DANGER CLOSE!

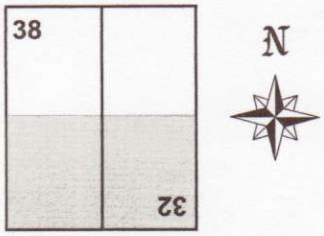
SCHWERPUNKT SCENARIO SP121

SITUATION: Near UDENBRETH, Belgium, 16 December 1944: On the opening day of the Ardennes offensive, Colonel Wilhelm Viebig's 277th Volksgrenadier Division attacked along the International Highway to secure two routes so that the 12th SS Panzer Division could pass through toward Rocherath. After a pre-dawn artillery preparation, the 990th Grenadier Regiment attacked to open the second route which followed the Weisserstein Trail. As the lead Grenadiers emerged from the woods, they met registered American artillery fire that forced them to withdraw. Further progress was impossible in the face of the murderous American artillery and automatic weapons fire. Colonel Viebig ordered Hetzers of the 1277th Sturmgeschütze Company to help get the attack moving again. At 0830, the Hetzers and grenadiers advanced toward Tech. Sergeant Fred Wallace's defensive position, under cover of a smokescreen. The Germans closed to within hand grenade range and were about to overrun Wallace when he called for final protective fire on his own position from artillery providing direct support. In seconds, a torrent of 155mm high explosive shells rained down, shredding the grenadiers and adding a grotesque slurry of blood, bone, and mangled limbs to the morning dew. Wallace and his men survived in the relative safety of their log-covered dugouts while the Hetzers and grenadiers withdrew to regroup in the nearby woods.

Scenario Design: Evan E. Sherry 082105.10

MISSION: Germans win immediately when they control 8 building hexes.

MAP ORIENTATION:



(Only hexrows A-P on board 32 and R-GG on board 38 are playable)

OPTIONS:

✚ Exchange the American 9-1 for an 8-1.

☆ Delete the German FT.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. Mist (E3.32) is in effect.
2. Place overlay **OG1** on 32N8.
3. All buildings are ground level only and American controlled at start.
4. After the American set up, the German player may place three smoke counters anywhere on the mapboard.
5. American OBA is 150mm (HE only) with one Pre-Registered hex (C1.73) that must be designated ≤ 2 hexes from the phone's set up hex. For security zone (C1.23) purposes, only the south edge is friendly. Harassing Fire (C1.72) and Barrage (E12.1) are NA.

Source: Allyn R. Vannoy and Jay Karamales, *Against the Panzers* (Jefferson: McFarland and Co., 1996) pp. 226-227.

MISSION LENGTH

☆ AMERICAN SETS UP FIRST					
✚ GERMAN MOVES FIRST	✚ 1	2	3	4	5

☆

Elements of Company G, 2nd Battalion, 394th Infantry Regiment, 99th Infantry Division set up ≤ 3 hexes from any of the following hexes: 32F5, 32J2, 38Z3.

6-6-7	6-6-6	9-1	8-0	MMG	BAZ 45	M-2 60* MTR	Phone	?	1+3+5	Foxhole 1S
6	3		2	2	3			6	2	4

{ELR: 4}
{SAN: 4}

✚

Elements of Grenadier Regiment 990, Volksgrenadier Division 277 enter turn 1 on the north and/or east edge, with no more than 8 MMC entering on either edge.

4-6-8	4-6-7	4-4-7	4-3-6	9-1	8-1	7-0	LMG	FT	DC	JgdPz 38(t) (Hetzer)
2	4	3	3				4			3

{ELR: 3}
{SAN: 3}

CONSTANT SORROW

SCHWERPUNKT SCENARIO SP122

SITUATION: KLINGENBERG, Germany, 5 April 1945: The Free French 5th Armored Division was exploiting the Allied Rhine crossing. A stubborn group of Volksgrenadiers, supporting two Jagdtigers, made yet another futile stand in defense of the Reich. Heavy fighting developed as the French Lend-Lease, Sherman tanks and infantry assaulted Klingenberg. Fighting raged until one Jadgtiger was destroyed. The remaining Jadgtiger became immobilized and was destroyed by its own crew. Such was the sorrowful end for most of the massive tank destroyers of Schwere Panzerjäger Abteilung 653. Together with its inherent mechanical unreliability, a shortage of spare parts, and few recovery vehicles that could tow them, German crews destroyed as many Jagdtigers as the enemy. In short order, Klingenberg fell to the Free French 5th Armored Division. There were a few more villages to clear, but Schwere Panzerjäger Abteilung 653 was running out of Jagdtigers.

Source: Munch, Karlheinz, *The Combat History of Schwere Panzerjäger Abteilung 653* (Winnepeg: J.J. Fedorowicz, 1997) p. 442.

MISSION: The Free French win immediately when they control five multi-hex stone buildings on board 49, provided there are no Good Order, mobile Jadgtigers with functioning MA on/between hexrows 49I-49Y in hexes numbered ≥ 5.

MAP ORIENTATION:

22	49

N

OPTIONS:

✚ Delete a Free French M10 GMC.

⊙ Exchange the German 9-1 for an 8-1 Leader.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Kindling is NA.
3. Bore sighting is NA.
4. Jadgtigers may not set up in buildings.
5. Use British counters for Free French infantry/SW and American colored Lend-Lease vehicles for the Free French AFVs.

Scenario Design: Evan E. Sherry 082105.9

MISSION LENGTH

✚ GERMAN SETS UP FIRST							
⊙ FREE FRENCH MOVES FIRST	⊙ 1	2	3	4	5	6	7

Elements of Volksgrenadier Division 559 and Kompanie 2, Schwere Panzerjäger Abteilung 653 set up anywhere on boards 22/49.

✚

5-4-8	4-6-7	4-4-7	9-1	8-1	8-0	7-0	HMG	MMG	LMG	PSK	?	8-1 Armor
2	5	4							2	2	6	

{ELR: 2}
{SAN: 4}

JgPz VI 3/-	FlaK Pz IV/37 3/-/*	Roadblock
2		2

Elements of Free French Division Blindée 5 enter turn 1 on the west edge.

⊙

4-5-8	4-5-7	9-2	8-1	7-0	MMG (a)	BAZ44 (a)	M4A2 2/4/4	M10 GMC -/-/4	M5A1 LT 2/4/2	M5A1 Halftrack -/-/6*	M5 Halftrack -/-/4
4	11		2		2	2	2	3			3

{ELR: 4}
{SAN: 3}

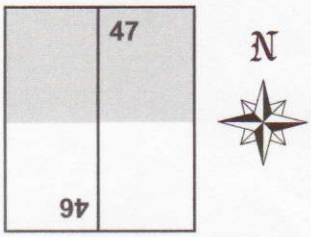
THE BADGER'S BREATH

SCHWERPUNKT SCENARIO SP123

SITUATION: VOORTHUIZEN, Holland, 17 April 1945: The 5th Canadian Armoured Division was advancing north of Arnhem to cut the Amersfoort-Apeldoorn road. On the evening of the 16th, the British Columbia Dragoons had severed the highway and were defending a section of the route east of Voorthuizen. Fearing encirclement, the 6th Fallschirmjäger Division attempted to breakout through Voorthuizen. In the process, they ran headlong into the Dragoons. A sharp fight ensued between German paratroopers, supported by self-propelled guns, and the Dragoon's Sherman tanks. Headquarters, 5th Armoured Brigade sent a Badger flamethrower vehicle to assist the defenders. Spewing forth deadly streams of flame, several fallschirmjägers were hideously burned. Screams of the incinerated, along with the sickening smell of cooked flesh, did little to bolster the fallschirmjägers' resolve. Soon, the attack faltered and after suffering heavy casualties, the Germans broke off the engagement.

MISSION: The Germans win if they have 8 VP of unbroken, non-vehicular crew infantry (prisoners are worth 0 VP) in stone building/graveyard hexes on/between hexrows 46W and 46DD at game end.

MAP ORIENTATION:



(Only hexrows A-P on board 47 and R-GG on board 46 are playable)

OPTIONS:

- Lower required VP to 7.
- Raise required VP to 9.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. Kindling is NA.

Scenario Design: Evan E. Sherry 090305.6

Source: Stacey, C.P., *The Victory Campaign: The Operations in North-West Europe 1944-1945* (Ottawa: The Queen's Printer and Controller of Stationary, 1960) p. 578.

MISSION LENGTH

CANADIAN SETS UP FIRST	1	2	3	4	5	6
GERMAN MOVES FIRST						

Elements of the 9th Armoured Regiment (The British Columbia Dragoons), 5th Armoured Brigade, 5th Armoured Division set up anywhere on board 46 and/or on board 47 in hexes numbered ≥ 7.

4-5-8	9-1	8-1	LMG	PIAT	OML 2" MTR	9-1 Armor	Sherman VC (a) -/4	Sherman V (a) 2/4	Badger (a) BF24 -/-/2	Carrier C 4/-/2
7			3							

{ELR: 3}
{SAN: 4

Elements of Fallschirmjäger Regiment 16 and Fallschirm Panzerjäger 6, Fallschirmjäger Division 6 enter turn 1 on the east edge.

5-4-8	4-4-7	9-1	8-1	8-0	MMG	LMG	StuG III G 3/5	FlaK Pz 38(t)
5	8				2	3	3	

{ELR: 2}
{SAN: 3}

EXPELLING THE GUARDS

SCHWERPUNKT SCENARIO SP124

SITUATION: Near PEREMOGA, USSR, 14 May 1942: General der Panzertruppen Hermann Breith's 3rd Panzer Division was attempting to turn the Soviet flank by seizing Staryi Saltov. A sharp fight quickly ensued when Breith's panzergrenadiers and Pz III's struck Soviet troops from the 34th Guards Regiment, 13th Guards Rifle Division defending Hill 214.3. Soon, the situation became desperate as Soviet field pieces were forced to fire over open sights at waves of attacking panzers. Soviet gunners managed to disable nine panzers, but the undaunted infantry and tanks from the 3rd Panzer ruthlessly pressed on the attack. T-34 tanks from Colonel Alekseev's 57th Tank Brigade joined the Guards in their struggle, engaging the Germans as they overran Hill 214.3. A brutal three-hour battle raged, with the Germans losing at least five more panzers to Soviet T-34 and 45mm anti-tank fire. The Germans slashed through a Guards' 45mm anti-tank gun battery, destroying its guns and crushing the defending Guards infantry in the process. Eventually, the Germans gained the high ground, forcing the dazed remnants of the Guards infantry to retreat. The 3rd Panzer Division had succeeded in shattering the 34th Guards Rifle Regiment and now occupied the dominant terrain feature overlooking the neighboring 42nd Guards Rifle Regiment's rear. As the Germans consolidated on the Hill 214.3, the 42d's Colonel I. P. Elin called upon his regimental reserve to prepare for a counterattack to meet the Germans when they continued their advance. Though Hill 214.3 was secure, there was a lot more fighting and death awaiting the 3rd Panzer Division.

MISSION: Germans win at game end if there are no Good Order Russian MMCs on overlay Hi7.

MAP ORIENTATION:

18	44

N

OPTIONS:

★ Delete a German 4-6-8.

✠ Delete a Russian 4-5-8.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Place overlay: **Hi7** on 44X9-W10.
3. Boresighting is NA.
4. German OBA is 80mm (HE/Smoke) battalion mortars (C1.22).
5. Russians are Elite (C8.2).

Source: Glantz, David, *Kharkov 1942: Anatomy of a Military Disaster* (Rockville Center: Sarpedon, 1998) p. 129.

Scenario Design: Evan E. Sherry 082105.8

MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6	7
✠ GERMAN MOVES FIRST	✠	★					

Elements of the 34th Guards Rifle Regiment, 13th Guards Rifle Division and the 57th Tank Brigade set up anywhere on board 44 and/or board 18 in hexes numbered ≤ 3.

★

4-5-8	2-2-8	9-1	8-1	8-0	HMG	LMG	ATR	50* MTR	T-34 M41 2/4	T-60 M42 -/2	PTP obr 32 45L AT
10	4					2	2			2	2

{ELR: 4}
{SAN:4}

PTP obr 39 76L ART	BM obr 37 82* MTR	Trench	Foxhole
		4	6

Elements of 1st Battalion, 57th Tank Brigade enter turn 2 on the east edge.

T-34 M41 2/4
2

Elements of Panzergrenadier Regiment 394 and Panzer Regiment 6, Panzer Division 3 enter turn 1 on the west and/or north edge.

✠

4-6-8	4-6-7	9-2	8-1	8-0	HMG	MMG	LMG	Radio	9-1 Armor	Pz IVF1 3/5	Pz IIIJ 3/5
8	7		2				2			2	3

{ELR: 4}
{SAN: 3}

PzIIIH 3/5	PzIIF -/5
3	2

NUNSHIGUM

SCHWERPUNKT SCENARIO SP125

SITUATION: NUNSHIGUM, Burma, 3 May 1944: The 50th Indian Parachute Brigade retreated from Sangshak and was now defending the area of Nunshigum Hill, overlooking the Iril River valley. Despite being pushed off the hills two weeks earlier by Lee tanks of the 3rd Carabiniers, the Japanese 15th Infantry Division was re-establishing observation posts on the high ground, threatening to interfere with operations on the Imphal airfields. Company A conducted a reconnaissance in force across the Iril to find and destroy the Japanese observers. Supported by battalion mortars, the Gurkhas climbed the steep slopes and engaged the Japanese. The Gurkhas quickly cleared their objective, but soon came under heavy fire from Japanese on another feature to the north which dominated their position. Many Gurkhas were wounded, among them was the company executive officer who was shot through the neck. After sustaining twenty-five casualties, the Gurkhas withdrew back to the 153 Battalion defensive sector.

Source: Harclerode, Peter, *With Pegasus in India: The Story of the 153 Gurkha Parachute Battalion* (Nashville: The Battery Press, 1990) p. 73.

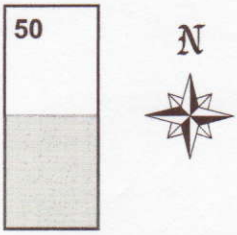
MISSION: The Gurkhas win at the end of any player turn in which there are no Good Order Japanese MMC on either level one or level two on/between hexrows X-DD.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. PTO is in effect including Light Jungle (G2.1).
2. HIP is NA.
3. All British units are Gurkhas (A25.43) and are elite (C8.3).

Scenario Design: Evan E. Sherry 082105.8

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

- ● Delete a Gurkha 3-3-8.
- Exchange the 4-4-8 for a 4-4-7.

MISSION LENGTH

● JAPANESE SETS UP FIRST					
GURKHA MOVES FIRST	1	2	3	4	5

Elements of the 15th Infantry Division, 28th Army set up on/between hexrows T and DD.

4-4-8	4-4-7	2-2-8	9-1	MMG	LMG	Type 98 50* MTR	?	Foxhole
	4						6	3

{ELR: 3}
{SAN: 4}

Japanese set up on/north of hexrow T north of the stream.

4-4-7	2-2-8	9-1	HMG

A Company, 153 Gurkha Parachute Battalion, 50th Indian Parachute Brigade enter turn 1 on the east and/or south edge.

6-4-8	3-3-8	9-1	8-1	8-0	LMG	OML 2" MTR (Airborne)
9	2				3	

{ELR: 5}
{SAN: 4}

MALIGNANT MAHRATTAS

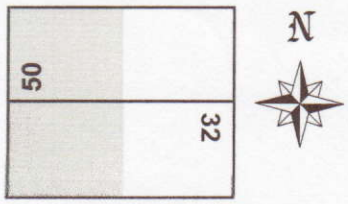
SCHWERPUNKT SCENARIO SP126

SITUATION: Near SIBONG, Burma, 26 July 1944: Elements of the Japanese 33rd Division's Yamamoto Force were being delayed in the area of Tengnoupal, along the main Tamu-Pale route, by the Indian 23rd Division. Heavy fighting in the surrounding hills had taken its toll on the Japanese who were now forced to withdrawal. British Major-General Roberts ordered the 23rd Division to pursue and harass the Japanese and to cut off their retreat toward Tamu with a wide, left-flank movement. Infiltrating through the Japanese, the 4/5 Mahrattas cut the Tamu-Pale road and established a hasty roadblock of tar barrels and anti-tank mines at RK 729023. The rain had finally stopped, permitting the Japanese to immediately attack the roadblock. In heavy fighting, the Japanese forced the Mahrattas to abandon the roadblock and to fall back to positions north of the road. From their vantage point 200 meters from the road, the troublesome Mahrattas continued to cover the Japanese supply route with fire. The Japanese were able to open the road so that a few vehicles could pass through to Tamu, but only at the risk of running the gauntlet of small arms fire. The Japanese were eventually able to withdrawal most of their forces through the area, but at a high cost.

Source: Prasad, Bisheshwar, ed., *The Reconquest of Burma II* (New Delhi: Combined Inter-Services Historical Section, India & Pakistan, 1959) pp. 50-51.

MISSION: The Japanese win at the end of any player turn in which the roadblock is removed and there are no Good Order Indian MMC possessing a functioning SW with an LOS to the road 32R6-32W5-32Y10-50I10-50C6.

MAP ORIENTATION:



(Only hexrows A-P on Board 50 and R-GG on board 32 are playable)

OPTIONS:

- ⊙ Delete one Japanese DC.
- ● Delete the Indian 2-4-7.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. PTO is in effect including Light Jungle (G2.1) [EXC. All roads exist].

2. The Indian roadblock must be placed on a road hexside of road segment 32W5-32Z6.

3. Only the Japanese 4-4-8/2-3-8 may set a DC (A23.7). However, once the DC is set, the 4-4-8/2-3-8 is not required to have an LOS to the DC to detonate it.

MISSION LENGTH

Scenario Design: Evan E. Sherry 082105.7

	1	2	3	4	5	6
⊙ **INDIAN SETS UP FIRST**						
● **JAPANESE MOVES FIRST**		●				

⊙

Elements of the 4/5 Mahrattas, 49th Infantry Brigade, 23rd Indian Division set up on board 32 in hexes numbered 5 through 9 *(See Coordinating Instruction #2).*

4-5-8	4-5-7	2-4-7	9-1	8-1	LMG	OML 2" MTR	?	Roadblock
2	6				3		6	

{ELR: 4}
{SAN: 4}

●

Elements of Yamamoto Force, 213th Infantry Regiment, 33rd Infantry Division set up on board 32 in hexes numbered ≤ 2.

4-4-8	4-4-7	3-4-7	2-2-8	9-1	9-0	MMG	LMG	FT	DC
	4	2					2		2

{ELR: 3}
{SAN: 4}

Elements of Yamamoto Force enter turn 2 on the east edge on/between hexes 32R9-50P8.

4-4-7	3-4-7	8-0	LMG	Type 98 50* MTR
2				

BLEED GURKHA BLEED!

SCHWERPUNKT SCENARIO SP127

SITUATION: Near SITTANG BRIDGE, Burma, 22 February 1942: The Japanese 18th Division, under the command of Lt. General Renya Mutaguchi, was advancing with his 55th and 56th regiments toward the only major bridge across the Sittang River. If he could capture this bridge intact, he could then advance on to Rangoon which was a major source of supplies and reinforcements to this part of Burma. The British 17th Indian Division, under the command of Major General David Cowan, was tasked with slowing down the Japanese advance. He assigned this duty to the 48th Infantry Brigade. The rest of the division needed time to move the last of the supplies and equipment across the bridge. They ran into problems when a truck broke down half way across and could not be removed. The Japanese attack lasted all day long on February 22nd and the fighting was harsh. Late in the evening of the 22nd, the British high command made a decision to blow the bridge so that the Japanese could not get their hands on it. One problem was that the British commanders had lost contact with parts of the 17th Division that were still holding out in pockets of resistance. These pockets of resistance bought the British engineers enough time to set the charges and blow the bridge at 0530 on the morning of February 23rd. Several British squads and platoons were left on the Japanese controlled side and had to try, as best they could, to cross the river and join up with their units.

Source: Charles F. Romanus and Riley Sunderland, *Stillwell's Mission to China* (Washington D.C.:GPO, 1953) pp. 99-123.

MISSION: The Japanese win at game end if they control 9 of the following 12 hexes on board 47: E3, F2, F3, G2, G3, H1, H2, J8, J9, K8, K9, and L9.

MAP ORIENTATION:

47	36

N

Only hex rows A-P are playable on board 47 and 36.

OPTIONS:

Delete a 4-4-7 from the Japanese initial set up.

● Add a 4-4-7 to the Japanese initial set up.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start. PTO is in effect including Light Jungle (G2.1). Kindling is NA.

2. Place overlays: **OG1** on 36H10 and **Wd2** on 47P7-P6. The base level of overlay Wd2 is at level –1.

3. British OB 4-5-8/2-4-8s, 9-2 and 9-1 leaders, and 1-4-9 are Gurkhas (A25.43) with ELR: 5.

4. Non-Gurkha British units have an ELR of 3.

Scenario Design: Hugh Downing 082105.9

MISSION LENGTH

	1	2	3	4	5	6	7
GURKHA SETS UP FIRST							
● JAPANESE MOVES FIRST		●	●				

{ELR: 5&3 }
{SAN: 3}

Elements of the 48th Infantry Brigade, 17th Indian Infantry Division, 1st Burma Corps set up on board 47.

4-5-8	4-5-7	9-2	9-1	8-0	MMG	LMG	Foxhole 1S
6	3				2	2	5

Elements of 17th Indian Infantry Division enter turn 2 on the west edge of board 47.

4-5-7	8-0	LMG
3		

Elements of 17th Indian Infantry Division enter turn 3 on the west edge of board 47.

4-5-8	9-1	1-4-9	MMG	DC
3				

{ELR: 4}
{SAN: 5}

Elements of the 55th and 56th Regiments, 18th Division set up in hexes numbered ≤ 6 on board 36.

4-4-8	4-4-7	2-2-8	10-1	9-1	HMG	MMG	LMG	DC
8	4	2		2			3	2

Elements of the 55th and 56th Regiments, 18th Division enter turn 2 on the south edge of board 47 on/between P1 and oP7.

4-4-8	2-2-8	9-1	MMG	FT	DC
3					

Elements of the 55th and 56th Regiments, 18th Division enter turn 3 on the north edge of board 47.

4-4-7	2-2-8	9-1	MMG
4			

RUPEE REWARD

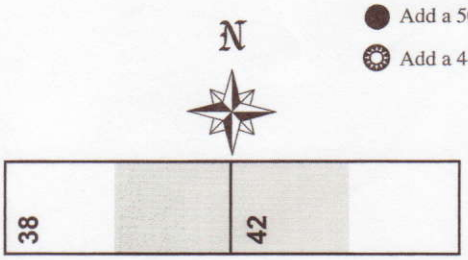
SCHWERPUNKT SCENARIO SP128

SITUATION: TAUNGGYI, Burma, 23 April 1942: For a brief time, it appeared that the introduction of Chinese troops into the struggle for northern Burma might allow the Allied forces to hold onto the Burma Road. However, the splintered Allied command could not cope with the speed of Japanese movement. The recently introduced Japanese 56th Division had charged from Toungoo to Lashio, which lay astride the Burma Road. General Stilwell, the American nominally in charge of the Chinese forces, ordered an attack from the east which utterly failed. On western end of the road, Stilwell ordered remnants of the Chinese 200th Division to attack at Taunggyi. Two days later, Stilwell found the Chinese troops in a state of inertia sitting in front of Taunggyi. When orders failed to arouse action, Stilwell offered the men a reward of 50,000 rupees if they secured Taunggyi by that evening. This financial incentive sent the hungry division into a frenzy of activity. Faced with a small Japanese rear guard, the Chinese stormed into the village and secured it by nightfall.

Sources: Kirby, S. Woodburn. *The War Against Japan: Volume 2* (London: HMSO, 1958) p. 179.
Grant, Ian L. and Tamayama, Kazuo, *Burma 1942: The Japanese Invasion* (Chichester: Zampi Press, 1999) p. 262.

MISSION: The Chinese win at game end if they control at least 11 building/hut hexes on board 42.

MAP ORIENTATION:



(Only hex rows R-GG on board 38 and A-P on board 42 are playable)

OPTIONS:

- ● Add a 50mm MTR to the Japanese.
- ◎ Add a 4-4-7 to the Chinese.

COORDINATING INSTRUCTIONS:

1. EC are Dry with no wind at start. Kindling is NA. All buildings are wooden. PTO Terrain is in effect, including Light Jungle (G2.1) [EXC: Brush remains brush and all roads exist].
2. Place overlays: **O5** on 42C2-D1; **X28** on 42B2-B3; **X9** on 42F5.
3. Only the Japanese Type 92 INF gun and its crew may set up HIP.
4. All Chinese are Fanatic (A10.8). Only one Dare Death Squad (G18.6) is available.
Scenario Design: Brian Williams 090405.8

MISSION LENGTH

	1	2	3	4	5	6
● JAPANESE SETS UP FIRST						
◎ CHINESE MOVES FIRST						

● **Elements of the 2nd Battalion, 113th Regiment, 56th Division** set up on board 42 in building/hut hexes [EXC: the HIP gun/crew may set up in any board 42 concealment terrain hex].

4-4-7	2-2-8	10-1	10-0	MMG	LMG	Type 98 50* MTR	Type 92 70* INF
6	2				2		

{ELR: 4}
{SAN: 4}

◎ **Elements of the 200th Division, 5th Army** set up on board 38 on/west of hexrow BB.

4-4-7	3-3-7	9-1	8-1	8-0	MMG	LMG	50* (g) MTR
10	4						

{ELR: 3}
{SAN: 3}

LOCKING HORNS AT LOZOVAJA

SCHWERPUNKT SCENARIO SP129

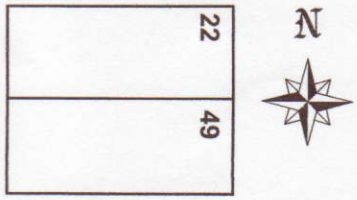
SITUATION: LOZOVAJA, USSR, 26 February 1943: By the end of February, the crises had passed for the German Army Group South. Disaster awaited the overextended Soviet armies, on the march for the past three months. Staging from south of Kharkov, the II SS Panzer Corps had ripped into the Russians, destroying all units in their path. Despite their weakened condition, some Soviet units put up tough resistance. With one SS division attacking from both ends of town, the 58th Guards Rifle Division, along with remnants from two other divisions, tried to stop the German advance at Lozovaja. While one battalion attacked from the eastern end of town, another battalion of SS became lodged in the west end of town. On 26 February, the Germans began grinding their way forward again. Suddenly, a group of three Russian tanks with infantry appeared on the flanks of the attack. One SS company began to give way when a battery of Sturmgeschütze arrived. Obersturmführer Ernst Krag's battery ambushed the T-34s, killing two and forcing the other to withdraw. The flank held, but the attack ground to a halt in the face of such fierce resistance. It would take another day of fighting before the German thrust moved beyond Lozovaja, allowing many Russians the time to escape from the marauding Germans.

Sources:

Glantz, David M., *From the Don to the Dnepr* (London: Frank Cass, 1991) p. 136.
Nipe, George M., *Last Victory in Russia* (Atglen: Schiffer Publishing, 2000) p. 220.

MISSION: The Germans win at game end if there are no Good Order Russian MMCs in ground level locations of buildings 22X2, 22W8, and 22S3.

MAP ORIENTATION:



OPTIONS:

★ Delete a 5-4-8 from the Germans.

✚ Delete a 4-5-8 from the Russians.

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start. Kindling is NA.
2. All German units are SS (A25.11). SS squads/half-squads have broken side ML of 9/8 respectively and have their Morale Factor underscored.
3. All units have Winter Camouflage (E3.712).
4. German units may use ATMM (C13.7); however, a successful ATMM attempt provides only a -1 DRM to their CC attack.
5. The Russian 76* INF gun cannot set up emplaced/HIP.

Scenario Design: Brian Williams 090505.11

MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4★	5	6	7	8
✚ GERMAN MOVES FIRST								

Elements of 58th Guards Rifle Division and 1st Guards Tank Corps set up on board 22 west of the stream and/or on board 49 west of hexrow Q.

★

4-5-8	4-4-7	2-2-8	9-1	8-1	8-0	MMG	LMG	ATR	PP obr 27 76* INF	T-34 M41 2/4
4	7					2	2	2		

{ELR: 3}
{SAN: 4}

Reinforcements enter turn 4 on the east edge and/or the north board edge, on/east of hexrow P, having already spent 2MF/8MP.

