March Madness '97
Tournament Scenario Pak
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KE

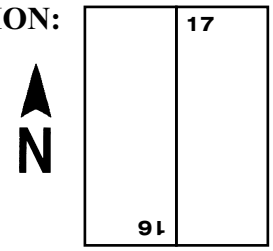
LION'S SHARE

SCENARIO KE1

VICTORY CONDITIONS: The Germans win immediately upon Exiting ≥22 Exit VP of German units from the south edge of board 17.

West of ARRAS, FRANCE, 21 May 1940: In spite of the numerous problems that plagued the British and French in launching their limited counterattack at Arras, the Allies had actually succeeded in causing considerable turmoil in the German command structure, not to mention amongst the two German infantry regiments that had become the focus of the attack. The 74 British Matilda I and II Infantry Tanks of the 1st Infantry Tank Brigade had caused some losses amongst the truck-borne infantry as they waddled forward, and since the standard German 37mm anti-tank guns seemed to make no impression on the attacking tanks, the German infantry had found itself with a rather severe case of "tank terror". Seemingly unable to affect the outcome of the fighting, the German infantry were fleeing the battle. At that moment, Rommel himself arrived on the scene. He personally organized the defense of Infanterie Regiment 7., using FlaK guns and artillery pieces to slow the rampaging British tanks. That done, he recalled Panzer Regiment 25. to the aid of the infantry. The *Panzertruppen,* far to the north and west of Arras, turned about and raced southeast, attacking into the right flank of the Allied penetration in the waning afternoon light.

BOARD CONFIGURATION:



BALANCE:

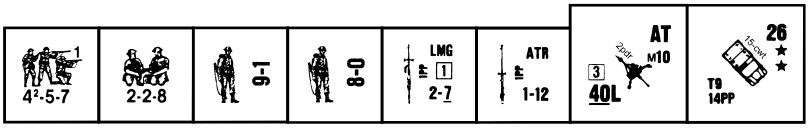
In the French reinforcements, replace one H35 with one S35.

In the Victory Conditions, change "≥22 Exit VP" to "≥20 Exit VP".

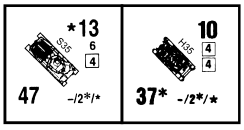
TURN RECORD CHART

SIMULTANEOUS Setup (See SSR 2)	1	2	3	4	5	6	7	END
GERMAN Moves First								

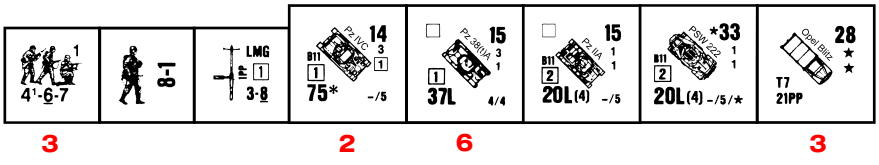
Elements of 6th Battalion the Durham Light Infantry, British 50th Division [ELR: 3] set up on board 17 and/or on/south of hexrow N on board 16: {SAN: 3}



Elements of 2ème Cuirassée, 3ème Division Légère Méchanique enter on/between 17Q1 and 17EE1 on Turn 3:



Lead Elements of Panzer Regiment 25, Panzer Division 7 [ELR: 3] enter from the north edge of board 16 on Turn 1; all Personnel/SW must enter as Passengers: {SAN: 2}



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Due to the gathering darkness, there is a +1 LV Hindrance in effect for all LOS/fire at hexes/targets ≥ 13 hexes.

2. Setup is simultaneous, with the German setting up offboard. Stand an extra board across the playing area so neither player can see the other's setup. When both sides have finished setting up, remove the extra board, place the Sniper counters and begin play.

AFTERMATH: The British Durham Light Infantry, outpaced during the afternoon's attack and unable to join the sharp edge of the fighting, had set up positions west of Arras to protect the flank of the Allied penetration. As the German tanks hurried to Rommel's aid, they fell afoul of the British anti-tank guns conveniently sited astride their axis of approach. The Panzers - girded for a set-piece battle against British tanks - were taken completely by surprise at having to face anti-tank guns along the march to contact. Allied reinforcements only added to their troubles. After a timid advance in the wake of the British spearhead, French armor of the 3rd Light Mechanized Division made an appearance on the battlefield to bolster the British positions. In what proved to be one of the few tank versus tank engagements of the day, the French tankers managed to bag several German tank kills of their own. As the sun set on the Allied counterattack, Panzer Division 7. had suffered some 400 casualties, and had lost 20 tanks to the DLI anti-tank guns and French tanks, or the lion's share of what Rommel's division would lose in the entire campaign.

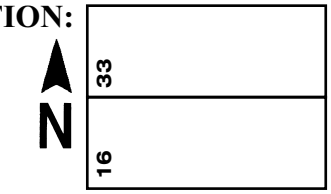
THE DREADNOUGHT OF RASYEINYIA

SCENARIO KE2

North of RASYEINYIA, LITHUANIA, 24-25 June, 1941: On the second day of Operation *Barbarossa*, the German units moving into Lithuania became embroiled in tank vs tank battles of increasing intensity. Panzer Divisions 1 and 6 - sprinting ahead in an attempt to take Leningrad by *coup de main* - ran afoul of the Soviet 12th Mechanized Corps and 2nd Tank Division. The Germans discovered to their dismay that many of the tanks in these Soviet formations were the new T-34 and KV types. These vehicles seemed impervious to the standard 37mm PaK 36 anti-tank guns. Fire from the 75mm guns of the Panzer IV types also appeared ineffective. In the initial encounters, the Soviet tanks thundered forward like steamrollers, in many cases simply driving over the impotent German anti-tank guns, grinding them into the earth. At the end of the second day of fighting, after destroying some 40 panzers and a like number of guns, the Soviet 2nd Tank Division withdrew to a point north of the Dubissa River to replenish its exhausted fuel and ammunition. Panzer Division 6 attempted to exploit this lull in the fighting by seizing two bridgeheads over the Dubissa, threatening the now-vulnerable 2nd Tank Division's flank. In an effort to gain time, the 2nd Tank Division's commander, General Solyalyankin, launched minor frontal attacks against the German units in these bridgeheads to pin them down. Additionally, Solyalyankin dispatched a single KV-2 heavy tank through the German lines in an attempt to interdict the supply lines of the two bridgeheads. This KV-2 reached a road junction just north of Rasyeinyia where it halted, in effect cutting off both German units. On the morning of 24 June, a resupply convoy that was sent to replenish the northern bridgehead was wiped out by fire from the KV-2. This only served to emphasize the isolation of the Germans on the far side of the river, who were coming under increasing attacks by the 2nd Tank Division. The order of the day for Panzer Division 6 became the removal of the roadblock presented by the KV-2...

VICTORY CONDITIONS: The Russians win at scenario end by having won Part I *and* Part II *and* Part III *and* Part IV; *or* immediately upon accumulating ≥ 21 Casualty VP throughout the entire scenario. For the Russian to win in each Part, the KV-2 must have hex 33Q10 in its LOS and within the Normal Range (A10.532) of a *functioning* weapon at the *conclusion* of that Part (ignoring the presence of Stun/Shock/Unconfirmed Kill status and Smoke, and treating 33Q10 as if it were an Illuminated Location). [For Victory Condition purposes, if the KV-2's *only* functioning weapon is the BMG and the KV-2 is immobilized, hex 33Q10 must be in the KV-2's VCA (or the KV-2 must be in 33Q10).]

BOARD CONFIGURATION:



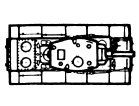
BALANCE:

★ Replace the Russian 9-2 Armor Leader with a 10-2 Armor Leader.

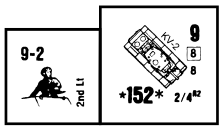
✠ All German PAATC are subject to a +1 DRM (instead of the +2 DRM of SSR 4).

PART/TURN RECORD CHART

★ RUSSIAN Sets Up First	Part I (+1) A B 4 Turns	Part II (+2) C 4 Turns	Part III (+0) D 5 Turns	Part IV E F 4 Turns	END	✠ 1	2	3	4	END 5	END Part III
✠ GERMAN Moves First											

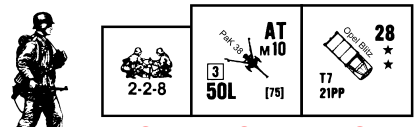
★ 

KV-2 Heavy Tank of 3rd Tank Regiment, 2nd Tank Division set up within 4 hexes (inclusive) of 33Q10, with 33Q10 in its LOS (see SSR 1): {SAN: 0}



✠ **Elements of Panzer Division 6 [ELR: 4]** each Group enters individually on Turn 1 of the appropriate Part as indicated; or, if the Group is not recalled after the previous Part, sets up onboard (see SSR 1): {SAN: 2 (see SSR 4)}

Group A (Recall #: 3) enter Part I within two hexes (inclusive) of 33I1:

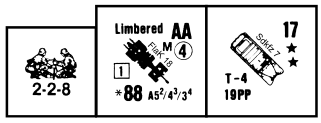


2 2 2

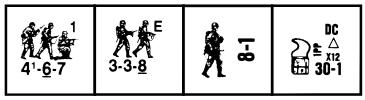
Group B (Recall #: 5) enter Part I within two hexes (inclusive) of 16I10:

2

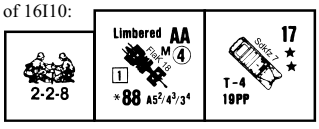
Group C (Recall #: 3) enter Part II within two hexes (inclusive) of 16I10:



Group D (Recall #: 4) enter Part III within two hexes (inclusive) of 33GG5:



Group E enter Part IV within two hexes (inclusive) of 16I10:



Group F enter Part IV within two hexes (inclusive) of 33I1 and/or 33GG5:

4

SPECIAL RULES:

1. This scenario is played in four separate but related Parts, with each Part being four Turns long [EXC: Part III is five Turns long]. Provided that the scenario has not ended due to the sudden death Victory Conditions, at the end of Parts I, II and III the following actions must be conducted in order to prepare the scenario for its next Part:

a. Remove any onboard Smoke counters. All German units currently held in Melee *must* immediately Withdraw, with *no* Withdrawal CC attacks taking place.

b. Place a "No Move" counter on all *Guns (not Crews)* that are < 10 hexes from (and in LOS of) the KV-2.

c. Each German Group with units onboard must now make a Recall dr ≤ its Recall # to remain in play. This Recall dr is subject to a +1 drm prior to Part II, and a +2 drm prior to Part III. Failure of the Group's Recall dr results in all counters of that Group being removed from play *immediately and permanently* [EXC: immobilized/bogged vehicles are Abandoned and left in their Locations; unpossessed SW/Guns and/or *Guns* marked with a "No Move" counter are left in their Locations].

d. All units broken/berserk/under the effects of Shock/Unconfirmed Kill are returned to Good Order.

e. Remove any Concealment/Fanatic/Acquired/Labor status held by any units. However, all results of Battle Hardening/ELR Replacement/SMC Creation/stuns/wounds/Special Ammo Depletion/Low Ammo status in effect at this time are retained for later Parts.

f. Remove all remaining German counters [EXC: Immobilized/Bogged vehicles, unpossessed SW/Guns, and *Guns* marked with "No Move" counters remain in place]; these removed German counters will be set up for play in the next Part during Step **j** below.

g. All *malfunctioned* SW/MG/Guns that will be in play during the next Part are now automatically repaired [EXC: if they are unpossessed, they must roll for repair normally after becoming possessed].

h. Remove all "No Move" counters. Any entrenchments/rubble created during play are retained in place. Any wrecks remain in their Location. Make a dr for each Burning Wreck: on a dr ≥ 4, that Blaze is removed - replace it with a Burnt-Out Wreck counter (O11.6091).

i. The Russian sets up for play of the next Part, moving the KV-2 as needed and setting up within 4 hexes of (and with LOS to) 33Q10 [EXC: if Immobilized/Bogged, it must remain in place].

j. The German sets up for play of the next Part, with all units that are being placed onboard at this time setting up at least 12 hexes from the KV-2. German units of the *same Group* may now Recombine freely, but may not further Deploy. German reinforcements for the current Part must enter on Turn 1 from the indicated area(s). Begin play of the next Part.

2. EC are Moderate, with no wind at start of each Part. All grain is considered plowed fields. All buildings are wooden. Place one wrecked truck in each of hexes 16O2, 16N2, 16L2, 16N4, 16N7 and 16Q5, and two wrecked trucks in each of hexes 16N3, 16N5 and 16N6 (use unarmed trucks of any nationality that have a Target Size of +0). Bore sighting, Kindling fires and Terrain Blazes are NA. Guns may never be Emplaced.

3. Part III is five turns long, and Night rules are in effect for this Part (only) [EXC: E1.76 is NA]. The initial Base NVR is four hexes with no Cloud Cover and no Moon. The German is the Scenario Attacker and the Russian is the Scenario Defender (despite the Germans possibly setting up onboard). The Majority Squad Type of the Germans is Lax. The Germans may add one additional Cloaking counter to any one Group being used in Part III.

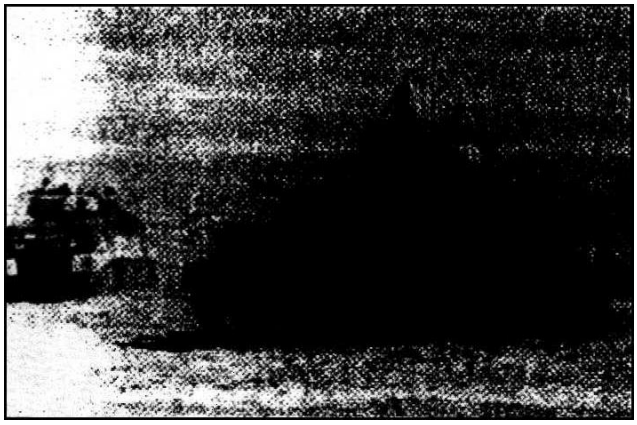
4. Due to an unfamiliarity with this type of AFV, German units must pay one additional MF/MP to enter a Location ADJACENT to/containing the KV-2. All German PAATC are subject to a +2 DRM, and DC Position DR (C7.346) have a +2 DRM. The German 50L AT Guns may *not* use APCR ammunition. German AFV crews may not voluntarily abandon their vehicles. The German Sniper will make a Sniper attack dr *only* if a MMC from German Group B/D is *currently* in play.

5. The Russian KV-2 receives a -2 drm to all repair dr [EXC: an Original 6 dr still disables the weapon] and it receives a -3 drm to all Unconfirmed Kill dr (C7.4). Additionally, the KV-2 is *never* subject to Recall for having its MA disabled (D3.7) or for Stun results (D5.341-.342) [EXC: the Armor Leader is still eliminated by any Stun result that would normally cause Recall] - however, the +1 DRM effects of all stun/Stun results vs the KV-2 Inherent crew are *cumulative.* When the total stun/Stun +DRM equal 5, the KV-2's Inherent crew's abilities are limited to those of a SMC crew (A21.22); when the total stun/Stun +DRM is ≥ 6, the Inherent crew is eliminated and the KV-2 is abandoned.

AFTERMATH: That afternoon, a battery of new 50mm PaK 38 anti-tank guns were brought down from one of the isolated bridgeheads to deal with the KV. The guns were moved to a point some 600 meters from the quiet Russian tank, and opened fire as soon as they were set up. As the German shots bounced off the KV's armor, the Russian tank traversed its turret and opened fire, knocking out each gun in turn. The same treatment was accorded to a 88mm FlaK 18 anti-aircraft gun brought forward from Rasyeinyia: as the German crew scrambled to bring the "88" into action, both the gun and its tractor were destroyed before the Germans could fire a shot. Later that night a group of engineers from Panzer Pioniere Bataillon 57 attempted to deal with the KV-2 in their own way, placing a double charge of explosives on the tank. After detonating the charge. the engineers were scattered by machine gun fire from the tank. A lone engineer returned later that night to observe the results: the vehicle had been immobilized by a broken track, but the armor was unscathed. This engineer placed another charge on the gun barrel of the KV, but it too had no visible effect. The next day, as Panzer Division 1 was brought to the aid of the beleaguered Panzer Division 6 and a massive tank battle was fought with the Soviet 2nd Tank Division, a group of tanks was dispatched from the southern bridgehead to distract the KV while another "88" could be brought into play. This FlaK gun scored six hits on the KV-2, apparently silencing the menace. As the Germans congregated around the Russian tank, marveling at its strength, they were shocked to find that only two hits from the "88" had penetrated its armor! Suddenly, the Russian tank's turret began turning towards them, and the Germans scattered. An engineer on the scene, however, was calm enough to put several grenades into the vehicle via the two holes in its armor, finally finishing off the KV for good. This unnamed KV crew, while paying the supreme sacrifice, had made an immeasurable contribution to the defense of Leningrad, since their roadblock had diverted Panzer Division 1 from its swift advance to come to the aid of Panzer Division 6.

DISENGAGEMENT UNDER FIRE

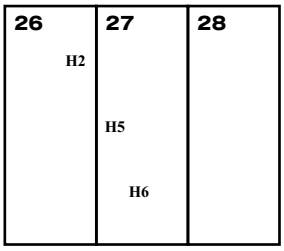
SCENARIO KE3



VICTORY CONDITIONS: The Germans win if they Exit > two times more DVP off the north edge of board(s) 27 and/or 28 than the British Exit off the east edge of board 28. Exited prisoners count towards Exit DVP for *both* sides; British non-inherent crews that Exit the board *as Riders* count as *double* Exit DVP for the British. Both sides must subtract one from the Exit DVP of each AFV Exited with a malfunctioned/disabled MA and/or SA (subtract two if *both* MA and SA are malfunctioned/disabled). Malfunctioned Guns do not count for Exit DVP purposes.

East of BIR HACHEIM, LIBYA, 27 May 1942: Rommel's attack on the Gazala line had caught the British 4th Armoured Brigade by surprise. Initially leaguered east of Bir Hacheim, the Brigade's three regiments were slow in shaking out of their night "coils" and moving to their prepared battle positions. The 8th Hussars paid the price for their lethargy, and were engaged by nearly the entire Panzer Division 15 at their leaguer site. Although the Hussars - using their new heavily armed and armoured American-built Grant tanks - inflicted heavy losses on the advancing Germans, sheer weight of numbers nearly wiped out the British force. The Hussars withdrew, leaving Panzer Division 15 to continue its movement northward on a collision course with the 3rd Royal Tank Regiment. Under Lt. Col. "Pip" Roberts, the 3rd RTR was more prepared for battle than its neighbor to the south, and, taking up positions on a low ridge, they took the German division under fire at a range of 1300 yards. As with the Hussars, the Grants of 3rd RTR wrought havoc on the German force. However, the Germans had the advantage of numerical superiority: as soon as one panzer was knocked out, another moved forward and took its place. After more than an hour, the Grants were starting to run low on ammunition, and Roberts ordered a disengagement under fire - a difficult maneuver while Panzer Division 15 was still attempting to move north.

