

ASL March Madness 2010 Irregular Forces Pack

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March Madness 2010

Irregular Forces Pack



MM01 Ust-Usa

Ust-Usa, Siberia, 24 January 1942. Escaped gulag prisoners attempt open rebellion against the Soviets.



MM02 Slovak Security

Ivaskoviè, Ukraine, 13 June 1942. Slovak troops execute an anti-partisan assault in support of the German war in the east.



MM03 The Jews Have Guns!

Warsaw Ghetto, Poland, 19 April 1943. Jewish partisans fight back as Germans begin the reduction of the Ghetto.



MM04 Is Paris Burning?

Paris, France, 23 August 1944. French resistance fighters occupy the Grand Palais and hold out against repeated German assaults.



MM05 Ambushing the Warheads

Paris, France, 24 August 1944. German occupation forces in Paris attempt to reduce major sections of the city to rubble; their progress is impeded by a determined FFI.



MM06 Rembertow

Rembertów, Poland 21 May 1945. Polish Home Army partisans execute a daring rescue attempt against an NKVD holding camp.



MM07 Metal-Shaba

Metal-Shaba, Zaire, 20 May 1978. French paratroops respond to Angolan aggression against European nationals in the Kolwezi area of Zaire.



MM01

Ust-Usa

Scenario Design: Daniel Best
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VICTORY CONDITIONS: The Partisans win immediately upon controlling buildings 24M6, 24O5, and 24U4.

Ust-Usa, Siberia, 24 January 1942. In the history of the Soviet Gulag there was only one armed rebellion. In the small logging camp of Lesoreid Lagpunkt Mark Retyunin, the camp administrator and a former prisoner, organized a mass uprising. The prisoners locked the majority of the guards in the bathhouse and armed themselves with weapons. After overcoming the remaining guards they equipped themselves with new uniforms and boots. Weapons, however, were still in short supply. About half the prisoners marched on the nearby town of Ust-Usa that contained a militia building and a cache of weapons. With less than half of their men armed, the rebels had to act fast in order to seize the militia building, the post office (with the telephone exchange), and the town jail.

BALANCE:

 Exchange one (1)-0-6 unarmed squad for a 3-3-7 squad in the Partisan OB.

 Game length is shortened to 6 turns.

BOARD CONFIGURATION:



39	
	24
47	

Russian Militia Sets Up First	1 ^(★)	2 ^(★)	3 ^(★)	4 ^(★)	5 ^(★)	6 ^(★)	7 ^(★)
Partisan Moves First							



Elements of the Ust-Usa Militia [ELR: 1] set up on Board 24 (see SSRs 1 - 5): {SAN: 2}

2-2-7	8-0	LMG	Fortified Building Location (hex 24M6)
2			



Elements of Gulag Rebels [ELR: 5] enter along east side on Turn 1 (see SSRs 2 and 3): {SAN: 2}

3-3-7	(1)-0-6 unarmed squad	9-1	8-0
5	7		

Jail Prisoners set up in hex 24M6 Cellar (see SSR 3):

(1)-0-6 unarmed squad

SPECIAL RULES:

1. EC are Ground Snow with no Wind at start. All roads are plowed. Building 24M6 is Fortified (B23.9) and has a RB Cellar (O6) Location.
2. All Militia units in building 24U4 are considered Fanatic (A10.8).
3. The Gulag Rebels are Partisans (A25.24), may not deploy, and may not form multi-Location FG. The unarmed squad that sets up in the cellar of building 24M6 may not move or take any action until it is recovered (A4.44) by a Partisan unit. After recovery, this unarmed unit is considered an unarmed Partisan unit.
4. Whenever a MMC is eliminated or Reduced, place a Labor counter in that hex Location; a Labor -1 is placed for HS casualties, a Labor -2 is placed for squad casualties. The Labor counter represents the inherent small arms weapons of the Reduced or eliminated unit and can be recovered or eliminated like a SW (A9.73); a -1 Labor counter is considered 1 PP, a -2 Labor counter 2 PP. These weapons must be transferred to an unarmed unit before they can be used. An unarmed unit that recovers/is transferred a Labor counter is automatically exchanged for a 3-3-7/1-2-7 Partisan squad/HS; a -1 Labor counter completely arms an unarmed HS (i.e., exchanges it for a 1-2-7 HS), or is used to exchange an unarmed squad for an unarmed HS and a 1-2-7 HS. A -2 Labor counter is used to exchange an unarmed squad for a

