





# SEARCH AND DESTROY

Euro-Pack #5

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



**Elements of the 135th Infantry Division** set up on/east of hexrow K in *hill* hexes. All units may set up utilizing HIP (EXC: the cupola):

[ELR: 3]  
{SAN: 4}

1 4-4-7	1 2-3-7	9-1	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG		<b>Pillbox</b> 1+3+5
2					



**Assault Group from the 9th SS Panzer Division** set up on/west of hexrow I:

[ELR: 5]  
{SAN: 2}

3-4-8	9-1	8-1	FP: 3 Rng: 8 ROF: 1 LMG	FP: 24 Rng: 1 PP: 1 FT	? 7 morale
6			4	2	4

## BOARD LAYOUT AND ENTRY:



(Only hexrows A - P are playable)

## HANDICAPS:

☩ Replace the 9-1 leader in the German OB with a 9-2.

★ Add one 8-0 leader to the Russian OB.

Any mutually agreed upon alteration to either side's OB.

**OBJECTIVES:** The German player wins if he destroys the armored cupola *and* if no Good Order Russian unit is in the bunker at game end.

## SCENARIO RULES:

1. EC are Mud (E3.6) and no wind at start.
2. The Armored cupola is a dug-in T-34 M43 tank (MA: 76L; ROF: 1; CMG: 4 AF: 11 and 6; TT: RST).
3. SS HS may not recombine into full squads.

**Near TARNOPOL, SOVIET UNION, 12 April 12 1944:** The Wosuska River was one of the numerous obstacles met by the 9th SS Panzer Division in its attempt to reach Tarnopol. The engineers of the division were prevented from establishing a bridge over the river by gun-fire emanating from a T-34 dug on top of Hill 367. An assault group was ordered to eliminate this threat without delay...





# THE PORT-FILLIOLET CROSSROAD Euro-Pack #11

★ U.S. Sets Up First	1	2	3	4	5	6	7
☒ GERMAN Moves First							

**★ Elements of the 508th Parachute Regiment set up within 5 hexes of R4:**

	9-2	8-1	7-0	FP: 6 Rng: 12 ROF: 3	MA: 60" Rng: 3-45 ROF: 3	BAZ 44 FP: 8 Rng: 5	AT Mine	? 7 morale
	4			2	3 AT	4		

[ELR: 5]  
{SAN: 3}

Foxhole 1S	Roadblock
3	

**☒ Elements of the 1057th Grenadier Regiment, 91st Air Landing Division and tanks of the 100th Panzer Replacement Battalion enter on turn one between X10 and FF10 inclusive:**

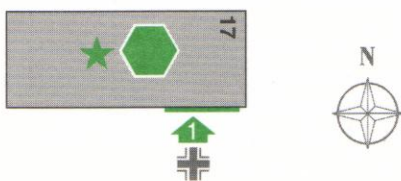
2 4-4-7	9-2	9-1	8-0	FP: 3 Rng: 8 ROF: 1	FP: 3 Rng: 8 ROF: 1	Pz 35R(t) MP: 8 MA: 37" MG: -2	Pz III L MP: 13 MA: 60L MG: 3/5 ROF: 2
10				2			

[ELR: 3]  
{SAN: 5}

**HANDICAPS:**

- ☒ Add one Renault tank to the German OB.
- ★ Replace the American HMG with a .50 cal HMG.
- 👉 Any mutually agreed upon alteration to either side's OB.

**BOARD LAYOUT AND ENTRY:**



**OBJECTIVES:** The German player must Control six of the seven buildings within 3 hexes of R4 at game end.

**SCENARIO RULES:**

1. EC are Mud with no wind at start. Despite Mud, the road Q1/Y10 and A6/R4 exist and therefore are *not* considered Open Ground (EXC: FFMO is applicable) for movement purpose when following the road.
2. All Grain hexes are considered Marsh. All Walls and Hedges are considered Bocage. Hexes W3 and W4 are considered Open Ground. OPT: Place open ground overlays as appropriate.
3. American squads may be freely Deployed during setup.
4. The Renault tank uses Red To Hit Numbers.

