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Euro Pack I

EIGHT SCENARIOS BY TOP
EUROPEAN DESIGNERS
FEATURING EARLY
WW II ACTIONS '39 - '41

#19 FIRST CONTACT, FIRST DEFEAT



NORTH OF MLAWA, POLAND, 1 SEPTEMBER 1939: Early in the afternoon, the 11th Infantry Division, supported by tanks of the Kempf Panzer Division, began their attack. The stronghold at Mlawa was one of the few locations the Poles had erected any significant fortifications, a fact unknown to the Germans due to poor

scouting. The panzers ran into unexpectedly heavy fire and could not penetrate the enemy anti-tank obstacles...

#48 FOR ONE MORE HOUR



CRUPET, BELGIUM, 12 MAY 1940: The 4e DLC was ordered to retreat toward the Meuse on 12 May in the face of pressure from the 5th and 7th Panzer Divisions. In the vacuum left by the withdrawal, the Germans pressed forward, threatening some Meuse bridges, sending armored spear-heads in the direction of Yvoir. The

5e Escadron of the 11/14e Régiment de Dragons Portés, supported by AT-guns, took charge of the defense of Crupet, a small village on the northern flank of the enemy thrust...

#41 OBJECTIVE PRINCEHAGE



PRINCEHAGE, HOLLAND, 13 MAY 1940: With the fall of the improvised Zuid-Willemsvaart Canal line, all hopes in Holland were pinned on the French. Plans would soon have to be changed amid the chaos; the speed of the German advance in Belgium forced a retreat toward the Belgian border. The retrograde movement

would be covered by the mobile elements of the *Groupement de Beauchesne*...

#43 SALAMANDERS INTO THE FLAMES



FLAVION, BELGIUM, 15 MAY 1940: The span of the Bouvignes bridge over the Meuse, captured by Rommel, opened the way to the deserted roads leading to the west. Amidst the scattered and retreating

Poilus, more powerful French forces were gathering to attempt the defense. The tanks of the 1ère DCR had finally arrived on the scene the previous night, although lacking infantry support. Regardless, the H-39 and B1-bis tanks were positioned to cover the highway near the village of Flavion...

#21 THE SHORTEST WAY



KALININ, RUSSIA, 14 OCTOBER 1941: After overrunning any Russian defenses in front of them, the 1st Panzer Division had taken Subzoff on October 11 and Staritz on the 12th. After reaching the Volga, it was discovered all the remaining bridges had been dropped into the water before any intervention could be

organized. Gathering the remaining fuel and ammunition, Eckinger's battalion was equipped to press the armored thrust forward, which it proceeded to do, often times sharing the only roads with retreating and panic stricken enemy troops...

#25 UNDER FIRE



PILATKA-ILZA, POLAND, 9 SEPTEMBER 1939: At dawn, as part of the encirclement of the Poles at Radom, the 3rd *Leichte* Division sent a Kampfgruppe toward the town of Ilza. The remnants of the Prussy Army had been located in the vicinity of Ilza, heading east toward the Vistula, using the only good road in the

sector. Around noon, Kampfgruppe Dittfurth arrived at the village of Pilatka, a few miles from Ilza, drawing heavy fire from the nearby heights of the "Old Redoubt"

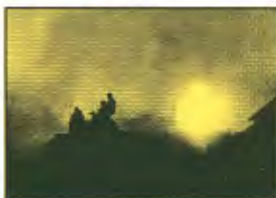
#42 WELCOME TO VIETNAM



NA CHAM PORT, INDOCHINA, 24 SEPTEMBER 1940: By late 1940 the Japanese Army was compelled to enter Indochina in order to cut off supplies to the Chinese. Even as word of a Japanese-Vichy pact was received at elite Japanese 5th Division crossed the border at the China Gate and overran Dang Dang. The directive to return fire if threatened, forwarded

as part of the orders to pull back following the peace treaty, only served as a pretext for elements of the 5th to turn their attention to the fort at Na Cham

#8 MOTORCYCLES AT ZJITOMIR



ZJITOMIR, RUSSIA, 8 JULY 1941: On the road to Kiev two German reconnaissance vehicles detected a garrison unit of mediocre quality at Zjitomir, a town west of Kiev. The HQ of the 13th Panzer Division ordered its motorcycle battalion to clear the road to Kiev as soon as possible. The Russians were caught by surprise by

the promptness in which the Germans laid on the attack. The German guns were unlimbered and infantry had reached the cover of the first buildings when the Soviets finally opened fire...

