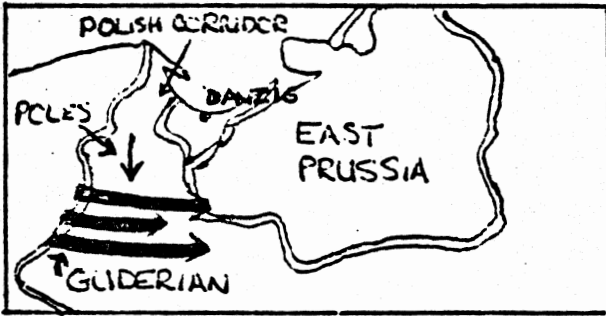


## SCENARIO ORGANIZATION

The scenarios are given series numbers that are used to put them in a general frame of time. From this point only the numbers of the new scenarios that are available will be given. By checking the series number, the time frame and general type can be determined.

- 1-100: W. European battles 1939-1940. Generally covers the British and French in the early years of the war.
- 101-300: Russian and Finnish Front 1939- 1945. Covers major battles in Eastern Europe and Russia.
- 301-400: Mediterranean and Middle East Front 1939-1945. Covers major battles in Italy, North Africa, Middle East and the southern most Balkan nations such as Greece.
- 401-600: W. European battles 1941-1945. Covers the campaigns and battles in France, Germany, Holland, Luxemburg, Belgium, and the remaining non-Finnish Scandanavian countries.
- 601-700: Far East Theatre 1931-1945. Covers areas such as China, Burma, India, Malaya etc... None likely to be available prior to release of the AH Pacific Theatre Gamette.
- 701-900: Pacific Theatre 1941-1945. Covers the island hopping campaigns, and the early Japanese offensives. None likely to be available before release of the AH Pacific Theatre Gamette.

# SCENARIO 1 A PAGE OF HISTORY

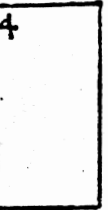


**POLISH CORRIDOR, POLAND SEPT.3, 1939:** The swift advance of Guderian's forces cut off many units in the Polish Corridor. Among these units was the famous Pomorske Cavalry Brigade. This grand unit was to spearhead an attempted breakout by the trapped units. Like a page out of history they rode out of the north toward the German lines.

**VICTORY CONDITIONS:** To win, the Polish player must exit off the south edge of the board, 8 or more of his squads. The squads must be mounted to count toward the total needed.

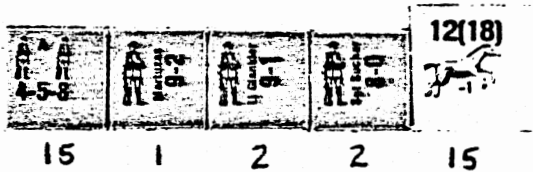
**RULE REVIEW:** Cavalry (COI)

N ↑

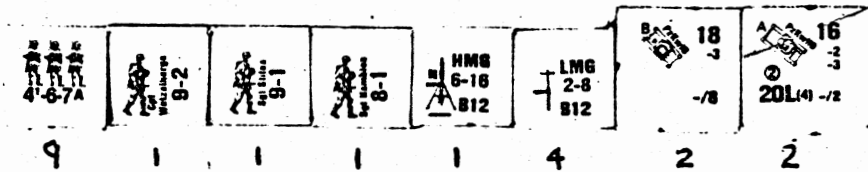


GERMAN SETS UP	1	2	3	4	5	END				
POLISH MOVES										

Elements of The Pomorske Cavalry Brigade;: Enter turn 1 north edge.



Elements of Guderian's Panzer Corp: Start anywhere on the south half.



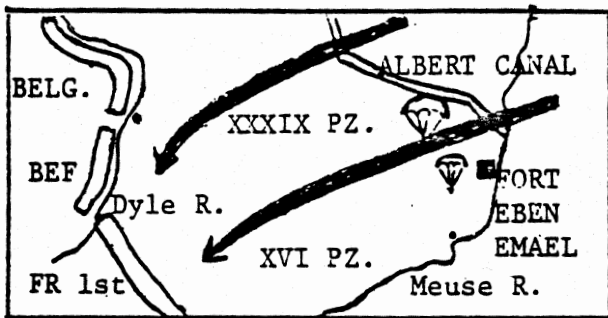
## SPECIAL RULES:

1. The range of the Polish squads attack is halved at all times.

**AFTERMATH:** The brave Polish men charged across the open field. They rode right into the fire of the German tanks with an earth-shattering gallop. After a few minutes all that remained of the once proud unit were a handful of survivors trudging off to a prison camp.

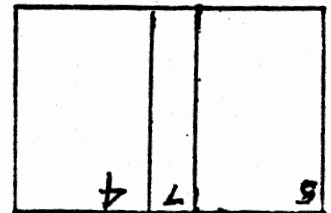


# THE ALBERT CANAL



THE ALBERT CANAL, BELGIUM, MAY 10, 1940: An integral part of the German plans to invade the low countries was to use the parachute arm of the Luftwaffe. While a handful of men landed and overcame the Belgian fort of Eben-Emael, a larger force was landed along the Albert Canal. The mission of these men was to hold open the main canal bridges for the advancing army.

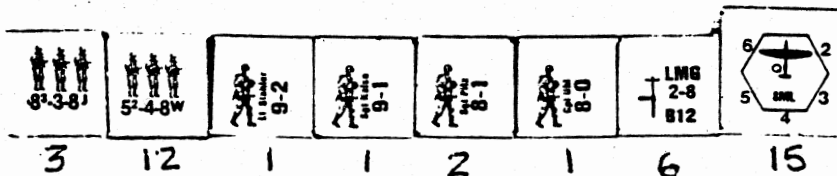
**VICTORY CONDITIONS:** To win, the German player must make sure that no unbroken Belgian squad is within 3 hexes of any bridge by the end of the game. In addition no Belgian ordnance may be within a 40 hex range of the bridges.



**RULE REVIEW:** BRIDGES (COD) PARACHUTE LANDINGS (COI)  
GLIDERS (COD) CANALS (GI)

BELGIAN SETS UP	1	2	3	4	5	6	7	8	END
GERMAN MOVES									

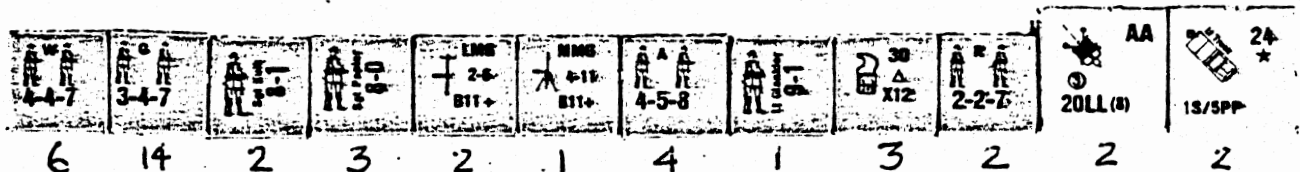
Elements of the German Fleigerkorps: May choose any clear hex on board 4 to land on.



Reinforcement Group A: Enter anywhere by parachute landing.



Belgian Canal Defense Force: Set up within 4 hexes of either canal bank.



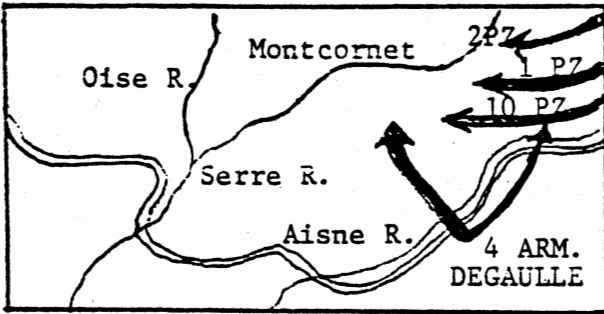
**SPECIAL RULES**

A stone bridge extends from 7Q9-7Q4, 7AA8-7AA6.

There is no island group in the center of the river.

It requires two demo charges rather

# RESTLESS HOURS



HOLNON WOOD, BELGIUM, MAY 14, 1940: Once across the Meuse, German tanks fanned out and spread terror in the French rear. Charles DeGaulle led his 4th. Armored division in two counterattacks against the southern end of Guderian's bulge. A few of DeGaulle's tanks penetrated to within two miles of Guderian's headquarters.

**VICTORY CONDITIONS:** To win, the French must wound or kill the 10-3 Guderian counter by the end of the game.

**RULE REVIEW:** WOUNDED LEADERS (COD) FRENCH ARMOR (COD)

6	4	S
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N →

GERMAN SETS UP									
FRENCH MOVE	1	2	3	4	5	6	7	END	

**Guderian's headquarters and staff:** Set up anywhere within two hexes of, but not in a woods hex.

8	4	1	1	1	2	2	2	3	2	2

**Elements of DeGaulle's 4th. Armored division:** Enter on the south edge of board 6.

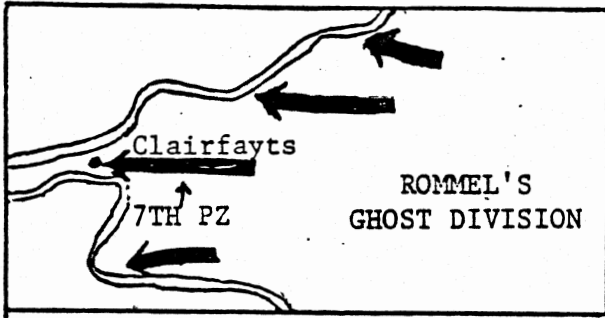
3	1	3

**SPECIAL RULES**

1. At any time a French squad moves within 3 hexes of the 10-3 leader the German player may exit the leader off the board and gain a victory.
2. The Guderian leader is represented by the 10-3 leader.

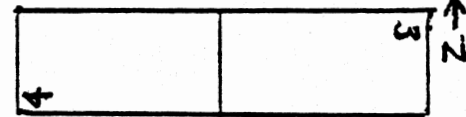
**AFTERMATH:** The headquarters had only a few 20mm AA guns to defend with. Guderian and his men actually spent a few restless hours before the tanks moved off. The French units never did attack. This scenario is a hypothetical clash between the opposing sides.

# CLAIRFAYTS FIREFIGHT



CLAIRFAYTS, FRANCE, MAY 16, 1940: During the advance of the Ghost Division across France, Rommel sometimes encountered heavy resistance by the French. Near the village of Clairfayts violent fighting broke out. The men of the Ghost Division encountered French artillery west of the town.

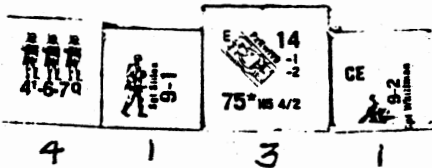
**VICTORY CONDITIONS:** To win, the French player must eliminate all German vehicles from the board. To win, the German player must destroy all French ordnance by the end of the game. In addition the German must exit one functioning vehicle off the west edge by the end of the game. Any other result is a draw.



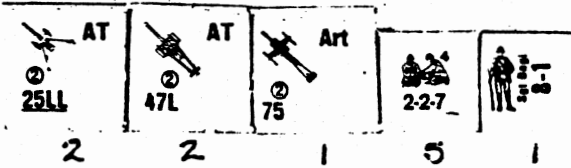
**RULE REVIEW:** NONE

FRENCH SET UP	1	2	3	4	5	6	7	8	9	END
GERMAN MOVES										

Elements 25th. Panzer Regt. 7th. Panzer Division: Enter east edge of board 3.



Clairfayt Garrison: set up on the west half of board 4 as shown.

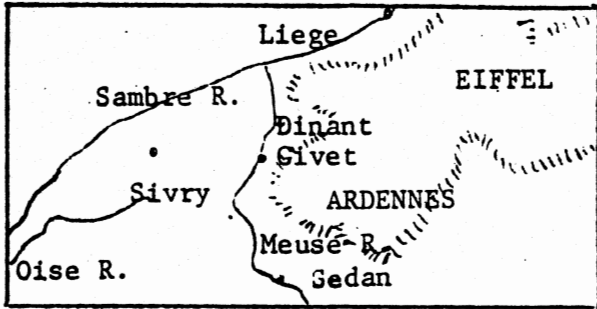


**SPECIAL RULES:**

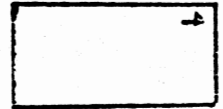
1. The two west most hills on board 3 are clear terrain.

**AFTERMATH:** Round after round was fired between the combatants. Finally after many rounds, the guns were eliminated by a combined assault.

# CLEARING THE WAY



SIVRY, FRANCE, MAY 16, 1940: In the early part of the day on May 16, Rommel's advance was held up outside the village of Sivry. Roadblocks and pillboxes were the main obstacles to a continued advance. Under cover of an artillery barrage engineers pushed into the fortified area.



↑  
Z

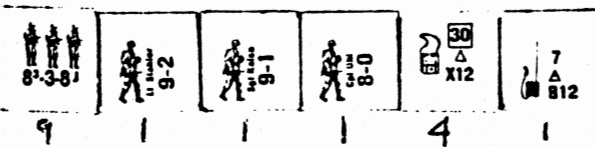
**VICTORY CONDITIONS:** The German player, to win, must eliminate the fortification or cause all French units inside the fortification to surrender. The French will surrender in one of two ways.

1. The French will surrender at any time they are attacked in consecutive turns by a demo charge. In addition, the French leader must break once during that time.
2. The French will also surrender at any time the French leader breaks in two consecutive turns.

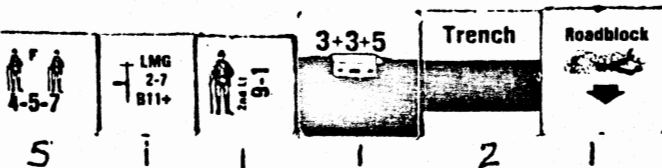
**RULE REVIEW:** BUNKERS (SL) ROADBLOCKS (SL)  
ENTRENCHMENTS (SL) ARTILLERY (COD)

FRENCH SETS UP													
GERMAN MOVES	1	2	3	4	5	6	7	8	END				

Elements 7th. Panzer Division Engineers: Set up within 4 hexes of the east edge of board 4.



French delaying forces: Set up anywhere on the west half of board 4.

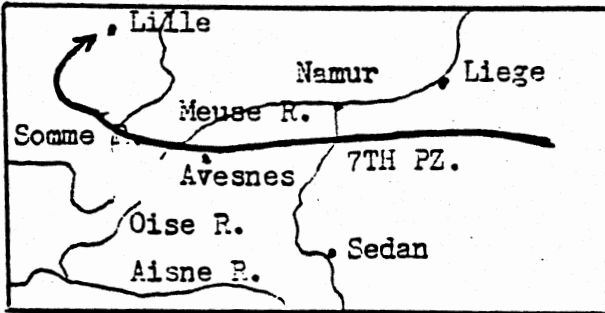


**SPECIAL RULES**

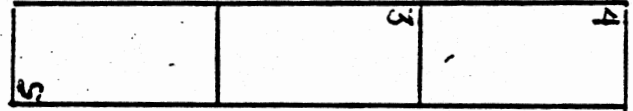
1. The German player has available one module of 105mm artillery. There is plentiful ammunition.

**AFTERMATH;** While the engineers eliminated the roadblock, the assault troops attacked the pillbox. The men threw in demo charges until the French surrendered. One officer and 35 men were taken prisoner, but shortly escaped from their captors to fight on.

# STRANDED AHEAD



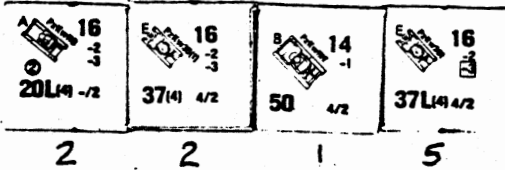
AVESNES, FRANCE May 17, 1940: During the headlong advance of the Ghost Division across France, the French sometimes took advantage of German's fast advance. This was the case in the village of Avesnes when Rommel and his advance elements were cut off from the main body of the division.



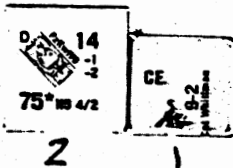
**VICTORY CONDITIONS:** The German player, to win must exit no less than 8 of their tanks off the west edge of board 5. The German player may also win by destroying all French tanks. The French player, to win must avoid both of the German victory conditions.

SEE SPECIAL RULES	1	2	3	4	5*	6	7	8	9	10	END
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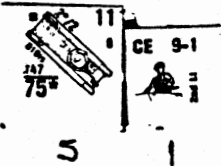
Elements 25th Panzer Regiment, enter board 4 turn 1 from east edge.



Elements 25th Panzer Regiment, enter board 5 on turn 5 from west edge.



French armored elements, board 3 on turn 1 from north edge.



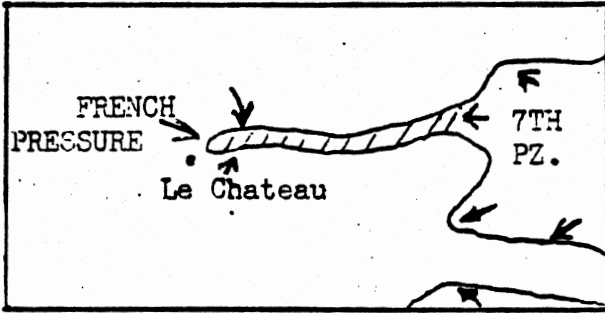
**SPECIAL RULES**

1. Night rules are in effect for the duration of the scenario.
2. The players roll at the start of the game to see who begins. On a roll of 1-3 the French starts and on a roll of 4-6 the German starts.

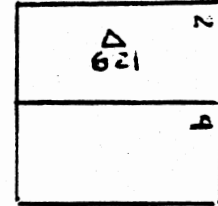
**AFTERMATH:** The 2nd battalion tried to advance to the west and break through, but lost several tanks. Finally a combined east to west push broke through.



# LE CHATEAU



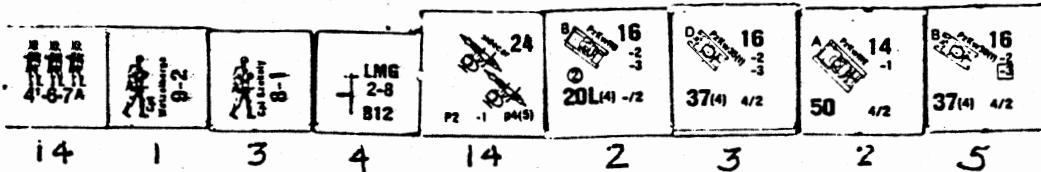
LE CHATEAU, FRANCE May 17, 1940: As Rommel's advance continued, the Ghost Division ran into trouble east of Le Chateau. The French had placed guns and tanks on the hills east of the city. Only a small part of the Panzer Regt. had come through and an initial attack was repulsed. A short time later another attempt was made.



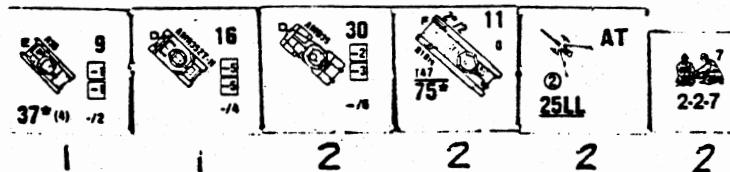
**VICTORY CONDITIONS:** The German player to win must not allow any functioning French unit to remain on hill 621 at the end of the game. To win the French player must avoid the German victory conditions.

FRENCH SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	12	END									

Elements 25th PZ Regt. and motorcycle troops enter east edge, board 4 turn 1.



French Mechanized Troops: start game on hill 621 only.



**SPECIAL RULES**

NONE

**AFTERMATH:** Another attempt was made on the French troops on the hill with part of the Motorcycle Battalion and part of Panzer Battalion Sickenius. The combined assault soon began and disposed of the French troops.

## SCENARIO ADDENDA

### Scenario 2 Cavalry on the Bzura

1. Polish entry should be along the shaded area shown on the game map.
2. The river runs northward.
3. Rafting material is not available per 165.6.

### Scenario 3 The Albert Canal

1. The canal width is 4 hexes rather than 1 as per 172.1.
2. There are no land hexes in the middle of the canal.
3. There are two bridges across the canal. They extend across the 7V and 7Q hexrows. The German reinforcements land on turn 5.
4. Both bridges are two lane vehicle stone bridges.
5. Two demo charges are required to destroy a bridge rather than the usual one.
6. No wind is present at start, but if it starts it will be from the west.
7. The 4-5-8 Belgian squads are considered to be engineers.
8. These special rules negate all original ones on the scenario card.
9. The board configuration is made up of boards 4, 7, and 3 in northward order.

### Scenario 4 Restless Hours

1. The French units enter turn 1.

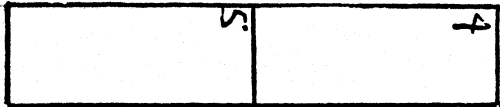
### Scenario 5 Clairfayts Firefight

1. The German units enter on turn 1.
2. The scenario card specifies 5 French crews.

In all future scenario groups a few changes will be made to the basic format used so far. The first change will be that all scenario special rules will be detailed on one large sheet similar to this. The second change is that the map in the corner will be deleted. A large size single map will be incorporated that gives the location of all scenarios. In its place will be the board configuration which is all too often cramped where it is. The last major change took place within these scenarios. The rule review section has been deleted because we felt experienced players would not need it anyway.

# POMMEREUILLE WOOD

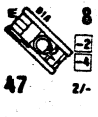
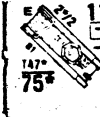
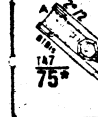
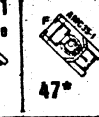
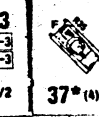
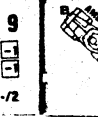
POMMEREUILLE WOOD, FRANCE, May 18, 1940: In the dark of the 18th of May, a strong enemy force established itself in the Pommereuille Wood. The 25th Panzer Regt. of the 7th "Ghost" Division urgently needed petrol and ammunition. The only route led through the Pommereuille wood. A relief column of ammunition trucks and panzer units was organized to break through at first light.




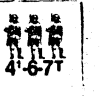








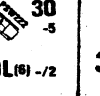

**VICTORY CONDITIONS:** The German player must exit the turn 5 convoy off the west edge by the end of the game. The convoy may lose no more than 6 vehicles by the end or the German player loses.

FRENCH SET UP															
GERMAN MOVE	1	2	3	4	5	6	7	8	9	10	END				






Assorted French Mobile Forces: Set up on board 5 anywhere

 8 47 2/-	 11 127 75*	 11 127 75*	 13 47* -/2	 9 37* (4) -/2	 30 -/6
2	1	3	3	3	2

German 7th Panzer Division Relief Force: Enter east edge board 4 on turn 1.

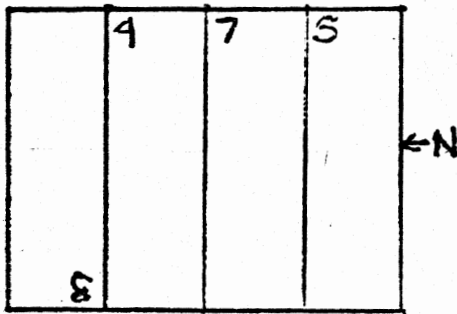
 8-3-8A	 4-6-7T	 1	 2	 LMG 2-8 B12	 2-3-7	 14 37L(4) 4/4	 14 50 4/2	 16 20L(4) -/2	 16 37(4) 4/2	 30 20L(6) -/2	 AT 37L(5) 6/6
2	7	1	2	4	2	3	3	2	3	2	2

German Supply Convoy: Enter east edge board 4 on turn 5.

 24 18/7PP	 16 37L(4) 4/2	 24 22 -1 (4)(5)	 4-6-7L	 1
24	3	3	3	1

**AFTERMATH:** Violent fighting developed on the road. The French tanks successfully blocked the road to the spearhead sent ahead to clear the area for the convoy. A change of direction by some of the tanks was needed. A detachment was sent around south to outflank the units in the woods. Heavy fighting continued for some time, but the road was opened and the convoy got through.

# THE LA BASSEE CANAL

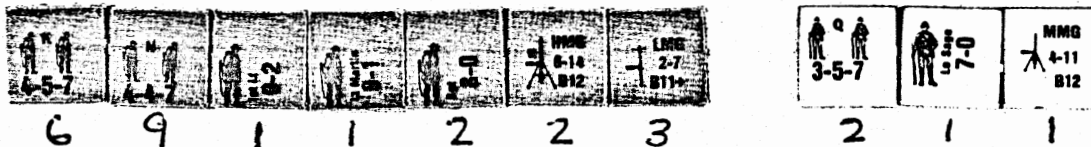


LA BASSEE, FRANCE, May 26, 1940: After a painful counterattack by the British forces near Arras, Rommel's 7th Panzer Division pushed northward and was ordered to stop along the La Bassee Canal. Air observation showed the British withdrawing to the northwest from the canal area. Rommel requested permission from Corps to push on and drive a bridgehead over the canal. The Ghost Division received permission and began that evening.

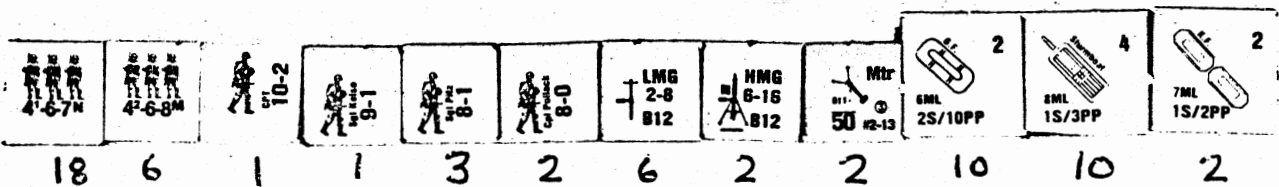
**VICTORY CONDITIONS:** To win, the German player must control half of the building hexes on board 3 by the end of the game. Failure to hold half of the building hexes but a successful crossing of the canal is a draw. Any other result but what was mentioned is an Allied victory.

ALLIED SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	i2	i3	i4	END							

Allied Rearguard Force: Set up anywhere on north side of river & board 5.

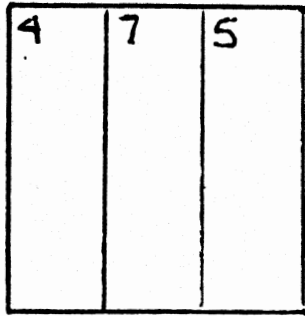


German 7th Panzer Division Recon and Infantry units: Enter south edge on turn 1



**AFTERMATH:** The 7th Rifle Regt and 37th Recon Batt. pushed through to the canal suffering under sniper fire the entire time. Both units managed to get elements of it's men across even though the canal was blocked by large numbers of sunken barges. Both units managed to establish themselves on the north side after eliminating a number of machine gun nests.

# SNIPER FIRE



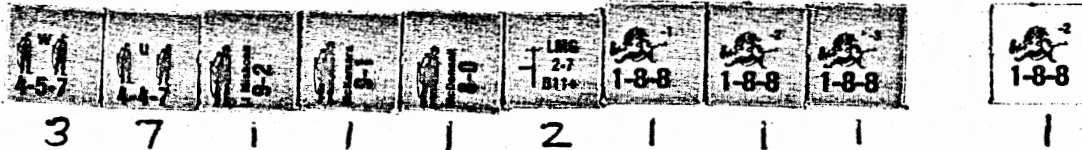
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SOUTH OF LA BASSEE, FRANCE, May 27, 1940: The 7th Panzer Division had succeeded in crossing the La Bassee Canal and establishing itself on the north side. By morning though the bridgehead had not been expanded. British remnants west of the forces on the north side were harrasing and hampering efforts to bring up more of the division and get bridges built across the canal.

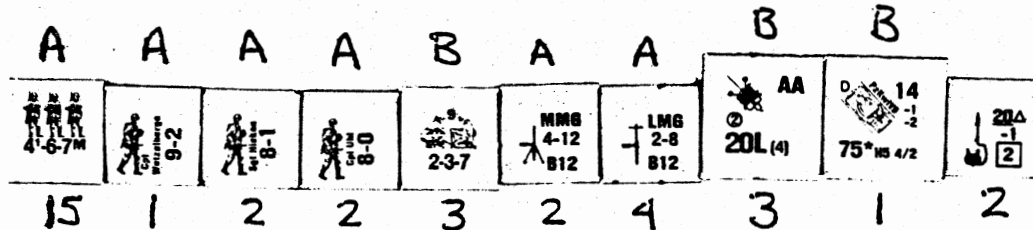
VICTORY CONDITIONS: To win, the German player must occupy or destroy all building hexes on the mapboard. Any other result is a British victory.

U.K. SET UP	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

British Remanant Units: Set up north of canal and west of hexrow M.



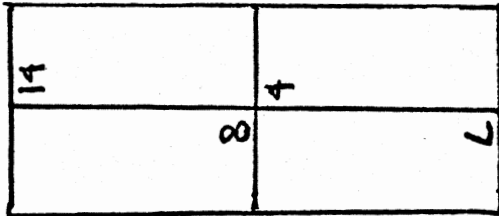
Elements 7th Rifle Regiment: Group A set up on board 4 not in the U.K. set up area. Group B set up anywhere south of the canal.



AFTERMATH: Under Rommel's personal orders 20MM AA guns and a PZIV were turned on the snipers on the north side from across the canal. The British who had maintained an unpleasant fire had there positions demolished one by one under direct fire. Every house in the area was ordered demolished and the trees were swept with fire. This provided some peace during which time the Germans could get back to the job of reinforcing their bridgehead.

# Scenario 12 HEAVY TANKS

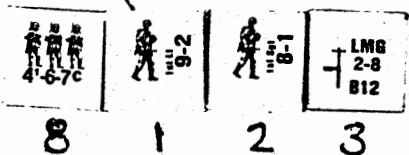
LA BASSEE CANAL, FRANCE, May 27, 1940: While snipers were being dealt with a much greater problem arose. The British launched a heavy counterattack against the eastern bridgehead where Battalion Cramer was holding the area. The British force included heavy tanks (Matildas) and pushed towards the main crossing points.



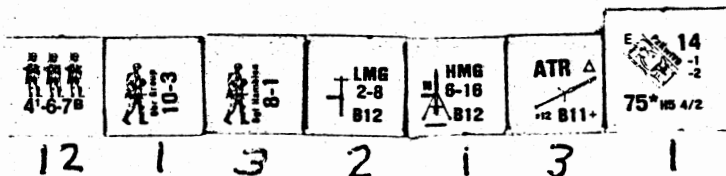
**VICTORY CONDITIONS:** The German player must make sure that no British squad is within 6 hexes of any bridge hex. In addition there must be no AFV within a 15 hex range of any bridge hex. Any other result is a British victory.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.K. MOVE	12	13	14	15	16	END					

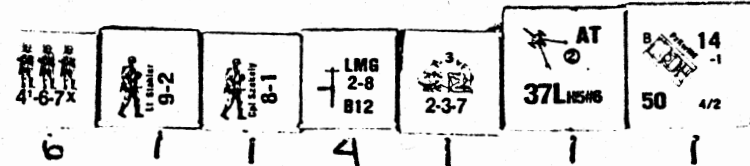
Elements Battalion Cramer: Set up anywhere on boards 7 and 4.



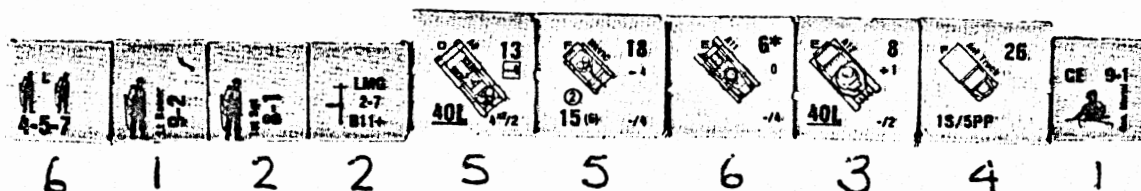
Elements Battalion Bachmann: Set up anywhere on boards 8 and 14.



Elements 25th Panzer Regiment: Enter south edge of board 8 on turn 6.

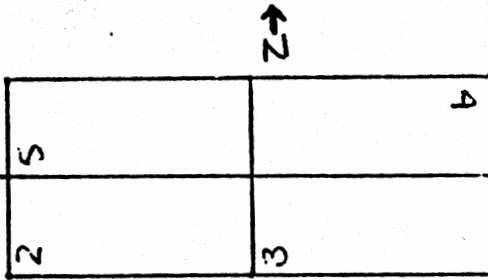


Elements British Scratch Force: Enter east edge of mapboard north of canal on turn 1.



# SHORT BUT SHARP

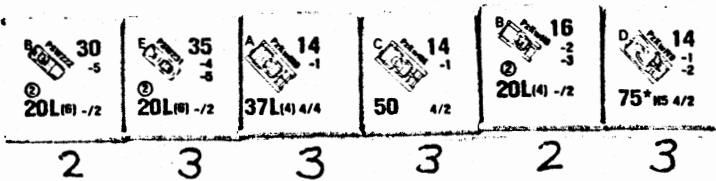
WEST OF LILLE, FRANCE, May 28, 1940: Following a successful breakout from the La Basse Canal the leading elements of the 7th Panzer Division pushed north towards Lille. The tanks under Rothenburg had driven straight up the Fournes-Lille Road. After crossing a railway bridge the tanks turned due north off the road and came up against British tanks and strong motorised units.



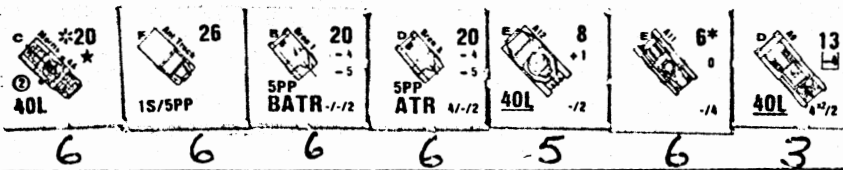
VICTORY CONDITIONS: To win the British player must exit at least 18 trucks and tanks off the south edge of the mapboard. Any other result is a German victory.

GERMAN SET UP	1	2	3	4	5	6	7	END			
BRITISH MOVE											

Elements German 25th Panzer Regiment: Set up anywhere on boards 5, 2, and 3.

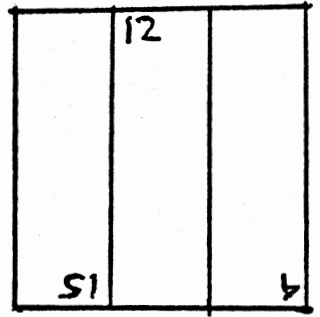


British Convoy and Escort Troops: Enter north edge of board 4 turn 1.



AFTERMATH: the Germans were confronted by a force of tanks and lorries. Many of the tanks and lorries were wiped out in a short but sharp engagement. A large portion of the men and crews fled, while the German tanks pushed on and sealed the western exits of Lille.

Scenario 14 **HANGEST**

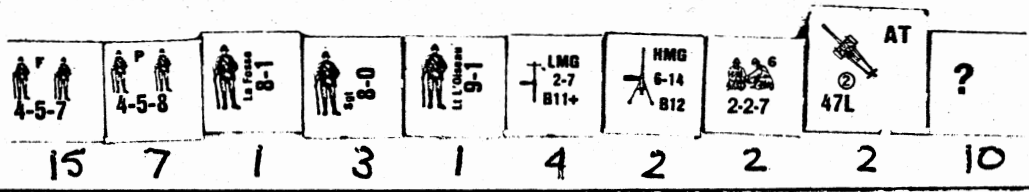


HANGEST, FRANCE, June 6, 1940: As the 7th Panzer Division began crossing the Somme, its advance was held up by a tank which had shed a track on the main rail crossing. After taking care of the stuck tank, the advance got going again. However, the Germans came upon the village of Hangest, where French Legionnaires were blocking the passage through the town. A huge force of tanks was launched against the village with the intention of shooting up the defenders quickly without a heavy fight for the village.

