

Brasche Encounter

Dispatches from the Bunker
Scenario # DB001

Homyly, France, June 11, 1940: As the drive through France continued, the crossing of the Seine River was a major objective to accomplish. Four squads of the Pioneer detachment of the 93rd motorized Infantry Regiment's II. Bataillon were ordered to take the bridge crossing the Seine River at Homyly. They were driven to and through the village under enemy fire, disembarking next to the woods leading up to the bridge. They quickly moved through the woods and came upon the bridge where they spied four French soldiers standing guard at the beginning of the span. In a bold maneuver the 1st, 2nd and 3rd squads rushed the guard detachment, hoping to overwhelm them and grab control of the bridge before it was blown up underneath them.



Historical Result: The three squads eliminated the four soldiers and captured others on the far side of the bridge, then occupied the fortifications. French reinforcements soon arrived including two armored cars. The 4th squad dispatched one armored car when a lucky ATR round hit the ammo storage, and Sargent Rudi Brasche and his friend Richard Gambietz immobilized the second one with grenades. Brasche then threw grenades at the oncoming French infantry, forcing them back into the woods. An attack several hours later by three more armored cars was also repulsed, leaving the Pioneer detachment in possession of the intact bridge. The remainder of the II. Bataillon soon arrived and crossed over the Seine. For their heroic action Brasche and Gambietz were awarded the Iron Cross, Second Class; both would eventually win the Knight's Cross later in the war.

BOARD CONFIGURATION:



Only rows T-GG are playable.

VICTORY CONDITIONS:

The side that controls the bridge location at game end wins. The German loses immediately if the bridge is destroyed.

BALANCE:

⊙ French: Add a MMG to the Turn 2 reinforcements.

✚ German: Exchange the 9-1 leader for a 9-2.

⊙ French sets up first

✚ German moves first

1 2 3 4 5 END



Homyly Bridge Guard detachment [ELR:2] setup one MMC each on the north and south side of the bridge adjacent to hex oY6; foxholes setup one each in hexes X5 and Z5; SMC/SW/? setup in any hex adjacent to oY6 (see SSR#3) [SAN:3]:

2-2-7 halfsquad	8-0	LMG	?	Foxhole 1S
2			4	2



Reinforcing Elements of the 6ème Armée enter on Turn 2 anywhere along the North edge:

4-3-7	8-1	7-0	LMG	AMD 35 AC
6				2



Pioniers of Bataillon II. / Infanterie Regiment (motorised) 93 [ELR:4] enter on Turn 1 anywhere along the South edge [SAN:2]:

5-4-8	9-1	8-0	1-4-9	LMG
4				2



ATR	DC
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Special Rules:

#1 - EC are Moderate with no Wind at start.

#2 - Place overlays St3 on Y6-Z6; B3 on V3-V4; Wd2 on BB3-BB4; Wd4 on Z8-AA9; X8 on CC9 and X9 on V9. There is a two-lane stone bridge in hex oY6. The Stream overlay is treated as a one hex wide River (B21.12) that is deep with a slow current flowing west. The road from R6 to GG6 does not exist.

#3 - French concealment counters may setup in non-concealment terrain. The French armored cars may not be voluntarily abandoned (D5.4)

#4 - German 5-4-8/2-3-8 MMC are Assault Engineers (H1.22).

SOCHACZEW

Sochaczew, Poland, September 14, 1939: As the drive on Warsaw continued, the 4th Panzer Division, with the SS Leibstandarte Adolf Hitler Regiment attached, was given new orders: to attack through the Warsaw suburbs of the Bzura sector, at the bend of the Vistula River, to seal off the western approaches to the capital, which the desperate Polish High Command was trying to keep open for reinforcements fighting their way east. Their ultimate goal was to stiffen the defenses of the capital city. Occasionally the Polish defense crystallized in localized hedgehogs that slowed and sometimes stopped the increasing momentum of the German Blitzkrieg. One such place was at Sochaczew, where elements of the 17th Infantry Division were determined the German onslaught would stop there.



HISTORICAL RESULT: The fighting raged until noon on the 14th, as the town changed hands three times. The Germans ran headlong into a heavily defended urban battlefield held by determined, and in some cases, fanatic troops. The Poles strung together a matrix of roadblocks and fortified strongpoints in making the the SS fight for every block of the town. Eventually, the support of the Heavy Abteilung of the Regimental Artillery combined with increasing assistance of the Panzers, helped clear the town. That night, it was the Poles turn to bring up the heavy artillery, and the SS abandoned the town under constant shelling. The town was quickly retaken the next day, and the drive on Warsaw resumed.

BOARD CONFIGURATION:



N



Only Hexrows G-GG are playable

VICTORY CONDITIONS:

The German wins at game end if he has accumulated ≥ 100 VPs. He gains CVPs normally, he also gains VPs for exiting Units off the west edge (Prisoners do not count double as exit VPs), and for multi-hex building control (A26.1). Each multi-hex building is worth VPs = the # of locations it contains at start (EXC: Factory Building oX-17 is worth 15 VPs). The German loses immediately upon suffering ≥ 50 CVPs.

BALANCE:

German: Add a 5-4-8 Assault Engineer plus a DC to the German OB.

Polish: Substitute a 10-3 for the 10-2 leader in the Polish OB.

Polish Set-Up First

German Moves First.

1

2

3

4

5

6

7

8

END



Elements of the 17th Infantry Division [ELR:3] Set Up On/West of Hexrow P: {SAN:5}.

4-5-8	4-5-7	4-3-7	2-4-8	10-2	8-1
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4 6 4 2

8-0	HMG	MMG	ATR	46* Lt. Mtr.	?
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2 2 2 2 16

OBA
Observer

7-0

Phone

Road-
Block

Anti-Tank
Section

2-2-8

Bofors
37L AT

2



Elements of Battalion 1, SS Leibstandarte Adolf Hitler Regiment [ELR:3], Set Up ON/East of Hexrow N {SAN:3}.

4-6-8	5-4-8	2-4-8	9-2	9-1	8-1
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13 2 2

8-0	HMG	MMG	LMG	ATR	DC
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2 2 4 2 2

50*
Lt.Mtr.

x 2

OBA
Observer

7-0

Radio

9-1 AL

Elements of the 36th Panzer Regiment, 4th Panzer Division, Set Up on/east of Hexrow N:

Pz 1B	Pz IIA	Pz IIID	Pz IVA	PSW222
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2 2

SPECIAL RULES:

#1 - EC are moderate with no wind at start.

#2 - Place Building Overlays X-16 with 1 on DD7 and 2 on EE7, and X-17 with 1 on DD1 and 2 on DD2. Buildings oDD7 and Z6 have RB Cellars (O6). Building oDD1 is a 2 1/2 level Factory (B23.74) with a vehicular sized entrance in oCC2, and rooftop access points in oCC2 and oDD1. Rooftops are in play only on this Factory Building. The Poles may fortify 5 ground level locations (Tunnels are NA).

#3 - All Polish 1st Line and Elite Squads (only) have Assault Fire Bonus and MOL Capability. The First Polish squad to pass any MC unpinned and in Good Order without HOB will Battle Harden and create a Hero. All Polish units stacked with the 10-2 Leader are Fanatic as long as he has a Morale Level of 10. The Poles may use HIP for 3 Squad-Equivalents and any SMC/SWs stacked with them.

#4 - The Polish Field Phone represents one module of 70mm+ Artillery with Plentiful Ammo and HE only. The observer and phone may set up HIP.

#5 - The German 5-4-8/2-3-8 MMCs are Assault Engineers (H1.22), must possess the DCs at start, and are the only MMCs qualified to use them without penalty. All German non-crew personell are SS (A25.11) with +1 broken morale/underscored good order morale for all MMCs. No AFV crew may voluntarily abandon its vehicle. The German receives Random Air Support in the form of 1 STUKA DB with bombs on a dr 2 < than the turn number. It is Recalled at the end of the player turn in which it makes an attack.

#6 - The German Radio represents one module of 150mm+ Artillery (HE & Smoke) with Plentiful Ammo and one Pre-Registered Hex. Radio Contact and Battery Access are automatic at the beginning of Turn 1 Prep Fire (remove one black chip). The German must then attempt to place either a Smoke FFE or Smoke Barrage (E12) in his pre-registered hex. The observer and radio may set up HIP.

UNHAPPY TRAILS

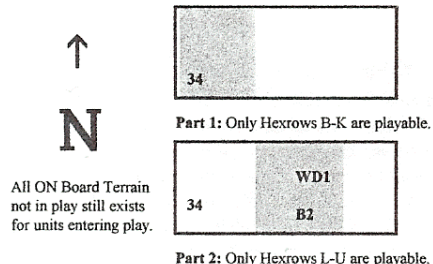
The Mission and Numa-Numa Trails, Bougainville, November 5-11, 1943: Following the main landings at Empress Augusta Bay on November 1, and the successful establishment of the beachhead perimeter, the Marines of the 3rd Marine Division & 3rd Raider Battalion were ordered to push inland to expand the perimeter, recon Japanese positions, secure a sight for an airstrip, and establish a jumping off point for the eventual assault on the ridgelines inland, where JJA artillery was dug in and shelling the beachhead. The only way of proceeding inland in the dense tropical jungle was along the few native trails running into the interior. Whoever controlled the trails would have the upper hand in the coming campaign, and the race for both sides was on.



Historical Result:

The Japanese moved first after the Raiders had established a block on the Mission Trail which led inland from the beachhead in an east-northeast direction. The Japanese attacked the blocking position, and though outnumbered the Raiders beat off the assault. The Marines then counterattacked up the trail, with the Raiders being relieved by the 3rd Battalion, 9th Marines for the final push to the intersection of the Mission and Numa-Numa Trails. This occurred on Armistice Day, with the Marines securing the intersection after much hard fighting and the Japanese pulling back up the Numa-Numa toward the East-West Trail and Hellzapoppin Ridge. They left behind some 550 dead.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The side with the most Total VPs accumulated over both parts wins (the Japanese win if tied). Both sides earn CVPs normally. In addition, each Pillbox is worth 6VPs and each Trench 3VPs for the side that controls it at game end of the part being played. (EXC: The Attacker in each Part also earns these VPs for the Fortification's destruction). The Attacking player in each part must earn ≥ 9 VPs or he loses the entire scenario.

BALANCE:

Japanese: Add a 4-4-7 to Part 1, change the MMG to a HMG and add a Hero to Part 2.

Marine: Add a 2-3-8 and a MMG to Part 1, change the 8-0 to a 8-1 and add a 3-4-8 to Part 2.

Japanese move 1st in Part 1, Set up 1st in Part 2

Marines Set up 1st in Part 1, Move first in Part 2

This is a 2 Part Scenario. Each Part is 5 Turns long. Restart on Turn 1, Part 2 at Game End, Part 1.

1 2 3 4 5 END

Part 1: Elements of the 23rd Infantry Regiment, 6th Infantry Division [ELR:4] Enter on Turn 1 on Trail Hex K6 {SAN:4}, See SSR #1

MMC/ SMC/	4-4-8	4-4-7	2-2-8	10-1	9-0	8-0
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2 6 2

SW	dm MMG	LMG	DC
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2 3 2

Part 2: Elements of the 23rd Infantry Regiment, 6th Infantry Division [ELR:4], Set up in/adjacent to the Pillbox/Trench Hexes : {SAN:5} - **Fortification Set up:** The Pillbox sets up in oQ5 with CA: P4/P5. The Trench sets up in R4. Both are known and on board at start.

MMC	4-4-8	4-4-7	2-2-8	10-0	9-1	?
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5 2 4

SW/ Fort.	HMG	MMG	LMG	DC	1-3-5 Pillbox	Trench
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2

Part 1: Elements of the 3rd Marine Raider Battalion [ELR:5], set up in/adjacent to the Pillbox/Trench Hexes: {SAN:4} - **Fortification Set up:** The Pillbox sets up in E6 with CA: F5F6. The Trench sets up in D6. Both are known and on board at start.

MMC/ SMC	5-5-8	2-3-8	9-2	9-1
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6 2

SW/ Fort.	MMG	DC	?	1-3-5 Pillbox	Trench
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2

4

Part 2: Elements of the 3rd Battalion, 9th Marine Regiment [ELR:5], Enter on turn 1 on Trail Hex L6: {SAN:3}, See SSR # 1.

MMC/ SMC	6-6-8	3-4-8	9-1	8-1	8-0
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7 2

SW	dm MMG	DC	BAZ 43
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2 2

SPECIAL RULES:

#1 - EC are Wet at start. PTO Terrain (G.1) is in effect. Place overlays Wd1 on Q5 and B2 with 1 on O8 and 2 on P7. All hut hexes are Bamboo. Only the road depictions are paths (G1A), no other paths (B13.6) exist. All on board terrain not in play still exists for units entering play, which must set up on paths.

#2 - This is a 2 Part Scenario. Part 1 is played with the units allotted for Part 1 and at game end VPs are then Totaled, the board is cleared of Part 1 units & Part 2 is started. At the end of Part 2 VPs are again Totaled and the winner determined as per the Victory Conditions. For the Marine Raiders in Part 1 and the Japanese in Part 2 there must be ≥ 1 Squad Equivalent & ≥ 1 SMC and/or SW in both fortifications at start, and NO unit may leave either until there has been an attack on any unit in it's OB other than a successful ambush, or there has been any LOS to a Known enemy unit.

#3 - The Marine Raiders in Part 1 are Stealthy, have Assault Fire, and may use HIP for 1 squad equivalent. The Marines in Part 2 must designate 2 squads as Assault Engineers (H1.22) who must possess the DCs at start. The Japanese Elite squads in both parts are Assault Engineers, must possess the DCs at start and retain these capabilities as long as they remain Elite. There is NO Tunnel for the Japanese Pillbox. The Japanese in Part 2 may use HIP for 1 squad equivalent and any SMC/SW stacked with it in addition to normal HIP capabilities.

DEVILS PLAY

West of Oudna, Tunisia, December 1, 1942:
As part of the Allied drive on Tunis, British Paratroopers were to make a diversionary attack on the Axis forward airbase at Oudna, after which they would be relieved by armored elements of *Blade Force*. Relief would not be forthcoming however as the Allies were stopped cold at Djefna and Djedeida in heavy fighting. With the success of the paratroop now imperiled, permission was sought to cancel the operation; unfortunately approval was not given in time and on the evening of November 29th the *Red Devils* of Frost's 2nd Battalion, making their first combat jump, floated to earth near Depienne. They then moved north to the Oudna Airfield, which they found deserted. After conducting demolitions of the airfield they faced a hazardous trek of 30 miles to reach friendly lines near Medjez el Bab.



Historical Result:
Not about to let the British incursion go unhindered, the Germans dispatched Fallschirmjaegers of Koch's 5th Regiment to intercept. Supported by armored cars and Italian self propelled guns, the *Green Devils* of Jungwirth's 1st Battalion engaged in a running battle with the *Red Devils* of Frost's 2nd Battalion, with the fighting becoming hand to hand at times. After two long days of combat the remnants of Frost's battalion finally contacted friendly forces, having suffered 289 casualties out of the 500 who started the operation.

BOARD CONFIGURATION:

↑
N

11
18

VICTORY CONDITIONS:

Providing he has not lost ≥ 32 DVP (which would result in an immediate British Victory), the German wins the instant he has accumulated ≥ 27 casualty DVP or at game end if the British fail to exit ≥ 19 DVP off the West edge (Doubled VP for captured equipment/prisoners are NA).

BALANCE:

British: Add a 50*Lt. Mtr. and a 3-3-8.

German: Add a dm MMG.

⊙ British Sets up first

⊕ German Moves first

1 2 3 4 5 6 7 END



Elements of the 2nd Battalion, 1st Parachute Brigade, [ELR:5]
Set Up in Hexrows Z-DD (inclusive), on Boards 11 & 18, See SSR 3, {SAN:3}

MMC:

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

SMC:

9-2	9-1	8-1	8-0
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2

SW & Ordinance

LMG	ATR	DC	50* Mtr.	76* Mtr.
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4 4 2 3



Elements of Battalion I, Fallschirmjaeger Regiment 5 [ELR:5], Panzerspah Kompanie 190 and attached Italian Gruppo Semovente enter turn 1 anywhere along the East edge, {SAN:2}

MMC/SMC

5-4-8	2-3-8	9-1	8-1	8-0
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13 2 2 2

SWs

dm MMG	LMG	dm 50*Mtr
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4 2

Vehicles

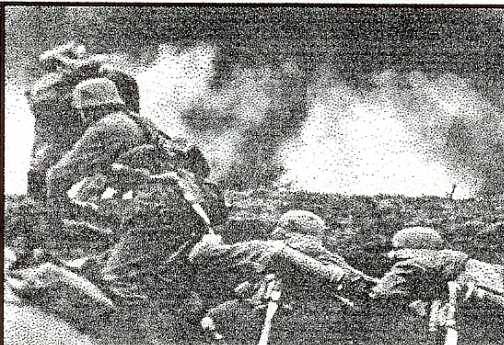
PSW222	Opel Blitz	Kfz 1	Semovente L40 da 47/32
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3 2 3

SPECIAL RULES:

- #1 - EC are moist, No wind at start. North Africa Rules (F.0) are in effect including treating boards 11 and 18 as Desert Boards (EXC: Hill hexes use non-desert movement costs as per F.2A).
- #2 - Woods depictions are treated as Brush, Gullies are Wadis (F5.0), Grain hexes are Olive Groves (F13.5), Orchard hexes remain orchard, and all Buildings are stone. All level 2 Hill hexes are also Crags.
- #3 - British Personnel that set up in Hexrows Z-AA are CX at start. British mortars may set up dismantled. The 76* Mtr. may not be emplaced. British 4-5-8/2-4-8 have underscored morale and are Assault Engineers (H1.22); they must possess the DCs at start.
- #4 - The German may use AFV riders with a maximum of 8PP per AFV. The SMV 47/32 crews are Italian.
- #5 - Hand to Hand CC is in effect (J2.31). Boresighting is NA.

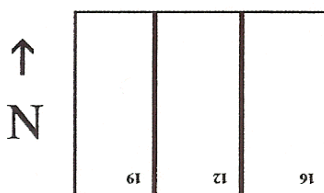
Wormhoudt, France, May 28, 1940: As the brief reprieve the Allies received when Hitler ordered the *Panzers* to halt at the Channel coast ended, the *Leibstandarte* was ordered to support the 20th Infanterie (Mot.) Division in the general offensive to crack the Dunkirk perimeter. The 27th had seen the attack run into fierce resistance at Merckeghem and at Bollezeele. After securing these localities that evening, the Regiment regrouped for the expected tough fight for the next days' objective: the town of Wormhoudt, sitting astride the N16 highway, and a key roadblock on the way to the evacuation beaches.



Historical Result:

The attack ground forward in a northeast direction between Wormhoudt and Esquelbecq. The British put up extremely heavy resistance and it was not until 15.00 Hours that the battalion had a foothold in the southwest part of town. It took until 17.00 to get to the Marketplace in the center of town and here the British counterattacked with armor reinforcements including 'super heavy' Matilda Tanks. It took a battery of (150MM) Infantry Guns of the 16 (Heavy IG) Kompanie to stop the counterthrusts. At 20.00 hours the Battalion pulled back and let the Regimental Artillerie finish the job. The courageous defense of Wormhoudt had bought the Allies some precious time for the Dunkirk Evacuation.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The side that has the most total VPs wins. CVPs are earned normally. In addition each building on/between hexrows M and V on board 12 are worth VPs = the number of locations in it at start (EXC: The Marketplace, Building 12R7 is worth 10 VPs). The British win if tied. The German will lose immediately if he loses ≥ 45 CVPs.

BALANCE:

German: The Turn 1 Panzer Reinforcements set-up on board in the German set up area at start.
British: The Turn 4 Armor Reinforcements enter on Turn 3.



German Moves First



British Sets Up First



1



2



3



4



5



6



7



8

END



Elements of the Battalion II, Infanterie Regiment (Mot.), SS Leibstandarte Adolf Hitler [ELR:5] Set Up on Board 19 in Hexes ≤ 3 , in Hexrows A - J {SAN:3}

MMC/
SMC

4-6-8	5-4-8	10-2	9-1	8-1	8-0
12	2			2	

SW

HMG	MMG	LMG	ATR	DC	50* Mtr.
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AFV / Ordnance

Elements of the 2nd Panzer Division:
Enter Turn 1 South edge of Board 19.

PzIVD	PzIIIF	9-1 AL
2	2	

Elements 16 (Heavy IG) Kompanie:
Enter Turn 2, South Edge of Board 19

150* IG 15cm sIG 33	SdKfz 7	2-2-8
2	2	2



Elements of the Royal Warwickshire and Cheshire Regiments, 48th Infantry Div. [ELR:3], Set Up anywhere on Board 12 and/or North/East of the GG5-I10 Road on Bd.19 {SAN:4}

MMC/
SMC

4-5-8	4-5-7	9-2	9-1	8-1	8-0
2	10				

SW/
?

HMG	MMG	LMG	ATR	51* Mtr.	?
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Ordnance

Set Up on Board 12
North of hexrow J

40L ATG OOF 2 Pounder	2-2-8
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AFV

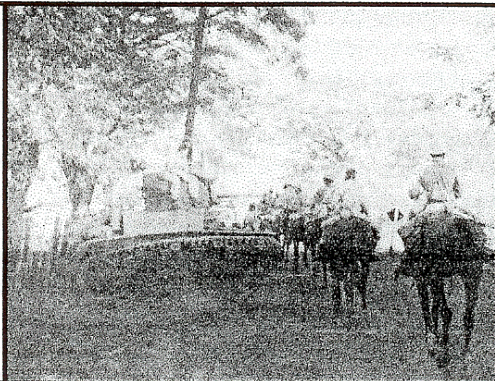
Elements of the 52nd Heavy Reg.
Enter North/East edge Board 16, Turn:

Turn 2	A10 Mk 1A	Turn 4	Matilda II
2	2	2	2

SPECIAL RULES:

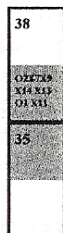
- #1 - EC are Moderate with a Mild Breeze from the NorthWest. Place Shellholes in 19J7,J8,K8,L6,L7, and M7.
- #2 - Buildings 12O6 and 12P3 are 1 1/2 level Rowhouses with RB Cellars (O6). Marketplace Rules (B23.73) are in effect for Building 12R7. Building 12U5 is a Church which is treated as a 1 1/2 level Factory (B23.74) with an interior Level 1 Balcony location in 12U5 with stacking limit of 1 squad equivalent, 5PP and +1 Interior TEM, and a 12U5 Steeple (P5.2) rising to level 2 1/2 with a location at level 2 with 1/2 squad, 5PP stacking limit. The Church has RB Cellar locations, no other cellars (B23.41) except as defined in this SSR exist. All single hex buildings with a square stairwell symbol are 1 1/2 levels with ground and level one locations only. All British Personnel are Fanatic (A10.8) in the Marketplace.
- #3 - The 5-4-8 squads are Assault Engineers (H1.22) who must possess the DCs at start. All German personnel are SS with MMC underlined morale, and +1 broken morale. The German gets 1 Fire Mission (Only) of 100+MM Art. (HE or Smoke). On turn 1 Prep Fire he places a SR, rolls for accuracy (Consider the Observer as being in a spotter plane), Battery Access is automatic, Accuracy dr=1, extent of error is halved (FRU), & converts automatically to the FFE1 (Correction NA).

Binalonan, Luzon, the Philippines, December 24, 1941: The 22nd had seen the main landings at Lingayen Gulf of General Homma's 14th Army come ashore with more difficulty from the heavy surf and faulty communications than from the Philippine defenses. The 23rd found the securing of the beachhead, the landing of heavy equipment, and beginning the push south along the main coastal highway, Route 3, through Rosario and Sison. The Philippine 11th and 71st Divisions crumbled at once in face of the onslaught. That night the lead elements of the 4th Tank Regiment and the 48th Infantry Division attacked and drove the 91st Combat Team out of Pozorrubio. Only the 26th Cavalry (PA), the 'Philippine Scouts', at Binalonan, stood in their way.



