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DESIGN PAK 7

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

"FROM THE POWERFUL MINDS OF THE EASTSIDE GAMERS COMES 12 BRAND FRICKEN NEW, ACTION PACKED,
BALL-BUSTING AND TIME CONSUMING SCENARIOS DESIGNED TO CHALLENGE EVEN YOUR SKILL LEVEL".

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St Lo, Normandy, France, July 18, 1944: The savage fighting amongst the hedgerows for the past few weeks had taken its toll on both sides. The German defenders were very adept at thwarting the immense firepower advantage that the Americans held. But the constant pressure of men and materials and above all, air superiority, were bleeding the Germans white. By the 18th of July, a task force of the 29th Division was ready to proceed toward St. Lo. Accompanied by the 115th Infantry Battalion, Task Force C entered what was referred to by General Cota as, "a mere shell of a town".

VICTORY CONDITIONS: The American player wins immediately by Controlling all ground level hexes of buildings 21 B2, G7, F9, and 20 Z7 and FF1, or by accumulating ≥ 24 CVP's by scenario end. The German player wins by avoiding the US VC or immediately by accumulating ≥ 30 CVP's (See SSR 8).

BALANCE: Americans - Exchange 1 MMG for a 50cal HMG
German - Exchange either 9-1 leaders for a 9-2

	20
21	


N

Only hexrows A-P on board 21 and hexrows R-GG on board 20 are playable.



GERMANS set up first • AMERICANS move first

1	2	3	4	5	6	7
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Select One Group - See SSR 4 and SSR 5

GROUP #1

Remnants of 352 Inf. Division set up on/between hexrows EE thru T on 20 and C thru N on 21:

(ELR 3) (SAN 5)

E	E	1	Cr					HMG	MMG	LMG	MTR	DC	PSK	?
8-3-8	4-6-8	4-6-7	2-2-8	9-1	8-1	8-0	7-0	7-16	5-12	3-8	50*	30-1	12-4	
x3	x6									x2		x2		x12

AT M12 Pak 35/36 37L	Wire XXX XXXX	Roadblock ///////// /////////	12 AP MINE	Booby Trap Level B	Fortified Building Location
x3	x3		x1		

GROUP #2

Elements of 3rd Parachute Div. set up on/between hexrows EE thru T on 20 and C thru N on 21:

(ELR 4) (SAN 5)

E	2	Cr				MMG	LMG	MTR	DC	PSK	?
5-4-8	4-4-7	2-2-8	9-1	8-1	8-0	5-12	3-8	50*	30-1	12-4	
x6	x4			x2		x2	x3				x10



RCL M11 LG 40 75*	Wire XXX XXXX	Roadblock ///////// /////////	12 AP MINE	Booby Trap Level C	Fortified Building Location
	x2	x2			x2

Elements of US "Task Force C", and the 115th Infantry Battalion enter on Turn 1 from the North edge as per (ELR 4) (SAN 3) SSR 6:

Group A

E	E	MMG	DC
7-4-7	6-6-7	4-10	30-1

x3

Group B

E	E	DC	BAZ 44
7-4-7	6-6-7	30-1	8-4

x3

x2

Group C

E	1	MMG	DC
7-4-7	6-6-6	4-10	30-1

x3

Enter with any Group or Groups:

				Hero	E	FT	MTR	M4	13	M4A3	15	M4 (105)	13
9-2	9-1	8-1	8-0	1-4-9	3-4-7	24-1	60*	75	2/4/4	75	2/4/4	105	2/4/4

x2

x2



Enter on Turn 2 from
the North edge:

M4 Tankdozer	12
75	11
	4
	-4/4

x2

SPECIAL RULES:

1) EC is Moderate with no wind at start. Kindling is NA. Road bonus is NA. Treat all Woods as Stone Rubble. Treat all Graveyards as Orchards (road in these hexes is NA). Rowhouses do not exist, treat the black bar as Open Ground for infantry bypass only. German units may freely use Sewer Movement (B 8).

2) Treat buildings 21 J4 and 20 U3 and Z3 as gutted 1.5 level Factories (O5.5). Buildings 21 E6 and G7 have Cellars (O6). Prior to game start, the German player may place 8 rubble counters on any building location anywhere in the playing area (exc. building 20 Z7 is NA) and one falling rubble counter in any adjacent open ground or road hex. Use appropriate type counters for falling rubble (wood or stone).

3) The German player has a special OBA capability from turns 2 thru 4. It consists of an 80mm (HE only) concentrated OBA attack. Starting on their player turn 2 and any allowable PFPh/DFPh thru turn 4, the Germans may make 1 80mm OBA attack per player turn with a maximum of 3 attacks allowed per game. A dr is rolled to determine which board the attack will occur on: Even = 20 / Odd = 21. Place an SR on any hex containing a road intersection. Accuracy is NA and drift is halved, FRU. Immediately after drift is resolved, place a FFE-1 and make the attack. The FFE-1 counter is removed at the end of the current players turn CCPh.

4) The German player selects 1 of the 2 groups. Following rules apply for the group chosen: **Group 1** - May HIP one Squad equivalent and any SMC/SW that sets up with it. The 8-3-8 is a Combat Engineer with an underlined morale (ELR 5) and must possess the 2 DC. The 37L AT has one automatically allowed *Stielgranate* round available (see German ordnance note B, pg. H20). If fired, it may attempt to fire another using the normal special ammo depletion rules. **Group 2** - May HIP one Squad equivalent and any SMC/SW that sets up with it. All MMC are stealthy and are considered Elite. All 5-4-8's have a smoke exponent of 3 and the 4-4-7's smoke exponent is 2.

5) The following apply to all fortifications regardless of group. Any German unit in a Fortified location is Fanatic (A10.8). Boobytrap levels may never increase. Tunnels are NA. Wire counters may not set up adjacent to each other.

6) All US Groups must enter with at least 1 AFV and 1 leader. Each group may deploy 1 squad each. Each group must enter within 2 hexes of the following: 21 P4, 21 P10 and 20 R3. Prior to entry on Turn 1, the US player may place 3 dispersed Smoke counters a maximum of 4 hexes from the North edge. All Smoke is removed at the end of the US turn 1 CCPh. Any Good Order, MMC/SMC in an AFV's hex during any time it fires, cancels the +1 BU to hit DRM. A SMC will forfeit any leadership fire modifications if it directs the AFV's fire.

