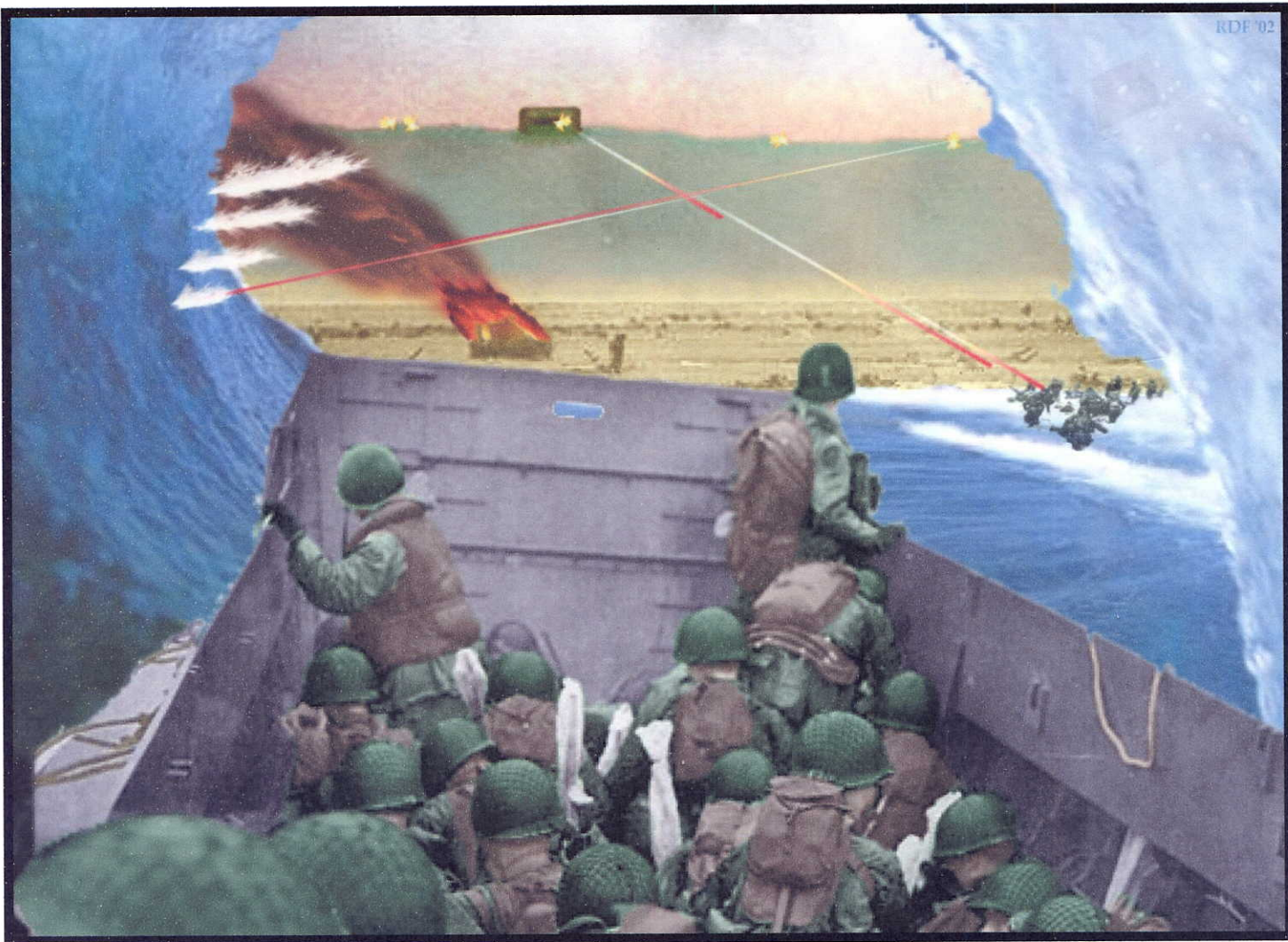


SoCal ASL's

MELEE PACK I



From the fertile minds of...

The Southern California ASL Club





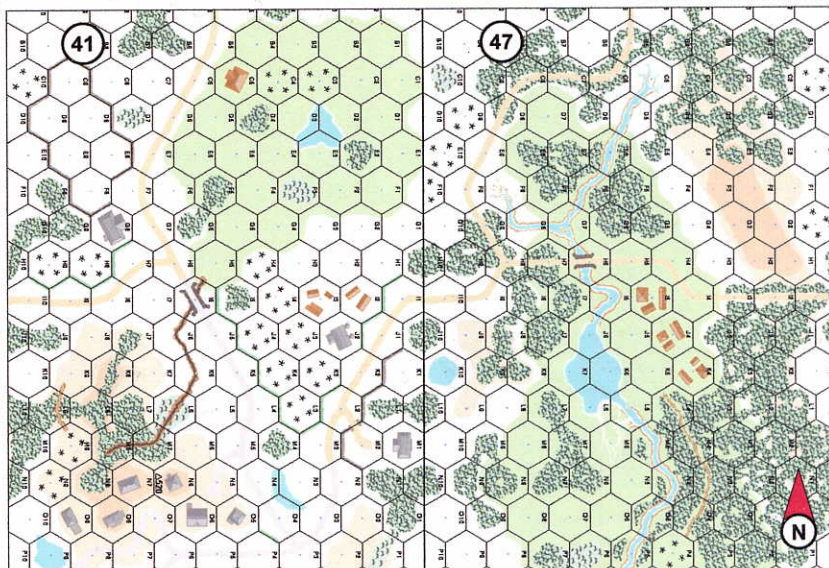
OBJECTIVE

The Italian player wins by exiting 7 CVP of Italian non-crew MMC off the South and/or East edges on or between 41P10 and 47I1.

ADVANTAGE

Greek: Decrease Game Length to 7 Turns.

Italian: Add one 346 to the Italian OB.



PLAYING AREA: Boards 41 and 47, Rows A through P

Greek Sets Up First	1	2	3	4	5	6	7	8	END
Italian Moves First									

January 17, 1941: Northwest of Klisura, Albania

The continuing debacle in the Balkans found the Italians desperate to stop relentless Greek counter-offensives before they lost all of Albania. The Greek II Corps attack on the Italian center in central Albania had captured Klisura by the evening of January 1st and was threatening Berat. The newly arrived 7th "Lupi di Toscana" (Wolves of Tuscany) Infantry Division was ordered to launch an immediate counterattack on January 9th to recapture Klisura and relieve pressure on the isolated 3rd "Julia" Alpini Division. Inept generalship, incomplete training, freezing weather, poor reconnaissance, insufficient fire support and an exhausting twenty-four hour approach march doomed the attack from the start. After two days of combat, the division was back at its start line in a disrupted state. The Greek 15th Infantry Division resumed the drive on Berat and encircled the disorganized "Wolves" resulting in the surrender of the entire 77th Regiment. The commander of the 78th Regiment was determined not to meet the same fate.