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UNDER FIRE

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

Elements of the 9th Schützen-Regiment 3rd Leichte Division set up on/east of hexrow L:

10					3	

Enter along the east edge on turn two:

5				2		3

[ELR: 3]
{SAN: 2}

Elements of the 163rd "KOP" Infantry Regiment, 36th Division set up on/west of hexrow R:

4			2		10	4

Enter along the west edge on turn 3:

3		

[ELR: 3]
{SAN: 4}

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- Replace the Polish 9-2 leader with an 9-1.
- Replace the Polish 8-0 leader with a 8-1.

OBJECTIVES: The Germans wins immediately if he controls hex X5 at the end of turn 3, or hexes X5 and Y7 at the end of turn 4 or hexes X5, Y7 and Z7 at the end of turn 5 or hexes X5, Y7, Z7 and BB7 at the end of player turn 6.

PILATKA-ILZA, POLAND, 9 SEPTEMBER 1939: At dawn, as part of the encirclement of the Poles at Radom, the 3rd Leichte Division sent a Kampfgruppe toward the town of Ilza. The remnants of the Prussy Army had been located in the vicinity of Ilza, heading east toward the Vistula, using the only good road in the sector. Around noon, Kampfgruppe Ditfurth arrived at the village of Pilatka, a few miles from Ilza, drawing heavy fire from the nearby heights of the "Old Redoubt". This was a point less than a mile due east from Ilza, listed on maps as Hill 241. At once, the German infantry deployed to begin their march toward the position through hilly terrain. They quickly drew fire that was so intense, progress was soon measured in mere yards. The advancing Germans were finally halted on a hill short of the redoubt. Meanwhile, additional infantry elements, along with a battery of 20mm FlaK guns, were sent forward to consolidate the gains, just in time to repulse a first enemy counter-attack of Polish infantry supported by a handful of 7TPjw tanks.

SCENARIO RULES:

- EC are Dry with no wind at start. Kindling is NA.
- The Pole receives one module of 100mm OBA (HE & S) with Plentiful Ammo and an Offboard Observer (C1.63) present in level 3 of any hex from hexrow GG chosen before all set up. Upon losing his first module, a second, identical module becomes available in the next player turn.



THE SHORTEST WAY

Euro Pack #21

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								

Reinforced elements of the 1st Company, *Kradschützen Batalion* 1 set up on board 21:

E 4-6-8 3	1 4-6-7 9	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3 HMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 5 Rng: 12 ROF: 2 MMG	FP: 24 Rng: 1 PP: 1 FT	Pz III G MP: 13 MA: 50 MG: 3/5 ROF: 2	Pz IV E MP: 14 MA: 75 MG: 2/6 ROF: 1	Pz II F(I) MP: 16 MA: BF24 X# 11 MG: -2
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Elements of the reinforced 3rd Company, I *Schützen* Regiment 113 enter along the west edge, south of 23GG4 as per SR 3:

1 4-6-7 4	9-2	9-1	Pz III G MP: 13 MA: 50 MG: 3/5 ROF: 2	Pz II F(I) MP: 16 MA: BF24 X# 11 MG: -2	SPW 251/1 MP: 16 MA: -4/3 ROF: 1 PP: 15	SPW 251/2 MP: 16 MA: 81* MTR ROF: 3 SA: -4/3*
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[ELR: 3]
{SAN: 3}

Elements of the Moscow AA Defenses and Kalinin Factory Workers set up on boards 8, 23 and/or 20 (see SR 4):

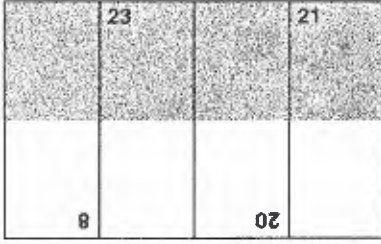
1 4-4-7 6	3-3-7 9	2-2-8 5	8-1	7-0	8-1	7-0	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	7 morale 10	82mm BM obr. 37 MA: 62* Rng: 3-78 ROF: 3 SA: s8 2
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Partisan 2 Partisan 2

ZP obr 99 MA: 37L(0) ROF: 3 M# 8 AA	76.2mm PP obr. 27 MA: 76* ROF: 2 M# 6 B# 11 ART
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[ELR: 2]
{SAN: 4}

BOARD LAYOUT:



(Only hexrows A-P on boards 8 and 20, and R-GG on boards 23 and 21 are playable)

HANDICAPPING PROVISIONS:

- ✚ The VC should read "10 CVP".
- ★ The VC should read "20 CVP".