BOARD CONFIGURATION:



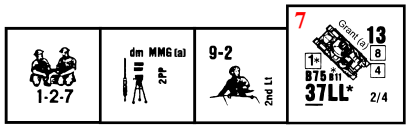
BALANCE:

- Remove the 8-1 Armor Leader from the German OB.
- Delete SSR 4.

TURN RECORD CHART

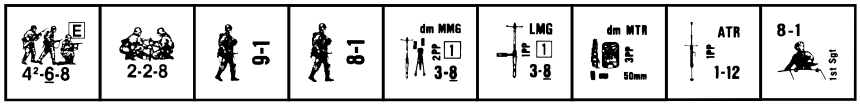
BRITISH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

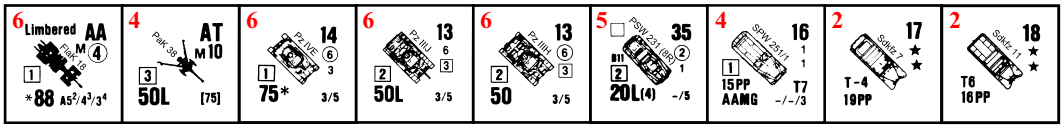
Elements of B and C Squadrons, 3rd Battalion the Royal Tank Regiment, 4th Armoured Brigade set up on/east of the hexrows that run 26A9-27AA6-27AA1 [EXC: the British may not set up on board 28]; each non-inherent crew must set up within one hex of a different wrecked Grant (a) tank, and may not be set up as a Rider: {SAN: 0}



Elements of A Squadron, 3rd RTR enter from the north edge of board 27 on Turn 4:

Elements of Panzer Regiment 8, Panzer Division 15 [ELR: 4] enter from the south edge of board 26 on/between 26GG6 and 26GG10 on Turn 1; all German Personnel must enter as Passengers, and no German vehicle may expend more MP than half its printed MP allotment on Turn 1: {SAN: 2}





SPECIAL RULES:

1. EC are Dry, with no wind at start. Heat Haze (F11.62) is in effect.

2. Place overlays as follows: **H6** on 27Y4-Z3; **H5** on 27M8-N7; and **H2** on 26D1-E1. Place one wrecked Grant (a) tank in each of hexes 27oZ5, 27W7, 27oQ7, 27oO9, and 26oE2 [use Lee (a) tanks for the extra Grant (a) tank wrecks needed]. The VCA of all wrecked Grant (a) tanks faces southwest, and two of them are burning (determined randomly). Place one wrecked Pz IIIG in each of hexes 26DD5 and 26Z6; the VCA of these tank wrecks face north, and one of them is burning (determined randomly).

3. The MA and SA of all Grant (a) tanks suffer from Ammunition Shortage (A19.131). All British crews may be Riders even though it is not yet 1943. Bore Sighting is NA.

4. All German APCR Depletion Numbers are decreased by one (-1).

5. All Sniper Attack dr receive a +1 drm.

AFTERMATH: With the loss of nearly half of his 19 Grants (and with three already sent to the rear with damaged guns), Roberts had to time his withdrawal carefully to enable his remaining tanks to escape. A further consideration were the crews of previously knocked out vehicles, which the British tankers strove to pick up as they reversed out of action. The Germans attempted to take advantage of the slow withdrawal, but the timely intervention of the nearly unscathed Stuart Squadron ended any German pursuit. In addition to the three tanks already sent to the rear, B and C Squadrons had seven Grants reach the rally point - all of which had been hit. Cyril Joly, the C Squadron commander, had twenty-five hits on his tank and all of his periscopes smashed, as well as being blinded by his own blood. That afternoon, 3rd RTR regrouped to the north with the rest of 4th Armoured Brigade - a formation that had lost nearly half of its fighting strength that day. Their losses were not without effect, however, since they severely dented the German spearpoint. This, along with other events of the day, caused a serious reevaluation of the offensive by Rommel. The coming days of combat would decide whether the British commanders could act decisively on the advantages that had been won for them, and steal a victory from the Desert Fox.

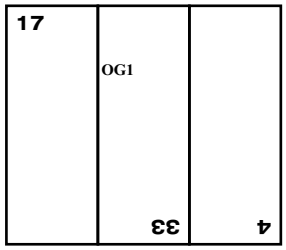
PANZERS TO THE RESCUE

SCENARIO KE4

VICTORY CONDITIONS: The Germans win at game end if they accumulate more VP than the Russians. Casualty VP are awarded to both sides in the normal manner. In addition, each building Location on boards 4 and 33 is worth one (1) VP to the controlling side at game end. The Russians control all buildings on boards 4 and 33 at scenario start.

Near OLSHOWATKA, 5 February 1943: During the last days of the German defense of Kharkov, the SS-Panzer Division 2 *(Das Reich)* was involved in actions against elements of the Soviet Sixth Army. During the night of 4 February, SS-Panzer Regiment 2 was ordered to take the village of Olshowatka. The attack foundered after the loss of several panzers in the village. At the rallying point, Panzer 221, commanded by Rottenführer Ernst Barkmann, was commandeered by the platoon sergeant. Panzer 221 led a group back to the village to aid in the recovery of the damaged vehicles. On the way into the village, Panzer 221 lost its way in the dark and was separated from the rest of the platoon. When the panzer got stuck in a deep snowdrift on the outskirts of the village, the platoon sergeant continued ahead on foot, leaving Barkmann in charge. The next morning, Barkmann and his crew - still on guard in Panzer 221 - noticed Russian infantry and horse-drawn guns moving forward through the buildings. Fortunately for Barkmann, he heard the sounds of his own comrades approaching from the rear.

BOARD CONFIGURATION:



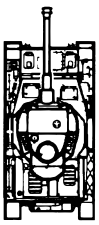
BALANCE:

✠ Replace the three T-34 M43 tanks from the Russian reinforcement group with three T-34 M41 tanks.

★ Replace the three Pz IVH tanks from the German reinforcement group with three Pz IVF2 tanks.

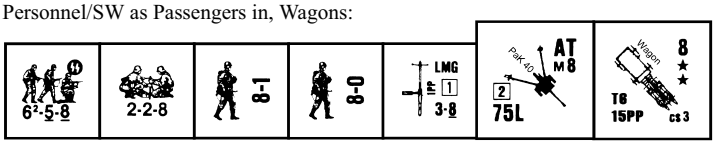
TURN RECORD CHART

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

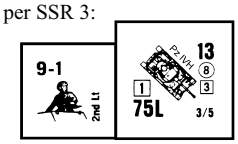


Elements of SS Panzer Division 2 [ELR: 5] set up and enter as indicated: {SAN: 3}

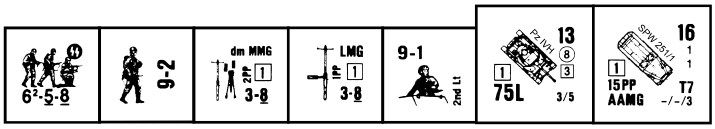
Elements of SS Panzergrenadier Regiment 3, SS Panzer Division 2 set up along road 17R3 to 17Y10; Guns must be set up hooked to, and all Personnel/SW as Passengers in, Wagons:

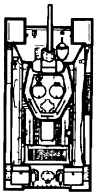


Panzer 221, Kompanie 2, SS Panzer Regiment 2 set up in hex 33W4 as per SSR 3:

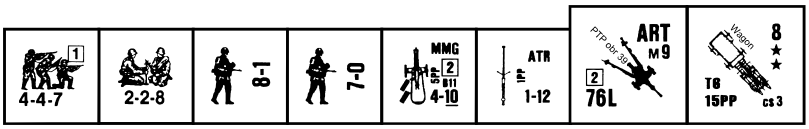


Elements of Kompanie 5, SS Panzer Regiment 2 and SS Panzergrenadier Regiment 3 enter on Turn 2 from the west edge of board 17:

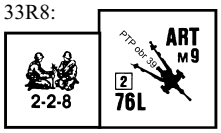




Elements of Soviet Sixth Army [ELR: 3] set up on/between hexrows G and BB on board 4 hexes that have a coordinate of ≥ 3; all Guns must be set up hooked up to Wagons: {SAN: 4}



Soviet 76mm ART Gun set up in hex 33R8:



Soviet Armor Reinforcements enter on Turn 2 from the east edge of Board 4:

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the west at start. Weather is Ground Snow (E3.72). All buildings are wooden. Place Overlay **OG1** in hex 33Y1. Kindling fires is NA.

2. Place Drifts (E3.75) so that the east hexsides are affected for the following hexes: 17EE2, 17K4, 33D3, 33F2, 33J2, 3316, 33N5, 33O7, 33P5, 33Q9, 33U4, 33W4, 33AA2, 33AA6, 4B4, and 4O4. No other Drifts may be created during play.

3. Panzer 221 must be set up immobilized in hex 33W4 with a VCA of 33V4-33W5. All German units have Winter Camouflage (E3.7 12).

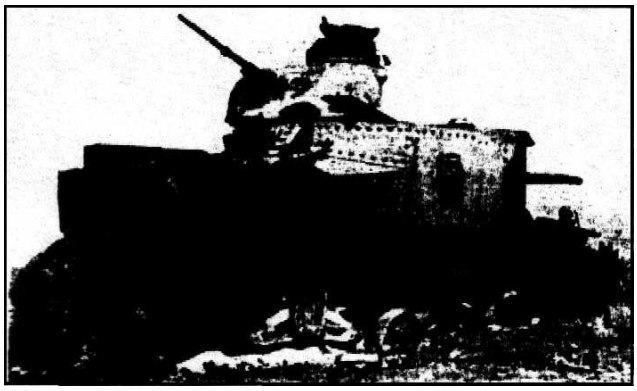
4. The Russian 76L ART Guns may be set up in and/or enter buildings, and may fire from buildings without any *additional* penalties (as an exception to B23.423 and C2.7). All Russian units have Winter Camouflage (E3.7 12).

5. Use Horse counters to represent the additional Wagon counters required. A Wagon that does not have either a Passenger on board and/or a Gun in tow is never considered a Known enemy unit for Rout purposes (A 10.5).

AFTERMATH: At the same time that the Russians were moving forward, SS infantry and horse-drawn AT guns were advancing in an attempt to relieve Panzer 221 and take the village. In addition, the German Panzer Abteilung commander, Sturmbannführer von Reitzenstein, sent units of Kompanie 5 to the rescue. Barkmann's panzer came under heavy fire from the Soviet guns which had been pushed forward into buildings at the east edge of the village. Although Panzer 221 held off the attacking Soviet infantry, the guns were able to penetrate the Panzer IV's armor. Barkmann and the rest of his crew bailed out just as the relieving force arrived on the scene. It would not be the last time that Barkmann would survive a close call, as later events in Russia, Normandy, the Ardennes, and Austria would show.

BEYOND THE PAKFRONTS

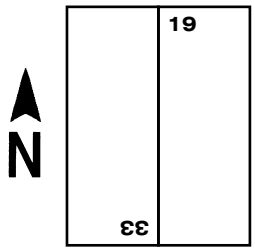
SCENARIO KE5



VICTORY CONDITIONS: The Russians win at game end if they accumulate ≥ 36 VP. VP are awarded to the Russians for all Good Order MMC/SMC and/or non-Recalled non-shocked AFV (with functioning MA and/or SA) - calculated as though they were Exit VP [EXC: VP awarded for Mobile AFV (and their inherent crews) are doubled] - within 8 hexes of, and with LOS to, hex 33Y10. For end of game LOS purposes, Hindrance DRM caused by Smoke/Blaze are NA. Alternately, the Russians win immediately if they inflict ≥50 Casualty VP on the German force (excluding the Casualty VP bonus normally given for prisoners/Captured equipment).

South of VERKOPHENYA, RUSSIA, 8 July 1943: The fourth day of the battle for the Kursk salient found the German Panzergrenadier Division Grossdeutschland still pushing north towards Syrtsevo and Verkophenya against strong Soviet resistance. That morning, a fierce counterattack by a Soviet Tank Brigade south of the fortified town of Syrtsevo was repulsed by the guns of Grossdeutschland's Tiger company. As the weight of the German attack on the fortified locality of Syrtsevo increased, the Soviet defense began to crumble. The surviving Soviet units pulled out of the line across the river Pena, leaving Syrtsevo to the Germans. With the bulk of Grossdeutschland mopping up the fortifications in and about Syrtsevo, the division's reconnaissance battalion was tasked with continuing north and, taking advantage of the confusion, holding a corridor open to the town of Verkophenya - where a bridge across the Pena was still intact.

BOARD CONFIGURATION:



BALANCE:

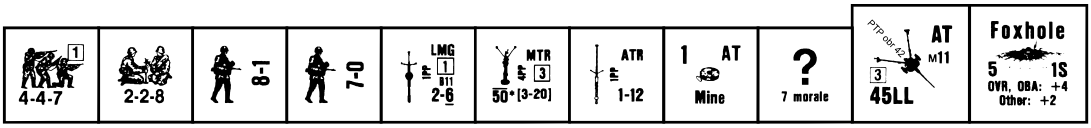
★ The Russian Turn 3 vehicular reinforcements may use their full printed MP Allotment on their turn of entry.

✠ The German Turn 3 reinforcements may use their full printed MP Allotment on their turn of entry.

TURN RECORD CHART

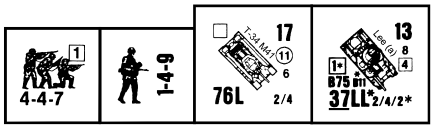
	✠1	✠2	✠3★	4	5	6	END
★ RUSSIAN Sets Up First							
✠ GERMAN Moves First							

Elements III Mechanized Corps [ELR: 3] set up on/north of hexrows 33H and 19Z: {SAN: 3}



5 2 3 factors 7 3

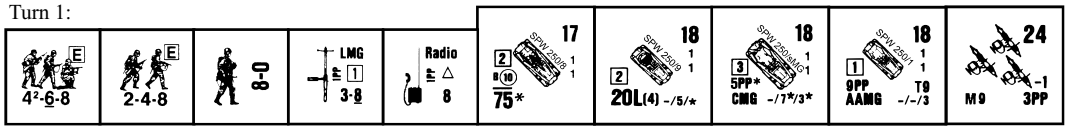
Elements of reinforcing Tank Brigade enter on Turn 3 on/between hexes 33T0 and 33GG10, with all vehicles having already expended ½ of their *printed* MP Allotment:



2 3 3

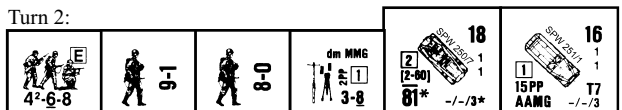
Elements of Panzer-aufklärungsabteilung Grossdeutschland and Sturmgeschütz-abteilung Grossdeutschland, Panzergrenadier Division Grossdeutschland [ELR: 4] enter on/between hexes 33A3 and 33A8 and/or 19GG3 and 19GG8 on the indicated Turn (see SSR 3): {SAN: 2}

Turn 1:



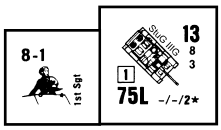
3 2 3

Turn 2:



3 3

Enter on Turn 3 having already expended ½ of their *printed* MP Allotment:



4

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the west at start. The A-T Mines may not be set up in a road hex [EXC: they may be used as a Daisy Chain (B28.531) in a road hex]. Kindling fires/Terrain Blazes are NA.

2. Use British Lee(a) counters as Russian AFV. The 37LL MA of this AFV *may* fire HE and Canister as if this scenario were dated 1944; however, use of Gyrostabilizers and Smoke Dischargers is NA. Treat *all* Lee(a) tanks as having the 2* AAMG.

3. All German Personnel must enter as Passengers/Riders. The SPW 250/sMG inherent HS (see German Vehicle Note 58) is a 2-4-8 HS. All German vehicles [EXC: SPW 251/1; StuG IIIG] start the scenario manned by an Inherent *Infantry* (i.e., 2-2-8) crew. Such crews retain *all* vehicular crew capabilities if they leave their vehicle for any reason. Any German vehicle whose crew *voluntarily* Abandons it retains an inherent Driver (who may not fire any weapon, or use vehicular Smoke grenades); such a vehicle is considered an unarmed AFV (i.e., with a base FP of 2) for OVR attacks (D7.11).

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke capable) with Plentiful Ammunition.

AFTERMATH: Beyond the *pakfronts* and the fortified locality of Syrtsevo, the situation turned fluid and the reconnaissance battalion found itself in a pursuit - in marked contrast to the slogging battles of the previous days. Elements of the recon unit arrived at the first objective, a crossroads just south of Verkophenya, and began the task of securing the surrounding woods and outbuildings. Due to a lack of supporting infantry, the crews had to dismount from their vehicles to mop up the scattered Soviet resistance. With sudden fury, the Soviets counterattacked with elements of a Tank Brigade. Lacking the heavy weapons necessary to battle the Soviet tanks, the reconnaissance unit had to rely on the support of the *Grossdeutschland* Sturmgeschütz Abteilung for protection. For three hours the battle raged, but in the end, the German assault guns accounted for thirty-five Soviet tanks - both T-34s and Lend-Leased American M3 Lees - which littered the battlefield after the attack died down that evening. Verkophenya and its bridge over the Pena fell that night, putting *Grossdeutschland* halfway to Oboyan, its first major objective on the path to Kursk.

ROCK STEADY

SCENARIO KE6

VICTORY CONDITIONS: The Axis win at game end if they have accumulated more VP than the Americans. Casualty VP are awarded to both sides in the normal manner. Additionally, the Axis receive 2 VP for each Level 3 and/or Level 4 hex controlled by the Axis at game end; the Americans receive 1 VP for each Level 3 and/or Level 4 hex controlled by the Americans at game end.

SAN FRATELLO, SICILY, 8 August 1943: Having forced his superior's consent in releasing one of his corps towards Messina, Patton tasked the American 3rd Infantry Division with advancing along the interior side of the northern coast road. The 'Dog-Face Soldiers' of "The Rock of the Marne" Division executed their assigned task at a remarkable pace that was dubbed the "Truscott Trot" in honor of the unit's illustrious commander. This clip slowed to a crawl around the village of San Fratello, however, where the narrow and winding road traversed around the steep slopes of Monte San Fratello - a dominating feature the Americans called Hill 673. Stiff Axis resistance aided by mines gave the Marne Men a bitter taste of the kind of fighting that was to come some two months later in Italy. The bloodiest fighting of the northern Sicilian Campaign revolved around the hamlet of San Fratello, and Hill 673 proper. On 7 August, a full-out night assault by the 3rd Battalion, 30th Infantry Regiment resulted in the capture of this dominating feature just before midnight. Once in possession of Hill 673. the Americans were reinforced with their battalion's Weapons Company, and dug in and awaited the inevitable enemy counterattack.