GREEKS

Elements, ELAS Militia and 19th Battalion, 15th Division: [ELR: 3, SAN:3]

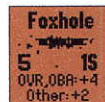
ELAS Militia:
Set up on any hex of Board 41 (including half-hexes shared with Board 47) on or South of Row H:



19th Battalion:
Set up on any hex of Board 47 (excluding half-hexes shared with Board 41) on or South of Row E:



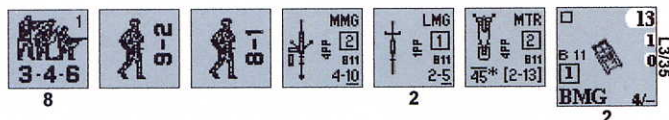
Fortification:
Set up in either Greek set up area:



ITALIANS

Remnants of the Italian Wolves of Tuscany Division: [ELR: 2, SAN:2]

Enter on Turn 1 along the North edge of Board 41:



VEHICLE CHEAT SHEET

L3/35 Tankette	BMG	3.5 tns
MP (Full-Track):	13 @	AF H T
Size Mod:	+2	Front 1 1
Turret:	NT	S/Rear 0 0
MA:	BMG	B11 ROF:1
AP TK: 4		
MGs: (B/C/AA/R)	4 / - / -	
Notes: A,B,E,N,R	GP: L	CS: 2
N,R: Not applicable.		
A: Make 2 TK DR when firing as AP. Use better DR		
B: BMG may be scrounged as 1 or 2 lmg. See D10.5. BMG malfs, disables, repairs as 1 MG.		
E: If Stunned, cannot go CE, may not fire and is Recalled. BMG may fire when HD.		

SPECIAL RULES

- Weather is Ground Snow (E3.72) with no wind at start.
- As per A25.9, Greek broken level morale is increased by 1.

CONCLUSION

Rounding up some 300 soldiers, the 78th Regiment's commander personally led a breakout through the Greek cordon. The remnants of the "Wolves" probed the Greek perimeter until a weak spot could be located. On January 17th, the "Wolves" attacked the thin Greek line before them and fought their way through to the Italian lines beyond. It was a minor victory in the face of catastrophic losses for the "Wolves".

The Southern California ASL Club presents....



MP1: THE WOLVES' LAST TOOTH

January 17, 1941

Klisura, Albania:

The remnants of the Wolves of Tuscan Division must break out through the thin infantry lines held by the ELAS Militia and the Greek 15th Division with only a handful of tankettes for support.



MP2: CURTAIN KALL

November 6, 1944

Hürtgen Forest, Germany:

Task Force Ripple must utilize its inexperienced GIs, tanks and TDs to smash the dug in soldaten of the German 89th Infantry Division. Add in a little heavy caliber OBA and the Americans just might have a chance.



MP3: HOLY GROUND

November 6, 1944

Vossenack, Germany:

The 156th PanzerGrenadiers have the U.S. 112th Infantry on the run. The 2nd Battalion CP must cobble together a defense around the town church or lose Vossenack entirely.



MP4: BLEEDING THE FIRST

November 16, 1944

Hamich, Germany:

The 1st Battalion of the 16th Infantry has been ordered to take Hamich. The elite 48th Grenadiers are waiting for them in the wooded approaches to the town where they've been preparing defenses for weeks.



MP5: THE RATS OF HAMICH

November 18, 1944

Hamich, Germany:

The 3rd Battalion of the 16th Infantry now leads the assault on Hamich. The 48th Grenadiers have set up a layered and well-hidden defense to make them pay for every muddy yard.



MP6: THE MARNACH STRONGPOINT

December 16, 1944

Marnach, Luxembourg:

The 2nd Panzer Division must coordinate an armored assault to seize Marnach from the reconstituted U.S. 110th. Though surprised, the 110th may have just enough force to halt the German advance.

MELEE PACK I

Our membership has been designing, developing and playtesting products for years...we've supported some terrific efforts by Bounding Fire Productions, Front Line Productions, Heat of Battle, Kinetic Energy and MMP, to name a few. Well, after a year of hard work, we've pulled together something we can call our very own. **Melee Pack I**.

Melee Pack I contains six scenarios...the cream of the crop of the many scenarios "in the works" with our Playtest Team. We think you'll agree that every one is a creative and inspired design; you'll find variable OoBs, lots of combined arms and some interesting board/overlay combos. The fact that they are mostly tourney-sized doesn't hurt either. As a result of our extensive playtest efforts, these scenarios are balanced, exciting and have a high replay value.

In a nutshell, you're gonna love 'em!

Since we don't like to do things by half measures, we've also added Scenario Cheat Sheets to **Melee Pack I**. We've been producing these in our quarterly newsletter for some time now and felt that **Melee Pack I** wouldn't be complete without them for each scenario. If you haven't seen one before, a Scenario Cheat Sheet depicts vehicle and gun notes based on a scenario's OoB, the date of the scenario and any special rules for the scenario. What you wind up with is a sheet of information specially tailored for that unit for that scenario. It saves us a lot of time looking up rules and we hope you'll find them useful also.

Melee Pack I would never have been possible without the guidance and leadership of our very own Playtest Guru, Matt Romey. Supporting Matt in his efforts was the Playtest Team...all of whom we've included below as a way of saying thank you for all the hard work.

CREDITS

Scenario Design:

Jim Aikens, Matt Cicero, Bryan Earll, Scott Faulk

Playtesting/Proofing:

Jim Aikens, Chris Castellana, Matt Cicero, Bryan Earll, Nadir El-Farra, Scott Faulk, Robert Feinstein, Sean Geraghty, Chuck Hammond, Eric Morton, Dave Myers, Dave Reinking, Matt Romey, Dave Rosner, Paul Simonsen, Rob Stai, Fred Timm, Scott Thompson, Eric Visnowski, Ray Woloszyn

Special Credits:

Our sincere thanks to Rodney Kinney for the use of VASL graphics in the production of **Melee Pack I**.

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MELEE PACK I contains:

- 6 Full Color Scenarios
- 5 Full Color Scenario Cheat Sheets

No part of **Melee Pack I** may be reproduced in whole or in part in any medium without the express written permission of SoCal ASL.

Please address all questions or comments to:
president@socalasl.com





OBJECTIVE

The American wins at Game End by controlling ≥ 5 Level 3 hill hexes numbered ≥ 10 so long as 12 CVP of unbroken American units are on/south of hexes numbered ≥ 10 . The German wins immediately upon amassing ≥ 25 CVP [EXC: Bonus CVPs for prisoners are counted *immediately*, not just at Game End]. Vehicle CVPs are NA for all VC purposes [EXC: Vehicle crews, whether in counter form or not, count normally].



PLAYING AREA: Entire Nphum Ga Map

ADVANTAGE

- German:** Change the American ELR to 2.
American: Replace 4 x 536 with 4 x 546.

November 6, 1944: The Kall Gorge, Hürtgen Forest, Germany
 3rd Battalion, 112th Infantry had been expelled from Schmidt and had retreated to Kommerscheid to join up with the badly battered men of 1st Battalion. 28th Division HQ, seriously underestimating the situation, ordered the formation of a task force under Lt. Col. Ripple to cross the Kall Gorge, link up with the units in Kommerscheid and then retake Schmidt. Attempting to use the Kall Trail, Task Force Ripple slammed headlong into elements of the 1055th Grenadiers and the 16th Panzer Regiment which had dug in to prevent just such a reinforcement of Kommerscheid.

German Sets Up First	☆	1	2	3 ⁺	4	☆	5	6	7	8	END
American Moves First											

Elements of the 1055th Grenadier Regiment, 89th Infantry Division: [ELR: 2, SAN:4]

Set-up on/South of hexes numbered 10:



Set-up on any Level 2 or higher hill hex with LOS to at least one road hex:



Choose 85 Fortification Purchase Points of Defenses: Set up in any eligible hex in any German set up area.

