

THE BIRTH OF BLITZKRIEG



VICTORY CONDITIONS: The Germans win immediately upon gaining ≥ 22 VP. CVP are gained normally and EVP are gained for exiting off the east board edge.

Wilkowiecko, Poland September 1, 1939: The summer of 1939 saw the fruition of Hitler's drive for war. The quest for Lebensraum would begin with the invasion of Poland and would end with the world at war. The Germans began the war with a tremendous advantage over their adversaries, the revolutionary operational theory of blitzkrieg. The innovative combination of arms with the doctrine of breakthrough, speed and disruption would lead to some of the most dramatic victories in history. It all began on that late summer morning when theory was turned into reality. The main thrust was by Army Group South at the intersections of the Lodz and Krakow Armies. This attack was lead by the 4th Panzer Division who struck towards the village of Mokra. By 0800 the advance units of the 36th Panzer Regiment were outside the village of Wilkowiecko where the unescorted panzers ran into the AT Guns of the 19th Lancers. A quick burst of fire forced the panzers to retreat until infantry could be sent forward to support the tanks and suppress the gGuns.

BALANCE:

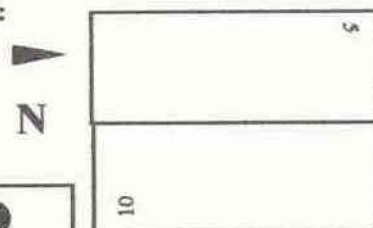
Add one Game Turn to the scenario.

Add one ATR to the Polish OOB.

TURN RECORD CHART

GERMAN Moves First	1	2	3	4	5	6	END
POLISH Sets Up First							

BOARD CONFIGURATION:



ORDER OF BATTLE

3rd Battalion, 19th Lancers: set up on/east of hexes numbered 5 on board 5:



[ELR: 3]

[SAN: 4]

237	228	8-0	ATR	MMG	?	37L AT GUN
5	2	2	2		8	2



[ELR: 0]

[SAN: 0]

Elements of the 36th Panzer Regiment: enter on Turn 1 on the west board edge:

Pz IB	Pz IIA	Pz IVC
4	4	2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. Polish MMC have Assault Fire. The Polish player receives one module of 75mm OBA (HE only) directed by an offboard observer on the east board edge at level 2. The Polish MTR is the 46mm version.

MOTORCYCLE PROBE



Krolewsh, Poland September 1, 1939: An important facet of Blitzkrieg was detailed knowledge of the enemy locations. This was the realm of the reconnaissance units of the Wehrmacht. In the early years of the war, the German army utilized bicycle and motorcycle troops in the reconnaissance role. This allowed greater mobility than the cavalry of the Polish army, though it generally acted in the same manner, riding to action, then dismounting to scout the terrain and the enemy dispositions. In the early morning of September 1, the reconnaissance elements of the 35th Panzer Regiment advanced on the left flank of the regiment. At 0830 the troopers advanced on the hamlet of Krolewsh and ran into fire from dismounted Polish cavalry, known as Lancers. This was a battle between the past and the future of warfare. This time though the modern attackers were repulsed. But they had fulfilled their mission, locating the enemy positions. They would soon return with tanks and additional troops and outflank the Lancers and drive them back towards Mokra.

VICTORY CONDITIONS: The side with the most VP wins. CVP are awarded normally and the Polish Player gains 2 VP for each full Player Turn that there are no non-HIP Polish units onboard. Germans gain EVP for exiting off the east board edge on after Turn 5.

BALANCE:

✚ Replace one at start 8-1 Leader with a 9-2.

🇵🇱 Replace one MMG with a HMG.

TURN RECORD CHART

🇵🇱 POLISH Sets Up First	1	2	3	4	5	6	7	END
✚ GERMAN Moves First								

BOARD CONFIGURATION:



Only hexrows A through Z are in play.

ORDER OF BATTLE



[ELR: 4]

[SAN: 2]

Recon Elements of the 2nd Battalion, 35th Panzer Regiment: enter on Turn 1 on the west board edge:

467	8-1	LMG	1 Squad Motorcycle
6	2	2	6*

Reinforcements enter as per SSR 2:

467	9-1	8-0	LMG
12		2	3

Elements of the 4th Battalion, 19th Lancers: set up HIP on/east of hexrow 48F:



[ELR: 3]

[SAN: 4]

458	9-1	8-1	8-0	MMG	LT MTR
8				2	2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. No German Reinforcements can setup/enter until there is a non-HIP Polish unit onboard. These reinforcements enter on the west board edge. Two of the German at start Motorcycles are sidecars. The at start Germans may deploy any MMC.
3. During Turns 1 and 2, a Polish units may only fire PBF or TPBF. Polish MMC have Assault Fire. The Polish MTR is the 46mm version.

THE WORLD AFLAME



Mokra, Poland, September 1, 1939: This first day of the 2nd World War saw the culmination of years of planning and study by the German High Command in a battle with new tactics, operational guidelines and state of art weaponry. The foe was the Polish Army who had been preparing in their own way for the forthcoming action. von Runstedt's Army Group South attacked that day against the Polish Krakow and Lodz Armies. The most intense fighting that day occurred in the sector defended by the Wolynska Cavalry Brigade in the area of Mokra. The German tanks of the 4th Panzer Division were poorly coordinated with the accompanying infantry; a reflection of the novelty of massed tank operations and the difficulty of putting the new doctrine into practice. At 1000 a major attack was unleashed by the 36th Panzer Regiment into the Mokra clearing, however this attack is broken up by artillery fire from the 2nd Horse Artillery and the armored train Smialya.

