

OCTOBER
2005

EAST SIDE GAMERS

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Presents



DESIGN PAK 1

10 NEW SCENARIOS FROM THE PRODUCTION HOUSE OF HOUSEMAN, SAFRAN AND HOUSEMAN

"FROM THE BATTLEFIELD LANDSCAPE OF DETROIT MICHIGAN COME THE EASTSIDE GAMERS.
THEY'VE PUT TOGETHER A GRITTY TEN SCENARIO PACK DESIGNED TO CHALLENGE EVERY SKILL LEVEL".

EASTSIDE GAMERS, PO BOX 806210, ST. CLAIR SHORES, MICHIGAN, 48080-6210



JOHN SAFRAN: OCTOBER 1, 1919 TO AUGUST 14, 2005

This pack is dedicated to the memory of John Safran (10/1/19 - 8/14/05); Sergeant; Headquarters Company; 132nd Infantry Regiment; Americal Division 8/42 to 11/45. During World War II, my father served with the Americal Division on Guadalcanal; Bougainville and Leyte prior to occupation duty in Japan. Decorations: WORLD WAR II VICTORY MEDAL; ASIATIC-PACIFIC CAMPAIGN MEDAL with two battle stars; GOOD CONDUCT MEDAL; PHILIPPINE LIBERATION RIBBON; US Army Sharpshooter Qualification Badge - Rifle. His stories led to my interest in the war and ASL.

Eric Safran, *EastSide Gamers*

From all of us at ESG: Thank You for your service to our country, John. God Bless.

Dezign Pak 1 was designed and play tested by EastSide Gamers at the production house of Houseman, Safran and Houseman on the east side of Detroit.

Designers: Glenn "Go Get'em" Houseman and Scott "Lemming Charge" Houseman
Play Testers: Eric "Jim Dandy" Safran, David "Too Tech" Lamb, PJ "No Check" Norton, and of course, The Houseman Brothers,
Technical Editor and Advisor: David Lamb

Special Thanks to David Lamb and PJ Norton for testing and correcting our scenarios. Truer ASL friends we've never had, and even though we greatly appreciate their input, we're not paying them.

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Welbenfraus, Germany, October 4, 1944: XIX Corps had pushed it's way through the West Wall and filtered into the towns and villages beyond. The various German units retreating from the battle regrouped outside of Welbenfraus and immediately counterattacked. A mix of armored cars, light recon tanks and leftover SP guns were all thrown into the assault. Far from being beaten, the spearhead was well organized and well equipped. The Americans weren't expecting the attack. They had thought the war would be over by Christmas.

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order American MMC anywhere in the playing area east of row BB on boards 14 and 3. Vehicle crews are NA for VC purposes.

BALANCE: German - Add one HMG to OB Americans - Add one FT to Task Force One



3		44
14		16

N

Only hexrows R-GG on boards 14 and 3 are playable

AMERICANS Set up and move first
GERMANS Move second

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

Elements of the 117th Infantry Regiment, 30th Inf. Division set up as indicated.

Platoons 1 and 2 set up one platoon each in building 16 O3 and building 44 S7 (including S8). These units may not move or advance on turn one.

Platoon 1				Platoon 2			
1				1			
6-6-6	8-0	MMG 4-10	BAZ 44 8-4	6-6-6	7-0	BAZ 44 8-4	?
x3				x2			x3

Battalion Mortar set up on hill 522 and /or hill 498

8-0	RADIO 8	2-2-7	M-1 M11 81*
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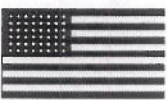
AT Gun enter on turn 1 on hex 44-Q1 or 16-I10 intow:

2-2-7

Elements of Task Force One, B Regiment, 2nd Armor Division enter on turn one on West edge of board 14, hexes R4 - R10:

E	E	1										
7-4-7	6-6-7	6-6-6	9-1	8-1	8-0	7-0	HMG 8-16	MMG 4-10	MTR 60*	BAZ 44 8-4	DC 30-1	
x2	x5	x4								x3	x2	

Self-Propelled Artillery, 2nd Armor Div. enter on turn 2 on West edge:



Priest 14		AL
3		
1		
105	-1/4	8-1
x3		

Elements of CCB, 2nd Armor Div. enter on turn 3 on West edge of board 3:

2	G					17
5-4-6	5-3-6	7-0	BAZ 44 8-4	M8 HMC SCOTT 6		3
x3				75*	-1/4	

Tank Destroyers enter on turn 4 on West edge:

24		17
M18 GMC 3		M8 HMC SCOTT 6
1		3
76L	-1/5	75*
		-1/4

Elements of the 183rd VG Div. and remnants of the 9th Panzer Div. enter on turn one on East edge (see SSR 2)