Description	FPP Cost	Limits
Foxhole	2 per Squad	15 Squads
Trench	7	3
Wire	5	5
AP Minefield	3 per Factor	24 Factors
AP Minefield, Known	2 per Factor	24 Factors
? Counter	1	18
HIP (For Squad/HS/SMC)	8/4/2	2 Squad Equiv

Set-up within 2 hexes of J7:



Reinforcing elements of the 16th Panzer Regiment, 116th Panzer Division "Windhund":

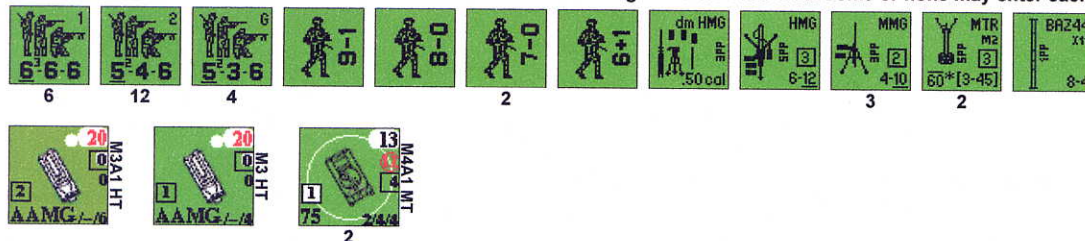
Enter along the South edge on Turn 3:



GERMANS

"Task Force Ripple": Elements of 3rd Battalion, 110th Infantry, 28th Division; 707th Tank Battalion; 893rd TD Battalion: [ELR: 3, SAN:2]

Set up on/North of hexes numbered 2 and/or enter from the North edge on/after Turn 1. All some or none may enter each turn:



Enter from the North edge on Turn 5:



AMERICANS

SPECIAL RULES

- EC are Wet with no wind at start. For Level determination, hex G7 is defined as Level 0. All orchards (palms) are shellholes. Gully/marsh hexes from E1 through G9 do not exist; treat them instead as unpaved road hexes (Consider the road to follow the gully depiction. The only road hexside in G9 is the G8/G9 hexside). Place a full Trailbreak counter (B13.42) in hex L12 from hexes L11 to L13. Kindling is NA.
- The German receives one module of 80mm OBA (HE Only) with Plentiful Ammo (C1.211). The first German Battery Access draw is automatic (remove one black chit from the draw pile). The Americans receive one module of 155mm OBA (HE and SMOKE) with an Observation Plane (E7.6). The North edge is considered the American Friendly Board Edge.
- German MMGs and HMG *only* may use boresighting [EXC: Contrary to C6.44, the -2 DRM applies vs. non-moving targets].
- AP Mines may not be exchanged for AT Mines. Dummy mines are NA.
- Non-halftrack vehicle crews may not Voluntarily Abandon their vehicles. Eligible US vehicles may roll for Gyros (H1.42).
- All units of both sides may freely set up Concealed in Concealment Terrain.

CONCLUSION

Task Force Ripple had reached the Gorge and was preparing to climb the heights to Kommerscheid when the soldiers of the 1055th opened up with everything they had. After a prolonged firefight, the Americans cleared the bald ridge on the opposing side of the Gorge. However, Ripple could not press his advantage since nearby elements of the 112th had already begun to fall back under severe pressure from other units of the 1055th Grenadiers and the 16th Panzer.

Nov 1944

CURTAIN KALL [MP2]

Note: Eligible U.S. vehicles may roll for Gyrostabilizers (H1.42).

PzKpfw IVJ Medium Tank		75L	25 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+0		Front	8	6
Turret:	ST		S/Rear	3	4
MA: s8, sN9, A3		T75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		3 / 5 / 2			
Notes: S (NA)		GP: N		CS: 6	

M4A1 Medium Tank		75	30.5 tns		
MP (Full-Track):	13	AF	H	T	
Size Mod:	-1		Front	11	8
Turret:	T		S/Rear	4	6
MA: s5, sM5, WP7 T75				ROF:1	
AP TK: 14, HE TK: 7					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: F,G,N, R,Y,BB		GP: N		CS: 5	
F,N,Y: Not Applicable; BB: Allows s5, WP7.					
G: This vehicle may have a Gyrostabilizer.					
R: Fast Turret: Can have Multiple Hits (C3.8); Halve (FRD) total Firer-based TH DRM in a Gun Duel.					
Red CS#: -1 DRM to Final TK DR for Burning Wreck determination (only).					

M10 GMC Tank Destroyer		76L	29.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	+0		Front	8	8
Turret:	ST-OT		S/Rear	3	3
MA: sP5, A5		T76L		ROF:2	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		- / - / 4			
Notes: A,N,S,Y		GP: N		CS: 7	
S:Crew must be CE to use smoke pots; A,N,Y (NA)					

M3 Halftrack		AAMG	8 tons		
MP (Halftrack):	20	AF	H	T	
Size Mod:	+1		Front	0	1
Turret:	OT		S/Rear	0	0
MA:	AAMG		ROF:1		
AP TK: 4					
MGs: (B/C/AA/R)		- / - / 4			
Notes: N (NA)		GP: N	15PP/T6	CS: 5	
MA can be Removed as a MMG. Red MP: Roll for Mechanical Breakdown when starting.					

M3A1 Halftrack		AAMG	8 tons		
MP (Halftrack):	20	AF	H	T	
Size Mod:	+1		Front	0	1
Turret:	OT		S/Rear	0	0
MA:		AAMG	ROF:2		
AP TK: 5 (12.7mm MA)					
MGs: (B/C/AA/R)		- / - / 6			
Notes: E, H, I, Z		GP: N	15PP/T6	CS: 5	
E: Inherent crew can only fire MA (4FP) unless it is malf'd or disabled. Good Order Passengers may fire the secondary AAMG (2FP) which counts as use of a SW. Lone SMC may fire the 2FP AAMG.					
H: AAMG malf, repair and disable independently. Armor/Passenger leaders may effect both AAMG if fired as a firegroup.					
I: AAMG is really 2 MGs: 1 .50cal MA (4FP) and 1 .30cal MMG (2FP).					
Z: Vehicle carries a BAZ44. Crew may fire either MG or the BAZ in a single turn. Crew or Passen- gers can Remove or Scrounge the BAZ.					
The MA and secondary AAMG may be Removed per D6.631.					
Red MP: Roll for Mechanical Breakdown when starting.					

8cm GrW 34 (MTR)	
Gunshield:	No
Size Mod:	+1
M#:	11 QSU
Turret:	NT MA: 81*
HE Only, s8, IR, ROF: 3	
HE TK: IFT 8FP (Base 16)	
Notes: N (Not Applicable)	
Range: 2-60 Can dismantle to 5PP. Area Target Type only.	

MJVC012203

**OBJECTIVE**

The German player wins at Game End by earning ≥ 15 VP. 1 VP is earned for control of each building located ≤ 4 hexes from W5 [EXC: W5 is worth 3 VP].

ADVANTAGE

American: Germans need 17 VP to win.

German: Germans need 13 VP to win.