**PORT-FILLIOLET, NORMANDY, 7 June 1944:** Following the D-Day drop, Colonel Shanley painfully succeeded in reassembling the main body of the 508th Parachute Regiment on Hill 30. However, the regiment had suffered so severely that it could not achieve its mission, to blow a bridge at Etienneville. Shanley therefore decided to hold his current position until relieved; a roadblock was established at Port-Filliolet to protect the road running through the marsh area towards Chef-du-Pont. Hardly was the roadblock settled that it was attacked by a company of the 1057th the Grenadier Regiment support by a few tanks...

**FOR MORE COVERAGE OF THIS ACTION SEE OUR ALL AMERICAN 3: Shanley's Hill** (\$29.95), available during January '98. This boxed game includes ten scenarios and covers the actions of Col. Shanley and his men on a historical map.

All American





# TURNCOATS

Euro-Pack #26

GERMAN Sets Up First	1	2	3	4
ROMANIAN Moves First				

Elements of the 2nd Cavalry Regiment and variable popular support set up as per SR 3:

1 3-4-7	8-1	8-0	7-0	FP: 2 Rng: 6 ROF: 1 Br: 11	P 3-3-7
14				3	?

[ELR: 2]  
{SAN: 3}

(see SR 2)

Rear echelon elements, Fifth Air Fleet all units, including Mines, set up in any hexes of building 1K5:

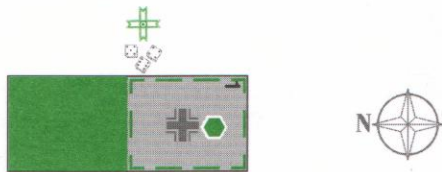
2 4-4-7	c 4-3-6	8-1	6+1	FP: 3 Rng: 8 ROF: 1	Minefield
4	3				24 AP

[ELR: 2]  
{SAN: 2}

**HANDICAPS:**

- Add one Hero to the German OB
- Add one MMG to the Romanian OB
- Any mutually agreed upon alteration to either side's OB.

**BOARD LAYOUT AND ENTRY:**



(Only hexrows A - P are playable)

**OBJECTIVES:** The Romanian player wins if there are no Good Order German units on map at game end.

**SCENARIO RULES:**

- EC are Moderate, with no Wind at start.
- Before starting the game, the Romanian player makes a dr. The result is halved (FRU) and indicates the number of 3-3-7 Partisan squads that will be received. These partisan units may not form firegroups, use all weapons as Captured and are considered a different nationality for Rally purposes.
- Romanian regular units set up as follows: for each MMC roll three dice and find the corresponding set up building in the chart below (EXC: SMC, SW and popular support [i.e, the 3-3-7 squads] may set up freely in any building except 1K5):  
[DR → building] 3 → M2, 4 → N2, 5 → N3, 6 → M4, 7 → L6, 8 → K7, 9 → I7, 10 → H7, 11 → H5, 12 → H3, 13 → G4, 14 → J2, 15 → K2, 16 → P7, 17 → G1, 18 → D8 (Note that if the number of MMC assigned to a building exceeds the normal stacking capacity, reroll as necessary until the overstacking is eliminated).

**BUCHAREST, ROMANIA, 24 August 1944:** The summer of 1944 found the German southeastern front with its back against the Balkans. On the 20th of August, the Soviet steamroller opened up again, with the Jassy-Kishinev offensive pushing onto Romanian soil. This was the signal for the Romanians to finally end their steadily deteriorating alliance with the Germans. On August 23, the switch of sides was officially proclaimed. The Romanian Army immediately seized the opportunity to mop up the 800 German strongpoints throughout their country. One such strongpoint was the German military air mission in Bucharest. At 4:30 A.M on the 24th, elements of the 2nd Cavalry Regiment were ordered to seize the building...





