

# **LEIBSTANDARTE**

## **PACK 1**



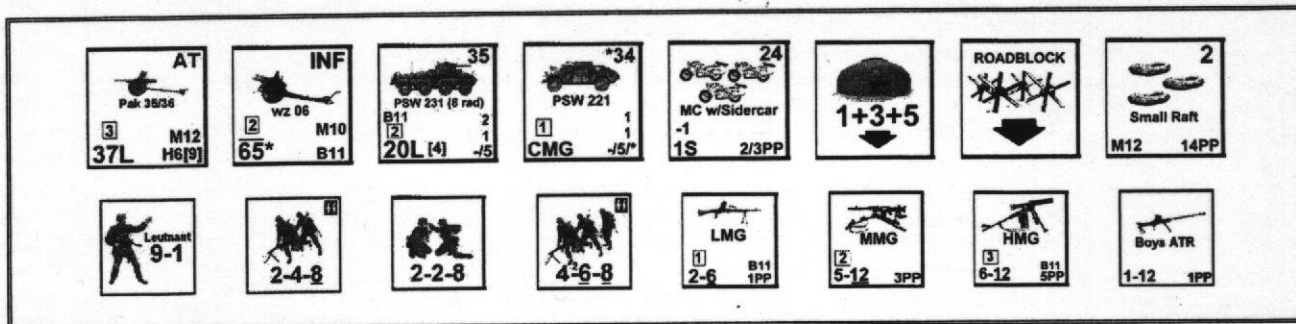
# **Blitzkrieg!**

**1 SS PANZER DIVISION  
LEIBSTANDARTE ADOLF HITLER**

**Eight Scenarios compatible with  
MMP's ASL System, adaptable to**



**CH's Combat Tactical game  
and other miniatures wargame systems**



### A WORD ABOUT THE SCENARIOS:

**Clip Art for ASL™:** The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions are the property of Lone Canuck Publishing™ and are used with their permission, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament optional (such as optional AAMG as listed in chapter H) weaponry will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch support weapons check the nomenclature ("MMG, HMG") and the firepower and range values, and you will have no problem picking the right piece for that nationality.

### For Miniatures Players:

The counters shown that have three men represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply)

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### FUTURE RELEASES

**Leibstandarte Pack #2 "Barbarossa":** This eight-scenario pack continues its focus on the 1 SS Panzer Division Leibstandarte Adolf Hitler. However it pick-ups on the Eastern Front in June 1941 during the German invasion of the Soviet Union also known as "Barbarossa".

**WinPak #2-** A ten scenarios pack focus on Northwest Europe in 1944-45. From the close of the Falaise Gap, to the Seine River, west to coast ports of France and Holland to the Battle of the Bulge.

**LSSAH #1**

## LSSAH #2

# THEY STOP HERE!



**PABIANICE POLAND, 7 SEPTEMBER 1939:** The Leibstandarte Adolf Hitler Regiment was attached to the II/Artillerie Regiment 46, 17th Infantry Division, and was ordered to reach the western banks of the Warthe river by last light of 6th September. The 17th Division had taken Lask earlier that day and launched the panzers of I/Panzer Regiment 23 east towards Pabianice. Leibstandarte Adolf Hitler was ordered to move to Pabianice and relieve the panzers and thus encircling Lodz from the south. At 0200 hours, the leading elements, with I/Leibstandarte Adolf Hitler as the spearhead of the Regiment began the march however the destroyed bridge Garbia river near Przygon forced a detour via Wronowice Orpelow, Markowka and Dobro, before returning back on to the Lask-Pabianice highway. The outstanding road conditions on this march enabled the I/Leibstandarte Adolf Hitler to reach their assembly area west of Pabianice at 1000 hours, where it ran into the I/Panzer Regiment 23 whose attack on Pabianice had just been repulsed by the strong Polish forces equipped with strong anti-tank weapons. The Poles had thrown up a broad front defence against the German drive and were attempting to cover the Polish Army as it moved north and south along the roads lying east of Pabianice. The first attempt to seize Pabianice by Leibstandarte Adolf Hitler was conducted by 15 Kradschutzenkompanie, reinforced with a Panzerspahtruppe in a high-speed motorized charge into Pabianice. The assault met tough resistance after only a few hundred metres and forced them to dismount and concentrate on holding a line just west of Pabianice. Reinforcements were quickly moved up and I/Leibstandarte Adolf Hitler with support of two panzers and two panzerspahwagans succeeded in pushing through stubborn Polish resistance and finally reached the church at the centre of the town.