PLAYING AREA: Board 41, Rows R-GG

American Sets Up First	☆	☆	☆	☆	☆	☆	☆
German Moves First	1	2	3	4	5	6	END

Elements, 28th Infantry Division and supporting units: [ELR: 3, SAN:3]

Choose One Group. Set up on or west of Row BB. Americans may freely deploy any or all squads at setup:

A Company, 146th Engineer Combat Battalion



OR

Elements E/F Companies, 2nd Battalion, 112th Infantry



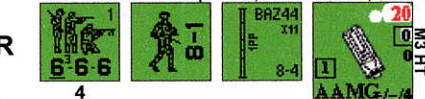
Choose One Reinforcement Group. Enter on the West or South edges on or between R1 and Y10 on Turn 1:

A Company, 146th Engineer Combat Battalion



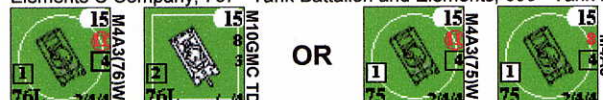
OR

Elements E/F Companies, 2nd Battalion, 112th Infantry



Choose One Reinforcement Group. Enter on the West or South edges on or between R1 and Y10 on Turn 2:

Elements C Company, 707th Tank Battalion and Elements, 893rd Tank Destroyer Battalion

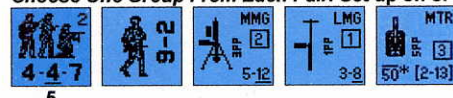


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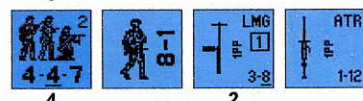
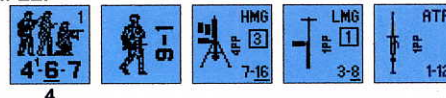


Elements, 2nd Battalion, 156th PanzerGrenadier Regiment and supporting units: [ELR: 3, SAN:4]

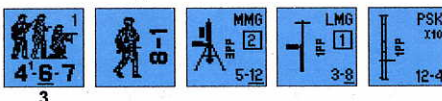
Choose One Group From Each Pair. Set up on or east of Row EE:



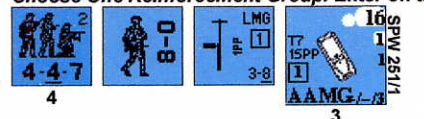
OR



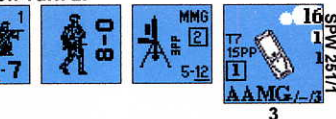
OR



Choose One Reinforcement Group. Enter on the East edge on Turn 2:



OR



Choose One From Each Pair of Reinforcements. Enter on the East edge on Turn 3:



OR



OR



OR

**SPECIAL RULES**

- EC are moderate with no wind at start. Treat all hills as Level 0 with terrain as indicated. Hexes AA5 and W7 are Level 0 rather than sunken roads. Treat stream hexes as Level 0 open ground. The bridge in U5 does not exist. Treat rowhouses as separate, Single Story Houses (B23.21) and their black bars as Open Ground. Building FF2 has no Level 2 Locations. Building W5 represents the town church: a Single-Hex, Two-Story House (B31.3) with a Steeple (B31.2). [Note: The church, therefore, has three Locations.]
- American 667/337s are Assault Engineers. One American '44 FB with bombs (HE Only) appears at the start of German Turn 3 and is immediately Recalled at the end of German Turn 4.
- The American Player may place ≤ 2 shellhole counters on any road hex in his set up area, prior to set up.
- All force selections for both players must be made secretly prior to the American set up.

CONCLUSION

The 156th PanzerGrenadiers forced their way to the middle of town and nearly overran the 2nd Battalion CP. Cpt John Pruden, newly appointed commander of the 2nd Battalion and his S-1, Cpt James Nesbitt, managed to rally enough troops to slow the Germans just east of the CP near the town church. Gathering 70 troops from the 2nd Battalion, the newly arriving A Coy of the 146th Engineers and a few tanks and TDs, the Americans were able to stabilize the lines and halt the Germans after an afternoon of brutal close quarters fighting.

AMERICANS

GERMANS

Nov 1944

HOLY GROUND [MP3]

PzKpfw IVH Medium Tank		75L	25 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+0		Front	8	6
Turret:	T		S/Rear	3	4
MA: s8, sD5, A3		T75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		3 / 5 / 2			
Notes: B (Has it), S (NA)		GP: N		CS: 6	

PzKpfw IVJ Medium Tank		75L	25 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+0		Front	8	6
Turret:	ST		S/Rear	3	4
MA: s8, sN9, A3		T75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		3 / 5 / 2			
Notes: S (NA)		GP: N		CS: 6	

StuG IIIG (L) Assault Gun		75L	23.5 tns		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+1		Front	8	8
Turret:	NT		S/Rear	3	3
MA: s8, sN9, A4		B75L	ROF:1		
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		- / 4 / 1			
Notes: O,Q,S		GP: N	CS: 4		
S: Not Applicable.					
O: AAMG may fire only when BU; cannot be used by a Rider; cannot fire at aerial targets; and can only fire if target elevation is not > range.					
Q: CMG may not fire outside VCA.					

StuH 42 (L) Assault Gun		105	24 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+1		Front	8	8
Turret:	NT		S/Rear	3	3
MA: s9, sN9, H9		B105	HE Only	ROF:1	
HE TK: 10, HEAT TK: 15					
MGs: (B/C/AA/R)		- / 4 / 1			
Notes: O,Q,S		GP: H		CS: 4	
S: Not Applicable.					
O: AAMG may fire only when BU; cannot be used by a Rider; cannot fire at aerial targets; and can only fire if target elevation is not > range.					
Q: CMG may not fire outside VCA.					

M4A3(76)W Medium Tank		76L	32 tons		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	11	8
Turret:	T		S/Rear	4	6
MA: sM8, A4		T76L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: A,F,G,Y (NA)		GP: N		CS: 6	

M4A3 Medium Tank		75	30.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	8	8
Turret:	T		S/Rear	4	6
MA: s5, sM4, WP7 T75			ROF:1		
AP TK: 14 , HE TK: 7					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: F,G,R,Y,BB		GP: N		CS: 5	
F,G,Y: Not Applicable; BB: Allows s5, WP7. R: Fast Turret: Can have Multiple Hits; Halve (FRD) total Firer-based TH DRM in a Gun Duel. Red CS#: -1 DRM to Final TK DR for Burning Wreck determination (only).					

SPW 251/1 Halftrack		AAMG	9 tons		
MP (Halftrack):	16	AF	H	T	
Size Mod:	+1		Front	1	1
Turret:	OT		S/Rear	1	1
MA:	AAMG	ROF:1			
AP TK: 4					
MGs: (B/C/AA/R)		- / - / 3			
Notes: C, N (NA)	GP: N	15PP/T7	CS: 5		

M10 GMC Tank Destroyer		76L	29.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	+0		Front	8	8
Turret:	ST-OT		S/Rear	3	3
MA: sP5, A5		T76L		ROF:2	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		- / - / 4			
Notes: A,N,S,Y		GP: N		CS: 7	
S:Crew must be CE to use smoke pots; A,N,Y (NA)					

M4A3(75)W Medium Tank		75	31.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	11	8
Turret:	T		S/Rear	4	6
MA: s5, sM8, WP7 T75			ROF:1		
AP TK: 14, HE TK: 7					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: F,G,R,Y		GP: N		CS: 6	
F,G,Y: Not Applicable.					
R: Fast Turret: Can have Multiple Hits; Halve (FRD) total Firer-based TH DRM in a Gun Duel.					

M3 Halftrack		AAMG	8 tons		
MP (Halftrack):	20	AF	H	T	
Size Mod:	+1		Front	0	1
Turret:	OT		S/Rear	0	0
MA:	AAMG		ROF:1		
AP TK: 4					
MGs: (B/C/AA/R)		- / - / 4			
Notes: N (NA)		GP: N	15PP/T6	CS: 5	
MA can be Removed as a MMG. Red MP: Roll for Mechanical Breakdown when starting.					

American Air Support:
1 x '44 FB w/Bombs (HE Only)

8cm GrW 34 (MTR)	
Gunshield:	No
Size Mod:	+1
M#:	11 QSU
Turret:	NT MA: 81*
HE Only, s8, IR, ROF: 3	
HE TK: IFT 8FP (Base 16)	
Notes: N (Not Applicable)	
Range: 2-60 Can dismantle to 5PP. Area Target Type only.	

