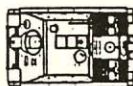




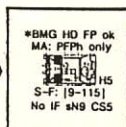
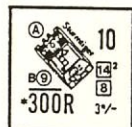
Strmsr Sturmtiger



11/1944-45

HTv BPV:82 WGT:70 RF:1.6
Size:-2 MP:10 GT:NT CS:5 GP:H
MA:300R†(B⑨)† ROF:0 No IF BMG:3†
Am:H5†, sN9 Notes:101†

AF:h AF:t
14 22
8 11



101. 38cm Strmsr Sturmtiger: After the Stalingrad debacle, the Wehrmacht asked for the development of a heavy-gunned mobile

assault howitzer to engage fortified targets with direct fire. Originally a gun of 21cm had been requested as the armament; however, a suitable howitzer could not be made available. In lieu of a 21cm gun, a 38cm submarine rocket projector developed by the German Navy was chosen as the armament. This weapon was mounted in a heavily-armored casemate and mated to a PzKpfw VIE chassis--use of a smaller vehicle was deemed detrimental to the requirements of mobility and protection. As it was, however, the designers reckoned without considering the problems confronting that already-taxed chassis: the weight of the additional armor and gargantuan weapon stretched the word "mobile" to the extreme. Meanwhile, other problems plagued the vehicle on the inside. Due to the large size of the 38cm projectiles, only 12 could be carried (or 13, if one was loaded into the projector tube). The weight of the standard HE projectile (726 lb.) did not lend itself to the fast servicing of targets, or, for that matter, swift reloading once the original ammunition supply was exhausted. Additionally, the projectiles themselves had a rather high dud rate due to the unpredictable nature of the rounds at certain attack angles and on certain types of ground. In spite of these problems, however, the Wehrmacht saw a need for this vehicle and ordered it into production in mid-1944. The 18 Sturmtigers that were completed were assigned to Sturmörser Companies 1000, 1001, and 1002, and several were in service in time to participate in the Ardennes Offensive. The service life of the Sturmtiger was tainted by an inability to use the vehicle as intended: the role of the Wehrmacht in the last year of the war just did not include heavy offensive city-fighting. As a defensive vehicle, the Sturmtiger was easily bypassed, or abandoned to the enemy due to the lack of a recovery vehicle that could tow it when it broke down.

†The MA of the Sturmtiger may be fired *only* during the ATTACKER'S PFPh, as indicated by "MA: PFPh only" on the counter. The Sturmtiger's 300R MA uses the C3 To Hit process [EXC: Acquired Target (To Hit Case N) is NA, and use of To Hit Case J is doubled at ≤ six hexes], but the R Gun uses the following modifiers on the C4 GUN & AMMO BASIC TO HIT NUMBER MODIFICATIONS Table:

0-12 hexes: 0
13-24 hexes: -1
25+ hexes: -2

A CE Sturmtiger may use Spotted Fire (C9.3-.31); use of Spotted Fire invokes a minimum range of 9 hexes and a maximum range of 115 hexes for the MA, as denoted by "S-F: [9-115]" on the counter. Although the 38cm Rocket MA of the Sturmtiger is not OBA or a "bomb", it does qualify as a Heavy Payload and therefore C.7 is applied to any hit by this weapon. Due to the questionable reliability of the 38cm projectile, any Original IFT or To Kill DR ≥ 10

is a dud and has no effect. The Sturmtiger's MA can also perform the following actions [EXC: not when using Area Target Type]:



vs MINES: The MA can clear mines as per B28.62, provided it's TH DR would have hit any concealed enemy Infantry in the mined location (even if none are actually present).



vs PILLBOX: The MA can eliminate a pillbox. To do so it must fire (or, if the pillbox is unoccupied, must be treated as if it were firing) at Known enemy Infantry in that pillbox [EXC: TH Case E is NA]. An Original KIA on the IFT eliminates the pillbox (and all it's contents) *if* that KIA's # is ≥ the pillbox TEM applied to the TH DR.

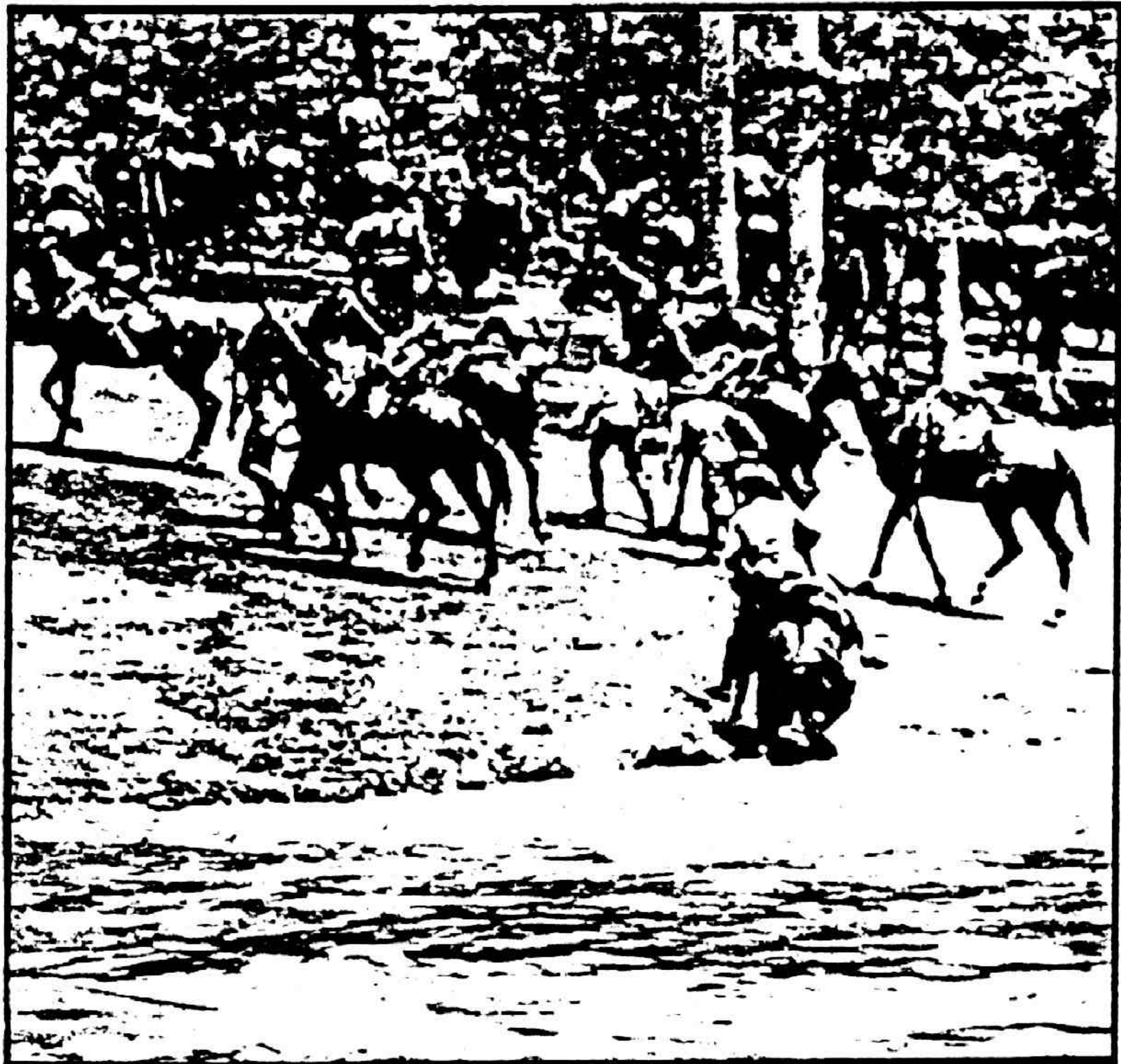


BREACH: The MA can Breach a wall/hedge [EXC: bocage] hexside that lies within it's VCA and that is *not* parallel to the center hexspine of that VCA, provided the owner declares such an attempt prior to the shot. If the Sturmtiger could claim Wall Advantage over that hexside (even if no enemy unit is present), then it's range to that hexside is "zero" and TH Case E is NA; however, such an attack has no effect [EXC: SAN] on anything other than that hexside. Otherwise the MA must fire (or must be treated as if it were firing) at Known enemy Infantry (even if none were present) directly behind that hexside claiming it's TEM. The maximum range at which such a Breach may be attempted is limited only by the Sturmtiger's TH ability. An Original KIA on the IFT creates a breach (in addition to it's effects--if any--vs enemy Infantry); thereafter, movement/Manhandling across that hexside are treated as per B9.541. The Breach has no other effect.

†300R HEAT has a Basic To Kill number of "33". 300R HE has a Basic To Kill number of "30" vs Armored Targets; vs Unarmored Targets it is "38". Any AFV Target not destroyed by a hit from the 300R MA suffers *automatic* Shock (C7.4) [EXC: Dud (C7.35)], whether the hit was on the "turret" or the hull (in addition to any possible Immobilization result).

†The BMG is usable when HD across the VCA, as signified by "BMG HD FP ok" on the counter.

†If using E10 AMMO VEHICLES, E10.2 and E10.21 are NA for the Sturmtiger. The great weight of it's projectiles and the inaccessibility of it's fighting compartment require that any ammo vehicle assigned to a Sturmtiger(s) be used only for replenishment, E10.3 (although at a reduced rate). This will necessitate that the Sturmtiger will have to fire with it's B ⑨ until it suffers Low Ammo Depletion (D3.71)--without benefit of it's ammo vehicle--then replenish it's ammo as per E10.3. When a Sturmtiger's Ammo Vehicle/Ammo Dump makes an Ammunition DR (E10.3), the Ammo Supply counter is removed on a DR ≥ 8. The Sturmtiger, despite having a B ⑨, takes 5 complete turns for replenishment.



VICTORY CONDITIONS: The Americans win if they control hexes 35oJ8 and 40Q1 at game end.

TURN RECORD CHART

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

Advanced elements of the Japanese 14th Army [ELR: 4] set up/enter as indicated: {SAN: 6}

On board 35 in hexes 35oI8/35oI9/35oJ7/35oK8, with a maximum of one MMC per hex:

2

Reinforcing company of the Japanese 14th Army enter on Turn 2 on/between 40L10 and 40Q10:

6

3

3

2

On board 40 IN river hexes adjacent to the north river bank on/between hexrows E and N:

2

1st Platoon, E Troop, 26th Cavalry Regiment (Philippine Scouts) [ELR: 4] set up mounted on board 35 on/east of hexrow D: {SAN: 3}

3

3

Scenario Design: Rick Thomas

Reinforcing elements of E Troop, 26th Cavalry enter mounted on Turn 3 from the east edge of board 35:

6

2

6

SPECIAL RULES:

- EC are Dry with a Mild Breeze from the southwest. PTO Terrain (G.1) is in effect, including Light Jungle. All orchard (palm tree) hexes on Overlay 1 are Huts (G5.) [EXC: 35oD5 and 35oM6 are palm trees], treating the green orchard blotches as the hut ("building") depictions. The river is shallow and fordable (B21.41) with a slow current running west. A wooden foot bridge (B6.44) is in 40Q2 and 40Q3. None of the buildings on board 40 exist.
- Place Overlays as follows: 1 on 35D2-D1; X6 on 35oJ8; OG1 on 40R1; OG5 on 35oM9-oL8; OG2 on 35oJ10-oK10; OG3 on 40H1-G1.
- During Turn 1, the first time that each Japanese MMC on board 35 fires at charging cavalry it's IFT DR also serves as a 1MC for that firing Japanese unit.

MORONG, THE PHILIPPINES, 16 January 1942: The battle for the Philippines was now centered on the Bataan peninsula. Among the defenders was the 26th Cavalry Regiment (Philippine Scouts): an elite unit, steeped in tradition, and although it's horses and men were now worn and weary from constant rearguard actions and long patrols, it's elan was undiminished. Despite their condition, General Wainwright had need of their services. The village of Morong, situated on a good river defensive line, had been inexplicably abandoned without a fight by the Philippine 1st Division. Besides yielding prime defensive terrain to the enemy, to the east the move also left the flank of the Philippine 2nd Division dangling. An angry General Wainwright reprimanded the 1st Division commander, General Segundo, and ordered the village to be reoccupied at once. Until the 1st Division could move back into the position an advance guard was needed to reconnoiter and secure the town. The task fell to the ragged troopers and boney horses of the 26th Cavalry.

BOARD CONFIGURATION:

HANDICAP:

- J3: Use J2 and the U.S. reinforcements enter on Turn 2.
- J2: Use J1 and exchange the two 4-4-7 squads that begin the game on board 40 for two 3-4-7 squads.
- J1: Exchange the 2nd Line squad that starts the game on board 35 for a Reduced-Strength 2nd Line squad.
- A1: Add a 4-4-7 squad to the Japanese Turn 2 reinforcements.
- A2: Use A1 and exchange the Japanese 8-0 leader that starts the game on board 40 for a 9-1 leader.
- A3: Use A2 and exchange the Japanese dm MMG for a dm HMG.



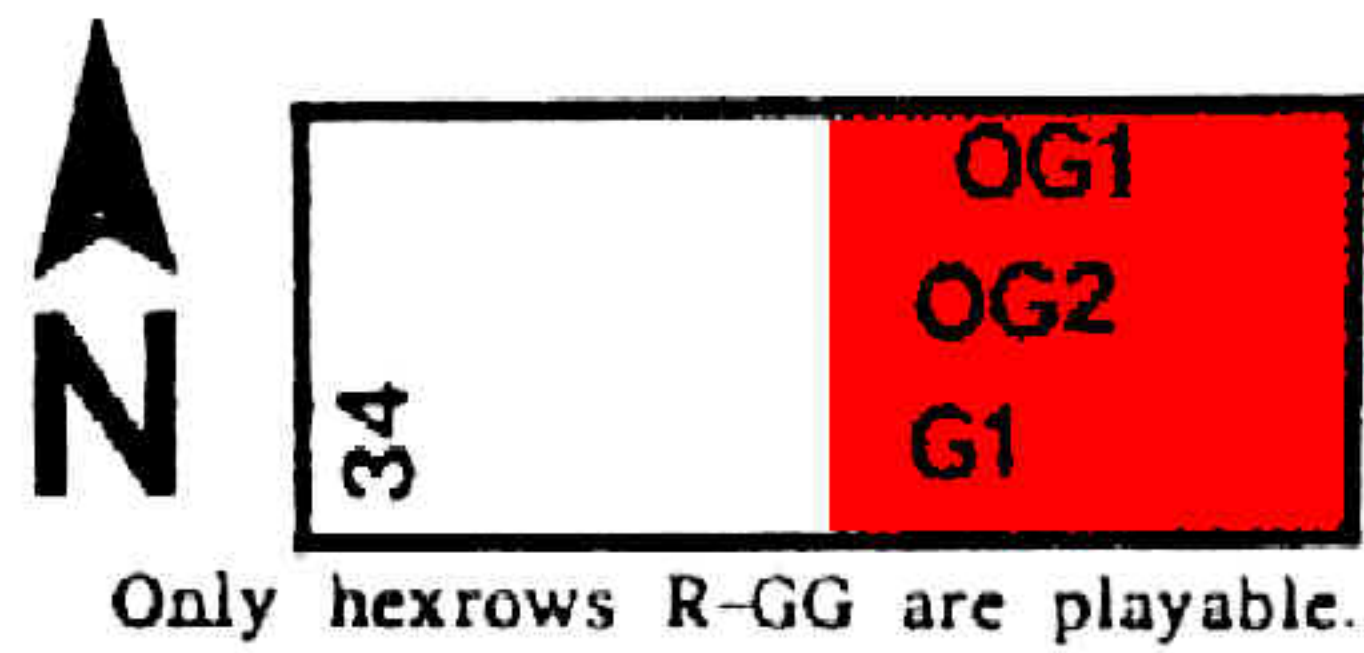
	40
OG1	OG3
OG2	35
OG5 X6	
1	

- All American units are Stealthy, and all American squads that start the game onboard may freely Deploy prior to the beginning of the game.
- AFTERMATH: Lieutenant Edwin Ramsey, at the head of the 1st Platoon of E Troop, was the first to arrive at the village. Upon nearing the village center, the point men were taken under fire by a small group of Japanese passing near the Catholic Church (the only stone building in Morong). At the same time Ramsey observed more Japanese wading the shallow Batolan River, as well as a group heading for a small footbridge. Acting with the instincts of a cavalryman of old, Ramsey quickly deployed his men and launched a headlong charge at the Japanese. A few stunned defenders fired at the onrushing horsemen, but most fled in confusion towards the river. The charge carried the cavalrymen through to the river where a skirmish line was thrown up to prevent the main Japanese column from crossing. Ramsey then lead the remainder of the platoon back into Morong to deal with the numerous Japanese snipers hidden among the huts and palm trees. A brisk action was fought around the church and the river where the outnumbered Scouts were hard pressed until Captain John Wheeler arrived on the scene with the rest of E Troop. The appearance of the remainder of the cavalry troop turned the tide and the Japanese were driven back. Morong was held until the Philippine 1st Division arrived late that afternoon. Ramsey's charge, the last mounted cavalry charge in U.S. military history, had made the difference.



THE MATANIKAU, GUADALCANAL, 12 September 1942: During the last half of August, the Matanikau River acquired special significance for both the Japanese and Americans. Following the Battle of Edson's Ridge, General Kawaguchi's main body had withdrawn west of the Matanikau. For days, individuals and small groups of Kawaguchi's defeated battalions trickled in. Realizing this, Marine General Vandegrift launched a series of modest operations intended to expell small bodies of Japanese and prevent any large force from establishing itself within striking distance of the Marine perimeter. From August 24-27, the fighting in and around the Matanikau was fierce. The Japanese had checked the Marines at nearly every encounter. A hastily devised plan called for the 1st Raider Battalion, along with C Company, 1/7th Marines, to move up the east bank of the Matanikau, cross at One-Log Bridge (a feature whose structure matched it's name), and attack Matanikau village from the south.

BOARD CONFIGURATION:



HANDICAP:

- J3: Use J2 and delete the MMG from the Japanese OB.
- J2: Use J1 and delete SSR 3.
- J1: Delete one Foxhole from the Japanese OB.
-
- A1: In spite of the Americans setting up onboard, the Japanese may Boresight all appropriate weapons prior to the American set-up.
- A2: Use A1 and delete all LMGs from the American OB.
- A3: Use A2 and delete SSR 4.

VICTORY CONDITIONS: The Americans win if they control hexes 34U5, 34V5, and 34W6 at game end.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First								

● Elements of 12th Company, 124th Infantry [ELR: 4] set up on/west of hexrow Z: {SAN: 5}

 4-4-7	 2-2-8	 9-1	 9-0	 2 4-11	 1 2-8	 2 50-11-15	 7 morale	 5 OVR. OBA: +4 Other: +2
7					2	3	10	2

☆ Elements of 1st Raider Battalion [ELR: 5] set up on/east of hexrow CC: {SAN: 3}

 5-5-8	 9-2	 8-1	 1 2-8
5			2

Elements of C Company, 1st Battalion, 7th Marines [ELR: 5] enter on Turn 1 from the north board edge east of hexrow Y:

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

Scenario Design: Pete Dahlin

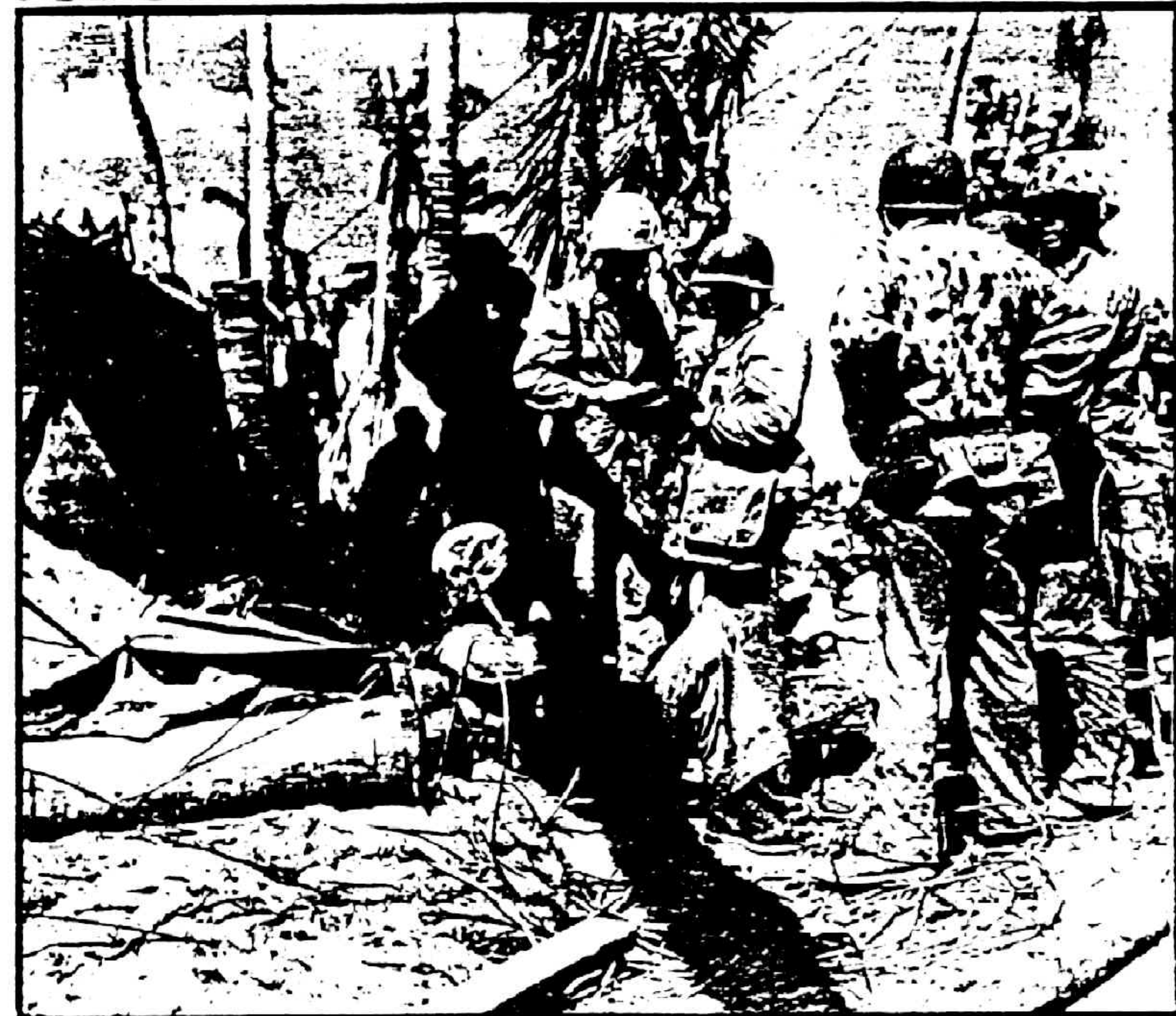
SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect. The road extending from 34R5-34GG5 is a Path (B13.6); no other Paths exist. The bridge in hex 34U5 is a Foot Bridge (B6.44). The stream is deep.
 - Place Overlays as follows: G1 on 34V7; OG2 on 34V4-W4; and OG1 on 34Y1.
 - ≤ one Japanese squad (and all SW/SMC that stack with it) may use HIP (this is in addition to the normal HIP allotment of G1.631).
 - All American units of the 1st Raider Battalion are Stealthy, and 5-5-8 squads may use Assault Fire.
- AFTERMATH:** As they approached One-Log Bridge, the Raiders came under heavy mortar and machine gun fire from well-positioned Japanese units. After a series of unsuccessful assaults, the Raiders were forced to halt the attack due to heavy casualties.

RAIDERS ON BUTARITARI

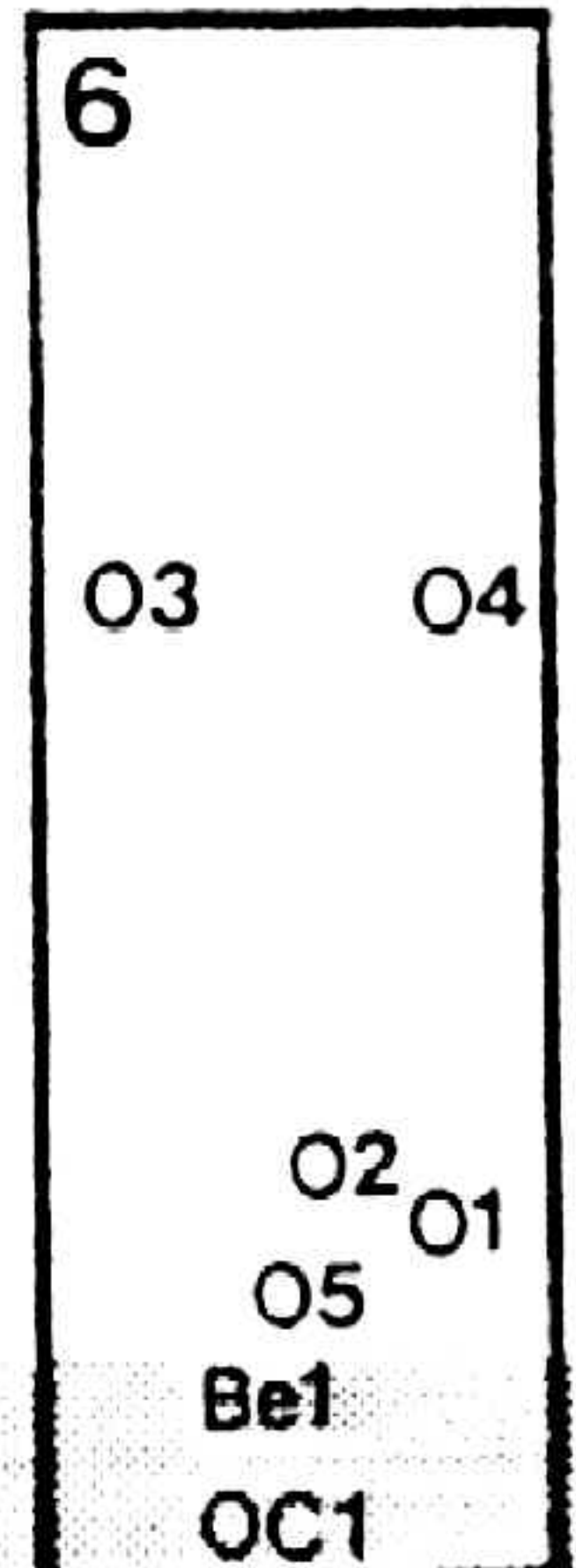
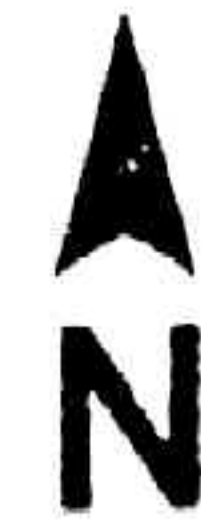


ASL SCENARIO ASLUG11



BUTARITARI ISLAND, MAKIN ATOLL, 18 August 1942: Two companies (less one section) of Evan Carlson's 2nd Marine Raider Battalion were landed on Butaritari by submarine during the night of 17-18 August. Their mission was to destroy the installations on Makin Atoll, and, more importantly, to divert the Japanese High Command's attention from the Guadalcanal landings which had occurred 10 days earlier.