## BOARD CONFIGURATION:

### BALANCE

■ Add MMG to OB

⚔ In VC change  $\geq 30$  to  $\geq 40$  CVP

### VICTORY CONDITIONS:

The Germans win at Game End if they control all Buildings  $\leq 3$  hexes of 10Y5 provided the Poles have not amassed  $\geq 30$  CVP.

### TURN RECORD CHART

■ POLISH Sets Up First	⚔	1	2	3	4	5	6	7	END
⚔ GERMAN Moves First									

### SPECIAL RULES

- EC are Moderate. Kindling Fires are NA.
- Place overlay X19 on 10BB5-AA5
- The Poles may set up one-squad equivalents (and any SW/SMC stacked with them) using HIP.

- All Polish Elite and 1st Line squads have Assault Fire (A7.36) capability. All Polish SMC have an ELR of 3.

Elements 15th Infantry Regiment set up on/east of hexrow L

1 4-5-7	2 2-2-8	9-1	8-0	7-0	4-11 4PP	6-12 5PP
10	2					

46* [2-20] 4PP	1-12 1PP	7 Morale ?	37L M12	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR $\leq 5$
2		6	2	4

[ELR: 2]

(SAN: 4)



Kradschutzen-Kompanie 15, Leibstandarte Adolf Hitler supported by Panzerspahtruppe Enter mounted on Turn 1 along West edge of board 16

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

3 50* [2-13] 5PP	24 1S 2/3PP	35 B11 [2] 1 20L [4] 1 J5
3	12	5

[ELR: 3]

(SAN: 2)



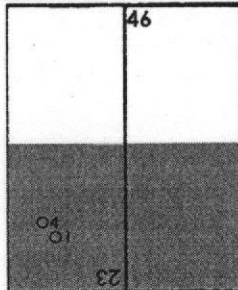
## LSSAH #3

# FRÜHJAHRSBESTELLUNG



**WEST OF BORNEBROEK, HOLLAND 9 MAY 1940:** Finally, in the early hours of 10 May 1940, the Western Front erupted as aircraft took to the air, guns blazed, and troops in field grey went on the attack. The XVIII Armee, with its nine Infanterie, one Panzer and one Kavallerie Divisions including the reinforced Infantry Regiment (mot.) Leibstandarte was to break through the IJssel position and the Peel Line on both sides of the Lower Rhine and the lower stretch of the Maas in order to proceed against "Festung Holland". Leibstandarte having received the code word *Frühjahrsbestellung* "Spring Order" was to break through the Dutch frontier west of Bentheim with a northern rapid-advance group (*Schnelle Gruppe Nord*), then to press on to Zwolle and Deventer, and to capture the IJssel crossings. Another rapid-advance group (*Schnelle Gruppe Mitte*) centrally positioned was to push forward after crossing the opening of the Dutch frontier west of Alstätte by the Infantry Regiment 366, and to capture the IJssel crossing near Zutphen. At 0700 hours, the spearhead of the *Schnelle Gruppe Nord* departed its assembly area, reaching Bornebroek, two hours later with the main body of the *Gruppe* following quickly behind. The German motorcycle-riders screamed forward bypassing pockets of surprised, mobilizing Dutch soldiers. By the time they had reached the western edge of Bornebroek, the demolition of the bridge over the new canal could no longer be prevented. A Dutch Officer, still dressed in his pyjamas managed to get to the bridge, blowing it up just ahead of the arriving Germans.

## BOARD CONFIGURATION:



(Only hexrows A-P on Board 23 and R-GG on board 46 are playable)

## BALANCE

▽ Exchange MMG for HMG

⊕ Exchange PSW 221 for PSW 231 (8R)

## VICTORY CONDITIONS:

The Germans win if at Game end they have more CVP of non-crew MMCs west of the canal than the Dutch. The Dutch win immediately if the bridge is destroyed.

