The German may set up one Squad equivalent (and all SW/SMC stacked with it) HIP. The German may set up Concealed. Exchange of AP mines for AT mines (and vice versa) is not allowed.

**AFTERMATH** : The bombardment was terrific, and most of the German defenders were dead, wounded or completely shocked. Nevertheless, these same bombs prevented the Allied AFVs to move fast and what's much worse, due to some lack of Intelligence, the spearhead ran into an unexpected obstacle; the sunken railroad which linked Caen to Paris. Unable to cross it, and without any infantry support when reaching the obstacle, the bridgelayers were called upon and the delay spent in the crossing gave some time to the few defenders to try to reorganize. This gave some time to the Waffen SS to prepare several counter attacks, which with the intervention of Major von Luck and his StuG was decisive in repelling the Allied forces. The 16 Luftwaffe Division had been literally wiped out, but despite the announced success by Montgomery after operation Goodwood, it was still a long way to defeat the German Army in Normandy.





**LINGEVRES, FRANCE, June 16th 1944 :** For one week, the XXX<sup>e</sup> Corps of the Second British Army has been trying to enter Tilly Sur Seules and to bypass the flanking positions manned by General Bayerlein's Panzer Lehr Division. 3 unsuccessful assaults (2<sup>nd</sup> Essex, Gloucester and 8<sup>th</sup> DLI) have already collapsed against the AT Guns and the Panzergrenadiers entrenched in the woods when the 9th Durham Light Infantry Battalion, under Leutnant Colonel James Wood is set to the task. After an artillery preparation, the 9th DLI starts with the support of the A Squadron of the Royal Dragoons Guards. The first task at hand is to take the woods which skirt Lingèvres. From there, an assault will be feasible.



Playing Time : 4 Hours

## VICTORY CONDITIONS

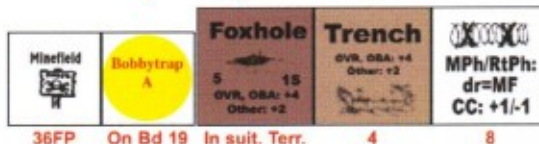
The Canadian Player wins, if, at scénario end, he has  $\geq 10$  Squads equivalent on / South of hexrows 3 of board 19. A mobile or bogged AFV with functioning MA counts as 2 Squads. Crews, Prisoners and non mobile / MA disabled AFVs do not count.

## BALANCE:

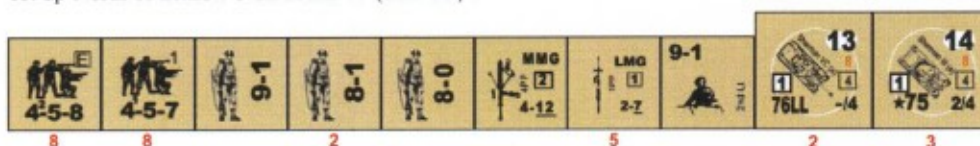
- ♦ Allied : Extend game length by 1 turn.
- ♦ Axis Reduce game length by 1 turn.

♦ Germans set up first	1	2	3	4	5	6	7	END
♦ Canaiaans move first								

II bataillon du Panzer Grenadier Lehr Regiment 902 du Hauptmann Müller [ELR: 4], set up on board 19 {SAN: 5} :



Elements of the 9<sup>th</sup> Durham Light Infantry Bat. and of A Squadron of the 4/7<sup>th</sup> Royal Dragoon Guards [ELR: 4], set up North of hexrow 5 on board 44 {SAN: 3} :



Scenario concept : X Vitry & J. Devaux

## SCENARIO SPECIAL RULES :

- 1 The EC are Moderate without wind at start.
- 2 All hedges are Bocage
- 3 German Fortifications [Exc Mines] must be set up on board.  
German have Bobbytrap capability A on board 19 and may set up in Foxholes in suitable terrain.

**AFTERMATH :** After a one hour firefight, the objective is fulfilled and the next Scenario Oops.. step may begin.





**LINGEVRES, FRANCE, June 16th 1944 :** Despite several losses on the advance towards Lingèvres, the 9th DLI managed to clean the woods North of the village. The men of LTC Wood were then tasked to clear Lingèvres of any Germans still present in the area... while some 10 kilometers further east, the commander of the 12th SS Panzer Division "Hitler Jugend" was killed by an artillery strike on his command post.

### VICTORY CONDITIONS

The Canadian wins if, at the end of the game, he controls  $\geq 19$  buildings on board 48 and have more unbroken Squads than the German in the church.



Playing Time : 3,5 Hours

### BALANCE:

♦ Allied:

✚ Axis:



♦ Set Up is simultaneous.	1	2	3	4	5	6	7	END
✚ Canadians move first								

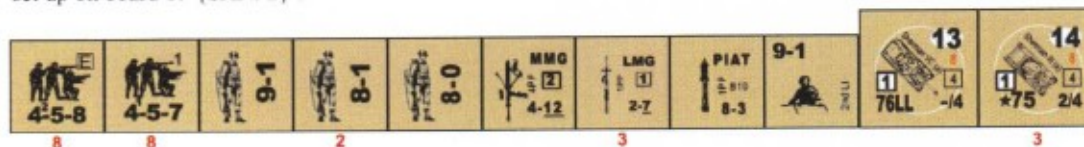
**II bataillon du Panzer Grenadier Lehr Regiment 902 du Hauptmann Müller [ELR: 4], set**



**I bataillon du Panzerregiment 6 [ELR: 4], enter on turn 3, between 48A5 & 48I10 included on a dr 1-3 and between 48GG5 and 48Y10 included on a dr 4-6 :**



**Elements of the 9th Durham Light Infantry Bat. and of A Squadron of the 4/7th Royal Dragoon Guards [ELR: 4], set up on board 19 {SAN: 2} :**



Scenario concept: X Vitry & J. Devaux

### SCENARIO SPECIAL RULES :

- The EC are Moderate without wind at start.  
Place Overlay X19 in 48O8-P8.  
All hedges are Bocage.
- Set up is simultaneous. To prevent one player from accidentally see their oponent's set up, one may place an extra board between the two set up areas. This board will be removed when set up is completed

**AFTERMATH :** At 11:15 am, shortly after the attack began, the commander, LTC James Woods, was killed by a mortar shell and all the officers of A Company were put out of combat within minutes and sent back to the RAP. At only 200 meters from the church, A company had to dig in, while Major John Magg, deputy commander 9th DLI, took over command. The Shermans had to sneak into the village and prepare for the expected German armoured counter attack, while infantry from both sides was still involved in a bitter fighting around the church of Lingèvres.