BOARD CONFIGURATION:



HANDICAP:

J3: Use J2 and extend the game length to 9 Turns.

J2: Use J1 and delete the .50 cal HMG from the Japanese OB.

J1: The American Turn 4 reinforcements may enter on/after Turn 3.

A1: Exchange the Japanese 9-1 Leader for a 10-2 Leader.

A2: Use A1 and exchange the American 10-3 Leader for a 10-2 Leader.

A3: Use A2 and delete the first sentence of SSR 3.

VICTORY CONDITIONS: To win, the American must control building 6N4 and both pier Locations at game end. Any building/pier Location rubbled or any building Location containing a Blaze is considered permanently controlled by the American.

TURN RECORD CHART

● JAPANESE Sets Up First	☆ 1	2	3	☆ 4	5	6	7	END
☆ AMERICAN Moves First								

Makin Defense Force [ELR: 3] set up on/south of hexrow K: {SAN: 3}

2 3-4-7	2-2-8	9-1	9-0	8-1	2 8-14	3 6-14	2 4-11	1 2-6	2 50*(1-10)*
8	4						2	2	
24-1	30-1	?	Trench OVR.DBA: +4 Other: +2						
2	12	3							

In hex 6I4:



(See SSR 3)

A Company, 2nd Raider Battalion [ELR: 5] enter on Turn 1 along the north edge: {SAN: 4}

5-5-8	2-3-6	2-2-8	10-3	9-1	8-1	1-4-9	2 4-10	1 2-6	3 60*(3-45)	30-1	8
8	2	2					2	2	3		

Elements of B Company, 2nd Raider Battalion enter from the east edge on/after Turn 4; all, some or none may enter on each/any turn(s):

5-5-8	9-2	9-1	2 4-10	1 2-6	30-1
4				2	2

Scenario Design:
Dan Dolan

SPECIAL RULES:

1. EC are Dry, with a mild breeze blowing toward the northeast. PTO Terrain (G.1) is in effect, including Coral Soil (G13.82) [EXC: all roads exist as roads]. All woods are considered Palm Trees (G4.), and all buildings are wooden. Building 6N4 has a *ground level* only--upper levels do not exist. Kindling fires is NA for the Japanese.

2. Place Overlays as follows: Be1 with hexes 110-109 on 6AA10-AA9; OC1 with hexes 1010-1011 on 119-120; O5 on 6W5-XS; O4 on 6K1-K2; O3 on 6J8-K8; O2 on 6S4-T4; and O1 on 6V2. Place a wooden Pier (G13.7) in hexes 106 and 1008. Beach Slope is Slight.

3. The Japanese may not use HIP. The bulldozer is Abandoned at the beginning of the game.

4. On Turn 5, the Japanese automatically receive Air Support (E7.) in the form of two '42 FB with bombs. Any aircraft remaining onboard are *automatically* Recalled (E7.24) at the *end* of Turn 6.

5. All American units are Stealthy, and the 5-5-8 squads may use Assault

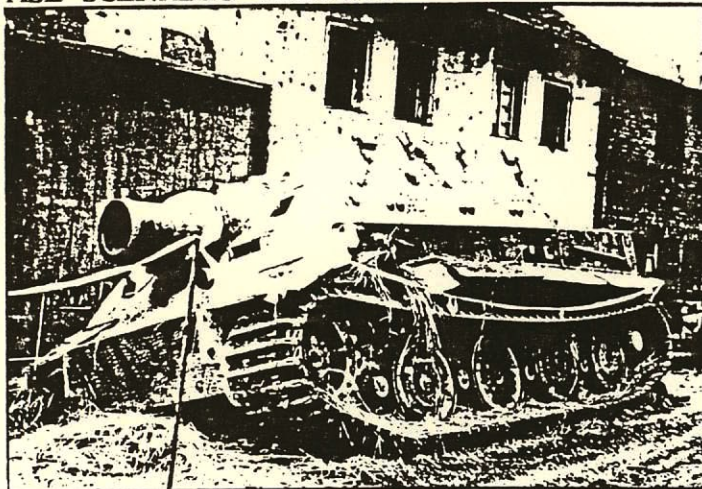
Fire. Prior to play, the American player may secretly record two 5-5-8 squads as Assault Engineers (H1.22).

6. The American Radio (which has a B# of 10) may be used *only* to direct the fire of a single offboard 150mm ART Gun (HE only). Radio Contact must be established and maintained in order for the 150mm Gun to fire, but Battery Access is not necessary. The Gun is firing Indirectly with the Radio operator acting as the Spotter; therefore, C9.3-31 apply [EXC: it is *not necessary* to use the Area Target Type; the +2 DRM for Spotted Fire does not apply]. The *Final* ROF of the 150mm Gun is 1, and it will *never* malfunction; Intensive Fire is NA for this Gun. For To Hit purposes, the range to *all* targets is considered to be 12 hexes. Normal To Hit DRM apply in all cases (including possible acquisition).

AFTERMATH: The landing was scattered due to the heavy surf, with one boat coming to ground behind the governor's house. The wayward Raiders moved past the defender's positions to link up with the main body. Making use of a captured bulldozer and the supporting fire of the submarines offshore, the Marines proceeded to carry out their mission. The results of this raid, however, caused the Japanese to fortify their other islands, a move that was to cost the Marines many lives in later assaults. In fact, the heavy price in lives paid by the Marines at Tarawa was a direct result of the Makin raid.

TWILIGHT'S LAST GLEAMING

ASL SCENARIO ASLUG10



OBEREMBT, GERMANY, 25 February 1945: As a part of it's contribution to Operation GRENADE, the U.S. 30th Infantry Division had adopted their own style of infantry blitzkrieg. With German units withdrawing across their front to escape the attacks of the 29th Infantry Division, the 30th found itself in the enviable position of attacking units that were deployed to defend against attacks from another direction. This, coupled with their 'round the clock attacks, enabled "Old Hickory" to make spectacular advances on the days following the crossing of the Roer river. Having taken the towns of Steinstrass and Lich on the afternoon of the second day, the 30th bounded forward again to assault Oberembt, hoping to catch the defenders unprepared.

BOARD CONFIGURATION:



HANDICAP

- G3: Use G2 and exchange three of the German 4-4-7 squads for three 4-3-6 squads.
- G2: Use G1 and the American M4A3(75)W has a functioning gyrostabilizer.
- G1: In the Victory Conditions, change "six" to "five".
- A1: The first sentence of SSR 3 is NA.
- A2: Use A1 and exchange the German 8-0 Leader for a 9-2 Leader.
- A3: Use A2 and delete SSR 3 [EXC: the last sentence].

01

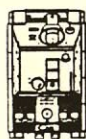
VICTORY CONDITIONS: The Americans win if they control six of the seven multi-hex buildings at game end, provided the Americans have not suffered ≥ 34 Casualty VP. While not allowed to set-up in all buildings, the German is considered to control all buildings on/north of hexrow U at start.

TURN RECORD CHART

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



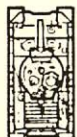
Elements of Volksgrenadier Division 363 and Sturmörser Kompanie 1002 [ELR: 1] set up on/north of hexrow U (see SSR 3): {SAN: 3}



 4-4-7	 4-3-6	 2-2-8	 7-0	 8-0	 7-0	 5-12	 3-8	 12-4	 75*	 10	 13
6	3	2				2	2				



Elements of 2nd Battalion, 117th Infantry Regiment [ELR: 4] set up on/south of hexrow K; the American vehicles may be set up in Motion: {SAN: 2}



 6-6-7	 6-6-6	 2-2-7	 10-2	 8-0	 7-0	 11	 11	 45	 105	 15	 15	 15
5	4	3						3				

Scenario Design: Mark Neukom

SPECIAL RULES:

1. EC are Moist, with no wind at start. Rowhouses are *not* in effect; treat all Rowhouses as normal multi-hex two story houses (i.e., treat the black bar as a normal part of the building). Kindling fires is NA.

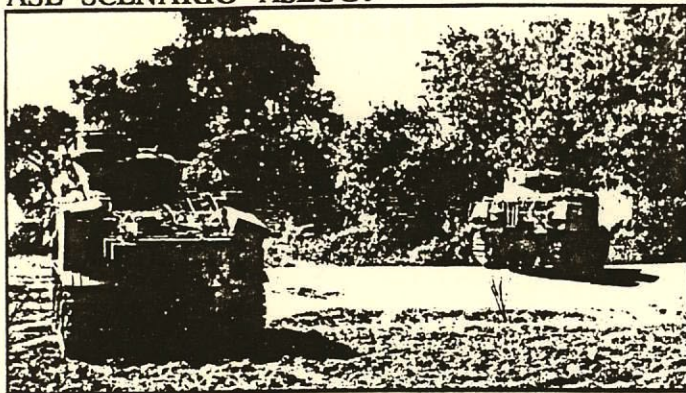
2. Due to the gathering darkness, a +1 Twilight LV Hindrance is in effect for all LOS/fire at hexes/targets $\geq$ the Twilight Initial Range. This Twilight Initial Range is seven hexes for Turn 1 and is lowered by one on each subsequent game turn, as denoted by the circled number on the Turn Record Chart.

3. No German unit may set-up in a building [EXC: $\leq$ two squad equivalents of squads/HS (and any SW they possess) may set-up in any building(s) in the set-up area]. German units may *not* be stacked during their initial set-up, and no more than two German MMC may set-up per

hexrow. All German CA/VCA/TCA must face northwest during their initial set-up, and all German Guns/vehicular Guns/units possessing SW [EXC: Inherent SW] must have a LOS off the west board edge. No German unit may be concealed/HIP during the first Player Turn. During initial set-up, the German player may place $\leq$ four "-2 Labor" counters on any units eligible to entrench.

4. The Pz IVJ is equipped with Schuerzen (D11.2).

AFTERMATH: Launching their attack as the light of day gave way to night, the surprise that was hoped for was achieved by the men of "Roosevelt's SS." With the German defenders of Oberembt expecting the American attack to come from the west the next morning, they were swiftly overwhelmed by the fast-moving Americans. 168 prisoners were taken, many of whom said that they had only just arrived to begin work on their defensive preparations. It was becoming clear that the German divisions from the Roer to the Rhine were nearly spent, and that soon only that last great river obstacle would stand between the western allies and the heart of Germany.



VICTORY CONDITIONS: The British win at game end if they control *all* the hexes of any *two* of the following three multi-hex areas: the Northern Plantation (hexes DD2, EE2, EE3, FF1, and FF2), the Southern Plantation (hexes AA7, AA8, BB6, and BB7), and the Level 1 hill—*provided* that the Japanese do not amass ≥ 23 Casualty VP.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	END
○ BRITISH Moves First						

Elements of 31st Division [ELR: 3] set up on/east-of hexrow U; no more than three MMC may set-up in hexrows U/V: {SAN: 3}

4-4-7	2-2-8	10-0	8-1	9-0	10-14	2-8	50-10-10	?	47L	AT 11	Foxhole
4	2							6			2

Elements of 5th Brigade, 2nd British Division and A Squadron, 3rd Carabiniers [ELR: 3] enter on Turn 1 on/between hexes 40R4 and 40R10: {SAN: 2}

4-5-7	9-2	8-0	2-7	51 [2-11]	9-1	13-0	16-0
7	2	2				3	

Scenario Design: Mark Neukom

SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain is *not* in effect [EXC: all grain/marsh is Kunai (G6.); all orchards are Palm Trees (G4.); the buildings in hexes 40CC1 and 40DD0 are huts (G5.)]. Treat the Elevated Road as a Sunken Road. Kindling fires is NA.

2. The river is *not* a water obstacle (i.e., it is Dry), and is treated as a Valley (B22.); all blue-color river hexes are Sand (F7.). A unit need never take a Sand Bog DR (F7.31) if in an Open Ground hex accessible to a Sand hex. The TEM of a foxhole in Sand is *not* halved.

3. No British unit may be a Rider (D6.2). The British may pre-record one Lee(a) as having functioning Gyrostabilizers (D11.1). The *printed* ROF of all Lee(a) tanks is raised by one (+1) if the AFV is CE. Interrogation (E2.) is in effect [EXC: Civilian Interrogation (E2.4)].

4. At the *option* of the Japanese player, *once* during the scenario, any *one* Japanese leader may become Heroic without the application of Heat of Battle (i.e., the Japanese player need only declare the leader as Heroic) when he is able to make an attack vs an AFV as if he were a T-H Hero (G1.423). The SSR-created Hero must then attack the AFV, either through the use of normal CC vs an AFV (A11.6)/CC Reaction Fire (D7.2) with a CCV of 2 [EXC: the Hero may not make a combined attack with another unit vs that AFV; use of ATMM (G1.4231) is NA], or *must*, if the AFV is CE, attack the AFV's CE crew by expending one MF [EXC: two MF if the AFV is moving/in Motion] to mount the AFV (i.e., to become a Rider) [EXC: during a Japanese APh, the Hero *may* mount the AFV if he begins the phase ADJACENT to it] and attack/be attacked by the crew with non-sequential [EXC: Ambush] Hand-to-Hand CC on the following table (all CC DRM not marked with a "*" are applicable [EXC: those with "x½" modifiers are NA]; additionally, there is a +1 DRM if the attacker is Wounded/Stunned/STUNNED):

DR:	Hero attacks crew of:	Crew attack on Hero:
≤ 4	Lee(a) KIA ¹	KIA
5	Recall ²	Recall ²
6	Recall ²	Stun
7	Stun	NE ³
≥ 8	NE ³	NE ³

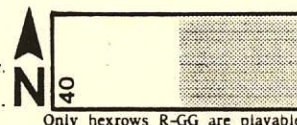
¹ Mark the vehicle with an "Abandoned" counter; the vehicle is immediately captured if the Hero is still present on/in it.

West of MYINTHA, BURMA, 2 March 1945: With the stabilization of four bridgeheads across the Irrawaddy River, the British and Indian forces prepared for the breakout designed to "slash the wrist" of the Japanese 15th Army, whose hand firmly grasped the Mandalay area. While the 19th Indian Division struck towards Mandalay from the north, 2nd British Division expanded their bridgehead towards the east, catching the Japanese forces in a vise. While the resistance in 2nd Division's area of operations was not as bitter as that encountered by the units of 19th Division, it seemed that the Japanese were as fanatical as ever in trying to stop the British advance. Unfortunately for the tankers of the 3rd Carabiniers, their normal infantry escort, the Bombay Grenadiers, were not available to protect the tanks from suicidal Japanese infantry assaults. In the rolling scrub and dried-up chaungs west of Mandalay that March, the Japanese would take advantage of that oversight at every opportunity.

BOARD CONFIGURATION:

HANDICAP:

- J3: Use J2 and in the Victory Conditions, change "any two" to "any one".
- J2: Use J1 and in the Victory Conditions, change "≥ 23" to "≥ 28".
- J1: Add 2 to the 37L Counter Depletion of all Lee(a) tanks.
- B1: Add a DC to the Japanese OB.
- B2: Use B1 and delete the Carrier MMG A from the British OB.
- B3: Use B2 and replace the Japanese 10-0 Leader with a 10-2 Leader.



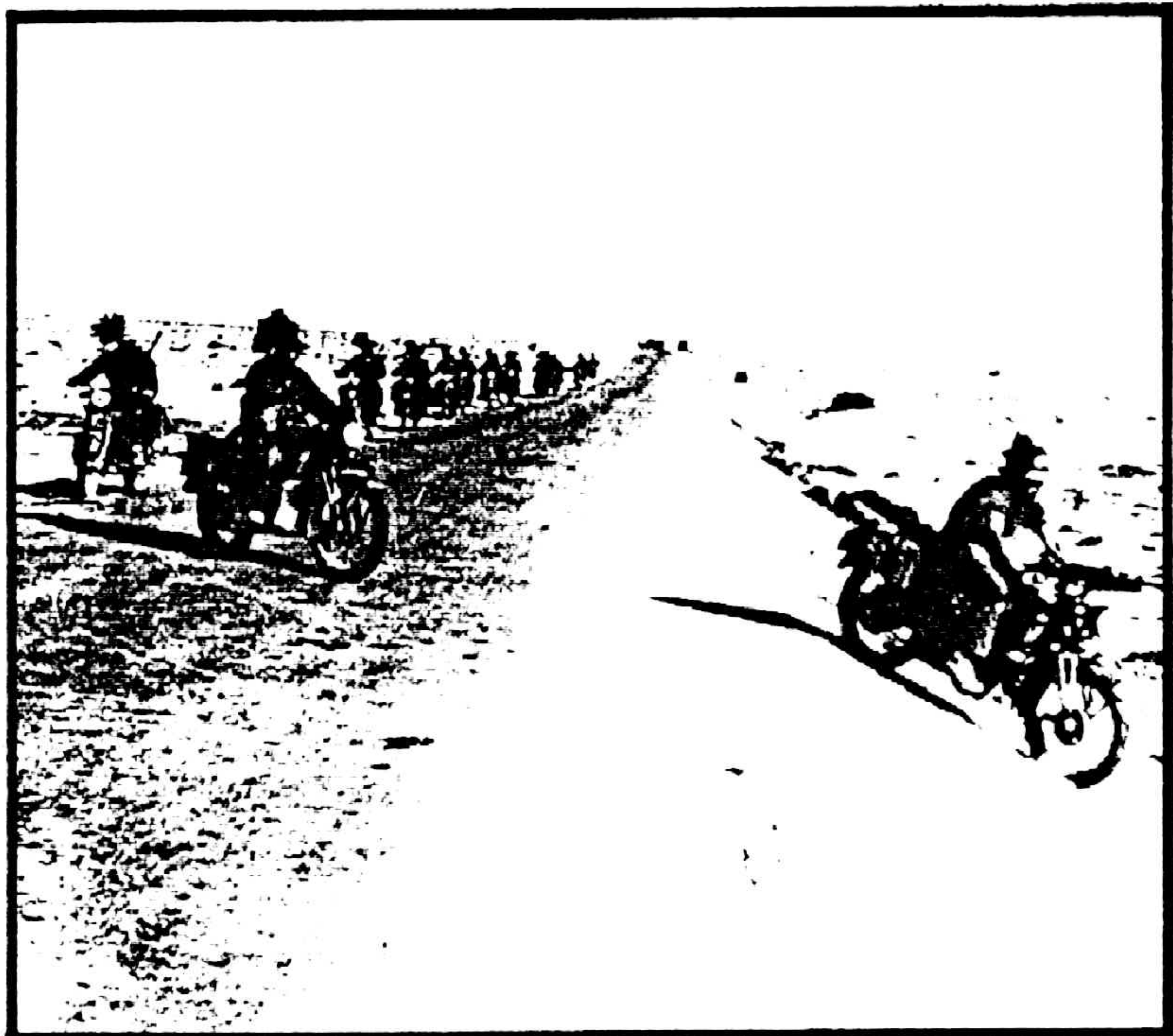
² Mark the vehicle with a "STUN" counter (crew may still attack in CC with this "STUN" counter on, but receives the STUN +1 DRM); flip this counter to its "Recall; +1" side at the end of the CCPh in which the "Melee/CC" counter is removed.

³ No effect, Melee continues (unless other side eliminated).

⁴ Must make a Wound Severity dr as per A17.11.

Withdrawal is NA for this Melee. The Japanese Hero need not Bail Out if the vehicle he is a Rider on changes its TCA. If the Hero mounts the AFV to make his attack on the CE crew, both the Hero and the CE crew are vulnerable to fire [EXC: the crew still receives the +2 CE DRM] until the beginning of the *second* CCPh of their Melee (assuming there is a second Melee); thereafter, neither the Hero or the crew are considered CE (i.e., they are inside the vehicle) [EXC: if the Hero attacks the Carrier, the Hero and crew are always vulnerable to fire: the Hero receives the +2 CE DRM after the beginning of their second CCPh in Melee]. Once the "Melee" counter is placed, the vehicle may not move or fire in any way [EXC: the 75 SA of a Lee(a) may fire normally until the beginning of the second CCPh of the Melee (this is an exception to A7.212)]; if the vehicle is in Motion, it immediately Stops concurrent with the placement of the "Melee" counter. The Hero is *not* eliminated upon completion of his CC attack (i.e., G1.425 is NA for this Hero). If the Hero eliminates the vehicle/vehicle crew in CC, or becomes engaged in CC by any *Personnel* prior to attacking an AFV through the application of this SSR, he immediately reverts to "normal" Hero status.

AFTERMATH: Tasked with clearing the area around Myintha, the tanks from A Squadron of the Carabiniers stopped to engage a Japanese target in a chaung. As the tanks fired away, two Japanese soldiers darted from nearby cover and mounted the tank of Captain Cornaby, the Squadron adjutant. A burst of fire felled one of the attackers, but the other, brandishing a sword, ran Capt. Cornaby through. As Cornaby fell fatally wounded into his turret, the Japanese officer followed him in and likewise killed his gunner. The loader, Trooper Jenkins, emptied his revolver into the berserk swordsman, but to no avail: the Japanese officer was at Jenkins next. As they struggled, Jenkins grasped another revolver and finally managed to kill his opponent. In the hull, the 75mm gun crew fired away at their target, unaware of the calamity occurring in the turret. Meanwhile, more Japanese infantry assaulted the tanks but were cut down before they could do any damage; not so of the 47mm anti-tank gun that opened fire from a concealed position, however, knocking out two tanks. Another tank bogged in the sand of the chaung after the destruction of the AT gun, and unable to recover it, the crew rendered it useless to the enemy as the attack was ended for the day. Short several tanks, 3rd Carabiniers drew into leaguer to rest and replenish for the next day's work, knowing that they would again face the enemy without the aid of the Bombay Grenadiers—a mistake for which they had paid dearly on the trail to Mandalay.



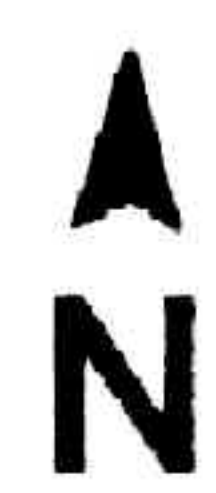
VICTORY CONDITIONS: The Italians win if they control ≥ 6 trench hexes at game end.

TURN RECORD CHART

‡ FREE FRENCH Sets Up First	III 1	III 2	3	4	5	6	7	8	END
III ITALIAN Moves First									

BIR HACHEIM, LIBYA, 27 May 1942: Near the end of May Rommel was ready to begin his assault on the Gazala Line. As always, he chose to try to outflank the British positions by sweeping through the open desert to the south. Anchoring the southern end of the line was the bastion of Bir Hacheim, held by the 1st Free French Brigade. On the evening of the 26th, the clatter of tank tracks could be heard as the Afrika Korps swung around the open flank to the south. At dawn on the 27th, the Germans overran the 3rd Indian Motor Brigade just to the south of the Free French positions. In Bir Hacheim itself, the defenders were standing-to, awaiting the attack they knew must be coming. They were not to be disappointed. At approximately 0800 hours, vehicles appeared to the south of Bir Hacheim. Initially, the French believed these belonged to the British 4th Armoured Brigade, but as they drew nearer, their gunfire revealed them as the M13/40s of the Italian Ariete Armored Division.

BOARD CONFIGURATION:



31
H2

HANDICAP:

- III 13: Use 12 and Light Dust is not in effect.
- III 12: Use 11 and add an ATR to the Free French OB.
- III 11: In the VCs, change " ≥ 6 " to " ≥ 7 ".
- ‡ F1: Add one M13/40 to the Italian Turn 1 forces.
- ‡ F2: Use F1 and replace the Italian 8-0 Leader with a 9-2 Leader.
- ‡ F3: Use F2 and replace five Italian 3-4-7 squads with 4-4-7 squads.