BOARD CONFIGURATION:

9

N

BALANCE:

☆ Add an 8-0 Leader to the American At Start OB.

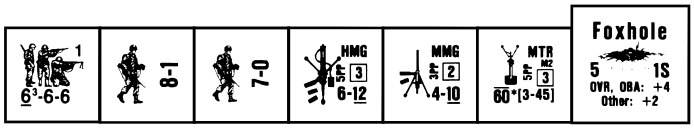
✠ ⫴ In the Victory Conditions, change "more VP" to "an equivalent number - or more - VP".

TURN RECORD CHART

☆ AMERICAN Sets Up First [132]	✠ 1 ⫴	2	3	4	5	6	END
✠ ⫴ AXIS Moves First							

☆

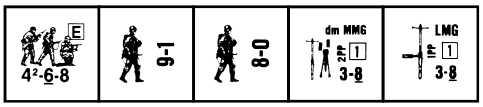
L and M Companies, 30th Infantry Regiment, 3rd Infantry Division [ELR: 3] set up in Level 1 or higher Locations, with *at least* 3 squad-equivalents setting up ≤ 4 hexes from *each of* hexes 9H5, 9Q6, 9AA5: {SAN: 2}



12 2 2 2 2 12

✠

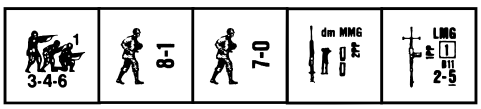
Elements of Panzergrenadier Regiment 15, Panzergrenadier Division 29 [ELR: 4] enter from the west edge of the playing area on Turn 1: {SAN: 3}



6 2

⫴

Elements of Assieta Division, reinforcing Panzergrenadier Regiment 15 [ELR: 2] enter from the west edge of the playing area on Turn 1:



8 2

SPECIAL RULES:

1. EC are Dry, with no wind at start. All woods and crag hexes are Olive Groves (F13.5). No buildings or roads exist.

2. Night Rules are in effect. The initial Base NVR is three hexes, with no Cloud Cover and no Moon. The Americans are the Scenario Defender and the Axis (German and Italian) are the Scenario Attacker. The Majority Squad Type for the Americans and the Germans is Normal, for the Italian, Lax.

3. The Americans control all Level 3 and Level 4 hexes at start. Bore Sighting is NA.

4. Both sides may freely initiate Hand-To-Hand CC as per J2.31.

5. The Axis player(s) may use one color of cloaking counter for both nationalities present so as to not give away the national identity of the units represented by that cloaking counter. A single cloaking counter may only represent units/SW of one nationality.

AFTERMATH: As expected, the usual counterattack came only a short while after the hill had been secured. Preceded by a withering forty-five minute artillery barrage, a force of German and Italian infantry attempted to wrest control of Hill 673 from the Americans. For almost two hours a savage close-in (sometimes hand-to-hand) battle raged across the top of the hill. Both sides used grenades, bayonets and even rocks to bludgeon their opponents. Finally, at 0200 on 8 August, the German and Italian force withdrew, leaving the exhausted GIs of Companies L and M in control of the feature. The 3rd Division motto, "Rock of the Marne", had proved true once more.

TENNIS, ANYONE?

SCENARIO KE7

VICTORY CONDITIONS: The British win at game end if they accumulate more VP than the Japanese, or if there are no Good Order Japanese on board at game end. Casualty VP are awarded to both sides in the normal manner. Additionally, 1 VP is awarded to the British for each Level 2 hex on Hill 526 that they control at game end; alternately, 2 VP are awarded to the Japanese for each Level 2 hex on Hill 526 that they control at game end.

At the TENNIS COURT, GARRISON HILL, KOHIMA, INDIA, 13 May 1944: With the onset of their *U-Go* offensive, the Japanese sought to prevent the British from beginning an incursion into Burma from the north. Moving swiftly through the harsh terrain, the Japanese 15th Army managed to cut off and isolate large groups of British and Indian troops. One island holding out in a sea of Japanese was at the town of Kohima, maintained by troops of the 161st Indian Infantry Brigade. For two weeks the British and Indian troops in Kohima held out in appalling conditions - during which the fighting reminded one older British officer of a particularly nasty corner of the Somme. Relief arrived on 18 April, and thereafter the Allied troops in the vicinity struggled to recapture the dominating terrain around the town from the tenacious Japanese. One such terrain feature, Garrison Hill, had been the scene of two weeks of combat by the 2nd Battalion the Dorset Regiment and the Japanese defenders. The Japanese had dug trenches and bunkers into the top of the hill, and had numerous positions around the Tennis Court and the now-demolished District Commissioner's Bungalow. Due to the extent of the fortifications, the Dorsets determined that the only way to put an end to the Japanese hold on Garrison Hill was the use of direct fire support on the feature itself. A Grant tank commanded by Sergeant J. Waterhouse of 149th Regiment, Royal Armoured Corps was brought forward to handle the shoot, and using a trail cut into the adjoining hill by a bulldozer, was in position to support another attack by the Dorsets on May 13.

BOARD CONFIGURATION:

(Only hexrows R-GG are playable)

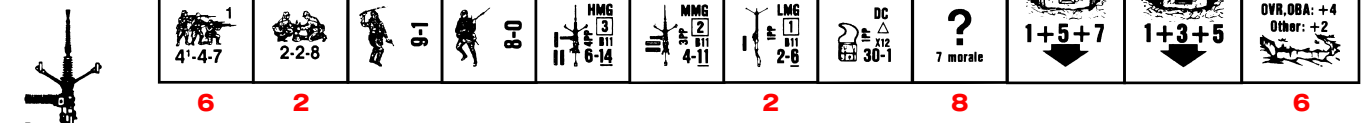
BALANCE:

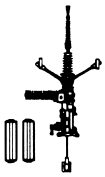
- Replace the Japanese MMG with a 6-14 HMG.
- Remove the DC from the Japanese At Start OB.

TURN RECORD CHART

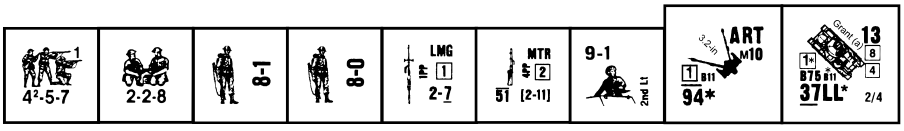
JAPANESE Sets Up First	1	2	3	4	5	END
BRITISH Moves First						

Elements of 58th Regiment, 31st Division [ELR: 4] set up on Hill 526, with no more than one MMC per hex: {SAN: 3}





Elements of 2nd Battalion the Dorset Regiment, supported by a tank of B Squadron, 149th Regiment, Royal Armoured Corps [ELR: 3] set up on/west of hexrow BB, and/or on Hills 502/507: {SAN: 2}



SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain is *not* in effect. All woods is Debris (O1.), with a +0 Bog DRM (rather than a +1 DRM) for entry by a fully-tracked vehicle. All roads/bridges are considered cleared of obstructions at start (therefore, road bonus and the l/2-MP road rate are applicable, even in Debris hexes. All orchards are instead treated as shellholes; additionally, shellholes exist in any Open Ground hexes of Hill 526. Place wooden rubble in 36V5. The stream is shallow. Tunnels are NA.

2. All Sniper Attack dr receive a +1 drm. All Repair dr receive a -1 drm [EXC: an Original 6 on a Repair dr still permanently disables that SW/Gun].

3. A BU AFV must pay an additional ½ MP per hexside crossed (or per hexside bypassed, if using VBM). The *printed* ROF of the Grant is increased by one (+1) if the AFV is CE.

AFTERMATH: By 13 May, the pock-marked landscape at Garrison Hill was devoid of any concealing greenery - the normally lush foliage had been stripped away by weeks of incessant combat. Sgt. Waterhouse, taking aim at a trenchline already zeroed-in by his gunner, signaled the beginning of another day of combat with a shot from his 75mm gun. With that the Dorsets again moved to the attack. With an artillery piece providing direct fire support, the Dorsets and Sgt. Waterhouse began a direct assault on the hill. Using a trail that Waterhouse and his driver had reconnoitered the previous evening, the tank was soon at the top of the hill. Immediately, the driver cautioned " 'old on!", and the tank went THUMP directly onto the Tennis Court. Sgt. Waterhouse then proceeded with a twenty minute fusillade on every known and suspected enemy position on the Hill. Bunker after bunker was demolished under the direct fire of the 75mm gun, and canister from the 37mm gun kept the Japanese defenders suppressed. Under this close-in pounding, the Japanese remaining on the hill began to break and run. The Dorsets sent them on their way, shooting as if on a rabbit hunt, and then moved in to clear out any die-hard Japanese still in their positions. The 13 May attack saw the Garrison Hill positions finally fall to the Allied troops through the application of direct and flexible fire support - at a cost of one British soldier wounded.

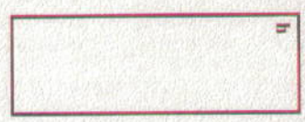
ANOTHER DAY, ANOTHER FIELD

DELUXE ASL SCENARIO KE 8

BELLE-FONTAINE, NORMANDY, 11 July 1944: As the Allied forces expanded out from their beachheads in Normandy, a key objective was the city of St. Lo. As part of the opening attacks on that city, the 115th Infantry Regiment of the American 29th Infantry Division was positioned along the east bank of the Vire River. A primary objective for the 29th Division was Hill 122, located a mile south of the village of Belle-Fontaine, and from whose heights the Germans could observe the whole of the 29th Division's front. The tactical zone in front of Hill 122 was heavily fortified and was defended by remnants of the German 352nd Infantry Division—veterans who had been in constant contact with the 29th Division ever since they had landed on the beach. The 11 July attack by 29th Division—mounted across its entire frontage—had St. Lo as its ultimate goal; however, German troops launched a spoiling attack the evening before, and the American timetable had been thrown off by the ensuing confusion. In spite of the setbacks, the attack by the 1st Battalion, 115th Infantry—supported by a few Sherman tanks of the 747th Tank Battalion—got underway at about 1100 hours.

VICTORY CONDITIONS: The Americans win at game end if they accumulate more VP than the Germans. Casualty VP are awarded to both sides in the normal manner. Additionally, the Americans receive a number of VP equivalent to the number of hexrows that are on/west of the furthest-east Good Order American non-crew MMC at game end [EXC: the Americans do *not* receive VP for hexrows M, N and O]. One VP is subtracted from the American VP total for *each* unbroken German MMC that is in a hexrow that is *west* of this same unit's hexrow at game end.

BOARD CONFIGURATION:



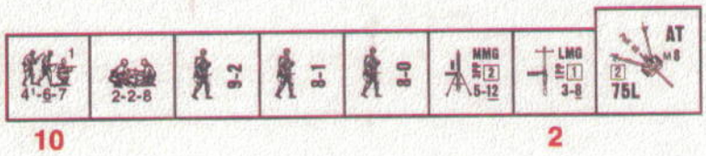
BALANCE:

- Add a 7-0 Leader to the German At Start OB.
- ☆ Replace the German 9-2 Leader with a 9-1 Leader.

TURN RECORD CHART

GERMAN Sets Up First [108]	☆1	2	3	4	5	6	END
☆ AMERICAN Moves First [176]							

Elements of Infanterie Division 352. [ELR: 3] set up on board h on/east of hexrow L: {SAN: 3}



10 2

Elements of B and C Companies, 1st Battalion, 115th Infantry Regiment, 29th Infantry Division, supported by tanks of the 747th Tank Battalion [ELR: 3] enter on/after Turn 1 along the west board edge; all, some and/or none may enter on each/any turn(s): {SAN: 3}

16 2 2 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. All hedges (*not* walls) are bocage (B9.5). Building hF1 has a ground level only.

2. Despite the use of a DASL board, the use of Hand-To-Hand Melee/CC (J2.31) is NA.

3. The German player may use HIP for ≤ one MMC (and any SMC/SW that sets up with it in the same Location).

AFTERMATH: The ground that the Americans attacked across was at the northern edge of an area known as 'bocage country'—small parcels of farmland broken up by tall hedgerows on earthen-mounds, all of which was nearly impregnable due to generations of cultivation and growth. Despite the fact that some German positions crumbled and fell under the American attack, the troops of the 352nd were able to restore their situation and even launch several minor counterattacks. The inability of the few supporting tanks to easily penetrate the hedgerows to provide direct fire support on the German positions severely hampered the American efforts. The result was horrific casualties on the 11 July attack (as well as in the attacks in the following days), and the 115th regiment was unable to achieve the "one, squad, one tank, one field" goal called for by the 29th Division commander. On 14 July, the 134th Infantry Regiment took over some 2000 yards of the 115th regiments front; these fresh troops finally captured Hill 122 a day later. With the shortened front and the commanding heights of Hill 122 under American control, the 29th Division was able to concentrate its assets and crack the German resistance north of St. Lo. Elements of the 115th Regiment finally entered St. Lo on July 18.

ACES OVER EIGHTS

SCENARIO KE9

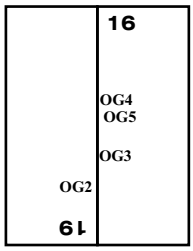
VICTORY CONDITIONS: Only one Victory Condition will apply; see SSR 4:

#1. The first side to accumulate ≥ 17 Exit Victory Points wins immediately. Exit VP are awarded to the British for Exiting British units from the south edge; Exit VP are awarded to the Germans for Exiting German units from the north edge. If neither side accumulates ≥ 17 Exit VP, the Germans win if there are no Good Order British MMC (or Mobile non-Recalled non-shocked AFV with functioning MA) within 6 hexes of 16T9 at game end.

#2. Provided that ≥ four Pz VIE (L) have not been eliminated/Recalled - which would result in an immediate British victory - the Germans win at game end if they accumulate ≥ 15 VP. VP are awarded to the Germans for all Good Order German MMC/SMC and/or non-Recalled non-shocked AFV (with functioning MA) - calculated as though they were Exit VP [EXC: Immobile AFV (and their inherent crews/Armor Leaders) count only *half* of their Exit VP value (FRU)] - within 6 hexes of 16T9 at game end.

Outside CINTHEAUX, NORMANDY, 8 August 1944: As it was originally envisaged, the intent of Operation TOTALIZE was to push through to the town of Falaise, in effect cutting off the bulk of German forces in France. TOTALIZE comprised of a number of unique aspects, including a massive artillery and aerial bombardment to be followed up by a night advance by mechanized infantry (mounted in Kangaroos for the first time) and armored units guiding on searchlights that would illuminate their attack lanes. Launched after dark on 7 August, TOTALIZE began as a success - its first night's advance by hundreds of Canadian, Polish and British tanks supported by infantry gained considerable ground at relatively little cost. Twelve hours later, at noon on 8 August, another heavy-bomber formation approached the battlefield to deliver its shock-inducing load on the unsuspecting participants on the ground. At that moment just to the south, three German officers - SS-Hauptsturmführer Michael Wittmann, SS-Sturmbannführer Hans Waldmüller, and SS-Oberführer Kurt ('Panzermeyer') Meyer - were in conference planning a counterattack. Realizing they must play the hand that they had been dealt, 'Panzermeyer' ordered his subordinates to launch their attack immediately, in the hopes of escaping the deadly carpet sure to be laid out by the Allied bombers. Wittmann, temporarily in command of schwere SS-Panzer Abteilung 101, mounted Tiger 007 and moved northwards, seeking to gain the heights outside Cintheaux before the Allied tanks arrived.

BOARD CONFIGURATION:



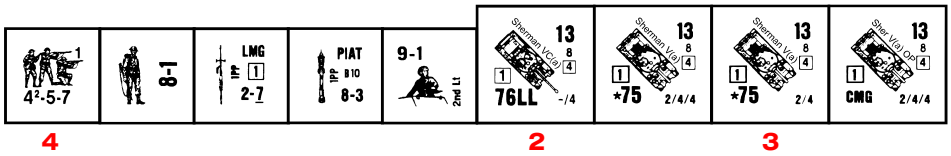
BALANCE:

- ≤ one Sherman V(a) may be secretly recorded as having a functioning Gyrostabilizer.
- Add a 9-1 Armor Leader to the German At Start OB.

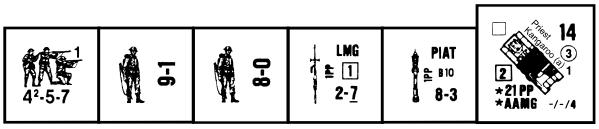
TURN RECORD CHART

BRITISH Moves First	1	2	3	4	5	6	7	END

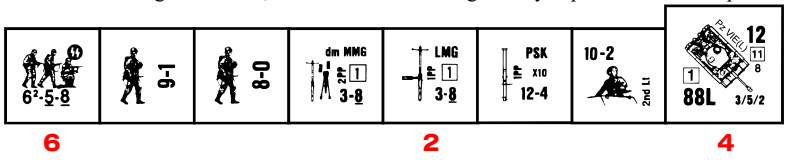
Elements of A Squadron, 1st Northamptonshire Yeomanry, supported by Black Watch infantry [ELR: 4] enter from the north edge on Turn 1, with all vehicles having already expended ½ of their printed MP Allotment: {SAN: 0}



Black Watch Infantry Group (Elements of 1st Battalion The Black Watch) enter as per SSR 4 from the north edge with all Personnel entering as Passengers; if this Group enters play, all units must enter on the same turn:



Elements of schwere SS Panzerabteilung 101, supported by elements of SS Grenadier Regiment 25 [ELR: 5] enter from the south edge on Turn 1, with all vehicles having already expended ½ of their printed MP Allotment: {SAN: 0}



SPECIAL RULES:

1. EC are Moist with no wind at start. All grain is Open Ground [EXC: the movement costs of in-season grain is still in effect]. All walls are hedges.

2. Place Overlays as follows: **OG5** on 19P9-O10; **OG4** on l9M9-N9; **OG3** on 19T9-U10; and **OG2** on 16H9-H10.

3. The British receive one module of 80+mm OBA (HE and Smoke capable) with Normal Ammo. This module is directed by a Sherman V OP, which functions the same as a Sherman I OP (H1.464) [EXC: the Observer may *not* remove the Radio during this scenario; it has a *black* CS# of 6]; use a Sherman V (With an AAMG) counter for this OP Tank.

4. The use of the Black Watch Infantry Group is *optional* for the British player, and is determined at the start of the British RPh of Turn 4 *or* Turn 5 by either setting up the Group to enter play or by not doing so. If the British never enter the Black Watch Infantry Group, Victory Condition #1 is used to determine the victor. If the British do bring the Black Watch Infantry Group into play, then Victory Condition #2 is used to determine the victor.

5. Each British Priest Kangaroo (a) is Recalled at the beginning of the first MPh that it does not have a MMC aboard as a Passenger.