7) The American 7-4-7's are Combat Engineers. Treat their moral as underlined. They must possess the DC's at game start.

8) Any time the American player successfully mops up or occupies all hexes of buildings 21 B2, G7, F9, 20 Z7 and FF1, the German SAN is lowered by 1 per building.

9) The American player accumulates victory points by the following: Exiting units off the South edge on/between 20 GG5 and 21 A1 (prisoners not doubled)

1 VC for each Rubble hex with a trailbreak

2 VC for each Roadblock eliminated

3 VC for control of building 20 Z7

5 VC for control of building 21 F9

8 VC for control of building 21 G7

The German player can subtract victory points from the US total by CVP's of US units (prisoners not doubled) and by exiting Good Order units off the South edge starting on turn 6.

AFTERMATH: Compared to the heavy fighting of the hedgerows, resistance in St Lo seemed light. Bombed on D-Day and ravaged by artillery, the city was utterly destroyed. Rubble and burned out vehicles were everywhere and the stench of decay permeated the air. As the Americans cautiously moved in, snipers and occasional artillery fire started to take a toll. The typical German tactics of boobytraps and strategic, fortified strong points hindered their advance. The AFV's were hampered by rubble blocked streets but by using the telephone sets mounted on the rear of the tanks, accompanying troops were able to spot fire for the crews inside. Door to door and building to building, the Americans started to clear the city. By 1900 hours on the 18th, St Lo was declared secure.

Hamminkeln, Germany, March 24, 1945: Operation "Varsity", the great air assault supporting the British Rhine crossing near Wessel started 13 hours after the initial landings. Hundreds of aircraft winged over the crossings toward their intended targets east of the city. In the weeks prior to the attack, the Germans had brought in significant AA resources so that on the day of the attack, thousands of tracers could be sent skyward to greet the armada. Particularly hard hit was the US 513th Parachute Inf. Reg. Flying in the new C-46, which were faster than the old Dakotas, the lack of training in air operations and intense flak led to several planes being shot down and the Regiment landing in the British drop zone.

VICTORY CONDITIONS: The Germans win at Game End by avoiding the Allies VC's, or immediately by inflicting ≥ 36 CVP's (prisoners do not count double). The Allied player wins at Game End by any of the following:

- 1) There are no Good Order German MMC/AFV's* on board 44 & they control all buildings within 3 hexes of 17 S5
- 2) All AA and ART guns are captured, eliminated or unmanned by a Good Order crew
- 3) Control 3 out of the 5 bridges on boards 5 & 13 and there are no Good Order German MMC/AFV's on board 44

German AFV's are considered Good Order only with functioning MA and mobile and not in CC or Shocked.

BALANCE: German - All reinforcements arrive on Turn 4 per SSR 3
Allies - Substitute a US dm MMG for a dm .50cal HMG



GERMANS set up first • ALLIES move first

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

5		44
13		17

Only hexrows R-GG
on boards 5 and 13
are playable.

Elements of 84th Infantry Division set up per SSR 3:

(ELR 2) (SAN 4)

1	2	C	Cr	Cr				LMG	ATR	MTR	?	Wire XXX XXXX	AA 2cm FlaK 30	AA 2cm FlaK 38
4-6-7	4-4-7	4-3-6	1-2-7	2-2-8	8-1	8-0	7-0	3-8	1-12	50*			20L ₍₄₎	20L ₍₆₎
x3	x4	x5	x5					x2			x6	x4	x3	x2

Artillery Battery set up within 1 hex of 17 C2 (see SSR 2):

Cr	ART
2-2-8	leFH 18
105	
x2	x2

Company Battle Groups, 84th Infantry Division enter on Turn 4 and 5 on/between 17 Q1 and 5 R2 per SSR 3:

E	E	E		LMG 3-8	DM MMG 5-12	13 6 3 FlaK/Pz IV	15 2 1 FlaKpZ 38t	23 * * 3.7 FlaK LKW	33 4 1 PSW 234/1	16 1 1 SPW 251/1	16 1 1 SPW 251/10	28 * * Opal Blitz
5-4-8	4-6-8	2-3-8	8-1			37L(8)	*20L(6)	*37L(8)	20L(6) -/5*	15 PP AAMG -/3	37L -/3*	T7 21PP
x2		x2										x2



Choose either infantry leader or armor leader

9-2 or 9-2 AL

Elements of 6th British Airborne enter on Turn 1 as per E 9.12 (see SSR 4 and 6):

(ELR 5) (SAN 3)

E					LMG	DM	PIAT	DC	FT
6-4-8	10-2	9-1	8-1	8-0	2-7	MTR 51(2-8)	8-3	30-1	24-1
x10			x2		x6	x2	x4		



Elements of 513th Parachute Infantry Regiment enter on Turn 2 anywhere on/between hexes 44 AA10 and A1 (see SSR 4 and 6):

E	Cr	Hero				DM	DM	BAZ 45	DC	RCL
7-4-7	2-2-7	1-4-9	9-2	9-1	8-1	MMG 4-10	MTR 60*(2-18)	8-5	30-1	57
x8						x2	x2	x2		



Elements of 6th British Airborne enter on Turn 3 per E 8.1 - 8.5 (see SSR 5 and 6):

19 3 1 Locust(a)	Carrier MMG A	16 0 0	37 * * Jeep (a)	AT	ART	Cr
37LL	4PP BMG	T10 9PP	*57L	6 Pounder	M1A1 75*	2-2-8
x3	x2	x2				x2

**SPECIAL RULES:**

1) EC is Clear and Moderate with a mild breeze from the SW at game start. Wind change/force DR's are NA until German turn 3. Treat all Wheatfields as Brush. Kindling in NA. Boresighting is NA. Place overlays as followed: X 27 - 17 W6/V5, WD12 - 44 T8/S9. Place a burning wrecks in 44 W6 and F6 with drifting smoke.