VICTORY CONDITIONS: The German player wins at game end if he controls at least 3 of the multihex buildings.

BALANCE:

 German reinforcements enter on Turn 5.

 German reinforcements enter on Turn 3.

BOARD CONFIGURATION:



5
12

TURN RECORD CHART

 GERMANS Move First	1	2	3	4	5	6	7	8	9	END
 POLISH Sets Up First										

ORDER OF BATTLE

Elements of the 19th Lancers: set up on/east of hexes numbered 5 on board 5:



[ELR: 3]

[SAN: 3]

457	228	9-1	8-0	MMG	LT MTR	ATR	37L AT GUN (Bofors)	1 Squad Foxhole	Trench	Wire
14	2		3	2		2	2	4	2	4



[ELR: 4]

[SAN: 2]

Elements of the 36th Panzer Regiment: enter on Turn 1 on the west board edge:

467	8-1	LMG	Pz IB	Pz IIA	PSW 222	Pz IVC	Opel Blitz
8	2	2	3	3	2	2	4

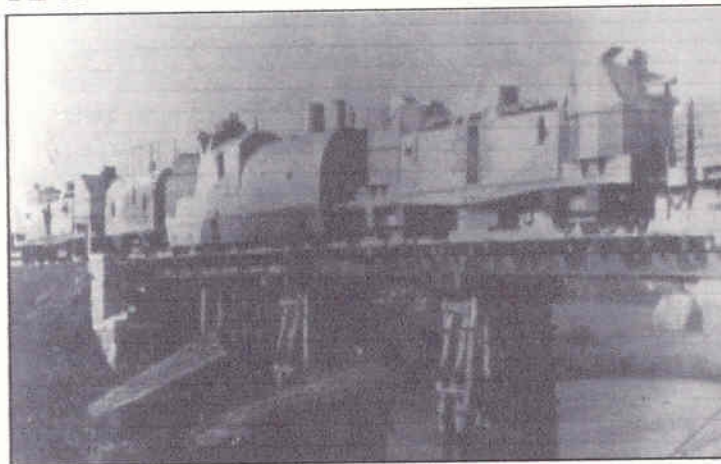
Enter on Turn 4 on the west board edge:

467	9-1	8-0	MMG dm	LMG	LT MTR dm	SPW 251/1
14	2	2		3	2	5

SCENARIO SPECIFIC RULES:

- EC are Moderate with a Mild breeze from the Southeast. Stairwells do not exist (EXC: 12U5). The marketplace does not exist, treat as a normal stone building.
- The Polish player receives one module of 75mm OBA directed by an offboard observer at Level 2 on the east edge.
- Polish MMC have Assault Fire. The Polish MTR is the 46mm version.

SMIALYA



Mokra, Poland, September 1, 1939: Early in the afternoon of September 1st, the main German assault against Mokra commenced. 100 tanks from the 36th Panzer Regiment attacked, supported by infantry from the 12th Panzergrenadier Regiment. The battle quickly developed into a close quarters action. The Polish 19th Lancers were defending in this area and were pushed back into the woods surrounding the village. The novelty of the new Blitzkrieg tactic began to show, as the German tank attacks were poorly coordinated with the accompanying infantry. The Poles were able to hold out for the entire day against a series of strong attacks. At least one of the German attacks was repulsed with the assistance of the armored train Smialya, in one of several encounters between Panzers and armored trains during the campaign. Stuka attacks caused some loss of life and damaged the armored train late in the day but did not break Polish resistance. Mokra demonstrated both the courage of the Polish soldier and the destruction to be wreaked by the new way to wage war.

VICTORY CONDITIONS: The Germans win immediately upon gaining ≥ 69 VP. EVP for exiting off the east board edge and CVP are gained normally while each stone building controlled is worth 1 VP.

BALANCE:

 Add one HMG to the Polish OOB.

 Add one SPW 251/1 to the German OOB.

BOARD CONFIGURATION:

5
12

TURN RECORD CHART

 GERMANS Move First	1	2	3	4	5	6	7	8	9	END
 POLISH Sets Up First										

ORDER OF BATTLE

Elements of the 36th Panzer Regiment enter on/after Turn 1 on the west board edge:

[ELR: 4]

[SAN: 3]

467	9-1	8-1	8-0	MMG	LMG	LT MTR	Pz IB	Pz IIF	Pz IVD	SPW 251/1
20	2	2	2	2	4	2	3	5	3	4

Elements of the 12th Lancers set up on/east of hexrow 5/12H:



[ELR: 3]

[SAN: 4]

457	228	9-2	8-1	8-0	MMG	ATR	LT MTR	Trench	Wire	37L AT Gun	75mm wz 02/26 ART Gun
15	4	2	2	2	2	2		4	8	3	

Enter on Turn 3 on the east board edge:

TKS(L)	TKS
2	4

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. Add overlay **RR1** on 12DD6-DD7 and **RR2** on 5DD6-DD7. 5DD8 and 5DD2 are not gully hexes.
3. Poles also receive Smialya armored train. See the rear of the Blitzkrieg Cover Page for details on the Smialya.
4. Poles have Assault Fire and Germans receive Air Support at the start of Game Turn 4 in the form of 1-2 Stukas DB's. The Stukas leave after 2 Game Turns. The Polish MTR is the 46mm version. Any Polish MMC/SMC may setup in a foxhole, if in eligible terrain.

