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DEZIGN PAK 8

Designers:

Glenn "Rock Star" Houseman
Scott "Can I Go Back?" Houseman
Eric "Ruin The Playtest" Safran

Major Play Testers:

David "Too Tech" Lamb, PJ "Bombsight" Norton and Will Willow

Additional Playtest Contributors include:

Fred Schwarz, Bob Davis and Trent Dobbs

OCTOBER 2008

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"DISGUISED TO MURDER"
"LET'S GO PLACE WINNERS FROM 'WOLF' SHORTS"

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DESIGN PAKS 1 - 8 - ZOMBIE PAK 1



#93 - KRUSHING KAMPAR

Kampar, Malaya, January 1, 1942: After being relentlessly pushed down the peninsula by the pursuing Japanese, the British finally had a chance to reorganize and built a defensive position around the village of Kampar. Lt. General Percival had staked much on the battalion's ability to hold the Japanese and deny them central Malaya. For three days, relentless Japanese attempts to outflank the defenders failed and losses mounted. Calling up fresh troops and armor, and with unopposed air support, the Japanese prepared one last thrust to crush the defenders.

#94 - CHEWING GRISTLE

Voronovo, Southeast of Leningrad, September 3, 1942: The Leningrad area in '42-'43 was a bloodbath even greater than Stalingrad. Soviet troops were thrown into a meat grinder, as the Germans were quite proficient at mowing down large formations of enemy soldiers with the few resources available to them. Still the Russians did major damage and created a big salient in the German line southeast of Leningrad in an effort to relieve the besieged city. However, the Germans conducted offensive operations to pinch off this salient at its base, but became exhausted half way across. Now it was the Russians turn to chop off this salient within their salient.



#95 - END AT ENIWETOK

Eniwetok Island, February 20, 1944: Eniwetok could not be secured on the first day of invasion. The Army units involved were just too cautious because of doctrine. The Marines were brought in to help capture the island. After a hellish night of shelling, friendly fire casualties, and Japanese infiltrations, the second day saw the Marines push the Japanese back into the eye of the hook-shaped islet.

#96 - LINE BY LINE

South of Rimini, Italy, September 12, 1944: The Allies were wearing down the Germans in Northern Italy in a grueling battle of attrition across ridge lines. The British along the Adriatic coast were using their advantage in equipment to good effect. On September 12 they began an offensive to smash through Rimini and reach the Romagna Plain. After the hard fought capture of one ridge, there was always another behind it, all defended well. Tanks and infantry went in first, supported by armored recon and self-propelled artillery.



#97 - FOOT IN THE DOOR

Tongeren, Belgium, May 11, 1940: The German blitzkrieg attempted, and for the most part succeeded, in isolating Belgian forces and preventing their retreat. Near Tongeren, the Germans cut the vital road the Belgians needed to escape encirclement. Realizing the danger the Belgians launched a determined counterattack with their best troops at the road, centered on a prominent sawmill building which had become an excellent location for the German artillery spotters. Capture of the sawmill could prevent frightful casualties caused by the shelling of their retreating columns.

#98 - NO REST FOR THE ROMANIANS

Falciu Bridgehead, Romania, July 12, 1941: For five days the Russians had been hammering the Romanian offensive in the south. Stronger than expected resistance was causing horrendous casualties to the Romanian 4th Army, but progress was being made. Heavy fighting at Falciu to create a bridgehead across the Prut river had paid off, but 5th Corps had suffered huge casualties. With the village cleared and the bridgehead secured, troops were ferried across and the Romanian Guard *Vanatori* Regiment was ready to press the assault again. They were caught off guard when the massive Russian counterattack began. What happened next was 16 hours of the bloodiest fighting either side had yet seen.



#99 - AN EVEN MATCH

West of Luneville, France, September 16, 1944: Having taken the little French village of Luneville two days earlier, 12th Corps paused for a much needed rest just west of the town, in a tree line just 200 yards away from Manteuffel's retreated army. In the early morning mist of the following day, the battle was again to erupt with both sides throwing equal amounts of men and machines into the fray, trying feverishly to gain a few more yards.