7.5cm IeG 18 (INF)	
Gunshield:	Yes
Size Mod:	+1
M#:	10 QSU
Turret:	NT MA: 75*
HE Only, H7, ROF: 2	
HE TK: 7 , HEAT TK: 13	
Notes: N, O (Not Applicable)	



OBJECTIVE

Americans must have 12 CVP of unbroken/unshocked American infantry/crews [EXC: crews count as 1 CVP, not 2] on Board 4 whole hexes within 4 hexes of 4T3 by Game End. Crews count toward the CVP total whether they are inherent or in counter form.

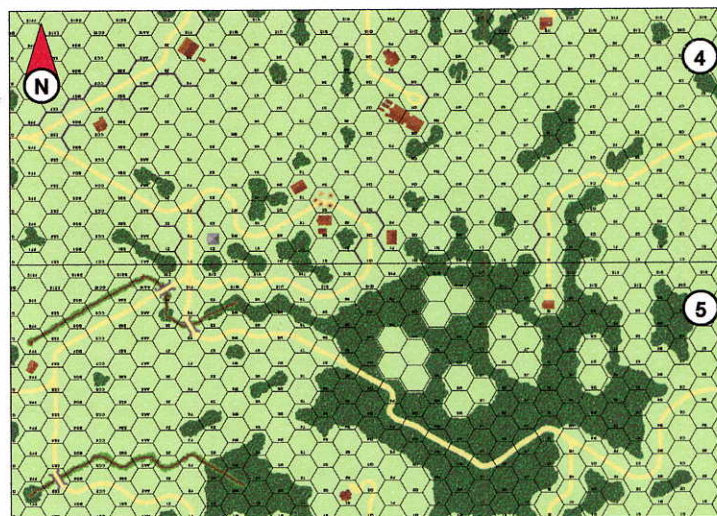
ADVANTAGE

German:

Americans need 14 CVP to win.

American:

Add 1 more choice (no repeats) from the Force Bonus list.

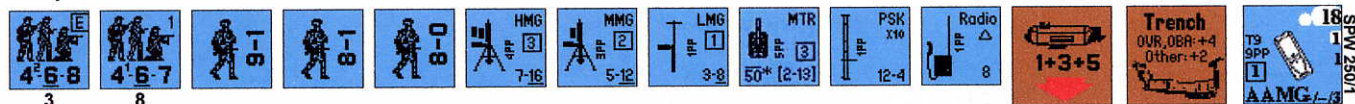


PLAYING AREA: Boards 4 and 5

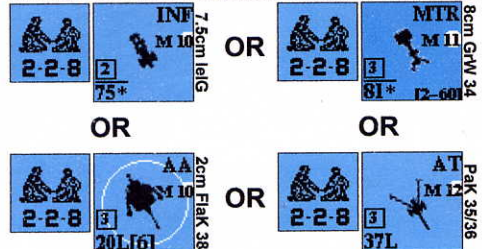
German Sets Up First	☆	1	2	☆	3	4	5	6	END
American Moves First									

5th Company, 2nd Battalion of the 48th Grenadier Regiment and supporting elements of the 12th VGD: [ELR: 3, SAN:4]

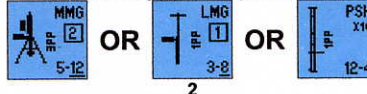
Set up all units on Board 5 West of Row I and North of hexes numbered 3 and/or on Board 4 West of Row I:



Choose Two Different Guns or the Same Gun Twice:



Choose One Support Weapon Group:



Choose One Force Bonus:

- Battle Harden any Leader.
- Treat all PFs as if the Scenario Date was 1945.
- Raise German FPPs* from 40 to 50.
- Add one Pre-Registered hex for the 105mm OBA Battery [EXC: Barrage is NA].

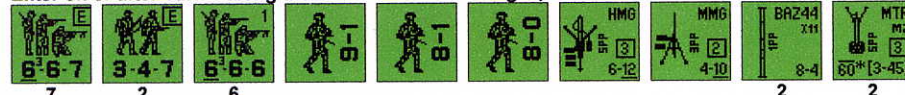
Choose 40 FPPs* of Defenses:

Description	FPP Cost
Fortified Location	10
AP Minefield	1 per Factor
AT Minefield	3 per Factor
Trench	7
Roadblock	12
Foxhole	1 per Squad
Wire	5
HIP (AFV/Squad/HS/SMC)	5/3/2/1
? Counter	2

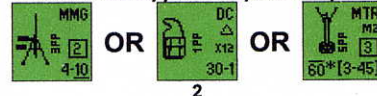
*FPP: Fortification Purchase Point

C Company, 1st Battalion, 16th Infantry Regiment, 1st Infantry Division and elements of the 745th Tank Battalion: [ELR: 4, SAN:3]

Enter on or after Turn 1 along the South and/or East edges, on or between 5Y1 and 4A5:



Choose One Support Weapon Group:



Choose One Force Bonus:

- Battle Harden any Starting Forces leader.
- Raise American VPPs from 12 to 14.
- Add an 8-1 Armor Leader to one Vehicle.

Choose 12 Vehicle Purchase Points (VPPs) of Reinforcement Vehicles. Vehicles may be purchased more than once.

Enter on Turn 3 along the South/East edges, on or between 5Y1 and 4A5:



SPECIAL RULES

1. EC are Wet with no wind at start. All hedges are walls. The South and East edges are considered Friendly to the Americans. Place overlays as follows: OG3 on 5N9/5M9; OG4 on 5P7/ 5O7.
2. The German receives one module of 105mm OBA (HE only). All HE missions are modified as follows: the Blast Area is still 7 hexes (Harassing Fire is NA), but only the hex containing the FFE counter is resolved at full strength (20FP); all other hexes are resolved at 1/3 strength (6FP).
3. German and American units are both considered Elite (C8.2).
4. The Pillbox and Trench in the German Starting Forces must be set up as a Bunker (B30.8).
5. Both players must secretly record their force selections prior to the German set up.

CONCLUSION

The 1st Battalion surged forward under orders to proceed regardless of casualties. The German defenders let the Americans close before opening up from dug-in positions. Hours of bitter, close-quarters fighting depleted the assaulting American platoons and shattered the surrounding forest. The unexpectedly fierce German resistance had halted 1st Battalion's assault outside of Hamich. It would take two more days and a fresh Battalion to finally secure the village.

BLEEDING THE FIRST [MP4]

M4A3(75)W Medium Tank		75	31.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	11	8
Turret:	T		S/Rear	4	6
MA: s5, WP7, sM8 T75			ROF:1		
AP TK: 14, HE TK: 7					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: F,G,R,Y		GP: N	CS: 6		
F,G,Y: Not Applicable.					
R: Fast Turret: Halve (FRD) total Firer-based TH					
DRM in a Gun Duel; Can have Multiple Hits					
(C3.8).					

M3 Halftrack		AAMG	8 tons		
MP (Halftrack):	20	AF	H	T	
Size Mod:	+1		Front	0	1
Turret:	OT		S/Rear	0	0
MA:	AAMG		ROF:1		
AP TK: 4					
MGs: (B/C/AA/R)		- / - / 4			
Notes: N (NA)		GP: N	15PP/T6	CS: 5	
MA can be Removed as a MMG. Red MP: Roll for Mechanical Breakdown when starting.					

