

oaf pack 1

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SEELOW, GERMANY, 16 April 1945: West of the Soviet bridgehead at Küstrin lay the sandy, horseshoe-shaped plateau of the Seelow Heights. It ranged in height from one hundred to two hundred feet and overlooked a soggy valley known as the *Oder Bruch*. The Russians would have to cross this valley under the guns of the 56th *Panzerkorps* commanded by Karl Weidling, known as 'Smasher Karl'...

DUBROVA, RUSSIA, 7 July 1943: Progress for Operation *Zitadelle* continued to be good for XLVIII *Panzerkorps* on July 7th, the fourth day of the titanic battle of Kursk. The *Grossdeutschland* attacked with 3rd Panzer Division on its left and the 11th Panzer Division on its right. At dawn on the 7th, the men of *Grossdeutschland* found themselves before the village of Dubrova. At the situation meeting on the evening of the 6th, Russian Major-General Shalin observed: "We are confronted by an unprecedented concentration of armor...the armored spearheads are led by Tigers, Panthers and massive assault guns. The cannon of our T-34s cannot pierce the frontal armor of the fascists' giants..."

TROIS PONTS, BELGIUM, 21 December 1944: First light on the 21st saw most of the 1st SS Panzer Division, other than Kampfgruppe Peiper, massed on the heights between Trois-Ponts and Wanne. After efforts to re-build the Petit-Spa bridge were brought to a halt by intense American artillery fire, elements of SS-*Standartenfuhrer* Hansen's Pz. Gren. Rgt. 1 crossed the wreckage during the night and set up a command post 300 meters away. With Stavelot no longer an objective, the few remaining panzers were brought back to give Hansen some supporting armor...

ARNAVILLE, FRANCE, 11 September 1944: In September Patton's 3rd Army had three of its corps on a front stretched from Sedan in the north to Nancy in the south. The Army was tasked with clearing Lorraine, the ancient invasion route into Germany. Facing Patton across the Moselle, German General von Knobelsdorff had 3 1/2 divisions at his command as of September 1; these would later be reinforced by the forward elements of another two infantry divisions and a tank brigade...

CHARLOTTENBURG, BERLIN, 26 April 1945: The front of the 20th Motorized Division on the 26th was being compressed on all sides as the Soviet 2nd and 3rd Guards Tank Armies attempted to close the last east-west corridor into the stricken city of Berlin. The German High Command was desperate and determined to postpone the impending catastrophe, if only for a few more days and at the cost of troops up to then fighting the British and Americans. An OKW directive on the night of April 24/25 ordered: 'Throw all available forces against the mortal enemy, Bolshevism. In doing so ignore the considerable territorial gains which the Anglo-American forces may make....'

Upstream of the TENARU RIVER, GUADALCANAL, 21 August 1942: At daybreak following the furious charge across the sandbars of the Tenaru, it was apparent the Japanese had been held. 1st Battalion was moved upstream, crossed the Tenaru, and fanned out in an advance on the enemy held positions. Attempts to break out were stopped, and the Japanese were caught in a vise between the Marines, the river and the sea. The Marines blasted their enemies with mortar and artillery fire...

Near TAEJON AIRSTRIP, SOUTH KOREA, 20 July 1950: With the Kum River line broken, the important road center of Taejon lay wide open. The collapse soon brought Eighth Army commander, General Walker, to Taejon airstrip on July 18 for a conference with General Dean to appraise the American military position. Walker's first problem was to stop the North Korean advance. This meant the battered 24th Division, still the only force available on the battle line, had to hold up the enemy advance for as long as possible...

HILL 150, ON THE NORTHERN END OF THE MARTINVILLE RIDGE, 16 July 1944: General Corlett, commander of the XIX Corps, ordered the 29th Division to be part of the renewed attack on St. Lo. The main objective of the new attack was Hill 192. The role of the 29th in seizing this objective, which was the objective of, and lay within the boundaries of the neighboring 38th Infantry, was one of support. Putting its main effort on the left with two regiments abreast, the 116th Infantry, with the 3rd Battalion of the 115th attached, was to drive for St. Andre-de-l'Epine and Hill 150 at the northern end of the Martinville Ridge. The enemy was well prepared...

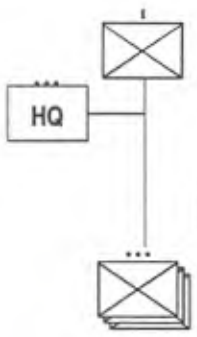
MEUNCHEBERG, GERMANY, 19 April 1945: The Germans threw everything they had into the battle for the Seelow Heights, but during the morning of April 18th, Zhukov's First Byelorussian Front had finally broken through the German defenses. The advance on Berlin proper was begun only to find the 56th *Panzerkorps* barring the way with forces described in Zhukov's autobiography as "substantial." Stalin, worried that the Soviet offensive would be held up, ordered the commander of the First Ukrainian Front to strike at Berlin from the south...

At a point just east of RASIENAI, LITHUANIA, 24 June 1941: At 1330 hours General Reinhardt arrived at the command post of the 1st Panzer Division with news that the 6th Panzer had encountered heavy enemy armored opposition on its way to the Daugava. At a point just east of Rasienai, on the Dubysa River, heavy fighting was underway, as over 100 Soviet tanks had rolled into battle from the east. This was Kuznetsov's main counter-attack which took the Germans completely by surprise...


10 scenarios designed for Adv. Sq. Ldr. from the classic days of the hobby newsletter On All Fronts. These scenarios have stood the test of time and are now updated and all errata applied. They feature the new CH "TO & E Tree" and "Graphic SET UP AND ENTRY" charts for ease of analyzing each particular scenario and getting right into play. These 10 feature the actions described above and offer the gamer terse Special Rules written with brevity and simplicity in mind to allow the players to get right into the action! Distributed by Critical Hit, Inc. 88 Lodar Lane, Brewster, NY 10509. Write us for a catalog today.





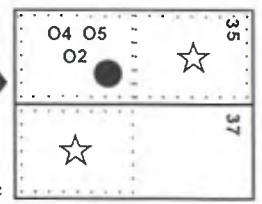
Write to us
with your comments.
Peace, and thanks
from your
publisher! RJT



Notes on our new scenario graphics and layout
TO & E Tree: Depicts the units and subunits involved in a scenario, with counters needed for play under military symbols. Provides at a glance the overall composition of the force involved.

 **Reinforcements** are not attached to a 'branch' of the main tree.

New board and entry information includes boxes with dotted lines   to delineate the set-up area for each nationality (as denoted by appropriate symbol) and entry of reinforcements.



The number in the arrows off-board indicate the turn of reinforcements; the location of the arrow indicates the general location of entry. Other data, such as shading of areas in play on the boards and overlays, remains unchanged.

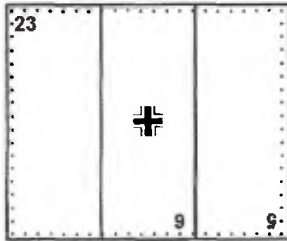
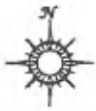
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| | | | | | | <table border="1"> <thead> <tr> <th>R#</th> <th>Th#</th> </tr> </thead> <tbody> <tr><td>0</td><td>11</td></tr> <tr><td>1</td><td>10</td></tr> <tr><td>2</td><td>9</td></tr> <tr><td>3</td><td>8</td></tr> <tr><td>4</td><td>7</td></tr> <tr><td>5</td><td>6</td></tr> <tr><td>6</td><td>5</td></tr> <tr><td>7</td><td>4</td></tr> </tbody> </table> | R# | Th# | 0 | 11 | 1 | 10 | 2 | 9 | 3 | 8 | 4 | 7 | 5 | 6 | 6 | 5 | 7 | 4 | <table border="1"> <thead> <tr> <th>R#</th> <th>Th#</th> </tr> </thead> <tbody> <tr><td>0</td><td>11</td></tr> <tr><td>1</td><td>10</td></tr> <tr><td>2</td><td>9</td></tr> <tr><td>3</td><td>8</td></tr> <tr><td>4</td><td>7</td></tr> <tr><td>5</td><td>6</td></tr> <tr><td>6</td><td>5</td></tr> <tr><td>7</td><td>4</td></tr> </tbody> </table> | R# | Th# | 0 | 11 | 1 | 10 | 2 | 9 | 3 | 8 | 4 | 7 | 5 | 6 | 6 | 5 | 7 | 4 | <table border="1"> <thead> <tr> <th>R#</th> <th>Th#</th> </tr> </thead> <tbody> <tr><td>0</td><td>11</td></tr> <tr><td>1</td><td>10</td></tr> <tr><td>2</td><td>9</td></tr> <tr><td>3</td><td>8</td></tr> <tr><td>4</td><td>7</td></tr> <tr><td>5</td><td>6</td></tr> <tr><td>6</td><td>5</td></tr> <tr><td>7</td><td>4</td></tr> </tbody> </table> | R# | Th# | 0 | 11 | 1 | 10 | 2 | 9 | 3 | 8 | 4 | 7 | 5 | 6 | 6 | 5 | 7 | 4 |
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GAP AT GRUNEWALD

