

MLR 1

HANA-SAKU

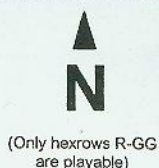


MT. BUTLER, HONG KONG ISLAND, 19 DECEMBER 1941: On 8 December 1941 the Japanese 38th Infantry Division under command of Lt.-General Sano Tadayoshi received the code words "Hana-Saku, Hana-Saku" (literally "flowers bloom, flowers bloom") from the 23rd Army headquarters. This order signalled the start of the Japanese attack on the British crown colony of Hong Kong. Major General C. M. Maltby (GOC Hong Kong) planned to delay the enemy assault on the mainland territories and then fight a prolonged defence on Hong Kong Island. Allied plans depended greatly on the "Gin Drinkers Line" to extract a large number of casualties on the Japanese infantry. The Gin Drinkers Line consisted mainly of entrenchments linked at intervals to concrete pillboxes and at the time of the attack was woefully undermanned. On 9 December elements of the Japanese 228th, 229th and 230th Infantry Regiments sliced through the Gin Drinkers Line with relative ease and then quickly overran the whole of the Kowloon Peninsula. By the morning of 13 December the evacuation of Allied troops from the mainland was complete and the Japanese had won a quick victory with unexpectedly light casualties. While they paused to reorganize their forces, General Sakai (GOC Japanese 23rd Army) sent a request for surrender to General Maltby on the morning of the 13th which was refused by the defenders. Later that day Japanese artillery began its pre-assault bombardment on Hong Kong's defences. During the night of 18/19 December the Japanese streamed across from the mainland to Hong Kong Island. In the darkness and rain the men of Colonel Shoji's 230th Infantry Regiment quickly overwhelmed the 5/7th Rajput Regt. who were in no condition to resist after the five day bombardment. Early on the 19th Brigadier Lawson (CO of Canadian units on Hong Kong) received reports of Japanese infantry moving inland towards the vital Wong Nei Chong Gap (where his Bde HQ was located) and at 2:30AM he ordered "A" Coy, and one platoon of "D" Coy Winnipeg Grenadiers to clear Jardine Lookout and hold Mt. Butler. In the darkness and confusion of battle the Canadian Coy became separated and in the misty dawn Company Sergeant Major John R. Osborn found himself with half of the company at the foot of Mt. Butler and a group of Japanese on the summit. Leading a bayonet charge, CSM Osborn captured his objective accounting for six of the enemy himself. For the next three hours this small group held off superior numbers of Japanese attackers until late morning when "A" Coy's position became untenable. Osborn was an inspiration to his men all during the desperate fighting and as he led the remnants of his command back toward the Wong Nei Chong Gap. During the withdrawal his steadiness under constant enemy fire and nerves of steel kept his small band together. Finally they were surrounded and the Grenadiers prepared for their last stand. Under heavy fire CSM Osborn threw back Japanese grenades until one landed out of his reach. Shouting a warning to his men he threw himself onto the grenade and was killed instantly when it exploded but in doing so he saved the lives of a number of his men. Shortly afterward the Japanese overran the remaining Canadian infantrymen. For his devotion to duty that day and his selfless act of courage CSM John R. Osborn was posthumously awarded the Victoria Cross. The only VC awarded during the Battle of Hong Kong.

BOARD CONFIGURATION:

BALANCE

- Increase the VP margin to ≥ 7 VP
- SW are not dismantled at scenario start



VICTORY CONDITIONS:

The Japanese win if at Game End they have amassed ≥ 5 Victory Points more than the Canadian. The Japanese receive 1 VP for each CVP amassed and 1 VP for each Exit VP exited off between R6 and R10. The Canadian receives 1 VP for each Game Turn in which they control Y6, 1 VP for each CVP amassed and 1 VP for each Exit VP exited off between R6 and R10 on/after Turn 5.

TURN RECORD CHART

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

SPECIAL RULES

1. EC are Wet, Overcast and Mist with no Wind at start. E3.54 is in effect.
2. All Woods and Grain are Brush. The Road that runs from Z1-GG5/6 does not exist. The Building in 15R8 is a 1½ Level Building.
3. No Quarter (A20.3) is in effect for both sides. The Canadian Player may initiate Hand-to-Hand CC (J2.31).