6-2-8	8-0	LMG	T-34 M41 2/4
3			2

Elements of Bataillon 2, SS Panzergrenadier Regiment 4 and SS Sturmgeschütze Abteilung 1, SS Panzergrenadier Division 2 (Das Reich) set up anywhere on/east of hexrow H.

✚

5-4-8 SS	9-1	8-1	8-0	MMG	LMG	9-1 Armor	StuG IIIG -/-/2*
16	2	2		3	3		4

{ELR: 5}
{SAN: 2}

THE TIGER'S WHISKERS

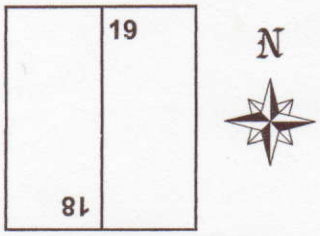
SCHWERPUNKT SCENARIO SP130

SITUATION: TETEROVINO, Russia, 7 July 1943: As *Operation Citadel* entered its third day, the SS Panzergrenadier Division Leibstandarte was forming the point of the II SS Panzerkorps' spearhead. The heavy punch of that point was the 13th Heavy Tank Company, which had the division's Tiger tanks. The road to Prokhorovka ran through the town of Teterovino. Facing one Pak-front after another, this last stretch of highway would prove the most difficult yet for the veterans of LSSAH. One of the Tiger platoons was led by a young Untersturmführer named Michael Wittman. After two days of constant action against the deeply echeloned Pak-fronts and counterattacks of the Soviet 5th Guards Tank Corps, the panzermen were growing weary. Only the knowledge that the road to Oboyan was wide open once they seized the railhead at Prokhorovka kept them going for yet another battle. Once Wittman's Tigers blasted an opening through the last Pak-front before Teterovino, Hauptsturmführer Alfred Lex was able to exploit the gap with his 3rd Motorcycle Company. Wittman and his men finally grabbed a bit of sleep that evening.

Source: Kurowski, Franz, *Panzer Aces* (Winnipeg: J.J. Fedorowicz, 1992) p. 339.

MISSION: The Germans win at game end if they have exited ≥ 30 EVP (prisoners are worth 0 VP) off the north edge on/between 18GG5 and 19A5.

MAP ORIENTATION:



OPTIONS:

★ Delete one SPW/250 sMG from the German OB.

✠ Delete one 4-4-7 and one ATR from Russian OB.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Place Overlays: **Hi5** on 19F9-E10 and **G5** on 19L4-M4.
3. All Gullies are considered Wadis (F5.).
4. The T-34 M41s must set be set up as dug-in tanks (D9.54).
5. Trenches may not utilize HIP.
6. German MMC have ATMM (C13.7) as if it were 1944. The DRM for a CC attack with an ATMM is only -2. The inherent HS of the SPW 250/sMGs are 3-4-8 SS.

Scenario Design: Pete Shelling 082105.8

MISSION LENGTH

★ **RUSSIAN SETS UP FIRST**						
✠ **GERMAN MOVES FIRST**	✠ 1	✠ 2 ★	3	4	5	6

Elements of the 29th Antitank Brigade, 6th Guards Army setup on/north of hexrow M on board 18 and hexrow U on board 19 *(see coordinating instruction #4)*.

★

4-4-7	2-2-8	9-1	7-0	MMG	LMG	ATR	?	T-34 M41 2/4	PTP obr 43 57LL AT	PTP obr 42 45LL AT
8	3				2	2	6	2		2

{ELR: 3}
{SAN: 4}

2+3+5	1+3+5	Trench
	2	6

Elements of the 21st Tank Corps enter turn 2 on the north edge.

KV-1S 2/4	9-1 Armor
4	

✠

Elements of SS Panzergrenadier Division 1 (LSSAH) setup on/south of hexrow J on board 18 and hexrow X on board 19.

6-5-8 SS	8-1	MMG	LMG
4			

Elements of Kompanie 13, SS Schwere Panzer Abteilung 501 enter turn 1 on the south edge.

PzVIE 3/5	PzIVH 3/5	9-2 Armor	9-1 Armor
4	2		

Elements of Kompanie 3, Kradschützen Bataillon 1, SS Panzergrenadier Division 1 (LSSAH) enter turn 2 on the south edge already having expended ½ of their MP/MF.

{ELR: 5}
{SAN: 3}

6-5-8 SS	9-1	8-1	LMG	DC	SPW 250/sMG	Motorcycle 1S	Sidecar 1S
6			2		2	3	3

POCKET PANZERS

SCHWERPUNKT SCENARIO SP131

SITUATION: SON, Holland, 20 September 1944: One of the initial objectives of the 101st Airborne Division in OPERATION MARKET-GARDEN was the bridge across the Wilhelmina Canal at Son, Holland. Unfortunately for the 506th PIR, the bridge was destroyed by the Germans just as they were about to capture it. Engineers were immediately put to work preparing the banks of the canal for a Bailey bridge once XXX Corps arrived. By 0600 hours on the 19th, the bridging of the Wilhelmina Canal was complete and XXX Corps was able to continue up what was known as "Hell's Highway." The defense of the newly constructed bridge fell to a platoon of paratroopers and some engineers with the command post of the 101st near by. The Germans understood the importance of the bridge at Son and ordered the 107th Panzer Brigade to block the highway and to destroy the bridge. The 107th Panzer Brigade, a newly formed "Pocket Panzer Division," had been scheduled to leave for the Russian Front, but had been rerouted to the new Allied threat in Holland. After forming up, the brigade conducted a surprise attack on the lightly held bridge at dusk on the 19th of September and was able to shell the Bailey bridge and the 101st Airborne's headquarters. They were, however, driven off by Allied reinforcements and by the onset of night. Now warned of a German presence, General Maxwell Taylor sent C Company, 1st Battalion, 327th Glider Infantry Regiment and elements of the 326th Engineer Battalion to establish a proper defense of the bridge. At dawn of the following morning, the 107th Panzer Brigade hit the bridge again. The Germans did not fair as well in this attack. The American paratroopers were ready for the attack and kept the Germans at a distance. The arrival of the 15/19 Hussars' Cromwells swung the balance of the battle in favor of the Allies. The bridge at Son would remain in the Allies hands and "Hell's Highway" would remain open.

MISSION: Germans win immediately if the pontoon bridge is destroyed *or* at game end if they control the pontoon bridge (22R7) and buildings 22T6, 22U7, and 22V6.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start. Mist (E3.32) is in effect.
2. Place Overlay **St1** on 44K5-K6. The stream is a canal. It is deep and has a moderate current to the west. The bridge in 22K2 doesn't exist. The bridge in 22R7 is a pontoon bridge (B6.41).
3. Prior to the American setup, the German player may place a single two strength AT mine in any one eligible hex south of the canal. It may be setup HIP.
4. The Americans may set up one MMC (and any leaders/support weapons stacked with them) HIP. American OBA is 100mm (HE only). Harassing Fire is NA.
5. The German 5-4-8s/2-3-8s and the American 7-4-7s/3-3-7s (that are part of the on board American set up) are assault engineers (H1.22).

Scenario Design: Michael Faulkner 082105.11
Source: Saunders, Tim, *Hell's Highway: US 101st Airborne & Guards Armoured Division* (Barnsley: Leo Cooper, 2001) pp. 94-104.

MAP ORIENTATION:

22	44

N

OPTIONS:

✚ Increase Mission Length to 7.5 turns.

⊙ Delete the German armor leader.

MISSION LENGTH

☆ ALLIES SET UP FIRST							
✚ GERMAN MOVES FIRST	✚ 1	2 ☆	3 ⊙	4	5	6	7

☆

Elements of C Company, 1st Battalion, 327th Glider Infantry Regiment, 326th Engineer Battalion, and B Battery, 81st Anti-Tank Battalion, 101st Airborne Division set up south of the canal on boards 22/44 > 2 hexes from a German entry hex.

{ELR: 5}
{SAN: 3}

7-4-7	6-6-7	2-2-7	9-1	8-1	8-0	MMG	BAZ 44	M2 60*MTR	Radio	?	M1 57L AT
4	7		2			3	2	2		5	

⊙

Elements of HQ Company, 1st Battalion, 506th PIR, 101st Airborne Division enter turn 2 on/between 22R10 and 22O10.

7-4-7	8-0
3	

Elements of 15/19 King's Own Royal Hussars enter turn 3 on the south and/or west edge of board 22, south of the canal.

Cromwell VII 2/4	Challenger -/4	8-1 Armor
5		

✚

Elements of Panzer Brigade 107 enter on or after turn 1 on/between 44GG8 and 44L0.

5-4-8	4-6-8	4-6-7	9-2	9-1	8-1	8-0	7-0	HMG	MMG	LMG	PSK	DC
3	4	11							2	4	2	3

{ELR: 3}
{SAN: 2}

9-1 Armor	PzVG 3/5/2
	6

TIMMERMAN'S BRIDGE

SCHWERPUNKT SCENARIO SP132

SITUATION: REMAGEN, Germany, 7 March 1945: By March 6th, the German situation in the Bonn-Remagen area was critical. The American 9th Armored Division had penetrated the German XV Army line by nine miles. At 0600 on March 7th, Lieutenant Karl Timmerman, commander of A Company 27th Armored Infantry Battalion, was summoned to the CP of 14th Tank Battalion. He was informed that he would be the advance guard for the whole task force, would have the assistance of A Company with it's new Pershing tanks, and that his objective was the town of Remagen. Defending Remagen was a depleted company of the 80th Infantry Replacement consisting of 36 men (convalescent soldiers from a nearby army hospital) commanded by Hauptmann Willi Bratge. Also available were a few 20mm and 37mm anti-aircraft guns located in the town, near the bridge, and on top of Erpeler Ley. The Americans started on the road to Remagen that morning, brushing aside token resistance as they went. Emerging from a patch of woods in his jeep, Timmerman saw from where he stood, the broad expanse of the Rhine. Spanning the river in the distance was a bridge and to his amazement it was still intact! News of an intact Rhine bridge traveled fast. Shortly after 1300, the commander of CCB, 9th Armored Division, William M. Hodge, arrived on the scene. He took a look at the situation and ordered the attack on the town to commence at once. Aided by 90mm fire from the Pershings, the Americans stormed into town and by 1500, were nearing the bridge. Hauptmann Friesenhahn could see the Americans approaching the bridge. He gave the order to fire the cratering charge and six seconds later, a 30-foot gap was blown in the approach ramp. Across the bridge the Americans could see the Germans making frantic preparations to blow the bridge. U.S. tanks and infantry took up positions around the southern end of the bridge. Inside the tunnel the order was given to blow the bridge, with the original firing device failing to work, Unteroffizer Faust volunteered to crawl 75 meters to light the emergency primer cord on the bridge, now being swept by U.S. fire. After successfully lighting the cord, and on his way back to the tunnel, the bridge exploded with a roar. Everyone watched in horror as the smoke and flying debris cleared to show the bridge was still standing. The Americans began to work their way across the bridge. Alex Drabik was to be the first man across the Rhine. Soon Timmerman had 120 men on the east bank, and by 1730, the last of the Germans in the tunnel surrendered.

Sources: *After the Battle #16 The Ludendorf Railway Bridge,* pp. 2-6.

Rawson, Andrew, *Remagen Bridge* (Barnsley: Leo Cooper, 2004) pp. 16-77.

MISSION: The Americans win if they control hexes 8I4, 8I10, and all bridge hexes at game end.

COORDINATING INSTRUCTIONS:

1. EC are wet with no wind at start. Bore sighting is NA.

2. Place overlays: **OG2** on 8H2-8H3; **X6** on 8J9; **X7** on 8H4; **X9** on 8J4; **RR12** on 49Y8-Y7; **RR7** on 49Y4-Y3. All railroads are EmRR (B32.12). Place an A-T Ditch in 8I4. The orchard and hedge in 8I4 do not exist; treat that hex as open ground. A two-lane stone bridge exists in hexes 8I5-8I9. The A-T Ditch and the bridge are at level 0. All X overlay buildings are single-hex two-story houses (B31.3). All buildings are stone.

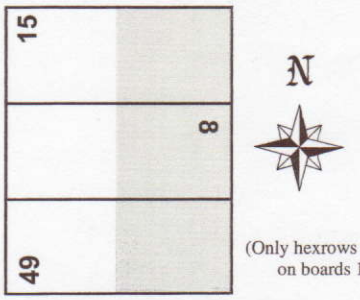
3. Place one cave counter in hex 15Y9 (CA 15Yl0), and one in 15Y3 (CA 15Y2). Hexes 15Y9-15Y3 represent a tunnel at ground level. Movement through the tunnel is the same as open ground, but LOS from outside/inside the tunnel is blocked beyond the tunnel entrances. The cave counters represent the tunnel entrances, and their TEM are used in the normal manner. The entrance hexes are considered fortified [EXC: use cave TEM as printed]. Units may stack only one squad equivalent per tunnel/tunnel entrance hex. The tunnel is considered equivalent to a building/woods for rally/rout purposes, and is concealment terrain.

4. The M3 (MMG) halftrack inherent passenger is a 6-6-7. Americans are considered elite (C8.2).

5. Germans suffer from Ammunition Shortage (A19.131) [EXC: AA Guns]. German units may not enter a bridge hex. The assault boat represents a half-submerged barge and has no movement capability. Treat the barge as a wooden building.

Scenario Design: Bill Sisler 090305.11

MAP ORIENTATION:



(Only hexrows A-P on board 8, and R-GG on boards 15 and 49 are playable)

OPTIONS:

✠ Exchange a German 7-0 for an 8-1 leader.

☆ Exchange the 8-0 leader for an 8-1.

MISSION LENGTH

✠ GERMAN SETS UP FIRST							
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6	7

✠

{ELR: 2&3}
{SAN: 5}

Elements of Infanterie Ersatz Bataillon 80 [ELR: 2] set up south of the river on board 8 and on board 49 in hexes numbered ≤ 4.

4-4-7	4-3-6	7-0	HMG	LMG	PSK
4	3	2			

Germans set up in hex 8M7 *(see Coordinating Instruction #5).*

2-2-8	MMG	Assault Boat

Kompanie 12, Bataillon 3, Territorial Regiment 12 [ELR: 3] set up north of the river using HIP.

5-4-8	2-3-8	2-2-8	9-1	MMG	LMG	Flak 36 37L AA	Flak 30 20L AA
3		3					2

☆

{ELR: 4}
{SAN: 2}

Company A, 27th Armored Infantry Battalion, and elements of Company A, 14th Tank Battalion, 9th Armored Division enter on turn 1 anywhere on the south edge.

6-6-7	6-6-6	9-1	8-1	8-0	BAZ 45	M-2 60* MTR	M26 Pershing	M4A1 MC Halftrack	M3(MMG) Halftrack
10	2	2			2	2	2		

OLD HICKORY'S PATH

SCHWERPUNKT SCENARIO SP133

SITUATION: East of KIRCHHELLEN, Germany, 25 March 1945: The 30th Infantry Division (Old Hickory) was expanding its bridgehead on the east bank of the Rhine and had reached the unfinished Autobahn at the western edge of the Brückhauserheide. Major General Leland S. Hobbs directed Colonel Branner H. Purdue to continue the advance east, through a forested area toward Kirchhellen. As part of this operation, the 120th Infantry Regiment formed Task Force Hunt. Led by Lieutenant Colonel Hunt (commander of the 744th Light Tank Battalion), this unit was ordered to seize Kirchhellen. At 1600, infantry from the 2nd Battalion, mounted the 744th's M-24 Chaffee light tanks and set out for Kirchhellen. Soon, Task Force Hunt ran into Major Eberhard Stephan's 60th Panzer Grenadier Regiment. A sharp fight ensued. Despite wooded terrain that hindered the operation, German losses were quite heavy. Task Force Hunt overran or destroyed four German half tracks, two 75mm guns, and three howitzers and in the process, lost two tanks. The stubborn German defense had delayed Task Force Hunt, preventing it from seizing the primary objective. With darkness approaching, Task force Hunt consolidated its gains and prepared for a renewed attack in the morning.

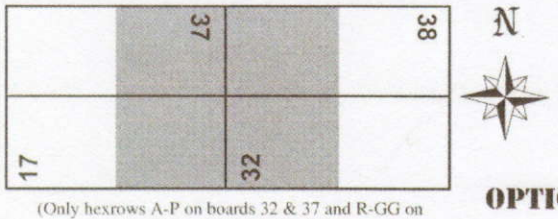
MISSION: The Americans win at the end of any player turn in which there are no Good Order German (non-crew) MMCs in any buildings, provided there are no Good Order 2-2-8s in possession of a functioning leFH 18 (105 ART).

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.
2. The building in 32N8 does not exist; the hex is open ground.
3. Place overlay: **OG1** on 37K1.
4. leFH 18 (105) ART may not use HIP, but may set up Emplaced.
5. Bore Sighting (C6.4) is NA.
6. The SdKfz 2 is an Ammunition Vehicle (E10). It is recalled if the SPW 251/22 is destroyed/recalled. Substitute an SPW 251/1 for the third SPW 251/21 in the German OB.

Scenario Design: Evan E. Sherry 090206.11
Source: Hewitt, *Robert L., Workhorse of the Western Front: The Story of the 30th Infantry Division* (Nashville: Battery Press, 1980) pp. 243-244.

MAP ORIENTATION:



(Only hexrows A-P on boards 32 & 37 and R-GG on boards 17 & 38 are playable)

OPTIONS:

✚ Delete a 6-6-6.

☆ Delete a 4-4-7.

MISSION LENGTH

✚ GERMAN SETS UP FIRST							
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6	7

Elements of Bataillon 1, Panzergrenadier Regiment 60, Panzer Division 116 set up ≤ 7 hexes from 32A1.

5-4-8	4-6-8	4-6-7	4-4-7	2-2-8	9-1	8-1	8-0	HMG	MMG	LMG	PSK
2	2	3	3	3						2	2

{ELR: 2}
{SAN: 4}

SPW 251/22	SPW 251/21	SdKfz 2	PaK 40 75L AT	leFH 18 105 ART
	3			2

Elements of 2nd Battalion, 120th Infantry Regiment, 744th Light Tank Battalion, and 823rd Tank Destroyer Battalion, 30th Infantry Division enter turn 1 on the west edge.

6-6-7	6-6-6	9-2	9-1	8-1	.50 cal HMG	HMG	MMG	BAZ 45	M-2 60* MTR	M-24 2/4/4	M10 GMC -/4
9	5			2			3	4	2	5	2

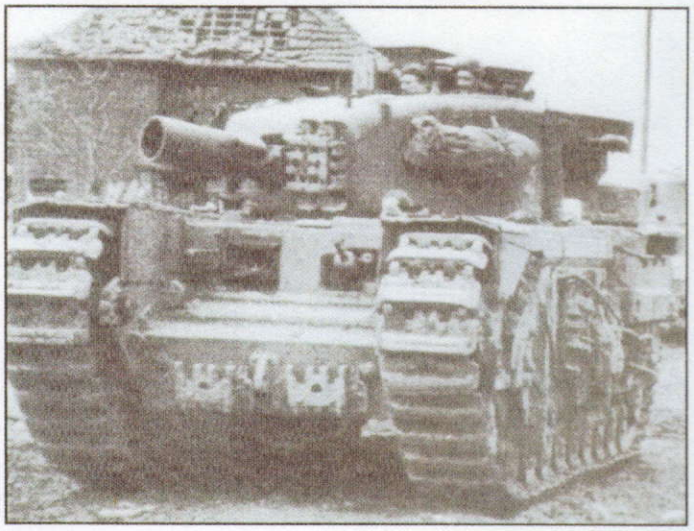
{ELR: 4}
{SAN: 4}

BARRACUDA!

SCHWERPUNKT SCENARIO SP134

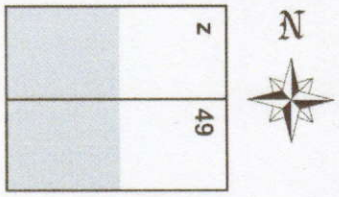
SITUATION: FONTENAY LE PESNEL, France, 25 June 1944: The 49th Infantry Division was advancing south toward Rauray. As part of Operation Martlet, the Royal Scots Fusiliers were tasked with securing Objective Barracuda, the Juvigny-Caen road on the south side of Fontenay le Pesnel. Advancing from the high ground at La Parc de Boiselonde down to Fontenay, the Scots ran into SS Sturmbannführer Erich Olboeter's 3rd Battalion, 26th SS Panzergrenadier Regiment and were halted, after suffering heavy casualties, at a church on the north edge of the village. The Scots clung to their precarious toehold, repulsing a strong SS counterattack. The 7th Battalion, Duke of Wellington Regiment was now called upon to continue the attack, seize the smoking ruins of Fontenay le Pesnel and secure Objective Walrus at Le Grande Farm. The attack began at 2030 hours. Double daylight savings time meant there was just enough daylight left to launch the assault. Supported by Sherman tanks and AVREs, the Dukes advanced through mortar fire to blast the SS from their fortified buildings. After an hour, the Dukes cleared the western part of the village and gained Objective Barracuda on the Juvigny-Caen road, forcing Olboeter to withdraw to the east side of Fontenay and a nearby wood. With darkness approaching, the Dukes consolidated their gains. Objective Walrus would have to wait another day.

Sources: Delaforce, Patrick, *The Polar Bears* (Glouchestershire: Alan Sutton Publishing LTD, 1995) pp. 58-70.
Meyer, Hubert, *The History of the 12th SS Panzer Division Hitlerjugend* (Winnipeg: J. J. Fedorowicz, 1994) pp. 96-99.



MISSION: The British win at game end if they have 24 VP in Good Order units (prisoners are worth 0 VP) on/adjacent to the road segment: 49V3-49Y2-49DD4.

MAP ORIENTATION:



(Only R-GG are playable)

OPTIONS:

✚ Add a PSK to the Germans.

⊙ Add a 4-5-8 to the British.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.
2. Place stone rubble in zU4, zZ5, zAA2, zCC2, zEE2, 49W4, 49W8, 49W9 49X5, and 49CC5. Place burning wrecks in zY5, 49Y8, and 49DD5.
3. Germans receive two Fortified Building locations (B23.9). Tunnels are NA.
4. Carrier HSs are 2-4-8s.
5. PzIVHs have Sz (D11.2).

Scenario Design: Evan E. Sherry 081406.9

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2 ✚	3	4	5	6
⊙ BRITISH MOVES FIRST						

Elements Pioneer Kompanie 16, Schwere Infanteriegeschütz Kompanie 5 and elements of Kompanien 10 and 11, Bataillon 3, SS Panzergrenadier Regiment 26, SS Panzer Division 12 (Hitlerjugend) set up anywhere south of the road zR4-zU5-zY5-zBB3-zDD2-zGG6.

6-5-8 SS	5-4-8 SS	9-2	9-1	8-1	MMG	LMG	FT	sIG 38(t)M	SPW 250/7
2	6				2	2			

Elements of Kompanie 8, Bataillon 2, SS Panzer Regiment 12 enter turn 2 on the east, west or south edge of board 49 (all must enter on the same edge).

PzIVH 3/5
2

{ELR: 5}
{SAN: 4}

Elements of the 2nd Kensington Regiment, B Company, 7th Battalion, Duke of Wellington Regiment, 147th Infantry Brigade, 49th Infantry Division and C Squadron, Nottinghamshire Yeomanry (Sherwood Rangers), 8th Armoured Brigade and 79th Assault Squadron Royal Engineers 79th Armoured Division set up on board z in hexes numbered ≥ 7.

4-5-8	4-5-7	9-2	8-1	LMG	FT	PIAT	9-1 Armor	Sherman VC(a) -/4	Sherman III DD -/4	Churchill AVRE 2/4	Carrier MMG B -/-/6*
7	8		3	5					3		

Carrier C 4/-/2

{ELR: 4}
{SAN: 4}

TALE OF THE COMET

SCHWERPUNKT SCENARIO SP135

SITUATION: TECKLENBERG, Germany, 2 April 1945: The 11th Armoured Division (The Black Bull) was continuing its advance to the east in the wake of the Rhine crossings. Headed in the direction of Osnubruck, the Black Bull had to first negotiate the Teutoburger Wald atop Ibbenbüren Ridge. This wooded area was 2-3 miles wide and nearly 30 miles long. Defending the heights and surrounding area was the Hanoverian infantry cadets from Fahnenjunker Lehrgange der Infanterie. After running a gauntlet of panzerfaust fire, the 15/19th Hussars managed to force a breach of the cadets' position on the ridge, allowing the 23rd Hussars and the 8th Battalion (Rifle Brigade) to pass through to their intermediate objective of Tecklenberg. Comet tanks rumbled down the gorge and into Tecklenberg meeting little resistance along the way. Upon reaching the village, German resistance was fierce. Local Volksturm and German regulars fought a savage, no-quarter battle with the Black Bulls for each block. Comet tanks passed through Tecklenberg's narrow streets, blasting the way for the infantry who cleared the village house-by-house. As dusk approached, the Rifle Regiment secured Tecklenberg which now lay in smoking ruins.

Source: Delaforce, Patrick, *The Black Bull* (Sparkford: Sutton, 2002) p. 245.

MISSION: The British win at game end if there are no unbroken (non-vehicular crew) German MMCs in any three of the following buildings: 46W7, 46Z3, 46AA7, 46CC7.

MAP ORIENTATION:

50	46

N

(Only hexrows R-GG are in play)

OPTIONS:

✚ Exchange the German MMG for an HMG.

⊙ Add a 9-1 armor leader to the British start group.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. The stream is deep (B20.43).
3. No Quarter (A20.3) is in effect.
4. The Carrier MMG B HS is a 2-4-8.

Scenario Design: Evan E. Sherry 090306.6

MISSION LENGTH

	1	2	3	4	5	6
✚ GERMAN SETS UP FIRST						
⊙ BRITISH MOVES FIRST		⊙				

Elements of Fahnenjunker Lehrgange der Infanterie (Hanover) set up on board 50 on/south hexrow X in hexes numbered ≤ 3.

4-6-7	4-3-6	9-1	LMG

{ELR: 2}
{SAN: 4}

Remnants of Panzergrenadier Division 15 and local Volkssturm set up ≤ 4 hexes from 46AA6.

4-6-7	4-4-7	4-3-6	8-1	MMG	LMG	PSK	?	StuG IIIG -/-/2*
4	2	2	2		2		4	

Elements of the 23rd Hussars and 8th Motor Battalion (The Rifle Brigade), 29th Armoured Brigade, 11th Armoured Division set up north of the stream on board 50.

4-5-8	4-5-7	9-2	8-1	LMG	PIAT	OML 2" MTR	Comet 2/4	M5(a) Halftrack -/-/4	Carrier MMG B -/-/6*
2	4			2			2		

{ELR: 3}
{SAN: 3}

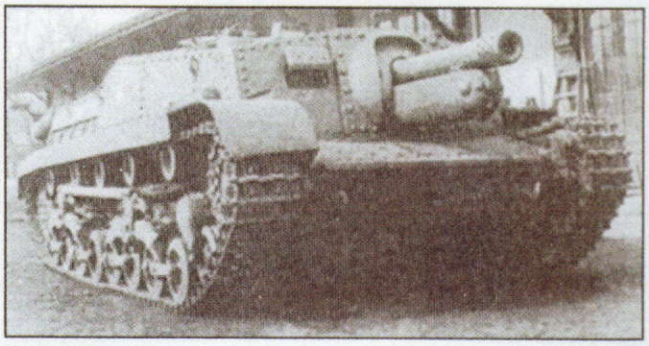
Reinforcements enter turn 2 on the north edge of board 46.

4-5-8	4-5-7	9-1	LMG	Comet 2/4	M5(a) Halftrack -/-/4
	2				

ORCZY SQUARE

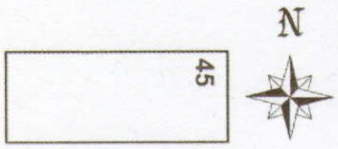
SCHWERPUNKT SCENARIO SP136

SITUATION: BUDAPEST, Hungary, 11 January 1945: The Soviet 18th Special Rifle Corps was steadily tightening the noose on the Hungarians and Germans defending the east bank of the Danube River in Pest. The Soviets had advanced west to Orczy Square and were preparing to continue their drive to the Danube bridges. Desperately short of infantry, the Hungarians dispatched the Budapest Police, which had been organized into makeshift infantry, to counterattack and push the Soviets out of the buildings surrounding Orczy Square. Supported by several Zrinyi assault guns, the Budapest Police Security Regiment launched their attack. Advancing through the debris filled streets, the Budpest Police and Zrinyis' 105mm guns blasted the Soviet infantry. Soviet resistance was fierce. The Hungarians managed to regain a few buildings on the west side of the square but the Soviet enthusiasm for fighting was much greater than that of the ill-trained and poorly equipped policemen. The Hungarians succeeded in stalling the Soviets only temporarily. In just a few days, the Hungarians would be forced to evacuate to Buda on west bank of the Danube, leaving Pest to the Soviets.