SPW 250/1 Halftrack		AAMG	6 tons	
MP (Halftrack):	18	AF Front S/Rear	H	T
Size Mod:	+1		1	1
Turret:	OT		1	1
MA:	AAMG		ROF:1	
AP TK: 4				
MGs: (B/C/AA/R)		- / - / 3		
Notes: N (NA)	GP: N	9PP/T9	CS: 4	

3.7cm PaK 35/36 (AT)	
Gunshield:	Yes
Size Mod:	+1
M#:	12 QSU
Turret: NT	MA: 37L
A3, H6[9], ROF:3	
AP TK: 9, HE TK: 4, APCR TK: 10, HEAT TK: 26	
Notes: B,N,P	
N,P: Not applicable. B: Has a special HEAT round. Basic TH# of 11. -1 TH DRM per hex of range to target. Max range is 9 hexes. ROF drops to 2 when firing this round. Target selection obeys HEAT rules. See C8.31. Can have Multiple Hits (C3.8).	

M8 Armored Car		37LL	8 tons	
MP (Armored Car): 36		AF	H	T
Size Mod:	+1		Front	2
Turret:	ST-OT	S/Rear	1	2
MA: C7, sP5		T37LL		ROF:2
AP TK: 11, HE TK: 4, Canister: 12 FP on IFT				
MGs: (B/C/AA/R)		- / 4 / 4		
Notes: C,G,S,W		GP: L	CS: 4	
C: Allows for C7.				
G: Every M8 in play has a Gyro. See D11.				
S: Smoke Pots. Crew must be CE to use. See D13.				
W: Reverse movement costs 4 x normal cost.				
Can have Multiple Hits (C3.8).				

M5A1 Light Tank		37LL	15.5 tns		
MP (Full-Track):	17	AF	H	T	
Size Mod:	+1		Front	6	6
Turret:	ST		S/Rear	3	4
MA: C7		T37LL		ROF:1	
AP TK: 11, HE TK: 4, Canister: 12 FP on IFT					
MGs: (B/C/AA/R)		2 / 4 / 2			
Notes: C,F,G,N,Y		GP: N		CS: 4	
F,N,Y: Not Applicable.					
C: Allows for C7.					
G: Every M5A1 in play has a Gyro. See D11.					
Can have Multiple Hits (C3.8).					

Jeep		None	1.5 tns	
MP (Truck):	37	AF	H	T
Size Mod:	+2	Front	*	*
Turret:	NA	S/Rear	*	*
MA: None		ROF:0		
MGs: (B/C/AA/R)		- / - / -		
Notes: L,N,O,CC		GP: L	9PP/T10	CS: 2
N,O: Not applicable. L: If bogged, 1 squad (only) in hex can go CX and spend 4MF to give unbogging DR a -2 DRM. CC: Unarmed Jeeps have no inherent crew. cs:2 applies to Passengers/Riders only. Leaves no wreck. Burn wreck result still kills PRC.				

Note:

All forces in play are considered Elite (C8.2), therefore increase all indicated Depletion Numbers by +1.

2cm FlaK 38 (AA)	
Gunshield:	No
Size Mod:	+1 (+0 limbered)
M#:	10
Turret: T	MA: 20L
IFE:6FP, ROF:3	
AP TK: 6, HE TK: 3	
Notes: C,N	
N: Not applicable. C: Gun Caliber: use 20 for TH DRM and 20L for TK DRM. Also when Limbered: ROF:2, B11, Turret is NT Can have Multiple Hits (C3.8).	

8cm GrW 34 (MTR)	
Gunshield:	No
Size Mod:	+1
M#:	11 QSU
Turret: NT	MA: 81*
HE Only, s8, IR, ROF: 3	
HE TK: IFT 8FP (Base 16)	
Notes: N (Not Applicable)	
Range: 2-60 Can dismantle to 5PP. Area Target Type only.	

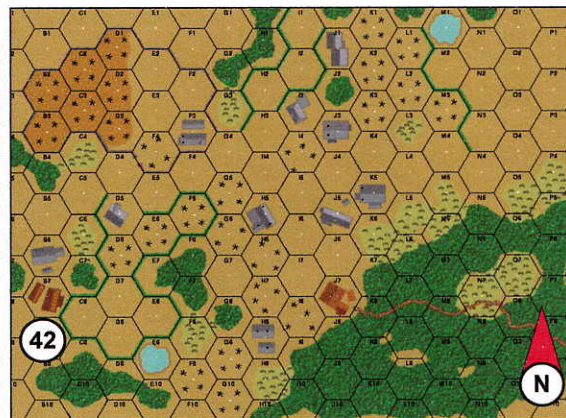
7.5cm IelG 18 (INF)	
Gunshield:	Yes
Size Mod:	+1
M#:	10 QSU
Turret: NT	MA: 75*
HE Only, H7, ROF: 2	
HE TK: 7, HEAT TK: 13	
Notes: N, O (Not Applicable)	



November 18, 1944: Hamich, Germany
The 3rd Battalion of the 16th Regiment was ordered to reduce Hamich. The 1st Battalion had bought the 3rd a good jump off area in the woods south and east of the town. Artillery strikes had already flattened many of the structures in the town and yet the Landers of the 14th Company of the 48th Grenadiers still held out. Lowering the barrels of the few remaining artillery pieces so they might provide direct fire support, the Germans awaited the next American assault from the prepared defensive positions connecting the remnants of Hamich's blasted structures.

OBJECTIVE

Americans win at Game End if they control ≥ 9 ground level stone building and/or rubble locations. Americans win immediately if both German Guns are eliminated.



PLAYING AREA: Board 42, Rows A-P

ADVANTAGE

German: Exchange the German 7-0 for an 8-1.

American: Change both [3x666, MMG] groups to the following:
[1x667, 2x666, MMG]

German Sets Up First

American Moves First

1

2

3

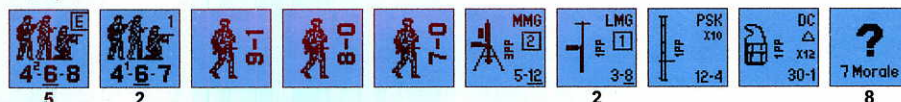
4

5

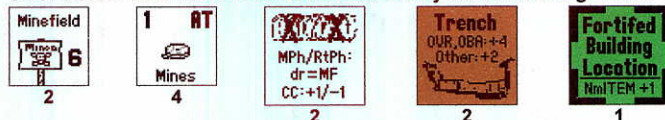
END

14th Company of the 48th Grenadiers and supporting elements of the 12th Volks Grenadier Division: [ELR: 3, SAN:4]

Set up all units on or west of Row K:



Choose Three Different Defenses. Set up the number indicated for each type chosen on or west of Row K. The Fortified Location may not be exchanged for a Tunnel:



Choose One Armor Group. Setup on or west of Row K:



Choose One Ordnance Pair. Setup on or west of Row K:



Elements of 3rd Battalion, 16th Infantry, 1st Infantry Division and attached armored units: [ELR: 4, SAN:3]

Enter all units on the East Edge on Turn 1 and/or the South Edge on Turn 2. The area from which each group enters is determined after viewing the German setup. All elements of a particular Infantry Platoon must enter from the same board edge. Leaders and vehicles enter from either board edge as individual units.

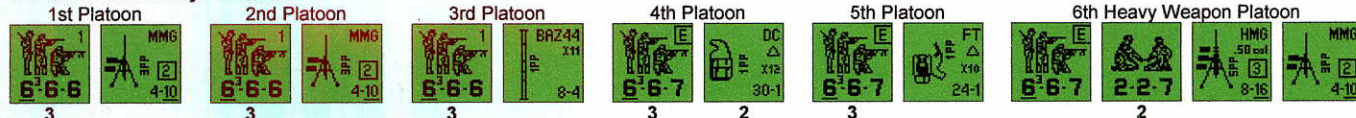
Command Group:



Choose One Force Bonus:

- Battle Harden one Leader.
- Battle Harden two squads (Elite troops become Fanatic instead).
- Add one 8-1 Armor Leader to one vehicle.