4. The Canadian 9-1 SMC is Fanatic. Any MMC/SMC in the same Location as the 9-1 SMC have their Good Order and Broken side Morale Level increased by 1 provided the 9-1 SMC is Good Order. Any MMC/SMC the 9-1 SMC attempts to Rally do so without the effects of any Desperation Morale (A10.62).

Elements of A-Company, Winnipeg Grenadiers Set up on any hill hex \geq Level 2 within 4 hexes of 15AA6

2 4-4-7	1 2-4-7	9-1	8-0	2-7 1PP	7 Morale ?	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5
6				3	5	2

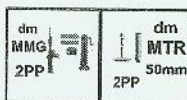
[ELR: 3]

(SAN: 3)



Elements of the 3rd Bn, 230th Japanese Infantry Regiment Enter on/after Turn 1 along North map edge. All, some or none of the Japanese force can enter on any given turn.

E 4-4-8	1 4-4-7	2-2-8	10-1	9-0	8-0	2-6 B11 1PP
3	7					3



2

[ELR: 4]

(SAN: 3)



MLR 2

TROTEVAL FARM

Near VERRIERES, NORMANDY, 24 JULY 1944: The Canadian Army's role in "Operation Goodwood" was known as "Atlantic" and like the big attack, "Atlantic" ended with less than spectacular results. The Canadian 6th Brigade of the 2nd Infantry Division was tasked with capturing the village of Verrieres, which sat atop a ridge of the same name. The assault went in 19 July and after making good progress initially, the Germans counter-attacked in force and badly cut up the leading Canadian battalions, the "Queen's Own Cameron Highlanders" and the "Fusiliers Mont-Royal". Pushed back to their original start line, the FMRs were ordered to recapture "Troteval Farm" in preparation for the "Royal Hamilton Light Infantry's attack on the village of Verrieres. The FMR, battered from its previous actions, amalgamated the remnants of the rifle companies into one full strength company and attacked the farm at 2000hrs on the evening of the 24th. Led by Major Jacques Dextraze, the French-Canadians made a spirited assault supported by the tankers of the Sherbrooke Fusiliers and they quickly encircled the German defenders with a pincer attack. Making the final assault with grenade and bayonet, the Fusiliers captured their objective within an hour, thus securing the start line for the "Riley's" effort on "Verrieres Ridge" the next morning.

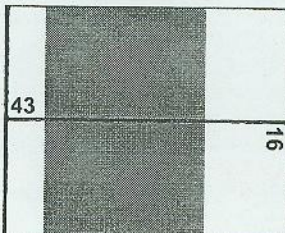
BOARD CONFIGURATION:

BALANCE

⊙ Add 9-1 AL to Reinforcements

⊕ Exchange 4-4-7 MMCs for 4-6-7 MMCs

▲
N



(Only hexrows K to CC on Board 16 and E to W on Board 43 are payable)



VICTORY CONDITIONS:

The Canadians win if at Game End there are no unbroken German MMC within the walled area of the farm 43N8.

TURN RECORD CHART

⊕ GERMAN Sets Up First

⊙ CANADIAN Moves First

⊙ 1	2	3	4	5	END
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SPECIAL RULES

1. Weather is clear, EC are wet with no wind at start. Kindling is NA.
2. The Germans may set up one squad-equivalent (and any SW/SMC that set up with it) using HIP.
3. Boresighting is NA. The German player may Fortify 1 Building Location.

4. Building 43N9 has RB Cellar Locations (O6.) [EXC: They are not fortified]
5. Ground is Soft and each vehicle must expend 1 MP extra per hexside crossed unless crossing/traversing a road hexside or entering a building/woods/rubble obstacle.
6. All SMCs have an ELR of 4.

Elements of Infanterie Division 272 sets up ≤ 5 hexes from 43N8

1 4-6-7	2 4-4-7	E 2-4-8	9-1	8-0	1 3-8 1PP	2 5-12 3PP
2	4	3			2	

3 7-16 4PP	3 50* [2-13] 5PP	12-4 1PP X10	7 Morale ?
			5

Composite Company, Les Fusiliers Mont-Royal enters on Turn 1 along the north edge

E 4-5-8	1 4-5-7	E 2-4-8	1 2-4-7	10-2	8-1	8-0
4	6	3				

1 2-7 1PP	8-3 1PP B10	2 51 [2-11] 4PP
4	2	2

Elements of 27th Armoured (Sherbrooke Fusiliers) Regiment enters on/after Turn 1 along the north edge