**BJÖRNFELL, Norway, April 16th 1940:** As soon as 15<sup>th</sup> April the troops of the 1<sup>st</sup> Battalion of the Gebirgsjäger, under Major von Schleebrugge advance towards the Swedish border. They go by train to Hundalen when they meet a score of Marines who have grabbed a Norwegian MMG. "We'll leave tomorrow at 3 am" the Major decides.

Omdal, the Norwegian Major succeeded in fleeing from Narvik with about 200 men. He had settled in the railways station of this remote hamlet lost at an altitude of 500 meters in a barren landscape of lakes and rocks, covered with a thick layer of snow.

**Playing Time :3 Hours**

#### BALANCE:

- ♣ Add one 4-5-7 Squad to the Norwegian OB.
- ♣ Add one game turn (two player's turns):



Only rows E-DD (included are playable)



#### VICTORY CONDITIONS

The German player wins if, at game end, he controls all buildings in the Norwegian set up area.

♣ Norwegians set up first	♣ 1	♣ 2	♣ 3	4	5	6	END
♣ Germans move first							

**Elements of the Narvik Garrison [ELR: 2], set up HIP (included in non concealment terrain, but not on the railroad) within 4 hexes of S4 {SAN: 4} :**



**Ski Scout Platoon [ELR: 4], enter on turn 1 between DD5 and Y10 {SAN: 2} :**



**Marine troops [ELR 2] , enter with any group of the first coy :**



**Gebirgsjäger Regt 137, Coy 1 [ELR 4], enter on turn 2 or 3 according to SSR 3 :**



Scenario concept: J "5+2" Devaux

#### SCENARIO SPECIAL RULES :

- 1 EC are Wet with no wind at start. Deep snow is in effect.
- 2 Place Overlay RR1 on T7-T8 and P2 on R1-R2. Ponds are frozen and considered Open Ground at level -1. Grains are Crag. All buildings have ground floor only. The Railways Road is at ground level and is plowed (it cannot be entered in Ski Mode).
- 3 The Ski Scouts may not recombine prior to turn 3. The 1<sup>st</sup> Coy personnel enters either on turn 2 between DD5 and Y10 or on turn 3 between DD5 and oT10. The German player is allowed to divide his troops as he sees fit but at least one platoon (3 Squads one leader and one LMG) must enter on each turn. The German Elite Personnel have a -1 in Close Combat. The Marine troops cannot use Skis and will not transfer the MMG to a non Marine unit.

- 4 The Sangars represent fortifications dug in the snow and are revealed according to E 1.16.

#### AFTERMATH :

Under heavy fire from the station, the German managed to cross the Railways line. They launched grenades through the windows of the station. The Norwegians tried to face the assault but suffered very heavy losses. Sixty Soldiers and NCOs were taken as prisoners, but more than one hundred were able to reach Sweden. The German captured 12 MGs or so and more than 150 pairs of skis. But the happiest fellows of this raid were a few Gebirgsjägers of the 3<sup>rd</sup> Battalion who had been captured while patrolling the track.





**LINGEVRES, FRANCE, June 16th 1944 :** Everywhere in the courtyards and buildings of Lingèvres, the Infantry carries on the mopping up. Suddenly, from his observation post, Stirling (the Sherman commander) spots a Panther slowly heading towards the village. Apparently this Panther is the first of a platoon which has no clue about the fire in Lingèvres

## VICTORY CONDITIONS

The side with most CVPs at scenario end wins. In addition to normal CVPs, control of each church hex is worth 4 VPS.  
A draw in CVPs won is a Canadian Victory.



Playing Time : 3,5 Hours

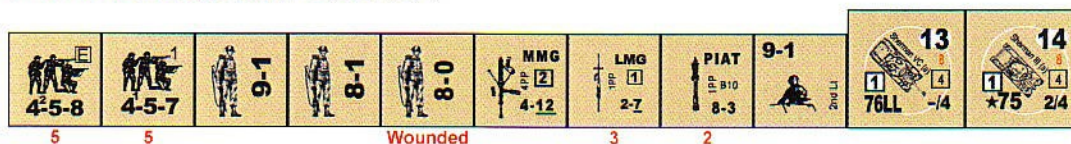


## BALANCE:

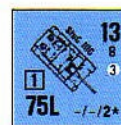
- ♣ Allied: The allied side starts with 4 CVPs in hand.
- ♣ Axis: The axis side starts with 4 CVPs in hand.

♣ Germans set up first..	+	1	2	3	4	5	6	7	END
♣ Germans move first									

Elements of the 9<sup>th</sup> Durham Light Infantry Bat. and of A Squadron of the 4/7<sup>th</sup> Royal Dragoon Guards [ELR: 4], on board 48 on/west of hexrow P {SAN: 3} :

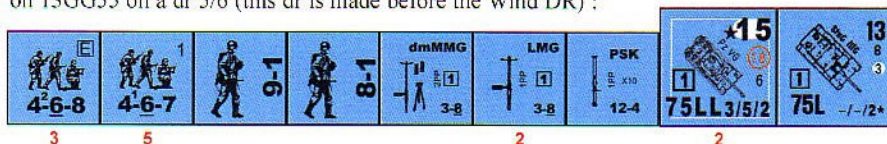


Remnants of II bataillon Panzer Grenadier Lehr Regiment 902 (Hauptmann Müller) [ELR: 4], set up on board 48 on/east of hexrow R, or on board 13 {SAN: 3} :



See SSR 3

Els of I bat. du Panzerregiment 6 [ELR: 4], enter on turn 1, within two hexes of :13 I10 on a dr = 1/2, 13Y10 on adr 3/4 and on 13GG55 on a dr 5/6 (this dr is made before the Wind DR) :



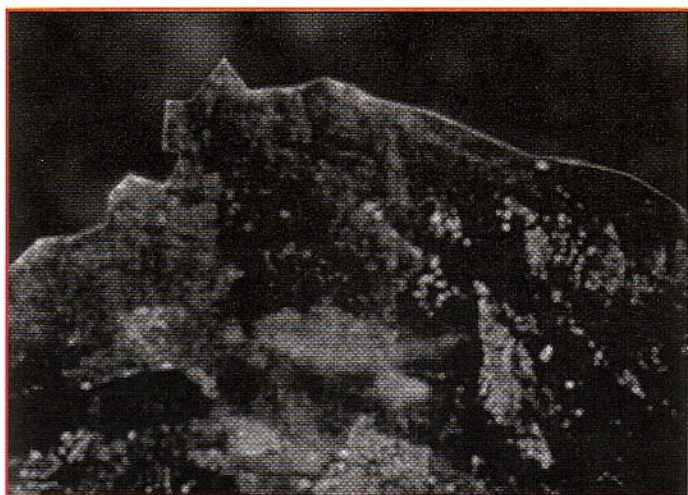
Scenario concept: X Vitry & J. Devaux

## SCENARIO SPECIAL RULES :

- 1 - The EC are Moderate without wind at start. Place Overlay X19 in 4808-P8. All hedges are Bocage.
- 2 - The Canadian 8-0 starts the scenario wounded. The Canadians AFVs may set up HIP. They are revealed as if they were guns but lose concealment on a colored dr  $\geq 4$  when they fire the Gun and on a colored dr =6 when they fire a MG.
- 3 - This AFV may not set up in a building and is out of Smoke ammo at Scenario start.