## TURN RECORD CHART

▽ DUTCH Set Up First

⊕ GERMAN Moves First



1

2

3

4

5

END

## SPECIAL RULES

- EC are Moderate, with no wind at start. The bridge in 23P7 does not exist. The River is Deep.
- Place overlays as follows: O1 on 23D4, O4 on 23E3-F3.
- All Dutch units after set up must take a Secret NTC. Failure will result in them being TI (A4.8) and Lax (A11.18) for the first Player Turn. Record on side record units which are TI.

4. Bore Sighting is N/A

5. The German 2-3-8 HS is an Assault Engineer (H1.22) and is the only MMC that use the FT without the Non-Qualified Penalty (A21.13) applying.

Elements 16th Gendarmes Battalion Set up in any building on board 23 east of canal and/or board 46 in hexes with a co-ordinate > 6

4-3-7	8-0	7-0	2-6	1PP	4-11	30-1	1PP	?
7			2					8

Elements Vorausabteilung Schönberger, Leibstandarte Adolf Hitler Enter mounted on Turn 1 on 46Y1

4-2-6-8	2-3-8	9-2	8-1	3-8	1PP	24-1	X10	1PP	28
4									4

24	*34	35
MC w/Sidcar	PSW 221	PSW 231 (6 rad)
-1	1	2
HS	CMG	20L [4]
2/3PP	-15P	-15
	2	

[ELR: 2]

(SAN: 3)



[ELR: 4]

(SAN: 2)

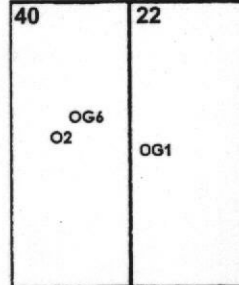
## LSSAH #4

# BY THE END OF A RIFLE!



**ZUTPHEN, HOLLAND 9 MAY 1940:** At 1130 hours the southern spearhead *Schnelle Gruppe Mitte* (Rapid-Advance Group Centre) of Infantry Regiment (Motorized) Leibstandarte reached the bridge at Zutphen and determined that the IJssel crossing at had been destroyed. From the upper floor of one of the higher buildings the Germans could recognize the first Dutch positions. These were bunkers built into the slope of the western riverbank and stretched several hundred metres across level meadowlands. Obersturmführer Frey received the order to force a crossing immediately in assault-troop fashion. The 1/Artillerie Regiment 227 was to give fire support for the crossing while the soldiers of Kompanie 9 and 1/Pionier 327 crossed in inflatable rafts. Lacking any heavy direct fire support the crossing took place under heavy machine-gun fire from the Dutch bunker positions. The artillery support, which had been requested, was useless against the concrete bunkers. Undaunted the men of Leibstandarte launched their rafts paddling frantically all the while the boats were being riddled with bullet holes and some sinking. However, they reached the opposite sloped bank with great effort suffering only minor casualties. The bulk of Kompanie 9 and the assault troops of 1/Pionier 327 followed, clearing out the rest of the bunkers by satchel charge, flame-thrower and by the end of a rifle butt. Having secured the crossing site, the remainder of the battalion was soon crossing and the blitzkrieg continued.

## BOARD CONFIGURATION:



## BALANCE

▽ Ignore SSR 3

⊕ Exchange one MMG for HMG

## VICTORY CONDITIONS:

The Germans win immediately if they control all the Pillboxes, or at Games end if they control  $\geq 3$  pillboxes and have more CVP of Unbroken units west of the river than the Dutch.