14 8 4 2/4
3

[ELR: 3]

(SAN: 4)



[ELR: 3]

(SAN: 3)



MLR 3

MOOSHOF MELEE



MOOSHOF, GERMANY, 26 FEBRUARY, 1945: Operation "Blockbuster" went in 25 February with the capture of the Calcar-Udem ridge as it's goal. This attack rapidly became a desperate struggle for the towns, villages and individual farms that dotted the battlefield. The first rate troops of the 17th and 18th Fallschirmjäger Regiments fought fanatically for every yard of ground now that they were defending their homeland. The 8th Brigade of the 3rd Canadian Infantry Division was having a particularly rough time. In the face of withering fire, Canadian assaults were slowed and halted. At the hamlet of Mooshof, "D" Company of the Queen's Own Rifles of Canada was stuck in front of their objective after two of their assaults were repelled by the Fallschirmjäger. It was here that 23-year-old Sergeant Aubrey Cosens was about to become a legend to the men of the Queen's Own. After putting down a sharp German counter-attack, Sergeant Aubrey Cosens's platoon commander lay dead in the mud and Cosens's new command numbered only four men. Climbing atop a newly arrived tank Cosens ordered the tank to charge into the midst of yet another German counter-attack, which scattered the startled paratroopers. Through a rain of machine gun and mortar fire, Cosens had the tank smash into one of the fortified farm buildings where he jumped off and killed many of the defenders and captured the rest. With his tiny platoon gathering the prisoners and providing covering fire, Cosens charged into the second building and found it empty. Covered by the tank fire Cosens charged into the third building, again killing or capturing it's defenders as his awed platoon followed up. "D" Company was reduced to 36 men, from the 115 that crossed the start line at 0430, but German resistance in Mooshof was broken. Sergeant Cosens gave orders to consolidate the position but as he made his way to report to his company commander, Cosens was killed by a sniper. For his outstanding gallantry, initiative and determined leadership that morning, Sergeant Aubrey Cosens was posthumously awarded the Victoria Cross.

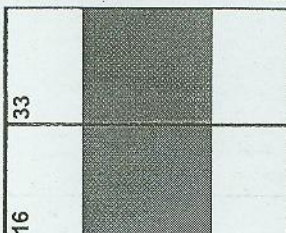
BOARD CONFIGURATION

BALANCE

German units in a Fortified Location are Fanatic

Replace 9-1 AL with a 9-2 AL

N



(Only hexrows J to X are Playable)



VICTORY CONDITIONS

The Canadians win if at the end of any Game Turn they control buildings 33P8, 33R6, 33R8 and 33S8. The Germans win if at Game end they control buildings 33P8, 33R6, 33R8 and 33S8. If there is no winner at Game end, an extra Game Turn is played. The side that has amassed ≥ 3 VP more (Excluding AFVs/their crews) than his opponent at the end of this extra Game Turn wins. VPs are awarded as follows: 2 VPs for each building hex on Board 33 that each side controls, and 1 VP for every CVP amassed by that side. If after this extra Game Turn, there is still no winner, additional Game Turns are played until one side wins.

TURN RECORD CHART

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

SPECIAL RULES

- Weather is Overcast, Mist and EC are Wet with no Wind at scenario start. There is a +1 LV Hindrance DRM in effect.
- Ground is Soft and all vehicles must expend 1 MP extra per hexside crossed unless crossing/traversing a road hexside or entering a building/ woods/rubble obstacle. All vehicles must make a Bog Check DR (D8.32) whenever it expends an MP to Start/Stop/change VCA in a non-Road hex [EXC: NA to vehicles Start/Stopping in a building/woods/rubble obstacle] Road Bonus is NA and vehicles must expend a minimum of 1 MP per Road hexside crossed.
- The German Player may Fortify any three building Locations (may not be exchanged for Tunnels). Before play begins, the German

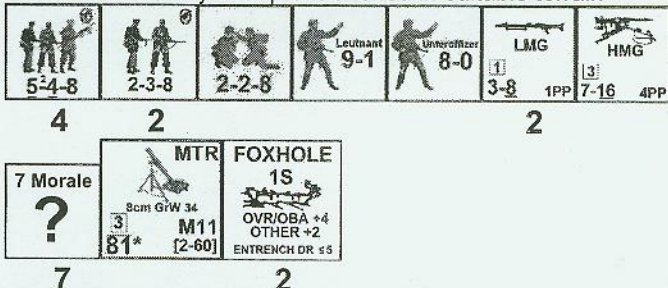
Player must make a secret DR with a -2 DRM to determine the number of PF shots he may make. The German Player may set up one Squad or its equivalent (along with any SW/SMC that set(s) up with it) HIP.