**AFTERMATH :** The first Panther gets in LOS of Harris' firefly who let it pass to deliver a rear shot which sets it ablaze. Meanwhile, the second Panther gets in LOS. Fortunately, Harris is CE and fires again for a second kill. The third kill soon follows. Thanks to this achievement (the kill of 5 Panthers the same day) sergeant Harris, 4th Troop, a Squadron, 4/7th DG is immediately awarded the Distinguished Conduct Medal.





**VICTORY CONDITIONS:** The side with the most VPs at game end wins. Each Trench and each hex of the blockhouse DD3-EE4 yield 1 VP (5 VPs in total). The French control all VPs at game start.

**MONT FROID, FRANCE, April 6<sup>th</sup> 1945:** This April 1945, the French troops are busy in the Alps. While the Authion offensive is prepared, Lt Col. Le Ray, CO of the 7<sup>th</sup> Chasseurs Alpins half brigade receives the order to fix the 5<sup>th</sup> Hoch Gebirgsjäger Division located in the Maurienne range. Consequently, the Chasseurs Alpins prepare an attack to gain control of the Mont Cenis area summits. The action starts in the night from 5 to 6<sup>th</sup> april, in deep snow, above 8 000feet. The 4th Company of 11<sup>th</sup> Battalion of Chasseurs Alpins, supported by a section of Scouts on Skis of the 2<sup>nd</sup> Company is given the task to seize the Mont Froid forts.



Playing Time :  
3 Hours



Only Rows R-GG are in play.

#### BALANCE:

✚ French : The basis NVR is increased by 1

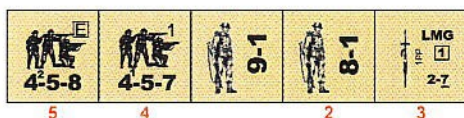
✚ Axis : Add one DC and secretly designate one 5-4-8 Squad as Assault Engineer

✚ French set up first	✚ 1	2	3 ✚	4	5	6	END
✚ Axis move first							

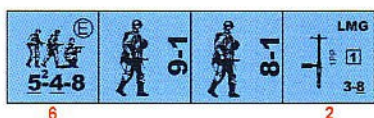
Scouts on Skis 4<sup>th</sup> Coy, 11<sup>th</sup> BCA [ELR: 3] set up between rows W and EE included {SAN: 2}



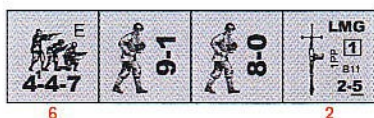
Elements of 2<sup>nd</sup> Coy, 11<sup>th</sup> BCA and SES 2/11 enter on turn 3 between R10 & Y 10 (included)



Elements of 12<sup>th</sup> Coy, Gebirgsjäger Rgt 100 [ELR: 3] enter on turn 1 by the North edge of the board {SAN: 2}



Elements of 2<sup>nd</sup> Coy, 185<sup>th</sup> Divisione Paracadutisti "Folgore" enter on turn 1 by the East edge of the board.



Conception du scénario : Olivier Decalonne

#### SCENARIO SPECIAL RULES :

- 1 EC is Deep Snow and Overcast, with a Heavy Wind [see E 3.75] blowing from SE at start. Place Overlay FT4 in DD3-EE4.
- 2 Night Rules are in effect. Base NVR is 3 hexes, with Half Moon and Overcast sky. The Axis Player is the attacker. The French reinforcements may enter cloaked. All units are Stealthy.
- 3 Woods, Road and Wooden Buildings do not exist. Place 1 Trench counter in W6, X5 and Y5. Move between Trenches is not subject to EC modifications. Building EE4 does not exist and is replaced by a two hexes blockhouse. All Pillboxes rules apply to this blockhouse. Each hex has a 300° covered arc and a stacking capacity of 1 Squad. Inside the blockhouse, there is a LOS between the two hexes; the TEM against all small arms/SW [Exc Flame Thrower] is + 4. The MF cost

to go from one hex to the other is 2 MF.

- 4 The French 4-5-8 and German 5-4-8 are considered Commandos for Climbing purposes [B 11.433].

#### AFTERMATH :

The French had occupied the Mont Froid forts on April 6<sup>th</sup>. The German get reinforced and launch their counter attack from 23 pm onwards. They seize the Eastern complex and then shift towards the central positions. The French Chasseurs Alpins stand fast and repulse the Germans. Eventually, the French totally control the Mont Froid positions around 6 on April 7<sup>th</sup> 1945. The Mont Froid struggle did not allow to drive the German out of this part of the Alps. They fixed the Axis forces in this zone though, and prevented the reinforcement of the Alpes Maritimes front.





**Raseinai, Russia, June 24<sup>th</sup> 1941:** At the end of the first day of the German offensive, on 22 June 1941, Stalin and Commissar Timoshenko spread Directive #3 ordering a general counterattack on all fronts. This operations, directed and executed in tremendous conditions, incurred nothing but worsen the situation along the borderline, where russian units were outflanked by enemy armored units. One such counterattack was lead on 24 June by the 2nd Russian Tank Division, partially equipped with newly T-34 and KV tanks, against reconnaissance elements of the 6th Panzer Division, east of Raseinai.



### VICTORY CONDITIONS

The Germans win at game end if they have more than 12 Good Order Squads (each mobile AFV with functioning MA is worth 2 Squads) East of road 49GG5-EE5-Y8-H8-A5. The Russians win immediately when they have amassed  $\geq 25$  CVPs. The Germans win immediately if the russian has no AFV with functioning MA on board.

