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BONUS SCENARIOS**

**"DEFENDING NORWEGIAN WOOD"
"DOORWAY TO NORWAY"
1ST & 3RD PLACE WINNERS
FROM "MwTII" CONTEST**



DESIGN PAK 5

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

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Mogaung, Burma, June 7, 1944: Mogaung had been a major supply base for the Japanese in Northern Burma and was next on the list of objectives for Stillwell's men. After defeating the Japanese garrison in fierce fighting at Camaing, the Chinese were quickly resupplied and sent to aid Calvert's Chindit Brigade in taking Mogaung. Aware of the village's importance, Japanese commander, Col. Takeda scraped up whatever remaining troops and weapons were available, and set out to defend his base to the last man.

VICTORY CONDITIONS: Allied player must Control all Buildings/Huts on board 42 ≤ than 4 hexes of H4.

BALANCE: British - Receive Air support in the form of 2 FB's w/bombs
Japanese - Add 2 4-4-8's and a DC to any one OB group.

5	35		52
		42	

NO

JAPANESE set up first
BRITISH move first

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



Elements of Chindits 77th Brigade and the 38th and 22nd Chinese Inf. Regiments set up as indicated:

(ELR 2) (SAN 2)

"Mad Mike's" Chindits enter on Turn 1 on/between 52 A9 and 42 GG1:

E	1	Hero							
6-4-8	4-5-7	10-2	9-2	8-1	LMG 2-7	(a) MMG 4-10	MTR 51 2-11	DC 30-1	
x6	x3				x5	x2	x2	x2	

Chindits enter on Turn 1 on 52 A6:

1		
4-5-7	8-1	LMG 2-7
x3		x3

Chinese Infantry enter on Turn 1 on/between hexes A1 - GG10 on board 5:

E	E	1							
5-3-7	4-4-7	3-3-7	9-2	8-1	7-0	LMG 2-7	MMG 4-10	DC 30-1	
x3	x3	x9			x2	x4	x2	x2	



Stillwell's Chinese Armor Support enter on Turn 1 on any North edge hex of boards 42 and 35

17 6 3 Stuart V(a)	13 8 4 M4A4(a)	13 8 4 M4A4(a)	18 6 3 Stuart Recon(a)	AL
37LL 2/4/2	75 2/4	75 2/4/4	7PP AAMG 2/4/8	8-1
	x2		x2	

Elements of Japanese 33rd Army, Col. Takeda's 128th Inf. Regiment set up as indicated:

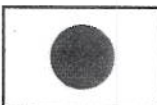
(ELR 2) (SAN SSR3)

Set up on/South of hexrow I on board 5:

E	1	2	Cr						
4-4-8	4-4-7	3-4-7	2-2-8	9-1	8-0	LMG 2-6	MMG 4-11	MTR 50*	DC 30-1
x2		x3							x2

Set up on/South of hexrow I on boards 35 and 52, and on/South of hexrow Y on board 42:

E	1	2	Cr															
4-4-8	4-4-7	3-4-7	2-2-8	10-0	9-1	9-0	HMG 8-14	MMG 4-11	LMG 2-6	DC 30-1	ART M9 Year 38-Type *75*	MTR Type 97 M11 81*						
x4	x2	x4	x6						x4	x3	x2	x2						



Set up with any
group/groups



x8

SPECIAL RULES:

1) EC are Moist with no wind at start. PTO terrain including Light Jungle (G 1) is in effect. Windling is NA. The only road that exists is 42 A6-G4-CC5-GG6. Place Rubble counters on hexes 35 BB4, CC5 and 42 F3, D5. Place overlays as followed: X26 on 35 V0-V1, O2 on 42 G6-L5, OG5 on 52 P7-Q7. Huts on 1st level of overlay X26 do not exist. Instead, place Trench counters on these three hexes. Treated all Bridges are as Wooden Foot Bridges (B 6.44).
2) Chinese infantry and Chindit units may not stack together, form FG's, nor may their leaders Rally each other. Chindit 6-4-8's are Gurkhas (A 25.43 - H 1.24) with an ELR of 2.
3) Japanese snipers became more and more active during the battle. To reflect this, Japanese SAN is equal to the player turn. Sniper checks are NA for both sides.

AFTERMATH: The battle for Mogaung saw some of the bloodiest fighting in Northern Burma. Both sides, exhausted from the continual fighting, bad weather, hunger and disease, threw themselves at each other knowing only one fate awaited them ... victory or death. With the tides of battles already turning against them, as villages and bases falling steadily to the Allies, the Japanese defenders must have known what fate was in store for them. It was written when the battle was over, "hardly a wall was standing or a branch remained on a tree. There was nothing living, not a dog or a cat, and no Japanese soldier escaped from this ruin".

East of Lvov, Poland, July 17, 1944: Soviet mechanized armies were smashing deep into Poland. Konev threw "Mechanized Cavalry Group Baranov" through a gap in the lines and they drove towards the key city of Lvov. The Germans had plenty of air and artillery support, and new, superior AFVs were reaching the front line troops who were reinvigorated. Furious tank battles raged east of Lvov. Despite this Konev gambled that a deep breakthrough by 3rd Guards Tank Army could capture the huge city in one fell swoop. German general Harpe committed his tactical reserve, 8th Panzer Division to slice into the northern flank of the Russian pincer and smother the offensive.

VICTORY CONDITIONS: The German player wins immediately upon exiting 20 EVP (at least 10 EVP must be Personnel) off the East edge on/between 11 Y1 and 41 BB10, or at Game End if there are no Good Order, non-crew Russian MMC in any board 41 building locations west of road 41 GG5-EE5-X5-W6-T4-R6.

BALANCE:
Russian - Ordnance & AFV's are Elite for ammo depletion purposes
German - Add one FT to OB



	47		50
41			11

N
Only hexrows R-GG on boards 41, 50 and 11 and hexrows A-P on board 47 are playable.

RUSSIANS set up first • GERMANS move first

1	2	3	4	5	6	7
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Elements of Mech. Cavalry Group Baranov and 3rd Tank Army set up/enter as indicated:

(ELR 3) (SAN 4)

Set Up in building hexes on board 41:

1	1				HMG	LMG	ATR	?
5-2-7	4-4-7	8-1	8-0	7-0	8-16	2-6	1-12	
x2	x8					x2		x5

Set Up on
board 41
and/or 11:

ART M9 P obr 39	MTR M11 BM obr 37	Cr
76L	82*	2-2-8
		x2

Enter on Turn 1 on either hex 41 Y10 or R6:

IS-2	13	SU 152	13	AL
14	8		6	
11				
122L 1/4r2	152		8-1	

Enter on Turn 1 on/between hexes 11 Y1 and R0 (inf. must enter as riders):

E		LMG	DC	T34-M43	16	SU 122	16	SU 76M	16	ZSU - 37	16
6-2-8	9-2	2-6	30-1	11	11	11	4	1	4	1	
x4		x2	x2	76L 2/4	122	76L	*37L (8)				
						x2					

Elements of 8th Panzer Division enter on Turn 1 and/or 2 on West edge (and/or road hex 50 R8):

(ELR 4) (SAN 3)

E	E	E	1					HMG	MMG	LMG	FT	DC	PSK
8-3-8	5-4-8	4-6-8	4-6-7	9-2	8-1	8-0	7-0	7-16	5-12	3-8	24-1	30-1	12-4
x2	x3	x4	x6		x2					x2		x2	x2

Pz IV J	13	Pz III L	13	JgdPz V	15	JgdPz IV	13	Stug III G	13	Stu H 42	13	PzKpw III	18	AL	AL
8	6	6	18	11	8	3	8	3	8	3	2				
3	3	3	6	3	3	3	3	3	3	3	3				
75L 3/5	50L 3/5	88LL 3/-	75L 1/-	75L -1/2	105 -1/2	20L(6) -1/5	9-2	8-1							
x2				x2											



SPECIAL RULES:

- 1) EC are moist with no wind at start. Kindling is NA.
- 2) German 8-3-8's and 5-4-8's are Assault Engineers (H 1.22).
- 3) AFV Crews may not voluntarily abandon their vehicles.

AFTERMATH: Konev's plan to seize Lvov by a quick armored assault failed. Harpe's vicious counterattacks had bought enough time for several infantry divisions to reinforce the city. The Russians were forced to wait until later in the month for their rifle divisions to catch up. After they did, a massive assault on July 27th finally drove the Germans out of Lvov and back into the Carpathian Mountains.

Binalonan, Luzon, Philippines, December 24, 1941: 85 Japanese transports unloaded assault elements of the 48th Div. at Lingayen Gulf on Dec. 22, and they immediately moved southward to the attack. The 11th Philippino Div. fled in rout, leaving it up to the U.S. 26th Cavalry Regiment to hold off the Japanese alone. The Americans fought a skillful delaying action. General Homma's troops kept outflanking them and relentlessly continued south on Dec. 23rd, encountering the 71st Philippino Div. which also broke and ran. Once again the 26th Cavalry, which had established an out-post line, was forced to hold off the Japanese drive.

VICTORY CONDITIONS: The Japanese player wins at Game End if they Control all hut hexes and there are no Good Order American MMC on/adjacent to road 47 R1 Y2-GG6.