## TURN RECORD CHART

▽ DUTCH Set Up First

⊕ GERMAN Moves First

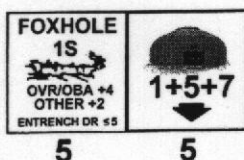
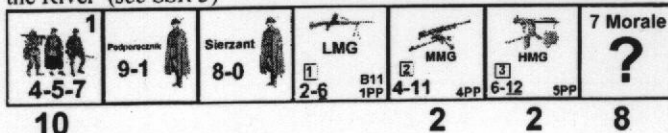
1	2	3	4	5	6	END
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## SPECIAL RULES

- EC are Moderate, with no wind at start. The River is deep with a moderate current to the north. All Hills/Sunken roads do not exist treat as Ground level. The 22W10-40W1 hexside is a stream hexside. All streams are Deep.
- Place overlays as follows: OG1 on 40S1, O2 on 40O6-P6, OG4 on 40O4-P4.
- All Dutch 4-5-7/2-3-7 MMC, after set up must take a NTC. Failure will result in them being replaced with a 4-3-7/2-2-7 MMC.
- The Dutch may set up one squad-equivalent (and any SW/SMC stacked with them) using HIP

- The German 5-4-8 are Assault Engineers (H1.22) with underline Morale and ELR of 5. Assault Engineers are the only MMCs that use the FT and DC without the Non-Qualified Penalty (A21.13) applying.
- The German may initially set up his SW dismantled.
- The German has one module of 105mm OBA (HE Only). However, due to the Direct Support tasking of the battery, the German uses NOBA Battery Access (G14.63).

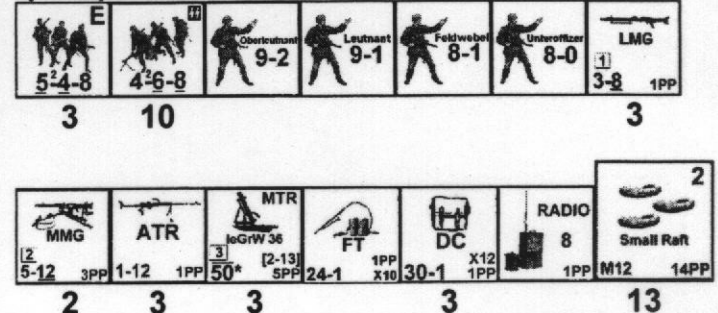
Elements of the 5th Gendarmes Battalion Set up on any hex west of the River (see SSR 3)



[ELR: 2]  
[SAN: 3]



Elements of Kompanie 9, I/Leibstandarte Adolf Hitler, supported by Kompanie 1/Pionier 327 Set up on Board 22



[ELR: 4]  
[SAN: 2]



## LSSAH #5

# 'TO HOLD?'



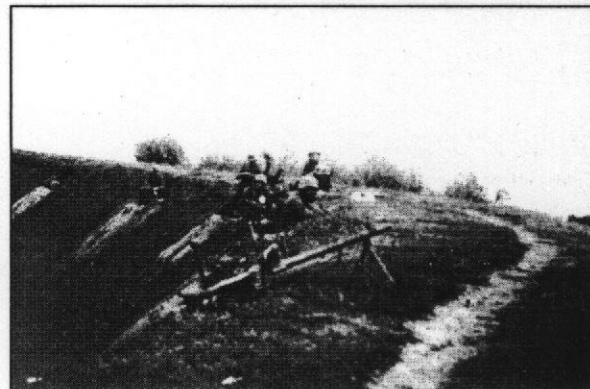
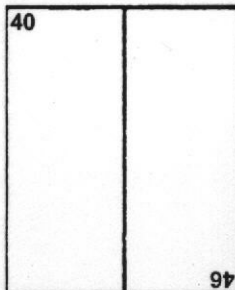
**WATTENBURG, FRANCE 25 MAY 1940:** The situation by the 24 May 1940 was dire, the encirclement of the Allied Forces had entered a decisive stage. The breakthrough of Panzergruppe von Kleist all the way to the English Channel at Boulogne had been completed, and the increasing pressure applied by Heersgruppe B (under von Bock) from the north was drawing the circle tighter and tighter. Panzer Division 1, just about to attack Dunkirk, had reached the Canal de l'Aa between Holque and the coast on 24 May and had established several bridgeheads, while Panzer Division 2 was to move to Watten after mopping up Boulogne. Linking up with Panzer Division 2 was Leibstandarte SS-Adolf Hitler, who where to deploy between St. Momelin and Holque. LSSAH was ordered to capture town of Watten, and then to devote itself to the defence of the line at St. Momelin. This attack was pre-empted by Hitler's order "To Hold". Obergruppenführer Sepp Dietrich came to the realization that the Wattenburg, lying east of the canal was of great significance both for attacker and defender because of its commanding height. The Wattenburg was a rise, topped with a ruin, which stood seventy-two metres above sea level. Despite the order to suspend the attack, Sepp Dietrich decided to cross the canal and to capture the Wattenburg. The III/Battalion with the Kompanie 10 on the right and Kompanie 11 on the left launched its attack at 1900 hours after a brief preparatory fire from the Artillerieabteilung. The Allied defenders, one British heavy artillery unit deployed as an infantry company and some French troops, put up tough resistance from the houses on the east bank of the canal. While one Zug of the Kompanie 10 crossed the canal over an undamaged railway bridge, the rest of Kompanie 10 and 11 built a crossing over the canal on footbridges constructed with the materials at hand, all the while under fire from enemy infantry. The forces which had launched the attack across the railway bridge got caught in concentrated defensive fire from the south of Watten, while the rest of the 10 and 11 Kompanie were able to break the enemy resistance to the north and south of the bridge. Undaunted, both Kompanies stormed the hill and were able to report the capture of the Wattenburg at 1945 hours. After the capture of this hill, the enemy withdrew from south of Watten.