4. (cont.) 3-3-7 Partisan squad or a 1-2-7 HS and -1 Labor counter. In addition, any unarmed MMC that successfully makes a *Recovery* (A4.44) dr in building 24U4 becomes a armed Partisan unit (3-3-7 squad/1-2-7 HS).

5. At the start of each Russian Rally Phase that there are no Partisan units in building 24U4, the Russian player makes a reinforcement dr. The Russian receives reinforcements as follows according to the dr:

- 1 = 1 x 7-0 leader
- 2 = 1 x 2-2-7
- 3 = 1 x 4-2-6
- 4 = 1 x 2-2-6
- 5 = 1 x 2-2-6
- 6 = 1 x 6+1 leader

The reinforcements set up immediately in building 24U4.

AFTERMATH: The rebel prisoners quickly captured the post office and jail, cutting off communications from the town and freeing more prisoners who joined the rebellion. However, the townspeople rushed to defend the militia building. The battle lasted into the night, but in the end the rebels lost half their number killed or captured. The rebel prisoners fled to a collective farm and subsequently into the hills. The NKVD pursued the rebels and the rebellion was over by 31 January. The only armed rebellion against the Gulag system had ended badly for the prisoners. Future resistance would be more peaceful, and surprisingly more effective, after the war was over.

MM02

SLOVAK SECURITY

Scenario Design: Steve Swann
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Ivaskoviè, Ukraine, 13 June 1942. The Slovak Security Division was created from the 2nd Division on 1 September 1941. The Division was 8,000 soldiers strong, divided into two regiments (the 101st and the 102nd) and one scouting group. The main aim of the Division was to fight against partisans. In the operational area of the Division were also located units of German field police and Cossack and Latvian collaborates. Since the Division did not possess any armored vehicles, except a few captured French tanks, it built an improvised armored train that was assigned to guard the track between Zinsk and Gome. On 13 June 1942, a Ukrainian partisan unit was attacked by Slovak security forces near Ivaskoviè.

BALANCE

- ✚ Exchange 2 x 3-3-6 for 2 x 3-4-7 squads.
- ★ Replace the 37 INF Gun in the Partisan OB with a Russian 37L AT (PTP obr. 30).

BOARD CONFIGURATION:



50
58

VICTORY CONDITIONS: The Slovaks win if they control buildings 50X6 and 50N5 at game end, otherwise the Partisans win. Additionally, the Partisans win immediately upon eliminating/capturing ≥ two AFV and/or AT Guns (Recall is NA for VC purposes).

Partisan Sets Up First	✚	1	2	3	4	5	6	7
Slovak Moves First								

Ukrainian Partisans [ELR: 5] set up at Level 1 or higher on Board 50: {SAN: 4}

5-2-7	4-4-7	3-3-7	1-2-7 crew	9-1	8-1	7-0	37 INF PP obr. 15R	1S Foxhole
3	3	8	4			2		6

LMG(r)	MMG (axis minor)	50* MTR(r)	DC
3	2	2	3

Elements of Slovak Security Division [ELR: 3] set up on Board 58 (see SSR 3): {SAN: 3}

3-4-7	3-3-6	2-2-7 crew	8-1	7-0	LMG (2-7)	MMG (4-10)	50* MTR(g)	37L AT PUV vz. 39(t)
11	5	2		3	3	2	2	2

Slovak Security Division Reinforcements enter on/after Turn 1 along east edge:

4-4-7	8-1	LMG (2-7)	S-35(f)	Medium Truck (Axis Minor)
4			2	2

SPECIAL RULES:

1. EC are Moderate with a Mild Breeze from the south. The stream is Shallow (B20.42).
2. The Ukrainians are Partisans (A25.24), may not Deploy, and may not form multi-Location Fire Groups. Partisans may use DC without Non-Qualified Use Penalties and Axis Minor SW without Captured Use Penalties. Russian 4-4-7 and 5-2-7 MMC (and their HS) retain their printed Strength Factors [EXC: treat 4-4-7/5-2-7 squad/HS Morale Numbers as underlined] and Broken MLs, but are considered Partisans in every way. Two Partisan squad-equivalents, and any SMC/SW set up with them, may set up using HIP.
3. Use Axis Minors for the Slovak Security Division. Two Slovak squad-equivalents, and any SMC/SW set up with them, may set up using HIP.