BALANCE: American - May Bore Sight
Japanese - Add one game turn

36	
	47



Only hexrows A-P on board 36 and hexrows R-GG on board 47 are playable

AMERICANS set up first
JAPANESE move first

1	2	3	4	5	6
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Elements of 26th Cavalry Regiment set up as indicated:

(ELR 3) (SAN 5)

Set up within 3 hexes of 47 CC8:

E	1	Cr				MMG	MTR	?	M1 A2	AA M7	Foxhole
6-6-7	6-6-6	2-2-7	9-1	8-1	7-0	4-10	60*		37L(8)		== == ==
x3	x2							x10			x3

Set up on/within 2 hexes of road 47 R1-Y2-GG6 (exc. may not set up on hill EE8):



E	1	E				MMG	MTR		M3A1	28 0 0	Foxhole
6-6-7	6-6-6	3-4-7	9-1	7-0	4-10	60*			9PP AAMG	-6	== == ==
x2	x3							x2			x2

Patrol - Set up in hex 36 P5:

	E
7-0	6-6-7

Elements of Assault Troops of the 48th Division set up and enter as indicated:

(ELR 4) (SAN 4)

Set up on path hexes on/between 36 A6-G4 (exc. hex 36 F9 is NA):

E	1	2	Cr				MMG	LMG	MTR	DC
4-4-8	4-4-7	3-4-7	2-2-8	10-0	9-1	9-0	4-11	2-6	50*	30-1
x2	x5	x5	x2				x2	x3		



Enter on Turn 1 on/between hexes 47 R6 and R10:

E	1	2	Cr				MMG	LMG	DC
4-4-8	4-4-7	3-4-7	2-2-8	10-1	9-1	9-0	4-11	2-6	30-1
x2	x5	x5						x3	

SPECIAL RULES:

- 1) EC are Moist with a no wind at start. Bore sighting is NA. PTO terrain is in effect including Light Jungle (G 1).
- 2) Hex 36 H4 has a wooden footbridge. Road 47 R1-Y2-GG6 exists.

AFTERMATH: All day long on Dec. 24th the brave American cavalrymen with only a few light scout cars for support, stubbornly held off vicious attacks. It was touch and go, and the Americans were almost trapped and annihilated, but late that afternoon they managed to extradite themselves and withdraw south-eastwards to Tayug. From there they would be called upon time and again to assist in the fall-back to Bataan where ultimately they would help form the left flank of Wainwright's First Corps.

Hohenrappersdorf, Austria, April 12, 1945: With the war drawing to it's close, both the Romanians and Hungarians found their armies decimated by the battles in Hungary the prior fall and winter. The Hungarian forces were almost completely destroyed by Hitler's "Stand fast/No-retreat" orders; and their capital, Budapest was in ruins. In early April the tattered Romanian 2nd Armored Regiment found themselves in support of the Soviet 4th Guards Rifle Div. as they advanced into Austria. Just north-east of Vienna the combined Romanian/Soviet force came up against the Hungarian Huszar Div. Unable to defeat the Russians alone, the Hungarians were the fortunate beneficiaries of a timely German armored counterattack.

VICTORY CONDITIONS: The Allied player wins immediately when all 4 King Tigers are eliminated/Recalled. The Axis player wins immediately upon exiting 4 AFV's w/functioning MA off the East edge, or at Game End if there are no Good Order Russian MMC and <= 2 Romanian AFV's w/functioning MA East of hexrow H on board a and hexrow G on board b.

BALANCE:

Allies -Add a 9-2 Armor Leader to OB and increase AP# of TACAM R-2 to 9
Axis - Add 2 4-4-7's to OB and exchange 9-1 leader with a 9-2

d	b
c	a

N



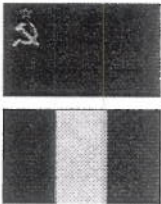
ALLIES set up first • AXIS move first

1	2	3	4	5	6	7
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Elements of Soviet 4th Guards Rifle Division set up East of road dD H5-G3-H1-C H1-F3-I5 (see SSR 3):

(ELR 4) (SAN 4)

E	E	E								
4-5-8	6-2-8	3-2-8	9-1	8-1	HMG 6-12	LMG 2-6	ATR 1-12	DC 30-1	?	AT MINE
x5	x2	x2				x2	x2	x2	x10	x3



Ellements of Romanian 2nd Armored Reg. & Soviet 27th Tank Brigade set up in non-building locations East of road D H5-G3-H1-C H1-F3-I5:

R35/45(f) 45L	LT vz 38(f)A 37L	StuG III G (g) 75L	TACAM R-2(f) 76L	PSW 222(g) 20L(4) -15"
8 4 4	15 3 1	13 8 3	13 3 1	33 1 1
x2	x2	x2	x2	x2

Romanian 2nd Armored Reg. reinforcements enter on Turn 5 on South edge on/between hexrow H of boards C and A:

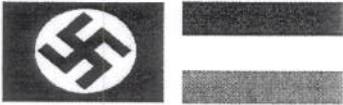
R35/45(f) 45L	StuG III G (g) 75L
8 4 4	13 8 3
x2	x2

Elements of Armeegruppe Black, Hungarian 3rd Army / Huszar Division, s.PZ Abt. Feldherrnhalle & support- ing elements of the 24th Pz Division enter on Turn 1 on the North and West edges on/between D H5 and C A4:

(ELR 3) (SAN 3)

Huszar Division

E						
4-4-7	9-1	8-1	8-0	MMG 5-12	LMG 3-8	PSK 12-4
x11					x3	x2



s.PZ Abt. Feldherrnhalle

11 26 8	AL
Pz VI B	
88LL 3/5/2	10-2
x4	

24th Pz Division

13 8 3	AL
Pz IV J	
75L 3/5/2	9-2
x3	

SPECIAL RULES:

- 1) EC are moist with no wind at start. Kindling is NA. The Gully on board D is a Deep Stream (B 20.4)
- 2) Russian MMC may use PF. Usage dr is <=2. The +2 TH DRM for captured Weapon penalties applies (A 21.12).
- 3) Russians may exchange the AT Mine Factors in OB for Daisy Chains (B 28.531).
- 4) Russians may HIP 2 squad equivalents. HIP units may not set up East of hexrow H on board A and B.
- 5) Hungarian units may use PF and ATMM as if they were 1945 Germans. The broken side morale of Hungarian MMC is raised by one.

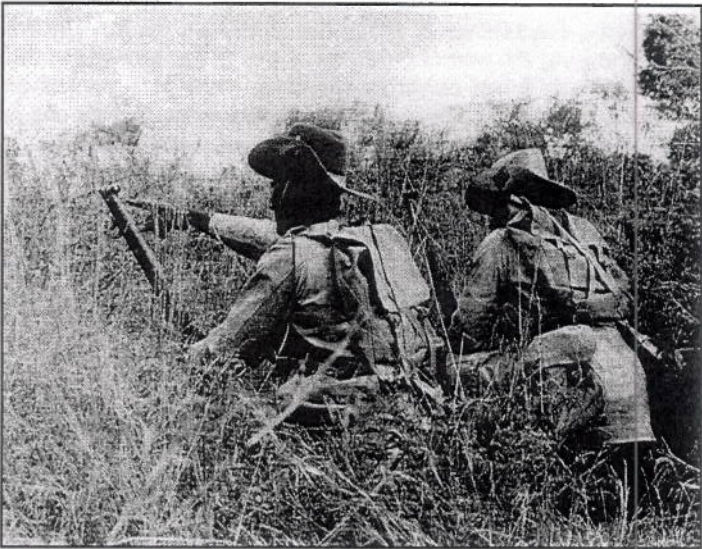
AFTERMATH: The Konigstigers led by Hauptmann von Diest-Koerber and supported by Panzer IVs would have hopelessly out-gunned the Romanian armor in open country. However in the maze of streets, aided by Russian infantry, the Romanians claimed two Tigers and 2 Pz IVs, but at great cost. The Romanians lost 12 of their remaining AFVs, reducing the regiment to a company. In the last weeks of the war they pushed into Czechoslovakia, and by the war's end they had only 2 AFVs left. Being an ally of the Soviets was just as costly as being an enemy.

East of Majunga, Madagascar, September 21, 1942: Following the fierce fighting around Diego Suarez, Gov. Gen Annet withdrew his Vichy force south. After the British 5th Inf. Div. was transferred to India, the job of clearing the remaining Vichy forces from the island was left to the East African Brigade Group - The King's African Rifles. A fresh Allied offensive operation began in early September with the South African and Rhodesian Brigades leading the charge.

VICTORY CONDITIONS: British player wins at Game End if there are no Good Order French MMC or vehicles w/functioning MA on/adjacent to road 11 P8-K6-I5 39 J9-P9 or if there are no Good Order French MMC or vehicle w/functioning MA within 2 hexes of 47 H8 or if the British player controls all huts (see SSR 2).

BALANCE:

British - Add an additional **Marm-Herm III** armored car.
French - Change 60mm mortar to 81mm



	11		
		39	
	50		
		47	

 **N**
Only hexrows A-P
on all boards are
playable.

FRENCH set up first • **BRITISH** move first

1	2	3	4	5	6	7
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Elements of Governor General Annet's Malagasy Defenders set up/enter as indicated:

(ELR 3) (SAN 4)

Set Up on/South of hexrow A on boards 11 and 50:

1	G	E	Cr				HMG	LMG	MTR	?
4-5-7	4-3-7	2-4-8	2-2-8	9-1	8-1	7-0	6-12	2-6	60*	
x4	x4						x2			x15



Enter on Turn 1
on hexes 47 I10
and/or 39 P9:

Cr	INF	Renault UE	AC de 75 mle 13/34	Renault AGR 2	Unic P107	105M mle 28	ART
2-2-8	37*	BMG 2/-	75	29 PP	T6 9 PP	105*	M8
x2			x2	x2	x2		

Elements of Rhodesian 27th Inf. Brigade and S. African 7th Motorized Brigade set up/enter as indicated:

(ELR 4) (SAN 3)

Set Up on/North of hexrow I on boards 11 and 50:

1	2	Cr				MMG	LMG	MTR	Loyd Carrier	ART
4-5-7	4-4-7	2-2-8	9-2	8-1	7-0	4-12	2-7	51	T9 11PP	3.7 in M10
x3	x12			x2	x2		x2	x2		94*



Enter on Turn 2
on North edge:

26	1	0
Marm-Herm III		
ATR	-2/4	
x3		

SPECIAL RULES:

- 1) EC are moist with no wind at start. Kindling is NA.
- 2) Place a shellhole counter in hex 11 B6. Building in that hex does not exist. Treat all buildings as Huts (G 5).
- 3) French halftracks are placed under Recall immediately after unloading. The 2 Renault AGR 2 trucks are Ammo Vehicles (E 10) for the AC de 75 mle 13/34 vehicles, and have a MP of 12 (French veh. note 23).