4. The Canadian Player must secretly record one 8-1 SMC who is Fanatic. The SMCs Fanatic status need not be revealed until the SMC must take a MC or PTC. The first time this 8-1 SMC must undergo a Morale Check, it is instead subject to an immediate HOB DR (using the British as well as the Elite DRM). If made Heroic, this 8-1 SMC checks for wounds as would a normal Leader.

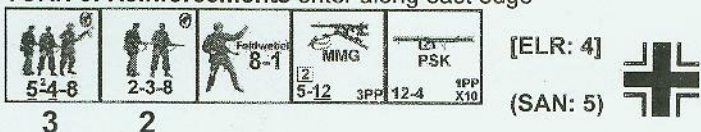
5. Hand to Hand CC (J2.31) is in effect.

6. AFVs will not fall into a Cellar per B23.41. Kindling is NA.

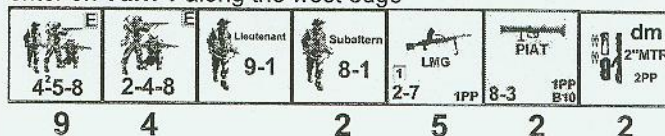
Elements of Fallschirmjäger Regiment 18 sets up on/east of hexrow M and may set up entrenched in suitable terrain



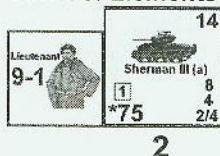
TURN 3: Reinforcements enter along east edge



Elements of D-Company, Queen's Own Rifles of Canada enter on Turn 1 along the west edge



TURN 3: Elements of First Hussars enter along west edge



[ELR: 4]

(SAN: 3)



MLR 4

SNEEK ATTACK

The Village of SNEEK, HOLLAND, 16 APRIL 1945: The war in Europe was drawing to a close. The First Canadian Army directed its efforts to cutting off the remnants of the German Army still in Holland. Across flat soggy fields and along the dikes, Canadian rifle battalions were engaged in the grinding task of capturing village after village until they would eventually reach the Zuider Zee. In many cases, the weary German defenders put up a token resistance before surrendering. The average Landsers was well aware that the end was near. On 16 April, "A" Company of the Queen's Own Rifles Of Canada queued up to make another assault on another Dutch village. With a bit of luck the defenders of Sneek would not put up much of a fight but as the Canadian infantry began to move forward the soldiers of the 12th SS Panzer Division readied their weapons. "A" Company was met with heavy small arms fire as they neared the village of Sneek. The "Wasp" carrier supporting the attack drove along the top of the dike as far as the bridge where it expended all its fuel in an ineffective attack on a German position. As the Wasp left the scene a carrier came roaring along the road atop the dike but was destroyed by fire from an anti-aircraft artillery piece. The Canadian assault was faltering when Company Sergeant Major Charlie Martin (who had fought with his regiment continuously from the D-Day landings on and had earned the Distinguished Conduct Medal and the Military Medal along the way) ran up the road to get the forward platoons moving again. As he crossed the bridge, CSM Martin was seriously wounded by German fire. Seeing the veteran NCO fall, the men of "A" Company moved forward to his aid and attacked onward into the village. After a short, sharp fight, German resistance melted away in Sneek and the remaining defenders surrendered.