#100 - HOLLIS OF THE HOWARDS

Crepon', France, June 6, 1944: The British 50th Division was originally a Territorial formation recruited from the northeast, bearing a distinctive "TT" on their divisional flash for Tyne-Tees. Having seen action in France, the Western Desert and Sicily, the TTs were a natural choice to lead the assault on Gold Beach. Its veteran assault units included the 6th Battalion "The Green Howards", tasked with attacking a battery at Mont Flueury and penetrating inland.



#101 - BULLSEYE!

Son, Holland, September 19, 1944: Scheduled to be transported to the eastern front after completing a refit, Panzer Brigade 107 was instead sent to Holland due to the crisis created by Operation Market Garden. Tasked with "slicing off" the advance of XXX Corps, Major Freiherr von Maltzhan's armor, supported by Grenadier Reg. 1034, edged towards the Bailey bridge 1 kilometer east of the main canal bridge at Son.

#102 - MORE PITCHERS THAN CATCHERS

North of Korce, Greece, November 23, 1940: Within a month of the invasion of Greece it became clear to the Italian Generals the they had bitten off more than they could chew. More troops were hastily called up in Italy and sent across the Adriatic. But in the meantime the Italian army groups had begun a general retreat, sometimes against orders, in an effort to husband their exhausted forces. The Greeks were mostly incapable of cutting off these retreating forces. However here and there a company or battalion would be surrounded and captured. Such was the case with portions of the Italian Julia Division.



A black and white photograph of a Japanese Type 97 Chi-Ha tank in a jungle setting. A soldier is visible in the turret, and the tank's tracks and armor are clearly visible.

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

		39
35	37	

N

Elements of "The British Battalion", 6/15th Indian Inf. Brigade Group and Gurkhas set up on boards 35 and 37 (ELR 3) (SAN 4)
on/South of hexrow K:

1	2	G	Cr					HMG	MMG	LMG	ATR	MTR	=	=
4-5-7	4-4-7	4-3-6	2-2-8	9-2	8-1	8-0	7-0	6-12	4-12	2-7	1-12	51(2-11)		1-3-5
x3	x6	x12	x3					x2	x4		x3	x2	x11	x3

ART 18 pdr M7 84*	ART 6-in M4 152*
----------------------------	---------------------------

x2

Gurkas set up on board 39 on/South of hexrow W:

E 6-4-8	8-1	LMG 2-7	MTR 51(2-11)
------------	-----	------------	-----------------

x3

Enter on Turn
2 on any South
board edge:

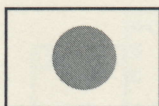
2 4-4-7	7-0	LMG 2-7
------------	-----	------------

x2



Elements of the Imperial Guards and the Okaba and Ando Regiments enter on Turn 1 on hexrow T on boards 35 and 37: **(ELR 3) (SAN 3)**

E	1	2	Cr					HMG	MMG	LMG	MTR	DC	FT
4-4-8	4-4-7	3-4-7	2-2-8	10-2	9-1	9-0	8-0	6-14	4-11	2-6	50*	30-1	24-1
x6	x12	x9	x3		x2	x2			x2	x6	x6	x3	x2



Tanks enter having used half their MP's.

15 Type 95 HA-GO 37 2/- x3	14 Type 97A CHI-HA 57 2/- x3
--	--

AFTERMATH: Kampar proved to be the strongest British defensive position in the Malayan campaign. Four days of heavy fighting had exhausted the Japanese and for a brief time, they considered re-treating. But by the 2nd of January, with their supply routes being threatened from the south, the British were forced to withdraw.

Voronovo, Southeast of Leningrad, September 3, 1942: The Leningrad area in '42-'43 was a bloodbath even greater than Stalingrad. The Russians lost over a million casualties in the sector. The Soviet troops were brave, but had little training and sub-standard leadership. They were thrown into a meat grinder, as the Germans were quite proficient at mowing down large formations of enemy soldiers with the few resources available to them. Still the Russians did major damage and created a big salient in the German line southeast of Leningrad in an effort to relieve the besieged city. However the Germans conducted offensive operations to pinch off this salient at its base, but became exhausted half way across. Now it was the Russians turn to chop off this salient within their salient.