MOKRA MELEE



Mokra Poland, September 1, 1939: The primary German attacking force during the invasion of Poland was Army Group South, especially its two northern elements, the Eight and Tenth Armies in Silesia. The initial attack was uneventful except in the area of Mokra. During the battle of this Polish village, the armored cars and tankettes of the 21st Armored Battalion, supported the the 2nd Mounted Rifle Regiment. This occurred in a counterattack against German tanks that were breaking through the Polish lines and threatening the Polish 2nd Artillery Battalion deployed in the clearing in the woods surrounding the village of Mokra. The Polish vehicles, emerging out of the forest, caused much confusion among German tankers, some even started to fire at friendly tanks. The Polish unit lost 3 armored cars and 1 damaged, but the German attack was stopped.

VICTORY CONDITIONS: The Poles win if they have ≥ 45 VP at game end. CVP and EVP are gained normally and 1 VP is awarded for each board 48 building controlled.

BALANCE:

 Change 45 to 40 in the Victory Conditions.

 Replace the German 9-1 with a 9-2.

TURN RECORD CHART

 POLISH Moves First	1	2	3	4	5	6	END
 GERMAN Sets Up First							

BOARD CONFIGURATION:

N	52
	48

ORDER OF BATTLE



Elements of the 36th Panzer Regiment: set up on board 48 in hexes numbered ≥ 2 :

[ELR: 3]

[SAN: 3]

467	9-1	8-0	LMG	LT MTR	ATR	Pz IB	Pz IIA	PSW 221
8			2			2	2	3

2nd Mounted Rifle Regiment and 21st Armored Battalion: set up on board 52:



[ELR: 3]

[SAN: 2]

458	8-1	7-0	MMG	LT MTR	ATR	wz 34-II	TKS	TKS(L)
12	2				2	3	3	

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. All woods hexes are Light Woods. Light woods are handled as regular woods except any fully tracked AFV may enter a light woods hex at 1/3 MP (FRU) without suffering a Bog DR. Polish MMC have Assault Fire. The Polish MTR is the 46mm version.

THE FIFTH COLUMN



VICTORY CONDITIONS: The Germans win at game end if they control building 3Y6 OR if they have gained ≥ 11 VP. CVP are awarded normally [EXC: each AC is worth 1 VP and its crew is worth 1 VP] and 1 VP is awarded for each building controlled and 1 VP is awarded for each building that is either rubble or has a flame or blaze counter therein. (See SSR 3).

Chorzow, Poland, September 1, 1939: Prior to the invasion of Poland, the Germans inserted numerous Polish-speaking nationals into Poland to work with Polish Nazis to establish a Fifth Column. Known as the German "Freikorps", they were upon the commencement of hostilities, to perform acts of sabotage creating confusion among the Polish defenders, instilling terror in the citizens. On the first day of the war they fulfilled their orders. One typical action occurred in Chorzow where the local Police had their hands full on that first day of the war. First they helped repel German saboteurs from capturing the local power plant. Then they rushed to the aid of a local defense force at a mine that was holding off a determined assault by the Freikorps. Despite a strong attack by the Germans, they were unable to dislodge the defenders and the timely arrival of armored reinforcements turned the tide. The next day however, the Poles abandoned the mine and the Germans captured it without firing a further shot.

BALANCE:

 Add 1x 227 HS to the Polish OOB.

 Add one 337 to the German OOB.

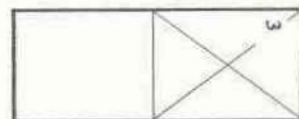
TURN RECORD CHART

 POLISH Sets Up First	1	2	3	4	5	END
 GERMANS Moves First						

BOARD CONFIGURATION:



N



Only hexrows V through GG are in play.

ORDER OF BATTLE



[ELR: 3]

[SAN: 2]

Elements of the Polish National Defense Force: set up on/east of hexrow CC:

437	8-0
5	

Elements of the Polish Police Forces: enter on Turn 3 on 3Y1:

Peugeot
1918(f)

2



[ELR: 5]

[SAN: 2]

Elements of German Freikorps: enter on Turn 1 on the west board edge:

337	8-1	7-0	LMG	DC
9		2	2	

SCENARIO SPECIFIC RULES:

- EC are Moderate with no wind at start.
- Use Partisan counters to represent the German OOB. They are German for all purposes [EXC. Morale is considered underlined]. Germans may not form multi-location firegroups and use German SW without captured use penalties. The German player may substitute Russian SW counters for the OOB SW provided. These SW retain their German SW characteristics. Germans have Molotov capability.
- Rubble is considered a building location for VC purposes. (Note: a German controlled building that is either rubble or has a flame or blaze counter is worth 2 VP and if the building is both blazing and rubble and German controlled, it is worth 3 VP.)

BLACK MONDAY



Ochota, Poland, September 25, 1939: The first German attack on the Polish capital of Warsaw, on the 8th of September, was in reality a probe by elements of the 4th Panzer Division. This probe occurred in the Ochota district and was easily repulsed. The fighting in Warsaw largely abated after these initial thrusts as German units were drawn off to counter the Bzura counteroffensive. The final assault on Warsaw was delayed until the conclusion of the Bzura River fighting. The Germans amassed a thousand artillery pieces for the final assault. The city was surrounded by 13 divisions. The Germans pounded the city for two days culminating in a massive air and artillery attack on September 25 that went down in legend as Black Monday. The Germans and Poles were locked in bloody close quarters combat. On that Black Monday the Germans made little gains, but soon the defense would collapse.

VICTORY CONDITIONS: The German player wins if he exits ≥ 26 VP off the east board edge. Prisoners do not count towards EVP.