AFTERMATH: In fierce fighting, two companies of the Security Division, supported by machine guns, anti-tank cannons, and two French tanks attacked and destroyed the partisan unit numbering approximately 200 men.

MM03

THE JEWS HAVE GUNS!

Scenario Design: Paul Works
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VICTORY CONDITIONS: The German wins immediately upon exiting 15 CVP from hex 51I10.

Warsaw Ghetto, Poland, 19 April 1943. General Stroop ordered troops into the Warsaw Ghetto to begin the final "relocation" of all the Ghetto's Jewish inhabitants on 19 April 1943. For months, the Jews within the Ghetto had been preparing numerous strong points and bunkers. Ukrainian, Wehrmacht, and SS troops entered the Ghetto from the Nalewki Street gate and moved along several routes. One route led from Gensia Street along Zamenhof Street. Żydowska Organizacja Bojowa (ZOB; Jewish Combat Organization) Partisans defended numerous strong points and other houses along this route. As the German column reached the intersection of Mila Street and Zamenhof, the Partisans opened fire from all directions. No location was safe and the column was caught in a viscous crossfire. As the Germans panicked and scrambled into a retreat, one called out, "the Jews have guns!" The ZOB partisans rejoiced at their victory, but did not have long to rest before the SS troopers and their Ukrainian allies returned, this time supported by armor.

BALANCE:

- ✚ Increase the SS ELR to 5.
- ✚ Add a 3-3-7 to the ZOB OB.

BOARD CONFIGURATION:



Only hexrows A-P on Board 51 and hexrows R-GG on Board 20 are in play.

Partisan Sets Up First	✚	1	2	3	4	5	6
German Moves First							



ZOB Partisans [ELR: 5] set up using HIP ≥ 3 hexes from the south edge (see SSRs 2 - 4): {SAN: 6}

3-3-7	9-1	8-1	8-0	7-0	LMG(r)	Roadblock	Fortified Building Location
8						5	3



Waffen SS Troops and Allies enter Turn 1 along southern edge (see SSR 5): {SAN: 2}

Elements of SS Panzer Grenadier Training and Reserve Battalion 3 [ELR:4]:

4-6-8	9-1	8-0	LMG	MMG	Marder I	PSW 234/1
6		2				2

Elements of 1 Bat. "Trawniki" Ukrainian Troops [ELR: 2]:

3-4-7	8-0	7-0	LMG
4			

SPECIAL RULES:

1. EC are Normal with no Wind at start. RB Cellars are in play (O6). Place overlays as follows: **X12** on 20X1/X0, **X13** on 51G5/F5, **X14** on 20W3/W2, **X18** on 20R0/R1, **X20** on 51H7/H8, **X21** on 51K7/J6, **X23** on 20AA1/BB1, **X24** on 51K2/L1.

2. All ZOB units are Partisans (A25.24), may not Deploy, and may not form multi-Location FG. ZOB units are considered Fanatic (A10.8) and may use MOL (A22.6), ATMM (C13.7), and Sewer Movement (B8).

3. ZOB units may move/advance/rout directly from one Level 1 rowhouse hex Location to an adjacent connected Level 1 rowhouse hex Location at a cost of 2 MF.

4. The ZOB Player may secretly designate three ground floor locations as Fortified (B23.9). Roadblocks represent hastily-constructed piles of furniture, debris, etc. and function exactly as Hedges (B9) [EXC: a fully-

4. (cont.) tracked AFV that crosses a Roadblock hexside must take a Bog Check (D8.2)].