6. In addition to the benefits of D3.4-.44, the German 10-2 Armor Leader also receives the following benefits: the *printed* ROF of his AFV is increased by one if he is CE; and there is a (cumulative) -2 drm to any Repair dr made by him [EXC: an Original 6 Repair dr still disables the weapon].

AFTERMATH: Unfortunately, the entire bomber formation dropped short of their target, wreaking havoc on the Allied troops on the ground. As the bombs rained down, Captain Boardman, nominally in command of the 1st Northamptonshire Yeomanry, moved his tanks southwards out of the carnage. Observing the approach of German armor, Boardman deployed his Shermans in combat formation, taking care to oversee the placement of his tank-killing Fireflies. Sgt. Gordon, commander of Boardman's lead Firefly, watched the four Tigers approaching across the fields just to the east of the main N158 highway. Wittmann and his wingmen had just savaged a Canadian armored unit to the west, and were still moving northwards some 800 meters away when Boardman ordered his crews to take the German tanks under fire. Sgt. Gordon drilled one Tiger immediately, but was wounded while shifting to a new firing position. The troop leader, Lt. James, took over Gordon's Firefly. Using skillful fire and maneuver against the remaining Tigers (who were caught exposed in the open fields), Lt. James succeeded in brewing up the three remaining enemy tanks - the last of which was Tiger 007. Wittmann's Tiger erupted in flames under the 17 pdr. AP shell, and the turret was thrown from the vehicle in the subsequent explosion. None of the crew survived. The immediate threat eliminated, the Allied formations regrouped and resumed their push to the south. Wittmann's death was to he the high-water mark of TOTALIZE, however. The casualties caused by the erroneous bombing, coupled with the heavy losses in later actions that afternoon and the following day, would signal the end of TOTALIZE, still seven miles short of Falaise.

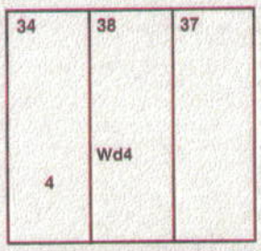
ANGELS AT THE AIRFIELD

ASL SCENARIO KE 10

SAN PABLO AIRSTRIP, LEYTE, THE PHILIPPINES, 7 December 1944: General Sosaku Suzuki, Commander of the Japanese 35th Army on Leyte, was desperate to neutralize the growing American land-based airpower presence in the Philippines. Aided by General Tomoyuki Yamashita, he planned a daring joint ground and airborne attack on the airstrips near Burauen. On the night of 6 December, elements of the 3rd and 4th Raiding Regiments, Katori Shimpei Force, landed between 250 and 300 paratroopers in the vicinity of the San Pablo and Bayug airstrips, wreaking havoc among the assorted service and air corps troops in their path. Only a small force of engineers that were able to dig themselves in on the southwest end of the San Pablo strip offered any determined resistance to the Japanese. Major General Joseph Swing, commander of the American 11th Airborne Division ('The Angels'), recognized that the Japanese were present in his rear area in force rather than as a raid, and set about gathering troops to drive the enemy back off the airstrips. Gen. Swing ordered Lt Col. Douglas Davis, CO of the 127th Airborne Engineer Battalion, to gather whatever troops he could find in the Divisional rear area—including the men of his own battalion—to retake the San Pablo airstrip. Gen. Swing further ordered Lt. Col. Lukas E. Hoska, Jr., CO of the 674th Glider Field Artillery Battalion, to leave their 75mm Pack Howitzers on Bito Beach and move to the airstrip as well. On the morning of 7 December, Col. Davis' force was in position to launch its attack against the Japanese, now dug in all around the airstrip. Just as the attack was set to go off, Col. Hoska arrived with his artillerymen in DUKWs. Armed only with carbines, they dismounted quickly and moved up to the right of Davis' troops—just as Gen. Swing arrived on the scene to set the attack into motion.

VICTORY CONDITIONS: The Japanese win at game end if there are ≥ 6 squad-equivalents of *unbroken* Japanese MMC ≤ 4 hexes of, and with LOS to, any Airstrip hex(es) [see SSR 1]. For purposes of this calculation, a functioning MMG/HMG possessed by a Good Order Japanese MMC (that qualifies under the criteria in the first sentence above) counts as one (1) squad-equivalent; additionally, eligible units/SW on/ADJACENT to any Airstrip hex(es) count *double*.

BOARD CONFIGURATION:



BALANCE:

- Add four ? to the Japanese At Start OB.
- ☆ In the Victory Conditions, change "≥ 6 squad-equivalents" to "> 6 squad-equivalents".

TURN RECORD CHART

	1	2	3	4	5	6	END
● JAPANESE Sets Up First [200]							
☆ AMERICAN Moves First [168]							

Elements of 3rd Airborne Raiding Regiment, Katori Shimpei Force [ELR: 5] set up *within* (not *on*) the perimeter defined by the roads 34A5-34P5-38R6-38O5-37P5-37H4-37A5: {SAN: 4}

10 2 2 2 2 2 2 8

Set up as per SSR 3:

2 2 2

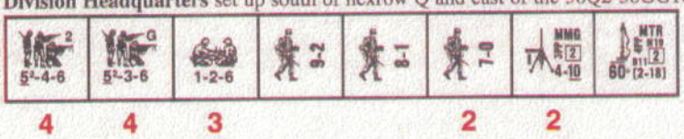
Remnants of A Company, 127th Airborne Engineer Battalion [ELR: 4] set up within 2 hexes of 38T8 {SAN: 3}

2 2 2 4

Elements of 674th Glider Field Artillery Battalion set up north of hexrow Q and east of the 37A5-37H4-37P5 road:

8 2

Ad Hoc elements of 127th Airborne Engineer Battalion and Service troops of 11th Airborne Division Headquarters set up south of hexrow Q and east of the 38Q2-38GG10 hexline:



4 4 3 2 2

11th Airborne Division Commander set up with either the "Ad Hoc elements" force or the "674th Glider Field Artillery" force (see SSR 5):

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the east at start. PTO Terrain is in effect, including Light Jungle [EXC: all roads are in play]. All ponds are shallow and fordable. Treat the Airstrip [hexlines 38E4-M8 *and* 38D9-N4] and taxi/parking areas (EX: 38G4) as unpaved roads [EXC: entrenchments may not be placed/created on—and Dash is NA across—an Airstrip hex].

2. Place Overlay 4 normally on board 34, and Wd4 on 38R9-S10.

3. The HMGs in the Japanese OB are Captured American .50 cal HMGs, representing fixed AA mounts at the airfield. Normal penalties (i.e., A21.11-.12—*not* G1.611) apply to their use. These HMGs (and their manning crews) must be set up in Sangars, in any taxi/parking area hex, ≥ 4 hexes from each other, and may not be set up in the same hex with a foxhole counter. They must set up assembled, and may only be moved *if they are in their dismantled state* (A9.8). A Good Order Japanese crew may attempt to Repair a malfunctioned .50 cal. HMG during the RPh (needing a dr of "1" to be successful). Japanese squads/HS are considered to have their Morale underlined (A1.23). The Japanese force is considered elite for purposes of Ammunition Depletion (C8.2).

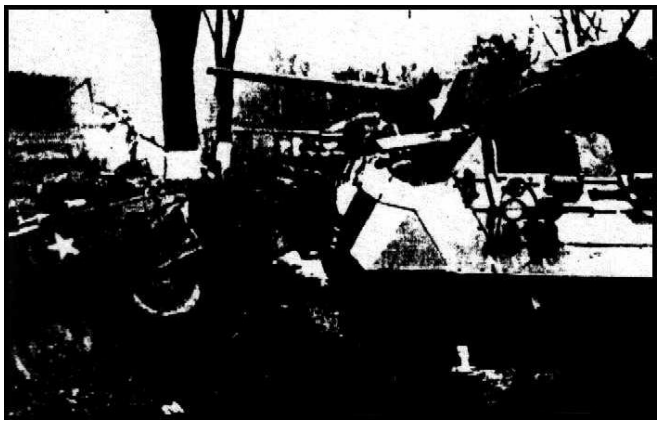
4. An American 5-4-6 squad that Battle Hardens becomes Fanatic in lieu of being exchanged for a unit of higher quality. The American force is considered elite for Heat of Battle purposes. There is a cumulative -2 drm on the Leader Creation Table for all American MMCs. The 7-4-7 squads in the American At Start OB are Assault Engineers (H1.22). The 60mm MTR may fire WP as if the scenario were dated 1945.

5. The American 10-3 leader represents General Swing. The following special rules apply to this SMC: his Leadership Modifier may be used *only* for MC/TC/Rally purposes; if this SMC is unpinned and in Good Order, all American units stacked with/ADJACENT to him have their Morale raised by one (+1)—to a maximum Morale of 10. If this SMC is eliminated, the American ELR is *immediately* lowered by one (-1).

AFTERMATH: The scene was described by the division historian as reminiscent of a Civil War battle. On the left were the engineers, drawn up at the southern edge of the strip. On their right were the artillerymen, in similar battle formation.. In the middle was Gen. Swing, barking out orders as he pressed home the attack. In turn, Colonels Davis and Hoska relayed the commands to their units and the attack went forward. Through dogged fire and maneuver, the makeshift infantry force was able to root the Japanese from their positions in and around the airstrip, and set up a tight perimeter. The few L-4 planes that were still in working order around the airstrip immediately took off, harassed by sniper fire, to deliver much-needed supplies to the troops in the mountains. Similar counterattacks at Buri Airstrip and in the surrounding jungle resulted in the destruction of the remainder of the Japanese force. Ironically, the entire operation—even if successful—would not have have the effect that Gen. Suzuki desired. Due to the muddy condition of the Burauen airstrips, Major General Ennis Whitehead, CO of the 5th Air Force, had earlier that week ordered the cancellation of all major operations from these airfields and had the bulk of their assets transferred elsewhere.

LT ELMO'S FIRE

SCENARIO KE11



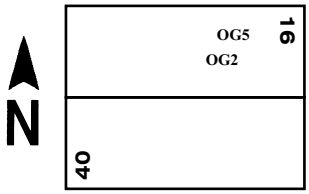
VICTORY CONDITIONS: The Americans win by accumulating ≥12 VP by game end. The Americans receive the Exit VP value of all American units [EXC: prisoners] Exited in Good Order off the west edge of the playing area by game end. The Americans also receive one VP for every *two* (FRD) Casualty VP [EXC: destroyed or captured trucks] inflicted on the Germans.

On the SCHOENBERG-ST. VITH Road, BELGIUM, 17 December 1944: Time was running out for the elements of the 106th Infantry Division trapped on the Schnee Eifel. Captain Robert Fossland, commanding B Troop, 18th Cavalry Reconnaissance Squadron, sought permission from Colonel Cavender of the 423rd Infantry Regiment to reach St. Vith via the Our River town of Schoenberg. With the success of the cavalry troop meaning a possible escape route for his own men, Cavender allowed Fossland to go. Uncertain of the enemy situation in and around Schoenberg, B Troop headed out, taking with them the remnants of the 106th Division's Reconnaissance Troop. Along the way, the cavalrymen encountered a captured jeep that was loaded with Germans, which was quickly dispatched by one of the B Troop armored cars. With dusk falling, Fossland stopped short of Schoenberg and sent Lieutenant Elmo J. Johnston's 3rd Platoon ahead to reconnoiter. The platoon entered Schoenberg, passed unmolested over the Our River bridge, and turned left towards St. Vith. Ahead on the road, facing west, was a seemingly endless column of American 6X6 cargo trucks filled with what appeared to be German prisoners being taken to the rear. As his armored car approached the end of the column, Lt. Johnston realized that all of these German "prisoners" were armed!

BALANCE:

- Remove the 8-I Armor Leader from the American OB.
- ☆ In the Victory Conditions, change " ≥12" to " ≥10".

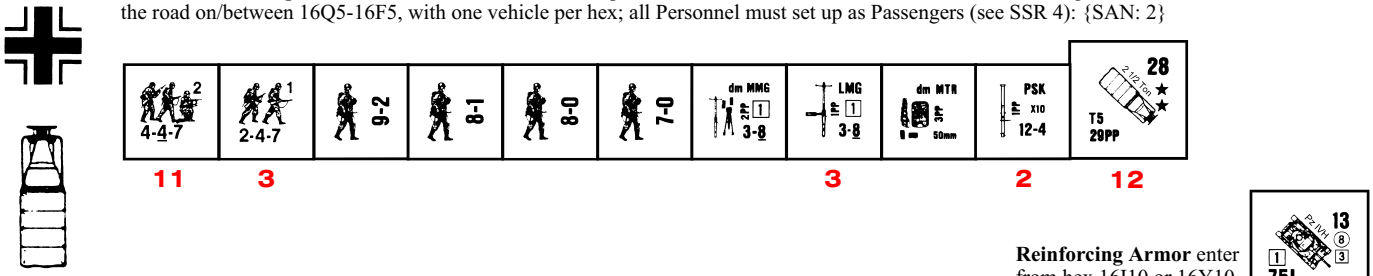
BOARD CONFIGURATION:



TURN RECORD CHART

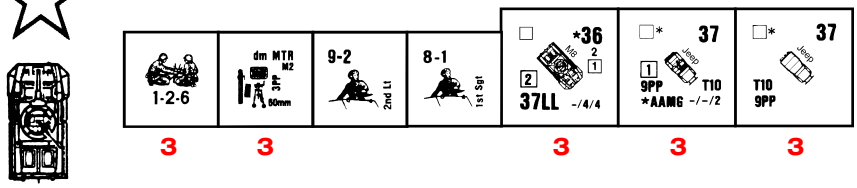
✙ GERMAN Sets Up First [89]	☆ 1	2 ✙ ③	3 ✙ ⑥	4	5	6	END
☆ AMERICAN Moves First							

Elements of Volksgrenadier Division 18 [ELR: 2] set up with all vehicles in Motion - and with all VCA facing west - on the road on/between 16Q5-16F5, with one vehicle per hex; all Personnel must set up as Passengers (see SSR 4): {SAN: 2}



Reinforcing Armor enter from hex 16I10 or 16Y10 as per SSR 5:

3rd Platoon, B Troop, 18th Cavalry Reconnaissance Squadron [ELR: 2] enter on Turn 1 from 16A5; all Personnel must enter as Passengers: {SAN: 2}



SPECIAL RULES:

1. EC are Mud, with no wind at start. Weather is Mud (D8.23; E3.6). A +1 LV Hindrance (E3. 1) is in effect (even in-hex) due to the gathering darkness. The river is deep, and is a frigid Water Obstacle.

2. Place Overlays as follows: **OG2** on 16O3-O4; **OG5** on 16M7-L7. The road running l6A5-16N4-l6Y4-16GG5 is paved. All woods on/east of hexrow C on board 16 are brush.

3. The trucks in the German OB are captured; however, no special captured penalties apply to their use. Use American 1 ½ Ton Trucks for the additional 2 ½ Ton Trucks needed. A truck that does not have any Passengers or "?" (see SSR 4) on board does *not* have an inherent driver, and may not move.

4. During setup, each truck may be covered by a "?" with that vehicle's actual Passengers/SW (if any) placed out of view in the corresponding cloaking box. Such "?" does not bestow concealment status on the truck or its Passengers, but does prevent an opponent from inspecting the vehicle's contents, and is removed (and replaced with the vehicle's actual Passengers/SW, if any) as per the normal rules for "?" loss [EXC: not for movement of the truck solely]. If the Passengers/SW are eliminated outright (i.e., KIA/K/failed cs DR), their identity is not revealed until game end, when their corresponding VP cost is awarded to the American player.

5. In the RPh of every German Player Turn *after* Turn 1, the German player makes a dr for the arrival of the PzIVH. If this dr is ≤ the circled number on the Turn Record Track for the current turn, the PzIVH will enter during the following MPh from either entrance hex.

6. All M8 AC have functioning Gyrostabilizers (D11.1). The 1-2-6 crews in the American OB are *in addition* to those inherent to the AAMG Jeeps. Any AAMG-equipped Jeep whose crew *voluntarily* abandons it retains an inherent driver (who may not fire any weapon). The mortars in the American OB may *not* be exchanged for OBA (U.S. Ordnance Note 1). Due to the desperate nature of the American mission, Recall (D5.341; D3.7) is NA; however, any vehicle marked with a "STUN/Recall+1" counter may not become CE for the remainder of the scenario.

7. In addition to the Desperation penalties (C13.81), a Passenger firing a LATW from a moving/Motion vehicle suffers the appropriate To Hit Case B/C To Hit penalties. The Desperation penalties affect not only the firing unit, but also any other Passengers and the vehicle itself.

AFTERMATH: Screaming a warning to the rest of his troop on his radio, Johnston sent his armored car careening down the left of the column, closely followed by the two other armored cars, blazing canister into the trucks as they raced by. The shocked Germans quickly recovered and joined the fight. Johnston's armored car was hit, and he was seriously wounded and captured. In the second armored car, Sergeant James Hartsock announced that he was struck, and his radio went dead. Sergeant D.L. Rubendall, in the third armored car, was halted when a German Panzer IV lumbered into his path from a side road. Rubendall fired 37mm armor piercing shells into the rear of the German tank, setting it ablaze, but the gun of the German vehicle continued to turn towards him. He threw grenades at the open hatch of the tank, and then legged it towards the jeeps which had been caught up in the swift German response to the American attack. Johnston's platoon was scattered, with most of the men killed or captured. Only one jeep managed to escape back to the rest of B Troop. Fossland, discouraged, ordered all remaining vehicles and heavy weapons to be destroyed. He then broke the remaining men of B Troop into small groups, ordering them to try to get through the German lines and reach St. Vith on foot.

SWORD PLAY

SCENARIO KE12

West of MYINTHA, BURMA, 2 March 1945: With the stabilization of four bridgeheads across the lrrawaddy River, the British and Indian forces prepared for the breakout designed to "slash the wrist" of the Japanese 15th Army, whose hand firmly grasped the Mandalay area. While the 19th Indian Division struck towards Mandalay from the north, 2nd British Division expanded their bridgehead towards the east, catching the Japanese forces in a vise. While the resistance in 2nd Division's area of operations was not as bitter as that encountered by units of the 19th Division, it seemed that the Japanese were as fanatical as ever in trying to stop the British advance. Unfortunately for the tankers of the 3rd Carabiniers, their normal infantry escort, the Bombay Grenadiers, were not available to protect the tanks from suicidal Japanese infantry assaults. In the rolling scrub and dried-up chaungs west of Mandalay that March, the Japanese would take advantage of that oversight at every opportunity...