2) The 2 105mm Art units set up unconcealed and face West. They may never move to a new hex. Crews may not grow concealment, never voluntarily break nor abandon guns. Starting on German turn 1 DFPh and every PFPh/DFPh thereafter, the battery is considered firing to support the defenders on the Rhine. The German player receives 1/2 CVP per aforementioned phase that it is firing support (7.5 CVP's total). This option is cancelled the moment an enemy ground unit gets into LOS and/or either battery is attacked by an Aircraft. After loosing its support capability, it may change CA and grow concealment. It may not regain the Rhine Support CVP option.

3) All AA guns must set up unconcealed and in AA mode (E 7.5). They must set up >=7 hexes from any other AA/ART gun. *For this scenario, only the AA guns may fire at Glider in the air.* All German, non crew infantry start concealed and must set up >=3 hexes from any AA/ART/MMC/?. They may set up in Foxholes in suitable terrain. All reinforcements must enter as passengers and have used 1/2 FRD MP's on turn 4 only. A maximum of 4 vehicles can enter on turn 4 and 5. The FlaKPzIV may enter fully deployed.

4) Prior to German set up, the British player must preregister the hexes his sticks will land on board 44 (E 9.12). There is no DR, the sticks will land per designation. All British paratroopers drop with their LMG/Lt. Mortars. The Piats/DC/FT all land/drift on a separate 1/2 counter (E 9.2).

5) The British Glider forces that arrive on turn 3 must land on board 44 (E 8.0). The Locust and Carriers are landed in Hamilcar Gliders (5) which can hold 1 vehicle per glider. The remaining gliders (3) are Horsa's, which can hold 1 Jeep/Gun/Crew per glider. MMG A Carrier crews are 2-4-8's.

6) The Allies receive 2 44 FB with bombs on turn 6 and are automatically recalled after they make 1 attack. All Allied troops are considered Elite for special ammo purposes, including the mortars and RCL special ammo. All Allied leaders have 1 smoke grenade each which can be used once pre scenario without a dr (keep a side record), and can never be captured or transferred. All Jeeps have an inherent driver after any crew/riders dismount.

7) For CVP purposes, a Glider is worth 1 CVP if shot down/crashes. Once landed, they are worth 0. FB's shot down are worth 3 CVP's.

AFTERMATH: For the Allies, resistance once landed was scattered but fierce, but their elan and training soon took over. The 513th quickly found themselves working with the British 6th to secure the landing fields intended for the gliders coming in the third wave. The gliders, large and slow, proved irresistible targets for the German flak crews and found they were landing in firefights with many zones still not cleared. The arrival of German reinforcements was an unwelcomed scare but with little cohesion, they added little to progressing battle. The speed of the Allied assault coupled with intense air support and well trained troops soon took their toll on the German defenders. By nightfall, the Airborne forces linked up with the land forces approaching from Wessel. Strategically, "Varsity" was a success but the cost of the operation was high, especially amongst the glider crews. "Varsity" was the single largest Airborne assault ever made but the casualties were steep. It showed that an operation like this, and on a scale of this magnitude, was truly the last of its kind.

South Poland, July 13, 1944: The Russian steamroller was rolling through southern Poland during the summer of '44. The Soviets were nearing Hungary itself. This threat agitated the Hungarian units in the area that were shoring up the line, inserted beside German infantry formations. On July 13 the Russians penetrated the defensive line at the juncture where the Hungarian 3rd Hussars abutted the German 102nd Infantry Regiment. Seeing an opportunity to split the line open at this weak spot the Russians threw hordes of infantry at the flank of the Hussars to pry it apart from the German line and exploit the Axis' tactical disadvantage.

VICTORY CONDITIONS: The Russian player wins at Game End if there are no Good Order Hungarian MMC on/adjacent to road 37 G5 - 24Y2 - 24W2, or immediately upon exiting 12 EVP off the West edge.

BALANCE:

Russian - Add 1 4-4-7 to OB

Hungarian - Add 1 LMG anywhere to OB



	37		24
6		43	



Only hexrows AA-GG on board 6, A-G on board 37, A-K on board 43 and GG-W on board 24 are playable.

RUSSIANS set up first • HUNGARIANS move first

1	2	3	4	5	6
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Elements of 18th Infantry Army, 1st Ukrainian Front set up on boards 6 and 43 on hexes numbered ≥ 8 :

(ELR 3) (SAN 2)

1			LMG	DM
5-2-7	8-0	7-0	2-6	MTR
				50*
x11			x2	



Elements of 3rd Hussar Regiment enter as indicated:

(ELR 3) (SAN 3)

Enter on Turn 1 on hexes 37 G5 and/or G4:

Enter on Turn 1 on West edge:

1	LMG
3-4-7	2-7
x4	

1		DM	
3-4-7	8-0	MMG	LMG
		4-10	2-7
x4			

Enter on Turn 2 on West edge (all units must enter on same hex):

1	
3-4-7	7-0
x3	

SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Kindling is NA.
- 2) Place Shellhole counters in hexes 6 EE2, 43 B3, I1. Buildings in these hexes do not exist.

AFTERMATH: Across rolling fields and past deserted farms the Soviet infantry's sub-machine guns spat at the desperate Hungarian riflemen. In typical Russian fashion they pressed forward regardless of casualties. The Hussars tossed platoons in their way piecemeal, but it was finally the terrain itself that helped slow the assault as wooded areas channeled the Soviets into kill zones where the Hungarian machine guns set up protected fire lanes that cut down the sub-machine-gunners in their tracks. The Axis managed to stitch up the line before more such incursions threatened the front.

Huelgoat, France, August 6, 1944: Time was running out for the German army in Brittany. The surprisingly swift advance of the Americans had cut off a large number of armed forces now trapped in the west of the province. The Germans, in full retreat, disorganized and demoralized, were heading to "Fortress Brest", their last stand in Brittany. In order to buy time for the city to build up its defenses, units able to mount resistance were ordered to dig in and delay the American advance as long as possible. Such was the fate of Col. Erich Pietzonka's 7th Fallschirmjager regiment in Huelgoat. Reinforced with support from the 343rd Inf. Div. and a handful of anti-tank weapons, they were about to take on the juggernaut of "The Super Sixth" armored division.