CHARLOTTENBURG, BERLIN, 26 April 1945: The front of the 20th Motorized Division on the 26th was being compressed on all sides as the Soviet 2nd and 3rd Guards Tank Armies attempted to close the last east-west corridor into the stricken city of Berlin. The German High Command was desperate and determined to postpone the impending catastrophe, if only for a few more days and at the cost of troops up to then fighting the British and Americans. An OKW directive on the night of April 24/25 ordered: 'Throw all available forces against the mortal enemy, Bolshevism. In doing so ignore the considerable territorial gains which the Anglo-American forces may make.' To forestall reinforcement from the west, Marshals Zhukov and Konev decided to wipe out the enemy forces in the forests south-east of the city with two convergent attacks on April 26, with the 3rd Guards Tank Army pressing in from the south. The terrain the attack was launched in was a mixture of forests, lakes and marshes; the German resistance was strong. On the night before the attack the defenders regrouped, formed an assault force of panzers and infantry and attacked at 0800 on the 26th. This force was soon contained, and forced onto the defensive, and wiped out by evening. Marshal Konev soon after sealed the defenders into Berlin with five divisions with tanks and artillery along the most likely escape routes.

BOARD CONFIGURATION AND ENTRY:



East of canal

VICTORY CONDITIONS: The Russian must exit 40 CVP along the north edge.

SCENARIO BALANCE:

GERMAN: Add a Hero to the German OB.

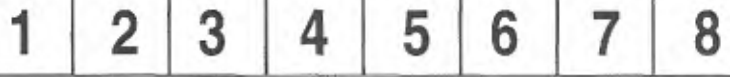
RUSSIAN: Add a 9-1 armor leader to the Russian OB.

SCENARIO SPECIAL RULES:

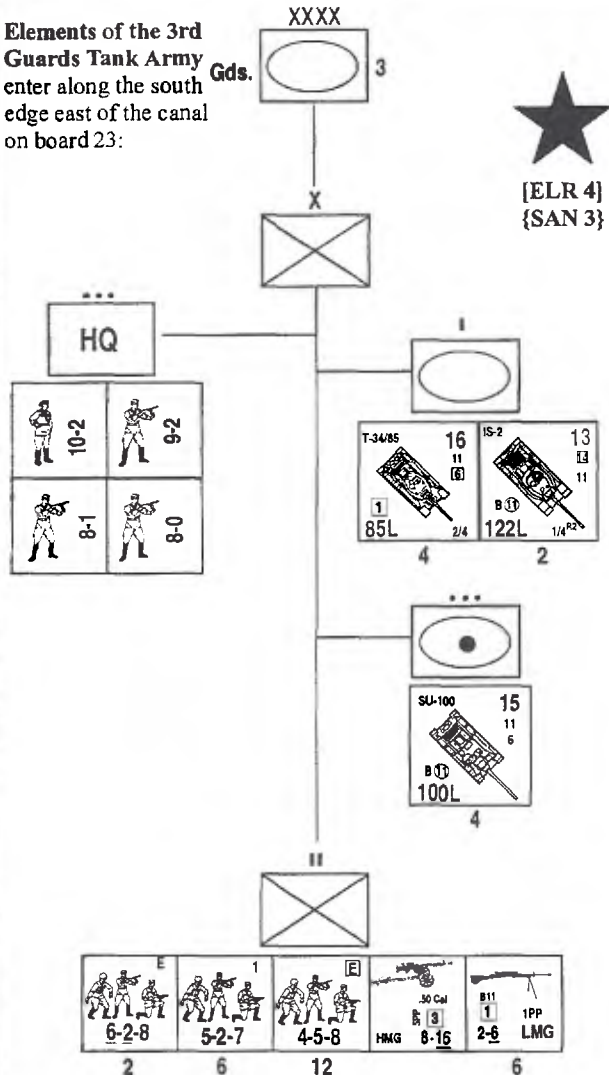
1. EC are Wet, with no wind at start.
2. The German may utilize HIP for one squad/equivalent (and any SMC/SW set up with them. German AFV may set up HIP (A12.3).
3. The German may designate one squad/equivalent as Fanatic during set up. This is denoted by placing a Fanatic marker on the unit(s) at start (or making a side note if the HIP unit(s) begin play fanatic). All rules apply normally for the fanatic unit thereafter.

GERMAN Sets Up First

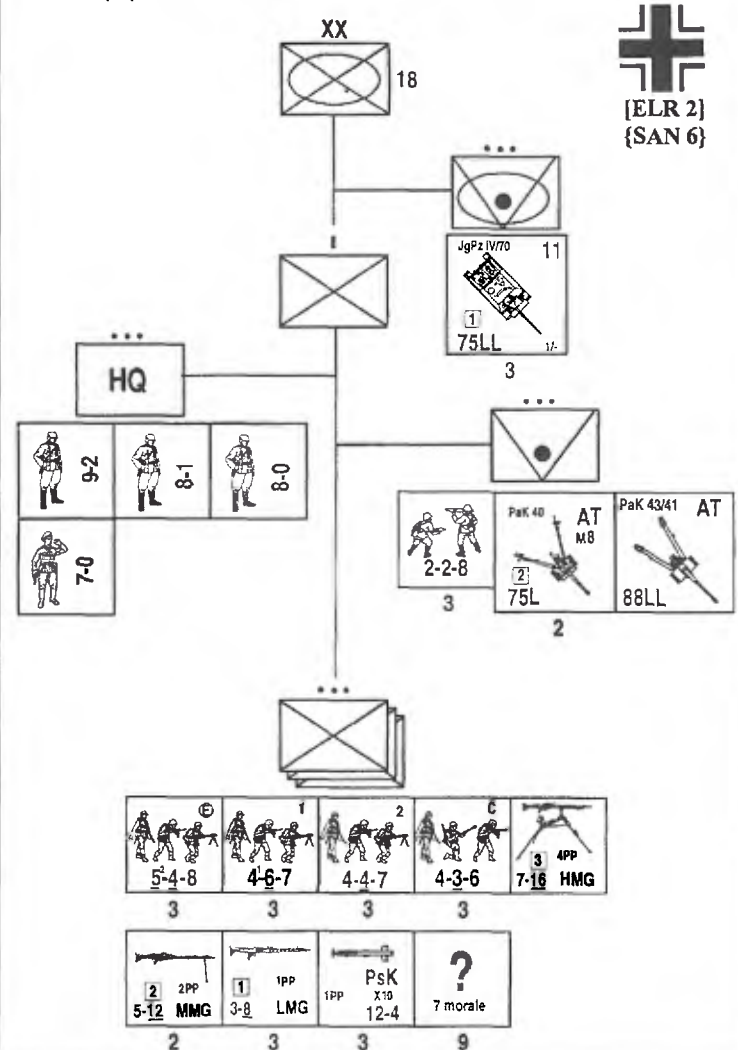
RUSSIAN Moves First



Elements of the 3rd Guards Tank Army enter along the south edge east of the canal on board 23:



Elements of the 18th Panzergrenadier Division set up anywhere on boards 23, 6, and 5:

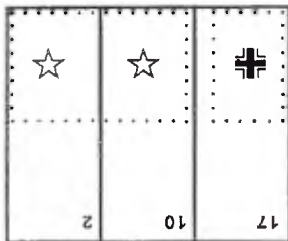




FIREFIGHT BEFORE BREAKFAST

ARNAVILLE, FRANCE, 11 September 1944: In September Patton's 3rd Army had three of its corps on a front stretched from Sedan in the north to Nancy in the south. The Army was tasked with clearing Lorraine, the ancient invasion route into Germany. Facing Patton across the Moselle, German General von Knobelsdorff had 3 I/2 divisions at his command as of September 1; these would later be reinforced by the forward elements of another two infantry divisions and a tank brigade. Prior to capturing Metz, the 5th Division soldiers of Major-General Stafford Irwin took part in a series of assaults against the assorted troops defending in and around Metz. As part of the 20th Corps, the unit had been forced to evacuate Dornot as the Americans struggled to reinforce their only remaining bridgehead across the Moselle. At dawn on the 11th, men of the 1st Battalion, 5th Infantry Division, faced a counter-attack by men of the SS Panzergrenadier "Götz von Berlichingen" reinforced with tanks. For the elite of the Waffen SS, the months since the invasion of Normandy had been frustrating. Whereas on the eastern front an attack by SS units invariably resulted in a local victory, in the west the vast weight of the *Materialschlacht* defeated even the heralded determination of the SS men. The firefight at Arnaville would prove no different. The combination of accurate fire from tank destroyers and artillery by the American defenders was successful in driving the SS attackers back.