Elements of the 1st Free French Brigade [ELR: 4] set up on/between hexrows L and I (see SSR 3): {SAN: 3}

 4-5-8 8	 2-4-8 3	 2-2-8	 9-1	 8-0	 6-12	 51 [2-11]	 7 morale 6	 1 AT 8 factors	 Trench OVR.OBA: +4 Other: +2 11
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Set up north of hexrow Q (see SSR 3):

 2-2-8 2	 75 2	 13 or 5m OBA: +3 Other: +1 2
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Elements of Ariete Armored Division [ELR: 3] enter from the south edge on Turn 1: {SAN: 2}

 B-1 47 5	 11 3 4-4 75* 3
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Enter from the south edge on Turn 2 (see SSR 5):

 3-4-7 12	 9-1	 8-0	 2-5 4	 24 3PP 4	 28 M10 OPP 8
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Scenario Design: Bill Sisler

SPECIAL RULES:

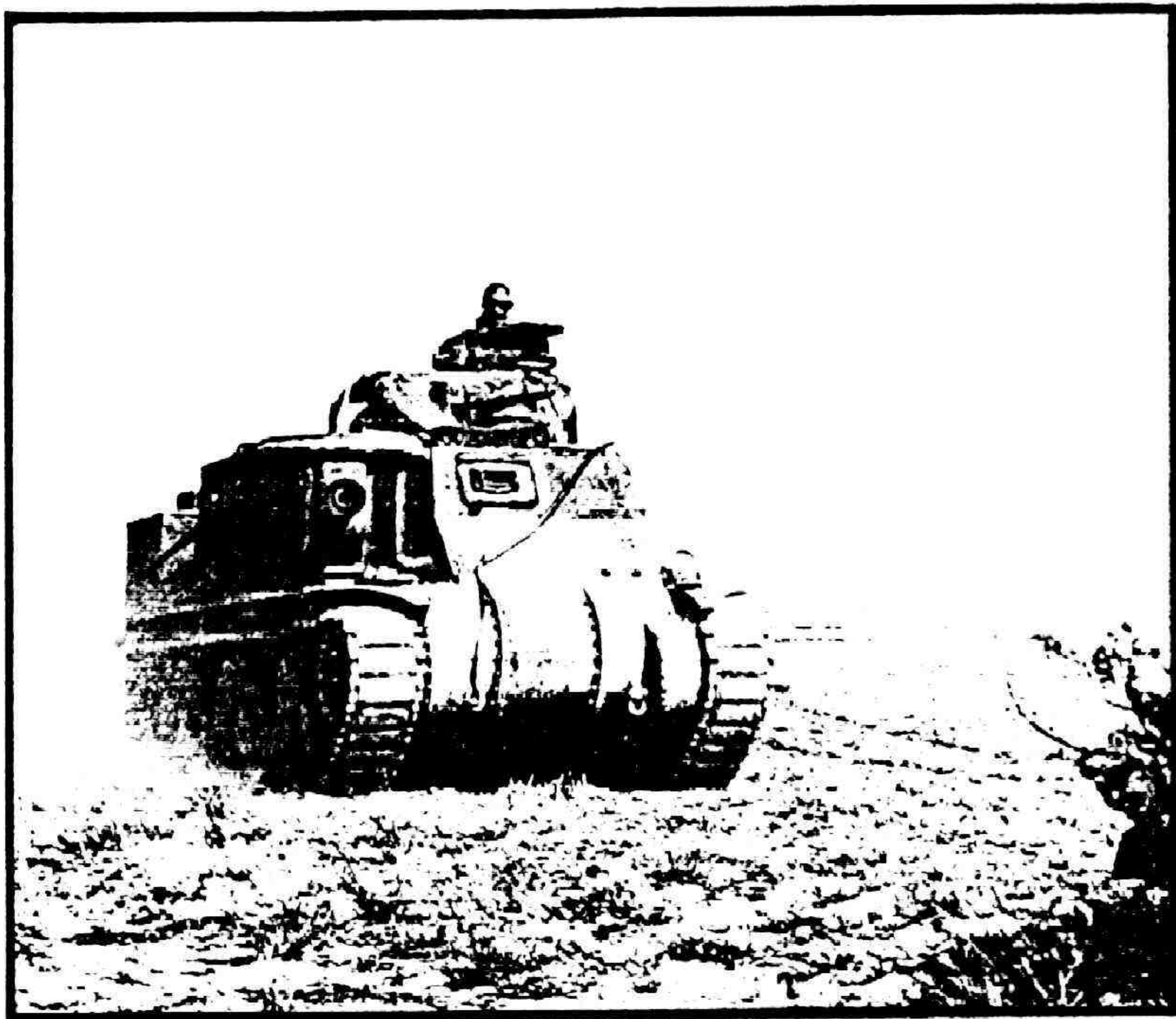
- EC are Very Dry, with no wind at start. Light Dust (F11.71) is in effect. All Hammada hexes are considered Scrub (F2.).
- Place overlay H2 on 31U4-U5.
- No group of adjacent/contiguous trench hexes may contain more than three trench counters, and the trenches may not be set up HIP. The Sangars may set up HIP in Concealment Terrain, and are not revealed until the Gun in it loses concealment or a non-Dummy enemy unit enters its Location. All Guns must be set-up in Sangars.
- Boresighting is NA.

5. All Italian Personnel must enter as Passengers/Riders on motorcycles.

AFTERMATH: The first attack wave consisted of about fifty tanks which crashed through the southern defenses at about 0900. While the attack was delivered with considerable élan, anti-tank guns and the mine fields took a considerable toll. Some tanks managed to break into the position, bearing down on a company command post where Captain Otte remained in control until a tank, only 15 meters away, put a shell through the roof of the fortification. With this encouragement, Otte burned his company's *fanion* to prevent it from being captured. His concern was premature, however, as the marauding tanks were dealt with by 75mm artillery pieces firing from close range. The Italian attack faltered. Later a second attack met with even less success. By 1000 hours the Italians had withdrawn from the field; Bir Hacheim, however, was to endure many more attacks, both Italian and German, over the next several days. The Free French withstood all that the Afrika Korps could send their way, and abandoned the Bir Hacheim position only upon orders from the British, when it was realized that the Gazala Line could not be held.



HART ATTACK



VICTORY CONDITIONS: The Allies win if they control all stone building Locations within 6 hexes (inclusive) of 10Y5 at game end, provided they do not lose ≥ 50 Casualty VP.

TURN RECORD CHART

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

Elements of Kampfgruppe Witzig [ELR: 4] set up concealed on board 10: {SAN: 4}

5-4-8	2-2-8	9-2	8-1	8-0	7-16	5-12	3-8	1-12	30-1	50-12-13	7 morale	88L A5/A6/A7
8	3					2	2				8	

Armor Reinforcements enter from the east board edge on/after Turn 5; all, some or none may enter on each/any turn(s):

9-1	50	2
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Elements of "Hart Force" [ELR: 4] set up as indicated: {SAN: 2}

Set up on board 35 on/west of hexrow DD:

4-5-7	2-2-8	10-2	9-1	8-1	7-16	5-12	3-8	1-12	30-1
9	3								

Set up on board 11 on/west of hexrow DD:

4-5-7	9-1	8-1	7-16	30-1
5			2	

Set up on board 11 on/west of hexrow DD: all AFVs may set up in Motion:

13	5
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Scenario Design: Gary Fortenberry

SPECIAL RULES:

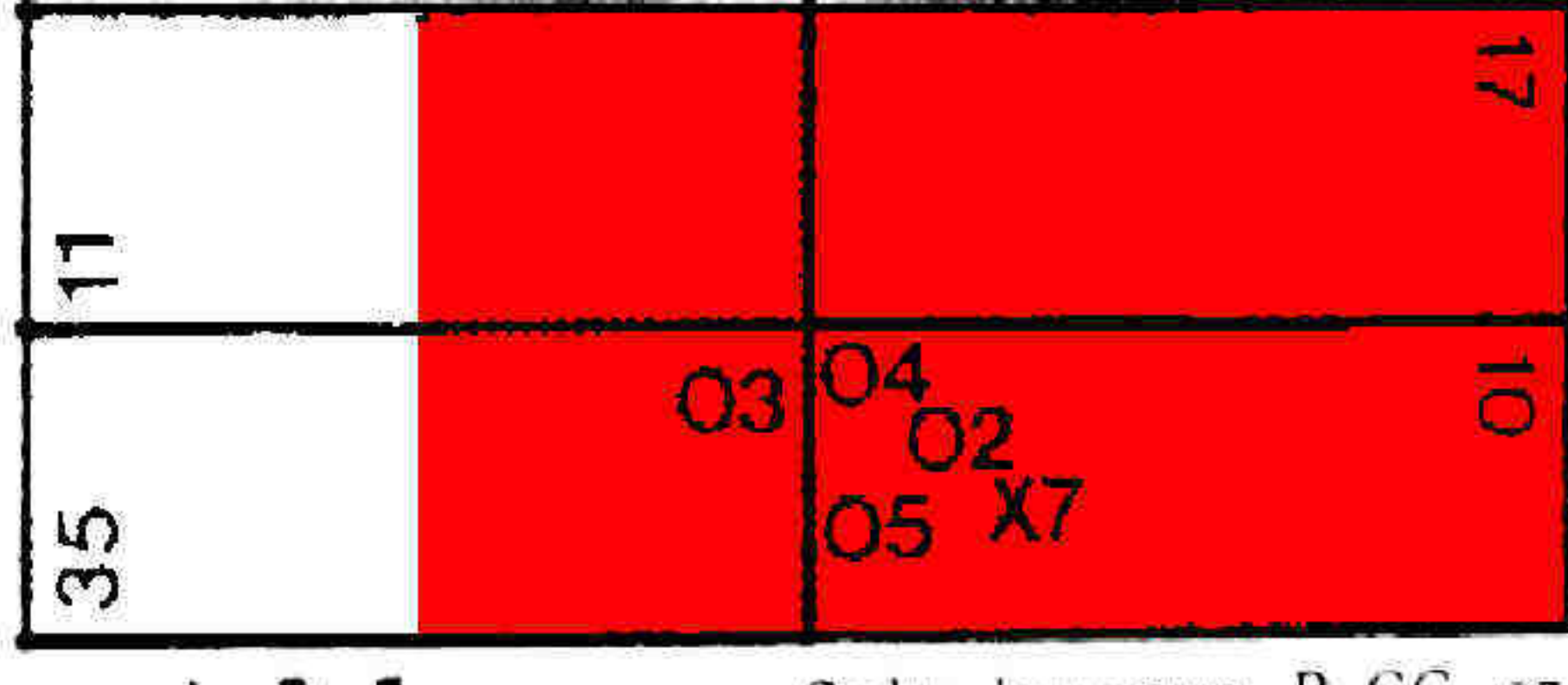
- EC are Wet, with no wind at start. Treat all orchard hexes as Olive Groves (F13.5). All rowhouses have a ground level only.
- Place overlays as follows: O2 on 10EE8-DD8; O3 on 35FF2-FF3; O4 on 10FF8-FF7; O5 on 10FF4-EE4; and X7 on 10Y5.
- German Air Support is available in the form of one '42 FB without bombs; however, the Germans may not make an Air Support dr until Turn 4. At the end of Turn 6, any FB on the board is Recalled, and no further Air Support is possible.
- The British receive one module of 76mm battalion mortar OBA (HE and Smoke) with Normal Ammunition, directed by an Offboard Observer at Level 5 in any west-edge hex secretly recorded prior to German set-up.
- The M3 tanks are American (with American crews), and the appropriate rules/counters should be used accordingly. The American AFV crews are inexperienced (D3.45). All American AFVs have functioning Gyrostabilizers (D11.1). In spite of the fact that it is not yet 1943, all British/American Personnel may be Riders.
- All British SMC/MMC are equipped with Gammon Bombs as an Inherent SW. Use of a Gammon Bomb requires a Gammon Bomb Check dr ≤ 4 (made immediately prior to any MF expenditure necessary for placement); a HS/crew/CX unit has a +1 drm (+2 drm for a SMC) to its Gammon Bomb Check dr. If the Gammon Bomb Check dr is

DJEDEIDA, TUNISIA, 28 November 1942: After the Operation Torch landings in French North Africa, the Allies made a general drive for Tunis, and General Nehring, the German in charge of the Axis Tunisian bridgehead, was forced to scrape together units to slow the Allied advance. As the Allies gained momentum, they fought skirmishes against the various German and Italian formations in the area, sometimes attacking, sometimes defending, but always pushing the thread-bare Axis forces back. Initial casualties to both sides were heavy. The poor weather worked to Nehring's advantage, however, since most of the Allied tactical air support was grounded due to the condition of their airfields. The predominantly all-weather airfields of the Luftwaffe, on the other hand, ensured that German air support was available, and it played a large role in helping to blunt the Allied drive on Tunis. One such airfield was just east of Djedeida--a mere dozen miles from Tunis--and on the 25th of November it had suffered the ignominious distinction of being overrun by a reconnoitering company of American light tanks. The Americans, however, lacking orders to hold the airfield (and the infantry with which to accomplish such a task), had left the field to the Germans upon their withdrawal. Three days later, the mixed British and American battlegroup known as "Hart Force" was tasked with capturing and holding Djedeida and its accompanying airfield; likewise, the German paratroopers of *Kampfgruppe Witzig* had orders to avoid the embarrassment of the earlier engagement. With the British infantry of the 5th Battalion, Northamptonshire Regiment riding the American M3 Lee tanks of 2nd Battalion, 13th Armored Regiment, the attack began in the early afternoon following a morning of reconnaissance on the objective.

BOARD CONFIGURATION:

HANDICAP:

- G3: Use G2 and add a 4-5-7 squad and a M3 Lee tank to the groups that set up on board 11.
- G2: Use G1 and the German tank reinforcements enter on Turn 6.
- G1: The American tank crews are not inexperienced.
- A1: Add a Hero and a 5-4-8 squad to the German "At Start" OB.
- A2: Use A1 and replace the British 10-2 Leader with a 9-1 Leader.
- A3: Use A2 and apply a -2 drm to the Air Support Arrival dr.



AN

Only hexrows R-GG on all boards are playable

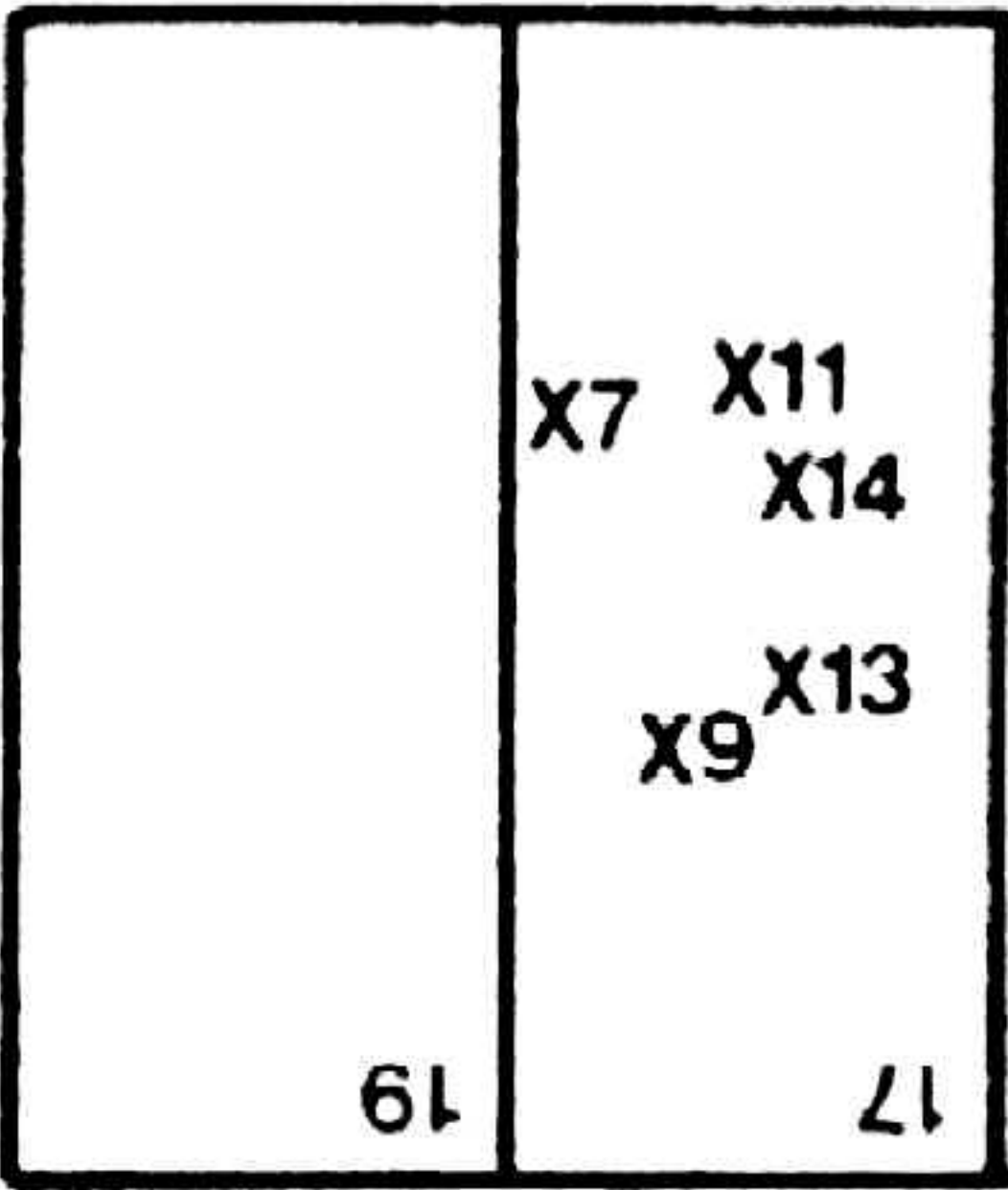
an Original 6, the unit is Pinned (even if berserk). Aside from the need for a Gammon Bomb Check dr, a Gammon Bomb is treated exactly as if it were a DC for all purposes [EXC: it has a FP factor of 16, and a TK# of 10 vs armored targets; Non-elite Personnel are not penalized when using a Gammon Bomb; a Gammon Bomb may not be Set]. If used for Breaching (B23.711) purposes, a Gammon Bomb uses a FP factor of 30 (instead of 16). Additionally, a Gammon Bomb may be used in CC vs a vehicle exactly as if it were an ATMM [EXC: the Gammon Bomb Check dr may differ], adding a -3 DRM to the CC attack by the unit.

AFTERMATH: "Hart Force" attacked Djedeida village with the Northamptonshires moving in line, C and D companies on the left, transported by the American tanks, and A and B companies on the right, advancing along the drainage ditch and rail line in the cover of the olive grove. The Germans waited until the Allied force was at very close range before springing their ambush; several of the tank riders were killed, and the American tankers, psychologically unprepared for the capabilities of the enemy they now faced, beat a hasty retreat when an 88mm anti-aircraft gun opened fire and destroyed several tanks. The Northamptonshires regrouped, and with the tanks providing covering fire from a discreet distance, resumed the assault; this attack too, failed short of the village. Another attack was scheduled for the next day, but the Germans had since been reinforced, and beat off the combined attack, mounting even heavier air strikes against the Allied force. These attacks against Djedeida, along with the bungled amphibious landing of the 1st Commando west of Bizerte and air drop of the 2nd Parachute Battalion south of Tunis, proved to be the high-water mark of the Allied drive on Tunis in 1942. General Nehring had managed to hold his Tunisian bridgehead with the limited forces at his disposal; in a week it would be he who was on the attack to throw the Allies off balance in their African adventure.



DURY, FRANCE, 27 May 1940: The newly formed French 7ème Armée had ordered "one step forward" along the whole of it's front. Although this was not too difficult on the right wing, it was almost impossible on the left, as the Germans were determined to hold the bridgeheads they had won south of the Somme. Over a period of four days the French, as well as the British, had been attacking the Amiens and Abbeville bridgeheads with little or no success. On the morning of the 27th of May the attack towards Amiens was resumed. Along the way the French encountered the Germans at the town of Dury.

BOARD CONFIGURATION:



HANDICAP:

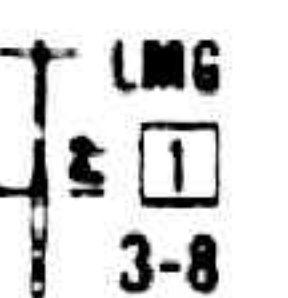
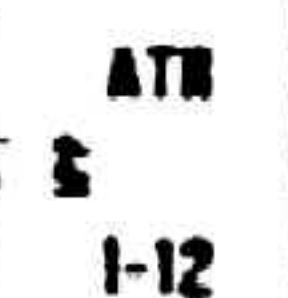
- G3: Use G2 and increase game length to 8 Turns.
- G2: Use G1 and replace one 37L AT Gun with an ATR and a DC.
- G1: Replace the French 9-1 Leader with a 9-2 Leader.
- F1: Add an ATR to the German OB.
- F2: Use F1 and replace the German 9-1 Leader with a 9-2 Leader.
- F3: Use F2 and delete one S35 from the French OB.

VICTORY CONDITIONS: The French must control all multi-hex buildings on board 17 by game end.

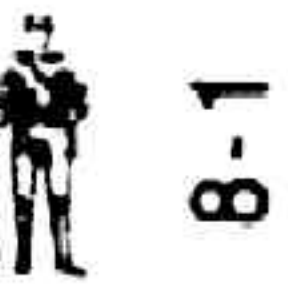
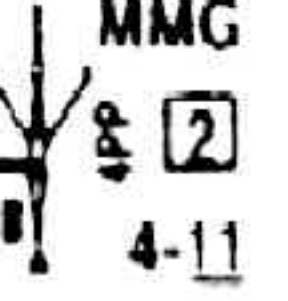
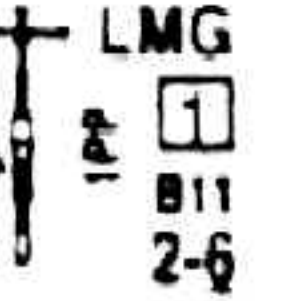
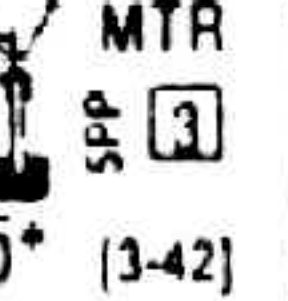
TURN RECORD CHART

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

Elements of 2nd Motorized Division [ELR: 4] set up on board 17 on/south of hexrow Z: {SAN: 4}

 4-6-8	 2-2-8	 9-1	 8-1	 8-0	 5-12	 3-8	 1-12	 7 morale	 37L H6(9)
8	2					2		8	2

Elements of 19ème BCC and 7ème Cuirassée of the 7ème DLC [ELR: 3] set up on boards 17/19, on/north of hexrow BB: {SAN: 2}

 4-5-7	 2-3-7	 9-1	 8-1	 7-0	 4-11	 B11 2-6	 60* [3-42]	 47 -1/2*/4	 47* 1/2
10	2				2	2		2	3

Scenario Design: Bill Sisler

SPECIAL RULES:

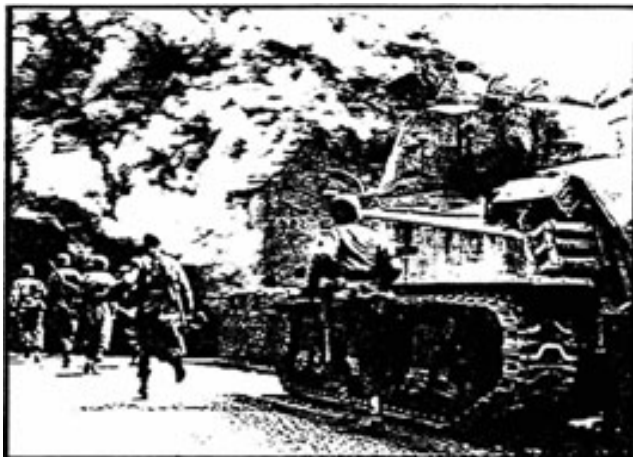
- EC are Moderate, with no wind at start.
- Place overlays as follows: X7 on 17V1, X9 on 17L4; X11 on 17W6-W5; X13 on 17M7-N6; and X14 on 17T6-U7.
- The French AFVs may set-up in Motion.

AFTERMATH: At 0950 five infantry battalions of the 7ème DLC attacked, supported by Renault D2s of the 19ème BCC and SOMUA S35s of the 7ème Cuirassée. As before the fighting was costly and the progress small. Dury was taken, but afterwards the German artillery replied furiously, soon backed by the Luftwaffe. At 1600 the attack was stopped and the 7ème DLC was ordered to consolidate the ground gained. The few remaining S35s were left to support the division, but the 19ème BCC, which had lost eight tanks, was withdrawn to the rear. The Amiens bridgehead remained intact.