VICTORY CONDITIONS: Americans win at Game End if there are no Good Order German MMC's within both set up areas of board 54 or if there are no Good Order German MMC within 1 set up area and exiting 11 EVP (inf only) off the West edge between 55 I1 and Q1.

BALANCE:

Americans - Add 1 9-1 AL to Task Force B
Germans - Add 1 PSK to any OB group.



55	54
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N

GERMANS set up first
AMERICANS move first

1	2	3	4	5	6	7
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Elements of 6th Armored Division enter as indicated:

(ELR 4) (SAN 3)

Task Force A enter on Turn 1 on/between 54 A10 - M10:

E	1			Hero	MMG	BAZ 44	DC		M4A3	15	M4A3(105)	15	AL
6-6-7	6-6-6	9-1	8-1	1-4-9	4-10	8-4	30-1		75	2/4/4	105	2/4/4	8-1
x6	x3				x2				x2				

Task Force B enter on Turn 1 on/between 54 Q10 - Y10:

E	1				MMG	BAZ 44	DC	FT		M4A3	15	M4A3(105)	15
6-6-7	6-6-6	9-1	8-0	7-0	4-10	8-4	30-1	24-1		75	2/4/4	105	2/4/4
x3	x6				x2		x2			x2			



Light Tank Recon Co. enter on Turn 1
on road hexes 55 GG6 and/or 54 GG6:

M5 A1	17	M8	*36	M18 GMC	24
	6		2		3
	3		1		1
37LL	2/4/2	37LL	-1/4	76L	-1/4
x2		x2			

Col. Erich Pietzonka's 7th Fallschirmjager Regiment & Elements of 343rd Infantry Division set up as indicated:

(ELR 3) (SAN 4)

Set up within 4 hexes of 54 J2:

E	2	Cr		Hero	LMG	MMG	Stug III G	13	Pak 97/38	AT	AL
5-4-8	4-4-7	2-2-8	9-1	1-4-9	3-8	5-12	75L	8	75	M8	
x3	x3				x2		-1/2*	3			

Set up within 2 hexes of 55 E9:

	1	2	LMG
7-0	4-6-7	4-4-7	3-8

Set up within 4 hexes of 54 S2:

E	1	Cr			LMG	HMG	PSK	RADIO	Stug III G	13	Pak 97/38	AT
5-4-8	4-6-7	2-2-8	8-1	8-0	3-8	7-16	12-4	8	75L	8	75	M8
x3	x3				x2				-1/2*	3		



SPECIAL RULES:

- 1) EC are Dry with no wind at start. Bore sighting is NA. No Quarter is NA. Place overlay X13 on 54 T1-U2
- 2) Germans receive 1 module of 80mm OBA (HE only). First Battery access is automatic on Turn 1 (do not draw card). German Stug III are equipped with Sz (D 11.2).
- 3) All three American M4A3's are equipped with Gyrostabilizers (D 11).

AFTERMATH: Sixth Armor had been making swift and steady progress in Brittany when they stumbled upon Huelgoat on the road to Brest. Lulled by the ease of the last few weeks, they had actually allowed the 7th FJ to retreat into Huelgoat after surrounding them in Carhaix the day before. They paid for that mistake with three days of bloody fighting in which no less than 32 American tanks were destroyed.

MAY BE COMBINE WITH ESG #85 - "BLOODY BRITTANY" SCENARIO TO FORM "BITTER, BLOODY BRITTANY"

BITTER, BLOODY, BRITTANY

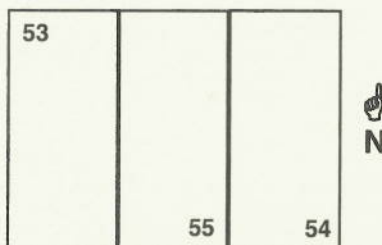
COMBINING SCENARIOS #84 AND #85

Scenario Designed
by D.S. Houseman

VICTORY CONDITIONS: Americans win at Game End by controlling hexes 53 I10, Q10 and Y10. Germans control these hexes at game start.

BALANCE: **Americans** - Add 1 9-1 AL to Task Force B • **Germans** - Add 1 PSK's to any OB group.

MAP BOARD CONFIGURATION:



TURNS:

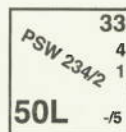
GERMANS set up first • AMERICANS move first



SPECIAL RULES:

- 1) EC are Dry with no wind at start. Bore sighting is NA. No Quarter is NA. Place overlay X13 on 54 T1-U2
- 2) Germans receive 2 modules of 80mm OBA (HE only). First Battery access is automatic on Turn 1 for both (do not draw cards). Radio on board 53 may be exchanged for a Field Phone. German Stug IIIG's are equipped with Sz (D 11.2).
- 3) All three American M4A3's are equipped with Gyrostabilizers (D 11).
- 4) German reinforcements enter next friendly player turn if/when the 2 StuG IIIG are eliminated or under Recall. They enter on any West edge road hex having expended half their MP's. The road hex entered must be under friendly control. Germans control all 3 road hexes at game start.

Reinforcements
enter as per SSR4:



x2

- 5) American's receive only one Light Tank Recon Co. reinforcement group. They enter on Turn 1 on road hexes 55 GG6 and/or 54 GG6:

Huelgoat, France, August 6, 1944: While 6th Armor's Task Force A & B were busy smashing a hole through Col. Pietzonka's 7th Fallschirmjäger regiment on the outskirts of Huelgoat, Task Force C made a head long advance through the open ground to the north of the city, hoping to secure the roads leading west for the advancing division. Huelgoat was suppose to be just a speed bump on the way to "Fortress Brest".

VICTORY CONDITIONS: Americans win at Game End by controlling hexes 53 I10 and Q10.

BALANCE: Americans - Add 1 9-1 AL to any AFV
Germans - Add 1 PSK to any OB group.



