

Contents:

- * Twenty MONSTER SCENARIOS
- * Three Tournament Scenarios
- * China Pack Teaser

MONSTER SCENARIOS

El Alemein, Egypt October 26, 1942:

Players: Four to Six total, Two to Three per side.

Scenario 1001: (1 total)

Kursk, Russia July 12, 1943:

Players: Eight total, Four per side.

Scenario 1002: (4 total)

Normandy, France June 6, 1944:

Players: Sixteen, Eight per side.

Scenario 1003: (8 total)

Saipan, Marianas, 7 July 1944:

Players: Four, Two per side.

Scenario 1004: (1 total)

Iwo Jima, February 25, 1945:

Players: Four, Two per side.

Scenario 1005 and 1006 (2 total)

Berlin, Germany April 28, 1945

Players 8

Scenario 1010 (4 total)

Tournament Scenarios

1007 Buna, Papua New Guinea, 1 December 1942

1008 Papua, New Guinea, 8 December 1942

1009 Leyte, Philippines, 28 October 1944

China Pack Teaser

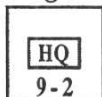
Xiang River, Guangxi Province, 29 November 1934

MONSTER PACK 2000 scenarios have been researched using multiple sources, play tested, offer a large degree of "Fog of War", and are sure to be a bunch of fun at your next ASL Club meeting.

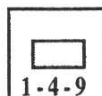
WAR-OBOE PUBLICATIONS UNIT LEGEND

1997 TM

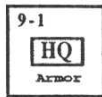
Single Man Units



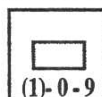
Leader



Hero

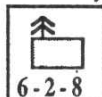


Armor Leader

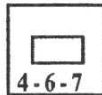


Tank Hunting Hero

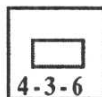
Infantry Units



Assault Engineer Squad



First Line Squad

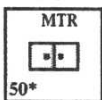


Conscript Squad

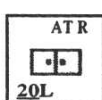


Crew

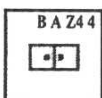
Support Weapons



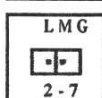
Light Mortar



Anti-Tank Rifle

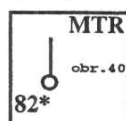


Bazooka '44



Light Machine Gun

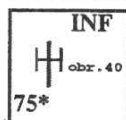
Guns



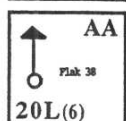
Mortar Gun



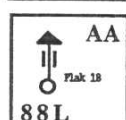
Artillery Gun



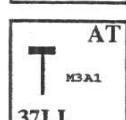
Infantry Gun



Light Anti-Aircraft Gun

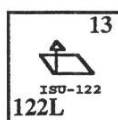


Heavy Anti-Aircraft Gun



Anti-Tank Gun

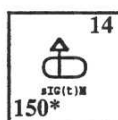
Armored Units



Assault Gun / Tank Destroyer



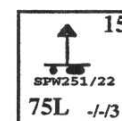
Tank



Self-Propelled Artillery



Armored Car



Halftrack

Motorized



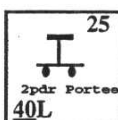
Motorized Light Flak



Motorized Heavy Flak



Motorized Artillery

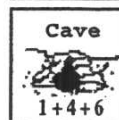
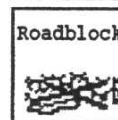
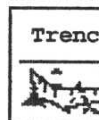
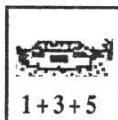
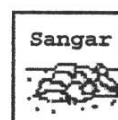
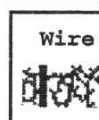
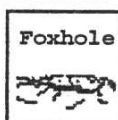


Motorized Anti-Tank



Truck

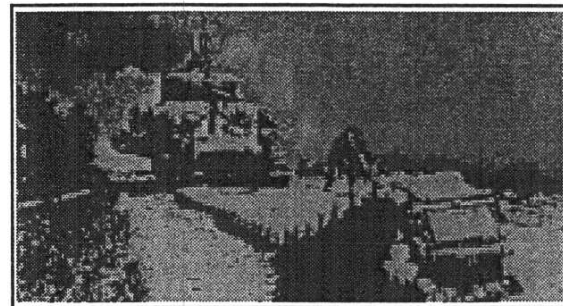
Miscellaneous



SECOND TIME AROUND

SCENARIO 1001

El Alamein, Egypt October 26, 1942 The second battle of El Alamein opened with a crescendo of artillery fire the night of October 23. After slogging through nearly 5 miles of mines the British set about the task of expanding their breakthrough. Montgomery sent the 9th Australian Division to meet the unsuspecting Italians just north of Kidney Ridge. Rommel, sensing this latest probe, committed his reserves and ordered the 15th Pz Division and the Littorio Division to meet the attack head on with an attack of its own.



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BALANCE:

Australian: Increase the non-tank Italian DVPs to normal.

Axis: Change the AFV entry roll to 8 and exchange the PzIVe's for PzIVF2's.

BOARD CONFIGURATION:

		N		
	28		31	
				26
29				
30			27	

Victory Conditions:

Each player must attempt to fulfill SSR 9 at game's end to win. The Australian must fulfill 3 of 5 VC and the Axis must fulfill 2 of 5 VC. A tie goes to the side with the most DVP.

Elements of the 361st PZ. GREN. REGT. [ELR 4] Enter turn 2 or later on Board 27 and or 26 see SSR 3: {SAN 3}

							7	14	6	14	6	13	7	13	5	17
4-6-8	9-2	9-1	8-0	3-8	5-12	50*										
12			2	4	2	2	75L	35	75*	35	50	35	50L	35	75L	4-
							4		2		3		3		2	

Elements of the TRENTO DIV. [ELR 2] Set up on Boards 29 and or 30

									1	AT	Trench	Sangar	Wire
3-4-7	3-4-6	9-1	7-0	2-5	4-10	45*	2-2-7	20L	47/32				
10	4	3	4			2	?	?	47				
									?		3	6	12

Elements of the LITTORIO DIV. Enter turn 1 or later on Board 30 see SSR 3

1	11	1	12	1	12	1	30						
M13/40	M13/40	M14/41	M14/41	SMV M41	SMV M41	AB 41	AB 41						
47	4*	47	4*	75*	75*	20L(4)	-R2/2						
5		5		2		2							

TURN RECORD CHART

Axis player sets up first	1	2	3	4	5	6	7	8	9	10	END
Australian moves first											

Calvary and Recce force, 9th Aust Div. [ELR 4] Enter turn 1 or later on Board 31 see SSR 4: {SAN 2}

					3	5	5	18					
4-5-8	9-2	8-1	2-7	4-12									
8			4	2	*47	37LL -4	37LL 2/4/2	37LL 2/4/2					
						3	2						

Armored elements of the 24th INF.BRG. Enter turn 2 or later on the north edge of Board 28 see SSR 4

									7	13	7	14	7	13	6	11
4-5-8	4-5-7	9-1	8-0	7-0	2-7	4-12	1-12	51*								
7	5	2			3	2	2	2	*75	2/4/4	*75	2/4/4	37LL 2/4	37LL 2/4	57L	-4
									4		4		4		2	

SPECIAL RULES:

- EC are Dry with no wind at start. Light Dust is in effect.
- Sand Dunes are low. Hillock summit is at 29oY7.
- To enter all Axis AFV's must roll a DR ≤ 7 during the RPh.
- Prior to setup randomly select 50% FRD of Australian leaders, squads, and AFV's to take a TC of 9 or prior to board entry. Failure results in that unit being delayed for a number of turns equal to the amount the unit failed the TC by.
- Place overlays as per scenario 39 and H1 on 29AA6-BB6.
- No units may leave the board voluntarily. (EXC see VC card 8)
- Italian AFV's, Guns, and crews are worth 1 DVP/unit.
- Prior to set up, the Italian player must secretly roll 1 dr to determine AT capability: dr1or2= 2x 20L ATR; dr3or4= 20L ATR, 2-7, 47AT Gun; dr5or6= 2x 20L ATR, 2x 2-2-7, 2x 47AT Gun
- Prior to set up each side creates a deck of 8 cards and assign a VC to each card. Both sides then randomly select 5 cards from their deck. These are the possible VC's for that side to accomplish by games end. Each side secretly records their selected VC. Units that are off board at games end count as DVP's for the other side (EXC see VC card 8) Abandoned vehicles count as destroyed.
- Use 2 to 4 players per side. Blow up the maps to double size and play with miniatures.

AXIS

- Control the Hillock Summit
 - Maintain 6 Italian AFV's on Board 28
 - Control the three Trenches
 - Destroy 75% FRD of the Aust. Armor
 - Maintain more AFV Counters on board
 - Have a Majority of DVP on 4 boards
 - Maintain a Majority of Good Order INF on Boards 29 and 26
 - Exit 15 DVP off Board 28 on or after Turn 6
- ## AUSTRALIAN
- Control the Hillock Summit
 - Destroy all Italian AFV's
 - Control the Three Trenches
 - Destroy 75% FRU of the German AFV's
 - Maintain more AFV Counters on Board
 - Have a Majority of DVP on any 5 Boards
 - Maintain a Majority of Good Order INF on Boards 29 and 26
 - Exit 20 DVP off Board 27 on or after Turn 7

Aftermath: The 9th Division's assault gave the Italian Divisions all they could handle. Rommel's armor situation was at a critical level. The once mighty DAK had but 489 tanks available of which only 356 were serviceable. Nevertheless a protracted tank battle occurred lasting almost 7 days. The attack extracted a heavy toll on the DAK. Rommel was forced from the field, not from lack of fighting ability, but due to the inadequate logistical and mechanical situation that would plague Panzer Army Africa from this time onward.

THE BIG ONE SCENARIO 1002.1 to 1002.4

Kursk, Russia July 12, 1943

Scenario Outline:

This scenario will represent a portion of the largest tank battle of ALL time (Chinese Farm 1973 excluded). It will be set in and around the town of Pokrovka on the southern pincer of the Battle of Kursk with the 4th Panzer Army attacking the 5th Guards and 5th Guards Tank Army. There are 4 interrelated but separate 9 turn scenarios. Each side will be made up of 4 team members coordinated and supported by an Overall Commander or OC (the OC is one of the 4 scenario commanders). The OC's responsibility will be to allocate the strategic reserves before and during the game. Each OC will evaluate and assign one of 4 scenarios to each of his team members. The scenarios and DYO purchase point values are as follows:

		<u>DYO points:</u>	
		German	Russian
Scenario 1	The Men who would be Kings of the Hill	600 (see Sample)	450 (see Sample)
Scenario 2	The Aunt of all Tank Battles	600 (see Sample)	450 (see Sample)
Scenario 3	A Peaceful Little Village	600 (see Sample)	450 (see Sample)
Scenario 4	Into the Woods	400 (see Sample)	300 (see Sample)
Strategic Reserve		600 (see Sample)	450 (see Sample)
Total		2800	2100

Monster Scenario Special Rules:

1 Only the Overall Commander may purchase/allocate Air Support and OBA. This may be done freely without having to roll dice. The OC remains the Air Commander throughout the game. Air Support and OBA is allocated to and commanded by the subordinates. The OC will purchase units for his scenario and the Strategic Reserve (SR). The strategic reserve can be allocated to subordinates prior to game or added in as reinforcements to any or all scenarios on any turn (exception see scenario Into the Woods). Any extra squads (H 1.71) that are made available will be added to the strategic reserve (Disregard if using the Sample OB/SR). All units purchased or in any way committed to a scenario are **slave to that scenario** until released by the OC as per special rule 4. Each player must bring their own OB, potential ELR units, informational counters, drinks, something to BBQ for dinner, and a lawn chair. Kindling is NA. No quarter is in effect. The IIFT is in effect. Hand to Hand CC is in effect. Players may keep radios hidden until their hex is entered by an enemy unit.

2 After the scenarios are assigned the scenario players will be responsible for purchasing their own OB from the point total above (as per H 1 or use one of the Sample OBs). All points must be spent on that scenario and some restrictions apply (see scenario 2 and 4). Rarity factors are NA but date of origination (no Stalins or King Tigers please) and Miniature Availability (see Larry or Dean) are. The Ferdinand, Pz Jg Tiger, was used primarily on the Northern Pincer and is not available in this scenario. Any and all information concerning the player's OB and who is playing which scenario **must be kept confidential** until game time.

(Our Game Time was Saturday July 10, 1993 9:30 am in Bill Stevens' Garage 4801 S. Elati).

3 The OC and the subordinates will determine the point values for three different victory conditions. Prior to set up players secretly assign a different point value ranging from 1 to 3 for each of the scenario's victory conditions. The player will receive the points, at games end, for fulfilling the conditions and will receive points for enemy VC's not obtained. The scenario winner will be determined by having the greatest point value (ties go to the Russian). The overall victor will be determined by adding up all the points from the four scenarios and the side with the most points wins (ties go to the Russian). Just before the start of play but after set up each side must tell the opposing OC the number of points that were spent on actual combat units (in CVP's). Units that enter play from the SR or Strategic Movement Holding Box (SMHB) must be tallied continuously also.