AFTERMATH: Small scale clashes like this occurred throughout September as the Allies pursued the Vichy army southward toward the island's capital, Tananarive and then on to the town of Ambalavao. Vichy Governor General Annet, realizing the end was near, surrendered what remained of his forces near Iihosy on November 8th. Amazingly, the King's African Rifles lost only 30 killed and 90 wounded in the sixty days it took them to clear Madagascar.

Florida, Sicily, September 8, 1943: The British 5th Infantry Division was tasked with seizing the port of Syracuse, a key to the success of the invasion of Sicily, as its D-Day objective. The Italian defenders, panicked by the withdrawal of a small German anti-aircraft detachment, fled the city prior to their arrival of the British. Although military stores were destroyed by massive demolitions, the harbor and port facilities were left undamaged. The vanguard of the 5th Division advanced north through Syracuse to assault the neighboring town of Florida.

VICTORY CONDITIONS: The British win at Game End if there are no Good Order Italian MMC in buildings 15 H5 and G9, and there are no Good Order Italian MMC on any level 3 or 4 hill hex.

BALANCE: Italian -Raise SAN to 5
British - Exchange 2 4-5-7's for 4-5-8's

15

42

N

Only hexrows A-P are playable

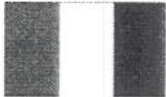


ITALIANS move first
BRITISH move second

1	2	3	4	5
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Elements of 75th Infantry Regiment, 54th "Napoli" Division enter on Turn 1 on North edge of board 15: (ELR 3) (SAN 3)

1	1				HMG	MMG	LMG
3-4-7	3-4-6	9-2	8-1	7-0	6-12	4-10	2-5
x8	x5						x3



Elements of 15th Infantry Brigade, 5th Infantry Division enter as indicated: (ELR 4) (SAN 3)

Enter on Turn 1 on South edge:

1	E	Cr			MMG	LMG	MTR	DC
4-5-7	2-4-8	2-2-8	9-1	7-0	4-12	2-7	51 2-11	30-1
x5								



Enter on Turn 1 on West edge:

E	1			MMG	LMG
4-5-8	4-5-7	9-2	7-0	4-12	2-7
x5					

SPECIAL RULES:

1) EC are Moderate with no wind at start. All buildings are wooden.

AFTERMATH: The British, anxious to engage the enemy after the anti-climactic capture of Syracuse, rushed into the outskirts of the town advancing on a two Brigade front. Unlike the defenders of Syracuse, Italian forces defending the city stood their ground, but were ultimately overwhelmed by the determination of the attacking Brits.

Izium Bulge, South of Lozovaya, Russia, May 18, 1942: Even as the Germans were preparing to launch their '42 summer offensive in southern Russia, the Soviets hit first with a major pincer attack towards Kharkov. The main thrust would come from the "Izium Bulge" which was itself the planned target for German "Operation Fridericus" due to commence in six days which was postponed when the Russians struck first on May 10th. For three straight days Paulus' Sixth Army was hammered by wave after wave of rifle-men and torrents of armor that smashed 15 miles into the German lines. Bock decided to counter with a truncated version of "Fridericus" by Kleist's First Panzer aimed at the open southern flank of Timoshenko's spearhead.

VICTORY CONDITIONS: The Germans win at Game End by Controlling 5 or more half boards (see SSR 2).

BALANCE:
German - Germans are Elite (C 8.2)
Russian - Add one T60 M40 to OB

16	44	33	
			4



RUSSIANS (see SSR 3) • GERMANS (see SSR 3)

1	2	3	4	5	6
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Elements of Kharitonov's 9th Army enter as per SSR 3 & 4:

(ELR 3) (SAN 2)

1					Horses	14	15	
4-4-7	9-2	7-0	LMG 2-6	ATR 1-12		T-70 6 4	T-60 M40 3 2	AL
x12			x3	x3	x12	45L x3	20LL(4)-12 x5	8-1



Elements of Kleist's 1st Panzer Division enter as per SSR 3 & 4:

(ELR 4) (SAN 3)

E	E				SIG IB	PzJg 1	SPW 251/2	SPW 251/10	SPW 251/1	AL
4-6-8	2-4-8	10-2	8-1	LMG 3-8	12 1 1	16 1 1	16 1 1	16 1 1	16 1 1	
x4	x2 (see SSR 4)			x4	150* x3	47L x2	81* -1/3* x2	37L -1/3* x2	15PP AAMG -1/3 x4	9-1 x2



SPECIAL RULES:

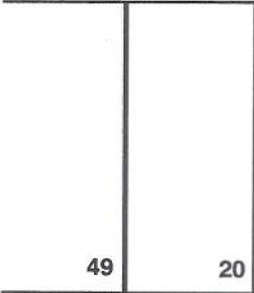
- 1) EC are Moderate with no wind at start. Kindling is NA.
- 2) A "Half Board" for victory condition purposes are hexrows B-P or R-FF. Half hexes do not count as VC hexes. Control of half boards is determined in two ways; having had the last AFV counter on that half or having the most AFV counters on that half at game end (Russian wins ties). In either case, only AFV's with functioning MA may exert control.
- 3) Prior to set up, make a dr. If odd, the Russians move first, if even, the Germans move first. Side moving first has their MP/MF halved on Turn 1. Now make another dr to determine which board edge the player moving first enters on: odd = North edge ; even = South edge. The player that moves second enters on the opposite edge in their player turn
- 4) Infantry must enter as halftrack passengers if German, or mounted on horses if Russian. German 2-4-8's must enter as Passengers in the two SPW 251/10 halftracks.

AFTERMATH: By noon of the 17th the German assault units were ten miles into the Russian 9th Army's positions, threatening the rear area of 57th Army and the whole Soviet offensive. Malinovski threw his reserve, 5th cavalry Corps and a tank brigade at the roving German armored units. The slashing, slicing battle was careening out of control as small, mobile formations hacked away at each other in open country. By the 18th Kleist had torn a 40 mile wide gap in the front, yet Stalin gave an iron negative to calling off his doomed offensive, which insured that it ended in total disaster. Soon the German Sixth Army would be marching off to their own doom at Stalingrad.

Lille Pocket, France, May 29, 1940: What was left of the French 1st Army was now making its last stand at Lille under the command of Major General Jean-Baptiste Molinié. Ordered to hold the line and buy time to evacuate the British Expeditionary Force around Dunkirk, the beleaguered defenders were to combat no less than 3 Panzer Divisions (some 800 tanks) and 4 Infantry Divisions (some 110,000 men).

VICTORY CONDITIONS: The German player wins at Game End if they Control 3 of the following 5 buildings: 49 E9, 20 H3, C7, P8, U2. or immediately upon exiting 22 EVP (Inf. only; prisoners count double) off the South edge.

BALANCE: German - Raise ELR to 4 and reduce French SAN to 3
French - Raise ELR to 3 and remove German 8-1 AL



FRENCH set up first • GERMANS move first

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

Elements of "Groupelement Molinié", Remnants of French 1st Army set up and enter as indicated: (ELR 2) (SAN 4)

Set up South of road 20 Y10-Y7-Y6-Y2-49 Y8-U8-U4-Y2-Y1:

E	1	G	Cr						HMG	MMG	LMG	MTR	INF	?
4-5-8	4-5-7	4-3-7	2-2-8	9-2	8-1	8-0	7-0	6-14	4-11	2-6	60*	37*		
x2	x8	x8	x5				x2	x2	x2	x2	x2	x2	x15	

CA mle 32	AA M4	105 L mle 38 s	ART M4	SA-L mle 34	AT M12
75L	105L	25LL			

Enter on Turn 1
on South edge:

S 35	13	6	4	D2	8	4	4	AMR 35(L)	18	1	0	AMR 35	18	1	0	AL
47	-2*	47*	1/2	12.7 (6)	CMG	-1/4	8-1									
		x2		x2												

Elements of 5th Panzer Div. and the 7th and 217th Inf. Divisions set up and enter as indicated: (ELR 3) (SAN 3)

Set up North of road 20 Y10-Y7-Y5-Y2-49 Y8-U8-U4-Y2-Y1:

E	E	1						HMG	MMG	LMG	FT	DC	ATR
5-4-8	4-6-8	4-6-7	9-2	9-1	8-1	7-0	7-16	5-12	3-8	24-1	30-1	1-12	
x6	x4	x11			x2	x2		x2	x3		x2		



Enter on Turn 1
on North edge:

Pz IV D	14 3 2	Pz IVC	14 3 1	Pz IIIF	14 3 3	Pz II F	14 3 1	PSW 231 (8rad)	35 2 1	AL	AL
75*	3/5	75*	-5	37L	3/8	20L(4)	-5	20L(4)	-5	9-2	8-1
				x2		x2		x2			

SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA.
- 2) Bore Sighting is available for Ordnance only. Guns may set up Emplaced on paved roads (exc: Bridge NA).
- 3) German 5-4-8's are Assault Engineers (H 1.22).
- 4) Buildings 20 C7 and H3 are considered Factories (B 23.74) with level 2 factory rooftops (B 23.8) in effect.
- 5) AFV crews may not Voluntarily Abandon their vehicles.