Historical Result:

At about 0500 Hours the Japanese spearhead, with the 4th Tank Regiment in the lead, made contact with the 26 Cavalry just north of Binalonan. Despite having no anti-tank guns of their own they stopped the initial assault and even counterattacked, leading the Japanese to send in more tanks and the 2nd Formosa Regiment. At this point the 'Scouts' pulled back to Binalonan to fight a delaying action to allow their supply train and remnant infantry elements to escape south. They fought against increasing odds until 1530 when commander Col. Clinton A. Pierce ordered a general withdrawal of his remaining 450 men. "Here," said General Wainwright, himself a cavalryman, "was true cavalry delaying action, fit to make a man's heart sing. Pierce that day upheld the best traditions of the cavalry service".



BOARD CONFIGURATION:

Only Hexrows
R-GG on Board 38
and
A-P on Board 35
are playable.

VICTORY CONDITIONS:

The Philippine Player wins at the end of any game turn or at game end if he exits ≥ 52 VPs off the South Edge. Exit VPs are earned normally with these exceptions: Truck=3 VPs, Wagon=2 VPs, Unarmed Squad = 1 VP, Unarmed 1/2 Squad=1/2 VP, all Scouts are worth 1.5 times their normal value if they exit on foot and 2 times their normal value if they exit as Cavalry. Each Japanese unit that exits off the South Edge is deducted from the Philippine Total. Prisoners do not count as exit VPs. The Japanese lose immediately if they lose ≥ 67 CVPs.

BALANCE:

Philippine: He wins if he exits ≥ 47 VPs.

Japanese: The Philippine player must exit ≥ 57 VPs. to win.

☆ Philippine sets up first

● Japanese moves first

1 2 3 4 5 6 7 END



Remnants of Philippine Divisions 11 & 71/elements 26th Cavalry (PA) Supply Train [ELR:2], Set up in Road Hexes 35D5-38AA6 as per SSR:2. {SAN:3}

MMC/ SMC/ SW/ Vehicles	3-3-6	1-0-6	7-0	6+1	LMG	ATR	1.5 Ton Truck	Wagon
	5	5					5	5

Misc. Remnants, Divisional Artillery, and Coastal Defense Units [ELR:2] Set Up on/between Hexrows 38Y and 38EE, See SSR:2

MMC/ SMC/ SW/ Ordnance	2-3-7	2-2-7	8-0	.50 HMG	HMG	M3A1 ATG	M1897A2 75 ART
	2	2					

Elements of the 26th Cavalry (PA) 'Philippine Scouts' [ELR:5], Set Up at ground level On/Between 38Y and 38EE, see SSR:2

MMC/ SMC/ SW/ Horses	6-6-7	9-2	9-1	8-1	DC	LMG	ATR	Horse
	10					2	2	X 10



Elements of the 4th Tank Regiment and the 2nd Formosa Regiment, 47th Infantry Division [ELR:4], Enter North edge on Turns 1/2; infantry as passengers, {SAN:4}

MMC/ SMC/ SW/ Vehicles	4-4-8	2-2-8	10-1	9-0	dm MMG	LMG	dm 50*Mtr.	DC
	6	2			2	2	2	

Type 95 HA-GO	Type 89B CHI-RO	Type 94 Truck	Oba	8+1	Radio
4	4	6			

Elements of 2nd Formosa Regiment [ELR:4], Enter North Edge on Turns 1/2, those entering on turn 1 must enter on Bicycles (D15.8), those entering on turn 2 not portaging a SW may enter on Bicycles.

MMC/ SMC/ SW/ Vehicles	4-4-7	2-2-8	10-2	9-1	8-0	dm HMG	LMG	dm 50*Mtr.
	12	2				2	3	2

SPECIAL RULES:

- # 1 - EC are Moderate with a mild breeze from the NorthWest. PTO Terrain (G.1) is in effect (EXC: Light Jungle is in effect, Bamboo is NA, Brush depictions remain Brush). Place Overlays as follows: X7 on 38Y4, X9 38Y7, X11 with 1 on 38Z8 & 2 on 38AA8, X13 with 1 on 38AA7 & 2 on 38BB7, O1 on 38BB5, X14 with 1 on 38AA5 & 2 on 38AA4, and O2 with 1 on 38AA10 & 2 on 38Z9. Only Building o38AA5 is of Stone Construction, all other buildings are wooden, Hut Depictions are still Huts (G5). The Stone Building o38AA5 is a Church which is treated as a level 1 Factory (B23.74) for Interior TEM and movement, has RB Cellar locations (O6), and a Steeple rising to level 1 1/2 in AA5, KGP steeple rules (P5.2) are in effect. All Roads still exist, all Philippine road movement costs 1/2 extra MP/MF per road hexside crossed until the last mobile Ph. truck/wagon exits.
- # 2 - The Philippine Units that set up in road hexes 35DD5-38AA6 must set-up as follows: Infantry are CX & on foot. All Philippine vehicles have 0 PP capacity, set-up as follows: Take cards 1-10 and shuffle. Draw one for each road hex and discard. If a 1-5 place a truck with VCA pointing South in the hex, if a 6-10 place a Wagon. Reshuffle the cards and repeat the procedure, if a 1-5 place a 3-3-6 on foot in the Hex, if a 6-10 place a 1-0-6 squad. After this all SMCs/SWs may freely stack with any of the MMCs. All 1-0-6 MMCs are considered unarmed Green squads for all purposes, are not considered prisoners (A20), and Scrounging (A20.522) is NA. All Non-Scout units in the Philippine OBs are under ammo-shortage (A19.131), the 37L ATG may not set up in a building/hut. No Philippine unit may set up in the same location as another Philippine unit from a different OB group & only OB group #2 (Misc. Rem.) may set up concealed, emplacement and bore sighting are NA. The Philippine Scouts are Stealthy, Fanatic, have underlined morale, and may freely deploy at start. They are CX and all Horse Counters must be possessed by Philippine Scout Personnel at start. Only Philippine Scout personnel may function as Cavalry. Only units from the OB # 1 (Rem./Supply Train) may enter a whole hex of Board 35 before game turn 3 or exit before the last mobile Philippine truck/wagon does.
- # 3 - The Radio is for one module of 70+MM Regimental Artillery (HE, SMOKE), is possessed by the 8+1 at start, and has automatic Radio Contact & Battery Access at the start of Japanese Turn 1 Defensive Final Fire if the 8+1 is operating the radio and he is in good order (Remove 1 black chit).

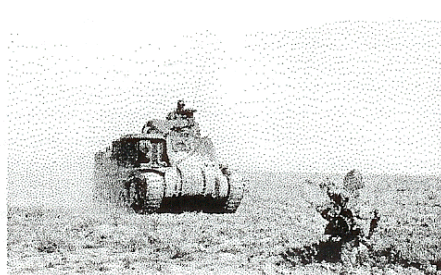
Crisis at Kasserine

KASSERINE PASS, TUNISIA, February 20 1943:

The thrust into Kasserine Pass by *Kampfgruppe Deutsch Afrika Korps* on the 19th of February had been stopped cold by the American defense line at Djebel Zebbeus. Manning the line was Colonel Moore's 19th Engineer Regiment along with various attached armor, artillery (including a battery of French Guns), and tank destroyer units. Contributing to the defense were a mine belt, the rugged open terrain which was made soft by days of rain, and the mountain mist which precluded German air support. Colonel Menton's veteran *Panzer Grenadier Regiment Afrika* had been halted by fire at Wadi Zebbeus, at which point *Gruppe Stotten* (I. *Panzer Regt* 8) was committed to carry the attack, but ended up being withdrawn to bivouac after losing 5 tanks to mines. Reinforced overnight by elements of the 131st *Centauro Armored Division* and the 5th *Bersaglieri Regiment*, the grenadiers of *Gruppe Menton* prepared to renew the assault.

450

NORTHWEST AFRICA

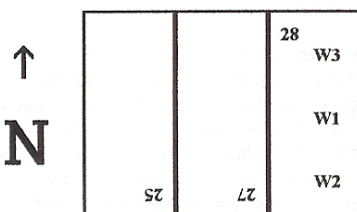


GENERAL GRANT MEDIUM TANK M3 of the 19th Armored Regiment, Kasserine Pass area, 20 February 1943.

HISTORICAL RESULT:

In spite of being supported by artillery, rocket projectors, & 88L Flak Guns, the attack was slowed by accurate machine gun, mortar, and artillery fire along with the rough terrain. Orders by Rommel himself brought up reinforcements for an all-out attack that afternoon. They were not needed as the initial assault made headway through the minefield and another column infiltrated the engineers position. Radio communication between the U.S. tanks and tank destroyers had broken down, and when observers spied enemy tanks penetrating the minebelt, the U.S. artillery was pulled back. The French 75s soon ran out of ammo and were spiked with the crews heading to the rear. The defense then gave way with engineers and armor elements in full retreat. The tanks of the *Centauro Division* pursued down the road to Tebessa, but the Allies had escaped. The pass was now firmly in Rommel's hands and he prepared to continue the offensive towards the final defense line at Djebel el Hamra.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Axis win at Game End by controlling 2 of 3 Hexes 25L6, 25P6, and/or 25 BB5; Providing he has exited ≥ 30 DVPs (Prisoners do NOT count as exit VPs) off a West edge road hex, and he has not lost ≥ 25 Casualty DVPs more than the Allied side.

BALANCE

Allies: Change a 9-1 to a 9-2.

Axis: The German Reinforcements enter on/after turn 4 (some/all/none may enter each turn).

☆ ◎ Allies Set Up First

☙ ☙ ☙ Axis Moves First

1	2	3	4	5	6	7	8	9	10	END ON TURN 11.5



Elements of the 19th Combat Engineer Regiment, 894th Tank Destroyer Battalion, Coy I/13 Armored Regiment and Cannon Company/26th Infantry Regiment [ELR:3]: Set up on Boards 25/27 with a maximum of 10 Squad Equivalents on Board 25 (AFV=1 Squad equivalent); All MMC(+SMC/SW) may set-up entrenched in suitable terrain. Units on Board 25 must have a LOS to a Board 28 Hex at start: {SAN:3}

MMC/
SMC/
SW/
AFVs:

7-4-7	5-4-6	3-3-7	9-1	8-1	8-0	7-0	50cal HMG	MMG	BAZ 43	60MM Mtr.
13	10	2	2	2	3	2	2	4	4	2

DC	FT	Radio	Mines	M3MT	M3GMC	T30HMC
4	2			3	5	2



Elements of the 62ème Régiment d'Artillerie d'Afrique: Set up on any Board 25 Hill Hex that has a LOS to any hex of Board 28:

Ordnance:

2-2-8	75ART
2	2



Elements of Bataillon I/Panzer Grenadier Regiment Afrika (Gruppe Menton) [ELR:4]: Set Up IN/in/East of Board 28 Wadi Hexes on/North of Hexrow P: {SAN:2} MMC/SMC/SW/ORDNANCE/AFVs:

4-6-8	2-3-8	2-2-8	9-2	8-1	8-0	HMG	MMG	LMG	ATR	88L AA	SIG II	Marder IIIH
18	6			3	3	2	2	6	2			2

Reinforcements from Kampfgruppe Deutsch Afrika Korps: Enter East Edge on/after Turn 5 (Some/All/None may enter each turn).

4-6-8	9-1	8-0	LMG	ATR	Marder IIIH	SPW 251/1	Opel Blitz
6			2	2	2	3	3



Elements of V° Reggimento Bersaglieri [ELR:3]: Set up IN/in/East of Board 28 Wadi Hexes On/South of of Hexrow R:

3-4-7	2-2-7	9-1	8-1	7-0	MMG	LMG	20L ATR	47 ATG	75/18 ART	81* Mtr.
15	4				2	4	2		2	

Elements of XV° Battaglione Carri M,
Enter East edge on/after Turn 1
(Some/All/None may enter each turn).

M14/41	SMV M41
6	2

Set-Up in any Minefield Hex

Burnt Out Wreck
5

SPECIAL RULES:

1 - EC are Wet, with a Mild Breeze from the NW at start. Mist (E3.32) is in effect. Broken Terrain (F13.1) and Cactus (F13.4) are in effect, AFVs in Broken Ground hexes are hutdown. The bog DRM for Soft Ground is in effect, and all vehicles must pay 1/2 MP extra per non-road hexside crossed. All buildings are Crags (F13.1 is NA).
2 - Place overlays as follows: W3 with 1 on 28G7 and 2 on 28F6, W1 with 1 on 28S5 and 2 on 28R4, and W2 with 1 on 28AA9 and 2 on 28BB8. Place Hillock Summit markers in 28C2, 28L1, 28M2, 28V1, 28CC3, and 28DD3; these represent Level 1 hills that are also inherent Broken Terrain hexes. There is an unpaved road from 28I1 to 27Y1 with a 2 lane stone bridge in 28I7. There is a known minefield in hexes numbered 10 in alternate hex grain 28A10 - 28Q10. Each mine hex contains 8AP/3AT mines with no dummy hexes.
3 - The French 75Art Guns suffer from Ammo Shortage (A19.131).

4 - U.S. AFVs are Radioless (D14.0). U.S. 7-4-7/3-3-7 are Assault Engineers (H1.22) with an ELR of 3 and are subject to ELR Replacement(A19.132). 5-4-6/2-3-6 will battle harden to 7-4-7/3-3-7.
5 - The U.S. has available one module of 100mm OBA (HE/SMOKE). At the end of any player turn the U.S. immediately loses battery access for the remainder of the game(& cancels any current fire mission) if there is a good order enemy AFV with functioning MA within 5 hexes of 25Y10. The observer may set-up HIP/entrenched.
6 - The German has available one module of 100mm OBA (HE/Smoke) and one Module of 150mm Rocket OBA. Each module has an Offboard observer at level one along the east edge, each Module may Pre-Register one hex that is ≥ 3 hexes from Board 28, and the 100mm is Barrage capable (E12) with Plentiful Ammunition. Both modules automatically have Battery Access at start of turn 1 prep fire (remove 1 black chit). The 2-3-8 HS are Sappers (H1.23).

The Forest North of Karachev

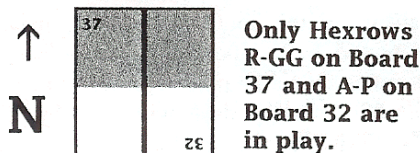
 Dispatches from the Bunker
 Scenario # DB008

Kusmenkovo, July 28, 1943: After Hitler had called off Operation 'Zitadelle', new orders from OKH saw Panzer-Grenadier Division *Grossdeutschland* shifted from the southern region of the Kursk salient to the region northwest of Orel. This was in response to the increasing pressure of the Soviet offensive to take Karachev and sever the rail link between Bryansk and Orel, thus cutting off large segments of Model's 9th Army. In order to foil Soviet plans the division was split into several *Kampfgruppe* and sent into the villages in the forest to the northeast of Karachev.



HISTORICAL RESULT: The 28th saw the initial test of the newly established German positions. The Soviets, with the aid of heavy artillery support, managed to take Alisovo, but ran into stiff resistance from elements of *Grossdeutschland* at Kusmenkovo. The Soviets pressed ahead with tanks in support and the village was contested for the entire morning. It was not until the local reserve of pioneers arrived that the situation was stabilized. With the stiffening of the line at Karachev, the Soviets called off the attack to regroup for the next round of probes to the west at Krasaskiye and Novgorodskiye.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Soviet wins at games end by either controlling all buildings in the German set up area, or by earning ≥ 25 CVPs, or by Exiting ≥ 30 VP's off the South edge ON/between 37GG3 and 32A6. They will lose as soon as they suffer ≥ 40 CVPs.

BALANCE:

GERMAN: The German Turn 4 Reinforcements enter on Turn 3.

RUSSIAN: Change an 8-0 to an 8-1.

⚔ German Sets Up First

★ Soviets Move First

★ 1 2 3 4 5 6 7 END



Elements of Bataillon II, PzG Reg. *Grossdeutschland*, Panzergrenadier Division *Grossdeutschland* [ELR:4/5 See SSR # 2], Set Up ON/South of 37X10-32J5-L6-K8-J10. {SAN:4} MMC/SMC/SW/AFV:

5-4-8	4-6-8	2-4-8	2-2-8	9-1	8-1	8-0
2	5	2				
?	HMG	MMG	LMG	4 AT Mines	50mm Mtr.	7.5cm Pak 40
6		2	SSR:2			

Elements of Assault Pioneer Bataillon *Grossdeutschland* [ELR:5], Sturmgeschütz Abteilung *Grossdeutschland*, Enter Turn 4 on South Edge:

8-3-8	8-1	DC	LMG	StuG IIG
2		2		



Elements of the 31st Guards Infantry Division [ELR:4], Enter Turn 1 on North edge on/between 32P3 and 32P6; Subtract 8 MPs from the T-34s Turn 1 Movement Point Allotment. {SAN:3} MMC/SMC/SW/AFVS:

6-2-8	4-5-8	9-2	8-0	dm .50 cal HMG	LMG	DC
2	10		2		3	2
T34 M43	9-1 AL	?				
4		4				

SPECIAL RULES:

1 - EC are wet with no wind at start. Weather is Overcast (E3.5). Kindling is NA. All buildings are wooden with ground levels only. Cellars (B23.41) do not exist. No Board 37 roads exist; treat all Board 37 woods/roads as paths (B13.6).

2 - The German 8-3-8/Russian 6-2-8 squads/HS are Assault Engineers (H1.22), and are Fanatic (A10.8) for the entire movement phase in which they are making a DC placement attempt (A23.3). They also get a -1 DRM to the DC Placement vs AFV DR (C7.346). They,

along with the German 5-4-8 squads/HS, may roll for grenade bundles, which are used exactly as ATMMs (C13.7), [EXC: a $dr \leq 2$ is needed for usage and they only give a -2 DRM in CC vs AFVs]. The 4 AT mines are 2 Daisy Chains (B28.531) of 2 AT Factors each, possessed by the 5-4-8 squads/HS at start. The German 8-3-8 and 5-4-8 squad types (including their half-squads) have an ELR of 5 with an underscored morale, the remaining German personnel have an ELR of 4. Both sides are Elite for all purposes.

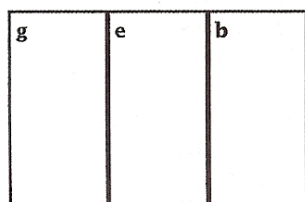
Headhunting For Bloody Huns

MODHION, CRETE, May 20, 1941: The Village of Modhion lay about a mile south of the coast road, midway between Maleme and Platanias. It was currently the home of a divisional field punishment unit, as well as an engineer unit which was dug-in on the hills around the village to guard the road bridge south of town. The morning had dawned with *Luftwaffe* bombers filling the sky, and while not many bombs fell in the village, *Stuka* dive bombers had attacked near the bridge. Lieutenant W.J.T. Roach, commander of the field punishment unit, had ushered the prisoners into dugouts during the bombing. Shortly after it ended, he spotted scores of parachutists dropping south of his position. These were *Fallschirmjäger* of Major Otto Scherber's 3rd Assault Battalion, which had been forced well south of it's drop zones by heavy AA fire. As the paratroopers of the 10th *Kompanie* fell among the engineers' positions, Lt. Roach could hear the sputter of rifle and machinegun fire begin to echo throughout the countryside.



Historical Result: The engineers picked off the *Fallschirmjäger* as they landed, and to make matters worse, the villagers (whom German intelligence said would be friendly) fell upon the paratroopers as they scrambled for their weapons canisters. Armed with scythes, axes, old muskets or anything that would function as a weapon, the townspeople attacked the stunned Germans. Lt. Roach ordered the prisoners of the detention unit to be armed with all available weapons, and leading them to attack he shouted "let's go headhunting for bloody Huns". The prisoners, stripping the German dead of their arms and ammunition, exacted a heavy toll, accounting for some 110 killed by day's end. The *Fallschirmjäger* of the 10th *Kompanie* suffered over 60% casualties, with the rest of the Battalion enduring much the same fate. A few survivors managed to escape back to friendly lines with stories of the terrible slaughter that had taken place. With many of the other airborne and glider attacks experiencing similar setbacks, the attack on Crete now teetered on the brink of disaster.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The German wins by gaining ≥ 16 VP. The German earns CVP (vs. ANZAC units only), as well as VP for unbroken units on board at game end and double VP for units (not prisoners) exited off the north edge.

BALANCE:

German: Light Dust (F11.71) is in effect.

ANZAC/Partisan: Increase the ANZAC SAN to 6.

ANZAC/Partisan Sets Up First

German Moves First

1	2	3	4	5	6	END
---	---	---	---	---	---	-----



Elements of the New Zealand Engineer Battalion [ELR:3] setup on any board e hill hexes with a max of one MMC per hex [SAN:4]:

4-5-8	2-4-8	2-2-8	8-1	7-0	HMG	LMG
-------	-------	-------	-----	-----	-----	-----

4

2

DC	51* Lt MTR	75/27 ART (Italian)	Foxhole 1S
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5

Elements of the Creforce (NZ) Field Punishment Unit [ELR:3] Enter on turn 1 along the north edge of board b:

4-3-6	9-1
-------	-----

6

Armed Civilians [ELR:5] setup on board b with a max of 1 MMC per hex (see SSR#4):

1-2-7	6+1
-------	-----

6



Elements of Kompanie 10. / Sturm Battalion III./ Flieger Division 7 [ELR:5] enter on turn 1 via Airdrop (E9) (see SSR#2) [SAN:2]

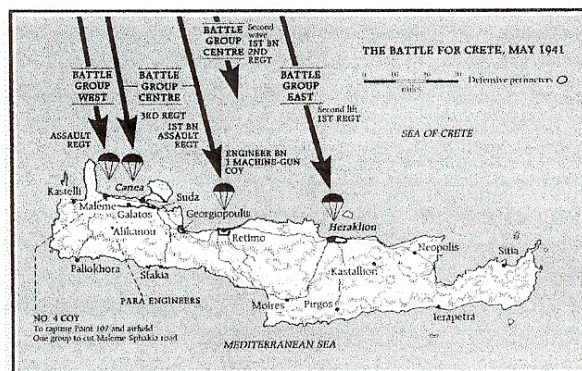
5-4-8	9-2	9-1	8-1	8-0	LMG
-------	-----	-----	-----	-----	-----

15

2

2

6



SPECIAL RULES:

#1 - EC are Dry, no wind; wind direction is from the southwest. All buildings are stone and single story. Grain is in season. Orchards are Olive Groves (F13.5). The stream is dry (B20.41). Place shellholes in hexes eE2 and eK5; the Orchards (Olive Groves) therein do not exist, and the ANZAC may not setup in eK5. Kindling is NA.

#2 - Instead of E9.12, to determine the drop point for each wing make a random direction/extent DR from hex eH3. No unit may land offboard (E9.41); a unit that would normally land offboard instead lands in the closest board edge hex (use random selection if more than one hex applies).

#3 - ANZAC 4-3-6/2-2-6 MMC may rearm per A20.551 [EXC- NA vs partially armed Germans (E9.7)] or by scrounging (A20.552); if successful they are replaced by 4-4-7/2-3-7 MMC. A negative DRM equal to the current turn # may be applied to all scrounging attempts.

#4 - Partisans (A25.24) may not recombine, may not participate in multi-location firegroups and treat all SW as captured. Partisans may never voluntarily enter a location containing an ANZAC unit (and vice versa). Each Partisan *Hand to Hand* CC attack receives an extra -1 DRM unless every Partisan unit participating in that attack is pinned/unarmed.

#5 - Captured use penalties (A21.1) do not apply to ANZAC usage of the Italian 75/27 ART gun (EXC: Use red to TH numbers and the Case H To Hit DRM apply).