E	E	2													
8-3-8	4-6-8	4-4-7	10-2	9-1	8-1	8-0	7-0	HMG 7-16	MMG 5-12	LMG 3-8	PSK 12-4	DC 30-1	RADIO 8		
x2	x6	x9													
12	13	18	33	33	13	13	16								
StuPz IV 11	Stu H 42 8	PzKpfw IIL 3	PSW 234/1 4	PSW 234/4 1	PzA IIVIV 2	PzJg IIVIV 3	SPW 251/1 1	AL							
3	3	2	1	1	2	2	1	9-2							
150	105	20L(6) -1/5	50L -1/5	75L	150	88LL	15 PP AAMG -1/3								
x2		x3	x2				x4								

Flanking Elements of the 183rd VG Division enter on turn two on or between 44 E1 and 44 O1

E	1						
5-4-8	4-6-7	9-1	7-0	MTR 50*	PSK 12-4		
				x5	x2		

SPECIAL RULES:

- 1) EC are wet with no wind at start. Kindling is NA. Grain is in season. Place a burning wreck in hex 44 C1.
- 2) Germans may not use riders. One of the Brummbars has an BMG (3FP) and AAMG (2FP). The German radio represents one module of 80mm Mortar OBA.
- 3) The American 7-4-7's are assault engineers. The American radio represents one module of 80mm Mortar OBA. Troops of the 117th Regiment which start the game on map may not move or advance on turn one.

AFTERMATH: The Germans were at the end of their rope. Exhausted from their retreat eastward, they fought with a determination reserved for armies defending their homeland. At Welbenfraus that cold October day, they launched a final attack against the invading army of Americans. The battle was like so many before it, bloody and hard fought. As the initial surprise wore off, close-in, hand to hand fighting ensued. By nightfall, what was left of the German army slinked eastward again.

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

(ELR 4)
(SAN 4)

13 JgdPz IV (L) 14 3 75L	13 StuG III G (L) 8 3 75L -14/1	AL 9-2
--	---	----------------------

(ELR 4)
(SAN 3)

E	1				LMG 2-6	DC 30-1	T34/85 16 11 6	T34/M43 16 11 6	SU 122 16 11 6	ISU 122 16 14 11	ISU 152 16 14 11
6-2-8	4-4-7	9-2	9-1	8-1			85L 2/4	76L 2/4	122	122L	152
x4	x14				x3	x2		x3		x2	

AFTERMATH: The Germans retook the heights moments before the Russian counterattack struck it's hardest. The 1st Panzer's Marders were quickly set ablaze but the one JagdPanzer managed to trade enough shots with the ISU's to knock out two of them before going up in flames itself. Armor exchanges like these raged on all afternoon. Although outnumbered in both men and tanks, the German line held for a time until, late in the day, with one last Russian push, they finally succumbed to the 1st Ukrainians. Not one German soldier was left to tell the tale. They were Swallowed Whole.

Paderborn, Germany, April 1, 1945: The encirclement of the Ruhr was to be completed on April 1st. The taking of the crossroad town of Paderborn was the final, crucial step in the closing of the Ruhr Pocket. The Germans put up a rare level of resistance at Paderborn. For if the vital town could be held, a breakout of tens of thousands of surrounded German troops eastward would be possible. The American 3rd Armor spearheads, having established a foothold in the town, were now ready to take it. A mix of tired and desperate German troops stood in their way.

VICTORY CONDITIONS: The Americans win at game end if there are no good order German MMC in any building hex (see SSR1) south of the road that runs 41 GG6-EE5-X5-W6-T4-Q7-P6-Q4.

BALANCE:

German - Remove FT from American OB
Americans - Germans suffer from
ammunition shortage



GERMANS set up first AMERICANS move first

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

Elements of LXVI Corps and VI Corps set up as indicated.

(ELR 2) (SAN 4)

Set up on any whole hex of board 3 North of road 3 A6-N4-Q3-R2-S2

Set up on any whole hex of board 41 East of the stream.

Set up on any whole hex of board 41 West of the stream.

1	2		MMG 5-12	?
4-6-7	4-4-7	8-1		
x2				x13

1 4-6-7	2 4-4-7	8-0	LMG 3-8	?
x2			x7	

2 4-4-7	7-0	LMG 3-8	?
x3		x2	x10

VI Corps Armor enter on Turn 1 on any *one* North edge hex:

E	Cr		LMG	PSK
5-4-8	2-2-8	8-1	3-8	12-4

Elephant	8 18 8	Stu H 42 (L)	13 8 3	PSW 234/2	33 4 1
88LL	3/-	105		50L	-/5

Armor Leader set up in any vehicle.