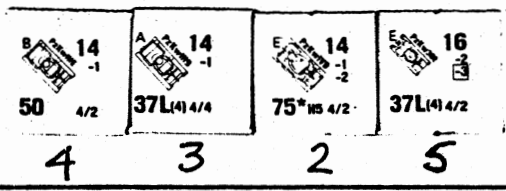
**VICTORY CONDITIONS:** To win, the German player must break or eliminate all French squads on board 12. There can be no functioning ordnance on the board either. Any other result is a French victory.

FRENCH SET UP	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

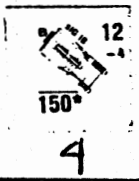
Elements French Legionnaires: Set up anywhere on board 12 using hidden initial placement.



Elements German 7th Panzer Division: Enter turn 1 west edge of board 15.



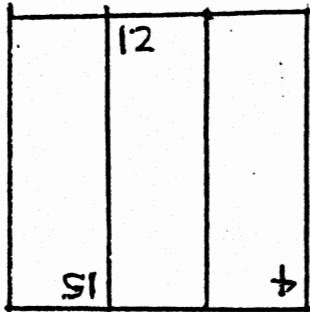
Elements 7th Panzer Division Assault Gun Battalion: Enter west edge board 15 turn 4.



**AFTERMATH:** The tanks came from the north but then turned west up a hill trying to take up positions on the high ground. Many of the tanks stopped by French resistance and the hill. A few tanks managed to join some assault guns and the group bombarded the western outskirts, but the village could not be taken.



# ASSAULT

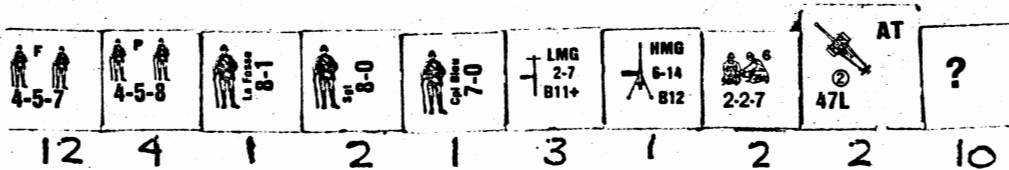


HANGEST, FRANCE, June 6, 1940: The relative impotence of the tank attack against Hangest earlier in the day forced Rommel to commit more troops to take the tough village. A special engineer company was ordered up for the express purpose of taking the village. The cleaning up was still causing a great deal of trouble so the Motorcycle Battalion was ordered forward for an attack on foot.

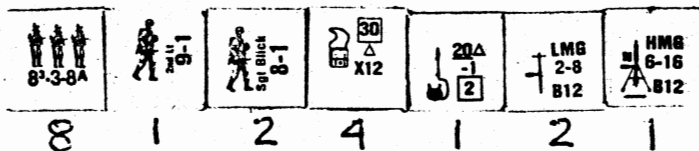
VICTORY CONDITIONS: The German player must capture all building hexes on board 12 to win. Any other result is a French victory.

FRENCH SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	12	13	14	END							

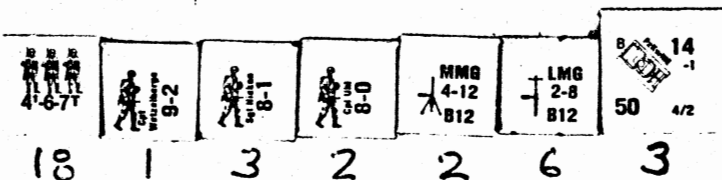
Elements French Legionnaires: Set up anywhere on board 12.



Elements 635th Engineer Company: Set up anywhere on board 15.



Elements 7th Panzer Division Mixed Assault units: Set up anywhere on board 15.

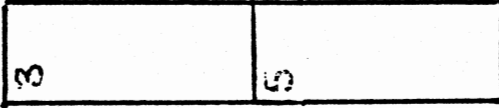


AFTERMATH: The Legionnaires fought bravely and sometimes savagely. The French continued to spray the German forces with fire, but finally a determined assault brought the capitulation of the village and the capture of Hangest.

# VILLERS



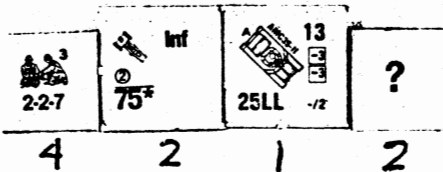
VILLERS, FRANCE, June 7, 1940: Following a dashing and fine days advance on the 6th, the 7th Panzer Division began racing toward the Seine River bridges. There were early delays because of poor choice of route, but corrections were made and the advance continued forward. The division met very few determined pockets of resistance, mainly only stragglers. That was the case until they reached the town of Villers.



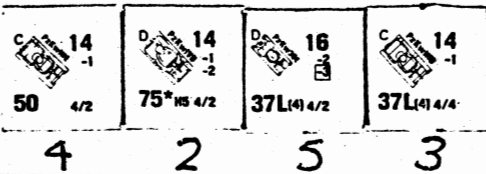
VICTORY CONDITIONS: To win, the German player must exit 10 functioning AFV's off the edge of board 3 between A10-Q10 and A5-A10. Any other result is a French victory.

FRENCH SET UP	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

Elements French 10th Army Remnants: Set up anywhere on the mapboard.



Elements German 25th Panzer Regiment: Enter road hex 5A5-5A6 on turn 1.



AFTERMATH: The remnant force was composed of determined French troops. The firepower of the group was represented by 2 infantry guns and a single light tank in addition to a few stragglers from shattered units. The men opened up on the Germans east of the town. The force was disposed of but not without some effort.

## SCENARIO SPECIAL RULES 9-16

### Scenario 9 Pommereuille Wood

1. The trucks listed for turn 5 are considered to be in a convoy per 84.0.
2. The convoy may not move off the main section of road on the game map.
3. The following hexes on board 4 are considered to be clear terrain road hexes:  
J2-K3-L2-M3-N3-O4-P3-Q4-R3.
4. Any vehicles may be used to fill out the needed counters for the convoy.

### Scenario 10 The La Bassee Canal

1. Any boat using its full number of movement points in one turn is subject to +1 morale check at the end of the movement phase.
2. A 5 hex canal should be created per 172.0.
3. The Allied units that set up on board 5 must be set up within 5 hexes of board 7 canal.

### Scenario 11 Sniper Fire

1. The flamethrower should be included in the Group A set up units.
2. The sniper units may set up anywhere on the mapboard.
3. A 5 hex canal should be created per 172.0.
4. Any German squads may operate the flamethrowers without penalty.

### Scenario 12 Heavy Tanks

AFTERMATH: Battalion Cramer was thrown back across the canal and the British began pushing westward along the canal toward Battalion Bachmann, which had no AT weapons except a few ATR's. The situation was critical, Rommel immediately ordered tanks and guns across the shaky and weak pontoon bridge. With the help of a Pz IV on the other side and the tank and gun that made it across the bridge the British attack was brought to a standstill.

1. There is a single lane vehicle pontoon bridge across the canal along the 8Q hexrow.
2. No canal is formed in this scenario, but the edge hexes of the rivers should be treated per 172.0.
3. After each hex a tank moves on the bridge, a bridge collapse die roll must be made. No collapse die roll need be made for the AT gun.
4. The bridge is not considered to be laid below the surface of the water as per 133.9.

### Scenario 13 Short But Sharp

None

## SCENARIO SPECIAL RULES (continued)

### Scenario 14 Hangest

1. Any vehicles can be used to fill out the numbers needed for the assault guns.
2. Any tank moving on a hill hex on board 15 must roll for breakdown per 79.12 when entering a hex that has two elevations in it.
3. There is a +2 DRM to the breakdown die roll.

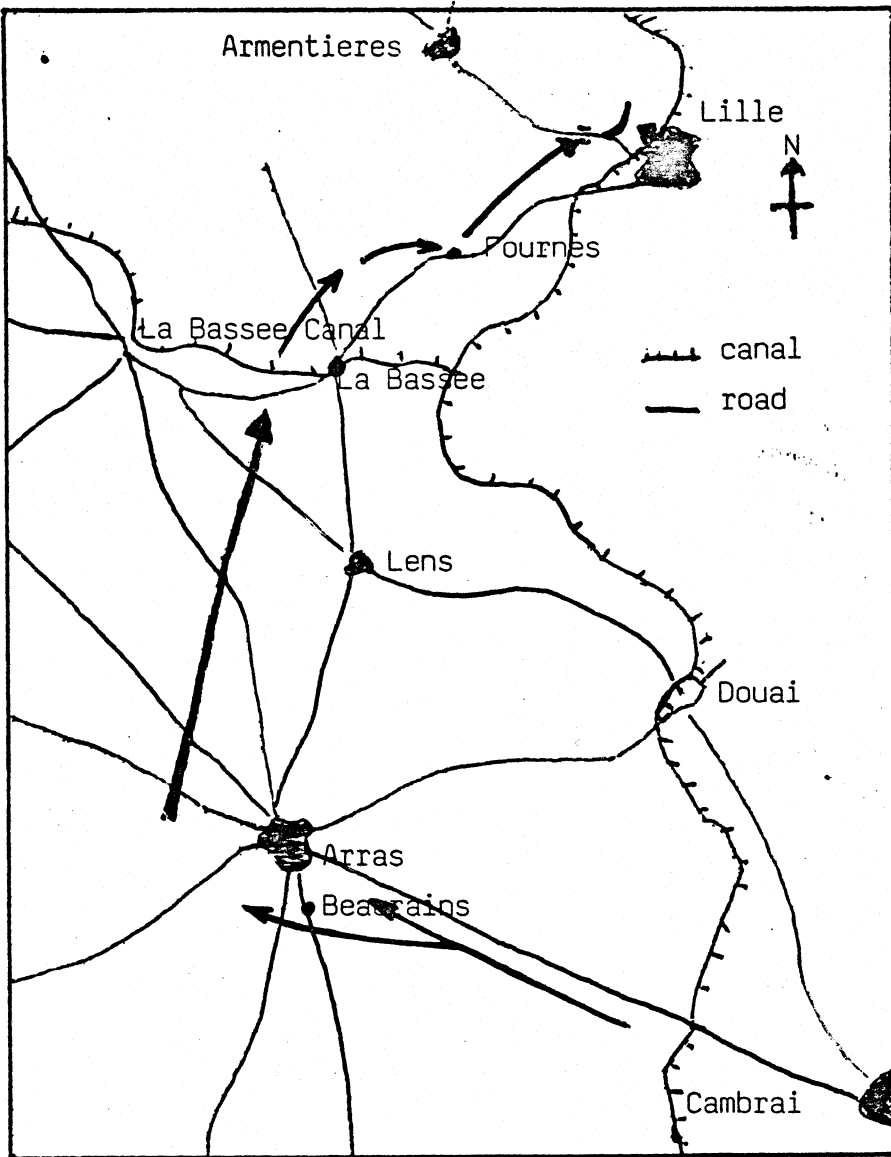
### Scenario 15 Assault

1. Scenario 14 Special Rules 2 and 3 are in affect in this scenario.

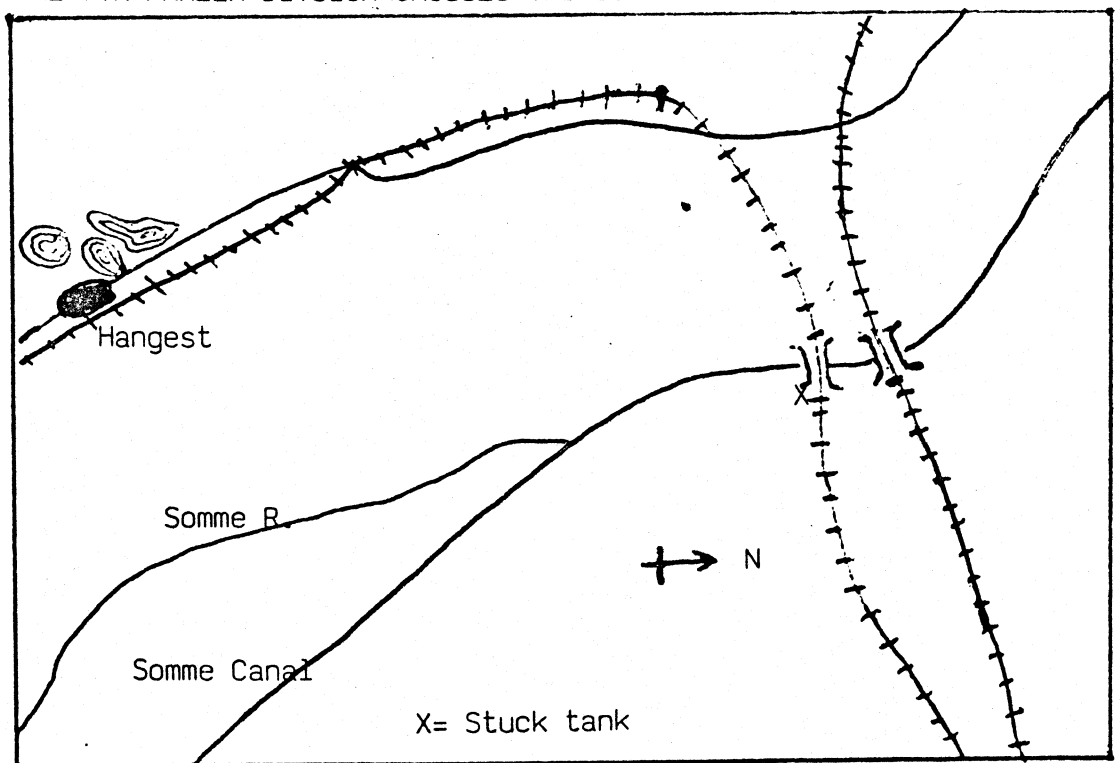
### Scenario 16 Villers

None

BATTLES AROUND ARRAS AND LILLE  
7TH PANZER DIVISION

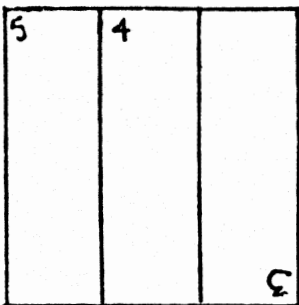


THE 7TH PANZER DIVISION CROSSES THE SOMME



# BOLDINS COUNTERATTACK

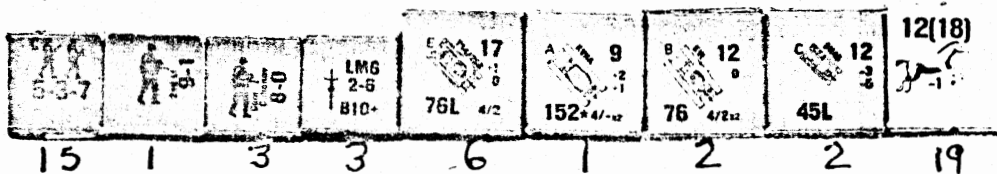
NORTHEAST OF BIALYSTOK, RUSSIA, June 24, 1941:  
 Army Group Centre was experiencing dramatic success inside Russia. The 3PZGP. under Hoth in the north and the 2PZGP. under Guderian in the south were making a wide encirclement move. Both men decided the best place to close the pincers would be at Minsk. By doing this they expected to trap General Pavlov's hapless armies inside. At the same time the German armies protecting the inside flanks of the two Panzergruppen began their own encirclement to trap the Russian armies still on the border.



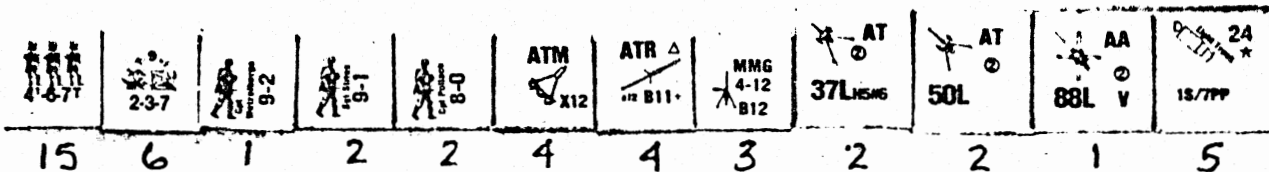
VICTORY CONDITIONS: To win, the Russian player must exit at least 25 squads off the east edge of board 3. Tanks count as two squads if fully functioning, otherwise they count as no squads. In addition the Russian player must destroy more German squads or their equivalent as above by the end of the game as he loses. To win the German player must avoid a Russian victory.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
USSR MOVE	12	13	14	END							

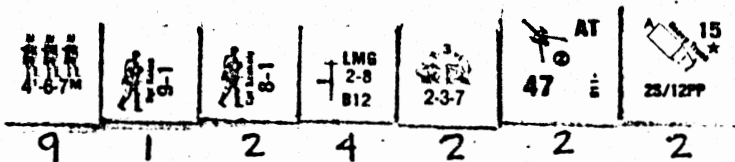
Elements of Russian 10th Army Scratch Forces: Enter the west edge of board 5 on turn 1.

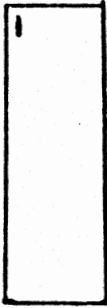


Elements German 9th Army: Set up anywhere on board four, but within 6 hexes of board 3, and south of hexrow M.



Elements German 9th Army reinforcements: Enter board 5 along north edge.





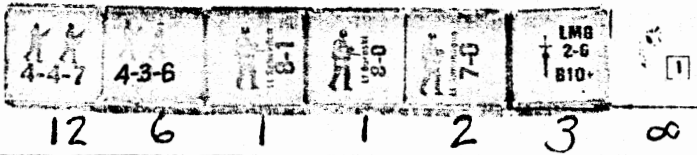
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MINSK, RUSSIA, June 26, 1941: Following the failure of Boldin's counterattack General Pavlov made a gigantic blunder. Almost as if he was unaware of the pincers closing on Minsk, he sent his few available reserves in the Minsk area forward towards the front to counterattack the smaller encirclement near Bialystok. When these troops were moved forward, their loss left Minsk almost totally defenseless.

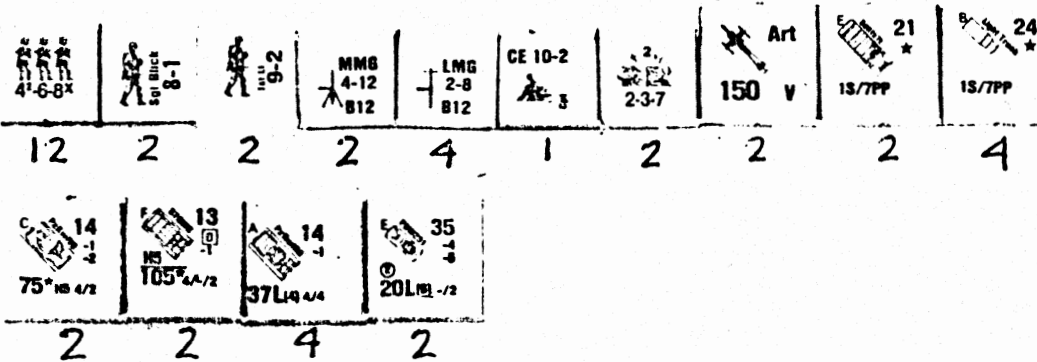
VICTORY CONDITIONS: To win the German player may not leave any functioning Russian squad on board one by the end of the game. To win the Russian player must retain control of 10 or more buildings on board 1. Any other result is considered a draw.

USSR SET UP	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

Elements of the Minsk Garrison: Set up anywhere on the mapboard.



Elements of the 3PZGP: Enter turn 1 anywhere along the north edge.



AFTERMATH: When the two arms of the encirclement began to close the Russian units remaining in the city were desperate. The Russians without any artillery seized a bottle factory and made Molotov cocktails to battle the German tanks with. The Russian efforts while imaginative were futile against the German units.

MINSK, RUSSIA, June 26, 1941: The reason for Pavlov's mistake in ordering his reserves forward is unknown. He may actually not been aware of the impending encirclement of Minsk by the German forces. On the other hand however he may have been trying to show Stalin something about his new found genius by attacking the German forces. What ever the reason may be there is no doubt that had he not shifted the reserves the battle for Minsk might have been a much more difficult task for the Germans in the long run. This scenario is a hypothetical conflict representing what might have happened had more significant Russian forces been present.



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VICTORY CONDITIONS: To win, the German player must control 5 more buildings than the Russian player by the end of the game. In addition the German player must also exit 6 functioning AFVs off the south edge of the mapboard. To win, the Russian player must avoid a German victory.

USSR SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	12	13	14	15	16	17	18	19	20	21	END















Elements of the Minsk Garrison: Set up any hex on the mapboard south of and not in hexrow I.

Elements of the 6th Armored Corp: Set up anywhere on the mapboard south of and not in hexrow I.









Elements of the 43rd Army: Enter east edge of the mapboard on turn 6.



Elements of the 3 PZGP: Set up anywhere on the mapboard north of and including hexrow I.

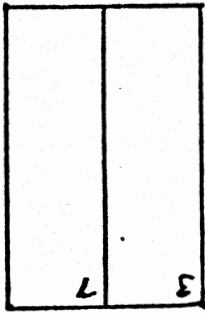
													
20	1	2	3	1	8	4	2	2	2	4	2	2	2

Elements of the 3PZGP: Enter the north edge of the mapboard on turn 7.

							
16	2	1	1	4	2	2	4

AFTERMATH: Considering that this is a hypothetical scenario only a few things can be assumed. It would have taken a great organizational achievement to extract a worthwhile amount of units from the trap even if the Russians had held up the northern prong for a day or two. It would seem unlikely that Stalin would have given his approval of the retreat at any rate and it is also doubtful any commander would have done so on his own responsibility and thus jeopardize his own position. It is doubtful that slowing down the German advance would have caused any great deal of harm considering it would likely not have been by more than two days. Finally the really most likely affect it would have had would have been the death of more soldiers on each side. While this would have affected the Germans it would not have severely hampered the Russians considering that none of them got back in great numbers anyway.

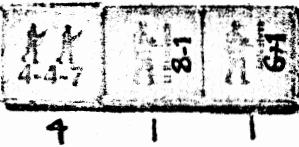
DVINSK, RUSSIA, June 26, 1941: In the early days of Operation Barbarossa, General Ritter von Leeb's Army Group North swept on towards the Dvina River. The Dvina was the only major obstacle remaining on the road to Leningrad. The LVI Panzer Corp under Manstein drove it's way forward to the town of Dvinsk. With a road and rail bridge through the town, it was the most important crossing point over the river. Fearful of the possibility the Russians might destroy the bridge the Germans launched the most daring ruse of the campaign.



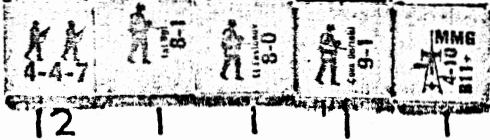
VICTORY CONDITIONS: To win, the German player must exit 20 squads off the east edge of the gameboard. A functioning AFV counts as 2 squads for this purpose. An AFV without functioning main armament counts as only one squad when exited. In addition there may be no functioning Russian unit within four hexes of the bridge at game's end. To win, the Russian player must avoid the German victory or destroy the bridge.

USSR SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	1/2	1/3	1/4	END							

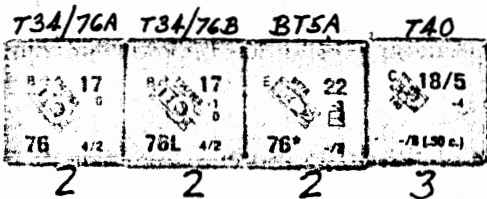
Russian Bridge patrol: May set up any leader on any bridge hex. The rest of Russian units must set up in 7R2.



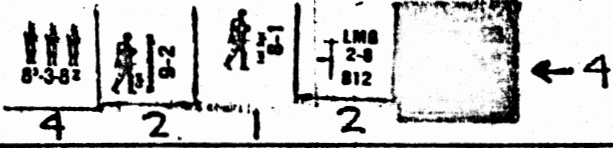
Russian Northwest Front Reinforcements: Enter any east edge hex on turn 2.



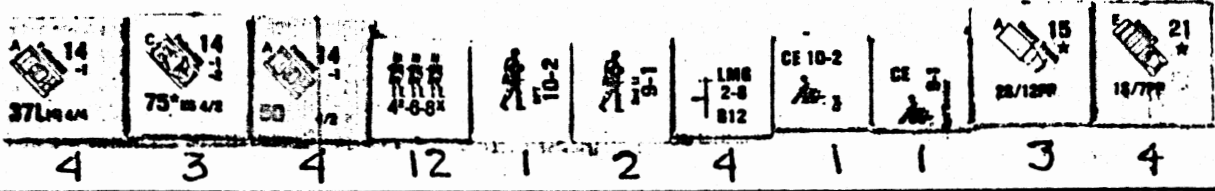
Russian Northwest Front Armored Reserve Forces: Enter on any east edge road hex on turn 6.



Elements German LVI Panzer Corps Assault Engineers: Enter on board 7 on hex 7Q1 on turn 1.

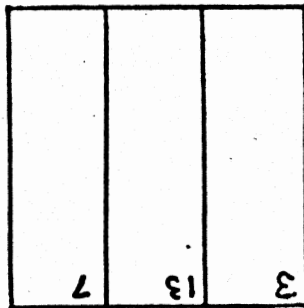


Elements German LVI Panzer Corp: Enter on 7Q1 on turn 5.



AFTERMATH: A German engineering platoon boarded captured trucks and sped off for the bridge. As they passed a rearguard they were waved on by the unsuspecting Russians. When trucks reached the bridge a challenging sentry was run over for his efforts. Trucks raced to the far side and began to dismantle the existing charges. More Russians however appeared at both ends of the bridge, and the raiders suffered under heavy fire, until a larger German force was brought up to secure the bridge. Manstein's tanks got across the river and had running battles with Russians in the town before they were able to push on towards Leningrad.

# PATROL IN FORCE

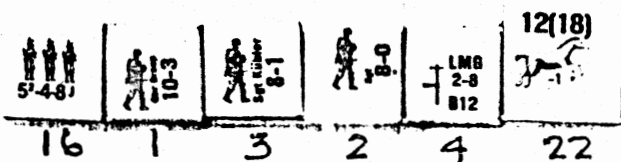


ALONG THE SUDOST RIVER, RUSSIA, Oct. 7, 1941: On the evening of the 7th, the German 35th Army Corp in the sector of the 2PZGP reported an increase in enemy activity in the area north of Sisemka. It appeared the Russian forces trapped in this area might be trying to break out. The 1st Cavalry Division was ordered to investigate the area to find out what was happening.

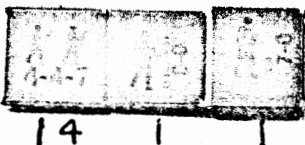
VICTORY CONDITIONS: To win, the German player must exit 10 of his mounted units off any of the following hexes: 3GG8-3GG10, 3FF10-3Y10. The Russian player wins by avoiding a German victory.

USSR SET UP	1	2	3	4	5	6	7	END			
GERMAN MOVE											

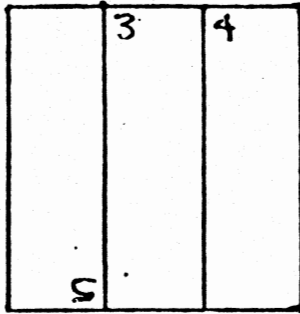
Elements Russian rearguard delaying force: Set up anywhere on boards 3 and 13 using hidden initial placement.



Elements German 1st Cavalry Division: Enter turn 1 west edge of board 7.



AFTERMATH: The division was ordered to determine if the Russians were indeed pulling out by the resistance they encountered. The Russian resistance was surprisingly strong for a rearguard. The German forces regardless defeated the Russian forces, but was delayed and diverted from making what could have been a useful service in battles that would draw heavy German blood later to come.

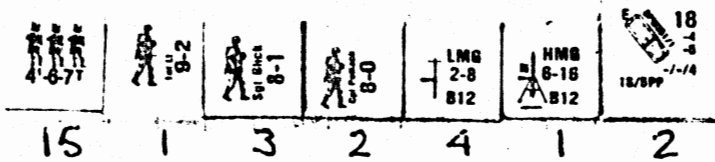


NEAR TRUBCHEVSK, RUSSIA, Oct. 9, 1941: On the 9th of October the Russians succeeded pushing back the German forces in the area of Sisemka, as a first step in their breakout attempt. The 293rd Division was heavily attacked. The 1st Cavalry Division which had been delayed and diverted was redirected to help plug the gap that the Russian attack was beginning to make in the German lines.

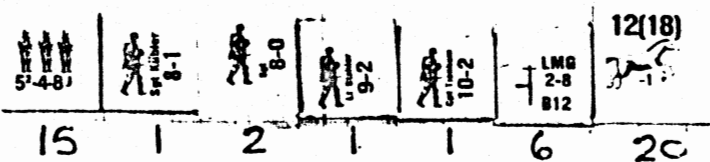
VICTORY CONDITIONS: To win, the Russian player must exit half or more of his squads off the east edge of the mapboard. These units must be exited along a road hex. Three leaders must also be exited as per the rules for the exit of the squads.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
USSR MOVE	12	END									

Elements of the 293rd Infantry Division: Set up anywhere on the mapboard.



Elements of the German 1st Cavalry Division: Enter along the north edge of board four on turn 5.

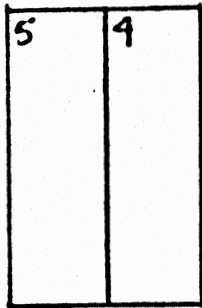


Elements of the Russian 13th Army: Enter along the west edge of board 3 on turn 1.



AFTERMATH: There was heavy enemy pressure along the Sevsk-Orel Road. The fighting was costly and bloody and probably could have been avoided had the 1st Cavalry been available for immediate use and not delayed by its recon two days before. Only a very small number of Russians managed to break free, but among these was the staff of the 13th Army..

# BROKEN AND RUNNING

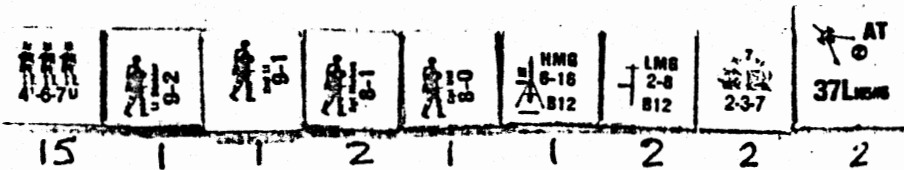


SOUTHEAST OF MOSCOW, RUSSIA, Nov. 17, 1941: As December drew near, the final German push on Moscow was reaching its effective end. The cold, lack of winter clothing, and the fact that the Germans were faced by Siberian troops just helped to compound the misery of the invaders. With these kinds of advantages on their side, the Russians struck at the 12th Infantry Division of Guderian's newly renamed 2nd Panzer Arme.

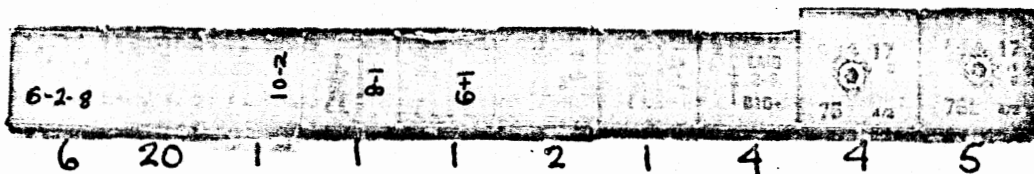
**VICTORY CONDITIONS:** The Russian player wins by being the last person to occupy all the building hexes on boards 4 and 5 by the end of the game. He must also exit 10 squads off the south edge of the mapboard. AFV's count as 1 squad for this purpose. To win, the German player must avoid a Russian victory.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
USSR MOVE	12	END									

Elements German 112th Infantry Division: Set up anywhere on the board.

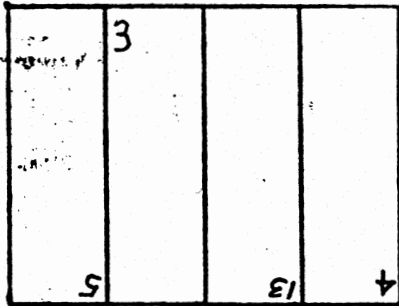


Russian Siberian Troops: Enter the north edge on turn 1.



**AFTERMATH:** The German position was terrible. The cases of frostbite were more numerous than cases of the soldiers being shot by the enemy. Suffering from frozen equipment, and the fact that the German 37mm AT gun was obsolete in the face of the T-34's armor made holding any position very difficult. Faced by hardships like these the German troops broke and ran in the face of the Russian assault. Guderian said of this later, "the combat ability of our infantry was at an end."

# Scenario 108 COUNTERBLOW AT MEYDN



MEYDN, RUSSIA, Late January, 1942: With very positive early success in the early counterattacks the Russians devised a plan for the capture and encirclement of Army Group Centre. The 35th Army under General Yefremov plowed ahead into the German lines and began to drive a gap between the 4 PZA and the 4th Army. His forces were joined by elements of the 1st Guards Cavalry Corp, paratroops, and partisan forces.

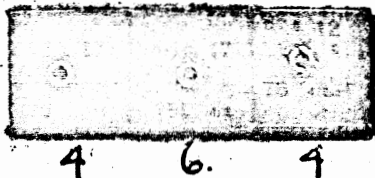
**VICTORY CONDITIONS:** To win, the Russian player must control all building hexes on board 3 and he must also exit 60 squads or their equivalent off the west edge of the board. Tanks count as three units for this purpose. To win, the German player must avoid the Russian victory conditions.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
USSR MOVE	12	13	14	END							

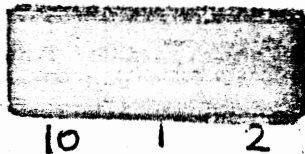
Elements German 4 PZA mixed forces: Set up anywhere west of but not including board 4.

26	10	2	4	2	1	5	2	8	5
50L	37L	47	2-3-7	13	14	14	14		
2	2	2	6	2	4	3	4		

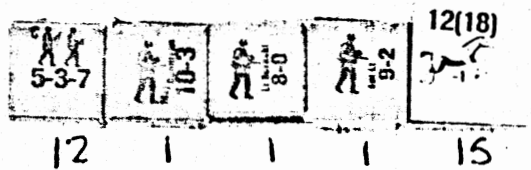
Russian Armored troops: Enter east edge of the mapboard on turn 1.



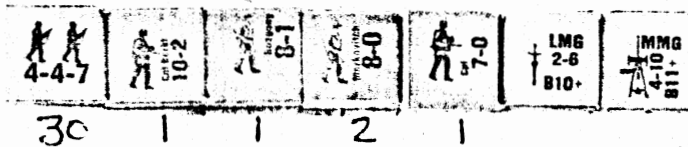
Elements of Russian Partisan Forces: Enter along the north edge of board 5 on turn 2.



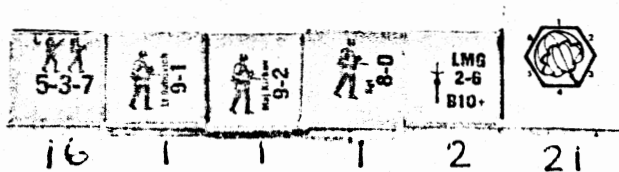
Elements 1st Guards Cavalry Corp: Enter <sup>east</sup> edge of board 4 on turn 2.



Elements of 35th Army: Set up anywhere on board 4 at the start.



Elements Russian Paratroops: Land by paradrop procedure anywhere on board 13 on turn 3.



AFTERMATH: Yefremov's mixed bag of forces with just about everything except the navy pushed it's way west. It had to battle strong and determined enemy forces but did manage to eventually get as far as Vyazma by Feb. 4th but at a high cost in men and material.



Scenario 101 Boldin's Counterattack

1. In the victory conditions, fully functioning is defined as having a functioning main armament.
  2. The Russian AFV's listed are T34/76B, KVIIA, KVI, and SU45.
  3. The German 9th Army reinforcements enter on turn 10.
- AFTERMATH: The two arms advanced from the north and south toward an area between Bialystok and Minsk. General Boldin, who was in fact on a visit to these armies now took the initiative and led a counterattack. Armor and cavalry were both employed in an attempt to break out from the encirclement. German infantry and AT guns beat the attackers back with heavy losses.