**Playing Time :**  
4.30 Hours

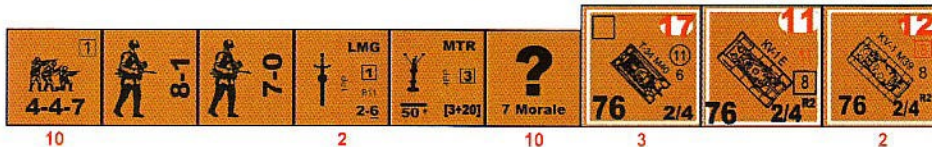


### BALANCE:

- ★ Allied: Add a 9-1 Armor Leader to the Russian OB.
- ✦ Axis: Add a 2-3-8 IIS and a DC to the German OB.

★ Russians set up first	1	2	3	4	5	6	7	END
✦ Germans move first								

**Elements of the 2<sup>nd</sup> Tank Division, 3<sup>rd</sup> Mechanized Corps [ELR: 2], set up on board 49 in hexes numbered  $\geq 6$  and on board 20 in hexes numbered  $\geq 8$  (see SSR 2) {SAN: 2} :**



**Elements of the 6<sup>th</sup> Panzer Division [ELR: 3], set up on board 20 in hexes numbered  $\leq 5$  between hexrows I and Y (inclusive) {SAN: 3}**



**Elements of Panzer Regiment 11: Set up with the Infantry**



Scenario concept: Laurent Closter

### SCENARIO SPECIAL RULES :

- 1 EC are moderate with no wind at start.
- 2 Russian AFVs may not set up in Building/Woods Locations. They may set up in Bypass if otherwise allowed.
- 3 Before the start of turn 1, the Russian player secretly and randomly selects 2 of his AFVs as being out of fuel. These AFVs start the game immobilized. Then he secretly and randomly selects two AFVs. These AFVs are considered as being out of ammunition and start the game with their MA Disabled (This does not entail Recall - The same AFV may be out of fuel and of ammo). The remaining AFVs suffer from low Ammo [D 3.71]. The status of each AFV is kept secret until a Good Order German Unit enters its location.
- 4 The Russian player must add a +1 DRM to his Mechanical

Reliability DR (D2.51). In addition, a Mechanical Reliability DR must be made for every russian AFV in Motion at the beginning of each russian Movement Phase. In case of Immobilization, no MP is spent.

5 German 548 Squads are Assault Engineers.

### AFTERMATH :

The new russian juggernauts threw a fright into the panzer division and repulsed german units in the town outskirts. Unfortunately, most of them ran out of gas and out of ammunitions, reducing this tanks to harmless steel unable to exploit this initial success. German pioneers then eliminated this preys one by one. The russian counterattack deceived for 24 hours only.





**Bouchain, France, 26<sup>th</sup> mai 1940** :As soon as the 23<sup>rd</sup> of May the VIII Army Korps spearheaded by the 8<sup>th</sup> ID and the 32<sup>nd</sup> ID tries to infiltrate the position. On 26<sup>th</sup> May, the VIII AK decides to end this situation which ties a large quantity of troops. Several regiments are engaged.



Playing Time :3.5 Hours



### VICTORY CONDITIONS

The French player wins at game end if he has  $\geq 5$  Good Order Squads Equivalent North of the canal.

### BALANCE:

- French: Add 1 Squad and 1 LMG to the French Company I
- Axis: Change the 9-1 for a 9-2 in the German OB.

<ul style="list-style-type: none"> <li>French set up first</li> </ul>	1	2	3	4	5	6	7	END
<ul style="list-style-type: none"> <li>German move first</li> </ul>								



Els of Coy 1, Bat 1 45<sup>th</sup> IR [ELR: 3], set up, with a max. of 1 MMC per hex. in bldgs/lumberyards West of Hexrow Q. North of the Canal, South of hexgrain 49 - 6 {SAN: 4} :

6					7

**Telephone Observer** sets up (HIP in concealment terrain) South of the Canal.



Els of Coy 2, Bat 1 45<sup>th</sup> IR [ELR: 3], set up, with a max. of 1 MMC per hex. in bldgs/Lumberyards East of Hexrow Q North of the Canal, South of hexgrain 49 - 4 :

7					6

**OBA Observer** sets up at level 2 on south edge :



Elements of 28<sup>th</sup> IR, 8<sup>th</sup> ID (Group I) [ELR: 4], enter on/after turn 1 on/between 49A5 and 49A1 {SAN: 3} :

3	9		2	2	2		

Elements of 38<sup>th</sup> IR, 8<sup>th</sup> ID (Group II) [ELR: 4], enter on/after turn 1 on/between 49Q1 and 49GG1 :

3	9	2	1	3		

**Platoon of 28<sup>th</sup> IR, 8<sup>th</sup> ID [ELR: 4]**, enter on turn 4 along either Group I or Group II entry Area.



Scenario concept: J Devaux & X. Vitry

### SCENARIO SPECIAL RULES :

- EC are Moderate with no wind at start. Kindling is NA.
- There is a tunnel between 49L9 and 49O9, between 49O9 and 49R9, between 49R9 and 49U10 and between 49U10 and 49X9. These tunnels may be used only by the French player [B 8.6]. Place overlay X13 in 49D3/D4.
- The Telephone gives access to a 81 mm Battalion Mortar module (HE & Smoke) with two Preregistered Hexes. The Security zone is drawn to the south edge of the playing area.  
The Binoculars give access to a 155 mm module (HE only) with

Plentiful Ammunition, directed by an Offboard Observer placed at level 2 along the South edge of board 23.

For both modules each time a Red Card is drawn, it is shuffled back in its Draw Pile. However having drawn two Red Cards does not cause module cancellation.

4 The 4-6-8 Squads are Assault Engineers.

### AFTERMATH :

Despite numerous losses due to the strong French artillery support, the French are overrun and, on 26<sup>th</sup> May, must concede the ground.





**VICTORY CONDITIONS :** The Soviet player wins if he has amassed  $\geq 30$  VPS at scénario end. VPs are calculated according to SSR 2.

Gorki (North West of Mogilev) 14<sup>th</sup> July 1941 : During the early phases of the Smolensk operation, the Airborne Corps was called on to attempt a small scale airborne operation : Air reconnaissance had detected a force of about 300 German Tanks and vehicles out of fuel in the town. Kazankin assigned the mission to Senior Lieutenant N. Romanenko's 10<sup>th</sup> Company of the 214<sup>th</sup> Brigade's remaining 4th battaillon to fly from Klimovici and, after bombing by the aircraft, to burn or otherwise destroy the German equipment .