BOARD CONFIGURATION AND ENTRY:



Only hexrows R-GG are in play.



VICTORY CONDITIONS: The German must Control 5 multi-hex buildings on board 10 at game end.

SCENARIO BALANCE:

GERMAN: Add a Hero to the German OB.

AMERICAN: The American may set up one squad/equivalent (and any SMC/SW set up in the same location) utilizing HIP.

SCENARIO SPECIAL RULES:

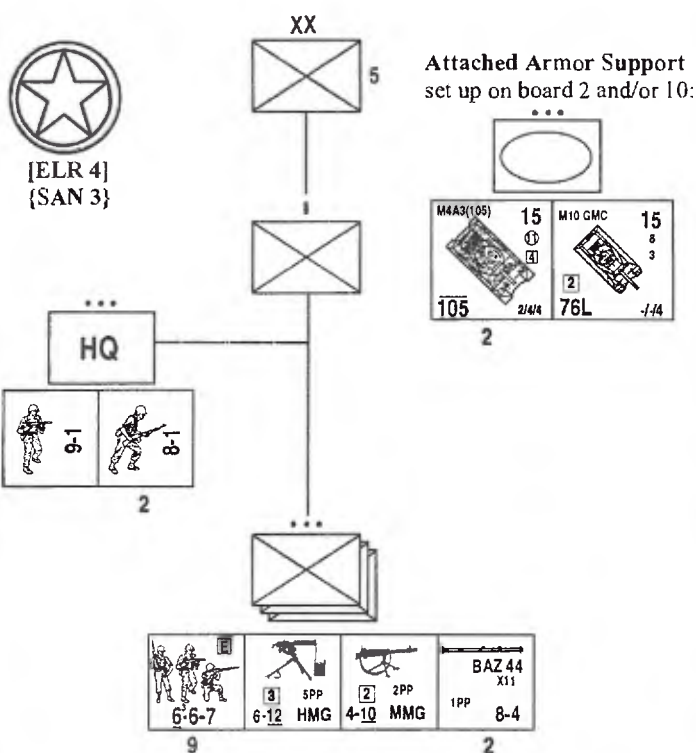
1. EC are Moderate with no wind at start.
2. Building 10Z6 is a Factory (B23.74). Hex 10Z6 is a vehicular-sized entrance (B23.742). Rowhouses (B23.7) exist normally, but count as one multi-hex building each for VC purposes (i.e., 10DD3-DD4-DD5-EE5 is *one* multi-hex building).

AMERICAN Sets Up First

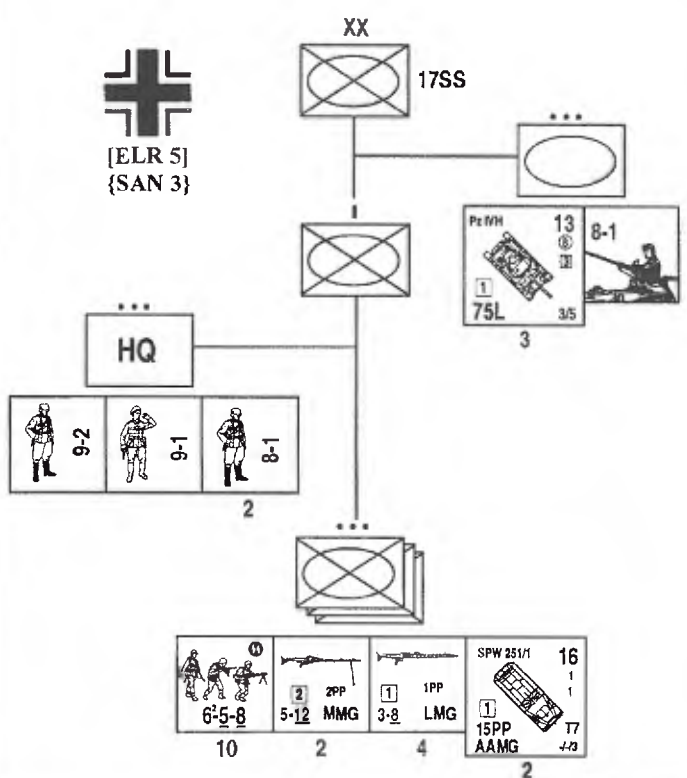
GERMAN Moves First

| | | | | | |
|---|---|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
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Elements of the 5th Infantry Division set up on board 10:



Elements of the 17th SS Panzergrenadier Division set up on board 17 on/cast of hexrow 2:

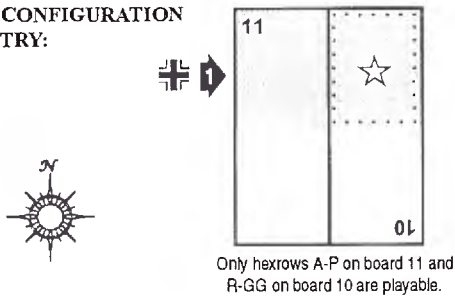




PEIPER'S SLEDGEHAMMER

TROIS PONTS, BELGIUM, 21 December 1944: First light on the 21st saw most of the 1st SS Panzer Division, other than Kampfgruppe Peiper, massed on the heights between Trois-Ponts and Wanne. After efforts to re-build the Petit-Spa bridge were brought to a halt by intense American artillery fire, elements of SS-*Standartenführer* Hansen's Pz. Gren. Rgt. 1 crossed the wreckage during the night and set up a command post 300 meters away. With Stavelot no longer an objective, the few remaining panzers were brought back to give Hansen some supporting armor. Meanwhile, east of the town the Americans were still holding onto a small bridgehead formed by E Company of the 505th Parachute Regiment. After fleeing civilians had indicated panzers and grenadiers were assembling to assault E Company's position, the commander of the Regiment's 2nd Battalion, Lt. Colonel Benjamin H. Vandervoort, decided to hold it and sent F Company across. While F Company situated itself in the woods to the right of E Company, a single 57mm anti-tank gun was brought across stringers laid on top of the damaged bridge structure. The enemy soon arrived, and the fighting broke into a series of hand-to-hand struggles. While the panzers could not maneuver on the soggy ground, the AT gun was soon put out of action and an immediate withdrawal was ordered. With the grenadiers right behind them, the pull back was actually a desperate affair. The pursuing grenadiers crossed the Salm by fording and on a makeshift bridge before the re-organized 2nd Battalion was able to throw them back to the eastern bank.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The German must Control 10Z6 at game end.

SCENARIO BALANCE:

AMERICAN: Add a 57L and 2-2-7 crew to the American OB.

GERMAN: Add a dm HMG to the German OB.

SCENARIO SPECIAL RULES:

1. EC are Moderate with no wind. Ground Snow (E3.72) is in effect.
2. Grain is treated as Woods.
3. Good Order American units in 10Z6 are Fanatic.
4. German infantry *only* suffer from Ammo Shortage.