VICTORY CONDITIONS: The Russian player wins at Game End if there are no Good Order German MMC on any hill hex and in 2 out of 4 multi-hex stone buildings on board 46

BALANCE: Russian - Exchange 1 T-26 for 1 T-70
German - Exchange 2 4-6-7s for 2 4-6-8s

37	42
46	13

N

Only hexrows R-GG on boards 42 and 13 are playable.



GERMANS set up first • RUSSIANS move first

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

Elements of 286th Rifle Division with supporting Tank Brigade set up on/East of road 42 R3-CC5, 37 H4-P5- X5-GG6 and on/within 2 hexes of hex 46 N1 and/or 13 Z10:

(ELR 3) (SAN 2)

E	1	1				LMG	HMG	ATR	FT	DC
6-2-8	4-4-7	5-2-7	8-1	8-0	7-0	2-6	8-16	1-12	24-1	30-1
x4	x16	x6	x2			x5		x2		x2



Enter on Turn 1 on North/East/West edges and/or on/between 13 R5 - 46 A3:

14	11
T70	T-26S M37
6	3
4	1
45L	45L
-/2	-/4
x4	x5

Elements of 223rd Inf. Div. and Task Force of 12th Panzer Div. set up as indicated:

(ELR 4) (SAN 4)

Set up on any whole/half hex of board 46 on/between hexrows GG and S:

1	2	Cr				LMG	MMG	ATR	?	ART	Wire
4-6-7	4-4-7	2-2-8	9-1	8-1	7-0	3-8	5-12	1-12		105	XXX
x11	x2	x2		x2		x2	x2	x2	x15	x2	x3

Set up concealed on map on hill 46 F8:

Cr	AT	Foxhole
2-2-8	M11	==
MTR	le PaK41	==
50*	40LL	1S
x4	x3	x3

Set up on any paved road hex/hexside:

23
3.7 FlaK LKW
*37L(8)

Enter on Turn 1 on West edge on/between 13 AA1 and 46 Q10:

14	14	14	AL
Pz 38 (t)E	Pz IVF1	StuG IIIB	
4	6	6	
2	3	3	
37L	75*	75*	9-1
4/4	3/5		
x2			

SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA. Bore Sighting is NA.
- 2) Place Shellhole counters in hexes 46 J6, J7, M4 and S4. Buildings in these hexes do not exist.
- 3) Germans may fortify 1 building location.
- 4) AFV crews may not voluntarily abandon vehicles

AFTERMATH: The Germans were forced back into the small villages in the area. The Russians unimaginatively heaved troops at them, whatever the casualties. The Germans barely held on. Afterward they wondered to themselves if there would soon be more of the same.

Eniwetok Island, February 20, 1944: Eniwetok could not be secured on the first day of invasion. The Army units involved were just too cautious because of doctrine. The Marines were brought in to help capture the island. After a hellish night of shelling, friendly fire casualties, and Japanese infiltrations, the second day saw the Marines push the Japanese back into the eye of the hook-shaped islet.

VICTORY CONDITIONS: The American player wins immediately upon controlling the supply dump (hex 37 T10).

BALANCE: American - Add 1 FT to OB

Japanese - Raise SAN to 4 and add 1 LMG to OB



JAPANESE set up first • AMERICANS move first

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

	34
	37

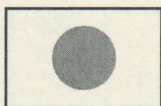
N
↓

Only hexrows R-GG are playable.

Elements of General Nishida's 1st Amphibious Brigade set up on/West of hexrow BB, >4 hexes from hex 37 T10 and > 3 hexes from the North or South board edges:

(ELR 4) (SAN 3)

1 4-4-7	2 3-4-7	Cr 2-2-8	9-0	LMG 2-6	MMG 4-11	MTR 50*	?
x4	x3						x3



**Set up in Supply
Dump (hex 37 T10):**

1 4-4-7	9-1	MTR 50*	Shellhole == ==
x2			

Elements of Marine Reserve Battalion enter from North, East and/or South edges on/between hexes 34 Y10 and 37 BB0:

(ELR 5) (SAN 3)

M 5-5-8	8-1	8-0	7-0	Hero 1-4-9	MMG 4-10	FT 24-1	DC 30-1
x7							x2



SPECIAL RULES:

- 1) EC are Moist with no wind at start. Kindling is NA. PTO rules are in effect including Light Jungle (G 2.1). 34 V5 is a wooden footbridge (B 6.44).
- 2) Hex 37 T10 is the Supply Dump. All Shellhole rules apply.
- 3) At Game End, all Melees are continued until resolved.