53	
	55



GERMANS set up first AMERICANS move first

1	2	3	4	5	6	7
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Elements of 6th Armored Division, Task Force C enter on Turn 1 on/between 53 A1 - A10:

(ELR 4) (SAN 3)

53 A1 - A10:									14 3 1	
E	1				MMG	BAZ 44	FT	DC	M7 HMC	
6-6-7	6-6-6	10-2	9-1	8-0	4-10	8-4	24-1	30-1	105	
x3	x9				x3	x2			x2	

Light Tank Recon Co. enter on Turn 1 on/between hexes 55 GG6 and GG10:



M5 A1	17 6 3	M8	*36 2 1	M18 GMC	24 5 3
37LL 2/4/2		37LL -/4/4		76L -/4	
x2		x2			

Elements of 343rd Infantry Div. set up on board 53 on/between hexrow H and S:

(ELR 3) (SAN 4)

E	2				Hero	LMG	MMG	PSK	RADIO	16 SPW 251/9 1 1	16 SPW 251/10 1 1
4-6-8	4-4-7	9-1	8-1	8-0	1-4-9	3-8	5-12	12-4	8	75*	37L -/-3
x6	x3					x2	x2				



Set up within 4 hexes of 55 V1:

Set up within 4 hexes of 55 V1:

2	Cr		LMG 3-8	50L Pak 38 AT M10
4-4-7	2-2-8	7-0		

x3

SPECIAL RULES:

- 2) Germans receive 1 module of 80mm OBA (HE only). First Battery access is automatic on Turn 1 (do not draw card). May exchange Radio for Field Phone.

AFTERMATH: Task Force C ran the gauntlet, through the fields in the north and into the tiny village of Huelgoat. Regrouping, they battled their way towards the western road junction the division needed to push on to Brest. Only after bloody house to house and hand to hand fighting did Task Force C manage to secure their objective.

BB GUN AT THE BABY PARADE

Scenario Designed
by Glenn Houseman

West of Warsaw, Poland, September 19, 1939: The Germans were surrounding Warsaw. But the cordon was still loose enough for the shattered remnants of Polish Army Ponzan to filter in from the forests to the north of the city. In order to ease their passage in, and disrupt German forces in the area sorties by three regiments were launched from the Warsaw perimeter on the 19th. The Poles still had quality troops to attack with, but the light armor that accompanied them was barely adequate for hard combat. Fortunately for them the German weapons immediately available were not of large caliber.

VICTORY CONDITIONS: The Polish player wins at Game End if they can trace a road free of German Good Order MMC on/adjacent to it from the South to North board edges, or immediately upon exiting 16 EVP off the South edge.

BALANCE: German - Exchange LMG for a MMG
Polish - Exchange 8-0 leader for a 9-1



6			5
4			54

↑
N

Only hexrows W-GG on boards 54 and 5, and AA-GG on boards 4 and 6 are playable.

GERMANS set up first • POLISH move first

1	2	3	4	5	6
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Elements of 19th Infantry Division set up within the road network 54 Y1-EE5- EE6-Y9-W8 and on/adjacent to hex 5 Y1 (see SSR 2):

(ELR 3) (SAN 3)

1	Cr						AA
4-6-7	2-2-8	9-1	7-0	LMG 3-8	MTR 50*	ATR 1-12	2cm FlaK 30
							20L(4)

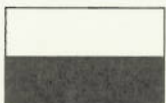
x7



Elements of 60th Infantry Regiment enter on Turn 1 on North edge:

(ELR 3) (SAN 2)

1						TKS 15
4-5-7	8-0	7-0	HMG 6-12	MTR 46*		1
					BMG	2/-
x12			x2		x3	



SPECIAL RULES:

- 1) EC are Moderate with no wind at start. Bore Sighting is NA.
- 2) Germans may set up one squad and any leader/SW that stack with it in hex 4 CC6

AFTERMATH: The Poles had the difficult task of cracking a hole in the line and simultaneously holding open a pathway back into Warsaw. Only one of the three regiments managed to achieve this goal, and only for a short time. Their efforts allowed many grateful units from Army Ponzan to make it into the "safety" of Warsaw. Within days however the city was completely sealed off and subjected to a devastating air and artillery bombardment.

Berlize, France, November 13, 1944: The CCB of the 6th Armored Div. seized the Nied bridge and crossed that river on November 11th. Colonel Lagrew, wary of German panzers to his north, sent a small cavalry force to form a blocking position between Berlize and Bazoncourt to protect the flank of the CCB as it attacked eastwards towards the 36th VG Division. Captain James Bridges set up positions six hundred yards south of Berlize at midnight. As morning dawned they saw a lot of movement in the town, but couldn't tell if it was friend or foe. The answer came soon as German tanks and assault guns poured out of Berlize and came straight at them.

VICTORY CONDITIONS: The Germans win immediately upon exiting 22 EVP off the board edge on/between hexes 42 FF10 and 57 P1, or immediately when there are no mobile American AFV's w/functioning MA anywhere on the map.

BALANCE: German - Decrease required EVP to 19
American - Raise SAN to 4



56			36
42		57	

N

Only hexrows GG-R on boards 56, 42 and 36, and A-P on board 57 are playable.

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

1	2	3	4	5	6	7
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Elements of 21st Panzer Division enter on Turn 1 or any turn/turns thereafter on/between hexes 56 R6 - EE1:

(ELR 4) (SAN 3)

1					LMG	MMG	HMG	MTR	PSK
4-6-7	9-1	8-1	8-0	7-0	3-8	5-12	7-16	50*	12-4
x11					x2				



Pz III L	13 6 3	Pz III N	13 6 3	StuG III G	13 8 3	Stu H 42	13 8 3	Al
50L	3/5	75*	3/5	75L	-/-2*	105	-/-2*	9-1

x3

Elements of 86th Cavalry Squadron & 603rd Tank Destroyer Battalion set up on boards 42, 57 and board 36 South of road 36 GG6 - R6:

(ELR 3) (SAN 3)

36 South of road 36 GG6 - R6:

1			MMG	MTR	BAZ 44	M5 A1	17 6 3	M8	*36 2 1	M8 HMG	17 6 3
6-6-6	8-1	7-0	4-10	60*	8-5	37LL	2/4/2	37LL	-4/4	75*	-4/4
x6						x2					



Enter on Turn 1 on/between 42 FF10 and 36 R6 (Infantry must enter as passengers):

E		15 M10 GMC 8 3	20 M3 A1 ((
6-6-7	8-0	76L -/-4	15PP AAMG -/-6
x3		x3	

SPECIAL RULES:

- 1) EC are Moist with no wind at start. Bore sighting is NA.
- 2) Americans may set up in appropriately sized Foxholes.