MISSION: Hungarians win at game end if there are no Good Order (non-vehicular crew) Russian MMC in three of the following buildings: K2, M7, P3, P8, S6.

MAP ORIENTATION:



OPTIONS:

★ Exchange a Russian 4-2-6 for a 4-4-7.

✚ Delete a 4-2-6 from the Russians.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. AFVs may not set up in buildings.
3. ASL board 45 errata: no stairway exists in 45N8.

Scenario Design: Evan E. Sherry 090306.9

Source: Ungváry, Krisztián, *The Siege of Budapest: 100 Days in World War II* (New Haven: Yale University Press, 2005) p. 140.

MISSION LENGTH

	1	2	3	4	5	6
★ RUSSIAN SETS UP FIRST			★			
✚ HUNGARIAN MOVES FIRST		✚				

Elements of the 571st Rifle Regiment, 317th Rifle Division, 18th Special Rifle Corps set up on/east of hexrow T in hexes numbered ≥ 4.

★

5-2-7	4-4-7	4-2-6	2-2-8	8-1	8-0	7-0	HMG	LMG	SU-76M	PTP obr 32 45L AT
2	4	6						2		

{ELR: 4}
{SAN: 4}

Russian Reinforcements enter turn 3 on the east edge.

T-34 M43 2/4
2

Elements of Budapest Police Security Regiment I and Assault Artillery Battalion 10 set up on board 45 on/west of hexrow V.

✚

4-4-7	3-4-7	9-1	8-1	HMG	LMG	43M Zrinyi II
3	7				2	3

Elements of Budapest Police Training Battalion I and Assault Artillery Battalion 10 enter turn 2 on the south edge on/west of hexrow O.

{ELR: 3}
{SAN: 4}

3-3-6	8-1	7-0	MMG	LMG	43M Zrinyi II
6					2

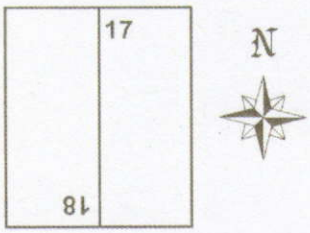
THE BOZSOKI RELAY

SCHWERPUNKT SCENARIO SP137

SITUATION: TORDA, Transylvania (Romania), 22 September 1944: The Soviet 9th Guards Mechanized Corps broke through to the Tordai Gorge and proceeded on to the Sos Glen, surrounding the Hungarian the 25th Reconnaissance Battalion. This breakthrough put the Soviet tanks at Szind, only four kilometers from the doorstep of Torda. The Hungarian 1/I Infantry Battalion and the 10/2 Assault Artillery Battery counterattacked to close the Sos Glen, surprising the tank crews of the Soviet 46th Guards Tank Brigade in the process. Captain Janos Bozsoki, with his six Zrínyi II assault guns, knocked out approximately eighteen Soviet tanks in the Sósfürdo Glen. Bozsoki's group then scattered the Soviet infantry surrounding the 25th Reconnaissance Battalion. Five Zrínyi crews were wounded or killed in the Sósfürdo area. Captain Bozsoki fought his way back into Sos Glen with his Zrínyi to rescue some casualties from two of his still-mobile assault guns. Captain Bozsoki withdrew with the casualties, while the 10/1 Assault Artillery Battery, with four more Zrínyis, drove the Russians from the vicinity of Sósfürdo and recovered three disabled Zrínyi. For his intrepid leadership that prevented Torda from being encircled, Captain Janos Bozsoki was awarded the Gold Medal of Valor.

MISSION: Hungarians win immediately when they exit ≥ 16 VP from the 25th Reconnaissance Battalion (prisoners are worth 0 VP) off the west edge, provided that ≥ 1 (non-Recalled) Zrinyi II (w/ functioning MA) has also exited off the west edge.

MAP ORIENTATION:



OPTIONS:

✚ Exchange the Hungarian 8-1 for a 9-1.

★ Exchange a Russian 8-0 for an 8-1.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start.
2. During their set up, the Hungarians may place two burning wrecks on board 18 in open ground/road hexes.
3. M4/76(a) tanks must set up BU in road hexes.

Scenario Design: Evan E. Sherry 090306.11

Source: Niehorster, Leo, *The Royal Hungarian Army 1920-1945* (Bayside: Axis Europa Books, 1998) p. 135.

MISSION LENGTH

✚ HUNGARIAN SETS UP FIRST AND MOVES FIRST	✚1	2	3	4	5

Elements of the 25th Reconnaissance Battalion, Hungarian 25th Infantry Division set up on board 17 in hexes numbered ≤ 9. *(See Coordinating Instruction #2).*

4-4-7	3-4-7	2-2-7	9-2	8-1	MMG	LMG	39M Csaba	PaK 40 (g) 75L AT	M27/31 81* MTR
4	6	2				2	2		

{ELR: 3}
{SAN: 3}

Elements 10/2 Assault Artillery Battalion, and 1/I Battalion, 25th Infantry Regiment, Hungarian 25th Infantry Division enter turn 1 on the west edge.

3-4-7	9-1	8-0	MMG	LMG	9-1 Armor	43M Zrinyi II
7				2		6

Elements of the 46th Guards Tank Brigade, 9th Guards Mechanized Corps Tank Corps set up on board 18 (See Coordinating Instruction #3).

4-5-8	4-4-7	4-2-6	9-1	8-0	MMG	LMG	ATR	50* MTR	M4/76(a) 2/4/4
3	7	4		2		3	2		3

{ELR: 4}
{SAN: 3}

LACKING COORDINATION

SCHWERPUNKT SCENARIO SP138

SITUATION: SYKE, Germany, 9 April 1945: Contrary to popular opinion, German resistance did not crumble once the Rhine River was crossed. There were many determined pockets of resistance and local counterattacks. One such counterattack occurred near the village of Syke, south of Bremen. Elements of the 7th Armoured Division were surprised by the appearance of three Tiger tanks supported by three companies of infantry in two groups. Recovering from the initial shock of seeing the enemy tanks, the 17-pounder equipped Achilles of the Norfolk Yeomanry opened fire on their assailants. In short order, two Tigers were knocked out with no British losses. The second German group fought a short action against the 11th Hussars where the supporting 5.5 inch howitzers caused many casualties among the German infantry and forced the remaining Tiger to withdraw. The German attack foundered due to a lack of coordination between panzers, infantry, and supporting artillery, leaving the British in control of Skye.

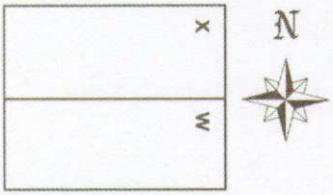
Scenario Design: Shaun Carter 090306.11
Source: Bastin, Jeremy. *The Norfolk Yeomanry in Peace and War* (ICENI Press, 1986) pp. 253-254.

MISSION: The British win at game end if they control ≥ 6 multi-hex buildings on board w, provided they have not sustained ≥ 35 CVP (prisoners do not count double).

COORDINATING INSTRUCTIONS

1. EC are Dry with no wind at start.
2. Bore Sighting (C6.4) is NA.
3. The British OBA is 140mm (HE only) with Plentiful Ammunition (C1.211). The British may use HIP for the SMC possessing the radio. German OBA is 100mm (HE only) with Scarce Ammunition (C1.211), available beginning on turn 3, directed by an off board observer at level 2.
4. SS suffer unit replacement per R6.2.
5. The Daimler AC 40L MAs have unlimited HE.
6. The White SC has a 4 FP MMG with ROF 1 (See British Multi-Applicable Vehicle Note I).

MAP ORIENTATION:



OPTIONS:

⊙ Exchange the British 7-0 for an 8-0 leader.

✚ Add a 4-4-7 to the Germans.

MISSION LENGTH

⊙ BRITISH SETS UP FIRST	1	2	3	4	5	6	7
✚ GERMAN MOVES FIRST	✚	✚					

9th Battalion, Durham Light Infantry, 7th Armoured Division set up on board w.

4-5-7	2-4-7	9-1	8-1	8-0	7-0	MMG	LMG	PIAT	Radio
6	3							2	

{ELR: 3}
{SAN: 2}

Elements of C Squadron, 11th Hussars set up ≤ 3 hexes from wY3.

2-4-8	8-1	LMG	PIAT	9-1 Armor	Humber SC	Daimler AC	White SC(a) -/-/4
2						2	

Elements of 260 Battery Norfolk Yeomanry set up ≤ 3 hexes from xP6.

9-1 Armor	Achilles(a) -/-/4
	2

Elements SS Training Abteilung 12 enter turn 1 on the north edge of board x.

4-4-7 SS	9-1	8-1	8-0	MMG	LMG	9-1 Armor	PzVIE (L) 3/5/2
9					2		2

{ELR: 3}
{SAN: 3}

Reinforcements enter turn 2 on the north edge of board x.

5-4-8 SS	9-1	8-0	LMG	9-1 Armor	PzVIE (L) 3/5/2
6			2		

ODER DARE

SCHWERPUNKT SCENARIO SP139

SITUATION: GROSS NEUENDORF, Germany, 2 February 1945: The Soviet blitz from the Vistula River smashed all the way to the Oder River. Berlin and the end of the war were in sight. On 31 January, elements of the 5th Shock Army crossed the frozen Oder at Kienitz. Unable to carry the weight of tanks, the ice held firm while much other heavy equipment was carried over. Soon additional forces had expanded the bridgehead to encompass the area of Neuendorf. German reaction was swift. Portions of the 19th Panzergrenadier Division, were recently released from combat in Alsace and transferred to the East. With the ice over the river breaking up, and the Luftwaffe finally able to control the skies due to their all weather airfields, the 19th Panzergrenadier Division was ordered to destroy the bridgehead. The Germans ground through the Soviet defenders who did not have their normal compliment of heavy weapons and tank destroyers to defend themselves. However, the Germans, too, were weak from continuous fighting, as well as being outnumbered. One by one the Soviet AT guns fell, until finally the Germans entered the outskirts of Gross Neuendorf, placing the bridgehead in a precarious position. Once within the stone building, the fighting evolved into a house to house melee, which the Germans did not have the manpower to win. The bridgehead was held; the Red Army was across the Oder to stay.

Source: La Tissier, Tony, *Zhukov at the Oder: The Decisive Battle for Berlin* (Westport: Praeger, 1996) p. 51.

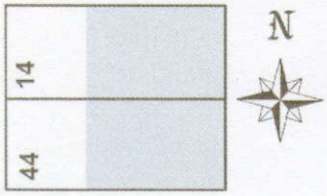
MISSION: The Germans win immediately upon exiting 20 VP (prisoners are worth 0 VP) off the area on/between 44GG6-14GG5. VPs are calculated normally [EXC: vehicles with functioning MA are worth 3 VP and 0 VP without functioning MA, and crews are worth 0 VP].

COORDINATING INSTRUCTIONS

1. Weather is Ground Snow (E3.72) with no wind at start. Both sides have Winter Camouflage (E3.712).
2. All buildings are ground level only.
3. Bore Sighting (C6.4) is NA.
4. JgPz 38(t)s have unlimited HE. However, mark all German AFVs with Low Ammo counters (D3.71).
5. The Russian hero must start the game HIP, stacked with a crew counter and may not use any SW. Any Russian crew in the same location as this hero is considered fanatic and has a -1 DRM to any TH attempts.

Scenario Design: Brian Williams 081106.7

MAP ORIENTATION:



(Only hexrows N-GG are in play)

OPTIONS:

★ Change Mission to "22 VP".

✚ Change Mission to "19 VP".

MISSION LENGTH

★ RUSSIAN SETS UP FIRST							
✚ GERMAN MOVES FIRST	✚ 1	2	3	4	5	6	7

Elements of 895th Rifle Regiment, 248th Rifle Division set up on boards 44 and 14 on/east of hexrow S.

★

4-5-8	4-4-7	2-2-8	9-2	8-1	7-0	1-4-9	MMG	LMG	ATR
3	6	2					2	2	2

{ELR: 3}
{SAN: 4}

PTP obr 42 45LL AT	Foxhole
2	4

Elements of Bataillon 1, Panzergrenadier Regiment 119 and Panzer Bataillon 5, Panzergrenadier Division 19 enter on/after turn 1 on the west edge.

✚

5-4-8	4-6-7	9-1	8-1	8-0	MMG	LMG	JgPz 38(t) -/-/1*	StuG IIIG(L) -/4*/1*	StuH 42(L) -/4*/1*
6	6		2		2	4	2		

{ELR: 2}
{SAN: 4}

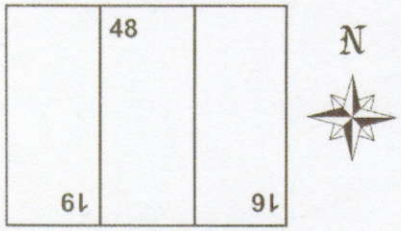
RED VALENTINES

SCHWERPUNKT SCENARIO SP140

SITUATION: SSAGOPSCHIN, USSR, 28 September 1942: As late as the middle of September, it looked as though the German attack in the Caucasus would not be stopped short of the Caspian Sea. The newly formed SS Wiking Division had been sent to help with the final push. Its first job: to clear out Soviet resistance in the Terek bend. However, the farther the German divisions moved forward, the longer their lines of supply and the stronger the Soviet resistance became. Into one of the many valleys in the area, the SS men attacked the town of Ssagopschin. Leading with their new long barreled Pz IV's, the Wiking tank battalion had to negotiate a minefield and then a huge dry creek bed that had been made into an anti-tank ditch by Soviet engineers. With their northern flank covered by Marder tank destroyers, the SS tankers swept around the flank behind Ssagopschin. With their improved guns, the Pz IV's made swift work of the Soviet tanks; however, behind the town heavy artillery began to rain down upon the tanks and even the infantry fighting into the town. Coupled with the seemingly never ending swarms of lend-lease and Russian tanks, Wiking's tank battalion withdrew to await its own artillery support. This round went to the Soviet gun crews; another week of fighting would wear out the fresh SS division and events far to the north would soon relegate the Caucasus operations to holding actions in anticipation of securing Stalingrad.

MISSION: Provided the German player has at least two mobile AFVs, the Germans win by controlling ≥ 21 building hexes (AFVs cannot control hexes) on board 48 at game end.

MAP ORIENTATION:



OPTIONS:

✚ Add an SS 5-4-8 to the Germans.

★ Add a 8-1 to the Russians.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.

2. Place overlays: **St1** on 16BB6-BB5 and overlay **St3** on 19Y9-Z8.

3. All stream/gully hexes represent an A-T Ditch (B27.56).

4. Russian OBA is 120mm (Harassing Fire C1.72 is NA). This is directed by an off-board observer at level 1 in a secretly recorded hex on the south edge.

Scenario Design: Brian Williams 081006.13

Source: Tieke, Wilhelm, *The Caucasus and the Oil: The German-Soviet War in the Caucasus 1942-43* (Winnipeg: J. J. Fedorowicz, 1995) pp. 167.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST							
✚ GERMAN MOVES FIRST	✚ 1	2 ★	3	4 ★	5	6	7

★

Elements of the 9th Army, Trans-Caucasus Front set up within 11 hexes of 48Q5.

4-4-7	4-2-6	9-1	8-0	6+1	MMG	LMG	ATR	50* MTR	Foxhole
10	3					2			4

{ELR: 3}
{SAN:4}

Reinforcements enter turn 2 on the south edge.

Valentine II -/4	T-60 M42 -/2
6	4

Reinforcements enter turn 4 on the south edge.

T-34 M41 2/4
4

✚

Elements of SS Panzergrenadier Regiment 10 "Westland", and SS Panzer Regiment 5, SS Panzergrenadier 5 Division "Wiking" enter turn 1 on the north edge.

5-4-8 SS	4-6-8 SS	9-2	9-1	8-1	dm MMG	LMG	9-1 Armor	8-1 Armor	PzIIIL 3/5	PzIVF2 3/5
3	8					2			5	5

{ELR: 5}
{SAN: 3}

BROKEN BEEK

SCHWERPUNKT SCENARIO SP141

SITUATION: BEEK, Holland, 20 September 1944: As the fight for the Nijmegen bridges began in earnest, units of the 508th Parachute Infantry Regiment were assigned the task of securing a thin line, protecting the Groesbeek Heights, along the Wyler-Nijmegen Road. On the 19th of September, elements of the 3rd Battalion, 508th PIR pushed the Germans out of the border village of Beek. As there was not enough infantry to secure a proper perimeter, the 3rd Battalion followed the necessary dictum of forming a screen and left only two platoons to defend Beek. On the 20th, the Germans launched a counterattack with the hope of collapsing the thinly held eastern flank of the 82nd Airborne and drawing vitally needed units away from the bridges of Nijmegen. Kampfgruppe "Becker," made up of the remnants of the 3rd Fallschirmjäger Division and Hauptman Freiherr von Fuestenberg's armored halftracks, was ordered to secure Beek, including the surrounding hills, and push on to the Maas-Waal Canal, where it was hoped they would meet Kampfgruppe "Herman" attacking from Mook. After surrounding Company A, 508th PIR on "Devil's Hill," Kampfgruppe "Becker" stormed into Beek with the halftracks keeping the American paratrooper's heads down and the infantry closing to do battle. Attacking house to house, the numerically superior fallschirmjägers cleared the village and forced the Americans to slowly withdrawal towards Berg en Dal. Unfortunately for the Germans, the rest of counterattack faltered and the gains of Kampfgruppe "Becker" were not able to be exploited, especially in light of the Nijmegen Bridges falling into the hands of the 82nd Airborne Division and XXX Corps later that day.

Scenario Design: Mike Faulkner 081006.8

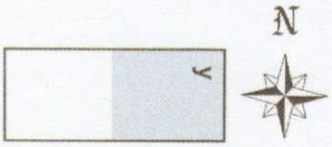
MISSION: Germans win at game end if they exit ≥ 20 VP (prisoners are worth 0 VP) off the west board edge. For each American MMC VP that exits on/between K1 and O1, increase the number needed for the Germans to win by the same amount.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.
2. Place Overlays: **X15** on yN2-M2; **Wd3** on yO8-P8; **B1** on yH7.
3. Americans may set up one MMC (and any SMC/SW stacked with them) using HIP.
4. American units may exit on/between K1 and O1 starting turn five.
5. German 4-4-7s/2-3-7s battle harden to 5-4-8s/2-3-8s respectively.

Sources: Saunders, Tim, *Nijmegen: US 82nd Airborne and Guards Armoured Division* (Barnsley: Leo Cooper, 2001) pp. 117-118.
Kershaw, Robert J., *'It Never Snows in September'* (Shepperton: Ian Allan Ltd, 1990) pp. 189-192.

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

☆ Exchange an American 8-0 for a 9-1.

✚ German has ELR: 3.

MISSION LENGTH

☆ AMERICAN SETS UP FIRST							
✚ GERMAN MOVES FIRST	✚ 1	2	3	4	5	6	7

Elements of the G Company, 3rd Battalion, 508th Parachute Infantry Regiment, 82nd Airborne Division set up on/between hexrows H and M.

☆

7-4-7	3-3-7	9-1	8-0	MMG	BAZ 44	M-2 60* MTR	?	Roadblock
6	2		2	2	2		6	

{ELR: 5}
{SAN: 4}

Elements of Kampfgruppe "Becker", Fallschirmjäger Division 3 enter turn 1 on the east board edge.

✚

5-4-8	4-4-7	9-1	8-1	7-0	MMG	LMG	SPW 250/9	SdKfz 10/4
3	8					3	2	

{ELR: 2}
{SAN: 3}

TO NO AVAIL

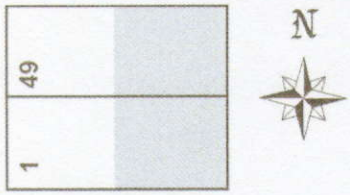
SCHWERPUNKT SCENARIO SP142

SITUATION: STEPANOVKA, USSR, 30 July 1943: The attack of Regiment "Eicke" encountered difficulty on the slopes of Hill 213.9 due to dogged resistance by the 2nd Guards Mechanized Corps. The failure of *Citadel*, several weeks earlier, had left the II SS Panzer-Korps decimated, with losses among front-line leaders acute. The Russians, however, seemed to experience no end to the fresh troops available for the front. In order to flank the hill, the grenadiers of "Das Reich" would have to take the fortified town of Stepanovka. Backed by light vehicles of the reconnaissance battalion, the weary and depleted companies of the "Deutschland" Regiment stepped off at 0800 on 30 July, making their way through the sunflower and corn fields along the Mius River. Upon gaining a toehold in the northwest section of Stepanovka, the landsers of Regiment "Deutschland" found themselves in a viscious stalemate, embattled in street fighting the likes of which they hadn't seen since Kharkov the previous March. The bunkers built into the town's structures by the Russians, were difficult to identify from any distance beyond a few meters, hence artillery and air strikes were out of the question. The halftracks of the division's reconnaissance battalion were brought up to use their 20mm and 75mm cannons as direct fire. Yet, the well-prepared defenders held throughout the first day of the assault, often counter-attacking to recapture key positions. With no quarter asked for or given, Stepanovka would claim many more brave soldiers of both sides in the next two days' fighting.

Source: Nipe, George, *Decision in the Ukraine* (Winnipeg: J.J. Fedorowicz, 1996).

MISSION: The Germans win at game end if they control buildings 1X4 or 1Z6, provided the Russians have accumulated <35 CVP.

MAP ORIENTATION:



(Only hexrows R-GG are in play)

OPTIONS:

★ Delete one German 5-4-8 SS.

✚ Russians receive only one fortified building location.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Printed stairwells do not exist. Treat all multi-hex buildings (EXC: 1X4) as two story houses. Building 1X4 is a Factory (B23.74).

2. The Russians may use HIP for one squad and any SMC/SW that sets up with it. The Russians may fortify three building locations. RB Cellars (O6) are in effect.

3. The German 5-4-8 SS squads and their 2-3-8 SS half squads are assault engineers (H1.22). The inherent HS of the SPW 250/sMG is a 3-4-8 SS. Germans have ATMM (C13.7) as if 1944.

4. No Quarter (A20.3) is in effect for both sides and Hand-to-Hand CC (J2.31) may be declared.

Scenario Design: Pete Shelling 090206.8

MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6	7
✚ GERMAN MOVES FIRST		✚					

Elements of the 2nd Guards Mechanized Corps setup anywhere on board 1 and/or board 49 in a hex numbered > 6.

★

4-5-8	2-2-8	9-1	8-0	MMG	LMG	ATR	?	AP Mine	T-34 M41 2/4	T-70 -/2	PTP obr 42 45LL AT
8					2		10	24 Factors			

{ELR: 3}
{SAN: 5}

Wire
4

Elements of SS Panzergrenadier Regiment 3 "Deutschland", SS Panzergrenadier Division 2 "Das Reich" setup on board 49 in any hex numbered ≤ 4.

✚

6-5-8 SS	5-4-8 SS	9-1	8-0	dm MMG	LMG	FT	DC
8	3		2		2		

Elements of Aufklärungs Abteilung 2 enter turn 2 on the north edge.

SPW 250/8	SPW 250/9	SPW 250/sMG
2	2	

{ELR: 5}
{SAN: 3}

THE BATTLE FOR ST. CLOUD

SCHWERPUNKT SCENARIO SP143

SITUATION: ST. CLOUD, Algeria, 8 November 1942: The 1st U.S. Infantry Division landed at Beach Z and quickly pushed inland toward Oran. St. Cloud, a small farm town of sturdy stone houses surrounded by vineyards, was along the way. A scour car had driven through the town earlier and found it deserted, but Vichy forces had moved in during the lull and turned the town into a fortress. An initial noontime attack by the 1st Battalion, 18th Infantry Regiment had been repulsed, but with reinforcements from the 2nd Battalion, the 18th would try again. At 1530 the 1st Battalion attacked once more down the road from the beaches, while the 2nd Battalion tried to outflank the defenders. Heavy French machine-gun fire made progress in the vineyards slow and costly. Bullets from a .50-caliber clanged off the bells as the clock tolled 1600, answering a sniper's muzzle flashes from the stone steeple. The attack failed, along with a 0700 attack on November 9th. General Terry Allen eventually ordered St. Cloud bypasses commenting, "We don't need the damned place anyway."

Scenario Design: Brook White 090306.17

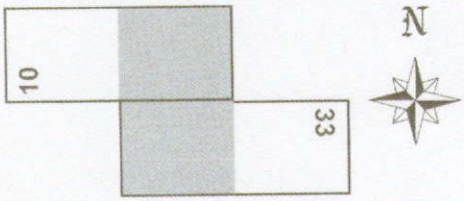
Source: Atkinson, Rick *An Army at Dawn: An Army At Dawn* (New York: Holt, 2002) pp. 126-129.

MISSION: The U.S. player wins by accumulating VPs. Control of building W4 is ½ VP. Control of building AA4 is ½ VP. Control of building Z6 is 1 VP. VPs are also acquired if the French player selects certain reinforcement groups *(CI #3 or #4)*. The U.S. player wins with ≥ 2 VPs at game end provided he has control of either building W4 or AA4. The U.S. player wins with ≥ 3 VPs at game end provided he has VPs from any building.

COORDINATING INSTRUCTIONS

1. EC are Moderate with no wind at start. Treat Grain and Orchard hexes as Vineyards (B12.7). Vineyards cost only one MF per hex. All hedges are walls. Rowhouses do not exist; treat them as single story, multi-hex houses. Hex 10Z7 is a steeple.
2. Neither player may declare No Quarter (A20.3). Elite French have an ELR of 3; all others have an ELR of 2.
3. To replace the Vichy platoon with the Legion platoon, add 1 VP to the U.S. total. This option is decided upon at the beginning of the French turn 4.
4. Add 1 VP to the U.S. total if this group is selected. This option is decided upon at the beginning of French turn 5 or 6.
5. This option subtracts one turn from the scenario.
6. This option subtracts one turn from the scenario. This option is decided upon at the beginning of U.S. player turn 5 or 6.

MAP ORIENTATION:



(Only hexrows R-FF are playable)

OPTIONS:

⊙ Exchange the French 8-0 for a 9-1 leader.

☆ Add a 1-4-9 to the American at start OB.

MISSION LENGTH

	1	2	3	4	5	6	7
⊙ VICHY FRENCH SETS UP FIRST				⊙	⊙		
☆ AMERICAN MOVES FIRST	☆				☆	☆	

⊙

16th Tunisian Infantry Regiment and the 1st Battalion of the Foreign Legion on whole or half-hexes of board 10.

4-5-7	4-3-7	1-2-7	8-0	HMG	LMG	?
4	2					6

Reinforcement Group 1 (Vichy or Legion) enter turn 4 on the north edge *(See Coordinating Instruction #3)*.

Vichy

4-5-7	2-3-7	8-1	LMG	?
2				3

or

Legion

4-5-8	9-1	LMG	?
3			3

{ELR: 2}
{SAN: 4}

Reinforcement Group 2 enter on/after turn 5 on the north edge *(See Coordinating Instruction #4)*.

AMD 50 AM AC -/- R4	4-5-7
2	2

☆

Elements of 1st Battalion, 18th Infantry Regiment, 1st Infantry Division enter turn 1 on the south edge. **The Americans may increase their SAN to 3, substitute a 9-2 for the 7-0, add a BAZ 43, and substitute three 6-6-6s for three 5-4-6s (See Coordinating Instruction #5).*

6-6-6	5-4-6	8-1	8-0	7-0	dm .50 cal HMG	MMG	BAZ 43
8	3						

{ELR: 3}
{SAN: 2}

Reinforcements enter on turn 5 or 6 on either the east or west edge of board 10 *(See Coordinating Instruction #6)*.