AFTERMATH: On the "club head" of Eniwetok the Japanese did not have time to construct prepared defenses as they fell back. Determined to fight on, they hastily dumped caches of supplies and these formed focal points of their final defense. As the Marines met increasing resistance they requested tanks. They were not available. So the Marines relied on their excellent small unit training to snuff out the last few nests of Japanese hold outs on the southernly rim of the island. Virtually every one of the 808 Japanese defenders of Eniwetok were killed.

AFTERMATH: The Germans had armor of their own, including tough to kill tank destroyers. However they relied mostly on their LATW. The British crested each hill and pounded the next with their tanks and SPA guns. Then the Tommies moved forward. German leadership was suffering from attrition and they were forced to fall back over and over. Eventually the British broke through... only to find new "river lines" to be breached.

Tongeren, Belgium, May 11, 1940: The German blitzkrieg attempted, and for the most part succeeded, in isolating Belgian forces and preventing their retreat. Near Tongeren, the Germans cut the vital road the Belgians needed to escape encirclement. Realizing the danger the Belgians launched a determined counterattack with their best troops at the road, centered on a prominent sawmill building which had become an excellent location for the German artillery spotters. Capture of the sawmill could prevent frightful casualties caused by the shelling of their retreating columns.

VICTORY CONDITIONS: The Belgian player wins at Game End if they control building C E4.

BALANCE: Belgian - Exchange 7-0 leader for an 8-1
German - Exchange 2 4-6-7 squads for 2 4-6-8's



Deluxe Boards

	e		f
	c		
		h	

N

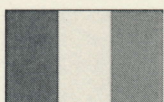
Only hexrows A-G
on boards e, h and
c and I-O on board
f are playable.

GERMANS set up first • BELGIANS move first

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

Elements of 1st Cavalry Division set up on/within 1 hex of F M3 and/or H F2 and/or enter from the West and/or North board edges on Turn 1 or thereafter: **(ELR 3) (SAN 3)**

E				LMG	DC
4-5-8	9-2	8-1	7-0	2-6	30-1
x12				x4	



Elements of 4th Panzer Division set up on/within 3 hexes of hexes C E4, C D3 and C E5:

(ELR 4) (SAN 3)

1	Cr			LMG	MMG	MTR	?	INF	AA
4-6-7	2-2-8	9-1	8-1	3-8	5-12	50*		1st G 18	Flak 30
x8	x2							75*	20L(4)
							x14		



SPECIAL RULES:

- 1) EC are moderate with no wind at start.
- 2) All buildings are ground level only. Building C E4 is a 2 level Factory (B 23.74) with Factory Rooftops (B 23.8).
- 3) German ordnance may set up emplaced and concealed on paved roads.
- 4) At Game End, all melees continue until resolved.

AFTERMATH: The Belgians were fiercely motivated and threw themselves at the complex with fury. Bullets slammed into splintering lumber, and mortars chopped up hedges. An AA gun half buried at the side of the road caught a platoon off guard and sent bloody arms and legs flying. After muscling their way to the sawmill, one brave squad set a demolition there, rubbing one section and ending German resistance.