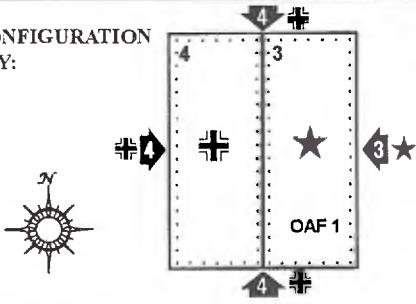
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|--|--|---|---|---|---|---|---|---|---|
| <p> AMERICAN Sets Up First</p> <p> GERMAN Moves First</p> <p>Elements of the 82nd Airborne Division set up on board 10:</p> | <table border="1" style="width:100%; text-align: center; border-collapse: collapse;"> <tr> <td style="width:12.5%;">1</td> <td style="width:12.5%;">2</td> <td style="width:12.5%;">3</td> <td style="width:12.5%;">4</td> <td style="width:12.5%;">5</td> <td style="width:12.5%;">6</td> <td style="width:12.5%;">7</td> <td style="width:12.5%;">8</td> </tr> </table> <p>Elements of SS Panzergrenadier Regiment 1 enter along the west edge on turn 1:</p> | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |



THE TIGER'S ROAR

DUBROVA, RUSSIA, 7 July 1943: Progress for Operation *Zitadelle* continued to be good for XLVIII Panzerkorps on July 7th, the fourth day of the titanic battle of Kursk. The *Grossdeutschland* attacked with 3rd Panzer Division on its left and the 11th Panzer Division on its right. At dawn on the 7th, the men of *Grossdeutschland* found themselves before the village of Dubrova. Meanwhile, the Russians had appraised the situations accurately. At the situation meeting on the evening of the 6th, Russian Major-General Shalin observed: "We are confronted by an unprecedented concentration of armor...the armored spearheads are lead by Tigers, Panthers and massive assault guns. The cannon of our T-34s cannot pierce the frontal armor of the fascists' giants." Despite their material advantages the Germans suffered heavily. The grenadiers of *Grossdeutschland* were able to take Dubrova, but not without cost to the units' Panthers. The misfortunes which had been dogging Lauchert's Panther Brigade continued as they again blundered into a Soviet minefield and suffered very heavy losses. It was Captain von Gottberg's 2nd Battalion, Panzer Regiment "Grossdeutschland" that saved the situation on this day. Sweeping the grenadiers of Remer's battalion with them, the attack was got moving again and the mechanized corps of General Krivoshein was torn apart. One last desperate attempt was made by Krivoshein to halt the German attack by an immediate armored counter-thrust with forty T-34s, which burst out of the little town. They had the misfortune of running right into the sights of Count Strachwitz's Tiger company. A fierce dual ensued and the Tigers knocked out ten T-34s. The Russian forces in this sector, the crumbling remains of Krivoshein's brigade soon withdrew in disorderly fashion to the last strongpoint in the Soviet defenses outside Oboyan. The withdrawal of the enemy spurred the regiments of *Grossdeutschland* on, deeper into the Russian defenses. Towards noon they penetrated into a fortified little town named Syrtsevo. Only a few more successes lay ahead for *Grossdeutschland* before *Zitadelle* had run its course.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The German must Control 5 building within the road net defined by 3U3-3Q3-3N4-3Q8 at game end.

SCENARIO BALANCE:

RUSSIAN: Replace the 9-1 leader with a 9-2.

GERMAN: Add a HMG to the German OB.

SCENARIO SPECIAL RULES:

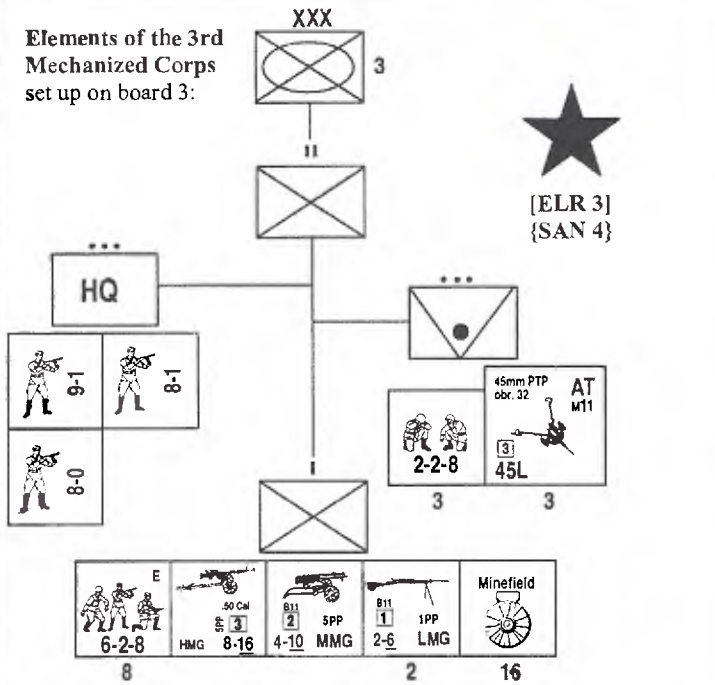
1. EC are Moderate with no wind. All hexes of Hill 534 are ground level Woods (OPTIONAL: Place overlay A [from SL] normally).
2. Place overlays as follows: **OAF1** to conform to the hex ID.
3. Each German leader may place smoke (not WP) once during the game. No dr is required.

★ RUSSIAN Sets Up First

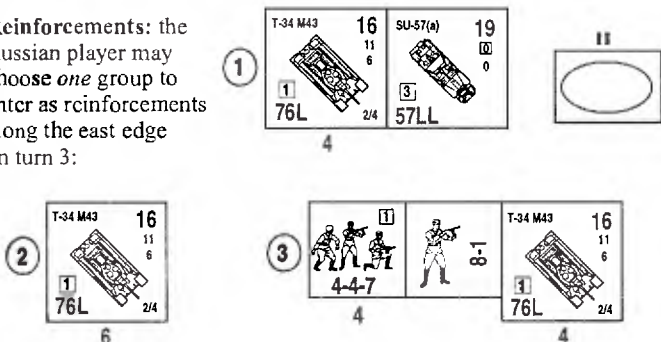
☒ GERMAN Moves First

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| 1 | 2 | 3 | 4 | 5 |
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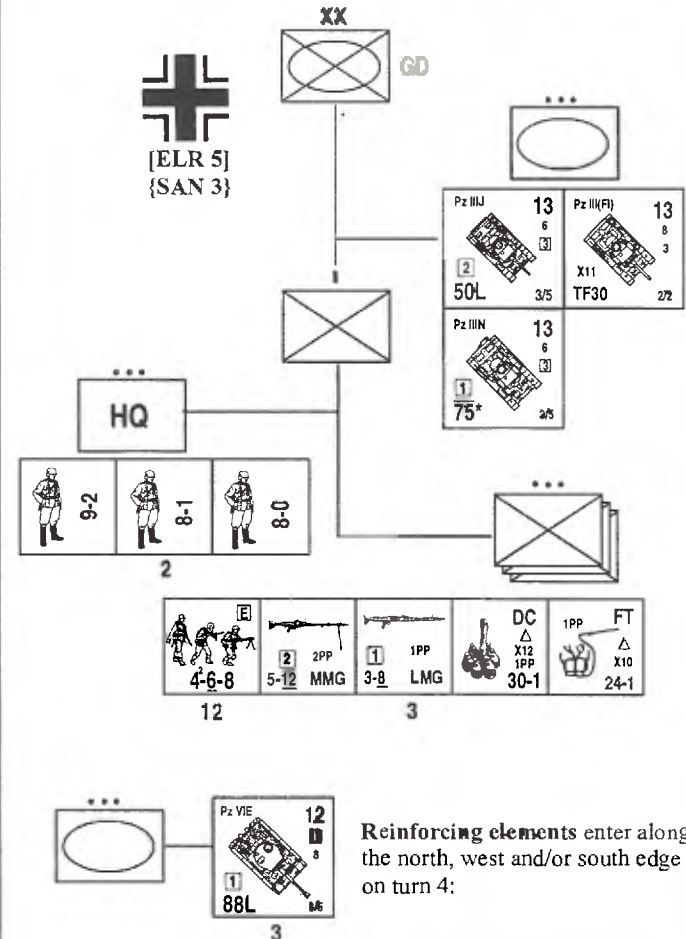
Elements of the 3rd Mechanized Corps set up on board 3:



Reinforcements: the Russian player may choose *one* group to enter as reinforcements along the east edge on turn 3:



Elements of the Grossdeutschland Division set up on board 4:



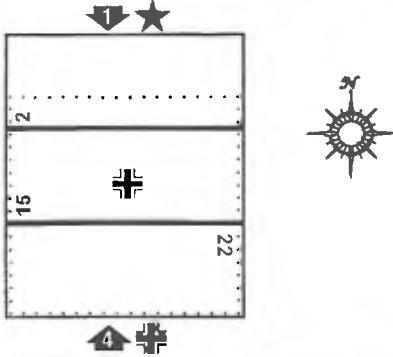
Reinforcing elements enter along the north, west and/or south edge on turn 4:



"SMASHER KARL" WEIDLING

SEELOW, GERMANY, 16 April 1945: West of the Soviet bridgehead at Küstrin lay the sandy, horseshoe-shaped plateau of the Seelow Heights. It ranged in height from one hundred to two hundred feet and overlooked a soggy valley known as the *Oder Bruch*. The Russians would have to cross this valley under the guns of the 56th Panzerkorps commanded by Karl Weidling, known as 'Smasher Karl'. A merciless bombardment preceded the Soviet onslaught, firing on previously pinpointed targets in the defense line. Most of the shells fell in open country as Heinrici had pulled his men back to a second defense line before the expected shelling. As the enemy troops and supporting tanks moved inexorably forward, heavy artillery fire from the Seelow Heights smashed into the assembled formations. Zhukov quickly changed plans and had artillery fire soon hitting the Seelow Heights; the Soviet commander had no intention of being slowed by a few well-placed enemy guns. Zhukov was to have his way; Chuikov's Guards had finally gained a foothold on the Seelow Heights by sheer weight of numbers. Just before midnight on the 16th, Russian General Popiel recalled, "the first three houses in the northern suburbs of the town of Seelow had been captured...it was a bitter operation."

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Russian must Control three multi-hex buildings on board 22 at game end.

SCENARIO BALANCE:

GERMAN: Add a Hero to the German OB.

RUSSIAN: Add a 9-1 armor leader to the Russian OB.

SCENARIO SPECIAL RULES:

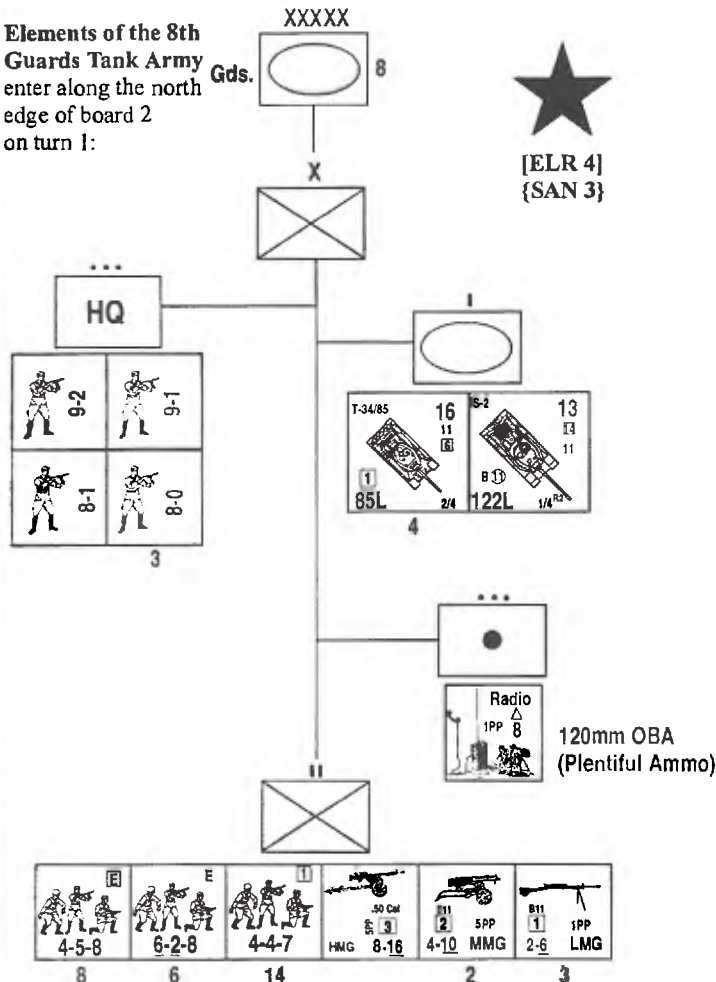
1. EC are Moderate, with no wind at start.
2. All Crags are treated as Open Ground. All Orchards are treated as Marsh.
3. The Russian radio represents one module of 120mm OBA with Plentiful Ammo. The German radio represents one module of 88mm OBA with Scarce Ammo.
4. The German may set up one squad/equivalent (including any SMC/SW set up with them) utilizing HIP.

☒ GERMAN Sets Up First

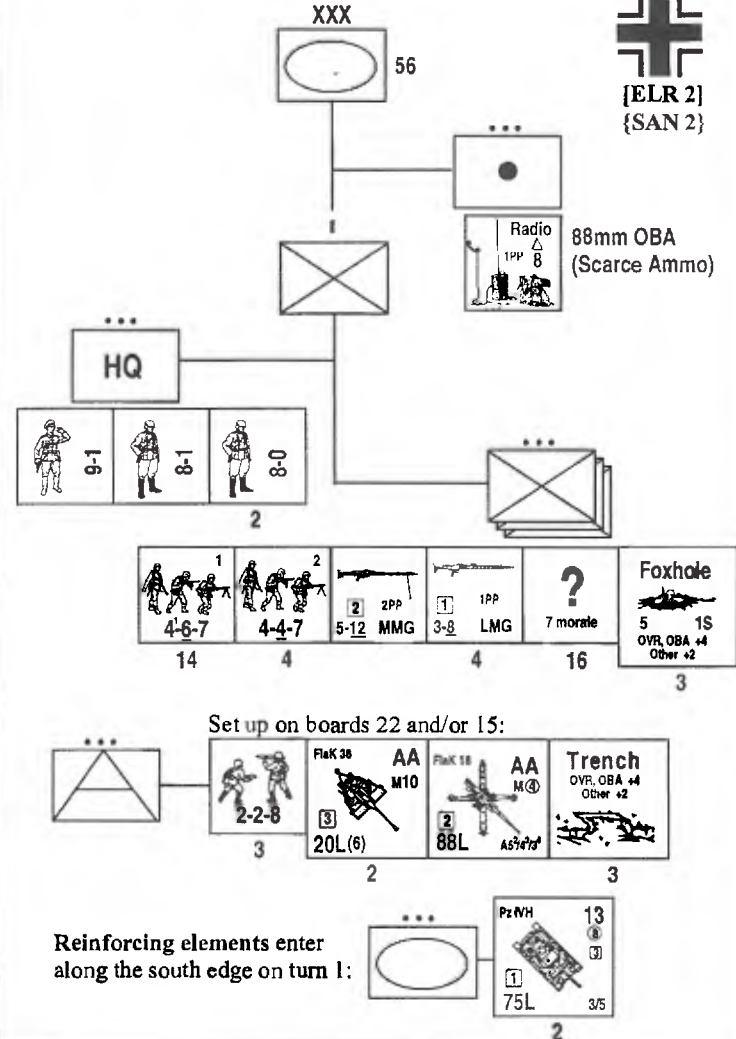
★ RUSSIAN Moves First

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Elements of the 8th Guards Tank Army enter along the north edge of board 2 on turn 1:



Elements of the 56th Panzerkorps Gruppe A set up on board 22, 15, and on board 2 on/south of hexrow 4:

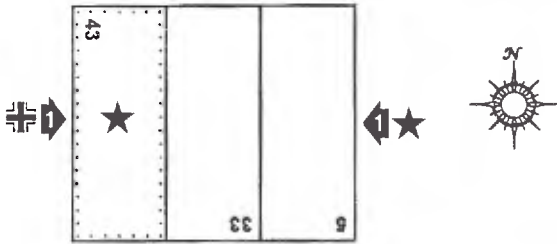




THE STRUGGLE BEGINS: PANZERS AT RASIENAI

At a point just east of RASIENAI, LITHUANIA, 24 June 1941: At 1330 hours General Reinhardt arrived at the command post of the 1st Panzer Division with news that the 6th Panzer had encountered heavy enemy armored opposition on its way to the Daugava. At a point just east of Rasienai, on the Dubysa River, heavy fighting was underway, as over 100 Soviet tanks had rolled into battle from the east. This was Kuznetsov's main counter-attack which took the Germans completely by surprise, and was to represent one of the early turning points in the campaign. The 6th Panzer was roughly handled, despite the fact that Kuznetsov's entire III Mechanized Corps had only 2 of the monstrous KVs available from their tank arsenal. This was to be the clash of the Soviet mediums, in the form of BT and T-26 model tanks of various marks. The strength of the counter-attack was dissipated by faulty Russian tactics. To avoid the threat of air attack, the Front Commander ordered the armor to move in 'small columns'. This did little to protect the tankers from the Luftwaffe, but reduced the Soviet tanks to ineffective, smaller groups. Nevertheless the 2nd Tank Division roughly handled their German enemy. The Soviet war diary reported the destruction of a German motorized regiment, 40 tanks and 40 guns.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The German must gain 25 more CVP than he loses. In addition to CVP gained normally, the German may gain CVP by exiting AFVs (only) off the east edge of board 5.