#6 - Germans are Lax vs. Partisan units.

#7 - No Quarter (A20.3) is in effect for both sides.

BUNKER BRASCHE

THE ROSTOV SUBURBS, SOUTHERN PART OF THE KEMYANKA VALLEY, RUSSIA, January 13, 1942: Behind the brickworks was a small valley. On the heights that commanded the valley were two bunkers. One bunker controlled by the Germans which they called the 'Radau Bunker' and the other controlled by the Russians. These two bunkers were only 100 meters apart from each other and if you controlled both you controlled the valley and surrounding heights. Brasche and his comrades had just been relieved from the Radau Bunker on the 3rd and now they were going back into the 'mousetrap' as they called it. They had taken the Russian bunker in December but then lost it after a counterattack. Now they had to take it *and* hold it all over again.



Historical Results: Two batteries of eighty-eights and two quadruple 20 mm guns, from Hill 189 and two other heights, began to lay down a curtain of fire on the Russian bunker. Brasche and the assault force moved into position. They began to assault the bunker running into a minefield. Machine gun fire would come from the Russian hill-top and immediately four streams of fire from quad 20mm flak would silence the position. The Jagdkommandos moved into position and with flamethrowers took out the Russian Bunker and its defenders. Brasche and his fellow comrades mopped up the trenches. They turned the captured equipment in the bunker around and formed what became known as the 'Heinrich Position', after Lt. Heinrich, and waited for the inevitable.

BOARD CONFIGURATION:



		51		
			20	
41		OG1 OG2 OG3		

Rows A-P are playable on boards 20, 3 and 15; R-GG are playable on board 41.

VICTORY CONDITIONS:

Providing he still controls the Bunker and Trench in hex 3F3, the German wins at game end by eliminating/controlling the Russian Bunker and Trench in 3I7, and 4 other Russian trenches.

BALANCE:

German: Exchange one MMG for one HMG.

Russian: Exchange two 4-4-7 squads for two 4-5-8 squads.

★ Russian Sets Up First

✠ German Moves First

1 2 3 4 5 6 END



Elements of the 37th Army [ELR:3]
setup as follows [SAN:4]:

Setup anywhere on Hill 534:

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

50* Lt.
MTR

2

Setup anywhere
on or adjacent to
any hex of Hill 534:

Mines

36 Factors

Setup in hex 3I7
(see SSR#4):

Bunker
2+5+7

Setup in hexes
3G8, 3H7, 3I7,
3I8, 3J6, 3J7,
3J8, and 3K6:

Trench

8



Elements of Panzergrenadier Regiment 93
[ELR:4/5 SSR:5] setup as follows [SAN:3]:

Setup in any hex of Hill 547 (EXC- not IN the Bunker):

8-3-8	4-6-8	9-2	8-1	1-4-9	LMG	DC	FT
2	4				2	2	2

? Mines

4 36 Factors

Set up in
hex 3F3
with CA
3F4/G4:

Bunker
2+5+7

Setup in
hexes: 3D3,
3E3, 3E4,
3F1, 3F2,
3F3, 3G3,
and 3H2:

Trench

8

Set up IN bunker and/
or adjacent trench:

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

2

2

Set up in any hill hex on
Boards 15 and/or 41:

2-2-8	8.8 cm Flak 18	2 cm Flakvier- ling 38
-------	-------------------	------------------------------

2

SPECIAL RULES:

Normal. The Germans may not use cloaking.

#1 - Weather is Ground Snow (E3.72) with Wet EC and no wind at start. Extreme Winter (E3.74) is in effect. Buildings 20C7 and 20H3 are Factories (B23.74).

#2 - Place overlays as follows: OG1 on 3F5; OG2 on 3G5-H4; OG3 on 3J4-K4.

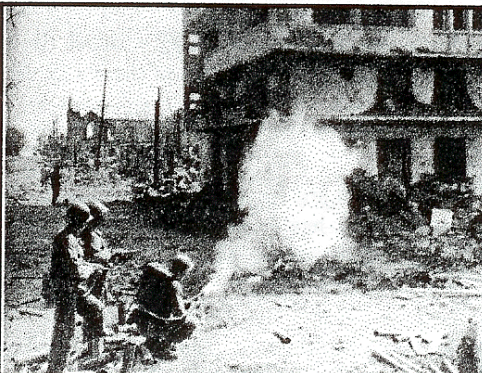
#3 - Night Rules are in effect. The Base NVR is 2 hexes with no cloud cover and no moon. The Russian is the Scenario Defender (E1.2); the Majority Squad Type of each side is

#4 - The Russian bunker has an increased field of fire with a (front) covered arc of 3H6-I6 and a (rear) covered arc of 3I8-J7; the CA defense modification applies normally to both CA. A9.21 applies for MMG Fields of Fire in this Bunker.

#5 - Any Good Order unit(s) may enter/exit any friendly minefield(s) as if containing a trailbreak (B28.61) and only pay the increased movement cost for entry. The German 8-3-8/3-3-8s have Assault Engineer/Sapper capabilities (H1.22 and H1.23) and have an ELR of 5.

DROPPING LIKE FLIES

Munoz, Luzon, Philippines, February 4, 1945:
Japanese General Yamashita knew it was vital to hold the supply hub at San Jose for as long as possible, in order that as much of the huge cache of ammunition and other supplies could be sent into the mountains of Northern Luzon, for the last ditch defense of the *Shobu Group*. The overall plan for the defense called for a series of 'Fortified Localities' to be set up on the approaches to San Jose. Among these are Umingan and Lupao to the North-West, and Munoz to the South West. Munoz was not only the largest of the outlying towns, but also sat astride Routes 99 and 5, the later which went straight to San Jose. On the 27th of January the 6th **Reconnaissance Troop** had reported the town to be 'unoccupied, but upon reinvestigation the following day discovered a strong Japanese force in and around the town. On the 30th one rifle company of the 20th Infantry Regiment tried to take the town, but was repulsed. The 20th knew they were in for a very stiff fight.

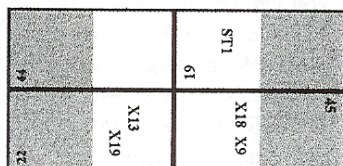


Historical Result:

The Defense of Munoz was entrusted to the 'Ida Group' of the 2nd Tank Division. Knowing full well their tanks were no match for the US Shermans, the Japanese instead used them as Static Pillboxes, digging in over 80% of the Divisions tanks in conjunction with a maze of pillboxes, trenches, wire, mines, and booby traps of all sorts. The 20th Infantry started the attack in earnest on the 1st. They were stopped cold by a series of irrigation ditches to the west of town, and the withering fire from the defensive positions pinned them down. Adding to the GIs suffering was the 105' Heat, which caused many casualties of heat exhaustion to 'Drop like Flies'. Finally after three brutal days a foothold was established in the south-west corner of the town. The 4th found another major push, but saw only minor gains. The attack had become a siege, and on the 6th General Patrick ordered a halt to the offensive. Munoz was then subjected to a saturation Air and Artillery Bombardment. The Japanese pulled out on the 7th, leaving 52 wrecked tanks and 1500 dead.

BOARD CONFIGURATION:

Only Hexrows A-P on Bd. 19 and R-GG on Bds. 45, 44, & 22 are in play.



VICTORY CONDITIONS:

The side that controls the most multi-hex buildings in the Japanese Set-Up Area at Game End Wins. The American Loses immediately if he suffers ≥ 40 CVPs.

BALANCE:

American: Add one Bow Mounted FT (US Vehicle Note F) for one M4A3(75)W. Also add one 9-1 AL.

Japanese: He receives Reinforcements on a dr < the Turn # in the form of two Type.1 CHI-HE Tanks, which enter anywhere along the East edge of Board 45.

● Japanese Sets Up First

☆ American Moves First

1 2 3 4 5 6 7 8 END



Elements of the 20th Infantry Regiment, 6th Infantry Division: [ELR: 5/4/3 See SSR# 3] Set-Up ON/West of Hexgrain: 19P2-22R7: {SAN:4}

7-4-7	6-6-7	6-6-6	5-4-6	2-2-7	9-2	9-1
3	3	7	5	3		
8-1	8-0	7-0	.50 Cal HMG	HMG	MMG	M2 60* Mtr.
			2	2	3	3
BAZ 45	DC	FT	Radio	?	M4A3 (75)W	M4 105
4	3			8	3	



Elements of the Ida Group, 2nd Tank Division: [ELR: 4] Set-Up East of Hexgrain 19P2-22R7 but not west of any oST1 hex: {SAN: 6}

4-4-8	4-4-7	3-4-7	2-2-8	10-1	9-1
2	8	3	6		
9-0	8-0	?	HMG	MMG	LMG
			16	2	2
50*Mtr	DC	AP Mines	AT Mines	Cupola	Fortified Building
2	2	18 Factors	6 Factors	4	X 6
47L ATG Type 1 Machine Moved Gun	105 Art Type 91 10cm Field Howitzer	1-3-5 Pillbox	TRENCH	WIRE	Roadblock
		2	4	3	3

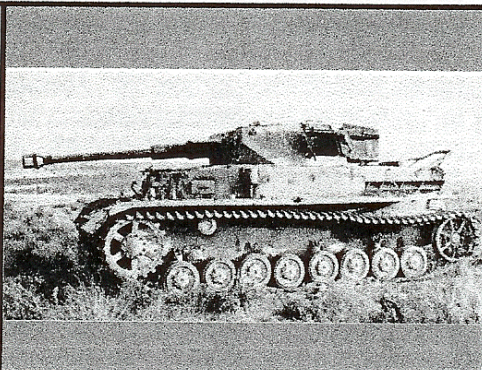
SPECIAL RULES:

1 - EC are Dry, with No Wind at start. Intense Heat Haze (F11.621) is in effect. PTO Terrain (G1) is in effect [EXC: Brush is still Brush (B12) and Grain is still In Season Grain (B15)]. Light Jungle (G2.1) and Huts (G5) are in play. All Roads are Dirt Roads (B3). Kindling is NA.
2 - Place Overlays as follows: ST1 on 19L6 - 19K7, X9 on 45R4, X18 on 45T5 - 45T6, X13 on 22Z4 - 22Z5, X19 on 22X7 - 22X8. The stream overlay represents the irrigation ditches that were to the west of the town, consider it a Flooded River(B21.122) for all purposes. The stream on Board 22 is shallow. Building o22X7 represents a Church. Hexes o22X7 and o22W8 are 1.5 level Factory Hexes (B23.74) Hex o22X8 is treated as a normal 1.5 level Building Hex with an inherent stairwell. At the level 1 'Quasi' level of Hex 022X7 there is a Balcony with a stacking limit of One Squad Equivalent and 10PP of SW/SMCs which may not be overstacked (EX: Enemy Units in CC). This Balcony does not Block LOS to other locations in the church. Additionally, Hex o22X7 has a Steeple (B31.2) at level 2. An inherent stairwell connects the Balcony to both the ground level and the steeple. Place Wooden Rubble in 22T6, 22U6, 22V2, 22V6, 22X5, 22Y3, and 22Z2.
3 - The American 7-4-7/3-3-7 MMCs are Assault Engineers (H1.22) and Sappers (H1.23) which MUST possess the FT/DCs at Start. They have an ELR of 5, all other American Elite/1st Line Personnel have an ELR of 4, all American 2nd Line/Green Personnel have an

ELR of 3. Due to the extreme heat and exhaustion of the troops, any American unit that becomes CX must take a PTC (Leadership applies to units stacked together) at the conclusion of the Movement/Advance Phase in which it became CX. All US Personnel that sets-up west of Hexgrain 19P2-22R7 may set-up Entrenched if in suitable terrain.
4 - The American Radio represents one module of 100-mm OBA (HE/SMOKE) with one Pre-Registered Hex (Barrage Capable - E12). The American Player has the option of taking the Radio or a Field Phone (Security Area would lead to the West Edge). The Observer/ Radio/Field Phone may set-up HIP. For his First Player Turn only, the American automatically has Contact and Battery Access (If the Fire-Mission is used Remove 1 Black Chit).
5 - The Japanese Cupolas (D9.5) represent dug-in Type 1 CHI-HE Tanks (Japanese Vehicle note H9). They are Slow Turreted, with a 47L MA (ROF of 1), 2 Factor RMG, have a Front Armor Factor of 6, and Side Armor of 3. The Cupolas may set up HIP as if an Emplaced Gun (A12.34), once HIP is lost D9.5 applies. Both Japanese Guns Must set-up in the Pillboxes. The Japanese have Booby Trap Level C. AP and AT Mines are not interchangeable, nor may they be exchanged for added Booby Trap capability. Any Japanese Fortifications that set-up adjacent to Hexgrain 19P2-22R7, or set-up anywhere in open ground [EXC: Mines] must set-up Known and on board regardless of LOS to a enemy unit. No more than 2 Fortified Building locations may be exchanged for Tunnels (B8.6).

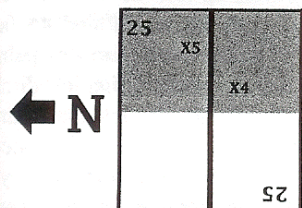
First Clash In Tunisia

DJEBEL ABIOD, TUNISIA, November 17, 1942: The German XC Corps, comprised of various units which had been rushed to hold Tunisia, was attempting to expand the bridgehead perimeter by pushing combat groups towards Medjez El Bab, Bedja and Djebel Abiod. The Allied command had the British 78th Division spearheading the drive on Bizerte and Tunis with it's 11th and 36th Brigades, supported by Blade Force (an Anglo-American armored unit). The first major engagement between them would take place at Djebel Abiod, where lead elements of the 36th Brigade had dug-in to protect the vital highway junction. Approaching the village was Kampfgruppe Witzig, which consisted of Maj. Rudolf Witzig's 11th Para-Engineer Battalion reinforced with Panzer IVs, 2cm FlaK, 10.5cm artillery and Italian self-propelled guns. As they neared the east edge of the village the Germans were unaware of the well concealed British positions, and it wasn't until the lead tanks were at point blank range that they opened fire.



Historical Result: The opening hail of fire knocked out several panzers, and the column halted with the battle-tested Fallschirmjäger quickly deploying into a skirmish line. Under cover of a bombardment the lorries were withdrawn, and Witzig's men began to assault the village, supported by a 2cm FlaK gun setup in the road. The Para-Engineers quickly seized the high ground, with the 2cm FlaK pouring blistering fire on the British positions until a direct hit from a 25-pounder smashed the gun and crew. In the end the Germans were unable to wrest control of the village from the West Kents, having lost 8 Panzer IVs and 29 casualties. The British had however suffered heavy losses in personnel, along with many vehicles, most of their anti-tank guns and several field guns. For the better part of the next week or so, Witzig's men would frustrate the British efforts to advance beyond Djebel Abiod (this in spite of having the panzers and heavy weapons withdrawn from them), showing again why they were regarded as one of the Wehrmacht's finest elite units.

BOARD CONFIGURATION:



Only hexrows A-P on the north board and R-GG on the south board are in play.

VICTORY CONDITIONS:

Providing he has earned more casualty DVP than the British, the German wins at game end by controlling 4 of 6 building/rubble hexes in the British setup area.

BALANCE:

German: Ignore last sentence of SSR#5.

British: Change VC requirement to 5 of 6 building/rubble hexes in the British setup area.

British Sets Up First

German Moves First

1 2 3 4 5 END



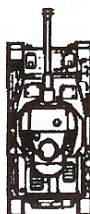
Elements of the 6th Battalion Queens Own Royal West Kent Regt, 360th Battery/138th Regt R.A., "C" Squadron/56th Recon Regt and 5th Battalion/Northamptonshire Regt (Hartforce) [ELR:3]: setup within 4 hexes of hex V1; units in suitable terrain may setup concealed; vehicles may setup in motion; also see SSR#2 [SAN:3]:



4-5-7	2-4-7	2-2-8	9-1	8-1	8-0	HMG
13	3					
LMG	ATR	51* MTR	40L AT	88 ART	Humber II AC	
2	2			2		
5 Daimler AC	3 Carrier A	3 Carrier B	3 Carrier 2" Mtr		Sangar	
2			2		9	



Reinforced elements of 'Kampfgruppe Witzig' (Fallschirmjäger Bataillon 11 and Panzer Bataillon 190) [ELR:5]: setup on/east of hexrows F/BB; vehicles may setup in motion; also see SSR# 3 [SAN:2]:



8-3-8	2-2-8	10-2	9-1	8-1	LMG	DC
9				2	4	4
FT	9-1AL	20L(20) AA	PzIVF2	SMV L40 47/32		
			3	2		

SPECIAL RULES:

#1 - EC are moist, no wind. Place overlays X5 on I1 and X4 on U2. Orchard hexes V1, W1 and Y4 are Olive Groves (F13.5); all other Orchard hexes are Cactus Patch (F13.4).

#2 - The British must setup 2 of his 3 guns non-HIP (but may be emplaced and concealed) such that each gun has LOS to at least one wreck and each wreck has LOS to at least one gun. The British may use HIP for ≤ 2 squads/equiv (and SMC/SW stacked with them); E1.16 applies to sangars that setup in concealment terrain.

#3 - The German 20LAA FlaKvrig 38 must setup non-emplaced in/ADJACENT to a road hex. The German 8-3-8/3-3-8 are Assault Engineers (H1.22). The inherent crews of the SMV L40 47/32s are Italian. The 9-1 Armor Leader is German.

#4 - Place PzIVF2 wrecks in hexes BB0, AA1, Z0, Z1 and Y1.

#5 - After setup but prior to play the British setup area must undergo a Bombardment (C1.8); there are no immune hexes. There is an extra -1 DRM to all Bombardment morale checks.

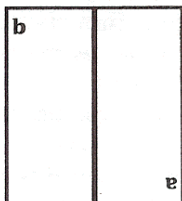
The Men From Zadig

NEUILLY, suburb of PARIS, FRANCE, August 19th, 1944: On the morning of August 19th, alerted by the codeword "The Men from Zadig", a resistance group under the command of Andre Caillette seized the Neuilly town hall. This was to be but a small part of a much larger insurrection that was taking place in Paris, one that would hopefully culminate in liberation. The Germans reacted swiftly when warned of the seizure, and before long a *Wehrmacht* truck pulled to a halt outside with an officer and six men jumping out and demanding the surrender of the more than sixty partisans. Caillette's men replied with a hail of gunfire that left all seven Germans dead in the street.



Historical Result: Other elements of the Paris garrison (the 325th Security Division) soon arrived, well equipped with machine guns and supported by *panzers*. They quickly surrounded the town hall, but it would take five hours of brutal fighting to subdue the partisans. Unfortunately, the French had neglected to bring along any Molotov Cocktails, and without them they were helpless when the tanks closed to pointblank range. A handful of the defenders managed to escape through the sewers under the building, but most of Caillette's group were killed or captured. The "Men from Zadig" had acquitted themselves well however, as the Germans had suffered heavy casualties in the assault.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The German wins at game end if there are no unbroken Partisan MMC in building aJ1.

BALANCE:

Partisan: The PzVG enters turn 4.

German: The PzVG has a 9-1 AL.

⊙ Partisan Sets Up First

⚡ German Moves First

1 2 3 4 5 END



Elements of the Forces Françaises de l'Intérieur [ELR:5] setup in building aJ1 [SAN:4]:

5-2-7	3-3-7	1-2-7 (halfsquad)	8-1	7-0	1-4-9	LMG (British)
-------	-------	----------------------	-----	-----	-------	------------------

2 4



Elements of Sicherheit Division 325 [ELR:2] enter along the south edge on turn 1 with all infantry as passengers (SSR#4) [SAN:2]:

4-4-7	8-0	7-0	6+1	MMG (dm)	LMG	BUSS NAG
-------	-----	-----	-----	-------------	-----	-------------

10 2 2 5



Armor reinforcements enter south edge on turn indicated:

Turn:2

Pz35R(8)

2

Turn:3

PzVG

SPECIAL RULES:

#1 - EC are Moderate; no wind at start. Hexes aL3, aM2 and aM3 are Boulevard hexes (B7.0). Place a truck Wreck in hex aM3.

#2 - Cellars (O6.0) and Rooftops (B23.8) are in effect [EXC: cellars are not fortified building locations].

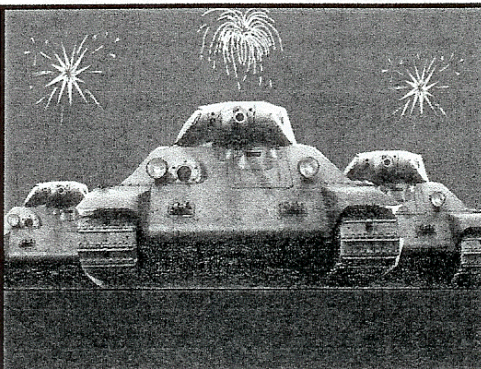
#3 - Partisans may not deploy or recombine, may not participate in multi-location firegroups and are suffering from Ammo Shortage. Partisan use of the British LMG does not incur captured equipment penalties. 5-2-7/2-2-7 MMC are treated as Partisan MMC for all purposes, including having an underscored morale.

#4 - During setup, each truck may be covered with a "?", with that vehicle's actual passengers (including SW) placed out of the opponent's view in the corresponding Cloaking box. Such "?" does not itself bestow concealment status on the truck or Passengers, but does prevent inspecting the vehicle's contents and is lost as per normal rules for "?" loss [EXC: not for movement of the truck solely]. A truck is Recalled immediately after all of it's Passengers are unloaded.

#5 - AFVs must attempt to repair all Malfunctioned weapons in each Rally Phase.

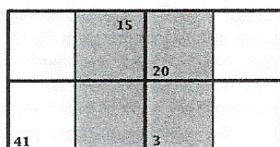
The Heinrich Position

THE SOUTHERN KEMYANKA VALLEY, near ROSTOV, RUSSIA, January 17, 1942: Lt. Heinrich had led Brasche and the 4th Kompanie in taking the Radau Bunker. The past four nights they had seen numerous counter attacks by the Russians. There was a routine to each day; Brasche and his fellow *pioniere* would keep fortifying the outer trenches into small earthen bunkers. When night came they would go out and plant more mines and trip flares in the mine belt they had created, then would wait for the Russians to attack. Luckily, they had been able to repulse the Russians the last three nights. On this night, Brasche and Gambietz waited in one of the small earthen bunkers when, around 2:00 AM, they heard the roar of engines heading towards the hill, signaling the coming Russian hordes.



Historical Results: A wave of 30 T-34s with infantry close behind engulfed the hill and soon became illuminated by many trip flares and mine explosions. The Russians pressed their attack even while 88 MM and Quad 20s opened up on them from the nearby hills. T-34s were left burning or immobilized by the flak guns and mines, but the infantry kept coming. A T-34 headed towards Brasche's position and it was soon bracketed by exploding flak rounds. It stopped right next to Brasche's bunker and the exhaust fumes began to flood inside, forcing Gambietz to grab Brasche and pull him out before they were overcome. Gambietz and Brasche kept firing at the Russian infantry as they withdrew from the hill, along with the rest of the 4th Kompanie. The Russians once again were in possession of the Radau Bunker.

BOARD CONFIGURATION:



Only rows A-P are playable on boards 20, 3 and 15; and only rows R-GG are playable on board 41.

VICTORY CONDITIONS:

The Russian wins at game end by controlling the Bunkers in hexes 3I7, 3G8 and 3K6, as well as any 3 trenches on Hill 534.

BALANCE:

German: Exchange a German MMG for a HMG.

Russian: Add 9-1 AL to OB.