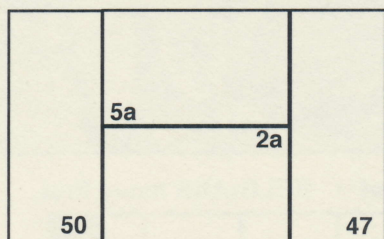
NO REST FOR THE ROMANIANS

Scenario Designed
by D.S. Houseman

Falciu Bridgehead, Romania, July 12, 1941: For five days the Russians had been hammering the Romanian offensive in the south. Stronger than expected resistance was causing horrendous casualties to the Romanian 4th Army, but progress was being made. Heavy fighting at Falciu to create a bridgehead across the Prut river had paid off, but 5th Corps had suffered huge casualties. With the village cleared and the bridgehead secured, troops were ferried across and the Romanian Guard *Vanatori* Regiment was ready to press the assault again. They were caught off guard when the massive Russian counterattack began. What happened next was 16 hours of the bloodiest fighting either side had yet seen.

VICTORY CONDITIONS: The Russian player wins at Game End if they Control more level 2 hexes on board 2a than the Romanians. Neither side controls them at Game start. Ties go to the Russians.

BALANCE: **Russian** - Add 1 HMG to OB
Romanian - Add 1 FB w/bombs to OB



ROMANIANS set up first • RUSSIANS move first

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

Elements of Romanian 5th Corps, Guard Vanatori Regiment set up on board 2a on any road hex (exc. A15/B15): (ELR 3) (SAN 3)

E	1	Cr						Hero	DM							ART	8
4-4-7	3-4-7	2-2-7	9-2	9-1	8-1	8-0	7-0	1-4-9	MMG	LMG	ATR	MTR	50(2-11)	75*	Skoda M14/34	M8	Wagon
x12	x15	x2							x3	x6	x3	x2			x2		x4

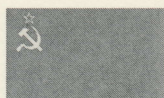


Scrounged Reserves
enter on Turn 3 on 2a
Q16 or Q5:

C
3-3-6 7-0
x3

Elements of Russian 14th Rifle Corps, 25th and 51st Rifle Division set up on/within 3 hexes of East board edge: (ELR 2) (SAN 2)

1	Cr							
4-4-7	1-2-7	9-1	8-1	8-0	7-0	MMG	LMG	DM
x27	x3				x2	x2	x5	MTR
								50*
								x3



Cavalry enter mounted
on Turn 1 on any East
board edge hex.

1			Horses
5-2-7	9-1	LMG	
x9		2-6	
		x4	x9

Tanks enter Turn 1
on any East board
edge road hex.

12	12
T-26 M33	T-26 M33
45L	45L
-/4	
	x2

SPECIAL RULES:

- 1) EC are Moist with no wind at start. Kindling is NA.
- 2) CC continues at Game End until resolved.

AFTERMATH: The Battle for the Falciu Bridgehead, by all accounts, was a gruesome affair. The Red Army had thrown everything they had into the battle but the drain of men and machines proved to great. The Romanians, under enormous pressure, managed to hold but at a cost of some six thousand men. The battle to regain their territory was just foreshadowing the troubles the Romanian army was going to have with the Russians in this war.

West of Luneville, France, September 16, 1944: Having taken the little French village of Luneville two days earlier, 12th Corps paused for a much needed rest just west of the town, in a tree line just 200 yards away from Manteuffel's retreated army. In the early morning mist of the following day, the battle was again to erupt with both sides throwing equal amounts of men and machines into the fray, trying feverishly to gain a few more yards.

VICTORY CONDITIONS: The player with the most EVP at Game End wins (Germans off the West edge; Americans off the East edge). Ties go to the Germans.

BALANCE:

American - Exchange a 9-1 leader for a 9-2 and add 1 BAZ 44 to OB

Germans - Exchange any 3 4-6-7s for 4-6-8s



GERMANS set up first • AMERICANS set up second

19		 N
	16	

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

Elements of Patton's 12th Corps set up as indicated:

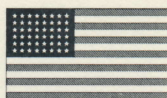
(ELR 4) (SAN 3)

Set up on board 19 in hexes ≤ 2 :

Set up on board 19 in hexes =<2 :

1	2					MMG 4-10	MTR 60*	BAZ 44	M4A1 13 11 4	M4A3(105) 15 11 4
6-6-6	5-4-6	9-1	8-1	8-0	7-0				75 2/4/4	105 2/4/4
x15	x6		x2			x3	x2	x2		

Set up on board 16 in hexes =>9 :



Set up on board 16 in hexes =>9 :