# PAPER TIGERS

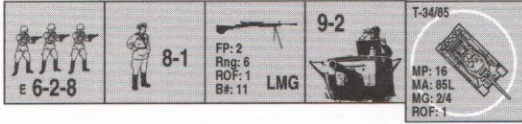
Euro-Pack #33

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



Elements of 53rd Guard Tank Brigade set up using HIP anywhere on board 16, with all infantry set up  $\leq 2$  hexes from the T-34/85 AFV:

[ELR: 4]  
{SAN: 0}



Elements of IV Panzer Army enter on Turn 1 on Hex 16A6 (see SR 2):



3

Elements of 501st Schwere Panzer Abteilung (see SR 2):



3

[ELR: 4]  
{SAN: 0}

## HANDICAPS:

- ☩ The T-34/85 is subject to normal APCR depletion (i.e., ignore SR 5).
- ★ The Russian squads need not set up within two hexes of the AFV (i.e., they may set up anywhere).
- 🌿 Any mutually agreed upon alteration to either side's OB.

## BOARD LAYOUT AND ENTRY:



**OBJECTIVES:** The Germans win immediately upon exiting 3 AFV with functioning MA and at least one infantry squad/equivalent at 16GG6. Destroying the Russian AFV counts as one German AFV exited.

## SCENARIO RULES:

1. EC are Dry, with no wind at start.
2. The German AFV must enter in Convoy (E11.1), with all Personnel as Riders. No Rider may Bail Out voluntarily as long as Convoy Movement remains in effect.
3. No PF are available to the German infantry.
4. The Soviet T-34/85 has *non-depletable* APCR and Smoke Dischargers fitted as per Soviet Vehicle Note J.
5. Boresighting is NA.
6. The Soviet MMC may set up in a 1S foxhole if set up in allowable terrain.
7. The Stream is Deep and is connected to the Gully in 12K10/22K1.

**OGLEDOW, Southern POLAND, 12 August 1944:** The Soviet summer offensive, Operation "Bagration", had rolled over Army Group Center and finally spent itself on the banks of the Vistula. Several bloody tank actions were fought as the Soviets moved westward. One such encounter occurred when Jr. Lieutenant Oskin of the 53rd Guards Tank Brigade went to reconnoiter the village of Ogledow and establish the whereabouts of the Brigade's 2nd Battalion. He found the place swarming with Germans. With no sign of the 2nd Battalion, Oskin was told to stay put and observe enemy activity. Concealing his T-34 in the tall corn nearby, his squad of veteran "tank marines" camouflaged the tank and made two more dummy haystacks to render their deployment less conspicuous. The next morning, three King Tigers carrying infantry rolled down the road towards the waiting Soviets. The latter's camouflage proved effective until Oskin betrayed his position...





# CORNERED TIGERS

Euro-Pack #44

🎯 BRITISH Sets Up First	1	2	3	4	5	6	7	8	9
⚔️ GERMAN Moves First									

**🎯 Elements of the 4th Parachute Brigade set up on/west of hexrow J:**

6-4-8	2-2-8	9-2	9-1	8-1	8-0	FP: 6 Rng: 14 ROF: 3	FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	FP: 8 Rng: 3 X#: 10	7 morale
12	3							3	3	6

[ELR: 5]  
{SAN: 5}

MA: 76LL ROF: 2 M#: 6	MA: 57L ROF: 3 M#: 10	MA: 76 ROF: 2 M#: 11
AT	AT	MTR


**⚔️ Elements of Kampfgruppe Spindler enter on/after Turn one along the east edge. Some, all or none may enter each turn but all units *must* have been entered by the end of Turn four:**

6-5-8	E 8-3-8	10-2	9-1	8-1	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	1PP X10 24-1	FP: 30 Rng: 1	FP: 12 Rng: 4	Cnct: 8
8	4				2		2	3	2	4	2	

[ELR: 5]  
{SAN: 3}

9-1	MP: 11 NA: 88LL MG: 3/5/2
	3

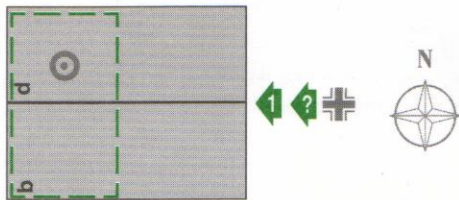
88mm OBA (HE)



**HANDICAPS:**

- 🎯 Add a Hero and a PIAT to the British OB.
- ⚔️ Add a Stug III G (with Schuerzen) to the German OB.
- 👉 Any mutually agreed upon alteration to either side's OB.