6-6-6	5-4-6	8-1
2		

ONE MORE DAY OF FREEDOM

SCHWERPUNKT SCENARIO SP144

SITUATION: CORREGIDOR ISLAND, The Philippines, 6 May 1942: On the night of May 5th, Lt. General Masaharu Homma sent his initial Corregidor invasion task force out. Corregidor represented the final obstacle to completing his mission of taking the Philippine Islands. Already the task assigned to him had taken much longer than was expected. The Filipino and American defenders had held out much longer than thought possible. The defenders of Corregidor were a hodgepodge of units with varying degree of training. The 1st Battalion, 4th Marines, the best trained of the various allied defending units, would have to bear the brunt of the defensive. They were supported by the 4th Provisional Battalion, which was not a real infantry battalion at all. It was filled with Filipino soldiers, sailors and other rear echelon troops. Other than the Filipinos, they did not have a lot of formal infantry training. The final reserve unit was the 59th Coast Artillery (made up of batteries: Cheney, Wheeler, and Crockett). This unit was also supported by other coast and antiaircraft artillerymen that were released from their assignments and formed as infantry troops. General Homma sent General Kitano's 4th Division to lead the attack on Corregidor. The 1st and 2nd Battalions of the 61st Infantry, led by Col. Gempachi Sato and reinforced by tanks from the 7th Tank Regiment, were the initial Japanese units to land. After a few brief skirmishes with the Marine defenders, the main Japanese attack was led by the 1st Battalion, later joined by the 2nd Battalion and lastly by several type 89B tanks from the 7th Tank Regiment. The battle went back and forth, but the Japanese were slowly pushing the allied forces back. The level of training in the Japanese infantry was too much for the allied defenders and the allied commanders were running out of ground and men. After the Japanese tanks arrived, the allied defenders lost hope. General Wainwright at 1000 hours decided to surrender, to sacrifice one day of freedom in exchange for several thousand lives.

MISSION: The Japanese win at game end if no Good Order Allied MMC are in any of the following: 17X10, 17S6, 37J7 and building 17W3.

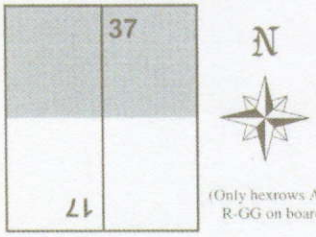
COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. PTO is in effect including Light Jungle (G2.1). Kindling is NA. All roads exist.
2. All grain/kunai on board 17 are level 1 hills. ~~Building 17W4 is a level 1 building.~~ All huts on board 17 are wooden buildings.
3. American 4-5-8s, 9-2, 9-1, and 8-0 leaders in the at start OB are Marines (G17.1).
4. The Allied player can designate one non-Marine MMC as a Dare-Death Squad (G18.6) before setup. The Allied reinforcement groups have MOL Capability (A22.6).
5. Non-Marine Allied units have ELR 3.

Scenario Design: Hugh Downing 090206.9

Source: Morton, Louis, *The Fall of the Philippines* (Washington D.C.: GPO, 1952) pp. 553-560.

MAP ORIENTATION:



(Only hexrows A-P on board 37 and R-GG on board 17 are playable)

OPTIONS:

☆ Exchange the U.S. 8-0 in the 4th Provisional Battalion for a 9-1.

● Exchange the Japanese 9-1 in 2nd Battalion for a 10-1.

MISSION LENGTH

	1	2	3	4	5	6	7
☆ AMERICAN SETS UP FIRST							
● JAPANESE MOVES FIRST		● ☆	☆	●			

☆

Elements of the 2nd and 3rd Battalions, 4th Marines [ELR: 5] set up on board 17.

4-5-8	9-2	9-1	8-0	MMG	Foxhole 1S
4					6

{ELR: 3&5}
{SAN: 4}

Elements of 4th Provisional Battalion enter turn 2 on the west edge.

4-4-7	5-4-6	8-1	8-0	1-4-9	LMG	DC
3	2				2	

Elements of 59th Coastal Artillery enter turn 3 on the south edge.

5-4-6	8-1	7-0	MMG	DC
4				

●

Elements of 1st Battalion, 61st Infantry Regiment, 4th Division set up in hexes numbered ≤ 7 on board 37.

4-4-8	2-2-8	10-0	9-1	HMG	MMG	LMG	50* MTR	DC
5	2					2		2

{ELR: 5}
{SAN: 4}

Elements of 2nd Battalion, 61st Infantry Regiment enter turn 2 on the north edge.

4-4-8	4-4-7	9-1	LMG	FT	50* MTR
2	2				

Elements of the 7th Tank Regiment, 4th Division enter turn 4 on the east edge.

4-4-8	9-1	LMG	8-1 Armor	Type 89B CHI-RO 2/- R2*
3				2

THE RELUCTANT TIGER

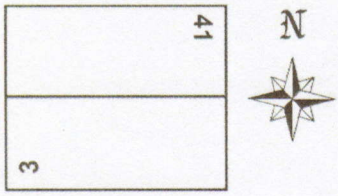
SCHWERPUNKT SCENARIO SP145

SITUATION: LEMAY, France, 23 August 1944: Elements of Luftwaffen Field Division 18 were ordered to attack the bridgehead the American 79th Division established after crossing the Seine River. At 0700, a jäger company from Luftwaffen Jäger Regiment 33 attacked south from Guitrancourt. The jägers were supported by a lone King Tiger from Kompanie 3, Schwere Panzer Abteilung 503. The kampfgruppe advanced south through the Vallee aux Cailloux to Highway N-90, then turned west toward Lemay. Outside of Lemay, a Sherman tank engaged the attackers, but was quickly destroyed by a round from the Tiger's gun. The attack continued into Lemay where the Americans damaged the Tiger's road wheels. The Tiger was not immobilized, but its tank commander decided to pull out of Lemay to make repairs, rather than lose his tank. With their tank support gone, the jägers lost heart and withdrew, giving up the terrain they had just captured.

Source: Rubbel, Alfred, ed. *The Combat History of Schwere Panzer Abteilung 503* (Winnipeg: J.J. Fedorowicz, 2000) p. 247.

MISSION: The Germans win at game end if there are no Good Order American MMCs in buildings 3M2 and 3R3.

MAP ORIENTATION:



OPTIONS:

✠ Delete an American 6-6-7.

☆ Delete a German 4-6-7.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA.

2. Each time the PzVIB receives a hull hit from a BAZ 44 or 75mm gun AP/HE round which results in no effect, the crew must take an NTC. If the crew fails this NTC, the PzVIB is Recalled (D5.341).

Scenario Design: Evan E. Sherry 090207.12

MISSION LENGTH

☆ **AMERICAN SETS UP FIRST**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
✠ **GERMAN MOVES FIRST**							

☆

Elements of I Company, 314th Infantry Regiment and 749th Tank Battalion, 79th Infantry Division set up on board 41 in hexes numbered ≤ 5 and/or anywhere on board 3.

6-6-7	6-6-6	9-1	8-1	7-0	MMG	BAZ 44	M-2 60*MTR	M4A1 2/4/4
4	4				2	2		2

{ELR: 4}
{SAN: 4}

✠

Elements of Luftwaffen Jäger Regiment 33, Luftwaffen Field Division 18, Kompanie 3, Schwere Panzer Abteilung 503 set up on board 41 in hexes numbered ≥ 9.

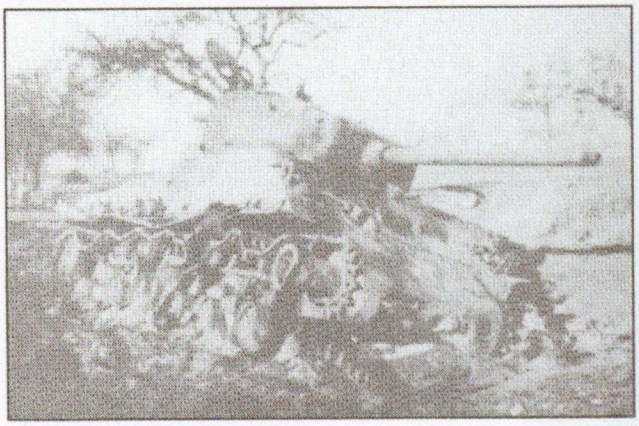
4-6-8	4-6-7	4-4-7	9-1	8-1	8-0	7-0	HMG	LMG	PSK	PzVIB 3/5/2
	9	4						3		

{ELR: 3}
{SAN: 3}

TERRIFY AND DESTROY

SCHWERPUNKT SCENARIO SP146

SITUATION: NEUSTADT, Germany, 22 March 1945: The Seventh Army was forming the jaws of a mammoth nutcracker. The coal, steel, and 100,000 men of the German Army remaining in the Saar-Palatinate area was the nut. General Patch saw to it that the jaws would close quickly on the Germans. The 10th Armored Division "Tiger", southeast of Trier, constituted the cracker's fulcrum and was given the task of making the unenviable frontal assault eastward. The 80th and 94th Infantry Divisions breached the forward German defenses so that the Tiger Division's CCA and CCB spearheads could exploit the breakthrough. As part of this daring thrust, Major General William H. Morris, Jr. directed Task Force Cherry to seize Neustadt. Task Force Cherry's advance made good progress until it ran headlong into Leutnant Kaspar Göggerle's Kompanie 3 of Schwere Panzerjäger Abteilung 653, supporting elements of SS Panzergrenadier Division 17. Leutnant Göggerle and Abteilung 653's Jagdtigers gave the 10th Armored Division a bloody nose it would not soon forget. Göggerle's Jagdtigers mauled the armored column and delayed the Americans by destroying twenty-five 10th Armored Division tanks from Neustadt to Ludwigshafen. The effort was not enough though and the delay was only temporary. Leutnant Göggerle was eventually forced to withdrawal and had to leave behind Jagdtigers 331 and 323 because of mechanical failure. Task Force Cherry secured Neustadt, but given the pyrrhic nature of this victory, the 10th Armored Division's motto of "Terrify and Destroy" could just as well have been that of Kampfgruppe Göggerle.



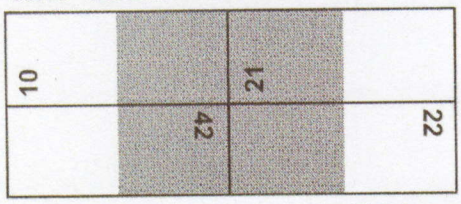
MISSION: The Germans win at game end if they have a Good Order, non-crew MMC in any two of the following buildings: 10Y7, 21B6, 21D5, 22EE7 (provided that they have exited one Jagdtiger off the east edge).

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Jagdtigers may not set up in, nor enter buildings. German vehicles are not SS.
3. Bore Sighting is NA.
4. One M4A3(76)w has a Gyrostabilizer (D11.1).

Scenario Design: Evan E. Sherry 081907.12
Source: Munch, Karlheinz, *The Combat History of Schwere Panzerjäger Abeilung 653* (Winnepeg: J.J. Fedorowicz, 1997) p. 440.

MAP ORIENTATION:



(Only hexrows A-P on boards 21 & 42 and R-GG on boards 10 & 22 are playable)

OPTIONS:

✚ Add an MMG to Zug 3.

☆ Delete a 4-4-7 from Zug 3.

MISSION LENGTH

✚ GERMAN SETS UP FIRST							
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6	7

✚

Elements of SS Panzergrenadier Division 17 (Götz von Berlichingen) and Zug 1, Kompanie 3, Schwere Panzerjäger Abteilung 653 set up ≤ 4 hexes from 10Y7.

6-5-8 SS	5-4-8 SS	4-4-7 SS	9-2	HMG	LMG	9-1 Armor	JgPz VI 3/-
	2						2

Elements of Zug 2, Kompanie 3, Schwere Panzerjäger Abteilung 653 set up ≤ 4 hexes from 22EE7.

6-5-8 SS	5-4-8 SS	2-3-8 SS	9-1	MMG	PSK	JgPz VI 3/-	FlaKPz IV/20
2							

Elements of Zug 3, Kompanie 3, Schwere Panzerjäger Abteilung 653 set up ≤ 4 hexes from 21D5.

5-4-8 SS	4-4-7 SS	8-1	LMG	JgPz VI 3/-	37 FlaK/ Pz IV
2	2				

{ELR: 5}
{SAN: 4}

☆

Elements of Task Force Cherry, 10th Armored Division enter turn 1 on the west and south edges from 10R0 to 42A1.

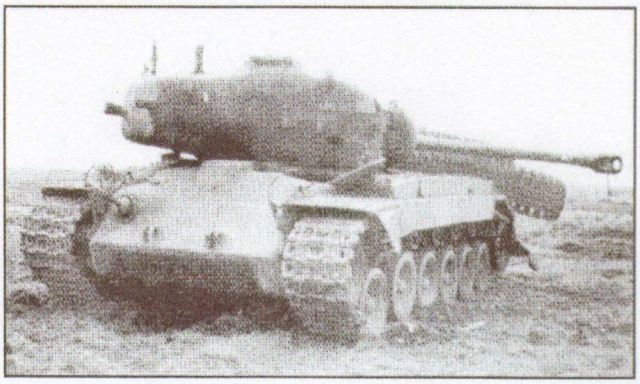
6-6-7	9-1	8-1	MMG	BAZ 45	9-1 Armor	M4A3(75)w 2/4/4	M4A3(76)w 2/4/4	M4A3(105) 2/4/4	M5A1 LT 2/4/2	M3A1 Halftrack -/-/6*
14	2	2	3				3			

{ELR: 4}
{SAN: 3}

THE ZEBRA MISSION

SCHWERPUNKT SCENARIO SP147

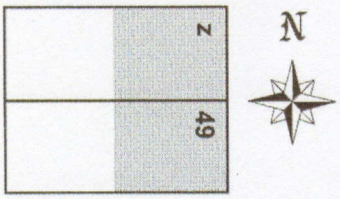
SITUATION: COLOGNE, Germany, 6 March 1945: The 3rd Armored was attacking to secure Cologne. Task Force Lovelady was assigned the mission of clearing the northern sector of the city all the way to the Rhine. In the industrial section of the city, near the river, the Americans encountered staunch resistance in the form of strong infantry positions supported by Nashorn tank destroyers. Task Force Lovelady included some new M-26 Pershing tanks from the U.S. Army Zebra Mission, which was conducting combat trials of the experimental tank. As the Americans moved further into the suburb of Niehl, the lead elements came under heavy fire. A surprise 250-meter shot from a Nashorn scored a direct hit on one of the Zebra Force M-26s. The round penetrated and the M-26 caught fire. The 88mm shell actually passed between the drivers legs. Fortunately, the crew managed to escape. This was the only M-26 total-loss for the Zebra Mission. Fighting continued throughout the day, but by the end of 7 March 1945, Cologne was in American hands.



MISSION: The Americans win at game end if there are no Good Order German MMCs in buildings inside the area bounded by the road network zC5-zI2-zL3-zI5-zC5.

Sources: Third Armored Division Staff. *Spearhead in the West: The Third Armored Division 1941-1945* (Nashville: Battery Press, 1997) p. 239-240.
Mesko, Jim. *Pershing/Patton in Action* (Carrollton: Squadron, 2002) p. 9.

MAP ORIENTATION:



(Only hexrows A-P are playable)

OPTIONS:

✚ Add a 4-3-6 to the Germans.

☆ Add a 6-6-6 to the Americans.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Bore Sighting is NA.
3. The inherent squad on the M3(MMG) is a 6-6-6.

Scenario Design: Evan E. Sherry 090207.8

MISSION LENGTH

✚ GERMAN SETS UP FIRST						
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6

Elements of Volksgrenadier Division 363 and Kompanie 2, Panzerjäger Abteilung 93 set up on/east of hexrow M.

✚

5-4-8	4-4-7	4-3-6	9-1	8-1	HMG	LMG	PSK	?	PzJg III/IV	FlaKPz IV/20
2	4	3				2		6		

{ELR: 2}
{SAN: 4}

Elements of the 13th Infantry Regiment and 2nd Battalion, 33rd Armored Regiment (Task Force Lovelady), 3rd Armored Division enter turn 1 on the west edge.

☆

6-6-7	6-6-6	9-2	9-1	8-1	MMG	BAZ 45	M-26 2/4/4	M4A3(75)w 2/4/4	M3(MMG) Halftrack -/-/12*
5	4					2		2	

{ELR: 4}
{SAN: 3}

THE BEARS OF ST. DENIS

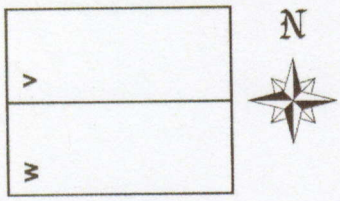
SCHWERPUNKT SCENARIO SP148

SITUATION: ST. DENIS-DE-MÈRE, France, 14 August 1944: The 43rd Infantry Division was continuing its advance south of Caen. The German 276th Infantry Division stood in the way and was preparing to launch its own attack when the British commenced a heavy barrage and a preemptive strike against St. Denis-de-Mere. Covering the British approaches leading south from Proussey was the 276th Infantry Division, with the 752nd Grenadier Regiment and Kompanie Olefsen, Sturmpanzer Abteilung 217 under operational control. The deadly British artillery fire rained upon the defending Germans. Leaning on the barrage, the 7th Battalion, Hampshire Regiment and B Squadron Nottinghamshire Yeomanry (Sherwood Rangers) slammed into the dazed Germans and shattered their line, taking many prisoners. The Sherwood Rangers knocked out two Brummbar assault guns and killed Oberleutnant Olefsen, but lost two Sherman tanks in the process.

Sources: Delaforce, Patrick. *The Fighting Wessex Wyverns* (Glouchestershire: Alan Sutton Publishing LTD, 2002) p. 147.
Munch, Karlheinz. *The Combat History of Schwere Panzerjager Abteilng 654* (Winnipeg: J.J. Fedorowicz, 2002) p. 281.

MISSION: The Germans win at game end if they have a Good Order (non-vehicular crew) MMC in at least two of the following buildings: wG4, wO3 wO5, wU7.

MAP ORIENTATION:



OPTIONS:

✠ Add a 4-6-7 to the Germans.

⊙ Add a 4-5-7 to the British.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. All StuPz IVs have Schuerzen (D11.2).
3. German AFVs may not set up in buildings.
4. Carrier HSs are 2-4-8s.
5. Bore Sighting is NA.

Scenario Design: Evan E. Sherry 090207.10

MISSION LENGTH

✠ GERMAN SETS UP FIRST							
⊙ BRITISH MOVES FIRST	⊙ 1	2	3	4	5	6	7

Elements of Grenadier Regiment 752, Infanterie Division 276 and Kompanie Olefsen, Sturmpanzer Abteilung 217 set up anywhere on board w and in hexes numbered ≥ 6 on board v.

4-4-7	4-3-6	9-1	8-1	MMG	LMG	8-1 Armor	StuPz IV 3*/-/2	StuPz IV
5	3			2	2			2

{ELR: 3}
{SAN: 4}

Elements of 7th Battalion, Hampshire Regiment, 130th Infantry Brigade, 43rd Infantry Division and B Squadron Nottinghamshire Yeomanry (Sherwood Rangers), 8th Armoured Brigade enter turn 1 on the north edge.

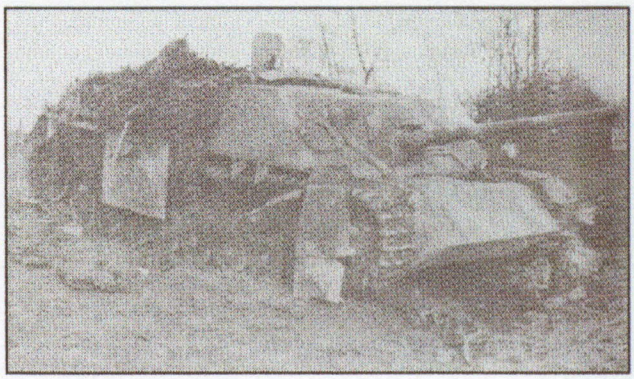
4-5-7	9-2	9-1	8-0	LMG	PIAT	OML 2" MTR	9-1 Armor	Sherman VC (a) -/4	Sherman III DD (a) -/4	Carrier MMG B -/-/6*	Carrier C 4/-/2
10				3	2				3		

{ELR: 3}
{SAN: 4}

THE LEGREW MANEUVER

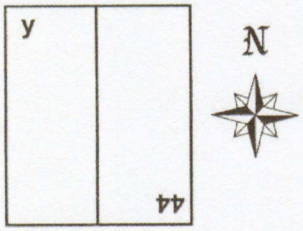
SCHWERPUNKT SCENARIO SP150

SITUATION: SAINT JEAN-ROHRBACH, France, 22 November 1944: The 6th Armored Division was attacking toward the Mutterach River and into the Maginot Line zone of defenses. Along the way, the "Super Sixth" and the 35th Infantry Division smashed elements of the German 559th Volksgrenadier Division in a series of bloody encounters at several fortified villages. Enemy resistance crystallized when the 11th Panzer Division moved into the area to restore the collapsing German front. The Americans were now fighting a determined and skilled enemy with PzIVs and Jagdpanzers. Task Force Legrew was assigned the primary objective of clearing Saint Jean-Rohrbach. Up until now, muddy conditions kept vehicular traffic confined to the road, but south of Leyviller, the terrain permitted off-road movement. Task Force Legrew's lead Sherman tank was knocked out just as it approached Saint Jean-Rohrbach. Lieutenant Colonel Legrew maneuvered his tanks around the village, while the 137th Infantry assaulted the objective. Simultaneously, Major Jesse York's southern force began to threaten the German withdrawal route out of Saint Jean-Rohrbach. The German position was quickly becoming untenable, so a withdrawal was ordered. A group of PzIVs and Jagdpanzers broke out into the open ground and started fleeing east toward the Mutterbach River, while a group of German infantry moved off to the south. Lieutenant Colonel Legrew's tanks and tank destroyers poured fire into the retreating German AFVs and knocked out two PzIVs and at least one Jadgpanzer IV. All guns were then brought to bear on the German infantry, but dusk was approaching and many of them were able to make good their escape.



MISSION: The Germans win immediately upon exiting ≥ 26 EVP off the east edge, provided a least 4 of those EVP are non-vehicular crew MMCs (prisoners are worth 0 EVP).

MAP ORIENTATION:



OPTIONS:

✚ Change the required EVP to ≥ 24.

☆ Delete the PSK.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA.
2. Bore Sighting is NA.
3. German AFVs have Sz (D11.2).
4. A +1 LV hindrance begins on turn 4.

Scenario Design: Evan E. Sherry 081507.9

Sources: Hofman, George F. *The Super Sixth: History of the 6th Armored Division in World War II* (Nashville: The Battery Press, 2000) p. 229-231.

MISSION LENGTH

✚ GERMAN SETS UP FIRST					
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5

Elements of Panzer Grenadier Regiment 110, Abteilung 2, Panzer Regiment 15, and Panzerjäger Abteilung 61, Panzer Division 11 set up on board y, south of row G in hexes numbered 3 through 8.

4-6-8	4-6-7	8-1	MMG	LMG	PSK	?	8-1 Armor	JgPz IV(L) 1/-	PzIVJ 3/5/2
2	6	2				6		2	3

{ELR: 4}
{SAN: 2}

Elements of 2nd Battalion, 137th Infantry Regiment, C Company, 603rd Tank Destroyer Battalion and B Company, 15th Tank Battalion, CCB (Task Force Lagrew), 6th Armored Division enter turn 1 on the west edge.

6-6-7	6-6-6	9-1	8-1	8-0	MMG	M4A3(76)w 2/4/4	M4A3(75)w 2/4/4	M4A3(105) 2/4/4	M10 GMC -/-/4
4	6				2	2	2		

{ELR: 4}
{SAN: 2}

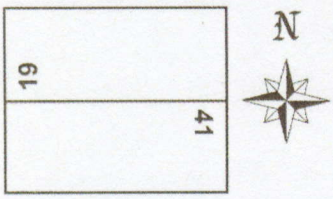
LABARTHE'S CHARADE

SCHWERPUNKT SCENARIO SP149

SITUATION: CHÉMERY, France, 14 May 1940: The French 55th Infantry Division's counterattack against the German Meuse River breakout was not going well. The 213th Infantry Regiment had been ordered north toward Chehéry, but the Germans thwarted all of their efforts and were now conducting a counterattack of their own. While 2nd Battalion attacked, Lieutenant Colonel Pierre Labarthe, commander of the 213th Infantry, retained the 7th Company as regimental reserve at Chémery. A loud cannonade and the sight of German tanks approaching from the north convinced Labarthe it was time to commit the 7th Company, just 300 meters to the northeast of Chémery. Three of the remaining French FCM 36 tanks came careening back from the bloody cauldron at Bulson. Lacking any anti-tank weapons whatsoever, the 7th Company watched as German tanks emerged from the northern approach to Chémery. German tanks broke through the pathetic French defenses and entered Chémery. German Pz III's blasted and machine-gunned the hapless defenders. One German tank roared down the main street, turned broadside at a corner and fired, wounding both his aide and Labarthe himself, who took a German coaxial machine gun bullet to the thigh. The German tank fired its main gun at Labarthe setting alight some nearby fuel cans whose resulting smoke allowed Labarthe to limp away to cover. The end was approaching. By 1600, Labarthe was captured along with the 213th's entire staff. Additionally, nearly all of the 7th Tank Battalion's FCM 36 tanks were destroyed along with the men of 213th Regiment who were all either killed, wounded, or captured.

MISSION: The Germans win at game end if there are no Good Order French MMCs in stone buildings ≤ 3 hexes from 41Q6.

MAP ORIENTATION:



OPTIONS:

⊙ Add an LMG to the French.

✠ Exchange the German 7-0 for an 8-0.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. The stream is deep (B20.43). Kindling is NA.
2. Place overlay **St1** on 19K5-K6.
3. Bore Sighting is NA.

Scenario Design: Evan E. Sherry 090207.11
Source: Doughty, Robert Allen. *The Breaking Point: Sedan and the Fall of France 1940* (Hamden: Archon, 1990) p. 259.

MISSION LENGTH

⊙ FRENCH SET UP FIRST						
✠ GERMAN MOVES FIRST	✠ 1	2	3	4	5	6

7ème Compagnie, 2ème Bataillon, 213ème Régiment d'Infanterie, 55ème Division d' Infanterie and 3ème Compagnie, 7ème Bataillon de Chars de Combat set up ≤ 5 hexes from 41O10.

4-5-7	4-3-7	2-3-7	9-2	8-0	MMG	LMG	60* MTR	FCM 36 -/2
4	4			2				3

{ELR: 2}
{SAN: 4}

Elements of Compagnie de Pionniers set up west of the stream ≤ 4 hexes from 41X9.

4-5-8	DC

Elements of Großdeutchland Infanterie Regiment and Panzer Regiment 1, Panzer Division 1 enter turn 1 on the area 19Y1 to 19GG6.

4-6-8	4-6-7	9-1	8-1	7-0	MMG	LMG	50* MTR	PzIVA 3/5	PzIIIF 3/8	PzIIF -/5
3	10		2		2	2		2	2	

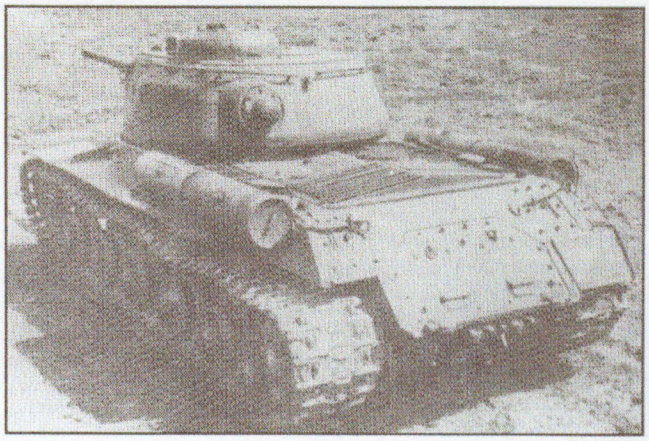
{ELR: 3}
{SAN: 3}

BULANOV REBUKED

SCHWERPUNKT SCENARIO SP151

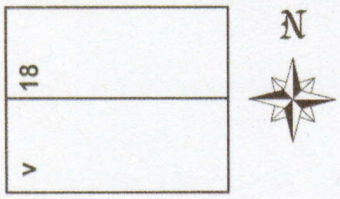
SITUATION: STAROKONSTANTINOVO, Ukraine, USSR, 4 March 1944: As part of the Proskurov-Chernovtsy Offensive, the 1st Guards Heavy Tank Shock Regimment was to attack German forces in the vicinity of Starokonstantinovo. Colonel N. I. Bulanov's twenty-one KV-85s and their supporting submachine-gun company advanced toward their objective, not knowing that they were about to fight the first battle between the new KV-85 and Tiger tanks. As Bulanov's force approached, the Tigers from Schwere Panzer Abteilung 503 opened fire at long range, taking advantage of their superior stand-off capability. Low visibility saved the Russians from the full fury of the German guns. Colonel Bulanov had one KV-85 destroyed and three damaged. One Schwere Panzer Abteilung 503 Tiger was immobilized, while another received a hit on its main gun. The engagement was a German victory, but the Russians learned that the KV-85 was not a match for German heavy tanks, which resulted in a more rapid fielding of the IS-2m Stalin tank.