5. Use Axis Minors for Ukrainian units/SW. German leaders may influence Ukrainians without incurring the Allied Leadership penalty (A10.7).

AFTERMATH: The Germans moved forward more cautiously, using the cover of their vehicles. As they neared the same intersection, the ZOB fighters moved rapidly through attic openings between rowhouses to concealed and advantageous firing position where they engaged the German and Ukrainian troops using homemade bombs, small arms, and Molotov cocktails. Within minutes, the Marder and its crew were burning, one of the armored cars was on fire, and the entire force had retreated for a second time. The ZOB partisans had scored another victory against the Germans. The Jews did indeed have guns and used them to heroically exact a painful toll before they were finally silenced.

MM04

IS PARIS BURNING?

Scenario Design: Daniel Best
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Paris, France, 23 August 1944. The Paris uprising started on 19 August 1944. Like Warsaw, Hitler immediately ordered the City to be destroyed. The battle quickly developed into a draw. The Forces Françaises de l'Intérieur (FFI) partisans had captured many municipal buildings and several important cultural landmarks. However, the German garrison was secure in a series of strong points around the city and could mount attacks with mobile battle groups. On the morning of 23 August a German battle group made an attack on the Grand Palais, which was occupied by the FFI partisans.

VICTORY CONDITIONS: The Germans win immediately if ≥ 5 Locations of building 45J3 are Blazes and/or Rubble.

BALANCE:

- ✚ Add one 4-4-7 squad to the German OB.
- † Add one 1-4-9 Hero to the Partisan OB.

BOARD CONFIGURATION:



	51
	45

Partisan Sets Up First	✚	1	2	3	4	5	6	7	8
German Moves First									



Elements of the Paris FFI Sector North Unit [ELR: 5] set up concealed on any board (see SSRs 2 and 3): {SAN: 5}

3-3-7	9-1	8-1	8-0	7-0	LMG(g)	MMG(f)	?	Fortified Building Location	Trench	Roadblock
19							10	2	4	8



Elements of Security Regiment 5 and Panzer Company Paris [ELR: 2] enter Turn 1 along north and/or east edge of Board 51 (see SSRs 4 and 5): {SAN: 3}

3-3-8	2-3-8	4-6-7	4-4-7	4-3-6	9-1	8-0	7-0	LMG	MMG	DC	Goliath
			11	2		2		3		3	
Pz 38H 735(f)	Pz 35-S 739(f)										
3											

SPECIAL RULES:

- EC are Normal, with no wind at start. Kindling is NA. All printed walls on both boards are treated as roadblocks (B29). Bypass movement in NA around buildings/woods along hexsides that contain wall depictions.
- All FFI units are Partisans (A25.24), may not deploy, and may not form multi-Location FG. The Partisans may use MOL (A22.6) and use all SW with Captured Use Penalties (A21). All Partisan units have their movement allowance increased by one and may use Sewer Movement (B8). The Partisan player may use HIP for ≤ 2 MMC and any SMC/SW stacked with them. All Partisan units in building 45J3 are considered Fanatic (A10.8).
- Tunnels are NA. Trenches connect to all ADJACENT ground level building Locations as if they were Cellars per RB SSR6 (i.e., no RB Cellars actually exist).
- German AP rounds can be used to start fires in building 45J3 (only). A tank may specify a building Location itself as the target for a MA

- (cont.) attack. The building Location is treated a vehicular target (Large Target Size; D1.72). A building Location has an AF of 3 (4 if fortified). Any AP hit that achieves a "kill" result causes a flame in the target Location; a "burning wreck kill" will cause a Blaze in the target Location. Any infantry in a target Location are subject to a Specific Collateral Attack (D.8A) using the HE equivalency for the AP round and the building's TEM (+3/+4 if fortified).
- The Germans do not have any PF capability.