The attack was to take place at 0100 on 14<sup>th</sup> July, with landings on 3 sides of the town.



Playing Time :  
2 Hours



♣ Germans set up first	1 <sup>★</sup>	2	3	4	5	6	END
♣ Germans move first							

**BALANCE :**

★ Reduce the number of VPs to 25

♣ Increase the number of VPs to 35

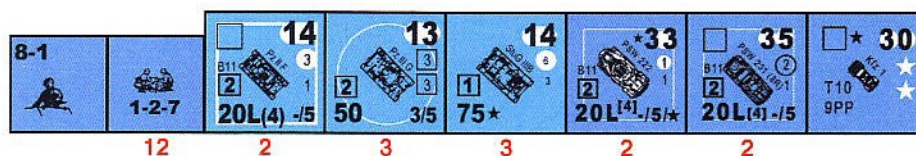


Eléments of the 7th Panzer Division Staff [ELR: 3]  
set up in or adjacent to building 12P3 {SAN: 2} :

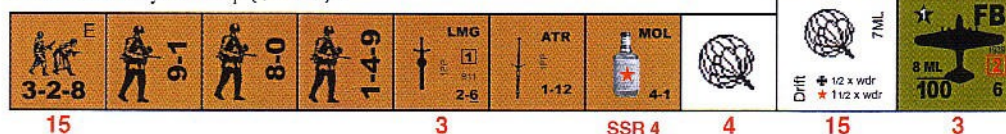


2

Eléments of the 7th Panzer Division set up according to SSR 3.



10th Company of the 4th battaillon of the 214th Airborne Brigade [ELR: 5]  
enter on turn 1 by Paratroop {SAN: 3} :



Scenario design : Jean "5+2" Devaux

### SPECIAL RULES :

- 1-EC are dry, with no wind at start. Kindling is NA.
- 2-The Russian player receives VPs for Vehicle / Crews / Armor Leader Wrecked / Burning / KIAed at game end. There is a bonus of 1 point per Stug Wrecked / Burning and of 3 points if the 6+1 is Killed or Captured. If an Immobile Vehicle is recalled, its Crew must abandon the Vehicle. It is then broken with all the pertinent consequences.
- 3-The German Crews set up in buildings and may not move/advance during their turn 1. The Vehicles set up in paved Road hexes VCA and TCA towards the East or North.  
In order to start (or make a motion attempt), a German Vehicle must make a dr  $\leq 2$ . If the dr is failed, the Vehicle becomes permanently immobile. This dr is also done whenever a Vehicle starts its turn in motion.
- 4-At the end of the German Player movement phase, the Russian Bombers drop their bombs. There is a -2 to their Sighting TC. The Bombers are then recalled. The Russian Player select its 3 drop points at the end of the German turn 1. The Russian Half Squads may recombine without the presence of a leader. They have

MOL capability [A 22.6]. In addition to its normal effects, this capability grants the Russian Units a DRM of -2 in CC versus vehicles as if these Units were ATMM [C 13.7] equipped..

### AFTERMATH:

After a long delay in bomb loading, the flight eventually took off after noon on 14<sup>th</sup> July. Above the target area, the force took casualties from heavy anti aircraft fire but, nevertheless conducted its parachute drop. Two of the 3 groups successfully engaged and burned some tanks. A second group landed 30 miles from the target and was forced by heavy machine gun fire to withdraw into the forest. By evening, the force reassembled at a prearranged location in the nearby forrest. This raid is the earliest recorded airborne action of the Great Patriotic War.





**Menil 3 Fétus farm, June 4<sup>th</sup> 1940:** This farm was a checkpoint in Colonel Perré last attempt to recapture Abbeville.

Under uncoordinated attack by the Allied troops during all morning the farm was still in German hands. One of the last attacks was performed by the 4<sup>th</sup> Seaforth under Captain Perette. As soon as the Seaforth arrived in view of the farm they were ambushed. Captain Perette is severely wounded and the Seaforth are pinned down when, suddenly, the Chasseurs arrive...



Playing Time :3 Hours

### VICTORY CONDITIONS

The Allied player wins at game end if there is no german good order MMC within three hexes of M9.

### BALANCE:

- ⦿ Allied: Replace the German HMG by a MMG..
- ⊕ Axis: Replace the 8-0 Leader by a 9-1.

Only Hexrows A-P are playable

⦿ British set up first

⊕ Germans move first

1

2

3

4

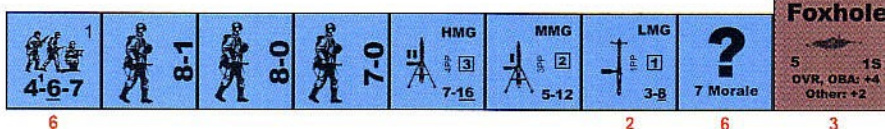
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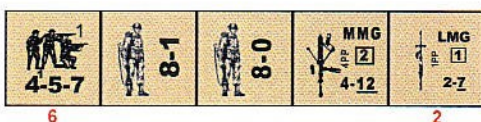
7

END

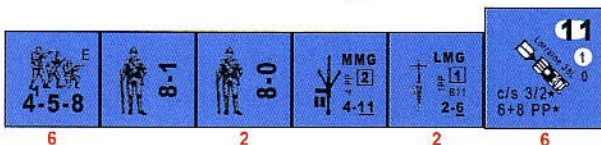
Elements of 199<sup>th</sup> Division, 5<sup>th</sup> Coy [ELR: 2], set up on/SouthWest of road I10-M6-P4 {SAN:4} :



Elements of the 4<sup>th</sup> Seaforth [ELR:2], set up within 2 Hexes of I6 {SAN: 2} :



Elements of the 1/17<sup>th</sup> Chasseurs Portés [ELR:4], enter mounted on turn 1 from the east edge:



Enter on turn 4 from the east edge:



Scenario concept: Christian Van den Bosch

### SCENARIO SPECIAL RULES :

- 1 EC are Moderate with no wind at start. Kindling is NA.
- 2 Since the Hotchkiss 39 have been commandeered by the Chasseur, it suffers Captured use penalties.  
The Lorraine are Recalled when all their passenger have dismounted. The French unit must enter mounted and may freely deploy for that purpose [H29]. Once unloaded they may immediately freely recombine.
- 3 At the beginning of each of their rally Phase, the German must roll a dr. On a dr < to the turn number, they suffer ammunition shortage for the remaining of the scenario.