Source: Baryatinskiy, Mikhail. *The IS Tanks* (Hersham: Ian Allen, 2006) p. 39.



MISSION: The Russians win immediately upon exiting ≥ 25 EVP of infantry/KV-85s (prisoners are worth 0 EVP) off the west edge.

MAP ORIENTATION:



OPTIONS:

✠ One PzVIE(L) may set up HIP.

★ Delete the German PSK.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA.
2. Place overlays: **B4** on vR8-S9; **Hi10** on vP6-Q6.
3. Stand an unused board on hexrow T, between the setup areas, so that players do not observe the opposing forces during set up.
4. Substitute KV-1Ss for the additional KV-85s that are needed.
5. *ASL counter errata: The Russian BA-64B should have "BU FP NA" on the counter.*

Scenario Design: Evan E. Sherry 082607.8

MISSION LENGTH

★ **SET UP IS SIMULTANEOUS** *(See Coordinating Inst. #3)*; **RUSSIAN MOVES FIRST**	1	2	3	4	5	6

✠

Elements of Bataillon 1, Panzergrenadier Regiment 6, Panzer Division 7 and Schwere Panzer Abteilung 503 (Feldherrnhalle) set up on/west of hexrow Q.

5-4-8	4-6-8	4-6-7	9-1	8-1	MMG	LMG	PSK	?	PzVIE(L) 3/5/2	Foxhole 1S
2	2	3				2		7	3	2

{ELR: 4}
{SAN: 3}

★

Elements of the 1st Guards Heavy Tank Shock Regiment set up on/east of hexrow W.

6-2-8	10-2	9-1	8-0	LMG	DC	9-1 Armor	KV-85 1/4R2	BA-64B -/4/*
10				3	2		7	2

{ELR: 4}
{SAN: 2}

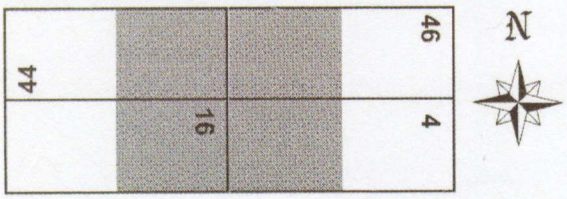
NOVA BUDA BUTTE

SCHWERPUNKT SCENARIO SP152

SITUATION: NOVA BUDA, USSR, 13 February 1944: Without eating for the past two days, the Walloons (SS Belgium volunteers) of the *SS-Freiwilligen-Sturmbrigade Wallonie* stumbled into the town of Nova Buda on the night of 12 February. Sealed within the Cherkassy pocket, the Walloons were untested, hungry, and tired. The next morning, the sound of tanks could be heard in the distance. Suddenly, artillery began to fall and two battalions of Soviet cavalry began an assault. The tanks were on them so quickly that one of the few AT guns left was destroyed while still in tow. Their attached armor, a platoon of assault guns, seemed to be hiding in the north of the town. It was too much for the Walloons, who began to be routed north. Major Rudolf Siegel watched from the north as the SS men began to run. Rounding up some of his own men, Siegel counter-attacked. Leading the section of tanks was Untersturmführer Gerd Schumacher. Schumacher ripped into the Soviet armor. With the tank support, the Walloons settled down and joined in taking back most of the town.

MISSION: Provided the Russian player controls at least 10 buildings on hill hexes, the Russian player wins at game end by having more unbroken infantry VP on board 46 than the German player.

MAP ORIENTATION:



(only rows R-GG are playable on boards 44, 46, 4; only rows A-P are playable on board 16)

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Kindling is NA.
2. Place overlay **6** on 46S2-S1.
3. The German StuG IIIG must set up in a non-crest hill hex. The German AT gun must set up in tow.
4. Bore Sighting is NA.

OPTIONS:

✠ Add an 8-0 to Freiwilligen-Sturmbrigade Wallonie.

★ Exchange a T34-M43 for an SU-122.

Scenario Design: Brian Williams 090207.14

Source: Nash, Douglas. Hell's Gate: *The Battle of the Cherkassy Pocket January-February 1944* (Southbury: RZM Imports, 2002) p. 251.

MISSION LENGTH

✠ GERMAN SETS UP FIRST								
★ RUSSIAN MOVES FIRST	★ 1	2	3	4 ✠	5	6	7	8

Elements of SS Freiwilligen-Sturmbrigade Wallonie set up on board 46 *(EXC: see Coordinating Instruction #3).*

✠

5-4-8 SS	4-4-7 SS	2-2-8	9-1	8-1	7-0	HMG	MMG	LMG	StuG IIIG -/-/2*	SPW 251/1
2	10							2		

{ELR: 5}
{SAN: 4}

Pak 40 (75L AT)

Elements of SS Panzer Abteilung 5 enter turn 4 on the north and/or east edge.

5-4-8 SS	10-2	LMG	PSK	9-2 Armor	PzIV H 3/5
5		2			2

4

Elements of 11th Guards Cavalry Division enter turn 1 on the south edge.

★

6-2-8	4-5-8	5-2-7	4-4-7	9-2	8-1	8-0	LMG	9-1 Armor	T-43 2/4	T-34 M43 2/4
3	5	6	10		2		5		2	5

{ELR: 4}
{SAN:2}

THE WRONG SIDE OF VICTORY

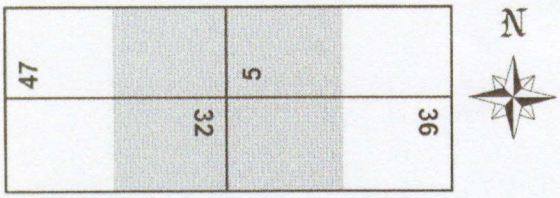
SCHWERPUNKT SCENARIO SP153

SITUATION: Near SEIKPYU, Burma, 15 February 1945: The plan to destroy the Japanese army in Burma required that the central hub of Meiktila be taken in a lightning stab across the Irrawaddy River. In order to tie down and confuse the Japanese, diversionary attacks were made, simulating a major crossing of the Irrawaddy by the 28th (East African) Brigade south of the actual crossing. Using signals to fool the Japanese into thinking they were a full division, the 28th was so successful that the bulk of the Japanese 153rd Regiment was thrown against the brigade; the bait was taken. Although the Japanese were no longer fielding troops of the quality of prior years, with sheer weight of numbers they smothered the East Africans. Fighting was sharp, but the East Africans withdrew successfully to Letse to the northwest. The only significant Japanese offensive force was fighting on the west bank of the Irrawaddy, while the dagger that was to destroy them was striking leagues to the east.

Source: Page, Malcolm. *KAR: A History of the King's African Rifles* (London: Leo Cooper, 1998) p. 161.

MISSION: The Japanese win at game end if they have more infantry VP within 4 hexes of 32K5 than the Commonwealth.

MAP ORIENTATION:



(Only hexrows A-P on Boards 5 & 32 and R-GG on board 36 & 47 are playable)

OPTIONS:

⊙ Exchange a Commonwealth 9-1 for a 10-2 .

● Exchange four Japanese 3-4-7s for four 4-4-7s.

COORDINATING INSTRUCTIONS

1. EC are Dry, with no wind at start. PTO Terrain is **not** in effect, (EXC: Kunai (G6) and Palm Trees (G4)). All Streams are Dry. Kindling is NA.

3. Place overlays as follows: **G2** on 36FF6-FF7; **G4** on 32F4-F5.

4. Any British Good Order MMC stacked with a British SMC is immediately pinned if that leader is pinned/broken/eliminated (no LLTC needed).

5. Non-elite Japanese infantry units are lax.

Scenario Design: Brian Williams 090207.12

MISSION LENGTH

	1	2	3 ⊙	4	5	6	7
⊙ COMMONWEALTH SETS UP FIRST							
● JAPANESE MOVES FIRST							

⊙

Elements of 7 King's African Rifles, 28th Brigade set up on/west of hex rows 36BB and 5F.

4-4-7	9-1	8-0	MMG (a)	LMG	OML 2" MTR	?
12	2		2	2	2	12

{ELR: 4}
{SAN: 4}

Reinforcements enter turn 3 on the west edge.

4-4-7	9-2	LMG	Humber IV /4
2			2

●

Elements of 153rd Regiment, Katsu Force set up on/east of hex rows 36V and 5L.

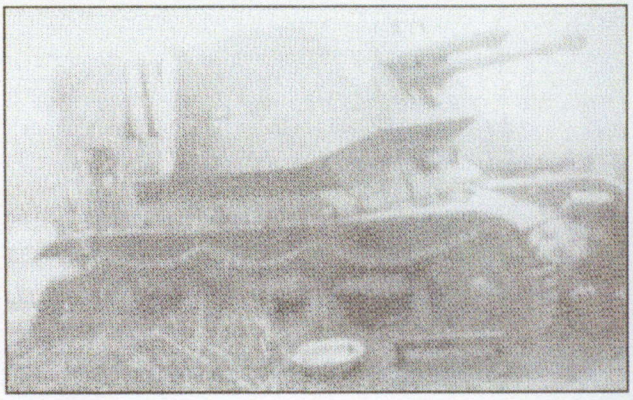
4-4-8	4-4-7	3-4-7	2-2-8	10-1	9-1	9-0	dm HMG	dm MMG	LMG	Type 98 50* MTR	DC
2	7	8	3			2		2	4	3	2

{ELR: 3}
{SAN: 3}

ON THE ROAD TO HELL

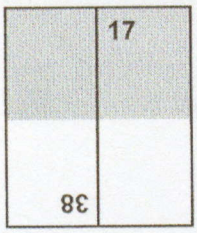
SCHWERPUNKT SCENARIO SP154

SITUATION: KOEVERING, Holland, 25 September 1944: On the evening of 24 September 1944, the Germans of Kampfgruppe Jungwirth, commanded by Major Hans, attacked and gained control of a portion of the Hell's Highway near Koevering. Kampfgruppe Jungwirth consisted of remnants of Kampfgruppe Huber, Fusilier Regiment 1035, Panzerjäger Battalion 559, and a small number of units from Fallschirmjäger Regiment 6. The road had to remain open to support the Allied troops that had participated in Operation MARKET-GARDEN. British and American troops at Nijmegen, Uden, and the Lower Rhine were totally dependent upon that road for all of their supplies. It had to be retaken. This task fell to the 506th PIR, 101st Airborne Division and the 44th Royal Tank Regiment, 4th Armoured Brigade attacking from the north and the 131st Infantry Brigade from the south. The 506th PIR and British armor began the initial attack from the north at 0830. The German armor quickly took out two British Shermans. The 506th PIR joined with the 131st and together they were able to push the German units away from the road. That evening, the German units fell back to the west and Hell's Highway was reopened.



MISSION: The Allies win at game end if there are no Good Order German MMCs within 3 hexes and LOS of the road 17G7-38Z5-38Y1, nor mobile JgPz V (with functioning MA) within 3 hexes and LOS of the road 17G7-38Z5-38Y1.

MAP ORIENTATION:



(Only hexrows A-P on board 17 and R-GG on board 38 are playable)

OPTIONS:

✚ Exchange the 9-1 in the German reinforcement group for a 9-2.

☆ Exchange the American 9-1 infantry leader for a 9-2.

COORDINATING INSTRUCTIONS:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Place overlay **B1** in 17F2.

Scenario Design: Hugh Downing 090207.11

Source: Saunders, Tim. *Hell's Highway* (South Yorkshire: Pen & Sword, 2001) pp. 191-201.

MISSION LENGTH

✚ GERMAN SETS UP FIRST	1	2 ✚	3	4	5	6
☆ ALLIES MOVE FIRST	⊙	⊙				

✚

Elements of Fallschirmjäger Regiment 6 and Panzerjäger Battalion 559 set up ≤ 4 hexes from 17I8.

5-4-8	4-6-8	4-6-7	9-1	8-1	MMG	LMG	9-1 Armor	JgPz V 3/-	Foxhole
2		2			2				5

{ELR: 4}
{SAN: 3}

Elements of Fallschirmjäger Regiment 6 and Panzerjäger Battalion 559 enter turn 2 on the south edge.

5-4-8	4-6-8	9-1	LMG	Marder III(t)H 4/-

☆

Elements of E Company, 506th Regiment, 101st Airborne Division [ELR: 5] set up ≤ 3 hexes from 17A4 and/or 38FF7.

7-4-7	9-1	8-1	MMG	BAZ 44	M2 60*MTR
8		2	2	2	

{ELR: 4&5}
{SAN: 2}

Elements of B Squadron, 44th Royal Tank Regiment, 4th Armoured Brigade enter turn 1 or 2 on the north edge of board 17.

Sherman III(a) 2/4	9-1 Armor
3	

⊙

Elements of 1/7 Queens Battalion, 131st Infantry Brigade, 7th Armoured Division [ELR: 4] enter turn 2 on/between hexes 38Y1-38GG6.

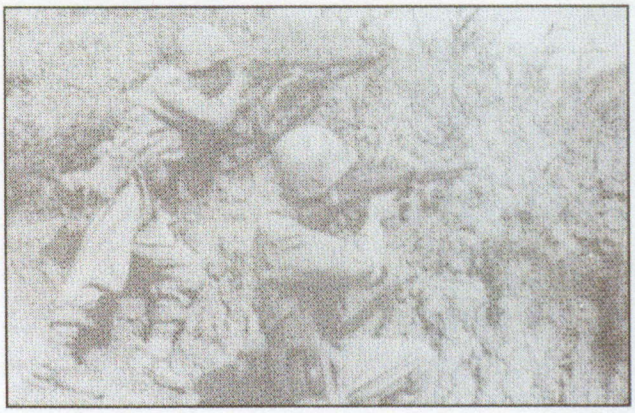
4-5-8	9-2	LMG
3		2

CASUALTIES COOKS AND CORPSMEN

SCHWERPUNKT SCENARIO SP155

SITUATION: ASAN BEACHHEAD, Guam, The Marianas Islands, 26 July 1944: After securing a beachhead on Guam, the 3rd Marine Division consolidated its position by taking the Fonte Plateau. The Japanese had let the Americans get far enough. The 18th Infantry Regiment and the 48th Independent Mixed Brigade were ordered to attack the marine positions and to infiltrate and wreak havoc behind the lines. After drinking and preparing for their banzai attack, the Japanese moved out on the night of the 25th. The Japanese hit the marines all along the line and while many died for the Emperor, others found gaps and exploited them. The 3rd Battalion, 18th Infantry Regiment moved through the gap between the 21st and the 9th Marines. The entire marine beachhead was in trouble and the division commander issues orders for all personnel to prepare to fight. The battle lasted most of the night and by morning there were small bands of Japanese everywhere. One location was a field hospital of the 3rd Marines. While trying to evacuate the wounded to the beach, walking wounded, cooks, and corpsmen picked up weapons to defend the hospital. At about 0630, word reached the division HQ and a company of pioneers, led by Lieutenant Colonel George O. Van Orden, were ordered to secure the hospital. Once upon the scene, LTC Van Orden eliminated enemy resistance and chased the Japanese back up a ravine.

Source: H. Shaw, B. Nalty, & E. Turnbladh. *Central Pacific Drive: Volume III, History of the U.S. Marine Corps Operations in World War II* (Washington D.C.: USMC Historical Division, 1966) pp. 514-515.



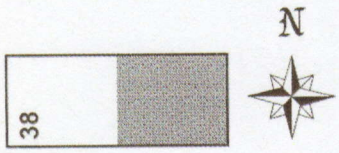
MISSION: Japanese win immediately upon eliminating/capturing all at start Marine MMCs (Armed and Unarmed) or at game end if there are no Good Order Marine MMCs in any of the following hexes: Y5, AA3, BB1, BB2.

COORDINATING INSTRUCTIONS:

1. EC are Dry, with no wind at start. PTO terrain is in effect, including Light Jungle [EXC: Brush remains Brush and all roads exist]. Kindling is NA.
2. Place Overlays: **Wd34** on 38V1-W2 and **Hi8** on 38BB7-AA7. All Huts are Tents (F12.45).
3. Prior to setup, the American must designate 3 armed 3rd Medical Battalion MMCs as Walking Wounded (QCG SSR17). All Unarmed MMCs are also marked with a Walking Wounded Counter.
4. Americans may setup one MMC (and all SW/SMC with it) HIP.
5. The 3rd Medical Battalion unarmed MMCs must end their MPh a least one hex closer to the exit area, each turn until they exit; failure to do so results in their immediate elimination. They may not possess/use an SW and they may not initiate CC. The unarmed MMCs may exit off the north edge beginning on turn 3. Those unarmed MMCs that exit, do not count as eliminated for victory purposes.

Scenario Design: Mike Faulkner 082507.7

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

☆ Add a 2-4-8 HS to the 3rd Medical Battalion.

● Exchange the Japanese 2-3-7 for a 4-4-8.

MISSION LENGTH

	1	2	3	4	5	6	7
☆ AMERICAN SETS UP FIRST							
● JAPANESE MOVES FIRST	●		☆				

☆

Wounded Personnel and Elements of the 3rd Medical Battalion, 3rd Marine Division set up in/adjacent to any tent hex *(See Coordinating Instruction #3).*

4-5-8	2-4-8	[1]-0-6	8-1	7-0	.50 cal. HMG	?
3	2	3				5

Elements of the 2nd Pioneer Battalion, 19th Marines, 3rd Marine Division enter turn 3 on the north edge.

7-6-8	9-2	MMG	FT
3			

{ELR: 5}
{SAN: 4}

●

Elements of the 3rd Battalion, 18th Infantry Regiment 29th Division enter turn 1 on the east/south edge on/between hexes GG1 and Y10.

4-4-8	4-4-7	2-3-7	2-2-8	9-1	8-0	MMG	LMG	50* MTR	DC
2	5								2

{ELR: 4}
{SAN: 4}

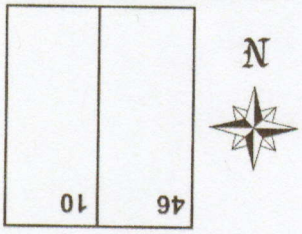
A SIEGE OF THEIR OWN

SCHWERPUNKT SCENARIO SP156

SITUATION: VELIKEYE LUKI, USSR, 10 January 1943: With the Stalingrad disaster nearing its epic conclusion, Army Group Center was suffering a siege of its own at the rail center of Velikiye Luki. General Kurt von der Chevallerie fortified his bridgehead along the Lovat River with the intent of resuming offensive operations after another harsh Russian winter. However, General Purkayaev of the Third Shock Army had offensive plans of his own, and would need the bridgehead and transportation facilities at Velikiye Luki, and encircled the city during the middle of November. Hitler's standfast order precluded any withdrawal, but several attempts were made to break the encirclement. Most of the relief attempts were thrown back into the frigid wasteland, but on the 10th of January, a small column of light infantry and few tank destroyers made a daring daylight dash through the Soviet lines to join the defenders. Within a week, the few remaining landsers would attempt to break out from Velikeye Luki. Only 150 men would make it.

MISSION: The Russians win at game end if they have more VP on/north of hexrow Y than the Germans (prisoners are worth 0 VP). The side that controls building 10Z6 scores 5 VP. Each Opel Blitz truck (even if immobilized) is worth 5 VP (rather than 2 VP), for the German player only.

MAP ORIENTATION:



OPTIONS:

★ Delete a 4-6-7 from Infanterie Division 83.

✠ Exchange the German 7-0 for an 8-0.

COORDINATING INSTRUCTIONS:

1. EC are Wet, with no wind at start. Weather is Ground Snow (E3.72). Kindling is NA.

2. Some, all, or none of the German reinforcements may enter on/after turn 3.

3. Place a stone rubble counter in 10Y5. All orchards are shellholes.

Scenario Design: Pete Shelling 090207.13

Source: Haupt, Werner. *Army Croup Center, The Wehrmacht in Russia: 1941-1945*, (Atglen: Schiffer, 2000) pp. 135-139.

MISSION LENGTH

✠ GERMAN SETS UP FIRST	1	2	3 ✠	4	5	6	7
★ RUSSIAN MOVES FIRST							

Elements of Infanterie Division 83 setup on/north of hexrow L.

✠

4-6-7	2-2-8	9-1	8-1	7-0	HMG	MMG	LMG	?	FlaK 18 88L AA	leIG 18 75* INF	Wire
8	2						2	8			4

{ELR: 3}
{SAN: 4}

Roadblock	Trench
2	6

Elements of Jäger Bataillon 5 and Sturmgeschutze Kompanie 459 enter on/after turn 3 on the south edge *(see Coordinating Instruction #2)*.

4-6-7	9-1	8-0	MMG	LMG	StuG IIIB	Marder II	Opel Blitz Truck
5					2		5

Elements of the 257th Rifle Division and 92nd Tank Brigade setup on /south of hexrow J.

★

4-4-7	2-2-8	9-1	8-1	7-0	MMG	LMG	ATR	50* MTR	KV-1 M41 2/4R2	KV8 2/-R2	BM obr 37 82* MTR
13	2					2			2		2

{ELR: 3}
{SAN: 3}

Schwerpunkt

Volume 14 October 2008

A Forum of Independent Scenario Design

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12 New Scenarios Complete With Designer's Notes and Analysis

EDGE OF EXTINCTION

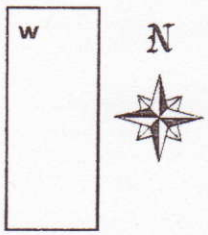
SCHWERPUNKT SCENARIO SP157

SITUATION: Near SINNERSDORF, Germany 4 March 1945: The 3rd Armored Division was attacking east to seize Cologne. The 4th Cavalry Reconnaissance Squadron was given the mission of protecting the division's left flank by attacking northwest of Cologne to secure the villages of Dormagen and Hackenbroich, and then patrol within their zone to the Rhine River. In their path was the 11th Panzer Division's rear guard, holding positions northwest of Worringen. Unknown to the American cavalry scouts, five Tiger tanks from Panzer Abteilung (Funklenk) 301 were still operational and were providing security for 11th Panzer Division which was attempting to withdraw its remaining units across the Rhine by ferry. At 0700, the cavalry's M-24 Chaffee tanks and scouts moved northeast toward Dormagen. Between Sinnerdorf and Dormagen, Chaffee tanks from Troop F ran into two of the Tigers. In a brief duel, the Chaffees out-maneuvered the Tigers and managed to score several hits on the Tigers before they could bring their slowly traversing guns to bear. The Chaffees' low-velocity 75mm APHE rounds failed to penetrate the Tigers' thick hides, but damaged them sufficiently to ignite ammunition or fuel on both Tigers, which soon began to burn. Troop F chalked up two rare Tiger kills for its new M-24 tanks, then continued its mission to the Rhine. The Tigers of Panzer Abteilung 301 were rapidly becoming extinct.

MISSION: The Americans win at game end if there are no Good Order, mobile, PzVIE(L)s with functioning MA on/between rows F and CC (provided there is at least one Good Order, mobile, M-24 with functioning MA remaining on the board).

Scenario Design: Evan E. Sherry 081308.12

MAP ORIENTATION:



OPTIONS:

✠ Exchange the 4-3-6 for a 4-4-7.

☆ Delete the German PSK.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. PzVIE(L)s must set up BU and may not set up in buildings.
3. Boresighting is NA.

Sources: Zaloga, Steve, *Stuart: U.S. Light Tanks in Action* (Carrolton: Squadron, 1979) p. 40.
Schneider, Wolfgang, *Tigers in Combat I* (Mechanicsburg: Stackpole, 2004) p. 390.

MISSION LENGTH

✠ **GERMAN SETS UP FIRST**					
☆ **AMERICAN MOVES FIRST**	☆ **1**	**2**	**3**	**4**	**5**

Elements of Panzer Abteilung (Funklenk) 301 and Panzergrenadier Regiment 110, Panzer Division 11 set up on/between rows F-CC in hexes numbered ≤ 9 *(See Coordinating Instruction #2).*

✠

4-6-7	4-4-7	4-3-6	8-1	8-0	MMG	LMG	PSK	?	PzVIE(L) 3/5/2
3	2							6	2

{ELR: 2}
{SAN: 3}

Elements of Troop F, 4th Cavalry Reconnaissance Squadron, 4th Cavalry Group, 3rd Armored Division enter turn 1 on the west and/or south edge.

☆

6-6-6	9-1	8-1	M-24 2/4/4	M3A1 Halftrack	M3 Halftrack	Jeep -/-/4
5			5			

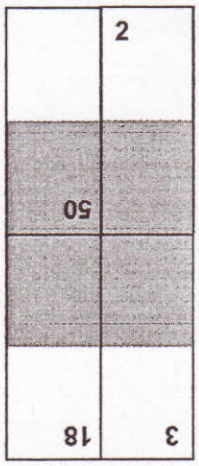
{ELR: 4}
{SAN: 3}

THE FOND DAGOT DRAG-OUT

SCHWERPUNKT SCENARIO SP158

SITUATION: North of **MAISONCELLE, France, 14 May 1940:** Elements of the German XIX Panzer Corps crossed the Meuse River and were pushing south and west to breakout of the bridgehead. The French 55th Infantry Division conducted a counter-attack north toward Bulson to stem the German advance. The 55th was a newly activated infantry division consisting of recently called up reservists. The division also suffered from equipment shortages and was especially lacking in 25mm anti-tank guns. In spite of these handicaps, 1st Battalion, 213th Infantry Regiment moved north of Maisoncelle and established positions on Hills 278 and 261. Second Lieutenant Penissou led his platoon from 2nd Company forward to Hill 320, so he could observe the German movements at Bulson. From his vantage point, he could see the German PzIIIs and French FCM 36 tanks exchanging fire in the village. The Germans forced the French tanks to withdraw south toward Penissou's position. Eventually, German tanks crept out of the village and up the slopes of Hill 322. Lieutenant Penissou pulled back to alert one of the few 25mm anti-tank gun crews of the imminent German tank assault. In the ensuing fight, several FCM 36 tanks were knocked out. Three German tanks advanced on Fond Dagot where the French 25mm crew burned two and immobilized one of the German tanks. German infantry infiltrated along a ravine and eventually encircled the lone 25mm gun, killing its crew in the process. With ammunition running low, many soldiers of 2nd Company surrendered or ran away. 1st Battalion ceased to exist.

MISSION: The Germans win at game end if there are no Good Order French MMCs and no mobile, Good Order FCM 36s (w/functioning MA) on any 2nd level hill hexes of boards 2, 3, and 18.



MAP ORIENTATION:

(Only hexrows A-P on board 50 and R-GG on boards 2, 3 and 22 are playable)

N

OPTIONS:

⊙ Add a 60* MTR to 2ème Compagnie.

✠ Exchange the French HMG for an MMG.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start.
2. French suffer from Ammunition Shortage (A19.131) beginning on turn 6.

Scenario Design: Evan E. Sherry 083008.10

Source: Doughty, Robert Allen, *The Breaking Point: Sedan and the Fall of France 1940* (Hamden: Archon, 1990) pp. 256-257.

MISSION LENGTH

⊙ FRENCH SETS UP FIRST / ✠ GERMAN MOVES FIRST	1	2	3	4	5	6	7

⊙

2ème Compagnie, 1ème Bataillon, 213ème Régiment d'Infanterie, 55ème Division d'Infanterie and elements of 7ème Bataillon de Chars de Combat (BCC) set up ≤ 3 hexes from: 2AA6, 50G8.

4-5-7	4-3-7	9-1	8-0	MMG	LMG	FCM 36 -/2
5	2					3

1ème Bataillon, 213ème Régiment d'Infanterie set up ≤ 4 hexes from: 18BB5, 3AA5.