Choose Four Infantry Platoons:



Choose One Armor Group:



SPECIAL RULES

1. Weather is Mud with no wind at start. (E3.6 and E3.734). All Orchards are Shellholes.
2. RB Cellar rules apply (O6.0-O6.7) [EXC: All buildings have RB Cellars. Inherent FP is not halved per O6.4].
3. Pre-game set up sequence: The American secretly makes all OB choices. The German Player then makes a dr for every building hex. If the dr is ≤ 3 , all Locations of that building are rubbled, including the RB Cellar. Falling Rubble is NA. Once rubble is placed, the German secretly makes all OB choices and sets up.
4. German Guns may not set up HIP.
5. The German may add 2 tunnels to his Starting Forces. Contrary to B8.6, tunnel entrances may also be located in rubble locations.

CONCLUSION

The 3rd Battalion expected a stiff fight from the 48th Grenadiers but not the grinding battle of attrition that ensued. The German defenders made maximum use of their prepared positions to inflict casualties and then retreat under cover to the next line of defenses. In the end, however, the numerical and material superiority of the Americans drove the Germans from Hamich and silenced the remnants of the artillery park that had been hammering the 1st Division for days.

Nov 1944

THE RATS OF HAMICH [MP5]

PzKpfw IVH Medium Tank		75L	25 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+0		Front	8	6
Turret:	T		S/Rear	3	4
MA: s8, sD5, A3		T75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		3 / 5 / 2			
Notes: B (Has it), S (NA)		GP: N		CS: 6	

PzKpfw IVJ Medium Tank		75L	25 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+0		Front	8	6
Turret:	ST		S/Rear	3	4
MA: s8, sN9, A3		T75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		3 / 5 / 2			
Notes: S (NA)		GP: N		CS: 6	

StuG IIIG (L) Assault Gun		75L	23.5 tns		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+1		Front	8	8
Turret:	NT		S/Rear	3	3
MA: s8, sN9, A4		B75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		- / 4 / 1			
Notes: O,Q,S		GP: N		CS: 4	
S: Not Applicable.					
O: AAMG may fire only when BU; cannot be used by a Rider; cannot fire at aerial targets; and can only fire if target elevation is not > range.					
Q: CMG may not fire outside VCA.					

7.5cm leFK 16nA (ART)	
Gunshield:	No
Size Mod:	+0
M#:	8 QSU, h-d
Turret:	NT
MA:	75 B11
H5, s8, ROF:1	
AP TK: 14, HE TK: 7, HEAT TK: 13	

7.5cm PaK 40 (AT)	
Gunshield:	Yes
Size Mod:	+1
M#:	8 QSU
Turret:	NT
MA:	75L
A3, s7, ROF:2	
AP TK: 17, HE TK: 7, APCR TK: 20	

M4A3(76)W Medium Tank		76L	32 tons		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	11	8
Turret:	T		S/Rear	4	6
MA: sM8, A4		T76L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: A,F,G,Y (NA)		GP: N		CS: 6	

M4A3 Medium Tank		75	30.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	8	8
Turret:	T		S/Rear	4	6
MA: s5, sM4, WP7 T75			ROF:1		
AP TK: 14, HE TK: 7					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: F,G,R,Y,BB		GP: N		CS: 5	
F,G,Y: Not Applicable; BB: Allows s5, WP7. R: Fast Turret: Can have Multiple Hits; Halve (FRD) total Firer-based TH DRM in a Gun Duel. Red CS#: -1 DRM to Final TK DR for Burning Wreck determination (only).					

StuH 42 (L) Assault Gun		105	24 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+1		Front	8	8
Turret:	NT		S/Rear	3	3
MA: s9, sN9, H9		B105	HE Only	ROF:1	
HE TK: 10, HEAT TK: 15					
MGs: (B/C/AA/R)			- / 4 / 1		
Notes: O,Q,S		GP: H	CS: 4		
S: Not Applicable.					
O: AAMG may fire only when BU; cannot be used by a Rider; cannot fire at aerial targets; and can only fire if target elevation is not > range.					
Q: CMG may not fire outside VCA.					

10.5cm leFH 18 (ART)	
Gunshield:	No
Size Mod:	+0
M#:	⑥
Turret:	NT
MA:	105
H6, s8, ROF:1	
AP TK: 14, HE TK: 10, HEAT TK: 15	
Notes: N (Not Applicable)	
Circled M#: 2/3 MP/MF to hookup or unhook.	
This gun must (un)limber.	

7.5cm leIG 18 (INF)	
Gunshield:	Yes
Size Mod:	+1
M#:	10 QSU
Turret:	NT
MA:	75*
HE Only, H7, ROF: 2	
HE TK: 7, HEAT TK: 13	
Notes: N, O (Not Applicable)	

M10 GMC Tank Destroyer		76L	29.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	+0		Front	8	8
Turret:	ST-OT		S/Rear	3	3
MA: sP5, A5		T76L		ROF:2	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		- / - / 4			
Notes: A,N,S,Y		GP: N		CS: 7	
S:Crew must be CE to use smoke pots; A,N,Y (NA)					

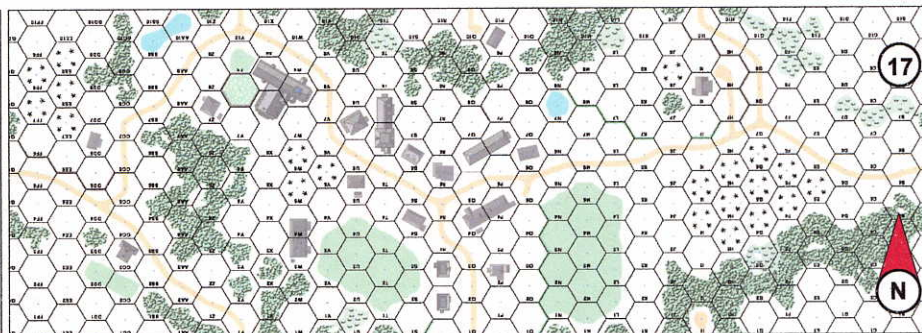
M4A3(105) Medium Tank		105	31 tons		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	11	8
Turret:	ST		S/Rear	4	6
MA: H9, s7, WP9, sM8		T105	HE Only	ROF:0	
HE TK: 10, HEAT TK: 15					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: C,Y		GP: N	CS: 6		
Y: Not Applicable; C: Canister in PTO only.					

M5A1 Light Tank		37LL	15.5 tns		
MP (Full-Track):	17	AF	H	T	
Size Mod:	+1		Front	6	6
Turret:	ST		S/Rear	3	4
MA: C7		T37LL		ROF:1	
AP TK: 11, HE TK: 4, Canister: 12 FP on IFT					
MGs: (B/C/AA/R)		2 / 4 / 2			
Notes: C,F,G,N,Y		GP: N		CS: 4	
F,G,N,Y: Not Applicable.					
C: Allows for C7.					
Can have Multiple Hits (C3.8).					

Note:
Remember the effects of Mud on SMOKE. See E3.734 and E3.8.