Scenario 102 Molotov's in Minsk

1. Building 1X4 is a bottle factory. As such it provides any squads in it with 2 molotov cocktails per squad per turn for the duration of the game.
2. The squads that get the molotov cocktails must have been in the building at the start of their player turn to receive the 2 free cocktails.
3. There are 10 molotov cocktails available at the start of the game for the Russian player to allocate as he desires.
4. The Russian order of battle specifies 6 4-3-6 squads.

Scenario 103 What If?

1. The Russian AFV's listed for the 6th Armored Corp are T26S, KVI, and T37A
2. The Russian AFV's listed for the 43rd Army are T34/76A, BT5A, and SU100Y.
3. The special rules for building 1X4 listed in Scenario 102 do not apply in this scenario.

Scenario 104 Ruse at Dvinsk

1. The Russian AFV's listed are T34/76A, T34/76B, BT5A, and T40.
2. The German player may use the Russian Zis trucks listed as though they were regular German trucks.
3. At the moment the German player moves adjacent to the 6+1 leader on the bridge the German player must roll on the table below.

DIE ROLL	RESULT
1	The German unit is identified. All squads must dismount and take a normal morale check. The German squads are subject to a -2DRM if attacked during the Russian Defensive Fire Phase.
2	Same as above, but the German player only suffers a -1DRM if attacked.
3-5	German unit is identified. The German player may move half of the remaining movement of the truck. The 6+1 leader is run over and is removed. The German units may move one hex after dismounting.
6	German unit is not identified. The German player may use all remaining movement of the truck. The 6+1 leader is run over and removed. The Russian player may not fire during the DFPh.

SCENARIO SPECIAL RULES (continued)

- 4.If a 1 or a 2 are rolled on the table above, the Russian player may roll to destroy the bridge as per 133.7.
- 5.There is an automatic detonation DRM of +4 in addition to any applicable as per 133.75.
- 6.The bridge extends from 7Q4-7Q9. It is a two lane wood vehicle bridge.
- 7.There are no land hexes anywhere in the river, treat any as water hexes.

Scenario 105 Patrol in Force

- 1.The road hexes on board 13 are not elevated they are considered to be normal.
- 2.Overlay A should be used on board 3.
- 3.Hill 498 is considered to be woods hexes.
- 4.Hill 522 is considered to be open ground.
- 5.The set up instructions for the Russians and Germans are reversed.
- 6.The river is considered to be shallow running northward.
- 7.Continuous fords exist from 7AA6-7AA8 and from 7Q4-7Q5 and from 7Q8-7Q9.

Scenario 106 Breakout

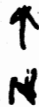
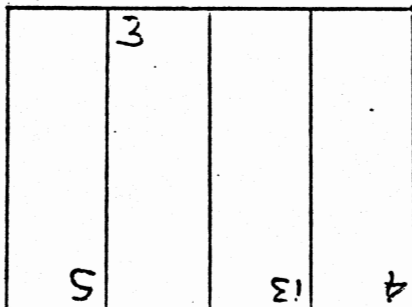
None

Scenario 107 Broken and Running

- 1.The German squads must pass a morale check one higher than listed for any Russian fire results on the IFT. A morale check of M4 is considered an M4.

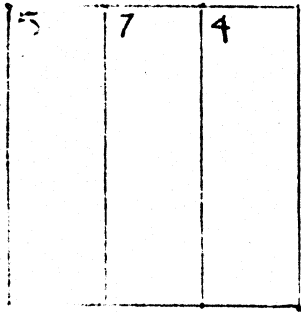
Scenario 108 Counterblow at Meydn

- 1.The mapboard layout is printed below.
- 2.Severe winter conditions are in affect.
- 3.The road hexes on board 13 are not elevated they are considered to be normal.
- 4.Neither the Russian or the German player has camouflage.
- 5.The Russian AFV's listed are T34/76A, T34/76B, and KVI
- 6.The two leaders for the 35th Army are not partisan leaders, but shoul be regular Russian leaders with the same values and quantity.



Due to the wide area covered by these scenarios no map has been included. No suitable one covering all the locations properly was available for use.

# THE DITCH

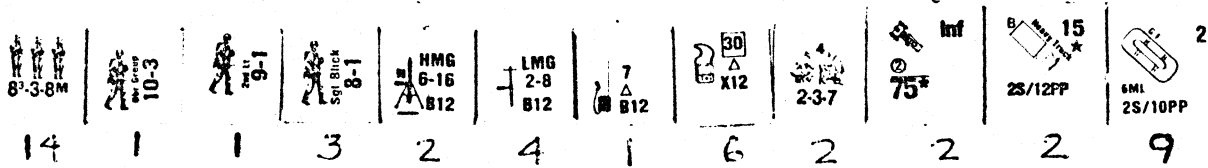


NEAR KERCH, THE CRIMEA, May 8, 1942: In early May General Erich von Manstein was given the job of clearing the Crimean Peninsula. As part of the groundwork for Operation Blau, the push into the Caucasus, the first step was to clear the eastern end of the peninsula. Commanding the 11th Army, reinforced by Rumanian units and the 22nd Panzer Division he was ordered to wipe out all units on the Kerch Peninsula, then turn east and take Sevastopol. The view of the front was not at all encouraging. An anti-tank ditch filled with water ran the whole width of the peninsula. Along with this formidable obstacle, there were numerous pill boxes, obstacles and a multitude of mines all of them blocking the way of the 11th Army.

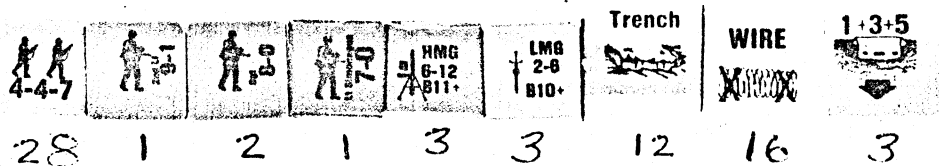
VICTORY CONDITIONS: The German player must clear and remove all obstacles of any kind within 3 hexes of the anti-tank ditch. Any other result is a Russian victory.

USSR SET UP	1	2	3	4	5	6	7	END			
GERMAN MOVE											

Elements 11th Army Assault Engineers and 114th Artillery Regt : Set up anywhere on the west side of the anti-tank ditch.

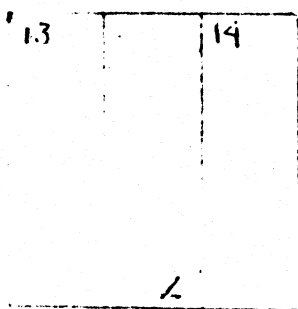


Elements Soviet Crimean Defense Forces: Set up anywhere on the east side of the anti-tank ditch using hidden initial placement.



AFTERMATH: Artillery fire and Stuka attacks gave the engineers cover for the attack. The demolition teams were assigned with taking out all the obstacles on the far edge of the water. The units were repulsed by criss-crossing fire. The southern end of the anti-tank ditch is where the big push was coming.

# THE ROAD TO KERCH



NEAR KERCH, THE CRIMEA, May 8, 1942: With the diversion in the north successfully underway the real attack was launched on the Soviet forces holding the line of the anti-tank ditch.

VICTORY CONDITIONS: The German player must exit more than half of this total number of squads off the east edge of board 4. Any other result is a Russian victory.

USSR SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	12	END									

German 11th Army Amphibious Assault Forces: Enter in boats up the anti-tank ditch on turn 1.

6	10	1	3	6	8	4

German 11th Army Reinforcement units: Enter west edge of mapboard on turn 2.

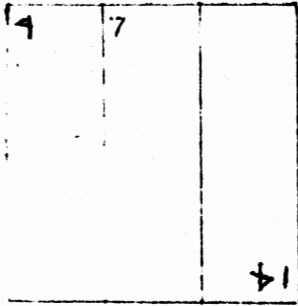
15	1	2	2	2	4	2	4	1	2

Soviet Defense Forces: set up anywhere on the east side of the anti-tank ditch.

12	10	2	2	1	1	2

AFTERMATH: While the diversion in the north kept the entire soviet defense on guard a daring boat assault was launched from the Black Sea right up the anti-tank ditch. The Soviet surprise was complete. With portable bridge soon hung over the ditch the Germans advanced across and began the push for Kerch.

# THE STEEL CIRCLE



NEAR BAIKAK, May 22, 1942: Along with the preliminary work in the Crimea, a launching area for the Blau offensive was needed. The Izyum salient was the perfect build up area. The German 6th Army from the north and the 1st Panzer Armee from the south were to attack and drive the Russian forces out of the salient. Unknowingly, Hitler and Stalin had sent massive forces on a collision course. The salient was packed with Russian forces preparing for the drive on Kharkov. The Russians got the jump on the Germans, but they soon recovered and began driving from the north and south to cut off the Russian penetration. The two pincers had to be stopped from joining up or it would be a disaster for the Russian forces.

**VICTORY CONDITIONS:** The German player must not allow there to any functioning Russian unit in the area bound by hexrow 3Z-3K. Any other result is a Russian victory.

USSR SET UP	1	2	3	4	5	6	7	8	END
GERMAN MOVE									

Lead Elements 14th Panzer Division: Enter on turn 1, south edge of board 14.

4-6-7W	9-2	9-1	8-1	LMG 2-8 B12	Mtr 50 R2-13	18 4-5 1S/5PP	14 0-1 75*HS 4/2	21 1S/7PP	30 5 20L(6) -/2
12	1	1	2	4	2	6	4	4	2

Elements Hoch und Deutschmeister Division: Enter north edge of board 4 on turn 1.

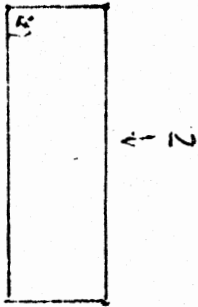
4-6-7B	9-2	8-0	8-1	MMG 4-12 B12	LMG 2-8 B12	ATR 12 B11+	AT 37L 2	24 1S/7PP
14	1	2	1	2	4	3	2	2

Elements Russian 38th Army: Set up anywhere on board 3.

4-4-7	9-1	8-0	MMG 4-10 B11	LMG 2-6 B10+	ATR 12 B11+	ATM X10	17 76 4/2
22	1	2	2	3	3	4	3

**AFTERMATH:** The Russians threw everything they had into the fray, but could not stop Paulus' or Kleist's advance. During the afternoon of May 22, Kleist's 14th Panzer Division moved northward through Bairak toward the northern bend of the Donets fighting Russians along the way. After reaching the river they found companies of the Hoch und Deutschmeister Division waiting. The Russians were trapped in a steel circle.

# PARTISAN AMBUSH

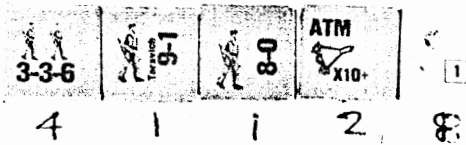


SOUTH OF ROSTOV, June 1942: Patriotism and hatred of the Germans were the common elements that brought men and women together to form partisan bands. These bands, formed around former soldiers who gave simple training began to spring up all over Russia. They eventually became more than just a nuisance considering that many captured machine guns, mortars, and even anti-tank weapons. One of the best organized bands led by P. K. Ignatov planted mines on the road to Novo-Dmitriyevskaya-Stanista and then waited in the woods for a German convoy.

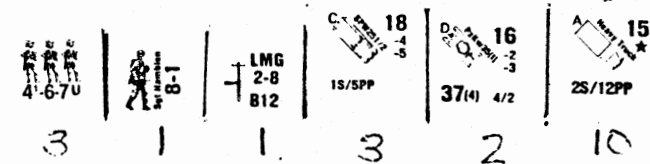
**VICTORY CONDITIONS:** The German player must exit 7 trucks of the convoy off the east edge or eliminate all partisan squads from play. Any other result is a Partisan victory.

USSR SET UP	1	2	3	4	5	END							
GERMAN MOVE													

Ignatov's Partisans: Set up anywhere on board 5 using hidden initial placement.

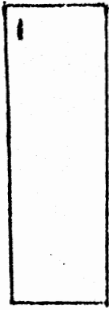


German convoy and guard troops: Enter turn 1 along west edge board hex.



**AFTERMATH:** The Germans came down the road sweeping the woods with machine gun fire. The partisans let the lead guard units pass and waited for the convoy. the lead tank up the road blew up on a mine and all hell broke loose. The partisans ran from the woods firing and throwing bombs and grenades. A tank came up the road from the rear of the column and was put out of action. Soon however a second German column arrived and the partisans were forced to retreat.

# HUBE ATTACKS



↑  
N

STALINGRAD, August 24, 1942: On the 23rd the 6th Army began to roar forward towards Stalingrad from it's newly won positions along the Don. The 16th Panzer Division under Hube led the way and soon out-distanced the rest of the 6th Army over the baking steppe. The Russians fled in confusion toward Stalingrad. Hube reached the Volga at Rynok and set up a hedgehog for the night. At first light he planned to drive as far south into the city as the tractor factory.

VICTORY CONDITIONS: The German player must have sole possession of the following buildings: P3, S5, U2, S4, P5, P4, Q5, V4, V5, X4, and R1. Any other result is a Russian victory.

USSR SET UP												
GERMAN MOVE	1	2	3	4	5	6	7	8	END			

Elements Russian 62nd Army: Set up anywhere south of hexrow K.

20	12	8	2	3	1	3	4	2	5

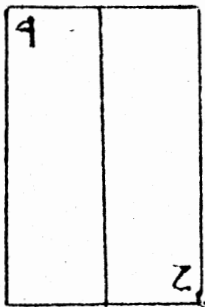
Elements 16th Panzer Division: Set up anywhere north of and including hexrow K.

21	1	1	3	2	8	2	2	4	4	3

AFTERMATH: Hubes attack got started as planned. He advanced very near to the tractor factory, but was stopped cold by a hail of Russian fire. The Russians had quickly set up a defense line during the night made up of conscripts, women, and some 62nd Army units.

Scenario 114

# "THOSE DAMNED HILLS"



SOUTH OF STALINGRAD, August 27, 1942: In July the 4th Panzer Armeie under Hoth was diverted south from the push on Stalingrad to the Caucasus. Finding no use for it in the south it was diverted north again to aid in the push on Stalingrad. Driving from the south, Hoth was confronted with some terrible terrain over which to drive a Panzer Armeie. Deep ravines guarded the approach to the hills south of the city. Hoth drove head on at the hills.

VICTORY CONDITIONS: The German player must exit 30 squads or their equivalent off the north edge of the mapboard. Fully functioning AFV's count as two squads. AFV's without functioning main armament don't count as any. Any other result is a Russian victory.

USSR SET UP	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

Elements Russian 64th Army: Set up anywhere on board 2.

4-4-7	10-10	10-10	2-3-7	Art 76	Art 76L	AT 57LL	AT 45L	HMG 6-12 811
16	1	2	7	1	2	2	2	2

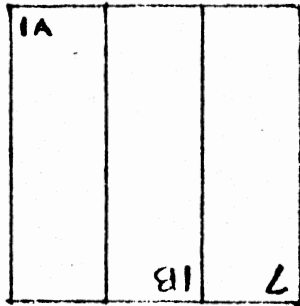
Elements 24th Panzer Regt. and 21st Panzergrenadier Regt.: Enter along south edge of mapboard on turn 1.

4-6-7	9-2	10-10	10-10	8-0	HMG 6-16 812	AT 14 1-1 75*HS -/2	AT 13 1-1 50L 4/2	AT 14 0-1 75*HS 4/2	AT 13 1-1 75 4/2	CE 9-2 Cat Whittman
18	1	1	2	2	2	4	3	4	4	1

AFTERMATH: Hoth tried again and again for the hills but was repulsed each time. He lost top commanders and thousands of regular soldiers not to mention a score of tanks. The 4th Panzer Armeie would have to find another way.



# CENTRAL STALINGRAD



STALINGRAD, Sept. 15, 1942: On September 13 the Germans launched their main attack on Stalingrad. Despite clever ruses by the Russians and fierce animal-like hand to hand fighting, the German bulk pushed forward. On the night of September 14 heavy fighting went on around the Tsaritsa Gorge and Railroad Station 1. With the 76th Infantry Division driving from the west and the 24th Panzer Division from the south, the Russians were hard pressed to prevent the vital ferry landings from being overrun.

VICTORY CONDITIONS: The German player must control all multi hex buildings on board 1B between hexrows P and BB. The German player must not allow any unbroken Russian squad or functioning AFV in the area on board 7 between hexrows P and BB on the west side of the river. Any other result is a Russian victory.

USSR SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	12	13	14	15	16	17	18	19	20	21	22

Elements 76th Infantry Division: Set up on board 1A in any hex numbered 10-5.

32	1	2	1	2	2	2	8	9	1	2	

Elements German 24th Panzer Division: Enter anywhere along south edge of board 1A on turn 2.

16	3	1	6	1	1	4	4	4	2	4	5

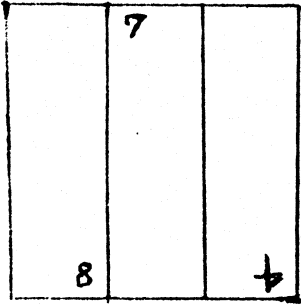
Elements Russian 62nd Army: Set up anywhere on board 1A in any hex numbered 4-1 and anywhere on board 1B.

48	2	3	2	2	3	5	4	6	4	6	5

Elements 13th Guards Division: Enter east edge of board 7. SEE SPECIAL RULES.

18	1	1	1	2	4

# KALACH



1  
2

KALACH, ALONG THE DON, Nov. 22, 1942: On November 19 and 20, the Russian counterattack along the flanks of the 6th Army in Stalingrad began. The Rumanian units holding the line in the north and south were overcome with tank fright and dissolved. Both groups of Soviet forces cut wide holes in the front and raced to join with each other. The northern armies raced on towards Kalach where on November 22, a fluke was to open the door for the Soviet advance and the encirclement of the 6th Army in Stalingrad.

VICTORY CONDITIONS: The Russian player must exit 18 squads or their equivalent off the east edge of the mapboard. Fully functioning AFV's count as two squads. AFV's without fully functioning main armament do not count. Less than 18 squads exited is considered to be a draw. Less than 6 squads exited is a German victory.

GERMAN SET UP												
USSR MOVE	1	2	3	4	5	6	7	8	END			

Elements Gunnery Training School Troops: Set up east of the river.

3	1	1	2	1

Advance elements IV Tank Corps: Enter west edge road hex on turn 1.

5

Elements IV Tank Corps: Enter along west edge of mapboard on turn 3.

18	1	2	3	5

## SCENARIO SPECIAL RULES 109-116

### Scenario 109 The Ditch

- 1.The German player has available one module of 150mm artillery support with plentiful ammunition.
- 2.The German player may roll for random Stuka support.
- 3.A one hex wide ditch should be formed per rule 172.0. The ditch is water filled and cannot be crossed except by boat.
- 4.The word obstacles as used in the victory conditions means any mines or wire in the zone.
- 5.The Russian player has available for use 60 mine factors.
- 6.All German squads are considered to be sappers.

### Scenario 110 The Road to Kerch

- 1.The German order of battle should specify 2 heavy trucks and 4 Sdkfz 7t's for the reinforcing units.
- 2.The two German pontoon bridges may be placed across any water hex provided that there is a friendly squad occupying the opposite land hex from the crossing point hex.
- 3.In order to place the pontoon bridge it must be pushed into the water hex with an engineer unit on top of it and an engineer unit in the hex that the bridge was pushed from during the advance phase. After three full turns in which no enemy comes adjacent to the bridge and during which the two engineers remain unbroken, the bridge is functional per 133.9. The three full turns do not have to be consecutive full turns, just so that each turn contributing towards the three meets the requirements above.
- 4.The vehicle transporting the bridge must have half of it's movement points remaining in order to unload the bridge unit.
- 5.The engineer unit on the bridge is considered to using hazardous movement per 142.7.
- 6.The Russian player has available 30 mine factors, 10 wire counters, and 6 trenches.
- 7.Overlay F should be used on board 14.
- 8.All roads on the mapboard are considered to be flat terrain roads.

### Scenario 111 The Steel Circle

- 1.The river is considered to be moderate depth with a medium current and running eastward.
- 2.There are no islands in the river.
- 3.Overlay F should be used on board 14.
- 4.All roads are considered to be flat terrain roads.

### Scenario 112 Partisan Ambush

None

### Scenario 113 Hube Attacks

- 1.Overlay B should be placed on board 1 in the following manner: CCl should be placed over hex N8, EE2 over P7, and DD4 over R9. Buildings M9, R7, and S9 are clear terrain. the hill 498 designation hex is level 1 hill not level 2. The road extending from S8 should pass through R7 and connect with Q7.
- 2.The Russian player has available 10 concealment markers.

## SCENARIO SPECIAL RULES 109-116 (continued)

### Scenario 114 Those Damned Hills

None

### Scenario 115 Central Stalingrad

1. The map configuration details two board ones. The board of a fellow player or the unmounted mapboard provided in COI can be used.
2. The following woods half hexes that are unmarked are considered to be wood buildings: 1AHO and 1BZO and 1BAA1, 1AJO-1BXO, 1ALO-1BVO, 1ANO-1BTO, 1ATO-1BNO, 1AVO-1BLO, 1AXO-1BJO, 1AZO-1BHO-1AAA1. The following are considered to be road hexes: 1AM1-1BU1 and 1AU1-1BM1. If you can figure that out you're a genius.
3. All marsh hexes on board 7 are considered to be water hexes. All hexes from the first water hex on the side of the river closest to board 1 extending off the east edge of board 7 are water hexes. In other words there is no opposite bank on the river. The river is deep running with a strong current running southward.
4. Beginning on turn 6 the Russian player has available 8 boats that he may use to transport units of the Guards across the river. Each boat has a portage capacity of 4 PP and can transport one squad. The boats can only move one hex a turn.
5. The German player has available 1 module of 150mm artillery with plentiful ammo.
6. The number of demo charges available to the German player is 6.
7. The Russian units using the boats may only land between hexrows P and BB.

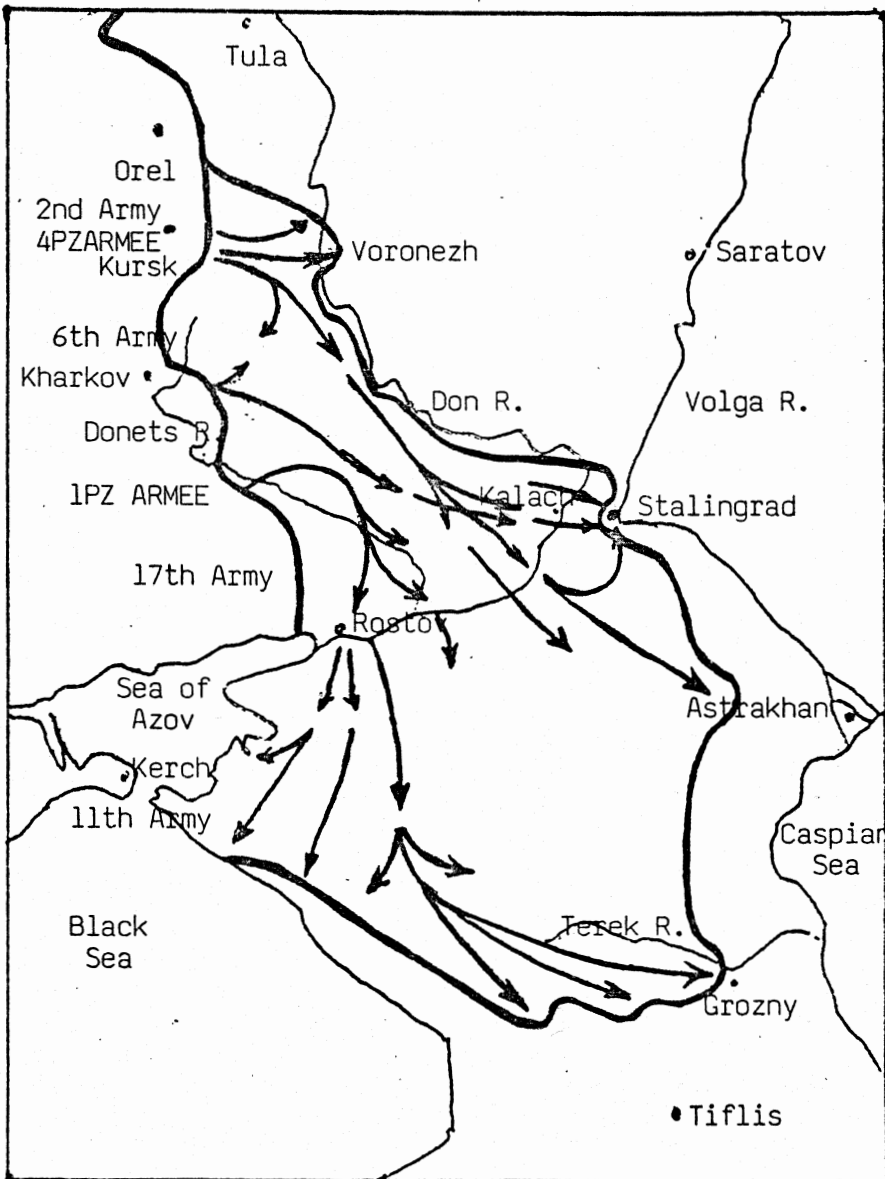
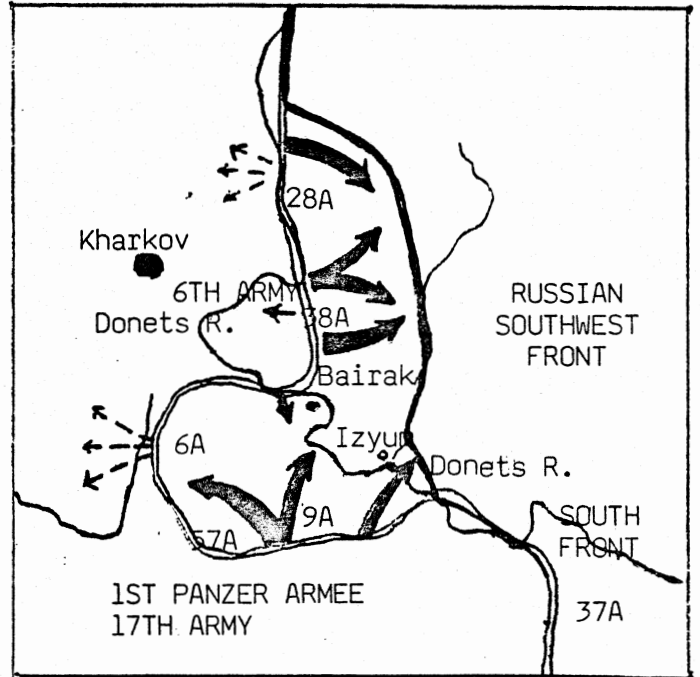
AFTERMATH: The railroad station changed hands many times. The Germans came very near to General Chuikov's headquarters at Tsaritsa Gorge. A breakthrough was prevented only by committing the last reserve of tanks. Soon after the 13th Guards Division began cross the Volga and soon made their presence felt.

### Scenario 116 Kalach

1. A two lane stone vehicle bridge extends from hex 8Q3-7Q4. All land between the two far shores is considered to be water. The river may only be crossed on the bridge.
2. A die roll should be made after each Russian tank moves along the bridge for the first time. On a roll of 1 the tanks are identified and may move an additional 9 MP and stop. The tanks may be defensively fired. The point at which the die roll may be made is where the 6+1 leader is positioned. A -IDRM applies after each additional die roll.

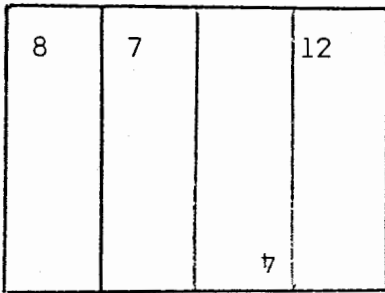
AFTERMATH: A German gunnery school was set up near the town. Every day a few captured Soviet tanks would rumble to the west side for demonstrations and then return. On the 22nd the German bridge guard counted out 5 leaving, so when 5 came back a short time later he let them pass. The first three crossed the bridge and fanned out with machine gun fire coming from one. The German saw his mistake and what was really happening and alerted the troops on the east side. 88's soon wiped out the two still on the bridge, but the other three held on until reinforcements came. There was only brief German resistance and the road to a link up and the encirclement of the 6th Army was wide open.

OPERATION FRIDERICUS May 42



OPERATION BLAU June-November 1942

# FIRST BATTLE OF KALACH

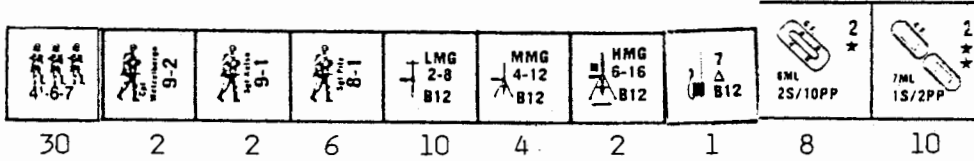


KALACH, RUSSIA, AUGUST 15, 1942: Just as it would prove later, Kalach was proving to be a decisive town for the Germans in the early going of Operation Blau. The fatigued Russian 20th Motorized Brigade, low on ammunition, was ordered to dig in and prevent German capture of the bridge over the Don River. An initial German assault was delayed when the Russians blew up part of the bridge. However, a short time later the Germans attacked again.

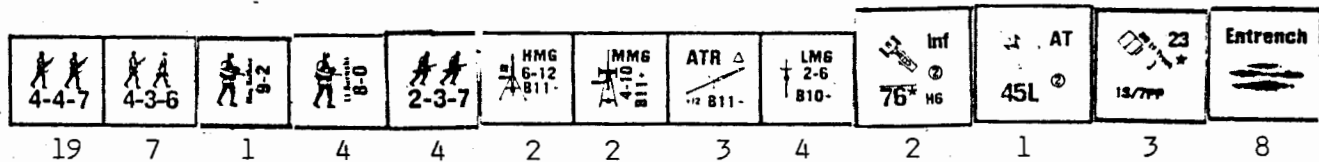
**VICTORY CONDITIONS:** The German player must prevent the Russian player from having a LOS to any bridge span hex with an crewed weapon. In addition he must prevent the Russian player from being adjacent to the end hex on board 7 with an unbroken MMC.

RUSSIAN SET UP	1	2	3	4	5	6	7	8	9	10	11	12
GERMAN MOVE	13	14	15	16	END							

Elements German 71st Infantry Division: Set up on the east side of the river on board 8.

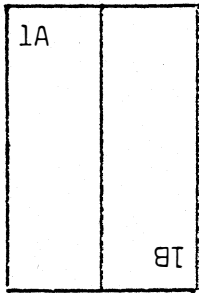


Elements Russian 20th Motorized Brigade: Set up on the east side of the river on boards 7, 4, and 12.



**AFTERMATH:** The Russians were dug in at an apple orchard on the outskirts of town. Here they waited for a renewed German push across the river. The Germans brought up boats and began a river crossing. The well placed Russian MG's and artillery took a heavy toll from the attackers, but some of the force managed to get across and moved on the town. The Russians held out in the orchard for another two weeks during which time they caused trouble until ordered to breakout back to Stalingrad.

# RED SQUARE

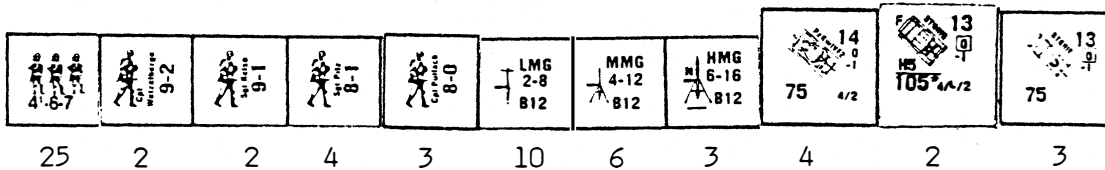


RED SQUARE, STALINGRAD, SEPT. 21, 1942: The defense of Stalingrad was organized around holding key industrial and building complexes. One such area was Red Square. This prominent area was dominated by two large buildings, the nail factory and the Univermag Department Store. Here a battalion of the 13th Guards Division was given the task of holding the area against the German attackers. They were able to do this well enough until the Germans made a new push on the 21st.

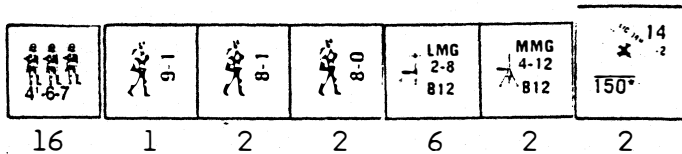
VICTORY CONDITIONS: The German player must have control or been the last to have control of a majority of the three plus hex buildings on each board 1. The Russian player must avoid the German VC.

RUSSIAN SET UP	1	2	3	4	5	6	7	8	9	10	11	12
GERMAN MOVE	13	14	END									

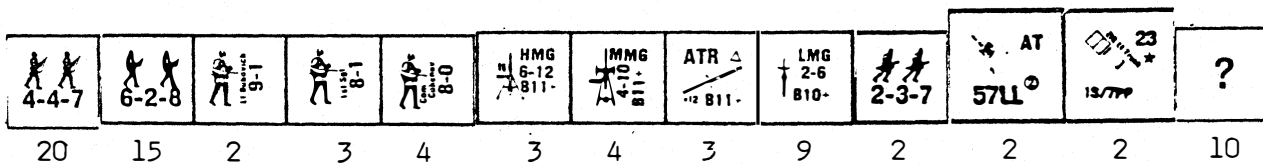
Elements German 76th Infantry Division: Set up anywhere on board 1A, but not in the Russian player set up area.



Elements German 76th Infantry Division: Enter turn 6 at 1A Q10 and/or 1A I10.

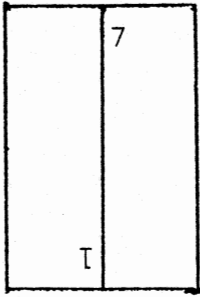


Elements 1st Batt. 24th Regt. 13th Guards Division: Set up anywhere on board 1B and on board 1A in an area bound by a hex line of GG4-EE5-X1-W3-U5-Q7-06-L5-J6-I6-I4-D5-AA5.



AFTERMATH: This time the 76th Division was supported by tanks and aircraft, which blasted the Russian strongholds. A fierce battle of attrition developed during which the Russian strongholds were systematically blasted and reduced. The survivors retreated from building to building causing casualties to the attackers before the Germans had taken control of most the area.

# Scenario 119. BATTLE IN THE SUBURBS

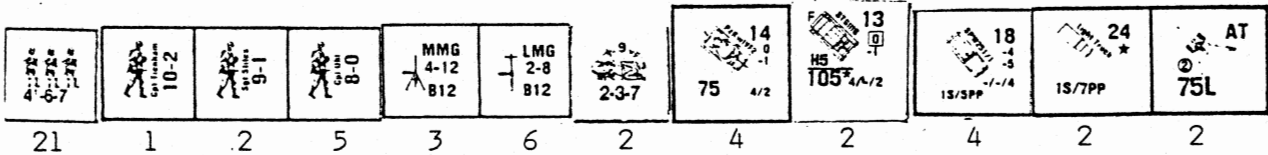


RYNOK, NORTH OF STALINGRAD, NOV. 17, 1942: In August, when the 16th Panzer Division became the first German unit to reach the Volga, an attempt was made to take the suburb of Rynok. This attack met with failure. Now in November, the 16th Panzer was once again turning it's attention toward this town. From north and south the division attacked the still tough Russian defense.

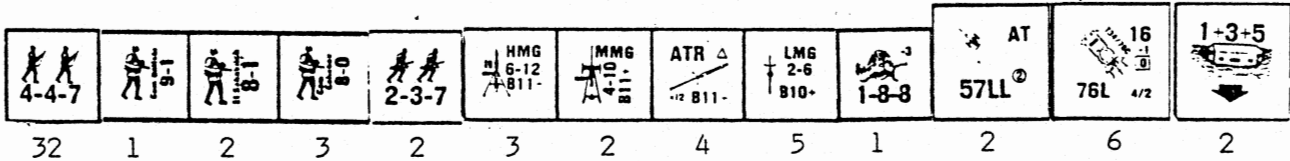
**VICTORY CONDITIONS:** The German player must have control of a majority of the three plus hex buildings in the Russian set up area. In addition the German player must have a LOS from a functioning MMC or manned support weapon to the following hexes: 1Y10, 7Q10, and 7AA9.