AFTERMATH: The Germans attacked with a mixed battle group of infantry, goliath remote control bombs and tanks. The FFI defended the Grand Palais and an intense battle developed. The German tank shots ignited a fire in the Grand Palais and the Paris fire brigade responded. With the battle keeping the fire brigade from putting out the fire the Grand Palais suffered major damage. About noon the FFI partisans evacuated the Grand Palais and the battle ended. During the Paris uprising Hitler repeatedly asked his Generals "Is Paris Burning?", on August 23 the Generals were able to tell Hitler the Grand Palais was burning. Overall Hitler would be disappointed in the amount of destruction in the city of lights.

MM05

AMBUSHING THE WARHEADS

Scenario Design: Daniel Best
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Paris, France, 24 August 1944. General Choltitz, the German commander of Paris, was under orders from Hitler himself to destroy Paris much the same way Warsaw was currently being systematically destroyed. The only major source of explosives available to the German garrison was the Kriegsmarine torpedo depot in St. Cloud. Using the explosives in the torpedo warheads would give the Germans enough destructive power to raze all important infrastructure and cultural structures in the city. However, since the start of the uprising (19 August) the Germans did not have complete freedom of movement in the city and getting explosives from the depot to the engineers at the bridges and important buildings was an extremely challenging task. On 24 August, the Germans sent several shipments of warheads to the engineers waiting to demolish the Chamber of Deputies.

BALANCE:



SSR 5 is NA.



Add a 3-3-7 to the Partisan OB.

BOARD CONFIGURATION:



	51	
67		8

VICTORY CONDITIONS: The Germans win immediately by exiting an ammo vehicle off any north or east board edge. If no ammo vehicle exits, the side with the most CVP at game end wins.

Partisan Sets Up First	1	2	3	4	5	6
German Moves First						



Elements of the Paris Forces Françaises de l'Intérieur (FFI) [ELR: 4] set up using HIP on any board $\geq$ two hexes from the south edge: {SAN: 4}

3-3-7	1-2-7 HS	8-1	7-0	LMG(g)	MMG(f)	Roadblock
8	6					6



Elements of 325 Security Division "Wach Paris" [ELR:2] enter as follows (see SSRs 4 and 5): {SAN: 2}

Group 1 enters on Turn 1 on hex 49A5:

4-4-7	2-4-7 HS	7-0	Kfz 1 -/3	Opel Blitz	Ammo
2				2	

Group 2 enters on Turn 2 on hex 51GG5:

4-4-7	2-4-7 HS	8-0	Kfz 1 -/3	Opel Blitz	Ammo
2				2	

Group 3 enters on Turn 2 on hex 51GG5:

4-4-7	2-4-7 HS	9-1
2		

Kfz 1 -/3	Opel Blitz	Ammo
	2	

SPECIAL RULES:

1. EC are Moist with no Wind at start. No hills or cliffs exist on Board 8, all other terrain represented on those hexes exists at Level 0. The River is Deep (B21.122) with a moderate current (B21.121) flowing south. A two-lane stone bridge exists connecting road hex 8Q2 to 8Q9 and 8Y1 to 8Y5.

3. All FFI units are Partisans (A25.24); they may not Deploy or form multi-location fire groups. The Partisans have MOL (A22.6) capability. All Partisan units have their movement allowance increased by one. Partisans use all SW with captured use penalties (A21). For MOL check purposes, all German Vehicles are considered AFV.

4. All German units must enter as Passengers in vehicles, with one Opel Blitz secretly recorded as an Ammo Vehicle (E10) in each Group. The vehicles of each Group must use Platoon Movement (D14) as if they

4. (cont.) were Radioless AFV. The morale level of all Opel Blitz inherent drivers is "7."

5. The Germans do not have PF capability.

AFTERMATH: The FFI partisans ambushed every vehicle sent out from the torpedo depot on 24 August. Such was the success of the FFI ambushes that few buildings or other structures were effectively demolished with explosives by the German engineers. The next day, with the arrival of allied land forces (to include the 2nd Free French Division), Paris was effectively liberated and saved from the fate suffered by Warsaw.