SCENARIO RULES:

- EC are Wet with no wind at start.
- No unit may enter any water obstacle (EXC: on a bridge). A two-lane stone bridge runs from 815-819. Buildings 20C6 and 20H3 are factories.
- Beginning on turn 2, the German player may make a Reinforcement dr at the start of his RPh. If that dr is < turn number, his reinforcements *must* enter on that player turn.
- All Russian Partisans (i.e., 3-3-7 squads) *must* set up in a Factory hex and are MOL capable.
- Rooftops are in play normally. Hex 23Y7 is level 0 Open Ground.
- Hex 814 is an Open Ground hex with no orchard, nor any hedge on any hexside, but it is crossed by a paved road hex linking 813-815.

OBJECTIVES: The German wins at the end of any game turn if he has 15 CVP of Good Order MMC/SMC and mobile AFV north of the river on board 8.

KALININ, RUSSIA, 14 OCTOBER 1941: After overrunning any Russian defenses in front of them, the 1st Panzer Division had taken Subzoff on October 11 and Staritza on the 12th. After reaching the Volga, it was discovered all the remaining bridges had been dropped into the water before any intervention could be organized. Gathering the remaining fuel and ammunition, Eckinger's battalion was equipped to press the armored thrust forward, which it proceeded to do, often times sharing the only roads with retreating and panic stricken enemy troops. The Germans finally reached the outskirts of the industrial city of Kalinin, only 90 miles northwest of Moscow. On the 14th, the order was passed down to again launch the attack with the aim of seizing the still standing road bridge across the Volga, 2 kilometers inside the city. It would not be easy; the advance was greeted by furious Russian resistance. Nevertheless, Eckinger, a reputation for using the "shortest way" in battle already established, moved his battalion to within sight of the 250 meter long bridge. Without waiting for support, his lone infantry company, supported by a handful of tanks and armored vehicles stormed the enemy stronghold, forcing a dispirited enemy to flee. Demolition wires were cut and the bridgehead, the only bridge over the Volga the Germans would capture for the entire war, was consolidated when a Panzer III came up alongside Eckinger's half-track.



FIRST CONTACT, FIRST DEFEAT Euro Pack #19

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

[ELR: 3]
 {SAN: 2}

Elements of PanzerRegiment 7 and the 11th Infanterie Division set up on board 33 on/north of hexrow L:

 1 4-6-7	 9-1	 8-1	 8-0	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1	 MA: 50° Rng: 2-13 ROF: 3	 MP: 15 MA: CMG ROF: 1 MG: -6° B# 11	 MP: 15 MA: 20L(4) ROF: 2 MG: -5 B# 11
12				2		2	4	

[ELR: 4]
 {SAN: 3}

Elements of the 20th Infantry Division set up on board 33 on/south of hexrow B and/or board 17:

 1 4-5-7	 2-2-8	 9-1	 8-0	 FP: 4 Rng: 11 ROF: 2	 PaK 35/36 MA: 37L ROF: 3 M# 12		 1S
9		2		2		6	

(See SR 5)

BOARDLAYOUT:

(Only hexrows A-P are playable on both boards)

HANDICAPPING PROVISIONS:

Add one Kfz 1 (no MG) to the German OB.

Add one 46mm Lt. mortar to the Polish OB.

SCENARIO RULES:

1. EC are Moderate with no wind at start. Kindling is NA.
2. Treat all Brush as Marsh.
3. The Pole may utilize HIP for all MMC (and any SMC/SW in the same Location) set up in concealment terrain. The roadblock may also set up HIP (i.e., it must be placed on board immediately when the German player has a LOS to any roadblock vertex).
4. All vehicles may set up in motion and *must* start the game CE.
5. The Polish 37mm wz. 36. AT-guns are represented in Doomed Battalions™ by the Allied Minor-colored Pak 35/36 (see Note 25, page H140). If you do not own this module, substitute any 37L AT gun counters (e.g., Italian) and use the statistics from the German Pak 35/36.