VICTORY CONDITIONS: Provided that the Japanese do not inflict ≥ 23 Casualty VP on the British (excluding the Casualty VP bonus normally awarded for prisoners/Captured equipment) - which would result in an immediate Japanese victory - the British win at game end if they control *all* of the hexes of any *two* of the following three multi-hex areas: the Northern Plantation (hexes DD2, EE2, EE3, FF1, and FF2); the Southern Plantation (hexes AA7, AA8, BB6, and BB7); and the Level 1 hill.

BALANCE:

- In spite of the limitations imposed by G1.421, the Japanese may create (/use HIP set-up for) ≤ *three* T-H Heroes over the course of the scenario.
- Replace one British 8-0 Leader with a 8-1 Leader.

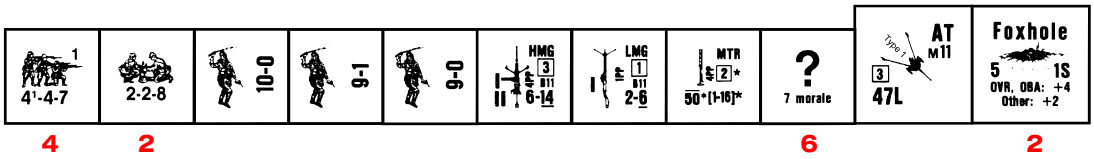
BOARD CONFIGURATION:

(Only Hexrows R-GG are playable)

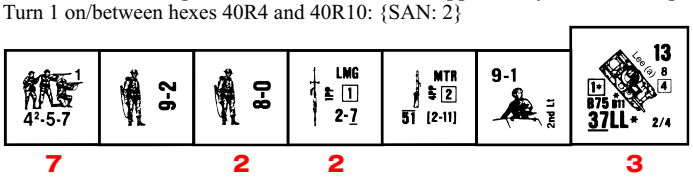
TURN RECORD CHART

JAPANESE Sets Up First	1	2	3	4	5	END
BRITISH Moves First						

Elements of 31st Division [ELR: 3] set up on/east of hexrow U; no more than three MMC may set up in hexrows U/V: {SAN: 3}



Elements of 5th Brigade, 2nd British Division, supported by tanks of A Squadron, 3rd Carabiniers [ELR: 3] enter on Turn 1 on/between hexes 40R4 and 40R10: {SAN: 2}



SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain is *not* in effect [EXC: all grain/marsh is Kunai (G6.); all orchards are Palm Trees (G4.); the buildings in hexes 40CC1 and 40DD0 are huts (G5.). Treat the Elevated Road as a Sunken Road. Kindling fires is NA.

2. The river is *not* a Water Obstacle (i.e., it is Dry), and is treated as a Valley (B22.); all blue-color *river* (Valley) hexes are Sand (F7.). A unit need never take a Sand Bog DR (F7.31) if in a non-Sand Open Ground hex accessible to a Sand hex. The TEM of a foxhole in Sand is *not* halved.

3. All Sniper Attack dr receive a +1 drm. All Repair dr receive a -1 drm [EXC: an Original 6 on a Repair dr still permanently Disables that weapon/Gun].

4. The British may not use Riders (D6.2), nor may they use Armored Assault (D9.31). AFV crews may *not* voluntarily Abandon their vehicles. The *printed* ROF of a Lee(a) is increased by one (+l) if the AFV is CE.

5. *Once* during the scenario (at the *option* of the Japanese player), any *one* Japanese leader may be declared Heroic without the application of Heat of Battle. This may occur during any *Japanese* MPh/APh in which the leader would otherwise be able to make an attack vs an AFV *if he were a T-H Hero* (G1.432). This SSR-created Hero must then attack the AFV that allowed its creation. If the target is a BU AFV, the Hero attacks the AFV through the use of *normal* CC vs an AFV (A11.6), with a CCV of 2 [EXC: the Hero may *not* make a combined attack with any other unit vs that AFV, and the use of ATMM (G1.4231) is NA]. However, if the target AFV is CE, the Hero *must* attack the AFV's CE crew by mounting the AFV (i.e., becoming a Rider) at a cost of 1 MF [EXC: two MF if the AFV is in Motion; if this occurs during the Japanese APh, the Hero may mount the AFV if he began the phase ADJACENT to it], and attack/be attacked by the crew with non-sequential [EXC: Ambush] Hand-To-Hand CC during the ensuing CCPh *on the following Table*. The *only* A11.11 CC DRM that are applicable *on this Table* are those for Ambush and/or CX status. Additionally, there is it +1 DRM if the attacker is Wounded or under the effects of a Stun/STUN marker:

DR	Hero attacks AFV crew:	AFV crew attacks Hero:
≤4	KIA [1]	KIA
5	Recall [2]	KIA
6	Recall [2]	Wounded [4]
7	Stun	Wounded [4]
>8	NE [3]	NE [3]

[1] Mark the AFV with an "Abandoned" counter; the AFV is immediately Captured if the Hero is still present on/in it.

[2] Mark the AFV with a "STUN" counter (the crew may still attack in CC with a "STUN" or "Stun" counter on, but receives the "STUN+1" DRM); flip this counter to its "Recall-1" side at the end of the CCPh in which the "H-to-H Melee/CC" counter is removed.

[3] No Effect: Melee continues (unless the other side is eliminated).

[4] Must make a Wound Severity dr as per A 17.11.

Withdrawal is NA for this H-to-H Melee. The "Rider" Hero need not Bail Out as a result of the AFV changing its TCA. Both the Hero and the CE crew are vulnerable to fire (the crew still receives the +2 CE DRM) until the beginning of the *second* CCPh of their Melee; thereafter, neither the Hero nor the crew are considered to be CE (remove that CE counter at this time accordingly). Once the "H-to-H Melee" counter is placed, the AFV may not move or fire in any way; if the AFV is in Motion, it immediately Stops concurrent with the placement of the "H-to-H Melee" counter. This Hero is *not* automatically eliminated upon the completion of his CC attack (i.e., G1.425 is NA for this Hero). If: the Hero eliminates the AFV/AFV crew in CC, the AFV withdraws from a *normal* CC vs an AFV Melee, or the Hero becomes engaged in CC by any *Personnel* prior to attacking its target AFV through the application of this SSR, the Hero immediately reverts to "normal" Heroic leader status.

AFTERMATH: Tasked with clearing the area around Myintha, the tanks from A Squadron of the Carabiniers stopped to engage a target in a chaung. As the tanks fired away, two Japanese soldiers darted from nearby cover and mounted the tank of Captain Cornaby, the Squadron Adjutant. A burst of fire felled one of the attackers, but the other, brandishing a sword, ran Cornaby through. As Cornaby fell mortally wounded into his turret, the Japanese officer followed him in and likewise killed Cornaby's gunner. The loader, Trooper Jenkins, emptied his revolver into the berserk swordsman, but to no avail: the Japanese officer was at Jenkins next. As they struggled, Jenkins grasped another revolver and finally managed to kill his opponent. In the tank hull, the 75mm gun crew happily blazed away at their target, unaware of the calamity occurring in the turret. Meanwhile, more Japanese infantry assaulted the tanks but were cut down before they could do any damage; not so of the 47mm anti-tank gun that opened fire from its concealed position, however, knocking out two tanks. Another tank bogged in the sand of the chaung after the destruction of the AT gun, and, unable to recover it, the crew rendered it useless to the enemy as the attack was ended for the day. Short several tanks, 3rd Carabiniers drew into leaguer to rest and replenish for the next day's work, knowing that they would again face the enemy without the aid of the Bombay Grenadiers - a mistake for which they had paid dearly on the trail to Mandalay.

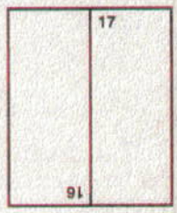
LION'S SHARE

ASL SCENARIO KE 1

VICTORY CONDITIONS: The Germans win immediately upon Exiting ≥ 22 Exit VP of German units from the south edge of board 17.

West of ARRAS, FRANCE, 21 May 1940: In spite of the numerous problems that plagued the British and French in launching their limited counter-attack at Arras, the Allies had actually succeeded in causing considerable turmoil in the German command structure, not to mention amongst the two German infantry regiments that had become the focus of the attack. The 74 British Matilda I and II Infantry Tanks of the 1st Army Tank Brigade had caused some losses amongst the truck-borne infantry as they waddled forward, and since the standard German 37mm anti-tank guns seemed to make no impression on the attacking tanks, the German infantry had found itself with a rather severe case of "tank terror". Seemingly unable to affect the outcome of the fighting, the German infantry were fleeing the battle. At that moment, Rommel himself arrived on the scene. He personally organized the defense of Infanterie Regiment 7., using FlaK guns and artillery pieces to slow the rampaging British tanks. That done, he recalled Panzer Regiment 25. to the aid of the infantry. The *Panzertruppen*, far to the north and west of Arras, turned about and raced southeast, attacking into the right flank of the Allied penetration in the waning afternoon light.

BOARD CONFIGURATION:



BALANCE:

In the French reinforcements, replace one H35 with one S35.

In the Victory Conditions, change "≥ 22 Exit VP" to "≥ 20 Exit VP".

TURN RECORD CHART

SIMULTANEOUS Setup (See SSR 2)	1	2	3	4	5	6	7	END
GERMAN Moves First								

Elements of 6th Battalion the Durham Light Infantry, British 50th Division [ELR: 3] set up on board 17 and/or on/south of hexrow N on board 16: {SAN: 3}

5 2 2 2 2

Elements of 2ème Cuirassée, 3ème Division Légère Mécanique enter on/between 17Q1 and 17EE1 on Turn 3:

2 2

Lead Elements of Panzer Regiment 25., Panzer Division 7. [ELR: 3] enter from the north edge of board 16 on Turn 1; all Personnel/SW must enter as Passengers: {SAN: 2}

3 2 6 3

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Due to the gathering darkness, there is a +1 LV Hindrance in effect for all LOS/fire at hexes/targets ≥ 13 hexes.

2. Setup is simultaneous, with the German setting up offboard. Stand an extra board across the playing area so neither player can see the other's setup. When both sides have finished setting up, remove the extra board, place the Sniper counters and begin play.

AFTERMATH: The British Durham Light Infantry, outpaced during the afternoon's attack and unable to join the sharp edge of the fighting, had set up positions west of Arras to protect the flank of the Allied penetration. As the German tanks hurried to Rommel's aid, they fell afoul of the British anti-tank guns conveniently sited astride their axis of approach. The panzers—girded for a set-piece battle against British tanks—were taken completely by surprise at having to face anti-tank guns along the march to contact. Allied reinforcements only added to their troubles. After a timid advance in the wake of the British spearhead, French armor of the 3rd Light Mechanized Division made an appearance on the battlefield to bolster the British positions. In what proved to be one of the few tank versus tank engagements of the day, the French tankers managed to bag several German tank kills of their own. As the sun set on the Allied counterattack, Panzer Division 7. had suffered some 400 casualties, and had lost 20 tanks to the DLI anti-tank guns and French tanks, or the lion's share of what Rommel's division would lose in the entire campaign.

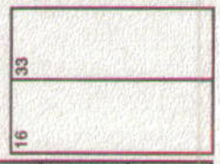
THE DREADNOUGHT OF RASYEINYIA

ASL SCENARIO KE 2

North of RASYEINYIA, LITHUANIA, 24-25 June 1941: On the second day of Operation *Barbarossa*, the German units moving into Lithuania became embroiled in tank vs tank battles of increasing intensity. Panzer Divisions 1. and 6.—sprinting ahead in an attempt to take Leningrad by *coup de main*—ran afoul of the Soviet 12th Mechanized Corps and 2nd Tank Division. The Germans discovered to their dismay that many of the tanks in these Soviet formations were the new T-34 and KV types. These vehicles seemed impervious to the standard 37mm PaK 36 anti-tank guns—fire from the 75mm guns of the Panzer IV types also appeared ineffective. In the initial encounters, the Soviet tanks thundered forward like steamrollers, in many cases simply driving over the impotent German anti-tank guns, grinding them into the earth. At the end of the second day of fighting, after destroying some 40 panzers and a like number of guns, the Soviet 2nd Tank Division withdrew to a point north of the Dubissa River to replenish its exhausted fuel and ammunition. Panzer Division 6 attempted to exploit this lull in the fighting by seizing two bridgeheads over the Dubissa, threatening the now-vulnerable 2nd Tank Division's flank. In an effort to gain time, the 2nd Tank Division's commander, General Solyalyankin, launched minor frontal attacks against the German units in these bridgeheads to pin them down. Additionally, Solyalyankin dispatched a single KV-2 Heavy Tank through the German lines in an attempt to interdict the supply lines of the two bridgeheads. This KV-2 reached a road junction just north of Rasyeinyia where it halted, in effect cutting off both German units. On the morning of 24 June, a resupply convoy that was sent to replenish the northern bridgehead was wiped out by fire from the KV-2. This only served to emphasize the isolation of the Germans on the far side of the river, who were coming under increasing attacks by the 2nd Tank Division. The order of the day for Panzer Division 6. became the removal of the roadblock presented by the KV-2...

VICTORY CONDITIONS: The Russians win at scenario end by having won Part I *and* Part II *and* Part III *and* Part IV; *or* immediately upon accumulating ≥ 21 Casualty VP throughout the entire scenario. For the Russians to win in each Part, the KV-2 must have hex 33Q10 in its LOS and within the Normal Range (A10.532) of a *functioning* weapon at the *conclusion* of that Part (ignoring the presence of Stun/Shock/Unconfirmed Kill status and Smoke, and treating 33Q10 as if it were an Illuminated Location). [For Victory Condition purposes, if the KV-2's *only* functioning weapon is the BMG and the KV-2 is immobilized, hex 33Q10 must be in the KV-2's VCA (or the KV-2 must be in 33Q10).]

BOARD CONFIGURATION:



BALANCE:

★ Replace the Russian 9-2 Armor Leader with a 10-2 Armor Leader.

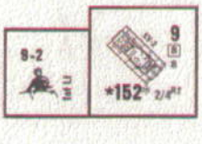
✚ All German PAATC are subject to a +1 DRM (instead of the +2 DRM of SSR 4).

PART/TURN RECORD CHART

★ RUSSIAN Sets Up First	Part I (+1)	Part II (+2)	Part III (+0)	Part IV	END	✚1	2	3	4	END 5	END Part III
✚ GERMAN Moves First	A B 4 Turns	C 4 Turns	D 5 Turns	E F 4 Turns							

★

KV-2 Heavy Tank of 3rd Tank Regiment, 2nd Tank Division set up within 4 hexes (inclusive) of 33Q10, with 33Q10 in its LOS (see SSR 1): {SAN: 0}



✚ **Elements of Panzer Division 6. [ELR: 4]** each Group enters individually on Turn 1 of the appropriate Part as indicated; or, if the Group is not Recalled after the previous Part, sets up onboard (see SSR 1): {SAN: 2 (see SSR 4)}

Group A (Recall #: 3) enter Part I within two hexes (inclusive) of 33I1:

Group B (Recall #: 5) enter Part I within two hexes (inclusive) of 16I10:

Group C (Recall #: 3) enter Part II within two hexes (inclusive) of 16I10:

Group D (Recall #: 4) enter Part III within two hexes (inclusive) of 33GG5:

Group E enter Part IV within two hexes (inclusive) of 16I10:

Group F enter Part IV within two hexes (inclusive) of 33I1 and/or 33GG5:

SPECIAL RULES:

1. This scenario is played in four separate but related Parts, with each Part being four turns long [EXC: Part III is five turns long]. Provided that the scenario has not ended due to the sudden death Victory Conditions, at the end of Parts I, II and III the following actions must be conducted in the following order to prepare the scenario for its next Part:

a. Remove any onboard Smoke counters. All German units currently held in Melee *must* immediately Withdraw, with *no* Withdrawal CC attacks taking place.

b. Place a "No Move" counter on all *Guns* (*not crews*) that are < 10 hexes from (and in LOS of) the KV-2.

c. Each German Group with *units* onboard must now make a Recall dr ≤ its Recall # to remain in play. This Recall dr is subject to a +1 drm prior to Part II, and a +2 drm prior to Part III. Failure of the Group's Recall dr results in all counters of that Group (*only*) being removed from play *immediately and permanently* [EXC: immobilized/Bogged vehicles are Abandoned and left in their Locations; unpossessed SW/Guns and/or *Guns* marked with a "No Move" counter are left in their Locations].

d. All units broken/berserk/under the effects of shock/Unconfirmed Kill are returned to Good Order.

e. Remove any Concealment/fanatic/Acquired/Labor status held by any units. However, all results of Battle Hardening/ELR Replacement/SMC Creation/stuns/wounds/Special Ammo Depletion/Low Ammo status in effect at this time are retained for later Parts.

f. Remove all remaining German counters [EXC: immobilized/Bogged vehicles, unpossessed SW/Guns, and *Guns* marked with "No Move" counters remain in place]; these removed German counters will be set up for play in the next Part during Step **j** below.

g. All *malfunctioned* SW/MG/Guns that will be in play during the next Part are now automatically repaired [EXC: if they are unpossessed, they must roll for repair normally after becoming possessed].

h. Remove all "No Move" counters. Any entrenchments/rubble created during play are retained in place. Any wrecks remain in their Location. Make a dr for each Burning Wreck: on a dr ≥ 4, that Blaze is removed—replace it with a Burnt-Out-Wreck counter (O11.6091).

i. The Russian sets up for play of the next Part, moving the KV-2 as needed and setting up within 4 hexes of (and with LOS to) 33Q10 [EXC: if it is immobilized/Bogged, it must remain in place].

j. The German sets up for play of the next Part, with all units that are being placed onboard at this time setting up at least 12 hexes from the KV-2. German units of the *same Group* may now Recombine freely, but may not further Deploy. German reinforcements for the current turn must enter on Turn 1 of that Part from the indicated area(s). Begin play of the next Part.

2. EC are Moderate, with no wind at the start of each Part. All grain is considered Open Ground [EXC: the increased movement cost of grain is retained due to the presence of plowed fields]; all buildings are wooden. Place one wrecked truck in each of hexes 16O2, 16N2, 16L2, 16N4, 16N7, and 16Q5, and two wrecked trucks in each of hexes 16N3, 16N5 and 16N6 (use unarmed trucks of any nationality that have a Target Size of +0). Bore Sighting, Kindling fires and Terrain Blazes are NA. Guns may *never* be Emplaced.

3. Part III is five turns long, and Night rules are in effect for this Part (only) [EXC: E1.76 is NA]. The initial Base NVR is four hexes with no Cloud Cover and no Moon. The German is the Scenario Attacker and the Russian is the Scenario Defender (despite the Germans possibly setting up onboard). The Majority Squad Type of the Germans is Lax. The Germans may add one additional Cloaking counter to any one Group being used in Part III.

4. Due to an unfamiliarity with this type of AFV, German units must pay one additional MF/MP to enter a Location ADJACENT to/containing the KV-2. All German PAATC are subject to a +2 DRM, and DC Position DR (C7.346) have a +2 DRM. The German 50L AT Guns may *not* use APCR ammunition. German AFV crews may not voluntarily abandon their vehicles. The German Sniper will make a Sniper attack dr *only* if a MMC from German Group B/D is *currently* in play.