**DELUXE BOARD LAYOUT AND ENTRY:**



**OBJECTIVES:** The Germans win if they Control more multi-story multi-hex buildings than the British game end. The Germans lose immediately if their three Tiger tanks are eliminated or recalled.

**SCENARIO RULES:**

- EC are Moderate, with no wind at start. Kindling is NA.
- The Cliff on board d does *not* exist.
- The British player may fortify six building locations (and may not exchange them for tunnels).
- The CA (both VCA and TCA) of a Pz VIB in a road hex and adjacent to a building hex on both sides of that road must always include an adjacent road hex. Moreover, these tanks may not conduct offroad movement.
- The Germans receive one module of 88mm OBA (HE only).
- 8-3-8 squads and their 3-3-8 HS are Assault Engineers (H1.22).
- Boresighting is NA.
- This Scenario was playtested using the IIFT and the optional rule described in Footnote 18 (page A42). Use of both is recommended for additional enjoyment.

**OOSTERBEEK, HOLLAND, 24 September 1944:** Following the disastrous attempt to reinforce Frost's beleaguered 2nd Parachute Brigade, the British high tide had been reached; now it could only ebb. Major General Roy Urquhart, the commander of 1st Airborne Division, ordered his remaining troops to withdraw and set up a perimeter north of the Lower Rhine at Oosterbeek. The *Der Hexenkessel* (Witches Cauldron) had been formed. To the Germans it would prove a very hard nut to crack. Fighting on the east side of the perimeter, Kampfgruppe Spindler of the 9th SS Panzer Division made slow progress. Despite four days of ceaseless attacks, it had only been able to clear a few blocks of British-occupied Oosterbeek. A stalemate developed; the battle had become one of attrition; their turrets, restricted by the long 88 mm gun, could barely be rotated. German expectancy turned to dismay as the first exploded in front of the Elementary school at the bottom of the Weverstraat; a mortar round had struck an air vent on the petrol tank...





# ELUSIVE ARMOR

Euro-Pack #61

★ U.S. Sets Up First	1	2	3	4	5	6	7
● JAPANESE Moves First							

**Elements of the 37th Infantry Division** set up unconcealed on board 33 on/between hexrows A & H on Open Ground hexes numbered  $\geq 7$  with only one MMC/vehicle per hex (plus any SMC/SW that sets up with the MMC). The M7 Priest must set up in Motion:



[ELR: 3]  
{SAN: 2}

1 6-6-6	1 3-4-6	8-1	8-0	FP: 4 Rng: 10 ROF: 2	dm MTR 60 mm	FP: 8 Rng: 5 SA: WP6	MP: 14 MA: 105(HE) MG: -/4 ROF: 1
8	2						

**Elements of the 637th TD Battalion** enter on turn 3 along the south edge of board 33 having already expending *half* their MP:

MP: 24  
MA: 76L  
MG: -/4  
ROF: 2

5



**I Company, 10th Tank Regiment** enters on turn one along the north and/or west edges between 19GG7 & 19AA1:

MP: 14  
MA: 47L  
MG: 2/R2  
ROF: 1

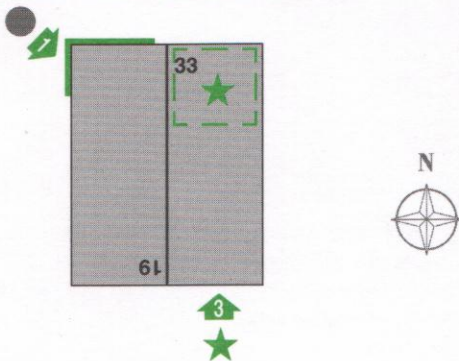
6

[ELR: NA]  
{SAN: 0}

### HANDICAPS:

- ★ Add a 9-1 Armor Leader to the US OB.
- Add a 9-2 Armor Leader to the Japanese OB.
- 👤 Any mutually agreed upon alteration to either side's OB.