OBJECTIVES: The Germans must exit ≥ 30 CVP off the south edge.

North of MŁAWA, POLAND, 1 SEPTEMBER 1939: The German 3rd Army received a difficult mission to break through the Polish defenses north of Warsaw. Early in the afternoon, the 11th Infantry Division, supported by tanks of the Kempf Panzer Division, began their attack. The stronghold at Mława was one of the few locations the Poles had erected any significant fortifications, a fact unknown to the Germans due to poor scouting. The panzers ran into unexpectedly heavy fire and could not penetrate the enemy anti-tank obstacles. The Germans were forced to divide their armor in support of various infantry elements, while other panzers moved along the enemy front seeking a weak spot. Heavy losses were incurred as the tanks were forced to move parallel to the front line without intervening cover. The attack was soon called off and Kempf's panzers redeployed to next day to the Wodrig Corps in hopes the troublesome defensive positions at Mława could be bypassed.

MOTORCYCLES AT ZJITOMIR












Euro Pack #8






★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
⊕ GERMAN Moves First							






[ELR: 3]
{SAN: 3}

2nd Company, 43rd Kradschutzen Battalion, 13th Panzer Division enter on turn one on road hexes 17Y10 and/ or 17GG5/GG6:








 1 4-6-7	 2-2-8	 9-2	 8-1	 8-0	 7-0	 FP: 5 Rng: 12 ROF: 2	 FP: 3 Rng: 8 ROF: 1	 FP: 1 Rng: 12	 FP: 30 Rng: 1	 9-1
13	2									4

 Pak 35/56 MA: 37L ROF: 3 M#: 12	 Ktz 1 MP: 30 PP: 9 LGP T: 10	 PSW 231 (8 rad) MP: 35 MA: 26L4 ROF: 2 MG: 45	 Cycles MP: 28	 Sidecars MP: 24 PP: 20 DPM: 1
2	2	2	4	9







[ELR: 2]
{SAN: 3}


Elements of the Zjitomir Training and Recruitment Center attached to 5th Army set up within five hexes of 10Y5 with a maximum of one *squad* per hex (i.e., SMC may set up freely):

 1 4-4-7	 c 4-2-6	 9-0	 7-0	 FP: 4 Rng: 10 ROF: 2 B#: 11	 FP: 2 Rng: 6 ROF: 1 B#: 11	 FP: 1 Rng: 12
4	5					

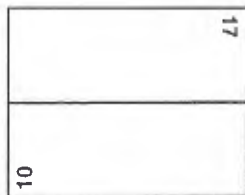
Reinforcements
enter on turn two or later at 10GG5/ GG6:

 1 4-4-7	 c 4-2-6	 7-0
2	3	

Reinforcements
enter on turn three or later at 10GG5/ GG6:

 T-26 M33 MP: 12 MA: 45L ROF: 1 B#: 11
2

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- ⊕ Remove one 4-2-6 squad from the Russian reinforcements.
- ★ Remove the armor leader from the German OB.

SCENARIO RULES:

1. EC are Dry with no wind at start.
2. Game length is 6 1/2 turns long.
3. Kindling is NA.
4. Rowhouses on board 10 are treated as multi-hex buildings for VC purposes (i.e., they are treated as Rowhouses normally in all other respects).

OBJECTIVES: The Germans must Control six multi-hex buildings on board 10 at game end (see SR 4).

ZJITOMIR, RUSSIA, 8 JULY 1941: On the road to Kiev two German reconnaissance vehicles detected a garrison unit of mediocre quality at Zjitomir, a town west of Kiev. The HQ of the 13th Panzer Division ordered its motorcycle battalion to clear the road to Kiev as soon as possible. The Russians were caught by surprise by the promptness in which the Germans laid on the attack. The German guns were unlimbered and infantry had reached the cover of the first buildings when the Soviets finally opened fire. Suddenly, a detachment, supported by two tanks returning from a shooting exercise, counter-attacked. The enemy advance was momentarily halted before the first Russian tank was engaged by an anti-tank gun. The second soon retired. By noon Zjitomir was cleared, with numerous prisoners rounded up. German losses had been light in view of the unexpected ferocity of the firefight.