AFTERMATH: "Groupelement Molinié" fought until all their ammunition was exhausted and their delaying action had worked. On May 31st, Gen. Molinié surrendered his remaining troops, "with honors", to German Gen. Waeger. Waeger let the defenders parade with arms in the streets after the battle, a salute to their fierce resistance. Shortly after, Hitler sacked General Waeger who had dared to do honor to the vanquished. Churchill later said of the French defenders, "This was a splendid contribution to the escape of their more fortunate comrades and of the British Expeditionary Force."

South of Thebes, Greece, April 25, 1941: After abandoning the Thermopylae area, the British rear guards withdrew to an improvised position south of Thebes, where they erected a last obstacle in front of Athens. Named the "24 Hour Pass" by the defending 4th New Zealanders, their job was a simple one. In order to facilitate the evacuation of other Commonwealth troops, they were to hold off the advancing 2nd Panzer Division until morning, then join in the retreat out of Greece.

VICTORY CONDITIONS: The German player wins upon achieving any one of the following 3 VC: 1) Exit 32 EVP off the South edge (10 EVP must be non-crew), or 2) At Game End there are no Good Order British non-crew MMC in any building hex, or 3) At Game End there are no Good Order non-crew British MMC or AFV's w/functioning MA on any level 2 or 3 hill hex (including level 2 Gully hexes).

57	58
----	----

BALANCE:
German - Exchange 3 4-6-7's for 4-6-8's
British - Prior to set up declare as void 1 VC of their choice

BRITISH set up first
GERMANS move first



1	2	3	4	5	6	7
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Elements of 4th New Zealand Brigade set up and enter as indicated:

(ELR 4) (SAN 4)

Set up on/South of hexrow H:

1	Cr				MMG	LMG	MTR	ATR	?	2 pdr	AT	3 in	MTR	Foxhole
4-5-7	2-2-8	9-1	8-1	7-0	4-12	2-7	51	1-12		40L	M10		M11	==
x11	x2					x2			x9					x2

Set up in motion w/guns in tow and Inf. as passengers on any road hexes on/South of hexrow Q:

1		Cr	30 cwt	25	Limbered
4-5-7	ATR	2-2-8	T7	**	Bofors
x2	x2	x2	21 PP		AA
				*40	M8
				(8)	

Choose 1 of the these 3 options to set up with initial OB:

AP	or	Wire	or	Roadblock
MINE		XXX		////
x16		xxxx		////
		x3		



Enter on or after Turn 3 on South edge and/or hex 58 Y1. All must enter on same turn:

1			10	16
4-5-7	8-1	LMG	A10 Mk I A	A13 Mk II
x3		x2	40L	40L
			2/4	-/4
				8-1

Elements of 2nd Panzer Division enter on Turn 1 and/or Turn 2 on North edge:

(ELR 4) (SAN 3)

1					HMG	MMG	LMG	Pz III G	Pz III F	Pz II F	PSW 222
4-6-7	9-2	9-1	8-1	7-0	7-16	5-12	3-8	50	37L	20L(4)	33
x16							x2	x2	x2		1



Set up in any AFV: AL 10-2

Enter as per above except must enter on same hex using Armored Assault (D 9.31):

E				14
5-4-8	8-1	LMG	DC	StuG III B
x3		x2		75*
				3

SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Bore Sighting is NA. AP mines may not be exchanged for AT mines.
- 2) German 5-4-8's are Assault Engineers (H 1.22).
- 3) Germans receive Air Support (E 7) in the form of 1 Stuka w/bombs which enters as per E 7.2 and exits after 2 turns on the board.

AFTERMATH: The delaying action, although costly and fiercely fought, had worked. 5,200 men of the 5th New Zealand Brigade were evacuated on the night of April 24 from Porto Rafti and another 10,200 Australian troops were evacuated from Nauplion and Megara on the 25th. What was left of the 4th New Zealand Brigade would have to wait until the 27th before finally making it to Crete.

Velletri Gap, Anzio Beachhead, Italy, May 25, 1944: "Operation Buffalo" marked the beginning of the final breakout from the Anzio beachhead. Following a 45 minute artillery barrage American tanks and mechanized forces plowed through obstacles and minefields, losing 86 AFVs in one day. But the attack had devastated German units in the area, and General Mackensen had been unable to shift units and prevent a breakthrough because of pressure from the British divisions near the coast. On May 25th the U.S. 1st Armor Division hit the Velletri Gap near the town of Cisterna where remnants of the various battered units blocked their path.

VICTORY CONDITIONS: The Americans win at Game End if there are no Good Order German MMC or AFV's w/functioning MA within 2 hexes of 46 Y1, or if there are no Good Order German MMC in 3 of the 4 following buildings; 49 K9,E9, 46 DD7, EE4.

BALANCE:

American - Add 1 FT to Assault Engineer group & lower German SAN to 3
German - May Fortify 2 building Locations

	37		
		49	
14			46

N
Only hexrows R-GG on boards 14 and 46 and hexrows A-P on boards 37 and 49 are playable.



GERMANS set up/move first • **AMERICANS** set up/move second

1	2	3	4	5	6	7
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Remnants of 3rd Panzergrenadier Division and the 362nd and 715th Infantry Divisions set up/enter as indicated: (ELR 4) (SAN 4)

Set up on board 46 and board 49 South of the gully and West of hexrow M (see SSR 2):

Set up on board 46 and board 49 South of the gully and West of hexrow M (see SSR 2):

E	E	1	2	Cr									SIG 33 INF M6	?
5-4-8	4-6-8	4-6-7	4-4-7	2-2-8	9-2	9-1	8-1	7-0	MMG 5-12	LMG 3-8	MTR 50*	PSK 12-4	150*	
x2	x2	x6	x5	x2					x2	x3	x2		x2	x15



Enter on Turn 1
on South edge:

12 8 4 StuG 75/46 (I)	13 8 3 StuG 105/25(I)	13 3 3 StuG 75/34 (I)	13 8 4 Pz P26/40(I)	15 2 1 Marder III(I)M	14 6 2 Aufklärer 38(I)	AL
75L -I/2	105 -I/2	75 -I/2	75 -I/4/2	75L	20L(6) -I/5	9-1
x3		x2				

Elements of the U.S. 1st Armor Division, and 3rd Infantry Division set up/enter as indicated:

(ELR 4) (SAN 3)

Set Up on board 49 on/between hexrows M and P:

E						
7-4-7	9-1	8-1	MMG 4-10	BAZ 44 8-4	DC 30-1	?
x7				x2	x2	x6

Set Up in motion on road
37 P5-H4-B5:

17 MSA1 6 3	36 M8 2 1	18 M15A1 0	20 M3 (HMG) 0 0	AL
37LL _{2/4/2}	37LL _{-1/4/4}	37L(8) _{-1/2}	10PP AAMG _{-1/16}	9-1
x2	x2			

Set Up on any whole/half hex of board 37:

E	1				HMG 8-16	MMG 4-10	BAZ 44 8-4	?
6-6-7	6-6-6	10-2	8-1	7-0				
x3	x10			x2		x2	x3	x8



Enter on
Turn 1 on
North edge:

13 M4A1 (76)W 11 4	13 M4A1 11 4	13 M4 (105) 11 4	Al
76L 2/4/4	75 2/4/4	105 2/4/4	8-1
x2		x2	

SPECIAL RULES:

1) EC are moderate with a mild breeze from the Southwest. Building 49 E9 is a level 2 factory w/entrance locations in hexes 49 F8 & E10. Factory Rooftops are in effect (B 23.8).

2) German units that set up on board may not move on Turn 1 (may rout/advance).

3) American 7-4-7's are Assault Engineers (H 1.22). One AFV in the motion set up may be recorded as having Gyrostabilizers.

AFTERMATH: The Germans were reinforced at the last moment by a hodgepodge of armor gathered from shattered regiments. These included inferior AFVs of Italian manufacture most of which were unequal to even the lightest American tanks. The Velletri Gap was exploited when superior American numbers swamped Cisterna and Cori, and smashed through to Artena. Operation Buffalo had cost the Americans 4,000 casualties, but the road to Rome was now open.

Ochota, Poland, September, 1939: The campaign in Poland was progressing swimmingly. German panzer divisions had thus far met little in the way of serious opposition. In fact, after only eight days of fighting, lead elements of the 4th Panzer Division had penetrated as far as the outskirts of Warsaw. Leaving the open fields of the rural Poland behind, the Germans would learn a painful lesson in the vulnerability of their armor in an urban environment.

VICTORY CONDITIONS: The Poles win at Game End if they have at least 1 Good Order, non-crew, MMC on the 2nd level of Hills 520 and 513.