## BOARD CONFIGURATION:

### BALANCE

⊙⊙ The German must set up footbridges prior to all set up.

⊕ Exchange Fire Mission for Pre-Game Bombardment (C1.8)



## VICTORY CONDITIONS:

The Germans win at Game end if there are No Good Order Allied MMCs on any hill hexes of hill 46F7 and  $\leq 3$  hexes of the bridge (40Q2-3).

## TURN RECORD CHART

⊙⊙ ALLIES Sets Up First

⊕ GERMAN Moves First

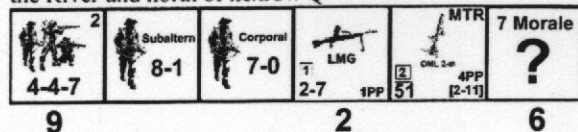
1 2 3 4 5 6 7 END

## SPECIAL RULES

1. EC are Moderate, with no wind at start. The River is deep with a moderate current to the north. Treat orchard hexes 46E7-F6-F7 as Stone Rubble (B24). A one-lane wooden bridge exists in 40Q2-3. Treat all hill hexes west of the river as ground level.
2. The Allies may set up one squad-equivalent of the same nationality (and any SW/SMC stacked with them) using HIP. The Allies may set up any 3 MMCs in a one-squad foxhole.
3. The German may set up his footbridge counters (B6.44) in any river hex during his initial set up, prior to game start.

4. The German receives one Fire Mission (C1.7) of 105mm OBA (HE Only) with one Pre-Registered hex (C1.73-.732) (Barrage is NA) that must be recorded prior to the Allies set up. For their only Fire Mission, which automatically occurs during the PFPh of Turn 1. No Radio Contact, nor Battery Access is necessary. This FFE is resolved normally, and may be corrected per C1.4 (using a draw pile of 7B - 3R for C1.21 purpose if necessary) despite having no Observer. No additional OBA is possible upon the completion of the FFE: C.

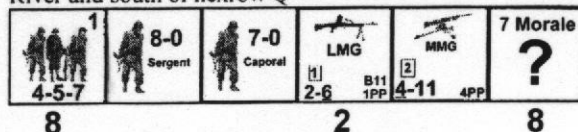
Elements of the 48th Infantry Division BEF Set up on any hex east of the River and north of hexrow Q



[ELR: 3]

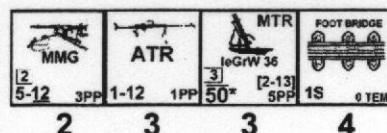
(SAN: 4)

Remnants of 60<sup>eme</sup> Division d'Infanterie set up on any hex east of the River and south of hexrow Q



[ELR: 2]