4 In addition to the SR, units may be shifted from one scenario to an adjacent scenario, via the East or West board edges, under the following conditions: The friendly scenario VC have been obtained and the OC gives permission and or orders the redeployment. Scenario 1 is adjacent to Scenario 2. Scenario 2 is adjacent to Scenario 3. Scenario 4 can only be reinforce by SSR "Into the Woods". Units so ordered leave the board noting the exit hex. They are put into the Strategic Movement Holding Box (SMHB). At the start of the next friendly Rally Phase the units must be set up to enter on or within three hexes that are parallel to the original exit hex in the adjacent scenario and become part of that player's OB. (example: On turn 8 a group of 2 Pz IV's, 10 Squads and 2 leaders exit the west side of Scenario Three 4 hexes from the southern edge. On turn 9 they will be placed on or within 3 hexes of the hex that is on the east edge of Scenario Two 4 hexes from the southern board edge). Units of both sides may occupy the SMHB with no consequences. If all entry hexes are blocked by enemy units the units must spend another turn in the SMHB and must enter the next turn anywhere on the same initial board edge.

Sample Strategic Reserve Purchase:

<u>German Purchase</u>	
Air Support	125
Air Support	125
150+	158
PzKpfw VIE	87
PzKpfw VIE	87
Kfz 1/20 (Schwimmwagen)	18
	600
<u>Russian Purchase</u>	
Air Support	125
Air Support	125
200+R	88
80+R	39
70+	39
ZIS-42-AA	34
	450

The Men who would be Kings of the Hill SCENARIO 1002.1

Kursk, Russia July 12, 1943. The Germans were desperate to regain the initiative after the debacle of Stalingrad and the subsequent retreat. Confident that their men and machines of war had surpassed those of the Russians an offensive to take back the momentum was planned. The German Armor did in fact out pace the Russian AFVs. The Germans were not aware of the defensive fortifications the Russians had prepared. The Kursk Salient was ringed with numerous Anti-Tank guns and supporting infantry. As the Germans attacked their Blitz Kreig Tactics, which were so effective two years earlier, bogged down quickly in the face of the mutually supporting Russian positions. The Wehrmacht Offensive was in serious trouble from the outset.

BOARD CONFIGURATION:

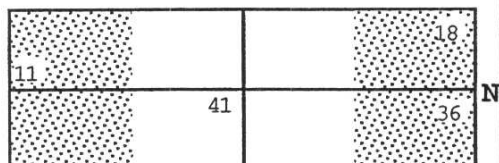
BALANCE:

Russian:

Decrease the Game to 8 turns.

German:

Increase the Game to 10 turns.



Only Hexes north of hex row Q on boards 11 and 41 and south of hex row Q on boards 18 & 36 are playable. This means that Q is not playable on any board.



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Victory Conditions: (All are at games end):

RUSSIAN

A. Before set up, the Russian player secretly choose 4 level 2 hexes that they must control. The hexes chosen must be in different hex rows and each must have a LOS to the 41 P6-P3-M5-H6-36 R6 road.

B. Control any building on board 11 or 41.

C. Inflict 45% (in CVP's) losses on all German units committed to the scenario

GERMAN

A. Control the majority of level 2 hexes on boards 18 & 36. This means 2 hexes on board 18 and 11 hexes on board 36.

B. Be able to trace a series of continuous road hexes from the south to the north map edge with no enemy units on or adjacent to the road.

C. Before set up, the German player secretly chooses 3 of the following hexes that he must control. 18 DD9, 18 BB7, 18 R9, 18 R5, 18 S1.

Elements of the 5th Guards.[ELR 3] Set up ≥ 8 hexes from the south map edge.

Two Squad/Equivalents and any SMC/SW with them may set up HIP. {SAN 5}



Sample
DYO
450 point
Purchase

18	4				2		2	2	5
				10	4	6			

TURN RECORD CHART

Russian sets up first	1	2	3	4	5	6	7	8	9	END
German moves first										

Elements of the 4th Panzer Army [ELR 4] Enter from the south board edge. {SAN 2}



Sample
DYO
600 point
Purchase

10	2	10			2	2		5	2		4	2
2												

SPECIAL RULES:

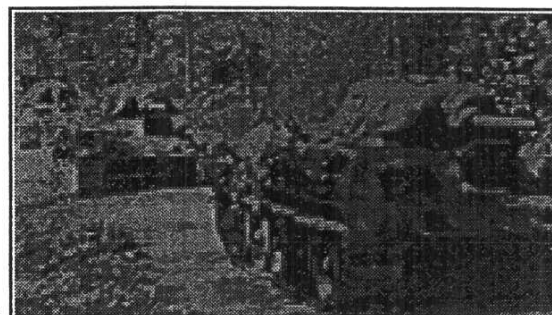
1. Units of both sides may be delayed and enter on any turn.
2. All streams are dry and all marsh is brush.
3. Environmental Conditions are Dry with no wind at start.
4. Blow the maps/overlays to double size and play with miniatures.

Aftermath: The German Armor gave as good as it got in Tank to Tank combat. The depth of the Russian Anti-Tank positions was not realized until it was too late. The much vaunted offensive bogged down and the objective of cutting off of the Kursk salient by the Northern and Southern Pincers was not realized. The closest the two spearheads would come to each other was 20 miles. Small victories and insignificant territorial gains were all the Germans could realize. The retreat back to the Fatherland would again begin in earnest.

The Aunt of All Tank Battles

SCENARIO 1002.2

Kursk, Russia July 12, 1943, The Germans were desperate to regain the initiative after the debacle of Stalingrad and the subsequent retreat. Confident that their men and machines of war had surpassed those of the Russians an offensive to take back the momentum was planned. The German Armor did in fact out pace the Russian AFVs. The Germans were not aware of the defensive fortifications the Russians had prepared. The Kursk Salient was ringed with numerous Anti-Tank guns and supporting infantry. As the Germans attacked their Blitz Krieg Tactics, which were so effective two years earlier, bogged down quickly in the face of the mutually supporting Russian positions. The Wehrmacht Offensive was in serious trouble from the outset.



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BOARD CONFIGURATION:

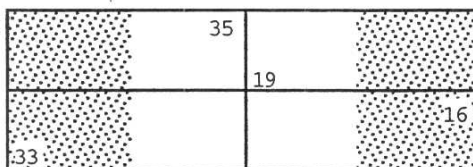
BALANCE:

Russian:

Decrease the Game to 8 turns.

German:

Increase the Game to 10 turns.



Only Hexes north of hex row Q on boards 35 and 33 and south of hex row Q on boards 19 & 16 are playable. This means that Q is not playable on any board.

Victory Conditions: (All are at games end):

RUSSIAN

- Eliminate more Desert Victory Points of enemy units than lost.
- Have > 25 DVP's on boards 35 and/or 33. Each board must contain > 5 DVP's.
- Have more DVP's on boards 16 & 19 at games end than the German player.

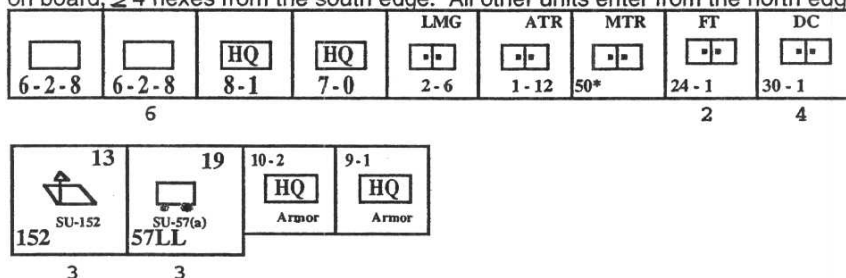
GERMAN

- Be able to trace a series of continuous road hexes from the south to the north map edge free of non-hindered, normal range LOS of any good order enemy unit.
- Eliminate twice as many Desert Victory Points of enemy units than lost.
- Buildings 19 I8, 19 K7, and 16 T9 contain no unbroken Russian units.

Elements of the 5th Guards Tank Army. [ELR 3] The Russian may set up ≤ 150 points worth of units on board, ≥ 4 hexes from the south edge. All other units enter from the north edge. {SAN 2}



Sample
DYO
450 point
Purchase



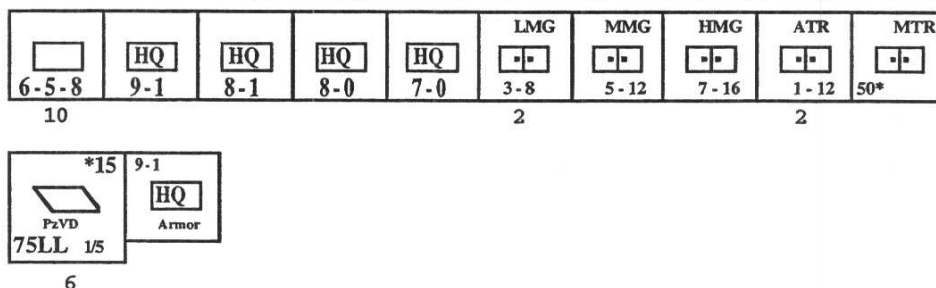
TURN RECORD CHART

Russian sets up first	1	2	3	4	5	6	7	8	9	END
German moves first										

Elements of the 4th Panzer Army [ELR 5] The German enters from the south board edge. {SAN 2}



Sample
DYO
600 point
Purchase



SPECIAL RULES:

- The Russian receives 9 T34/43's. The German receives 5 Pz IV H's. These units need not be purchased and are in addition to any purchased AFV's.
- Both sides must use at least 67% of their scenario points on AFV's.
- Units on both sides may be delayed and enter on any turn.
- All streams are dry and all marsh is brush.
- Environmental Conditions are Dry with no wind at start.
- Place overlays as follows: o1 on 19 B2; o3 on 19 F3/G3; g5 on 19 C8/B7; g4 on 19 L4/L5; b5 on 19 O5/N5; g3 on 19 E10/D9; g2 on 19 H9/G9; b3 on 16 X8/X9; b1 on 16 EE4; g1 on 16 CC4; b2 on 16 Z2/AA3; b4 on 16 V2/U3
- Blow the maps/overlays to double size and play with miniatures.

- All elite Russian Infantry have MOL capability and six of the seven Russian 628 MMC are Assault Engineers only if the sample OB is used.

Aftermath: The German Armor gave as good as it got in Tank to Tank combat. The depth of the Russian Anti-Tank positions was not realized until it was too late. The much vaunted offensive bogged down and the objective of cutting off of the Kursk salient by the Northern and Southern Pincers was not realized. The closest the two spearheads would come to each other was 20 miles. Small victories and insignificant territorial gains were all the Germans could realize. The retreat back to the Fatherland would again begin in earnest.

A Peaceful Little Village

SCENARIO 1002.3

Kursk, Russia July 12, 1943, The Germans were desperate to regain the initiative after the debacle of Stalingrad and the subsequent retreat. Confident that their men and machines of war had surpassed those of the Russians an offensive to take back the momentum was planned. The German Armor did in fact out pace the Russian AFVs. The Germans were not aware of the defensive fortifications the Russians had prepared. The Kursk Salient was ringed with numerous Anti-Tank guns and supporting infantry. As the Germans attacked their Blitz Kreig Tactics, which were so effective two years earlier, bogged down quickly in the face of the mutually supporting Russian positions. The Wehrmacht Offensive was in serious trouble from the outset.

BOARD CONFIGURATION:

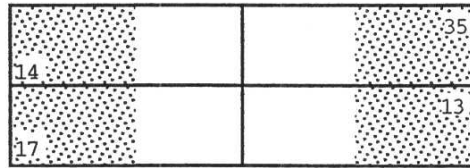
BALANCE:

Russian:

Decrease the Game to 8 turns.

German:

Increase the Game to 10 turns.



Only Hexes north of hexrow Q on boards 14 and 17 and south of hexrow Q on boards 35 & 13 are playable. This means that Q is not playable on any board.



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Victory Conditions: (All are at games end):

RUSSIAN

A. Control any 2 buildings outside the Russian set up area.

B. Before set up, the Russian player secretly choose three buildings that they must control. The buildings chosen must be in different hex rows and at least one must be on a different board from the other two.

C. Inflict 45% (in CVP's) losses on all German units committed to the scenario

GERMAN

A. Control the majority of buildings in the Russian set up area.

B. Have more squads than the Russian on each board.

C. Control bridges 13 CC5 and 13 Y8 including the two adjacent road hexes connecting to each bridge.



Sample
DYO
450 point
Purchase

Elements of the 5th Guards and the 5th Guards Tank Army.[ELR 3] Set up on or north of hex row Y on boards 17 and 14. Four Squad/Equivalents and any SMC/SW with them may set up HIP. {SAN 5}

6-2-8	4-5-8	4-4-7	2-2-8	8-1	8-0	7-0	2-6	4-10	6-12	1-12	50*
5	5	11	5				2			2	3
47L	47LL	57LL	76L	82*							
	obr.32	obr.42	obr.43	obr.39	obr.40						
							10	24	15		

TURN RECORD CHART

Russian sets up first	1	2	3	4	5	6	7	8	9	END
German moves first										



Sample
DYO
600 point
Purchase

Elements of the 4th Panzer Army [ELR 4] Set up on or south of hex row V on boards 14 and 17. {SAN 2}

8-3-8	4-6-8	4-6-7	9-1	8-1	8-0	7-0	6+1	3-8	5-12	7-16	1-12
3		18						4	2		3
50*	24-1	30-1	81*	75*	75L	CMG	81*	75*	150*		Armor
2	2	4			-1/2*	-7*/3*	-1/3*	-4*			

SPECIAL RULES:

- Units of both sides may be delayed and enter on any turn.
- All streams are dry and all marsh is brush.
- Environmental Conditions are Dry with no wind at start.
- Place overlays as follows: 1 on 35 T1/T2; x11 on 14 Y7/Z7.
- Blow the maps/overlays to double size and play with miniatures.
- The German 8-3-8s are Assault Engineers only if using the sample OB.