SHOOTOUT AT SINGLING



ASL SCENARIO ASLUG5

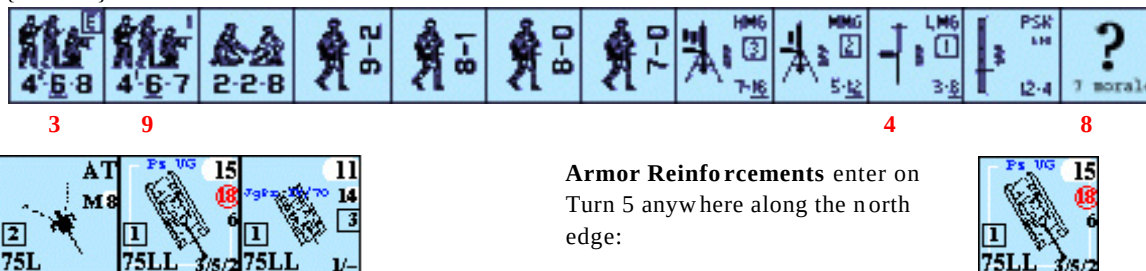


VICTORY CONDITIONS: The Americans win if they accumulate *more* VP than the Germans. Casualty VP are awarded normally to each side [EXC: prisoners do not count as double Casualty VP]. The Germans also receive the Casualty VP equivalent of all *unbroken* German units onboard 21 at game end. The American receives VPs for the control of multi-hex buildings on board 21 at game end: each multi-hex building is worth Vps equal to the number of ground level Locations it contains [EXC: building 2114 is worth 10 VP to the Americans].

TURN RECORD CHART

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

Elements of Battalion I, Panzergrenadier Regiment 111, Panzer division 11 [ELR: 3 set up on board 21 (see SSR 4): {SAN: 4}



Armor Reinforcements enter on Turn 5 anywhere along the north edge:



Elements of Company B, 51st Armored Infantry Battalion and Company B, 37th Tank Battalion [ELR: 4] enter along the south edge of board 17 on Turn 1 (see SSR 5): {SAN: 2}



Scenario Design: Guy Chaney & Mike McGrath Co nversion to PDF: LLMC Studios

Special Rules:

- EC are Moderate, with no wind at start. None of the roads are paved. Kindling fires is NA.
- Each graveyard hex on board 21 is treated as an orchard hex. All rowhouses are one hex single story buildings; the black bars are treated as open ground with VBM being allowed along black bar hexsides; VPs are not awarded for their control. All buildings that would normally contain a ground, 1st and 2nd level have only a ground and 1st level, as well as having an inherent stairwell in each hex [EXC: hex 2114 does contain a 2nd level]. The Y9/Y10 hex side on board 21 is considered Open Ground for all purposes (i.e., the wall does not exist on that one hex side), and the road also connects hexes 21Y9 and 21Y10.
- Prior to German set-up the American must secretly record two pre-registered hexes, both of which must be visible to an Offboard Observer at Level 3 in any one hex along the south edge of board 17. One WP fire mission (which must be used during the PFP of turn 1) is available for each pre-registered hex (Barrage is NA). No radio contact/battery access is necessary: place the AR counters, roll for accuracy/error, and place the WP FFEs (which are lost if their entire Blast Area lands offboard). Once the FFEs have been resolved, remove them from the board: no further artillery actions possible.

- The Germans may use HIP for one squad/equivalent and any SMC/SW that stacks with it.
- The American force is considered elite. All American Infantry must enter as Passengers/Riders. The M3(MMG) halftrack inherent squad (see American Vehicle Note 30) is a 6-6-7. Any two American tanks may be pre-recorded as having functioning Gyro stabilizers (D11.1).
- AFV crews may not voluntarily abandon their vehicles.

AFTERMATH: Leach and Belden made a run for the houses under the cover of a dense White Phosphorus barrage. As the leading Sherman reached the outskirts of town, the German infantry ducked into the cover of the houses. A game of hide and seek between the opposing vehicles began. The Germans drew first blood, but were distracted enough to allow the American infantry to reach the center and east edge of the village. A two-tiered battle ensued: tanks battled in the streets while the American infantry tried to round up the Germans as well as do a little tank hunting of their own (they managed to cripple one Jagdpanzer and forced its crew to bail out). At a crucial point in the battle, Sgt. Fitzgerald craftily maneuvered his Sherman around a corner and used 76mm H VAP rounds to destroy two Panthers which had been ripping apart houses with point blank fire. As the battle progressed, tank gunfire from covered positions produced a stalemate. With nightfall approaching, the Americans withdrew leaving 20 knocked out tanks behind. The Germans had lost three AFVs.

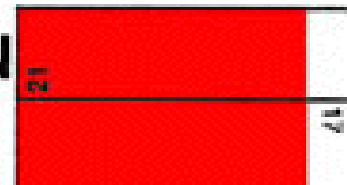
SINGLING, FRANCE, 6 December 1944: After the failure at Arnheim, the main Allied effort in the west was concentrated upon improving logistics and gaining control of the approaches to the port of Antwerp and jumping-off points along the German frontier. The operations undertaken to achieve these goals often incited tank versus tank skirmishes. On the evening of 5 December, C Company of the 37th Tank Battalion approached the village of Singling and was struck by a fusillade of fire from tanks and anti-tank guns hidden in the town. Within a few minutes five Sherman were knocked out and nine more were crippled by artillery fire after bogging in the soft ground. On the morning of the 6th, the Americans tried again. As the sun climbed into the sky, Captain Leach's B Company of the 37th and Lieutenant Belden's B Company of the 51st Armored Infantry Battalion charged towards Singling across the same sodden ground as the ill-fated C Company.

BOARD CONFIGURATION:

HANDICAP:

- G3: Use G2 and exchange an American 8-1 leader for an American 9-2 leader.
- G2: Use G1 and add a 6-6-7 squad and M3 Halftrack to the American OB.
- G1: All American M4A3(76)W tanks have an APCR Deletion Number of 5 (6 counting Elite Status, SSR 5).
- A1: Add a PSK to the initial German OB.
- A2: Use A1 and delete the 9-2 Armor Leader from the American OB.
- A3: Use A2 and add a 9-1 Armor leader to the initial German OB.

AN



Only hexrows A-BB (inclusive) on board 21 and hexrows F-GG on board 17 are playable.

Near BIR ENBA, EG YPT, 9 December 1940: Operation Compass, the codename for Wavell's offensive against Italian-held Libya, was kicked off with several assaults on Italian frontier camps. These fortified camps were built to cover the approaches to the coastal road between Sidi Barrani and Bardia, and any British advance into Libya would be severely hindered by these camps. On the night of 7-8 December, under a veil of strict secrecy and low cloud cover, the British were able to gain their way in to assault position without being detected by the Italians. All through the night of the 8th, the RAF and Royal Navy bombed and shelled Sidi Barrani and airfields to the west. At 0500 on the 9th, a detached battalion of the 4th Indian Division fired on Camp Nibeiwa's eastern perimeter in order to confuse the defenders as to the direction of the attack. At 0715 hours British divisional artillery shelled Nibeiwa in a brief but intense bombardment.

HANDICAP:



I3: Use I2 and SSR 5 is NA.
I2: Use I1 and change "or turn 3" to "or turn 2" in SSR 5.
I1: Increase game length to 11 turns.



B1: Delete the 9-2 Armor Leader from the British OB.
B2: Use B1 and delete one Matilda from the British OB.
B3: Use B2 and Light Dust is *not* in effect at start.



S2 and S6: see SSR 2

ITALIAN Sets Up First	1	2	3	4	5	6	7	8	9	10	END
BRITISH Moves First											

Elements of Gruppo Maletti [ELR: 2] set up on/east of hexrow 28U/29U. [SAN: 2]

Artillery Support Group set up on/east of hexrow 28U/29U (see SSR 6):

Armor Support Group
Set up on overlays D5/D6 (see SSR 6):

In hex 28B (see SSR 6):


Elements of 1st Rajputana Rifles and 2nd Cameron Highlanders, 4th Indian Division with elements of 7th Royal Tank Regiment [ELR: 3) set up on boards 30/31 [SAN: 4]:

													
4 th 5-7	8-2	9-1	8-1	8-0	7-0	6-2	5-1	4-1	3-1	2-1	1-1	0-1	0-1

Scenario Design: Gary Fortenberry Conversion to PDF: LLMC Studios

1. EC are Dry, with a Mild Breeze from the northwest at start. Light Dust (F11.71) is in effect, a change in wind strength will not reduce the DLV Dust below Light Dust (EXC: unless the B3 Handicap is in effect - if Light Dust then comes into effect it can be decreased to no dust).
2. Place Overlays as follows: **D1** on 29T3-T2; **D6** on 29O7-O8; **D5** on 28P5-P6; **H3** on 28X1-Y2; and **H6** on 28EE5-EE6. During his setup, the locations of Overlays **S2** and **S6** are secretly recorded by the Italian player anywhere on boards 28/29 [EX C: they must be placed so that they cover *only* Open Ground (i.e., they may not be placed over any Hammada/Scrub/other Overlays)]; these Overlays are revealed whenever a British unit enters a hex ADJACENT to them, or at any point prior to that at the Italian player's discretion.
3. A road (F9.3) runs from 28GG1 to 28N10 (inclusive).
4. A pre-game Bombardment (C18) is conducted on boards 28/29 on/east of hexrows R.

6. For the Italian units that must set-up in hex 28BB1, the 10-2 leader must be set up in the Pillbox, and the 2-4-7 HS and HM G must be set-up in the Trench; no other Italian units may set-up in hex 28BB1. The Italian Armor Support Group must be placed *in the sanga rs*, with all CA (as applicable) facing west.

AFTERMATH: Matilda IIs from 7th RTR spearheaded the attack and quickly destroyed 25 Italian medium and light tanks parked outside the main perimeter. The Matildas then engaged the Italian artillery and infantry at close range. British infantry followed up the Matildas and mopped up the more stubborn pockets of resistance. Early in the fighting the Italian group commander, General Maletti, was killed by tank machine gun fire as he exited his bunker. The successful British misdirection and the blow to Italian morale caused by the loss of General Maletti provided all the advantage that the British would need. After two hours of hard fighting they had the entire camp well in hand and had captured over 4000 prisoners.

A TOUGH NUT TO CRACK

ASL SCENARIO ASLUG3



VICTORY CONDITIONS: The Australians win immediately by exiting 12 squad equivalents off the north board edge. Each building location controlled by the Australians and each Pillbox eliminated/controlled by the Australians reduces the number of squad equivalents needed by one; each AFV eliminated increases the number of squad equivalents needed by one.

GIROPA POINT, 3 MILES EAST OF Buna, New Guinea, 1 January, 1943: General MacArthur, furious at the perceived inability of his commanders to crack the Japanese fortified positions surrounding Buna, relieved his top field officers and placed General Eichelberger in command. MacArthur's last words to Eichelberger were "Capture Buna or don't come back alive!" Eichelberger's predecessors and his Australian counterparts had run into a "tough nut to crack". The Japanese had put together a fortified position around a coconut plantation on Giropa Point, just east of Buna, that had held against repeated allied assaults. General Wooten, the Australian Area Commander, was awaiting fresh troops from the AIF 18th Brigade and armor support from Milne Bay before resuming the attack on January 1st. Eichelberger, in an attempt at grabbing the glory, threw two companies of the 128th Regiment, 32nd Division at the Japanese. They were almost immediately stalled and came under such intense fire that the unit was unable to support the Australian attack scheduled for the next morning.

BOARD CONFIGURATION:

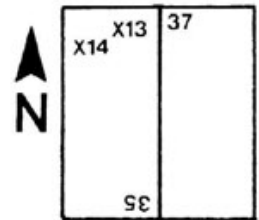
HANDICAP:



J3: Use J2 and delete one DC from the Japanese OB.
J2: Use J1 and delete one HMG from the Japanese OB.
J1: Increase game length to 10 turns



A1: Exchange on Japanese HMG for a .50 cal HMG.
A2: Use A1 and reduce the number of AFV's in the Australian OB to four (4).
A3: Use A2 and change "12" to "15" in the Victory Conditions.



	JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9	END
	AUSTRALIAN Moves First										

Remnants of the 18th Army [ELR: 3] set up concealed north of hexrows 35H and 37Z. [SAN: 5]

4 ⁺ -4-8	4 ⁺ -4-7	3-4-7	2-2-8	10	8	8-0	6-14	4-11	2-6	50-15-10	30-1	20-1-12
2	7	4	8	2			2	2	4	2	3	2

?	2+3+5	1+3+5	Trench OVR. OBA: +4 Other: +2	Foxhole 5 OVR. OBA: +4 Other: +2
16	6	6	6	6

Elements of 2/9th Battalion, AIF 18th Brigade [ELR: 3] set up south of hexrows 35H and 37Z {SAN: 3}

4 ⁺ -5-8	4 ⁺ -5-7	2-2-8	8-2	8	8	8-0	6-14	4-11	2-6	50-15-10	30-1	Radio
7	9	2					2	4	2	4		

18 37LL 2/4/2
6

Scenario Design: Gary Fortenberry
Conversion to PDF: LLMC Studios

Special Rules:

- EC are Wet, with a Mild Breeze from the north at start. PTO terrain (G.1) is in effect, including Light Jungle. All buildings are ground level only; Tunnels are NA. The ground is considered soft for Bog purposes. Kindling fires is NA.
- Place O overlays as follows: X14 on 35AA4-Z3, and X13 on 35BB7-CC7.
- Four of the 1+3+5 Pillboxes and one of the 2+3+5 Pillboxes must be set up on-board (i.e., non-HIP) at start; their contents, if any, may use HIP normally via the application of either G1.631/G1.632. Only one Pillbox/Foxhole counter may set up per hex.

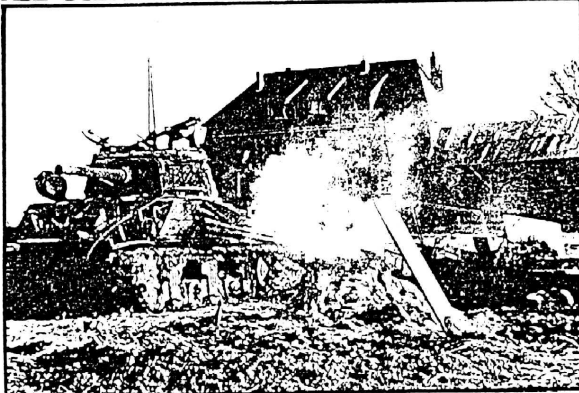
- The Australians receive one module of 88 mm OBA which may fire HE or Smoke.

AFTERMATH: The Australians jumped off after a brief artillery barrage and with the armor in the lead soon ran into the line of Japanese pillboxes. With the help of the armor, the Australians were able to crack the heretofore impregnable Japanese defenses. The Stuarts were used as battering rams to knock holes in the pillboxes through which the infantry would place a jury rigged demolition charge and a can of petrol. The ensuing explosion and fire would usually be enough for the Japanese holed-up in the fortifications. Two hours after the assault began, the lead Australian elements had reached the beach.

CHATEAU CHERRY



ASL SCENARIO ASLUG2.1



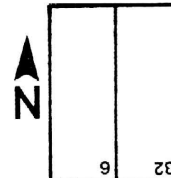
VICTORY CONDITIONS: The Germans win immediately when they control building 6N4 and there are no Good Order American unit(s) within Normal Range (A10.532) of--and with an LOS to--the 6Y1-6Y6-6Y10-32WS-32Y10 road, provided the Americans have not amassed ≥ 31 Casualty VP.

NEFFE CHATEAU, BELGIUM, 19 December 1944: During the first days of the German Ardennes offensive three battle groups were created from the American 10th Armored Division's Combat Command B with orders to delay the Germans by any means possible. One of these battle groups, Team Cherry, lost most of its equipment to enemy fire while caught in a traffic-jam on the Longvilly-Mageret road. Team Cherry's headquarters, including Lieutenant Colonel Henry Cherry, was cut-off by the German thrusts, and moved into an ancient heavy-stone chateau at Neffe. There they erected a roadblock and decided to stay put instead of blundering around in the confusion. Despite repeated German attacks, Team Cherry's HQ held out in the chateau and that afternoon was reinforced by a platoon from the 3rd Battalion, 501st Parachute Infantry moving forward from Mont.

BOARD CONFIGURATION:

HANDICAP:

- ☆ A3: Use A2, and in SSR 4, all after "is stone" is NA.
- A2: Use A1 and increase game length to 9 Turns.
- A1: Replace the German 4-4-7 squads with 4-6-7 squads.
-
- G1: In the VC, change " ≥ 31 " to " ≥ 25 ".
- G2: Use G1 and replace the American 9-1 Armor Leader with a 9-2 Armor Leader.
- G3: Use G2 and the M4A3(76)W has a functioning Gyrostabilizer (D11.1).



TURN RECORD CHART

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

Headquarters, Team Cherry, CCB, 10th Armored Division and Elements 3rd Battalion, 501st Parachute Infantry [ELR: 4] set up concealed at least 6 hexes from 32X8: {SAN: 4}

3	2								2	5

3		3	

Elements of Panzergrenadier Regiment 902, Panzer Lehr Division [ELR: 4] set up within 4 hexes of 32X8 and/or enter from the east board edge on/after Turn 1; all, some or none may enter on each/any turn(s): {SAN: 2}

5	7	2							3			2

3		3

Scenario Design: Gary Fortenberry

SPECIAL RULES:

1. EC are Overcast (E3.5) with no wind at start. Falling Snow (E3.71) will occur (instead of Rain) on a Wind Change DR ≥ 10 . Ground Snow (E3.72) is in effect. All printed roads are paths [EXC: the 6Y1-6Y6-6Y10-32WS-32Y10 road *does* exist], and all bridges are fords. All Sunken Roads are Gullies. The gaps ("gates") in the wall at 6W9-6X9 and 6Q9-6Q10 do exist.

2. The roadblock may *not* be set up HIP.

3. All German units and the American 7-4-7 squads and 9-1 Leader have Winter Camouflage (E3.712).

4. All buildings are wooden [EXC: building 6N4 is stone, with a +4 TEM]. No vehicle may set-up in/enter (even using Bypass) any hex of building 6N4.

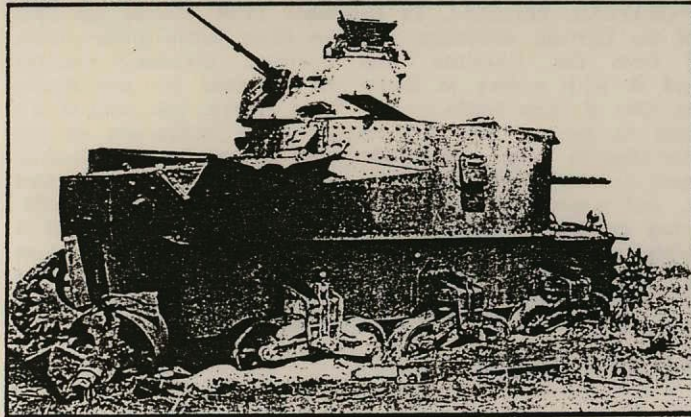
5. All American units are considered Elite. The M3(MMG) Halftrack inherent squad (see American Vehicle Note 30) is a 6-6-7.

AFTERMATH: Colonel Cherry and his ad hoc troops continued to doggedly maintain their hold on the chateau. By nightfall, however, the chateau roof was burning and there were other fires throughout the building. Cherry and his men pulled out of the building and moved to Mont to join the right flank of the 501st Parachute Infantry, insisting "we're not driven out...we were burned out. We're not withdrawing...we are moving."

BEYOND THE PAKFRONTS



ASL SCENARIO ASLUG1.1



South of VERKHOPENYA, RUSSIA, 8 July 1943: The fourth day of the battle for the Kursk salient found the German *Grossdeutschland* Division still pushing north towards Syrtsevo and Verkhopenya against strong Soviet resistance. That morning, a fierce Soviet counterattack by a Tank Brigade south of the fortified town of Syrtsevo was repulsed by the guns of *Grossdeutschland's* Tiger company. As the weight of the German attack on the fortified locality of Syrtsevo increased, the Soviet defense began to crumble. The surviving Soviet units pulled out of the line across the river Pena, leaving Syrtsevo to the Germans. With the bulk of *Grossdeutschland* mopping up the fortifications in and about Syrtsevo, the division's reconnaissance battalion was tasked with continuing north and, taking advantage of the confusion, holding a corridor open to the town of Verkhopenye--where a bridge across the Pena was still intact.

BOARD CONFIGURATION:

HANDICAP:

- R3: Use R2 and replace one of the German 8-1 Armor Leaders with a 9-2 Armor Leader.
- R2: Use R1 and add an 8-1 Armor Leader to the German units that enter on Turn 1.
- R1: German Turn 3 reinforcements enter on Turn 2.
- G1: In SSR 5, change "Plentiful" to "Scarce".
- G2: Use G1, add an ATR to the initial Russian OB, and exchange the 7-0 Leader for a 9-1 Leader.
- G3: Use G2 and the Russian Turn 3 reinforcements enter on Turn 2.



19
EE

VICTORY CONDITIONS: To win the Russians must--during a hypothetical Russian PFP occurring immediately after the end of the last CCPh (i.e., with no ensuing RPh)--be able to put a total of sixty FP factors into hex 33Y10. For purposes of reaching sixty FP factors, Smoke/CH/multiple ROF/PBF/TPBF are NA [EXC: PBF (not TPBF) is applicable for SMC/MMC/SW only]; a hit is assumed for all Ordnance weapons in LOS if they could hit a non-moving Infantry/Area Target in the hex with a Final DR ≤ 7 , and all Special Ammunition available at the moment of summation may be assumed to be in use.

TURN RECORD CHART

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

Elements of III Mechanized Corps [ELR: 3] set up on/north of hexrows 33H and 19Z: {SAN: 3}



4-4-7	2-2-8	8-0	7-0	2-8	1-12	56-13-20	7 morale	1 AT	45LL	Foxhole
5	2						7	3		3
								factors		

Elements of reinforcing Tank Brigade enter on Turn 3 on/between hexes 33T0 and 33GG7:

4-4-7	1-4-9	17	13
2		3	3

Elements of *Grossdeutschland* Division's Reconnaissance and Assault Gun Battalions [ELR: 4] enter on/between hexes 33A4 and 33A7 and/or 19GG4 and 19GG7 on the indicated turn: {SAN: 2}



Turn 1:	4-4-8	2-4-8	8-0	3-8	8	17	18	18	18	24
	3					2		3		
Turn 2:	4-4-8	9-1	8-0	3-8	18	16				
	3				3					
Turn 3:							8-1	13		
								4		

Scenario Design: Mark Neukom

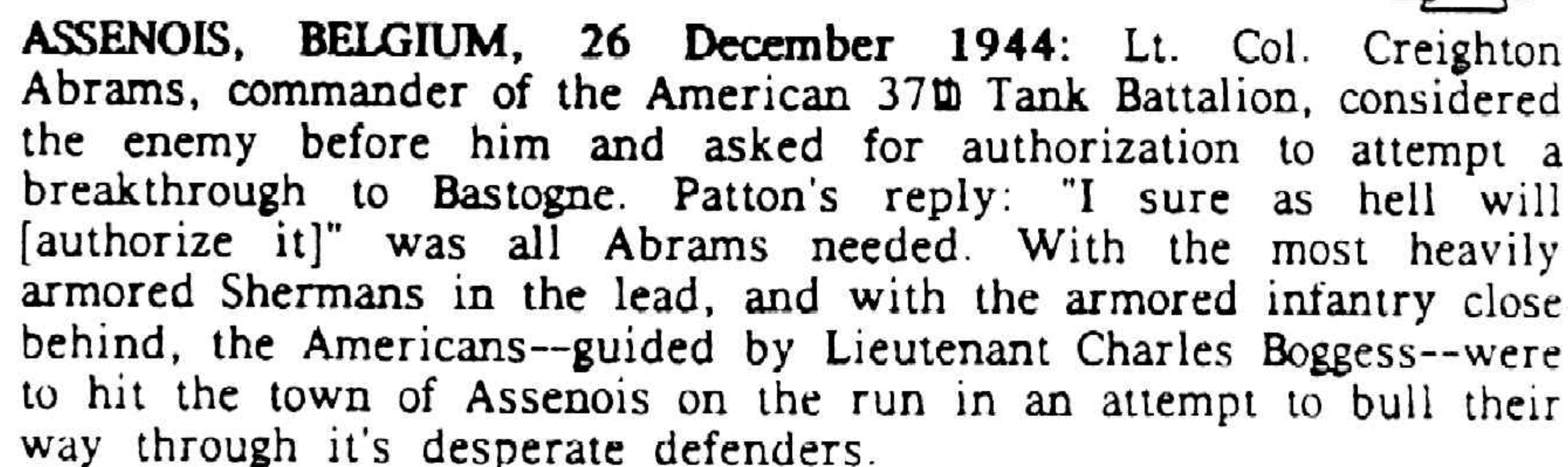
SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the west at start.
- The A-T mines may not be set up in a road hex [EXC: they may be used as a Daisy Chain (B28.531) in a road hex].
- Use British Lee(a) counters as Russian AFV. The 37LL MA may fire HE and Canister as if the scenario were dated 1944; however, use of gyrostabilizer and smoke dischargers is NA. Treat all Lee(a) tanks as having the 2* AAMG.
- All German Personnel must enter as Passengers/Riders. The SPW 250/sMG inherent HS (see German Vehicle Note 58) is a 2-4-8 HS. All German vehicles [EXC: SPW 251/1, StuG IIIG] start the scenario manned by an Inherent Infantry (i.e., 2-2-8) crew; such crews retain all vehicular

crew capabilities if they leave their vehicle for any reason. Any German vehicle whose crew voluntarily abandons it retains an Inherent Driver.

- The Germans receive one module of 80+mm Battalion Mortar OBA (with Plentiful Ammunition) that can fire HE and Smoke only.