German Sets Up First

Russian Moves First

1 2 3 4 5 6 END



Shock Force Elements of the 37th Army [ELR:2] enter on turns 1-3 on/between hexes 3G10 and 3K10; (some/none/all may enter each turn) [SAN:2]:

6-2-8	4-4-7	8-1	8-0	7-0	LMG
-------	-------	-----	-----	-----	-----

8 10

4

T-34 M40	T-34 M41
-------------	-------------

6

6



Elements of Panzergrenadier Regt 93/Panzer Division 13 [ELR: SSR#5] setup as follows [SAN:3]:



Elements of Kompanie 4.: setup in any hexes of Hill 534:

8-3-8	4-6-8	9-2	8-1	1-4-9	MMG (Russian)	LMG	DC	FT
-------	-------	-----	-----	-------	------------------	-----	----	----

2 4 2 2 2 2

AP Mines	AT Mines	Trip Flares
-------------	-------------	----------------

36
Factors 6 6

Elements of Kompanie 3. and Heavy Weapons Plt: set up in 3F3 bunker and/or trenches on Hill 547:

2-4-7	2-2-8	8-1	MMG	81*mm Mortar
-------	-------	-----	-----	-----------------

2 2

Setup in hexes 3D3, E3, E4, F1, F2, F3, G3, H2, H7, I7, I8, J6, J7 and J8:

Setup in hexes 3F3 (CA-F4/G4) and 3I7 (CA-see SSR#4):

Setup in hexes 3G8 (CA-G9/H8) and 3K6 (CA-K7/L6):

AP Mines	Trench	Bunker 2+5+7	Bunker 1+3+5	2-2-8	8.8 cm Flak 18	2 cm Flakvier-ling 38
36 Factors	14	2	2	4	2	2

SPECIAL RULES:

#1 - Weather is Ground Snow (E3.72) with Wet EC and no wind at start. Extreme Winter (E3.74) is in effect.

#2 - Place overlays as follows: OG1 on 3F5; OG2 on 3G5-H4; OG3 on 3J4-K4. Buildings 20C7 and 20H3 are factories.

#3 - Night Rules are in effect. The Base NVR is 2 hexes with no cloud cover and no moon. The German is the Scenario Defender (E1.2); the Majority Squad Type of each side is normal. The Russian may not use Cloaking.

#4 - The bunker in Hex 3I7 has an increased field of fire with a

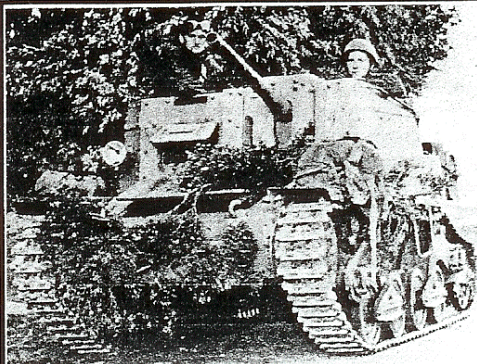
(front) covered arc of 3H6-I6 and a (rear) covered arc of 3I8-J7; the CA defense modification applies normally to both CA. A9.21 applies for MG field of fire in this bunker.

#5 - Any Good Order German unit(s) may enter any minefield(s) as if using a trailbreak (B28.61) and pay the increased movement cost for entry only if in LOS of a Good Order enemy unit. German 8-3-8/3-3-8 MMC have Assault Engineer and Sapper capabilities (H1.22 and H1.23) and have ELR:5 (E1.22); all other German units have ELR:3. Captured Equipment penalties (A21) apply to German use of the Russian MMGs [EXC: E1.76 is NA].

#6 - Trip Flares (G.8) are in effect [EXC: Trip Flares may only setup in Minefield hexes].

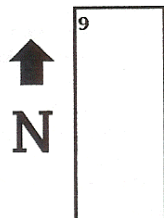
Smashing The Semoventi

SIDI N'SIR, TUNISIA, November 21, 1942: In an effort to strengthen and expand the Tunisian bridgehead perimeter, the *XC Corps* used strong motorized patrols to keep the Allies off balance. Mateur was the base for patrols in the northern sector, and it was from here that an Italian motorized column was dispatched towards Bédja via Sidi N'Sir on the 21st. Comprised of elements of the 92nd Regiment of the recently arrived 1st 'Superga' Division, supported by self-propelled guns of the 55th and 136th Gruppi, it soon found its advance blocked at Sidi N'Sir by French troops of the 2nd Battalion of the 15th Senegalese Regiment. A fierce struggle soon developed as assault guns were brought forward to eliminate the stubborn defenders.



Historical Result: The Senegalese were supported by one 47mm and one 25mm anti-tank gun, as well as two armored cars which had been sent to reinforce them. They managed to put up a spirited defense, and the 47mm gun soon destroyed four of the assault guns, forcing the remainder to withdraw. With the enemy column stalled, the French went on the attack, sending a group on a flanking maneuver to hit the Italian motorized infantry in their soft-skinned vehicles. This finally proved to be too much, and the Italians ultimately were forced to retire. The wrecked hulks of the Italian *Semoventi* were a testimonial to the resolute stand of the French troops at Sidi N'Sir, and this would not be the last time they would display such courage in the campaign for Tunisia.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Italian wins by exiting ≥ 35 DVP off the south edge. At game end good order units on/south of hexrow Y count as exited. A Truck is only worth DVP if it contains ≥ 1 Italian MMC.

BALANCE:

☉ Exchange the 25LL AT gun for a second 47L AT gun.

≡ Exchange 9-1 SMC for a 9-2.

☉ French Sets Up First

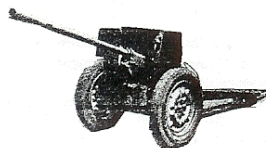
≡ Italian Moves First

1 2 3 4 5 6 7 END



Elements of the reinforced 2^e Bataillon /15^e Régiment de Tirailleurs Sénégalais [ELR:2] setup in hexrows J-X (inclusive); units in suitable terrain may setup in Sangars [SAN:4]:

4-5-7	2-3-7	2-2-8	9-1	7-0	MMG	60* MTR
5	2	2				



4 47L AT SA 37 APX	3 25LL AT SA-L mle 34	Roadblock
--------------------------	-----------------------------	-----------

Peloton de Automitrailleuse enter turn 2 along south edge:

3 AMD 50 AM

2

Flanking Group enter on turn 5 along either the east or the west edge (see SSR#2):

4-5-7	8-0	LMG	ATR
-------	-----	-----	-----

3



Elements of the 92^o Reggimento Fanteria [ELR:2] and the DLVII^o and CXXXVI^o Gruppi Semoventi enter on turns 1-3 along the north edge; some/none/all may enter each turn (see SSR#3) [SAN:2]:

3-4-7	3-4-6	9-1	8-1	7-0	dm MMG	LMG
6	12			2	2	4



4 SMV M41 75/18	3 SMV L40 47/32	2 Autocarro L	1 Sidecar
3	3	6	6

Special Rules:

#1 - EC are Moist, no wind at start. Rules F.1B (Entrenching), F.3 (Desert Victory Points) and F.5 (Surrender) are in effect. Treat all building hexes as Crags (B17) and all level 4 hill hexes also contain Crags. Boresighting and Kindling are NA.

#2 - During setup the French must secretly record which board edge the Turn 5 reinforcements will enter along.

#3 - All Italian infantry must enter as Passengers/Riders [EXC-347s must enter as Sidecar Riders (D15)].

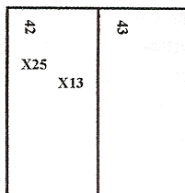
CLEARING KAMIENKA

Kamienka, July 5, 1941: After two weeks of *Operation Barbarossa*, the spearheads of Guderian's 2nd Panzergruppe had raced ahead of the bulk of the 4th Army. The infantry units were straining to catch up, and had the unenviable tasks of both mopping up the growing number of bypassed pockets of Russian units, and providing security for the flanks and the lengthening supply lines. *Infanterie Regiment (mot.) Grossdeutschland* was assigned to open up the vital supply route R2, where at Kamienka a pocket of Russian troops had set up a block after breaking out of the woods to the north of the town. The 17th (Motorcycle) Company were dispatched to re-open the road, but were ambushed on the way in with heavy casualties. It was clear a major effort was needed to 'Clear Kamienka'.



Historical Result: The attack commenced at 05:45 as the Battalion Mortars and 150mm Heavy Infantry Guns lent support. The Russians replied with their own mortar fire, and they proved elusive targets, showing their talents at concealment and digging in. The attack ground forward through the wheat-fields and brush on the approaches, when a Russian counterattack from the woods to the north of town threatened to derail the attack. However the reinforcements ordered by *Obstlt. Garski*, aided by the machine gun section, halted the Russian assault. The main attack resumed and soon degenerated into bitter close-in fighting in town. With the help of the Assault Guns of *Lt. Drewes* and the *Pioneers* of 18th Company, the German troops finally prevailed at 07:00. With the way now clear, *GD* was reassigned to the drive on the Dniepr River.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

To Win the German Player must control and/or rubble/set ablaze $\geq$ 24 Building Locations East of Hexrow P by Game End. They lose immediately upon suffering $\geq$ 51 CVPs.

BALANCE:

Russian: Add a 4-4-7 Squad and an ATR to the at start OB.

German: Add a sig 33 150* INF Gun, Sdkfz 7, and a 2-2-8 crew to the at start OB.

★ Russian Sets Up First

✚ German Moves First



1

2



3

4

5

6

7

8

END



Elements of the 28th Rifle Corps, 4th Army [ELR:2] {SAN:4}, Set Up East of hexrow R and/or North of Road hexes 42Q4-GG6 (See SSR # 4).



Elements of Infantry Companies 6 & 17, and Pioneer Company 18, Bataillon 1, Infantry Regiment (mot.) Grossdeutschland [ELR: SSR#2] {SAN:3} Set Up West of Hexrow T and South of Road hexes 42T3-GG5.

4-4-7	2-4-8	9-1	8-1	8-0	HMG	MMG	LMG	?
12	3					2	3	12

2-2-8	ATR	50*Mtr	82* Mtr.	45L ATG	76* INF
3		2			

Reinforcements
Enter Turn 1 on North Edge On/ Between 42S10 and 42Z10.

4-4-7	7-0	LMG	ATR	?
6				4

4-6-8	8-3-8	10-2	9-1	8-1	8-0	DC	FT	?
13	3				2	3		12

HMG	MMG	LMG	50*Mtr	Radio	Lt. Drewes Sturmgeschütz Platoon: Set Up in German Set-up Area on Bd 42.	9-1AL	StuG IIIB
2	4	2				3	

Elements of Lt. Künzel's
AA Platoon and Heavy Infantry
Gun Company 15: Set Up in the
German Set-up Area on Bd 43(SSR #2)

2-2-8	Flak 36037 37L AA	sIG 33 150 INF	Sdkfz 7
2			2

Bataillon Reserves:
Enter on West Edge
on Turn 3, all MMC,
SMC, SWs loaded as
passengers (SSR#2).

5-4-8	4-6-8	8-1	LMG	SPW 251/1	Opel Blitz
2	2		2	2	2

SPECIAL RULES:

#1 - EC are moderate with no wind at start. Kindling is NA. Place Building overlays X13 with 1 on 42L3 and 2 on 42 K3, and X25 with 1 on 42I6 and 2 on 42J6. o17 has a Steeple (B31.2) rising to level 1 1/2, with a location at level 1 with the usual stacking limit (B31.21).

#2 - The German 8-3-8/3-3-8 MMCs are Assault Engineers (H1.22) have an ELR of 5, and must possess the DCs/FT at start. The 5-4-8/2-3-8 MMCs are Panzergrenadiers with undescored morale, an ELR of 5, and must enter play in the SPW 251/1 Halftracks. All other German personnel have an ELR of 4. The Sdkfz 7 Half Tracks must set-up within two hexes of a German Gun (Emplacement is NA, Guns may set-up either Hooked Up, Limbered or ready to Fire), and their PP capacity may only be used for a 2-2-8 Gun Crew. The Stug IIIB Crews may NOT voluntarily abandon their vehicles. The Germans are considered Elite for Heat Of Battle and Ammo Depletion (C8.2).

#3 - The German Radio is for One Module of 80mm+ Battalion Mortar OBA (HE and Smoke) with Plentiful Ammunition.

#4 - The Russian may set-up $\leq$ 2 Squad Equivalents along with any SMC/SW that stack with them HIP. All Russian Units in suitable Terrain may set-up both Concealed and/or Entrenched. Also, E1.16 is in effect for all Entrenchments setup in woods, brush, or grain. The Russian may Boresight all eligible weapons despite the German on-board set-up.

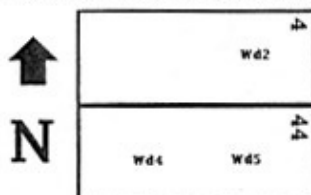
Onslaught On Orsha

East of Orsha, Russia, June 23, 1944: As part of "Operation Bagration" the Soviet 3rd Byelorussian Front under General Chernyakovskiy was to thrust down the main Moscow-Minsk highway towards Orsha, using the heavily reinforced 11th Guards Army. Barring the way was the 78th Sturm Division of the German 4th Army, one of the most powerful infantry divisions in Army Group Center. The 78th Division, commanded by General Hans Traut, was not only up to strength, but was reinforced by some 49 Sturmgeschütz and Nashorn tank destroyers, and had erected extensive field fortifications (concrete ones were rare however). Since this was the only decent tank country in the area, the Soviets planned to use special armored shock groups to facilitate a rapid penetration, aided by the massed firepower of the entire 5th Breakthrough Artillery Corps.



Historical Result: preceded by recon raids on the 22nd, the Soviets opened their attack on the 23rd with a bombardment of unprecedented ferocity, after which their armored shock groups crashed into the German defenses. Led by special PT-34 mine-roller tanks, General Shafranov's 36th Guards Rifle Corps sought to punch through the extensive minefield, wire and anti-tank barriers, but soon became bogged down in the initial defensive belt. Hampered by the thick fortifications and the poor visibility due to dust, smoke and fog (which limited air sorties), the Soviets made little ground against determined German resistance, which included groups of men armed with hand held panzerfaust anti-tank weapons attacking from hidden positions in trenches and shellholes. The Soviets finally broke through just to the north, where elements of the 256th Division were defending a heavily forested area.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Russian wins by exiting ≥ 73 VP off the west edge [EXC- exit VP are not received for prisoners]. Good Order Russian units that are on/west of hexrow W at game end count as exited.

BALANCE:

- ✚ Add one PzJg III/IV to the German reinforcements.
- ★ The Russian receives Air Support (E7) in the form of one FB w/ bombs under the usual entry conditions.

✚ German sets up first

★ Russian moves first

1	2	3	4	5	6	7	8	9	END
---	---	---	---	---	---	---	---	---	-----

✚ Elements of Sturm Division 78 [ELR:3] and StuG Abt.178 setup on/between hexrows I-V (see SSR#4 and 7) [SAN:4]:

4-6-7	2-2-8	9-1	8-1	8-0	7-0	HMG	MMG	LMG	Radio
18	2	2	2	2	2	2	2	4	
88L	75L	StuG	1+3+5	A-T	Trench	Wire	Dummy		
Flak 18	PaK 40	III	Pillbox	Ditch			Minefield		
		2	6	4	12	12	4		



Setup using HHP on/between hexrows I-V (see SSR#4):

2-4-8	PSK
4	2

AP	AT
Mines	Mines
108	54
factors	factors

Reinforcements enter anywhere along the west edge on turn 4:

8-3-8	5-4-8	10-2	8-1	LMG	PSK	FT	StuG	PzJg
3	2						III	III/IV

★ Shock Groups of the reinforced 36th Guards Rifle Corps [ELR:4] enter anywhere along the east edge on the turns indicated [SAN:2]:



Enter Turn 1:

4-5-8	8-0	IS-2	T-34
4		4	M43
			(SSR#5)

Enter Turn 2:

6-2-8	9-2	8-1	LMG	DC	FT	ISU
9		2	5	2		152
						4

Enter Turn 3:

4-5-8	4-4-7	9-1	8-1	8-0	dm	LMG	SU	OT-34
10	9				.50 cal	2	76M	
						4	4	2

SPECIAL RULES:

#1- EC are Moderate, with no Wind at start. There is a LV Hindrance DRM in effect equivalent to Heavy Rain (E3.51) [EXC- the LV Hindrance is not affected by the Wind Change DR]. Kindling is NA.

#2- Place overlays Wd2 on 4E7/E8, Wd4 on 44W5/W6 and Wd5 on 44G6/H5. Treat all Orchard hexes as Shellholes.

#3- After setup [EXC- SSR#4] but prior to play a Bombardment (C1.8) is resolved on both boards; there are no Immune hexes.

#4- The OB-given German 2-4-8 MMC are setup after the bombardment is resolved, and they may treat trenches and shellholes as concealment terrain for purposes of HHP/concealment loss; they are Fanatic (A10.8) and receive a -2 drm to their PF checks (C13.31). The StuG IIIGs may setup using HHP as if they were emplaced guns (A12.34). German 8-3-8 MMC are Assault Engineers (H1.22).

#5- The Russian T-34/M43 counters represent PT-34 mine roller tanks. They have 8MP, and U.S. Vehicle Note 19 applies to them [EXC- the +4 TH DRM for attacks through their front VCA never applies to attacks by them, and only applies to hull hits vs them; the BMGs may not fire at same/lower level targets]. Russian 628 MMC are Assault Engineers (H1.22) and Sappers (H1.23).

#6- The German has a module of 100mm OBA (HIE, Smoke) w/ Normal Ammo; the Observer may setup using HHP in any terrain. The Russian has a module of 120mm OBA (HIE, Smoke) w/ Plentiful Ammo, with an Offboard Observer at Level 2 along the east edge.

#7- All Minefields are Known (F.7) and must setup with 6AP and 3AT in each minefield hex. The last sentence of F.7B is NA (i.e. no extra dummy minefields are received [EXC- any minefield eliminated by the bombardment is replaced with a dummy minefield]). All fortifications must setup on map.

Special Delivery

Danzig, Poland, September 1st, 1939: The German *blitzkrieg* had burst across Poland. Early on the 1st of September the Germans entered the city of Danzig, upon which they began to attack the *Westerplatte* garrison. Meanwhile, in another part of town armed civilians and postal workers prepared to resist. They occupied positions in and around the post office and settled down to await the German arrival. They didn't have to wait long, for soon after the German attack materialized as elements of the *Danziger SS Heimwehr Abteilung* began to assault the positions around the post office.



Historical Result: The *Danziger SS Heimwehr* detachment was supported by a *Marine Sturmkompanie*, two armored cars and some local *Brown-shirts*. Despite a brave and determined resistance, the Polish irregulars were soon overrun. Following the fighting, the SS, not wasting any time establishing their abominable record for atrocities, shot most of those taken prisoner. Thus, the bloodiest war in the history of mankind had begun.

BOARD CONFIGURATION:



d	a

VICTORY CONDITIONS:

Providing he has not lost ≥ 19 CVP (which would result in an immediate Partisan victory), the German wins at game end by controlling ≥ 14 Locations of building aK3. Prisoners are worth double CVP during play (instead of at the end of play).

BALANCE:

Partisan: Add a second MMG to the Partisan OB.

German: Add a DC to the SS OB.

 **Partisan Sets Up First**

 **German Moves First**

1	2	3	4	5	END
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Armed Polish Civilians and Postal Workers [ELR:5] set up within 4 hexes of hex aK3; ≤ 2 Squads (and SMC/SW stacked w/ them) may set up using HIP (see SSR#2 and 7) [SAN:5]:

3-3-7	8-1	7-0	MMG	ATR	?
12					12



Elements of *Danziger SS Heimwehr Abteilung* [ELR:3] enter turn 1 anywhere on/between hexes dH5 to dO5 [SAN:3]:

4-6-8	9-1	8-1	8-0	dm MMG	LMG	PSW 231(8R)
12					3	2



Elements of Pro-Nazi Para-military units [ELR:1] set up within 2 hexes of hex aD2 (see SSR#4):

3-3-6	6+1	LMG
4		

Elements of *Marine Sturmabteilung Swinemünde* [ELR:3] enter turn 1 anywhere on/between hexes dA3 and dD5:

5-4-8	8-0	LMG	FT
4			

SPECIAL RULES:

#1 - EC are Moderate; no wind at start. Kindling is NA. Units in concealment terrain may setup concealed regardless of LOS.

#2 - Partisans may not deploy or recombine, and may not participate in multi-location firegroups. Partisans use Allied Minor SW, and such use does not incur captured equipment penalties. Partisans are Fanatic (A10.8) in building aK3, and may fortify ≤ 2 building locations (Tunnels NA).

#3 - SS MMC have an ELR:3 and are subject to Unit Substitution (A19.13) as follows: 4-6-8/2-4-8 > 4-4-7/2-3-7 > 4-3-6/2-3-6. 4-4-7/2-3-7 MMC are still SS for all purposes.

#4 - Pro-Nazi para-military units are represented by Axis Minor personnel and SW. Axis Minors may not deploy or recombine, may not form multi-location firegroups and captured equipment penalties apply to Axis Minor usage of German or Partisan SW.

#5 - The PSW231(8R) armored cars may not decline repair opportunities for malfunctioned MA/CMG. Vehicular Crews may not voluntarily abandon their vehicles.

#6 - No Quarter (A20.3) is in effect for both sides.

#7 - Partisan SWs may set up using HIP as per E1.2.

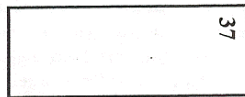
The Trail To Hell(zapoppin' Ridge)

The East-West Trail, east of the Piva River, Bougainville, November 20-24, 1943. After the hard fighting on the Numa-Numa Trail earlier in the month, the Marines of the 3rd Division had finally pushed through the Palm Grove, future site of the two airstrips the entire operation desperately needed. Their next missions, ordered by General Geiger, were to push east across the Piva River and along the East-West trail, both to expand the beachhead perimeter and to set the stage for the assault on Hellzapoppin' Ridge. The Japanese were shelling the beachhead from artillery dug in on the ridge, and the only realistic route to there was along the trail. The Japanese were not going to relinquish this trail any easier than the Numa-Numa.



Historical Result: The five day trail campaign saw a repeated pattern of the Marines running into prepared positions that had to be overcome, followed by a push further east, which inevitably was met by a Japanese counterattack of varying strength. Only after five long days in close quarters combat did the Marines secure their objectives. This put the Americans in position for the assaults on Hellzapoppin' Ridge, which would see three weeks of bloody fighting in December before it was finally seized. The Bougainville campaign, like the earlier one on Guadalcanal, was earning a well deserved reputation for the bitter fighting taking place in this 'Green Hell'. So it was on the 'Trail to Hell(zapoppin Ridge)'.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The side with the most Victory Points (VPs) at Game End wins. The Marines earn VPs(counted as exit VPs) for Good Order Units ON/adjacent to Trail Hexes(as defined in SSR #2) ON/East of hexrow Q at game end, the Japanese Earn VPs (counted as exit VPs) for Good Order Units ON/adjacent to Trail hexes ON/West of hexrow Q at game end. Both sides earn CVPs normally. The Marines win immediately upon amassing 30 CVPs, the Japanese win immediately upon amassing 20 CVPs. A tie in VPs at Game End, or simultaneously reaching CVP Victory Levels, is a Japanese Victory.

BALANCE:

- ☆ **Marines:** Substitute a 9-2 Leader for the 8-1.
- **Japanese:** Substitute a 9-1 Leader for the 8-0.

☆ After determining sides, make a dr, Marines move first on a dr ≤ 4, Japanese on ≥ 5. Set-Up is simultaneous, place a standing board between opponents to shield their Set-Up, both sides Set-Up Concealed.