Aftermath: The German Armor gave as good as it got in Tank to Tank combat. The depth of the Russian Anti-Tank positions was not realized until it was too late. The much vaunted offensive bogged down and the objective of cutting off of the Kursk salient by the Northern and Southern Pincers was not realized. The closest the two spearheads would come to each other was 20 miles. Small victories and insignificant territorial gains were all the Germans could realize. The retreat back to the Fatherland would again begin in earnest.

Into The Woods

SCENARIO 1002.4

Kursk, Russia July 12, 1943, The Germans were desperate to regain the initiative after the debacle of Stalingrad and the subsequent retreat. Confident that their men and machines of war had surpassed those of the Russians an offensive to take back the momentum was planned. The German Armor did in fact out pace the Russian AFVs. The Germans were not aware of the defensive fortifications the Russians had prepared. The Kursk Salient was ringed with numerous Anti-Tank guns and supporting infantry. As the Germans attacked their Blitz Kreig Tactics, which were so effective two years earlier, bogged down quickly in the face of the mutually supporting Russian positions. The Wehrmacht Offensive was in serious trouble from the outset.

BOARD CONFIGURATION:

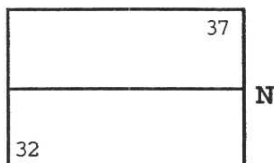
BALANCE:

Russian:

Decrease the Game to 8 turns.

German:

Increase the Game to 10 turns.



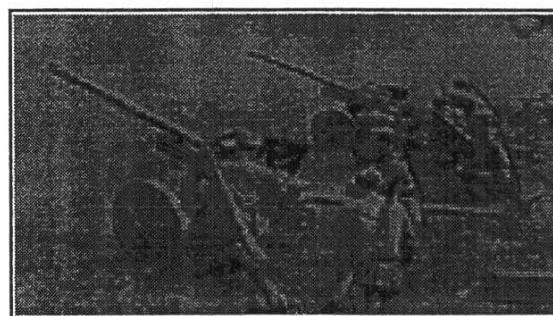
Victory Conditions: (All are at games end):

RUSSIAN

- Prior to setup, the Russian player receives a free 3-3-5 pillbox counter. This is the Russian HQ and must be controlled at the games end.(If others are purchased, record the ID of one).
- Maintain 40%(in CVP's) of his starting force at game end. Units exited off any board north of hex row Q count towards this total. No Russian units may exit prior to turn 8.
- Inflict 35%(in CVP's) losses on all German units committed to the scenario.

GERMAN

- At games end there is a continuous series of road hexes from the south to the north board edge free of Russian units on or adjacent them.
- Prior to setup, the German player secretly chooses a hex ≥ 8 hexes from any board edge. At game end there must be no Russian units(in any state other than prisoner) with five hexes of this hex.
- Have a 2-1 advantage in CVP's maintained at game end. Russian units exited as per their victory condition B count toward this total. German units exited do not.



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Elements of the 5th Guards.[ELR 3] The Russian sets up anywhere on boards 32 and or 37 ≥ 3 hexes from any board edge. Four Squad/Equivalents and any SMC/SW with them may set up HIP. {SAN 5}



Sample
DYO
450 point
Purchase

6-2-8	4-4-7	5-2-7	9-1	8-1	8-0	7-0	2-6	4-10	6-12	8-16	1-12	50*
5	12	10					3	2			3	4

24	30

TURN RECORD CHART

Russian sets up first	1	2	3	4	5	6	7	8	9	END
German moves first										

Elements of the 4th Panzer Army [ELR 4] Enter from any or all board edges. {SAN 2}



Sample
DYO
600 point
Purchase

5-4-8	4-4-7	4-3-6	9-2	9-1	8-1	8-0	7-0	3-8	5-12	7-16	1-12	50*
18	10							6	3	2	5	3

14	16
75*	75*

SPECIAL RULES:

- The Russian receives 300 points with which to purchase his forces. He may receive reinforcements only in the form of units set up on board from the Strategic Reserve or OBA given him by the Overall Commander before he purchases his OB. Air Support may be given during play by the OC. He may spend no more than 66% (FRU) of his points on infantry, and no more than 72 points on mines. He may purchase HIP for as many of his units as he wishes and "?" cost 1, not 2 points.
- The German receives 400 points with which to purchase his units. The OC may, at his discretion, take up to 100 of these and add them to the Strategic Reserve before the German player makes his purchases.
- The Russian suffers from Ammunition Shortage.
- Any OBA used by the Russian player utilizes the 1941 radio contact values. Battalion Mortar benefits are N/A.
- Prior to setup, the Russian player rolls one die for each squad in his OB. On a roll of six the squad suffers ELR replacement. (4-2-6 MMC suffer casualty reduction instead.)

- Russian units exited may not enter any other scenario. German units exited go into the Strategic Reserve and may be used as reinforcements in other scenarios entering on the southern board edge 2 turns after their exit.
- All streams are dry and all marsh is brush.
- Environmental Conditions are Dry with no wind at start.
- Place overlay 5 on 37 K2/K1
- Blow the maps/overlays to double size and play with miniatures.

Aftermath: The German Armor gave as good as it got in Tank to Tank combat. The depth of the Russian Anti-Tank positions was not realized until it was too late. The much vaunted offensive bogged down and the objective of cutting off of the Kursk salient by the Northern and Southern Pincers was not realized. The closest the two spearheads would come to each other was 20 miles. Small victories and insignificant territorial gains were all the Germans could realize. The retreat back to the Fatherland would again begin in earnest.

Gold Beach!

SCENARIO 1003

June 6, 1944; Normandy The battle tested British 50th (NORTHUMBRIAN) Division and the 8th Armoured Bgd. formed the 30th Corps. Their assignment was the middle of 5 beaches set for invasion on June 6, 1944 by the Allies. The opposition countered with elements of the veteran 352nd Infantry Division (the remaining units were stationed at Omaha) and the 716th Infantry Division which was formed from "volunteers" from Poland, Russia, and the Baltic States. H hour was set for 07:30. Opposition was a mixed affair. The invaders in front of le Hamel, la Riviere, and the Mount Flurry Battery were faced with well defended fortified positions which were not taken until later in the day.

Aftermath:

The specialized AFV's called "Funnies" were used with great effect against the fortifications, minefields, and static defenses. The rest of the division made quick breaks into the French interior after initially being held up by German static defenses and scant opposition by the less than willing 716th. At days end a large and secure beach head was obtained by the British 30th Corps. Construction on the Mulberry Harbor began on June 9th. Ironically in five short months in November 1944 the 50th Division, victor of Gold Beach, would be disbanded because of the lack of replacement personnel.

Game Duration is 11 turns. German sets up first and British move first

Team Victory Conditions:

The British players win if they fulfill 8 of their 10 objectives (on British and German set up cards). These include clearing 5 exit roads, controlling buildings in le Hamel and la Riviere, and or controlling the four Mount Flurry Batteries.



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BOARD CONFIGURATION:

N

Jig Green West				Jig Green East				Jig Red West				Jig Red East				King Green West				King Green East				King Red West				King Red East			
35		13	22	12				32				14		4		33	16	17		18	19	17	10								
	16				40	38	33		4	6	17		34		19				11												



716th Coastal Infantry Division and 352nd Infantry Division

ELR 3 and 2 (see German Set up Card); SAN 4

Set on the three designated boards (see German Set up Card)

Each three board beach/scenario uses its own sniper counters and free MMC rally attempts.

German Forces (see German Set up Card)

SPECIAL RULES:

1. EC are wet, IIFT will be used, Light Dust effects any fire not wholly entering hinterland hexes, Heavy Surf, Moderate Beach, and Low Sea Wall are in effect.
2. German radios may set up HIP and are revealed if moved in enemy LOS or an enemy unit enters its hex.
3. The German players may attempt radio contact beginning on turn 4.
4. The British 648 squads are Stealthy Commandos and the 458 squads are sappers. All British SWs must enter dismantled.
5. Both sides may not enter an ADJACENT non-designated board. (EXC the 47th Commandos may enter land sections of boards 22, 12, and 40 provided that both Jig Green Beaches use the same sequence of play simultaneously).
6. Bore Sighting is allowed.
7. All Tetraheydrons are wired.
8. All LC must use all MP while decreasing distance towards the beach.

9. All non-interior building hex sides are fortified at all levels.
10. Rice Paddy is Grain
11. German units may be set up entrenched.

Pre-Set up requirements:

- 1- Two four by eight foot tables with enough plexi-glass to cover the entire playing surface. Multiple copies of some boards
- 2- Five sets of the Beach and Ocean Overlays
- 3- Eight sets of the German OB, British OB and informational counters
- 4- Eight British and eight German players
- 5- Four hours to set up the Map
- 6- Ten to Twelve hours to play the scenario



50th Infantry Division and the 8th Armoured Brigade, British 30th Corps

ELR 5 and 4 (see British Set up Card) SAN 6 to 3 (see British Set up Card)

Enter turn 1 as per the British Set up Card on at least one of the three designated boards.

Each three board beach/scenario uses its own sniper counters and free MMC rally attempts. Each beach/scenario receives three FB with bombs and 1 module of 120 NOBA with optional observation crew on turn one.

British Forces (see British Set up Card)

GERMAN SET UP CARD

Gold Beach!

SCENARIO 1003
(Keep this confidential from all British Players)

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JIG BEACH

Jig Green West Elements of the 352nd Infantry Division ELR:2 SAN:4

8-1 x2	467 x2	HMGx1	Wire x8
8-0 x1	447 x5	MMG x1	Trench x6
7-0 x2	436 x10	LMG x3	2-5-7 x2
	228 x3	Lt Mtr x1	1-5-7 x2
Radio x1(70 Normal)	81 MTR x1	75L AT Gun x1	AT Trench x3

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 35, 16, and 13 with at least 75% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex.
Victory Conditions: At games end the British player must clear the road 16A6, 16N4, 16Y4, 16BB4, of all good order German units on or adjacent to this exit route and exit 25 CVPs off the west edge between 35 Y10 and 35 GG10
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: 5 Black 3 Red

Jig Green East (le Hamel) Elements of the 352nd Infantry Division ELR:3 SAN:4

9-2 x1	467 x12	HMGx2	Wire x25
8-1 x1	447 x6	MMG x2	Trench x10
8-0 x2	436 x2	LMG x6	2-5-7 x6
7-0 x1	228 x7	Lt Mtr x3	1-5-7 x6
Radio x1(80 Normal)	81 MTR x2	75L AT Gun x3	AT Trench x12

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 22, 12, and 40 with at least 50 % (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex.
Victory Conditions: At games end the British player must clear 22G5 and 8 other multi hex locations of all good order German units.
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: None Available

Jig Red West Elements of the 716th Coastal Infantry Division ELR:2 SAN:4

8-1 x2	467 x2	HMGx1	Wire x8
8-0 x1	447 x5	MMG x1	Trench x6
7-0 x2	436 x10	LMG x3	2-5-7 x2
	228 x3	Lt Mtr x1	1-5-7 x2
Radio x1(70 Normal)	81 MTR x1	75L AT Gun x1	AT Trench x3

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 38, 33, and 32 with at least 75% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex.
Victory Conditions: At games end the British player must clear the road 33A6, 33L5, 33Q9, 33R9, 33Y10, and 33FF5, of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: 5 Black 3 Red

Jig Red East Elements of the 716th Coastal Infantry Division ELR:2 SAN:4

9-1 x1	467 x6	HMGx1	Wire x15
8-1 x2	447 x4	MMG x2	Trench x8
8-0 x1	436 x4	LMG x4	2-5-7 x4
7-0 x1	228 x4	Lt Mtr x2	1-5-7 x4
Radio x1(70 Normal)	81 MTR x1	75L AT Gun x2	AT Trench x6

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 4, 6, and 17 with at least 75% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex.
Victory Conditions: At games end the British player must clear the road 17A6, 17G7, 17R4, 17Y10, and 17EE5 of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: 4 Black 3 Red

German Reinforcements (Counter Attack by the 21st Panzer)

These hypothetical optional rules may be used in order to keep the game interesting for some German sectors as some British units had it fairly easy after the initial assault. Use the following rules to enhance the "gaming experience" for all. Randomly create six decks of cards (use 13 Black, one Joker, and 9 Red Cards) according to the Reinforcement Section in each set up card. King and Jig Beach will use the same reinforcements below but will use two different decks of cards. Starting on German Turn 5 the German player may randomly draw one card from his deck and will receive the corresponding German reinforcements below. All enter the South edge of any designated board on that turn. Drawing any two red cards does prevent any further attempts at bringing in reinforcements.