BOARD CONFIGURATION:



(Only hexrows A to P are payable)

BALANCE

⦿ Increase the CVP loss cap to ≥ 21

⦿ Increase ELR to 3



VICTORY CONDITIONS:

Provided the German Player does not inflict ≥ 17 CVP, which will result in an immediate German victory, the Canadians win if at game end they control all buildings ADJACENT to hexes G8, H7 and H8

TURN RECORD CHART

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

SPECIAL RULES

1. Weather is Clear and EC are Wet. There is no Wind at scenario start. Kindling is NA. The A5/6 - H7 - P3 Road is Paved, the Stream is Deep. Building Overlay X12 has a Single Story only and has RB Cellars (O6.) [EXC: They are not fortified]

2. Ground is Soft and each vehicle must expend 1 MP extra per hexside crossed unless crossing/traversing a road hexside or entering a building/woods/rubble obstacle. All vehicles must make a Bog Check DR (D8.32) whenever it expends an MP to Start/Stop/change VCA in a non-Road hex [EXC: NA to vehicles Start/Stopping in a building/ woods/rubble obstacle]

3. Place Overlays as follows: O1 on I6, O2 on F1-G2, O3 on D1-E2, O4 on J7-K8, O5 on F2-G3, X9 on G7 and X12 on F8-G9.

4. All German Squads have Assault Fire capability (A7.36). All German 4-4-7/4-3-6 Squads, any derivative HSs have their broken side Morale Level increased by 1 and are considered to be SS Personnel. German SMCs have an ELR of 3.

5. All Canadian SMCs have an ELR of 4. Carrier A's inherent crew is a 2-4-8 HS.

Elements of 12th SS Panzer Division "Hitlerjugend" sets up on/west of I1-ol6-L7-L10

5-4-8	2-3-8	2-2-8	8-0	7-0	3-8 1PP	5-12 3PP
4	2	2			2	

7 Morale	AA	MTR
?	Flak 39	8cm G/W 34
6	20L 141 M10	M11 [2-60]

[ELR: 2]

(SAN: 4)



Elements of A-Company, Queen's Own Rifles of Canada enters on/after Turn 1 along the east edge on/between P0 to P6

4-5-8	2-4-8	9-2	8-1	8-0	2-7 1PP	8-3 1PP
7					4	2

MTR	16	16
Onlt 2-in	Carrier A	Wasp
51	4PP BMG	X11 BF24 4PP
2		

[ELR: 3]

(SAN: 3)



MLR 5

THIRD TIME LUCKY

ST. MARTIN-DE-FONTENAY, 1 AUGUST 1944: On the evening of 31 July, Major Jacques (Jimmy) Dextraze was preparing to go to Bayeux with two other officers for dinner and a little wine. Before leaving, he heard that there was to be a Brigade "O" Group to discuss yet another attack on the church in St. Martin. A night assault on 28/29 July by two companies of the Le Regiment de Maisonneuve failed, as did a second attempt, which was supported by artillery and Typhoons. The church held a commanding position on the outskirts of St. Martin and gave the Germans ample view of the Canadian rear area. While listening to the opinions of other officers at the "O" Group, Dextraze spoke up repeatedly suggesting how the attack should be done. After presenting one idea too many, Major Dextraze's "D" company of the Les Fusiliers Mont-Royal was given the job of taking the church. Dinner and wine would have to wait. Perhaps this third crack at the Germans ensconced in the church would succeed. Major Dextraze was convinced that a swift, carefully co-ordinated attack combined with a thorough briefing of his men and reconnaissance of the area was the key to success. Dextraze explained the plan to every section leader and every man knew his role in the upcoming assault. At 0530 hours on the morning of 1 August the attack commenced, preceded by a preparatory artillery attack on the church. Several rounds fell short and un-nerved a number of Dextraze's men. The Major calmly walked across the road through enemy fire and stood by the church graveyard wall. His men soon joined their commander. Bren teams took out German machine-gun positions then the Fusiliers came charging through the wall of the church graveyard. Pouring small arms fire and grenades into the church, the French-Canadians soon cleared the building of Germans. The SS troops were quick to put in a counter-attack. Securing the objective using the numerous slit trenches around the church and an adjoining orchard, the Fusiliers gunned down the first German attack as well as a second stronger one. As the morning wore on, the Germans, realizing that they had lost the church, subjected the area to intense mortar fire for the next 36 hours. Dextraze's careful planing had paid off. For his courage and leadership in the assault, Major Jacques Dextraze was awarded the Distinguished Service Order along with a new nickname from his fellow officers, "Mad" Jimmy.

BOARD CONFIGURATION:

BALANCE

⊙ Exchange German MMG for LMG

⚡ Exchange 8-0 for 8-1

▲
N



(Only hexrows R to GG are playable)



VICTORY CONDITIONS:

The Canadians win if at Game End they control Building AA7.