1	2					MMG 4-10	MTR 60*	BAZ 44	M4A1 13 11 4	M4A3(105) 15 11 4
6-6-6	5-4-6	9-1	8-1	8-0	7-0				75 2/4/4	105 2/4/4
x12	x6					x2				

Elements of Manteufel's 5th Panzer set up as indicated:

(ELR 4) (SAN 3)

Set up on board 19 in hexes =>9 :

Set up on board 19 in hexes =>9 :

E	1	2				LMG 3-8	MMG 5-12	MTR 50*	PSK 12-4	Pz IVH 8 3 75L 3/5	13 8 3 105 -1/4*1/1*	13 8 3
4-6-8	4-6-7	4-4-7	9-1	8-1	8-0							
x3	x12	x3	x2			x2	x3	x2				

Set up on board 16 in hexes ≤ 2 :



Set up on board 16 in hexes = <2 :

E	1					LMG 3-8	MMG 5-12	MTR 50*	Pz IVH 8 3 75L	13 8 3 105 3/5	13 8 3 105 -4*/11
4-6-8	4-6-7	9-1	8-1	8-0	7-0						
x3	x15					x2	x2	x3			

SPECIAL RULES:

1) EC are Moist with no wind at start. Mist (E3.32) is in effect. Kindling is NA. All buildings are wooden and ground level only. Place overlays as followed: Board 19 **Wd5** EE8-FF8, **B5** AA7-BB7, **B3** Z3-AA4, **B4** W3-4, **Hd10** W9-V8, **Wd1** S4, **G4** O4-P4, **G5** M4-N3, **Hd7** G9-F8, **Wd4** B8-C9; Board 16 **Wd3** C2-B1, **Wd2** D9-E9, **Hd5** DD9-EE9.

2) During set up, all units including AFV's, of both sides, may set up concealed, even in Open Ground.

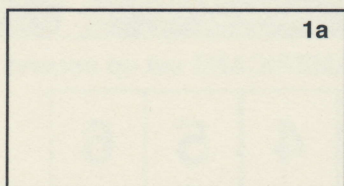
3) On the first turn, a dr is made to determine which side moves first: Even = Americans, Odd = Germans.

AFTERMATH: With both sides almost equally matched the battle proved to be only carnage. Heavy losses were the order of the day for both sides. Only élan and single minded bravery would make the difference. In this far flung corner of the western front, so far from the “real battles” taking place far to the north, the infantry men on both sides wondered what really was gained from their loss.

Crepon', France, June 6, 1944: The British 50th Division was originally a Territorial formation recruited from the northeast, bearing a distinctive "TT" on their divisional flash for Tyne-Tees. Having seen action in France, the Western Desert and Sicily, the TTs were a natural choice to lead the assault on Gold Beach. Its veteran assault units included the 6th Battalion "The Green Howards", tasked with attacking a battery at Mont Fluery and penetrating inland.

VICTORY CONDITIONS: The British win immediately at the end of any Game Turn by possessing or eliminating the German INF gun, granted there are no Good Order German MMC in any 4 of the 5 stone buildings. Germans win by avoiding the British VCs.

BALANCE: German - Add 1 Fortified Building location to OB
British - Remove 1 Wire from German OB



GERMANS set up first
BRITISH move first

1	2	3	4	5	6	7
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D Company, 6th Battalion of the Green Howards, 50th Inf. Division enter on/after Turn 1 on the East, North and/or West edge of board 1a: **(ELR 4) (SAN 3)**

E				Hero	MMG	LMG	MTR	PIAT	DC	Centaur IV
4-5-8	9-2	8-1	8-0	1-4-9	4-10	2-7	51(2-11)	8-3	30-1	13 6 4 95* -/4
x11					x2	x2	x2			

Elements of 736 Inf. Regiment, 756th Infantry Division set up on board 1a: **(ELR 3) (SAN 4)**

2	Cr	Cr			MMG	LMG	MTR	?	INF M10	Wire	Trench
4-4-7	2-2-8	1-2-7	8-1	8-0	5-12	3-8	50*		1st IG 18	XXX XXXX	==
x7					x2			x6	75*	x4	x4

Reserves enter per SSR 3 on Turns 3,5 and 6 on/between Q7 and Q14:

2
4-4-7
x3

SPECIAL RULES:

- 1) EC are Moist with a mild breeze from the West at start. Kindling is NA. Place overlay X12 on F7-F8.
- 2) German INF gun sets up concealed on board, and may be Emplaced. All Trenches and Wire must set up on board.
- 3) German Reserves enter one squad, each turn indicated.
- 4) German and British ordnance are considered Elite for Ammunition Depletion purposes (C8.2).