BALANCE:

- Polish** - Remove 1 LMG from Turn 1 & 2 German OB
- German** - Remove Roadblock and 1 Wire from Polish OB

11
33
41

N



POLISH set up first • GERMANS move first

1	2	3	4	5	6	7
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Elements of 56th Infantry Regiment set up on board 41 and/or board 33 in hexes numbered >=6 (see SSR 2): (ELR 3) (SAN 2)

E	1	Cr				MMG	LMG	ATR	MTR	?	AT	Roadblock	Wire
4-5-8	4-5-7	2-2-8	8-1	8-0	7-0	4-11	2-6	1-12	46*		Bofors AT	////	XXX
x2	x6							x2		x10	37L	////	XXXX
													x2

Enter on Turn 2 on board 41 on hexes I10, Q10 and/or Y10 (see SSR 5):

2	Cr			ART	8
4-3-7	2-2-8	7-0	LMG	75m 19S M9	Wagon
x2			2-6	75*	T6 15PP
					x2

Elements of Recon Battalion 7, 4th Panzer Div. enter on Turn 1 on West edge of board 11: (ELR 4) (SAN 2)

E			24	25	34	35
4-6-8	8-1	LMG	Sidecars	Kfz 13	PSW 221	PSW 231 (8R)
x3		3-8	1S 3 PP	AAMG -/14	CMG -/5*	20L(4) -/5

Elements of Panzer Brigade 5 & Schutzen Reg.12, 4th Panzer Div. enter on Turn2 on the West edge of board 11, infantry entering as passengers:

E	1					DM	LMG	Pz IB	Pz IIA	SPW 251/1	Opel Blitz
4-6-8	4-6-7	9-1	8-1	8-0	7-0	5-12	3-8	15 1	15 1	16 1	28 *
x2	x4							CMG -/6	20L(4) -/5	15 PP AAMG -/13	T7 21 PP
								x2	x3	x2	x3

SPECIAL RULES:

- 1) EC are Moist with no wind at start. Kindling is NA.
- 2) Units may set up entrenched in appropriate terrain.
- 3) German trucks must exit West edge immediately after unloading passengers as if recalled.
- 4) Rule A 25.91 is NA (all Polish inf. take PAATC normally).
- 5) Wagons must enter towing 75ART w/crews as passengers per D 12.2.

AFTERMATH: Receiving point blank fire from the Poles, the Germans suffered heavy casualties in their attempt to gain a foothold in the city. Reinforcements, including artillery, further drove home the lesson that the city was no place for armor. Unfortunately, the tuition paid by the Germans on the outskirts of Warsaw was wasted, as the lesson had to be relearned on the banks of the Volga three years later.

Sverdlikovo, Russia, August 2, 1941: The Herman Goring Regiment played a part in elimination of surrounded Russian Armies in the Uman Pocket. The Village of Sverdlikovo was one piece in this containment ring, and the Russians targeted it in an effort to break out. After hours of vicious assaults the Soviets had captured most of the town except for a handful of Germans trapped in it's center and who where now in dire straits and taking serious casualties. The 16th Company of the RGG was ordered to smash into Sverdlikovo and rescue them.

VICTORY CONDITIONS: The German player wins at Game End if they Control all building hexes.

BALANCE: German - Reduce Russian ELR to 2.
Russian - Exchange MMG for .50cal HMG.

37	
32	

N

Only hexrows A-P
are playable

RUSSIAN set up first
GERMAN move first



1	2	3	4	5	6	7
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Elements of Smirnov's 18th Army, 131st Rifle Regiment set up and enter as indicated:

(ELR 3) (SAN 4)

Set up East of road 37 A6 - H4 - P5:

1	C	C								Foxhole == == 1S
4-4-7	4-2-6	2-2-6	9-1	7-0	MMG 4-10	LMG 2-6	MTR 50*	?		
x4	x6	x2				x2		x10		

Enter as per SSR 2:

1		
5-2-7	6+1	LMG 2-6
x2		



Elements of 16th Company, Herman Goring Regiment set up West of road 37 A6 - H4 - P5:

(ELR 4) (SAN 3)

E	E	1									
5-4-8	4-6-8	4-6-7	9-1	8-1	8-0	7-0	HMG 7-16	MMG 5-12	LMG 3-8	DC 30-1	
x2	x2	x9							x2	x2	



SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Place Shellhole counters in hexes 32 N8 and 37 O7, buildings in these hexes do not exist and do not count towards VC or Russian set up restrictions (see SSR 2).
- 2) Russian player must set up at least one MMC in each building hex. Russian reinforcements must secretly record their entry option prior to set up. Options as followed: **Turn 1:** Enter on 32 P9 - **Turn 2:** Enter on 32 P4 - **Turn 3:** Enter on/between 32 A10 and I10.
- 3) Russian player may HIP one squad/squad equivalent and any leaders /SW stacked with them.

AFTERMATH: Oberleutnant Robmann's Infantry Company hacked their way into the defenses in a bitter four hour battle where each machine gun post was silenced and each building captured only with hand grenade duels and intense close quarter fighting. With the perimeter cleared of Russians, Robmann could proceed to the center of the burning, mangled village and loaded the badly wounded German soldiers onto the one ambulance he had the foresight to bring along. After a forced march the relieving German infantry surveyed the carnage and Robmann was presented a flask of cognac.

Sebemji-Mantusovo, Russia, July 3rd, 1942: Part of the plan for the German 1942 summer offensive in Russia involved the Hungarians pushing forward, reaching the river Don and establishing a defensive line. The Hungarian 2nd Army was assigned this task even though they lacked the forces and equipment to do so. From June 30th onward the III Army Corps battled Russian forces around the stronghold of Tyim. At Sebemji-Mantusovo, their progress was blocked by heavy Russian artillery. A mobile group was organized under the command of Colonel Otto Major with cyclists, some light tanks and a few German Panzerjagers. This hand picked force was ordered to outflank the heavy artillery and hit it from behind.

VICTORY CONDITIONS: The Hungarian player wins immediately when all 3 Russian artillery guns are captured or eliminated. The Russian player wins by avoiding the Hungarian VC or immediately when all Hungarian AFV's have been eliminated or recalled.

BALANCE: Hungarians - Need only 2 of the 3 Artillery Guns captured/eliminated.
Russians - Exchange BA 45L for a T34/41



	50		36
11		46	
	18		6

N Only hexrows A-P on boards 50, 46 and 18 and hexrows R-GG on boards 36, 11 and 6 are playable.

HUNGARIANS set up/move first • RUSSIANS set up/move second

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

Elements of 9th Cavalry Co., 47th Infantry Regiment, VII Cyclist Battalion and 611th Panzerjager Battalion (ELR 4) (SAN 3) set up and enter as indicated:

Set up on road hexes 6 W9 - Y10 - Y6:

E	1				MMG	LMG	ATR	Med. Tractor
4-4-7	3-4-7	9-2	8-1	7-0	4-10	2-7	1-12	14
x2	x11				x2	x3		T4 14 PP
Enter on Turn 1 on hex 46 P4 (infantry enter as Passengers):								
	E				LMG(g)	ATR	DC	Sidcars
	4-4-7	9-1	8-1		3-8	1-12	30-1	24
	x6				x3		x2	1S 3 PP

								AL
16	17	13	15					9-1
40m Turani (r)	38m Toldil	Marder II (g)	40m Nimrod					AL
40L	20L	75L	40L(8)					8-1
x4	x4	x2	x3					

Elements of Soviet 173rd Rifle Division set up and enter as indicated: (ELR 3) (SAN 4)

Set up in building hexes on board 50 (one MMC per hex):

1	C	Cr			LMG	ATR	AT
4-4-7	4-2-6	1-2-7	7-0		2-6	1-12	M11
x4							PTP obr 42
							45LL

Set up as per SSR 2:

Cr	ART
1-2-7	M8
x3	G obr 10/30
	122*
	x3

Set up in hex 18 K3:

1			
4-4-7	7-0	LMG	ATR
x3		2-6	1-12

Enter on Turn 1 on/between hexes 36 R5 and R6:

1	E	1	1			LMG	ATR	19	21
5-2-7	4-5-8	4-4-7	2-3-7	9-1	8-0	2-6	1-12	BA 20	0
x3	x2	x4				x3		BMG	0
								45L	-/2

Enter on Turn 1 on/between hexes 18 M1 and P6:

18	14	15
Stuart IV	T70	T60 M40
4	6	3
3	4	2
37LL	45L	20LL(4)
4/4	-/2	-/2
x4		x4

SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Place a Roadblock counter along hexside 50 D6-E7. Place Wooden Rubble counters in hexes 46 P0 and P1. Place Wooden Rubble along with Smoke counters in hexes 46 H7, I7 and J6.
- 2) Russian Artillery pieces set up on 3 separate level 3 hill hexes of board 50 with LOS to the West edge. Their crews may not voluntarily abandon their gun emplacements.

AFTERMATH: Captain Bertalan Nemethy, commander of 9th Cavalry Company led his troops through rough, broken terrain around the back of the Russian artillery. There they were confronted by light Soviet armor reserves and infantry hurrying to the scene. The Hungarian Hussars charged the hilltop positions, and with the tactical initiative in their hands forced the Russians to withdraw. 2nd Army had reached the Don, but there were several strong Soviet bridgeheads there that would never be erased.

Ubach, Germany, October 4, 1944: The American Army had finally reached the west wall and began to breach it in places. The Germans had been driven back in disarray, but just behind their fortress line they regrouped and expediently created battle groups from disparate units. With these attack formations they struck back with a counteroffensive on Oct. 4 at Ubach in an attempt to blunt the U.S. breakthrough. The southern pincer of the two pronged attack forced the Americans to hastily reinforce the sector. "The cavalry are coming" shouted the G.I.s as armored cars, tank destroyers and trucks full of assault troops raced past to fill the gaps in the line.

VICTORY CONDITIONS: The Germans win at Game End if they Control => 12 multi-hex buildings.