Rembertów, Poland 21 May 1945. As the Soviet Union "liberated" Poland the NKVD rounded up members of the Polish Home Army (Armia Krajowa (AK)) because they supported the non-Marxist Polish Government in exile; as such, they were enemies of Soviet communism. The Soviets shipped the AK prisoners to Gulag camps in Siberia. While waiting for transport to Siberia the Soviets kept the prisoners in jails and prison camps. One of the largest of such locations was the former German "Stalag 333" camp at Rembertów. In the spring of 1945, the NKVD captured AK General Emil Fieldorf and sent him to Rembertów. The AK decided to attack the prison to release General Fieldorf and other important prisoners. The attack was planned for the night of May 20-21 and was executed with a well armed force. Trucks were brought in to transport the prisoners rapidly to safety.

BALANCE

Change VC: Polish must exit ≥ 6 squad-equivalents of Polish prisoners to win.



Change VC: Polish must exit ≥ 8 squad-equivalents of Polish prisoners to win.

BOARD CONFIGURATION:

Only hexrows R-GG are in play.

VICTORY CONDITIONS: The Polish win immediately upon exiting ≥ 7 squad-equivalents of Polish prisoners from the playing area.

Russian Sets Up First		1	2	3	4	5
Polish Partisan Moves First						



NKVD Camp Garrison [ELR: 1] set in buildings R6 and DD8 with no more than 1MMC per Location (see SSRs 1 and 2): {SAN: 2}

4-4-7	4-2-6	7-0	Wire
2	4		23

Guard Tower Troops set up one MMC per hex at Level 1 in U3, U9, Z1, Z8, CC7, and DD3 (see SSR 1):

2-3-7	2-2-6	9-0	LMG	MMG
3	3		2	

Polish Prisoners set up one MMC per hex within the Wire Perimeter (see SSR 1):

(1)-0-6 prisoner squad
10



Elements of the AK [ELR: 5] enter from any board edge(s) on/after Turn 1 (see SSRs 3 and 4): {SAN: 3}

5-3-7	2-2-7 HS	9-1	8-0	DC	GAZ-MM
4	3			3	2

SPECIAL RULES:

1. EC are Wet with no Wind at start. Single-hex buildings U3, U9, Z1, Z8, CC7, and DD3 each have a Level 1 Location and an inherent stairwell. Place a Wire counter in each road hex of the road network U4-U8-Y8-DD5-DD4-Y2. There is a +1 LV Hindrance in effect for all non-CC attacks.

2. All NKVD start under No Move counters. NKVD *squads* and the 7-0 leader start TI; these TI counters are removed at the end of NKVD Player Turn 1. *Both* Russian Leaders may roll for Freedom of Movement each Russian Player Turn (E1.21). The Russian 9-0 is a Commissar (A25.22). The Russians may not set up concealed and may not gain concealment during play.

3. Use Chinese G.M.D. infantry/SW to represent the AK. Use Russian vehicle counters for the trucks. AK units are Partisans (A25.24) and may

3. (cont.) not Deploy or form multi-Location FGs. AK units may use DC without Non-Qualified Use Penalties and have no smoke exponent.

4. Any/all AK units may enter on any one or more Game Turn(s) starting Turn 1. Use Russian vehicle counters for the trucks.

5. Successful detonation of a DC automatically eliminates any Wire counter in that hex.

6. Prisoner units may not move or advance until successfully Recovered (A4.44) by a Partisan unit.

AFTERMATH: The attack was a success. The trucks were able to transport almost 100 prisoners to safety in less than 25 minutes and the AK attackers suffered only three wounded as casualties. In addition to the Poles who escaped, numerous German POWs and other prisoners were freed; the NKVD later reported that 466 "criminals" had escaped. The AK attack, however, was too late to rescue General Fieldorf; he had already been sent to Siberia.



Metal-Shaba, Zaire, 20 May 1978. On 11 May 1978, 4000 Front for the National Liberation of the Congo (FNLC) troops crossed into Zaire from Zambia. The primary objective of the FNLC was the capture of the important mining town of Kolwezi in south-east Zaire. In addition to being a vital mining center, the city housed 2500 Europeans, whose safety would be in question during any conflict. The FNLC arrived at Kolwezi on 13 May and quickly seized control of the city from the weak Zairian 13th Brigade, Kaymanyola Division. Fears for the safety of the European residents were well founded; on 16 May forty were massacred, and on 17 May another fifty were shot. Reports of these incidents leaked out from witnesses and the French and Belgian governments acted. The 2d R.E.P.'s first three companies parachuted into Kolwezi on 19 May. Elements of the Belgian Paracommando Regiment landed at Kolwezi airport south of the city on 20 May. That same day, the 2d R.E.P. consolidated its position and the 4th Company, 2d R.E.P. moved to scout out a small village and railway junction north of Metal-Shaba (2 miles north of Kolwezi).