5. The Russian KV-2 receives a -2 drm to all repair dr [EXC: an Original 6 dr still disables the weapon] and it receives a -3 drm to all Unconfirmed Kill dr (C7.4). Additionally, the KV-2 is *never* subject to Recall for having its MA disabled (D3.7) or for Stun results (D5.341-.342) [EXC: the Armor Leader is still eliminated by any Stun result that would normally cause Recall]—however, the +1 DRM effects of all stun/Stun results vs the KV-2 Inherent crew are *cumulative*. When the total stun/Stun +DRM equal 5, the KV-2's Inherent crew's abilities are limited to those of a SMC crew (A21.22); when the total stun/Stun +DRM is ≥ 6, the Inherent crew is eliminated and the KV-2 is abandoned.

AFTERMATH: That afternoon, a battery of new 50mm PaK 38 anti-tank guns were brought down from one of the isolated bridgeheads to deal with the KV. The guns were moved to a point some 600 meters from the quiet Russian tank, and opened fire as soon as they were set up. As the German shots bounced off the KV's armor, the Russian tank traversed its turret and opened fire, knocking out each gun in turn. The same treatment was accorded to a 88mm FlaK 18 anti-aircraft gun brought forward from Rasyeinyia: as the German crew scrambled to bring the "88" into action, both the gun and its tractor were destroyed before the Germans could fire a shot. Later that night a group of engineers from Panzer Pioniere Bataillon 57 attempted to deal with the KV-2 in their own way, placing a double charge of explosives on the tank. After detonating the charge, the engineers were scattered by machine gun fire from the tank. A lone engineer returned later that night to observe the results: the vehicle had been immobilized by a broken track, but the armor was unscathed. This engineer placed another charge on the gun barrel of the KV, but it too had no visible effect. The next day, as Panzer Division 1 was brought to the aid of the beleaguered Panzer Division 6 and a massive tank battle was fought with the Soviet 2nd Tank Division, a group of tanks was dispatched from the southern bridgehead to distract the KV while another "88" could be brought into play. This FlaK gun scored six hits on the KV-2, apparently silencing the menace. As the Germans congregated around the Russian tank, marveling at its strength, they were shocked to find that only two hits from the "88" had penetrated its armor! Suddenly, the Russian tank's turret began turning towards them, and the Germans scattered. An engineer on the scene, however, was calm enough to put several grenades into the vehicle via the two holes in its armor, finally finishing off the KV for good. This unnamed KV crew, while paying the supreme sacrifice, had made an immeasurable contribution to the defense of Leningrad, since their roadblock had diverted Panzer Division 1. from its swift advance to come to the aid of Panzer Division 6.

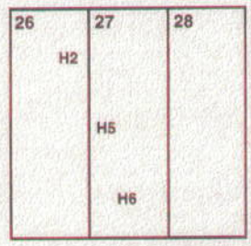
DISENGAGEMENT UNDER FIRE

ASL SCENARIO KE 3

East of BIR HACHEIM, LIBYA, 27 May 1942: Rommel's attack on the Gazala line had caught the British 4th Armoured Brigade by surprise. Initially leaguered east of Bir Hacheim, the Brigade's three regiments were slow in shaking out of their night "coils" and moving to their prepared battle positions. The 8th Hussars paid the price for their lethargy, and were engaged by nearly the entire Panzer Division 15. at their leaguer site. Although the Hussars—using their new heavily armed and armoured American-built Grant tanks—inflicted heavy losses on the advancing Germans, sheer weight of numbers nearly wiped out the British force. The Hussars withdrew, leaving Panzer Division 15. to continue its movement northward on a collision course with the 3rd Royal Tank Regiment. Under Lt. Col. "Pip" Roberts, the 3rd RTR was more prepared for battle than its neighbor to the south, and, taking up positions on a low ridge, they took the German division under fire at a range of 1300 yards. As with the Hussars, the Grants of 3rd RTR wrought havoc on the German force. However, the Germans had the advantage of numerical superiority: as soon as one panzer was knocked out, another moved forward and took its place. After more than an hour, the Grants were starting to run low on ammunition, and Roberts ordered a disengagement under fire—a difficult maneuver while Panzer Division 15. was still attempting to move north.

VICTORY CONDITIONS: The Germans win if they Exit > two times more DVP off the north edge of board(s) 27 and/or 28 than the British Exit off the east edge of board 28. Exited prisoners count towards Exit DVP for *both* sides; British non-inherent crews that Exit the board *as Riders* count as *double* Exit DVP for the British. Both sides must subtract one from the Exit DVP of each AFV Exited with a malfunctioned/disabled MA and/or SA (or subtract two if *both* MA and SA are malfunctioned/disabled)—malfunctioned Guns do not count for Exit DVP purposes.

BOARD CONFIGURATION:



BALANCE:

- Remove the 8-1 Armor Leader from the German OB.
- Delete SSR 4.

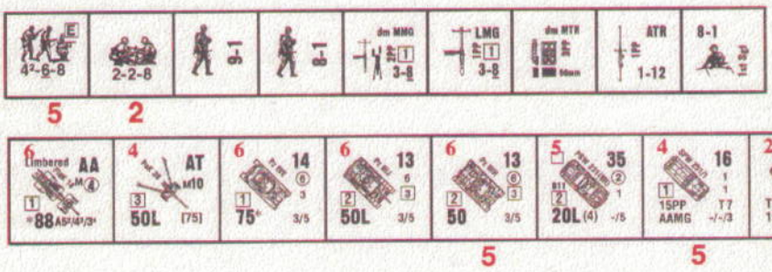
TURN RECORD CHART

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

Elements of B and C Squadrons, 3rd Battalion the Royal Tank Regiment, 4th Armoured Brigade set up on/east-of the hexrows that run 26A9-27AA6-27AA1 [EXC: the British may not set up on board 28]; each non-inherent crew must set up within one hex of a different wrecked Grant (a) tank, and may not be set up as a Rider: {SAN: 0}

Elements of A Squadron, 3rd RTR enter from the north edge of board 27 on Turn 4:

Elements of Panzer Regiment 8., Panzer Division 15. [ELR: 4] enter from the south edge of board 26 on/between 26GG6 and 26GG10 on Turn 1; all German Personnel must enter as Passengers, and no German vehicle may expend more MP than half its printed MP allotment on Turn 1: {SAN: 2}



SPECIAL RULES:

1. EC are Dry, with no wind at start. Heat Haze (F11.62) is in effect.

2. Place overlays as follows: **H6** on 27Y4-Z3; **H5** on 27M8-N7; and **H2** on 26D1-E1. Place one wrecked Grant (a) tank in each of hexes 27oZ5, 27W7, 27oQ7, 27oO9, and 26oE2 [use Lee (a) tanks for the extra Grant (a) tank wrecks needed]. The VCA of all wrecked Grant (a) tanks faces southwest, and two of them are burning (determined randomly). Place one wrecked Pz IIIG in each of hexes 26DD5 and 26Z6; the VCA of these tank wrecks face north, and one of them is burning (determined randomly).

3. The MA and SA of all Grant (a) tanks suffer from Ammunition Shortage (A19.131). All British crews may be Riders even though it is not yet 1943. Bore Sighting is NA.

4. All German APCR Depletion Numbers are decreased by one (-1).

5. All Sniper Attack dr receive a +1 drm.

AFTERMATH: With the loss of nearly half of his 19 Grants (and with three already sent to the rear with damaged guns), Roberts had to time his withdrawal carefully to enable his remaining tanks to escape. A further consideration were the crews of previously knocked out vehicles, which the British tankers strove to pick up as they reversed out of action. The Germans attempted to take advantage of the slow withdrawal, but the timely intervention of the nearly unscathed Stuart Squadron ended any German pursuit. In addition to the three tanks already sent to the rear, B and C Squadrons had seven Grants reach the rally point—all of which had been hit. Cyril Joly, the C Squadron commander, had twenty-five hits on his tank and all of his periscopes smashed, as well as being blinded by his own blood. That afternoon, 3rd RTR regrouped to the north with the rest of 4th Armoured Brigade—a formation that had lost nearly half of its fighting strength that day. Their losses were not without effect, however, since they severely dented the German spearpoint. This, along with other events of the day, caused a serious re-evaluation of the offensive by Rommel. The coming days of combat would decide whether the British commanders could act decisively on the advantages that had been won for them, and steal a victory from the Desert Fox.

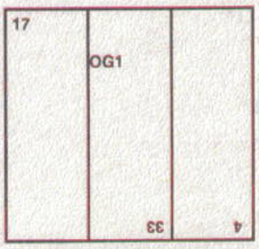
PANZERS TO THE RESCUE

ASL SCENARIO KE 4

Near OLSHOWATKA, 5 February 1943: During the last days of the German defense of Kharkov, the SS-Panzer Division 2. (*Das Reich*) was involved in actions against elements of the Soviet Sixth Army. During the night of 4 February, SS-Panzer Regiment 2. was ordered to take the village of Olshowatka. The attack foundered after the loss of several panzers in the village. At the rallying point, Panzer 221, commanded by Rottenführer Ernst Barkmann, was commandeered by the platoon sergeant. Panzer 221 led a group back to the village to aid in the recovery of the damaged vehicles. On the way into the village, Panzer 221 lost its way in the dark and was separated from the rest of the platoon. When the panzer got stuck in a deep snowdrift on the outskirts of the village, the platoon sergeant continued ahead on foot, leaving Barkmann in charge. The next morning, Barkmann and his crew—still on guard in Panzer 221—noticed Russian infantry and horse-drawn guns moving forward through the buildings. Fortunately for Barkmann, he heard the sounds of his own comrades approaching from the rear.

VICTORY CONDITIONS: The Germans win at game end if they accumulate more VP than the Russians. Casualty VP are awarded to both sides in the normal manner. In addition, each building Location on boards 4 and 33 is worth one (1) VP to the controlling side at game end. The Russians control all buildings on boards 4 and 33 at scenario start.

BOARD CONFIGURATION:



BALANCE:

- Replace the three T-34 M43 tanks from the Russian reinforcement group with three T-34 M41 tanks.
- ★ Replace the three Pz IVH tanks from the German reinforcement group with three Pz IVF2 tanks.

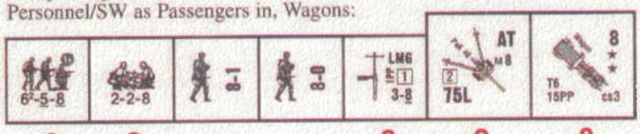
N

TURN RECORD CHART

GERMAN Sets Up First [151]	1	2★	3	4	5	6	END
GERMAN Moves First							

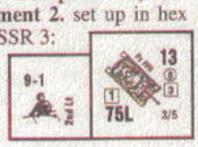
Elements of SS-Panzer Division 2. [ELR: 5] set up and enter as indicated: {SAN: 3}

Elements of SS-Panzergrenadier Regiment 3., SS-Panzer Division 2. set up along road 17R3 to 17Y10; Guns must be set up hooked to, and all Personnel/SW as Passengers in, Wagons:

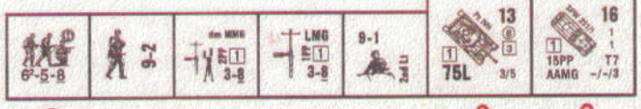


6 2 2 2 8

Panzer 221, Kompanie 2., SS-Panzer Regiment 2. set up in hex 33W4 as per SSR 3:

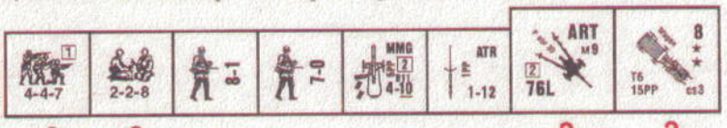


Elements of Kompanie 5., SS-Panzer Regiment 2. and SS-Panzergrenadier Regiment 3 enter on Turn 2 from the west edge of board 17:



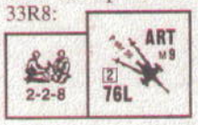
3 3 3

Elements of Soviet Sixth Army [ELR: 3] set up on/between hexrows G and BB on board 4 hexes that have a coordinate of ≥ 3; all Guns must be set up hooked up to Wagons: {SAN: 4}



6 2 2 2

Soviet 76mm ART Gun set up in hex 33R8:



Soviet Armor Reinforcements enter on Turn 2 from the east edge of board 4:

3

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the west at start. Weather is Ground Snow (E3.72). All buildings are wooden. Place Overlay **OG1** in hex 33Y1. Kindling fires is NA.

2. Place Drifts (E3.75) so that the east hexsides are affected for the following hexes: 17EE2, 17K4, 33D3, 33F2, 33J2, 33J6, 33N5, 33O7, 33P5, 33Q9, 33U4, 33W4, 33AA2, 33AA6, 4B4, and 4O4. No other Drifts may be created during play.

3. Panzer 221 must be set up immobilized in hex 33W4 with a VCA of 33V4-33W5. All German units have Winter Camouflage (E3.712).

4. The Russian 76L ART Guns may be set up in and/or enter buildings, and may fire from buildings without any *additional* penalties (as an exception to B23.423 and C2.7). All Russian units have Winter Camouflage (E3.712).

5. Use Horse counters to represent the additional Wagon counters required. A Wagon that does not have either a Passenger on board and/or a Gun in tow is never considered a Known enemy unit for Rout purposes (A10.5).

AFTERMATH: At the same time that the Russians were moving forward, SS infantry and horse-drawn AT guns were advancing in an attempt to relieve Panzer 221 and take the village. In addition, the German Panzer Abteilung commander, Sturmbannführer von Reitzenstein, sent units of Kompanie 5. to the rescue. Barkmann's panzer came under heavy fire from the Soviet guns which had been pushed forward into buildings at the east edge of the village. Although Panzer 221 held off the attacking Soviet infantry, the guns were able to penetrate the Panzer IV's armor. Barkmann and the rest of his crew bailed out just as the relieving force arrived on the scene. It would not be the last time that Barkmann would survive a close call, as later events in Russia, Normandy, the Ardennes, and Austria would show.

BEYOND THE PAKFRONTS

ASL SCENARIO KE 5

South of VERKOPHENYA, RUSSIA, 8 July 1943: The fourth day of the battle for the Kursk salient found the German Panzergrenadier Division *Grossdeutschland* still pushing north towards Syrtsevo and Verkophenya against strong Soviet resistance. That morning, a fierce counterattack by a Soviet Tank Brigade south of the fortified town of Syrtsevo was repulsed by the guns of *Grossdeutschland*'s Tiger company. As the weight of the German attack on the fortified locality of Syrtsevo increased, the Soviet defense began to crumble. The surviving Soviet units pulled out of the line across the river Pena, leaving Syrtsevo to the Germans. With the bulk of *Grossdeutschland* mopping up the fortifications in and about Syrtsevo, the division's reconnaissance battalion was tasked with continuing north and, taking advantage of the confusion, holding a corridor open to the town of Verkophenya—where a bridge across the Pena was still intact.

VICTORY CONDITIONS: The Russians win at game end if they accumulate ≥ 36 VP. VP are awarded to the Russians for all Good Order MMC/SMC and or non-Recalled non-shocked AFVs (with functioning MA and/or SA)—calculated as though they were Exit VP [EXC: VP awarded for *Mobile* AFVs (and their inherent crews) are *doubled*]—within 8 hexes of, and with LOS to, hex 33Y10. For end of game LOS purposes, Hindrance DRM caused by Smoke/Blaze are NA. Alternately, the Russians win *immediately* if they inflict ≥ 50 Casualty VP on the German force (excluding the Casualty VP bonus normally given for prisoners/Captured equipment).

BOARD CONFIGURATION:

BALANCE:

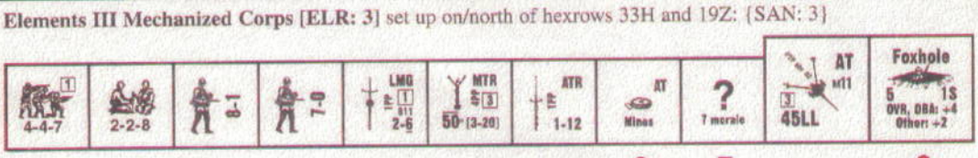
★ The Russian Turn 3 vehicular reinforcements may use their full printed MP Allotment on their turn of entry.

✚ The German Turn 3 reinforcements may use their full printed MP Allotment on their turn of entry.

TURN RECORD CHART

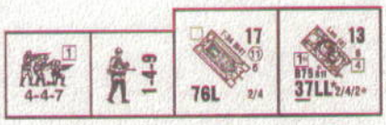
	✚1	✚2	✚3★	4	5	6	END
★ RUSSIAN Sets Up First							
✚ GERMAN Moves First							

★ **Elements III Mechanized Corps [ELR: 3]** set up on/north of hexrows 33H and 19Z: [SAN: 3]



5 2 3 factors 7 3

Elements of reinforcing Tank Brigade enter on Turn 3 on/between hexes 33T0 and 33GG10, with all vehicles having already expended 1/2 of their *printed* MP Allotment:



2 3 3

✚ **Elements of Panzer-Aufklärungs Abteilung *Grossdeutschland* and Sturmgeschütz Abteilung *Grossdeutschland*, Panzergrenadier Division *Grossdeutschland* [ELR: 4]** enter on/between hexes 33A3 and 33A8 and/or 19GG3 and 19GG8 on the indicated Turn (see SSR 3): [SAN: 2]

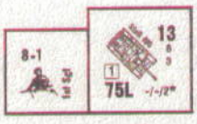
Turn 1:

3 2 3

Turn 2:

3 3

Enter on Turn 3 having already expended 1/2 of their *printed* MP Allotment:



4

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the west at start. The A-T Mines may not be set up in a road hex [EXC: they may be used as a Daisy Chain (B28.531) in a road hex]. Kindling fires/Terrain Blazes are NA.

2. Use British Lee(a) counters as Russian AFV. The 37LL MA of this AFV *may* fire HE and Canister as if this scenario were dated 1944; however, use of Gyrostabilizers and Smoke Dischargers is NA. Treat *all* Lee(a) tanks as having the 2* AAMG.

3. All German Personnel must enter as Passengers/Riders. The SPW 250/sMG inherent HS (see German Vehicle Note 58) is a 2-4-8 HS. All German vehicles [EXC: SPW 251/1; StuG IIIG] start the scenario manned by an Inherent *Infantry* (i.e., 2-2-8) crew. Such crews retain *all* vehicular crew capabilities if they leave their vehicle for any reason. Any German vehicle whose crew *voluntarily* Abandons it retains an inherent Driver (who may not fire any weapon, or use vehicular Smoke grenades); such a vehicle is considered an unarmed AFV (i.e., with a base FP of 2) for OVR attacks (D7.11).