RUSSIAN SET UP	1	2	3	4	5	6	7	8	9	10	END
GERMAN MOVE											

Elements German 16th Panzer Division, Battalion Mues: Set up on board 1 south of hex row H inclusive.



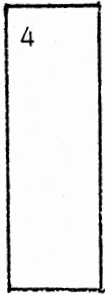
Elements Russian 62nd Army: Set up on board 7 and on board 1 not in the German area.



**AFTERMATH:** The attacking Germans much to their surprise found the town to be a citadel of hidden tanks, guns, and trenches. Nevertheless, the Germans plowed through the town, methodically blowing up bunkers and pillboxes. When Mues went down from a snipers bullet (SL rulebook p 32), the attack ground to a halt. After the day was over, the Russian 62nd Army still held all but five blocks of Rynok.



# URANUS STRIKES



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ALONG THE DON RIVER, NOV. 19, 1942: Operation Uranus was the code name for the Russian counteroffensive designed to trap the 6th Army in Stalingrad by breaking through along the flanks and surrounding it. This great pincer movement got started in the north first. The first step though was to breakout from bridgeheads across the Don and pierce the Rumanian Third Army in the area.

VICTORY CONDITIONS: The Russian player must exit off the south edge of board 4, 36 squads or their equivalent. A fully functioning AFV counts as two squads exited. The Rumanian player must avoid the Russian VC.

RUMANIAN SET UP	1	2	3	4	5	6	END
RUSSIAN MOVE							

Elements Rumanian 3rd Army: Set up within seven hexes of the south edge of the board.

 3-4-7	 8-0	 7-0	 4-10 811-	 2-7 811-	 Entrench	 1+3+5
15	3	2	3	3	10	3

Elements Russian 5th Tank Army: Set up within two hexes off the north edge of the board.

 4-4-7	 1-5	 1-8	 1-10	 2-10	 2-6 810-	 16 76L 4/2	 17 76L 4/2	 20 5PP	 23 IS/7PP
26	2	3	3	2	6	6	4	3	4

AFTERMATH: The thunderous pre-attack barrage decimated the frontline defense of the Rumanians. The artillery proceeded from strongpoint to strongpoint, collapsing them and burying hundreds. When the firing stopped the Russians burst ahead sending most of the Rumanians fleeing to the rear. However, at some points, the Rumanians made a good showing, staying to fight the Russian armor, but unable to stem the flow of the enemy.

# HILL 124.5

4	2
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









HILL 124.5, INSIDE THE KESSEL, DEC. 4, 1942: The storm broke on the Stalingrad front when the 6th Army was trapped by Operation Uranus. Nevertheless, just the fact of a large army in the rear of the Russian forces was tying down troops from even more important actions which were in the works by the Russian General Staff. On December 4th as part of the plan to crush the 6th Army, the pocket or Kessel, from the north and west, was attacked by the Russian forces.












**VICTORY CONDITIONS:** The Russian player must exit 20 squads or their equivalent off a south edge road hex on board 2. Fully functioning AFV count as 2 squads when exited. In addition the Russian player must have a majority of functional squads on board 2 at games end.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	END
RUSSIAN MOVE											











Elements German 44th Infantry Division: Set up anywhere on board 2 and on board 4 within four hexes of that board's south edge.

										
4-6-7	4-4-7	9-2	9-1	8-1	2-8 812	4-12 812	6-16 812	2-3-7	50L	Entrench
15	12	1	2	6	5	3	1	2	2	7

Elements German 14th Panzer Division: Enter south edge of board 2 on turn 6.

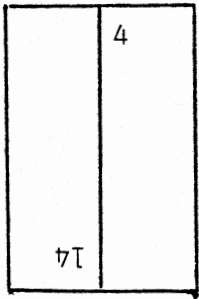
										
4-6-8	4-6-7	9-2	9-1	8-1	2-8 812	13-1 75 4/2	14-1 75 4/2	13-0 50L 4/2	18-1 IS/SPP	18-1 IS/SPP
9	12	1	2	5	6	4	2	2	4	4

Elements Russian 65th Army: Set up on board 4 anywhere within four hexes of north edge.

									
4-4-7	10-10	8-1	10-8	4-4-8	2-6 810-	11-811-	23 IS/7PP	17-1 76L 4/2	16-1 76L 4/2
32	2	2	3	4	7	4	5	4	5

**AFTERMATH:** In frigid weather, the over-extended line of the 44th Division took the brunt of the attack. In response the 14th Panzer Division was sent as a fire brigade to help check the Russian penetration. Fighting raged around Hill 124.5 with both sides being driven off of the heights before the 14th Panzer arrived to prevent further penetration by the Russian forces.

# TO THE RESCUE

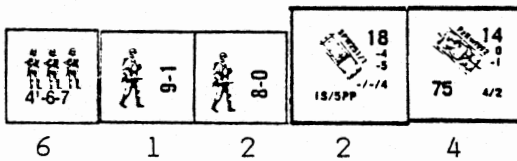


NEAR VERKHNE-KUMSKI, DEC. 14, 1942: When the trap around the 6th Army closed, the 57th Panzer Corps was made the nucleus of a relief force which was to try and break through to the trapped units. With early success already behind them, the 6th Panzer division kept up the attack, heading for the Mishkova River. Just on the outskirts of Verkhne-Kumski, the lead elements encountered massive Russian tank formations and a huge firefight developed.

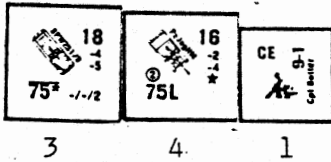
VICTORY CONDITIONS: The German player must exit five fully functioning AFV's off north edge road 4AA5/4AA6 or have a 4 to 1 majority in functioning AFV's on the mapboard at game's end.

RUSSIAN SET UP	1	2	3	4	5	6	7	8	END
GERMAN MOVE									

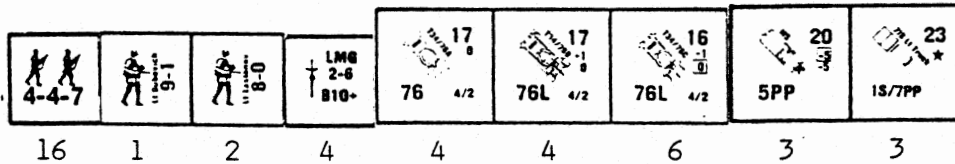
Elements German 6th Panzer Division: Set up on board 14 south of hexrow N inclusive and on board 4 south of hexrow T inclusive.



Elements German 6th Panzer Division: Enter south edge of board 14 on turn 3.

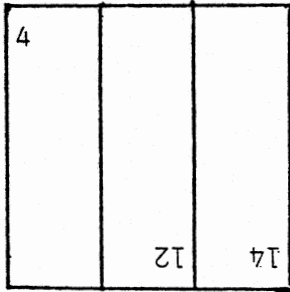


Elements Russian IV Mechanized Corp: Set up anywhere on the mapboard not in the German set up area.



AFTERMATH: An advance battlegroup of the 6th Panzer was cut off by a mass of T-34's. A mobile battery was sent to assist the units. The relief force met the Russians quickly but were shot at first though with no effect. The German units then fired and managed to obliterate most of the enemy formation. the remainder of the division didn't manage as well.

# GALVANIZED TANKERS

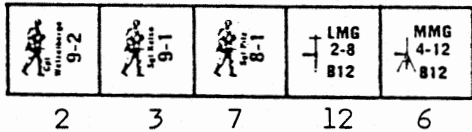
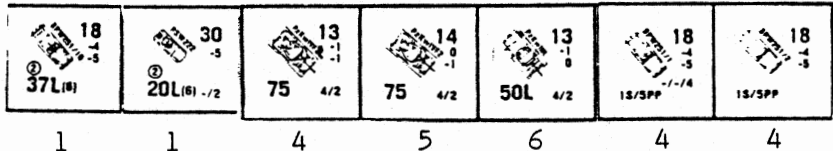
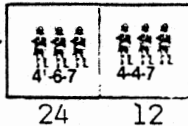


VERKHNE-KUMSKI, DEC. 15, 1942: One of the key points along the road to Stalingrad and the relief of the 6th Army was the town of Verkhne-Kumski. The town itself was situated right along the best route to the Mishkova River, the last solid defense line before Stalingrad. Here both sides battled back and forth for control of this vital town. A furious battle developed between Kampfgruppe Hunersdorff and the 87th Guards Division for control of the town.

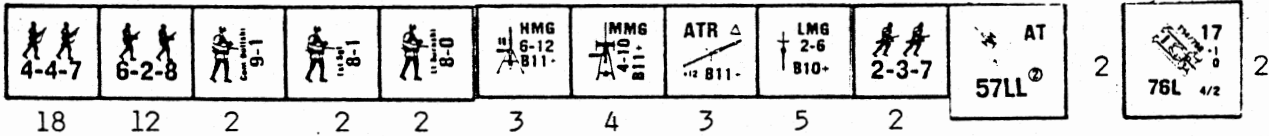
VICTORY CONDITIONS: The German player must exit 32 squads or their equivalent off the the north edge between 12GG5/6 and 14GG5/6. In addition the German player must have been the last to control all the multi-hex buildings on board 12.

RUSSIAN SET UP	1	2	3	4	5	6	7	8	9	10	11	12
GERMAN MOVE	13	14	END									

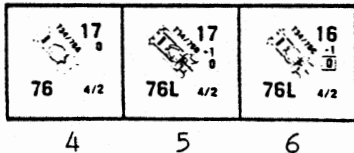
Elements Kampfgruppe Hunersdorff 6th Panzer Division: Set up on board 1 south of hexrow Y inclusive, on board 12 south of hexrow I inclusive and on board 14 south of hexrow I inclusive.



Elements Russian 87th Guards Division: Set up on board 12 north of hexrow S inclusive.



Elements Russian IV Mechanized Corp: Enter north edge on turn 8.



AFTERMATH: The German troops seemed to be faltering when Colonel Hunersdorff launched into a tirade that galvanized his units into action. They attacked furiously and took the town, but soon Russian armored reinforcements arrived on the scene and the Kampfgruppe was forced to relinquish the town again.

# THE FINAL PUSH

3	7		
		7	5



VASSILEVSKA, ALONG THE MISHKOVA RIVER, DEC. 23, 1942:  
 On December 19, additional German units were released to break the stalemate at Verkhne-Kumski. With the new forces the bottleneck was broken and the 6th Panzer Division sped off toward Vassilevska, where a bridge stood crossing the key Mishkova River. The Russians failed to blow the bridge and the momentum of the tankers carried them across. They ground to halt past the town for a lack of supplies. A few days later the resupplied 6th Panzer division began what would be the last attempt to push through the Russians and on to the 6th Army at Stalingrad.

VICTORY CONDITIONS: The German player must exit 28 squads or their equivalent off the north edge of board 5. In addition he must maintain control of a majority of the buildings on board 5 and board 4. Any other result is a Russian victory.

RUSSIAN SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	12	END									

Elements German 6th Panzer Division: Set up anywhere on boards 3,7, and within four hexes of the south edge on board 4.

9	21	1	1	2	6	12	5	3	1
4	4	4	1	2	6	4	2		

Elements Russian 2nd Guards Army and VII Tank Corp: Set up anywhere on board 5.

26	16	2	3	3	4	9	5	6	4	2	6	2
	4		4									

AFTERMATH: The German attack began on the morning of the 23rd with partial artillery support. Even with tanks and assault guns, the German attackers were unable to make a dent in the Russian defenses. The 6th Panzer was unable to move closer to Stalingrad and would soon receive orders to pull out and move to a more threatened part of the front. The relief push for Stalingrad had ended.

## SCENARIO SPECIAL RULES 117-124

### Scenario 117 First Battle of Kalach

1. There are no buildings on the east side of the river on board 8. They are just the terrain already present in the hex.
2. Overlay C should be used on board 12 with the following alignment: 12Y8-CJ7, 12CC6-CJ3, and 12Y4-CF5. All woods hexes south of and including a line from 4E10 to 4P4 to 4P1 are orchard hexes instead of woods hexes. The board 7 and board 4 half hexes that are woods are also orchard hexes in the area.
3. All buildings on board 12 are wood.
4. The German player has available 1 module of 81mm artillery with plentiful ammunition.
5. On all turns after turn 6, the firepower of all Russian MMC is reduced by half. The firepower of all MG's is reduced by half. The ROF for all artillery weapons is halved.
6. A destroyed two lane bridge extends from hex 8Q9 to 7Q4. Any intervening non river hexes between the two river banks is part of the river. The river is deep with a heavy current running south. The original bridge span hexes may not be entered by a boat at anytime.

### Scenario 118 Red Square

1. The German player may roll for Stuka support per 101.0.
2. No Russian units may set up in the buildings 1ACC3 or 1AZ1.
3. For an additional board 1, the board 1 in COI can be used or the board of a fellow player also.
4. Buildings 1BAA5 and 1BX4 are fortified on all levels (2) per 161.0 and there are no tunnels.
5. Overlay K is used on board 1B to cover building S1. Overlay L is used on board 1B to cover building U2 except V2 which is clear terrain instead. Overlay C is used on board 1B as follows: 1BS4-CJ3, 1B02-CF5, and 1B06-CJ7. Overlay N is used to cover the P7 and O8 buildings on board 1B. The following hexes on board 1B are clear terrain: N2, M2, M3, M4, M5, Q6, T4, and S5. All half hex woods hexes where the two boards join are clear terrain.

### Scenario 119 Battle in the Suburbs

None

### Scenario 120 Uranus Strikes

1. The Russian player may select any five hexes as pre attack artillery hexes. An FFE may be placed on any hex and a die roll must be made: 1-3 the round lands with full effect on the intended hex. 4-6 the round lands on an adjacent hex determined by using the direction of error hexside numbers. The artillery is 152mm normal fire.
2. Fog and falling snow are in effect per 111.2 and 111.5 at the start of the game.
3. The Russian player has snow camouflage.

### Scenario 121 Hill 124.5

1. Fog and falling snow are in effect per 111.2 and 111.5 at the start of the game.
2. The Russian player has available snow camouflage.

SCENARIO SPECIAL RULES 117-124 (CONTINUED)

Scenario 122 To the Rescue

1. There are no sunken roads on board 14. They are treated as normal road hexes.
2. Deep snow is in effect at the start of the game per 111.8.
3. Overlay H is used on board 4 as follows: 4V4-HL5, 4Y9-hI10, and 4U10-HF7.
4. Overlay F is used on board 14 as normal and on overlay F overlay B is placed as follows: BDD4-FL7, BBB2-FJ5, and BCC1-14K4.

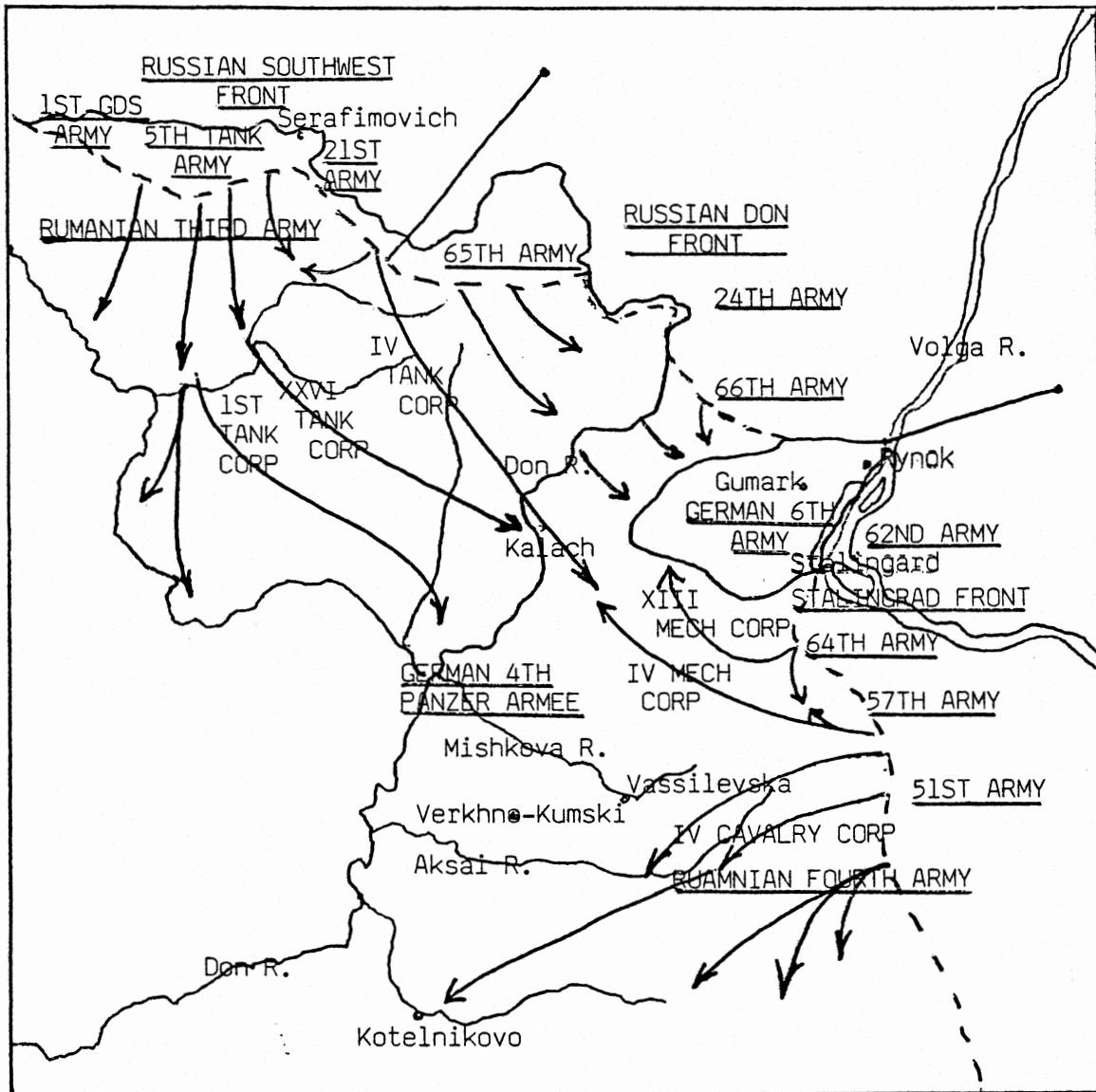
Scenario 123 Galvanized Tankers

1. Deep snow is in effect at the start of the game per 111.8.
2. Overlay F is used on board 14 as normal.
3. There are no sunken roads on board 14. They are treated as normal road hexes.

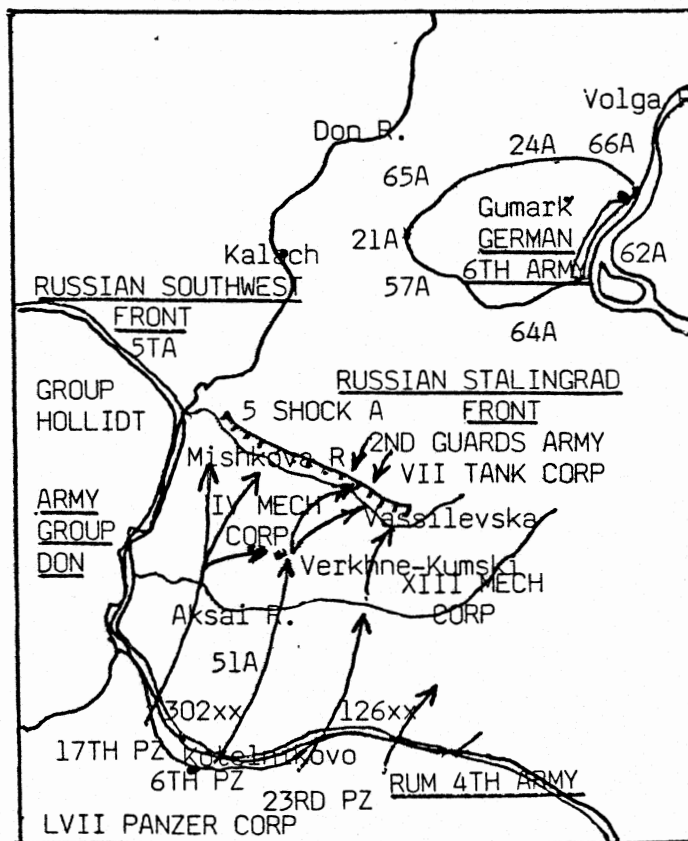
Scenario 124 The Final Push

1. Deep snow is in effect at the start of the game per 111.8.
2. The German player has one module of 105mm artillery with plentiful ammunition.

OPERATION URANUS  
19-30 NOVEMBER 1942



OPERATION WINTER STORM  
DECEMBER 12-23, 1942

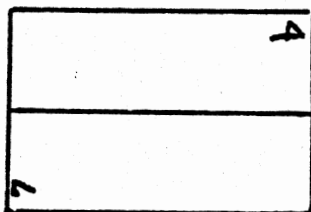




# TOO FEW TOO LIGHT

**SICILIAN COAST July 13, 1943:** After the initial invasion of Sicily by the Anglo-American forces Montgomery advanced his 8th Army up the coast. His main objective was the city of Catania.

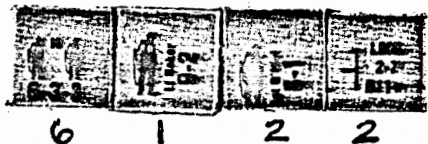
The Germans had skillfully delayed his advance so far. To help his troops get going again, he was going to send two corps up the coast road aided by commandoes. These highly trained troops were to capture and hold a key bridge along the road.



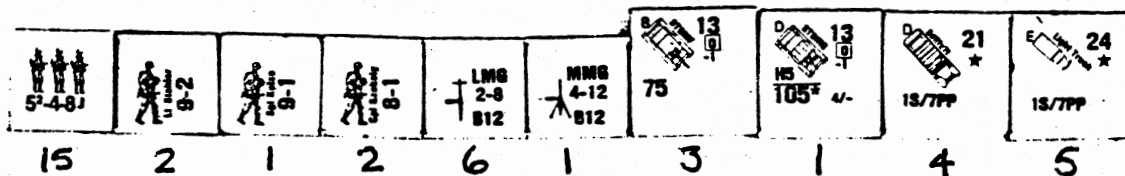
**VICTORY CONDITIONS:** The British player to win must prevent a functioning German unit from being within five hexes of the bridge at games end. To win, the German player must prevent any British unit from being within 5 hexes of the bridge at the end of the game. Any other result is a draw.

SEE SPECIAL RULES	1	2	3	4	5	6	7	8	9	10	END
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Elements British Royal Marine Commandoes: Enter along east edge board 2 on turn 1.



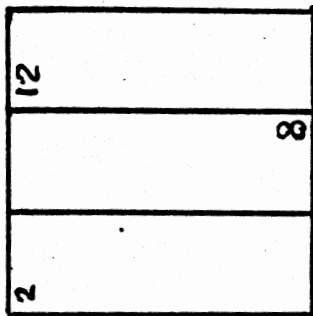
Elements German 1st Parachute Division: Enter north edge of board 4 on turn 2.



**AFTERMATH:** The British Commandoes were attacked near dawn. The failure of immediate relief from the south did not help their position any. Being too few and much too lightly armed they were driven off the bridge by strong German attacks.

# A THIRD TRAGEDY

SICILY July 13, 1943: Another key part of the plan of Montgomery's was to drop airborne troops at the same time as the commandoes went in. The key objective the airborne assault was the Primasole Bridge, on the road to Catania.



**VICTORY CONDITIONS:** For the British player to win three conditions must be met.

1. The British must prevent any German unit from being on the south side of the river.
2. The British player must control three of the multi-hex buildings on board 12.
3. There must be no German unit, that is functioning within 3 hexes of any bridge hex.

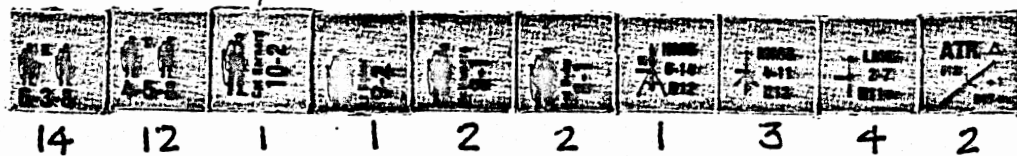
A draw results if only conditions 1 and 3 above are met.

To win, the Germans must avoid the British victory and prevent a draw.

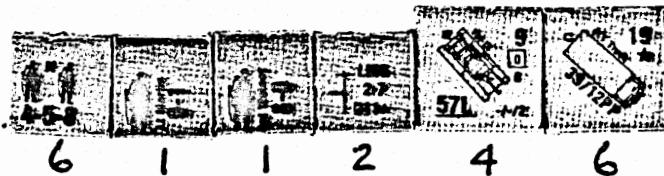
A	B	END
12	13	14

SEE SPECIAL RULES	1	2	3	4	5	6	7	8	9	10	11
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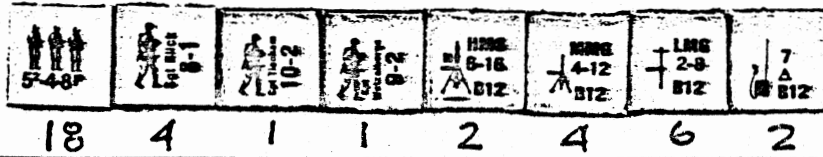
Elements of the British 1st Parachute Brigade: Land by airborne drop anywhere on board 2.



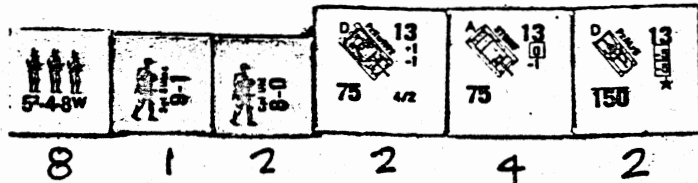
Elements of British XIII Corp: Enter south edge on turn 4B.



Elements of German 1st Parachute Division: set up anywhere on mapboard.



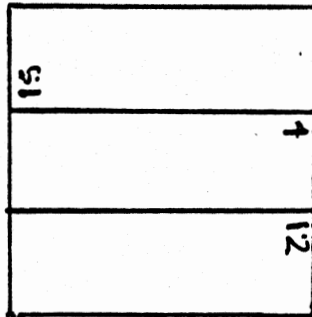
Elements of German 1st Parachute Division and attached units: enter turn 7 along north edge.



**AFTERMATH:** The paratroops ran into Allied flak soon after taking off. To compound this they landed right on top of a unit of the 1st Parachute Division. Of the 1800 troopers that set out, only 300 reached the landing zones. This was to be the third airborne lift tragedy of the campaign so far. The troops seized the bridge in spite of all the misfortune, and held until they were relieved by XIII Corp.

# HEROIC ACTIONS

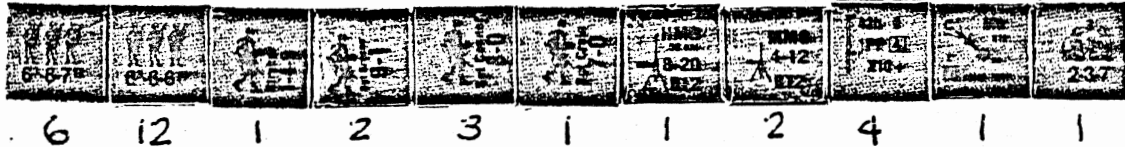
**SALERNO, ITALY, Sept. 8, 1943:** While many problems arose during the initial landings on the Italian mainland at Salerno, the Allies did manage to secure a beachhead. All during the problems men and equipment were still poured ashore. While still disorganized along the beaches, the U.S. 36th Division was hit by it's first large scale counterattack. The German 16th Panzer Division hurled themselves against the defending 141st Regiment.



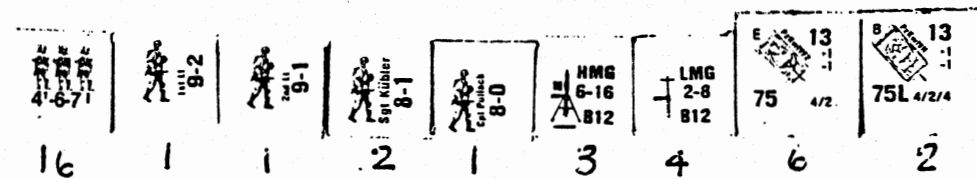
**VICTORY CONDITIONS:** To win, the German player must not allow any American unit to be on board 4 and still functioning. In addition the German player must occupy at least two multi-hex buildings on board 12 by the end of the game. To win, the U.S. player must have functioning units left on board 4 by the end of the game. Any other result is a draw.

U.S. SET UP																					
GERMAN MOVE	1	2	3	4	5	6	7	8	9	10	END										

**Elements of the 141st Regiment 36th Division:** Set up anywhere on board 12 and anywhere on board 4 within four hexes of the south edge.



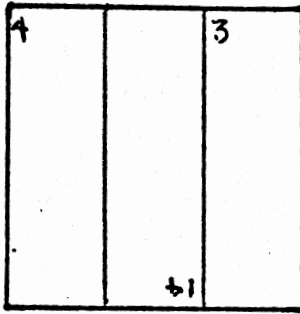
**Elements of the German 16th Panzer Division:** Set up within two hexes of the north edge of board 4 and anywhere on board 15.



**AFTERMATH:** The battle raged until noon before the main thrust by the German units was stopped. Many heroic actions took place during this very desperate struggle. Here portrayed is 1st Lt. Aaron Juchaczewski of the 2nd Battalion. He located a German machine gun nest, attacked it, and killed the crew.

# NO MAN'S LAND

MONTECORVINO AIRFIELD, ITALY, Sept. 9-10, 1943:  
 The early landings on Sept. 9 were characterized by mix ups and heavy fighting all along the line. This was the story around Montecorvino Airfield which was a vital invasion objective. The battle raged around it all day with planes being shot up as take-offs and landings were attempted. As night closed in, it became a no man's land while sometimes heavy fighting raged.



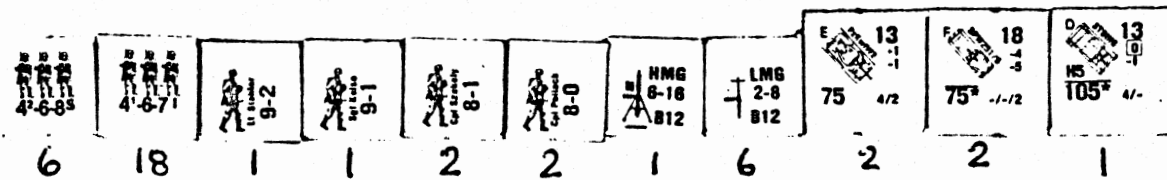
VICTORY CONDITIONS: The side that last controlled the airfield itself and all the buildings around it is considered the winner. Any other result is a draw.

U.K. SET UP	1	2	3	4	5	6	7	8	9	10	END
GERMAN MOVE											

Elements of the U.K. 46th Division: Set up anywhere on board 4 and board 14 within 4 hexes of board 4.



Elements of German 26th Panzer Division: Set up anywhere on board 3 and board 14 within 3 hexes of board 3.



AFTERMATH: Confusion was somewhat evident as the two sides exchanged blows for control of the airfield. Tanks and patrols of both sides struck at each other, but no one could gain the upper hand in the slugfest.

# THE FUSILIERS

12

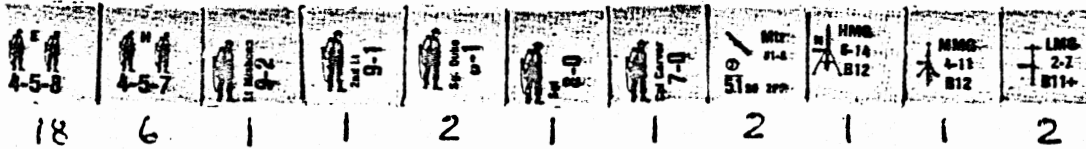


BATTIPAGLIA, ITALY, Sept. 10, 1943: The pincer advance on Italy, with Montgomery's troops coming from the toe and the Anglo-American troops landing at Salerno was turning out to be a bloody struggle. Montgomery's advance from the south was delayed continuously. This slow advance did nothing to relieve the Salerno beachhead. Some of the most heavy blows were falling on the Royal Fusiliers holding Battipaglia.

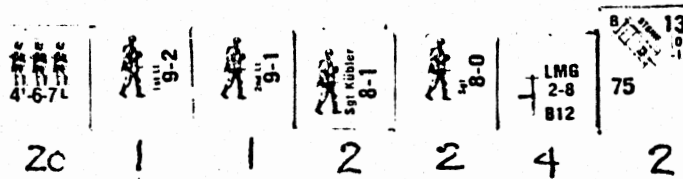
VICTORY CONDITIONS: To win, the German player must occupy all buildings held by the British at the beginning of the scenario. Any other result is a British victory.

U.K. SET UP GERMAN MOVE	1	2	3	4	5	6	7	8	9	END
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Elements 9th Battalion Royal Fusiliers: Set up anywhere within the area bounded by 12Y10-12Y7-12T4-12Q6-12P5-12O6-12O10.



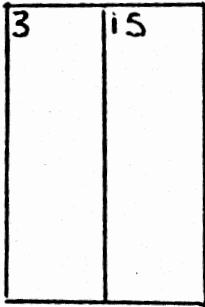
Elements of the German 26th Panzer Division: Set up anywhere on board 12 but not in the British set up area and within 6 hexes of the east edge.



AFTERMATH: The Germans struck hard. In a bitter and costly struggle the Fusiliers sustained heavy casualties. Finally after being reduced so badly they were forced out of the town.

# ATAVILLA AND HILL 424

ATAVILLA, ITALY, Sept. 11, 1943: Following a successful landing, the Allied plan was to hold and consolidate the beachhead. They were to hold until a breakout could be launched. A key part of this plan involved the height north and south of the Sele-Calore River Corridor. Fighting in and around this corridor had been bloody and so far unsuccessful. On Sept. 11, with tanks and infantry the Americans tried for the heights.



**VICTORY CONDITIONS:** To win, the U.S. player must control each multi-hex building on board 3 by the end of the game. In addition he must control hills 783 and 714. To do this no German unit can be on the hill at the end of the game. Any other result is a German victory.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11	12
U.S. MOVE	13	14	15	END								

Elements German 16th Panzer Division: Set up anywhere on both boards.

18	1	2	2	1	8	4	1	2	2	1	1

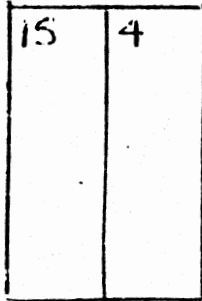
Elements U.S. 45th Infantry Division: Enter along west edge of board 3 on turn 1.

12	18	1	2	3	2	2	2	4	6	4	3

**AFTERMATH:** The Americans were stopped short in the north, but in the south progress was better. The Americans managed to capture both the town of Atavilla and the height around it. On the next day however, the Germans launched a fierce counterattack that pushed the Americans from their hard won positions.

Scenario 307

# JINX



↑  
N

SALERNO BEACHHEAD, Sept. 14, 1943: On the night of Sept. 13-14, General Mark Clark pulled back and consolidated his beachhead at Salerno. On the 14th the Germans struck unaware of this change. Under direct fire most of the day from German armor, the 636 Tank Destroyer Battalion did a good job of defending the line.

VICTORY CONDITIONS: To win, the German player must exit four of his tanks off the west edge of board 15. All of the four tanks must have functioning main armament to count for the four.

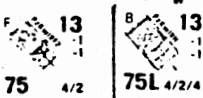
U.S. SET UP GERMAN - MOVE	1	2	3	4	5	6	END							
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Elements of Co. C 636th TD Battalion: Set up anywhere on board 15 using hidden initial placement.



4 1

Elements German 16th Panzer Division: Enter the east edge of board 4 on turn 1.