Black Ace= 3X 548, 8-1, LMG 3X SPW 251/1

Black Five= 467, 2X 447, 7-0, LMG 3X Opel Blitz

Black Nine= 3x PzKpfw IVH

Black King= 3x SPW 251/9

Black Duce= 3X 468, 8-0, MMG 3X Opel Blitz

Black Six= 548, 2X 467, 8-1, 2x LMG 3X SPW 251/1

Black Ten= 3x PzKpfw IIIN

Joker= 4x Pz 35R(f)

Black Three= 3X 467, 7-0, MMG 3X Opel Blitz

Black Seven= 3x 468, 9-2, HMG 3X SPW 251/1

Black Jack= 2x JgdPz IV Marder II

Black Four= 468, 2X 467, 9-1, MMG 3X SPW 251/1

Black Eight= 3x Marder III (t) M

Black Queen= 3x Stug IIIg

Red Card= No Reinforcement

KING BEACH

King Green West Elements of the 716th Coastal Infantry Division ELR:2 SAN:4

9-2 x1	467 x12	HMGx2	Wire x25
8-1 x1	447 x6	MMG x2	Trench x10
8-0 x2	436 x2	LMG x6	2-5-7 x6
7-0 x1	228 x7	Lt Mtr x3	1-5-7 x6
Radio x1(80 Normal)	81 MTR x2	75L AT Gun x3	AT Trench x12

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 14, 34, and 4 with at least 75% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex.
Victory Conditions: At games end the British player must clear the road 34A6, 34P5, 34Q6, and 34DD5, of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: 6 Black 3 Red

King Green East Elements of the 716th Coastal Infantry Division ELR:2 SAN:4

9-1 x1	467 x6	HMGx1	Wire x15
8-1 x2	447 x4	MMG x2	Trench x8
8-0 x1	436 x4	LMG x4	2-5-7 x4
7-0 x1	228 x4	Lt Mtr x2	1-5-7 x4
Radio x1(70 Normal)	81 MTR x1	75L AT Gun x2	AT Trench x6

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 19, 33, and 16 with at least 75% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex.
Victory Conditions: At games end the British player must clear the road 19BB5, 19Y6, 33Y10, 33GG5, of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: 4 Black 3 Red

King Red West (Mt. Flurry) Elements of the 716th Coastal Infantry Division ELR:2 SAN:4

9-1 x1	467 x6	HMGx1	Wire x15
8-1 x2	447 x4	MMG x2	Trench x8
8-0 x1	436 x4	LMG x4	2-5-7 x4
7-0 x1	228 x4	Lt Mtr x2	1-5-7 x4
Radio x1(80 Normal)	81 MTR x1	75L AT Gun x2	AT Trench x6

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 17, 11, and 18 with at least 60% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex. The remaining units must set up within 9 hexes of 18 X6
Victory Conditions: At games end the British player must control the bunkers on 18 X5, 18 X6, 18 Y7, and 18 Z7.
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: 4 Black 3 Red

King Red East (la Riviere) Elements of the 716th Coastal Infantry Division ELR:2 SAN:4

9-2 x1	467 x12	HMGx2	Wire x25
8-1 x1	447 x6	MMG x2	Trench x10
8-0 x2	436 x2	LMG x6	2-5-7 x6
7-0 x1	228 x7	Lt Mtr x3	1-5-7 x6
Radio x1(80 Normal)	81 MTR x2	75L AT Gun x3	AT Trench x12

Radio Contact may be attempted beginning on German Turn 4.

A 4 factor HIP AP minefield exist in Beach hexes adjacent to all hinterland hexes on all boards.

Set up on Boards 19, 17, and 10 with at least 60% (FRD) of all MMC and Fortifications on or within 8 hexes of a beach hex.
Victory Conditions: At games end the British player must clear all stone locations of good order German units on Boards 19, 17, and 10 as well as clear the road 19Q6, 19P5, 19L7, 19 B3, of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

Reinforcement Section: None Available

Gold Beach!

SCENARIO 1003

OVERLAY PLACEMENT SHEET

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(Place overlays from east to west. When more than one board type is used the overlay should be placed on the eastern most board first).

SET #1

Be2 201/202 on 10 K10/K9
Be3 353/354 on 17 K1/K2
Be1 102/103 on 19 J9/J8
Be4 401/402 on 18 I7/I6
Be6 672/673 on 18 I8/I9
Be5 506/505 on 11 Y6/Y5

Oc4 4144/4145 on Be2 231/230
Oc3 3144/3145 on Be3 324/325
Oc2 2144/2145 on Be1 137/136
Oc1 1144/1145 on Be6 660/661

Misc. Set

A two lane Stone Bridge Exists between 40 Q2/Q3
Overlay 1 on 34 DD8/DD9
G5 on 34 P7/O8
O5 on 34 J7/J6
B4 on 34 G8/F8
G3 on 34 P3/O3
O4 on 34 G4/H3
GI (old Squad Leader) Overlay F as printed on 14 M6/M7
Overlay 3 on 38 N8/N9
G2 on 32 M2/M3
G1 on 32 I5
O2 on 32 Q5/Q6
O1 on 32 P5
M5 on 32 V7/U8
M3 on 32 W3/W4
OG5 on 32 W7/X6
OG4 on 32 L6/K7
OG3 on 32 N2/N1
Wd4 on 6 N4/N5
Wd3 on 6 O3/O4
O3 on 6 K8/K9

SET #2

Be6 678/677 on 17 H1/G1
Be1 153/154 on 17 G4/G5
Be5 501/502 on 16 G10/G9
Be2 209/210 on 33 F2/F1
Be3 310/309 on 19 CC9/CC8
Be4 406/405 on 4 D2/D3

Oc4 4144/4145 on Be6 663/657
Oc3 3144/3145 on Be5 526/525
Oc2 2144/2145 on Be2 236/235
Oc1 1144/1145 on Be3 334/333

SET #3

Be6 672/673 on 4 D8/D9
Be5 572/573 on 34 EE6/EE5
Be3 310/309 on 14 C2/C3
Be1 110/109 on 17 FF8/FF7
Be2 210/209 on 6 GG8/GG7
Be4 472/473 on 4GG8/GG7

Oc4 4144/4145 on Be6 657/658
Oc3 3144/3145 on Be3 338/337
Oc2 2144/2145 on Be1 136/135
Oc1 1144/1145 on Be2 223/222

SET #4

Be1 109/108 on 32 AA1/AA2
Be3 354/355 on 33 GG10/GG9
Be6 606/605 on 38 GG10/GG9
Be5 572/573 on 38 GG4/GG3
Be7 755/756 on 40 GG7/GG6
Be2 253/254 on 12 B2/B3
Be4 406/405 on 22 B3/B4

Oc4 4144/4145 on Be1 127/126
Oc3 3144/3145 on Be3 339/340
Oc2 2144/2145 on Be5 562/563
Oc1 1144/1145 on Be7 751/752

SET #5

Be4 472/473 on 22 C3/C4
Be5 572/573 on 13 E3/D3
Be3 353/354 on 13 E4/E5
Be6 606/605 on 16 CC6/CC5
Be1 110/109 on 35 F1/F2

Oc4 4144/4145 on Be4 460/461
Oc3 3144/3145 on Be3 335/336
Oc2 2144/2145 on Be6 608/607

Four 2-5-7 Bunkers on 18 X5, X6, Y7, Z7 facing seaward (German's Choice) with 1x 128L, 2x 150L, and 1x 170L one gun and crew in each (German's Choice). These guns (EXC their crews) may not fire on any on board/overlay forces during play. The Bunker complex receives an additional 16 wire counters which must be set up adjacent to any bunker.

The German Players will use a Black Vis a Vis marker to draw (on the PLEXI-GLASS) a symbol representing a wired tetrahedron on all ocean overlays. Draw 10 on each board with no more than three adjacent to each other and all within two hexes of a beach hex (EXC. Board 40 receives an extra allotment which will be used to block the river's mouth. Draw an additional tetrahedron in each of the following hexes:
Overlay Be7 755 through 761 and on 40 FF4, FF5, and FF6.

Gold Beach!

BRITISH SET UP CARD

(Keep this confidential from all German Players)

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JIG BEACH

Jig Green West Elements of the 47th Commando ELR:5; SAN:6 (3)

10-2 x1	648 x18	MMG x2	LCT (s) x3
9-2 x1	228 x4	LMG x8	
9-1 x2	DC x3	Lt Mtr 51 x2	
8-1 x2	FT x3		
8-0 x2	PIATx6		
7-0 x1			

Enter the North edge of Boards 35 and or 16 and or 13 using Seaborne Assault.

Victory Conditions: At games end the British player must clear the road 16A6, 16N4, 16Y4, 16BB4, of all good order German units on or adjacent to this exit route and exit 25 CVPs off the west edge between 35 Y10 and 35 GG10
The German Player wins by preventing the British from obtaining their VC.

Jig Green East Elements of the 1st Battalion Hampshire Regiment ELR:4; SAN:6 (3)

10-3 x1	458 x18	HMGx2	LCVP x9
9-1 x3	228 x4	MMG x2	LCT (4) x2
8-1 x3	DC x4	LMG x8	
8-0 x2	FT x4	Lt Mtr 51 x2	
	PIAT x6		

Enter the North edge of board 22 and or 12 and or 40 using Seaborne Assault.

Victory Conditions: At games end the British player must clear 22G5 of all good order German units and 8 other multi hex locations.
The German Player wins by preventing the British from obtaining their VC.

Jig Red West Elements of the 1st Battalion Dorsets Regiment ELR:4; SAN:6 (3)

9-2 x1	458 x18	HMGx2	LCVP x9
9-1 x3	228 x4	MMG x2	LCT (4) x2
8-1 x2	DC x4	LMG x8	
8-0 x2	FT x4	Lt Mtr 51 x2	
7-0 x1	PIAT x6		

Enter the North edge of board 38 and or 33 and or 32 using Seaborne Assault.

Victory Conditions: At games end the British player must clear the road 33A6, 33L5, 33Q9, 33R9, 33Y10, and 33FF5, of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

Jig Red East Elements of the 1st Battalion Dorsets Regiment ELR:4; SAN:6 (3)

9-2 x1	458 x18	HMGx2	LCVP x9
9-1 x3	228 x4	MMG x2	LCT (4) x2
8-1 x2	DC x4	LMG x8	
8-0 x2	FT x4	Lt Mtr 51 x2	
7-0 x1	PIAT x6		

Enter the North edge of board 4 and or 6 and or 17 using Seaborne Assault.

Victory Conditions: At games end the British player must clear the road 17A6, 17G7, 17R4, 17Y10, and 17EE5 of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

British Special Rules

1- British SAN numbers start the game at 6 and remain at that level until turn four at which time they all are reduced to a SAN of 3.

2- The British player must select enough AFVs to fill the LCT (4) to as close to capacity as possible. AFVs which may be selected include the Sherman Crab, Sherman DD, Churchill Crocodile, Churchill AVRE, and Churchill Bridgelayers. The LCT (4) may transport vehicles only.

KING BEACH

King Green West Elements of the 5th Battalion East Yorkshire Regiment ELR:4; SAN:6 (3)

10-2 x1	458 x18	HMGx2	LCVP x9
9-1 x2	228 x4	MMG x2	LCT (4) x2
8-1 x2	DC x3	LMG x8	
8-0 x3	FT x3	Lt Mtr 51 x2	
7-0 x1	PIATx6		

Enter the North edge of board 14 and or 34 and or 4 using Seaborne Assault.

Victory Conditions: At games end the British player must clear the road 34A6, 34P5, 34Q6, and 34DD5, of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

King Green East Elements of the 5th Battalion East Yorkshire Regiment ELR:4; SAN:6 (3)

10-2 x1	458 x18	HMGx2	LCVP x9
9-1 x2	228 x4	MMG x2	LCT (4) x2
8-1 x2	DC x4	LMG x8	
8-0 x3	FT x4	Lt Mtr 51 x2	
7-0 x1	PIAT x6		

Enter the North edge of board 19 and or 33 and or 16 using Seaborne Assault.

Victory Conditions: At games end the British player must clear the road 19BB5, 19Y6, 33Y10, 33GG5, of all good order German units on or adjacent to this exit route.
The German Player wins by preventing the British from obtaining their VC.

King Red West Elements of the 6th Battalion Green Howard Regiment ELR:4; SAN:6 (3)

9-2 x1	458 x18	HMGx2	LCVP x9
9-1 x3	228 x4	MMG x2	LCT (4) x2
8-1 x2	DC x4	LMG x8	
8-0 x2	FT x4	Lt Mtr 51 x2	
7-0 x1	PIAT x6		

Enter the North edge of board 17 and or 11 and or 18 using Seaborne Assault.

Victory Conditions: At games end the British player must control the bunkers on 18 X5, 18 X6, 18 Y7, and 18 Z7.
The German Player wins by preventing the British from obtaining their VC.

King Red East Elements of the 6th Battalion Green Howard Regiment ELR:4; SAN:6 (3)

10-2 x1	458 x18	HMGx2	LCVP x9
9-2 x1	228 x4	MMG x2	LCT (4) x2
9-1 x2	DC x4	LMG x8	
8-1 x2	FT x4	Lt Mtr 51 x2	
8-0 x2	PIAT x6		
7-0 x1			

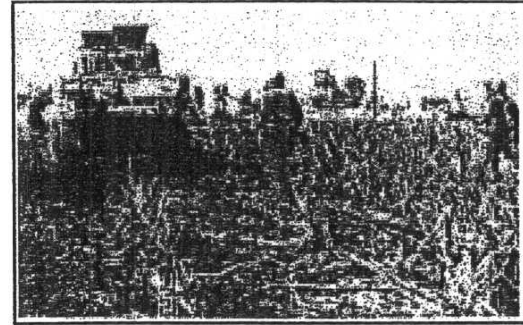
Enter the North edge of board 19 and or 17 and or 10 using Seaborne Assault.

Victory Conditions: At games end the British player must clear all stone locations of good order German units on Boards 19, 17, and 10
The German Player wins by preventing the British from obtaining their VC.

Gyokusai! Banzai !

SCENARIO 1004

Saipan, Marianas, 7 July 1944: On the night of 7 July men of the 27th Division experienced a sensation of calm before the proverbial storm. The bitter fighting which had been common place weeks earlier had been replaced with a abrupt lull in the day to day violence. Patrols all up and down the line knew that something was in the air. The only question was when and where the expected Japanese counterattack would occur. The men of the 105th Inf were deployed and entrenched after the day's advances had further driven the Japanese defenders into the northern tip of the island. Little did they realize that in a cave not far from their new position General Saito and his staff, including Admiral Nagumo were savoring their last meal of saki, canned crab meat, and rice. The entire remaining Japanese forces on Saipan had been ordered to "commit seven souls to repay our country". At 0430 the opportunity to exalt true Japanese manhood would bear down on the entire US line.