Kompanies 10 & 11, Leibstandarte Adolf Hitler Set up on any hex west of the River



[ELR: 4]

(SAN: 3)

## LSSAH #6

# HURRY UP!



**ST. POURSAIN, FRANCE 19 JUNE 1940:** The OKH now set the following objectives, Heersgruppe B was to push back the French across the Loire on both sides of Paris. Panzergruppe von Kleist was to proceed to Lyon, push through the Rhone Valley with its Panzers and motorized units, and send other units to the Swiss and Italian borders. The Leibstandarte SS-Adolf Hitler Motorized Regiment was attached to Panzer Division 9 of Panzergruppe von Kleist for this operation, received its orders too rapid-march to the Loire River. At 1030 hours, the advance detachment of 15 Kradschutzen-kompanie had reached the high ground about three kilometres from St. Pousain. In the town the French were preparing defences around a roadblock unaware of the German presence. The open terrain made an infantry attack on the town impossible and it was decided that a lightning-fast attack by motorcycles supported by two Panzerspahwagans under the cover of mortars directly at the town would catch the French off-guard. The motorcycles shot over the rise and drove down the road, spewing bullets as they went. The two panzerspahwagans moved along the left and right sides of the road and shot 2-cm shells out in front of the racing motorcycles. The mortars open up on the eastern edge of the town. In a few seconds, all hell had broken loose as the motorcycles sped along the road into the town. The terrified French soldiers caught off guard fled running out of the houses across the streets as officers tried in vain to force the French to fight. Although the surprise was too great and effective defence was no longer possible. In a short time the roadblock had been crashed through and an opening made. A French 7.5cm field gun had stood at the roadblock ready to fire, but its crew never got to fire. The French officers were finally able to regain order, gathered the remnants of the bridge guard and formed a second line of defence forcing the Germans to dismount and fight house to house. This delay was enough to allow the French to reach the bridge and destroying it ahead of the men of Leibstandarte.

## BOARD CONFIGURATION

### BALANCE

⊙ The French may set up one squad-equivalent using HIP

⊕ All French 4-5-7/2-3-7 MMCs must take a NTC failure will result in replacement with 4-3-7/2-2-7 MMCs.

### VICTORY CONDITIONS:

The French win immediately if the bridge is destroyed or if there are < 2 unbroken German squad-equivalents (a mobile AFV with functioning MA counts as one squad-equivalent) south of the river at Game End.

### TURN RECORD CHART

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

### SPECIAL RULES

- EC are Moderate. Kindling Fires are NA. The bridge is a one-lane stone. Treat the stream as a Deep River.
- Place overlay O2 on 41FF2-FF3.
- The French 75mle 1897 ART may not set up using HIP, but may set up concealed if in concealment terrain. Bore Sighting is NA.

- The French after all set up may attempt to entrench any MMCs in suitable terrain (B27.11)
- The German receives one module of 81mm Battalion Mortars OBA (HE Only) with one pre-registered hex and an Offboard Observer on ground level along the north board edge.

Remnants of 41<sup>me</sup> Infanterie Division set on Board 41 on/between hexrows AA to DD

4-5-7	2-2-8	8-1 Sous Lieutenant	7-0 Caporal	2-6	4-11	30-1
9				2		

75	
M8	

[ELR: 2]

(SAN: 3)



15 Kradschutzen-Kompanie Leibstandarte Adolf Hitler supported by Panzerspahtruppe Enter mounted on Turn 1 along north Edge of board 16

4-6-8	9-1	8-1	8-0	3-8	5-12	50*
10	2	3	2	3		

24	35
B11	B11
2/3PP	20L [4]
10	2

[ELR: 4]

(SAN: 2)



## LSSAH #7

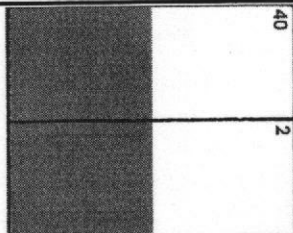
# "JUST IN TIME"