AFTERMATH: Beyond the *pakfronts* and fortified locality of Syrtsevo, the situation turned fluid and the reconnaissance battalion found itself in a pursuit--something that hadn't happened in the past four days. Elements of the recon unit arrived at their first objective, a crossroads just south of Verkhopenya, and began the task of securing the surrounding woods and outbuildings. Due to the lack of supporting infantry, the crews had to dismount from their vehicles to mop up the scattered Soviet resistance. With sudden fury, the Soviets counterattacked with a Tank Brigade. Lacking the heavy weapons necessary to battle the Soviet tanks, the reconnaissance unit had to rely on the support of the *Grossdeutschland* Sturmgeschütz battalion for protection. For three hours the battle raged, but in the end, the German assault guns accounted for thirty-five Soviet tanks--both T-34s and Lend-Leased American M-3 Lees--which littered the battlefield after the attack died down that evening. Verkhopenya and its bridge over the Pena fell that night, putting *Grossdeutschland* halfway to Oboyan, its first objective on the path north to Kursk.



AN

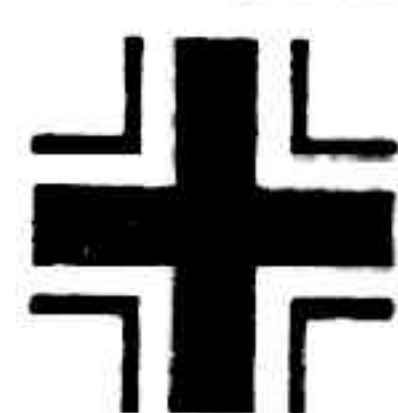
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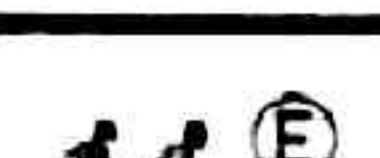
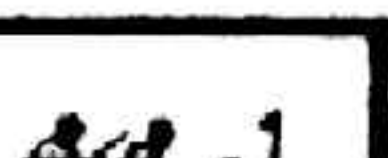
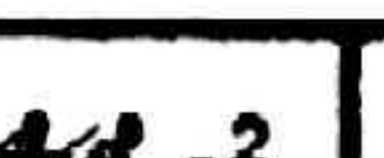
- ✚ G3: Use G2 and the American gets a Recon dr (E1 23).
- G2: Use G1 and add a 9-2 Armor Leader to the American OB.
- G1: Delete one Roadblock from the German OB.

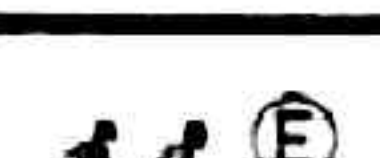
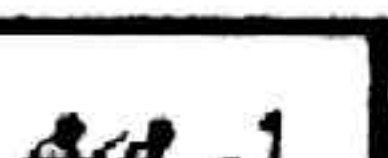
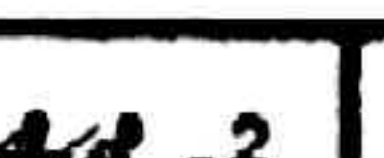
- ☆ A1: In the Victory Conditions, change "≥ 70" to "≥ 80".
- A2: Use A1 and delete SSR 3.
- A3: Use A2, delete SSR 6, and exchange the German 7-0 Leader for a 9-2 Leader

TURN RECORD CHART

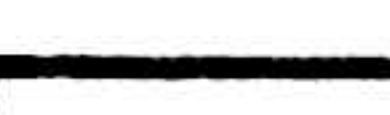
♣ GERMAN Sets Up First	☆ 1	2	3	4	5	END
☆ AMERICAN Moves First						



											
4	4	4	4							4	

		
2		2



 6-1 6-7	 9-2	 9-1	 7-0	 MTH JZ JZ	 BAZ 44 E II 8-4	 9-1 2nd LI	 12 18 8 1 75 2/4/4	 36 2 1 2 37LL -/4/4	 20 0 0 2 10PP *AAMG -/-/12*	 20 0 0 2 15PP *AAMG -/-/8*	 20 0 0 1 15PP *AAMG -/-/4
8	2	2	4	4	2	2	2	2	2	6	

Scenario Design: Mark C. Nixon

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.

2. Prior to play, stone rubble counters are placed in 10Y9, 10X7, 10X8, 10W8, 24U3, 24U4, and 24V3; wooden rubble counters are placed in 24P3, 24P4, 24Q3, and 24O10.

3. All German AT Guns must be set-up within 4 hexes (inclusive) of 10Y5/24Q5.

4. Due to the preliminary bombardment, Boresighting is NA. Additionally, throughout the entire first Player Turn all German units have their inherent FP halved [EXC: when defending in CC], fire all MG as Area Fire, must add +2 to their To Hit DR, cannot change a weapon's CA, cannot use Intensive Fire or a Multiple ROF (although Subsequent First

Fire/FPF can be used), may not use Voluntary Rout, and cannot Withdraw from CC. If a German unit is Pinned during the first Player Turn, these effects are *not* doubled; the Pin result simply supersedes the effects of the second sentence of this SSR.

5. The M3(MMG) Halftrack inherent squads (see American Vehicle Note 30) are 6-6-7 squads (or 3-4-7 HS if the American player chooses to Deploy the squads); these are *in addition* to the squads received in the American OB.

6. The American force is considered Elite for purposes of Special Ammunition Depletion Numbers (C8.2).

AFTERMATH: The grenadiers of the 39th Regiment, along with other divisional assets, were surprised by the fierce American attack. The fighting in the village was fast and furious, but the outcome was decided quickly. The first tanks through--Bogges and his companions--at last made contact with the beleaguered "Screaming Eagles." Patton's men had delivered.

PATTON'S PRAYERS

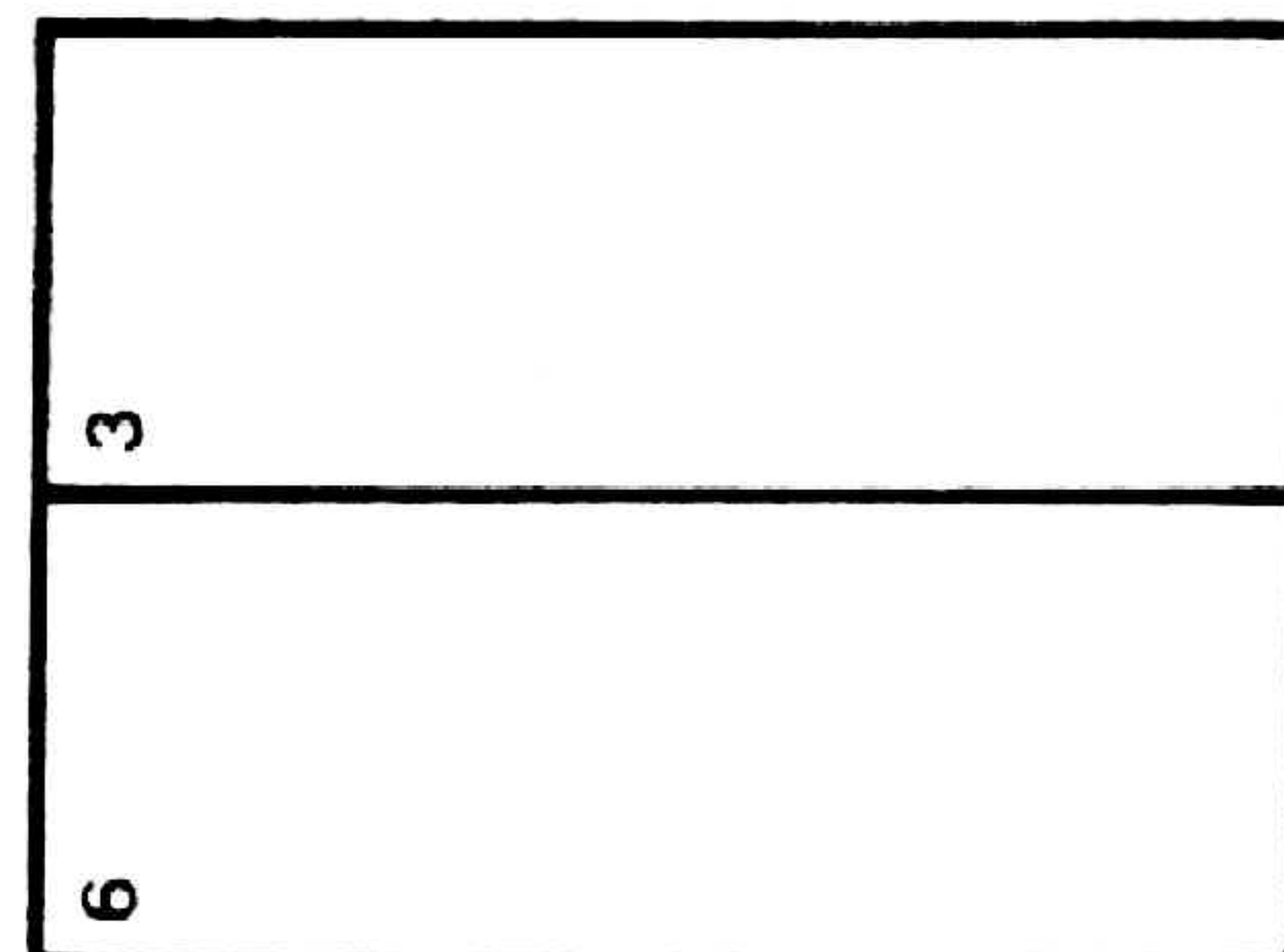


ASL SCENARIO ASLUG23



WARNACH, BELGIUM, 23 December 1944: To open the attack on the morning of the 23rd, Patton had ordered his chaplain, Father O'Neill, to pray for good weather. The good Father responded with a prayer, and the day dawned crisp and clear. The men of the 4th Armored Division knew that fighter-bombers would be in the air to help them, and they charged forward with renewed vigor. Their immediate goal was the town of Warnach, where the Germans of the embattled 5th Parachute Division waited on the frozen ground.

BOARD CONFIGURATION:



HANDICAP:

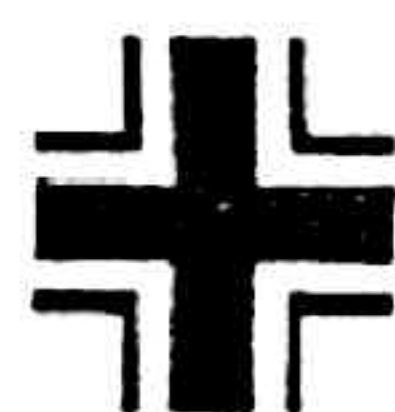
G3: Use G2 and on Turn 1 the Americans automatically receive Air Support in the form of one '44 FB with bombs.
G2: Use G1 and increase the game length to 5 1/2 Turns.
G1: Add a 9-2 Armor Leader to the American OB.

A1: Exchange one German 8-0 Leader for a 9-1 Leader.
A2: Use A1 and add a PSK to the German OB.
A3: Use A2, add a HMG to the German OB, and exchange one German 8-0 Leader for a 9-2 Leader.

VICTORY CONDITIONS: The Americans win at game end if they can clear a continuous road, free of rubble, from any road entrance hex on the south edge of board 6 to 3Q1. To be considered clear, there can be no Good Order German MMC in or ADJACENT to any of the continuous road hexes.

TURN RECORD CHART

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



Elements of *Fallschirmjäger* Regiment 15. [ELR: 2] set up on board 3: {SAN: 3}

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



Elements of CCA, 4th Armored Division [ELR: 5] enter from the south edge of board 6 on Turn 1: {SAN: 2}

6-6-7	2	2	4	2	2	5	5	5
8	2	2	4	2	2			

Scenario Design: Mark C. Nixon

SPECIAL RULES:

- EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect. Entrenching is not allowed.
- Prior to play, stone rubble counters are placed in 3R3 and 3S4, and wooden rubble counters are placed in 3L4, 3M5, 3P6, 3Q7, 3V1 and 3W2.
- No German unit may enter a whole hex of board 6.
- All American squads may freely Deploy prior to set-up. Prior to play the American may secretly record two tanks as having functioning

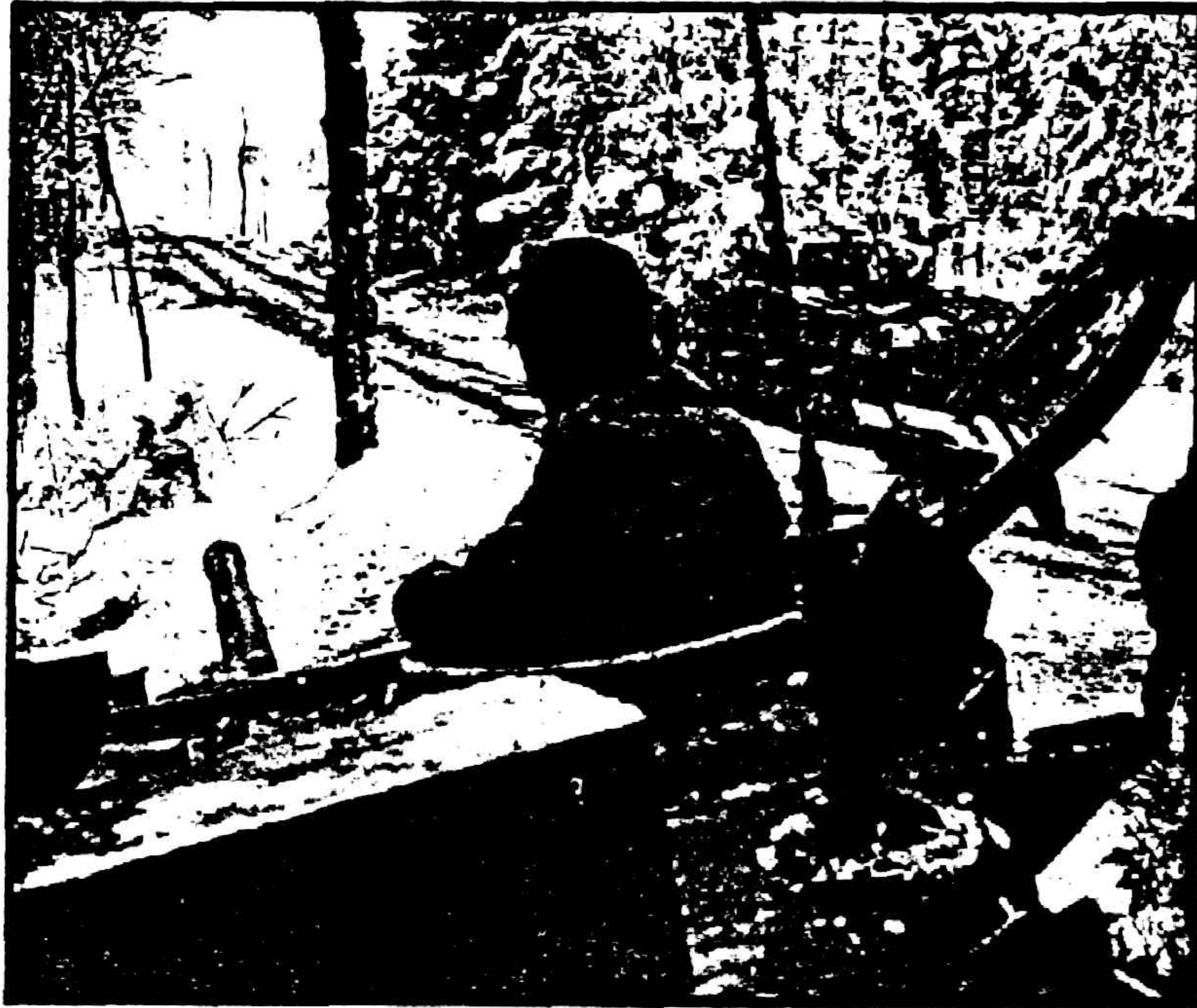
Gyrostabilizers. The American force is considered Elite for purposes of Special Ammunition Depletion Numbers (C8.2).

5. The M3(MMG) Halftrack inherent squad (see American Vehicle Note 30) is a 6-6-7 squad (or it's 3-4-7 HS if the American player chooses to Deploy the squad); this is *in addition* to the squads received in the American OB.

AFTERMATH: The German defenders held their fire until the Americans were upon the village and had to cease their artillery barrage. The brave paratroopers then leapt from hiding and viciously attacked the American tanks with panzerfausts. Like so many such battles, the Americans eventually overwhelmed their enemy. But a high price was paid by the attackers on this day, and Father O'Neill returned to the more conventional role of a chaplain during wartime: providing comfort for the wounded, and prayers for the dead.

THRUST FOR A BRIDGEHEAD

ASL SCENARIO ASLUG22



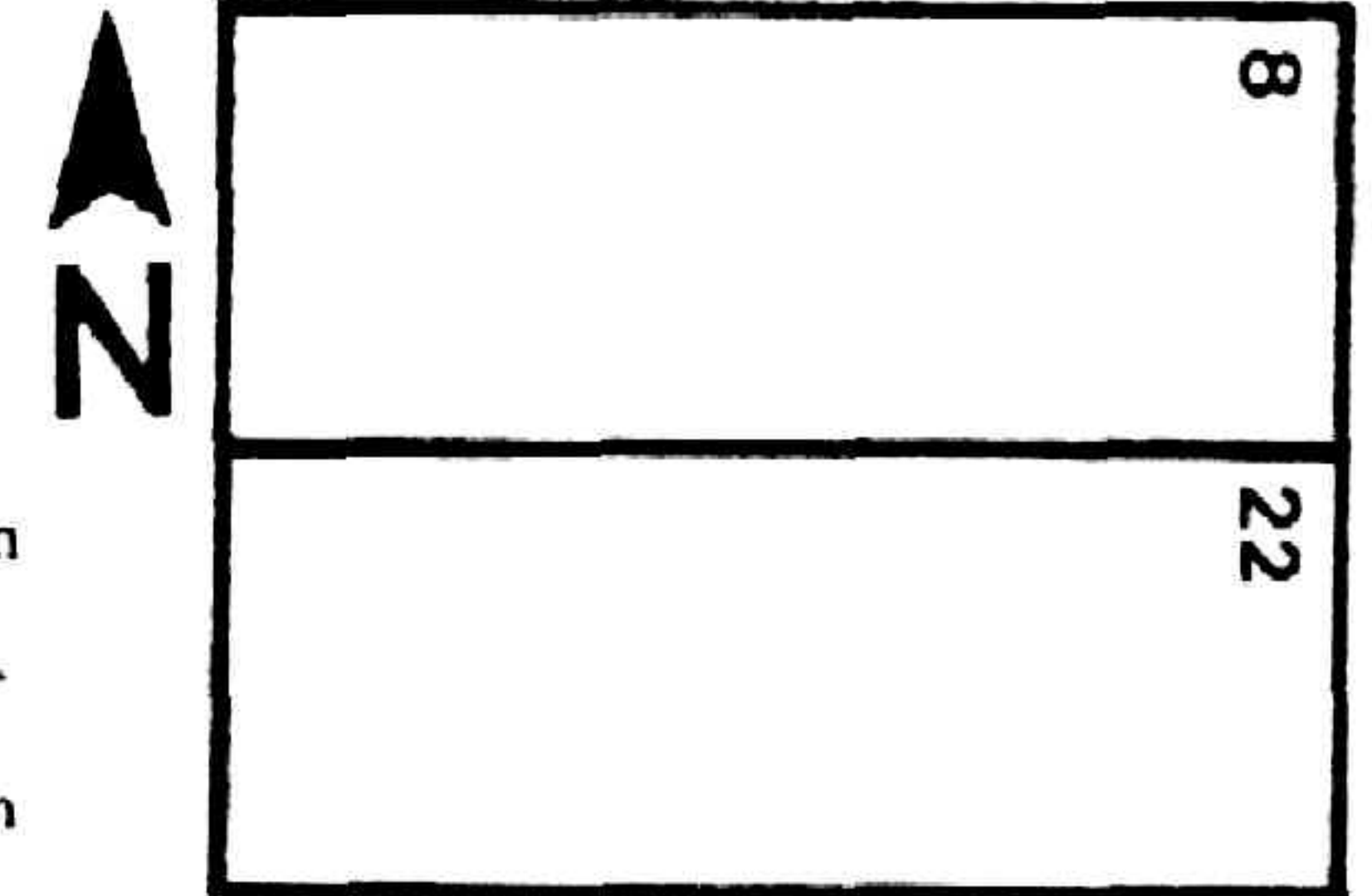
VICTORY CONDITIONS: The Americans win immediately upon scoring ≥ 35 Casualty VP.

TURN RECORD CHART

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

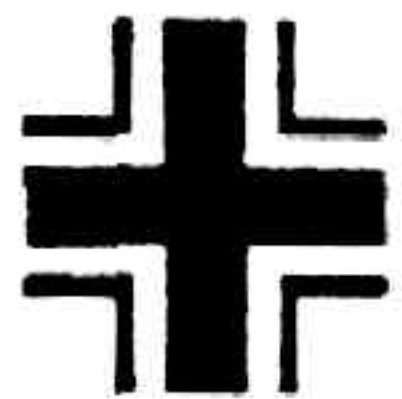
MARTELANGE, BELGIUM, 22 December 1944: The German 5th Parachute Division under Colonel Ludwig Heilmann drew the undesirable task of blocking the American 4th Armored Division's drive north to relieve Bastogne. The first obstacle Heilmann offered was the town of Martelange, its bridges crossing the Sure River blown, and the access to its crossing points somewhat shielded by the terrain. Heilmann chose a company of his 15th Regiment for the defense of Martelange, supported by several self-propelled guns. But Brigadier General Herbert Earnest, commander of Combat Command A of the 4th Armored Division, meant to carry out the orders that he had from Patton, and smash on through.

BOARD CONFIGURATION:

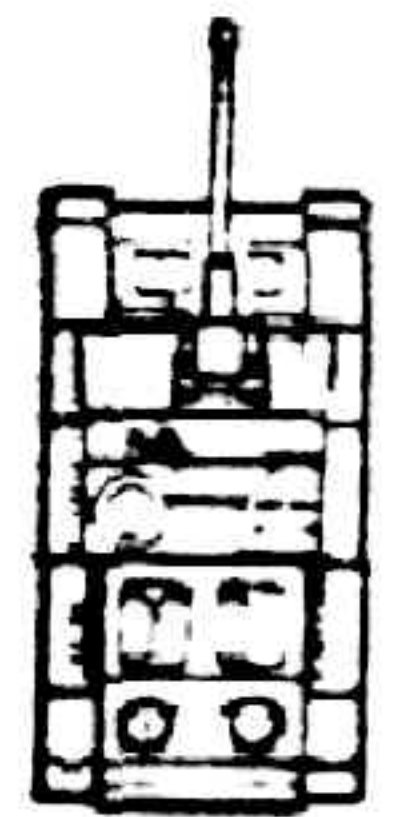


HANDICAP:

- G3: Use G2 and delete one StuG IIIG from the German OB.
- G2: Use G1 and add one M3(HMG) Half-track to the American OB.
- G1: Delete one German 8-0 Leader from the German OB.
- A1: In the Victory Conditions, change " ≥ 35 " to " ≥ 40 ".
- A2: Use A1 and allow $\leq$ one German squad (and any SW/SMC that stack with it) to set up HIP.
- A3: Use A2 and delete one M4A3E2 from the American OB.



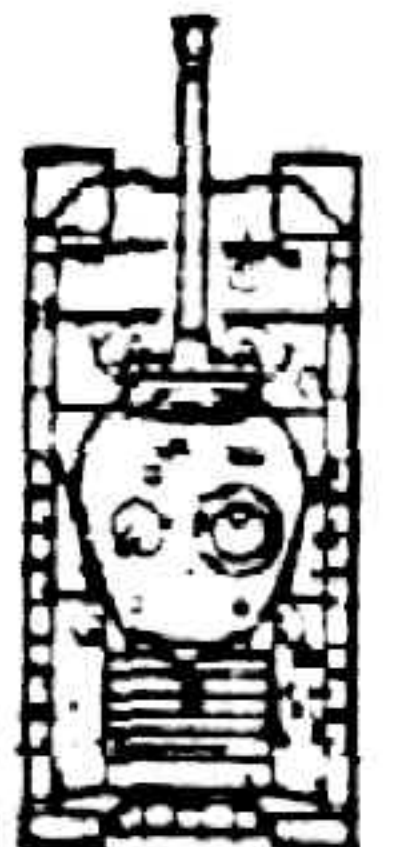
Elements of *Fallschirmjäger* Regiment 15. and *Fallschirmjäger Sturmgeschütz* Brigade 11. [ELR: 2] set up south of the river, but east of the stream: {SAN: 5}

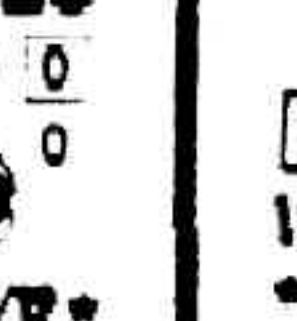


 5-4-8	 4-4-7	 4-2-6	 7-0	 7-0	 7-0	 5-12	 3-8	 12-4	 13 8 3 75L -/-/2*
2	5	5	2	2	2	3	2	3	3



Elements of CCA, 4th Armored Division [ELR: 5] enter on Turn 1 on/between 22N0 and 8GG3: {SAN: 3}



 6-6-7	 9-2	 8-1	 7-0	 7-0	 7-0	 15 18 4 76L 2/4/4	 12 18 8 75 2/4/4	 20 0 0 10PP *AAMG -/-/2*	 20 0 0 15PP *AAMG -/-/8*	 20 0 0 15PP *AAMG -/-/4
8	2	2	2	2	2	3	2	2	2	6

Scenario Design: Mark C. Nixon

SPECIAL RULES:

- EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.
- The stream is deep, and the bridges in hexes 22R7 and 22K2 do not exist. The stream is not frozen, but it is a frigid Water Obstacle (B20.7). Any German units which enter the stream are eliminated. Broken German units are not forced to rout into the stream. The river is deep, and has a Moderate Current flowing to the east. The river is not frozen, but it is a frigid Water Obstacle (B20.7).
- The M3(MMG) Halftrack inherent squads (see American Vehicle Note 30) are 6-6-7 squads (or 3-4-7 HS if the American player chooses to

Deploy the squads); these are *in addition* to the squads received in the American OB.