AL
8-1

VI Corps Armor enter on Turn 2 on any *one* North edge hex:

E	1	2		MMG	LMG
4-6-8	4-6-7	4-4-7	9-1	5-12	3-8

JgdTiger	11 26 8	Brummar	12 11 3	PSW 234/2	33 4 1
128L	3/-	150*		50L	-/5

Elements of the 3rd Armored Division set up on any hex on board 3 South of road A6-N4-Q3-R2-S2

(ELR 4) (SAN 3)

[illegible]

SPECIAL RULES:

1) EC are overcast and wet with no wind at start. Kindling is NA. The stream is dry. Place wooden rubble counters in hexes 41 FF2 and 41 FF3 (these buildings **do not** count for VC purposes).

2) Germans AFV's crews may not voluntarily abandon their vehicles. The Brummbär has a BMG & AAMG (see vehicle notes).

3) The American 7-4-7's are assault engineers. The American armor leader automatically gets a Gyrostabilizer if set up in appropriate vehicle (D 11.1)

AFTERMATH: It was slow going for the Americans at first. It took time to get to the heights around the town. Once there, the M36's could see everything. Hulled down from enemy fire, they extracted heavy casualties on the thinner armor of the German tank group. It wasn't long though before the Elephant and the JagdTiger had their revenge. Few things on the field that day could stop them. It took the courage of everyone in the 3rd, from the foot soldiers to the tank commanders, to put an end to their murderous fire. In the end, with the Germans exhausted and most of their equipment destroyed, the pocket was closed.

Rochefort, Belgium, May 12, 1940: The Germans drive through the Ardennes Forest into Belgium progressed swiftly. Fighting was light and brief when it was encountered. Occasionally though, some Belgian units put up stiffer resistance and held up the German advance down the narrow, forest roads. Precious time could be gained the longer they could hold up the assault. Just outside of Rochefort, on May 12th, the Chasseurs Ardeenes stopped a German column, and for a few hours gave it their best.

VICTORY CONDITIONS: The Belgian player wins at game end if any good order MMC is within LOS and normal range of hexes H5, H6 or H7; of if any manned, functioning SW, ordinance or AFV w/MA, is within 6 hexes and in LOS of same.

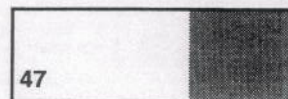
BALANCE: **Belgian** - Fortify one building location
German - Exchange the 9-1 for a 9-2 leader



**BELGIANS set up first
GERMANS moves first**



Only hexrows A - T
are playable



Z 9

Elements of the 131st Infantry Div. enter on Turn 1 on East edge:

E	1				Cr	MMG	LMG	ATR	MTR	PSW 222	33	INF
4-6-8	4-6-7	9-1	8-1	8-0	2-2-8	5-12	3-8	1-12	50*	20L	1	M10
x4	x7						x2				1	7.5cm le 1618
											-15	75*

(ELR 4)
(SAN 3)



Flanking Group 1 enter on Turn 1 on North edge,
West of the stream:

E	1	
8-3-8	4-6-7	8-1

Flanking Group 2 enter on Turn 2 on North edge,
West of the stream:

E	1	
8-3-8	4-6-7	8-0

Elements of the Chasseurs Ardennes set up as indicated:

(ELR 3)
(SAN 4)

Hill Garrison sets up on any level 2 hill hex or hexes:

E		15	MTR	Foxhole	Cr
4-5-8	MTR	T13 IIB	M76A	==	2-2-8
	50*	47	M12	==	
		-12	76*	1S	
			4-28		

Sets up on/South of row L in hexes numbered equal/less than 5:

E	1			MMG
4-5-8	4-5-7	9-1	7-0	4-11
x3	x2			

Sets up one squad in each building:



1
4-5-7
x3

Reinforcements enter on Turn 1 on hexes H0, I1 and/or J0:

E	1		MMG
4-5-8	4-5-7	8-1	4-11
x2			

SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. The stream is shallow.
- 2) Bore sighting is NA
- 3) The M76A MTR may set up limbered (see Belgian ordinance note 7) and emplaced, but not HIP.

AFTERMATH: The Belgians were well equipped and dug in. Within the next few hours though, their defenses would be breached and their position overrun. The Germans had a schedule to keep. Upon reaching the outpost, the Germans sent a flanking force down stream to infiltrate the forest stronghold. Recon reported Belgian troop size and positions and a second group was deployed. At the designated hour the fighting began. The Belgians were caught off guard by the flanking maneuver and with their position surrounded, they had little choice but to surrender. The road was wide open.

Smolensk, Russia, August 13, 1941: Continuous and furious Russian counter-attacks were turning the area around Smolensk into a cauldron of dead and dying men and machines. Battle lines changed by the hour and real estate was often paid for several times. The order to “move forward” was often followed by request to “regroup the line”. Many times the German attacking forces were cut off and forced to fight back to their front lines. One armor battalion had just such a decision to make: attack the Russian’s strong point, or breakthrough to safety.