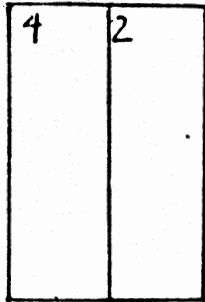


6 2

AFTERMATH: Company C got 7 German tanks, most of them MkIV's. Most of the credit goes to an M-10 named Jinx. She was commanded by Sgt. Edwin A. Yost. Firing from behind a ridge Yost's M-10 got five of the German tanks by itself.



# THE HIGH GROUND

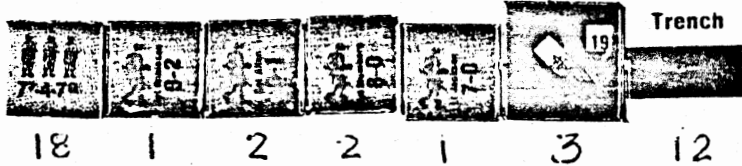


CHUINZI PASS, ITALY, Sept, 9, 1943: During the early hours of the Salerno invasion of Sept 9-10 U.S. Rangers under Lt. Col. William O. Darby raced inland and captured the vital Chuinzi Pass. Holding these heights prevented the Germans from attacking through the pass against the beachhead. The Rangers engaged in sharp actions with specially trained S.S. troops and were continually being harrassed by artillery.

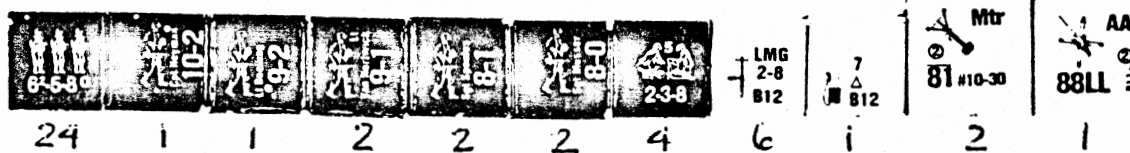
VICTORY CONDITIONS: To win, the German player must control hills 621 and 538 by the end of the game. To do so no U.S. unit that is functional may be on those hills. Also there can be no functioning U.S. unit in any of the following buildings: 2T8, 2V8, 2W9, and 2T1. Any other result is a U.S. win.

U.S. SET UP																
GERMAN MOVE	1	2	3	4	5	6	7	8	9	10	11	END				

Elements of U.S. Rangers: Set up anywhere on board 2 using hidden initial placement.



Elements of S.S. Assault Brigade: Set up anywhere on board 4.



AFTERMATH: The Rangers held on against typical actions like this one. While spread out thin the Rangers still got the most for their firepower. They managed to beat back the Germans time after time using speed, versatility, and good training.

Scenario 301 Too Few Too Light

1. Full night rules are in effect on turns 1 and 2.
2. On turns 3-6 the night visibility range is doubled. All other night rules are in effect.
3. On turn 7 and later there are no night rule restrictions.
4. Turn 1 consists of only the British player turn. At the conclusion of turn 1 the turn marker is moved to turn 2 and the British player begins followed by the German player.
5. There is a two lane stone vehicle bridge extending from hexes 7Q9-7Q4.

Scenario 302 A Third Tragedy

1. No wind is present at start, but if it starts it will be from the east.
2. Parachute counters (42 total) should be included on the order of battle.
3. Between turns 14A and 1B there is an interphase. The following things are done during the interphase:
  - a.) Each unit may move one hex, but not closer to an enemy unit than before
  - b.) Immobilized vehicles are considered repaired.
  - c.) No combat takes place.
  - d.) Both sides may roll to repair all weapons broken. On a roll of 1-4 the weapon is considered repaired. A roll of 5 or 6 destroys it permanently.
  - e.) Units broken are rallied if they pass a normal morale check.
  - f.) These are the only activities that may go on during the interphase.
4. Hills 621 and 536 are considered clear terrain.
5. A two lane stone vehicle bridge extends from 8Q3-8Q8.
6. The German player has two modules of 105mm artillery available with plentiful ammunition.

Scenario 303 Heroic Actions

1. The order of battle specifies 1 60mm mortar for the U.S. player.

Scenario 304 No Man's Land

1. Night rules are in effect for the duration of the scenario.

Scenario 305 The Fusiliers

1. The German set up restrictions should specify that the German player may not set up in the British set up area.

## SCENARIO SPECIAL RULES (cont.)

### Scenario 306 Atavilla and Hill 424

1. The victory conditions specify that hills 783 and 714 are to be taken.
2. The U.S. order of battle specifies two 60mm mortars are included. In addition 4 M4A1 tanks and 3 M7's are also specified.

### Scenario 307 Jinx

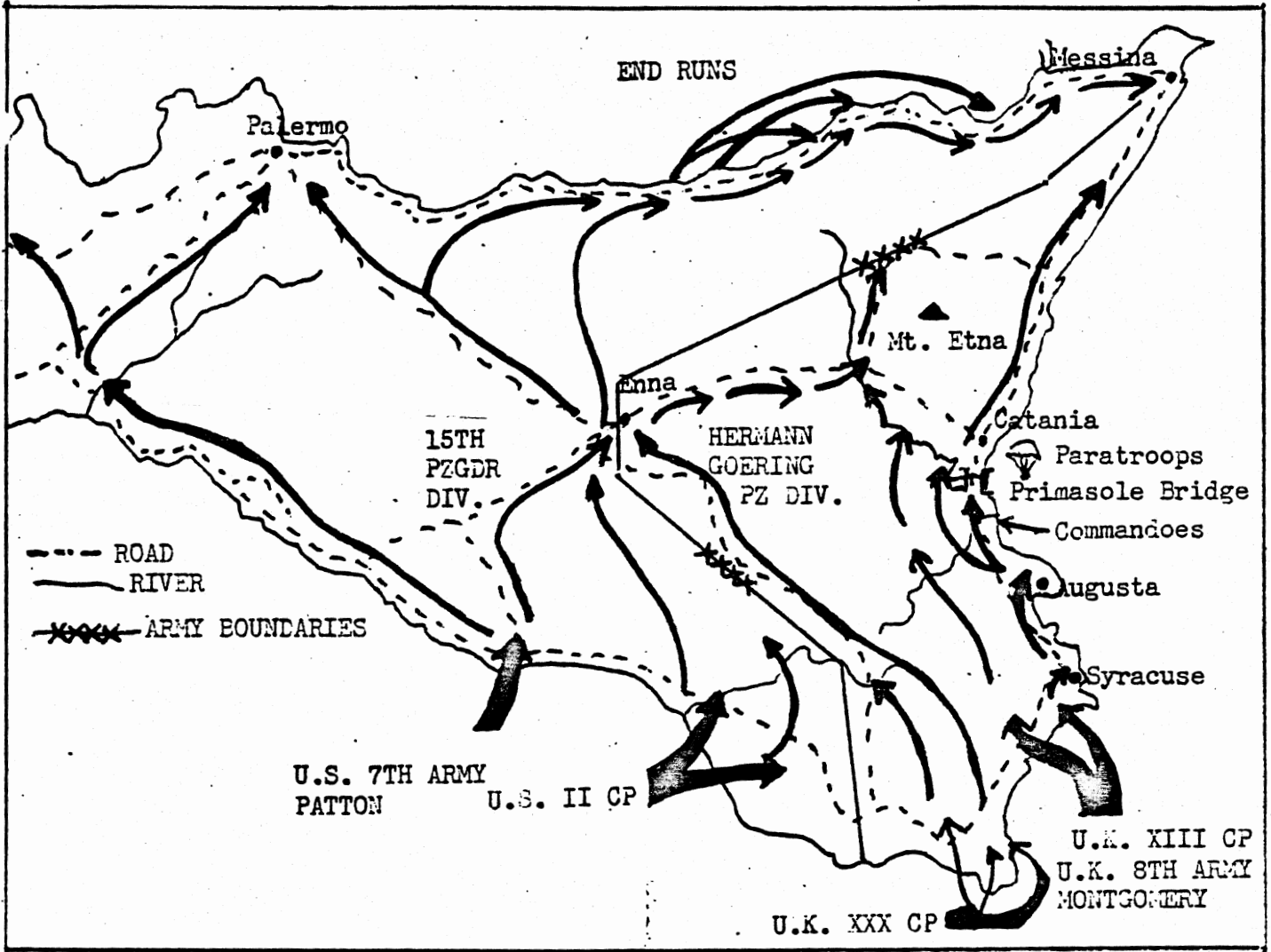
1. The U.S. order of battle specifies 4 M-10's.

### Scenario 308 The High Ground

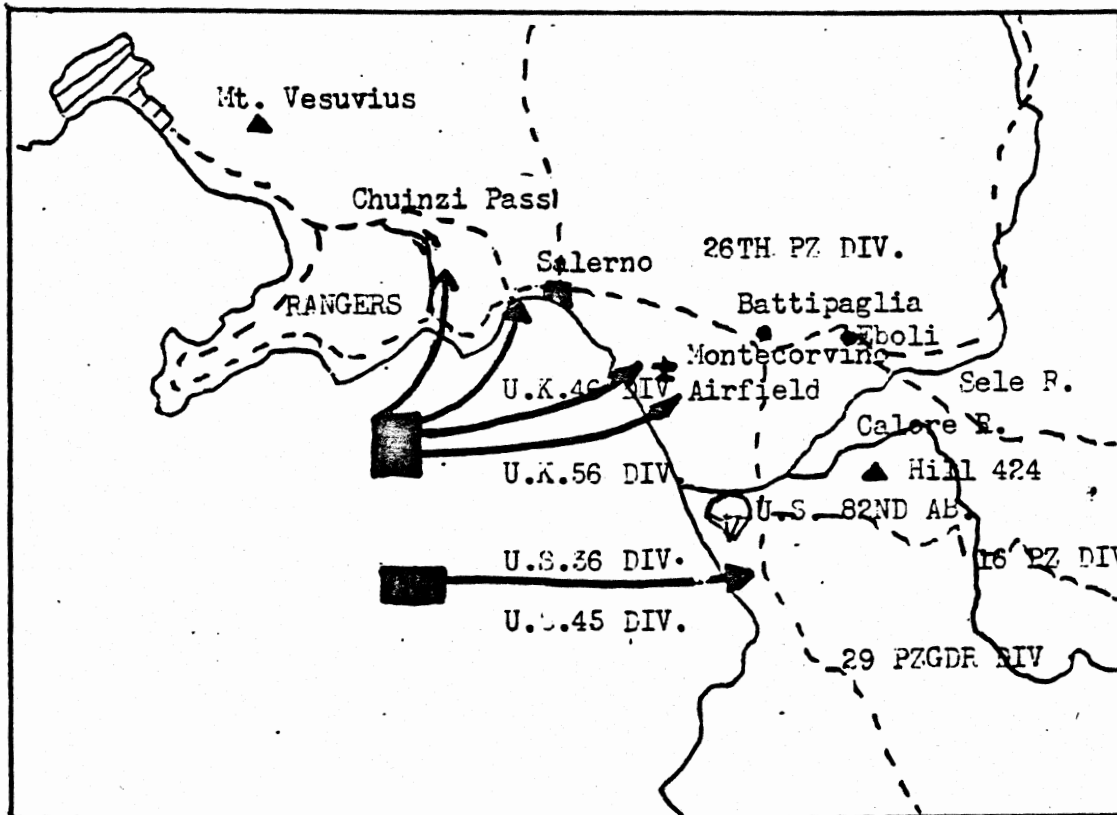
1. The U.S. order of battle specifies 3 M3 GMC ht's with a B75 cannon as specified in the U.S. vehicle listings of G.I.

The type quality of the scenario cards for these Italian scenarios is terrible. I must apologize for it and assure you that it will never occur again in any of our future scenarios! Some American counters did not reproduce at all clearly on the cards. We hope to have that taken care of in future scenarios. If time permits in the near future, we hope to replace these poor scenario cards free with new and clear copies.

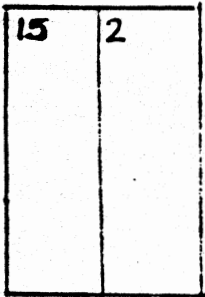
OPERATION HUSKY- SICILY INVASION



OPERATION AVALANCHE- SALERNO INVASION



# THROUGH THE MOUNTAINS



ITALY, Late Sept., 1943: After the beachhead at Salerno was secured, the Allied drive for Naples began. The plan was for a limited offensive in which the British 46th and 7th Armored Divisions would advance north and take the city. The U.S. 3rd and 45th Divisions were to hook inland and threaten Naples from the northeast by their advance. This sound plan was most apparent to the German commanders in Italy and they planned to make the advance as slow and costly as possible. The American advance forced to traverse terrain of jagged mountains with ravines and cliffs. Movement was possible on narrow roads only and tanks were almost useless. During its advance the 3rd Infantry Division came up against a party of Germans covering a vital river crossing.

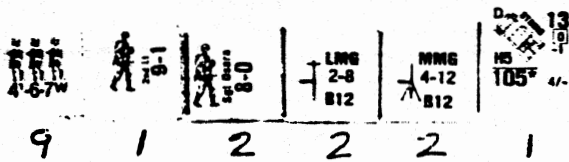
VICTORY CONDITIONS: The U.S. player must exit 14 squads off the the north edge of either board 15 or board 2, but not both.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.S. MOVE	12	END									

Elements U.S. 3rd Division: [ELR: 4] enter south edge on turn 1.



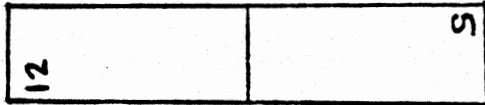
German Delaying Force: Set up anywhere on boards 15 and 2 using hidden initial placement and not within 6 hexes of the south edge.



AFTERMATH: By using good positioning of troops and machinegun nests, with the help of a tank the German force was able to slow considerably the U.S. advance before retiring to another position.

# AN OUTSTANDING FEAT

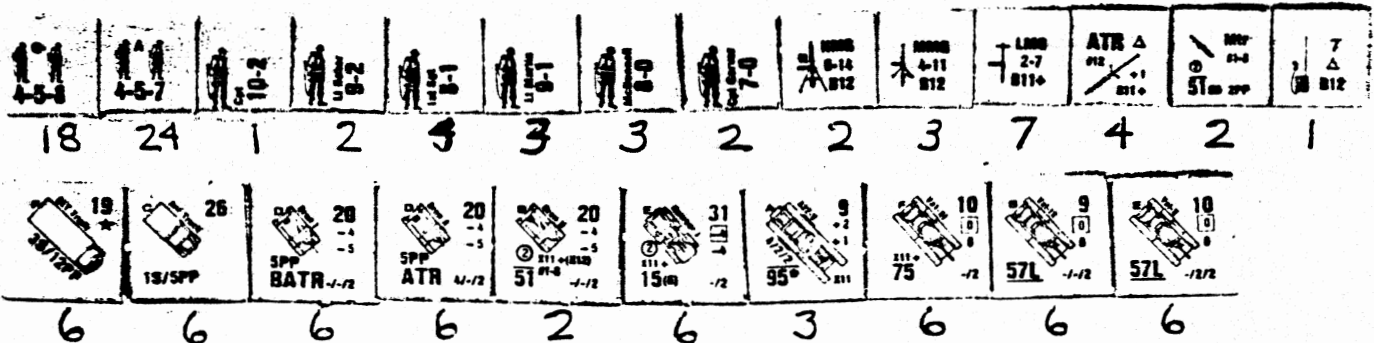
CARDITO, ITALY Oct. 3, 1943: Naples had been captured and the British 7th Armored Division was advancing in the direction of the Volturno River. The division was on the road to Cardito when the Germans concealed in a forest and some vineyards opened up and wiped out part of the 1st Royal Tank Regiment. An attempt was made to dislodge the Germans, but was repulsed. The division assembled the 1st Recon Battalion along with the 5th Royal Tank Regiment and attacked to take the town.



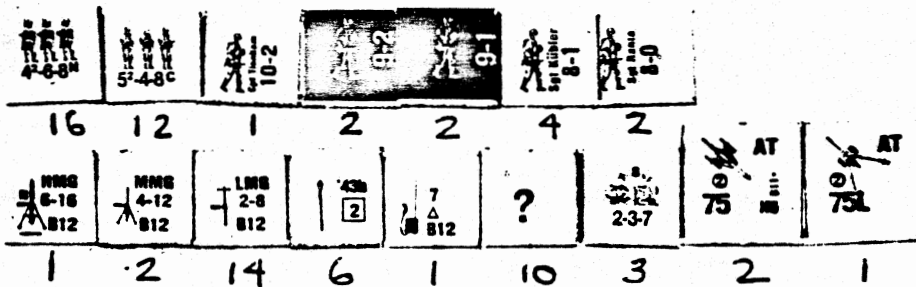
**VICTORY CONDITIONS:** To win, the British player must control all building hexes on board 12 and exit at least 48 squads or their equivalent off the north edge of board 12 or between hexrows A and I on board 12. Any combination of 2 Brens and/or Humbers counts as one squad. AFVs count as two squads if they have functioning main armament.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.K. MOVE	12	13	14	15	16	17	18	END			

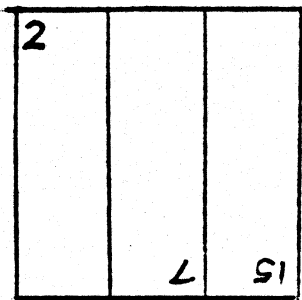
Elements 7th Armored 1st Recon Battalion and 5RTR: Enter south edge turn 1.



Elements Hermann Georing Panzer Division Delay Force: Set up anywhere on mapboard at least 7 hexes from south edge using hidden initial placement.



# UNDER OBSERVATION



ALONG THE VOLTURNO RIVER, ITALY, Oct. 12, 1943: While costly and delay prone, the American sweep around Naples was a success and the Anglo-American forces captured the town. These same forces then pressed on to the banks of the Volturno River. The U.S. 45th division pushed into the valley of the Calore River, guarding the left flank of the main crossing by the 3rd and 34th Divisions. Both divisions attacked on the night of the Oct. 12-13. The 34th Division had a relatively easy time of it at first, but things got worse.

**VICTORY CONDITIONS:** The Allied player must control all buildings on board 7 and a majority of the buildings on board 2. In addition no German radio operator may have a clear LOS to any road hex on board 7.

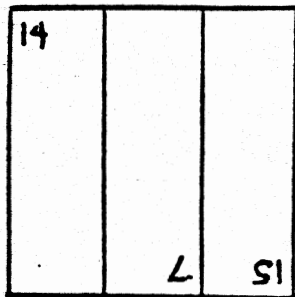
U.S. SET UP	1	2	3	4	5	6	7	8	9	10	11
U.S. MOVE	12	END									

Elements U.S. 34th Division: Set up anywhere on the south side of the river. [ELR: 3]

Elements German 3rd Panzergrenadier Division: Enter north edge of board on turn 1.

**AFTERMATH:** The Germans were only partly in place when the American assault began. The superior height of the Allied bank offered excellent observation. However the Volturno was in floods after much rain and considerably deeper than usual. While the bulk of the division was not in place, the Germans had all the crossing points under observation. They called down fire to cover the move up of the rest of the division leaving the Americans with a hard days work ahead.

# IN PURSUIT

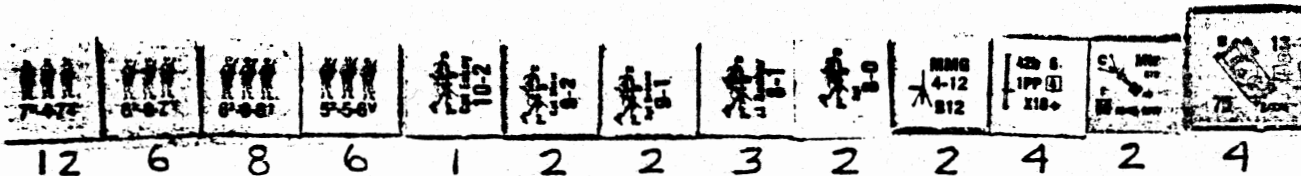


ALONG THE VOLTURNO RIVER, ITALY, Oct 13, 1943: On the night of the 12 and 13 the 34th Division had succeeded in crossing the Volturno River. All through the night the engineers attempted to construct a bridge across the river. The German defenders had other ideas. Attempt after attempt were made to bridge the river but each was aborted because of heavy fire, even one using smoke pots for cover. A recon party finally found a suitable site with a high bank. The engineers worked from 3:00-10:30 a.m. trying to get the bridge across and push the bridgehead forward.

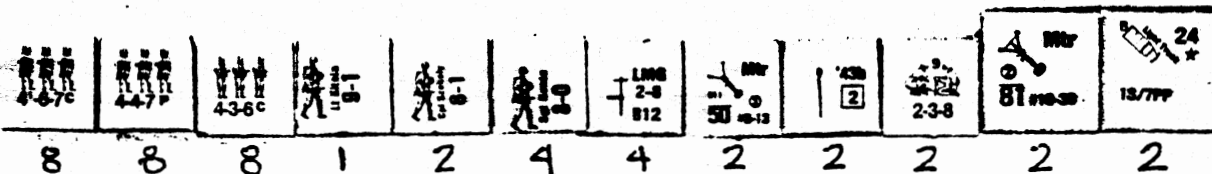
VICTORY CONDITIONS: The U.S. player must maintain the bridge in working order and exit 25 squads off the north edge. AFV's with functioning main armament count as two squads.

U.S. SET UP	1	2	3	4	5	6	7	8	9	10	END
U.S. MOVE											

Elements U.S. 34th Division: Set up anywhere on south side of river. [ELR: 3]



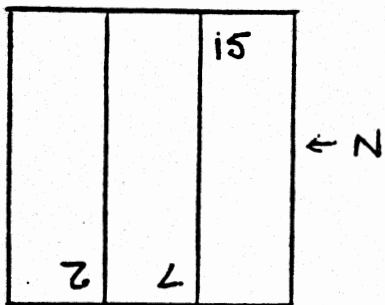
Elements German 3rd Panzergrenadier Division: Enter north edge on turn 3.



AFTERMATH: The bridge was completed but the roads approaching the crossing were in awful condition. Mines had to be cleared and it wasn't until a short time later that reinforcements could be pushed across in great number.



# GUIDED CROSSINGS

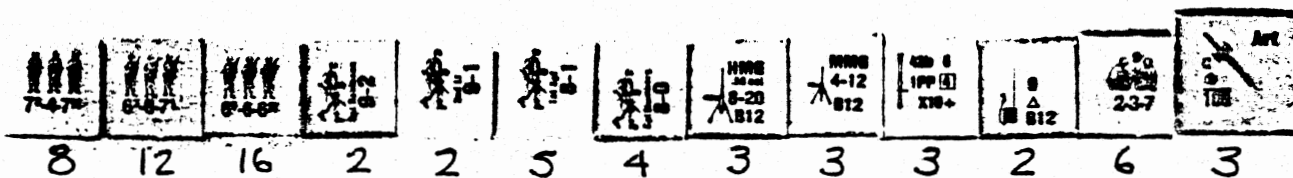


ALONG THE VOLTURNO, ITALY, Oct. 13, 1943: The 3rd Division on the left flank of the American crossings, was under the command of General Lucien K. Truscott. Truscott believed that in order to achieve a success the attack must be a complete surprise to the German defenders. Great steps were taken to make it appear as though all was normal in the area. The assault engineers of the 3rd Division were to wade across and attach guidelines on the opposite bank to follow when the assault troops waded across the river. At 1:00 a.m. the entire weight of the division opened up on the north side.

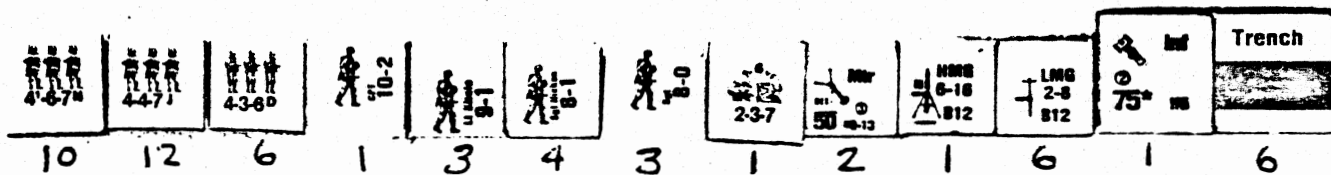
VICTORY CONDITIONS: The U.S. player must control all buildings on board 7 and all buildings on board 2 that are in hexrows 10-5. In addition the U.S. player must have a 3:2 advantage in functioning squads at the end of the game.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.S. MOVE.	12	END									

Elements U.S. 3rd Division: [ELR: 4] set up anywhere on board 7 and 15.

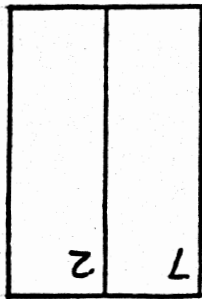


Elements German 3rd Panzergrenadier Division: Set up anywhere on board 2.



AFTERMATH: The division reinforced by artillery opened up with regular and then smoke shells. The guide ropes for the wading troops and boats began to break loose, the underpinning weakened trees collapsed. Nevertheless, a good part of the division got across and began clearing out the Germans.

# NO MATTER WHAT

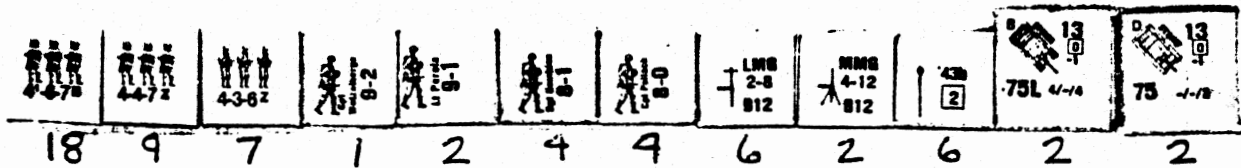


ALONG THE VOLTURNO RIVER, ITALY, Oct. 13, 1943: The landing during the night by the 3rd Division was a success. They had occupied important high ground and had begun to clear the Germans out of the machinegun nests. However, the lack of tank support was being felt by the American units. The tanks that had been waterproofed were unable to get down to the river because of the steep bank. Bulldozers were sent forward to breakdown the banks, but the deadly German artillery fire forced them to halt. An intercepted radio message revealed the Germans were about to counterattack the north bank.

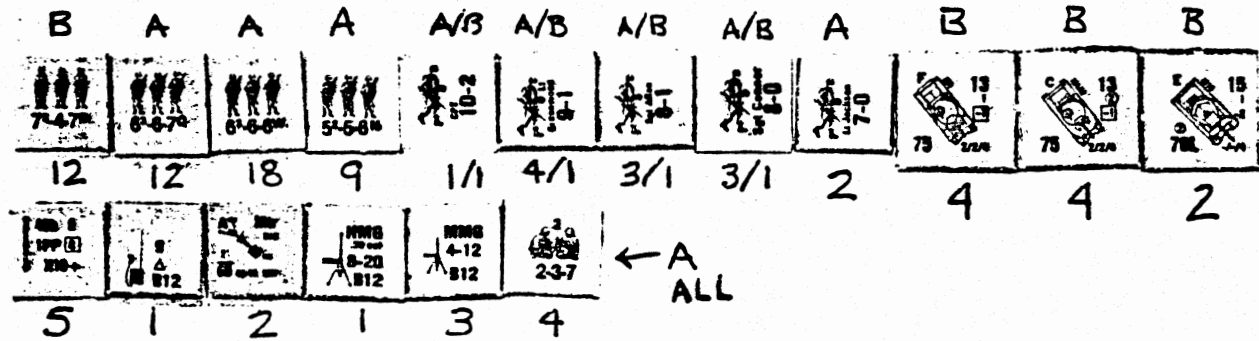
VICTORY CONDITIONS: The German player must control all buildings on board 2 and have a 3-1 superiority in squads at the end of the game on board 2.

U.S. SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	1/2	END									

Elements German 3rd Panzergrenadier Division: Set up anywhere on board 2, but within 5 hexes of the north edge.

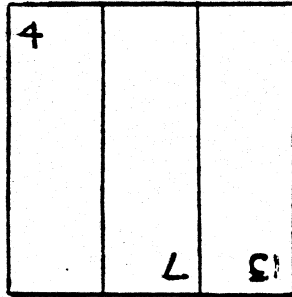


Elements U.S. 3rd Division: [ELR: 4] Group A set up on the north side at least 6 hexes from the north edge of board 2. Group B anywhere on board 7.



AFTERMATH: The tanks were ordered to cross no matter what. With conditions too hazardous for the big Bulldozers, engineers were sent forward on foot to cut the bank down. The tanks eventually got to the other side and broke up the counterattack.

# THE LEAST AWFUL PLACE



← N

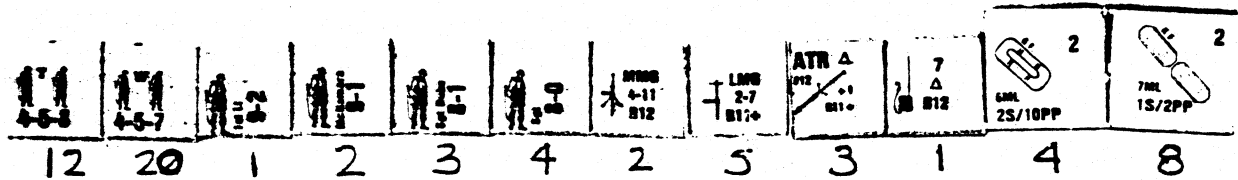
ALONG THE VOLTURNO RIVER, ITALY, Oct. 14, 1943: The British to the west of the Americans had the hardest job of crossing the swollen Volturno River. Forging the river was impossible and the British had little bridging equipment. All possible crossing sites were under observation. The least awful place to attack turned out to be the sector of the 46th Division near Canello. The navy was to help from offshore and tanks were to be ferried across the mouth of the river along the coast. The two other units, the 56th and 7th Armored Divisions feinted to draw attention away from the main attack.

VICTORY CONDITIONS: The U.K. player must exit 26 squads or their equivalent off the north edge of the board between hexrows A-0 and/or the east edge between A10-A5. AFV's with functioning main armament count as two.

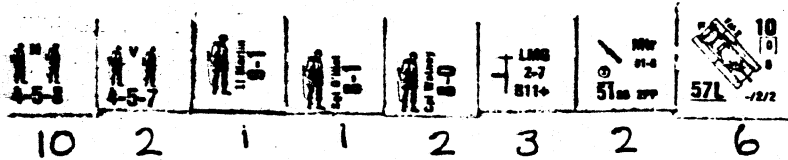
A	B
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GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.K. MOVE	12	13	14	15	ENO						

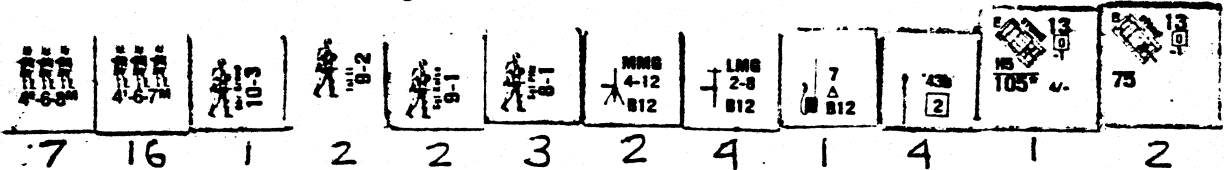
Elements U.K. 46th Division: Set up anywhere on board 13.



Elements U.K. 46th Division: Enter turn 5B along west edge of board 4



Elements German 15th Panzergrenadier Division: Set up anywhere on board 4.



AFTERMATH: The attack ran into heavy going. Two battalions crossed by boat and hung on waiting for the tanks to arrive. However when the armor landed several tanks were bogged down and others ran into hard going in the face of mines and were delayed an entire day. Finally on the 14th the bridgehead was reinforced. With gunfire support from offshore, the bridgehead was expanded and the British pushed on.

# MIGNANO

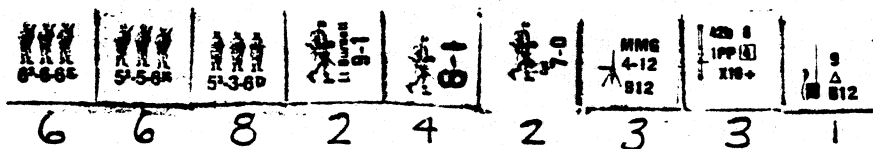


MIGNANO GAP, ITALY Nov. 8, 1943: After crossing the Volturno, by now bloody with Allied blood, the Anglo-American forces ran up against the Barbara Line. The German units were ordered to hold this line and prevent the Allies from reaching the Winter Line until it was fully completed. It took the Allies considerable time to reach the Winter Line and when they did they found it was held by units largely intact and ready for action. In early November, the Allied forces launched their first attack aimed at forcing their way through the Mignano Gap and up Highway 6 to Rome.

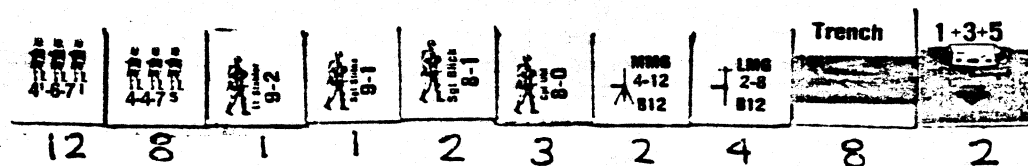
VICTORY CONDITIONS: The U.S. player must leave no functioning German unit on board 2 and exit 8 squads off the north edge.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	END
U.S. MOVE											

Elements U.S. 36th Division: [ELR: 3] enter the south edge on turn 1.



Elements German 3rd Panzergrenadier Division: Set up anywhere on board 2 using hidden initial placement.



AFTERMATH: The mountains were murderous, rising at angles of 35°-70°. There was little cover up the mountain and digging foxholes, was almost impossible because of the rocky ground. Artillery shells sent rock fragments in all directions killing many soldiers. With effective use of mines and booby traps, the Germans made the going almost impossible. The hill was finally taken but at a fearful cost and with the knowledge that there would always be another.

## SCENARIO SPECIAL RULES 309-316

### Scenario 309 Through the Mountains

NONE

### Scenario 310 An Outstanding Feat

1. The British player has available one radio and module of 114mm artillery with plentiful ammunition.
2. The German player has available one radio and one module of 105mm artillery with no modification for ammunition.
3. The S.S. leaders should be replaced by normal leaders.

### Scenario 311 Under Observation

1. The river is flooded, deep running, strong current, and flows westward.
2. The German player also has available to set up at start, the following additional units: 2 4-6-7, 4 4-4-7, 2 LMG, 2 8-1, 2 Radios.
3. The German player has available two modules of 81mm artillery with no ammunition modification.
4. The first clear terrain hex on board 7 after terrain alteration for the river conditions is considered to be a level 1 riverbank hex.

### Scenario 312 In Pursuit

1. Scenario 311 Special Rules 1 and 4 apply to this scenario.
2. A single lane pontoon bridge may be placed across the river at any point the U.S. player chooses.
3. There are no land hexes in the river.
4. The German player has available 30 mine factors.
5. The bridge may be used regardless of the level 1 riverbank except that there is an additional +3MP cost to enter the first bridge hex.
6. The bridge must be placed by the U.S. player before any other setting up is done.
7. The U.S. player may start any 12 squads and 4 leaders on the north bank, but with no support weapons.

### Scenario 313 Guided Crossings

1. The U.S. player has available 2 radios and 2 modules of 155mm artillery, with plentiful ammunition.
2. Scenario 311 Special Rule 1 applies to this scenario.
3. Infantry in this scenario are immune from the affects of rule 126.55 during any Advance Phase that it rolls two dice and the result is anything but an 11 or 12. There is a +1DRM to this die roll for every two Advance Phases the unit rolls.
4. The German player has available 1 radio with 1 module of 105mm artillery with plentiful ammunition.