### BOARD LAYOUT AND ENTRY:



### SCENARIO RULES:

1. EC are Moderate, with no wind at start.
2. PTO Terrain is in effect. All buildings are Huts (and single story).
3. Boresighting is NA.
4. Recall due to Disabled MA is NA (i.e., AFV remains on board).

**OBJECTIVES:** The first player who accumulates at least 20 CVP immediately wins; any other outcome is a Japanese victory at game end.

**Near Clark Field, LUZON, PHILIPPINES, 29 January, 1945:** In late 1944, the fulfillment of MacArthur's vow to return to the Philippines set the stage for a large ground battle with the IJA. Lt. Col. Richard McNelly's 637th Tank Destroyer Battalion was selected to provide support for the Luzon invasion force. After more than two years of training, the men of the battalion were finally going to have their baptism of fire. Their ships sailed into kamikaze infested Lingayen Gulf with the invasion force on January 9, 1945. After landing, the M18s of the 637th Tank Destroyer Battalion assembled and moved inland to support the American offensive to liberate Manila and recapture Luzon. The campaign was to be the longest and the most difficult of the entire Pacific War. General Yamashita's 260,000 soldiers of the IJA were waiting to stop them. The TDs were soon heavily engaged providing direct fire support for the infantry...





# L'AMOUR, L'AMOUR, L'AMOUR

Euro-Pack #69

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

**Elements of RHLI and of Fort Garry Horse enter on Turn one along the west edge:**

4	8					2	3

[ELR: 3/5\*]  
[SAN: 3]

Enter on turn three along the west edge:

3	2			2	3	3

Enter on turn 4 along the west edge:

--

**Elements of 12th Recce Battalion, 6th Fallschirmjäger Division set up on whole hexes of board 33:**

4							4	

[ELR: 3]  
[SAN: 4]

Set up within two hexes of 16N4:

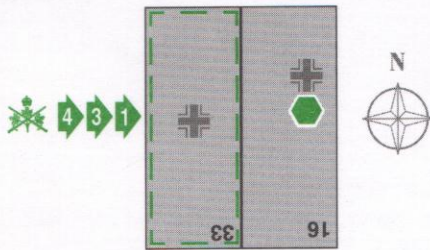
3					2	

88mm OBA (HE & S)  
Barrage capable (see SR5)

**HANDICAPS:**

- The OBA is 105mm instead (HE and Smoke and Barrage capable).
- Delete the 8-0 leader from the German OB.
- Any mutually agreed upon alteration to either side's OB.

**BOARD LAYOUT AND ENTRY:**



**OBJECTIVES:** The Germans win if they Control all buildings on board 33 and building 16O3 at game end.

**Near SCHWANENHOF, GERMANY, 19 February 1945:** As part of Operation Blockbuster, the 2nd Canadian Division had to push across the Goch-Calcar road. The Royal Hamilton Light Infantry objectives and positions were assigned to the left part of the frontline; Company C, led by Major Pigott, was located at the extreme left flank of the attack. The troop quality had so seriously dropped since Normandy, due to poor replacements, that the infantry was considered at least 60% green. Consequently, it had been judged necessary to enhance the offensive potential of the Canadian infantry by adding a regimental demolition platoon and a flame section as well as a section of the Toronto Scottish MG battalion and a tank squadron of the Fort Garry Horse to the leading infantry. Weather this morning was not very promising for an attack: quite cold with heavy clouds. It started with a few tanks bogged and a few more lost to mines, leaving only three Shermans in support when the German counterbarrage of artillery fell in the midst of the advancing infantry; losses started to rise...