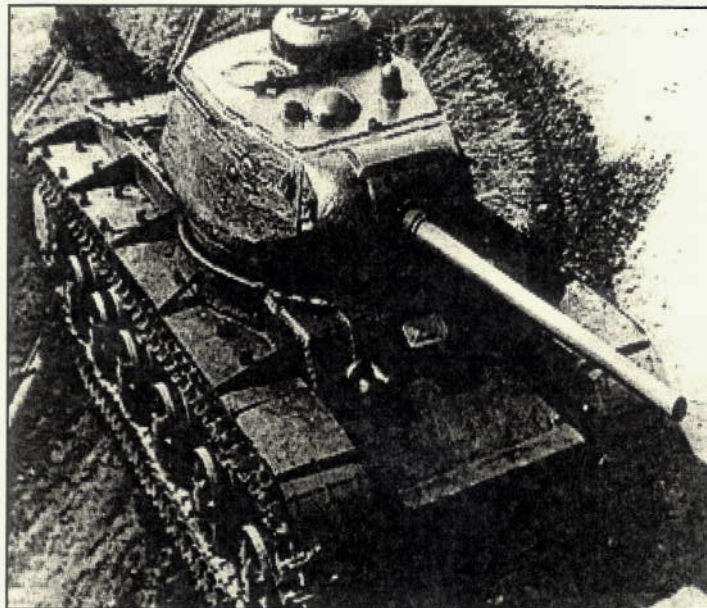
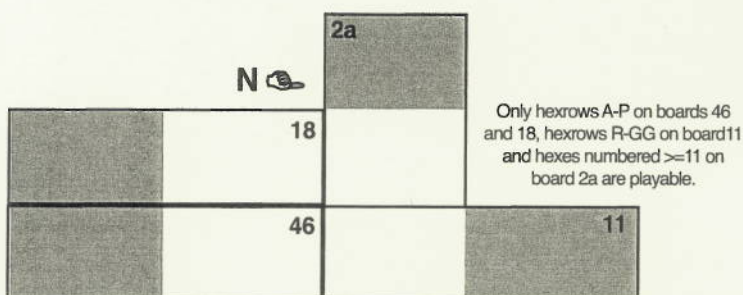
AFTERMATH: The battle was quick and furious. After only one half hour the Americans had lost 13 vehicles and 30 men. Desperate calls for artillery support went unanswered. But the blocking force maintained its tactical flexibility and fought a clever fighting withdrawal back into the hills that sloped down to Bazencourt. German gunfire continued to blast away at the successive defensive positions, but due to their own severe losses the Germans could not proceed further. The American bridgehead across the Nied river remained intact.

Bogodukhov, Ukraine, August 28, 1943: The German retreat after the Kursk debacle was marked by the valiant rear guard actions of small, mobile battle groups that held up the Russian armor thrusts long enough for vulnerable rear echelon units to escape in good order. Despite having only a smattering of battered armor left, the German tank crews were well led and experienced at mobile defense. A clash occurred near Bogodukhov where hills commanded interdiction positions across the German line of retreat.

VICTORY CONDITIONS: The Russian player wins at Game End if they have 3 AFV's w/functioning MA on level 2 hexes of Hill 523 on board 2a. The German player wins by avoiding the Russian VC or immediately upon exiting 2 AFV's w/functioning MA off the East edge.

BALANCE: Russian - Need only 2 AFV's on hill for VC.

German - Are considered Elite for Ammunition Depletion purposes.



RUSSIANS move first • GERMANS move second



Elements of 6th Guards Army enter as indicated:

(ELR NA) (SAN 3)

Enter on Turn 1 on same hex of East edge:

Enter on Turn 1 on same hex of East edge:

Enter on Turn 1 on same hex of East edge:

12	13
KV 85	SU 152
8	8
6	6
85L 1/4	152

10
KV-1 M42
11
11
76L 2/4

x2

16
SU 76M
4
1
76L

x2



Enter on Turn 2 on same hex of East edge:

16
T34-M43
11
6
76L 2/4

x3

Set up in any AFV:

AL
8-1

Remnants of 4th Panzer Corps enter on Turn 1 on West edge:

(ELR NA) (SAN 3)

13	13	13	12		
PZ IV H	Pz III L	StuG III G	Stu PZ IV	AL	AL
8	6	8	11		
3	3	3	3		
75L 3/5	50L 3/5	75L -1/2*	150*	9-1	8-1

x2

x3



SPECIAL RULES:

- 1) EC are Moist with no wind at start.
- 2) Crews may not abandon vehicles. Crew Survival is NA.

AFTERMATH: The German's advantage at long range gunnery helped them at first. But when the Soviets closed in all bets were off. The latest types of Russian armor were more than a match for the worn out Panzers who could not afford to trade shell for shell. The destruction was mutually assured. The few damaged Russian tanks that remained to claim the field weren't of much use to stop the continuing German retreat.

Radaskovicy, Russia, June 25, 1941: Army Group Center plowed into Russian held Poland and soon found out that the Russians fought nothing like the French or many others they had faced before. The toughest resistance was in towns held in regiment strength by units that had been told to hold at all cost until ordered to move. But because of the lack of communications orders never came. And so the Soviets stood their ground and died in place. At Radaskovicy the Germans attacked off the line of march and set about pounding their way into the town.

VICTORY CONDITIONS: The Germans win at Game End if there are no Good Order Russian MMC in 6 of the 7 multi-level buildings.

BALANCE: Russian - Add 1 5-2-7 or 7-0 leader to Turn 2 reinforcements
German - Add 1 MMG to units entering on South edge

Deluxe Boards

g		a	
f			b
h		e	

Only hexrows A-G on boards a and e and I-O on boards b,g,f and h are playable.