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BOARD CONFIGURATION:

33	16
17	6
	25
	36

BALANCE:

Japanese: Decrease the CVPs to 25 and Exit VPs to 25.

American: Allow the M4A2s to enter on turn 6.

N

Victory Conditions: The Japanese wins if he has inflicted 30 CVP's and has exited 30 VP's off the south edge anytime after all force chits have been drawn.

TURN RECORD CHART

US sets up first	?
Japanese moves first	

See SSR 3

Surviving elements of the Saipan garrison [ELR 3] Enter north edge see SSR 1: {SAN 3}

Squad Forces (SF)

									
4-4-8	4-4-7	3-4-7	2-3-8	2-3-7	1-3-7	1-4-9	(1)-0-9	LMG	DC
26	26	22	5	6	4	4	3	2-6	30-1

Support Weapons (SW)

Leader Forces (LF)

							
HQ	HQ	HQ	HQ	HQ	HQ	HQ	HQ
10-2	10-1	10-0	9-1	9-0	8-0	8+1	
2	2	4	4	4	4	2	

Unarmed/Wounded Force [ELR 2]

		
HQ		
9-0	(1)-0-6	3-3-6
2	6	6

Supporting elements of the Saipan garrison [ELR 3] Enter on the north edge on turn 1:

							
Crew	HQ	HQ	MMG	HMG	MTR	KA-MI	Armor
2-2-8	10-2	9-1	4-11	6-14	50*	37L 2/4	8-1
8			4	2	2	15	

3 (With Pontoons)

SPECIAL RULES:

1. Prior to the Rally Phase of each Japanese Turn randomly pick one chit on a dr of 1-2 or pick two chits on a dr of 3-6. Select the forces randomly from the various categories Squad Forces(SF), Leader Forces(LF), and Support Weapon Forces(SW). Place chit 8 in the mix only after 5 chits have been selected.

Chit1=12SF,3LF,2SW
Chit3=20SF,5LF,5SW
Chit5=15SF,3LF,1SW
Chit7=15SF,3LF,1SW

Chit2= 8SF,2LF,2SW
Chit4=10SF,2LF,4SW
Chit6=16SF,4LF,3SW
Chit8=Unarmed,WoundedForce

2. Japanese units must move/ADV. using all MF and Cx-ing when possible each turn while decreasing distance to the South edge (EXC. If they possess a functioning SW > their IPC or are the crew of the functioning AFV). Japanese units must initiate a Banzai Charge G1.5 whenever possible (EXC Unless entrance of the hex would cause overstacking).

3. The game continues for 10 turns after chit 8 has been drawn.

4. PTO terrain is in effect.

5. EC are moist with no wind at start.

6. All hedges and walls represent half level hexside Debris. Hexside Debris is a LOS/Fire/To Hit hindrance if LOS crosses the art work of the wall/hedge.

Movement (MF and MP) is 1 plus COT for all units

7. Hammada is open ground.

8. The Unarmed/Wounded force have their movement reduced by 1 MF(EX Leaders move 5 and CXing MMC move 5).

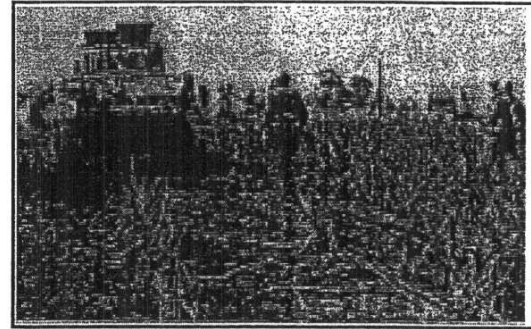
SSR 9. Continued on American Set Up Card

Aftermath: The 1st and 2nd bns were taken by surprise before being completely overwhelmed. The 3rd bn fared better because of their position at the mouth of "Hara-Kiri Gulch". After the initial assault waves had passed through the 105th Inf Marine observers in the hills witnessed a strange sight. The enemy wounded, armed only with bamboo spears and rusty rifles, had come forth to die. The attack continued toward the village of Tanapag and a battery of the 10th Marines. In the face of this seething mass the Marine crews fell back after removing their 105's firing blocks. Fighting as infantry, the Marine crews pushed forward with armored support and put their guns into action again. That effectively ended the final Banzai on Saipan. General Saito's Banzai was an overwhelming success for its only goal was obtained by all.

Gyokusai! Banzai !

SCENARIO 1004

Saipan, Marianas, 7 July 1944: On the night of 7 July men of the 27th Division experienced a sensation of calm before the proverbial storm. The bitter fighting which had been common place weeks earlier had been replaced with a abrupt lull in the day to day violence. Patrols all up and down the line knew that something was in the air. The only question was when and where the expected Japanese counterattack would occur. The men of the 105th Inf were deployed and entrenched after the day's advances had further driven the Japanese defenders into the northern tip of the island. Little did they realize that in a cave not far from their new position General Saito and his staff, including Admiral Nagumo were savoring their last meal of saki, canned crab meat, and rice. The entire remaining Japanese forces on Saipan had been ordered to "commit seven souls to repay our country". At 0430 the opportunity to exalt true Japanese manhood would bear down on the entire US line.



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BOARD CONFIGURATION:

33	16	
17		6
	25	
	36	

BALANCE:

Japanese: Decrease the CVPs to 25 and Exit VP's to 25.
American: Allow the M4A2s to enter on turn 6.

N

Victory Conditions: The Japanese wins if he has inflicted 30 CVP's and has exited 30 VP's off the south edge anytime after all force chits have been drawn.

TURN RECORD CHART

US sets up first	?
Japanese moves first	

See SSR 3



Elements of the 1st and 2nd Bns, 105 Inf [ELR 3] Set up on or within 8 hexes of 16W10: {SAN 4}

6-6-7 12	6-6-6 12	9-2 2	9-1 2	8-1 2	8-0 2	4-10 3	8-16 2	60* 4	4 4	
-------------	-------------	----------	----------	----------	----------	-----------	-----------	----------	--------	--

Elements of 3d Bn, 105th Inf set up within 5 hexes of 17I7:

6-6-7 6	6-6-6 6	9-1 3	8-1 3	4-10 2	6-12 2	60* 2	2 2	
------------	------------	----------	----------	-----------	-----------	----------	--------	--

18
Set up anywhere on board 6 and or 17:

2-2-7 3	M3A1 37LL 3
------------	-------------------

3d Bn 10th Marines Artillery
set up or within 1 hex of 33H5:

2-2-7 4	8-0 2	M2A1 105 4
------------	----------	------------------

Armored support enter on the south edge any turn after the Japanese have moved/advanced within 3 hexes of 33H5, 17H5, and or 25Z5

14 75 2/4/4 4

SPECIAL RULES:

- Place the following overlays on board: O1 on 6K4; O2 on 6K1-K2; O3 on 6K8-K9; O4 on 6N4-N5; O5 on 6N3-N2; W1 on 33K6-J6; W2 on 17K6-J5; G1 on 17P2; G2 on 17W3-W4; G3 on 17Q4-Q5; G4 on 17M6-N5; G5 on 17G7-G8; Wd1 on 17S6; Wd2 on 17K5-K4; Wd3 on 17K9-K8; Wd4 on 17K3-K2; Wd5 on 33K8-K7;
- The first 4 turns are played under pre-dawn conditions. All fire attacks occurring on turns one and two have the effects of moderate dust F11.72 applied. Turns three and four have the effects of light dust F11.71 applied.
- Overlays W1 and W2 are treated as continuous gullies.

- On Board American forces may not move out of their set up areas until Turn 3 or later.

Aftermath: The 1st and 2nd bns were taken by surprise before being completely overwhelmed. The 3rd bn faired better because of their position at the mouth of "Hara-Kiri Gulch". After the initial assault waves had passed through the 105th Inf Marine observers in the hills witnessed a strange sight. The enemy wounded, armed only with bamboo spears and rusty rifles, had come forth to die. The attack continued toward the village of Tanapag and a battery of the 10th Marines. In the face of this seething mass the Marine crews fell back after removing their 105's firing blocks. Fighting as infantry, the Marine crews pushed forward with armored support and put their guns into action again. That effectively ended the final Banzai on Saipan. General Saito's Banzai was an overwhelming success for its only goal was obtained by all.

The Meat Grinder (Turkey Knob)

SCENARIO 1005

February 25, 1945 Iwo Jima, After three days of naval and air preparation the initial landings on February 19th were for the most part unopposed. The American strategists planned on a five day campaign. This notion was quickly squelched as Marines of the 4th and 5th divisions made their way off the soft black volcanic beach. Mine detection was impossible, not because of the ceramic mines employed by the Japanese, but because of the magnetic nature of the volcanic soil. The surface area of the first airfield, Mt. Surabachi, and the second airfield all came under American control at a grievous cost. The next objective for the 4th Division would be the second main line of defense. Hill 382, the Turkey Knob, Miniama village, and the Amphitheater came to be known as The Meat Grinder.

BOARD CONFIGURATION:

BALANCE:

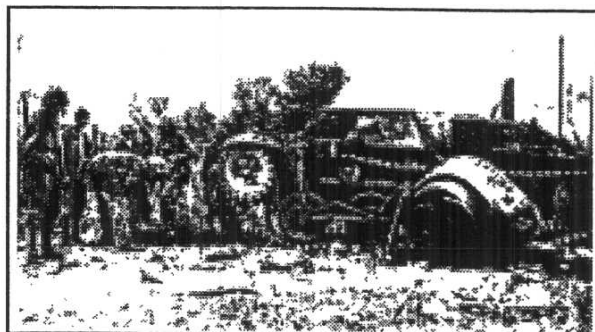
Japanese

Decrease the Game to 9 turns.

American

Increase the Game to 11 turns.

N	
	28
	27



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Victory Conditions:

The American Players win by accumulating points for destroying and revealing the Japanese defensive positions. The Marine players receive 1 point for every cave location revealed and points equal to the CA TEM of all caves, bunkers, and pillboxes which are controlled or destroyed at games end. The Marine player with the highest total wins his side. The Japanese players win by inflicting more CVP than the American players do.

Elements of the 4th Marine Div. [ELR 5] Enter turn 1 on the south edge of board 27 {SAN 4}

7-6-8	6-6-8	10-2	9-2	9-1	8-1	8-0	7-0	6-12	4-10	60*	24-1	30-1			
26	14	2	4	3	3	2	4	6	3	6	12				

*TF32	75	*8
2/4/4	2/4/4	
4	2	

TURN RECORD CHART

Japanese sets up first	1	2	3	4	5	6	7	8	9	10	END
US moves first											

Elements of the IWO JIMA Garrison [ELR 4] Set up on Boards 27 and 28 in all Cave and or Cave Complexes {SAN 6}

4-4-8	4-4-7	3-4-7	3-3-6	2-2-8	10-2	10-0	9-1	9-0	8-0	8-1	1-0-9	2-6	4-11	6-14	8-16	50*	30-1
15	14	8	5	15	2	2	3	4	8	4	2	4	4				

Set up on Boards 27 and 28

47L	*12.7(12)	20L(4)	15	16						24
2	3	3	2	10	26	8	6	2		

SPECIAL RULES:

- 1) All Japanese fortifications are considered to be in concealment terrain for set up and searching purposes as if in PTO terrain. (ie fortifications are not revealed when units gain LOS to them EXC AT Ditch).
- 2) EC conditions are Moderate with no wind at start.
- 3) At least 2 Japanese cave complexes must be used on each board.
- 4) All level changes (EXC Wadis) are half level for LOS purposes but are treated normally for movement and TEM.
- 5) Caves may be set up in half level locations.
- 6) The on board set up dispersed WP counters remain in play throughout the game.
- 7) All Japanese AFVs are considered Dug In and may use HIP at start.
- 8) Hammada is debris, Scrub is shellhole, Orchard/Palm is Open Ground.
- 9) Each of the 4 players (2 Marine and 2 Japanese) will decide, by mutual agreement, which area of the boards will be attacked and defended by each and with which forces from the given OBs.
- 10) The Marine players receives one module of 120 NOBA(level 1 shipboard observer), 150 OBA, and 3 Fighter Bombers (with napalm) on turn one. The Marine may select 2 hexes prior to play for 2 150 rocket attacks which occur in the Prep fire phase of Marine turn one only.
- 11) Place overlays as follows: H5 on 27 Y5/X5; W1 on 28 E5/E4; W4 on 28 W3/V3; D3 on 27 J8/K9; D6 on 27 E7/D7 GI overlay B {Turkey Knob} (BB1/BB2) on 28 M6/M5.
- 12) Dispersed WP is placed in 28 V2, I5, C9, C10 and remains in play throughout the game (volcanic reactions to prolonged bombardment).

Aftermath: The Marines pushed forward with coordinated and methodical resolve against Japanese strong points. Each territorial gain was marked by grievous losses on both sides. The weight of American firepower would drive the Japanese defenders into the interiors of their complexes only to reappear when the firing had subsided. Ridges, Hills, and Depressions that were thought to be cleared would unexpectedly come back to life hours and even days after the main line had pushed forward. The Meat Grinder would go down in Marine history as the toughest defensive position of World War II.

The Meat Grinder (Hill 382)

SCENARIO 1006

February 25, 1945 Iwo Jima, After three days of naval and air preparation the initial landings on February 19th were for the most part unopposed. The American strategists planned on a five day campaign. This notion was quickly squelched as Marines of the 4th and 5th divisions made their way off the soft black volcanic beach. Mine detection was impossible, not because of the ceramic mines employed by the Japanese, but because of the magnetic nature of the volcanic soil. The surface area of the first airfield, Mt. Surabachi, and the second airfield all came under American control at a grievous cost. The next objective for the 4th Division would be the second main line of defense. Hill 382, the Turkey Knob, Miniami village, and the Amphitheater came to be known as The Meat Grinder.