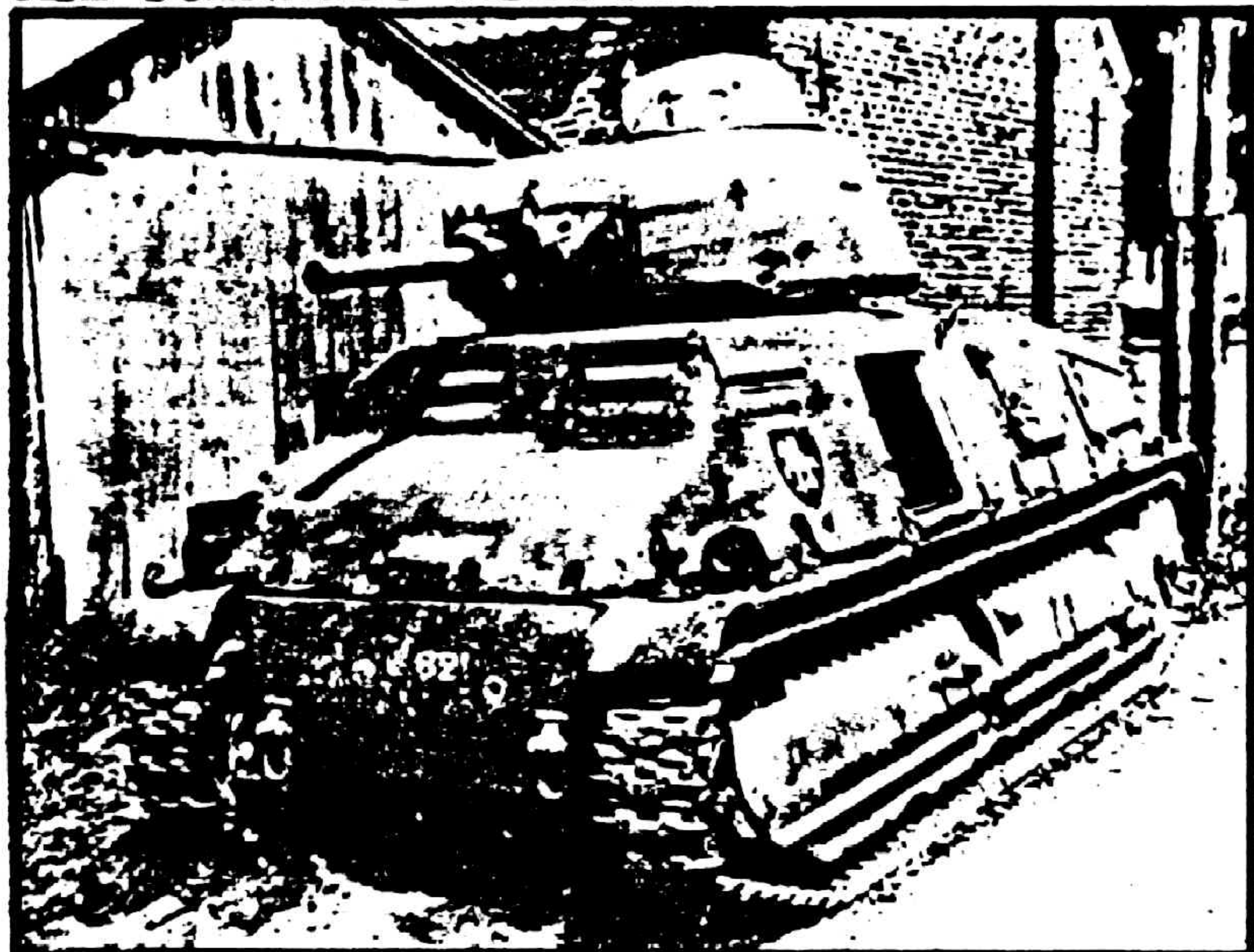
- The American force is considered Elite for purposes of Special Ammunition Depletion Numbers (C8.2).

AFTERMATH: The attack began poorly for the American tankers, as the terrain hindered their advance on the enemy, and they were hit with intense fire once they had drawn in close. In fact, the *Fallschirmjäger* company defending Martelange had little choice but to hold their fire until the last possible moment, as they knew every shot had to count. With the U.S. tanks unable to bring their guns to bear on the key defensive positions the battle evolved into an infantry slugfest, with the American armored infantry losing many of their precious soldiers. Finally, as dusk settled in, the Germans withdrew northward to continue the fight in Warnach. CCA threw a Bailey bridge across the Sure River, and chased after them.

THE WITCH'S CAULDRON



ASL SCENARIO ASLUG21



VICTORY CONDITIONS: The French win at game end if they have amassed at least 5 more Casualty VP than the Germans, provided that the French have $\geq$ one AFV with functioning MA on board 16/19 at game end.

TURN RECORD CHART

GERMAN Sets Up First

FRENCH Moves First

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

MERDROP, FRANCE, 13 May 1940: The night of the 12th had passed uneasily for the French as it was clear that the Germans were going to make a decisive effort the next day. For most of the morning the Germans remained quiet. At 1130, in conjunction with an artillery bombardment, Stukas suddenly stooped to the attack. The bombardment continued for more than an hour, and immediately after it was lifted the panzers rolled forward. The armored hunters advanced as far as Merdrop, followed closely by infantry. The French weathered the onslaught and halted the Germans on the village edge. In the resulting duel neither side was able to gain an advantage. The Germans decided to bypass the village, whereupon the French sallied out of Merdrop to attack the infantry which followed.

BOARD CONFIGURATION:

HANDICAP:

G3: Use G2 and the German Turn 1 reinforcements enter on Turn 2 (but SSR 3 is NA).

G2: Use G1 and delete the German 10-2 Armor Leader from the reinforcement group.

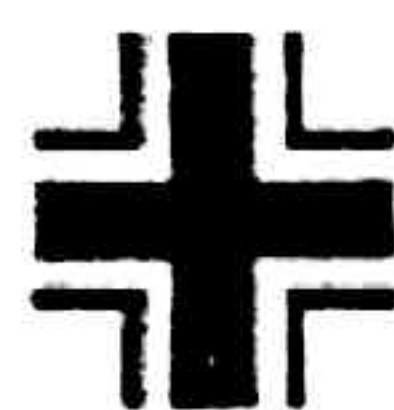
G1: In the Victory Conditions, change "5 more" to "1 more".

F1: Add one 37L AT Gun to the German at start OB.

F2: Use F1 and delete the 8-1 Armor Leader from the French OB.

F3: Use F2 and consider all French AFVs to have Inexperienced Crews.

		17
6L	9L	



Elements of Schutze Regiment 33., Panzer Division 4. [ELR: 4] set up on board 16 as per SSR 2: {SAN: 0}

4-6-8	2-4-8	2-2-8	2	3-8	1-12	37L	37L	16
5	2					2	3	

18	28
2	

Elements of Panzer Regiment 35., Panzer Division 4. enter on Turn 1 via the west edge of board 19 (see SSR 3):

10-2	14	14	14
2	2	5	



Elements of 2ème Cuirassée and 11ème Dragons Portes, 3ème Division Légère Mécanique [ELR: 3] enter on Turn 1 from the east edge of board 17: {SAN: 0}

4-5-7	2-2-8	8-1	7-0	8-1	25LL	47	37	37*
6					3	3	4	

*25	*27
6	

Scenario Design: Bill Sisler

SPECIAL RULES:

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

2. German units which set up on board 16 must be placed on the road which runs 16GG6-16Y4-16N4-16A6 with no more than one empty hex between vehicles; the VCA of all vehicles must face south. The German vehicles may be set up in Motion. All German Personnel must set up as Passengers, and the 37L AT Gun must be in tow.

3. In their MPH of entry, all German vehicles entering from offboard are considered to have already expended 4 MP of their MP allotment.

AFTERMATH: Events had forced both sides into close contact. Hauptmann Ernst von Jungenfeld, the commander of the 2nd Battalion of Panzer Regiment 35, likened the intensity of the fighting to "being in a witch's cauldron, the panzers had to work hard to get the better of the French tanks". The cauldron seethed all day; by evening elements of Panzer Division 4 had reached Ramitlies, ten kilometers west of Hannut. The advance had been costly, but the 2nd Cuirassiers had suffered as well, losing four H39s and eleven of their S35s. With the exception of one tank, the whole of the 1st Squadron had been destroyed at Merdrop.

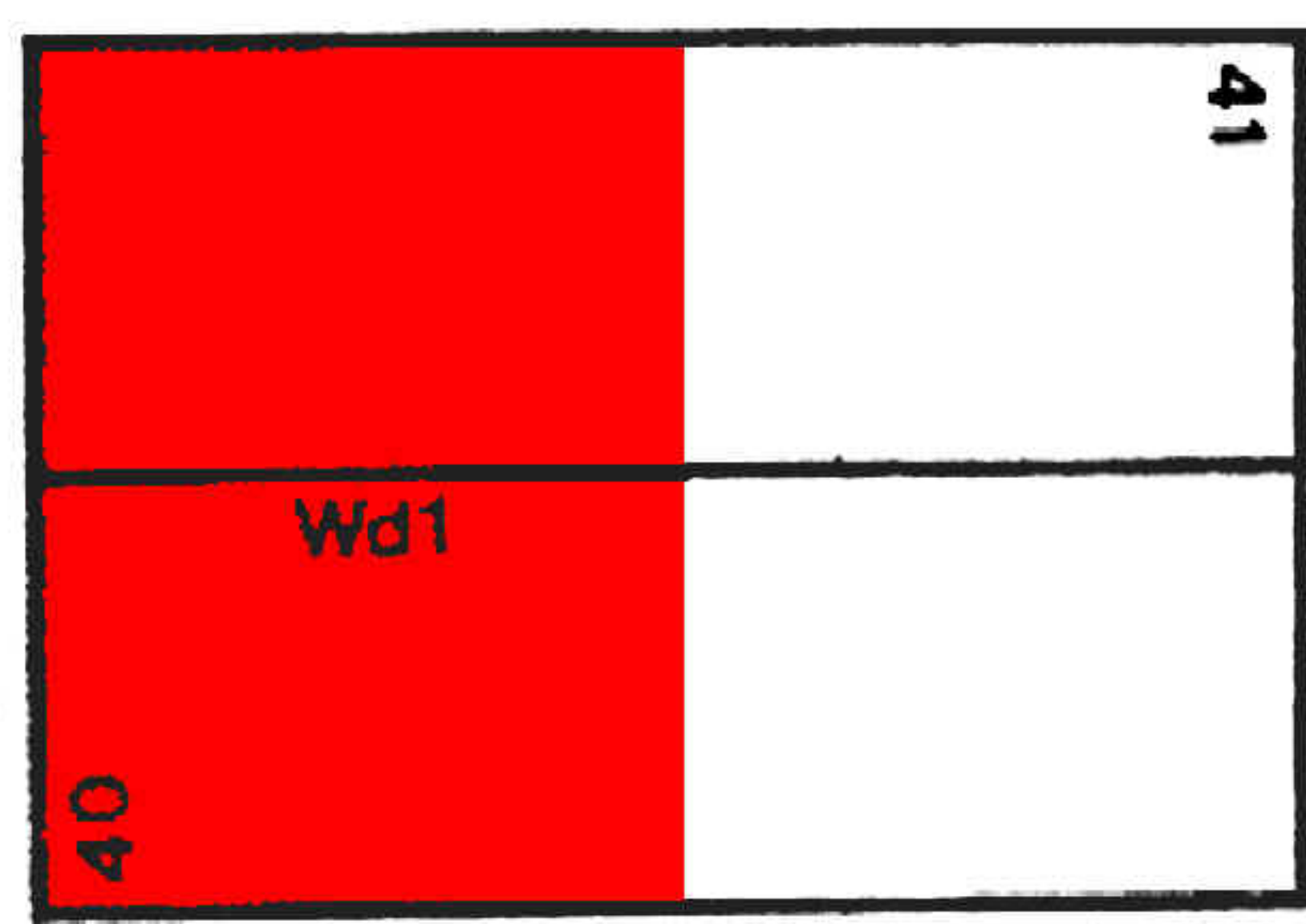


THE BUTCHER'S BILL



BETHUNE, FRANCE, 24 May 1940: With the failure of the Allied counterattack at Arras three days previously, the German steamroller gathered momentum across France. The SS *Totenkopf* Division, led by its founding father and flamboyant fanatic Theodor Eicke, was transferred to General Erich Hoepner's Panzer Korps XVI, to which fell the task of spearheading the armored drive to crush the Allied pocket in the north. Following light contact on the 22nd of May, Hoepner planned a full-scale attack across the line of the La Bassee Canal to prevent the British from digging in there. The *Totenkopf* Division was assigned the limited objective of advancing to Bethune, a small town lying beside the canal, and probing for a suitable place to cross. Eicke moved his artillery up for support and ordered his engineers to build a pontoon bridge. On the morning of May 24th, with pistol in hand, Eicke led the attack.

BOARD CONFIGURATION:



Only hexrows A-P on board 40 and R-GG on board 41 are playable.

HANDICAP:

- B3: Use B2 and exchange the British 9-2 Leader for a 9-1 Leader.
- B2: Use B1 and exchange the German 10-2 Leader for a 10-3 Leader.
- B1: Remove all of the Concealment counters from the British OB.
-
- G1: Exchange one of the German 9-1 Leaders for a 7-0 Leader.
- G2: Use G1 and add one 4-5-7 squad to the British OB.
- G3: Use G2 and in SSR 4, change "Turn 4" to "Turn 3".

VICTORY CONDITIONS: The Germans win if, at the end of any Game Turn/Game End, they control building 41V6 and $\geq$ five other buildings north of the river.

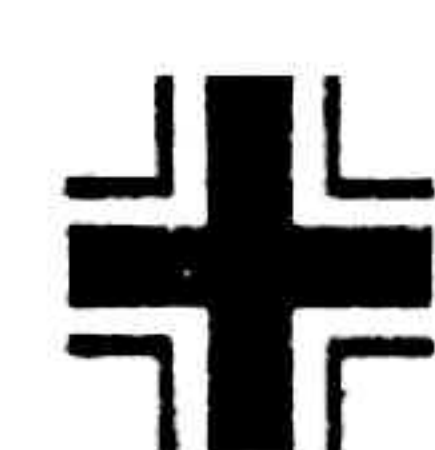
TURN RECORD CHART

• BRITISH Set Up First	1	2	3	4	5	6	7	8	END
• GERMAN Moves First				•					



Mixed elements of 2nd, 44th, and 48th Divisions [ELR: 3] set up within three hexes (inclusive) of 41X4 and/or 41T4: {SAN: 4}

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



Company 14. of SS Infanterie Regiment 1., SS Division *Totenkopf* [ELR: 3] set up on board 40 south of the river (see SSR 3): {SAN: 2}

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

Scenario Design: Mark Hatfield

SPECIAL RULES:

- EC are Moderate, with no wind at start. Both the river and the stream are Deep. Place Overlay Wd1 on 40I1.
 - $\leq$ one British squad (and all SW/SMC that stack with it) may use HIP. Boresighting is NA.
 - After the British set up, the German player places a two hex long wooden foot bridge (B6.44) spanning the river in any playable hexrow except hexrow K.
 - The British receive one module of 100+mm OBA (HE, Smoke, and WP capable) with Normal Ammunition; however, Battery Access may not be attempted prior to Turn 4.
 - The Germans receive one module of 70+mm OBA (HE only) with Normal Ammunition.
- AFTERMATH:** Once across the bridge, the company was pinned down by small arms and machine gun fire. Eicke began directing the fire of his supporting 75mm guns, and within an hour the troops had a firm hold on the north bank and began to advance into the town. They found the defenders to be more stubborn than they had expected, and accurate British artillery fire began to pummel the SS men. In the midst of the battle, Eicke received a halt order from Hoepner: he was to break off the attack and retreat to the south bank to prepare for an expected enemy counterattack. Eicke was furious, but ordered his men to fall back in an orderly fashion. The British, sensing a shift in the momentum of the battle, went over to the attack and drove the Germans headlong back to the canal. The orderly retreat turned to a rout, and many SS soldiers threw down their weapons and swam for the south bank under a murderous fire.



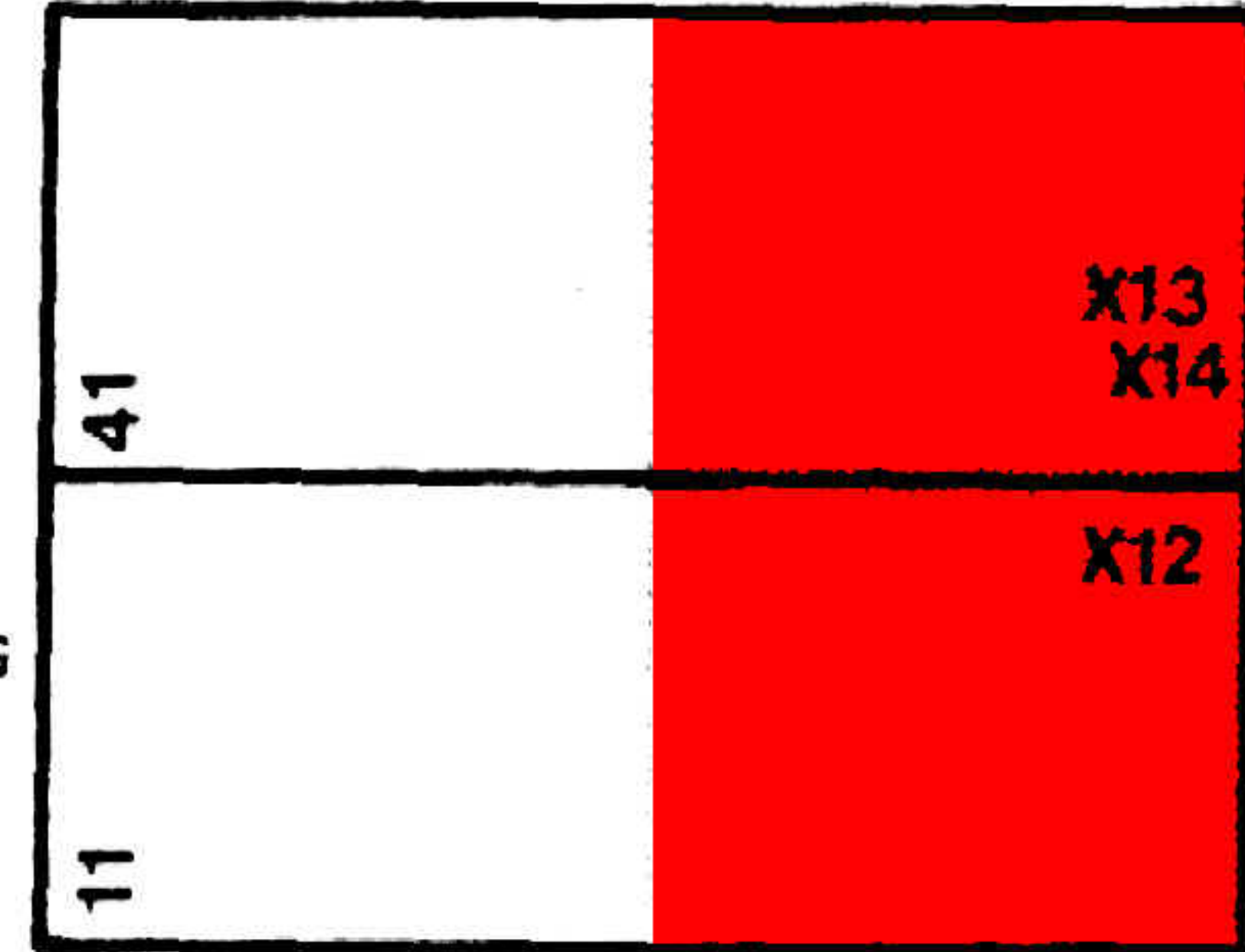
VICTORY CONDITIONS: The Americans win at game end if they occupy the onboard area north of the 41R6-41T4-41W6-41X5-41EE5-41GG6 road with more Exit VP than the number of German Exit VP occupying the same area, provided that the Americans have not lost ≥ 40 Casualty VP.

TURN RECORD CHART

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

SAN PIETRO, ITALY, 15 December 1943: Since the 7th of December the American 36th (Texas) Division had been attempting to remove the German strongpoint of San Pietro. The "T-Patchers"--as the Texans were known--and their supporting elements, had made two previous attempts against San Pietro, but they had no success in the face of tough resistance. The Germans, in terrain well-suited to the defense, were able to bring down a murderous fire on any attempt to break into the town. After noon on December 15th, the 141st Infantry Regiment, with the support of A Company of the 753rd Tank Battalion, renewed the attack. After crossing what had been christened "Death Valley", the Texans rushed across the ceppagna road, and approached the southern edge of the village.

BOARD CONFIGURATION:



Only hexrows R-GG are playable.

HANDICAP:

- ✠ G3: Use G2 and delete SSR 3.
- ✠ G2: Use G1 and delete the 50L AT Gun from the German OB.
- ✠ G1: In the American set-up instructions, change " ≥ 5 " to " ≥ 2 ".
-
- ☆ A1: The German Turn 5 reinforcements enter on Turn 3.
- ☆ A2: Use A1 and remove the 9-2 Leader from the American OB.
- ☆ A3: Use A2 and change " ≥ 40 " to " ≥ 30 " in the Victory Conditions.

Elements of Panzer Grenadier Division 29. [ELR: 4] set up on board 41: {SAN: 4}

4'-6-7	2-2-8	5	5	5	5 3 7-10	5 2 5-12	3-8	50 2-13	11	7 morale
10	2					3			12	5
factors										

10
3 50L (75)

13 3
1 75L -1/-2*

Enter from the north edge of board 41 on Turn 5:

14 3
1 75L 3/5

Elements of the 2nd Battalion, 141st Infantry Regiment [ELR: 4] set up on board 11 in hexes numbered ≥ 5 : {SAN: 3}

6'-6-7	3-4-7	9-2	9-1	8	5 3 7-10	5 2 4-10	110 8-4	60 3-45
14	2			2		2	2	2

Elements of A Company, 753rd Tank Battalion enter from the south edge of board 11 on Turn 1:

15 4
1 75L 2/4/4

4

Scenario Design: Bill Sisler

SPECIAL RULES:

- EC are Moderate with no wind at start.
- All Buildings are stone. The stream on is Dry. Place Overlays as follows: X12 on 11DD2-EE2; X13 on 41DD6-EE6; X14 on 41EE8-FF7.
- The Germans may designate three Fortified Building Locations (B23.9); the use of tunnels in lieu of Fortified Locations (B8.6) is NA.

AFTERMATH: Landry, the commander of the 2nd Battalion, identified approximately 100 Germans along with one tank defending the town proper, with four more tanks firing from a distance. The small arms, automatic weapons, mortar, and anti-tank fire that spewed forth from the town proved devastating, even though there were relatively few defenders. The "T-Patchers" were not able to penetrate the town, and withdrew with many casualties. Events--such as the loss of Monte Lungo--in the countryside surrounding the town, forced the defenders of San Pietro to withdraw on the afternoon of December 16th to avoid being cut off. On the morning of 17 December the silence in San Pietro was almost eerie. The "T-Patchers" moved cautiously into the town to find it deserted; only the dead remained.



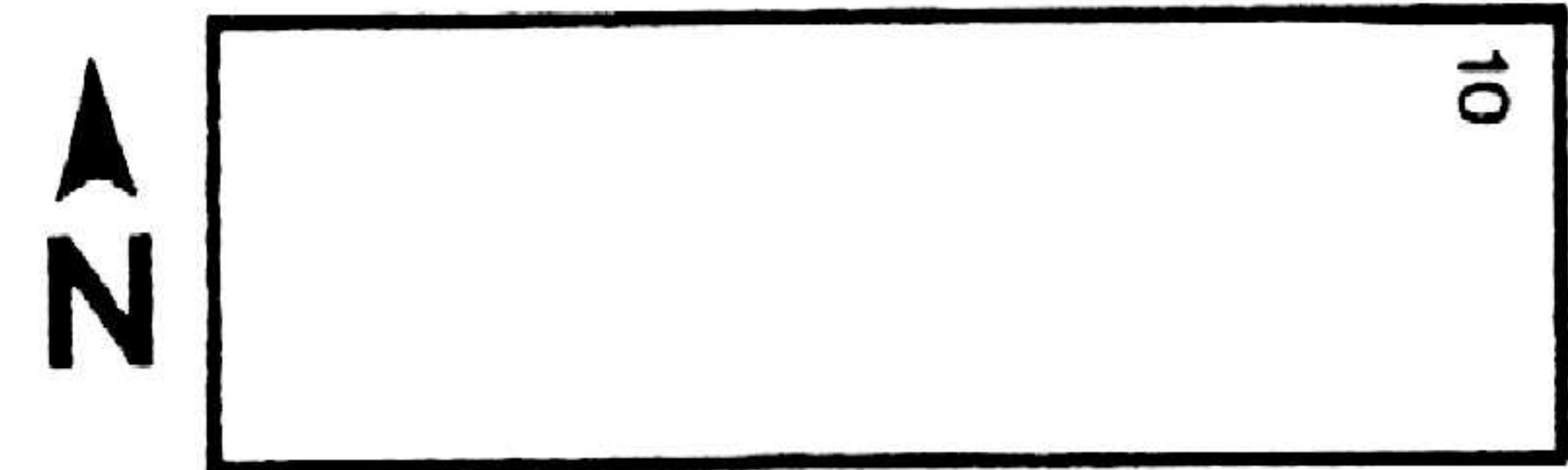
TEMPORARY VICTORY

ASL SCENARIO ASLUG18



BARDENBURG, GERMANY, 9 October 1944: The offensive against Aachen consisted of thrusts both north and south of the city to encircle it. The American 119th Infantry Regiment--part of the XIX Corps attack in the northern pincer--secured the town of Bardenburg on the afternoon of 9 October and pushed on towards North Wuerselen, leaving only a depleted company in Bardenburg to defend their flank and rear. Unbeknownst to the Americans, Panzer Brigade 108 was moving towards Bardenburg in a counterattack to halt the American advance. The Germans had not yet learned of Bardenburg's fall, and ran into the defensive positions of Captain Ross Simmons' company on the outskirts of the small town.