## SCENARIO SPECIAL RULES 309-316 (CONTINUED)

### Scenario 314 No Matter What

1. Scenario 311 Special Rules 1 and 4 apply in this scenario.
2. The U.S. player's tanks are considered to be waterproofed for amphibious river crossing. The movement value is 7.
3. The two road hexes on board 7 terminating at the waters edge are considered to be fords across the river. It costs 3MP per ford hex entered.
4. The riverbank must be brought down to allow the tanks to enter the first ford hex. In order to bring down the river bank hexes two squads one of which must be an engineer squad must make one entrenchment die roll and successfully do so twice before the tanks may enter that hex. It costs all the tanks movement points to enter the torn down bank hex.
4. The U.S. player has available 1 radio and 1 module of 105mm artillery.
5. The German player has available 1 radio and 1 module of 155mm artillery with plentiful ammunition.
6. The U.S. module has plentiful ammunition.

### Scenario 315 The Least Awful Place

1. The U.K. player has available 1 radio and 1 module of 88mm artillery with plentiful ammunition.
2. The German Player has available 1 radio and 1 module of 81mm artillery with no ammunition modification.
3. During the second phase of the scenario the U.K. player has available in addition to rule 1 an additional radio brought on with the reinforcements and 1 module of 140mm artillery.
4. In between the two phases is an interphase, during which the following rules apply:
  - a.) Each unit may move one hex, but not closer to an enemy unit than before.
  - b.) Immobilized vehicles are repaired.
  - c.) No combat takes place.
  - d.) Both sides may roll to repair all weapons that are broken. On a roll of 1-4 the weapon is repaired and a roll of 5-6 destroys it permanently.
  - e.) Units that are broken are rallied if they pass a normal morale check.
  - f.) These are the only activities that may go on during the interphase.

### Scenario 316 Mignano

1. There are no buildings or forest hexes on levels 2 or 3.
2. The German player has available 28 mine factors.
3. Any artillery rounds that land, in addition to the FFE zone, any units are adjacent to the FFE zone are considered to be hit by harassing fire.
4. There is a +2DRM to any entrenchment attempts.

SPECIAL: The airfield on board 14 in Scenario 312 should be covered over with overlay F. It was found that scenarios 311-314 were very bloody struggles especially from the standpoint of the U.S. player. If in your playing, a U.S. is difficult to achieve, we recommend that an ELR of 2 or 3, depending on personal experience be used for the German units of the 3rd Panzergrenadier Division. victory

The map display for this group of scenarios was devoted to such a small portion of the troop movements in Italy a more composite map will be utilized in scenarios 317-324 due out near the first of the year.

SCENARIO SPECIAL RULES 309-316 (CONTINUED)

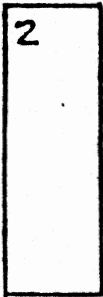
SCENARIO 311- Add 5 K.F. boats and 4 sturmboats to the U.S. OOB.

SCENARIO 313- Add 6 K.F. boats and 2 G.F. boats to the U.S. OOB.

SCENARIO 315- Add 6 K.F. boats and 4 G.F. boats to the U.K. OOB.

SCENARIO 310- AFTERMTH: The only worthy approach route to the town was through the woods directly in front of the town. With very little knowledge as to the enemy dispositions in the woods a barrage was laid down on it. The British cleared the woods without much trouble and the south end of Cardito was reached. Clearing the village was difficult, but the greatest casualties came in holding on to it. The Germans laid down a heavy fire themselves but the guns were finally silenced near dark. During the night the Germans broke contact and the advance resumed.

# THE DEVIL'S BRIGADE

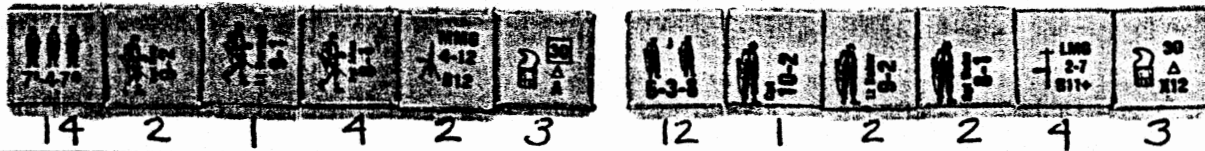


MONTE LA DIFENSA, ITALY, DECEMBER 1, 1943: The right hand push of the Allied offensive was still through the Mignano Gap. To move up Route 6 and into the Liri valley, the heights on both sides of the highway had to be taken. Monte Camino, the first of three hills on the left road side was finally consolidated after five days fighting. The second in line was Monte la Difensa. This was an appropriate name as the attackers soon found out. The First Special Service Force was assigned the task of taking the hill. This binational force composed of Canadians and Americans was trained in ski, demolition, and parachute procedures.

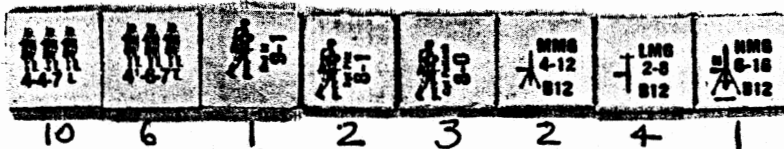
VICTORY CONDITIONS: To win, the Allied player must leave no functioning unbroken German MMC on any hill on board 2.

GER SET UP	1	2	3	4	5	6	7	END			
ALLIED MOVE											

Elements US/CAN 1st Special Service Force: Set up anywhere on board 2 not on a level 2 or higher hill hex, using hidden initial placement.



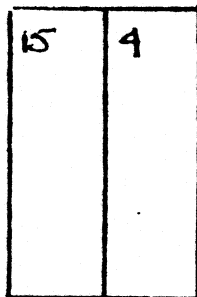
Elements German 3rd PZGDR Division: Set up on any level two or level three hill hex.



AFTERMATH: This deadly band hit the hill from an almost impossible approach. The troops assembled a third of the way up the hill on a small level spot. They climbed up a nearly perpendicular face and formed up again about a third from the top. A clattering of rocks gave the troops away and flares soon shot up illuminating the entire mountaintop. A wild melee ensued during which the hill was taken quickly but bloodily. The Special Forcemen held out under heavy counterattacks for the next few days.



# A COLORFUL SIGHT



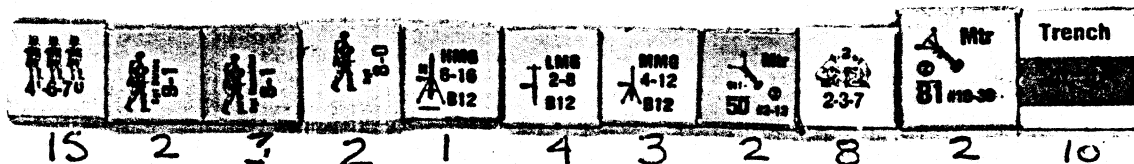
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MONTE LUNGO, ITALY, DECEMBER 8, 1943: Following the capture of Monte Maggiore, a short time after the taking of Monte la Difensa, the Allies held both sides of the entrance into the Mignano Gap. Struck right in the middle of the gap however, was Monte Lungo. It split Route 6 and the railway to Rome. With Monte Maggiore in Allied hands, it was assumed that the Germans were already withdrawing from the area. With this in mind, the 1st Italian Motorized group was given the supposedly easy task of taking the hill.

VICTORY CONDITIONS: To win, the Italian player must control both hills on the board. Control is defined as having a majority of functioning units on the hill and having them at an equal or higher elevation than the enemy units. Failure to control both hills is considered an Allied loss.

GER SET UP	1	2	3	4	5	6	7	8	9	10	END
ITALIAN MOVE											

Elements German 29th PZGDR Division: Set up anywhere on board 15.

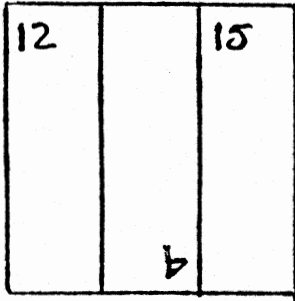


Elements 1st Italian Motorized Group: set up anywhere on board 4, but not within 3 hexes of board 15. [ELR:2]



AFTERMATH: The Italians outfitted in Alpine uniforms with colorful plummage in their hatbands marched up Monte Lungo. Their confidence following the pre-attack artillery barrage was high. They disappeared from view into the heavy mist surrounding the hill. A short time later the sounds of feverish battle could be heard from the mist. The Italians had been devastated by heavy mortar and machine gun fire. They limped back to the Allied line, and were allowed to withdraw later in the day.

# TEXANS AT SAN PIETRO

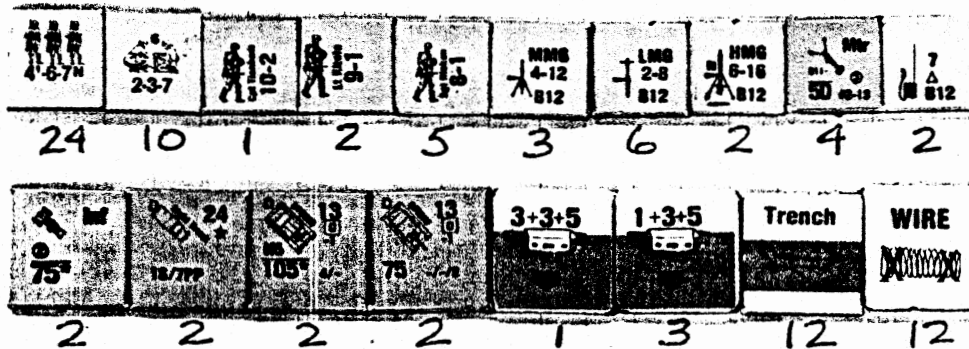


SAN PIETRO, ITALY, DECEMBER 8, 1943: The American compliment to the Italian assault on Monte Lungo, was the assault by the 143rd Regiment, 36th Division on Monte Sammucro and the town of San Pietro. These key locations commanded the right side of the Mignano Gap and Route 6 to Rome. The 2nd Battalion captured the summit of Monte Sammucro itself, with surprising ease and held it through numerous counterattacks. The 1st and 3rd Battalions sweeping across the slope of Monte Sammucro and into San Pietro fared considerably worse.

VICTORY CONDITIONS: The Allied player wins by controlling all buildings bound within or adjacent to a paved road. The US player must also exit half of any remaining force off board 12A5-12A6.

GER SET UP	1	2	3	4	5	6	7	8	9	10	11	12
U.S. MOVE	13	14	15	16	END							

Elements German 29PZGDR Division: Set up anywhere on the mapboard, but not within 5 hexes of the south edge.



Elements 1st Batt. 143rd Regt. 36th Division [ELR:3]: Set up on board 12 within 5 hexes of the south edge.



Elements 3rd Batt. 143rd Regt. 36th Division [ELR:3]: Set up on board 4 within 5 hexes of south edge.



# HOUSE - TO - HOUSE

12



ORTONA, ITALY, DECEMBER 26, 1943: Following the pre assault work done in the Mignano Gap, and before the main Allied push into the Liri Vallley and on to Rome, a right side flanking operation was begun by the 8th Army. The British advance along the Adriatic coast got off very promisingly, but it was eventually slowed to a crawl. The Canadians advancing were stopped outside the town of Ortona on the coast. The Canadians irregardless, battled, blasted, and pounded their way into the town. There they battled the Germans for a week staright in close house-to-house fighting for control.

VICTORY CONDITIONS: The Canadian player must control all buildings on board 12 within or adjacent to a paved road.

GER SET UP	1	2	3	4	5	6	7	8	END		
CAN MOVE											

Elements German 90th PZGDR Division: Set up anywhere on board 12 using hidden initial placement.

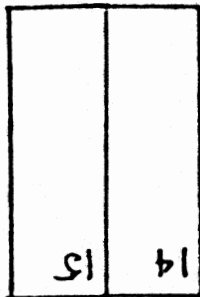
18	4	1	2	4	2	4	1	2	6

Elements Canadian 1st Division: Enter south edge of board 12.

16	8	2	3	3	4	2	5	3	2	2

AFTERMATH: The Germans employed numerous devices to turn Ortona into one giant heap of rubble. Booby traps were prevelant as were the use of dynamite and demolition packs. The Canadians proved themselves the masters of house-to-house fighting as they blasted the obstacles as well as the buildings with field pieces. By the night of the 27th the German strategic position had become dangerous and they pulled out leaving the rubbled remains of Ortona behind.

# THE NORTHERN HEIGHTS

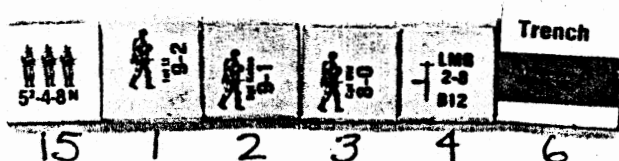


NEAR CASSINO, ITALY, JANUARY 12, 1944: Following the eventual capture of San Pietro and the consolidation of the Allied position, a few operations were remaining before the main push to Rome and the Anzio invasion could take place. The plan was to cross the Rapido/Gargliano River line in a broad three prong base and drive through the center up the Liri Valley and into Rome. The far right side occupied by the French Expeditionary Corp was to take the central highlands north of Monte Cassino. The 3rd Algerian Division spearheaded one part of this advance into the northern heights.

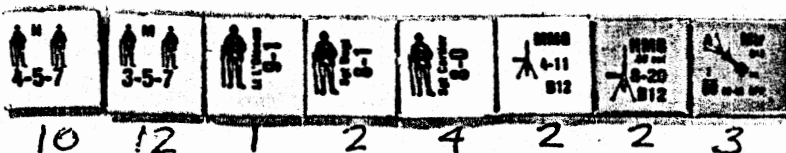
VICTORY CONDITIONS: The French player to win, must exit 14 squads off the north edge of the mapboard.

GER SET UP	1	2	3	4	5	6	7	8	9	10	11	12
FRENCH MOVE												

Elements German 5th Mountain Division: Set up anywhere on board 15.

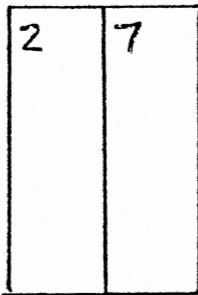


Elements French 3rd Algerian Division: Enter south edge of board 15.



AFTERMATH: The French attack at the mountains above and behind Monte Cassino was grueling. The combat continued on hill after hill, with much of it at close range with grenades and bayonets. The Germans in the end retained the northern heights and a useful aid to the capture of Monte Cassino.

# MORE THAN A DIVERSION

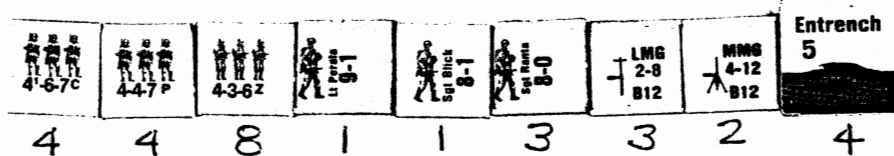


ALONG THE GARGLIANO, ITALY, JANUARY 18, 1944: The left hand push of the river crossing to form the broad based bridgehead was to be a diversion like operation by the British 5th and 56th Divisions. On January 18, the 56th jumped off and forced its way across the Gargliano River.

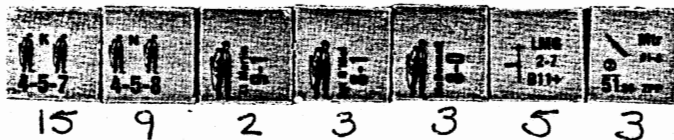
VICTORY CONDITIONS: To win, the U.K. player must exit two thirds of his force remaining after turn 2 off the west edge.

GER SET UP	1	2	3	4	5	6	7	8	END			
U.K. MOVE												

Elements German 94th Division [ELR:2]: Set up anywhere on board 2 with a maximum of two MMC per entrenchment.



Elements U.K. 56th Division: Set up anywhere on board 7 west of the river, but not within one hex of board 2.



AFTERMATH: The German 94th Infantry Division was just about as weak and hapless as they come. The British suffered insignificant losses in the crossing proper but found the terrain and the annoying Germans a problem. Nevertheless, the Germans moved back from the bridgehead and the British set off in pursuit; a major breakthrough having occurred.

# OPPORTUNITY LOST

13	2
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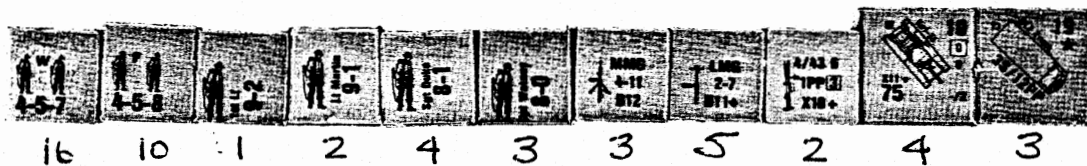
↑  
N

NEAR CASTLEFORTE, ITALY, JANUARY 20, 1944: The initial crossing of the Gargliano by the 56th Division went well and a bridge was soon put across the river. Field Marshall Kesselring reacted to this diversion by sending the 29th PZGDR Division, one of his few reserve units, to put things right.

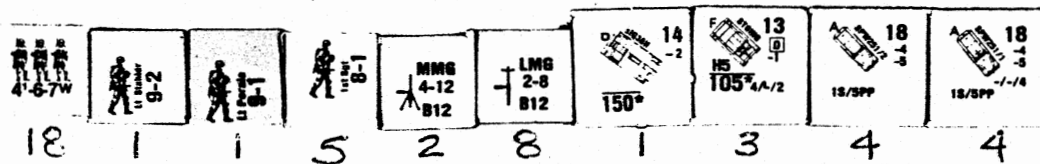
VICTORY CONDITIONS: The German player wins if he exits 13 squads or their equivalent off board 2 between hexes 201-2AA1. The British player wins if he can prevent the German victory conditions and exit 20 squads or their equivalent off board 13 between 13Y10-13I10. If neither side can meet their victory conditions, the game is a draw. All AFV's count as 2 squads for victory purposes.

U.K. SET UP	1	2	3	4	5	6	7	8	END			
GER MOVE												

Elements U.K. 56th Division: Set up anywhere on board 13.

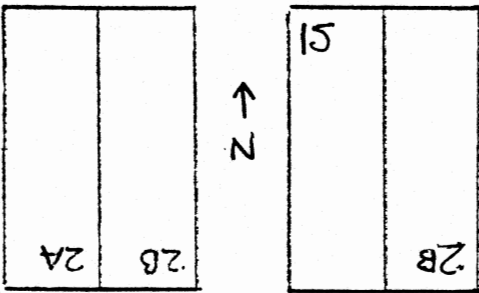


Elements German 29th PZGDR Division: Enter north edge of board 13.



AFTERMATH: The prime Allied opportunity was lost when the 46th Division farther inland was unable to cross the Gargliano and take the height on the opposite side as the 56th had done. The German counterattack was fierce, but the 56th Division held them off while the redeployed elements of the 46th Division were able to cross and help consolidate the now minor bridgehead.

# ANZACS AT THERMOPYLAE

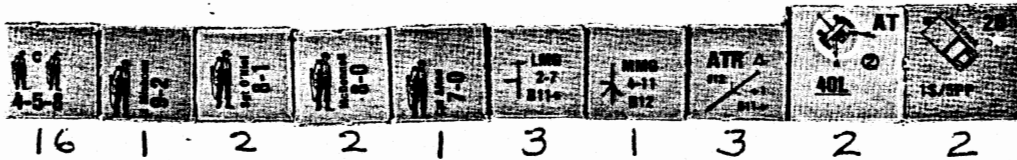


THERMOPYLAE, GREECE, APRIL 24, 1941: The German invasion of Greece in early April, just about doomed any meaningful and prolonged resistance by the British and Commonwealth troops. The blitzkrieg cut through the Greek defense like they were butter and in less than a weeks time, the British were forced to begin a series of withdrawls. These withdrawls were not helped by the surrender of the Greek army and plans for evacuation began. Rearguards along the main arteries were the key to this evacuation. A rearguard composed of a mixed bag of Australians and New Zealanders made a stand at the 2500 year old battlefield of Thermopylae.

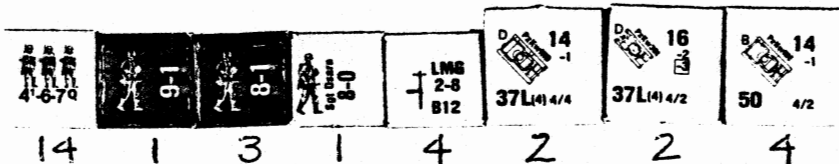
**VICTORY CONDITIONS:** The side with the most victory points is the winner. U.K. Victory Points:  
 1 VP per turn U.K. unit on gameboard  
 5 VP if no German vehicle exits gameboard OR  
 10 VP no German unit exits the gameboard.  
 2VP each German vehicle destroyed.  
**German Victory Points:**  
 2 VP each vehicle exited off gameboard at 2A5/A6.(B)  
 1 VP each squad exited off gameboard at 2A5/A6.(B)

U.K. SET UP	1	2	3	4	5	6	7	8	9	10	11	END
GERMAN MOVE												

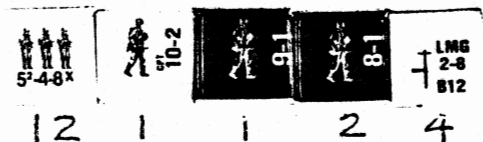
Mixed force of ANZAC troops: Set up anwhere on mapboard using hidden initial placement.



Elements 5th Panzer Division: Enter north edge of board 2B or board 2 See SSR.



Elements German 141st Mountain Regiment: Enter west edge of mapboard on turn 6.



### Scenario 319 Texans at San Pietro (continued)

AFTERMATH: The advance near San Pietro quickly ground to a halt. The German defenses included barbed wire, entrenchments, and machine gun pill-boxes. The well dug in Germans were able with ease to pour fire over any U.S. troops that came near their positions. The Texas National Guard composing most of the 36th Division was decimated by the fighting and it would be another week before the Germans were finally dislodged.

### Scenario 324 Anzacs at Thermopylae (continued)

AFTERMATH: The battle was nearly a mirror image of the Spartans and the Persians fighting in 480 B.C. The Germans initially attacked head on at the defenders but lost numerous tanks for their efforts. While this was happening though, the German 141st Mountain Regiment just like the old Persian hordes scaled the heights to outflank the Anzac troops. The Anzacs nevertheless held out until that night and finally fell back; mission accomplished



## SCENARIO SPECIAL RULES 317-324

### Scenario 317 The Devil's Brigade

1. Leaders of either nationality may command troops of another nationality without restriction or penalty. Rules concerning foreign support weapons and equipment are not changed.
2. Full night rules are in effect.

### Scenario 318 A Colorful Sight

1. Prior to the start of play, the Allied player may record 5 hexes as targets for a one turn pre-attack artillery bombardment. This bombardment is harassing fire of 105mm artillery. All normal error and off board artillery procedures must be followed upon placement of the five A.R. counters for the fire.
2. Fog/Mist rules (111.2) are in effect for the duration of the scenario.
3. The Italian units are treated according to rules 104.3 with the exception that the rally number should be 1 less than the printed morale, not two less.
4. These troops use the equipment provided without detriment.

### Scenario 319 Texans at San Pietro

1. The German player has available two modules of artillery with normal ammunition. These are one module of 120mm mortar and 105mm artillery.
2. The 1st Batt. units should have one radio with a module of 105mm artillery with plentiful ammunition.

### Scenario 320 House-to-House

1. The German player has available 25 mine factors to be used according to rules 136.0.
2. The elite Canadian squads are considered to be engineer trained in the use of the demolition packs.

### Scenario 321 The Northern Heights

1. The victory conditions should state for the French player to exit his forces off the west edge of the mapboard.
2. The set up instructions for the French player should state to enter the east edge of board 14.
3. Overlay F should be used on board 14 and all road hexes are considered to be normal elevation.

### Scenario 322 More Than a Diversion

1. There is no Δ538 on board 2, it is considered to be clear terrain.

## SCENARIO SPECIAL RULES 317-324 (continued)

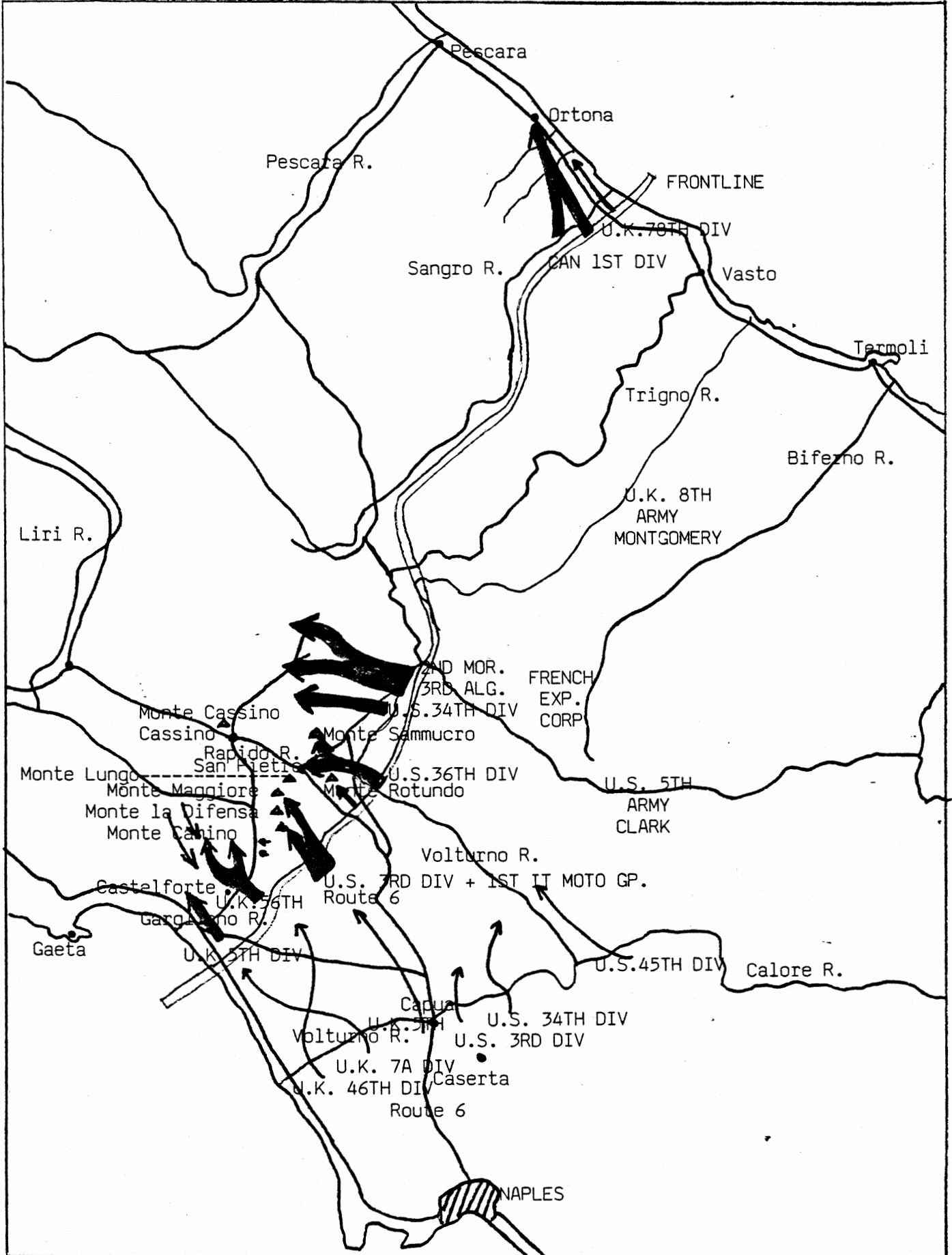
### Scenario 322 Opportunity Lost

1. There is no stream system on the board and all wet terrain features associated with it are all considered clear terrain.
2. All road hexes are of normal elevation.
3. Overlay I should be used with board 13 in the following manner. The following hexes should be aligned together: IX8-13E1, IV8-13G1, and IW4-13F5.
4. Overlay H should be used with board 13 in the same manner as follows: HK5-13S10, HF7-13X7, and HI10-13U5.
5. Overlay B should be used with board 13 in the same manner as follows: BCC1-13S1, BEE2-13U2, and BDD4-13T4.
6. When aligned correctly, overlay B and overlay H touch. This area of contact should be treated as a joining of the two level one slope hexes, into a continuous level one hill. The building on HI10 is clear terrain. The 13S5 hedge hexsides are ignored. The road hexes 13Q10, 13Q9, 13R6, and 13S6 are clear terrain.

### Scenario 324 Anzacs at Thermopylae

1. All S.S. leaders are regular Army leaders.
2. The German mountain units do not automatically enter on turn 6. On turn 6 the German player must roll greater than the current number of victory points he has at that point to enter the reinforcements. The German player may continue to do so until the units enter, or the game is over.
3. The actual set up for the mapboards is to use two board 2's. For anyone not having a second board 2 that was usually in COI when purchased, board 15 should be used.
4. The reference in the 5PZ set up to the SSR is incorrect. The entry should be on the board listed as board 2B for both mapboard versions.

THE DRIVE TO CASSINO OCTOBER 1943- JANUARY 1944



# BERNEVAL DISTRACTION

14



BERNAEVAL, FRANCE, Aug. 19, 1942: The over-ambitious raid at Dieppe was to employ numerous Canadian infantry battalions aided by tanks and Commandoes. The Commandoes were scheduled to provide a diversion and also knock out two vital German gun batteries. On their way into the beach No. 3 Commando came across a German convoy with an escort. By the time the naval engagement was over No. 3 Commando had just about ceased to exist. Even through all this one boat managed to stay on course and headed for the Berneval gun emplacement all alone.

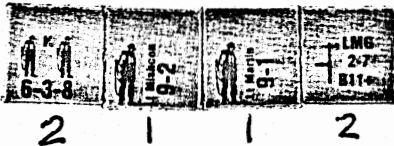
**VICTORY CONDITIONS:** Victory is determined by victory points. The side with the most victory points is the winner. Victory points are awarded as follows:

**U.K. Victory points;** 1 per German squad destroyed.  
 5 per battery hex occupied.  
 2 per turn that any U.K. unit is on the board after turn 3.

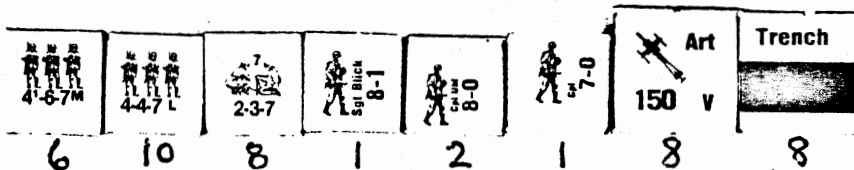
**Ger. Victory points:** 5 per Commando unit destroyed.  
 1 per battery unoccupied by the U.K. player at end game.  
 5 if no Commando unit is on the board at the end of game.

GER SET UP	1	2	3	4	5	6	END				
U.K. MOVE											

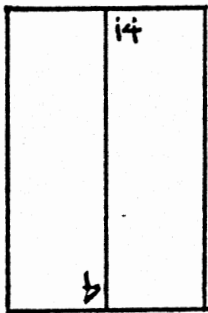
Elements No. 3 Commando: Enter turn 1 along north edge of mapboard.



German Garrison: Set up south of and not in the C hexrow.



# CHAOS AT MERVILLE



MERVILLE, FRANCE, June 6, 1944: Prior to the early morning landings on D-Day of the armada, the U.K. 6th Airborne was dropped to secure the east flank of the invasion area. The toughest mission of the division was to knock out the impregnable gun battery at Merville. The batterie's defenses were made up of a minefield, barbed wire, an anti-tank ditch, and numerous machine gun nests. These guns vital because they commanded the invasion area of Sword beach had to be knocked out.

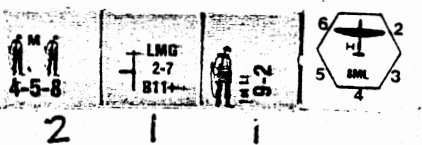
**VICTORY CONDITIONS:** The British player must destroy the four battery hexes. The German player wins by avoiding the British victory conditions.

GER SET UP	1	2	3	4	5	6	7	END		
U.K. MOVE										

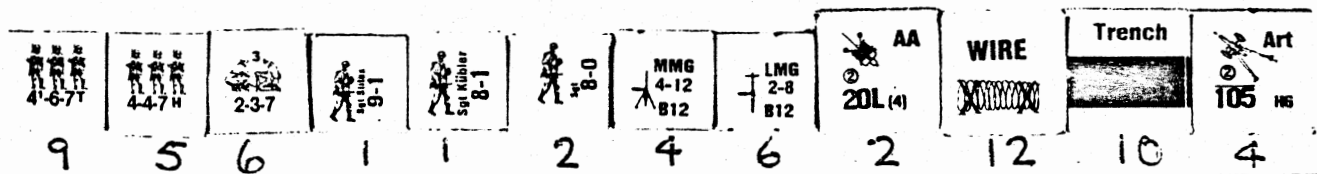
Elements 9th Parachute Battalion: Enter on the north edge on turn 1.



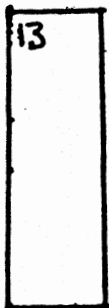
U.K. Glider Detachment: Land using glider procedure anywhere on turn 1.



Merville Garrison: Set up north of and not in the 14F and 4BB hexrow.



# AMBUSH



EXIT 3 UTAH BEACH, June 6, 1944: The primary task of the 101st Airborne Division was to secure the exits off Utah beach. If this wasn't done, the invasion force might become bottled up under heavy German fire. The landing operations of the 101st were even more confused than the 6th Airborne at the opposite end. The initial drops were a shambles and few groups landed together. Gradually Lt. Col. Robert Cole of the 3 Battalion, 502 Regiment built up a small force and led his men to Exit 3 off Utah Beach.

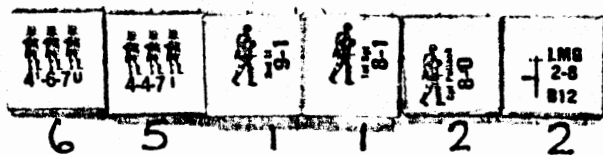
VICTORY CONDITIONS: The U.S. player must destroy more German units than the German player can exit off the south edge of the mapboard between 1301-1351.

U.S. SET UP	1	2	3	4	5	6	7	8	9	10	END
GERMAN MOVE											

Assorted 101st Airborne Troops: Set up east of hexrow U using hidden initial placement.



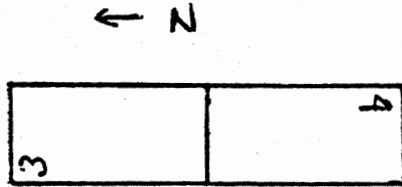
Mixed Coastal Defense Troops: Enter east edge turn 1.



AFTERMATH: The paratroopers captured the inland exit. It was here that they lay in wait. An enemy force of troops was sent to dislodge the paratroopers and open the road. The Germans ran straight into the ambush and lost upwards of 50 men, while failing to open the road.

# MISSED CHANCE

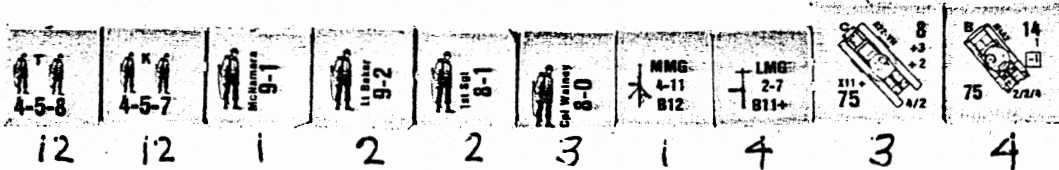
HERMANVILLE, FRANCE, June 6, 1944: The key point of the British plan on D-Day was the capture of the vital town of Caen. The U.K. 3rd Division landing on Sword beach was to be the main unit, along with Canadians on Juno in the push for the town. With Churchill and Sherman tanks to aid them, the 1st Lancashire Regiment set off for the town.