VICTORY CONDITIONS: The Germans win if they control the 2 initial Russian set up areas at game end or if they exit 70 VP off the West edge.

BALANCE: **German** - Add 8-1 AL to Road Bound Force
 Russians - Add two 4-2-6 MMC to the Farm Garrison



	43	44	
81			4

RUSSIANS set up first GERMANS move first

1	2	3	4	5	6	7	8	9	10
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Elements of the 1st Moscow Motorized Division

(ELR 3) (SAN 3)

Farm Garrison set up on or within 1 hex of 43 N7 and N8:

1	1	C				
4-4-7	2-3-7	4-2-6	8-1	HMG 6-12	LMG 2-6	ATR 1-12
x5		x3				

Hill Garrison set up on any level 2 hex:

1		Cr	MTR 50*	RADIO 8	PTP obr 32 45L	AT M11	MTR MS
4-4-7	8-0	2-2-8					PM obr 38 120*
x2							Foxhole == ==
							1S

Armor Support enter on Turn 1 on West edge roads, each group using different road hexes:

Figure 1 displays three 2x2 matrices for Group A, Group B, and Group C, showing the relationship between two variables (X1 and X2) for two different conditions (1 and 2). The matrices are labeled with the group name and the variables X1 and X2.

Group A:

X1 \ X2	1	2
1	9	10
2	8	8
152*	76*	

Group B:

X1 \ X2	1	2
1	21	23
2	2	2
76*	45L	

Group C:

X1 \ X2	1	2
1	15	3
2	3	2
20LL(4)-72	20LL(4)-72	

Infantry Support enter on Turn 1 along South edge on.between 18 A1 and 43 GG5:

1	1	C					
4-4-7	2-3-7	4-2-6	8-0	7-0	MMG 4-10	LMG 2-6	ATR 1-12
x3			x11				

Cavalry Support enter on Turn 1 or thereafter on East edge from A10 to P10. All must enter on same turn:

1		LMG 2-6	ATR 1-12	Horses 
5-2-7	9-1			
x9		x2		x9

Reinforcing Armor & AA Elements enter on Turn 2 on West edge:

12 KV-1 M39 8 8 76 2/4	21 ZIS-42-AA * * *25LL(6)	23 SU-12 * * 76*	23 GAZ-4M-AA * * AAMG -/16*
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Elements of 12th PanzerDivision, 3rd Pz.Gruppe enter as indicated:

(ELR 4) (SAN 2)

Mobile Force enter on Turn 1 on/between 4 A1 and 4 A10. All infantry enter as passengers:

Mobile Force enter on Turn 1 on/between 4 A1 and 4 A10. All infantry enter as passengers:

E	E	1	1				DM HMG 7-16	DM MMG 5-12	LMG 3-8	DM MTR 50*	14 Pz 38(t)E 4 2 37L 4/4	16 PzJg 1 1 47L	14 Pz IIF 1 20L
x3	x2	x4	x4			x2	x2	x2			x3	x2	

16 SPW 251/10 1 1 37L -I/3*	16 SPW 251/1 1 1 15PP AAMG -I/3	16 SPW 251/2 1 1 81 -I/3*	16 SPW 251/MG 1 1 7PP CMG -I/3*	17 SdKfz 7 ** 19PP	AL 9-1
	x3		x4		

Road Bound Force enter on Turn 1 on/between 4 Y10 and 4 GG10. All infantry enter as passengers:

Road Bound Force enter on Turn 1 on/between 4 Y10 and 4 GG10. All infantry enter as passengers:											14 4 2 E	35 2 1 1	36 2 1 1
E	1	1	Cr					DM MMG	LMG	DM MTR			
4-6-8	4-6-7	2-4-7	2-2-8	9-2	9-1	8-0	7-0	5-12	3-8	50*			
x7		x4	x3	x2				x3		x2			
12 1 1	16 1 1	17 * *	24 * *	MTR M11		Limbered AA M4							
s/g JB	SPW 251/1	SdKfz 7	Buessing NAG	GrW34		FlaK 18							
150*	15PP AAMG	19PP	T2 29PP	81*		88							
x4													

Armor Force enter on Turn 2 on/between 4 O10 and 4 S10:



Pz IVF1	14 6 3	Pz IVE	14 6 3	Pz IIH	13 6 3	StuG IIIB	14 6 3	AL	AL
75*	3/5	75*	3/5	50	3/5	75*		10-2	9-2

x2

SPECIAL RULES:

- 1) EC are normal with no wind at start. Kindling is NA.
- 2) The Russian Radio represents one module of 70mm artillery.
- 3) The Germans receive random air support in the form of 2 Stukas with bombs. Aircraft leave after their 3rd turn on board.