FOR ONE MORE HOUR

Euro Pack #48

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	8
⊕ GERMAN Moves First								

Elements of the 5th Panzer Division and MG Battalion 8 enter on/after turn one on/between hexes 41A10 and 41I10:

Enter on turn three on/between hexes 41A10 and 41I10:

[ELR: 4]
{SAN: 3}

5th Mixt Escadron, 14th RDP, 4th DLC set up on Board 41, east of row N:

Set up within three hexes of 41R5:

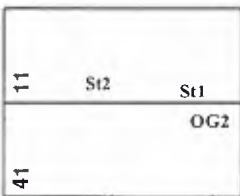
Set up within three hexes of 11W9:

Set up within three hexes of 41X5:

Set up within three hexes of 41Y2 (see SR 6):

[ELR: 3]
{SAN: 2}

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- ⊕ Change the VC to read "20 VP".
- ⊙ Replace the three Pz IIA in the German OB with three Pz IB.

OBJECTIVES: The French win at game end if they still Control the 41U5 bridge Location or if they have exited ≥ 15 VP off hexes 11A5/6 (see SR 4). However, the French lose at the end of any game turn if the Germans Control the 41U5 bridge *before* turn six.

CRUPET, BELGIUM, 12 MAY 1940: The 4e DLC was ordered to retreat toward the Meuse on 12 May in the face of pressure from the 5th and 7th Panzer Divisions. In the vacuum left by the withdrawal, the Germans pressed forward, threatening some Meuse bridges, sending armored spearheads in the direction of Yvoir. The 5e Escadron of the II/14e Régiment de Dragons Portés, supported by AT-guns, took charge of the defense of Crupet, a small village on the northern flank of the enemy thrust. Their orders were to hold the hamlet until one hour after the passage of the last retreating cavalry elements had passed through. After the last refugees, some shaken elements of cavalry passed through the village. Almost simultaneously, the sound of gunfire erupted to the south. The French HQ spotted the enemy trying to infiltrate up to the other side of the valley in an attempt to cut off the retreat route. Two AMR were destroyed as the encroaching Germans were engaged with everything at hand. Even a Belgian demolition team joined the fray after their charges failed to explode. The fighting finally died down after Commandant Pommarès, the last to flee, got out in a side-car after setting a Laffly tractor ablaze to cover his retreat.

SCENARIO RULES:

- EC are Dry with no wind at start.
- All Brush, Marsh and Grain is Woods. Place overlays as follows: **St1** on 11R10-Q10; **St2** on 11F7-G8; and **OG2** on 41W1-W2. All streams are Deep. Stream hexes 41V3 and 41oV2 are connected, as are 11oL7 and 11oL8. A footbridge (B6.44) exists in hex 11oQ10.
- The valley does not exist, treat as level 0 while retaining all other terrain features (EXC: Cliffs). Boresighting is NA.
- Starting on turn five, the French player may exit units through hexes 11A5/6 without being counted as casualties.
- No AFV may set up in a building Location (i.e., setting up in Bypass in a building hex is allowed).
- The location of a Set DC (A23.7) must be secretly recorded by the French player prior to all set up in any *one* of the following road hexes: 11Y9/10; 41Y1/2/3; or 41X3. The Set DC may *only* be triggered by the 2-2-7 HS (representing the Belgian demolition group), which is still treated as a French unit for all purposes. A final KIA result for the Set DC attack creates a Roadblock along any *one* of the two road hexsides (French player's choice) in the hex which the DC was placed.