VICTORY CONDITIONS:

The French win at Game End if they Control ≥ 6 multi-hex buildings. The French win immediately if there are ≤ 2 unbroken FNLC MMC onboard.

BALANCE:

The French receive a second Fire Mission for their 81mm OBA.

Add two LMG to the FNLC OB.

BOARD CONFIGURATION:

FNLC Sets Up First (see SSR 4)

French Moves First

1	2	3	4	5	6	7
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FNLC Irregulars [ELR: 3] set up on/north of hexrow P (see SSRs 2): {SAN: 3}

5-3-7	4-4-7	8-1	7-0	LMG	HMG Russian	?
11	2	2	4			



Elements of 2nd and 4th Companies, 2d R.E.P. [ELR: 5] set up/enter as follows (see SSR 3): {SAN: 5}

2nd and 4th Companies Main Assault Force set up on/south of hexrow J:

6-4-8	9-2	9-1	8-0	LMG	MMG	ATR	DC
9				3			

Chief Sergeant Cas sets up at Level 3 in hex L3:

8-1

2d Section, 4th Company enters on Turn 3 along east edge on/south of Y10:

6-4-8	8-1	LMG
4		2

SPECIAL RULES:

1. EC are Normal with no Wind at start. All woods are Light Jungle (G2.1). All Grain is Buffalo Grass, which is treated as Grain in all respects [EXC: each Buffalo Grass Hindrance hex provides a +2 Hindrance DRM vice +1]. All buildings are wooden. Rowhouses are NA (i.e., they are considered normal buildings) and Huts are in effect (G5). Building L3 has a large circled center dot (i.e., it has both Level 1 and Level 2 Locations) and has a steeple (B31.2) at Level 3.

2. Use G.M.D. units/SW to represent the FNLC [EXC: use Russian HMG, MMC Broken side ML are one less than printed, and FNLC MMC have no smoke exponent]. The FNLC may use Russian SW without Captured Use Penalties.

3. Use British units/SW to represent the 2d R.E.P. 2d R.E.P units do not Cower and are Stealthy when Good Order.

4. The French receive one Fire Mission of 81mm OBA available on/after Turn 2; this OBA is directed by an Off-Board Observer, whose location must be recorded prior to FNLC setup at Level 4 in any hex along the east edge on/south of hexrow Q. Battery Access (C1.21) is automatic

4. (cont.) for this Fire Mission [EXC: the failure of an "extra" Battery Access attempt (# chits: 9B/3R) required for lack of Known enemy units to the Observer (C1.21) simply disallows the placement of the SR/conversion of the SR to a FFE for that Player Turn only; it does not result in the loss of the single Fire Mission]. Smoke is NA for this OBA.

AFTERMATH: Nearing the village, Chief Sergeant Cas climbed the rail station tower and spotted a large body of soldiers at the 4th Company's front. Within minutes the French found themselves in an engagement against over 300 FNLC troops. Unfazed, the paratroopers set up a base of fire along a ridge northeast of the village and returned fire. The FNLC troops held against the initial French attack and reinforcements were requested. The 2nd Company, mortar section, and reconnaissance section soon arrived and the assault recommenced. The FNLC rebels soon broke and fled, leaving 80 dead behind. This engagement ended the fighting around Kolwezi. By 22 May, 2300 expatriates had been evacuated from the Kolwezi area by the Belgians and the FNLC had fled. Kolwezi itself had suffered greatly; its infrastructure was gutted and over 160 Europeans and several hundreds of native residents lay dead. Were it not for the rapid response of elite French and Belgian paratroops, the losses would have been an order of magnitude higher.