BALANCE:

The Polish SAN is 5.

Add one 8-1 to the German OOB.

BOARD CONFIGURATION:



a	d
e	b

TURN RECORD CHART

POLISH Sets up First	1	2	3	4	5	6	7	8	9	END
GERMANS Moves First										

ORDER OF BATTLE



[ELR: 3]

[SAN: 2]

Elements of the 10th Infantry Division and attached armor: enter on/after Turn 1 on the south edge:

467	247	9-1	8-1	8-0	9-1 AL	MMG dm	LMG	ATR	LT MTR dm	Pz IIA	Pz IIB 2	Pz IIV
16	4		2	2		2	3	2		4		



Elements of the 21st Infantry Division: set up on/north of hexrow aE/cE:

[ELR: 2]

[SAN: 3]

457	437	228	9-1	8-0	MMG	ATR	75mm wz 97/55 AA Gun	De Dion Buton wz 24	C-K P17	C2P	37L AT Gun (Bofors)
8	6	2		2	2	2		3	3		

Road- block	Wire
3	6

SCENARIO SPECIFIC RULES:

- EC are moderate with a mild breeze from the west at start. No Quarter is in effect.
- Prior to all setup the Polish player places 5 rubble counters in each of hexes aJ5 and cE5. Each counter is subject to a random direction DR. The rubble counters are placed in the nearest building hex. Use random selection if ≥ 2 applicable hexes are equidistant. Also use random selection to determine which level is effected in multi-level buildings. Falling rubble applies.
- The Polish AA Gun has a manhandling number of 8. The Polish player receives three Ammo Counters that are Ammo Dumps. These Ammo Dumps may be setup HIP and are placed on board unconcealed when an enemy unit has LOS to its location.
- The Polish player has Molotov capability and Assault Fire capability. Germans receive one module of 105mm OBA directed by an offboard observer at level 3 on the west board edge. The location of the offboard observer is selected prior to all setup.

DANISH PRIDE



Soelstad, Denmark, April 9, 1940: At 04:10 AM, on the morning of the invasion, the Toender Garrison was alerted that German forces were crossing the border. Shortly afterward, the Germans arrived at the barracks, but at the last minute the garrison had moved out of Toender to the north. The Garrison conducted a series of delaying actions along the road north. At Soelstad a Danish antitank unit setup a defensive position. The Danish AT team was able to knock out one Armored Car and hit a second several times causing it to retreat. The Germans sent out upits on each side of the road to outflank the Danish positions but they were met with such heavy fire that the assault quickly bogged down. The German commander finally asked for air support and several Henschel HS 126 planes appeared, strafing and bombing the Danes. The fire got so heavy that the Danes were forced to fall back to Bredebro. The small Danish force could take pride in having held an entire German Division for over an hour, but upon reaching Bredebro they learned that Denmark had surrendered.

VICTORY CONDITIONS: The Germans win if they exit ≥ 10 EVP off the north board edge. For every Danish EVP exited off the north edge on Turn 6, increase the the German required EVP total by 1. Each AC exited with functioning MA is worth 3 EVP (including crew). Prisoners do not count towards EVP.

BALANCE:

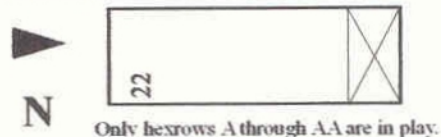
 Add one FB to the German Air Support.

 Add one LMG to the Danish OOB.

TURN RECORD CHART

 DANISH Sets Up First	1	2	3	4	5	6	7	END
 GERMAN Moves First								

BOARD CONFIGURATION:



ORDER OF BATTLE



11th Motorized Regiment: set up on/south of hexrow F:

[ELR: 3]

[SAN: 2]

467	247	9-2	8-1	8-0	MMG	LMG	LT MTR	PSW 222	PSW 221
10	2					2		2	



Toender Garrison: set up concealed, north of the stream AND on/south of hexrow U:

[ELR: 2]

[SAN: 3]

457	437	228	9-1	8-0	MMG	LMG	20L AT Gun	Road block	Wire
4	3	2				2	2		2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. The stream is shallow.
2. Place **OG2** on 22F4-F5 and **OG3** on 22G4-G5.
3. The Danish may not voluntarily move north of hexrow X before Turn 5, (EXC. routing or Berserk). If a unit does involuntarily move north of hexrow X, this restriction no longer applies to that unit only.
4. The German Player automatically receives Air Support in the form of 1 FB (39) with bombs on Turn 4.
5. The Danish may not boresight. Kindling is NA. The Danes may setup concealed in allowable terrain.

THE END AT DOMBAAS



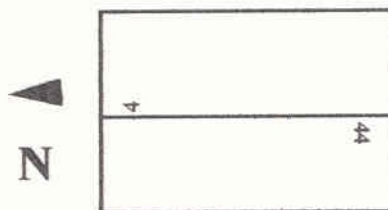
VICTORY CONDITIONS: The Norwegians win if they gain ≥ 17 CVP and they control the German Command Building (see SSR 6) at game end. German units taken prisoner are not doubled for VP purposes.

BALANCE:

One German 8-1 leader begins play wounded.

Delete the last sentence of SSR 4.