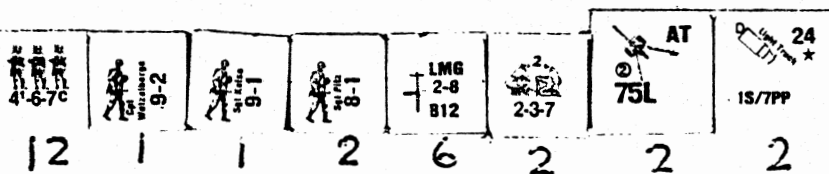
**VICTORY CONDITIONS:** The British player must exit more squads than he loses off the south edge of the board by the end of the game. AFV's with functioning main armament count as three squads. AFV's without functioning main armament count as no squads. The German player wins by avoiding a British win.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.K. MOVE	12	13	14	15	END						

Elements 1st South Lancs. and 27th Armored Brigade: Enter north edge on turn 1.

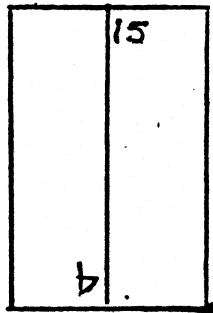


Elements 21st Panzer Division: Set up on boards 3 and 4. The AT units and the trucks must set up on board 4.



**AFTERMATH:** The forces managed to take the town of Hermanville on the shortest road to Caen. The drive lost all momentum a short distance later as they ran into the advance guard of the 21st Panzer's AT battalion. Had they been able to push on quickly through these guns they might have been able to push through the unfinished position ahead into Caen. It was truly a missed chance.

# PERIERS RISE

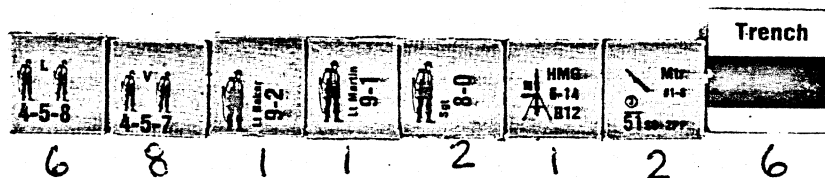


WEST OF HERMANVILLE, FRANCE, June 6, 1944: After their missed opportunity outside Hermanville earlier the 1st South Lancs. advanced as far as Periers and dug in. They awaited the arrival of the King's Shropshire Light Infantry Battalion and its support units before attacking Periers Rise. The tanks scheduled to support the KSLI were bogged down on the beach though. The KSLI decided to set off by itself hoping the armor would catch up later. Just as they positioned themselves and began the attack, the tanks showed up to help.

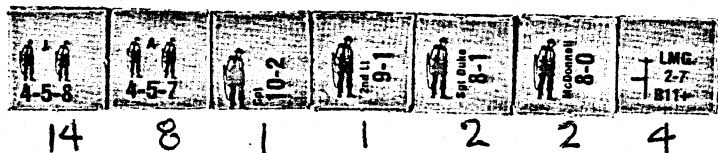
**VICTORY CONDITIONS:** The British player must exit 30 squads or their equivalent off board 15 between 15Y1 and 15GG6. Functioning AFV's count as three squads. AFV's without functioning main armament count as no squads. In addition the British player must leave no functioning German unit on any hex of hill 783 at the end of the game.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.K. SET UP	12	13	14	15	16	17	18	19	20	END	

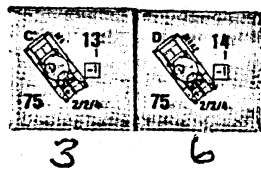
Elements of the 1st South Lancs: Set up south of south of the road from 1509-15A6. The units must set up on board 15.



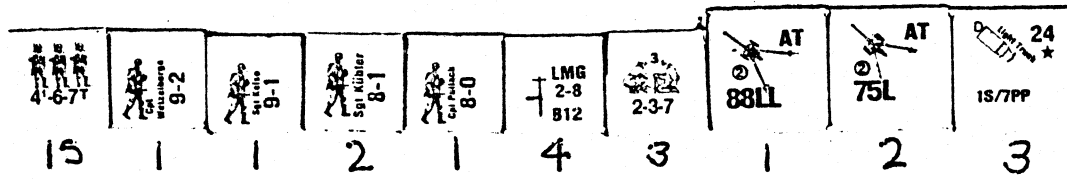
Elements of KSLI: Set up anywhere on board 4 west of hexrow S.



Elements 27th Armored Brigade: Enter west edge of board 4 turn 1.

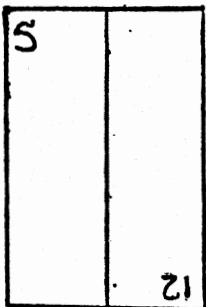


Elements 21st Panzer Division: Set up anywhere on board 15 except in UK area.





# FIRST BLOOD

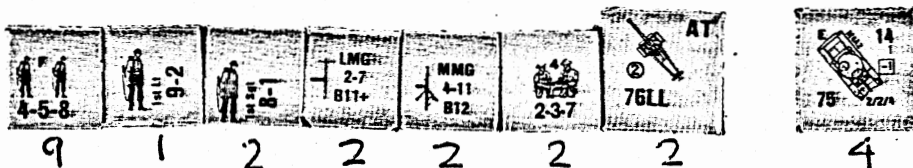


BIEVILLE, FRANCE, June 6, 1944: After overcoming the Germans at Periers, the KSLI moved on toward Caen. By the late afternoon the KSLI were moving through the town of Bieville. Less than three miles separated them from Caen and they hoped to take the town by nightfall. However at this very moment the 21st Panzer was beginning to launch a counterattack through the gap separating the British and Canadian beaches. The two forces bumped into each other outside the town.

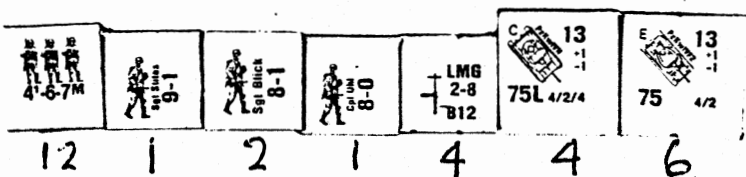
VICTORY CONDITIONS: The German player must exit five or more of his tanks off the north edge of the mapboard by the end of the game. The tanks must have functioning main armament to count. The British player wins by avoiding a German victory.

U.K. SET UP													
GERMAN MOVE	1	2	3	4	5	6	7	8	END				

Elements KSLI plus Staffordshire Yeomanry: Set up anywhere on board 12 and on board 5 in any hex numbered 1-4.

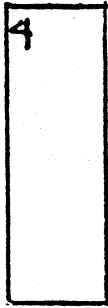


Elements 21st Panzer Division: Enter south edge of board 5.



AFTERMATH: This was to be the first big tank battle of the invasion. The British drew first blood by destroying 4 MKIV's. The Germans then veered off into the woods west of Beiville. As they came out a while later half a dozen more tanks were destroyed. The Germans disengaged and tried another route farther west.

# FIRST STRIKE

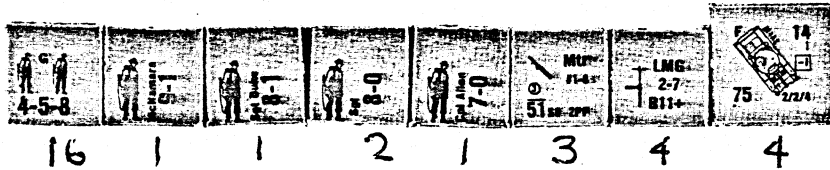


NORTH OF CAEN, FRANCE, June 7, 1944: The gap between the Canadians and the British was as inviting as ever. Two panzer divisions were assembled to launch an attack into the gap and roll up the beaches on either side. The British and Canadians struck first however. The 12SS Panzer Division was diverted from it's attack to stop the Canadians pushing toward the Carpiquet airfield.

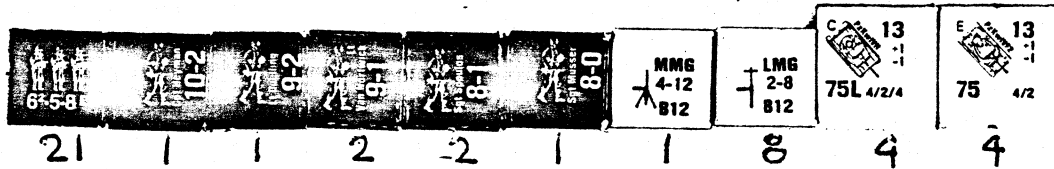
VICTORY CONDITIONS: The Canadian player must exit 14 squads or their equivalent off the south edge of the mapboard. AFV's with functioning main armament count as two squads. AFV's without functioning main armament do not count. The German player wins by avoiding a Canadian victory.

CAN MOVE	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

Elements 9th Can. Brigade: Enter north edge of board 4 turn 1.

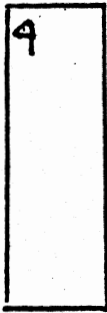


Elements 12SS Panzer Division: Enter south edge turn 1.



AFTERMATH: The 12SS was forced to use nearly it's entire force to stop the Canadian push. The Canadians were driven back with heavy casualties. The 12SS however suffered even worse and couldn't hope to counterattack the gap now.

# THE TANK KILLER

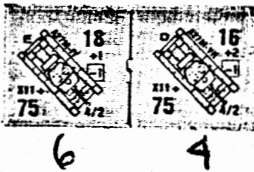


EAST OF VILLERS BOCACHE, FRANCE, June 14, 1944: Montgomery launched a pincer attack on Caen on June 10. The 51st Division was to encircle from the British left while the 7th Armored "Desert Rats" would encircle from the right. The Desert Rats nearly met disaster as it passed through Villers Bocage a few days later. They roared through the town and off down the road to Caen.

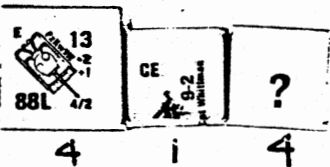
**VICTORY CONDITIONS:** The British player must exit half of his tanks off the east edge of board 4 on hex 4R2 by the end of the game. In addition he must destroy or immobilize all of the German tanks. The German player must avoid the British conditions.

GERMAN SET UP											
U.K. MOVE	i	2	3	4	5	6	END				

Elements of 4th County of London Yeomanry: enter turn 1 at 4GG6.



Elements 501SS Heavy Tank Battalion: Set up anywhere on board 4.



**AFTERMATH:** The Desert Rats met four Tigers concealed along the road. While the odds favored the British, the Tigers were commanded Lt. Michel Whittman. Whittman who had been credited with 119 kills on the Russian front got his total off to a good start at the cost of the British. By the time he was finished the 4th CLY was nothing but scrap.

## SCENARIO SPECIAL RULES 401-408

### Scenario 401 Berneval Distraction

- 1.The correct spelling is Berneval.
- 2.Night rules are in affect for the duration of the scenario.
- 3.All airfield hexes and building 14L5 are clear terrain.
- 4.All sunken road hexes are regular road hexes.
- 5.The 8 trench hexes and cannons represent gun batteries. The guns may not fire on any units on the board because of their inability to depress far enough to hit ground level targets. They provide no defensive benefits other than those normally associated with the trench counter itself. The trench and the gun counter should be placed in the same hex. Any gun counter may be used for the gun itself.

AFTERMATH: Just before dawn, the 20 or so men of No. 3 Commando landed at the Belleville beach. They made their way through obstacles to the battery at Berneval. They spread out around the battery and opened fire. The few men couldn't hope to be more than a distraction for the main invasion. After a short time, the Commandoes ran low on ammo and had to withdraw. A few more boats of No.3 Commando landed a short time later and were gunned down by the now alert enemy in broad daylight.

### Scenario 402 Chaos at Merville

- 1.The British glider order of battle should specify 2 glider units.
- 2.See Scenario 401 special rules for details on the placement procedure for the four batteries. Only 4 trench hexes need be used in the battery hexes.
- 3.The following buildings are clear terrain: 4CC6, 4Y9, 4X8, 14C1, 14D5, 14I7, and 14L5.
- 4.The following woods hexes are clear terrain: 4Z10, 4X10, 4GG7, 4GG4, and 4FF1.
- 5.All airfield hexes are clear terrain.
- 6.Night rules are in affect for the duration of the scenario.
- 7.The four batteries must be placed adjacent to each other.
- 8.The 4CC and 14E hexrows are a continuous anti-tank ditch. Treat the anti-tank ditch as a sunken road for terrain purposes. No German unit may set up in it. No mines may be placed in the anti-tank ditch.
- 9.See Scenario 401 special rules for details on battery firing.

AFTERMATH: The drop was complete chaos with the British paratroopers spread out over 50 square miles of French territory. Eventually the battalion commander Lt. Col. Terence Otway assembled some men but barely enough explosives to do the job. The glider units scheduled to land and assist him crashed and were of little use. The men moved swiftly through the minefields. They charged through the barbed wire and through the anti-tank ditch. At this point savage hand to hand fighting broke out between the British and the machine gunners. Otway and his men made their way up to the gun while the the machine gunners were tied up.They blew them up, but had barely 80 men left.

## SCENARIO SPECIAL RULES (continued)

### Scenario 403 Ambush

None

### Scenario 404

1. Hills 522, 498, and 547 are open ground.

### Scenario 405 Periers Rise

1. The words south of were repeated by mistake in the British order of battle.
2. Hill 714 is open ground.
3. All non-building hexes on hill 783 are considered to be level one hill hexes. Thus a flat rise should be created that is a uniform level one.

AFTERMATH: The tanks and infantry moved up and were hit by heavy fire from the elevated positions blocking the road. Over half of the Shermans were knocked out, but the remnants overpowered the German strongpoints.

### Scenario 406 First Blood

1. The German forces enter on turn 1.

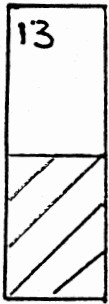
### Scenario 407 First Strike

None

### Scenario 408 The Tank Killer

1. The concealment counters may be used to conceal a tank in a hex.
2. Each tank may only have one concealment counter.

# THE LETHAL CAUSEWAY

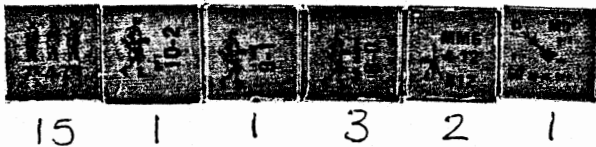


CARENTAN, FRANCE, JUNE 10, 1944: Despite instances of heavy D-Day losses, the Anglo-American had united all the beachheads save for those units on Omaha and Utah beaches. The Allied priority was now to unite these seperated units, an event Rommel was determined to prevent. The key to the entire plan was the town of Carentan. On the 10th, elements of the 502nd Regiment of the 101st Airborne were dispatched to take the town from the north.

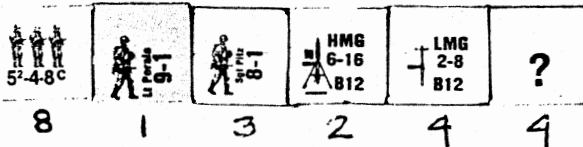
VICTORY CONDITIONS: To win, the U.S. player must exit the equivelant of 10 squads off the southern edge of the playing area. The units must exit on or along a road hex.

GERMAN SET UP	1	2	3	4	5	6	END				
U.S. MOVE											

Elements of U.S. 502nd Regiment [ELR:4]: Enter along north edge road hex on turn 1.



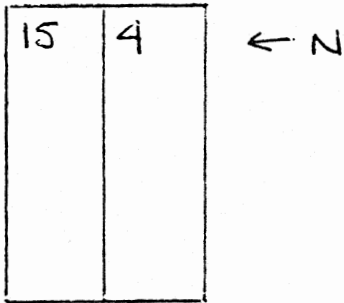
Elements of German 6th Fallschirmjager Regiment: Set up anywhere on board 13, but not within 3 hexes of north edge.



AFTERMATH: Following the crossing of the Vire River the paratroopers still had to cross the marshes by way of an elevated causeway. The Germans set up on the edge of the marshes in the hedgerows and opened up on the Americans crossing. The Americans suffered heavy casualties crossing this area completely devoid of cover. The advance was halted for the moment.

# FORT DU ROULE I

CHERBOURG, FRANCE, JUNE 25, 1944: On June 14 the American forces in the Cotentin Peninsula began the advance on Cherbourg. By June 20, the American forces had finally come up against the outer defenses. These defenses included massive bunkers bound by anti-tank ditches and barbed wire. Following a heavy air attack on the 23rd, the American forces finally made some headway against these defenses and came up against Fort du Roule. The 79th Division came up against a fortress built into the side of a hill, with huge coastal defense guns on one side and machine guns and mortars facing the landward side. It was these obstacles and others that the 79th Division was to overcome.



VICTORY CONDITIONS: To win, the U.S. player must leave no unbroken functioning MMC on the mapboard within one hex of the fort.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.S. MOVE	12	13	14	15	16	END					

Elements U.S. 79th Division [ELR:3]: Set up within 4 hexes of the south edge.

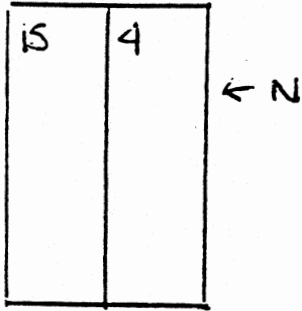
24	15	9	2	5	5	4	8	4	4	1	2	3

Elements German Port Defense Troops: See SSR.

21	12	12	12	2	6	4	3	3	4	2	2	4
										8	4	2

AFTERMATH: The 79th was hit by machine gun and mortar during it's advance to the fort. Infantry dug in on the sides of the slope took a heavy toll from the attackers and the advance was arduous. The approach routes had to be cleared before the fort itself could be taken. By midnight these upper defenses had been taken. The attack would be resumed the next day. The hero portrayed is Cpl. John D. Kelly of the 314th Regiment. He single-handedly made three separate attempts at a pillbox before wiping out the defenders in a close assault.

# FORT DU ROULE II

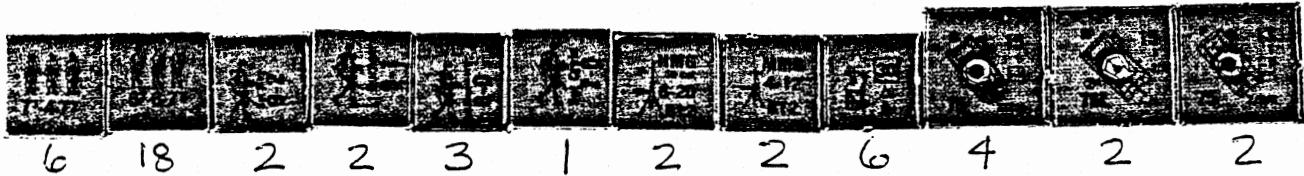


CHERBOURG, FRANCE, JUNE 26, 1944: The fighting at Fort du Roule on the 25th by the 79th Division was bloody and intense. By the 26th, the approaches had been cleared and special detachments were sent forward to neutralize the fort for good.

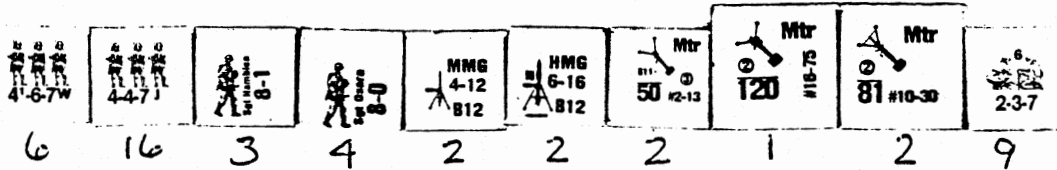
VICTORY CONDITIONS: To win, there must be no functioning German MMC counter anywhere on the mapboard.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.S. MOVE	12	13	14	END							

Elements U.S. 79th Division and attached units [ELR:3]: Set up anywhere on the mapboard, but not within 1 hex of the fort.



Elements German Port Defense Troops: See SSR

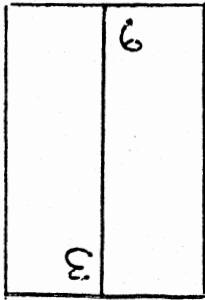


AFTERMATH: Tanks and tank destroyers were called up and shelled the face of the fort with special ammunition. Demolition crews scaled the hill and dropped demolition charges from the top of the fort. Finally, assault teams were sent in to route what was left of the defenders.



# OPERATION EPSOM

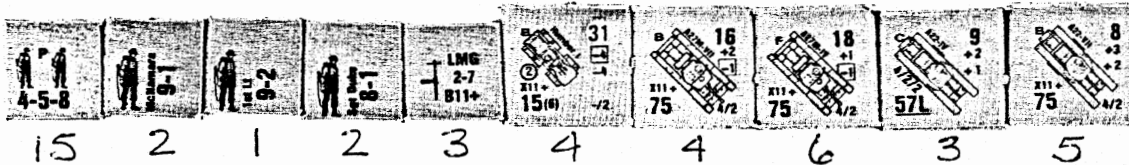
CHEUX, FRANCE, JUNE 27, 1944: The code-name was Operation Epsom. The British 2nd Army was ordered to take and encircle the city of Caen. The main push was to be made by the VIII Corp composed of the 15th and 43rd Infantry divisions plus the 11th Armored in reserve. The infantry were to penetrate the German lines and allow the 11th Armored to shoot the gap and take the high ground across the Odon River. The 11th Armored was maneuvering through the wreckage around Cheux when it was struck by the 9SS Panzer Division.



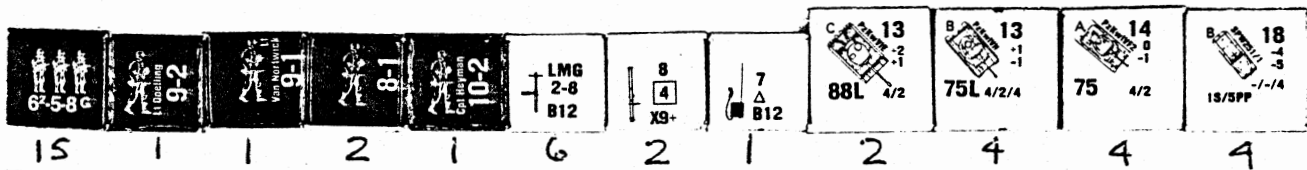
VICTORY CONDITIONS: To win, the U.K. player must exit 28 squads or their equivalent off the south edge of the mapboard. To win, the German player must exit 29 squads or their equivalent off the south edge of the mapboard. Functioning AFV's count as two squads. If any other result occurs, the scenario is a draw.

U.K. MOVE	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

Elements of the U.K. 11th Armored Division: Enter north edge road on turn 1.



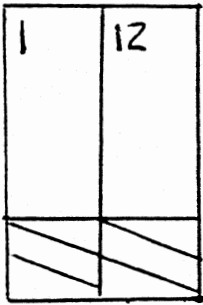
Elements of German 9SS Panzer Division: Enter south edge at 6Y1 and/or east edge at 6GG on turn 1.



AFTERMATH: The 11th Armored was unleashed on a very narrow front and got stalled in the wreckage of the town, which had been heavily bombarded. The Germans then struck with heavy artillery and tanks, but the two sides became bogged down for the remainder of the day by a heavy rain.

# THE SUBURBS

CAEN, FRANCE, JULY 7, 1944: Following the general failure of Operation Epsom, the Anglo-Canadian forces fought a series of thrust and parry attacks that achieved little. On July 4, following a relative calm, the British 2nd Army launched an attack to capture Caen once and for all. The preliminaries included the struggle for Carpiquet Airfield. The Germans still held Carpiquet when the main assault went in. Three divisions including part of the 3rd Canadian at Carpiquet moved out toward the northern suburbs.

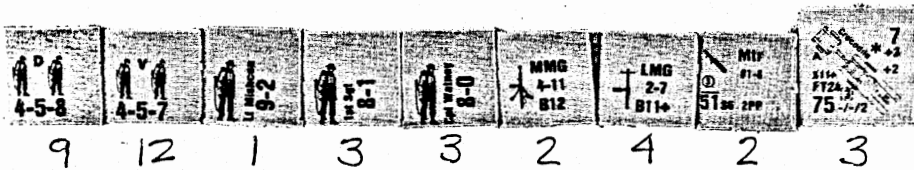


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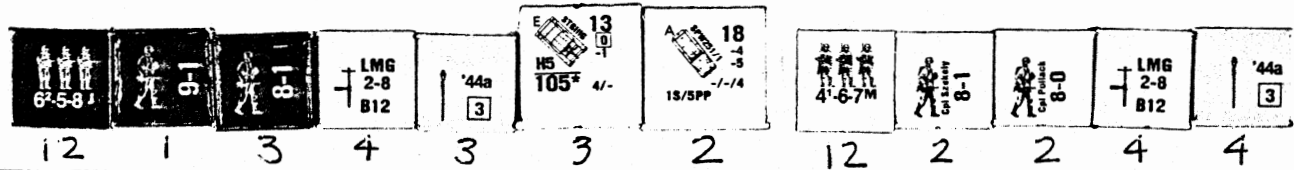
VICTORY CONDITIONS: To win, the Canadian player must control all multi-hex buildings on board 12 and any 6 of the multi-hex buildings in the playing area on board 1.

GERMAN SET UP	1 12	2 END	3	4	5	6	7	8	9	10	11
CAN. MOVE											

Elements Canadian 3rd Division: May set up anywhere on board 12 within 2 full hexes of the north edge.



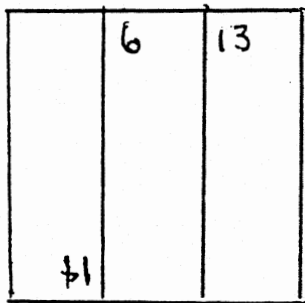
Elements German 12SS PZ Division and 716 Infantry Division [ELR:3]: Set up anywhere on the mapboard, not in Canadian set up area.



AFTERMATH: A bombing the previous night served little but to kill civilians. The artillery preparation came next and only added more rubble and bodies to the town. The German defense was savage and casualties were high. The Germans held out until the flamethrowing tanks were unleashed on the defenders and were burned out.

# MUTUALLY DEADLY

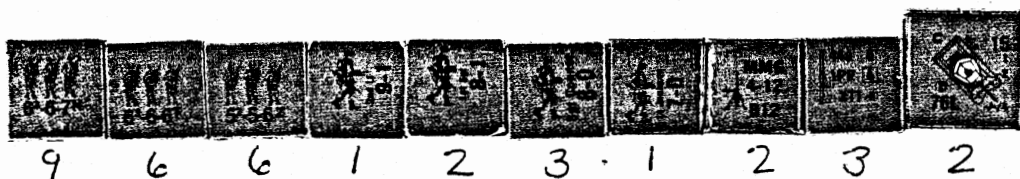
THE ROAD TO ST. LO, JULY 11, 1944: On July 7th, the American forces in line northwest of St. Lo found a weak point near St. Jean de Daye. The 30th Division broke through easily and was followed soon after on the road to St. Lo by the 3rd Armored Division. The American commanders managed to bungle a prime chance when the 3rd Armored was sent on a series of fruitless wild goose chases that succeeded only in having the unit get shot up by its own men. It was at the waning moments of these frustrations when the Panzer Lehr began a counterattack in the early hours of July 11.



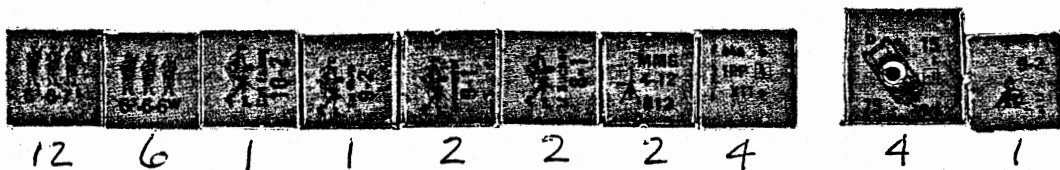
VICTORY CONDITIONS: To win, the German player must exit 20 squads or their equivalent off the north edge of the mapboard. Functioning AFV's count as 2 squads for this purpose.

U.S. SET UP	1	2	3	4	5	6	7	8	9	10	11
GERMAN MOVE	12	END									

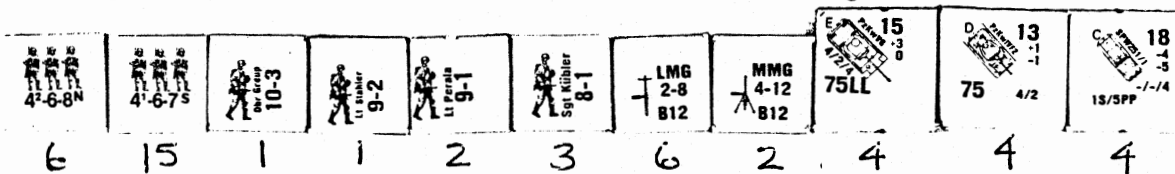
Elements U.S. 30th Infantry Division [ELR:4]: Set up anywhere on boards 6 and 14.



Elements U.S. 9th Infantry Division and 3rd Armored Division [ELR:4] and [ELR:3]: 9th enter along west edge board 6 and 13. 3rd enter along east edge board 6 and 13.



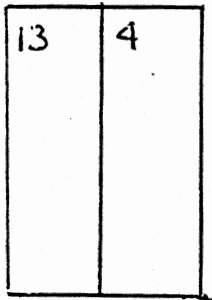
Elements German Panzer Lehr Division: Enter south edge on turn 1.



AFTERMATH: This fruitless assault showed only that the hedgerow country was mutually deadly ground. The Panzer Lehr did manage to penetrate the Allied line, but the 9th Infantry Division managed to plug the gap. The veteran troops infiltrated and cut the Panzer Lehr off from home and let the tanks and tank destroyers go to work.

# CUT OFF

NEAR ST. LO, JULY 13, 1944: The primary concern of General Bradley now that the Panzer Lehr had been halted was to get his own men moving again. Before anything major could be launched though, he had to solidify his line by taking St. Lo. The 29th Division was ordered to do this. A weak spot in the German lines was discovered by the 116th Regiment and the 2nd Battalion poured through. The 2nd Battalion advanced to within 1000 yard of the city, but was cut off. The next morning, in heavy mist, the 3rd Battalion was sent in to open the way again for the isolated men.

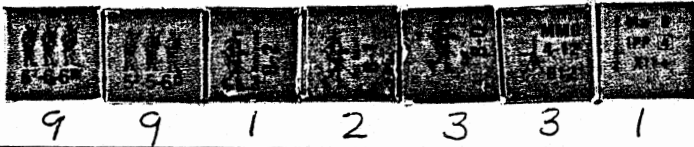


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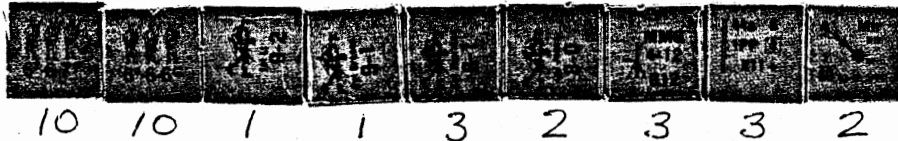
VICTORY CONDITIONS: To win, the German player must maintain a continuous series of units, whose LOF stretches east to west along board 4, in a continuous line.

U.S. SET UP	1	2	3	4	5	6	7	8	END		
U.S. MOVE											

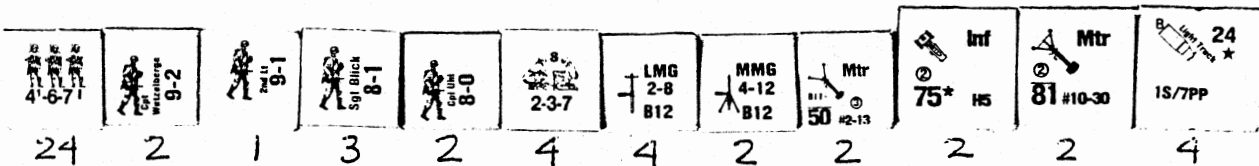
Elements of U.S. 116th Regiment, 2nd Battalion [ELR:3]: Set up anywhere on board 13.



Elements of U.S. 116th Regiment, 3rd Battalion [ELR:4]: Enter north edge of mapboard on turn 1.



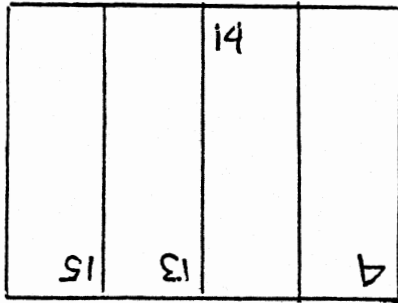
Elements German 352nd Infantry Division: Set up anywhere on board 4.



AFTERMATH: The veteran German troops of the 352nd Division knew what would be coming with that sort of weather, so the level of artillery and machine gun fire was increased. The Americans advanced, holding their fire and eventually breaking through to the isolated troops. The two battalions were both to advance on the town now, but were both cut off. They were rescued a few nights later.

# RONSON LIGHTERS

N →

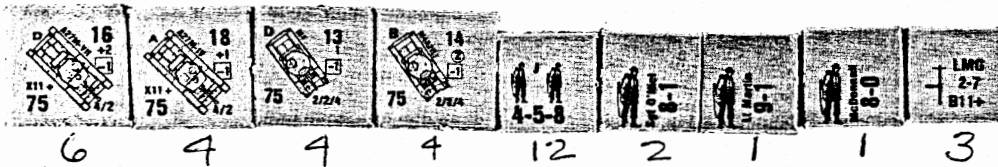


NEAR BOURGUEBUS RIDGE, JULY 18, 1944: Operation Goodwood began on July 18 with a tremendous air barrage, first by the RAF then by the U.S. 8th Air Force. A fair portion of the troops and vehicles in the front line positions were killed and destroyed. The real backbone of the German defense was in place, unknown to the British. The Canadians got the ball moving as they advanced into the industrial sections of Caen. The real show began though when three armored divisions were let loose. They encountered little initial opposition, just dazed survivors of the bomb hits. Things got tougher though.

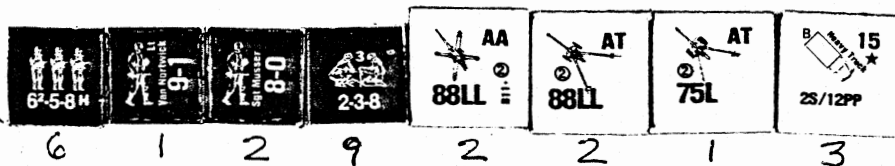
VICTORY CONDITIONS: To win, the U.K. player must exit two thirds of his initial AFV strength and half of his initial infantry strength off the south edge of the mapboard.

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.K. MOVE.	12	ENO									

Elements of U.K. 11th Armored Division: Enter north edge of mapboard on turn 1.



Elements of ISS Panzer Corp Troops: Set up anywhere on boards 13 and 15. Also see SSR.



AFTERMATH: The huge bomb craters forced detours, and the German troops that weren't hit by the bombing fought back viciously. Nevertheless, the British units advanced well and made a near breakthrough by noon. But then, they came up against the true backbone of the German defense. 88's and rockets on Bourguebus Ridge unleashed their fury on the British tanks that had moved within range. The British tanks were decimated and nick-named Ronson Lighters, because so many lit up the first time.

## SCENARIO SPECIAL RULES 409-416

### Scenario 409 The Lethal Causeway

1. Only the northern half of board 13 is utilized in the game.
2. There is only one road on the board. It extends from A6-03. The entire road is elevated.
3. There is no stream on the board. All hexes within two of the road are considered to be swamp hexes. No other terrain existing already is altered besides for the two hex area. All hexes adjacent to the last swamp hex of the two above are treated as hedgerow hexsides.
4. Allied paratroopers suffered from combat fatigue at this time. Starting with the third turn and thereafter all MMC must roll one less than their morale to rally.
5. Rout rules are ignored for this scenario unless an opposing unit is adjacent at the beginning of the rout phase.