### AFTERMATH :

With a concerted attack supported by a commandeered AFV with a "Chasseur" Crew, the allied eventually took the farm and 41 prisoners. A little later they got their retreat order and had to let the farm in German hands.

The last campaign to recapture Abbeville was over.





### VICTORY CONDITIONS

The Russians win at game end if they can bring  $\geq 20$  FP to bear on the bridge (See SSR 4).

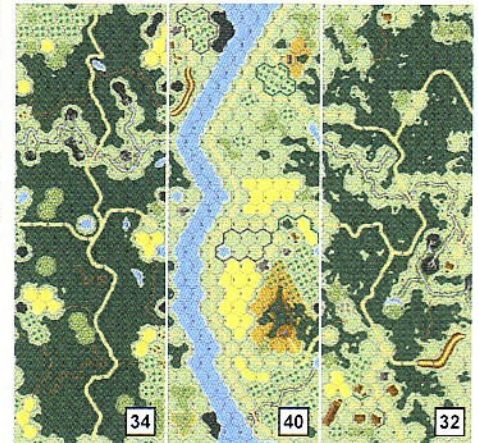
### BALANCE:

- ★ Russian: Reduce Game length by one turn
- ☞ Finns: Increase Game length by one turn.

Near ALAKURTTI Finland, August 24th 1941: Part of the "Barbarossa" plan, the overly-ambitious operation "Siberfuchs" (Silver Fox) aimed at no less than taking Mourmansk and some localities south of it on the strategic railroad leading from the arctic strategic port to the heart of the USSR. It was just one hundred kilometers on the map, but it led through damp and wooded areas, across many streams and very few trails. In fact, the region was taken from the Finns after the Winter war. The central attack group, with two German divisions - including one Waffen-SS - and the 6th Finnish division, soon encounters strong resistance. Trying to outflank the defenders, Axis troops finally met with success and arrived, in August, near Alakurtti, one of the largest towns before the railroad:
















Playing Time :  
3.30 Hours



★ Russians set up first	☞ 1	2	3	4	5	6	7	END
☞ Finns move first								

Elements of 88° Rifle Division [ELR: 2], set up on board 40, East of the River and on/between Hexrows X and J (see SSR 2) {SAN: 3} :










 4-5-8 2	 4-4-7 12	 2-3-7 2	 2-2-8 2	 9-0 2	 8-1 2	 8-0 2	 MMG 2 4-10 3	 LMG 1 2-6 2	 MTR 3 50 [3+20] 6	 Trench OVR, OBA: +4 Other: +2 10
 MTR 3 82 [3-78]	 INF 2 76									

Elements of Jalkaväkirymentti 54 [ELR: 4], set up West of and not adjacent to the River (See SSR 3){SAN: 4} :



 6-4-8 5	 8-0 5	 MMG 2 4-10 2	 LMG 1 2-6 2
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Elements of Jalkaväkirymentti 54 [ELR: 4] and Panzer Abteilung 211, enter on turn 1, by the Southern edge, East of the River.

 6-4-8 12	 10-1 12	 9-1 12	 LMG 1 2-6 2	 dmMTR 50mm 2	 12 4 37 -12+1	 13 6 47 -12+1
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Scenario concept: Philippe Naud

### SCENARIO SPECIAL RULES :

- 1 EC are wet without wind at scenario start. All buildings are wooden. All Streams are dry. There is a wood one lane bridge in 40Q2-Q3.
- 2 The Russian player may set up a Squad (and any SMC/Support Weapons stacked with it) HIP. Russian have MOI. Capability against AFVs. Non Elite units suffer a +1 dm to their MOL check dr. In addition to the OB given "?" Russian Units in Concealment terrain may Set Up concealed.
- 3 Finnish Units use Russian SW without Captured Use Penalties.
- 4 FPs are calculated according to range but ROF, Leader and MOL effect are discounted. Mortars use Area Fire. [the 51mm Mortar is worth 3 Pts and the

75mm INF Gun is worth 14 Points].

5 Interrogation (E 2) apply (Not Civilian-Interrogation 2.4).

### AFTERMATH :

The 6th Finnish division is supported by a panzer battalion equipped with French tanks, that were not suitable for the combat conditions and terrain of Finland. But sometimes the outmoded Hotchkiss and Somua made wonder. When the Russian defence of the Eniänjoki river checked the advance to Alakurtti, Finnish sappers built a bridge five kilometers down the river and fifteen panzer crossed with some infantry. No less than twelve tanks then bogged but the last three ones gave decisive support to the Finns. Deprived of antitank weapons, the Soviet defenders gave way to the combined assault. They retreated to Alakurtti which fell at the end of the month. But the autumn mud and the following winter helped the Russians to stop Axis advance, freezing the frontlines until 1944.





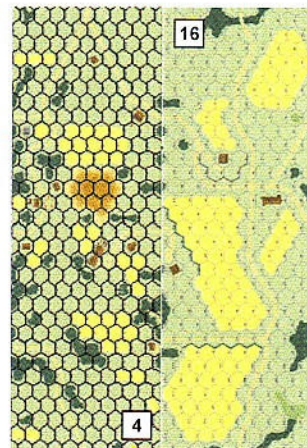
### VICTORY CONDITIONS

The Italian win at game end if they have at least 16 CVP Good Order, in Non Open Ground Locations within 5 hexes of 4 N10/16T10 and have gained more CVPs than they have lost.

### BALANCE:

- ★ Russians: in the OB, replace 2 T37 by 2 T40.
- ☛ Italians: In the OB, replace the 9-1 by a 9-2

**Pokrovskoje, Russia, Aug 11th 1941:** Mussolini, was very disappointed when he realised that he been informed of the launch of "Barbarossa". Although dubious about the consequences of such a campaign, he wanted to participate in it. So he pressed Hitler to accept an Italian expeditionary force. The Nazi dictator consented to the idea even though his headquarters doubted to utility of the Italian troops.. An army corps with three divisions, the Corpo Spedizione Italiano, was dispatched to Russia under the orders of General Messe at the beginning of August. The Italians, with the Pasubio Division in the vanguard, participated in the pursuit of the retreating Russians between the Dniestr and the Bug on the southern front. The first serious contact between the CSIR and the Red Army took place on August 11, near the town of Pokrovskoje. The motorised Bersaglieri fell upon the Russian rear guard but barely escaped disaster. Return fire from Russian machineguns and artillery forced them to abandon their motorcycles and withdraw to await reinforcement.