1 2 3 4 5 6 7 END

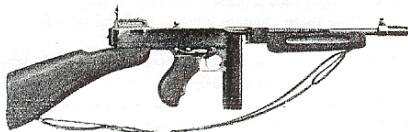


Elements of the 21st Marine Regiment, 3rd Marine Division [ELR:5], Set-Up West of Hexrow BB, ON/adjacent to Trail Hexes (SSR # 2) . {SAN:4}

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

dm HMG	dm MMG	dm 60*Mtr	DC
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2



Elements of the 23rd Infantry Regiment, 6th Infantry Division [ELR:4], Set-Up East of Hexrow F, ON/adjacent to Trail Hexes (SSR # 2). {SAN:5}

4-4-8	4-4-7	2-3-8	2-2-8	10-1	10-0	9-0
4	10	3	2			

8-0	dm HMG	dm MMG	LMG	dm 50*Mtr	DC
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3 3 2



Special Rules:

1 - EC are Wet with No Wind at start. PTO Terrain (G1) is in effect, including Light Jungle (G2).

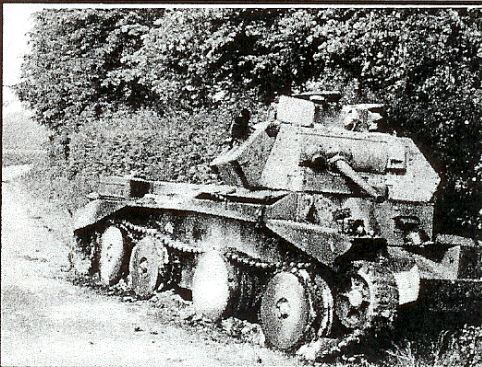
2 - The East-West Road Depiction A5-GG5 is the East-West Trail (treated as a Path per PTO Rule G1).

3 - The Marine 7-6-8 Squad is an Assault Engineer (H1.22), it must possess the DC at start, and is Fanatic (A10.8).

4 - No Unit may use Double Time Movement (CX) until any unit has LOS to an enemy unit other than the enemy Sniper Counter.

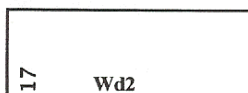
3rd RTR in the Rain

Guines, France, May 23, 1940: In their attempts to stem the German advance to Calais and other port cities, the British dispatched to Calais the 3rd RTR and the 30th Infantry Brigade, comprising the 2nd Kings Royal Rifles and the 1st Queens Victoria Rifles. On the 23rd these units sallied aggressively out of Calais, attempting to breach the German line and hit the 10th Panzer Division from Guderian's XIX Panzer Korps in the Flank.



Historical Result: In Guines, elements of a recon unit had already taken up positions with the support of an anti-tank gun. In a steady rain the British attempted to clear this force and continue their drive eastward. The Germans put up a tenacious defense, and after panzers arrived in support the British eventually fell back inside Calais after losing 13 Cruiser and light tanks.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The British win at Game End if they control 6 of the 8 buildings on/between Hexrows O and W.

BALANCE:

- ✚ **German:** Add a 4-6-8 MMC to the German at start OB.
- ◎ **British:** Add a 4-5-7 MMC to the British at start OB.

✚ German sets up first

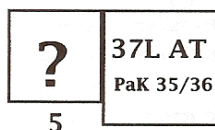
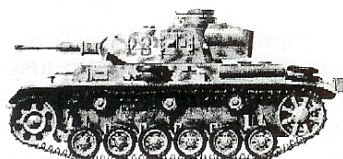
◎ British moves first

◎ 1 ✚ 2 3 4 5 6 END



Elements of Panzer Aufklärung Abteilung 5/ Panzer Division 10 [ELR:4] Setup on/ East of Hexrow N [SAN:3]:

4-6-8	2-2-8	9-1	8-0	LMG	ATR
5				2	



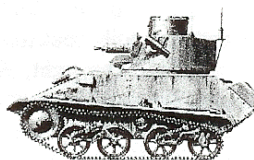
Elements of Panzer Regiment 4 Enter on Turn 1 along the East edge:

PzIIIF	PzIVD
2	



Elements of the 1st Queens Victoria Rifles [ELR:3] Setup on/West of Hexrow I [SAN:2]:

4-5-7	9-1	8-0	7-0	LMG	ATR	51* MTR
9				2		



Elements of the 3rd RTR enter on Turn 1 along the west edge, having already expended ½ of their printed MP allowance:

A13 Mk II SSR# 4	A9	Mk VIC
2	2	

Special Rules:

#1 - EC are Wet, with no wind at start. A Heavy Rain (E3.51) is falling; rain intensity will not change for the duration of the scenario.

#2 - Place overlay Wd2 on 17P9-Q10. All buildings are wooden. All hedges are walls.

#3 - The minimum vehicular road entry cost is 1MP. No AFV crew may voluntarily abandon its vehicle.

#4 - The A13 Mk II Tanks have a 6 Factor CMG only for Machine Gun armament.

Crisis on the Abucay Line

The Abucay Line, Bataan, Philippines, January 16th, 1942: The first Battle of Bataan was in its seventh day and had reached a crucial juncture. The 41st Infantry Division (PA) held the center of the Abucay Line, the II Corp defensive position on the eastern side of the Bataan Peninsula. The weak and inexperienced 51st Infantry Division (PA) held the left end of the line up to the slopes of Mt. Natib. After the 51st Infantry Regiment (PA) successfully counterattacked the Japanese in its front, it advanced too far forward, creating a dangerous salient in the defense. Lt. General Akira Nara, commander of the 65th Brigade, ordered an attack from three directions on the over-extended formation. Under intense pressure the 51st Reg broke and ran, leaving a gaping hole in the line, and threatening the 41st with envelopment. The 43rd Infantry, on the left end of the line, had to react quickly or face utter the destruction of the entire defensive position. Luckily for the Philippine troops Colonel Eugene T. Lewis, Regimental Instructor, was in command.



Historical Result: Colonel Takeo Imai's 141st Infantry, paused to reorganize, giving Col. Lewis just enough time to organize a 'Provisional' Battalion of engineers, stragglers, and service troops. His order was to 'Refuse the Left Flank'. Instead of infiltrating behind the new defense line, Imai smashed headlong into Lewis' ad hoc formation, along with a renewal of the assault on the main defense line. Lewis' troops, under his calm and personal direction, repulsed every onslaught the Japanese hurled against them. This valiant stand, along with a subsequent counterattack by the 31st Infantry Regiment (US) against another threat on the eastern end of the 41st Division's line, had saved the day. The bitter fighting for the Abucay Line continued through the 23rd, when a new threat of envelopment from the 9th Infantry forced a general withdrawal of the II Corps to the next defensive position astride the Pilar-Bijac Road. It would be almost three more months of siege, starvation, and despair before the surrender of Bataan, but Colonel Lewis had bought precious time for the Allied cause.

BOARD CONFIGURATION:



Only Hexrows south of Q on both Boards are in play.

VICTORY CONDITIONS:

The Japanese Player win at Game End by earning ≥ 33 VPs. He gains CVPs normally (EXC: Prisoners do NOT count double at game end, only their normal value), and earns Exit VPs for exiting Good Order Units off the South edge of Board 35. Good Order Philippine Units still IN a Bunker at Game End are subtracted from the Japanese VP Total. He loses immediately upon suffering 42 CVPs.

BALANCE:

Philippine Army: Add a (PA) 4-4-7 to the Board 35 Force.

Japanese: Add a (IJA) 4-4-7 to the force entering Board 38.

Philippine Army Sets Up First

Japanese Move First

1 2 3 4 5 6 END

Elements of the 43rd Infantry Regiment (PA), 41st Division (PA) [ELR:SSR # 3] set up ON/Between Hexrows E and L on Board 35, see SSR # 2, {SAN:4}

4-4-7	3-3-6	2-2-7	9-1	8-1	7-0	Field Phone
7	3	2			2	

HMG	MMG	60 Mtr	AP Mines	1-3-5 Pillbox	Trench	Wire
2	2	18				

Provisional Battalion Elements of 43rd Infantry (PA), 41st Engineer Battalion, Signal, & Quartermaster Troops [ELR:SSR # 3], set up South/East of Road Y1, Z5, GG5 on Board 38, SSR#2.

6-6-7	4-4-7	3-3-6	10-2	8-0	.50 cal HMG	DC
2	4	3				2

Elements of the 141st Infantry Regiment, 65th Brigade, [ELR:3] set up ON/North of Hexrow N on Board 35, {SAN:4}

4-4-8	4-4-7	3-4-7	2-3-7	2-2-8	10-1	9-1
2	7	3	3	2		

9-0	8-0	HMG	MMG	LMG	DC	FT
				3	2	

50 Mtr	Radio	Enter Turn 1 on West Edge of Board 38:	4-4-7	3-4-7	2-3-7
3			6	3	2

2-2-8	10-0	9-1	8+1	dm MMG	LMG	dm 50 Mtr
					2	2

SPECIAL RULES:

SSR # 1 - EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).

SSR # 2 - Each 1-3-5 Pillbox is a Bunker (B30.8) and must set up ADJACENT to ≥ 1 Trench Counter; they also must have a CA of Due North, and must contain ≥ 1 MG, 1 SMC, and 1 Squad Equivalent of manning infantry At Start. Any Philippine MMC (and any SMC/SW stacked with it) not set up in a Bunker/Trench may set up in a Foxhole in appropriate terrain. All Philippine Units may set up Concealed if in Concealment Terrain, a Bunker, a Trench, or a Foxhole. All Philippine fortifications (EXC: Mines) must set up on board.

SSR # 3 - The ELR of the Philippine Units is as follows: The 10-2 and 6-6-7/3-4-7 MMCs have an ELR of 5 and underscored Morale. The Green MMCs have an ELR of 2, all other Philippine MMC/SMC have an ELR of 3. The 6-6-7/3-4-7

MMCs are Assault Engineers (H1.22), must possess the DCs at start, and are Fanatic (A10.8) as long as they possess a DC or are in the act of placing/throwing it (including during resolution of any IFT generated MC it must take for throwing the DC). All Personnel stacked with the 10-2 are Fanatic as long as he maintains a Morale level of 10.

SSR # 4 - The Philippine Army receives one module of 70mm+ OBA (HE only) with one Pre-Registered Hex and Scarce Ammunition; Contact and Access on the initial attempts are automatic (Remove one Black Chit). The Observer/Field Phone may set up HIP; the field phone security area leads off the South edge of Board 35.

SSR # 5 - The Japanese 4-4-8/2-3-8 MMCs are Assault Engineers (H1.22) and must possess the FT/DCs at start. All Japanese Units may set up Concealed in Concealment Terrain.

SSR # 6 - The Japanese receive one module of 70+mm OBA (HE, SMOKE) with one Pre-Registered Hex and Plentiful Ammunition; Contact and Access on the Initial attempts are automatic (remove one Black Chit).

#7 - Exchanging AP mines for AT mines is NA.

Recon Blitz At Sarnowka

Sarnowka, Ukraine, July 7th, 1941: The Leibstandarte *Ab* were issued new orders on the 6th in their drive on Zitimir: to take the important forest-road junction at Romanow, and push on and take Sarnowka in the clearing beyond. Russian resistance was becoming more intense the closer they got to these objectives. Romanow was taken at 09:20 hours, and 10 minutes later elements of the *Aufklärungsabteilung* Leibstandarte *Ab* ran into stiff resistance as they entered Sarnowka. The Recon troops would try to take it in typical *Blitzkrieg* style.

10/7/1941 17:00 Hours: The Aufklärungsabteilung A1's attack on Sarnowka



Historical Result: *Stürmbannführer* Meyer personally led the attack, and with support from two *Sturmgeschütz*, was able to sweep the resistance aside. The balance of the division closed ranks behind them, and pressed on, capturing Marchlewski and reaching the Rollbahn Nord at 16:10 Hours. The Russians would not take these defeats lightly, and would stage several counterattacks, which would be beaten off with heavy casualties, before the drive on Zitimir resumed.

BOARD CONFIGURATION:



N

39	
	48
5	

VICTORY CONDITIONS:

The German wins immediately by controlling ≥ 24 Buildings on Board 48. He loses immediately upon suffering 50 CVPs.

BALANCE:

- ★ Russian: Add a 4-4-7 Squad, a 2-3-7 HS, and a 50*Mtr.
- ✚ German: Add a 4-6-8 Squad and an Opel Blitz Truck.

★ Russian Sets Up First

✚ German Moves First

✚ 1 2 3 4 5 6 END



Elements of *Aufklärungsabteilung* Leibstandarte *Ab* [ELR:5]
Enter on West Edge on Turn 1. {SAN:2}

4-6-8	5-4-8	9-2	9-1	8-1	8-0
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6 6

9-1AL	LMG	dm 50*Mtr	ATR	DC
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3

Stug IIIB	PSW 231 (8R)	SPW 251/10	SPW 251/sMG	SPW 251/1
--------------	-----------------	---------------	----------------	--------------

2

3

3

Opel Blitz	x 3	Motorcycle	x 4	Motorcycle Sidecar	x 2
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Elements of the 5th Army [ELR: 2] Set Up ON/East of
Hexrows M on Boards 5 & 39, and U on Board 48 {SAN:4}

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

12

2

HMG	MMG	LMG	ATR	50*Mtr.	?
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2

2

6

45L AT PTP obr 32	76* ART P obr 00/02P
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SPECIAL RULES:

SSR # 1 — EC are Moist with No Wind at Start. All Terrain on Board 39 Exists at Ground Level 0 [EXC: The Cliffs do not exist, the sunken road at 39D8/E9 is NOT sunken but the road exists at ground level 0, the Gullies still exist normally at level -1]. Cellars (B23.41) do not exist.

SSR # 2 — All German Personnel Must enter as Passengers/Crews, with the 5-4-8 Squads (and their 2-3-8 half squads if deployed) mounted on Motorcycles/Motorcycle Sidecars. Both Motorcycle Sidecars must have one SMC or LMG mounted/portaged on entry. The 9-1 AL must set up in a Stug IIIB Assault Gun. The SPW251/1 and SPW251/sMG vehicle crews are 2-2-8s, they have all the capabilities of a regular 1-2-7 vehicle crew, and are the only crews that may voluntarily abandon their vehicles. The Inherent Half-Squad in the SPW 251/sMG is a 2-4-8. ALL German Personnel are SS, the Germans are Elite for all purposes.

SSR # 3 — Any Russian MMC (and any SMC/SWs stacked with them) may set up IN Foxholes in suitable terrain. The Russian may set-up one Squad Equivalent (and any SMC/SWs stacked with it) HIP.

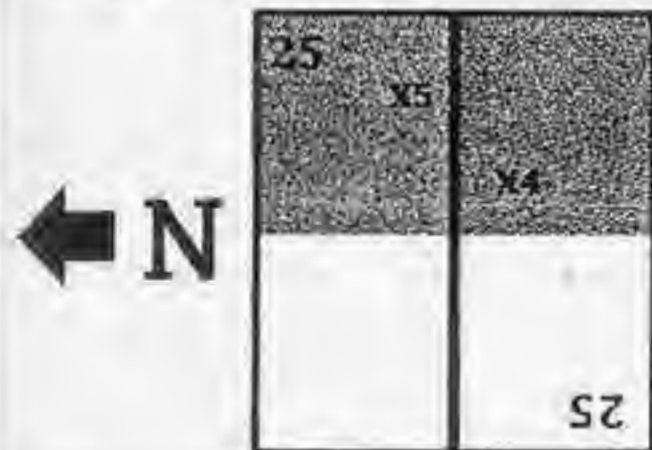
No Respite

DJEBEL ABIOD, TUNISIA, November 21, 1942: On November 17th *Kampfgruppe Witzig* had failed to wrest control of the important crossroads of Djebel Abiod from the British 36th Brigade, losing eight of its Panzer IVs in the process. The *kampfgruppe* did however control the strategic high ground overlooking the road junction, which enabled them to block the further advance of the British column, in spite of having the *panzer kompanie* and heavy weapons withdrawn. The next three days saw Major Witzig's 11th *Fallschirmjäger Bataillon* engaged in fierce fighting trying to hold the British back, resulting in heavy casualties amongst the veteran para-engineers. In an effort to give Witzig's weary men some respite, they were reinforced by a battalion of Italian paratroops.



Historical Result: The *Fallschirmjäger* were withdrawn for some much needed rest, their defensive positions taken over by the 1st Parachute Battalion of the crack *Amedeo d'Aosta* Air Assault Regiment. As soon as the Italian paratroops had assumed control they immediately began to assault the British in an abortive attempt to grab the village and intersection. The *Paracadutisti* attacked with great élan, but had little support and as a result were repulsed with heavy losses. Badly weakened, the *Amedeo d'Aosta* battalion had to be pulled from the line, and Witzig's tired para-engineers had to turn around and rush back to their old positions.

BOARD CONFIGURATION:



Only hexrows A-P on the north board and R-GG on the south board are in play.

VICTORY CONDITIONS:

The Italian wins at game end by Controlling 4 of the 6 building hexes in the British setup area.

BALANCE:

- Italian: Add a MMG to the Italian OB.
- British: In the British OB replace one 8-0 leader with an 8-1.

British Sets Up First

Italian Moves First

1

2

3

4

5

END



Elements of the 36th Brigade, 78th Division [ELR:3]: setup within 4 hexes of hex V1; units in Concealment Terrain may set up Concealed and Vehicles may set up in Motion [SAN:4]:

4-5-7	2-4-7	2-2-8	9-1	8-0	HMG	LMG	51 MTR
9	2			2		2	2



88 ART	Humber II	Daimler
25 pdr	AC	AC

Carrier B	Foxhole	Sangar
2	1S	4



Elements of the 1st Battaglione Paracadutisti, 1st Reggimento d'Assalto *Amedeo d'Aosta* [ELR:3]: setup on/ east of Hexrows F/BB [SAN:2]:

4-4-7	2-4-7	2-2-7	9-1	8-1	8-0	7-0
15	2	2				



MMG	LMG	45* MTR	DC	FT
	3	2	2	

47 AT	SMV L40	Foxhole	Sangar
47/32	47/32	1S	
2	2	4	2

SPECIAL RULES:

#1 - EC are moist, no wind. Place overlays X5 on I1 and X4 on U2. Orchard hexes V1, W1 and Y4 are Olive Groves (F13.5); all other Orchard hexes are Cactus Patch (F13.4).

#2 - Prior to setup place one Burnt-Out Wreck each in hexes BB0, AA1, Z0, Z1 and Y1, after which the Italian Player may place three additional Burnt-Out Wrecks anywhere on the map.

#3 - The British may use HIP for ≤1 squad/equivalent (and SMC/SW stacked with it); E1.16 applies to any Sangar or Foxhole containing HIP British personnel.

#4 - The Italian may designate ≤ 3 squads as having Assault Engineer capabilities (H1.22).

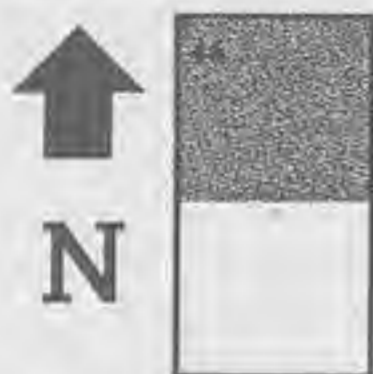
AVRIL ACTION

AVRIL, FRANCE, September 8, 1944: In an attempt to prevent the US XX Corps from reaching the Moselle River, General Knobelsdorf dispatched *Panzer Brigade 106* to launch a spoiling attack.



Historical Result: *Oberst Franz Bake*, an Eastern Front veteran, split his brigade into two *Stosstruppe* (assault groups). One was sent west through Mairy and the other east towards Avril so as to envelope the US 90th Division. The attack at Mairy was a complete failure and was annihilated, while the assault at Avril was beaten back after the loss of 4 AFVs. *Panzer Brigade 106* had been devastated for absolutely no gain.

BOARD CONFIGURATION:



Only Hexrows S - GG are playable.

VICTORY CONDITIONS:

The Germans win at Game End if there are no Good Order American MMC within 3 Hexes of 46AA5, as long as they have not suffered ≥ 30 CVPs.

BALANCE:

- ☆ American: Add a 3-4-7 HS.
- ✚ German: The 8-3-8 Squads are Assault Engineers.

☆ American Sets Up First

✚ German Moves First

✚ 1 2 3 4 5 6 END



Elements of 1st Battalion, 357th Infantry Regiment [ELR: 4] Set-Up on/between hexrows W and DD. {SAN: 4}

6-6-7	6-6-6	2-2-7	9-2	8-1	MMG
2	3				2
76L AT M5 3-in.	BAZ 44	?			
	2	4			



Lead Elements of *Stosstruppe 2*, No. 1 Kompanie, *Panzer Brigade 106*, and No. 3 Kompanie, *Panzer Grenadier Abteilung 2106* [ELR: 3] Enter North Edge on/after turn 1 (SSR # 3). {SAN: 2}

8-3-8	5-4-8	9-1	8-0	LMG	PSK
2	4			3	
SPW 251/1	Stug III G	DC			
6	2				

SPECIAL RULES:

#1 - EC are moderate with no wind at start. A +1 Mist LV Hindrance is in effect at all ranges for the entire game (EXC: Fire completely within the same building).

#2 - Place Overlays Wd2 on 46V8-V9, and Wd3 on 46X7-W7. All buildings have a ground level only (B23.41 Cellars still exist).

#3 - All German infantry must enter play mounted in SPW 251/1 Halftracks. All passengers may be kept off board on a Cloaking Display, with a Cloaking Counter of the appropriate ID left On-Board on the vehicle until the passengers engage in any action that would result in Concealment Loss, or are affected by an attack of any kind resulting in at least a PTC. All, some or none may enter each turn. Any German Vehicles entering on turn 1 have only half MPs available (FRD). Road Movement Rate for vehicles is NA.

#4 - One American MMC (and any SMC/SW stacked with it) may use HIP.

BLOCK AT VILLE-SUR-ILLON

Dispatches from the Bunker
Scenario # DB026

Ville-Sur-Ilion, France, September 13, 1944: In an attempt to prevent the French 2nd Armored Division from encircling the 64th Corps in the Epinal region, General Manteuffel sent the 112th Panzer Brigade to clear out the rear areas of the French intruders.



Historical Result: As in the earlier battles in the region (and in the later ones also), the Germans failed to use any reconnaissance, resulting in *Panzer Regiment 29* being trapped. *Panzer Grenadier Regiment 2112* was sent to break through the encirclement, but ran headlong into the Headquarters of the Langlade Combat Command (which due again to inadequate reconnaissance was a complete surprise) and were stopped cold. Yet another *Panzer* unit had ceased to exist.

BOARD CONFIGURATION:



Only Hexrows A-P are in play.

VICTORY CONDITIONS:

The Germans win at Game End if they earn 9 Victory Points. Each building on Board 42 counts for one VP except the Headquarters Building which counts as 2 VPs.

BALANCE:

- Free French: Add a 2-4-8 and a BAZ 44 to the initial force.
- German: Change the MMG to a HMG.

Free French Set Up First

German Moves First

1 2 3 4 5 6 7 8 END



HQ, Langlade Combat Command, Free French 2nd Armored Division [ELR:4] Set Up on Board 42 and/or Board 19 in Hexes ≤ 4 (SSR #3). {SAN:4}

4-5-8	9-2	8-1	7-0	MMG (a)	BAZ 44(a)
-------	-----	-----	-----	---------	-----------

8

2

2

M2 (a) 60 Mtr	?	1 Squad Foxhole
------------------	---	--------------------

6

6

Reinforcing Engineers enter North and/or East edge on Turn 3.