SALAMANDERS INTO THE FLAMES

Euro Pack #43





⚔ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10
🇫🇷 FRENCH Moves First										

⚔ Elements of *Batallion I, Panzer Regiment 31, 5th Panzer Division* set up anywhere on boards 11/2 and/or on board 18 east of hexrow P:


9-2 	8-1 	Pz IIF MP: 14 MA: 20L(4) ROF: 2 MG: -5 B# 11 	Pz IIIF MP: 14 MA: 37L ROF: 2 MG: 3/8 B# 11 	Pz IVD MP: 14 MA: 75 ROF: 1 MG: 3/5 
		3	2	6

ⓧ Enter on turn three along the south and/or east edge of board two:



[ELR: 3]
{SAN: 0}

 8-0	 7-0	 Cnct: 8 Radio	Kit 1 MP: 30 PP: 9 LGP T: 10 
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Enter on turn five along the south edge:

Pz IIIF MP: 14 MA: 37L ROF: 2 MG: 3/8 B# 11 
3

🎯 2ème Compagnie, 37ème BCC, 1ère DLM enter on turn one along the north edge on/between 18Y10 and 18Q10:

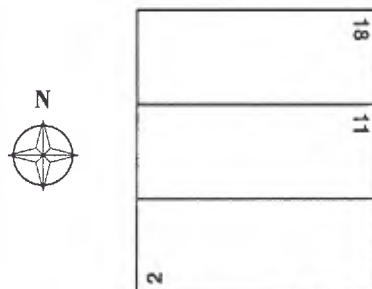
9-1 	B1-bis MP: 11 MA: 47 SA: B75 MG: 127 
	5

Enter on turn three along the north edge on/between 18Y10 and 18Q10:

B1-bis MP: 11 MA: 47 SA: B75 MG: 127 
2

{SAN: 0}

BOARDLAYOUT:



OBJECTIVES: The French win at game end if they earn ≥ 30 CVP, provided they do not lose ≥ 24 CVP. In addition to earning CVP in the normal manner, the VP value of each French tank exited along the south edge of board 2 is added to the total (i.e., the ≥ 30 CVP) they need to earn.

HANDICAPPING PROVISIONS:

- ⚔ Two German AFV may set up using HIP.
- 🇫🇷 Increase the allowed French losses to ≥ 25 CVP.

SCENARIO RULES:

- EC are Dry with a Mild Breeze blowing from the southwest at start.
- Place overlays as follows: **OG5** on 11Q4-Q3; **G5** on 11Q7-Q8; **M5** on 18Z9-Y9; and **St3** on 18Z1-AA1. All gullies are considered shallow streams and are connected to any adjacent stream hex.
- There are no level 3 hills, treat these as level 2. Cliffs do not exist. All walls are hedges.
- Bore Sighting and Kindling are NA. The Germans suffer from Ammunition Shortage (A19.131). The Germans receive one module of 105mm OBA (**HE** + S) with Scaree Ammo.
- During their set up, the Germans may set up 2 Burnt Out Wreck counters anywhere on boards 11 and/or 2. These wrecks may be "concealed" (i.e., covered with 5/8" concealment markers) as if they were actual AFV counters.

FLAVION, BELGIUM, 15 MAY 1940: The tanks of the 5th Panzer Division was forced to use the Bouvignes bridge over the Meuse since their own bridge was not ready yet. The span, captured by Rommel, opened the way to the deserted roads leading to the west. Amidst the scattered and retreating *Poilus*, more powerful French forces were gathering to attempt the defense. The tanks of the 1ère DCR had finally arrived on the scene the previous night, although lacking infantry support. Regardless, the H-39 and B1-bis tanks were positioned to cover the highway near the village of Flavion. In the morning, the tankers of the 7th Panzer bypassed the French behemoths, continuing westward. It was the 5th Panzer that pulled up and positioned its forward units to take the fight to the enemy armor. Their presence brought out a company of B1-bis, just refueled for the purpose of sallying forth. directly into the heart of the German positions. The first contact with the hitherto unseen monsters was initially terrifying for the German soldiers. Everything from small arms to Panzer IV fire was brought to bear without evident effect. Finally, mechanical breakdowns and the blows from repeated artillery strikes began to be telling and the French tankers retreated, firing all the way. A German NCO declared, after the battle, that this was the first real tank battle of the 5th Panzer Division. It would be a fitting preparation to the first sighting of the T-34 the following year.






