SCENARIO BALANCE:

GERMAN: Replace the 9-1 armor leader with a 9-2.

RUSSIAN: Add a 9-2 armor leader to the Russian OB.

SCENARIO SPECIAL RULES:

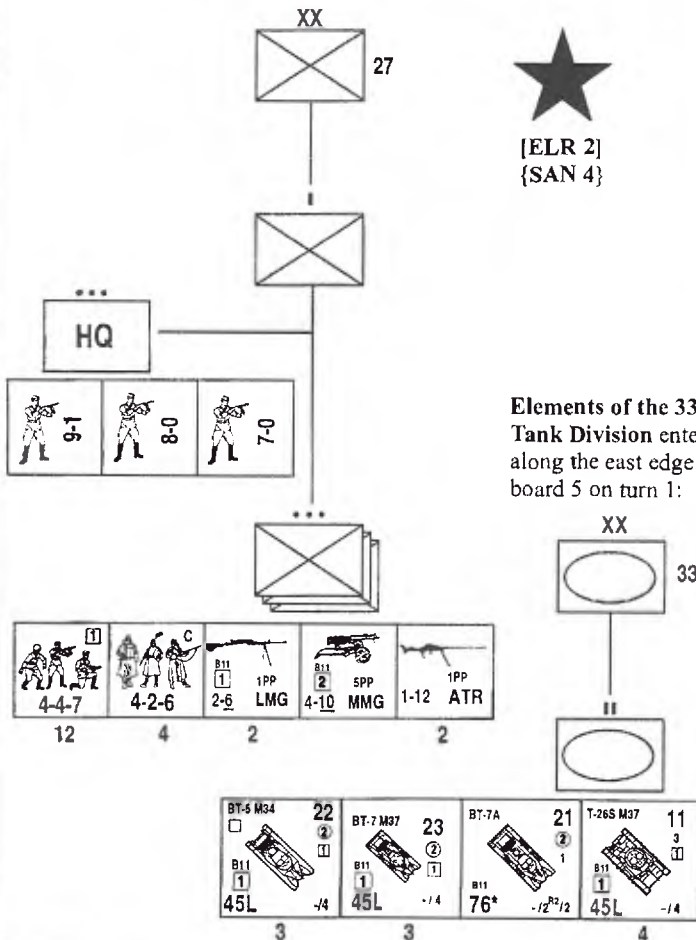
1. EC are Dry, with no wind at start.
2. Russian AFV crews are Inexperienced (D3.45).

★ RUSSIAN Sets Up First

☞ GERMAN Moves First

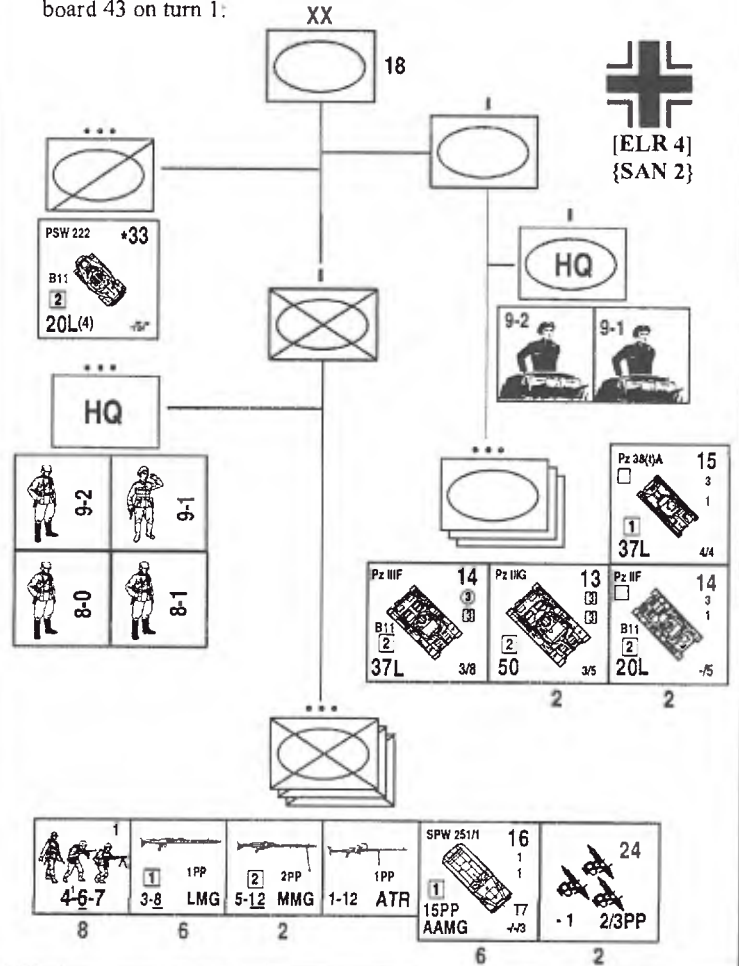


Elements of the 27th Infantry Division set up on board 43:



Elements of the 33rd Tank Division enter along the east edge of board 5 on turn 1:

Elements of the 18th Panzer Division enter along the west edge of board 43 on turn 1:

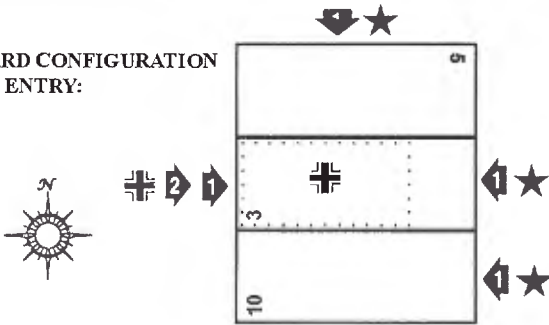




HELL'S FIRE AT MEUNCHEBERG

MEUNCHEBERG, GERMANY, 19 April 1945: The Germans threw everything they had into the battle for the Seelow Heights, but during the morning of April 18th, Zhukov's First Byelorussian Front had finally broken through the German defenses. The advance on Berlin proper was begun only to find the 56th Panzerkorps barring the way with forces described in Zhukov's autobiography as "substantial." Stalin, worried that the Soviet offensive would be held up, ordered the commander of the First Ukrainian Front to strike at Berlin from the south. Heavy fighting ensued on the road to Berlin at places like Meuncheberg, before the fanatic Nazi defense of the approaches to Berlin finally gave way on April 20. General Weidling, commander of the Germans' 56th Panzerkorps, later said during an interrogation, "April 20 was the hardest day for my corps and probably for all the German troops. They had suffered tremendous losses in previous fighting; they were worn down and exhausted, and were no longer able to resist the tremendous thrust of the superior Russian forces." At 1:50 P.M. on April 20, the long range artillery of the 79th Rifle Corps of the Third Shock Army, under the command of General V. I. Kuznetsov, was the first to open fire against Berlin, laying the groundwork for the historic assault to come against the German capital.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Russians must Control all multi-hex buildings on board 3 at game end.

SCENARIO BALANCE:

RUSSIAN: Replace the 9-1 leader with a 9-2.

GERMAN: Add a HMG to the German at start OB.

SCENARIO SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. All hexes of Hill 547 and Hill 534 are treated as Woods at ground level.
3. The Russian may secretly designate any three 6-2-8 squads as Assault Engineers (H1.22).
4. After all set up, but prior to the start of play, the Russian may conduct a Bombardment (C1.8) on board 3 *only*.