4. The Germans receive one module of 81mm battalion mortar OBA (HE and Smoke capable) with Plentiful Ammunition.

AFTERMATH: Beyond the *pakfronts* and the fortified locality of Syrtsevo, the situation turned fluid and the reconnaissance battalion found itself in a pursuit—in marked contrast to the slogging battles of the previous days. Elements of the recon unit arrived at the first objective, a crossroads just south of Verkophenya, and began the task of securing the surrounding woods and outbuildings. Due to a lack of supporting infantry, the crews had to dismount from their vehicles to mop up the scattered Soviet resistance. With sudden fury, the Soviets counterattacked with elements of a Tank Brigade. Lacking the heavy weapons necessary to battle the Soviet tanks, the reconnaissance unit had to rely on the support of the *Grossdeutschland* Sturmgeschütz Abteilung for protection. For three hours the battle raged, but in the end, the German assault guns accounted for thirty-five Soviet tanks—both T-34s and Lend-Leased American M3 Lees—which littered the battlefield after the attack died down that evening. Verkophenya and its bridge over the Pena fell that night, putting *Grossdeutschland* halfway to Oboyan, its first major objective on the path to Kursk.

ROCK STEADY

ASL SCENARIO KE 6

SAN FRATELLO, SICILY, 8 August 1943: Having forced his superior's consent in releasing one of his corps towards Messina, Patton tasked the American 3rd Infantry Division with advancing along the interior side of the northern coast road. The 'Dog-Face Soldiers' of the "Rock of the Marne" Division executed their assigned task at a remarkable pace that was dubbed the "Truscott Trot" in honor of the unit's illustrious commander. This clip slowed to a crawl around the village of San Fratello, however, where the narrow and winding road traversed around the steep slopes of Monte San Fratello—a dominating feature the Americans called Hill 673. Stiff Axis resistance aided by mines gave the Marne Men a bitter taste of the kind of fighting that was to come some two months later in Italy. The bloodiest fighting of the northern Sicilian Campaign revolved around the hamlet of San Fratello, and Hill 673 proper. On 7 August, a full-out night assault by the 3rd Battalion, 30th Infantry Regiment resulted in the capture of this dominating feature just before midnight. Once in possession of Hill 673, the Americans were reinforced with their battalion's Weapons Company, and dug in and awaited the inevitable enemy counterattack.

VICTORY CONDITIONS: The Axis win at game end if they have accumulated more VP than the Americans. Casualty VP are awarded to both sides in the normal manner. Additionally, the Axis receive 2 VP for each Level 3 and/or Level 4 hex controlled by the Axis at game end; the Americans receive 1 VP for each Level 3 and/or Level 4 hex controlled by the Americans at game end.

BOARD CONFIGURATION:

9

N

BALANCE:

☆ Add an 8-0 Leader to the American At Start OB.

✚ Ⅲ In the Victory Conditions, change "more VP" to "an equivalent number—or more—VP.

TURN RECORD CHART

☆ AMERICAN Sets Up First [132]	✚ Ⅲ 1	2	3	4	5	6	END
✚ Ⅲ AXIS Moves First							

☆

L and M Companies, 30th Infantry Regiment, 3rd Infantry Division [ELR: 3] set up in Level 1 or higher Locations, with *at least* 3 squad-equivalents setting up ≤ 4 hexes from *each* of hexes 9H5, 9Q6, 9AA5: {SAN: 2}

12 2 2 2 2 12

✚

Elements of Panzergrenadier Regiment 15., Panzergrenadier Division 29. [ELR: 4] enter from the west edge of the playing area on Turn 1: {SAN: 3}

6 2

Ⅲ

Elements of Assieta Division, reinforcing Panzergrenadier Regiment 15. [ELR: 2] enter from the west edge of the playing area on Turn 1:

8 2

SPECIAL RULES:

1. EC are Dry, with no wind at start. All woods and crag hexes are Olive Groves (F13.5). No buildings or roads exist.

2. Night Rules are in effect. The initial Base NVR is three hexes, with no Cloud Cover and no Moon. The Americans are the Scenario Defender and the Axis (German and Italian) are the Scenario Attacker. The Majority Squad Type for the Americans and the Germans is Normal, for the Italian, Lax.

3. The Americans control all Level 3 and Level 4 hexes at start. Bore Sighting is NA.

4. Both sides may freely initiate Hand-To-Hand CC as per J2.31.

5. The Axis player(s) may use one color of cloaking counter for both nationalities present so as to not give away the national identity of the units represented by that cloaking counter. A single cloaking counter may only represent units/SW of one nationality.

AFTERMATH: As expected, the usual counterattack came only a short while after the hill had been secured. Preceded by a withering forty-five minute artillery barrage, a force of German and Italian infantry attempted to wrest control of Hill 673 from the Americans. For almost two hours a savage close-in—sometimes hand-to-hand battle raged across the top of the hill. Both sides used grenades, bayonets and even rocks to bludgeon their opponents. Finally, at 0200 on 8 August, the German and Italian force withdrew, leaving the exhausted GIs of Companies L and M in control of the feature. The 3rd Division motto, "Rock of the Marne", had proved true once more.

TENNIS, ANYONE?

ASL SCENARIO KE 7

At the TENNIS COURT, GARRISON HILL, KOHIMA, INDIA, 13 May 1944: With the onset of their *U-Go* offensive, the Japanese sought to prevent the British from beginning an incursion into Burma from the north. Moving swiftly through the harsh terrain, the Japanese 15th Army managed to cut off and isolate large groups of British and Indian troops. One island holding out in a sea of Japanese was at the town of Kohima, maintained by troops of the 161st Indian Infantry Brigade. For two weeks the British and Indian troops in Kohima held out in appalling conditions—during which the fighting reminded one older British officer of 'a particularly nasty corner of the Somme'. Relief arrived on 18 April, and thereafter the Allied troops in the vicinity struggled to recapture the dominating terrain around the town from the tenacious Japanese. One such terrain feature, Garrison Hill, had been the scene of two weeks of combat by the 2nd Battalion the Dorset Regiment and the Japanese defenders. The Japanese had dug trenches and bunkers into the top of the hill, and had numerous positions around the Tennis Court and the now-demolished District Commissioner's Bungalow. Due to the extent of the fortifications, the Dorsets determined that the only way to put an end to the Japanese hold on Garrison Hill was the use of direct fire support on the feature itself. A Grant tank commanded by Sergeant J. Waterhouse of 149th Regiment, Royal Armoured Corps was brought forward to handle the shoot, and using a trail cut into the adjoining hill by a bulldozer, was in position to support another attack by the Dorsets on May 13.

VICTORY CONDITIONS: The British win at game end if they accumulate more VP than the Japanese, or if there are no Good Order Japanese on board at game end. Casualty VP are awarded to both sides in the normal manner. Additionally, 1 VP is awarded to the British for each Level 2 hex on Hill 526 that they control at game end; alternately, 2 VP are awarded to the Japanese for each Level 2 hex on Hill 526 that they control at game end.

BOARD CONFIGURATION:

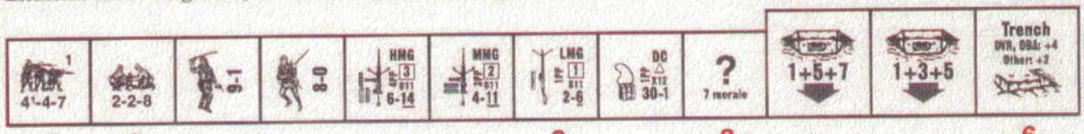
BALANCE:

- Replace the Japanese MMG with a 6-14 HMG.
- Remove the DC from the Japanese At Start OB.

TURN RECORD CHART

	1	2	3	4	5	END
JAPANESE Sets Up First						
BRITISH Moves First						

Elements of 58th Regiment, 31st Division [ELR: 4] set up on Hill 526, with no more than one MMC per hex: {SAN: 3}



Elements of 2nd Battalion the Dorset Regiment, supported by a tank of B Squadron, 149th Regiment, Royal Armoured Corps [ELR: 3] set up on/west of hexrow BB, and/or on Hills 502/507: {SAN: 2}

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain is *not* in effect. All woods is Debris (O1.), with a +0 Bog DRM (rather than a +1 DRM) for entry by a fully-tracked vehicle. All roads/bridges are considered cleared of obstructions at start (therefore, road bonus and the 1/2-MP road rate *are* applicable, even in Debris hexes). All orchards are instead treated as shellholes; additionally, shellholes exist in any Open Ground hexes of Hill 526. Place wooden rubble in 36V5. The stream is shallow. Tunnels are NA.

2. All Sniper Attack dr receive a +1 drm. All Repair dr receive a -1 drm [EXC: an Original 6 on a Repair dr still permanently disables that SW/Gun].

3. A BU AFV must pay an additional 1/2 MP per hexside crossed (or per hexside bypassed, if using VBM). The *printed* ROF of the Grant is increased by one (+1) if the AFV is CE.

AFTERMATH: By 13 May, the pock-marked landscape of Garrison Hill was devoid of any concealing greenery—the normally lush foliage had been stripped away by weeks of incessant combat. Sgt. Waterhouse, taking aim at a trenchline already zeroed-in by his gunner, signalled the beginning of another day of combat with a shot from his 75mm gun. With that the Dorsets again moved to the attack. With an artillery piece providing direct fire support, the Dorsets and Sgt. Waterhouse began a direct assault on the hill. Using a trail that Waterhouse and his driver had reconnoitered the previous evening, the tank was soon at the top of the hill. Immediately, the driver cautioned " 'old on!", and the tank went THUMP directly onto the Tennis Court. Sgt. Waterhouse then proceeded with a twenty minute fusillade on every known and suspected enemy position on the Hill. Bunker after bunker was demolished under the direct fire of the 75mm gun, and canister from the 37mm gun kept the Japanese defenders suppressed. Under this close-in pounding, the Japanese remaining on the hill began to break and run. The Dorsets sent them on their way, shooting as if on a rabbit hunt, and then moved in to clear out any die-hard Japanese still in their positions. The 13 May attack saw the Garrison Hill positions finally fall to the Allied troops through the application of direct and flexible fire support—at a cost of one British soldier wounded.

ACES OVER EIGHTS

ASL SCENARIO KE 9

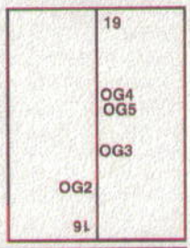
Outside CINTHEAUX, NORMANDY, 8 August 1944: As it was originally envisaged, the intent of Operation TOTALIZE was to push through to the town of Falaise, in effect cutting off the bulk of German forces in France. TOTALIZE comprised of a number of unique aspects, including a massive artillery and aerial bombardment to be followed up by a night advance by mechanized infantry (mounted in Kangaroos for the first time) and armored units guiding on searchlights that would illuminate their attack lanes. Launched after dark on 7 August, TOTALIZE began as a success—its first night's advance by hundreds of Canadian, Polish and British tanks supported by infantry gained considerable ground at relatively little cost. Twelve hours later, at noon on 8 August, another heavy-bomber formation approached the battlefield to deliver its shock-inducing load on the unsuspecting participants on the ground. At that moment just to the south, three German officers—SS-Hauptsturmführer Michael Wittmann, SS-Sturmbannführer Hans Waldmüller, and SS-Oberführer Kurt ('Panzermeyer') Meyer—were in conference planning a counterattack. Realizing they must play the hand that they had been dealt, 'Panzermeyer' ordered his subordinates to launch their attack immediately, in the hopes of escaping the deadly carpet sure to be laid out by the Allied bombers. Wittmann, temporarily in command of schwere SS-Panzer Abteilung 101, mounted Tiger 007 and moved northwards, seeking to gain the heights outside Cintheaux before the Allied tanks arrived.

VICTORY CONDITIONS: Only one Victory Condition will apply; see SSR 4:

#1. The first side to accumulate ≥ 17 Exit Victory Points wins immediately. Exit VP are awarded to the British for Exiting British units from the south edge; Exit VP are awarded to the Germans for Exiting German units from the north edge. If neither side accumulates ≥ 17 Exit VP, the Germans win if there are no Good Order British MMC (or Mobile non-Recalled non-shocked AFV with functioning MA) within 6 hexes of 16T9 at game end.

#2. Provided that ≥ four Pz VIE (L) have not been eliminated/Recalled—which would result in an immediate British victory—the Germans win at game end if they accumulate ≥ 15 VP. VP are awarded to the Germans for all Good Order MMC/SMC and/or non-Recalled non-shocked AFVs (with functioning MA)—calculated as though they were Exit VP [EXC: Immobile AFVs (and their inherent crews/Armor Leaders) count only *half* of their Exit VP value (FRU)]—within 6 hexes of 16T9 at game end.

BOARD CONFIGURATION:



BALANCE:

⊙ ≤ one Sherman V(a) may be secretly recorded as having a functioning Gyrostabilizer.

✚ Add a 9-1 Armor Leader to the German At Start OB.

TURN RECORD CHART

⊙ BRITISH Moves First	⊙1✚	2	3	⊙4	⊙5	6	7	END

Elements of A Squadron, 1st Northamptonshire Yeomanry, supported by Black Watch infantry [ELR: 4] enter from the north edge on Turn 1, with all vehicles having already expended 1/2 of their printed MP Allotment: {SAN: 0}

4 2 3

Black Watch Infantry Group (Elements of 1st Battalion The Black Watch) enter as per SSR 4 from the north edge with all Personnel entering as Passengers; if this Group enters play, all units must enter on the same turn:

12 2 2 6

Elements of schwere SS-Panzer Abteilung 101, supported by elements of SS-Grenadier Regiment 25 [ELR: 5] enter from the south edge on Turn 1, with all vehicles having already expended 1/2 of their printed MP Allotment: {SAN: 0}

6 2 4

SPECIAL RULES:

1. EC are Moist, with no wind at start. All grain is Open Ground [EXC: the movement costs of in-season grain is still in effect]. All walls are hedges.

2. Place Overlays as follows: **OG5** on 19P9-O10; **OG4** on 19M9-N9; **OG3** on 19T9-U10; and **OG2** on 16H9-H10.

3. The British receive one module of 88mm OBA (HE and Smoke capable) with Normal Ammo. This module is directed by a Sherman V OP, which functions the same as a Sherman I OP (H1.464) [EXC: the Observer may *not* remove the Radio during this scenario; it has a *black* CS# of 6]; use a Sherman V (with an AAMG) counter for this OP Tank.

4. The use of the Black Watch Infantry Group is *optional* for the British player, and is determined at the start of the British RPh of Turn 4 *or* Turn 5 by either setting up the Group to enter play or by not doing so. If the British never enter the Black Watch Infantry Group, Victory Condition #1 is used to determine the victor. If the British bring the Black Watch Infantry Group into play, then Victory Condition #2 is used to determine the victor.

5. Each British Priest Kangaroo (a) is Recalled at the beginning of the first MPh that it does not have a MMC aboard as a Passenger.

6. In addition to the benefits of D3.4-.44, the German 10-2 Armor Leader also receives the following benefits: the *printed* ROF of his AFV is increased by one (+1) if he is CE; and there is a (cumulative) -2 drm to any Repair dr made by him [EXC: an Original 6 Repair dr still disables the weapon].

AFTERMATH: Unfortunately, the entire bomber formation dropped short of their target, wreaking havoc on the Allied troops on the ground. As the bombs rained down, Captain Boardman, nominally in command of the 1st Northamptonshire Yeomanry, moved his tanks southwards out of the carnage. Observing the approach of German armor, Boardman deployed his Shermans in combat formation, taking care to oversee the placement of his tank-killing Fireflys. Sgt. Gordon, commander of Boardman's lead Firefly, watched the four Tigers approaching across the fields just to the east of the main N158 highway. Wittmann and his wingmen had just savaged a Canadian armored unit to the west, and were still moving northwards some 800 meters away when Boardman ordered his crews to take the German tanks under fire. Sgt. Gordon drilled one Tiger immediately, but was wounded while shifting to a new firing position. The troop leader, Lt. James, took over Gordon's Firefly. Using skillful fire and maneuver against the remaining Tigers (who were caught exposed in the open fields), Lt. James succeeded in brewing up the three remaining enemy tanks—the last of which was Tiger 007. Wittmann's Tiger erupted in flames under the 17 pdr. AP shell, and the turret was thrown from the vehicle in the subsequent explosion. None of the crew survived. The immediate threat eliminated, the Allied formations regrouped and resumed their push to the south. Wittmann's death was to be the high-water mark of TOTALIZE, however. The casualties caused by the erroneous bombing, coupled with the heavy losses in later actions that afternoon and the following day, would signal the end of TOTALIZE, still seven miles short of Falaise.

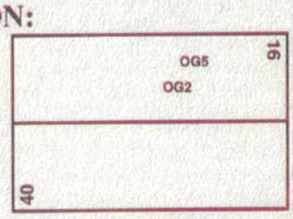
LT ELMO'S FIRE

ASL SCENARIO KE 11

On the SCHOENBERG-ST. VITH Road, BELGIUM, 17 December 1944: Time was running out for the elements of the 106th Infantry Division trapped on the Schnee Eifel. Captain Robert Fossland, commanding B Troop, 18th Cavalry Reconnaissance Squadron, sought permission from Colonel Cavender of the 423rd Infantry Regiment to reach St. Vith via the Our River town of Schoenberg. With the success of the cavalry troop meaning a possible escape route for his own men, Cavender allowed Fossland to go, uncertain of the enemy situation in and around Schoenberg. B Troop headed out, taking with them the remnants of the 106th Division's Reconnaissance Troop. Along the way, the cavalrymen encountered a captured jeep that was loaded with Germans, which was quickly dispatched by one of the B Troop armored cars. With dusk falling, Fossland stopped short of Schoenberg and sent Lieutenant Elmo J. Johnston's 3rd Platoon ahead to reconnoiter. The platoon entered Schoenberg, passed unmolested over the Our River bridge, and turned left towards St. Vith. Ahead on the road, facing west, was a seemingly endless column of American 6X6 cargo trucks filled with what appeared to be German prisoners being taken to the rear. As his armored car approached the end of the column, Lt. Johnston realized that all of these German "prisoners" were armed!

VICTORY CONDITIONS: The Americans win by accumulating ≥ 12 VP by game end. The Americans receive the Exit VP value of all American units [EXC: prisoners] Exited in Good Order off the west edge of the playing area by game end. The Americans also receive one VP for every *two* (FRD) Casualty VP [EXC: destroyed or captured trucks] inflicted on the Germans.