WELCOME TO VIETNAM

Euro Pack #42

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	8	9
● JAPANESE Moves First									













Elements of 10^{ème} Compagnie, III/9^{ème} R.I.C. set up on board 36:




 E 4-5-8 7	 1 4-5-7 8	 2-2-8 3	 9-2 2	 8-1 2	 8-0 2	 1-4-9 2	 FP: 6 Rng: 12 ROF: 3 B#: 11 2	 FP: 4 Rng: 11 ROF: 2 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 2	 1-12 2
---	---	---	---	---	---	---	---	--	---	--

 MA: 60° Rng: 3-42 ROF: 3 6	 MA: 37° ROF: 2 Rng: 60 6	 7 morale 6	 75 Mle 1897 MA: 75 ROF: 1 M#: 8 2	 1+3+5 2	 Wire Mph · RPh 10	 Trench 9	 Roadblock 2
--	--	--	--	---	--	--	---

[ELR: 3]
{SAN: 4}

Elements of the 5th Division set up on board 37, except in hexes east of hexrow R and with hex coordinates > 5:

 E 4-4-8 4	 E 2-3-8 3	 2-2-8 2	 10-1 2	 10-0 2	 9-0 2	 8-0 2	 FP: 4 Rng: 11 ROF: 2 B#: 11 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 5	 MA: 50° Rng: 1-16' ROF: 2' 4	 FP: 88 Rng: 1 4	 Type 97 MA: 90° ROF: 3 Rng: 14-95 M#: 10 4
---	---	---	--	--	---	---	---	---	--	--	--

 9-1 2	 Type 97B TE-KE MP: 16 MA: 37 2	 Type 94 MP: 15 MA: CMG ROF: 1 MG: 42 2
---	--	--

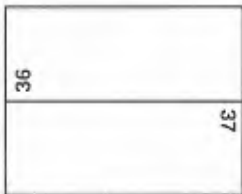
Elements of the Divisional Tankette Group enter on turn two along the south edge:

[ELR: 4]
{SAN: 4}

HANDICAPPING PROVISIONS:

- ⊙ VC apply at game end (i.e., not “immediately”).
- Add one 8-0 leader to the Japanese OB.

BOARDLAYOUT:



SCENARIO RULES:

- EC are Wet with a Mild Breeze blowing from the southeast at start. Weather is Overcast (E3.5). Wind Force and Direction changes are NA (EXC: for the purposes of Rain *only*, a DR is still made [E3.51]).
- PTO Terrain (G.1) is in effect with the following exception - all Jungle, Swamp/Marsh and Bamboo are Brush and all Palm Trees are Crags. Ponds do not exist and are considered Open Ground. The road which runs 36Q1-R6-P5-37P5-Q1 and the bridges along this road *do* exist. These same road hexes are *also* Open Ground (i.e., they do not contain Brush or Crags).
- Entrenching attempts and Kindling are NA. No Quarter is in effect for both sides.
- If Rain occurs, note “d” from the G16.2 chart must be applied. Thereafter, Soft Ground conditions are in effect and each vehicle must undergo a secret Bog Check DR (D8.23) even if on a road.
- The cost of moving to a higher level is increased for all units by 2MP/4MF.
- Trenches must be set up on level two hill hexes. All French units in a trench is immune from Encirclement (A7.7).

OBJECTIVES: The Japanese win immediately when they Control all level two hexes containing “Hill ID” (i.e., 36P8, 36U6, 36BB8, and 36CC4).

NA CHAM PORT, INDOCHINA, 24 SEPTEMBER 1940: By late 1940 the Japanese Army was compelled to enter Indochina in order to cut off supplies to the Chinese. Seizing the militarily useful country and its airfields, with an excellent infrastructure built up by the French, would also serve as a jumping off point for the later seizure of the islands to the south. The local command, looking for a fight, ignored orders from Tokyo when a bloodless annexation appeared imminent; even as word of a Japanese-Vichy pact was received the elite Japanese 5th Division crossed the border at the China Gate and overran Dang Dang. The directive to return fire if threatened, forwarded as part of the orders to pull back following the peace treaty, only served as a pretext for elements of the 5th to turn their attention to the fort at Na Cham. A violent attack was laid in on the fort, but its commander, one *Capitan Carli*, was a tough colonial officer. He sent two detachments under Lt. Seguin and Sgt. Battaglia to maneuver along the top of a limestone ridge and pour flanking fire down on the Japanese. The attack was repelled, with French defenders fighting to their last bullet, or man. They left 80 of their number dead upon the field.