RUSSIANS set up first • GERMANS move first

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

Elements of Korobkov's 4th Army set up on any whole/half hexes of boards a and b and/or board e in hexes numbered <=2 (see SSR 2):

(ELR 3) (SAN 4)

1	C	Cr								AT M11 PTP obr 32	INF M8 PP obr 27
4-4-7	4-2-6	2-2-8	8-1	8-0	MMG 4-10	LMG 2-6	ATR 1-12	?		45L	76*
x6	x8	x2			x2	x2		x11			



Enter on Turn 2 on/between
a C1 and b I2:

1	11
5-2-7	T-26S M 37
x2	45L
	-14
	x2

Elements of Rifle Regiment 6 and Panzer Regiment 25, 121st Division enter as indicated:

(ELR 4) (SAN 3)

Enter on Turn 1 on South edge:

E						14	12
5-4-8	8-1	8-0	LMG 3-8	ATR 1-12	DC 30-1	Pz IVF1 6 3 75* 3/5	sig 1B 1 1 150*
x6			x2		x2		

Enter on Turn 1 on West edge:

1						14
4-6-7	9-1	8-1	MMG 5-12	LMG 3-8		Pz IIIF 3 3 37L 3/8
x11						x3



Set up in any AFV:

AL
9-1

SPECIAL RULES:

- 1) EC are moderate with no wind at start.
- 2) The Russians must set up at least 7 squads and 1 Ordnance gun on boards b and/or e.

AFTERMATH: The Russian defenders were stoic. Every building seemed as though possessed by fanatics. The Germans would clear one block only to find another beyond it infested by Russians who refused to surrender. There were even some tanks that effectively counterattacked. The very strong resistance lasted for a whole day before the Germans finally broke through with heavy casualties.

Kyigon, Meikita, Burma, March 20, 1945: The situation in the Meikita area was chaotic in March of '45. On some days the British forces would break up Japanese infantry formations with combined arms groups of patrolling infantry and armor, on other days the Japanese would concentrate and conduct savage attacks on critical parts of the line. One such Japanese attack tried to reach the all important airfield where British supplies and reinforcement were being fed into the battle. But first they had to demolish a "Defensive Box" held by fresh Indian troops.

VICTORY CONDITIONS: The Japanese player wins at Game End by controlling 7 multi-level buildings (British control all buildings at start). Every 4 Japanese EVP exited off the North edge count as 1 multi-level building for VC purposes.

BALANCE: **British** - Exchange MMG for a HMG and 2 ? counters
Japanese - Exchange 1 4-4-7 for a 4-4-8 and add 1 DC to OB



Deluxe Boards

f		d	
h		c	

N

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

BRITISH set up first • JAPANESE move first

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

Elements of 99th Indian Infantry Brigade, 17th Div. set up on boards d and f in hexes numbered =<3:

(ELR 4) (SAN 4)

E	1								19
4-5-8	4-5-7	9-1	8-1	MMG 4-12	LMG 2-7	MTR 51(2-11)	?		Stuart Recce (a)
x2	x7				x2		x5		*AAMG 2/-8



Enter on Turn 2 on same hex of North edge:

1	1		
4-5-7	2-4-7	7-0	LMG 2-7

Elements of 55th Infantry Regiment, 18th Division enter on Turn 1 on South edge:

(ELR 3) (SAN 2)

1	2	Cr							
4-4-7	3-4-7	2-2-8	10-0	9-1	9-0	HMG 6-14	LMG 2-6	DC 30-1	INF 37*
x6	x6	x2					x2		



SPECIAL RULES:

- 1) EC are Wet with no wind at start. PTO Terrain is in effect including Light Jungle.
- 2) There are no 2nd level locations. Level 1 of buildings with stairwell symbols are only accessible through these stairwells.
- 3) Stuart Recon (a) crew may not voluntarily abandoned vehicle.

AFTERMATH: The attack gained little ground for much slaughter. Intense Indian mortar and machine gun fire chopped up the Japanese troops and slowed the assault. Light armor, for which the Japanese had few defenses, turned the tide of the battle that day. There would be much more back and forth fighting in the days ahead before the Japanese would retreat back into southern Burma.

AFTERMATH: The French wouldn't go away and the attacking Germans were caught off guard by the determination and vicious character of the defense. Battalion 109 RI fought on as if every structure were Paris itself. Mounting casualties forced the Germans to send in any armor that could be scrounged up nearby to fight point blank. At nightfall the French filtered away, and the exhausted Germans wondered if the next days would hold similar unpleasant surprises.

Changlochieh, China, September 31, 1941: The 2nd Battle of Changsha began with smashing Japanese victories. Beginning on Sept. 7 they launched an offensive from Yochow southwards to Changsha. With the large lake Tung-Ting protecting their right flank, four gigantic columns of the Japanese 11th Corps drove hard across several parallel rivers as the Chinese fell back in seeming helplessness and incompetence. However clever Chinese General Hsueh Yueh was luring the Japanese into a trap. Once the Japanese reached their goal of Changsha and attacked it, the Chinese turned and held at all cost. The Japanese threw waves of troops into frontal assaults only to have them mowed down. Now General Hsueh sprung his trap by sending 3 divisions around the Japanese left flank rampaging through rear area communications, encircling their entire 11th Corps.

VICTORY CONDITIONS: The Japanese player wins immediately upon exiting 20 EVP off the North edge, or at Game End if they can trace a road from the South to North edge with no Good Order Chinese MMC on/adjacent to it.

BALANCE: **Chinese** - Exchange 2 3-3-7 squads for 2 4-4-7's
Japanese - Reduce EVP requirement to 15 EVP's



	46	
	55	
3		
	18	

N

Only hexrows A-P on all boards are playable.