BOARD CONFIGURATION:



HANDICAP:

- A3: Use A2 and add a 4-6-7 squad and a LMG to the German OB.
- ☆ A2: Use A1 and replace the German 9-1 Armor Leader with a 9-2 Armor Leader.
- A1: The initial Base NVR is 3 hexes.
-
- G1: The initial Base NVR is 5 hexes.
- ✚ G2: Use G1 and replace the American 7-0 Leader with a 9-1 Leader.
- G3: Use G2 and replace the American MMG with a .50 cal HMG.

VICTORY CONDITIONS: The Germans win if they have ≥ one Mobile halftrack with functioning MA in a road/Open Ground hex on/within the area bounded by 10Y3-AA6-W6 at game end.

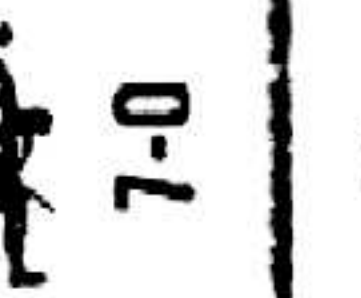
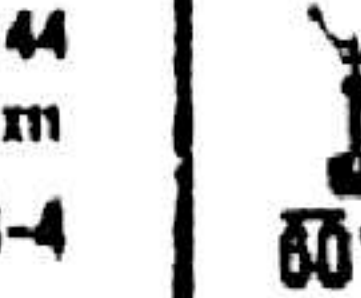
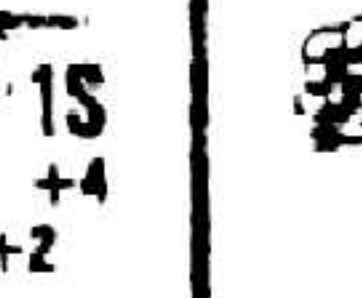
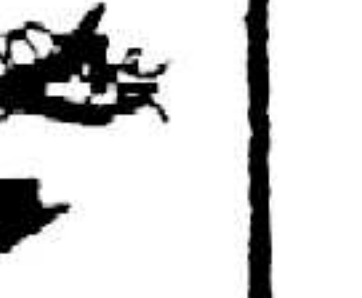
TURN RECORD CHART

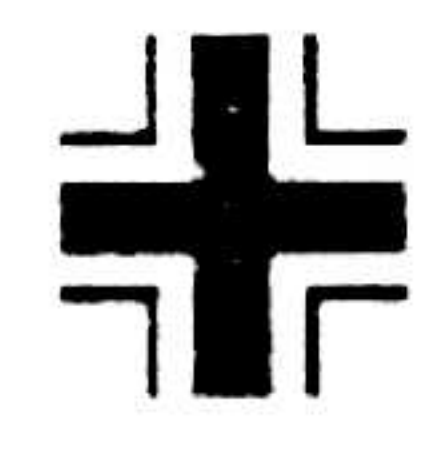
☆ AMERICAN Sets Up First	✚ 1	2	3	4	5	END
✚ GERMAN Moves First						



Depleted company of 119th Infantry Regiment [ELR: 3] set up on/between hexrows L and X: {SAN: 3}

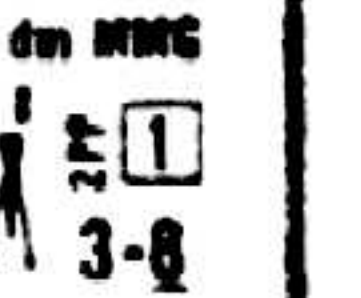
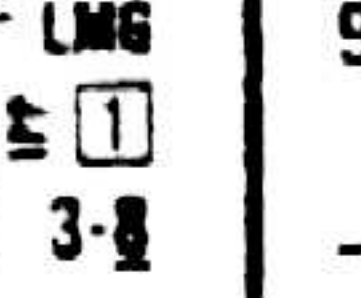
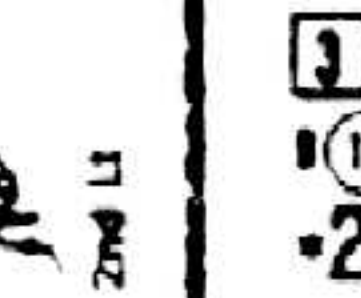


 6-6-6	 3-4-6	 8-1	 7-0	 2 4-10	 5 m 8-4	 5 60°(3-45)	 5 OVR, OBA: +4 Other: +2	
5							2	



Advanced elements of Panzer Brigade 108 [ELR: 3] enter on Turn 1 from the east board edge and/or from the north board edge on/between 10I10-A10 and/or from the south board edge on/between 10I11-A1: {SAN: 3}



 4-6-7	 5	 8-0	 3-8	 3-8	 3-8	 16 3 (20) CS 4 MA-AA
4						4 (See SSR 4)

Scenario Design: Rick Troha

SPECIAL RULES:

- EC are Moist, with no wind at start.
 - Night rules (E1.) are in effect. The initial Base NVR is 4 hexes with no Cloud Cover and No Moon. The American is the Scenario Defender, and the German is the Scenario Attacker. The Majority Squad Type of both sides is Normal.
 - Boresighting is NA.
 - At the option of the German player, any/all of the SdKfz 7-1 AA halftracks may enter play towing their ammo trailer.
- AFTERMATH:** A group of 20mm FlaK halftracks led the attack, but the American roadblock successfully held out. This proved to be a temporary victory, however, when the Germans regrouped and attacked again with a much stronger force of some 300 infantry and 5 tanks. This force retook Bardenburg and held it for the rest of the night. The following day the Americans had to fight once more for Bardenburg.



ESCAPE AT DAWN

ASL SCENARIO ASLUG17



VICTORY CONDITIONS: The Russians win immediately upon Exiting > 15 VP off the east board edge.

18 miles southeast of ODESSA, RUSSIA, 26 July 1941: The German thrust towards Rostov had encircled the port of Odessa, trapping many Russian units with their backs to the Black Sea. As the panzers continued moving eastwards, a ring of German and Romanian infantry was left to hold the enemy in the trap. The Russians--whose only salvation lay in breaking out of the encirclement--planned a night assault on a section of the line held by Romanian troops, and launched it on the night of 25-26 July. Unfortunately, the confusion of the darkness and the overall lack of Russian leadership seemed too much for the Russian troops to overcome, and the attack faltered in spite of the weak resistance. Then, just as dawn broke, the light of day revealed that only a thin line of Romanian troops stood between them and friendly lines.

BOARD CONFIGURATION:



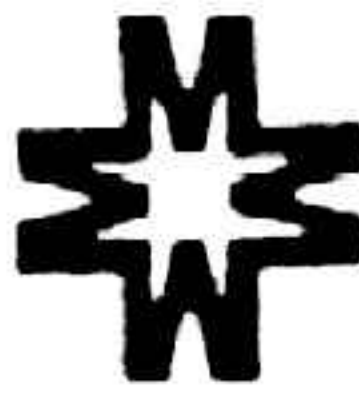
HANDICAP:

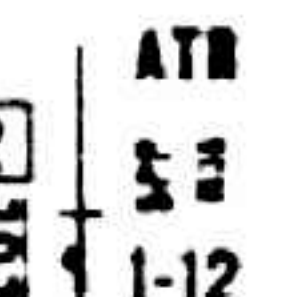
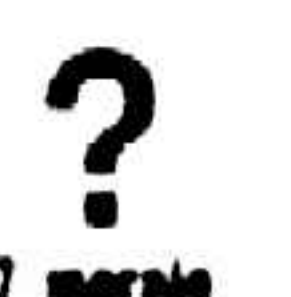
- Rom3: Use Rom2 and delete the second sentence of SSR 2.
- Rom2: Use Rom1 and add a 9-1 Armor Leader to the Russian forces that enter on Turn 2.
- Rom1: In the Victory Conditions, change "> 15" to "> 13".
- Rus1: In the Victory Conditions, change "> 15" to "> 18".
- Rus2: Use Rus1 and add a MMG to the Romanian OB.
- Rus3: Use Rus2 and exchange the Romanian 8-0 leader for a 9-2 leader.

TURN RECORD CHART

✱ ROMANIAN Sets Up First	1	★ 2	3	4	5	6	7	END
★ RUSSIAN Moves First								

Elements of 245th Infantry Brigade [ELR: 3] set up east of hexrow S: {SAN: 4}



 3-4-7	 1-3-7	 8-1	 8-0	 2-7	 20L 1-12	 1 morale
7	2			2	2	6



Encircled elements of 9th Army [ELR: 3] set up west of hexrow AA: {SAN: 2}



 4-4-7	 8-0	 7-0	 2-4
8			3



Armor Support enter along the west board edge on Turn 2:

 22 45L 2	 19 45L 2
---	---

SPECIAL RULES:

- EC are Wet, with no wind at start. Treat all grain hexes as orchard hexes.
- The HS given in the Romanian initial OB (and any/all SW/SMC that stack with them) may be set up HIP. Additionally, any Romanian HS received by Deploying a squad prior to play as per A2.9 (and any/all SW/SMC that stack with them) may also be set up HIP.

AFTERMATH: With their goal now in sight, the Russian troops resumed their attack on the Romanians under a light but steady fire. As they neared the Romanian positions the fire intensified, taking a heavy toll on the advancing Russian infantry, and they were soon driven to ground. Russian armor support, moving up from the rear, arrived on the scene and had soon blasted a hole in the Romanian defenses. As the volume of fire momentarily slackened, the Russians attempted to rush through; however, the vehicles quickly fell victim to Romanian anti-tank rifles, and the small arms fire turned back most of the infantry. While only fifty-two Russian soldiers escaped from the pocket this day, German observers noted that the Romanians hadn't defended their ground with particular zeal--a flaw they would watch closely in the days to come.

Scenario Design: Dave Sisler



BUNSHIN GOGEKI

ASL SCENARIO ASLUG16



At the confluence of the Halha and Holsten Rivers, MANCHUKUO, 28 May 1939: On the 27th of May, the Imperial Japanese Army HQ issued its operational order calling for an attack on the east bank of the Halha River. Since surprise was impossible on the steppes in daylight, the assault forces were to move forward at night to jump off at dawn on the 28th. Typical of I.J.A. tactical thinking, the plan for encirclement devised by General Yamagata and his staff was complex. On paper, the plan looked beautiful—a separate advance with joint attack (*bunshin gogeki*) to catch the fleeing enemy in a double envelopment. The main concern was how to prevent the enemy from escaping. Unfortunately, neither Yamagata nor Major Azuma—the officer in charge of the lead Japanese elements—had ever met the Soviet forces in combat. Like most Japanese soldiers, they looked down upon their foe, and there was no anticipation that the Russians would fight, let alone counterattack. Azuma's small reconnaissance unit of truck- and horse-mounted infantry, mule-packed guns and a small tank was to seize the confluence of the Halha and Holsten rivers swiftly and cut-off the retreating Russians from the rear. By 5:40 a.m. Azuma's force had reached the dunes several kilometers east of the enemy bridge. At dawn, they moved forward and ran into an unexpectedly determined foe.

BOARD CONFIGURATION:

HANDICAP:

- R3: Use R2 and extend Game Length to 114 turns.
- ★ R2: Use R1 and add two 4-4-7 squads to the Japanese OB.
- R1: Exchange the Russian HMG for a MMG.
-
- J1: Exchange the Russian 6+1 Leader for a 9-1 Leader.
- J2: Use J1 and add a 9-2 Armor Leader to the Russian reinforcements.
- J3: Use J2 and exchange two 4-4-7 squads for 4-5-8 squads in the Russian initial OB.

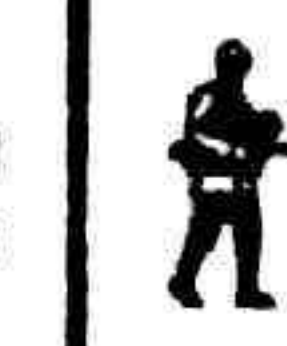
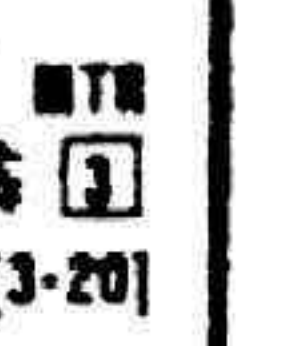
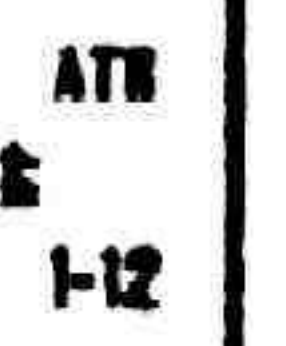
29	26	27
	SD2 W3	SD4
SD6	W4 SD1	SD5
SD8	W1	SD3
		82

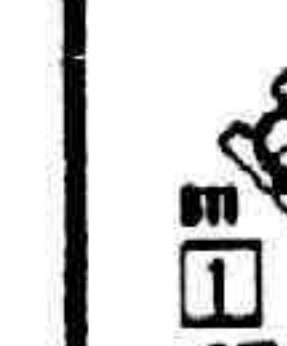
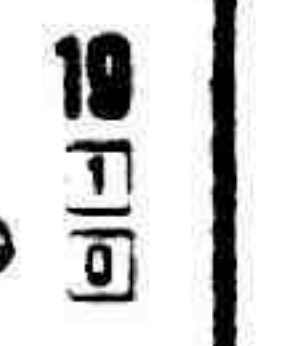
VICTORY CONDITIONS: The Japanese win at the end of any game turn when they have ≥ 10 VPs (calculated as Exit VPs; broken units/prisoners do not count towards this total) more than the Russians on any hex of board 29.

TURN RECORD CHART

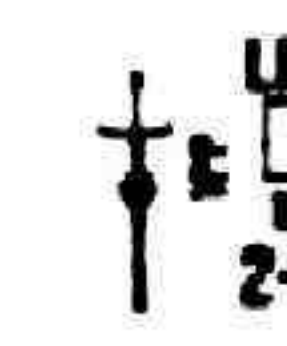
★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8	9	10	END
● JAPANESE Moves First											

★ Elements of 1st Company and Engineer Company, 11th Tank Brigade [ELR: 3] set up on board 26 east of the stream, and/or on board 28 in hexes numbered ≤ 6 : {SAN: 4}

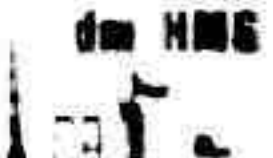
 4-5-8	 4-4-7	 2-3-7	 2-2-8	 9-2	 9-2	 9-2	 HMG	 HMG	 LNG	 MTR	 ATR	 ?
3	10	2							3			15

 AT M11	 45L	 Foxhole
3	10	15
45L	45L	5
	2/4	1S
		OVR. OBA: +4
		Other: +2

Elements of 11th Tank Brigade enter from the west edge of board 29 as per SSR 3:

 4-4-7	 7-0	 LNG	 23	 45L
3			2	2

● Elements of 3rd Battalion, Azuma Reconnaissance Unit, 23rd Infantry Division [ELR: 3] enter on and/or after Turn 1 from the east edge of board 27, with all Personnel mounted as Passengers/Riders (see SSR 6); all, some, or none may enter on each/any turn(s): {SAN: 3}

 4 ² .4-8	 4 ¹ .4-7	 2-2-8	 10-2	 9-1	 9-0	 8-0	 dm HMG 2P	 dm HMG 2P	 LNG 2-6	 dm MTR 2P	 DC 30-1
8	12	8	2			3			6	4	3

 INF M10 75*	 AT M12 37L	 37 2/-4*	 23 T8 21PP	 27 8PP	 12	 12
2	2	6		2	12	6

Scenario Design: Scott Holst

SPECIAL RULES:

1. EC are Dry with no wind at start. All hammada/scrub is brush (B12.), and is Inherent Terrain (B.6). Kindling Fires is NA.

2. Place Overlays as follows: W1 on 26BB7-AA7; W3 on 26G4-F3; W4 on 26P8-O8; SD4 on 27G9-F8; SD5 on 28S6-R6; SD3 on 28I4-I5; SD1 on 26U2-T2; SD8 on 26Z9-AA10; SD6 on 29P4-Q5; and SD2 on 26G8-H7. All dunes are Low. All depression overlays on board 26 are Streams (B20.), not wadis. Treat all cliff hexsides as non-cliffs; the cliff artwork is considered to be part of the normal brown/dark green background depiction (B19.2). Overlay end hexes are treated as per G.1. The stream is shallow; fords (B20.8) exist in hexes 26CC7, 26F2, and 26V7. A One-Lane wooden bridge exists in 26L2.

3. Beginning on Turn 3 the Russians must roll for their reinforcements at the beginning of each friendly RPh. The reinforcements must enter during the next MPH on a dr $<$ the current turn number.

4. The Russians have one module of 70-mm OBA (HE and Smoke) with Normal

Ammunition directed by an Offboard Observer at Level 1 in any west-edge hex secretly recorded prior to Japanese setup.

5. The Russian 4-5-8 squads are Assault Engineers (H1.22).

6. The Japanese player may secretly record up to four Elite squads as Assault Engineers (H1.22). Only elite Japanese units may ride horses. Four of the Japanese squad-sized Horse counters must be pre-designated as being Mules (G10.1). All Japanese Guns must enter Animal-Packed (G10.); accompanying crews must enter mounted as cavalry.

AFTERMATH: Azuma's recon unit encountered the Russian brigade under Major Bykov just before the river. Bykov personally lead his men in defense of their position, at times counterattacking as the opportunity presented itself. When their flanks began to give way, the Russians retreated to a line of dunes west of the river. As the Japanese began to cross, whatever success they had gained was soon nullified by the timely appearance of Russian reinforcements including a self-propelled artillery battery, an infantry platoon and several armored cars. The SP guns unleashed intense fire against the Japanese as they attempted to cross the river, knocking out three vehicles (including Azuma's staff car) and forcing the recon unit back. Later that evening, the Russian infantry counterattacked with the aid of armored support. The Azuma force was annihilated.

MOUNT PISSODERI

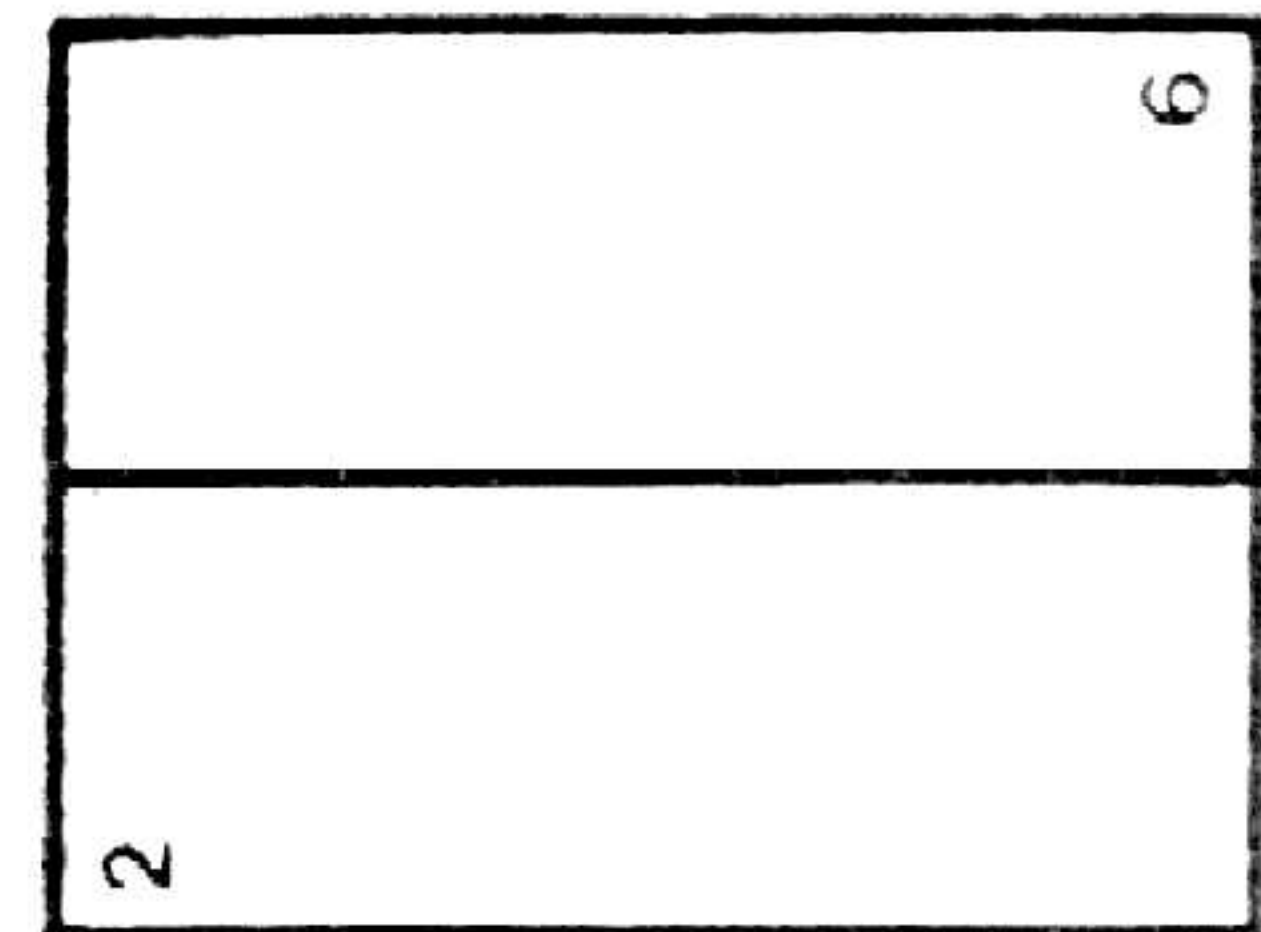


ASL SCENARIO ASLUG15



MOUNT PISSODERI, ALBANIA, 2 November 1940: On 28 October 1940, the Italians invaded Greece in what Mussolini hoped would be the first of many Italian blitzkriegs for the new "Roman Empire". The Greek Army, outnumbered and poorly equipped, was demonstrating an outstanding fighting spirit, and managed to hold all of the Italian gains to a minimum. The Greek general Papagos counterattacked with his forces in the Koritsa sector in an attempt to cut the Italians off; the primary Greek objective becoming Mount Pissoderi, one of the mountains ringing Koritsa.

BOARD CONFIGURATION:



HANDICAP:

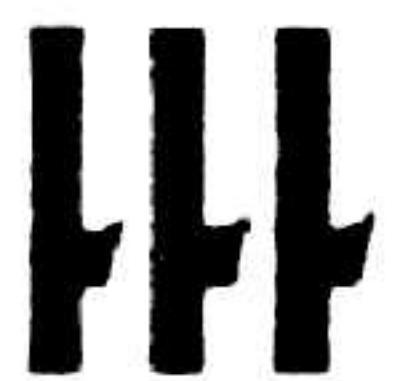
- I3: Use I2 and extend Game Length to 6 1/4 turns.
- I2: Use I1 and add an ATR to the initial Greek OB.
- I1: Add a 9-1 Leader to the Greek Turn 1 reinforcements.
- G1: Add a 9-1 Leader to the initial Italian OB.
- G2: Use G1 and delete SSR 3.
- G3: Use G2 and delete SSR 2.

VICTORY CONDITIONS: The last side to control hex 905 is the winner.