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| <p>☩ GERMAN Sets Up First</p> <p>★ RUSSIAN Moves First</p> <p>Elements of the 82nd Guards Infantry Division enter along the east edge of board 3 on turn 1:</p> <p>Enter on turn 1 on/adjacent to 10GG6:</p> <p>Enter on turn 1 on/adjacent to 5Q10:</p> <p>Elements of the 11th Tank Corps enter on turn 1 on/adjacent to the hex indicated:</p> | <table border="1" style="width:100%; text-align: center; font-weight: bold;"> <tr> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td> </tr> </table> <p>Elements of the 56th Panzerkorps set up on board 3 on/west of hexrow Z:</p> <p>Enter on turn 1 on/adjacent to 3A6:</p> <p>Enter on turn 2 on/adjacent to 3A6:</p> <p>Reinforcing elements enter on/adjacent to 3A6 on the turn indicated:</p> | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | |

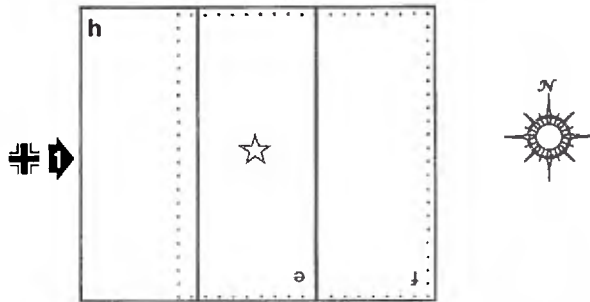


ATTACK AT MARTINVILLE RIDGE

Deluxe! OAF 8

HILL 150, ON THE NORTHERN END OF THE MARTINVILLE RIDGE, 16 July 1944: General Corlett, commander of the XIX Corps, ordered the 29th Division to be part of the renewed attack on St. Lo. The main objective of the new attack was Hill 192. The role of the 29th in seizing this objective, which was the objective of, and lay within the boundaries of the neighboring 38th Infantry, was one of support. Putting its main effort on the left with two regiments abreast, the 116th Infantry, with the 3rd Battalion of the 115th attached, was to drive for St. Andre-de-l'Epine and Hill 150 at the northern end of the Martinville Ridge. The enemy was well prepared. Elements of the 3rd Fallschirmjaeger had been arriving since June 10. What's more, unlike most German units arriving during June, the regiments of the German parachute unit had arrived intact. Thus, despite a report that the attack of the 29th on the 16th had gone well, at noon, the 3rd Battalion reported meeting two companies of enemy infantry with two tanks. At the same time, 1st Battalion, 116th Infantry was stopped by artillery fire and an enemy counter-attack. The 2nd Battalion also ran into a fight from defenders dug in on a nose of high ground just west of the highway near Villiers-Fossard. By 1800 General Corlett at corps gave up on the idea of his men reaching their assigned objectives by nightfall and all forward battalions were ordered to dig in and hold for the night. The attack would not be resumed until the next day.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The German win if they have 14 more CVP than the American at game end.

SCENARIO BALANCE:

GERMAN: Add a Hero to the German OB.

AMERICAN: Add a Hero to the American OB.

SCENARIO SPECIAL RULES:

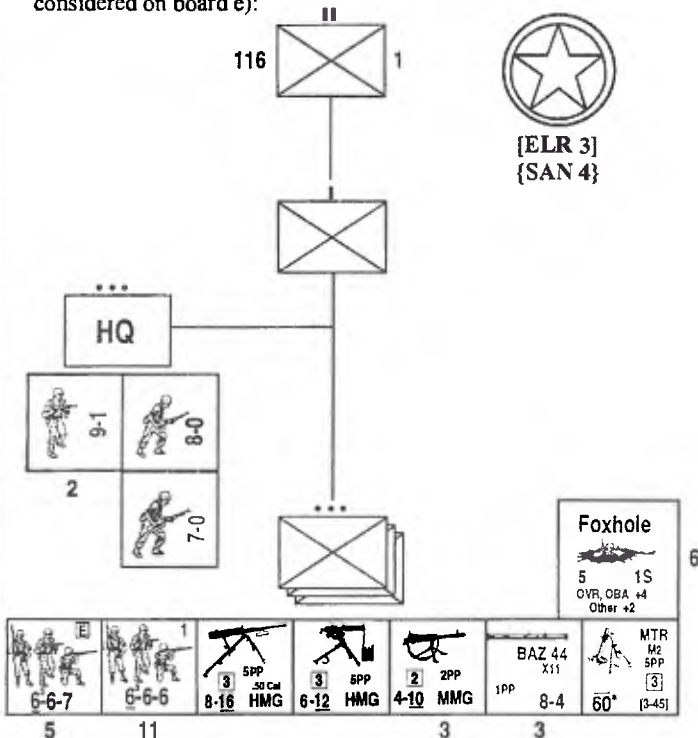
1. EC are Moderate with no wind at start.
2. All hedges are Bocage (B9.5). See the errata from the 1996 ASL dealing with Bocage.
3. All Level 2 hill hexes on Hill 108 are Level 1, with all other terrain in those hexes treated normally. Boresighting is NA.
4. The German receives one module of 81mm Battalion Mortar. Instead of the usual procedure, in the event the German draws a second red chit for Battery Access, *all* (i.e., both) red chits (not any black chits already drawn) are returned to the cup and play proceeds normally (i.e., the German does not lose the module upon drawing two red chits). Prior to all set up, the German player must record an Offboard Observer (Cl.63) at Level 2 in any west edge hex of board h.
5. All StuGs begin play with SCHUERZEN (Sz) (D1 1.2).

AMERICAN Sets Up First

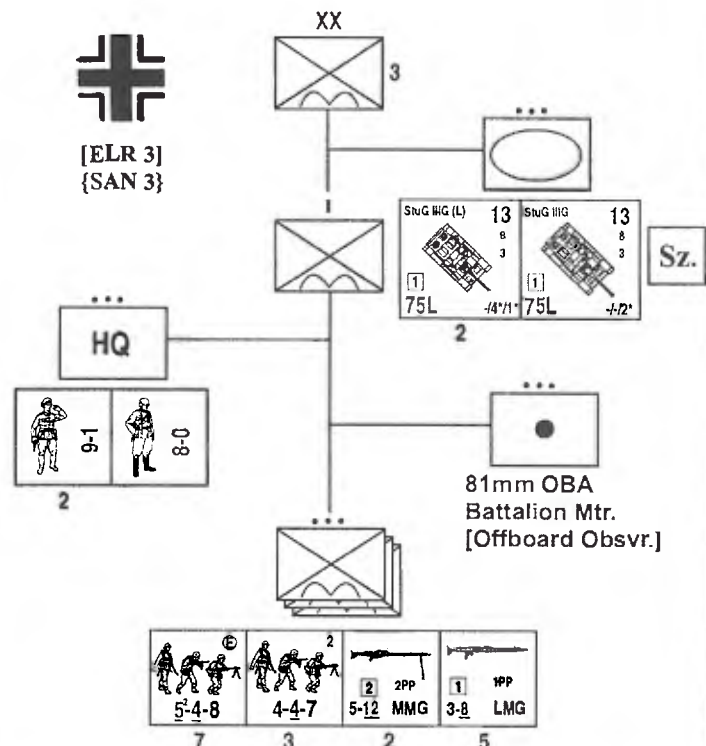
GERMAN Moves First

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Elements of the 1st Btl., 116th Infantry Regiment set up anywhere on the map on/east of hexrow 2 on board h with no more than six squads/equivalents starting on any one board (half hexes abutting board c are considered on board e):



Elements of the 3rd Fallschirmjaeger Division enter on turn 1 along the west edge:

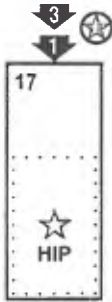




KING'S PAWN TO... TAEJON?