BOARD CONFIGURATION:

BALANCE:

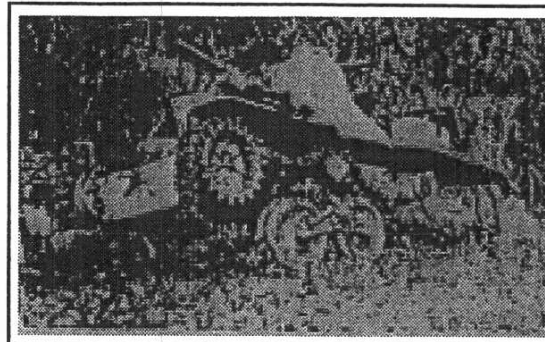
Japanese

Decrease the Game to 9 turns.

American

Increase the Game to 11 turns.

N	
25	
29	



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Victory Conditions:

The American Players win by accumulating points for destroying and revealing the Japanese defensive positions. The Marine players receive 1 point for every cave location revealed and points equal to the CA TEM of all caves, bunkers, and pillboxes which are controlled or destroyed at games end. The Marine player with the highest total wins his side. The Japanese players win by inflicting more CVP than the American players do.

Elements of the 4th Marine Div. [ELR 5] Enter turn 1 on the south edge of board 29 (SAN 4)														
7-6-8	6-6-8	10-3	9-2	9-1	8-1	8-0	7-0	6-12	4-10	60*	24-1	30-1		
20	20			4	4	3	2	4	6	3	6	12		
*TF32	75	2/4/4	13	15	*8									
2	4	2												

TURN RECORD CHART

Japanese sets up first	1	2	3	4	5	6	7	8	9	10	END
US moves first											

Elements of the IWO JIMA Garrison [ELR 4] Set up on Boards 25 and 29 in all Cave and or Cave Complexes (SAN 6)														
4-4-8	4-4-7	3-4-7	3-3-6	2-2-8	10-2	10-1	9-1	9-0	8-0	8+1	1-0-9	2-6	4-11	6-14
10	16	11	5	13			2	2	3		4	6	4	2
47L	*12.7(12)	20L(4)	15	16										30
2	2	2	2	2	8	26	8	6	2					

SPECIAL RULES:

- 1) All Japanese fortifications are considered to be in concealment terrain for set up and searching purposes as if in PTO terrain. (ie fortifications are not revealed when units gain LOS to them EXC AT Ditch).
- 2) EC conditions are Moderate with no wind at start.
- 3) At least 2 Japanese cave complexes must be used on each board.
- 4) All level changes (EXC Wadis) are half level for LOS purposes but are treated normally for movement and TEM.
- 5) Caves may be set up in half level locations.
- 6) The on board set up dispersed WP counters remain in play throughout the game.
- 7) All Japanese AFVs are considered Dug In and may use HIP at start.
- 8) Hammada is debris, Scrub is shellhole, Orchard is Palm.
- 9) Each of the 4 players (2 Marine and 2 Japanese) will decide, by mutual agreement, which area of the boards will be attacked and defended by each and with which forces from the given OBs.
- 10) The Marine players receives one module of 120 NOBA(level 1 shipboard observer), 150 OBA, and 3 Fighter Bombers (with napalm) on turn one. The Marine may select 2 hexes prior to play for 2 150 rocket attacks which occur in the Prep fire phase of Marine turn one only.
- 11) Place overlays as follows: H6 on 29 I2/J1; H2 on 29 S3/R2; H3 on 29 D9/C9; W3 on 29 Y5/Z5; D2 on 29 M7/M6; D4 on 29 J6/K7
- 12) Dispersed WP is placed in 29 G5, E4, X1, oL3 and remains in play throughout the game (volcanic reactions to prolonged bombardment).

Aftermath: The Marines pushed forward with coordinated and methodical resolve against Japanese strong points. Each territorial gain was marked by grievous losses on both sides. The weight of American firepower would drive the Japanese defenders into the interiors of their complexes only to reappear when the firing had subsided. Ridges, Hills, and Depressions that were thought to be cleared would unexpectedly come back to life hours and even days after the main line had pushed forward. The Meat Grinder would go down in Marine history as the toughest defensive position of World War II.

DOWN AND OUT

SCENARIO 1007

Buna, Papua New Guinea, 1 December 1942: The 32d Division had been pressed into combat with urgency. Through out November 1942 it had been called upon to attack the spearhead of Japanese expansionism. The supply situation was steadily growing more critical, even the most basic supplies were not available. Food, water and even gun oil, were all in short supply. The night of 30 November to 1 December was uneasy on the Urbana front. There was little action during the night, but the exhausted troops, who were expecting a counterattack, got little real rest. The objective, Buna, was only meters away 2d Bn, 128th Inf was again ordered to push forward against the 14th and 15th Naval Pioneers.



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BOARD CONFIGURATION:

BALANCE:

The Japanese disregard the replacement dr. (SSR 4)

The American DR at start becomes a dr. (SSR 4)

N	
7	35

Victory Conditions:

The US player wins if he controls ≥ 2 bunkers/pillboxes at games end.

Elements of the 2 Bn, 128th Inf [ELR 1] Set up on or south of row U on Boards 35 and or 7 {SAN 3}



 6-6-6 12	 5-4-6 ?	 8-1 see SSR 4	 8-0 2	 7-0 2	 4-10 2	 6-12
--	---	---	---	---	--	--

TURN RECORD CHART

Japanese sets up first	1	2	3	4	5	6	7	END
US moves first								

Elements of the 14th and 15th Naval Pioneers [ELR 4] Set up between O and L inclusive on Boards 7 and 35 east of the river. see SSR 1 {SAN 5}



 4-4-7 6	 3-3-6 ?	 2-2-8 2	 9-1	 8-0	 2-6 3	 4-11	 6-14	 50* 2	 4	 1+3+5 3
---	---	---	--	--	---	--	---	---	--	---

SPECIAL RULES:

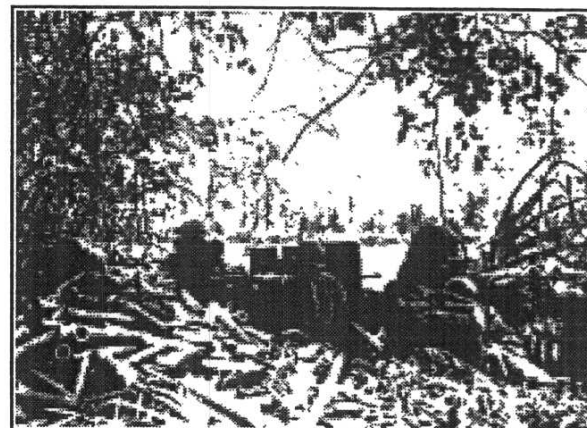
- The pillboxes must set up on with at least one on each board no closer than 2 hexes from each other.
- EC are moist with no wind at start.
- Ammunition Shortage is in effect for the Americans.
- To reflect the diseased condition of both sides before play begins replace a number of 666 squads equal to one DR with 546 squads and replace a number of 447 squads equal to one dr -1 with 336 squads.
- Place overlays as follows: Wd 4 on 35U8-V8; Wd 5 on 35 W6-V5; MI on 7M1
- PTO terrain is in effect.

Aftermath: The soldiers, weakened by fever and suffering from hunger and exhaustion, achieved initial success and a few of the bunkers were knocked out. Then, just as the troops seemed to be on the point of breaking through the soldiers faltered, not so much due to enemy fire but of sheer weariness and weapon malfunction. Although his front line was now less than 300 yards from Buna Village, Colonel Mott decided to make no more attacks that day.

THE SANANANDA FRONT

SCENARIO 1008

Papua, New Guinea, 8 December 1942: During November the 32d Div had advanced to the junction of the Sanananda road and the Killerton track. On 30 November establishment of a roadblock, by troops of the 126th Inf commanded by Cpt Huggins, had cut off the Japanese forward units on the main north-south route. The roadblock garrison, however, was in a precarious position. The position was subject to continuous attack from almost every direction and the supply line was exposed and vulnerable. Numerous attempts were made to relieve the outnumbered position, but all had failed. On the morning of 8 December Lt Dal Ponte, of Company A, volunteered to make yet another attempt.

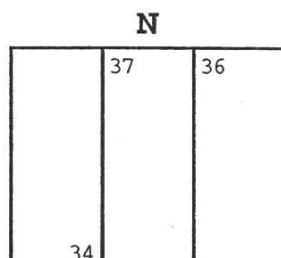


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BOARD CONFIGURATION:

BALANCE:

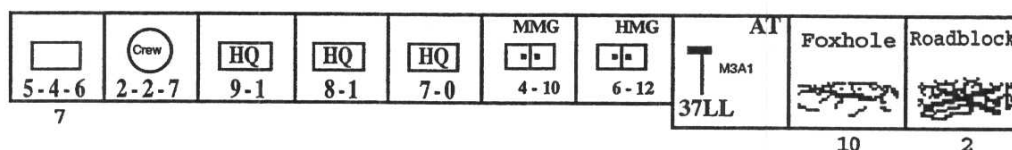
Japanese: Add 2 447 squads to the set up forces on board 36.
American: Add 1 turn to the game.



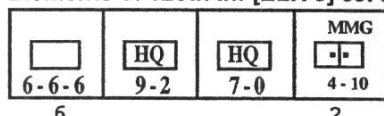
Victory Conditions:

The US player wins at the end of any player turn when the road block garrison has been relieved. See SSR 1

Elements of 126th Inf Roadblock Garrison [ELR 2] Set up ≤ 2 hexes from M5 on Board 37 {SAN 4}



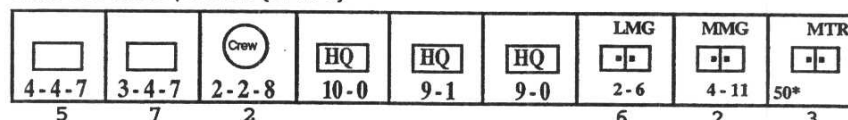
Elements of 126th Inf [ELR 3] set up on Board 34 see SSR 6



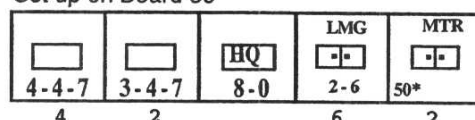
TURN RECORD CHART

US player sets up first	1	2	3	4	5	6	7	8	END
Japanese moves first									

Elements of the 1st Bn 144th Inf [ELR 4] Set up ≥ 12 hexes from 37M5 on Board 34 with no more than one MMC per hex {SAN 6}



Set up on Board 36



SPECIAL RULES:

- The relief occurs when ≥ 3 non-garrison squads or equivalents have entered ≥ 3 foxholes containing ≥ 3 separate garrisoned MMC.
- All hills on board 36 don't exist.
- The 9-1 leader in the garrison starts the game wounded.
- All non-overlay kunai is open ground. Overlay kunai is considered broad leafed vines and is not a LOS hindrance, but is treated as plowed earth for movement purposes.
- Only the 37GG6-37A6 road exists, dense jungle is in effect, and the streams are dry.
- Set up using HIP ≥ 13 away from M5 on board 34.
- EC are moist with a mild breeze blowing to the NE.

8. PTO terrain is in effect.

9. Place overlays as follows: G5 on 37P7-O8; G3 on 37M8-L7; G2 on 37J7-I7; G4 on 37L4-K5; M1 on 37P1; M2 on 37L2-K3; M3 on 37R3-R4; M5 on 37I4-H3; 4 on 34

Aftermath: Deliberately exposing himself to fire, Lt Dal Ponte located one position after another. Infiltrating parties either silenced the enemy or forced him to withdraw. Though repeatedly attacked the rest of the way, the supply party successfully fought its way to the roadblock. Dal Ponte immediately took over command from Cpt Huggins, who had been carrying on despite his wounds. On 10 December communications were out again and it wasn't until 15 December that the roadblock would be relieved for the last time.

THE MAINIT RIVER BRIDGE

SCENARIO 1009

Leyte, Philippines, 28 October 1944: On the morning of 28 October 1st and 2d Bns, 34th Inf were ordered to the town of Alanalang. After setting up local security the battalions moved toward the Mainit River about one and a half miles due west through a driving rain storm. Contact was made with elements of the 33d Inf, who had dug in on both sides of the steeply sloping banks of the river at the steel bridge crossing. The 2d Bn pushed north and crossed the river unopposed. Five tanks followed to fire at targets of opportunity. Both Bns were to attack, destroy the enemy resistance, and secure the eastern and western banks of the river respectively.

BOARD CONFIGURATION:

BALANCE:

Japanese: May attempt bridge demolition beginning on turn 4.
American: 666 squads are 667.

N		
		34
7	36	



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Victory Conditions: The US player wins if at games end he controls both ends of the bridge intact and has more Casualty VP than he loses at games end. The Japanese player wins on any turn the bridge is blown or by avoiding the US victory conditions.