BOARD CONFIGURATION:



TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
NORWEGIAN Moves First									

ORDER OF BATTLE



Elements of the 2nd Division: enter per SSR 2:

[ELR: 3]

457	437	228	9-1	8-0	7-0	HMG	MMG	LMG	Wagon	75mm ART Gun Bofors	81mm MTR
8	8	4		2				2	4	2	2

[SAN: 3]



1st Company, 1st Fallschirmjaeger Regiment: set up within 5 hexes of 4P6 and/or 44R7:

[ELR: 5]

548	106	9-2	8-1	LMG	?	Fortified Building
8	5		2	3	8	3

[SAN: 3]

SCENARIO SPECIFIC RULES:

- EC are Moist with no wind at start. Kindling is NA. All buildings are wooden and have ground levels only. Grain is in season.
- Prior to all setup the Norwegian player must divide his force into 4 groups. Each group must enter from a different board edge on a pre-selected turn. Each group must contain at least 3 squad equivalents (EXC. Crews leaders). No more than 2 guns and/or mortars may enter on any one side.
- The 1-0-6 counters in the German OOB are prisoners taken during earlier fighting and are worth 2/1 VP for the Norwegian player for a Full/Half squad prisoner counter "liberated" at game end or eliminated by the Germans. "Liberated" means that they are still unarmed AND they are no longer in a hex with a German unit OR if they are rearmed at any point in the scenario. If rearmed these units are replaced with a 437/227 MMC. The 106 counters may setup HIP but must be setup in a building location.
- No Quarter is in effect. Massacre is N/A. German LMG have B11.
- The Norwegian Mortars may not fire smoke.
- Prior to setup the German player selects either the 4P6 or the 44R7 building as the German Command Building. This building is considered fortified.

LIGHTNING WAR



Libramont-Neufchateau, Belgium, May 10, 1940: The French had planned to delay the Germans through the Ardennes until at least the fifth day of the battle. Yet on the morning of the 10th, cavalry units belonging to General Huntziger's 2nd Army, along with cavalry units from General Corap's 9th Army (including the 1st Cavalry Division and the 3rd Spahi Brigade) advanced to the Bastogne-Arlon line, a short distance from the Luxembourg frontier. About 11 AM, Corap's advancing cavalry ran into German panzers near Libramont-Neufchateau. It was a terrifying experience for Corap's soldiers. From the air, wave after wave of Stuka dive bombers attacked the French tanks, while German panzers and armored cars fired on them from dense woods and open clearings. Suffering heavy losses, Corap's cavalry was forced to fall back to the Meuse River that very evening.

VICTORY CONDITIONS: The Germans must gain ≥ 25 EVP off the west board edge.

BALANCE:



Add one 9-1 Armor Leader to the German OOB.



Replace the French 9-1 with a 9-2.

TURN RECORD CHART

+	1	2	3	4	5	6	END
FRENCH Moves First							

ORDER OF BATTLE



Elements of the 1st Cavalry Division and 3rd Spahi Brigade: enter on/after Turn 1 on 3F6:

[ELR: 3]

[SAN: 3]

458	9-1	8-0	LMG	H-35	S-35	Citreon
6		2		5	5	6



Elements of the 7th Panzer Division: enter on Turn 1 on/between 5S1 and 5Z4:

[ELR: 4]

[SAN: 2]

467	8-1	8-0	MMG dm	LMG	Pz IIF	Pz IIID	Pz IVC	Pz38(t)A
9		2		2	2	4	2	3

BOARD CONFIGURATION:



N



Only hexrows F through Z are in play.

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. Hills do not exist, treat all terrain as rising from Level 0.
3. Germans receive 2 Stuka DB's at the beginning of their Player Turn 1. These planes leave at the end of Game Turn 3.

THE HARD WAY



Floing, France, May 13, 1940: One of the most critical phases of the Battle for France, from the German perspective, was the crossing of the Meuse River in the Sedan Sector. If this could be accomplished before the French reacted and brought up major reinforcements, then the Allied lines would be outflanked and a sweeping victory could be achieved. Conversely, if the French could stall the Germans at the Meuse and knock the German back then the Allies would be in a very formidable position. On May 13, the Germans were in position to make their assault across the river. Late in the afternoon, German bombers, followed by the German artillery, bombarded the French bunkers, many of the German guns firing point blank across the river at the French bunkers. The Grossdeutschland troops began crossing under this withering cover fire. They were very worried as to whether the bombardment had hit the French troops enough to prevent them from decimating the vulnerable troops. The French did react hitting a number of rafts, killing their occupants. A German half-track, carrying a 37mm flak gun, opened up and provided covering fire. Two Stug assault guns arrived shortly thereafter, and knocked out the offending French guns. By 5 PM, the German troops were across and quickly spread out routing the remaining stunned and shocked defenders. The Germans had won their crossing!

VICTORY CONDITIONS: The Germans win immediately upon gaining ≥ 28 LVP. (See SSR 3).

BALANCE:

✚ Add one LMG to the German OOB.

🇫🇷 Add one HMG to the French OOB.

TURN RECORD CHART

🇫🇷 FRENCH Sets Up First	1	2	3	4	5	6	7	8	9	END
✚ GERMAN Moves First										

Only hexes A through P on board 10 and P through GG on board 8 are in play.