CHINESE set up first • JAPANESE move first

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

Elements of Chinese 79th Corps set up and enter as indicated:

(ELR 2) (SAN 4)

Set up on/adjacent to hex 18 A8:

1			(g)
3-3-7	8-1	MMG 4-10	MTR 50*
x8			

Enter on Turn 1 on/between 18 P6 and 18 P1:

1			
3-3-7	8-0	LMG 2-7	DC 30-1
x8		x2	

Enter on Turn 4 on North edge:

1		
3-3-7	7-0	LMG 2-7
x2		



Elements of 4th Division, 11th Corps enter on Turn 1 on South edge:

(ELR 3) (SAN 3)

2					19 0 0 Type 92 CMG 2/4
3-4-7	9-1	9-0	LMG 2-6	MTR 50*	
x15		x2	x2	x2	

Enter on Turn 3 on same hex of South edge (Infantry must enter as passengers):

C	C	Wounded	8 *** Wagon T6 15PP
3-3-6	1-2-6	7+2	
x5	x3	x2	x5



SPECIAL RULES:

- 1) EC are Wet with no wind at start.
- 2) All buildings are ground level only. Place wooden Rubble counters in hexes 3 M5, M6, M7 and L4.
- 3) No Quarter is in effect (A20.3).

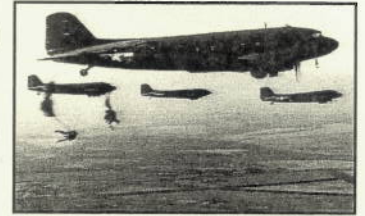
AFTERMATH: On Sept. 30th the Japanese desperately began a breakout from encirclement. No supplies could reach them, and they fought like a disorganized mob. No prisoners were taken, and torture and mutilation were common. Fierce Chinese attacks on the flanks and rearguards of the fleeing troops hounded the demoralized Japanese every step of their long, 60 mile retreat back to Yochow. The last large scale battle in China in 1941 was a resounding Chinese victory.



#81 - A HEALTHY RESPECT St Lo, Normandy, France, July 18, 1944: The savage fighting amongst the hedgerows for the past few weeks had taken its toll on both sides. The German defenders were very adept at thwarting the immense firepower advantage that the Americans held. But the constant pressure of men and materials and above all, air superiority, were bleeding the Germans white. By the 18th of July, a task force of the 29th Division was ready to proceed toward St. Lo. Accompanied by the 115th Infantry Battalion, Task Force C entered what was referred to by General Cota as, "a mere shell of a town".

#82 - LAST OF ITS KIND

Hamminkeln, Germany, March 24, 1945: Operation "Varsity", the great air assault supporting the British Rhine crossing near Wessel started 13 hours after the initial landings. In the weeks prior to the attack, the Germans had brought in significant AA resources so that on the day of the attack, thousands of tracers could be sent skyward to greet the armada. Particularly hard hit was the US 513th Parachute Inf. Reg. The lack of training in air operations and intense flak led to the Regiment landing in the British drop zone.



#83 - SPLIT THE D!

South Poland, July 13, 1944: The Russian steamroller was rolling through southern Poland during the summer of '44. The Soviets were nearing Hungary itself. This threat agitated the Hungarian units in the area that were shoring up the line, inserted beside German infantry formations. On July 13 the Russians penetrated the defensive line at the juncture where the Hungarian 3rd Hussars abutted the German 102nd Inf. Regiment. Seeing an opportunity to split the line open at this weak spot the Russians threw hordes of infantry at the flank of the Hussars to pry it apart from the German line and exploit the Axis' tactical disadvantage.

#84 - BITTER BRITTANY

Huelgoat, France, August 6, 1944: Time was running out for the German army in Brittany. The surprisingly swift advance of the Americans had cut off a large number of armed forces now trapped in the west of the province. The Germans were heading to "Fortress Brest", their last stand in Brittany. In order to buy time for the city to build up its defenses, units able to mount resistance were ordered to dig in and delay the American advance as long as possible. Such was the fate of Col. Erich Pietzonka's 7th Fallschirmjager regiment in Huelgoat. They were about to take on the juggernaut of "The Super Sixth" armored division.



#85 - BLOODY BRITTANY

Huelgoat, France, August 6, 1944: While 6th Armor's Task Force A & B were busy smashing a hole through Col. Pietzonka's 7th Fallschirmjager regiment on the outskirts of Huelgoat, Task Force C made a head long advance through the open ground to the north of the city. In order to secure to the roads leading west for the advancing division, Huelgoat was suppose to be just a speed bump on the way to "Fortress Brest".

#86 - BB GUN AT THE BABY PARADE

West of Warsaw, Poland, September 19, 1939: The Germans were surrounding Warsaw. But the cordon was still loose enough for the shattered remnants of Polish Army Ponzan to filter in from the forests to the north of the city. In order to ease their passage in, and disrupt German forces in the area sorties by three regiments were launched from the Warsaw perimeter on the 19th. The Poles still had quality troops to attack with, but the light armor that accompanied them was barely adequate for hard combat. Fortunately for them the German weapons immediately available were not of large caliber.



#87 - FOCUSED FURY

Berlize, France, November 13, 1944: The CCB of the 6th Armored Div. seized the Nied bridge and crossed that river on November 11th. Colonel Lagrew, wary of German panzers to his north, sent a small cavalry force to form a blocking position between Berlize and Bazoncourt to protect the flank of the CCB as it attacked eastwards towards the 36th VG Division. Captain James Bridges set up positions six hundred yards south of Berlize at midnight. As morning dawned they saw a lot of movement in the town, but couldn't tell if it was friend or foe. The answer came soon as German tanks and assault guns poured out of Berlize and came straight at them.

#88 - DEATH MACHINES

Bogodukhov, Ukraine, August 28, 1943: The German retreat after the Kursk debacle was marked by the valiant rear guard actions of small, mobile battle groups that held up the Russian armor thrusts long enough for vulnerable rear echelon units to escape in good order. Despite having only a smattering of battered armor left, the German tank crews were well led and experienced at mobile defense. A clash occurred near Bogodukhov where hills commanded interdiction positions across the German line of retreat.



#89 - BLUNT FORCE TRAUMA

Radaskovicy, Russia, June 25, 1941: Army Group Center plowed into Russian held Poland and soon found out that the Russians fought nothing like the French or many others they had faced before. The toughest resistance was in towns held in regiment strength by units that had been told to hold at all cost until ordered to move. But because of the lack of communications orders never came. And so the Soviets stood their ground and died in place. At Radaskovicy the Germans attacked off the line of march and set about pounding their way into the town.

#90 - SADISTIC FRENZY



#91 - IT'S NOT OVER



#92 - SAVAGE STRUGGLE