Playing Time :3 Hours



★ Russians set up first	1	2	3	4	5	6	END
☛ Italians move first							

**Reinforced elements of the 469° Rifle Rgt [ELR: 2], set up on/between hex-rows 4V/16L and 4Q/16D {SAN: 4} :**

Set Up within 3 hexes of 4N10-16T10

Enter on turn 2 by 4Q1



4-4-7 9	8-0 2	7-0 2	4-10 2	2-5 2	11 8	7 Morale 5	2-2-8 2	15PP 2	76L 2	-4 2
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**1° Cia de Bersagliere Motocyclisti [ELR: 3], set up on/adjacent to road 4EE6-4AA8{SAN: 2} :**

1° Cia de Bersagliere Motocyclisti enter on turn 1 on/between 4BB0 and 4GG6;



3-4-7 3	7-0 2	2-5 2
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3-4-7 8	9-1 2	8-1 2	3-4-7 2	2-5 2	2-5 2
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**Plotone Esploratori , III° Bat, 80° Reg Roma , enter on turn 1 by the North edge, East of 16A6 (Included).**

**Fanti, 10° Coy, 80° Reg Roma , enter on turn 3 between 16I1 and 16Q1 (Included).**

4-4-7 4	8-1 2
------------	----------

3-4-6 6	7-0 2	2-5 2
------------	----------	----------

Scenario concept: Ph. Naud

### SCENARIO SPECIAL RULES :

- 1 EC are dry with no Wind at start. Kindling is NA
- 2 All Buildings are Wooden Buildings and have ground floor only.  
Place Overlay H3 in 4T4-4U5. This Overlay figures a level 1 Hill, of which the Crestline follows the outer Hexsides of the Overlay. A Hillock summit, placed in oT5 figures a second level.
- 3 The Telephone represents access to the 76L ART Gun which may indirect fire as a spotted mortar [C 9.31]. The basic To Hit is 7 and the Gun follows all spotted fire rules [ROF lowered by 1, +2 To Hit DRM...]. The Security Area of the Phone goes in a straight line from the Phone to the 76L Gun. The Gun may fire directly in its LOS, if so inclined.
- 4 Interrogation (Prisoners only) [E 2.1-3] applies.

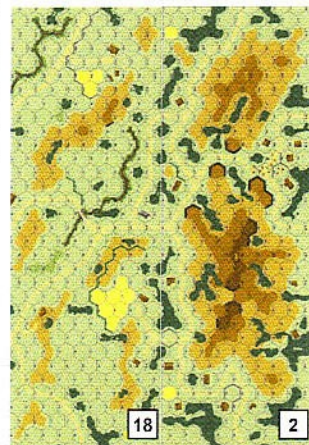
**AFTERMATH :** Colonel Chiaramonti, commander of the Roma regiment, Pasubio Division, quickly sent reinforcements to support the Bersaglieri. The infantry started enveloping the Russian right flank, while the main part of the regiment, delayed in crossing a narrow bridge, tried to push forward. Suddenly Russian tanks appeared in front of the Bersaglieri, who had no antitank weapons. Meanwhile, the bridge collapsed, leaving the bulk of the regiment on the wrong side of the river. Luckily, the Russians decided to withdraw their tanks and guns, leaving forty prisoners and two machineguns in the Italian hands. This first encounter ended without heavy losses, but if the Russians had chosen to firmly hold their ground, the result would have been quite different. Subsequent operations would indeed prove to be much more difficult for the CSIR.





**Wyzoka, Poland, 2<sup>nd</sup> Sept 1939:** Just before the war, the 10<sup>th</sup> Cavalry Brigade, completely motorized, under the lead of colonel Maczek, is tasked to secure the flanks of the Crakow Army in the South of Crakhov ant the Karpats. On the field since mid August, it will have to stop the German Second Panzer Division and First Mountain Infanterie Division. It is assisted in this task by a Boarder and National Guard Battalion. To oppose a strong armored unit, it organize its defences on the Wysoka mountain. Just after noon, the German launch their attack...

**Playing Time :**  
8 Hours



### VICTORY CONDITIONS

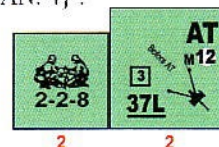
The Germans win at game end if they control 205 and 2BB5.

### BALANCE:

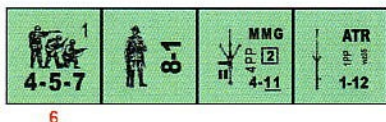
- ☒ German: Lower the German ELR to 3
- ☒ Axis: Add a 9-1 Armor Leader to the AFVs entering on turn 1.

☒ Poles set up first	1	2	3	4	5	6	7	END
☒ Germans move first								

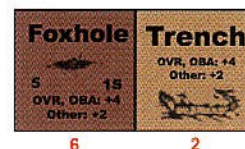
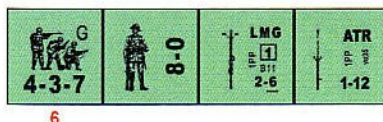
**Els of the 24<sup>th</sup> Uhlans Regt, 10<sup>th</sup> Cavalry Brigade [ELR: 3], set up on Hill 621 of board 2 {SAN: 4} :**



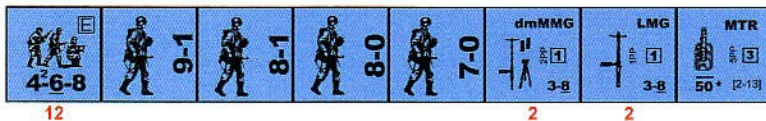
**Els of the Border Guards [ELR: 2], set up on Hill 538 of board 2 :**



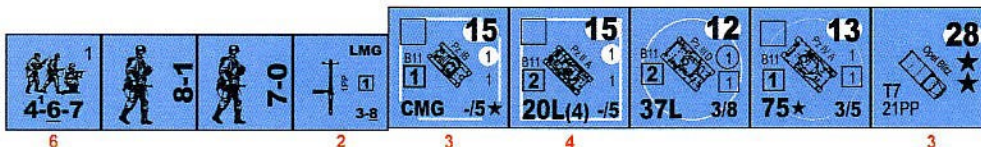
**Els of the National Guard Battalion [ELR: 2], set up anywhere on board 2 :**



**Elements of the 1<sup>st</sup> Gebirgsjäger Division [ELR: 4], enter on turn 1 by the 18A5/A6 Road {SAN: 2} :**



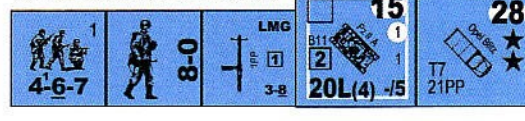
**Elements of the 2nd Panzer Division [ELR: 4], enter on turn 1 on/between 18I1 and 18Y1:**