BOARD CONFIGURATION:



N



ORDER OF BATTLE



[ELR: 3]

[SAN: 2]

Elements of the 55th Infantry Division: set up west of the river:

457	9-1	8-0	7-0	MMG	LMG	LT MTR	AP Mines	1-3-5 Pillbox	Trench	1 Squad Foxhole
14			2	2	3		18	4	6	6



[ELR: -4]

[SAN: 3]

6th Company, 2nd Battalion, Grossdeutschland Regiment:
set up east and ≥ 2 hexes from the river:

Enter on the east board
edge on/after Turn 4:

468	9-1	8-1	7-0	MMG dm	LMG	FT	DC	SdKfz 6/2	STUG IIB
16		2	2	2	4		2		2

SCENARIO SPECIFIC RULES:

1. EC are Wet with no wind at start. The River is flowing west at a slow current.
2. After all set up, board 10 is subjected to a Bombardment (C1.8).
3. Each building hex is worth the value of the coordinate that it is located in. (EX. building 10Q7 is worth 7 LVP, building hex 8T1 is worth 1 LVP, building hex 8U1 is worth 1 LVP. Only buildings west of the river are worth LVP. In addition, each Pillbox is worth 1 LVP for control of the Pillbox.
4. Three German squad equivalents are secretly recorded as being Assault Engineers. The Germans also receive 16 Small Raft Full Squad counters.

CROSSING THE MEUSE



Montherme, France, May 14, 1940: At about 3 PM on the afternoon of May 13, a thin mist hugged the Meuse Valley as the 3rd Battalion of the 4th Panzer Regiment (6th Panzer Division) arrived on the heights overlooking Montherme. The battalion was ordered to seize a crossing over the river and establish a bridgehead by 4 PM. However, as the assault troops entered the river they came under heavy fire from a number of hidden bunkers. The Germans fell back and renewed their assault later that night. A crossing was discovered slightly upstream at a metal girder bridge that had only been partially destroyed by the retreating French. The Germans quickly took advantage and got a battalion of infantry across. Once again the Germans came under fire but eventually the bunkers along the water were reduced and the French fell back to the heights at the base of the Montherme peninsula. The French were dugout of their pillboxes/bunkers one at a time, and by the end of the day the German's had a secure crossing.

VICTORY CONDITIONS: The Germans win if they control ≥ 2 pillboxes at game end.

BALANCE:

Replace one French 8-0 with a 9-1.

Replace the French HMG with a MMG.

TURN RECORD CHART

FRENCH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

ORDER OF BATTLE



[ELR: 2]

[SAN: 4]

Elements of the 102nd Fortress Division: set up on/east of hexrow F:

457	8-0	HMG	LMG	1-5-7 Pillbox	Trench
6	2		2	3	9



3rd Battalion, 4th Panzer Regiment, 6th Panzer Division: enter on Turn 1 on the west edge:

[ELR: 5]

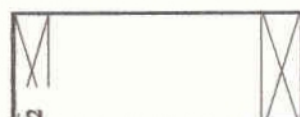
[SAN: 2]

468	9-2	8-1	FT	DC	LMG
9			2	3	2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. The German 468's are Assault Engineers.
3. The Pillboxes must be setup unconcealed on level 2 or higher hill hexes ≥ 3 hexes from each other.

BOARD CONFIGURATION:



Only hexrows D through V are in play.

BUSTED AT BULSON



Bulson, France, May 14, 1940: The middle of May, 1940 were a very bad time for the French people. Within days, the German army had swept through the Ardennes, broken through at Sedan and was poised for a sprint across France that would inevitably smash the Allied defenses. The rout of the French 55th Division had left the Germans in commanding position around Bulson. Calm leadership by General Andre Doumenc provided the French an opportunity to stave off disaster with a forceful counterattack by the available armored divisions. The counterattack against the German bridgehead went in piecemeal however. The Germans were able to consistently have reinforcements arrive in the nick of time. As the 1st Panzer crossed the Meuse it moved into Bulson just as the French tanks arrived. 10 French tanks were in a column as the Germans approached. The French tanks were completely surprised and several tanks were quickly knocked out. Several tanks fled south but few escaped the German onslaught.

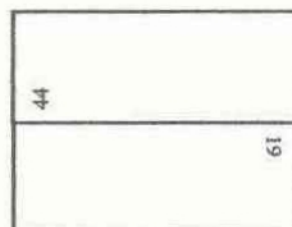
VICTORY CONDITIONS: The side with the most EVP wins. The German gains EVP for exiting on the western edge of board 19 and the French gains EVP for exiting on the eastern edge of board 44.

BALANCE:

✚ Add two 9-1 Armor Leaders to the German OOB.

🇫🇷 Add two 9-1 Armor Leaders to the French OOB.

BOARD CONFIGURATION:



TURN RECORD CHART

✚ FRENCH Move First	1	2	3	4	5	6	7	8	END
🇫🇷 SIMULTANEOUS Set Up									

ORDER OF BATTLE



[ELR: 0]

[SAN: 0]

4th BCC, 3rd DCR: set up on board 19 south of the road and west of hexrow U:

FCM 36	H-39
4	4



[ELR: 0]

[SAN: 0]

Elements of the 1st Panzer Regiment: set up on board 44 north of the 44Y1-44GG5 road:

Pz IIA	Pz38(t)A	Pz IVC
4	2	2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start.
2. Place a board between setup areas so that each sides setup is not known until play is ready to commence.
3. Either side may setup some, or all, of their vehicles in motion.

ELAN



VICTORY CONDITIONS: The Germans win immediately if there are no Good Order French MMC (EXC. crews) in play.