BOARD CONFIGURATION:



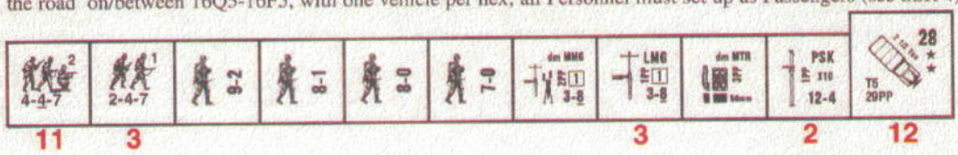
BALANCE:

- Remove the 8-1 Armor Leader from the American OB.
- In the Victory Conditions, change "≥ 12" to "≥ 10".

TURN RECORD CHART

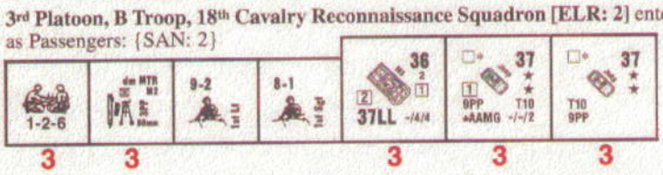
GERMAN Sets Up First [89]	☆1	2✚ (3)	3✚ (6)	4	5	6	END
☆ AMERICAN Moves First							

Elements of Volksgrenadier Division 18. [ELR: 2] set up with all vehicles in Motion—and with all VCA facing west—on the road on/between 16Q5-16F5, with one vehicle per hex; all Personnel must set up as Passengers (see SSR 4): {SAN: 2}



Reinforcing Armor enter from hex 16I10 *or* 16Y10 as per SSR 5:

3rd Platoon, B Troop, 18th Cavalry Reconnaissance Squadron [ELR: 2] enter on Turn 1 from 16A5; all Personnel must enter as Passengers: {SAN: 2}



SPECIAL RULES:

1. EC are Mud, with no wind at start. Weather is Mud (D8.23; E3.6). A +1 LV Hindrance (E3.1) is in effect (even in-hex) due to the gathering darkness. The river is deep, and is a frigid Water Obstacle.

2. Place Overlays as follows: **OG2** on 16O3-O4; **OG5** on 16M7-L7. The road running 16A5-16N4-16Y4-16GG5 is paved. All woods on/east of hexrow C on board 16 are brush.

3. The trucks in the German OB are captured; however, no special captured penalties apply to their use. Use American 1 1/2 Ton Trucks for the additional 2 1/2 Ton Trucks needed. A truck that does not have any Passengers or "?" (see SSR 4) on board does *not* have an inherent driver, and may not move.

4. During setup, each truck may be covered by a "?" with that vehicle's actual Passengers/SW (if any) placed out of view in the corresponding cloaking box. Such "?" does not bestow concealment status on the truck or its Passengers, but does prevent an opponent from inspecting the vehicle's contents, and is removed (and replaced with the vehicle's actual Passengers/SW, if any) as per the normal rules for "?" loss [EXC: not for movement of the truck solely]. If the Passengers/SW are eliminated outright (i.e., KIA/K/failed cs DR), their identity is not revealed until game end, when their corresponding VP cost is awarded to the American player.

5. In the RPh of every German Player Turn *after* Turn 1, the German player makes a dr for the arrival of the Pz IVH. If this dr is ≤ the circled number on the Turn Record Track for the current turn, the Pz IVH will enter during the following MPh from either entrance hex.

6. All M8 AC have functioning Gyrostabilizers (D11.1). The 1-2-6 crews in the American OB are *in addition* to those inherent to the AAMG Jeeps. Any AAMG-equipped Jeep whose crew *voluntarily* abandons it retains an inherent driver (who may not fire any weapon). The mortars in the American OB may *not* be exchanged for OBA (U.S. Ordnance Note 1). Due to the desperate nature of the American mission, Recall (D5.341; D3.7) is NA; however, any vehicle marked with a "STUN/Recall +1" counter may not become CE for the remainder of the scenario.

7. In addition to the Desperation penalties (C13.81), a Passenger firing a LATW from a moving/Motion vehicle suffers the appropriate To Hit Case B/C To Hit penalties. The Desperation penalties affect not only the firing unit, but also any other Passengers and the vehicle itself.

AFTERMATH: Screaming a warning to the rest of his troop on his radio, Johnston sent his armored car careening down the left of the column, closely followed by the two other armored cars, blazing canister into the trucks as they raced by. The shocked Germans quickly recovered and joined the fight. Johnston's armored car was hit, and he was seriously wounded and captured. In the second armored car, Sergeant James Hartsock announced that he was struck, and his radio went dead. Sergeant D.L. Rubendall, in the third armored car, was halted when a German Panzer IV lumbered into his path from a side road. Rubendall fired 37mm armor piercing shells into the rear of the German tank, setting it ablaze, but the gun of the German vehicle continued to turn towards him. He threw grenades at the open hatch of the tank, and then legged it towards the jeeps which had been caught up in the swift German response to the American attack. Johnston's platoon was scattered, with most of the men killed or captured. Only one jeep managed to escape back to the rest of B Troop. Fossland, discouraged, ordered all remaining vehicles and heavy weapons to be destroyed. He then broke the remaining men of B Troop into small groups, ordering them to try to get through the German lines and reach St. Vith on foot.

SWORD PLAY

ASL SCENARIO KE 12

West of MYINTHA, BURMA, 2 March 1945: With the stabilization of four bridgeheads across the Irrawaddy River, the British and Indian forces prepared for the breakout designed to "slash the wrist" of the Japanese 15th Army, whose hand firmly grasped the Mandalay area. While the 19th Indian Division struck towards Mandalay from the north, 2nd British Division expanded their bridgehead towards the east, catching the Japanese forces in a vise. While the resistance in 2nd Division's area of operations was not as bitter as that encountered by units of the 19th Division, it seemed that the Japanese were as fanatical as ever in trying to stop the British advance. Unfortunately for the tankers of the 3rd Carabiniers, their normal infantry escort, the Bombay Grenadiers, were not available to protect the tanks from suicidal Japanese infantry assaults. In the rolling scrub and dried-up chaungs west of Mandalay that March, the Japanese would take advantage of that oversight at every opportunity...

VICTORY CONDITIONS: Provided that the Japanese do not inflict ≥ 23 Casualty VP on the British (excluding the Casualty VP bonus normally awarded for prisoners/Captured equipment)—which would result in an immediate Japanese victory—the British win at game end if they control *all* of the hexes of any *two* of the following three multi-hex areas: the Northern Plantation (hexes DD2, EE2, EE3, FF1, and FF2); the Southern Plantation (hexes AA7, AA8, BB6, and BB7); and the Level 1 hill.

BOARD CONFIGURATION:

(Only hexrows R-GG are in play)

BALANCE:

- In spite of the limitations imposed by G1.421, the Japanese may create (/use HIP set-up for) ≤ *three* T-H Heroes over the course of the scenario.
- Replace one British 8-0 Leader with a 8-1 Leader.

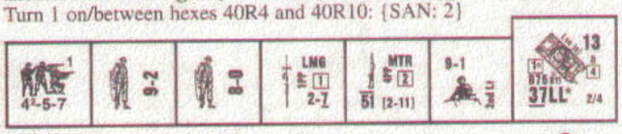
TURN RECORD CHART

	1	2	3	4	5	END
● JAPANESE Sets Up First						
⊙ BRITISH Moves First						

Elements of 31st Division [ELR: 3] set up on/east of hexrow U; no more than three MMC may set up in hexrows U/V: {SAN: 3}

4 2 6 2

Elements of 5th Brigade, 2nd British Division, supported by tanks of A Squadron, 3rd Carabiniers [ELR: 3] enter on Turn 1 on/between hexes 40R4 and 40R10: {SAN: 2}



7 2 2 3

SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain is *not* in effect [EXC: all grain/marsh is Kunai (G6.); all orchards are Palm Trees (G4.); the buildings in hexes 40CC1 and 40 DD0 are huts (G5.)]. Treat the Elevated Road as a Sunken Road. Kindling fires is NA.

2. The river is *not* a Water Obstacle (i.e., it is Dry), and is treated as a Valley (B22.); all blue-color *river* (Valley) hexes are Sand (F7.). A unit need never take a Sand Bog DR (F7.31) if in a non-Sand Open Ground hex accessible to a Sand hex. The TEM of a foxhole in Sand is *not* halved.

3. All Sniper Attack dr receive a +1 drm. All Repair dr receive a -1 drm [EXC: an Original 6 on a Repair DR still permanently Disables that weapon/Gun].

4. The British may not use Riders (D6.2), nor may they use Armored Assault (D9.31). AFV crews may *not* voluntarily Abandon their vehicles. The *printed* ROF of a Lee(a) is increased by one (+1) if the AFV is CE.

5. *Once* during the scenario (at the *option* of the Japanese player), any *one* Japanese leader may be declared Heroic without the application of Heat of Battle. This may occur during any *Japanese* MPh/APh in which the leader would otherwise be able to make an attack vs an AFV *if he were a T-H Hero* (G1.432). This SSR-created Hero must then attack the AFV that allowed its creation. If the target is a BU AFV, the Hero attacks the AFV through the use of *normal* CC vs an AFV (A11.6), with a CCV of 2 [EXC: the Hero may *not* make a combined attack with any other unit vs that AFV, and the use of ATMM (G1.4231) is NA]. However, if the target AFV is CE, the Hero *must* attack the AFV's CE crew by mounting the AFV (i.e., becoming a Rider) at a cost of 1 MF [EXC: two MF if the AFV is in Motion; if this occurs during the Japanese APh, the Hero may mount the AFV if he began the phase ADJACENT to it], and attack/be attacked by the crew with non-sequential [EXC: Ambush] Hand-To-Hand CC during the ensuing CCPh *on the following Table*. The *only* A11.11 CC DRM that are applicable *on this Table* are those for Ambush and/or CX status. Additionally, there is a +1 DRM if the attacker is Wounded or under the effects of a Stun/STUN marker:

DR	Hero attacks AFV crew:	AFV crew attacks Hero:
≤ 4	KIA	KIA
5	Recall[2]	KIA
6	Recall[2]	Wounded[4]
7	Stun	Wounded[4]
≥ 8	NE[3]	NE[3]

[1] Mark the AFV with an "Abandoned" counter; the AFV is immediately Captured if the Hero is still present on/in it.

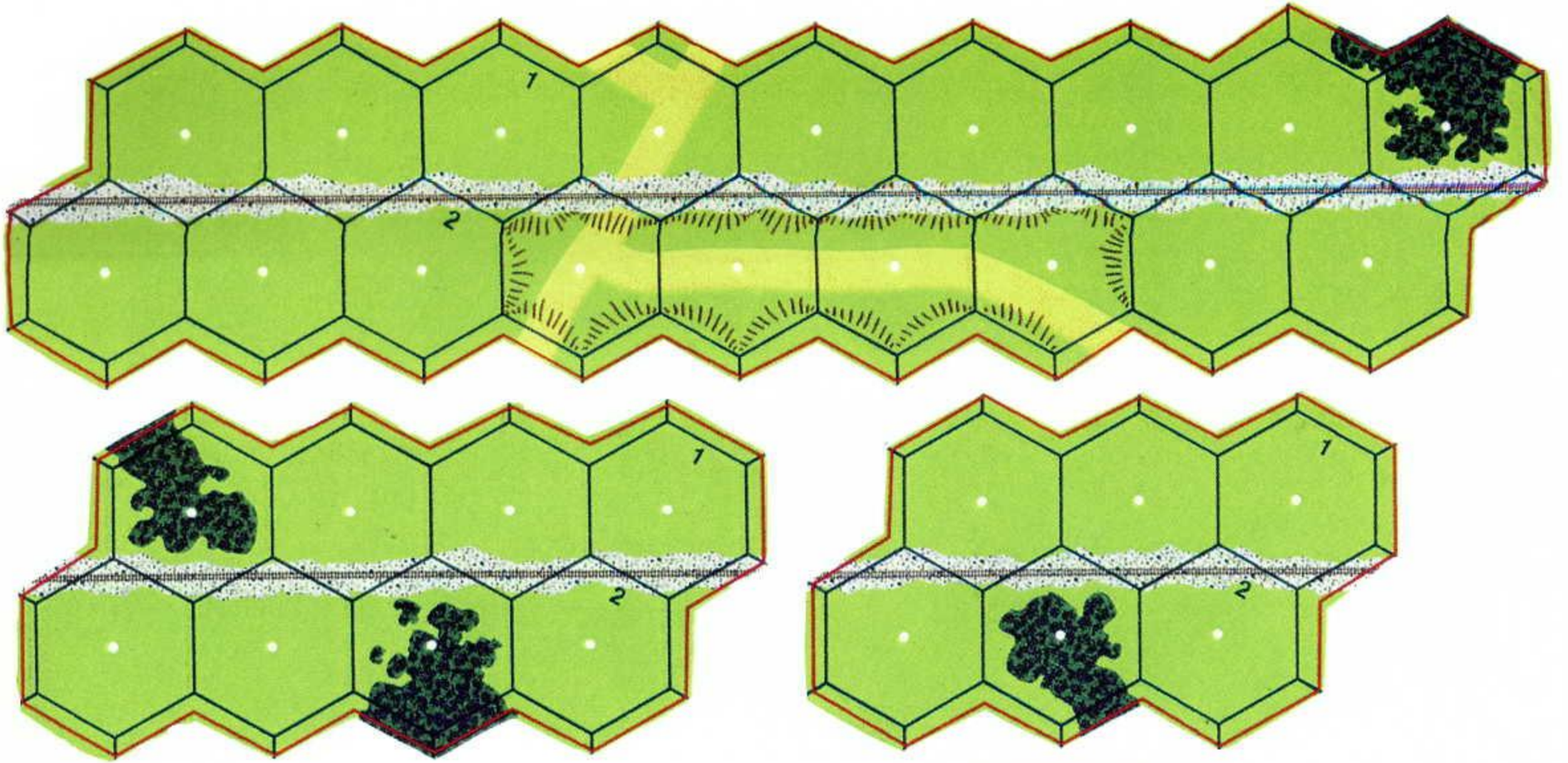
[2] Mark the AFV with a "STUN" counter (the crew may still attack in CC with a "STUN" or "Stun" counter on, but receives the STUN+1 DRM); flip this counter to its "Recall+1" side at the end of the CCPh in which the "H-to-H Melee/CC" counter is removed.

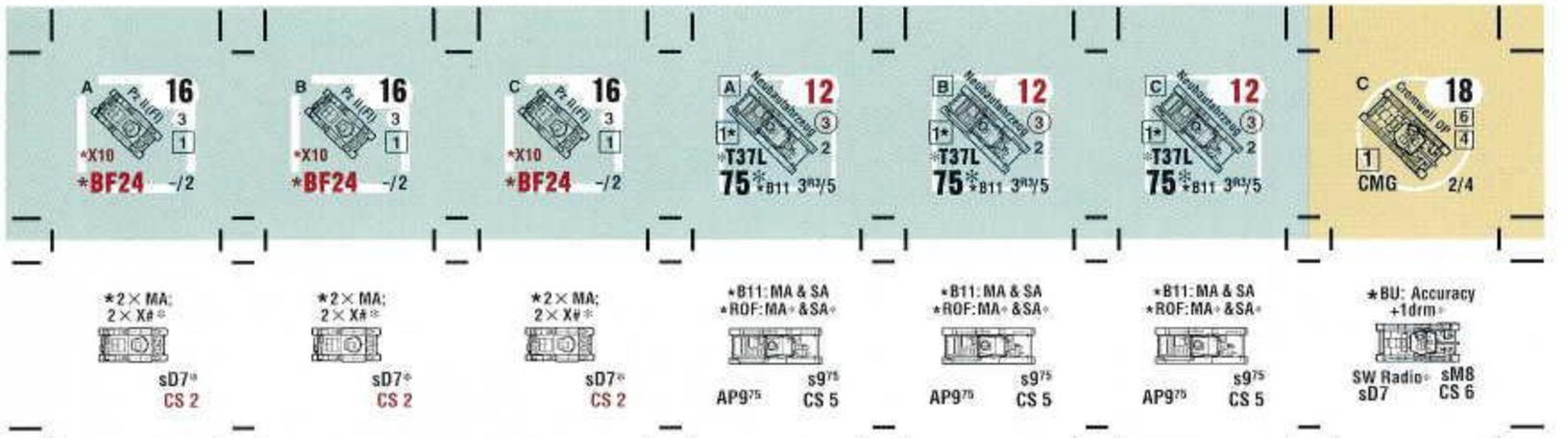
[3] No Effect; Melee continues (unless the other side is eliminated).

[4] Must make a Wound Severity dr as per A17.11.

Withdrawal is NA for this H-to-H Melee. The "Rider" Hero need not Bail Out as a result of the AFV changing its TCA. Both the Hero and the CE crew are vulnerable to fire (the crew still receives the +2 CE DRM) until the beginning of the *second* CCPh of their Melee; thereafter, neither the Hero nor the crew are considered to be CE (remove that CE counter at this time accordingly). Once the "H-to-H Melee" counter is placed, the AFV may not move or fire in any way; if the AFV is in Motion, it immediately Stops concurrent with the placement of the "H-to-H Melee" counter. This Hero is *not* automatically eliminated upon the completion of his CC attack (i.e., G1.425 is NA for this Hero). If: the Hero eliminates the AFV/AFV crew in CC, the AFV withdraws from a *normal* CC vs an AFV Melee, or the Hero becomes engaged in CC by any *Personnel* prior to attacking its target AFV through the application of this SSR, the Hero immediately reverts to "normal" Heroic leader status.

AFTERMATH: Tasked with clearing the area around Myintha, the tanks from A Squadron of the Carabiniers stopped to engage a target in a chaung. As the tanks fired away, two Japanese soldier darted from nearby cover and mounted the tank of Captain Cornaby, the Squadron Adjutant. A burst of fire felled one of the attackers, but the other, brandishing a sword, ran Cornaby through. As Cornaby fell mortally wounded into his turret, the Japanese officer followed him in and likewise killed Cornaby's gunner. The loader, Trooper Jenkins, emptied his revolver into the berserk swordsman, but to no avail: the Japanese officer was at Jenkins next. As they struggled, Jenkins grasped another revolver and finally managed to kill his opponent. In the tank hull, the 75mm gun crew happily blazed away at their target, unaware of the calamity occurring in the turret. Meanwhile, more Japanese infantry assaulted the tanks but were cut down before they could do any damage; not so of the 47mm anti-tank gun that opened fire from a concealed position, however, knocking out two tanks. Another tank bogged in the sand of the chaung after the destruction of the AT gun, and, unable to recover it, the crew rendered it useless to the enemy as the attack was ended for the day. Short several tanks, 3rd Carabiniers drew into leaguer to rest and replenish for the next day's work, knowing that they would again face the enemy without the aid of the Bombay Grenadiers—a mistake for which they had paid dearly on the trail to Mandalay.





For the best results, cut these overlays out just to the *inside* of the red lines (i.e., so that the red will not be a part of the cut-out overlay).