AFTERMATH: The fighting was fierce and in many cases, hand to hand. It was bitter and bloody and on a broad front. Both sides continued to throw new men and material into to battle until, near the end, there was nothing left to send. It was hard to say who won the battle that day. The Russians took the bulk of the losses but the Germans had exhausted the last of their reserves. That day in Smolensk, German command chose to breakout of their encirclement and head back to safer ground. The Russian strong points would have to wait for another day.

Glinki, Russia, August 4, 1941: The German advance into the Russian heartland had picked up steam. Land was gobbled up quickly and in their haste to make it to Moscow by winter, many smaller villages were left to be dealt with later. Few had strategic value and most were thought to be devoid of Russian troops. On the morning of the 4th, German infantry reached Glinki and proceeded to check it out. To their surprise, the tiny hamlet was a hot-bed of Russian activity.

VICTORY CONDITIONS: The German player wins at game end if they control building 14 S9 - T9.

BALANCE: German - Add one 4-6-7 to board 35 set-up
Russians - Exchange one conscript with an 4-5-8



RUSSIANS set up first
GERMANS move first

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

33			14
		4	
		35	

N

Only hexrows A-P on boards 35 & 4 and R-GG on boards 33 & 14 are playable

Elements of the 28th Army set up on any whole hex of board 14:

E	1	C			HMG	LMG	MTR	?	Foxhole
4-5-8	4-4-7	4-2-6	8-1	7-0	6-12	2-6	50*		== == 1S
x3	x5					x2		x10	x3

(ELR 2)
(SAN 3)

Vestoff's Unit enter on Turn 1 on any South or West edge of board 4:



1	Cr			
4-4-7	2-2-8	9-1	LMG	DM
			2-6	MTR
				50*
x3			x2	

Enter on Turn 3 on hex
14 T10 or 14 S10:

C
4-2-6

Elements of the 292nd Infantry Division set up on any whole hex of board 35 numbered equal to/greater than 4:

(ELR 4)
(SAN 2)

E	E	1			LMG	MMG	DC
5-4-8	4-6-8	4-6-7	9-1	8-1	3-8	5-12	30-1
x2	x3				x2		x2

Elements of the 292nd Infantry Division set up on any whole hex of board 33 on/West of hexrow CC:

E	1				LMG	MMG	MTR
4-6-8	4-6-7	9-2	8-1	8-0	3-8	5-12	50*
x6					x2		

SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. All buildings are wooden (EXC. 14 S9-T9 is stone). All buildings are ground level only.
- 2) The Russians may set up one squad and any leader/support weapons stacked with it, HIP. Russian units may set up concealed/hidden in crest status in sunken roads, even if enemy LOS extends through non-crest hex-sides.

AFTERMATH: The Russians holding out in Glinki were well equipped and not ready to give up their village. What was to be a simple mopping up operation soon turned into a full fledged battle. Capt. Vestoff himself, out on patrol that morning, returned in time to turn the tide of the fighting. For their effort, Glinki would remain in Russian hands for a few more days.

Moncenisio Region, Southern France, June 17, 1940: It came as a surprise to the French General Staff that the Italians had breached their southern borders. Although there were troops positioned there, they weren't of the caliber desired by most commanders. Supplies for the southern army were marginal, morale was low and competent leadership was lacking. Things weren't much better for the Italians when the order came to advance on the French frontier. They had two things in their favor: the element of surprise and a belief they would win.

VICTORY CONDITIONS: The Italians win if they achieve either of the following: 1) Exit 35 VP (25 of which must be infantry) off West edge or 2) Remove the roadblock and Control all level 2 hill hexes.

BALANCE:

French - Exchange LMG in turn 2 reinforcement group with a DM HMG

Italians - Increase ELR to 3

FRENCH set up first

ITALIANS move first



Deluxe
Boards

N

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

e		
	4	

Elements of the 4th Army set up West of the road H A3 to H O3:

G 4-3-7 x5	CR 2-2-8 x2	7-0	INF 37*	MTR 60*	LMG 2-6	ART M6 155 C mle 17 s 155*	Foxhole == 1S	Wire XXX XXXX	Roadblock ////
								x2	

(ELR 2)
(SAN 4)

Tank Platoon enter on
Turn 1 on West edge:

FT-17M CMG -1/4	*5 1 0	FT-17C CMG -1/4	*5 1 0
	37*		

Elements of the 4th Army enter on Turn 2 on West edge:

1 4-5-7 x3	G 4-3-7 x3	G 2-2-7 x2	9-1	8-0	6+1	MMG 4-11	LMG 2-6	ATR 1-12
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Elements of the 66th Infantry Division enter on Turn 1 on East edge and hexes F 05, F 04, F 03:

1 3-4-7 x3	1 3-4-6 x13	9-1	8-1	7-0	6+1	HMG 6-12	MMG 4-10	LMG 2-5	Cr 2-2-7	8 L5 30 1 37	8 L5 21 1 *CMG -1/4	81/14 M11 81*
							x2	x3		x2	x2	

(ELR 2)
(SAN 3)

Engineers (SSR 2) enter on Turn 2 on East edge:

E 4-4-7 x3	9-1	FT 24-1	DC 30-1	L3 Lf 12 1 0	BF 32	L3 35 13 1 0	*BMG 4/-
					x2		x2

Conscripts enter on Turn 3 on East edge. Conscripts must enter 1st. Leader must stack with elite squad:

E 4-4-7	C 3-3-6	8-0	LMG 2-6
		x4	

SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. All buildings are wooden. Bore sighting is NA.
- 2) All Italian elite troops are sappers (B 28.8) and have an ELR of 3.
- 3) Neither side may declare No Quarter.
- 4) The French may HIP one MMC and any Leader/SW stacked with it. They may fortify one building location.

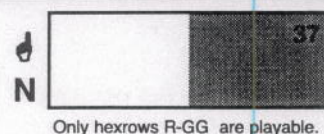
AFTERMATH: Needless to say, the Italian's advantages ran out quickly. They soon discovered the French were not going to roll over and play dead. French resistance was dogged and stiffened as the day wore on. Their *Canon de 155* and other infantry weapons rained murderous fire down on the Italian troops trying to remove the roadblock. As Italian armor units started stacking up on the road, several other attempts were made but all with the same result. So many troops were lost in this endeavor that it was decided to advance without the armor's support.

Ten Miles East of Soumussalmi, Finland, January 5, 1940: The Russian 44th Infantry Division was strung out along the road from Soumussalmi back to Russia. As the 163rd Division to the northeast of it was being systematically dismantled by an audacious Finn attack, a group of trucks shuttling troops and supplies along this lifeline paused to refuel. Within the hour, the trucks engines were frozen solid from the harsh winter conditions. Drivers and crews tried in vain to reanimate the icy machines while the escorting infantry fanned out in a loose perimeter guard. Ominous whisperings in the woods soon became solid shifting shapes as the highly motivated Finnish warriors closed in from all sides.

VICTORY CONDITIONS: The Finnish player wins immediately when all four Russian trucks are eliminated. The Russian player wins if there is at least one surviving truck at game end.

BALANCE: Finns - Exchange the Sissi ATR for a FT
Russians - Add one 4-2-6 to OB

Russians set up first
FINNS move first



Elements of the Russian 44th Infantry Division - set up as indicated:

(ELR 2)
(SAN 2)

Perimeter Guard - set up with a LOS to any truck (See SSR 4):

1	1	C						
5-2-7	4-4-7	4-2-6	8-1	7-0	MMG 4-10	LMG 2-6	ATR 1-12	
x3	x4				x2	x2		

Repair Crew - set up in any truck hex:

Cr
1-2-7

Immobilized Trucks - set up one truck per hex in each of X5, Y5, Z4 and AA5 (See SSR3):

ZIS-5	21	AIG-6	15
T4	*	T4	*
21PP	*	33PP	*
x2		x2	

Elements of the Finnish 9th Infantry Division - enter as indicated:

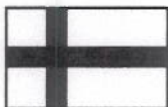
(ELR 3)
(SAN 4)

Enter Turn 1 on North edge:

E	
6-4-8	9-1
x3	

Sissi Units Enter Turn 1 on South edge (See SSR 2):

E					
8-3-8	9-0	8-0	LMG 3-8	DC 30-1	ATR 20L
x3					



SPECIAL RULES:

1) EC are Extreme Winter (E 3.74) with Ground Snow (E 3.72) and no wind at start. All marsh hexes are treated as woods. The road hexes from Y10 to X6 are a trail. The road R5 to GG6 is plowed.

2) Sissi units (8-3-8) have Winter Camouflage (E 3.712) and an ELR of 5. The 9-0 leader is Heroic.

3) All trucks set up on the road and facing West. All are immobilized. The Russian player must secretly record one truck as a fuel truck. It receives a special -1 modifier to all IFT attacks & To Kill DR against it.

4) Russian infantry set up in any hex with a LOS to any truck counter. They may move out of LOS once play begins. The Russian player may not exchange a leader for a Commissar.

AFTERMATH: The Russians could hear the Finns closing in on them from both sides of the frozen road. They positioned their guards in a perimeter around the trucks as the crews tried desperately to get them started. The Finnish assault was swift and deadly. Sub-machine gun fire mowed down the frightened Russian troops from every side. Small arms volleys destroyed the first two vehicles moments before ATR fire destroyed the third and a democharge satchel lit up the fourth, the fireball being seen for miles. Scared, cold and now on foot, the surviving Russian infantry fled into the woods and headed back to Suomussalmi.