BALANCE:

American - Add a 10-2 AL to the Turn 2 reinforcements

German - Exchange the 4-6-7s & 7-0 in Turn 3 reinforcements for 4-6-8s & 8-1



AMERICANS set up/move first • **GERMANS** move second

Elements of 117th Inf. Div. and Reg. A of 2nd Armor Div. set up on board 22 and/or board 24 on hexes numbered =>9 (see SSR 2): **(ELR 3) (SAN 4)**

E	1	2					HMG	MMG	MTR	BAZ 44	RADIO
6-6-7	6-6-6	5-4-6	9-1	8-1	8-0	7-0	8-16	4-10	60*	8-4	8
x3	x6	x2						x2		x3	

Enter on Turn 1 on hex 22 Q10 w/inf. as Passengers
(see SSR 2)::

(see SSR 2)::										28 1.5 Ton Truck **		28 2.5 Ton Truck **		36 M8 AC 2 1		AL	
E 6-6-7	9-2	7-0	Hero 1-4-9	MMG 4-10	BAZ 44 8-4	FT 24-1	T7 21PP	T5 29PP	37LL -4/4	9-1							
x4							x2										

Enter on Turn 4
as per SSR 5:



Enter on Turn 2
on West edge:

M4 A3 E2	M36 GMC	M36B1 GMC	M18 GMC
12 18 8	15 8 3	14 11 4	24 3 1
75 2/4/4	90L -1/4	90L 2/4	76L -1/4

x2

4	9-1	Enter on Turn 4 as per SSR 5:			BAZ 44 8-4
	1	2	G		
	6-6-6	5-5-6	5-3-6	8-1	MMG 4-10
	x3	x2	x2		

Elements of 183rd VG Div. and 49th Inf. Div. enter on Turn 1 on East edge:

(ELR 3) (SAN 3)

E	E	E	1	2						HMG	MMG	LMG	MTR	PSK	DC
8-3-8	5-4-8	4-6-8	4-6-7	4-4-7	9-2	9-1	8-1	8-0	7-0	7-16	5-12	3-8	50*	12-4	30-1
x2	x4	x4	x4	x8			x2					x4		x2	x3

13 Pz IIIJ 6 4	13 Pz III (ff) 8 3	11 JgdPz IV/70 14 3	13 JgPz IV 11 3	13 FlakPz IV/37 6 3	14 Aufklärer 38(t) 6 2	AL
50L 3/5	TF30 2/2	75LL 1/-	75L 1/-	37L (12) 3/-	20L (6) -/5	8-1

x2



Enter on Turn 3
on East edge:

15 JgPz V 18 6	13 StuG III 8 3	12 StuPz IV 11 3	13 StuH 42(L) 8 3	18 Lynx 3 2	13 FlakPz IV/20 4 3	1 4-6-7	DM MMG 5-12	PSK 12-4
88LL 3/-	75L -1/2	150*	105* 4/1	20L (6) -1/5	20L (20) 3/-	x3		

SPECIAL RULES:

- 1) EC are wet with no wind at start.
- 2) American units may set up in Foxholes of appropriate unit size. Units that set up on board may not move or advance on US turn 1. Both M8 armor cars are equipped with Gyrostabilizers (D 11). Trucks must exit off West edge after unloading Passengers as though under Recall.
- 3) American Radio represents one module of 100mm OBA with HE/Smoke.
- 4) German 8-3-8's are Assault Engineers (H 1.22).

- 5) American Turn 4 reinforcements must secretly record their entry area after set up. Choose one of the following as entry area: 22 A10-F10, 22 P10-S10, or 22 BB10-GG10.
- 6) AFV crews may not voluntarily abandon vehicles.

AFTERMATH: The resulting battle was a combined arms melee in the streets of the town. Thanks to the devastating rain of American artillery the Germans were stopped, but in return they had forced a temporary stalemate at this sector of the front.

Lydavenai, Lithuania, June 23, 1941: Just two days into "Barbarossa" the German recon and mobile kampgruppen were roaming miles behind the Russian lines. Soviet rifle companies had stationed themselves in villages and strong points, awaiting orders that often never came to move and regroup. Near the town of Raseiniai 1st Panzer's Recon troops had located several pockets of resistance and were ordered to determine their strength and fix them in place, or wipe them out if possible.

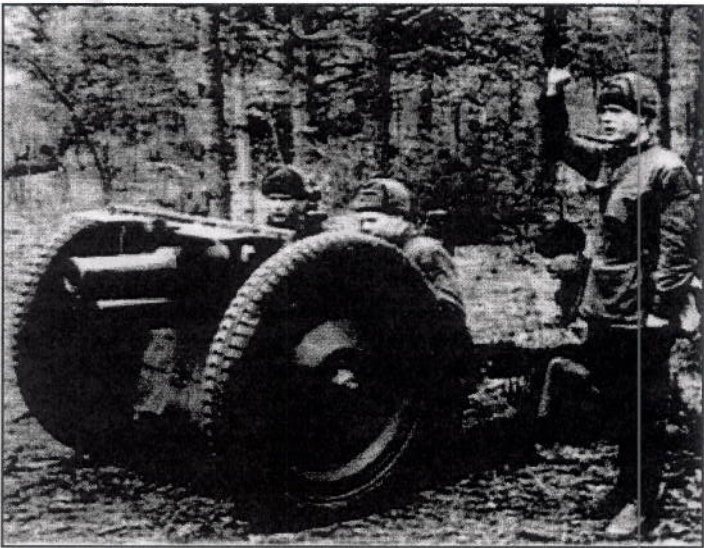
VICTORY CONDITIONS: The German player wins at Game End if there are no Good Order Russian MMC within the set up area of the Farm Garrison and there are no concealed Russian MMC in the set up area of the Village Garrison. The Russian player wins by avoiding the German VC or immediately if any wagon enters the set up area of the Farm Garrison or enters any board 3 road hex on/North of hexrow X.

BALANCE:

- Russian** - Exchange any 2 Conscript squads for 4-5-8s
- German** - Add one Pz II F to the "SP Guns and Halftracks" group

48		11
	46	43
3		18
15		33

 **N**
Only hexrows A-P on boards 46 and hexrows R-GG on boards 48, 3 and 15 are playable.



RUSSIANS set up first
GERMANS move first

1	2	3	4	5
6	7	8	9	

Elements of Soviet 125th Rifle Division set up/enter as indicated:

(ELR 2) (SAN 4)

Farm Garrison set up within the walled enclosure surrounding hexes 43 N7 and N8 (including hex O9):

1	C	Cr		HMG	LMG	ATR	INF M8 PP obr 27
4-4-7	4-2-6	2-2-8	8-0	6-12	2-6	1-12	76*
x6	x3						

Village Garrison set up in buildings on board 3 on/North of hexrow X with a max. of 1 MMC per building location:

1	C	Cr		MMG	LMG	?	INF M8 PP odr 27	Wire XXX XXXX	Roadblock ////// //////
4-4-7	4-2-6	2-2-8	7-0	4-10	2-6		76*		
x11				x2		x8			

(Set Up on board 3 on/North of hexrow X):

Cavalry Support enter on Turn 1 on/between 33 A10 and R0:

1				LMG	ATR	DC	Horses
5-2-7	9-2	8-1	7-0	2-6	1-12	30-1	
x12				x2	x2		x12

Village Reinforcements enter on Turn 1 on/between hexes 3 R2 and R7:

1		LMG	ATR
4-4-7	8-0	2-6	1-12
x2			



GunTruck enters on Turn 1 on hex 46 P4:

SU 12	23
	**
76*	

Supply Wagons enter on Turn 1 or any turn after on/between 18 A5 and 33 G1 (see SSR 3):

Wagon	8
	**
T6 15PP	
x4	

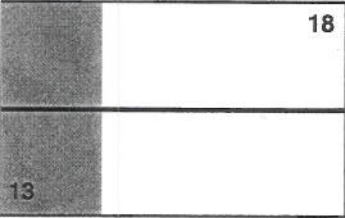
Tank Support enter on Turn 1 on board 48 on/between hex Y1 and R0:

T26 M33	12
	1
45L	1
x3	

Shkodër, Albania, April 8th, 1941: In accordance with the Royal Yugoslav Army's war plan, R-41, a strategy was formulated that, in the face of a massive Axis attack, a retreat on all fronts except in the south be performed. Here the 3rd Yugoslav Army, in cooperation with the Greek Army, was to launch an offensive against the Italian forces in Albania. This was in order to secure space to enable the withdrawal of the main Yugoslav Army to the south. This would be via Albanian territory in order to reach Greece and the Allied forces to be based there. The strategy was based on the premise that the Yugoslav Army would, together with the Greek and British Armies, form a new version of the Salonika Front of World War 1.

VICTORY CONDITIONS: The Yugoslav player wins at Game End if they Control 7 building hexes.

BALANCE: Italians - Exchange two 3-3-6's for 3-4-7's
Yugoslavs - Raise ELR to 3



Only hexrows A-V on board 18 and hexrows L-GG on board 13 are playable



ITALIANS set up/move first • YUGOSLAVS move second

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

Elements of Italian 9th Army set up and enter as indicated:

(ELR 3) (SAN 3)

Set up on/within 3 hexes of 18 K3 and on/within 1 hex of 18 M10 (see SSR 3):

1	C	Cr							INF 65/17 M10
3-4-6	3-3-6	2-2-7	8-1	7-0	MMG 4-10	LMG 2-5	MTR 45*	65*	
x3	x6				x2				

Set up using HIP in any hex on/West of hexrow M on board 18 and U on board 13:

1	
3-4-6	LMG 2-5

Enter on Turn 1 on West edge:

1	1				
3-4-7	3-4-6	8-1	7-0	MMG 4-10	LMG 2-5
x3	x5				

Elements of Yugoslav 3rd Army Group, 15th "Zetska" Division enter on Turn 1 or any Turns thereafter on East edge:

(ELR 2) (SAN 3)

E	1	G							
4-5-8	4-5-7	4-3-7	9-2	8-1	7-0	HMG 8-14	HMG 6-12	MMG 4-11	LMG 2-6
x3	x13	x4		x2					x3

SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Grain is in season. Place Shellhole counters in the following hexes: 18 G9, 13 W4, AA3, AA9, BB5. Buildings in these hexes do not exist and do not count toward VC.
- 2) Italian units that set up on map may not move/advance on Turn 1.