**SOUTH OF MEDZIDLI-KENALI YUGOSLAVIA, 4 APRIL 1941:** In order to provide security along the Greek border, the commander of the reinforced I/ Battalion Leibstandarte Adolf Hitler deployed Kompanie 1. It was to set out rapidly and secure the area south of the towns Lazec and Medzidli-Kenali and as far as the river. It was planned that Kompanie 1 would then turn to the east and join Kompanie 3 in advancing over the pass. The British in an attempt to slow the German advance southwards into Greece detached an armoured reconnaissance unit reinforced by an engineer platoon and an infantry company to destroy the bridge just south of the Yugoslavian-Greek border. The immediate approach of Kompanie 1 Leibstandarte Adolf Hitler prevented the British from reaching and demolishing the bridge along the march-route either with explosive or with fire. And at 0805 hours, in the face of 3.7cm Pak fire, the remaining three British armoured cars and infantry company was forced to withdraw southwards under the cover of a lone Spitfire towards Niki before they were able to accomplish their intended destruction. Kompanie 1 Leibstandarte Adolf Hitler having reorganized continued its advance south across the border into Greece reached Niki the first town on Greek soil by 0930 hours. The men of Leibstandarte Adolf Hitler were subjected to constant bombing and machine-gun fire of the British Royal Air Force, which clearly had gained air superiority along the march-routes into Greece, as the Luftwaffe was nowhere to be seen.

## BOARD CONFIGURATION:

N



(Only hexrows R-GG are playable)

## BALANCE

⊙ The Air Support arrives on Turn 2

⊕ Add one 4-6-8 MMC to OB

## VICTORY CONDITIONS:

The British win immediately if they destroy the bridge *or* at Game End if they control the bridge, provided the Germans have not amassed  $\geq 21$  CVP.

## TURN RECORD CHART

⊕ GERMAN Sets Up First	⊙	1	2	3	4	5	6	7	END
⊙ BRITISH Moves First									

## SPECIAL RULES

1. EC are Moderate, with no wind at start. Sunken roads do not exist, treat as ground level. The River is deep with a one-lane wooden bridge in 40Y2-3.
2. After the German set up, any German MMCs in suitable terrain may make an entrenching attempt (B27.1).
3. The German may not set up the 3.7cm Pak 35/36 ATG using HIP, but may set it up concealed in concealment terrain. Bore-Sighting in NA.

4. The British receive Air Support (E7.2) in the form of one FB'39 without Bombs.

5. The initial OB given British 4-5-8 MMCs are Assault Engineers (H1.22) and have an underline morale and ELR of 5.

Elements of Western Force BEF enter on Turn 1 along south edge of board 2

4-5-8	4-5-7	9-1	8-1	7-0	2-7 1PP	51 4PP [2-11]
3	9				3	3

1-12 1PP	30-1 1PP	37 4 1 1 2/-
2	3	

Kompanie 1, Leibstandarte Adolf Hitler Set up on board 40 and on board 2 in hexes  $\geq 8$

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

1-12 1PP	50* [2-13] 5PP	37L M12 H6[9]
	7	

[ELR: 3]

(SAN: 2)



[ELR: 4]

(SAN: 3)

## LSSAH #8

# THE DEVIL'S PASS



**SOUTH OF LEHOVON GREECE, 14 APRIL 1941:** The reinforced Aufklärungsabteilung Leibstandarte Adolf Hitler started out towards Lake Kastoria over the Kilsura pass. This advance by a motorized reconnaissance battalion over a high mountain pass, involved a record climb of 800 metres in altitude, on a road built for carts was a performance just in terms of transportation technology. Leibstandarte remained mounted until it was south of Joanina, where it encountered the Kilsura pass and faced a gate in the mountains defended by an enemy fighting with firm resolve. At 1530 hours, the spearhead of the reinforced Aufklärungsabteilung ran into the partially demolished bridge about one kilometre south of Lehovon. The spearhead halted at the partially destroyed bridge over the narrow Mountain River. The men leapt for cover and assumed firing positions. Not a shot fired and no enemy in sight. The bridge was unsuitable for vehicle traffic, however dismounted infantry could cross without a problem. The spearhead received orders to cross to the other side and to provide defence for the planned construction of an emergency crossing. As the first Grenadier had barely set foot on the rubble machine-gun fire opened up from the hillsides. The Abteilung was now forced to clear the Greeks from the mountaintops so as to allow the repairs to the bridge. The plan was to hold the crossing site while assaulting the Greek positions. The first Zug supported by a Panzerspahzug would to provide protection of the bridge while the Kompanie 11 deployed to the right would assault Hill 1684. To the left a second assault unit of Kompanie 12, the Schwere Weapons Kompanie whose objective was the town of Werjis and the hills south of the town linking up with the isolated Kradshutzengzug at the crossing site. By 1100 hours the assault groups had fought their way through Werjis. In heavy, close-range fighting, the Commanding officer of Kompanie 12, Hauptmann Schröder was killed on Hill 1385. The Greeks launched a counter attack and had managed to retake the bridge. They set explosives on the main road and partially demolished bridge and in three quick explosions finished the earlier botched job thus preventing the motorized march to Lake Kastoria by the Germans.