AFTERMATH: Company Sergeant Major Stan Hollis and The Green Howards hit Gold Beach on D-Day as planned. After charging and eliminating a pesky machine gun nest, Hollis discovered the battery on Mont Fluery already beaten into submission by the pre-landing bombardment. D Company then advanced inland to Crepon', where an assault on a concealed German infantry gun left two Bren gunners wounded and exposed. Despite a wound to the face, Hollis rescued his comrades and earned the only VC awarded for Valor on D-Day.

Son, Holland, September 19, 1944: Scheduled to be transported to the eastern front after completing a refit, Panzer Brigade 107 was instead sent to Holland due to the crisis created by Operation Market Garden. Tasked with "slicing off" the advance of XXX Corps, Major Freiherr von Maltzhan's armor, supported by Grenadier Reg. 1034, edged towards the Bailey bridge 1 kilometer east of the main canal bridge at Son.

VICTORY CONDITIONS: The Germans win at the end of any game turn they have 2 or more non-broken, non-crew MMC on the bridge and/or the North side of the canal.

BALANCE:

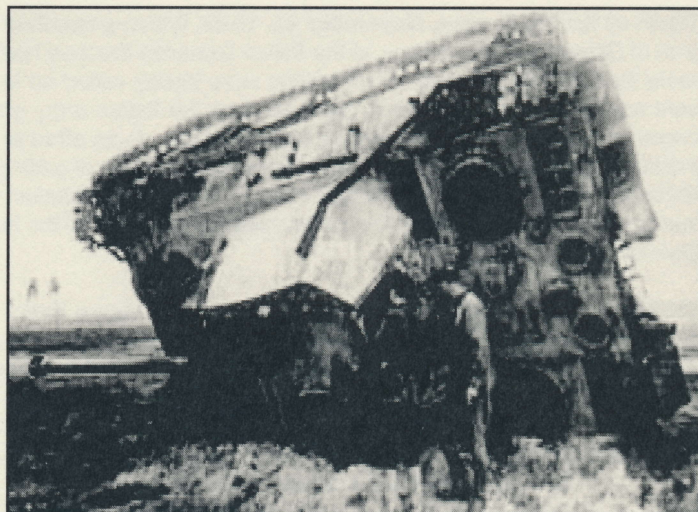
American - Add 1 7-4-7 to OB

Germans - Replace 9-1 leader with a 9-2

	23
38	

**N**

Only hexrows A-P on board 23 and R-GG on board 38 are playable.



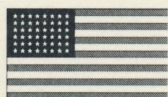
GERMANS set up first • AMERICANS move first

1	2	3	4	5	6
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Elements of Headquarters Co., 101st Airborne Division set up on any full or half hex of board 23:

(ELR 5) (SAN 3)

E	E	Cr										AT M10	Jeep	37	Jeep	37
7-4-7	3-3-7	2-2-7	9-2	8-1	7-0	MMG 4-10	MTR 60* (2-18)	BAZ 44	?			57L	9PP *AAMG	*AAMG	9PP *AAMG	*AAMG
x5	x2				x2	x3		x2	x7							



Elements of Panzer Brigade 107 and Grenadier Regiment 1034 enter on/between 38 GG4 and BB10:

(ELR 4) (SAN 2)

E	1															
4-6-8	4-6-7	9-1	8-1	LMG 3-8	MMG 5-12	MTR 50*	StuG III G (L)	Pz VG	SPW 251/1	PSW 232						
x4	x5		x2	x3	x2		75L	75LL	15PP AAMG	20L(6)						
							-/4*/1*	3/5/2	-/3	-/5						