Elements of 41st Reg [ELR 4] Set up on Board 7 west of the river {SAN 5}

 4-4-7 13	 2-2-8 4	 10-1 2	 9-1 2	 9-0 2	 2-6 6	 4-11 2	 6-14 2	 50* 3	 30-1 3
--	---	--	---	---	---	--	--	---	--

Elements of the 33d Inf set up east of the river

 4-4-7 4	 9-1 3	 2-6 3
---	---	---

Set up on Board 7

 8	 3	 1+5+7 2
--	--	---

TURN RECORD CHART

US moves first	1	2	3	4	5	6	7	8	END
Japanese sets up first									

Elements of 2nd Bn, 34th Inf [ELR 3] Set up on Board 34 see SSR 5 {SAN 3}

 6-6-7 12	 6-6-6 10	 2-2-7 2	 9-2 2	 9-1 2	 8-1 2	 8-0 2	 7-0 3	 4-10 4	 37* 2	 60*M2 2
--	--	---	---	---	---	---	---	--	---	---

 75 3	 37LL 2/4/2 2	 75* -1/-4 2
--	--	---

SPECIAL RULES:

- PTO terrain is in effect along with Mud and Heavy Rain rules are in effect. EC are Wet with no wind at start.
- The Japanese player may attempt to blow the bridge once per game turn during the Japanese AFPh by rolling a DR of < the current game turn beginning on turn 6. The US player can modify the demolition DR by +1 for each bridge hex controlled.
- A single lane road exists on 7Q1, 36Q6, 36P5, 34Q6, 34P5, and 34Q1. A two lane stone bridge exists between 7Q9 and 7Q4.
- At least 10 squads and any number of SW and SMC must begin the game off board and enter west of the river on Board 7 during a friendly MPH in which the US player has rolled a dr of ≤ 4.

Aftermath: The 1st Bn reached the water's edge, where it was pinned down by the remaining elements of the 33rd Inf. The 2nd Bn, however was able to push north through heavy brush and cross the river unobserved. Once on the other side they charged the entrenchments of the 41st Inf. As they neared the bridge 2nd Bn overran three mortar positions before being halted briefly by heavy machine gun fire. By 1500 the bridge was in U.S. hands. The Japanese had placed a demolition charge on the bridge, but the American advance had been so swift that the enemy never had a chance to set of the charge.

SCENARIO 1010

Gotterdammerung

Berlin, Germany, 28 April 1945: The last days of the Thousand Year Reich performed like the final act in a Wagnerian Opera. After the Seelow Heights Line was overwhelmed, the Battle for Berlin hearkened back to the city battles of 1942. The Russians, bent on revenge, would fight their own version of Stalingrad this time as the attacker and on German soil.

Aftermath: The German Army made their last stand in and around The Chancellery and OKW Headquarters. The Wehrmacht had little hope for an Early Winter or Siberian Army Counterattack. Germany placed their last desperate hopes on the Hitler Youth and the Volkstrum. In the end Valhalla would be their only gain and Berlin would be destroyed.

Victory Conditions:

Victory Points (VPs) are awarded for the control of VP buildings and 1 VP for possession of the ADVANTAGE (SSR 8). Prior to all set up both players secretly assign 7 Victory Points to multi-hex buildings within his sector. Buildings must be assigned 1 or 2 VPs, all must be ≥ 10 hexes from the east edge and ≥ 5 hexes from the west edge, and may not be selected if another building/building location has already been selected in the same North-South hex row. At least one building must be selected on each of the 3 boards in a player's sector. Players are awarded the total VPs assigned to each building controlled and half the total value (FRU) if the building is contested. The Player who scores the most VPs in his sector (SSR 7) at games end is the Sector winner. The side with the greatest combined total VPs is the winner.

Balance:

Germans: 2 POINTS of FANATICAL RESISTANCE (SSR 5) are used instead of one.

Russian: Make the scenario 10 turns long instead of 9.

BOARD CONFIGURATION:

Sector A			Sector B			Sector C			Sector D		
17	1	23		12			21	10			
N											
			6		20	24			14	8	22

TURN RECORD CHART

German sets up first	1	2	3	4	5	6	7	8	9	END
Russian moves first										

German Order of Battle:



Prior to choosing a Sector the German players randomly select one of the six Orders of Battle (OB) provided. No OB may be selected more than once and must be kept secret from all Russian players. All forces must set up within their sector ≥ 5 hexes from the east edge.

German Units do not possess the underlined moral bonus.

The German Players divide, by mutual agreement, the following Fortifications, HIP, and Concealment after Sector and OB selection:

30 x Foxhole 30 x Trench 8 x AT Ditch 60 x Concealment Counters 25 x Fortified Location (Tunnels are N/A)
12 x Road Block 18 x Wire 12 x HIP MMC (any number of Leaders/SW may set up HIP with the MMC)

Soviet Order of Battle:

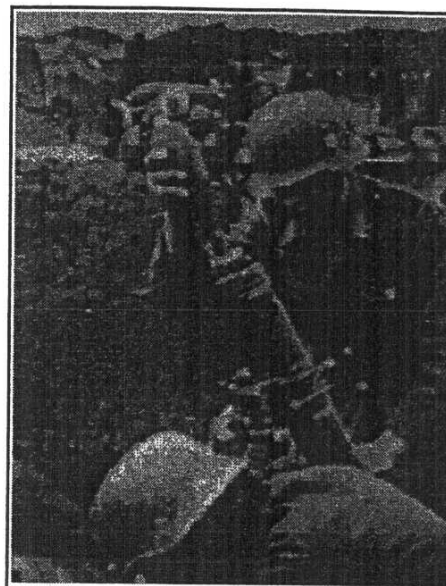


Prior to choosing a Sector the Soviet players randomly select one of the six Orders of Battle (OB) provided. No OB may be selected more than once and must be kept secret from all German players. All forces enter their sector on the east edge on turn one or later.

SPECIAL RULES:

- EC are moist with no wind at start. Rooftops (E23.82), RB Cellars (06.), and Interrogation (E2) (civilians are hostile to the Russians and Friendly to the Germans) are in effect.
- German Units suffer from Ammunition Shortage (A19.131).
- Place Overlays on: X12 on 17K4/K5; X10 on 17N6; X11 on 17X5/X6; OG5 on 23B6/A7; O3 on 60A/N3; B5 on 12H4/H5; X13 on 12J3/J4; X14 on 12Y8/X7; X8 on 12EE7; X16 on 24H8/H9; O5 on 10G10/F9; O1 on 10G6; O2 on 10J9/J8; X18 on 10K6/K5; X7 on 10P1; O4 on 14Y6/Z5; X6 on 14R5; X15 on 14O6/O5; X17 on 14J3/J4; X9 on 14G8; M1 on 8L10.
- All woods hexes are Stone Rubble EXC: Woods hexes wholly within Sector B remain Woods. All Brush hexes are Wooden Rubble. Vehicles may enter rubble hexes via path hex sides as if entering Debris (O1.) provided the hex does not contain another vehicle. All Grain is Debris (O1.). All Orchard and Orchard road hexes are Shellholes. Hills and valleys do not exist. Non-Gully Cliff hex sides are walls. A two lane stone bridge exists between 8Y4 and 8Y2 and connects with Road 8Y1; another two lane stone bridge exists between 8I9 and 8I5. The hedge along the 8I4/I5 hex side does not exist. Buildings 1X4, 20C7, and Overlay X17 are Factories (B23.74). The River on Board 8 is deep with a moderate current flowing east. The water obstacle on Board 23 is a Deep Stream (B20.43). Other streams and ponds are shallow. All Roads are Paved.
- Prior to all setup the German Player must secretly designate one building within his setup area as a POINT of FANATICAL RESISTANCE. Any German unit in this Building is Fanatic (A10.8). The total point value for this building is doubled.
- Before setup, the German in each sector makes a Commissar DR in addition to his OB Leaders. On a roll of 2-4 he receives a 10-1 leader; 5-7 a 10-0 leader; and 8-12 a 9-0 leader. Use Finnish counters for these units and treat them as Commissars (A25.22) in all regards for the Germans.

- Sector A: Boards 17,1,23; Sector B is Boards 6,12,20; Sector C is Boards 24,21,10; Sector D is Boards 14,8,22. Players may choose to work together and play the scenario in the same turn/phase sequence or they can play their sectors independent of each other. The Soviet player must agree to any German Plan.
- The Advantage, represented by a playing card, gives its holder the right to demand a reroll of one DR/dr during play. When a player uses the Advantage it immediately passes to his opponent. A player must demand this reroll before he sees the results of a subsequent roll EX: he may not wait for the outcome of a To Kill DR before asking for a reroll of the To Hit DR. Any random selection DR, regardless of the number of dice used, counts as one roll for purposes of using the Advantage. A player may use the Advantage as many times as he may obtain/regain control of it but only once per player turn. The Soviet players begin the scenario with the Advantage. The player who controls the Advantage Card at Games end is awarded 1 VP.
- After all setup, the Soviet player must conduct a Bombardment (C1.8) on 3 connecting half boards.
- Each Sector (SSR 7) uses its own Sniper Counters and Sniper Activation Numbers. Snipers treat the edges of their sectors as if they were board edges.
- No Quarter and Hand-to-Hand CC (J2.31) are in effect.
- Any German Vehicle that expends a start MP, changes its Vehicular CA, and/or makes a Motion Attempt must first make a DR. On a roll of 12 the vehicle has run out of gas and is immobilized.
- Monster Pack Rule MP 1 is in effect (See MP #1.1 Cover Letter).
- Optional Rule: Players may agree to divide the unused OBs as additional units which set up/enter with the already selected OB. These forces may be distributed in any agreed upon design (EXC use the original sector SAN).



OB #1

[ELR 2]
{SAN 5}

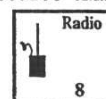


Elements of IX Army set up within their sector ≥ 5 hexes from the east edge.

4-4-7	9-2	9-1	8-1	8-0	3-8	5-12	7-16	50*	12-4
28			2	3	7	4	2	2	4

13 	AA 	
75L 3/5	88L	2-2-8
3		

OBA 1 module of 80+ M with scarce ammo



OB #2

[ELR 2]
{SAN 4}



Elements of IX Army set up within their sector ≥ 5 hexes from the east edge.

4-6-8	4-6-7	4-3-6	10-2	9-1	8-1	8-0	7-0	3-8	5-12	7-16	50*	12-4
2	6	26		2	2	6	4	2	2	2	2	4

13 	15 	13 	9-1 	INF 	AA 	
75L 3/5	75LL 3/5/2	75L -1/2*	Armor	75*	20L(6)	2-2-8
					2	

OB #3

[ELR 2]
{SAN 6}

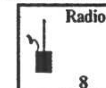


Elements of IX Army set up within their sector ≥ 5 hexes from the east edge.

6-5-8	5-4-8	4-6-7	4-4-7	4-3-6	9-1	8-1	8-0	3-8	5-12	7-16	50*	12-4
2	2	2	10	7	2	2	5	3	2	2	2	3

11 	13 	15 	10-2 	AA 	AA 	
128L 3/-	75L 3/5/2	75L -1/3	Armor	88L	20L(6)	2-2-8
					2	

OBA 1 module of 100+ with scarce ammo



OB #4

[ELR 2]
{SAN 3}



Elements of IX Army set up within their sector ≥ 5 hexes from the east edge.

6-5-8	4-3-6	9-2	9-1	8-1	8-0	3-8	5-12	7-16	50*	12-4
14	10		2	2	6	4	2	2	2	4

15 	13 	13 	9-2 	AT 	
75LL 3/5/2	75L 3/5	75L -1/2*	Armor	75L	2-2-8
				2	

OB #5

[ELR 2]
{SAN 6}

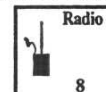


Elements of IX Army set up within their sector ≥ 5 hexes from the east edge.

5-4-8	4-6-7	4-4-7	4-3-6	9-2	9-1	8-1	8-0	3-8	5-12	7-16	50*	12-4
2	5	10	5		2	2	6	4	2	2	2	4

15 	13 	16 	AT 	
75LL 3/5/2	75L -1/1*	-1/3	76L	2-2-8

OBA 1 module of 150+ with scarce ammo



OB #6

[ELR 2]
{SAN 5}



Elements of IX Army set up within their sector ≥ 5 hexes from the east edge.

4-6-7	4-4-7	9-1	8-1	8-0	7-0	3-8	5-12	7-16	50*	12-4
13	10		2	2	5	3	2	2	2	3

15 	AT 	
75LL 3/5/2	88LL	2-2-8
3		

OB #1
[ELR 4]
(SAN 3)

★

Elements of the 5th Shock Army Enter on the East Edge on turn one or later.

			HQ	HQ	HQ	HQ	HQ	LMG	MMG	HMG	HMG 50cal	MTR
6-2-8	4-4-7	5-2-7	9-2	9-1	8-1	8-0	7-0	2-6	4-10	6-12	8-16	50*
10	12	12			2	2		8	5	2		4

OBA 1 module of 80+ M with Normal ammo with one preregistered hex.

Radio 6/7/8

16	17	16
T34-M43	T34-M41	T34-85
76L 2/4	76L 2/4	85L 2/4
3	3	4

OB #2
[ELR 4]
(SAN 2)

★

Elements of the 5th Shock Army Enter on the East Edge on turn one or later.

				HQ	HQ	HQ	LMG	MMG	HMG	HMG 50cal	MTR
6-2-8	4-5-8	4-4-7	5-2-7	9-1	8-1	8-0	2-6	4-10	6-12	8-16	50*
10	10	10	4		2	2	6	4	2	2	3

OBA 1 module of 80+ R with Normal ammo with one preregistered hex.

Radio 6/7/8

13	13
IS-2m	IS-3
122L 1/4R2/4	122L -/4
4	2

OB #3
[ELR 4]
(SAN 4)

★

Elements of the 5th Shock Army Enter on the East Edge on turn one or later.