**Elements of the 1<sup>st</sup> Gebirgsjäger Division , enter on turn 4 by the 18A5/A6 Road:**



**Elements of the 2nd Panzer Division, enter on turn 4 on/between 18I1 and 18Y1:**



Scenario concept: Vincent Rocheteau

### SCENARIO SPECIAL RULES :

- 1 EC are dry without Wind at start
- 2 Grain does not exist..
- 3 The Telephone give access to a 75mm OBA module (11E and Smoke). The Security Area is drawn to the Eastern Edge.
- 4 A polish Squad (or equivalent and all SMC/SW stacked with it) may set up HIP

### AFTERMATH :

The Panzer and Infantry assault is repulsed by the three Polish Corps, in particular by the Carried Artillery and the 37 mm Guns. All day long more and more Germans crush on the Polish defense. Only on the Evening of 2nd September do German Gebirgsjäger set foot on the summit while the Polish artillery still controls it and interdict the Panzer advance.





**LE MESNIL ADELEE, FRANCE, 7 August 1944 :** The German counteroffensive against the narrow Avranches corridor (Operation Lüttich), to recapture the city and cut General Patton's Third Army from other allied forces in Normandy, started early on 7 August. The first obstacle on the German way was the small town of Mortain and the eastern high ground named hill 314. The Panzer Division 2 was the leading element of the attack and had to shatter the American lines a few miles north of Mortain. This division attacked westwards in two columns. While the southern column (reinforced by Panthers from SS-Panzer Division 1 "Leibstandarte") was stopped by elements of 823rd TD Battalion at St-Barthélémy, the northern one featuring Kampfgruppe Schake (consisting of elements of I Abteilung, Panzergrenadier Regiment 304 and elements of Panzerjäger Abteilung 38, with elements of I Abteilung, Panzer Regiment 24 from Panzer Division 116) forced 39th Infantry Cannon Company to abandon its 105mm howitzers in Le Mesnil Tove, bypassed Cherence le Roussel and halted in Le Mesnil Adèle, a small village four miles deep in American territory, where it set up in defense. As KG Schake waited for his brothers-in-arms still locked in St-Barthélémy, the Americans were mounting a counterattack to repulse the enemy from Le Mesnil Adèle with elements of 1/33rd Armored Regiment.

### VICTORY CONDITIONS

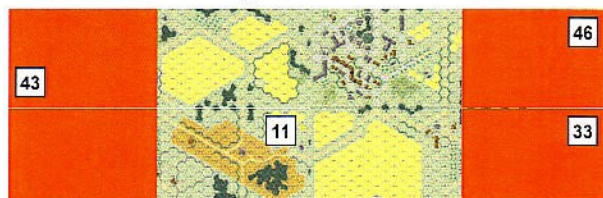
The Americans win if, at game end, they control  $\geq 25$  building hexes in the German setup area. The Germans win immediately, if the 12 US AFV [Exc : Halftracks] are Destroyed/Recalled.

### BALANCE:

- ☆ Allied: In VC, delete the German immediate victory condition.
- ✚ Axis: Replace the Pz IVII with a Pz VG in the German OB.



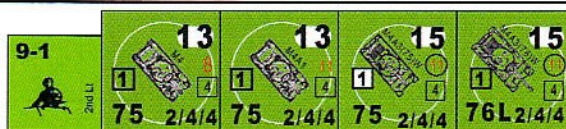
Playing Time : 6 Hours



Only hexrows 11A-P, 33R-GG, 43R-GG and 46R-GG are playable.

✚ German Sets Up First	☆	1	2	3 <sup>②</sup>	4 <sup>④</sup>	5 <sup>⑥</sup>	6	7	END
☆ American Moves First									

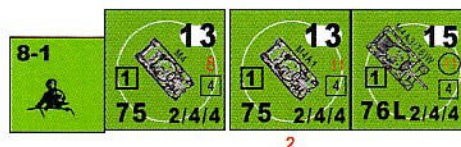
**Elements of F Company, 33rd Armored Regiment, 3rd Armored Division, set up on board 11 on/south-of hexgrain 11P8-11K6-11I7-11A3 :**



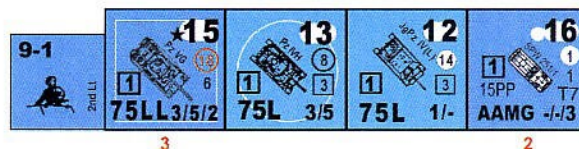
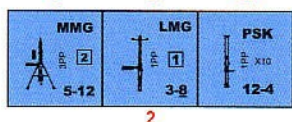
**Elements of I/36th Armored Infantry Regiment, 3rd Armored Division [ELR: 4], set up on board 11 on/south-of hexgrain 11P8-11K6-11I7-11A3 and/or on board 33 in hexes numbered  $\leq 3$  {SAN: 3}**



**Elements of F/33rd Armor, 3rd Armored Division, enter along north edge (having already expended half MP) on a dr  $\leq$  circled number in the Game Turn box:**



**Elements of Kampfgruppe Schake [ELR: 4], set up on board 46 (half-hexes included) and/or on board 43 on/east-of hexrow U {SAN: 2}:**



Scenario concept: Laurent Clossier

### SCENARIO SPECIAL RULES :

1. EC are Moderate with no wind at start. Place overlay X18 in 43X9-W10. All buildings have Ground Level Locations only [EXC: Steeple Location in 46AA7 still exists]. Kindling is NA.
2. Any Recalled German AFV must exit map along east edge of board 46. Any Recalled American AFV must exit map along south edge [EXC: AFV reinforcement entering map along north edge of board 46 must exit map along north edge].
3. German units may set up concealed if in Concealment Terrain.
4. AFVs may not set up in building hexes.
5. Vehicular crews may not voluntarily abandon their vehicle.

**AFTERMATH :** After a short preparatory bombardment and some smoke fire to provide cover, F Company conducted a frontal assault with two tank platoons while a third platoon enveloped the village from the north. The tanks duel was raging south of the village but the Germans were unaware of the threat coming in their back. After losing two Panthers and assailed from two directions, the defenses of KG Schake began to withdraw eastwards along the road leading back to Le Mesnil Tove. Finally, the remainders of F Company, supported by elements of I/36th Armored Infantry Regiment, entered Le Mesnil Adèle in flames and cleared it not until the end of the day.