{ELR: 2}
{SAN: 4}

4-5-7	4-3-7	2-2-8	8-1	7-0	HMG	LMG	60* MTR	FCM 36 -/2	SA-L mle 34 25LL AT	Foxhole 1S
3	2							2		4

✠

Elements of Großdeutschland Infanterie Regiment and Panzer Regiment 1, Panzer Division 1 set up in road hexes on/north of hexrows 2T and 50L.

4-6-7	9-1	8-1	HMG	MMG	LMG	PzIVA 3/5	PzIIIF 3/8	PzIIF -/5
12	2	2			3		4	3

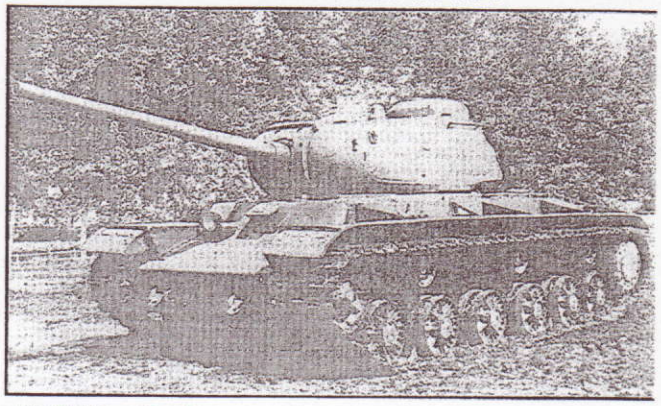
{ELR: 3}
{SAN: 3}

THE LISJANKA EPITAPH

SCHWERPUNKT SCENARIO SP159

SITUATION: LISJANKA, Ukraine, USSR, 15 February 1944: The Soviet 16th Tank Corps was counterattacking to seize Lisjanka. The 109th Tank Brigade was to be the main effort in the assault. As the 109th Tank Brigade's T-34s approached the town, deadly volleys of fire from anti-tank guns, Panthers, and assault guns met them. The defending 1st Panzer Division extracted a bloody toll from the Soviets, leaving many of the T-34s in the first wave burning on the outskirts of Lisjanka. The attack began to falter, but momentum was regained when a five-tank company of new KV-85 tanks from the 13th Guards Heavy Tank Shock Regiment joined the assault. The Germans held their fire until the KV-85s closed to within 600 meters and then again opened fire with devastating effect. Within ten minutes of their arrival, three KV-85s were damaged and two were ablaze outside the town. The Soviets were stopped short of their objective for the time being, but the battle for Lisjanka was not yet over. By February 16th, fuel for the German vehicles in Lisjanka was exhausted. Facing envelopment, the Germans abandoned numerous AFVs and ex-filtrated from Lisjanka to avoid capture.

Source: Baryatinskiy, Mikhail, *The IS Tanks* (Hersham: Ian Allen, 2006) p. 38.



MISSION: The Germans win at game end if they have a Good Order (non-vehicular crew) MMC in at least three of the following buildings: 10U5, 10Z6, 49O7, 49R6, 49oU2.

MAP ORIENTATION:

49	10

N

OPTIONS:

✠ Add a PSK to the Germans.

★ Delete a 4-6-8 from the Germans.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. Place overlay: **X13** on 49U2-V2
3. Place burning wrecks in the following hexes: 10O4, 10S4, and 49N3.

Scenario Design: Evan E. Sherry 081308.10

MISSION LENGTH

✠ **GERMAN SETS UP FIRST**						
★ **RUSSIAN MOVES FIRST**	★1	2	3	4	5	6

Elements of Bataillon 1, Panzergrenadier Regiment 113, Panzerjäger Abteilung 37 and Panzer Abteilung 1, Panzer Division 1 set up on board 10 on/south of hexrow U and on board 49 on/south of hexrow M.

✠

4-6-8	4-6-7	2-2-8	9-1	8-1	7-0	MMG	LMG	PzVG 3/5/2	StuG IIIG -/-/2*	SPW 251/1	Pak 40 75L AT
5	7			2		2	3	2			

{ELR: 4}
{SAN: 3}

★

Remnants of the 109th Motorized Rifle Battalion and 310th Tank Battalion, 109th Tank Brigade, 16th Tank Corps set up on board 10 on/north of hexrow R and on board 49 on/north of hexrow J.

4-4-7	8-1	8-0	HMG	LMG	T-34 M43 2/4
15	2			3	2

{ELR: 4}
{SAN: 2}

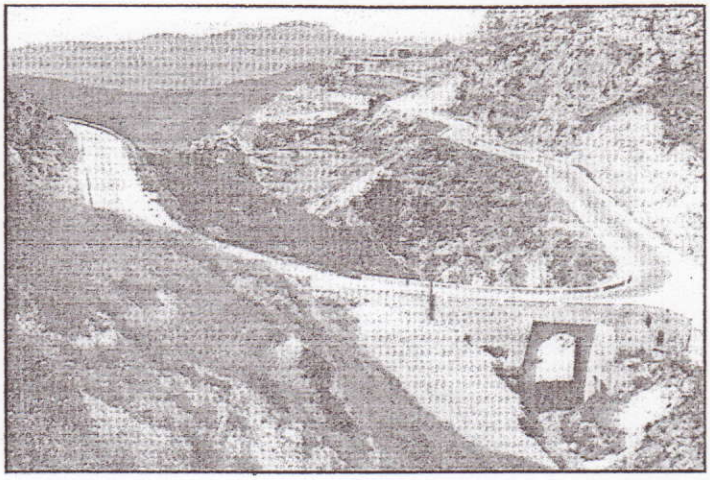
Elements of Submachine-Gun Company and 1st Tank Company, 13th Guards Heavy Tank Shock Regiment enter turn 1 on the north edge of board 49 *or* on the east edge of board 10 on/north of hexrow O *(all must enter on the same area).*

6-2-8	9-2	LMG	DC	KV-85 1/4R2
5		2		5

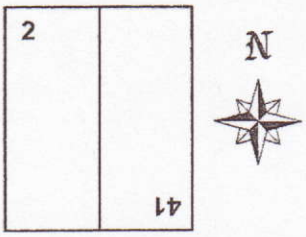
THE LOST BAND OF EDMONTONS

SCHWERPUNKT SCENARIO SP160

SITUATION: LEONFORTE, Sicily, 22 July 1943: Lieutenant Colonel Jefferson's Battalion Headquarters along with C and D Companies of the Edmonton Regiment, Canadian 2nd Infantry Brigade conducted a night assault on the town of Leonforte. The Edmontons penetrated to the heart of Leonforte and were met by a vicious counterattack by German infantry, loaded with machine guns and supported by tanks. The house-to-house fight degenerated into a confused and bitter fight for the town, with the Germans gaining the upper hand before dawn. LTC Jefferson found himself and a band of 100 besieged Edmonton riflemen defending a few houses that they cleared of Germans. With wireless communication lost, LTC Jefferson entrusted an Italian boy with a handwritten message for Brigadier Vokes, desperately asking for reinforcements. In the darkness, Major G. A. Welsh brought two 6-pounder anti-tank guns into action to help the Edmontons. Brigadier Vokes received Jefferson's message and ordered the Princess Patricia Light Infantry into Leonforte. Captain R.C. Colman decided to employ a bold "flying column" attack with his Patricias mounted on four "Three Rivers Regiment" Sherman tanks. The Patricians speed of advance hit the Germans like a whirlwind. Soon, the Patricias knocked out a mortar and the German machine guns that were harrying the Edmontons. At 1000 hours, the center of Leonforte was a cauldron of close-in fighting and point-blank tank duels. The Three Rivers Shermans knocked out three German tanks, losing one of their own. Fighting raged until just after 1200 when Leonforte was finally cleared of Germans and the lost band of Edmontons were rescued. For their intrepid leadership in this action, Captain Colman and Major Welsh were awarded the Distinguished Service Order.



MAP ORIENTATION:



OPTIONS:

- Add a 4-6-7 to Pz Gr Regiment 115.
- Add a 4-5-7 to the 90th AT Battery.

MISSION: The Canadians win at game end if there are no Good Order German (non-vehicular crew) MMCs in building locations on hill hexes, on/north of hexrow Q.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. The stream is Dry (B20.41).
Scenario Design: Evan E. Sherry 090108.10

Source: Nicholson, Lt. Col. G. W. L., *The Canadians in Italy 1943-1945* (Ottawa: Queens Pinter and Controller of Stationary, 1956) pp. 108-109.

MISSION LENGTH

	1	2	3	4	5	6	7
CANADIAN SETS UP FIRST							
GERMAN MOVES FIRST							

C and D Companies, The Loyal Edmonton Regiment, 2nd Infantry Brigade, 1st Canadian Infantry Division set up on board 41 on/north of hexrow U, in hexes numbered ≥ 6.

4-5-8	4-5-7	10-2	8-1	MMG	LMG	PIAT	OML 2" MTR
2	5				2		

Elements of the 90th Anti-Tank Battery, 2nd Infantry Brigade, 1st Canadian Infantry Division set up board 41, south of the stream.

4-5-7	2-2-8	9-1	Carrier C 4/-/2	OQF 6-Pounder 57L AT

{ELR: 3}
{SAN: 3}

C Company, Princess Patricia Light Infantry Regiment, 2nd Infantry Brigade, 1st Canadian Infantry Division and elements of the Three Rivers Regiment, 1st Armoured Brigade enter on/after turn 2 on the south edge.

4-5-8	4-5-7	9-1	8-0	LMG	OML 2" MTR	Sherman V(a) 2/4	3-Ton Lorry
2	7			3		4	

Elements of Panzergrenadier Regiment 104 Panzer Grenadier Division 15 set up on Hill 497 in hexes numbered ≤ 5.

4-6-7	2-2-8	9-1	7-0	MMG	LMG	GrW 34 81* MTR
5						

Elements of Panzergrenadier Regiment 115 and Panzer Regiment 215, Panzer Grenadier Division 15 enter turn 1 on the north edge of board 2.

4-6-7	9-2	8-1	HMG	LMG	PzIVF2 3/5	sIG 38(t)M
8				2	2	

{ELR: 4}
{SAN: 3}

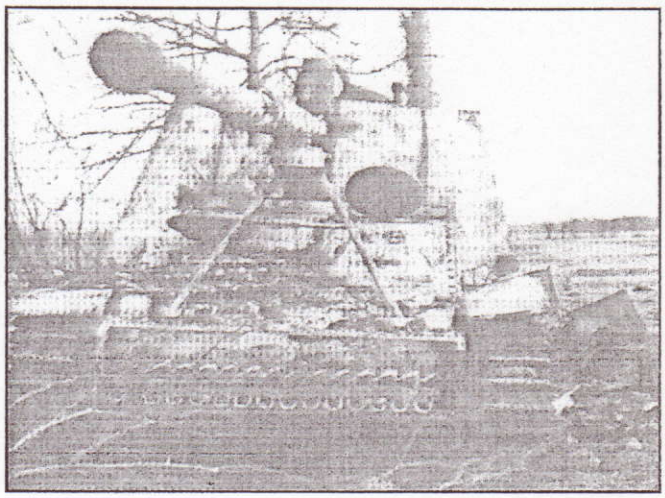
Elements of Panzergrenadier Regiment 129 and Panzer Regiment 215, Panzer Grenadier Division 15 enter turn 4 on the east edge, on/south of hexrow Q.

4-6-7	7-0	LMG	PzIVF2 3/5
2			

FEDEROV'S INCURSION

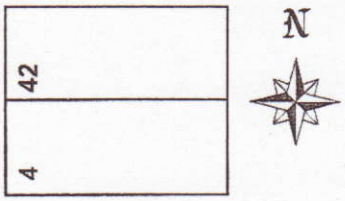
SCHWERPUNKT SCENARIO SP161

SITUATION: North of OBOL, Belarus, U.S.S.R. 23 June, 1944: The Soviet I Tank Corps was attacking north of Obol to in an attempt to smash the German 205th and 252nd Infantry Divisions' lines. Colonel General George Lindemann anticipated that Soviet armored forces might succeed in penetrating his thinly held front and on 22 June, requested for the 24th Infantry Division to be shifted north to meet the enemy threat. Lindemann was correct, but during the night, the Soviet I Tank Corps poured Colonel Federov's 159th Tank Brigade through a gap in the German line on an incursion meant to isolate the 252nd Division. At dawn, on 23 June, the 24th Infantry approached the forest north of Obol, where the Russians were waiting for them. Hordes of Russians in the woods shouted the blood curdling battle cry "Urrah" as the Germans neared their objective. Supporting StuG IIIG assault guns engaged Russian T-34/85s in a merciless tank gun-battle around the forest. The Russians were determined not only to hold this ground, but to continue their advance. In the face of this determined Russian unit, Schwere Panzerjager Abetiung 519 joined the battle with its precious few Nashorns. The pitiless battle in and around the forest raged on into the evening and by morning, the German efforts had proved fruitless. The gap in the German lines grew larger and Army Group Center's left flank had collapsed.



MISSION: The Russians win at game end if they have Good Order (non-vehicular crew) MMC(s) in at least two of the following hexes: 42H5, 42J5, 42K5, 42oS5; 42U8, 42Y6, 42DD6.

MAP ORIENTATION:



OPTIONS:

★ Delete a German 4-6-7.

✠ Delete a Russian 4-4-7.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Place overlays: **B3** on 42N5-O6; **B5** on 42N9-N8; **X9** on 42S5; **B4** on 42AA9-BB8.
3. Bore Sighting is NA.

Scenario Design: Evan E. Sherry 083008.6

Source: Mitcham, Jr., Samuel W., *Crumbling Empire: The German Defeat in the East 1944* (Westport: Praeger, 2001) p. 120.

MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6	7
✠ GERMAN MOVES FIRST	✠		✠ ★				

★

Elements of the 159th (submachine gun) Battalion and 350th Tank Battalion, 159th Tank Brigade and 1437th SU Regiment, I Tank Corps set up on board 42 on/between hexrows H and Z.

5-2-7	4-4-7	9-1	8-1	HMG	MMG	LMG	?	T-34/85 2/4	SU-76M
7	7		2			2	4	2	2

{ELR: 4}
{SAN: 3}

Elements of the 1514th SU Regiment enter turn 3 on the north edge.

6-2-8	SU-85

✠

Elements of Infanterie Division 24, and Sturmgeschütz Brigade 909 enter turn 1 on the south edge.

5-4-8	4-6-7	9-1	8-0	HMG	MMG	LMG	PSK	StuG IIIG -/-/2*
5	12	2	2			3		5

{ELR: 4}
{SAN: 2}

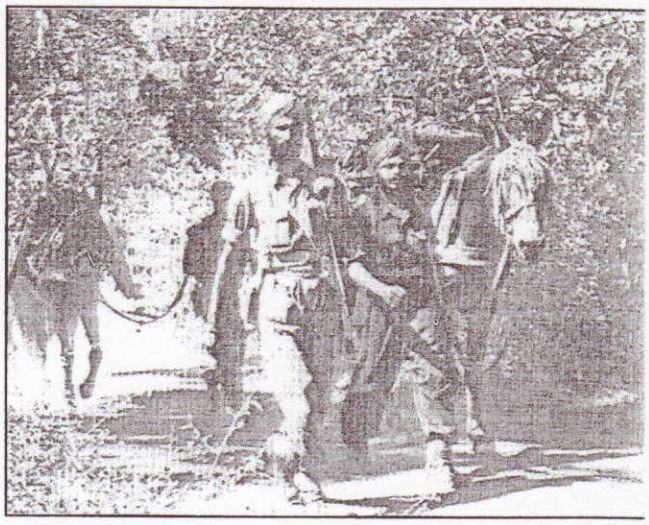
Schwere Panzerjäger Abteilung 519 enter turn 3 on the south edge.

5-4-8	8-1	LMG	9-1 Armor	PzJg III/IV (Nashorn)
2				2

THE BUDDHA'S BELLY

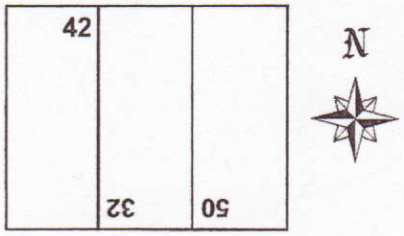
SCHWERPUNKT SCENARIO SP162

SITUATION: SITTANG, Burma, 22 January 1942: The Japanese's fury had been checked on the Bilin River, but the British could not hold the river with such a long exposed left flank. Deciding to pull back to the Sittang River and defend Rangoon from there, General Smyth began a slow, almost lackadaisical withdraw. However, the Japanese had not succeeded thus far by being timid and sent a regiment on a long flanking march to take Sittang before their enemies could reach it. After brushing aside armed policeman, the Japanese 1st Battalion approached Sittang Bridge from the east. Bumping into resistance on the road into Sittang village, the bulk of the 1st Company skirted a hill directly east of the bridge. As they neared the bridge itself, they were met by men of the 12th Frontier Force Rifles, firing from the hip as they advanced. Outnumbered, the Japanese commander withdrew to the hill recently bypassed. Luckily for the Japanese, this hill, known as Buddha Hill by the British, was weakly held. In a quick attack, they secured Buddha Hill. The 12th FFR, reinforced by a company of English infantry, staged an attack to clear the Japanese from this feature that dominated the Sittang Bridge. Outnumbered and with no heavy weapons, the Japanese were on the verge of collapse when they were reinforced. The Allied force halted their attack and returned to the bridge, which would be destroyed by the British the next day.



MISSION: The Japanese win at game end by accumulating more VP than the British. Both sides earn 1 VP for each level 3/level 4 hex controlled. In addition, the British earn CVP normally.

MAP ORIENTATION:



OPTIONS:

⊙ Increase British ELR to 3.

● Delete an 4-4-7 from the British 4th Battalion.

COORDINATING INSTRUCTIONS:

1. EC are Dry with no wind at start. All buildings are wooden. PTO terrain is in effect, including Light Jungle [EXC: Brush remains brush and all roads/bridges exist]. Kindling is NA.
2. All streams are Dry (B20.41).
3. Place Overlays: **O4** on 32N7-O7 and **O5** on 32P8-Q9.
4. HIP and DC Heroes (G1.424) are NA.
5. Japanese OB granted 4-4-8s are Assault Engineers (H1.22).

Scenario Design: Brian Williams 083008.14

Sources: Kirby, S. Woodburn, *The War Against Japan: Volume II India's Most Dangerous Hour* (London: HMSO, 1958).

MISSION LENGTH

⊙ BRITISH SETS UP FIRST / ● JAPANESE MOVES FIRST	1 ⊙	2	3	4	5 ●	6	7	8

⊙

Elements of 3rd Burma Rifles, 1st Burma Division set up on board 50 in hexes ≥ level 3.

4-4-7	4-3-6	8-0	LMG
	2		

{ELR: 2}
{SAN: 3}

Elements of 4th Battalion (12th FFR) 1st Burma Division and 2nd Battalion (Duke of Wellington's) 17th Indian Division enter turn 1 on the west edge.

4-5-7	4-4-7	9-1	8-1	8-0	LMG	OML 2" MTR
6	12		2	2	5	2

●

Elements of the 1st Battalion 215th Regiment, 33rd Division set up within 4 hexes of 32Y7.

4-4-8	4-4-7	10-1	10-0	9-1	LMG	DC	Type 98 50* MTR
2	10				3		2

{ELR: 4}
{SAN: 4}

Elements of the 215th Regiment, 33rd Division enter turn 5 on 50GG5-50GG10.

4-4-7	9-1	LMG	Type 98 50* MTR
3			

FIRST TO FASTOV

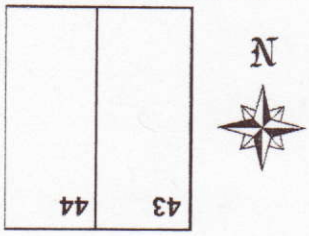
SCHWERPUNKT SCENARIO SP163

SITUATION: South of FASTOV, U.S.S.R., 8 November 1943: Within only a few days of reaching the Dnepr River line, the Soviet Army was on top of the retreating Germans. Near Kiev, the Soviets took two bridgeheads on the march, but were stymied when the German defense crystallized. After attempting to storm another bridgehead, General Vatutin brought up the Third Guards Tank Army to break out of the bridgeheads and take Kiev. While the Germans hoped that Vatutin would be satisfied with Kiev, Vatutin planned on sweeping south in order to un-hinge the Dnepr line. Sensing the danger, Manstein ordered the newly arrived 25th Panzer Division to hold the rail hub town of Fastov. The German advanced units met mobile elements of the Third Guards Tank Army before they even arrived at Fastov. Having been stationed in Norway for most of the war, the 25th Panzer had not yet experienced the ferocity of combat on the Eastern Front. A meeting engagement developed, in which the Soviets gained the upper hand. Over the next three days, the Germans sought in vain to re-take Fastov against Soviet holding units, while the rest of the Third Guards Tank Army swept west.

Source: Ericson, John, *The Road to Berlin* (New Haven: Yale University Press, 1999) p. 142.

MISSION: The Russian player wins by scoring 15 VP. VP are awarded as follows: 1 VP for each Level 1 location controlled (Vehicle Control is NA); 1 VP for each 22 CVP gained.

MAP ORIENTATION:



OPTIONS:

✠ Add a 9-1 Armor Leader.

★ Exchange the HMG for a .50 cal. HMG.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Weather is Overcast (E3.5). However, rain intensity can never increase to Heavy Rain.
2. Place overlay **Hi9** on 43O9-N9.
3. All Personnel must begin/enter the game as PRC.
4. Vehicular Crews may not voluntarily abandon (D5.4) their vehicles. Trucks are recalled (D5.341) when they no longer have passengers.
5. Bore Sighting (C6.4) is NA.

Scenario Design: Brian M. Williams 083008.11

MISSION LENGTH

✠ **GERMAN SETS UP FIRST**							
★ **RUSSIAN MOVES FIRST**	★ 1	2	3	4	5	6	7

✠

Elements of 25th Panzer Division set up in level 0 hexes on/south of hex row K *(see Coordinating Instruction #3).*

4-6-7	9-1	8-1	MMG	PzIVH 3/5	SPW 251/10	SPW 251/1
8				4		4

{ELR: 3}
{SAN: 2}

★

Elements of 1442nd SU Regiment and 51st Guards Tank Brigade, 6th Guards Tank Corps, Third Guards Tank Army enter turn 1 on the north edge *(see Coordinating Instruction #3).*

6-2-8	4-5-8	9-2	9-1	8-0	HMG	LMG	ATR	50* MTR	9-1 Armor
4	6					2			

{ELR: 4}
{SAN: 2}

T-34 M43 2/4	SU-85	GAZ-MM truck
4	2	4

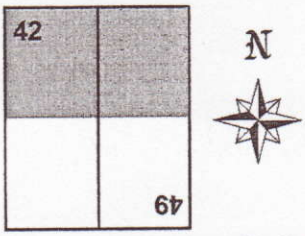
TANKS BUT NO TANKS

SCHWERPUNKT SCENARIO SP164

SITUATION: SZACK, Poland, 28 September 1939: There was chaos in Poland. The invasion came from two different directions, from the west came the Germans and from the east the Soviet Army. In order to provide an organized front, Wilhelm Rueckemann, the deputy commander of the Korpus Ochrony Pogranicza (KOP), also called the Border Protection Corps, tried to consolidate his forces near the city of Kowel. After hearing about the Battles of Brzesc and Kobryn, Wilhelm decided to change his plans and head to Wlodawa with the forces he had currently available. On the way, he ran into the Soviet Army. Wilhelm decided to fortify and make a stand in the village of Szack. T-26 tanks spearheaded the Soviet attack with motorized infantry in support. The Polish forces held their fire until the enemy tanks and infantry were at point-blank range, and then opened up with anti-tank guns. The organized Polish resistance took the attacking Soviets completely by surprise, forcing them to pull back. This was a much needed victory that boosted Polish morale. They captured nine T-26 tanks, several trucks, as well as the Russian staff headquarters. The Polish victory was short lived because later that day, Wilhelm had to withdraw back into the woods and abandon the town after Soviet reinforcements arrived.

MISSION: The Poles win at game end if they have Good Order MMC(s) in at least two of the following buildings: 49DD8, 49R7, 42J3, 49oX5.

MAP ORIENTATION:



(Only hexrows A-P on board 42 and only hexrows R-GG on board 49 are playable.)

OPTIONS:

- Delete a Russian 5-2-7.
- ★ Delete a Polish 4-3-7.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Place overlay: **X19** on 49X5-Y6.
3. The Polish elite and 1st line units may declare Hand-to-Hand Combat (J2.31) if they have not been ambushed.
4. Polish initial OB may deploy freely during setup.

Scenario Design: Hugh J. Downing 083008.9

MISSION LENGTH

	1	2	3	4	5	6	7
POLISH SETS UP FIRST							
★ **RUSSIAN MOVES FIRST**			★				

Elements of the Korpus Ochrony Pogranicza set up anywhere on board 49 and on board 42 in hexes numbered ≤ 5.

4-5-8	4-5-7	4-3-7	2-2-8	8-1	7-0	6+1	MMG	LMG	?	Bofors AT 37L AT	Brandt Med 81*MTR
2	4	6	3	2			2	3	6	2	

{ELR: 3}
{SAN: 4}

Elements of the Korpus Ochrony Pogranicza enter turn 2 on the west edge.

4-5-8	4-5-7	9-1	LMG	DC	wz.35 ATR
2					

Elements of the 52th Rifle Division, 11th Army set up on board 42 in hexes numbered ≥ 7.

4-5-8	4-4-7	5-2-7	9-1	8-1	8-0	MMG	LMG	T-26 M33
2	10	2					4	3

{ELR: 4}
{SAN: 2}

Elements of the 52th Rifle Division, 11th Army enter turn 3 on the north, west and/or south edge of board 42.

4-5-8	4-4-7	9-2	8-0	LMG	DC	BT-5 M34 -/4
4	2			2	2	2

A PROMISE FULFILLED

SCHWERPUNKT SCENARIO SP165

SITUATION: CORREGIDOR ISLAND, The Philippines, 16 February 1945: Capt. Akira Itagaki, IJN was in command of the Japanese forces defending Corregidor. He did not anticipate an airborne invasion, so he deployed his best naval troops, as well as his army infantry units, forward to form a defense against the anticipated amphibious attack. Captain Itagaki thought the terrain was too mountainous and too heavily covered with jungle for a successful airborne attack. An intense American naval bombardment softened up the Japanese defenders, heralding phase one of the operation. The initial airborne drop left the Americans disorganized, as high winds and communication problems caused many of the troopers to miss Topside landing zone (LZ). To the American's advantage, they caught the Japanese defenders completely out of position. The poorly organized Japanese Naval personnel tried to keep the paratroopers contained until a Japanese Army detachment could provide reinforcements. The Americans quickly pulled together and started moving against the Japanese in order to take the high ground southeast of Topside LZ. They needed this high ground so that they could lend support to the amphibious invasion. Helping the American cause was the death of Captain Itagaki, who was scouting possible beach landing sites when he was ambushed by some paratroopers. The American forces were able to get two .50 caliber machine guns up on the high ground, and despite several attempts from the Japanese defenders to capture them, were able to lend support to the amphibious attack.

Source: Flanagan, Jr., Lt. Gen. E.M., *Corregidor, The Rock Force Assault* (Novato: Presidio Press, 1988) pp. 223-230.

MISSION: The Americans win at game end if they have more Good Order VPs than the Japanese on hill hexes within 4 hexes of 50L4 and have a Good Order MMC with an assembled/functioning machine gun on any level 4 hill hex.

MAP ORIENTATION:

50	47

N

(Only hexrows A-P are playable)

OPTIONS:

☆ Exchange the Japanese HMG for an MMG.

● Exchange the American .50 cal. for an HMG.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. PTO terrain is in effect, including Light Jungle (G2.1). Kindling is NA.
2. Bamboo is NA, brush remains brush.
3. American units may not Recombine (A1.32) until turn 5.
4. The Japanese Type 98 AA gun must set up on a hill hex.
5. Offboard hexes are all level zero.