Near **TAEJON AIRSTRIP, SOUTH KOREA, 20 July 1950:** With the Kum River line broken, the important road center of Taejon lay wide open. The collapse soon brought Eighth Army commander, General Walker, to Taejon airstrip on July 18 for a conference with General Dean to appraise the American military position. Walker's first problem was to stop the North Korean advance. This meant the battered 24th Division, still the only force available on the battle line, had to hold up the enemy advance for as long as possible. Many a crack unit would have dissolved under this pressure. The 24th was basically an ill-equipped garrison unit which drew this assignment based solely on the chance of its stationing in Japan. The 24th was extremely low on artillery and had no medium tanks to match the enemy T34s. The only equalizer the division had was the 3.5-inch rocket launcher which had replaced the ineffective and discarded 2.36-inch bazooka. The 3.5-inch "super bazooka" was almost an American secret weapon. Its advantage did not lay in its larger caliber, but in fact was due to its ammunition. This bazooka fired a shaped charge-an explosive filled cylinder with an inverted cone at its front end. The big bazooka had been in development since the end of World War II and was designed to penetrate any tank then known. Training in the use of the weapon, which looked like a five-foot long stovepipe started immediately after the arrival of the first teams on July 10, and the first bazookas on July 12. The men of the 34th Regiment would soon have the opportunity to test the new weapons. At 3 A.M. on July 20, Lt. Colonel Harold B. Ayres, CO of the 1st Battalion got word that enemy forces had penetrated the battalion's MLR and were moving down both sides of the Seoul-Pusan highway with infantry and armor. Within an hour NK troops were firing on the CP and Ayres signaled headquarters in Taejon that tanks were heading toward the city. There was evidence that 34th bazooka teams had abandoned their positions along the road when the attack began. Meanwhile, at the 34th CP in Taejon, telephone communications with 1st Battalion were severed. After linemen came back reporting NK troops on the road near the airfield, the regimental S-3 and Beauchamp went out to have a look at the situation. As their jeep neared a road junction a mile west of the city, a T34 hove into sight suddenly and set Beauchamp's jeep ablaze with its machine guns. While crawling back away from the wreckage several hundred yards, he came upon one of the 'missing' bazooka teams. After being guided back to the road, the team fired off the first combat use of the new weapon and promptly set the marauding tank on fire. The bazooka team stationed itself at the road junction and with another bazooka team from the Recon Company, later destroying two more T34s coming from the direction of the airfield. It was an auspicious start for the new "super bazooka."

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The North Korean must exit four AFVs with functioning MA off the south edge on 17GG5.

SCENARIO BALANCE:

N.K.P.A.: Add an 8-1 armor leader to the N.K.P.A. OB.

AMERICAN: Add a BA'50 to the American OB.

SCENARIO SPECIAL RULES:

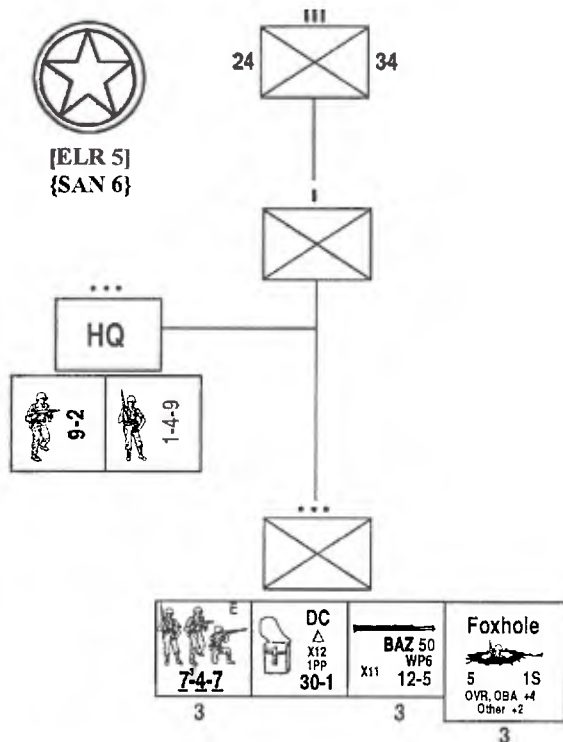
1. EC are Dry with no wind. All single hex buildings are Huts [G5].
2. To represent the BAZ '50 depicted on the scenario card, use the counters provided or the BAZ '45 (w/ same capabilities) but with a HEAT TK# of 24 and HE equivalency [C8.31] of 12.
3. The American may deploy freely during set up. Treat the N.K.P.A. as Russians in all respects with the following additional characteristics: The N.K.P.A. are allowed Dare Death Squads [G18.6.]; 6-2-7's are Assault Engineers [H1.22.], including their HS. N.K.P.A. are and are the equivalent of 6-2-8 squads with a ML: 7 (ELR failure: 5 2-7); N.K.P.A. AFV crews are ML: 7.

AMERICAN Sets Up First

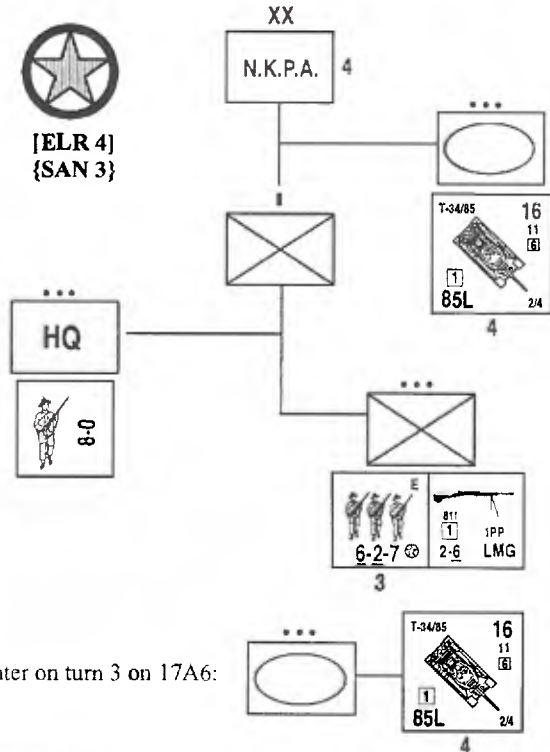
N.K.P.A. Moves First

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| 1 | 2 | 3 | 4 | 5 | 6 |
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Elements of the 34th Infantry Regiment Bazooka Teams of the 24th Infantry Division set up on board 17 on/south of hexrow L:



Elements of the 4th Division North Korean People's Army enter on turn 1 on 17A6:



Enter on turn 3 on 17A6:



COLONEL ICHIKI'S FOLLY

Upstream of the **TENARU RIVER, GUADALCANAL, 21 August 1942**: At daybreak following the furious charge across the sandbars of the Tenaru, it was apparent the Japanese had been held. 1st Battalion was moved upstream, crossed the Tenaru, and fanned out in an advance on the enemy held positions. Attempts to break out were stopped, and the Japanese were caught in a vise between the Marines, the river and the sea. The Marines blasted their enemies with mortar and artillery fire followed by a strafing run by the newly arrived fighters. The trapped Japanese soldiers died in droves. Finally, Marine tanks crossed the sand bar and clanked toward the enemy. The few Japanese survivors escaped by crawling off into the underbrush. Most died in their positions. After the battle, Vandegrift wrote: "The rear of the tanks looked like meat grinders." The battle was over leaving eight hundred of the Emperor's finest shock troops dead. Only fifteen wounded were captured. Others died in the jungle. Colonel Ichiki returned to Taivu with the regimental color bearer, tore the colors to pieces and committed hara-kiri.

VICTORY CONDITIONS: The American must amass ≥ 10 more CVP than the Japanese, while scoring a minimum of ≥ 31 .

SCENARIO BALANCE:

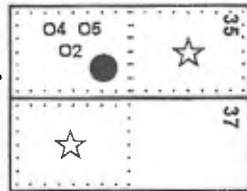
JAPANESE: Replace the 9-1 leader with a 9-2.

AMERICAN: Add a .50 cal. HMG to the American OB.

SCENARIO SPECIAL RULES:

1. EC are Moderate with no wind. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
2. The Japanese player may set up two squads/equivalent (including any SW/SMC set up with them) utilizing HIP.
3. Place overlays as follows: **O2:** 35BB4-CC5; **O4:** 35AA7-BB7; and **O5:** 35Z6-Z7.
4. The Japanese are subject to Ammo Shortage (A19.131).

BOARD CONFIGURATION AND ENTRY:



| | | | | | | | |
|--------------------------|---|---|---|---|---|---|---|
| ● JAPANESE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ★ AMERICAN Moves First | | | | | | | |