AFTERMATH: Although their initial attacks were slow, they were proving successful for the Yugoslav "Zetska" Division. Throughout the 8th and 9th, they fought tirelessly against a well entrenched and well supplied Italian army in their push towards Shkodër. The 10th saw their last major offensive action in Albania. With the help from the Yugoslav Royal Air Force 81st Bomb Group, they finally began to breach the Italian line, but it was all for not. With German and Italian troops advancing on its rear areas, the Zetska Division was forced to retreat back to the Pronisat River, where it remained until the end of the campaign on the 16th of April.

Elements of Reconnaissance Battalion, 1st Panzer Division enter as indicated:

(ELR 4) (SAN 2)

Motar Crew enters
first on hex 15 R9:

Cr	DM	Kfz 7	30
2-2-8	MTR 81*	T10 9PP	**

Armored Cars and Trucks enter on Turn 1 on hex 15 R9 (see SSR 4). Inf. must enter as Passengers:

E	E	E	1					DM	DM	LMG	DC
5-4-8	4-6-8	2-4-8	2-4-7	10-2	9-1	8-1	8-0	HMG 7-16	MMG 5-12	3-8	30-1
x4	x2	x3								x2	x2

35 2 1 PSW 231 (8R)	33 1 1 PSW 222	28 ** * Opel Blitz	24 ** * Buessing NAG
20L(4) -/5	20L(4) -/5	21 PP	29 PP
x2	x2	x2	x2

SP Guns and Halftracks enter on Turn 1 on/between hexes 11 GG9 and 11 Q1. Inf. must enter as Passengers:

E	E	E	E				DM	LMG	FT	DC
8-3-8	3-3-8	4-6-8	2-4-8	9-2	8-1	8-0	MMG 5-12	3-8	24-1	30-1
x3	x3	x3			x2	x2	x2	x3		x2

16 1 1 PzJg 1	16 1 1 SPW 251/10	16 1 1 SPW 251/SMG	16 1 1 SPW 251/1	17 ** * SdKfz 7
47L	37L -/3*	CMG 7/-3	AAMG -/3	T4 19PP
x2		x3		x3

Infantry Pool stays offboard (see SSR 4):

E	1	1		ATR	MTR
2-4-8	4-6-7	2-4-7	7-0	1-12	50*
x3	x7	x5	x2	x2	x2



SPECIAL RULES:

- 1) EC are moderate with no wind at start. Kindling is NA. Place wooden rubble counters in hexes 33 W9 and V9. Place shellhole counters in 43 U3 and T2.
- 2) Russians may fortify 2 buildings in the Village Garrison.
- 3) Supply Wagons are considered fully loaded and so treated as having 0PP and are unable to tow during the game. All must enter on the same turn and hex.
- 4) Trucks may Exit the game board at hex 15 R9 and re-enter 2 turns later with units from the Infantry Pool as Passengers on hex 15 R9. Trucks may shuttle back and forth as many times as turns allow until the pool is emptied.

AFTERMATH: The Germans hit the Russian infantry at the village of Lydavenai before the could fall back and link up with larger formations. At the same time the Russians were still following the now obsolete orders to contact and resupply. Despite interference from cavalry, the superior German morale and equipment kept the Russians in this sector from linking up. A large Soviet armored counterattack with KV tanks was forming only ten miles away that would bloody 6th Panzer's tank forces the very next day.

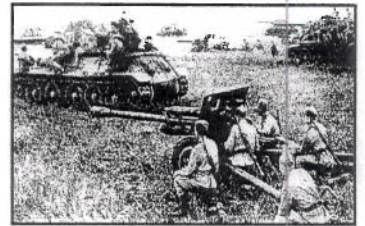


#53 - "MAD MIKE'S" PART TWO

Mogaung, Burma, June 7, 1944: Mogaung had been a major supply base for the Japanese in Northern Burma and was next on the list of objectives for Stilwell's men. After defeating the Japanese garrison in fierce fighting at Kamaing, the Chinese were quickly resupplied and sent to aid Calvert's Chindit Brigade in taking Mogaung. Aware of the village's importance, Japanese commander Col. Takeda scraped up whatever remaining troops and weapons were available and set out to defend his base to the last man.

#54 - PULSE OF STEEL

EAST OF LVOV, POLAND, JULY 17, 1944: Soviet mechanized armies were smashing deep into Poland. Konev threw "Mechanized Cavalry Group Baranov" through a gap in the lines and they drove towards the key city of Lvov. The Germans had plenty of air and artillery support, and new superior AFVs were reaching the front line troops who were reinvigorated. Despite this Konev gambled that a deep breakthrough by 3rd Guards Tank Army could capture the huge city in one fell swoop. German general Harpe committed his tactical reserve, 8th Panzer Division to slice into the northern flank of the Russian pincer and smother the offensive.



#55 - PHILIPPINE FIREMEN

Binalonan, Luzon, Philippines, December 24, 1941: 85 Japanese transports unloaded assault elements of the 48th Div. at Lingayen Gulf on Dec. 22, and they immediately moved southward to the attack. The 11th Philippine Div. fled in rout, leaving it up to the U.S. 26th Cavalry Reg. to hold off the Japanese alone. The Americans fought a skillful delaying action. General Homma's troops kept outflanking them and relentlessly continued south on Dec. 23rd, encountering the 71st Philippine Div. which also broke and ran. Once again the 26th Cavalry, which had established an outpost line, was forced to hold off the Japanese drive.

#56 COST OF ALLEGIANCE

Hohenrappersdorf, Austria, April 12, 1945: With the war drawing to its close, both the Romanians and Hungarians found their armies decimated by the battles in Hungary the prior fall and winter. In early April the tattered Romanian 2nd Armored Regiment found themselves in support of the Soviet 4th Guards Rifle Div. as they advanced into Austria. Just northeast of Vienna the combined Romanian/Soviet force came up against the Hungarian Huszar Div. Unable to defeat the Russians alone, the Hungarians were the fortunate beneficiaries of a timely German armored counterattack.



#57 - MADAGASCAR SNAKE PIT

East of Majunga, Madagascar, September 21, 1942: Following the fierce fighting around Diego Suarez, Gov. Gen Annet withdrew his Vichy force south. After the British 5th Inf. Div. was transferred to India, the job of clearing the remaining Vichy forces from the island was left to the East African Brigade Group - The King's African Rifles. A fresh Allied offensive operation began in early September with the South African and Rhodesian Brigades leading the charge.

#58 THE VINDICATORS

Florida, Sicily, September 8, 1943: The British 5th Infantry Division was tasked with seizing the port of Syracuse, a key to the success of the invasion of Sicily, as its D-Day objective. The Italian defenders, panicked by the withdrawal of a small German anti-aircraft detachment, fled the city prior to their arrival of the British. Although military stores were destroyed by massive demolitions, the harbor and port facilities were left undamaged. The vanguard of the 5th Division advanced north through Syracuse to assault the neighboring town of Florida.



#59 - SPEED KILLS

Izium Bulge, South of Lozovaya, Russia, May 18, 1942: Even as the Germans were preparing to launch their '42 summer offensive in southern Russia, the Soviets hit first with a major pincer attack towards Kharkov. The main thrust would come from the "Izium Bulge" which was itself the planned target for German "Operation Fridericus" due to commence in six days. For three straight days Paulus' Sixth Army was hammered by wave after wave of riflemen and torrents of armor that smashed 15 miles into the German lines. Bock decided to counter with a truncated version of "Fridericus" by Kleist's First Panzer aimed at the open southern flank of Timoshenko's spearhead.

#60 - GROUPEMENT MOLINIE'S HONOR

Lille Pocket, France, May 29, 1940: What was left of the French 1st Army was now making its last stand at Lille under the command of Major General Jean-Baptiste Molinié. Ordered to hold the line and buy time to evacuate the British Expeditionary Force around Dunkirk, the beleaguered defenders were to take on no less than 3 Panzer Divisions (some 800 tanks) and 4 Infantry Divisions (some 110,000 men).



#61 - THE 24 HOUR PASS

South of Thebes, Greece, April 25, 1941: After abandoning the Thermopylae area, the British rear guards withdrew to an improvised position south of Thebes, where they erected a last obstacle in front of Athens. Named the "24 Hour Pass" by the defending 4th New Zealanders, their job was a simple one. In order to facilitate the evacuation of other Commonwealth troops, they were to hold off the advancing 2nd Panzer Division unit morning, then join in the retreat out of Greece.



DEFENDING NORWEGIAN WOOD

Scenario Designed
by Eric Safran

Rom, Norway, April 13, 1940: The campaign in Norway was not going according to either side's plan. Norwegian mobilization in many areas was a debacle and the Germans were plagued by unexpected losses at sea and unanticipated heavy resistance north of Oslo. As a result of the fluid situation, the conquest of Ostfold, originally expected to be a mop-up, was to be accelerated.

VICTORY CONDITIONS: The Germans win at the end of any Game Turn if there are no unbroken Norwegian MMC on board 33. The Norwegians win by avoiding the German VC, or immediately upon exiting one ART piece off the South edge of board 33.

BALANCE: Norwegian - Exchange 1 MMG for a HMG
German - Norwegian ART's have no Smoke

37	
	33



Only hexrows R-GG on board 37 and hexrows A-P on board 33 are playable.