Pettend, Hungary, January 27, 1945: SS Panzer Division Totenkopf had its hands full in Hungary. Their allies, the Hungarian's, were deserting, the Russians were preparing yet another full out offensive, and the weather was freezing. Their task of relieving Budapest was becoming a dream and their only thought now was of survival. Outside of Pettend, a Anti-Tank battery of Totenkopf held the ridge along a two kilometer long line of the SS advance. In an early morning assault, with temperatures well below freezing, the Russian's 2nd Ukrainian Army poured across the front and made their way to the ridge. Their armor rumbled forward and the infantry followed.

VICTORY CONDITIONS: The Russian player wins immediately if they eliminate and/or capture any two of the three 8.8cm PaK 43 positions.

BALANCE: **German** - Reinforcements enter on Turn 1
 Russians - Add one extra turn (8)



GERMANS set up first
RUSSIANS move first

1	2	3	4	5	6	7
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➔ N

	19
	39

Elements of 3rd SS Panzer Div. Totenkopf set up on whole hex equal/greater than 6 of board 39 and hexes equal/less than 3 on board 19:

(ELR 3)
(SAN 3)

										See SSR 2		
E	E	1				HMG	MMG	MTR	PSK	AT M4 8.8 cm pak 43	AT M12 3.7cm pak 35/38	
4-6-8	2-4-8	2-3-7	9-1	8-1	8-0	7-12	5-12	50*	12-4	88LL	37L	2-2-8
x3	x2	x2					x2	x2	x2	x3	x2	x5



1st Panzer Div. Hetzer enter on Turn 2 on hex 39 GG5 or 39 A5:

75L

Elements of Russian 2nd Ukrainian Army enter on turn one on East edge:

(ELR 4)
(SAN 2)

E	E	1					HMG 8-16	MMG 4-10	LMG 3-8	MTR 50*	DC 30-1	M476(a) 14 11 4	T34/M43 16 11 6	AL
6-2-8	4-5-8	4-4-7	9-2	9-1	8-0	7-0						76L 2/4/4	76L 2/4	9-1
x3	x3	x9							x3	x2	x3	x6	x4	



SPECIAL RULES:

- 1) EC are Extreme Winter (E 3.74) with Ground Snow (E 3.72) with no wind at start.
- 2) Due to the freezing conditions, two of the three German 88LL AT set up frozen (malfunctioned) at game start. Record the malfunctioned guns secretly. Repair occurs normally. They must setup on board, emplaced but concealed. There is a +1 to all Panzerfaust attempts.
- 3) The Germans suffer ammunition shortage (A 19.131).
- 4) The Germans may HIP one squad/equivant and any SW/leader with it.
- 5) Russians have Winter Camouflage (E 3.712)

AFTERMATH: The freezing conditions hit the Germans hard. Battalion Commander Messerle had two of his three 88 AT guns inoperable because of the cold and many of the Panzerfaust had frozen firing mechanisms. Cold and low on ammunition, the battery waited. Far off in the distance, the Russians began their assault. A mass of tanks and men charged the ridge, covering the open ground quickly with few losses. From the north road, a single Hetzer from the 1st Panzer Regiment entered and began targeting Russian armor. Things got worse when a second 88 repaired. Tanks began to burn under the heavy, accurate fire. Wasting no time, the infantry broke off with the armor support and started up the ridge. Their goal were the 88's positions raining deadly fire on the tanks below. It took some time to climb the snowy slopes but they managed to dispatched two of the big guns with satchel charges. By mid-morning, the Russians had the ridge under their control and Totenkopf on the run.

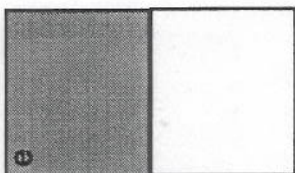
Vizzini, Sicily, July 15, 1943: During their overland advance toward Vizzini, the 1st Canadians encountered a small blocking force of Italian machine guns and mortars. Impatient of waiting for promised support, Lt. Oaks decided to assault the hill directly. Creeping along a gully to get close, they rose suddenly and charged.

VICTORY CONDITIONS: The Canadian player wins at game end if they control all level two hill hexes.

BALANCE: Canadian - Exchange one LMG for a MMG
Italians - Increase SAN to 5

Deluxe
Boards

N



Only hexrows I - O on board e are playable.



ITALIANS set up first
CANADIANS move first

1	2	3	4
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Elements of Napoli Division - set up on any level two hex (See SSR 2):



Cr		
2-2-7	MMG 4-10	MRT 45*
x4	x2	x2

Reinforcing Element of Napoli Div. - enter on Turn 2 on East edge:

(ELR 3)
(SAN 4)

1	
3-4-7	7-0
x2	

Elements of the Canadian 1st Infantry Div. - enter on Turn 1 on hexes J0, I1, I2, I3:

(ELR 3)
(SAN 3)



E	E	E	1				
6-4-8	3-3-8	4-5-8	4-5-7	9-1	8-0	LMG 2-7	DC 30-1
			x3			x2	x2

SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. Bore sighting is NA.
- 2) Treat all orchards as out of season (B 14.2)
- 3) Italian crews may set up in foxholes.