5cm PaK 38 (AT)	
Gunshield:	Yes
Size Mod:	+1
M#:	10 QSU
Turret:	NT
MA:	50L
A4, ROF:3	
AP TK: 13, HE TK: 6, APCR TK: 17	
Notes: N (Not Applicable)	

MJVC012203



PLAYING AREA: Board 17

December 16, 1944: Marnach, Luxembourg
On December 16th, 1944, Hitler unleashed his Ardennes Offensive. One of the spearheads of this assault, the newly reconstituted 2nd Panzer Division, crossed the Our River at Dasburg in the early hours of the 16th. By dawn, lead elements of the division had approached within 300 meters of the outpost positions of the U.S. 110th Infantry Regiment strung out along "Skyline Drive" (the St. Vith-Oiekirch Highway).

OBJECTIVE

Provided the American player does not inflict >25 non-prisoner/captured CVP (at which point the American player wins immediately), the German player wins *immediately* by controlling all building locations in the American setup area.

ADVANTAGE

American: Remove German Winter Camouflage. **German:** American may not set up HIP units.

American Sets Up First	☆	1	2	3	4	5	6	7	END
German Moves First									

Forward elements of 1st Battalion, 110th RCT, 28th Infantry Division: [ELR: 3, SAN:3]

Set up within 6 hexes of U6. Some, none or all units may also enter from the West edge on/after turn 1:

Choose One Infantry Group:

1st Infantry Group

6

7-4-7, 6-5, 0-8, HMG 4-5, 6-12, MMG 4-5, 4-10, DC 1FP, X12, 30-1, BRZ44 X11, 8-4, 7 Morale

2nd Infantry Group

8

6-6-6, 2-2-7, 1-8, 0-8, MMG 4-5, 4-10, MTR M2, 60*[3-45], BRZ44 X11, 8-4

3rd Infantry Group

10

5-4-6, 2-2-7, 1-8, 0-8, MMG 4-5, 4-10, MTR M2, 60*[3-45], BRZ44 X11, 8-4

Choose One Support Group:

1st Support Group

13

MAA176W, 2-2-7, 105*, M3 Howitzer

2nd Support Group

13

MAA176W, 2-2-7, 81*, M1 81mm

3rd Support Group

13

MAA176W, 2-2-7, 50 cal, 8-16, HMG

Choose One Force Bonus:

- Replace the 8-0 Leader with a 10-2 Leader.
- Replace 2 squads with 2 747 Assault Engineer squads and add 1 DC and 1 FT to the American OB.
- Add the following to the American OB:



Forward elements, 2nd Panzer Division: [ELR: 3, SAN:2]

Set up on/East of Row H. Some, none or all units may also enter from the East edge on/after turn 1:

Choose One Infantry Group:

1st Infantry Group

9

5-2-4-8, 0-8, 0-8, HMG 4-5, 7-16, MMG 4-5, 5-12, PSK X10, 12-4

2nd Infantry Group

12

4-6-7, 1-8, 0-8, HMG 4-5, 7-16, MMG 4-5, 5-12, LMG 1FP, 3-8

3rd Infantry Group

14

4-4-7, 1-8, 0-8, 0-8, MMG 4-5, 5-12, LMG 1FP, 3-8

Choose One Armor Group:

15 **13**

Pakovy Vg OR Stug IIIg

75LL 3-5/2 75L 3-5/2

Choose One Force Bonus:

- Replace the 8-0 Leader with a 10-2 Leader.
- Replace 2 squads with 2 838 Assault Engineer squads and add 1 DC and 1 FT to the German OB.
- Add a Radio to the German OB and gain access to a module of 80mm OBA (HE Only) with Plentiful Ammunition.
- Add the following to the German OB:



SPECIAL RULES

- Weather is Ground Snow and Overcast with no wind at start. All roads are plowed. All buildings are stone. All grain is woods. Place overlays as follows: X19: W8-X7; X14: T6-U7; X13: P6-Q6; X11: R1-R2.
- Germans have Winter Camouflage (E3.712).
- All American squads and half-squads must set up in buildings. All American units must set up at ground level with no more than one MMC per hex. Americans may set up ≤1 squad equivalent HIP (plus all SMC/SW stacked with it). Both sides may freely set up on board Concealed.
- U.S. elite units have an ELR 5. German elite units have an ELR 4.
- Treat the M2 60mm MTR in the American 3rd Infantry Group as if the scenario date was 1945.
- All force selections for both players must be made secretly prior to the American set up.

CONCLUSION

The Americans scratched together the scattered elements available at Marnach and fought a desperate delaying action that succeeded in delaying 2nd Panzer's advance, but not for long. The German lead units were soon able to overwhelm the Americans, secure the town and continue their offensive. But Marnach would be the first of many delays that would soon be the undoing of the German's timetable.

THE MARNACH STRONGPOINT [MP6]

Dec 1944

PzKpfw VG Medium Tank		75LL	45.5 tns		
MP (Full-Track):	15	AF	H	T	
Size Mod:	-1		Front	18	14
Turret:	ST		S/Rear	6	6
MA: sN7		T75LL		ROF:1	
AP TK: 23, HE TK: 7					
MGs: (B/C/AA/R)		3 / 5 / 2			
Notes: H		GP: N		CS: 6	
H: When the tank spends a MP to Start, make a DR. If a 12 is rolled, the vehicle Stalls and a subsequent DR determines how many MP are used to Stop and then Delay. If the owner forgets to roll the Stall DR, the opponent may call for it to be rolled at any time during the AFV's MPh.					

StuG IIIG Assault Gun		75L	23.5 tns		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+1		Front	8	8
Turret:	NT		S/Rear	3	3
MA: A4, s8, sD7		B75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		- / - / 2			
Notes: N, P, S		GP: N		CS: 4	
N, S: Not Applicable.					
P: AAMG may not fire outside the VCA.					

SPW 251/sMG Halftrack		CMG	9 tons		
MP (Halftrack):	16	AF	H	T	
Size Mod:	+1		Front	1	1
Turret:	OT		S/Rear	1	1
MA:	CMG	ROF:3			
AP TK: 4					
MGs: (B/C/AA/R)		- / 7 / 3			
Notes: C, J, N	GP: N	7PP	CS: 5		
C, N: Not Applicable.					
J: AAMG may not fire within the VCA.					
Vehicle has an Inherent Crew and a 247 HS passenger. The Passenger HS counts against the PP capacity of the halftrack.					
7FP CMG can be Removed per D6.631 as a LMG.					
3FP AAMG may be Removed by Crew or Passenger as a dm HMG.					
CMG has a 16 hex range.					
CMG may not fire outside of the VCA.					

M5 3-in. 76L (AT)	
Gunshield:	Yes
Size Mod:	+0
M#:	7 QSU
Turret: NT	MA: 76L
	A4, ROF:1
AP TK: 17, HE TK: 7, APCR TK: 20	
Notes: None.	

M3 105mm Howitzer (ART)	
Gunshield:	No
Size Mod:	+0
M#:	10
Turret: NT	MA: 105*
	HE Only, H7, s7, WP8, ROF:1
HE TK: 10, HEAT TK: 15	
Notes: C	
C: Canister available only in PTO.	

M4A1(76)W Medium Tank		76L	32 tons		
MP (Full-Track):	13	AF	H	T	
Size Mod:	-1		Front	11	8
Turret:	T		S/Rear	4	6
MA: A4, sM8		T76L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		2 / 4 / 4			
Notes: A, F,G,Y		GP: N		CS: 6	
A, F,G,Y: Not Applicable.					

M1 81mm (MTR)	
Gunshield:	No
Size Mod:	+1
M#:	11 QSU
Turret: NT	MA: 81*
	HE Only, WP8, ROF: 3
HE TK: IFT 8FP (Base 16)	
Notes: N (Not Applicable)	
Range: 3-75 hexes. Can dismantle to 5PP. Area Target Type only.	

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