6-4-8	8-0	DC	BAZ 44(a)	M5 HT
-------	-----	----	-----------	-------

2

2



No. 1 Kompanie, Panzer Grenadier Regiment 2112, Panzer Brigade 112 [ELR:3] Enter West edge On/After Turn 1 (Some/All/None may enter each turn). {SAN:2}

5-4-8	4-4-7	9-1	8-1	7-0	MMG
-------	-------	-----	-----	-----	-----

7

6

2

LMG	PSK	SPW 251/1	SPW 251/9
-----	-----	-----------	-----------

3

2

2

2

SPECIAL RULES:

#1 - EC are Overcast, No Wind, Nor Rain, at Start

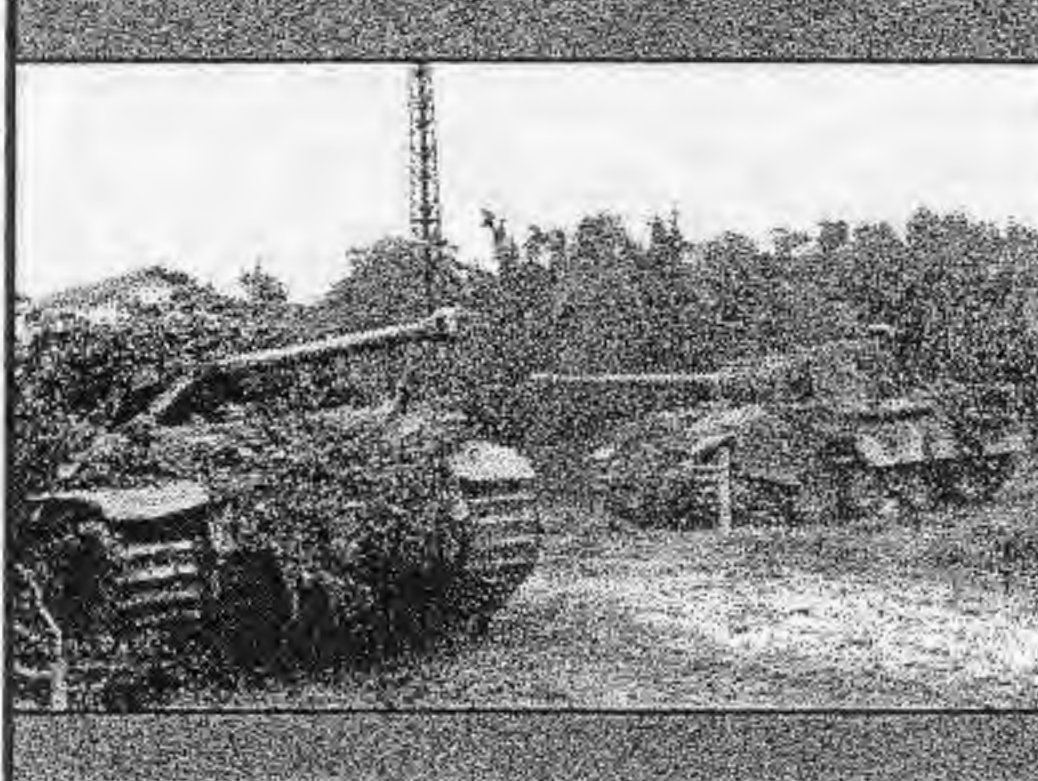
#2 - All Buildings are Wooden. Place Overlay B5 on 42J9/J8.

#3 - The first French MMC to Pass a MC of any type (Unpinned, in Good Order, and without HOB) will become fanatic and generate a Hero. The French must designate one Building on Board 42 as their Headquarters, a minimum of 2 Squads and ≥ 1 SMC must set up there. The HQ is revealed the instant any German Unit enters it. The French Turn 3 MMC Reinforcements are Assault Engineers (H1.21). One French MMC (and any SMC/SW that set up with it) may use HIP.

#4 - Vehicle Crews can NOT claim Building Control.

MISTY MORNING MELEE

Near Lezy, France, September 19 1944:
In another attempt to stop Patton's advances in Lorraine, the *German 5th Panzer Army* Command ordered *Panzer Brigade 113* to assault elements of the 4th Armored Division near Arracourt in an effort to envelope the US XII Corps.



Historical Result: Just like the earlier battles in this campaign, the Germans were totally lacking in reconnaissance, using main *Panzer* elements to probe and lead assaults completely unsupported. One unit ran right into American tankers at an outpost outside Lezy on the road to Arracourt. At ranges of 70 yards and less (due to the heavy mist), the Americans knocked out three Panthers and the remaining *Panzers* withdrew. After a full day of conflict *Panzer Brigade 113* was all but gutted and reduced to an ineffective fighting force.

BOARD CONFIGURATION:



Only Hexrows A - P are Playable

VICTORY CONDITIONS:

The Germans win immediately upon earning 48 VPs. They earn CVPs normally. They also earn Exit VPs for AFVs with functioning Main Armament that exit off the West Edge. All Exit VPs earned are Doubled at Game End.

BALANCE:

☆ American: Add an 8-1 AL.

⚔ German: Add an 8-1 AL.

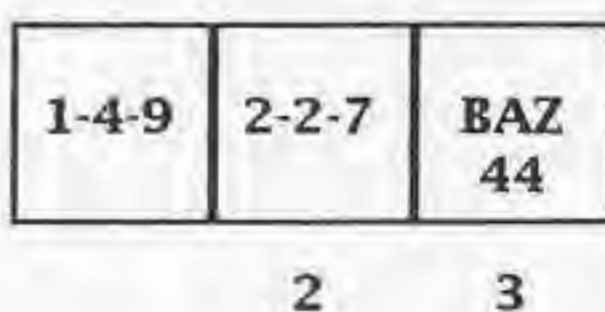
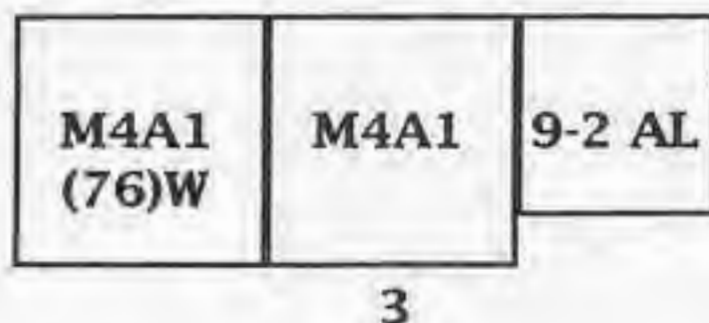
☆ American Sets Up First

⚔ German Moves First

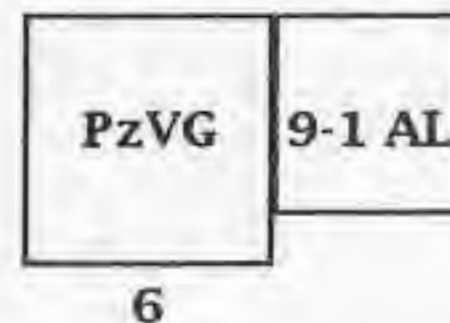
⚔ 1 2 3 4 5 END



Platoon from Company C, 37th Tank Battalion, 4th Armored Division. Set Up using HIP (in suitable terrain) on any hex of Board 44 {SAN:3}



Lead Elements, No. 1 Kompanie, Panzer Brigade 113 Set Up East of the 35A6 - P5 Road, all AFVs are CE, in Motion, and in 2 Convoys (SSR #3) {SAN:0}



SPECIAL RULES:

#1 - EC are Wet, No Wind at Start. Kampfgruppe Peiper Heavy Mist (KGP3) is in effect for the entire scenario, and the Mist Density will not change. Place Overlay WD5 on 44G6/H6. Road MP Rate is N/A. Treat the Hedge bordering Hexes 44L2, M2, N1, O2 as a Wall for all purposes.

#2 - All Sherman Tanks have Gyrostabilizers. Americans are considered Elite for Special Ammo. The Americans may Boresight despite German On-Board Set-Up.

#3 - The German must set up his AFVs in two Convoys of 3 AFVs each. All must set up CE (and stay CE until either Convoy Disbands), in motion, and use Convoy Movement (E11) until either Convoy is Disbanded. Two AFV Crews in each Convoy are considered Inexperienced.

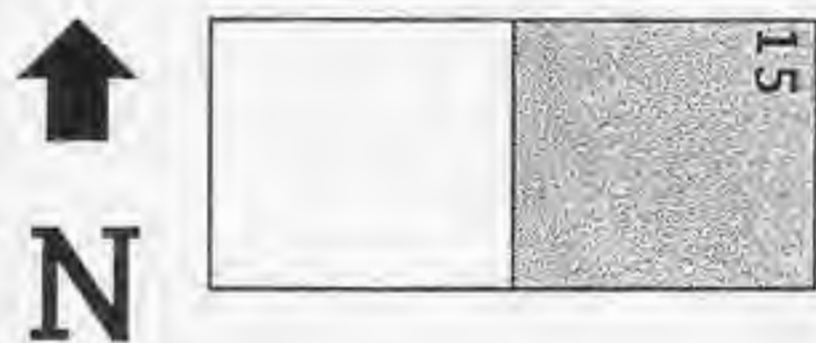
Last Man Standing

Hill 419 in the Caucasus Mountains, Russia, September 17, 1942: Since midnight on September 15th, the Russians had repeatedly charged the German positions on Hill 419. They had taken Hill 489 on the 15th but had been beaten back by Sgt. Rudi Brasche and five others dug-in on top of Hill 419. Brasche and his men had spent two long nights repelling the Russian attacks, and during the day they laid mines, pyrotechnics and explosive charges on wire. As night fell on September 17th, the six *Panzergranadiers* waited in their trenches for the next attack, which would be the fourteenth Russian assault in the last three days.



Aftermath: The Russians charged up the hill while their mortars pounded the German positions on top. Sgt. Brasche would illuminate the hill with pyrotechnics and along with the others he would throw grenades, concentrated charges and fire machine guns, even shooting the machine guns from the hip at the oncoming Russians. The fourteenth assault ended in failure, just as all the previous ones had. The Germans later broke through the Russian lines and relieved Brasche and four survivors. About an hour later the five were all awarded the Iron Cross 1st class, and Brasche was promoted to *Unteroffizier* for bravery. On 9 November 1942, while in a hospital recovering from wounds, Sgt. Rudi Brasche learned from a radio announcement that he was awarded the *Ritterkreuz* or Knight's Cross for his actions on Sept 15 - 17 on Hill 419.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Russian wins at game end by Controlling hexes F2 and F3 (for purposes of Control, a German SMC is treated as a MMC).

BALANCE:

- ✚ Add a DC to the German OB.
- ★ Add a LMG to the Russian OB.

✚ German Sets Up First

★ Russian Moves First

1

2

3

4

5

END



Sgt Brasche and elements of Panzergrenadier Regiment 93 [ELR:5] set up IN trenches [SAN:4]:

1-4-9 Hero	8-1	LMG	DC
5	3	3	



Set up in hexes F2 and F3:



Elements of the Soviet 37th Army [ELR:3] set up in any non-hill hexes [SAN:2]:

4-4-7	2-3-7	8-1	8-0	LMG
12	2			3



Special Rules:

#1 - EC are Dry, with no Wind at start.

#2 - Night rules are in effect. The Base NVR is 2 hexes with no Cloud Cover and a Half Moon. The German is Scenario Defender but has complete Freedom of Movement. All Russian Infantry are Lax. A trench Location is treated as a woods/building Location for purposes of Ambush (A11.4)

#3 - The German 8-1 leader is Heroic (A15.21). All German SMC suffer Wounds as a Leader (A17.11) rather than as a Hero.

Brasching The British

Tilly, France, June 10, 1944: Obergefreiter Rudi Brasch was a battle hardened veteran and holder of the Knight's Cross. He had served with distinction as part of the 13th Motorised Division in the France 1940 campaign, but it was later in fierce fighting in the Kemyanka valley in Russia during September 1942 where he received his award for valor, as well as a promotion to *Unteroffizier*. During the Caucasus campaign he was wounded for the fourth time, and afterwards returned home for a period to convalesce. Upon returning to duty he served a short stint with the 13th Panzer Division, after which he was transferred to the 901st Panzergrenadier Lehr Regiment. The 901st Regiment became the core of the Panzer Lehr Division, and after fighting in Italy and Hungary it was shifted to France in May 1944, where Rudi Brasch would soon again prove his mettle in combat.



Historical Result: Four days after the Allied D-Day landings, the British 7th Armoured Division was tasked with capturing the town of Tilly. Squarely in the path of the famed "Desert Rats" of the 7th Armoured Division was the 1st Kompanie of the 901st Panzergrenadier Regiment. Brasche was at the front commanding a squad in the 3rd platoon when the sound of approaching British tanks was heard. Soon the column appeared, and with accompanying infantry clinging to the top of the tanks they entered a sunken road. Brasche fired a *Panzerschreck* at the first tank and it exploded, with the force of the blast hurling its turret on top of the next tank in line and destroying it also. Brasche then ran to the rear of the column and knocked out the last tank in line, trapping the remaining tanks in the sunken road. He then dispatched the last two Shermans with hand grenades, all the while under fire from supporting British infantry.

BOARD CONFIGURATION:



N



Only hexrows A-H are playable.

VICTORY CONDITIONS:

Providing the British does not exit ≥ 1 AFV off road hex fA3 (which would result in an immediate British victory), the German wins at game end if there are no Good Order Mobile British AFV on board.

BALANCE:



Add one PF to the German OB.



Add one 2-4-7 MMC to the British OB.



German Sets Up First



British Moves First



1

2

3

4

END



Sgt Brasche and elements of 3 Zug, Kompanie 1, Panzer Lehr Regiment 901 [ELR:4] set up in any non-road hexes on board f using HIP [SAN:3]:



2-4-8 HS	8-1	7-0	PSK	PF
2			2	3



Elements of the 7th Armored Division [ELR:4] enter as a Convoy(El1) on road hex H5 having already expended half their MP allotment, with all Infantry mounted as Riders [SAN:2]:



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

Special Rules:

#1 - EC are Moderate, with no Wind at start. Rules for Bocage (B9.5) and Sunken Lanes (B4.43) are in effect. The only road that exists is the road that runs H5-H4-C2-A3.

#2 - The German 8-1 SMC is Heroic but suffers Wounds as a Leader (A17.11) rather than a Hero. In addition, a -2 drm applies to any Wound Check it takes.

#3 - The German 8-1 SMC may add a -3 drm to any ATMM Check dr it makes. Whenever the German 8-1 SMC is in possession of a Panzerschreck, the PSK is considered to have a ROF of 2. Rule C13.311 is in effect (Optional Usage for Panzerfausts).

#4 - The first time during the scenario that a British AFV becomes a burning wreck the following event will occur, but only if ≥ 1 other AFV is in an adjacent hex. Immediately after the AFV becomes a burning wreck the German player makes a subsequent dr. On a dr result of 5 or 6 the AFV is considered to have exploded and hurled its turret on top of an adjacent AFV. The adjacent AFV is then eliminated with no Crew Survival possibility. If > 1 AFV is adjacent, use Random Selection to determine which is eliminated (note- only one adjacent AFV may be eliminated in this manner).

#5 - Until Disbanding, a Convoy may only enter road hexes.

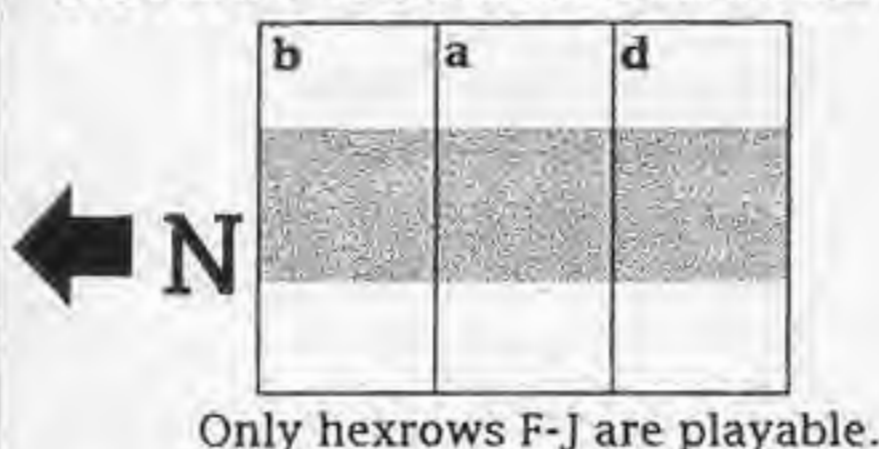
88 Alley

"88 Alley", St. Lo, France, July 18, 1944: Major General Gerhardt wanted to enter St. Lo with a bang, not a whimper. So, to accomplish this he formed a special motorized task force consisting of a hodgepodge of almost a dozen platoon and company sized outfits. The core of the task force was centered around the 29th Recon Troop, five Shermans from the 747th Tank Battalion and twelve M10 tank destroyers from the 821st Tank Destroyer Battalion. On the morning of July 18th, "Task Force C", named after its commander General Norman Cota, entered the town of St. Lo.



Aftermath: The 29th Recon Troop entered St. Lo utilizing every path and road that was not blocked by rubble. Their object was to seize the strategic road junction where the Rue de Bayeux, Rue de Torigni and Rue d'Isigny met. They fought their way to the junction and a CP was set up. Immediately after the CP was in place a German mortar barrage registered on the junction began to fall, and so did rounds from an 8.8cm gun firing down the Rue de Bayeux. Task Force C took heavy losses, even from a rare *Luftwaffe* strafing and bombing run. Although St. Lo was considered captured on July 18th, Task Force C was not relieved until two days later. The price of success was high, with over one-third of the Task Force's 600 men becoming casualties, including General Cota who was himself wounded.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The U.S. must capture or eliminate the AT Gun *and* Exit ≥ 15 VP off the north edge.

BALANCE:

- ★ Add one M10 GMC to the U.S. Turn 2 reinforcements.
- ✚ Add a 4-6-7 squad to the German at-start HIP OB.

✚ German Sets Up First

★ U.S. Moves First

★ 1 ★ 2 3 4 5 6 END

✚ Elements of **Infanterie Division 352** [ELR:3] set up on boards a and b using HIP [SAN:5]:

4-6-7	2-4-7	8-1	7-0	LMG	PSK
-------	-------	-----	-----	-----	-----

3



Set up within 2 hexes of hex bH2 using HIP:

2-2-8	8-1	88LL PaK 43
-------	-----	----------------



Elements of the **29th Recon Troop, Task Force Cota** (29th Infantry Division) [ELR:4] enter on Turn 1 on road hex dH0 with all Infantry as Passengers [SAN:2]:

3-4-6 HS	8-0	Baz 44	Jeep -/-/4	M8 AC
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2 2 2



Elements of **Task Force Cota** enter on Turn 2 on road hex dH0:

6-6-6	8-1	7-0	MMG	Baz 44	M3A1 HT	M4A1 MT
-------	-----	-----	-----	-----------	------------	------------

5 2

Special Rules:

#1 - EC are Moderate, with no Wind at start.

#2 - All woods and wooden building hexes are treated as wooden rubble. All orchards are shellholes. Place stone rubble in hexes bF1, bF3, bG3, bH2, bG5, bI4, aF1, aF4, aF3, aF2, aG2, aI3, aI2, aI4, aJ4, and dG5.

#3 - The Germans receive one module of 80+mm battalion mortar OBA (HE, Smoke) with an Offboard Observer at Level 3 along the north edge. The German may pre-register one of the following hexes: dF3, dH4, dG3 or dG4.

#4 - U.S. vehicles enter having already expended $\frac{1}{2}$ (FRU) of their printed MP allotment.

The Third Column

East of Medjez el Bab, December 10, 1942: The battle for the Tunisian bridgehead was rapidly heating up. The Allied drive on Tunis had stalled, and a subsequent German counterattack had forced the Allied forces to fall back towards the key crossroads of Medjez el Bab. The German attack soon resumed with two columns thrusting down each side of the Medjerda river, striking the U.S. 1st Armored Division around Bordj Toum. A third column was sent on a wide swing to the south with the intent of striking Medjez el Bab from the southeast. The third column included part of the 7th Panzer Regiment and tiger tanks of the 501st Panzer Battalion. Approximately 2 miles east of Medjez el Bab the column ran into a roadblock manned by French troops.



Historical Result: The defenses east of Medjez el Bab were manned by elements of the 4th Mixed Zouaves and Tirailleurs Regiment, supported by 47mm anti-tank guns and artillery fire. Quickly losing four panzers in the attack, the German attempt to bypass the roadblock was soon halted by determined French resistance and heavy rains which made off-road movement difficult. The U.S. 1st Armored Division now moved to strike the north flank of the stalled German column, using elements of Combat Command B. The U.S. counterattack knocked out many German tanks, yet themselves suffered heavy losses both to enemy fire and mired vehicles. The counterattack did convince the Germans that the advance was a lost cause, and they eventually withdrew back to the east.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The German wins by exiting ≥ 22 DVP [EXC: Prisoners and Captured equipment NA] off the west edge, providing the roadblock has been Removed.

BALANCE:

- ☉ Replace one PzVIE with a PzIIIL.
- ☆ Replace the German 8-1 leader with a 9-2.

☉ ☆ Allied Sets Up First

✚ German Moves First

✚ 1 2 3 4 ☆ 5 6 7 END



Elements of the 4^e Régiment Mixte de Zouaves et Tirailleurs [ELR:2] and 8^e Compagnie du 3^e Bataillon, 62^e Régiment d'Artillerie d'Afrique setup on board 18 [the roadblock must setup ≤ 3 hexes from hex 18R1]; also ≤ 3 squads/equivalent may setup in hexes on board 44 that are numbered ≤ 3 [SAN:3]:

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

8 2 2

☉ ATR ☉ 60* MTR ☉ Radio ☉ ? ☉ 47L AT SA37 APX ☉ Foxhole 1S ☉ Road Block

6

2

3



Elements of the 1st Battalion, 13th Armored Regiment and Company C, 701st Tank Destroyer Battalion enter on Turn 4 anywhere along the north edge:

☆ M3A1 LT ☆ M3 GMC

2



Elements of Bataillon I of Panzer Regiment 7, schwere Panzer Abteilung 501 and Panzergrenadier Regiment 86 [ELR:4] enter on Turn 1 on road hexes 44I10/44Q10 with all infantry mounted as Passengers [SAN:2]:

✚ 5-4-8 ✚ 4-6-8 ✚ 4-6-7 ✚ 9-1 ✚ 8-1 ✚ 8-0

3

3

4

✚ dm HMG ✚ LMG ✚ ATR ✚ DC ✚ 9-1 AL ✚ PzVIE

3

2



6 ✚ PzIIIN 6 ✚ PzIIIL 4 ✚ SPW 251/1 2 ✚ Opel Blitz

3

3

4

Special Rules:

#1 - EC are Wet; the Weather is Overcast with Heavy Rain (E3.51) and no Wind at start; the rainfall will not end during the course of the scenario [i.e. the Wind Change DR will have no effect on rainfall intensity]. Rules F.1B (Entrenching), F.3 (Desert Victory Points) and F.5 (Surrender) are in effect. All buildings are Stone and Single Story. All Gullies are Wadis.

#2 - Soft Ground (D8.21) is in effect. A vehicle that enters a hex or hexside without benefit of a road hexside must pay 1 extra MP and is subject to a Bog Check DR (D8.2).

#3 - All French units use French counters and rules (A25.5- 25.52). The French has available at start one module of 70mm OBA (HE only); each red chit drawn is never permanently removed from the battery's Draw Pile, instead it is mixed back in after being revealed.

#4 - German Tanks have no Optional AAMG available.

Tunisian Series #7

Scenario Design: Tom Morin

Deep Strike

Dispatches from the Bunker

Scenario # DB032

St. Marie du Zit, Tunisia, May 11, 1943: The Axis bridgehead in Tunisia was on the verge of collapse. In order to support the final Allied offensive, the French XIX Corps was ordered to attack the Afrika Korps northwest of Pont-du-Fahs. Codenamed "Operation Strike", the plan of attack called for a breakthrough to envelope Djebel Zaghouan, after which the French Armored Group (*Groupement Blindé Français*) supported by the *Division d'Oran*, was to turn east and thrust deep behind enemy lines, grabbing the town of St. Marie du Zit and cutting off the Axis retreat. Facing the French XIX Corps were remnants of the 1st "Superga" Division, ad hoc *Marsch* battalions and *Kampfgruppe Pfeiffer* (consisting of what was left of the 21st Panzer Division; most of their remaining armor had been expended in a desperate counterattack by *Kampfgruppe Irkens* near Djebel Bou Aoukaz, also known as "Longstop Hill"). The Axis units were in full retreat, critically short of ammo and fuel. St. Marie du Zit was also the location of *Afrika Korps* headquarters.