La Horgne, France, May 15, 1940: While the westward advance of Guderian's panzer division eased the pressure on Huntziger's front, it seriously endangered Corap's right wing. However, unlike Huntziger, Corap had no armored divisions to bolster the front. Instead, he had to rely on a "B" division (the 53rd Infantry) and the under strength 3rd Spahi Brigade to defend the gap created by the withdrawal of Huntziger's left flank. The Spahi Brigade established itself in strong defensive positions around the village of La Horgne. Early on May 15, it was attacked by the 1st Panzer Regiment. Proving that the French soldier could fight ferociously, the brigade held out for several hours, depriving the Germans of an easy victory. The Germans initially attempted a frontal assault, but the attack was stopped with heavy casualties. The Germans then sent the 2nd Battalion around the northern flank of the French defenses where they surprised the staff of the Spahi Brigade's 2nd Regiment, killing the commander. Late in the day the Germans attacked simultaneously from the northern flank and from the front and overwhelmed the defenders killing 27 officers and 610 men. The Spahi Brigade had, in effect, ceased to exist.

BALANCE:

Replace one German MMG with a HMG.



Replace 4x German 467 squads with 4x 447 squads.

BOARD CONFIGURATION:

N

52

42

TURN RECORD CHART

FRENCH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

ORDER OF BATTLE

[ELR: 4]

[SAN: 3]

Elements of the 1st Panzer Regiment: set up on board 52 or board 42 north of hexes numbered 5 AND ≥ 3 hexes from a French setup hex:

467	9-2	8-1	8-0	MMG	LMG	LT MTR	9-1 AL	Pz IIF	Pz 35(t)	Pz IVC
16			2	2	3			2	3	



[ELR: 4]

[SAN: 5]

Elements of the 3rd Spahi Brigade: set up on board 42 west of hexrow N:

458	228	9-1	8-0	MMG	LMG	LT MTR	ATR	47L AT Gun	75 ART
10	2		2		3		2		

SCENARIO SPECIFIC RULES:

1. EC are Dry with no wind at start.

LOVELUCK



Merville, France, May 28, 1940: During the retreat in France following the collapse of the French and BEF defensive lines a number of units became detached from their parent units. One such unit was a section of the 115th (Leicester) Army Field Regiment commanded by Lieutenant Eric Loveluck. He was ordered to help hold off some light panzers that were advancing in the area of Merville. In the afternoon of May 27, he setup his battery just as the attacking German tanks stopped attacking and setup bivouac in a nearby village. Loveluck opened fire and quickly knocked out a number of tanks. The next morning Loveluck expected a hostile German reaction. The Germans added some medium tanks to the attack. Loveluck's guns destroyed 5 of the panzers while being directed by Loveluck from a church tower before running short of shells. One of his guns was knocked out of action. Loveluck and his crew had to slip through the German lines that night. Loveluck was awarded the Military Cross for his leadership and bravery.

VICTORY CONDITIONS: The German player wins at game end if he controls more building locations within 3 hexes of 33Q8 than the number of German tanks destroyed, immobile, without functioning MA or under a shock/UK counter.

BALANCE:

Add one ATR to the British OOB.

Germans are Elite for Special Ammunition purposes.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

ORDER OF BATTLE



[ELR: 4]

[SAN: 3]

Elements of the 2nd Armored Division: set up on/west of hexrow N:

247	228	9-2	LMG	ATR	84* ART
4	2				2



[ELR: 3]

[SAN: 2]

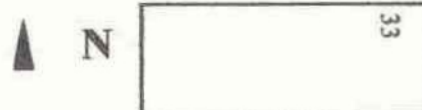
Elements of the 19th Army Headquarters Detachment: set up on/east of hexrow L:

467	8-1	LMG	Pz IIF	Pz IVC
3			3	2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Add Overlay X22 on P6.
3. All British MMC and SMC may setup concealed in allowable terrain.
4. German crews may not voluntarily abandon their vehicles.

BOARD CONFIGURATION:



GUERRA DEL LAMPO



Elea, Greece, October 28, 1940: Mussolini was unhappy with the postwar settlements that left Italy without territory on the far shore of the Narrow Adriatic Sea. He was determined to rectify this. As a first step, Mussolini annexed Albania in April 1939. Then he turned his attention to Greece. A series of diplomatic maneuvers by Italy's fascist government ended in an ultimatum to expire at 0600 on October 28, 1940. The Italians attacked at 0530 that day. Only frontier pickets met them at the border, for the main Greek positions were 5-15 kilometers behind the frontier. The strength of the Greek position lay in its inaccessibility due to the rugged terrain. The Italian Centauro Division was tasked with driving down the Drin Valley to identify the Greek main line of resistance. The Greeks had a small blocking force forward, in the village of Elea, several kilometers ahead of this line. The screening force was to delay the Italian advance, causing it to deploy so that the Greeks would have time to man their defenses. The Greeks did this job admirably, falling back as the Italians brought forward L/3 tankettes. The Italians pushed forward to the Greek main position on the 29th but would not assault it for two days as they scouted the Greek lines. This was no German blitzkrieg, for sure!

VICTORY CONDITIONS: The Italians win at game end if they have ≥ 45 VP. CVP are gained normally, as is EVP for exiting off the east board edge. 1 VP is awarded for each stone building controlled.

BALANCE:

 Replace 3x 347 with 3x 447 squads.

 The Greeks may Fortify 3 Building Locations. (Tunnels are NA).

BOARD CONFIGURATION:



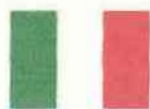
N

	=
=	

TURN RECORD CHART

 ITALIAN Move First	1	2	3	4	5	6	7	8	END
 GREEK Set Up First									

ORDER OF BATTLE



Elements of the Centauro Division: set up on/west of hexrow 12F/11BB:

[ELR: 2]

[SAN: 3]

347	9-1	8-0	7-0	MMG dm	LMG	LT MTR dm	L3/35	L3 FT	L3 aa
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15

2

3

2

6



8a Division: set up on/east of hexrow 12I/11Y:

[ELR: 3]

[SAN: 2]

457	437	228	8-1	7-0	MMG	LMG	81mm MTR	12.5mm AA Gun	Road block
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4

6

3

2

2

2

3

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind in effect. Kindling is NA.
2. Add **Hi2** on 12E3-E4, **Hi3** on 12H4-H5, **Hi4** on 12Y6-Y7 and **Hi5** on 12FF1-FF2.
3. Orchards are Vineyards.