AFTERMATH: The Italians were amazed and caught off-guard by the Canadian's display of foolhardy bravado and raw guts and were soon overwhelmed. A platoon of the Napoli Division tried to re-take the heights but the tough "Canuks" held firm. The Napoli Division soon disintegrated and the Canadians continued slogging through central Sicily along side Bradley's American forces.

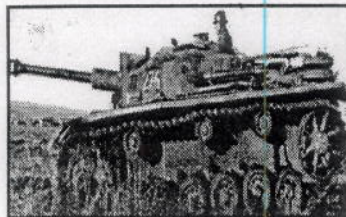


#1 - MAULED

Welbenfraus, Germany, October 4, 1944: XIX Corps had pushed its way through the West Wall and filtered into the towns and villages beyond. The various German units retreating from the battle regrouped outside of Welbenfraus and immediately counterattacked. A mix of armored cars, light recon tanks and leftover SP guns were all thrown into the assault. Far from being beaten, the spearhead was well organized and well equipped. The Americans weren't expecting the attack. They had thought the war would be over by Christmas.

#2 - SWALLOWED WHOLE

Olezyov, Poland, July 10, 1944: The Russian drive into Poland was propelled by a mass of men and material on a scale never before seen. The Germans had been preparing for a big Russian attack and routes for advance and counterattack had been thoroughly reconnoitered. Prior to their main offensive, the Russians attempted several times to gain possession of the dominating heights around Olezyov, but each attempt was repulsed. Undaunted, the Russians tried once again, this time employing their heavy self-propelled guns. The German counterattack came immediately, but their armor reserves were running low.

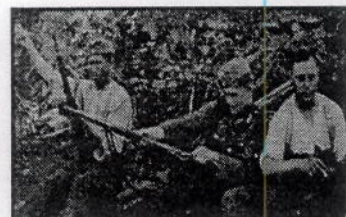


#3 - RESISTANCE AT PADERBORN

Paderborn, Germany, April 1, 1945: The encirclement of the Ruhr was to be completed on April 1st. The taking of the crossroad town of Paderborn was the final, crucial step in the closing of the Ruhr Pocket. The Germans put up a rare level of resistance at Paderborn. For if the vital town could be held, a breakout of tens of thousands of surrounded German troops eastward would be possible. The American 3rd Armor spearheads, having established a foothold in the town, were now ready to take it. A mix of tired and desperate German troops stood in their way.

#4 - THE CLOG

Rochefort, Belgium, May 12, 1940: The Germans drive through the Ardennes Forest into Belgium progressed swiftly. Fighting was light and brief when it was encountered. Occasionally though, some Belgian units put up stiffer resistance and held up the German advance down the narrow, forest roads. Precious time could be gained the longer they could hold up the assault. Just outside of Rochefort, on May 12th, the Chasseurs Ardennais stopped a German column, and for a few hours gave it their best.



#5 - THE FAST, THE SLOW AND THE DOOMED

Smolensk, Russia, August 13, 1941: Continuous and furious Russian counterattacks were turning the area around Smolensk into a cauldron of dead and dying men and machines. Battle lines changed by the hour and real estate was often paid for several times. The order to "move forward" was often followed by request to "regroup the line". Many times the German attacking forces were cut off and forced to fight back to their front lines. One armor battalion had just such a decision to make: attack the Russian's strong point, or breakthrough to safety.

#6 - CLEAN UP CREW

Glinki, Russia, August 4, 1941: The German advance into the Russian heartland had picked up steam. Land was gobbled up quickly and in their haste to make it to Moscow by winter, many smaller villages were left to be dealt with later. Few had strategic value and most were thought to be devoid of Russian troops. On the morning of the 4th, German infantry reached Glinki and proceeded to check it out. To their surprise, the tiny hamlet was a hot-bed of Russian activity.



#7 - BACKSTAB

Moncenisio Region, Southern France, June 17, 1940: It came as a surprise to the French General Staff that the Italians had breached their southern borders. Although there were troops positioned there, they weren't of the caliber desired by most commanders. Supplies for the southern army were marginal, morale was low and competent leadership was lacking. Things weren't much better for the Italians when the order came to advance on the French frontier. They had two things in their favor: the element of surprise and a belief they would win.

#8 - SOUMUSSALMI SANDWICH

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#9 - BEST ONE OUT OF THREE

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#10 - GUT CHECK

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