Scenario Design: Hugh J. Downing 083008.13

MISSION LENGTH

	1	2	3	4	5	6
● JAPANESE SETS UP FIRST		●				
☆ AMERICAN MOVES FIRST			☆			

Elements of the Manila Bay Entrance Force, Imperial Japanese Navy set up on any hill hex on board 50, and/or in hexes numbered ≥ 7 on board 47 *(see Coordinating Instruction #4).*

4-4-7	3-4-7	3-3-6	2-2-8	9-0	8-0	HMG	LMG	50* MTR	?	Type 98 20L AA
2	4	3	2						12	

Elements of the Army Provisional Infantry Company, Corregidor enter turn 2 on the north or south edge *(all must enter on the same edge).*

{ELR: 3}
{SAN: 4}

4-4-8	4-4-7	9-1	LMG	50* MTR	DC
2	2				

Elements of B Company, 3rd Battalion, 503rd Parachute Infantry Regimental Combat Team set up in hexes numbered ≤ 3 on board 47, with no more than two MMCs per hex.

7-4-7	3-3-7	9-2	8-0	1-4-9	.50 cal. HMG	MMG	DC
3	8						2

Elements of C Company, 503rd Parachute Infantry Regimental Combat Team set up within 1 hex of 50C9.

{ELR: 5}
{SAN: 2}

7-4-7	3-3-7	8-1	MMG
2	3		

Elements of 3rd Battalion, 503rd Parachute Infantry Regimental Combat Team enter turn 3 on the west edge.

7-4-7	3-3-7	9-1	dm MMG
2	4		

BLUE JACKET ATTACK

SCHWERPUNKT SCENARIO SP166

SITUATION: MT. PUCOT, Bataan Peninsula, The Philippines Islands, 23 January 1942: The last marines on Bataan were from anti-aircraft Batteries A & C. These two units were given orders to augment a newly formed battalion of blue-jackets. The Naval Battalion was formed to be support the army and ground combat. They soon had a chance to fulfill their role. On the night of January 22nd/23rd, a Japanese force consisting of the 2nd Battalion, 20th Infantry Regiment landed on Longoskawayan Point. En route, part of the Japanese force was destroyed or dispersed. Those that did land quickly moved out for Mt. Pucot. At 0800, Commander Bridget ordered element of the Naval Battalion, led by Lt. Hogaboom and Lt. Holdredge, to patrol the area. An additional platoon, under Sergeant Clement, was sent to support the patrols. Clement soon ran into Japanese. At the sound of battle, Hogaboom and Holdredge deployed their men. They also ran into Japanese and slowly pushed them towards the coast. After clearing the area of Japanese, the blue-jackets withdrew to a blocking position on Mt. Pucot and awaited reinforcements. The next couple of days would see more fighting by the blue-jackets.

MISSION: Americans win at game end if there are no Good Order Japanese MMCs on board 40 on/between hexrows L and U.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start. PTO is in effect, including Light Jungle. Kindling and Bore Sighting are NA.
2. Place Overlay: **Hi8** on 40O7-N6. All buildings are Huts.
3. Land hexes west of the river do not exist.
4. Hidden Initial Placement is NA.
5. American 4-5-8s and 9-1 leaders are Marines and have an ELR of 4. All other American infantry have an ELR of 3.

Source: F. Hough, V. Ludwig, & H. Shaw, *Pearl Harbor to Guadalcanal: Volume I, History of the U.S. Marine Corps Operations in World War II* (Washington D.C.: USMC Historical Division, 1958) pp. 175-177.

Scenario Design: Michael F. Faulkner 083008.9

MAP ORIENTATION:

40	39

N

OPTIONS:

☆ Add an LMG to Naval Bn (group #2).

● Exchange the Japanese 2-3-7 for a 4-4-7.

MISSION LENGTH

● JAPANESE SETS UP FIRST							
☆ AMERICAN MOVES FIRST	☆ 1	2	3	4	5	6	7

Elements of the 2nd Battalion, 20th Infantry Regiment, 16th Division set up within 3 hexes of 39P5.

4-4-7	2-3-7	2-2-8	8+1	MMG	?
					4

Elements of 2nd Battalion, 20th Infantry Regiment set up on board 40 on/between hexrows J and U.

{ELR: 4}
{SAN: 2}

4-4-8	4-4-7	2-2-8	9-1	9-0	MMG	LMG	50* MTR	?
	6					2		4

Elements of the Naval Battalion (group #1) enter turn 1 the east edge.

4-4-7	3-3-6	8-0	MMG
3	2		

Elements of the Naval Battalion (group #2) enter turn 1 on the south edge.

{ELR: 3&4}
{SAN: 4}

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

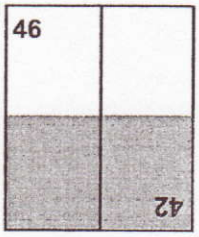
TRIGGER HAPPY JOES

SCHWERPUNKT SCENARIO SP167

SITUATION: MARNACH, Luxembourg 16 December 1944: In spite of all the infamy awarded the panzers' armored thrusts, the opening stages of the Ardennes offensive would actually see the German infantry formations play the lead role. With rivers to span and dense forests to traverse, Mantueffel proposed the use of World-War I style "Hutier" tactics, in which specially trained and equipped infantry battalions would infiltrate the American pickets in order seize vital traffic routes intact. These tactics allowed the surprise to be complete, as the landsers approached the U.S. perimeter foxholes before dawn, with nary a suspicion among the sleepy G.I.s. However, once they realized their lines were being breached, the tired, but veteran 28th Infantry would show the Germans a few surprises of their own. Although the novel/retro tactics employed by the German infantry allowed them to infiltrate, they soon found themselves being raked by fire from several sides. Having just come into the Ardennes for a rest after the bloody battle in the Hurtgen Forest, the G.I.s of the 28th were soon shooting at any shadows moving in the snow. On top of that, the grenadiers of the 2nd Panzer were without armor or artillery initially, due to delays of trying to cross the Our River quietly in the early morning darkness. However, superior numbers and American command confusion enabled the *schwerpunkt* to succeed by midmorning, as several such crossing points were secured. With the panzers on the march, the Battle of Bulge had begun. Company C lasted only a day in Marnach, but it would be another long and bloody fight for the remainder of the 'Keystone' Division.

MISSION: The Germans win at game end if they control building 46CC7, provided the American player accumulates < 35 CVP.

MAP ORIENTATION:



(Only hexrows A-P on board 42 and R-GG on board 46 are in play)

OPTIONS:

✠ Delete the American M-2 Mortar.

☆ Delete the German PSKs and DC.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Weather is Ground Snow (E3.72).
2. Place overlay: **Wd12** on 46W3-V3.
3. German 5-4-8/2-3-8 are Assault Engineers (H1.22). German AFV have Sz (D11.2).
4. All German units have Winter Camouflage (E3.712). Additionally, German personnel > 6 hexes away from all non-HIP American units are considered to be out of LOS for concealment gain purposes only.
5. The American player may utilize HIP for one squad-equivalent and any SMC/SW that set up with them. One eligible American tank has a Gyro-stabilizer (D11.1).

Scenario Design: Pete Shelling 083008.5

Source: Phillips, Robert F., *To Save Bastogne* (New York: Stein and Day, 1983) pp. 44-45.

MISSION LENGTH

☆ **AMERICAN SETS UP FIRST**							
✠ **GERMAN MOVES FIRST**	✠ 1	2	✠ 3 ☆	4	5	6	7

☆

Elements of C Company, 110th Infantry Regiment, 28th Infantry Division set up on board 46 and/or any board 42 hex numbered ≤ 5.

6-6-7	6-6-6	2-2-7	9-1	8-0	7-0	HMG	MMG	BAZ 44	M-2 60* MTR	AP Mine	?
2	6							2		20 Factors	8

{ELR: 3}
{SAN: 5}

M1 57L AT	Foxhole 1S
	5

Elements of the 707th Tank Battalion enter turn 3 on the west edge.

M4A3 2/4/4	M4A1(76)w 2/4/4
2	

✠

Elements of Bataillon 2, Panzergrenadier Regiment 304 and Panzer Pioneer Abteilung 28, Panzer Division 2 enter turn 1 on the east edge.

5-4-8	4-6-7	9-1	8-1	8-0	MMG	LMG	PSK	FT	DC
4	8				2	2	2		

{ELR: 4}
{SAN: 4}

Elements of Panzer Division 2 enter turn 3 on the east edge.

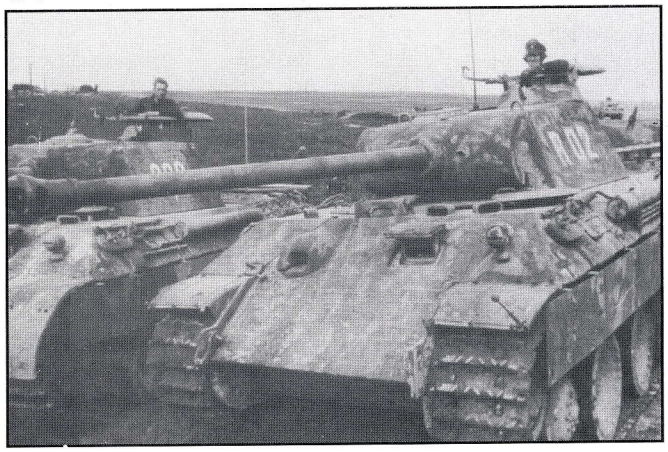
PzIVH 3/5	JgPz IV/70 1/-	8-1 Armor
2	2	

MUHLENKAMP'S MIRACLE

SCHWERPUNKT SCENARIO SP168

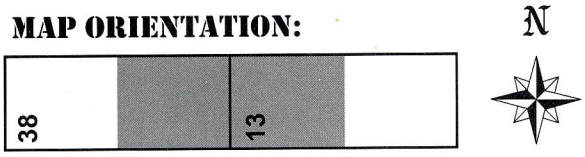
SITUATION: KOVEL, Russia, April 2, 1944: Nestled in the Pripyat marshes, the rail center of Kovel was perceived as immune to assault by mechanized forces, and thus an ideal location for receiving and treating many wounded. However, by the spring of 1944, the city stuck out like a sore thumb into the middle of the First Ukrainian Front. The Soviet 13th Army surrounded Kovel by mid-March and the 334th Infantry Division was rushed in to reinforce the near defenseless garrison before the rail lines were cut. As the spring thaw turned the roads and fields to impassable muck, no breakout could be attempted. It was up the Panthers of the SS Wiking Division to break in and fortify the hard-pressed defenders. The difficult task went to Muhlenkamp's 5th Panzer Regiment, with support from landsers of the 9th Panzergrenadier Regiment. The brand-new Panthers pushed forward along the few passable roads, losing more tanks to the difficult terrain than from Russian anti-tank guns. Since the 13th Army's Lend-Lease Shermans proved no better of a match for the Panthers than Russian-built vehicles, the 8th Company led by Karl Nicossi-Leck was able to use smoke shells and leap-frog tactics to breach the Soviet lines and enter Kovel. The corridor was kept open long enough to evacuate more than 2,000 wounded in armored halftracks without further loss. The 13th Army continued to besiege Kovel until June, when the destruction of Army Group Center would force the withdrawal of the German medical garrison.

Source: Kurowski, Franz, *Panzer Aces II* (Mechanicsburg: Stackpole Books, 2004) pp. 338-343.



MISSION: The Germans win at game end if there are no Good Order Russian (non-vehicular crew) MMCs in any building/woods/trench within 3 hexes of the road 38R6-38Z5-13H7-13P3, provided that at least one German AFV (with functioning MA) has LOS to the bridge in 13K6.

MAP ORIENTATION:



(Only hexrows R-GG on board 38 and A-P on board 13 are playable)

OPTIONS:

★ Exchange the Russian PTP obr 42 (45LL AT) for a PTP obr 43 (57LL AT).

✠ Delete Coordinating Instruction #4.

COORDINATING INSTRUCTIONS:

1. EC are Moist with no wind at start. Weather is Overcast with Falling Snow (E3.71) that will never increase in intensity to heavy snow. Despite scenario defined snow, marsh and mudflats exist (B16.8 is NA). Streams are not frigid (E3.713 is NA).

2. All grain is considered mudflat (B16.7). AFVs may enter at cost of 2 MP, but must roll for bog (with a +1 for soft ground) in each mudflat hex entered.

3. All units of both sides have Winter Camouflage (E3.712). There is a +1 DRM to all entrenching attempts.

4. The Russians may use HIP (in eligible non-marsh hexes) for one squad and any SMC/SW that sets up with it.

Scenario Design: Pete Shelling 083008.9

MISSION LENGTH

★ **RUSSIAN SETS UP FIRST**							
✠ **GERMAN MOVES FIRST**	✠ **1**	**2**	**3** ★	**4**	**5**	**6**	**7**

★

Elements of the 13th Army set up on/between hexrows F and Y *(see Coordinating Instruction #4).*

4-5-8	4-4-7	2-2-8	8-1	7-0	MMG	ATR	?	BM obr 37 82* MTR	PTP obr 42 45LL AT	Trench
	6	2			2		4			4

{ELR: 3}
{SAN: 4}

Reinforcements enter turn 3 on the north or south edge on/between hexrows E and M *(all must enter on the same edge).*

5-2-7	8-0	LMG	Sherman III (a) 2/4/4
3			3

✠

Elements of SS Panzer Regiment 5, SS Panzer Division 5 (Wiking) enter turn 1 on the west edge.

6-5-8 SS	9-1	8-1	8-0	MMG	LMG	PSK	PzVG 3/5/2	PzIVH 3/5
8					2		3	

{ELR: 5}
{SAN: 3}

THE WINNEKENDONK CAKEWALK

SCHWERPUNKT SCENARIO SP169

SITUATION: WINNEKENDONK, Holland, 4 March 1945: The Third Divison was continuing its advance to the south. The 9th Brigade was tasked with seizing Winnekendonk. After fighting their way south all day, at 1745 the commander determined that there was just enough daylight left to attack Winnekendonk. A hasty reconnaissance of the area revealed that the town was more heavily defended than first suspected. As it turned out, this operation would not be a cakewalk as expected because a determined group of fallschirmjägers supported by self propelled guns, 88mm Flak guns, and dug-in 50mm anti-tank guns was making a stand. Near a crossroads north of Winnekendonk, the Lincolns came under heavy fire. A hail of armor piercing rounds met the lead Churchills. One tank was hit at least five times and the forward observer's tank was destroyed. Right Flank Squadron Leader, Major the Earl Cathcart, brought forward a third troop of Churchills to reinforce the attack. Their fire knocked out two assault guns and an 88mm gun. The Lincolns surged forward, reduced some anti-tank guns, and gained a toehold in the town. The fighting turned into a savage hand-to-hand battle for each house. As darkness approached, the situation remained very confused. The Lincolns consolidated their forces in houses on the north side of Winnekendonk and settled in for the night. Over the next few hours, the fallschirmjägers lost heart and began to surrender. By morning, nearly 250 Germans had surrendered and Winnekendonk was secure. The victory cost the Lincolns 16 killed and 91 wounded/missing, while the enemy suffered 30 killed and 50 wounded.

Scenario Design: Evan E. Sherry 090609.10

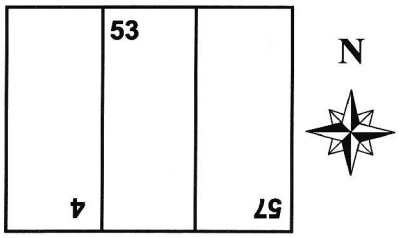
MISSION: British win immediately when they control ≥ 5 multi-hex stone buildings.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. All roads are paved.
2. Bore Sighting is NA.
3. To represent the gathering darkness, beginning on turn 5 a +1LV Hindrance (E3.1) applies to all non-CC attacks.
4. Both sides may declare Hand-to-Hand Combat (J2.31).
5. Riley's Road SSRs: ZRR8 Kangaroos and ZRR9 Soft Ground are in effect.
6. Place shellholes in hexes: 53I8, 53L5, 53L6. Place wooden rubble in hexes: 53J8, 53K5, 53M3.
7. The Carrier MMG B inherent HS is a 2-4-8.

Sources: Forbes, Patrick, *6th Guards Tank Brigade* (London: Sampson Low, Marston & Co., LTD., 1948) pp. 116-117.
Delaforce, Patrick, *Monty's Iron Sides: From Normandy Beaches to Bremen with the 3rd Division* (Glouchestershire: Alan Sutton Publishing LTD, 1995) p. 160-166.

MAP ORIENTATION:



OPTIONS:

✠ Add a 4-4-7 to the Germans.

⊙ Add a 4-5-8 to the British.

MISSION LENGTH

✠ GERMAN SETS UP FIRST					+1 LV	+1 LV	+1 LV
⊙ BRITISH MOVES FIRST	⊙1	2	⊙3	4	5	6	7

Elements of Para Lehr Regiment, Fallschirmjäger Division 8, and XXVII Luftwaffe Fortress Bataillon set up on/south of hexrow AA on boards 4 and 57 and/or on/south of hexrow G on board 53.

✠

5-4-8	4-6-7	4-4-7	2-2-8	9-1	8-1	8-0	HMG	MMG	LMG	PSK	?
4	5	3	3			2			3		6

{ELR: 2}
{SAN: 4}

StuG IIIG (L) -/4*/1*	StuG IIIG -/-/2*	PaK 43 88LL AT	PaK 38 50L AT
2			2

Elements of 2 Lincolns, 9th Brigade, 3rd Infantry Division and Right Flank, 3rd Scots Guards, 6th Guards Tank Brigade enter turn 1 on the north edge.

⊙

4-5-8	4-5-7	9-2	9-1	8-1	LMG	PIAT	OML 2" MTR	Churchill IV 2/4	Churchill VII 2/4	Ram Kangaroo (a) 2/-	Carrier MMG B -/-/6*
7	10			3	5	3	2	3	3	6	

Right Flank, 3rd Scots Guards, 6th Guards Tank Brigade enter turn 3 on the north edge.

Churchill IV 2/4	Churchill VII 2/4	Churchill VIII 2/4

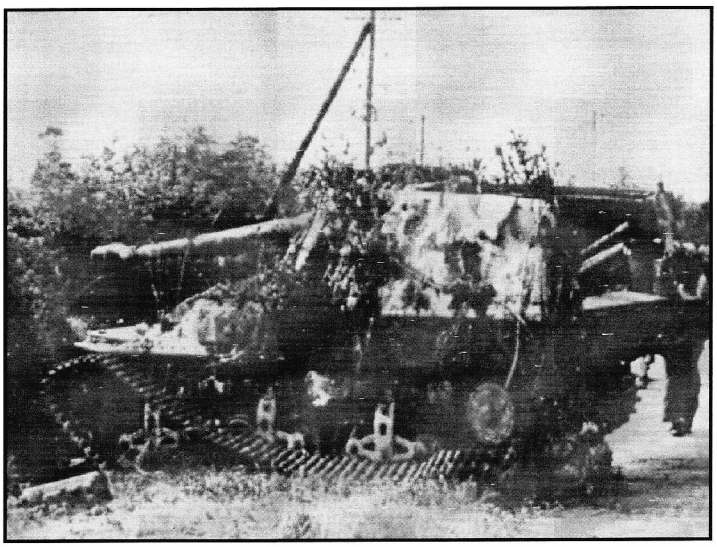
{ELR: 4}
{SAN: 3}

HALFHEARTED HIWIS

SCHWERPUNKT SCENARIO SP170

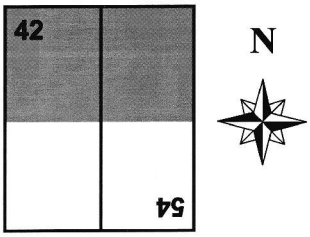
SITUATION: LE MESNIL, Normandy, France, 7 June 1944: The 1st Canadian Parachute Battalion was defending the area of Le Mesnil with B and C Companies. Grenadiers of Generalleutnant Erich Diestel's 346th Static Infantry Division launched a large infantry assault supported by tanks and self-propelled tank destroyers. Many of the grenadiers were actually poorly trained Russian *Osttruppe* and Polish *Hilfswillige* (auxiliary volunteers or "Hiwis") troops, pressed into German service and not overly motivated to engage the Cannuck paratroopers. The Canadians dropped a murderous 3-inch mortar stonk on the Hiwis that forced their armored support to break contact. Seeing their armored support leaving them, the grenadiers began to withdraw from Le Mesnil to a farmstead a few hundred meters south. Later, the Canadians would launch their own counter-attack to clear the farm.

Source: Harclerode, Peter, *Go To It: The Illustrated History of the 6th Airborne Division* (London: Caxton Editions, 2000) pp. 82-83.



MISSION: The Germans win at game end if they control ≥ 6 stone buildings.

MAP ORIENTATION:



(Only hexrows A-P on board 42 and R-GG on board 54 are playable)

OPTIONS:

- Add a 4-4-7 to the Germans
- Delete a German 4-4-7.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.
2. Canadians are Elite (C8.2).
3. Canadian OBA is 70mm (HE/Smoke) battalion mortars (C1.22). Harassing fire is NA.

Scenario Design: Evan E. Sherry 090609.8

MISSION LENGTH

CANADIAN SETS UP FIRST					
GERMAN MOVES FIRST	**1**	**2**	**3**	**4**	**5**

B and C Companies, 1st Canadian Parachute Battalion, 3rd Parachute Brigade, 6th Airborne Division set up anywhere on/north of hexrow M on board 42 and/or on board 54 on/north of hexrow U in hexes numbered ≤ 3.

6-4-8	9-2	9-1	8-0	LMG	PIAT	Radio	OML 2" MTR (Airborne)
9				3	2		2

{ELR: 5}
{SAN: 3}

Elements of Grenadier Regiment 857, and Panzerjäger Bataillon 346, Static Infanterie Division 346 set up on board 54 in hexes numbered ≥ 7 and/or enter turn 1 on the south edge of board 42.

4-6-7	4-4-7	4-3-6	9-2	9-1	8-1	7-0	MMG	LMG	PzIV H 3/5	GSW 39H (f)
3	10	4					2	4		2

{ELR: 3}
{SAN: 2}

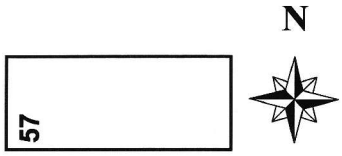
AUDACITY OF INNOCENCE

SCHWERPUNKT SCENARIO SP171

SITUATION: BIKERATH, Germany, 13 December 1944: Major General E. P. Parker's 78th Infantry Division (Lightning) was attacking through hilly German farmland to penetrate the Siegfried line and seize Schmidt and the Schwammenauel Dam. A series of small towns lay along the Lightning Division's path. The Lightning men made their combat debut by attacking immediately behind an artillery preparation to clear the small one-road village of Bikerath. Here, a detachment of the 272nd Volksgrenadier Division established positions in the buildings and supported them by the fire of a heavy machine gun situated in a bunker southwest of the village. The Lighting men moved quickly, but were met by a hail of German small arms fire emanating from nearly every building in Bikerath. From the south, a Volksgrenadier heavy machine gun swept the length of Bikerather Strasse with fire so intense that it had to be silenced before the Lighting's advance could continue. One platoon maneuvered through a field of *Schü* mines and up a snow covered hill to knock out the bunker. The Lightning men conducted a swift and audacious attack with flamethrowers, grenades, and bayonets to reduce the enemy bunker. With the fall of the supporting bunker, resistance in Bikerath quickly subsided and soon the village was clear of enemy. The Americans sustained moderate casualties and rounded up a few prisoners. Their inaugural entry into combat was a success that heralded the end of innocence for the heretofore un-blooded Lightning men.

Source: The Divisional Historical Association ed. *Lighting: The History of the 78th Infantry Division* (Nashville: The Battery Press, 2000).
Nash, Douglas E., *Victory Was Beyond Their Grasp: With the 272nd Volks-Grenadier Division from the Hurtgen Forest to the Heart of the Reich* (Bedford: Aberjona Press, 2008).

MAP ORIENTATION:



OPTIONS:

✠ Delete one American MMG.

☆ Add a 6-6-6 to the Americans.

MISSION: Americans win at game end if there are no Good Order German MMC(s) in a pillbox/stone building.

COORDINATING INSTRUCTIONS:

1. Weather is Ground Snow (E3.72) with no wind at start. Bore Sighting is NA.
2. Place overlay: **Hi9** on 57P6-Q7.
3. Americans may declare Hand-to-Hand Combat (J2.31).
4. German 4-4-7s have Assault Fire (A7.36) capability.

Scenario Design: Evan E. Sherry 090609.6

MISSION LENGTH

✠ **GERMAN SETS UP FIRST**						
☆ **AMERICAN MOVES FIRST**	☆ **1**	**2**	**3**	**4**	**5**	**6**

✠

Bataillon 1, Grenadier Regiment 982, Volksgrenadier Division 272 set up anywhere on board 57.

4-6-7	4-4-7	4-3-6	8-1	LMG	AP Mine
2	3			2	12 Factors

{ELR: 3}
{SAN: 3}

Elements of Grenadier Regiment 982, Volksgrenadier Division 272 set up on overlay Hi9.

4-6-7	8-1	HMG	1+5+7	Trench

☆

I Company, 3rd Battalion, 309th Infantry Regiment, 78th Infantry Division enter turn 1 on the west edge and/or on the north edge from 57A1 to 57M1.

6-6-7	6-6-6	9-1	8-1	8-0	MMG	BAZ 44	FT	DC
3	7				2		2	

{ELR: 3}
{SAN: 3}

CARSTENS' LAMENT

SCHWERPUNKT SCENARIO SP172

SITUATION: ST. PIERRE DU FRESNE, France, 1 August 1944: The 43rd Infantry Division was continuing its advance south of Caen. Major Whitehead's B Company, 7th Somerset Light Infantry supported by duplex-drive Shermans from the 4/7th Dragoon Guards pushed on to St. Pierre du Fresne. Reacting to the British advance, the German 326th Infantry Division launched a counterattack to stop the British tanks. Feldwebel Carstens, in Jagdpanther 314, made first contact with the British by destroying a carrier. Soon Carstens himself came under fire. Two intrepid Somerset Privates, Jones and Johnson blasted 314 with at least five PIAT rounds that immobilized the steel behemoth, forcing Feldwebel Carstens and his crew to abandon their vehicle. Corporal McLernon threw a WP grenade at another Jagdpanther, forcing it to retreat. Fighting continued with the 326th Infantry Division commander personally leading the effort. Hauptman Friedrich Lüders and his remaining Jagpanthers assaulted the Somerset's Company B outposts. Soon, the outposts were overrun and the fighting intensified to a bloody close-quarters fight with grenades and bayonets. British medium artillery joined in and let loose a furious steel rain that broke the German counterattack. The devastating fire forced the Germans to withdraw, leaving behind many dead, among them, the 326th Infantry Division commander. For gallantry in this action, Major Whitehead received the MC, Corporal McLernon the MM, while Private Johnson was Mentioned in Dispatches.

Source: Delaforce, Patrick, *The Fighting Wessex Wyverns* (Glouchestershire: Alan Sutton Publishing LTD, 2002) pp. 118-119.

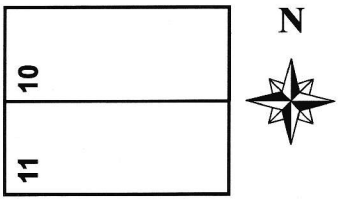
MISSION: The Germans win at game end if they control any three of the following buildings: 10oU4; 10oU8; 10oV6; 10oY8.

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start.
2. Place overlay **6** on 10S2-S1.
3. Carrier HSs are 2-4-8s.
4. British OBA is 100mm (HE/Smoke).
5. British 1-4-9s must set up possessing a PIAT and may set up using HIP.
6. The British OB 7-0 has a WP smoke grenade placement exponent of 3 for attempts against JgPz V occupied locations only. Successful WP placement by the 7-0 causes the JgPz to take a +1 TC. Failure of the TC results in Recall (D5.341). The 7-0'sWP grenade ability ends when a JgPz is recalled in this manner.

Scenario Design: Evan E. Sherry 090609.8

MAP ORIENTATION:



OPTIONS:

⊙ Add a 4-5-8 to the British.

✠ Add a 4-6-7 to the Germans.

MISSION LENGTH

⊙ BRITISH SETS UP FIRST	1	2	3	4	5	6	7
✠ GERMAN MOVES FIRST	✠						

⊙

B Company, 7th Battalion, Somerset Light Infantry, 214th Infantry Brigade, 43rd Infantry Division and elements of the 4/7th Royal Dragoons Guards, 8th Armoured Brigade set up anywhere on board 10 and on board 11 in hexes numbered ≤ 3(*See Coordinating Instruction #5*).