GERMANS move first
NORWEGIANS set up first

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

Elements of 7th Company set up on board 37 North of road R5-X5-GG5:

(ELR 4) (SAN 2)

1				MMG	LMG	MTR	ATR
4-6-7	9-1	8-1	8-0	5-12	3-8	50*	1-12
x12		x2			x2		



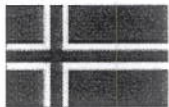
Remnants of 1st Company, "Group Gleditsch" set up on board 37 South of and =< 3 hexes of road R5-X5-GG5 (see SSR 2):

(ELR 3) (SAN 3)

G		LMG	?
4-3-7	7-0	2-6	
x5			x11

Elements of 4th Company, "Group Gleditsch" set up on any whole hex of board 33 (see SSR 2):

1		MMG	?	Foxhole
4-5-7	8-1	4-11		== == 1S
x2		x2	x2	



Elements of Battery 4 set up on board 33 on any road hex of road P7-L5-A6 (see SSR 2 and 3):

	Cr	WZ 97	ART	M8	?
2-2-8		75			
x2		x2			x2

Transport Elements of Battery 2 enter on Turn 2 on South edge of board 33:

SdKfz 7	17
T4	**
19PP	*
	x3

SPECIAL RULES:

- 1) EC is Moist. Ground Snow (E 3.72) is in effect with no wind at start. Plowed fields are NA. Treat Grain hexes as Open Ground.
- 2) Norwegians may set up no more than 1 MMC per hex
- 3) Norwegian ART's set up Emplaced on board possessed by crews and concealed using OB counters provided. They may not be manhandled but may be Towed normally.

AFTERMATH: After a bloody river crossing at Fossum, the Germans next had to take on the Norwegian line defended by Group Gleditsch, consisting of infantry supported by artillery. Initial probes were pushed back and a counter attack by 1st Company Group Gleditsch was broken up with heavy losses. Seizing the initiative, a German attack in force smashed 1st Company and set upon the artillery whose only cover was a few heavy machine guns. Ordered to retreat, the guns withdrew in good order but the supporting machine gunners suffered heavy casualties.

DOORWAY TO NORWAY

Scenario Designed
by Glenn Houseman

Rom, Norway, April 13, 1940: With Oslo secured, General Pellengahr's 196th Inf. Div. was supposed to move on to Trondheim. At the last minute they were reassigned to a secondary mission, preventing Norwegian militia from mobilizing. The 196th split into three columns and forced a crossing of the river Glama at Fossum. The middle column, under Major Wilck, pushed forward to capture the town of Askim but was viciously repulsed by "Group Gleditsch", a superb Norwegian formation well equipped with machine guns and artillery support. Stopped for now, Major Wilck consolidated his position and set up his HQ in a school near the village of Rom. Sensing an opportunity to capture Wilck's HQ, Cpt. Gleditsch threw his best troops into a counterattack.

VICTORY CONDITIONS: The Norwegians win at Game End if they have => 5 Good Order squads/equivalents on/adjacent to road 32 A5-E4-H4- 37 H4-P5-Q10, or immediately when there are no Good Order German MMC in building 32 C1/D1.

32	37

BALANCE:
Norwegian - Exchange 2 4-5-7's for 4-5-8's
German - May HIP 1 squad/equivalent and any leader/sw stacked with them.



GERMANS set up first
NORWEGIANS move first



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

Elements of Regiment 362, General Pellengahr's 196th Inf. Division set up and enter as indicated: (ELR 4) (SAN 4)

Set up on/within seven hexes of road 32 A5-E4-H4- 37 H4-P5-Q10:

1									
4-6-7	9-1	8-1	8-0	HMG 7-16	MMG 5-12	LMG 3-8	MTR 50*	?	Foxhole == == 1S
x10						x2	x2	x8	x2



Maj. Wilck's HQ set up in building 32 C1/D1 (see SSR 4):

C	C	
2-3-6	4-3-6	9-2
x2		

Enter on Turn Two on South edge:

1	E			
4-6-7	2-4-8	7-0	LMG 3-8	Kfz 13 25 0 0 AAMG -1/4

Company One and MG Platoon of "Group Gleditsch" set up on/North of hexrow BB, and/or enter on West edge on/between hexes 32 S1 and 32 Y1: (ELR 3) (SAN 4)

E	1								
4-5-8	4-5-7	9-1	8-1	8-0	7-0	HMG 6-12	MMG 4-11	LMG 2-6	RADIO 7
x4	x11						x2	x2	



- SPECIAL RULES:**
- 1) EC are Ground Snow (E 3.72) with no wind at start. Kindling is NA. Bore sighting is NA.
 - 2) Only road 32 A5-E4-H4-37 H4-P5-Q10 exists. All others are Paths. Both bridges are wooden Footbridge (B 6.44)
 - 3) The Norwegian radio represents one module of 75mm OBA w/HE and Smoke. Norwegians have Winter Camouflage (E 3.712). Because they were not supplied with grenades, they receive a +1 to all Close Combat attacks made by them,
 - 4) German units of Major Wilck's HQ may not move/advance unit they are in LOS of a Norwegian MMC. Thereafter they may move normally.

AFTERMATH: The tough Norwegians hit the Germans hard, but when they closed with the enemy they were handicapped by a lack of grenades. Soon accurate German MG fire was slicing them up and they were driven back. The ultimate brutality was the gruesome plastering of Group Gleditsch by it's own artillery. Decimated, they scattered Northeast in disorder. Two hours later Askim was abandoned. The Germans had sealed off this corner of Norway and were now free to move inland.

Hohenrappersdorf, Austria, April 12, 1945: With the war drawing to it's close, both the Romanians and Hungarians found their armies decimated by the battles in Hungary the prior fall and winter. The Hungarian forces were almost completely destroyed by Hitler's "Stand fast/No retreat" orders; and their capital, Budapest was in ruins. In early April the tattered Romanian 2nd Armored Regiment found themselves in support of the Soviet 4th Guards Rifle Div. as they advanced into Austria. Just north-east of Vienna the combined Romanian/Soviet force came up against the Hungarian Huszar Div. Unable to defeat the Russians alone, the Hungarians were the fortunate beneficiaries of a timely German armored counterattack.

VICTORY CONDITIONS: The Allied player wins immediately when all 4 King Tigers are eliminated/Recalled. The Axis player wins immediately upon exiting 4 AFV's w/functioning MA off the East edge, or at Game End if there are no Good Order Russian MMC and <= 2 Romanian AFV's w/functioning MA East of hexrow I on board A and hexrow G on board B.

BALANCE:

Allies -Add a 9-2 Armor Leader to OB and increase AP# of TACAM R-2 to 9

Axis - Add 2 4-4-7's to OB and exchange 9-1 leader with a 9-2

**ALLIES** set up first • **AXIS** move first

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

d	b
c	a

N

Elements of Soviet 4th Guards Rifle Division set up East of road D H5-G3-H1-C H1-F3-I5 (see SSR 3):**(ELR 4) (SAN 4)**

E 4-5-8	E 6-2-8	E 3-2-8	9-1	8-1	HMG 6-12	LMG 2-6	ATR 1-12	DC 30-1	?	AT MINE
x5	x2	x2				x2	x2	x2	x10	x3

**Elements of Romanian 2nd Armored Reg. & Soviet 27th Tank Brigade**
set up in non-building locations East of road D H5-G3-H1-C H1-F3-I5:

R35/45(f) 45L	8 4 4 37L	15 3 1 4/4	13 8 3 75L	13 3 1 76L	33 0 0 20L(4) -/5"
	x2	x2	x2	x2	x2

Romanian 2nd Armored Reg. reinforcements
enter on Turn 5 on South edge on/between hexrow H of boards C and A:

R35/45(f) 45L	8 4 4 75L	13 8 3 -/2
	x2	x2

Elements of Armeegruppe Black, Hungarian 3rd Army / Huszar Division, s.PZ Abt. Feldhorrnhalle & supporting elements of the 24th Pz Division enter on Turn 1 on the North and West edges on/between D H5 and C A4:**(ELR 3) (SAN 3)****Huszar Division**

E 4-4-7	9-1	8-1	8-0	MMG 5-12	LMG 3-8	PSK 12-4
x11					x3	x2

**s.PZ Abt. Feldhorrnhalle**

11 Pz VI B 88LL 3/5/2	26 8 10-2	AL
x4		

24th Pz Division

13 Pz IV J 75L 3/5/2	8 3 9-2	AL
x3		

SPECIAL RULES:

- 1) EC are moist with no wind at start. Kindling is NA. The Gully on board D is a Deep Stream (B 20.4)
- 2) Russian MMC may use PF. Usage dr is <=2. The +2 TH DRM for captured Weapon penalties applies (A 21.12).
- 3) Russians may exchange the AT Mine Factors in OB for Daisy Chains (B 28.531).
- 4) Russians may HIP 2 squad equivalents. HIP units may not set up East of hexrow H on board A and B.
- 5) Hungarian units may use PF and ATMM as if they were 1945 Germans. The broken side morale of Hungarian MMC is raised by one.

AFTERMATH: The Konigtigers led by Hauptmann von Diest-Koerber and supported by Panzer IVs would have hopelessly out-gunned the Romanian armor in open country. However in the maze of streets, aided by Russian infantry, the Romanians claimed two Tigers and 2 Pz IVs, but at great cost. The Romanians lost 12 of their remaining AFVs, reducing the regiment to a company. In the last weeks of the war they pushed into Czechoslovakia, and by the war's end they had only 2 AFVs left. Being an ally of the Soviets was just as costly as being an enemy.