Historical Result: The French attacked due north, breaking through the weak Axis lines and reaching the town of Bir Delhal. After regrouping, they turned east from Bir Delhal, boldly striking deep behind the retreating Axis units towards St. Marie du Zit. The spearhead of the *Groupement Blindé Français* consisted of a squadron of French *Somua* tanks with attached U.S. M10 tank destroyers. The infantry of *Division d'Oran* with the forward elements were mounted in British trucks, lead personally by General Le Couteux, the French commander. Following in their wake, the second echelon troops were mounted in captured Italian transport. The advance along secondary roads was hindered by the droves of surrendering German and Italian troops, including many high ranking officers (such as the commander of the "Superga" artillery regiment). By nightfall the French had finally reached the outskirts of St. Marie du Zit, but were unable to take it in a coup de main. The town would fall the next day, and the coming days would witness the eventual surrender of all remaining Axis forces in Tunisia.

BOARD CONFIGURATION:



The play area consists of all hexes of board 17 and hexrows A-P on boards 24 and 9.

VICTORY CONDITIONS:

The Allied Player wins at the end of any Player Turn by controlling ≥ 6 buildings on Board 24.

BALANCE:



Replace the German PzJgl with a Marder III(t)H.



Replace the French 10-2 Leader with a 10-3.

Axis sets up first

Allied moves first

1

2

3

4

5

6

7

8

9

10

11

END



Retreating elements, *Afrika Marsch* (Replacement) *Bataillon* [ELR: 2] set up unconcealed in/adjacent to road hexes on Board 9 in rows E-L (incl) [SAN:3]:

4-4-7	4-3-6	2-3-7	8-0	LMG	ATR	dm
						MTR

2

Elements of *Kampfgruppe Pfeiffer* (Pz Div 21) and H.Q. *Deutsch Afrika Korps* set up on Board 24:

4-6-8	2-4-8	2-3-6	9-1	6+1	HMG	LMG
-------	-------	-------	-----	-----	-----	-----

2

3

2



9-2	PzIIIJ	PzJgl	PSW	3.7cm
AL			222(L)	FlaK LKW

Setup in road hexes 17A6-E6

3-4-6	1-3-6	7-0	dm	dm	SMV L40
			MMG	MTR	47/32

3

Setup in road hexes 17J6-M6

4-4-7	3-4-6	8-1	DC	FT	SMV M41
					75/18

2

Setup in road hexes 17V7-X9

3-3-6	2-2-7	6+1	LMG	75 ART	Wagon
				75/27	

3



Elements of the 1^{re} *Compagnie du 1/2^e Régiment de Tirailleurs Algériens* [ELR:3] and VII *Escadron du 12^e Régiment de Chasseurs d'Afrique* with attached U.S. Armor enter on/after Turn 1 along the west edge of Board 9 (some/none/all may enter each turn) [SAN:2]:

4-5-8	10-2	9-1	8-0	dm	MMG	LMG	DC	9-1
								AL

9

2

2

2

15-cwt truck	30-cwt truck	Somua S-35	M10 GMC
2	4	4	2



Elements of the 1^{er} *Escadron du 5^e Régiment de Chasseurs d'Afrique* with attached U.S. Armor enter on Turn 3 along the west edge of Board 9:

8-1	Valentine	M3A1
AL	V(b)	LT
	4	2

Elements of the 2^{re} *Compagnie du 1/2^e Régiment de Tirailleurs Algériens* enter on Turn 4 along the west edge of Board 9:

4-5-7	9-1	8-1	7-0	dm	LMG	ATR	dm	Autocar
				HMG			60 ⁶ MTR	M truck

9

2

5

SPECIAL RULES:

#1 - EC are Moderate, with no Wind at start. The Board 24 Gully is a Wadi (F5). All Buildings are Stone. Boresighting and Kindling are NA. Rules F.1B (Entrenching) and F.5 (Surrender) are in effect. All Axis prisoners are treated as Italians (A20.55).

#2 - All Axis units are suffering from Ammunition Shortage (A19.131). All non-captured Axis vehicles are considered to have Red MP allotment (D2.51) [EXC: Mechanical Reliability Immobilization occurs on a DR ≥ 10].

#3 - Allied Armor Leaders may not set up in U.S. AFVs. All French (C) units use French counters and rules (A25.5- 25.52). The broken Morale Level of all (non-crew) French MMCs is considered to be one level higher than printed. U.S. (S) AFVs are manned by U.S. personnel and use applicable U.S. vehicle notes.

#4 - The Italian SMV M41 75/18 and French Valentine V(b) have no AAMG.

PaKing a Punch

Kargarlyk, Russia, August 1st, 1941: As the German 11th Army thrust towards the Crimea, the 132nd Infantry Division was to see its first action, clearing out a forward observer position from a small collective farm.



Historical Result: The PaKs of the Panzerjäger company were brought up in support of the assault. The defenders included a machinegun section and some infantry. The Russians resisted doggedly for over an hour, but with the added firepower of the PaKs they eventually lost heart and either surrendered or fled their positions. This would be the first of many such actions by the 132nd Infantry Division in their drive to the Crimea and the fortress of Sevastopol.

BOARD CONFIGURATION:



Only rows I-Z are playable.

VICTORY CONDITIONS:

The Germans win at game end if there are no unbroken Russian MMC in building or hut hexes on/between rows P-K.

BALANCE:

✚ **German:** Replace two 4-6-7 squads with two 4-6-8 squads.

★ **Russian:** Replace two 4-2-6 squads with two 4-4-7 squads.

★ Russian sets up first

✚ German moves first

1 2 3 4 5 6 END

★ Elements Russian forward observer company [ELR:2] set up on/between hexrows Q-L [SAN:4]:

★ 4-4-7	★ 4-2-6	★ 8-1	★ 7-0	★ MMG	★ LMG
4	6				2



★ ATR	?	Foxhole
	6	1S
		4

✚ Elements of Kompanie 5, Infanterie Regiment 436, Infanterie Division 132 [ELR:3] set up on/west of hexrow W [SAN:2]:

✚ 4-6-7	✚ 2-4-7	✚ 9-1	✚ 8-0	✚ 7-0	✚ MMG
8	2				



✚ LMG	✚ 50* MTR
2	

Elements of Panzerjäger Kompanie 14 enter on Turn 1 on any hexes on/west of hexrow Y, with Guns in Tow:

✚ 2-2-8	✚ 37L AT PaK 35/36	☉ Renault UE BMG 2/-
2	2	2

Special Rules:

#1 - EC are Very Dry, with no Wind at start. Grain may Kindle in the same manner as Huts (G5.6) [EXC: Kindling as per B25.11 is NA]; the Kindle/Spread numbers for Grain remain 10/6 respectively.

#2 - All buildings are wooden. All single hex buildings are Huts (G5). All walls are treated as hedges (B9). Place overlays: X9 on O4; X13 on K6-L5.

#3 - The Inherent Crews of the Renault UEs (French Vehicle Note 28) are German. Captured Equipment penalties are NA to German use of the Renault UEs. If Scrounged, the BMG takes the form of a German LMG. The Renault UE BMGs have a Breakdown number of B12.

The God of War

Shilki, Russia, 30 November 1942: Operation Mars was General Zhukov's attempt to destroy the German Ninth Army's salient, which was less than two hundred kilometers west of Moscow. Like the teeth of a giant bear's mouth, Soviet armor and infantry teams closed around the northern, eastern and western flanks of the German positions. Well supplied and ably led defenders, in contrast to their comrades fighting for their lives around Stalingrad, rose to the occasion and halted or slowed Soviet breakthroughs. Despite the winter storms, Zhukov exhorted his commanders to press home their attacks, and press the attacks they did, remembering how their government punished those that failed at their tasks. One of these attacks targeted what was thought to be a weak point in the German lines near Shilki, which was in the defensive sector of the 1st Panzer Division.



Historical Result: Side by side, the men of the 2nd Panzer-grenadier Company and tanks from the 1st Panzer Regiment fought a desperate action. At 1100 hours, the German crews saw T-34s and KV-1s with infantry riders plowing through the falling snow. Mars reigned supreme as the steel monsters exchanged shot and shell across the snowy wasteland. Just as the Russians began to force their way through the defenders, Sergeant-Major Shafer's platoon reinforced the tank screen. Having just a few rounds of armor piercing shells remaining, Shafer's men hit their targets with their first shots and knocked out six tanks. They soon ran out of ammunition and withdrew to reload. Other Russian tanks passed through the storm of steel to the German rear. German infantry and assault guns arrived and destroyed the remaining Russians in close combat. Since this action typified the entire Soviet offensive, General Zhukov begrudgingly cancelled it one month later. He would have to wait 18 months for another chance to destroy the Ninth Army.

BOARD CONFIGURATION:



	33
91	
	17

VICTORY CONDITIONS:

The Russians win immediately upon exiting ≥ 30 VP off the east edge (Prisoners NA).

BALANCE:

- ★ Russian: Add a 9-1AL to the Russian OB that enters on Turn 1.
- ✠ German: Add a 9-1AL to the at-start German OB.

✠ German Sets Up First

★ Russian Moves First

★ 1 ★ 2 3✠ 4 5✠ 6 7 END

✠ Elements of Kompanie 2, Bataillon I, PanzerGrenadier Regiment 1 and Panzer Regiment 1, Panzer Division 1 [ELR:3] Setup anywhere on/east of hexrow Q using HIP [SAN:3]:

✠ 4-6-7	✠ 8-1	✠ MMG	✠ LMG	✠ 50* MTR	✠ PzIIIJ	✠ PzIVF2
6					4	



Reinforcements from Kompanie 1, Panzerjäger Abteilung 37 enter on Turn 3 on a Reinforcement dr ≤ 3 , or automatically on Turn 4, anywhere along the east edge (see SSR#2):

✠ 10-2 AL	✠ PzIVF2	✠ StuG IIIG
-----------	----------	-------------

Additional Elements of Kompanie 1, Panzerjäger Abteilung 37 enter on Turn 5 on a Reinforcement dr ≤ 3 , or automatically on Turn 6, anywhere along the east edge:

✠ 4-6-8	✠ 8-1	✠ LMG	✠ DC	✠ StuG IIIG
3			2	



Elements of the 65th Tank Brigade [ELR:3] enter on Turn 1 anywhere along the west edge, with ≤ 6 AFVs entering each board [SAN:2]:

★ 4-4-7	★ 8-1	★ LMG	★ T-34 M41	★ T-34 M40
9			6	3



Reinforcements of the 65th Tank Brigade enter on Turn 2 on a Reinforcement dr ≤ 3 , or automatically on Turn 3, anywhere along the west edge:

★ 5-2-7	★ 7-0	★ LMG	★ 8-1 AL	★ KV-1 M42
3				3

Special Rules:

#1 - EC are Deep Snow w/ Falling Snow (E3.7-3.73). There is a Mild Breeze blowing from the NE at start. Snow Drifts are in effect (E3.75). All roads are plowed.

#2 - The German Panzer IVF2 and StuGIIIG that arrive with the 10-2AL are suffering from Ammo Shortage, and begin the game marked with a Low Ammo counter (D3.71). All German units have Winter Camouflage (E3.712).

#3 - The Russians may resolve a pre-game Bombardment (C1.8).

A Hotly Contested Crossroads

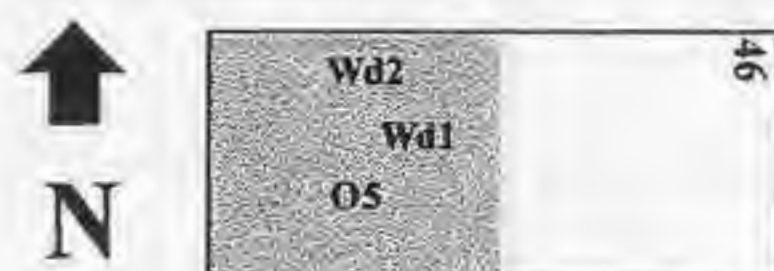
Dispatches from the Bunker
Scenario # DB035

Cunzendorf, Silesia Region, Germany, February 18, 1945: The 8th Panzer Division was part of a relief operation the Germans were mounting on the small city of Lauban, which had been encircled by the Soviets. *Aufklärungs Abteilung 59* was tasked with screening the right flank of the 8th Panzer Division by securing and establishing a blocking position around the crossroads of Cunzendorf. In the early light of dawn Oberleutnant Teltz and four men of the recon battalion spotted Soviet tanks and infantry preparing to attack the crossroads. The four day battle for Cunzendorf was about to begin.



Historical Result: The initial attack was halted by the *Landers*. Two of the Soviet tanks were knocked out by *Einzelkampfers* armed with only *panzerfausts* and rifles, while a third Soviet tank was destroyed by a *Hetzer* attached to the recon unit. The surviving tanks broke off their attack and the Soviet infantry were driven back under intense fire with heavy losses. The Soviets tried for three more days to bludgeon their way past the *Landers* guarding the crossroads, but to no avail. When the Soviets finally withdrew they left behind 18 knocked out tanks littering the crossroads at Cunzendorf.

BOARD CONFIGURATION:



Only rows R-GG are playable.

VICTORY CONDITIONS:

The Russians win at game end if they Control ≥ 14 buildings.

BALANCE:

✚ German: Add a MMG to the German OB.

★ Russian: Add a 9-1AL to the Russian OB.

✚ German sets up first

★ Russian moves first

★ 1 2 3 4 5 6 END

✚ Elements of *Panzer Aufklärungs Abteilung 59* [ELR:3] set up west of the road Y1-Y2-X3-V4-Y9-Y10 [SAN:3]:

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

✚	✚	?	✚	✚	✚
LMG	PSK	?	SPW	SPW	PSW
3		6	250/1	250/sMG	234/4



✚	✚
Pz IIF	JgPz
	38(t)
	2

★ Advance elements of the 3rd Guards Tank Army [ELR:4] enter on Turn 1 along the east edge [SAN:2]:

★	★	★	★	★	★	★
6-2-8	4-5-8	9-2	8-1	8-0	LMG	DC
3	11			2	4	2



★	★
T34/85	SU-85
3	3

Special Rules:

#1 - EC are Wet, with no wind at start. Boresighting is NA.

#2 - All buildings are wooden except for building AA7 which is a Stone building with a Steeple (B31.2). Place overlays: O5 on W5-X4, Wd1 on U6, Wd2 on W7-X7.

#3 - The OB-given German 1-2-7 crews represent *Einzelkampfer* (tank hunters); they are Fanatic, and may add an additional -1 drm (cumulative) to their PF Check dr. The *Einzelkampfer* crews may set up anywhere on the map using HIP, and the only SW they may possess at start are their inherent PF. The PzIIF is an OP Tank (H1.46-1.461); the OP tank is penalized by a +1 IFT/TH DRM if it uses its MA in the same Player Turn as it conducts an OBA action. The Germans receive at start one module of 80+mm Battalion Mortar OBA (HE only) w/ Scarce Ammo. The inherent HS for the SPW 250/1 sMG is a 2-4-8.

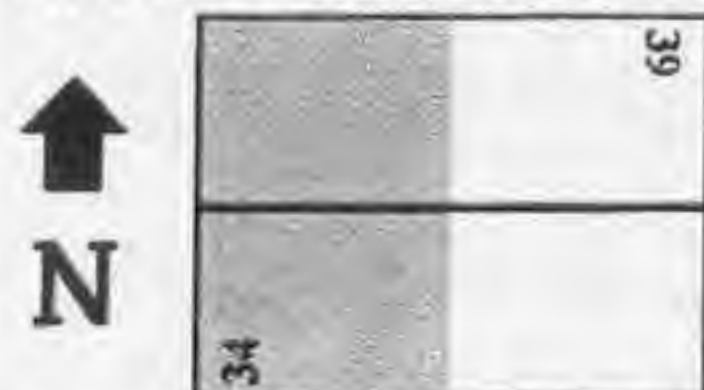
#4 - Russian 6-2-8s are Assault Engineers (H1.22).

Hellzapoppin' Ridge, Bougainville, December 9, 1943. During November and December the Japanese under Major General Iwasz made extraordinary efforts to emplace artillery on the high ground overlooking the Marine beachhead at Empress Augusta Bay. Guns of Calibers ranging from 70-mm up to 150-mm were hauled up the rugged ridgelines looking south at the exposed American positions. General Geiger realized this was an unacceptable situation and ordered a general offensive to clear the enemy guns off the hills. Of particular importance were the big guns on Hellzapoppin' Ridge to the northeast of the beachhead. They threatened not only the front lines but also vulnerable supply dumps. The task of clearing them off fell to the 21st Marine Regiment. Their first attempt began on December 9.



Historical Result: After continuous artillery bombardment, which destroyed much of the vegetation on the ridge, several attacks were needed to drive the Japanese off the front slopes, and silence the guns initially deployed on the ridgeline. The Japanese would not sit idly by after the Marines had secured the ridge top and the southern slope. They regrouped and launched a fierce counterattack on December 18 that drove the Marines off of Hellzapoppin' Ridge. They immediately brought new guns up to replace the ones lost in the initial fighting. It would take until December 27th, with artillery and air support, before the Marines would have the ridge captured for good. There was good reason for the 'Hell' in Hellzapoppin' Ridge...

BOARD CONFIGURATION:



Only hexes R-GG on 39 and A-P on 34 are in play.

VICTORY CONDITIONS:

The Marines win at Game End if both Japanese Guns are either Eliminated, Captured, Disabled, or Unpossessed, provided they Control more Level 4 Hill Hexes than the Japanese.

BALANCE:

- ☆ **Marines:** Substitute an 8-1 for an 8-0 and add a DC.
- **Japanese:** Add a 2-3-7 and a 50* Lt Mtr.

● The Japanese Set-Up First

☆ The Marines Move First

1 2 3 4 5 6 7 END



Elements of the 21st Marine Regiment, 3rd Marine Division [ELR:5], Set-Up ON/South of Hexrow 1 on Board 39 or anywhere on Board 34. [SAN:4]

7-6-8	6-6-8	3-4-8	9-2	9-1	8-1	8-0
3	11	2				2
HMG	MMG	60*Mtr	BAZ 43	DC	FT	1 Squad Foxhole
2				2		4



Remnants of the 23rd Infantry Regiment, 6th Infantry Division [ELR:4], Set-Up on Level 3 or 4 Hill Hexes on Board 39 (SSR # 2). [SAN:5]

4-4-7	3-4-7	2-2-8	10-1	9-0	HMG	MMG
6	2	4				
LMG	50*Mtr	?	Year-4 Type 15cm Howitzer 150* ART	1-3-5 Pillbox	Trench	
2		4	2	2		8



Special Rules:

1 - EC are Wet with No Wind at start. Kindling is N/A. PTO Terrain (G1) is in effect, including Light Jungle (G2) [EXC: Woods on Board 39 hill hexes are instead Jungle Debris, which is treated exactly like Light Jungle except it is inherent terrain, is a half-level LOS hindrance instead of a two-level LOS obstacle, and air bursts are N/A].

2 - The Japanese Year-4 Type 15cm Howitzers Set-up on board Concealed and Emplaced, with their CA facing SW on Level 4 Hill Hexes. They may not move to another hex, but may change CA. The HMG and MMG must Set-up in separate Pillboxes. 1/2" Concealment Counters may NOT be exchanged for 5/8" Concealment Counters.

All non-HIP Japanese personnel may Set-up Concealed.

3 - The Marine 7-6-8 Squads (and their 3-4-8 half squads, record their IDs as necessary; all other 3-4-8 HS can only recombine as a 6-6-8 squad) are Assault Engineers (H1.22). They must possess the DCs and FT at start and are Fanatic (A10.8) as long as they possess a DC/FT (including the act of placing a DC). All Marine personnel may Set-up Concealed.

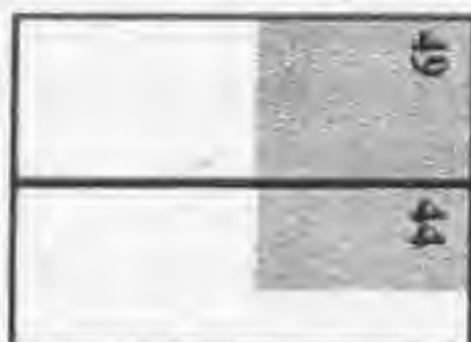
Night Assault at Vodotyï

Vodotyï, Ukraine, November 17th, 1943: The post-Kursk Soviet counteroffensive had crested on the Dnieper River, with Kiev falling on November 6th. Zytomyr was next, with lead elements of the 1st Ukrainian Front launching probing attacks on the 13th. With Russian beachheads on the western bank of the Dnieper threatening to unhinge the entire northern flank of Army Group South, the 1st SS Leibstandarte was dispatched back to the Ukraine from anti-partisan activity on the Italian-Yugoslav border. After assembling in Kirovograd, they were ordered to fight northward to the Kiev-Zytomyr road. The Russian 211th Rifle Division stood in the way around Vodotyï. A night attack was ordered on the 17th to take out its command.



Historical Result: Russian infantry from the 894th had successfully counterattacked the Leibstandarte's recon spearhead and temporarily blocked the division's path of march. Intelligence pointed to Vodotyï as being the Headquarters for the 211th Rifle Division. The night attack proceeded with determination and skill, resulting in the complete annihilation of the Soviet Headquarters. The balance of the month would see the drive continue, with much tactical success in local counterattacks. But the overall picture for Army Group South was bleak, and would steadily worsen as 1944 unfolded. Elite units like the Leibstandarte could not be everywhere...

BOARD CONFIGURATION:



Only Hexrows A-P on board 49, and A-P in hexes ≥ 5 on Board 44 are in play.

VICTORY CONDITIONS:

The German wins immediately by Controlling the Headquarters Building.

BALANCE:

- ★ Russian: Add a 4-4-7 Squad to the 894 Rifle Reg. Unit.
- ✚ German: Add a 6-5-8 Squad.

★ Russian Sets Up First

✚ German Moves First

✚ 1 2 3 4 5 6 7 8 END



Elements of 55 Panzergrenadier Regiment 2 [ELR:5]
Enter on the South edge of Board 44 on Turn 1. [SAN:2]

6-5-8	8-3-8	10-2	9-1	8-1	8-0
-------	-------	------	-----	-----	-----

10 2

dm	LMG	DC
----	-----	----

2 4 2



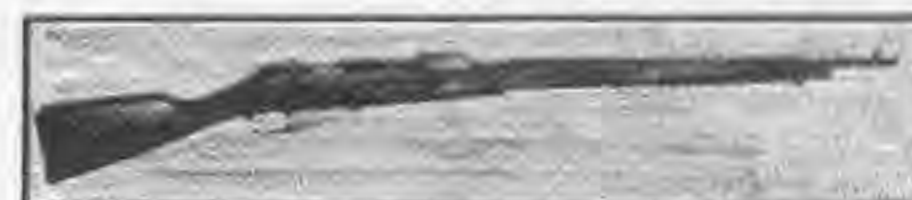
Elements of the 894th Rifle Regiment [ELR:3] Set Up
ON/North of Hexrow 9 on Board 44 and on Board 49 but
not IN/ADJACENT to the HQ Building (SSR #2). [SAN:3]

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

9

2 2

50*Mtr.



Headquarters Staff and Security Platoon, 211th Rifle
Division. [ELR:4] Set-up HIP in the Headquarters
Building (SSR #2)

6-2-8	2-4-8	10-0	9-2	6+1	HMG
-------	-------	------	-----	-----	-----

2

SPECIAL RULES:

1 — EC are Moderate with No Wind at Start. Night Rules [E1] are in effect with an NVR of 3 Hexes, Overcast Cloud Conditions [EXC: Rain will NOT start at any point during the scenario contrary to E3.51] and No Moon. The Majority Squad Type of both sides is Normal [E1.6]. Building 49E8 is a Factory [B23.74].