4-5-8	4-5-7	2-2-8	9-2	8-1	7-0	1-4-9	LMG	PIAT	Radio	?
5	6			2		2	3	2		6

{ELR: 3}
{SAN: 4}

Sherman III DD (a) -/4	Carrier MMG B -/-/6*	Carrier C 4/-/2	OQF 17-Pounder 76LL AT
3			

✠

Füsilier-Bataillon 326, Infanterie Division 326, elements of Aufklärungs Abteilung 21 and Kampfgruppe Lüders, Schwere Panzerjäger Abteilung 654 set up on board 11 in hexes numbered ≥ 9. In lieu of setting up, the German may also elect to enter any portion of the OB on turn 1 on the north edge, on/west of hexrow O.

4-6-7	2-4-8	10-2	9-1	8-1	8-0	7-0	HMG	MMG	LMG	8-1 Armor	JgPz V 3/-
15	2							2	3		6

{ELR: 4}
{SAN: 3}

PSW 232 -/5	SPW 250/1
2	2

DER LETZTE GEBURTSTAG

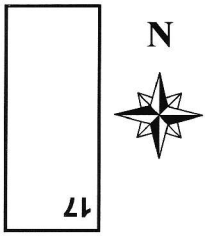
SCHWERPUNKT SCENARIO SP173

SITUATION: South of STRAUSSBERG, Germany, 20 April 1945: The Soviet 2nd Guards Army was pushing relentlessly westward while in Berlin, the Führer celebrated his last birthday. Unable to enjoy the occasion, elements of the 20th Panzergrenadier Division were withdrawing west along the roads to Berlin with Colonel A.T. Shevchenko's 12th Tank Corps following close behind. In an effort to disrupt the Soviet pursuit, an ad-hoc detachment of supply and signal troops was formed to act as a rear guard for the division. This rear guard made a brief stand, then quickly disintegrated under heavy Soviet pressure. Luckily for the few remaining Germans, a Panzer Division Müncheberg kampfgruppe of two Panthers, a halftrack, and a handful of panzergrenadiers arrived just in time to blunt the Soviet spearhead. One Panther fell victim to a Stalin tank's deadly 122mm main gun. This marauding Stalin tank blasted away at the Germans until a Panther and some grenadiers with panzerfausts ambushed and destroyed the 46-ton behemoth. The Soviet attack was delayed for now, but the 12th Tank Corps would soon resume its drive to Berlin.

Source: Hamilton, A. Stephan, *Blood Streets: The Soviet Assault on Berlin, April 1945* (Solihull: Helion, 2008) p. 130.

MISSION: The Germans win at game end if they have at least one unbroken MMC at level 0 in a building adjacent to a road, provided that < 3 IS-2 tanks exit the board via hexes Q1 and/or Y1.

MAP ORIENTATION:



OPTIONS:

✠ Delete the Russian armor leader.

★ Delete the German 6+1.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA.
2. Bore Sighting is NA.
3. AFV crews may not voluntarily abandon their vehicles.
4. Place overlay **OG1** on 17I8.

Scenario Design: Evan E. Sherry 090509.6

MISSION LENGTH

✠ **GERMAN SETS UP FIRST**					
★ **RUSSIAN MOVES FIRST**	★1	2	3	4	5

Elements of Panzergrenadier Regiment 25 and Battalion 1, Panzer Regiment 25, Panzer Division Müncheberg set up in hexes numbered ≤ 6.

✠

4-6-7	2-4-7	7-0	6+1	MMG	LMG	PzVG 3/5/2	SPW 251/10
5						2	

{ELR: 2}
{SAN: 3}

Elements of the 79th Guards Heavy Tank Regiment, 12th Tank Corps, 2nd Guards Tank Army enter turn 1 on the east edge.

★

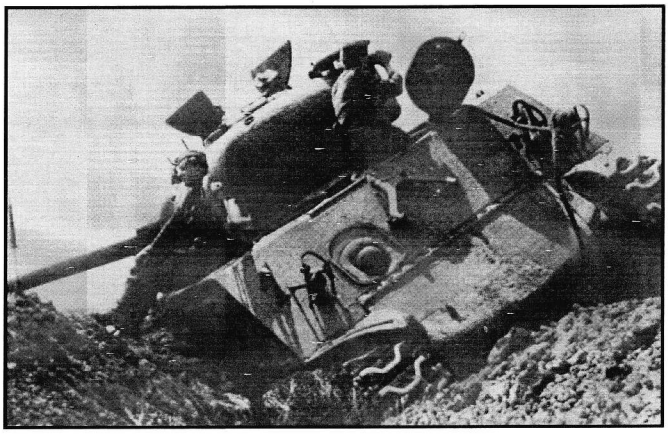
6-2-8	5-2-7	8-1	7-0	LMG	8-1 Armor	JS-2 1/4R2
4	5			2		3

{ELR: 4}
{SAN: 2}

KRUPKI STATION

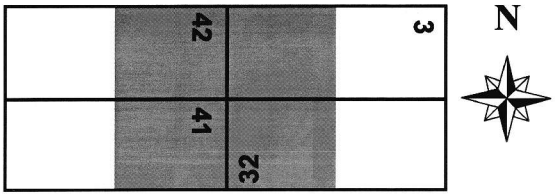
SCHWERPUNKT SCENARIO SP174

SITUATION: KRUPI, Byelorussia, U.S.S.R., 28 June 1944: The 5th Panzer Division had arrived in Minsk on 26 June to reinforce the 4th Army's devastated units and to cover their retreat west. Schwere Panzer Abteilung 505's Tiger I tanks were attached to the 5th Panzer Division and were given the mission to block the corridor northeast of Borisov and to hold the Berezina River line during the withdrawal. As they moved into position, the Tiger crews and the panzerafklaerungs troops were met with the discouraging sight of hundreds of ragged and defeated German infantrymen streaming to the west. Late in the day, the lead elements of the 3rd Guards Tank Corps struck the 5th Panzer Divison at Krupki. A vicious tank battle ensued between the Tigers and the 3rd Guards' Sherman tanks. 1st Kompanie, Schwere Panzer Abteilung 505 knocked out at least seventeen Sherman tanks, but nearly all of its Tigers were damaged or destroyed in the process. Early on 29 June, the Russians captured Krupki Station.



MISSION: The Russians win at game end if they control 11 buildings on boards 41 and/or 42 on/between hexrows B and K.

MAP ORIENTATION:



(Only hexrows A-P on board 32, 41, and 42 and R-GG on board 3 are playable)

COORDINATING INSTRUCTIONS

1. EC are Moderate with no wind at start. Kindling is NA.
2. The Russians are elite (C8.2).

Scenario Design: Evan E. Sherry 090609.5

Source: Zaloga, Steven, *Bagration 1944: The Destruction of Army Group Center.* (Oxford: Osprey, 1996) p. 59.

OPTIONS:

✠ Delete a Russian 8-0 leader.

★ Delete the German PSK.

MISSION LENGTH

✠ GERMAN SETS UP FIRST	1	2	3	4	5	6	7
★ RUSSIAN MOVES FIRST							

✠

Elements of Schwere Panzer Abteilung 505 and Panzeraufklaerungs Abteilung 2, Panzer Division 5 set up on/west of hexrows 3DD and 32D and anywhere on boards 41 and 42.

4-6-7	8-1	HMG	MMG	LMG	PSK	PzVIE(L) 3/5/2	SPW 250/1	SPW 250/7	SPW 250/8
10	3					3			

{ELR: 3}
{SAN: 2}

★

Elements of 3rd Guards Motorized Rifle Battalion and 2nd Tank Battalion, 3rd Guards Tank Brigade, 3rd Guards Tank Corps set up on/east of hexrows 3X and 32J.

4-5-8	4-4-7	8-1	8-0	HMG	LMG	ATR	DC	8-1 Armor	M4/76(a) 2/4/4
8	9	2	2		3	2			6

{ELR: 4}
{SAN: 2}

TISZA TEASE

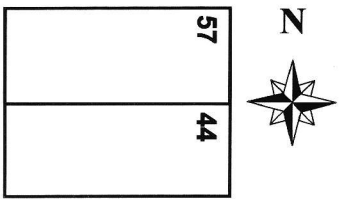
SCHWERPUNKT SCENARIO SP175

SITUATION: MEZOTUR, Hungary, 7 October 1944: The seventh began bright and sunny, heralding a new day of hopeful Russian advance in Hungary. The Germans had been mostly in the dark regarding the many Russian movements in the days preceding this. The chaotic Russian offensive had caused many enemy units to avoid running into one another while attacking or withdrawing. Russian troops had been moving west trying to secure any bridgehead they could over the Tisza River. One of the important bridgeheads was at Szolnok, which is where the German command had withdrawn the 13th Panzer Division's 66th Panzergrenadier Regiment. As the 66th Panzergrenadier Regiment looked for a safe way to reach Szolnok on the seventh, it stumbled across various Russian forces. One of these units was the 1289th Self-Propelled Artillery Regiment, which was equipped with SU-85s. The German Panther tanks opened up on the Russian vehicles and destroyed several before the fluid battle carried each side on to its objective. Later in the week, these same German soldiers would be moving east again to Karcag.

Source: Moore, Perry *Panzerschlacht* (Solihull: Helion and Company, 2008) p. 59.

MISSION: The Germans win immediately upon exiting ≥ 24 VP (of which at least 4 VP must be infantry) off of the west edge on/between 44GG4-57GG7 (prisoners are worth 0 VP).

MAP ORIENTATION:



OPTIONS:

★ Add an SU-85 to the Russian.

✠ Exchange a PzIVH for a PzVG.

COORDINATING INSTRUCTIONS:

1. EC are Moist with no wind at start. Kindling is NA.

2. The Russian may use HIP for one unit and any SMC/SW that sets up with it.

Scenario Design: Wes Neal 090609.10

MISSION LENGTH

★ RUSSIAN SETS UP FIRST						
✠ GERMAN MOVES FIRST	✠ 1	2	3	4	5	6

Elements of the 1289th Self-Propelled Artillery Regiment, 7th Mechanized Corps set up on/west of hexrow N.

★

4-5-8	5-2-7	4-4-7	9-1	8-0	HMG	LMG	ATR	?	8-1 Armor	T-34/85 2/4	SU-85
	4	3				2	2	8			3

{ELR: 4}
{SAN: 4}

Elements of Panzergrenadier Regiment 66, and Bataillon 2, Panzer Regiment 4, Panzer Division 13 enter on/after turn 1 on the east edge.

✠

5-4-8	4-6-7	4-4-7	8-1	8-0	7-0	MMG	LMG	PzVG 3/5/2	PzIVH 3/5/2	SPW 251/1
2	5	4					2	2	3	

{ELR: 4}
{SAN: 3}

Opel Blitz

SMILING ALBERT

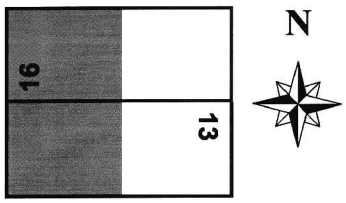
SCHWERPUNKT SCENARIO SP176

SITUATION: Near APRILIA, Italy, 16 February 1944: Before first light, the rain-soaked, freezing soldiers of the 45th Division were subjected to a heavy artillery barrage, which signaled the beginning of another German attack. The thumping of the German guns suddenly ceased when the roar of tank engines and yelling German infantrymen took its place. The main German effort fell on E Company, 2nd Battalion of the 157th Regiment, which was straddling the all-important north-south highway. In the foggy half-light of dawn, the commander of E Company, Captain Felix Sparks, saw forms moving. They were three German tanks, which were quickly dispatched by American TD's. The Germans attacked a second time with infantry, but no tanks, this attack also failed. After thirty minutes, they came again with tanks and infantry. What came next was a furious fight for the positions of E Company. During the fight, a crewman of one of the tank destroyers strapped himself to a .50 caliber machine gun on the tank. He was killed, but not before he stopped the Germans at the edge of Captain Sparks' foxhole. E Company's position became critical as the Germans sent battalion after battalion against it. Company E managed to hold, but this was only the beginning of its ordeal.

Sources: Whitlock, Flint, *The Rock of Anzio: From Sicily to Dachau: A History of the U.S. 45th Infantry Division* (Boulder: Westview Press, 1998) pp. 183-187.

MISSION: The Germans win immediately upon exiting ≥ 26 VP off the south edge (prisoners are worth 0 VP).

MAP ORIENTATION:



(Only hexrows A-P on board 16 and R-GG on board 13 are playable)

OPTIONS:

☆ Exchange a 6-6-6 for a 6-6-7.

✠ Delete a BAZ44 from the Americans.

COORDINATING INSTRUCTIONS:

1. Weather is Overcast (E3.51) with no wind at start. Rain is falling. Rain intensity may not increase.
2. All roads are paved, Soft Ground (E3.54) is in effect. All buildings are wooden.
3. All off-road AFV movement costs two MP per hex and requires a bog check as per (D8.23).
4. Americans may set up in foxholes if terrain allows.

Scenario Design: Bill Sisler 090709.8

MISSION LENGTH

☆ **AMERICAN SETS UP FIRST**	✠ 1 ☆	2	3	4	5	6
✠ **GERMAN MOVES FIRST**						

☆

E Company, 2nd Battalion, 157th Infantry Regiment, 45th Infantry Division set up on board 16 in hexes ≥ 9 and/or anywhere on board 13.

6-6-7	6-6-6	9-1	8-1	MMG	BAZ 44	M2 60*MTR
2	6				2	

Reinforcements enter turn 1 on the south edge.

9-1 Armor	M10 GMC -/-/4
	2

{ELR: 4}
{SAN: 4}

✠

Elements of Infanterie Regiment 725, Infanterie Division 715 set up on/north of the road 16A6-16N4-16P4.

4-4-7	8-1	8-0	MMG	LMG
12		2		2

Elements of Schwere Panzer Abteilung 508 enter turn 1 on the north edge.

PzVIE(L) 3/5/2
5

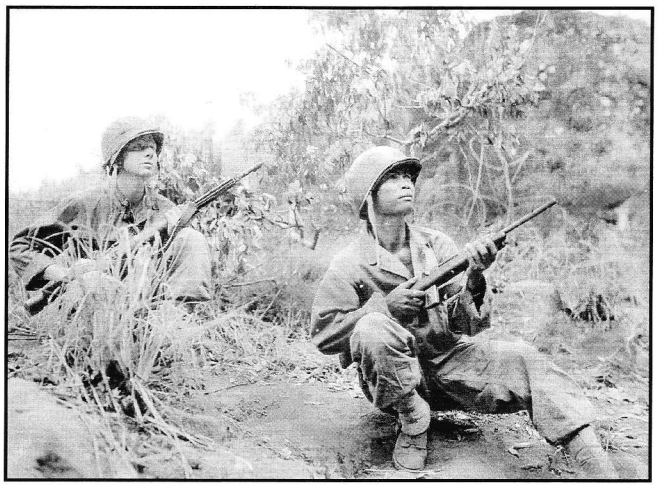
{ELR: 3}
{SAN: 3}

TIC TAC TOE

SCHWERPUNKT SCENARIO SP177

SITUATION: Near MABATO POINT, Laguna de Bay, The Philippines, 14 February 1945: The Japanese defenders of Manila were being slowly compressed into ever smaller defensive positions by the US XIV Corps. Small pockets of Japanese resistance formed outside of the main battle lines. One such pocket was at Mabato Point near Laguna de Bay. The 11th Airborne Division was assigned the task of removing this Japanese resistance. The Japanese defenders were the Southern Force's Abe Provisional Battalion. During the assault, the 187th and 188th Glider Infantry Regiments received assistance from a battalion-sized guerrilla force under Maj. John D. Vanderpool, sent to Luzon in October, 1944 as a special agent. In a desperate attempt to escape, Captain Saburo Abe sent a small force to delay and confuse the Americans long enough to give his main unit time to escape northeastward. His attack was not successful; on February 23rd the Japanese Abe Provisional Battalion ceased to exist.

Source: Robert Ross Smith, *Triumph in the Philippines* (Washington D.C.: Center of Military History, 1993) pp. 271-276.



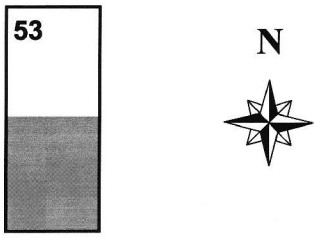
MISSION: The Japanese win at game end if there are no Good Order American MMCs in 5 of the following buildings: W8, oZ5, S7, U5, W3, and X4. Partisans do not count as American MMCs.

COORDINATING INSTRUCTIONS:

1. EC are Wet with no wind at start. Kindling is NA. PTO terrain is in effect including Light Jungle (G2.1) [EXC: All Roads exist and brush remains brush].
2. Place overlay **X18** on 53BB5-BB6.
3. The 3-3-7 and 5-2-7 units are partisans. Partisans can use any SW (except an MMG) without paying captured equipment penalty.
4. Partisans cannot form or participate in multi-hex fire groups.
5. Americans can deploy up to three squads during setup.
6. Partisans units may declare Hand-to-Hand Combat (J2.31).

Scenario Design: Hugh Downing 090609.8

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

● Exchange two 4-4-7s for two 4-4-8s in Japanese Group #1.

☆ Exchange one MMG for an HMG.

MISSION LENGTH

☆ ALLIES SET UP FIRST					
● JAPANESE MOVES FIRST	●1	●2 ☆	3	4	5

☆

{ELR: 4 & 5}
{SAN: 2}

Elements of the 1st Battalion, 187th Glider Infantry Regiment, 11th Airborne Division [ELR: 4] set up board 53 on/north of hex row BB.

6-6-7	9-2	8-1	MMG
8			2

Elements of Major John Vanderpool's Philippine Partisans [ELR: 5] enter turn 2 on any board edge, all must enter on the same edge.

5-2-7	3-3-7	9-1	1-4-9	LMG (j)
2	3			2

●

{ELR: 3}
{SAN: 4}

Group 1: Elements of the Abe Battalion, Noguchi Force, Shimbu Group, 14th Area Army [ELR: 3] set up on board 53 on/south of row DD.

4-4-8	4-4-7	9-1	8-0	LMG	DC
3	4			2	

Group 2: Elements of the Abe Battalion enter turn 1 on the south edge.

4-4-8	4-4-7	9-0	LMG	DC
	2			

Group 3: Elements of the Abe Battalion enter turn 2 on the east or west edge on/south of hexrow V, they may enter on both board edges.

4-4-8	4-4-7	9-0	LMG	DC
	4		2	

CHIANG'S FINEST

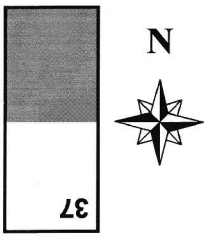
SCHWERPUNKT SCENARIO SP178

SITUATION: PIN CHAUNG, near Yenaungyaung, Burma, 18 April 1942: The defense of Burma was going poorly for the retreating British. To make this even more difficult, the Japanese slipped past the British and set up roadblocks near the Pin Chaung, a dry tributary of the Irrawaddy River. Elements of the Japanese 33rd Divisions made their way around the British, north and south of the Pin Chaung, separating many British units. By morning, orders were issued to clear the Japanese from the area. General Alexander secured the use of the newly arrived 38th Chinese Division, reputed to be one of the best in the Chinese Army, to accomplish this task. What they lacked in heavy equipment, tanks, and artillery, they made up for in bravery, morale, and discipline. In support of the 38th Division, elements of C Squadron, 2nd RTR, 7th Armoured Brigade (the original "Desert Rats") were assigned to eliminate the Japanese roadblocks. The attack jumped off at 0730 hours and, after advancing 800 meters, the lead tank was disabled by a Japanese 75mm gun. The Chinese continued to advance and by afternoon, had almost reached the ford on the Pin Chaung, which was still being held by a small group of Japanese infantry. The Chinese sustained heavy casualties. They decided to hold their positions and continue the attack the next day.

Source: Perrett, Bryan, *Tank Tracks to Rangoon: The Story of British Armour in Burma* (London: Robert Hale Limited, 1978) pp. 62-66.

MISSION: Allies win immediately upon exiting ≥ 10 VP off the south board edge on/or between hexes R3 and R7. Vehicles are worth 0 VP.

MAP ORIENTATION:



(Only hex rows R-GG are play-

OPTIONS:

● Add a 50mm MTR to the Japanese.

◎ Add a 4-4-7 to the Turn 1 Chinese.

COORDINATING INSTRUCTIONS:

1. EC are Dry with no wind at start. PTO is in effect, including Light Jungle (G2.1) [EXC: Brush remains Brush and all roads exist]. Kindling is NA.

2. The Japanese may set up in foxholes, if terrain allows. The Japanese also have MOL capability (A22.6), but only verses AFVs.

3. Stuart I(a)s are British. British receive a +1 DRM to all Bog DR.

Scenario Design: Mike Faulkner 090609.6

MISSION LENGTH

● JAPANESE SETS UP FIRST							
◎ CHINESE MOVES FIRST	◎ 1	2	◎ 3	4	5	6	7

● **Elements of the 33rd Division** set up on/between hexrows U and BB.

4-4-7	2-2-8	9-1	8-0	MMG	LMG	Type 98 50* MTR	?
6					2	2	4

{ELR: 4}
{SAN: 4}

Japanese set up on/between hexrows S and U.

4-4-7	2-2-8	8-0	LMG	?	Year-41 Type 75* INF
2				4	

◎ **Elements of 38th Chinese Division and C Squadron, 2nd RTR, 7th Armoured Brigade** enter turn 1 on the north edge.

4-4-7	3-3-7	9-2	8-1	7-0	LMG	DC	8-1 Armor	Stuart I(a) 2/4/2
5	8				3			2

{ELR: 3}
{SAN: 3}

Reinforcements enter turn 3 on the north edge.

4-4-7	8-0	LMG	Stuart I(a) 2/4/2
2			

BRITTANY SPEARED

SCHWERPUNKT SCENARIO SP179

SITUATION: LES COATES, Brittany, France, 8 September 1944: The Allied drive to secure the port of Brest was being slowed by Ramcke's 3rd Fallschirmjäger Division, elite veterans of North Africa, with plenty of artillery support. The hilly countryside split by numerous hedgerows, was terrain that favored the defense. Although not as thick as the Normandy bocage, it provided ample cover as the 8th Infantry sliced through the Brittany peninsula. Throughout early September, only the fortress of Brest and its surrounding suburbs needed to cleared of Germans. The ridges around the town of Lambezellec formed an excellent defensive perimeter around the harbor, and thus were heavily fortified against attack. As the 8th Infantry advanced through the hedgerows, using the same tactics learned in northern France, PFC Ernest Prussman charged one German mortar position and then captured a machine gun nest before being mortally wounded by rifle fire. Even as he fell to the ground, he managed to hurl one last had grenade at the German position. As resistance in this sector collapsed, his battalion was able to secure the hilltops around Lambezellec, within sight of the walls around Brest. PFC Prussman was posthumously awarded the *Medal of Honor*.

Source: Gawne, Jonathan, *Americans in Brittany 1944: The Battle for Brest* (Paris: Histoire and Collections, 2002) pp. 98-100.

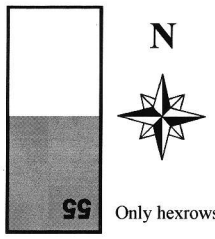
Scenario Design: Pete Shelling 090609.9

MISSION: The Americans win at game end if ≥ 2 hill masses are devoid of Good Order German MMC(s).

COORDINATING INSTRUCTIONS:

1. EC are Moderate with no wind at start . Kindling is NA.
2. The gully is a shallow stream. Hedges have a +2 TEM. All infantry marked with a WA counter may gain concealment as if out of LOS provided they can claim hedge TEM to all known enemy units.
3. Up to four American squad-equivalents and any SW/SMC may enter on turn 2 on the west edge on/south of row H.
4. The first American non-crew MMC which passes a MC will generate a hero (EXC: not if berserk).

MAP ORIENTATION:



Only hexrows A-P are playable.

OPTIONS:

✠ Delete one American 3-4-7 and one DC.

☆ Delete the German PSK.

MISSION LENGTH

✠ GERMAN SETS UP FIRST / ☆ AMERICAN MOVES FIRST	☆1	2	3	4	5	6

✠

Elements of Fallschirmjäger Regiment 7 set up on/south of hexrow M.

5-4-8	2-2-8	9-1	8-1	8-0	MMG	LMG	PSK	?	PaK 40 75L AT	GrW 34 81* MTR
8	2					2		6		

{ELR: 4}
{SAN: 4}

1+5+7	2+3+5	Trench
		4

☆

Elements of the 13th Infantry Regiment, 8th Infantry Division enter turn 1 on the north edge *(See Coordinating Instruction #3)*.

6-6-6	3-4-7	9-1	8-0	7-0	MMG	BAZ 44	FT	DC	M4A1 2/4/4
11	3							2	2

{ELR: 3}
{SAN: 2}

ENCIRCLE THIS!

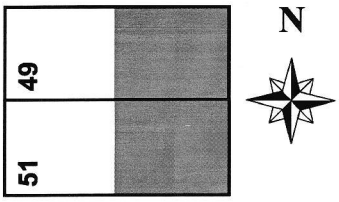
SCHWERPUNKT SCENARIO SP180

SITUATION: KARCAG, Hungary, 12 October 1944: A week and half into their attack, the Russian 2nd Ukrainian Front had made it to the outskirts of Debrecen. Behind schedule due to stiff resistance around Nagyvarad, Tobulkhunin did not have the strength to complete the encirclement and still press the assault on his main objective. Considering the threat posed by Breith's III Panzer Korps, encirclement was given priority. The 1st Guards Airborne Division was to seal the 66th Panzergrenadier Regiment in the city of Karcag. The few artillery and anti-tank guns available were used to force the Germans into the center of the city. By 1800, Karcag was in Russian hands after much house-to-house fighting throughout the day. Not to be totally annihilated, the remnants of the 93rd Panzergrenadier Regiment attempted a breakout with support from a company of Panthers and some armored halftracks. Many did not make it, but some did, and such delaying action allowed other elements of III Panzer Korps to re-group, counterattack, and in turn, encircle their adversaries. The fight on the Hungarian plain would continue for another two weeks, with many fluid armor engagements deciding the outcome.

Source: Moore, Perry *Panzerschlacht* (Solihull: Helion and Company, 2008) p. 76.

MISSION: Provided that they control buildings 51U2 and 51R2, the Germans win at game end if they have exited ≥ 10 VP (≥ 5 of which must be personnel) off the north edge.

MAP ORIENTATION:



(Only hexrows R-GG are playable)

OPTIONS:

★ Add six concealment counters to the Russian.

✠ Add two DCs to PzGr Regiment 93.

COORDINATING INSTRUCTIONS:

1. EC are Moist with no wind at start. Kindling is NA.
2. Place stone rubble on hexes: 51X7, 51W8, 51T5, 51FF4, 51Z1, 51Y2, 51X1. Additionally, the Russian places two rubble counters adjacent to any other rubble counter at ground level, which are recorded HIP and revealed as if fortifications per A12.33 (do not roll for falling rubble).
3. Buildings 51U2 and 51R2 are Factories (B23.74).
4. Russians have MOL capability (A22.6), and are considered to have underlined morale. The Russians are Elite (C8.2).
5. The German 8-3-8s are Assault Engineers (H1.22).
6. AFV crews may not voluntarily abandon vehicles.

Scenario Design: Pete Shelling 090609.9

MISSION LENGTH

★ RUSSIAN SETS UP FIRST	1	2	3	4	5	6	7
✠ GERMAN MOVES FIRST		✠	★				

Elements of the 1st Guards Airborne Division set up north/east of the road 51R5-S6-T6-U7-V7-Y9-Y10.

★

4-5-8	6-2-8	2-2-8	9-1	8-1	8-0	MMG	LMG	ATR	PTP obr 42 45LL AT
2	8					2	2		

{ELR: 5}
{SAN: 5}

Elements of the 18th Guards Tank Brigade Enter turn 3 on the east edge.

8-1 Armor	T-34/85 2/4
	2

Elements of Panzergrenadier Regiment 93, Panzer Division 13 set up south/west of the road 51R5-S6-T6-U7-V7-Y9-Y10.

✠

8-3-8	4-6-8	4-6-7	9-2	8-1	8-0	7-0	MMG	LMG	PSK	DC
3	4	5						3		

{ELR: 3}
{SAN: 3}

Reinforcements enter turn 2 on the south edge.

4-6-8	4-6-7	8-0	LMG	PzVG 3/5/2	SPW 251/1	SPW 251/9
				2	2	