### Scenario 410 Fort Du Roule I

1. Δ 714 is considered to be simply a two level hill.
2. The hill formation at 15R5 is considered to be level one only.
3. The hill hexes at J2-I3 and continuing to E3-E5 are considered to be level one terrain only.
4. All level three and four hexes of Δ 783 are considered to be Fort Du Roule. Hex 15M4 is considered to be level four elevation.
5. All hexsides of third level are now referred to as first level fort and all fourth level hexsides are now referred to as second level fort.
6. All first level fort hexsides are treated as 3+5 fort hexsides. All first level fort hexsides that are fort interior hexes have regular stacking capacities.
7. The hexes K3, J3, K6, L6, M7, and N6 on board 15 are also considered first level fort hexes.
8. The outer hexside of all first level fort hexsides are treated as having a shear face for purposes of determining new cliff hexsides.
9. Hexes N4, N5, M4, L3, and K4 on board 15 are considered to be second level fort hexes. SSR 8 applies in this case also.
10. All second level fort hexsides are considered to be 2+5 fort hexsides.
11. Any support weapon but SCW and any mortar may be fired from a fort hexside.
12. The stacking values of fort hexsides are not cumulative.
13. The German player also has available the following obstacles that are unplayable on fort hexes: 18 Trench, 15 Wire, 6 2+5+7 Bunkers, and 3 1+3+5 Bunkers.
14. The 10 hexrow of board 4 and the hexes of board 15 that aren't numbered next to the 10 hexrow half hexes on board 4 are considered to be an anti-tank ditch. It is treated simply as a level -1 hex, with the restriction that no vehicle may enter at any time. Infantry pay movement cost the same as a gully.
15. At the beginning of the scenario the German player must secretly designate two first level fort hexsides and one second level fort hexside to be opening into the interior of the fort. There are no other ways into the fort complex from outside.
16. The entire fort complex is treated as a large building. Movement may be made freely inside and all second level fort hexes are considered to have the equivalent of a staircase on the inside.
17. The German player may set up his squads anywhere on the mapboard, but not in the U.S. set up area. The crew counters must be paired with support weapons if larger than LMG. All HMG or MMG must be set up inside the fort. The obstacles provided except for the trench counters may not be placed within three hexes of the fort complex. There are no other set up restrictions.
18. There is no really specific time length to this scenario. This scenario has been found to be one that continued for a great deal of time. We recommend you play as long as it remains interesting and enjoyable.

## SCENARIO SPECIAL RULES (CONTINUED)

### Scenario 411 Fort Du Roule II

1. Scenario 410 SSR's 1-12 and 14-16.
2. All German units except the mortar units must be set up inside the fort complex. The mortar units may be set up anywhere on board 15, but within four hexes of the north edge.
3. In addition to the U.S. set up restrictions, the U.S. player must set up within three hexes of the south edge of board 15 if he places any units on board 15.
4. Climbing as per 162.4 is permitted.
5. CC inside the fort complex is treated as normal CC. Combat inside the fort complex is treated as combat inside a stone building for fire purposes.

### Scenario 412 Operation Epsom

1. The weather conditions for this scenario are heavy overcast. There is no wind change die roll, only a special die roll for the starting of rain.
2. The presence of rain must be checked for at the start of turn 3. If heavy rain occurs, the road movement penalties are doubled and the movement cost for clear terrain is doubled. These effects take place after the third turn of rain.
3. There is no road bonus for any unit on board 3. This cost is doubled during periods of long rain see SSR 2.

### Scenario 413 The Suburbs

1. The ELR does not apply to the 12SS PZ Division troops.
2. The three tanks enter on turn 6, not at the beginning.
3. Before the set up of the game, the Canadian player may designate five hexes regardless of normal artillery rules for a pre attack barrage. These hexes are then attacked just after set up, but before the game begins with 105mm regular artillery fire. The game begins normally after this point.
4. Only the area exclusively east of hexrow W is playable.

### Scenario 414 Mutually Deadly

1. All sunken road hexes are considered to be clear terrain road hexes.
2. All elevated road hexes are considered to be clear terrain road hexes.
3. Overlay F should be used on board 14. Overlay E should be used on board 6.
4. There is no stream system on board 13. The northern edge of the hexes that the swamp is in is considered to be a continuous hedgerow.
5. The 9th Division troops enter on turn 6. The 3rd Armored tanks may enter any time after turn 8.

### Scenario 415 Cut Off

1. Overlays H and I should be used on board 4.
2. Due to the isolated nature of the 2nd Battalion, the units of it may only use half firepower after turn 3.
3. Fog/Mist rules are in effect for the duration of the scenario. The die rolls per 111.24 do not begin until turn 4.

## SCENARIO SPECIAL RULES (CONTINUED)

### Scenario 416 Ronson Lighters

1. The SS troops may not move off board 15.
2. Board 15 hills are considered to have only two levels. The other two levels don't exist for scenario purposes.
3. Due to the fine defensive position of the guns on the ridge, they receive an additional +1 DRM TO HIT when fired on.

### Scenario 412 Additional Notes

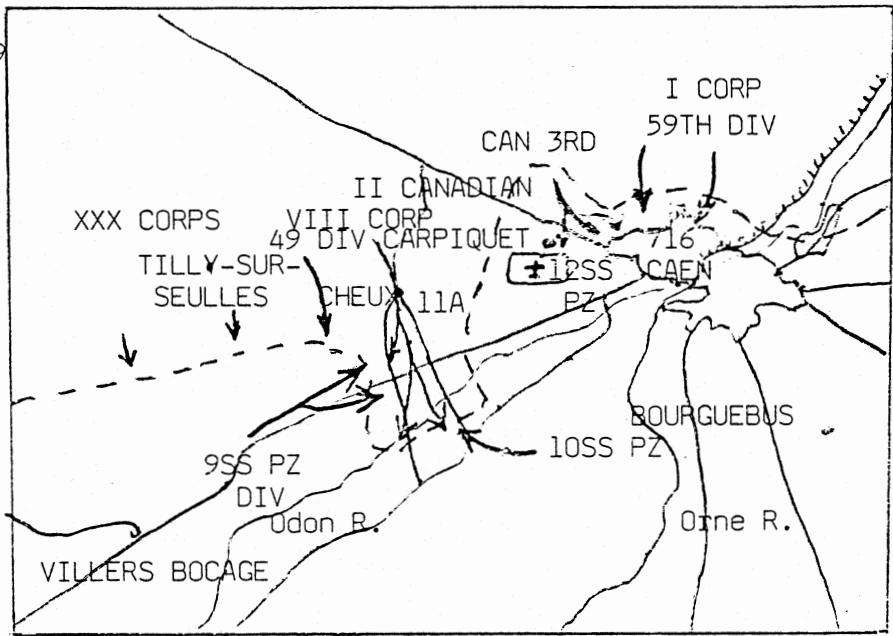
1. Overlay E should be used on board 6.
2. Overlay F should be used on board 3.
3. Also on board 3 use overlay G. Match the following hexes: G-D5-3AA3, G-F3-3CC1, and G-H7-3EE5.
4. The German player has available 1 module of 105mm artillery with normal ammunition.

### Scenario 409 Additional Note

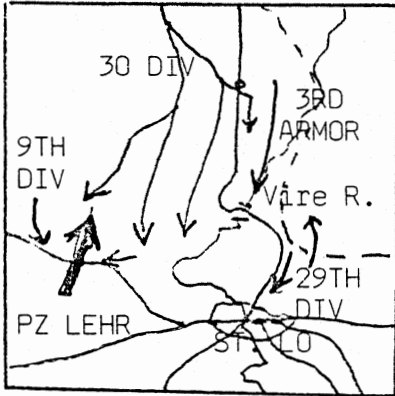
1. The German units may set up using hidden initial placement.



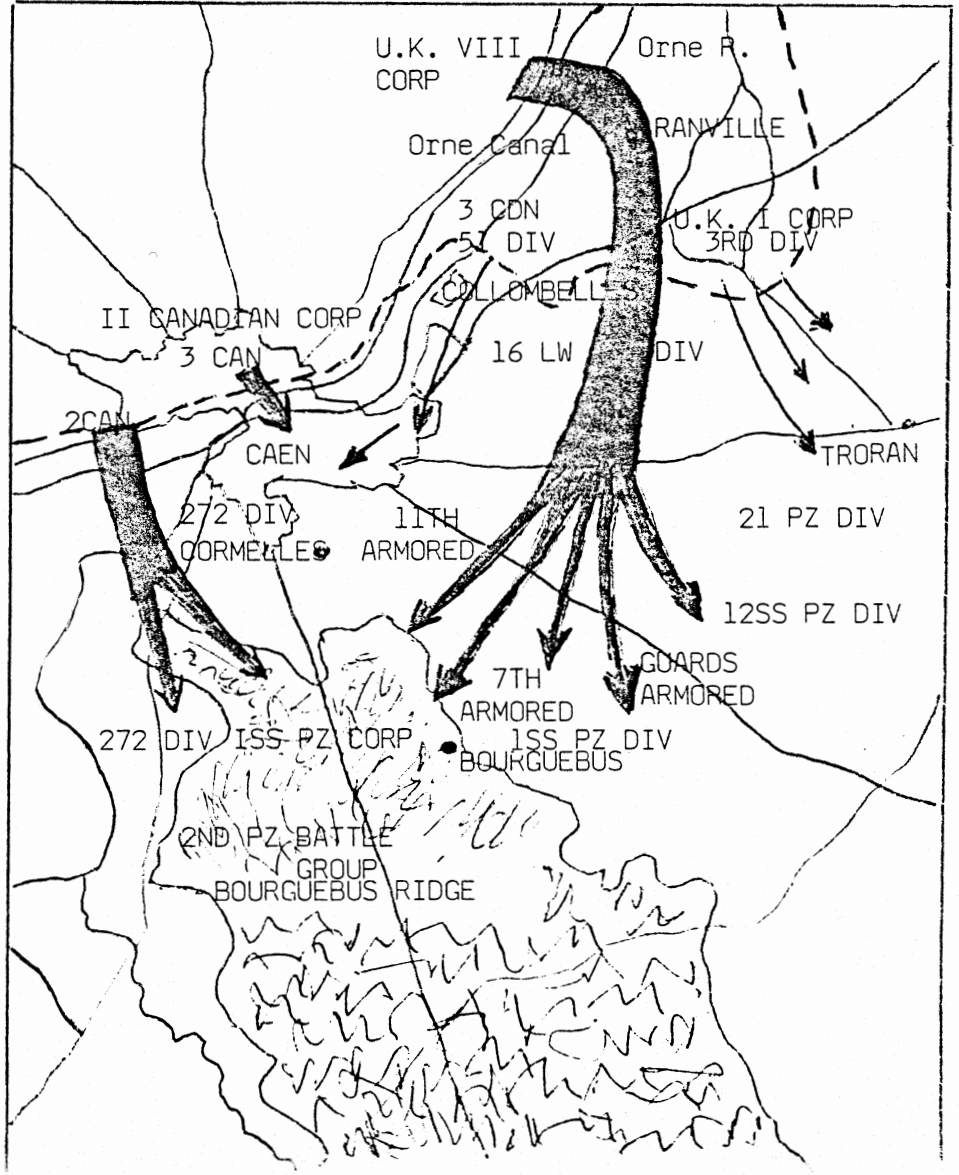
OPERATION EPSOM JUNE 26-29



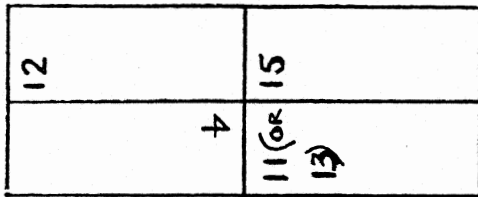
BATTLE FOR ST. LO JULY 11-24



OPERATION GOODWOOD JULY 18-20



# HEDGEROWS AND HILLS

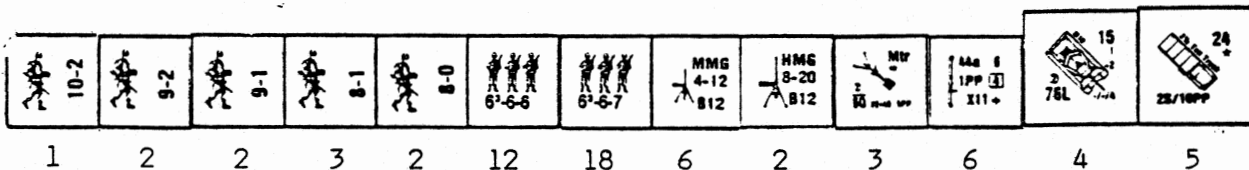


MARIGNY, FRANCE, JULY 28, 1944: Operation Cobra, the intended breakout from the Bocage, began on July 25 with a murderous saturation bombardment of the German frontline positions. Following this three infantry divisions pushed forward in attempt to open up the way for the armor. Progress was very slow through the hedgerows and it wasn't until the 27th that the key town of Saint Gilles was taken. Meanwhile farther down the road to Countances, Marigny was proving to be a tough task for the 1st Division. As night fell, the town was still in German hands.

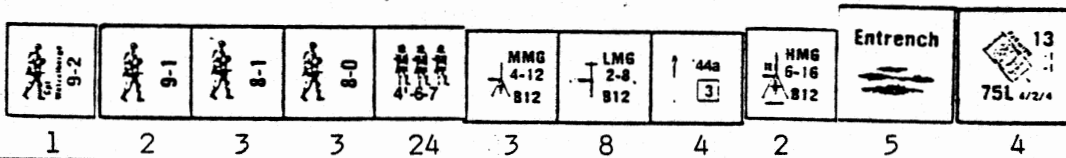
VICTORY CONDITIONS: To win, the U.S. player must leave no functioning German MMC on any board 15 hill hex. In addition, the U.S. player must exit 22 squad equivalents off board 12 between GG5-GG6. Fully functioning AFV's count as two squad equivalents

GERMAN SET UP	1	2	3	4	5	6	7	8	9	10	11
U.S. MOVE	12	END									

Elements U.S. 1st Infantry Division [No ELR]: Set up anywhere on the East half of board 11/13 and in the first four East edge hexes of board 15.

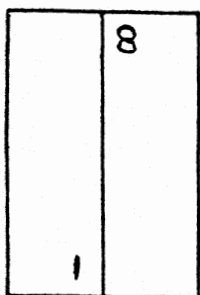


Elements German Panzer Lehr Division: Set up anywhere on board 15 (not in U.S. set up area), board 12, board 4, and board 11/13 (not in U.S. set up area).



AFTERMATH: The Germans of the battered Panzer Lehr Division were firmly positioned on the heights around Marigny. The defenders took full advantage of the high ground and the hedgerows. Finally on the third morning the Big Red One pushed the weary defenders off the hill and began the advance to Countances

# RIESENSAUERE I














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AVRANCHES, FRANCE, JULY 30, 1944: As of nightfall on the 28th, the German front was a shambles and the troops were in full retreat. Along the Cotentin Peninsula's west coast two armored divisions lead a hectic advance to Avranches. This was the last solid defense line that the Germans could utilize before the open plains of France. Just prior to nightfall on the 30th the 4th Armored seized the highway bridges in Avranches before the Germans had time to defend them. The U.S. position wasn't quite as secure as it appeared though.

VICTORY CONDITIONS: The German player must exit 13 squad equivalents off the mapboard at 1A5/1A6, 1Q1, or 1I1.









U.S. SET UP	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

Elements U.S. 4th Armored Division [ELR:4]: Set up anywhere on mapboard south of river.

 9-2	 8-1	 9-1	 8-0	 6-6-7	 Mtr 85 10-10	 IPP 6 111+	 MMG 4-12 812	 14 75 17/18	 13 75 17/18	 28 15/7PP
1	2	1	2	14	2	3	3	4	4	4

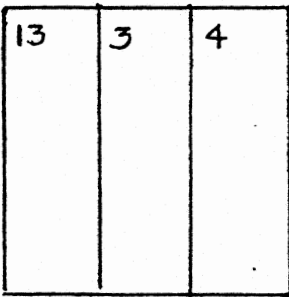
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Elements German LXXXIV Corp Troops: Enter north edge of board 8 on turns 1 and/or 2.

 1-0	 8-0	 1-0	 4-6-7	 LMG 2-8 812	 MMG 4-12 812	 Mtr 81 10-30	 24 15/7PP
2	2	4	17	5	1	1	5

AFTERMATH: A large column of German troops came down the road to Avranches and met up with the American troops guarding the crossings. Fighting broke out with the Americans abandoning the bridge. The Germans crossed the bridge and began to fan out in an escape attempt. Mixed up fighting took place with a few Germans managing to escape, but the American troops regained control of the crossings.

# A SHORT DELAY



SAINT BARTHELEMY, FRANCE, AUG 7, 1944: The reaction by Hitler to the huge Cobra breakthrough was to launch a counterattack. This attack was aimed at Avrancehes through Mortain with the intent to cut off the U.S. 1st and 3rd Armies. The U.S. 30th Division lay right in the path of the advancing Germans. The 30th Division was a tired but veteran unit that had only just moved into it's frontline positions. To the north of Mortain the Germans advanced 7 miles, but halted at daybreak. At Saint Barthelemy the Americans tried to slow down the strong German push.

VICTORY CONDITIONS: The German player must exit two thirds of the beginning total of AFV's and 6 squad equivalents off the west edge of board 13 at Y10-I10. The AFV's must have functional main armament to count toward the total exited. AFV's may not be exited as squad equivalents.

U.S. SET UP	1	2	3	4	5	6	7	END			
GERMAN MOVE											

Elements 2nd Batt. 117th Regt. U.S. 30th Division [ELR:4]: Set up anywhere on boards 3 and 13 using hidden initial placement.

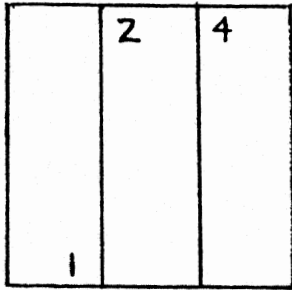
1	2	3	14	3	2	1	2	4

Elements German 2nd Panzer Division: Enter east edge of board 4 on turn 1.

1	2	4	1	18	6	2	5	4	4

AFTERMATH: The German attack was strong and two companies of the 117th regiment were hard pressed to stop the flood of the attack. The units delayed as long as possible, but the tanks and infantry succeeded in overrrunning the defenders and continuing their advance.

# THE LOST BATTALION

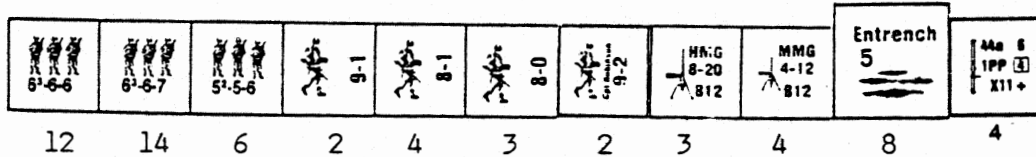


HILL 317, NEAR MORTAIN, FRANCE, AUG 9, 1944: When the German attack broke on August 7 one of the key objectives was hill 317 to the east of Mortain. This hill was the key to the surrounding area because of the excellent observation it provided for the occupant. By daybreak on the 7th the hill was surrounded by the Germans and cut off. The defenders were in need of supplies and the Germans were attacking constantly.

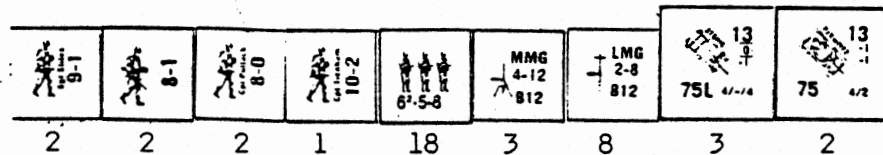
VICTORY CONDITIONS: To win, the German player must leave no functioning U.S. MMC on any board 2 hill hex. to win, the U.S. player must have at the end of the scenario controlled 12 parachute counters. If both sides fulfill their VC the German player wins. If neither side fulfills their VC the game is a draw.

U.S. SET UP												
GERMAN MOVE	1	2	3	4	5	6	7	8	9	END		

Elements 2nd Batt. 120th Regt. U.S. 30th Division [ELR:4]: Set up anywhere on board 2.

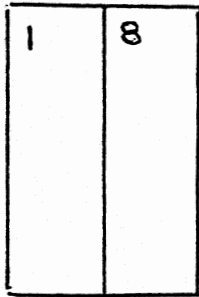


Elements German 2nd SS Panzer Division: Set up anywhere on boards 1 and 4.



AFTERMATH: The assaults by the Germans were viciously intense as the steep slopes and hail of fire kept them at bay. Supplies were airdropped to the defenders and the battalion held out for five days. The observations of the "Lost Battalion" made it possible for the Allied planes to stifle and harass the advancing Germans.

# ANOTHER STALINGRAD

















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ST. MALO, FRANCE, AUG 11, 1944: Following the breakthrough into Brittany, a key objective of the Americans was the capture of the areas excellent ports. Ports such as Lorient, Brest, and St. Nazaire were heavily defended and held out during long bitter struggles. A typical example of this was St. Malo, whose garrison commander promised it would be "another Stalingrad". The German defenses consisted of fortified complexes and the Citadel, a heavily reinforced 18th Century fort. Artillery, bombers, engineers and tanks pounded the defenders but they refused to yield. Peacemaking efforts failed and a new assault went in determined to take whatever remained of the port facilities.

VICTORY CONDITIONS: To win, the U.S. player must capture half of the port facilities hexes intact and undamaged. To win, the German player must not allow the the U.S. player to occupy any port facilities hexes, destroyed or otherwise. Any other result is a draw.














GERMAN SET UP	1	2	3	4	5	6	7	8	END		
U.S. MOVE											

Elements U.S. 83rd Infantry Division and support units [ELR:3]: Set up in the first four hexes of the south edge of board 1.

													
16	9	9	2	2	4	4	3	5	3	4	2	1	6

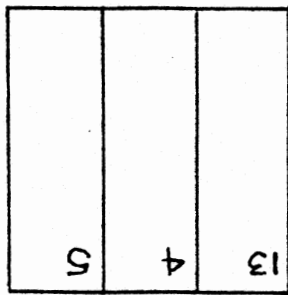
Elements LXXXIV Port Garrison Troops: set up anywhere on the mapboard but not in the U.S. set up area.

4 8-0 LEADERS

												
16	20	2	3	1	3	7	3	16	14	4	6	50

AFTERMATH: The troops of the 83rd went in following another bombing raid on the Citadel. They used flamethrowers, demolition charges, artillery fire and mortars. The attack was a failure and it would be another week before the defenders capitulated leaving a demolished harbor behind.

# ON TO FALAISE

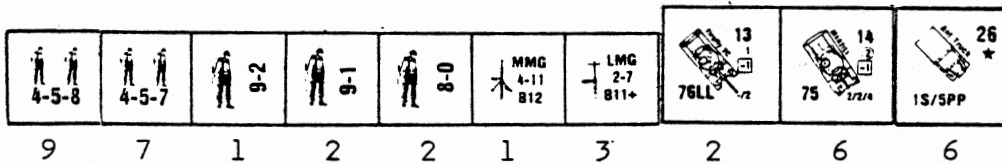


NORTH OF FALAISE, FRANCE, AUG 14. 1944: On August 8th just at the height of the Mortain battle, the Canadians attacked south along the Caen/Falaise road. The 600 tank attack pushed three miles southward and brought up the possibility of a hook up with the encircling American forces. On August 14th the Canadians resumed the crucial attack toward Falaise, after a stop.

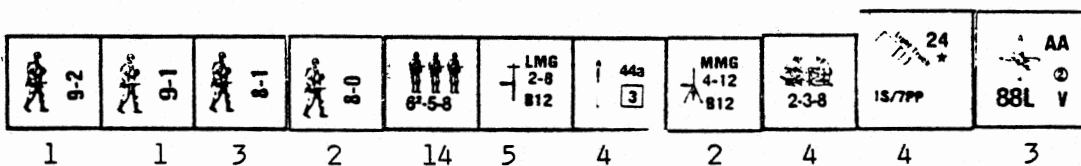
VICTORY CONDITIONS: To win, the German player must prevent any three functioning Canadian AFV's from being on board 5 at the end of the game. Three squads count as one AFV for these purposes, but two of the three must be AFV's. Any other result is a Canadian victory.

GERMAN SET UP														
CANADIAN MOVE	1	2	3	4	5	6	7	8	9	10	END			

Elements Can 3rd Infantry Division plus 2nd Armored Bde: Enter north edge of mapboard.

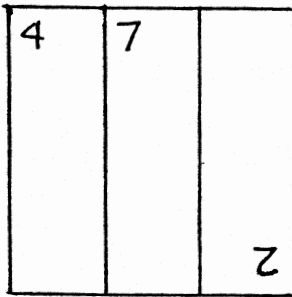


Elements German 12SS Panzer Division: Set up anywhere on board 5 using hidden initial placement,



AFTERMATH: The attack resumed following a tremendous air bombardment. The three wave assault consisted of tanks and motorized infantry. A stream had to be forded shortly after the attack began. The main battle took place in a wheatfield with the German player firing from woods. The struggle continued with the Canadians moving to within three miles of Falaise; ready to close the pincers with the Americans.

# ESCAPE BY NIGHT



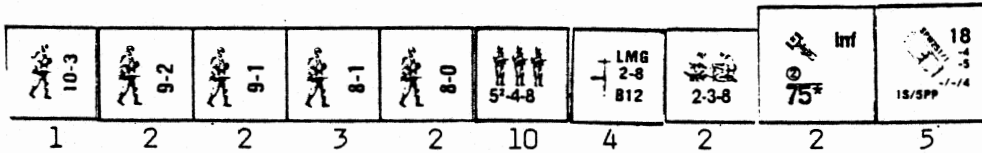
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NEAR CHAMBOIS, FRANCE, AUG 19, 1944: As the Falaise pocket was squeezed shut, the Germans in a very orderly fashion retreated as many troops as possible from the trap. Polish troops and armor near Trun and Chambois held the Mont Ormel Ridge. From this position they commanded the retreat route of the German columns and fired on them mercilessly. The remnants of the 3rd Parachute Division began it's exodus from the pocket. General Meindl organized the retreat under the noses of the Poles. Around midnight the combat teams moved out.

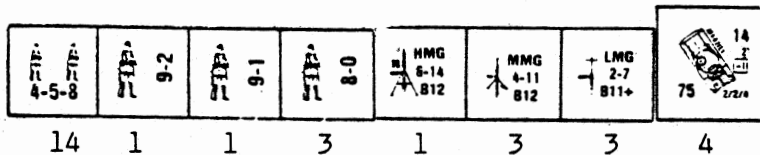
VICTORY CONDITIONS: To win, the German player must exit three fourths of all leaders and half of all squads that started the game off the mapboard between 2A1-2A6. Any other result is an Allied victory.

POLISH SET UP	1	2	3	4	5	6	7	8	END		
GERMAN MOVE											

Remnants 3rd Parachute Division: Set up anywhere on board 4 from the west edge to hex-row N inclusive.



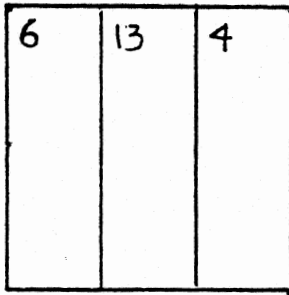
Advance elements Polish 1st Armored Division: Set up anywhere on board 2.



AFTERMATH: The two columns ran into Allied strong-points in the early phases and were disrupted. Meindl and his combat team reached the Dives River just after midnight. The opposite side was covered with thick underbrush and growth and to make matters worse Polish troops were on the hill above. Under cover of fire and darkness, the men forded the river but ran into enemy tanks and fire on the opposite side. Nevertheless, the combat team made it's way out of the area and into the lines of the 2nd PZ Division. Most importantly though Meindl and other vital combat leaders escaped to fight again.



# THE ROAD TO PARIS



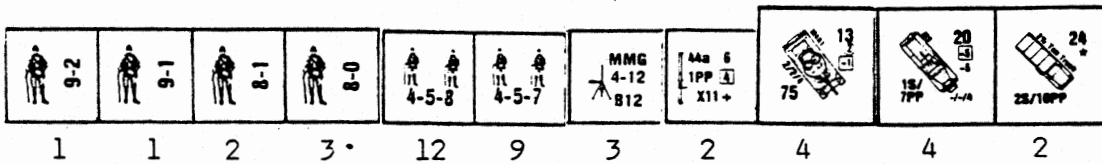
N →

NEAR PARIS, FRANCE, AUG 24, 1944: The Falaise pocket was closed on August 20 and with it's reduction the Third Army set off in a race to the Seine River crossings. There was indecision until August 23 whether Paris should be assaulted and by whom. At that point it was decided that the French 2nd Armored Division aided by the 4th Infantry Division would take the city. The French moved out into the rain and on to Paris on the 23rd. The progress thanks to the weather and the enemy was slow. At dawn on the 24th three columns set out determined to push into the city.

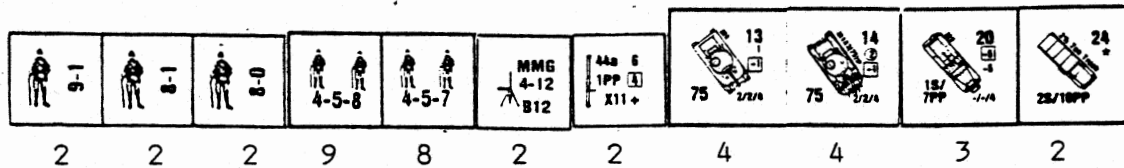
VICTORY CONDITIONS: To win, the German player must prevent no more than 10 squad equivalents combined from exiting the board at 4Q1 and/or 4Y1. AFV's with functioning main armament count as two squad equivalents. any other result is a French victory.

GERMAN SET UP	1	2	3	4	5	6	7	8	END		
FRENCH MOVE											

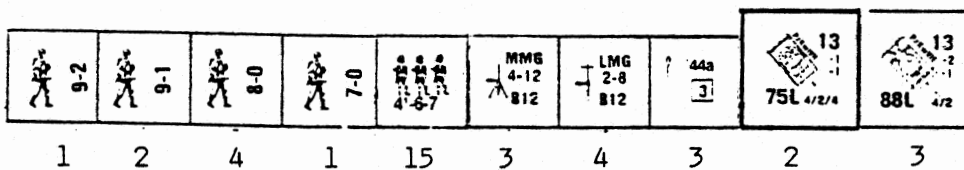
Elements French 2nd Armored Division Task Force 1: Set up on west half of board 6 but in the first four hexes from the south edge.



Elements French 2nd Armored Division Task Force 2: Set up on east half of board 6 but in the first four hexes from the south edge.



Elements German Paris Defense Forces: Set up anywhere on the mapboard but not within two hexes of the French set up areas.



AFTERMATH: The three columns made slow progress in the steady drizzle. The French ran into the city's outer defences a short time later. The 88's and concealed tanks made quick work of the French vehicles. Though suffering heavy losses the French continued on determined to get into the city at all costs

## SCENARIO SPECIAL RULES 417-424

### Scenario 417 Hedgerows and Hills

1. Board 11 is the board recommended board for use with this scenario but, board 13 may be used in it's place if board 11 is not owned.
2. If using board 11 the following terrain considerations prevail. The light brown rust colored terrain is level 1 hill. All green hexsides are hedgerows. All grey hexsides are stone wall. All other regular terrain considerations are in effect.
3. If using board 13 the following terrain considerations prevail. There is no stream and as a consequence all regular terrain caused by the stream and drainage are also clear terrain. There is no elevated road and hexes 13K6, L3Y8, and 13CC5 are regular road hexes.
4. The road on board 15 beginning at hex 15BB2 and winding around hill 714 to hex 15FF5 does not exist for game purposes with all road hexes being regular clear terrain hill hexes. The road leading into 15 BB1 now ends into a level one single hex wooden building. Hex 15GG6 is still a road hex and joins as regular with board 12.
5. The board 12 road exiting the map at 12I1 is changed. From 12J2 the road proceeds on a path following hexes I3-H3-G4-F4-E4-D4-C5-B5-A6/5. Hexes I2 and I1 are clear terrain. There is no graveyard on board 12, instead the graveyard is clear terrain.

### Scenario 418 Riesensauerei

1. The word Riesensauerei has no exact translation, but it roughly means a gigantic mess or a madhouse.
2. There is a two lane stone vehicle bridge on board 8 extending from hexes Q3 to Q8.
3. All hexes on the north side of the river on board 8 and west of hexrow T inclusive are unplayable for game purposes.

### Scenario 419 A Short Delay

1. On board 4 there is considered to be a road extending from 4Q1 to 4Q10. The east hexside of 4Q3 is clear terrain.
2. Overlay A should be used on board 3. Hill 522 is clear terrain but the trees on the hill are still present but at regular ground level instead.
3. Scenario 417 SSR 3 applies in this scenario. In addition overlay D should be used on board 13, matching the following hexes: DP8-13X7, DJ4-13R3, and DG9-13O8.
4. Hills 498 and 547 on board 3 do not have level 2 hexes. These hill are all level 1 terrain.

### Scenario 420 The Lost Battalion

1. Movement costs to a higher elevation are doubled for all units. An AFv moving to a higher elevation than previously occupied must roll for breakdwn with an 11 or 12 causing immobilization.
2. Beginning on turn 2 the U.S. player receives 5 parachute counters per turn that represent supply drops. The drop hexes are chosen by the U.S. player during the turn of drop. Each counter must have a designated drop hex that is within 2 hexes of another counter. There is no wind for airdrop purposes. The German player may destroy a supply counter by occupying for the duration of one game turn with an unbroken MMC. Control for the U.S. player is defined as having remained in the hex with the parachute counter for one player turn with an unbroken MMC. For example: If the U.S. player moved into the hex in the movement phase it would have controlled the counter by not being broken during defensive fire and not moving out during the advance phase. If the U.S. player moved in during the advance phase it would have controlled the counter by not being broken in the German prep fire

## SCENARIO SPECIAL RULES 417-424 (CONTINUED)

phase and not being destroyed or in melee during the close combat phase.

### Scenario 421 Another Stalingrad

1. The U.S. player has one module of 155 artillery with plentiful ammunition.
2. Board 8 hexes X4, X5, W5, W6, V6, W7, X7, and X6 are one large building. It has regular building stacking conditions. It has a +4 DRM to any fire into it and in all other respects it is governed by the rules for fortifications 161.0.
3. All board 8 and Board 8/1 woods half hexes are considered to be level one stone building hexes.
4. Board 8 hexes M10, N9, O10, P9, O9, and O8 are termed port facilities hexes (PF). Each PF hex is the same as a level one wooden building hex for combat and stacking purposes. The PF hexes are not interconnected. The PF hexes themselves are ground level clear terrain hexes with the PF situated in them, therefore SSR 3 is ignored for hex M10. In addition SSR 3 is ignored for hexes L10 and N10. The German player may destroy a PF by having an unbroken squad spend 4 player turns in the hex.
5. Two special demolition engineer squads should be added to the German OOB. These squads only require 3 turns per SSR 4 to destroy a PF. These squads function as normal engineers in all other respects.

### Scenario 422 On To Falaise

1. Overlay D should be used on board 4, matching the following hexes: DP8-4M5, DJ4-4S9, and DG9-4V4. Hexes DG9 and DG8 are still a continuous wheatfield. Hexes DH7 and DH8 are also wheatfielded and connect the two adjacent wheatfields into one large one.
2. Board 13 hexes K6, CC5, and Y8 are clear stream hexes without bridges. The depth is shallow. There are no elevated road hexes on board 13.

### Scenario 423 Escape By Night

1. On board 7 there are no islands. All hexes adjacent to a river hex on the east half of board 7 and on the north side of the river are forest hexes. Hexes AA6-AA9 and Q4-Q9 are shallow stream hexes, while the rest of the river is regular depth with slow current running west.
2. Night Rules are in effect for the duration of the scenario.

### Scenario 424 The Road To Paris

1. Use overlay E on board 6.
2. Scenario 417 SSR 3 applies to this scenario.
3. Scenario 419 SSR 1 applies to this scenario.
4. The German player prior to set up may specify any 4 hexes as being haystack hexes. These hexes need not be revealed to the French player but must be written down. They must be within 3 hexes of a wheatfielded hex. The German player may place any four of his tanks in these hexes. To keep secret from the French player what AFV are in these haystack hexes, the German player may use any 5/8" counter to designate location of his unhidden tanks. The identity of these tanks is not revealed until fired on. The haystack tanks are not revealed until they fire and even then the identity of the tank is not revealed until it moves out of the haystack hex.

OPERATION COBRA AND THE RACE ACROSS FRANCE JULY 28 TO AUGUST 30, 1944.