**SPECIAL RULES:**

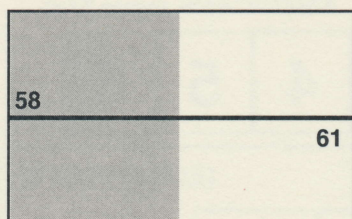
- 1) EC are Moist with no wind at start. Kindling is NA.
- 2) Ground conditions are soft (D 8.21), with all AFV's paying an additional MP for each non-road hex side crossed.
- 3) Place overlays as followed: **B1** 23 F2, **B2** 23 G3-4, **OG1** 38 AA1. Building 23 E3 has ground and 1st levels only, w/inherent stairwells (B 23.22). Hex 23 F3 has a 2nd level Steeple (B 31.2).
- 4) The river on board 23 is impassible except via hex 23 H4 which contains a Pontoon bridge (B 6.41). Bridge 23 P7 does not exist.
- 5) The Americans may set up one MMC and any SMC/SW stacked with them HIP. Jeeps may not be scrounged.
- 6) The German StuG III G (L) is equipped with schuzeren.
- 7) German and American ordnance are considered Elite for Ammunition Depletion purposes (C8.2).

AFTERMATH: The attack made solid progress initially as the German armor fired round after round into the buildings containing the Americans command post. Crossing the canal would be another story. As the Panther reached the tow path leading to the Bailey bridge it was knocked out by a lucky shot from an American 57L anti tank gun just recently brought up by a supporting infantry battalion. Bazooka fire flamed another AFV and separated the German infantry from their tank support. Now pinned down on the east side of the canal, the grenadiers disengaged as darkness fell.

North of Korce, Greece, November 23, 1940: Within a month of the invasion of Greece it became clear to the Italian Generals they had bitten off more than they could chew. More troops were hastily called up in Italy and sent across the Adriatic. But in the meantime the Italian army groups had begun a general retreat, sometimes against orders, in an effort to husband their exhausted forces. The Greeks were mostly incapable of cutting off these retreating forces. However here and there a company or battalion would be surrounded and captured. Such was the case with portions of the Italian Julia Division.

VICTORY CONDITIONS: The Greek player wins at Game End if they can fire on road 58 GG5-EE6, 61 P6 with an 8 FP IFT attack (point blank N/A). The Italian player wins by avoiding the Greek VC or immediately upon exiting 10 EVP off hex 61 P6.

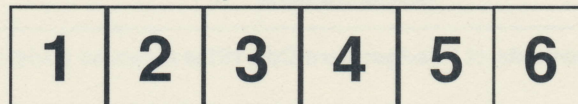
BALANCE: **Italians** - Exchange 3 3-4-6s for 3 4-3-7s
Greeks - Add 1 4-3-7 squad to OB



N
Only hexrows A-P on board 61 and hexrows R-GG on board 58 are playable



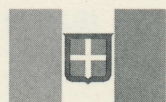
ITALIANS set up first • GREEKS move first



Remnants of the Julia Alpine Division set up on road hexes 58 FF5, EE5, EE6 and DD6:

(ELR 3) (SAN 3)

1	Cr					LMG	INF	16
3-4-6	2-2-7	8-1	7-0	6+1	2-5	65*	M10	TL 37
x11								**



Elements of TSDM, 9th Infantry Division enter on Turn 1 or any Turns thereafter on the North or West edge(s):

(ELR 3) (SAN 3)

G	Cr			(it)
4-3-7	1-2-7	8-0	7-0	MTR
x6	x2			45*2-13



SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA.
- 2) Italian INF gun must start game in Tow (C 10.1).
- 3) Greeks do not suffer captured weapons penalties for the Italian MTR's. Only crews may fire these MTR's.

AFTERMATH: Not enough Greek troops were able to get behind the Italians. The gaps in the Italian rear could not be plugged, and into these holes soldiers poured. Lacking heavy weapons, the Greeks were forced to use captured Italian equipment, which very few of them were trained to use. And so the bulk of the Italian army escaped into Albania to be met by reinforcements that finally stopped the Greek counterattack.