2 — Prior to Set-up the Russian player selects and secretly notes either Building 49E8 or Building 49K9 as the Russian Headquarters. All units that Set-up in the Headquarters Building Set-up HIP, this HIP is in addition to the normal 25% Squad HIP allotment at night. The Russian player may make his Freedom of Movement DRs [E1.21] with the 9-1 Leader. All Russian MMC (and any SMC/SW that set up with them) may Set-up entrenched in suitable terrain.

3 — The 8-3-8/3-3-8 MMCs are SS with +1 Broken Morale. They are also Assault Engineers [H1.22] and must possess the DCs at start.

4 — Hand to Hand Close Combat [J2.31] is in effect.

5 — Interrogation [E2] is in effect versus captured units only [E2.4 Civilian Interrogation is N/A].

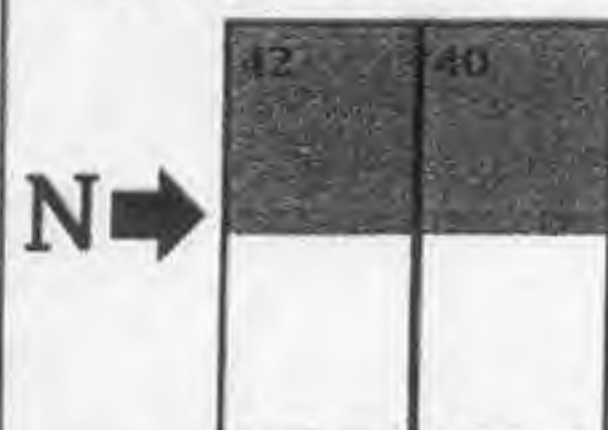
Centauro on a Flank

Near the Pron River, Yugoslavian-Albanian border, 11 April 1941: With the German invasion of Greece and Yugoslavia on April 6th, the M13/40 equipped IV *Battaglione Carri M* redeployed to Albania's northern border to support the L (Light) tank battalions of the "Centauro" Armored Division. Here they stayed until Italian-Yugoslav armistice talks ended at sunrise on April 11th.



Historical Result: Twenty-two Italian tanks with Infantry support started to ford the river, which ran low at some points even in the month of April. Suddenly the Yugoslavians opened fire and destroyed eleven of the "L" type tanks and two of the M13/40s. The Italians regrouped and showed that when well led they could take the initiative. The second wave of tanks was sent across the Pron River to attack the enemy on a flank. This attack soon routed the Yugoslav defenders and opened the way to Montenegro. The Italians were able to reach Podgorica without opposition on the 12th of April.

BOARD CONFIGURATION:



Only rows A-P on both boards are playable.

VICTORY CONDITIONS:

The Italians win at game end by Controlling ≥ 9 buildings on board 42.

BALANCE:

- Italian:** Extend the Scenario length to 7.5 turns and add a DC to the Italian OB.
- Allied Minor:** In the Allied Minor OB replace the 8-1 leader with a 9-2.

Allied Minor Sets Up First

Italian Moves First

1 2 3 4 5 6 7 END



Elements of Yugoslavian Border Detachment [ELR:2]
Setup on board 42 (including half hexes) [SAN:3]:

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



2-2-8	37LAT
2	PaK 35/36
	2



Elements of the 131st *Centauro* Armored Division
[ELR:2] setup within 2 hexes of hex 40K3 [SAN:2]:

4-4-7	3-4-6	9-1	8-0	7-0	MMG (dm)	LMG
2	10					3



45* MTR (dm)	DC	8-1 AL	M13/40	L3/35
2			2	3

SPECIAL RULES:

#1 - EC are Moderate with no wind. The stream is Shallow. There is a ford (B20.8) at 40I2/I3. All buildings are Wood.

#2 - Allied Minor units may setup concealed in Concealment Terrain. The AT guns may setup Emplaced and concealed but may not use HIP.

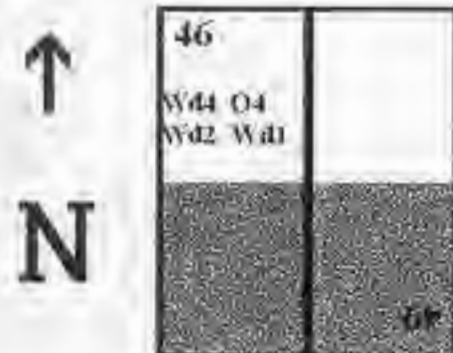
#3 - The Italian 4-4-7s are Assault Engineers (H1.22). Voluntarily Abandoning AFV is NA. Neither of the M13/40 tanks have AAMG. Any Recalled tanks must exit the board at 40I1.

Rosario, Luzon, the Philippines, December 22, 1941: It was quite evident in the wake of events since Pearl Harbor that it was just a matter of time before the Japanese threw the full weight of their Pacific *Blitzkrieg* at the Philippines. On the 22nd of December that became a fact as the main landing on the Island of Luzon came ashore at Lingayen Gulf. The main objective was Manila, but to get there required breaking through the blocking positions on the main roads along the way. First up after the beachhead was secured was the town of Rosario. It lay astride Route 3, one of the main North/South roads. It was lightly defended until General Wainwright ordered the 'Philippine Scouts' and Company C, 192nd Tank Battalion there to hold as long as they could.



Historical Result: General Homma dispatched mobile elements of the 48th Reconnaissance and 4th Tank Regiments down the coast road, heading toward Rosario from the NW, while the main body of the Colonel Yanagi's 47th Infantry followed a due south course down Route 3, roughly arriving at around the same time. Troop F of the Philippine Scouts put up an extremely valiant defense, and held until the Tanks of C Company pulled out. The cavalry paid heavily in the growing darkness as more tanks of the 4th Tank Regiment added to the weight of the assault. Fortunately for the Scouts, in a fateful decision by 14th Army HQ, part of the 47th Infantry was split off and diverted to Agoo, and the Scouts managed to make good their escape. They would regroup at Binalonan, and make another heroic stand there on the 24th.

BOARDCONFIGURATION:



Only Hexrows A-P on Board 46 and R-GG on Board 49 are in Play. Place Overlays O4 (1 on 46E1, 2 on 46F0), Wd4 (1 on 46B4, 2 on 46C4) Wd2 (1 on 46J7, 2 on 46J8), and Wd1 on 46H3.

VICTORY CONDITIONS:

The Japanese win if they earn ≥ 115 VPs at Scenario End. The Japanese earn CVP normally, as well as exit VP for units exiting the South/East edges on/between 49R5/49Y10. They also earn 5 VP for each multi-hex building they control at scenario end. Deduct from the Japanese total the exit VPs for any Philippine units exiting on/between 49R5/49Y10 on/after Turn 6 (Troop F personnel that exit as Cavalry count double VPs).

BALANCE:

☆ **Philippine:** Change the 9-2 to a 10-2 and an 8-1 to a 9-1.

● **Japanese:** The Tank Reinforcements enter on Turn 4.

☆ **Philippine sets up first**

● **Japanese moves first**

1

2

3

4

5

6

7

8

END



Troop F, 26th Cavalry (PA) 'Philippine Scouts' [ELR:5]
Set up within 6 hexes of 49R1 and/or 49Y9 with all personnel and horses CX {SAN:4}

6-6-7	9-2	9-1	8-1	dm MMG	LMG	ATR	DC	HORSE
10		2			2	2		10

Elements of Philippine Division 71/ Company C, 192 Tank Battalion/ and Coastal Defense Units [ELR:2], Set up within 6 hexes of 49R1 and/or 49Y9 in Locations not occupied by Troop F (EXC: the M3 Tanks may not set-up in Building Hexes).

4-4-7	3-3-6	2-3-7	2-2-7 crew	8-0	7-0	50 cal HMG	HMG	M2 60" Mtr.	M1897A2 75 ART
4	3	2	2						
M3 Lt. Tank	x 4 (No HE per US Vehicle note 2, Canister is not available before 7/42)								



Elements of the 4th Tank Regiment and the 48th Reconnaissance Regiment [ELR:4], Enter Board 46 at A5/A6 ON/After Turn 1; Infantry as PRC (SSR #4) {SAN:4}

4-4-8	2-2-8	10-1	9-0	dm MMG	LMG	dm 50'Mtr.	ATR	DC
8	2				2	2		

Bicycle	Type 95 HA-GO	Type 89B CHI-RO	Type 95 SP Veh.	Elements of the 4th Tank Reg. Enter North edge of Board 49 on Turn 5	Type 95 HA-GO	Type 89B CHI-RO
10	3	3	2		3	3

Elements of 47th Infantry Regiment [ELR:4], Enter North Edge Of Board 49 ON/After Turn 1 (SSR #4).

4-4-7	2-2-8	10-0	9-1	8-0	dm HMG	dm MMG	LMG	dm 50'Mtr.
17	3		2			2	4	4

SPECIAL RULES:

1 - EC are Moderate, with No Wind at Start. PTO Terrain with Light Jungle is in effect (EXC: All Roads do exist, all Grain remains In-Season ETO Grain, and the Hill depiction on Board 46 does not exist, other Terrain on the Hill exists at ground level). Place Overlays O4 (1 on 46E1, 2 on 46F0), Wd4 (1 on 46B4, 2 on 46C4), Wd2 (1 on 46J6, 2 on 46J7) and Wd1 on 46H3. Starting on Turn 7, apply a +1 Twilight LV Hindrance (E3.1) to all Fire Attacks.

2 - Boresighting is N/A. All Philippine Scout personnel are considered to be Stealthy, have Underlined Morale and are the only units from either side that can function as Cavalry. They have the option to set up mounted or not, and all Horse units must be in or adjacent to a location occupied by Troop F personnel. The first Scout Squad that passes a MC unpinned and in good order without HOB will Battle Harden and Create a Hero.

SSR #3 - All Mobile Philippine AFV are placed under Recall during the RPh of Philippine turn 7. Recalled Philippine AFV must exit the South edge of the map, and still count as deducted VP from the Japanese Scenario End VP Total (Even if Recalled earlier than Turn 7).

SSR #4 - The Japanese may enter some/all/or none of his Units each turn (EXC: Turn 5 Tank Reinforcements must enter on Turn 5). All MMCs of the 48th Recon. Reg. must enter mounted on Bicycles.

VPs Available:

Japanese Exit VPs: 131

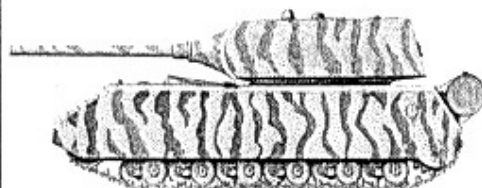
Philippine CVPs: 73

Multi-Hex Buildings: 5 x 5VP (each) = 25VP

Total Available VPs = 229

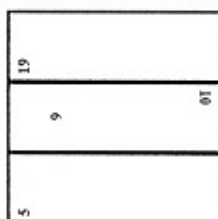
THE MIGHTY MAUS

Kummersdorf Proving Grounds, South-East of Berlin, April 22, 1945. The last offensive on the Eastern front was reaching a final, furious, crescendo as Zhukov's and Konev's Army Groups raced for the ultimate prize of Berlin. Sitting right in front of the path of the 8th Guards and 1st Guards Tank Armies was the Kummersdorf Proving Grounds, where German armor and ordnance had been tested throughout the war. Evidence of what went on there is sketchy, but it is known that at least one of the Super Heavy 'Maus' Tanks was encountered. It is also known that two of these dreadnoughts had been tested there, and here we are postulating what 'might have been', considering their probable state of readiness and what the German defense could muster.



Historical Result: The Soviet steamroller smashed through the Proving Grounds, sweeping aside the woefully inexperienced Volksturm and the vastly outnumbered SS troopers. The 'Blitzkrieg' had come full circle, and it was now the IS series of Russian heavy AFVs that ruled the day, both with their cutting edge designs and their overwhelming numbers. The Maus, as powerful as it was, could not hold off such an onslaught. It is still not known if one was captured intact, though there is a complete specimen on display in a military museum outside of Moscow. Some say it is a combination of the turret of one and the hull of the other. Others contend that one was sent to defend OKH Headquarters at Zossen. In any event, it was certainly a fearsome presence, the 'Mighty Maus'.

BOARD CONFIGURATION:



VICTORY CONDITIONS:

The Russian wins immediately by earning 10 Victory Points (VP). He earns VPs as follows: each Multi-Hex Building he controls is worth 1 VP, each MAUS AFV destroyed is worth 2 VP, and each MAUS captured is worth 3 VPs.

BALANCE:

German: BOTH Maus AFVs are fully mobile.

Russian: Substitute a 9-2 Infantry Leader for an 8-0 and Substitute a 9-2 AL for the 8-1 AL.

German Sets Up First

Russian Moves First

★	1	2	3	✠	4	5	6	7	8	9	10	END
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Remnant Elements of the 9th Army, local Volksturm, Proving Grounds Armor, Ordnance, and Staff. [ELR:2], [SAN:4] Set Up On/West of hexrow 19R0-5R10.

4-6-7	4-4-7	4-3-6	8-1	8-0	7-0	6+1	HMG	MMG	LMG
5	6	10	2	2	4				
50* Mtr	PSK	?	JgPz 38(t)	JgPz III/IV	JgPz V	JgPz VI	StuPz IV		
2	2	12							

AA Batteries - Set Up on: Level 2 in any Flak Tower. Ordnance Set-up On/West of Hexrow R on Board 19. Maus AFVs Set-Up in any Factory.

Flak 18	Flak 43	2-2-8	17 cm	12 cm	2-2-8	MAUS	9-2
88L AA	37L AA		K18 ART	GrW 42	Mtr	AFV	AL
						SSR #4	
2	3		2	2			

Elements of 11th SS Panzer Grenadier Division Nordland [ELR:4] Enter on the West Edge on Turn 4.

6-5-8	3-4-8	9-1	LMG	PSK	DC	9-1	Pz VIB	Pz VG
X 4			X 2			AL		

Elements of the 1st Guards Tank Army and the 8th Guards Army [ELR:4], [SAN:3] Enter East Board Edge on/after Turn 1, some/all/none may enter each turn.

4-5-8	6-2-8	2-4-8	2-2-8	10-2	9-1	8-1	8-0
24	6	2	2		2	3	
dm .50	LMG	DC	FT	dm #2	10-2	8-1	1-4-9
HMG				Mtr.	AL	AL	Hero
2	8	4	2	2			

JS-III	JS-III	ISU 152	ISU 122	SU 100	OT-34(L)
					SSR #3
3	6	2	4	3	2

GAZ-MM
6

SPECIAL RULES

#1 - EC are moderate with no wind at start. Kindling is NA. Place Burnt Out Wrecks in hexes 19AA4, AA5, AA6, AA7, AA8, and AA9. Place a Shellhole in 19X6. Place **Overlay 6** on Board 10 with 1 on S2/2 on S1. The hill on **Overlay 6** does not exist, the printed terrain exists at level 0. All Grain is Brush.

#2 - All multi-hex stone buildings are Factories (B23.74) [EXC: Building 10oCC5 remains a level 2 1/2 Multi-Hex Stone Building as per B23.23]. There are Vehicular Entrances (O5.2) in all Factory hexes (leading to any Open Ground/Narrow Street hexside). Factory Interior Walls (O5.3) are present in Factory o10U7. Buildings 10oAA1, 10oAA10, and 10oQ7 are level 2 Flak Towers. Treat as level 2 Buildings with these exceptions: The level 2 Gun Platform has a normal stacking limit of one squad equivalent. The entire tower is a LOS Obstacle of stone construction with +3 TEM, the level 2 Gun Platform has +2 TEM vs indirect fire. The Gun Platform is Roofless, and there are no doubled DRM penalties for Guns/SWs changing CA on it. The ground and level 1 locations contain a stairwell that are 'Quasi-Locations' as per O.4C with LOS only to ADJACENT, in-hex locations. The level 2 location is Rally Terrain. The AA guns have a minimum range of 2 hexes to ground level targets. If any Location of a Flak Tower is Rubbled, the entire Tower will automatically

collapse; immediately check for Falling Rubble (B24.12). There is a +1 TEM for Infantry units at ground level outside the stairwell location.

#3 - The Russian Player receives one module of 200mm Rocket OBA, and one module of 120mm OBA (HE and Smoke) with Plentiful Ammo. Both Modules have offboard observers at level 2 on any east edge board hexes). Turn 1 Battery Access is automatic for both (remove 1 black chit each). The 6-2-8/3-2-8 MMC are Assault Engineers (H1.22), are Fanatic (A10.8) as long as they possess a DC/FT (including while placing a DC), and have Under-scored Morale (A19.13). The Russians are Elite for Ammo Depletion (C8.2). Use T-34/M43s for the OT-34(L) late war flame tanks, they function exactly like a T34/M43 except for SA Bf32 (X1.1), no IMG, and AP8 ammo depletion.

#4 - One Maus of the German player's choice is immobilized; it is otherwise fully functional (record their status on a side record, the Immobilized Counter may be kept offboard until the mobile Maus moves/changes VCA). Use PzJg Tiger counters for the Maus AFVs with the specifications provided on the back of this scenario. All eligible MMCs (plus any SMC/SWs stacked with them) and OB given Dummy Concealment (?) Counters may set up in Foxholes. Boreighting is NA except by the two Guns that must set-up on Board 19 (the testing range). The Board 19 Guns may not set-up HJP nor in Woods, but are considered employed.

THE MAUS SPECIFICATIONS

HT BPV:170 WGT:188 RF: 1.6 Size: -3
MP: 8 (Fully Tracked) GT:ST CS:5 GP:H
MA: 128L ROF:n/a SA: T75 ROF: 1
CMG: 5 Am: sN9, S8(75) Notes:100
ID# Place Malfunctioned/Disabled/No Ammo/AL as appropriate.

A	MA	SA	CMG	sN9	s875	AL
B	MA	SA	CMG	sN9	s875	AL

NOTES:

- [1] Target Size is -3, indicated on the counter by a red dot beneath the armor factors.
- [2] Front Turret AF is 26, Front Hull is 40, Aerial AF is a 6.
- [3] 'I' ROF applies to the 75mm secondary armament only.
- [4] The 75mm SA is an ordnance weapon mounted coaxially with the MA. As such, it may be fired only at a target that lies within the Maus' TCA. If either gun (i.e. the MA or SA) fires, the other cannot be fired during that same phase (treating the MPH and DIPH as one). Acquisition gained by one of the MAUS' guns may be used by the other gun for fire at the same, but is lost if the latter fires at (or interdicts) some other, target location (or hex if firing AREA Target Type). An armor leader can modify the SAs (as well as the MAs) TH DR.
- [5] The CMG and SA may be fired in the same phase, however when the CMG is fired, any existing SA acquisition is retained/lost as if the SA were MA (D1.82).
- [6] The 75 SA (only) may fire smoke with a depletion # of '8', signified by s8.
- [7] No A-P Mine attack, or A-T mine attack final DR ≥ 12 has any effect on a Maus.

AEH
40

AF: T
26

26 26

DESIGNER NOTES:

Let's have some FUN! That was the overriding consideration in the design of this scenario. I've wanted to design an action with the Maus as the centerpiece of the fighting for a long time, and have been fooling around with the general design for several years now. The problem was the utter lack of hard, specific info on just exactly what happened to these massive AFVs in their trial by fire. Even with the publication of the Schiffer Book on the history of the Kammersdorf Proving Grounds in 1997, we still had mostly vague info on the entire battle (there is a great photo in it of one of the Maus AFVs which was blown up by its crew, but it says nothing as to the circumstances as to why they took such drastic action other than to deny the intact 'prize' to the Soviets). So we re-imagined ourselves to turning the lack of specifics into an opportunity to design the ultimate, late war, Eastern Front, 'kitchen sink' scenario, with appearances of several vehicles that rarely are seen in an ASL scenario. The Schiffer book gave us some great aerial photographs to work with in designing the board configuration. It is a 'rough' approximation, giving a good overall 'feel' for the terrain of the complex, which is all we could ever hope for without actually making a HASL map for the situation. Within the parameters of designing a scenario which is part historical/part hypothetical, there is a lot of leeway to use one's 'artistic license' to include units that might be controversial in their inclusion in a truly 'historical' action. So if we are going to have a Maus, why not two? At least two were tested

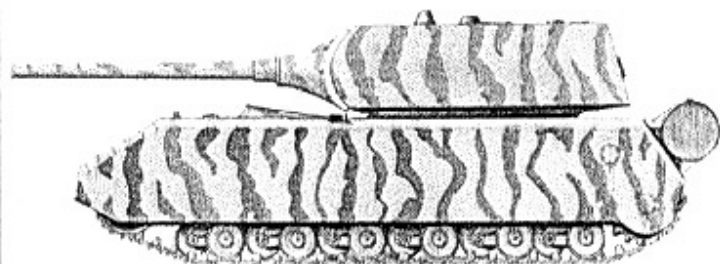
there, and up to four were in some stage of development at one time or another. I left one immobilized to show that its drive trains had not been fully installed, also for playbalance purposes, giving the Russian player a better chance at actually killing one of these monsters. Speaking of killing a Maus, not an easy thing, as even the 122L guns, barring a CH, have no chance of penetrating the armor of these behemoths, and the 100L has a slight chance at the rear! The Russian has to look to his OBA, Flamethrowers, DCs, and CC to do the job. The Assault Engineers especially should be the units of choice to grapple with them, having the best chance to take one out, whether with their FTs with a TK of 8, DCs, or CC. Back to 'artistic license' on vehicle inclusion, since we are going to feature the Maus, let's give the Russian some fun and include the JSIII in his OBI Sure, probably complete fantasy, but as I said, FUN was the key in the design process, and their appearance should make any treadhead salivate. Here is a vehicle that actually has a fair chance of surviving a PF hit through its frontal armor! I also gave them the SU-100s both for the rarity of seeing them in any scenario, and to give the Russian player a piece of ordnance that can try deliberate immobilization on the one mobile monster (that's how the 'possibility' of capturing a Maus comes in, if that 9-2 AL fails the ITC, out he comes, and if not re-occupied by a German unit I can just see the scramble by the Russian player to get a crew/half-squad over to it). Another vehicle we wanted to see here was the late-war OT-34, the basic T-34/M43 with a SA BF32.

THE MIGHTY MAUS

Scenario Design: Vic Provost

Scenario Development: Vic Provost,
Kiri Naiman, Ralph McDonald, and Tom Morin.

Playtesters: Vic Provost, Kiri Naiman, Tom Morin, Ralph McDonald, Rob Purdon, Bryan Holtby, Randy Nonay, Tom Gryba, and Scott Jackson.



Bounding Fire Productions are working on the late war ATO-34 Flame tank, we hope to see it published someday by MMP (along with the Maus counters, of course); it would be a perfect fit here. We also dragged out the 170L ART and 120 MTR for the Germans, heavy pieces that no doubt were tested there and see little action in other scenarios. The Flak towers were again an 'artistic license' inclusion, with the front getting ever closer to Germany and the allied air menace a constant threat, I felt they could represent the air defenses in the area. We considered air support for the Soviets, but felt that would take away from the real focus of the scenario: the armor-infantry battle. Speaking of the infantry, it is what you would see at this point in the war: an all elite spearhead of Zhukov's best units, and the flotsam and jetsam that the Germans could scrape together. The SS are again in the role of the 'Führer's Firemen', they were in the area, but whether they actually participated in the defense is anyone's guess. I felt they would give historical flavor, and really give the German hope of hanging onto a building or two. So in conclusion, I hope you have as much 'FUN' with this as we did in putting it together, it literally and figuratively was a 'BLAST'. Your ASL comrade, Vic.

SOURCES:

All of the above MAUS Info taken from Bob McNamara's article from the '91 ASL Annual, thanks to Bob/AIL.
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