## BOARD CONFIGURATION:

### BALANCE

Exchange 75mm OBA for 105mm OBA.

Add one 4-6-8 MMC and LMG to Turn 1 reinforcements

## VICTORY CONDITIONS:

The Germans win at Game End if they control the Bridge (150U3), provided that they have not lost  $\geq 25$  CVP. The Greek wins immediately if the bridge is destroyed.

## TURN RECORD CHART

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













## SPECIAL RULES

- EC are Moderate, with no wind at start. Treat the Stream as a Deep River. There is a one-lane Stone Bridge that is partially destroyed in 150U3. The partially destroyed bridge may only be crossed by non-CX infantry at a cost of the unit's entire MF allotment and is Hazardous Movement (A.62). All Entrenching attempts receive a +2 DRM.
- Place overlay St3 on 15U3-4.
- The Greek receives one module of 75mm OBA (HE Only).
- The Turn 3 Greek 4-5-8/2-4-8 MMCs are Assault Engineers (H1.22) and have an ELR of 4. Assault Engineers are the only MMCs that use

the DC without the Non-Qualified Penalty (A21.13) applying. All Greek SMC have an ELR of 3.

5. The German receives one module of 150mm OBA (HE Only, Harassing Fire is NA). It is accurate on a dr of 1. The blast area for the module is limited to one hex and the FFE creates no LOS Hindrance. Due to the direct support of the battery the German uses the NOBA Battery Access (G14.63).

Elements of III Greek Corps set up second on/south of hexrow J and  $\geq 3$  hexes from the 150U3 bridge

 1 4-5-7 12	 2-2-8 2	 Podmornost 9-1 12	 Sierżant 8-0 2	 Plutonowy 7-0 6	 1 2-6 1PP	 2 4-11 4PP
<div style="text-align: right; font-size: 2em; margin-right: 10px;">3</div>						
 3 6-12 5PP	 RADIO 7 1PP	 7 Morale ? 12	 INF wz 06 2 65* M10 B11 2	 SANGAR 1S or Gun OBA +3 OTHER +1 6		

TURN 3: Bridge Demolition Platoon enters on any single road south of the river.

4-5-8 3	8-1 3	2-6 1PP	30-1 X12 1PP
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[ELR: 2]








(SAN: 4)






Elements 2/Aufklärungsabteilung, Leibstandarte Adolf Hitler set up North of the river and  $\leq 2$  hexes from the bridge

4-6-8 4	8-1 2	1 3-8 1PP	24 1S 2/3PP	35 B11 20L [4] 2 1 -5
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TURN 1: Schwere-Kompanie 12, supported by 1/Aufklärungsabteilung Leibstandarte Adolf Hitler enters along northern board edge

 4-6-8	 2-2-8	 Leutnant 9-1	 Feldwebel 8-1	 Unteroffizier 8-0	 MMG 5-12 3PP	 HMG 7-16 4PP
4	2				2	2

 RADIO 8 1PP	 MTR Bcm GRW 34 3 81* M11 [2-60]	 PSW 221 *34 1 CMG -55"
	2	2

[ELR: 4]

[ELR: 4]

(SAN: 2)