				HQ	HQ	HQ	LMG	MMG	HMG	HMG 50cal	MTR
6-2-8	4-5-8	4-4-7	5-2-7	9-1	8-1	8-0	2-6	4-10	6-12	8-16	50*
10	10	2	10		2	2	6	4	2		3

OBA 1 module of 150+ with Plentiful ammo with one preregistered hex.

Radio 6/7/8

16	13	13
SU-76M	ISU-122	SU-152
76L	122L	152
3	3	2

OB #4
[ELR 4]
(SAN 3)

★

Elements of the 5th Shock Army Enter on the East Edge on turn one or later.

	HQ	HQ	HQ	HQ	LMG	MMG	HMG	HMG 50cal	MTR
4-4-7	9-1	8-1	8-0	7-0	2-6	4-10	6-12	8-16	50*
26			2		5	3	2		3

OBA 1 module of 80+ M with Plentiful ammo with one preregistered hex.

Radio 6/7/8

16	17	16
T34-M43	T34-M41	T34-85
76L 2/4	76L 2/4	85L 2/4
2		6

Assault Engineer Section

	FT	DC
6-2-8	24-1	30-1
7	4	9

OB #5
[ELR 4]
(SAN 3)

★

Elements of the 5th Shock Army Enter on the East Edge on turn one or later.

		HQ	HQ	HQ	HQ	LMG	MMG	HMG	HMG 50cal	MTR
4-5-8	5-2-7	9-1	8-1	8-0	7-0	2-6	4-10	6-12	8-16	50*
15	3					5	3	2		2

OBA 1 module of 120+ with Plentiful ammo with one preregistered hex.

Radio 6/7/8

13	13
IS-2m	IS-3
122L 1/4R2/4	122L -/4
3	2

Assault Engineer Section

	FT	DC
6-2-8	24-1	30-1
6	4	8

OB #6
[ELR 4]
(SAN 4)

★

Elements of the 5th Shock Army Enter on the East Edge on turn one or later.

		HQ	HQ	HQ	HQ	LMG	MMG	HMG	HMG 50cal	MTR
4-5-8	4-4-7	9-2	9-1	8-1	8-0	2-6	4-10	6-12	8-16	50*
11	16					5	3	2		2

OBA 1 module of 200+ R with Normal ammo with one preregistered hex.

Radio 6/7/8

16	13	13
SU-76M	ISU-122	SU-152
76L	122L	152
3		3

China Pack Teaser #1 BATTLE FOR THE CROSSING

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November 29, 1934 Xiang River, Guangxi Province, China:

Elements of the 300,000 strong Nationalist (KMT) Army faced the Rear Guard of the Communist Army (CCP) as they advanced at all cost to the Xiang River. The vanguard "Shock" elements of the CCP Army had crossed the Xiang and set up a bridgehead a full 24 hours ahead of the Supply Column and the Rear Guard. The perilous situation of having their Army cut in two was made worse by constant KMT air strikes. The Rear Guard attempted to protect the Supply Column as the Nationalists troops moved in for the kill.

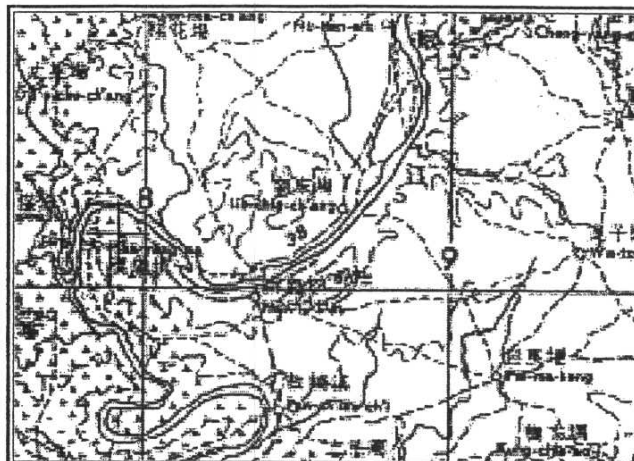
TURN RECORD CHART

Game Length 6 Turns

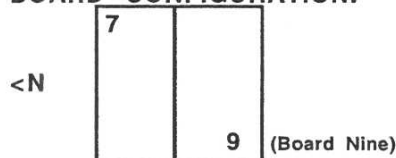
(Optional Rule play with a 4 Hour Time Limit)

Communist CCP sets up first

Nationalist KMT moves first



BOARD CONFIGURATION:



Scenario Victory Conditions:

Each side Randomly and Secretly selects one VC after side selection but before placing Activation Locations (AL). VC are revealed only at games end. The Player with the most fulfilled VCs wins. Any other result is a Draw. (See the Victory Conditions Table SSR 6)

Balance:

Communist/CCP: Add one 337 MMC to each of the Activation Groups.

Nationalist/KMT: Make the scenario 7 turns long instead of 6

Campaign Victory Conditions:

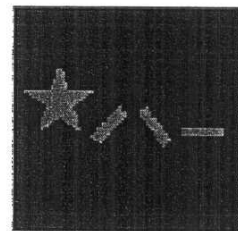
See The Campaign Special Rules Booklet (CSRB)
(Not included in the teaser)

Communist/CCP First Front Army Order of Battle: Place 6 Activation Locations (AL) anywhere on Board 7 or 9 ≥ 4 hexes from the nearest friendly AL see SSR 5. On CCP Player Turn 1 the CCP player may freely Generate the First Activation Group on any Activation Location:

SAN 5, ELR 5, Activation Number dr= 4 (See Communist Activation Table Activation Table)

Communist Activation Table

First Activation Group:	9-1, 337 x3, LMG x1	dr 1-5 = Add 1 Hero
Second Activation Group:	9-2, 337 x3, LMG x1	dr 1-3 = Add 1 Hero
Third Activation Group:	8-0, 527 x3, HMG x1	dr 1-3 = Add 1 Hero
Forth Activation Group:	8-0, 527 x3, MMG x2	dr 1-2 = Add 1 Hero



Nationalists/KMT Order of Battle: Place 6 Activation Locations (AL) anywhere on Board 7 or 9 ≥ 4 hexes from the nearest friendly or enemy AL. EXC KMT ALs must be placed East of hex row Q. After the CCP player sets up the KMT player may freely Generate the First Activation Group on any Friendly Activation Location see SSR 5: SAN 2, ELR 3, Activation Number dr= 4 (See KMT Activation Table)

KMT Activation Table

First Activation Group:	9-1, 447 x3, LMG x1
Second Activation Group:	9-1, 447 x2, LMG x1
Third Activation Group:	8-0, 336 x3, MMG x1
Forth Activation Group:	7-0, 447 x2, HMG x1



Mao's Military Philosophy

- 1- When the Enemy Advances we Retreat
- 2- When the Enemy Camps we Harass
- 3- When the Enemy Tires we Attack
- 4- When the Enemy Retires we Pursue
- 5- Our Weapons are supplied by the Enemy

Please E-Mail

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With your Comments

Aftermath: The KMT moved in from three sides and effectively carried out their intention of making the Xiang River crossing a killing ground for the Communist Army. After a week of relentless fighting both sides disengaged as exhaustion and the carnage had taken their toll. The CCP "Bandits" had lost a full half of their strength, down to 30,000. The Battle forced the Communist to adopt, the soon to be, Chairman Mao's Guerrilla Tactics which were refined against the American's and French in Vietnam some 30 years later. The Communist Army had Sustained the most casualties in any battle of The 6000 Mile Long March.

SPECIAL RULES:

1. EC are moist with no wind at start PTO Light Jungle. The Board 7 River is treated as a Normal Stream (B20.43) with no current. Units in the River are considered to be Forging. Interrogation is in effect (E2) {civilians are hostile to the Nationalist and Friendly to the Communists}.
2. Both sides may suffer Ammunition Shortage (A19.131) see The Random Event Table.
3. Place China-Pack Overlays on as per Campaign Special Rules Booklet (CSRB). {Not included in the teaser}
4. The Supply Trains are represented by 12 Vehicular Dust Counters. The Supply Trains Enters on Turn one on the South Edge between P and R. The Supply Trains must move use Column Movement in 3 columns of 4 counters each and must move toward the North Edge. The Supply Train has a Morale of 6 and has a Movement Factor of 4 and may not ADV. Any KIA, K or Failed MC results in the removal of the Supply Train Counter.
5. Activation Locations (AL) are used to generate forces in China Pack Scenarios and are treated as a Known Good Order Units for Rout and Concealment purposes. Use a Large Concealment Counter to represent Activation Locations. Activation Locations are placed prior to game's start, may not be moved during play, and are removed only when Forces are Activated from the AL. When all Forces have been generated any remaining ALs are removed from play.
Forces are generated on or ADJACENT to an AL by the side who controls them under the following circumstances. If an Enemy Unit Performs any Concealment loss activity in ANY Phase in LOS to an AL the controlling player may attempt a Activation dr. Forces are generated if a dr is equal to or less than the current scenario AL number (see Set Up Conditions). The First Group on the Activation Table activates first, Second Activates Second and so on. Forces can also be generated through Random Events. If no Activation Locations or Un-Activated Forces exist at the time of the Random Event then no Forces can be generated. Units in or AJC to a friendly on board AL are Fanatic (A10.8). AL are automatically activated when an Enemy Unit enters the AL's location.
6. Dare to Death Squads are assigned to Activation Groups prior to set up.

6. Victory Conditions Table

dr:

- 1 Maintain $\geq 70\%$ FRD in CVPs of your Force
- 2 Maintain More CVPs on Both Sides of the River than the enemy player
- 3 KMT Inflict 15 CVPs or CCP Captures 15 CVPs
- 4 Control more Level 3 or Level 4 locations with LOS to the any River hex than the Enemy Player
- 5 Destroy(KMT Player) $\geq 70\%$ or Maintain(CCP Player) $\geq 70\%$ of all of the Counters in the Supply Train.
- 6 Destroy(KMT Player) or Maintain(CCP Player) 50% of all of the Counters in the Supply Train

Campaign VPs (Not used in the Teaser)

- | |
|---|
| 5 VP |
| 25 VP |
| 5 VP For Every 15 CVPs Inflicted/Captured FRU |
| 10 VP |
| 50 VPs |
| 50 VPs |

China Pack Random Events

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Random Events (RE) occur during play when ever Doubles are rolled. Immediately after resolving any and all effects of the Doubles DR the player who rolled the Doubles rolls a dr on the Random Event Application Table to determine who the RE applies to. Players resolve the Random Event according to the appropriate Random Event Table.

Random Event Application Table

dr:

- 1-2 CCP Player RE
 - 3-4 KMT Player RE
 - 5-6 Both Players apply the RE results (The Attacking Player resolves the RE first)
- Optional Rule Players may agree to place a limit on the number of Random Events which can occur during each Player Turn.
EX Players agree that no more than 4 RE can occur during any Player Turn for a total of 8 possible RE each Game Turn. This Rule can be used to limit the amount of Fog of War Random Events place into a China Pack scenario.

EX: CCP turn 3 a Prep Fire Attack results in a 8 (Double Fours). After resolving any and all effects of the Prep Fire Attack the CCP player rolls first on the Random Event Application Table dr=6 followed by a DR of 1 (White) 5 (Colored) on the RANDOM EVENTS TABLE would result in the following:

Random Event Application Table

dr 6 = Both Sides apply the RE results (CCP First)

RANDOM EVENTS TABLE:

1 White = Use Random Events Table 1

5 Colored = Resolve one Friendly Sniper 1 Attack

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RANDOM EVENT TABLE 1

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White dr 1-3

Colored dr

1 KMT/CCP Victory Condition Addition

Randomly select an additional Victory Condition which is not currently in play from the Victory Conditions Table.

Disregard if all Friendly Victory Conditions are in play.

2 KMT/CCP Force Activation

One Activation Location may be rolled for normally see SSR 5

3 CCP Guerrilla Ambush and or KMT Air Support

CCP Guerrilla Ambush:

Use the Friendly Sniper Counter as the Ambush Focal Point (AFP) roll a DR to determine Direction and Extent as a Normal Sniper.

The Sniper is Counter is then moved by the CCP Player to the closest Concealment Terrain (CCP Selects in case of a tie).

Immediately place a Concealed 2x 337, 1x LMG, 1x Hero in the Sniper's Hex. If the hex selected is enemy occupied immediately place a CC counter (EXC Roll for Ambush Normally).

KMT Air Support:

The KMT player rolls a dr and consults the Air Support Table.

dr 1-3 (Use 1939 Axis FB) Armed with MG

dr 4-6 (Use 1939 Axis FB) Armed with Bombs

The dr also equals the number of Aircraft which become available as per Chapter E.

The KMT player may receive no more than 6 Aircraft during the Scenario.

4 CCP Guerrilla Ambush and or KMT Air Support

(See RE 3 above)

5 Resolve one Friendly Sniper 1 Attack

6 Ammo Shortage

For the duration of the scenario

dr 1-2 Ammunition Shortage (A19.131)

dr 3-6 Only SW are effected

RANDOM EVENT TABLE 2

White dr 4-6

Colored dr

1 KMT/CCP Victory Condition Addition

(see RE 1 on Random Event Table 1)

2 KMT/CCP Force Activation

(see RE 2 on Random Event Table 1)

3 CCP Guerrilla Ambush and or KMT Air Support

(See RE 3 on Random Event Table 1)

4 CCP Guerrilla Ambush and or KMT Air Support

(See RE 3 on Random Event Table 1)

5 Resolve one Friendly Sniper 2 Attack

6 KMT/CCP Command and Control

Only units stacked with or are ADJ to a Good Order Friendly Leader may Move/Fire/Advance during the Current Player Turn Only.

Units return to normal at the start of the next player turn.

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