OBJECTIVE PRINCEHAGE

Euro Pack #41

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	8	9
⊕ GERMAN Moves First									

Elements of Kompanie 1, SR 11, 9th Panzer Division enter on turn one on road hex 33I1 with all personnel as truck Passengers:

E 4-6-8	1 4-6-7	2-4-8	9-1	8-1	8-0	FP: 3 Rng: 8 ROF: 1 dm HMG	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 1 Rng: 12 ATR	dm MTR 50 mm	Bussing NAG MP: 24 PP: 29 T# 2	Opel Blitz MP: 28 PP: 21 T# 7
3	6	4		2				2	2	2	2	4

Y..
[ELR: 4]
{SAN: 3}

Enter on turn two along the south edge:

Kfz 1 MP: 30 PP: 9 LGP T: 10	PaK 3506 MA: 37L ROF: 3 M# 12 AT	2-2-8

Elements of Aufklaerungs Rgt. 9 enter on turn three along the south edge:

PSW 222 MP: 133 MA: 20L(4) ROF: 2 MG: -5/ B#11	B#11

Enter on turn four along the south edge:

Pz IVC MP: 14 MA: 75* ROF: 1 B#: 11	Pz 8A MP: 15 MA: 20L(4) ROF: 2 WB: -5 B# 11

Détachement de découverte du Capitaine Lelièvre, 1ère DLM enter on turn one along the north edge:

1 4-5-7	2-2-8	9-1	8-1	dm MMG	dm MTR 60 mm	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	Sidecars MP: 24 PP: 2/3 DRM: -1	AMD 35 MP: 28 MA: 25LL ROF: 1 MG: -4	Rennsch UE MP: 16 PP: 4* T#12	Laffly S20TL MP: 27 PP: 14 T# 12	SA-L mle 34 MA: 25LL ROF: 3 M# 12 Rng: 45 AT	
6						3	6	2				

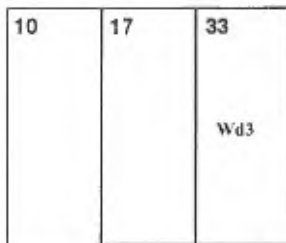
[ELR: 3]
{SAN: 2}

Set up on board 17 on/west of hexrow O (see SR 4):

AMD 35 MP: 28 MA: 25LL ROF: 1 MG: -4

3

BOARDLAYOUT:



HANDICAPPING PROVISIONS:

- ⊕ SR 4 is NA.
- ⊙ Reduce the game length to eight turns.

SCENARIO RULES:

- EC are Dry with no wind at start. Kindling is NA.
- Place overlay **Wd3** on 33L6-L7.
- French Armored cars (AMD 35) may set up utilizing HIP, even if *not* in concealment terrain. However, if set up in non-concealment terrain, they are immediately placed on board (i.e., unconcealed) when they perform any action or when any Good Order enemy unit gains a LOS to their Location. Otherwise, HIP is lost in the same manner as a Gun.
- Use of the IIFT and Footnote I8 is required to experience the playtested, full balancing of this scenario.

PRINCEHAGE, HOLLAND, 13 MAY 1940: On 12 May the French positioned troops in and around the city of Breda. With the fall of the improvised Zuid-Willemsvaart Canal line, all hopes in Holland were pinned on the French. Plans would soon have to be changed amid the chaos; the speed of the German advance in Belgium forced a retreat toward the Belgian border. The retrograde movement would be covered by the mobile elements of the *Groupeement de Beauchesne*. Early on the 13th, the Lelièvre Detachment deployed along a secondary road running from Ginneken to Princehage. The expectations of an enemy approach along this avenue were soon met in the form of the confident, and reinforced 1st Battalion of the 11th Panzer Regiment, sent on a southern encircling maneuver towards Princehage. Their confidence would soon be tested as French armored cars suddenly unleashed an unexpected cross-fire on the German column. Amid casualties, the Germans hastily set up machine-guns to return fire. French motorcyclists, reinforced by Panhards, were soon on the scene. A fierce firefight ensued which reached all the way to the streets of Princehage. The French would withdraw after the vicious engagement, leaving Princehage in German hands. Breda would fall on this same day after a short and uncoordinated resistance.