TURN RECORD CHART

III ITALIAN Sets Up First	1	2	3	4	5	6	END
☐ GREEK Moves First							

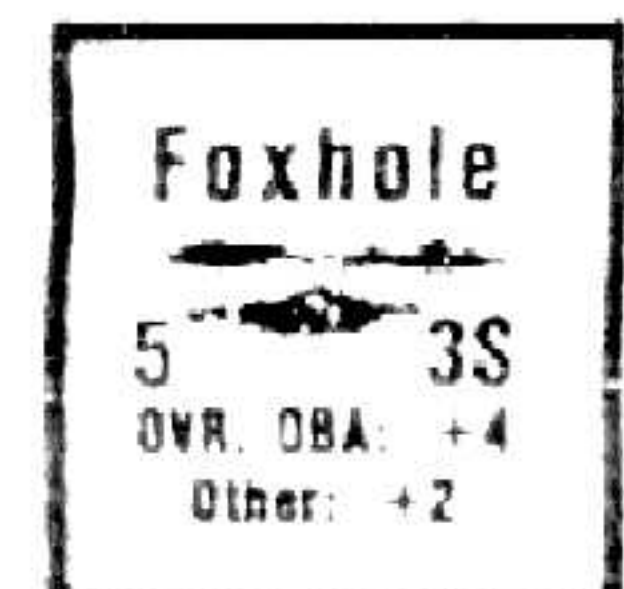
Elements of IX Armata [ELR: 2] set up on board 9 on/between hexrows M and Z: {SAN: 3}



9

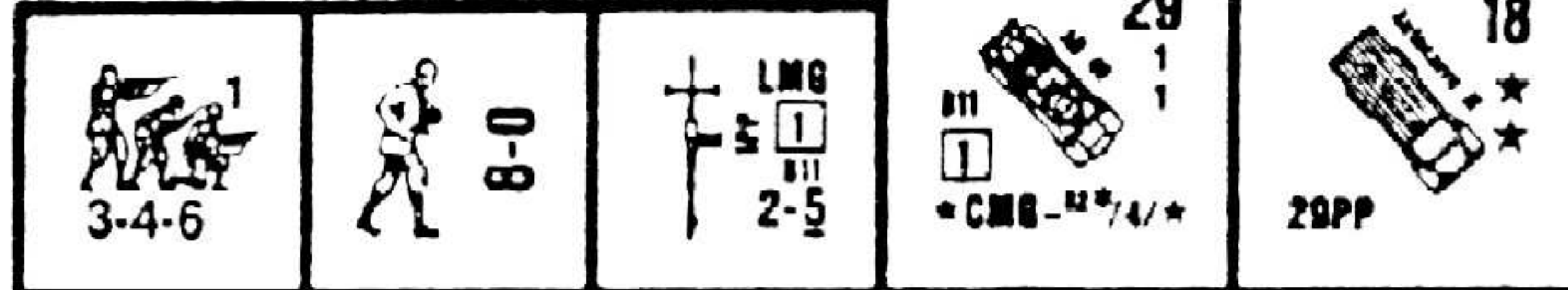
2

2



In hex 905 (See SSR 1)

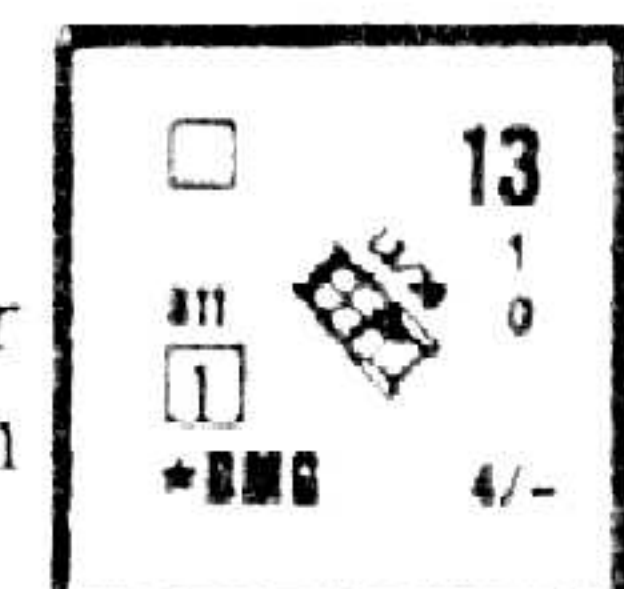
Italian reinforcements enter on Turn 1 on 9Y10:



4

2

Italian Light Armor Support enter on Turn 2 on 9A6:



Elements of Greek 8th Division [ELR: 3] set up within three hexes of 2R5: {SAN: 4}



8

Greek reinforcements enter on Turn 1 on/within two hexes of 2GG6:



5

Scenario Design: Dave Sisker

SPECIAL RULES:

1. EC are Wet, with no wind at start. Place a 3-squad capacity foxhole in hex 905.

2. No Italian Infantry [EXC: the INF Gun crew] may gain Concealment prior to Turn 1. The Italian Infantry Gun and it's crew may not set up HIP, but may be concealed and emplaced.

3. The first Greek MMC to fail a MC will automatically generate a Hero.

AFTERMATH: The Greek people were electrified to hear of the counterattack. After intense fighting on the slopes of Mount Pissoderi, the Italians either surrendered or fled. The main road out of Koritsa was cut and by the 22nd Koritsa fell, providing the Greeks with a rich harvest of prisoners and captured war material.

MORGAN'S STAND



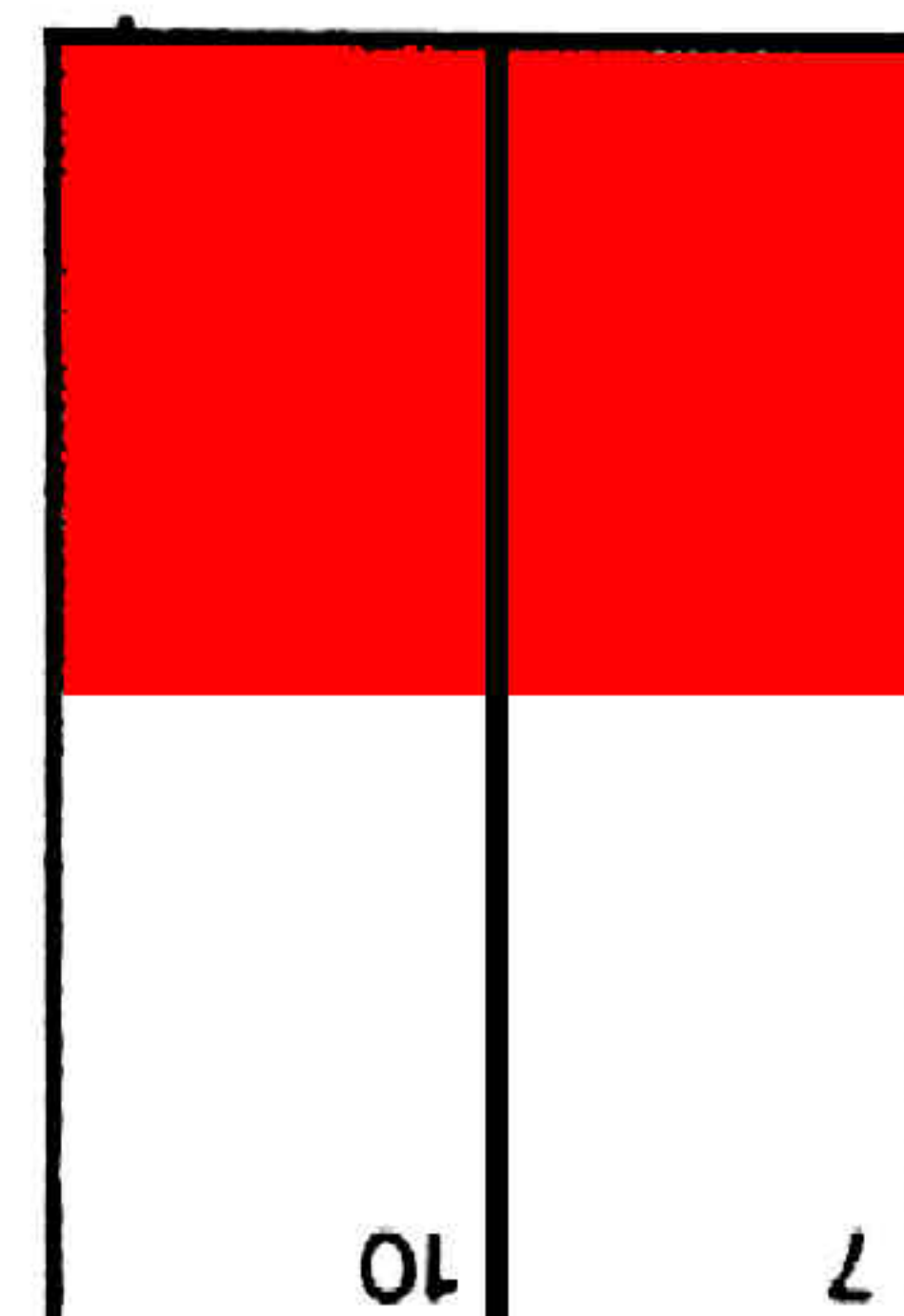
ASL SCENARIO ASLUG14



BAR-LE-DUC, FRANCE, 11 September 1944: Lieutenant Allen Morgan's 2nd Platoon (as well as the rest of the 253rd Battalion) had orders to hold an important crossroads west of the Moselle River. On September 10th the Germans counterattacked the junction, but were repulsed in a furious fight, falling back to the village of Bar-le-Duc with Lt. Morgan's unit in close pursuit. Morgan's audacity captured the village, but only after suffering heavy casualties. With the prospects of reinforcement slim for at least two days, Morgan could muster only seventy-one men and two tanks--low on ammunition--for the defense of the village, and he knew that the Germans would be back.

BOARD CONFIGURATION:

N



HANDICAP:

- A3: Use A2 and in SSR 3 change "s" to "<".
- A2: Use A1 and reduce the printed American SAN to "3".
- A1: In German Group 2, exchange the three 4-4-7 squads for three 4-6-7 squads.
-
- G1: Add "On Turn 3 and after," to the beginning of SSR 2.
- G2: Use G1 and add a 9-1 Armor Leader to the American at start OB.
- G3: Use G2 and exchange three of the at start American 6-6-6 squads for three 6-6-7 squads.

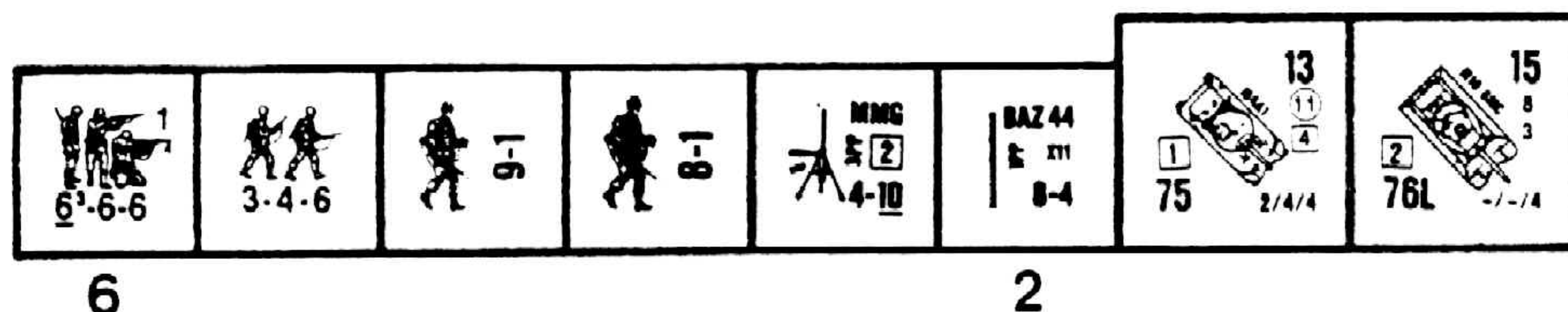
Only hexrows R-GG are playable on both boards.

VICTORY CONDITIONS: The Germans win if there are no unbroken American MMC on board 10 at game end, or if they control 7AA5 at game end.

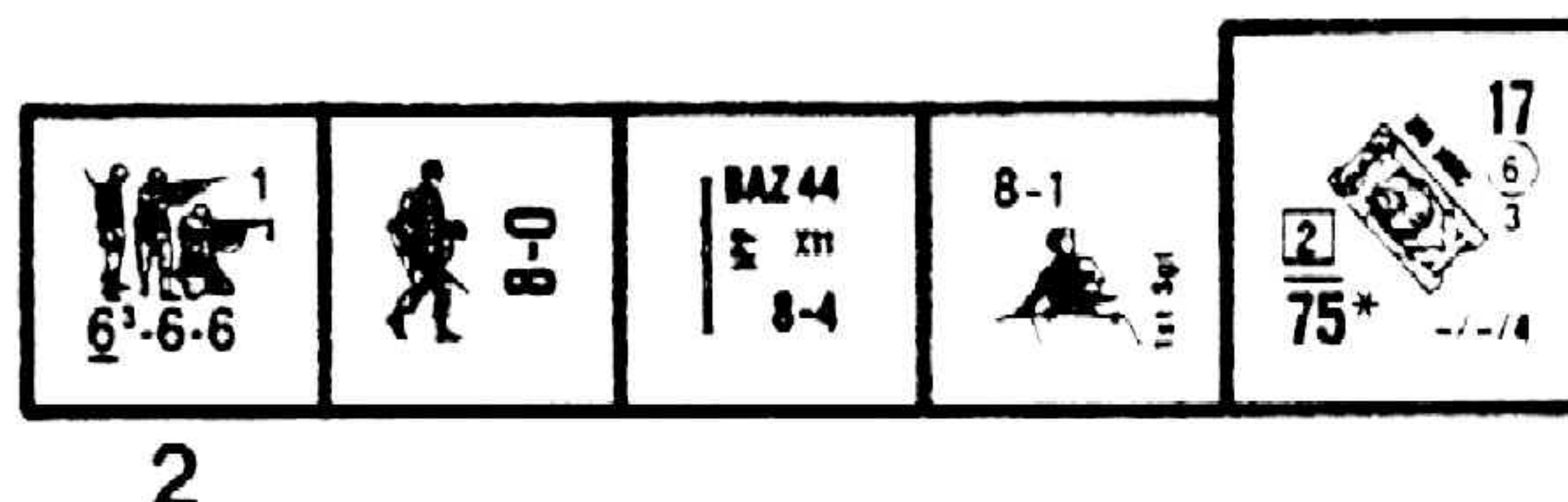
TURN RECORD CHART

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

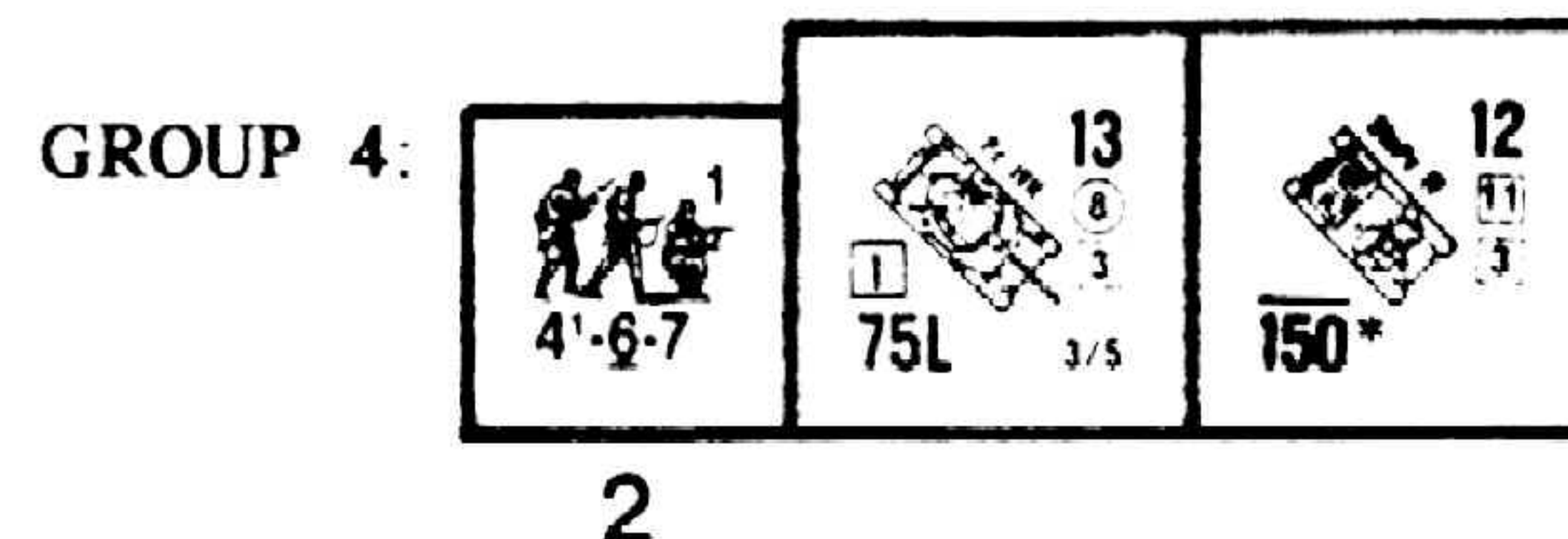
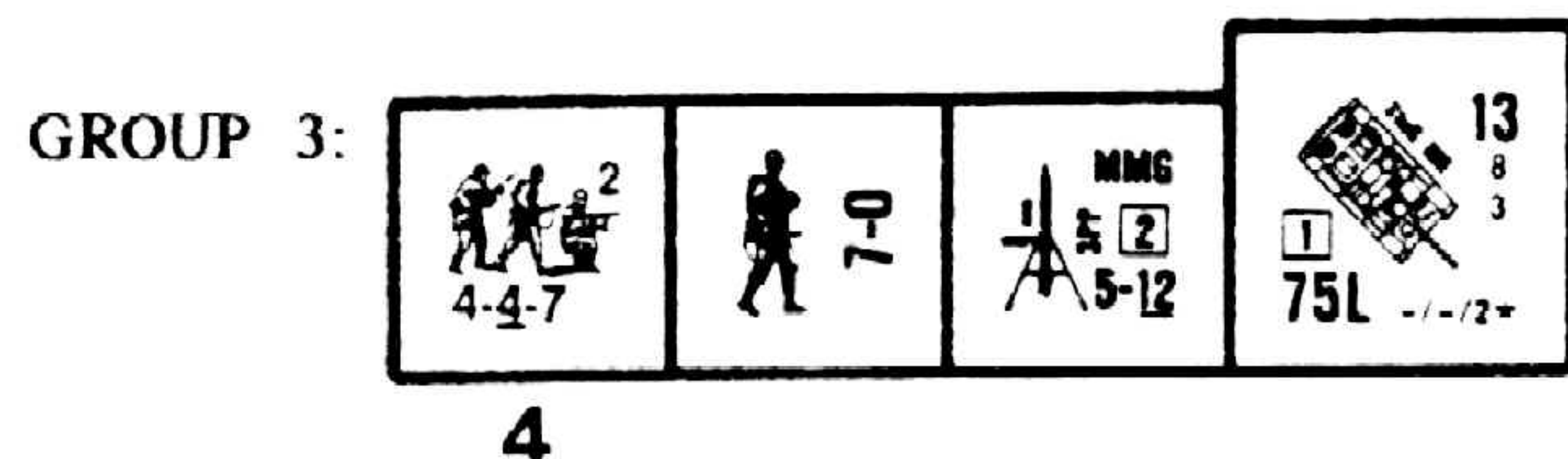
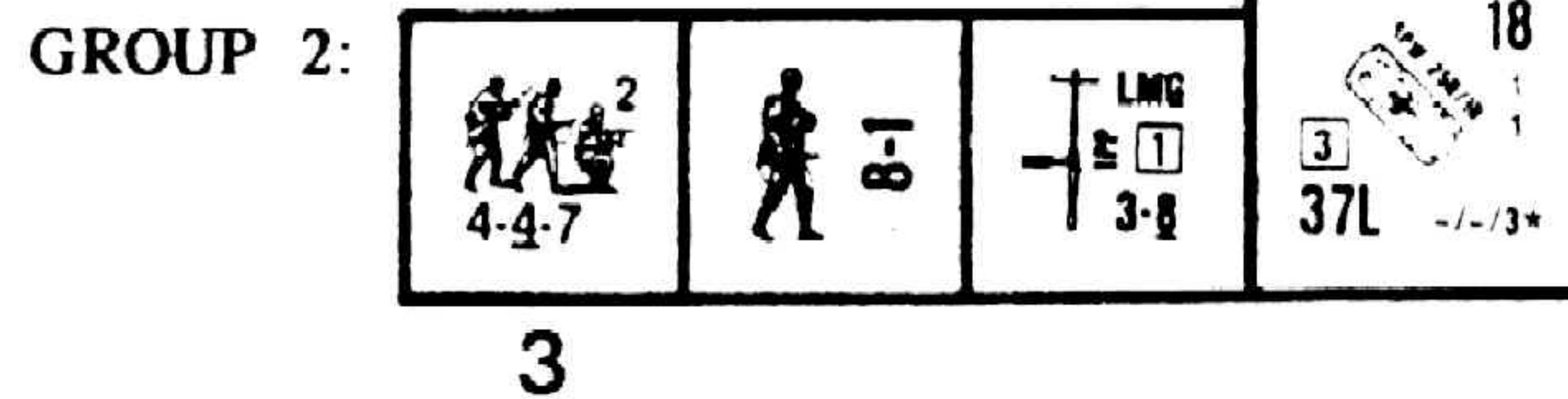
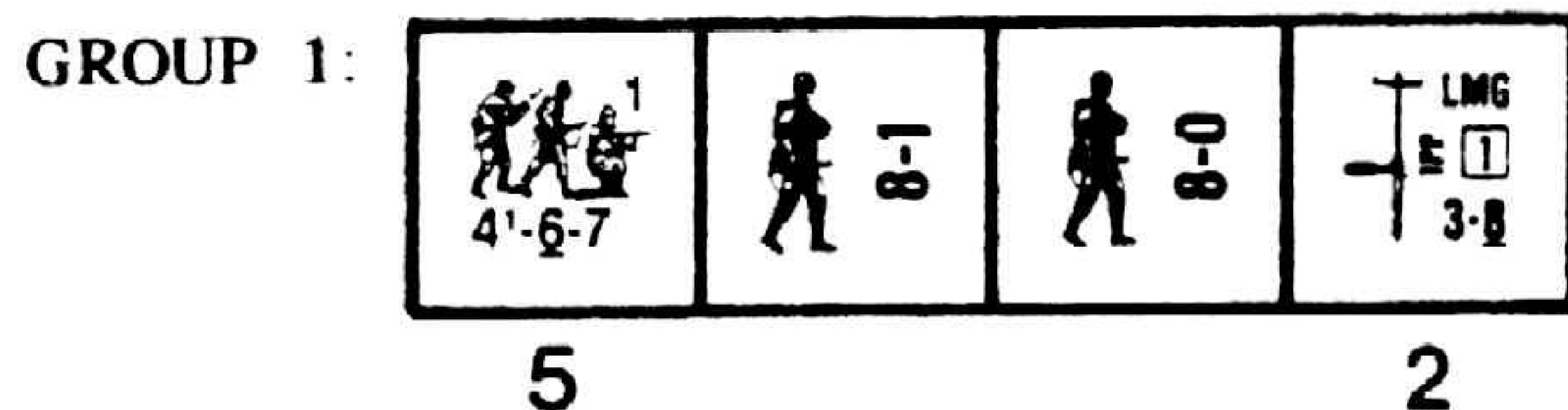
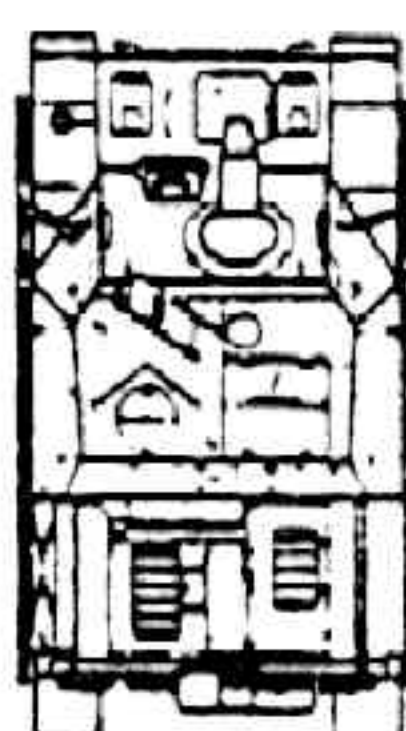
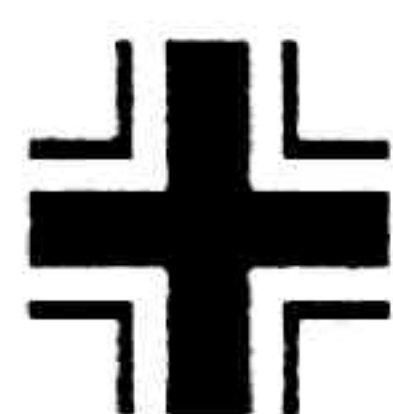
Elements of the U.S. 253rd Battalion [ELR: 4] set up within 4 hexes of 10Z6: {SAN: 5}



Reinforcements enter from the east edge as per SSR 3:



Elements of Fusilier Regiment 312 [ELR: 2] enter from the west edge as per SSR 4: {SAN: 2}



Scenario Design: Dave Sisler

SPECIAL RULES:

- EC are Wet, with no wind at start. All buildings are wooden. A One-Lane wooden bridge exists in hexes 7AA6-7AA8.
- The American M4A1 and M10 GMC are subject to Ammunition Shortage (A19.131).
- Beginning on Turn 2, the American player must make a dr at the start of each friendly RPh in an attempt to secure the reinforcements. If the dr is ≤ the circled number on the current turn of the Turn Record Chart, all reinforcements must enter in the upcoming MPh/APh (as applicable).
- The Germans must enter one Group per turn on Turns 1-4. The Group

to be entered on the current turn is determined by Random Selection during the RPh of the German Player Turn; each Group may be selected to enter only once (i.e., reroll all dr calling for a Group to enter that has already entered).

- The Germans may fire only three PF (C13.3).

AFTERMATH: Luckily for the GIs the German attack was uncoordinated and was easily held at arm's length. To Morgan's distaste, however, the Germans committed armor to their assault, including a *Brummbär* that demolished the shop that he was in, leaving him trapped in the rubble. As the crisis approached the German attack was beaten back by the timely appearance of Sgt. Earnshaw with an SP gun and some infantry that had managed to cross the western bridge under fire. The Germans withdrew, and did not attack again for three days.