TURN RECORD CHART

⚡ GERMAN Sets Up First

⊙ CANADIAN Moves First

1 2 3 4 5 END

SPECIAL RULES

1. EC are Moderate with no wind at start. Mist is in effect (E3.32) and there is a +1 LV Hindrance (E3.1). Kindling is NA. A Steeple Location exists in 46AA7.

2. Place Overlay OG1 on Z6 and O3 on 46CC7-DD6.

3. After all set up but before the initial Wind Change DR, all German units must take a PTC. Secretly record any units that become Pinned in this manner.

Elements SS-Panzer Division 9 "Hohenstaufen" sets up in any non-Open Ground Locations ≤ 3 hexes of CC8

6-5-8	3-4-8	9-1	8-0	3-8 1PP	5-12 3PP	1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤ 5
4						3

[ELR: 5]

(SAN: 4)



D-Company, Les Fusiliers Mont-Royal sets up in any Non-Open Ground Locations < 2 hexes of X5

4-5-8	2-4-8	10-2	9-1	8-0	2-7 1PP	8-3 1PP
7					4	2

[ELR: 4]

(SAN: 2)



GRENADE AND BAYONET



BOARD CONFIGURATION:

✚ All Canadian MMCs have an ELR of 2



(Only hexrows L to Y
are playable)



The Canadians win if at Game End there are no unbroken German MMC in any Trench or Bunker Location.

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

1. EC are Wet and Overcast with no wind at start. Mist (E3.32) is in effect.
2. Place a Trench in each hex numbered 2 and in hexes O1, P1 U1 and V1. Place a Wire counter in each hex numbered 4. This Wire is treated as a Barbed-Wire Fence (P3.1.-3).
3. Place a 2+3+5 Bunker in hexes P1 and V1. All rules pertaining to Pillbox (B30) apply except that the NCA Defence Modification applies to all non-FT attacks made against units in the Bunker. Units in the Bunker may only attack/be attacked [EXC: OBA] by Enemy units in the Bunker's hex, Entry/Exit of the Bunkers may only be made by units in the Trench containing that Bunker.
4. The Canadian player receives a 105mm Creeping Barrage (E12.7). This Creeping Barrage always extends across the North-South width of the playing area and is 2 hexrows wide use FFE: 1 and 2 counters to

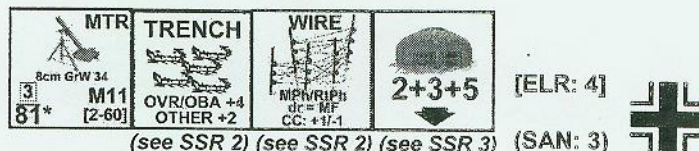
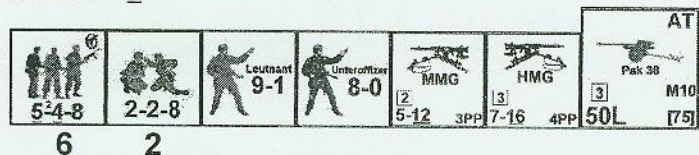
depict this. Use the FFE: 1 counter for all Correction (E12.74) purposes). This Creeping Barrage uses all rules in E12.7 except that the Creeping Barrage always Corrects towards the East edge of playing area, there is no Adjustment (E12.732), and the Creeping Barrage ends once the FFE: 2 counter leaves the mapboard due to Correction. Use a spare mapboard for this purpose. While the Creeping Barrage is in play, the SAN of both sides is increased by 1.

5. The Canadian OB given 9-1 is Fanatic and Heroic and will only be eliminated by Wounding on a Wound Severity ≥ 6 . All Canadian SMCs have an ELR of 4, Elite MMCs have an ELR of 3 and all other MMCs have an ELR of 2.

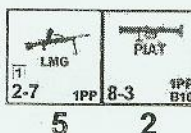
6. The German 5cm PaK 38 has a 360 Mount (C2.3) and must be set up in a Trench and may not be moved from it's set-up Location.

7. Hand-to-Hand CC (J2.31) may be declared by either side.

Elements Fallschirmjäger Regiment 24 set up in hexes numbered < 2



C-Company, Essex Scottish Regt enter along west edge on Turn 1



[ELR: see SSR 5]

(SAN: 3)