KRUSHED AT KROUSSIA



Kroussia, Greece, April 8, 1941: The Italian attack on Greece, in the fall of 1940, soon proved to be a disaster for the Italians. Despite overwhelming numbers of troops, the Italians could not penetrate the Greek mountain defenses. As British troops arrived to reinforce the Greece, this area of Europe took on strategic importance for the Germans, as this area now threatened the flank of the planned invasion of Russia and the Rumanian oilfields. Therefore, Hitler decided to invade the Balkans. On April 6, Yugoslavia and Greece were invaded simultaneously by German forces. The Greeks established their forward defenses on the Metaxas Line. The western flank was anchored on the Axios River. The Greeks hoped that the Yugoslavians would block any German advance around that flank. The main Metaxas Line held firmly for two days, however, the Germans did make excellent progress around the left flank of the line where only 4 battalions of the Kroussia Detachment stood in their way. As the turning movement threatened to compromise the entire Metaxas Line, the 19a Motorized Division raced northward from Kilikis to stop it. The Germans concentrated their 2nd Panzer Division in this area and pushed south. The Yugoslavians were incapable of mounting a counterattack on the German flank so the Greeks were in a precarious position. At 0600 hours on the 8th, Stukas dove on the Greek defenders as tanks poured south into their defenses. The L3 tankettes of the Greek 19a Motorized Division were no match for the modern panzers and the Greeks were overwhelmed. By late afternoon, the Germans had broken through and were pouring south, having outflanked the Metaxas Line.

VICTORY CONDITIONS: The Germans win at game end if they control all of the multihex buildings on board 3.

BALANCE:



Add one 467 to the German OOB.



Replace the Greek 9-1 with a 10-2.

BOARD CONFIGURATION:



18
3

TURN RECORD CHART



GERMAN Moves First

1 2 3 4 5 6 7 8 END



GREEK Sets Up First

ORDER OF BATTLE



Elements of the 2nd Panzer Division: set up on board 18, north of hexes numbered 5:

467	9-1	8-1	8-0	MMG	LMG	LT MTR	Pz IIF	Pz IIIF
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[ELR: 4]

15

2

2

3

4

6

[SAN: 3]



19a Motorized Division: set up on board 3:

457	228	9-1	8-1	8-0	HMG	LMG	L3/35	VCL M1936 (b)	37L AT Gun (Bofors)
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[ELR: 2]

12

2

6

2

[SAN: 2]

SCENARIO SPECIFIC RULES:

1. EC are Moderate with no wind in effect. Kindling is NA.
2. No level 2 hill hexes exist; all such hexes are level 1. Buildings have ground floor only.
3. Use Partisan L3/35 (Common Allied Minor Vehicle Note 31) for extra Greek tankette counters required.
4. The VCL M1936(b) represents the VCL M1930. It has red MP and the MG is 5 FP.

BRANZINI BROUHAHA



Branzini, Bessarabia, July 5, 1941: Rumania joined the Axis in November 1940, despite the major misgivings among its populace. They followed Germany into Barbarossa, primarily for the purpose of regaining Bessarabia and Bukovina, which had been annexed by Russia the previous year. Portions of Army Group South (including the Rumanian 3rd and 4th Armies) attacked from Rumania on July 2, 1941. Due to a lack of armor the Axis forces advanced on a wide front. On July 2, 1941, the German 11th Army forced a bridgehead across the Prut River west of Stefanesti. The following day the Rumanian 1st Armored Division passed through it towards Branzini. There, the frontier divisions of the Soviet 18th Army made a stand. As the Rumanian tanks attacked on 5 July, they were struck by units of the 2nd Mechanized Corps. A battle developed between a dozen Russian tanks and a platoon of Rumanian R-2's. Two T-28's were knocked out for the loss of a single R-2, before the Russians pulled back.

VICTORY CONDITIONS: The side with the most VP wins. CVP are gained normally; 1 VP is awarded for each building controlled at game end and EVP are awarded to the Rumanian for exiting the east board edge.

BALANCE:

 Add 12 AP Mine Factors to the Russian OOB.

 Add one full Game Turn to scenario.

BOARD CONFIGURATION:



TURN RECORD CHART

 RUMANIAN Moves First	1	2	3	4	5	6	7	END
 RUSSIAN Sets Up First								

ORDER OF BATTLE



1st Armored Regiment: enter on/after Turn 1 on the west edge:

[ELR: 3]	447	347	227	8-1	8-0	HMG	LMG	LT MTR dm	ATR	R-2	UE Malaxa	47 AT Gun
[SAN: 3]	6	6	2	2			2			5		

Elements of the 18th Army: set up east of hexrow I:



447	426	8-1	7-0	10-0	HMG	LMG	ATR	LT MTR	Trench	Wire
4	4								4	6

Elements of the 2nd Mechanized Corp enter on Turn 4 on the east edge:

[ELR: 2]	T-28	BT-2A	BA-64	T-26 M33
[SAN: 2]	3	4	2	2

SCENARIO SPECIFIC RULES:

1. EC are Moderate with a Mild breeze from the SE.