



Platoon Leader 2.0™

1.1 INTRODUCTION: Platoon Leader 2.0 is a system for playing Adv. Sq. Ldr. and tactical level miniatures using a series of inter-related scenarios referred herein to as a "campaign game" or CG. The aim of PL 2.0 is to provide for an enjoyable "campaign" experience within a reasonable time frame, playable by the average gamer over a couple of evenings. New 'Booster Pack' CGs will be released periodically by Critical Hit for your use with PL 2.0. This new version supersedes the previous version, and all errata. PL 2.0 remains backward-compatible with all previously released campaigns.

1.2 DEFINITIONS & ABBREVIATIONS: For the sake of brevity, abbreviations are used throughout these rules to refer to specific terms. Note that the terms "campaign" and CG are used interchangeably throughout. See below for a listing of the terms and abbreviations used in this rules set:

Allied Side: Any nationality which fought against Germany, Italy, Finland, and Japan (may include Axis Minor countries after their defection to the Allied side and includes Finland during the 1939-40 Winter War and the Spanish Nationalist Army during the Spanish Civil War of 1936-39).

Attacking Side: The side that has the overall onus to attack in a given CG. Usually, this side moves first in the Initial Scenario.

Attack Option: Purchased during the RePh, this allows a side to set up second and move first [EXC: Dual Attack; attacker assigned for Initial Scenario].

Axis Side: Germans, Italians, Japanese, Finns and all Axis Minor countries until they joined the Allies against Germany (including the Russians during the 1939-40 Winter War and the Spanish Republican Army of the Spanish Civil War of 1936-1939).

CG Card: Campaign Game Card, provided for each side.

CG Scenario: A period of time (2-24 hours) represented by a CG Scenario. Each CG Scenario [EXC: the Initial Scenario] begins upon the completion of the Reinforcement Phase.

CG End: The conclusion of the last CG Scenario listed on the CG Card for that campaign, or if one side concedes the campaign.

CG TVP Total: The TVP value calculated by adding the side's Current TVP Total to that side's CG TVP Total, if any, from the preceding CG Scenario(s).

CG Roster: The sheet used to record information for each campaign. One line is to be filled out for each CG Scenario.

CG Scenario End: Occurs when both the CG Scenario being played and the ensuing RePh (2.1) have been completed.

Controlled Terrain Hex Cluster (CTHC): All hexes/Locations ≥ 2 hexes from any controlled Strategic Terrain Location/hex (see 2.10). Each hex of the cluster is Controlled Terrain for the side that controls the Strategic Terrain Location [EXC: No Man's Land].

Campaign Points (CP): Used to buy Reinforcement Groups (RGs) in the Reinforcement Phase.

Entry Area: Each map edge or hex designated by the CG Card as eligible for a side to use to enter units into the battle area.

Fortification Points (FP): Used to purchase Fortifications in the Reinforcement Phase.

Idle: A side is assumed to be Idle if they did not purchase an Attack Option during the Reinforcement Phase.

Idle Scenario: A CG Scenario in which neither side has purchased an Attack Option. The Initial Scenario can never be an Idle Scenario.

Initial Scenario: The first scenario of a CG. Some conditions may be specified by SSR that apply only to the Initial Scenario.

In Reserve: Any side's "I", "A" "G" and "HW" type RGs purchased during the scenario being played may be set up in IN RESERVE.

Isolated Location: Any location from which a player cannot draw a line of hexes to his Friendly Board Edge (A20.53) free of any hexes of an enemy Controlled Terrain Hex Cluster is Isolated.

Isolated Units: Any unit which ends a CG Scenario in an Isolated Location is considered Isolated, as is any unit in No Man's Land if it cannot trace a line of hexes to his Friendly Board Edge free of any hexes of enemy-Controlled Terrain Hex Clusters. Also, any unit in a friendly-Controlled Terrain Hex Cluster which cannot trace such a line [EXC: not including its own hex, even in a building Upper-level], no matter how convoluted, is Isolated. Isolated units are subject to Ammunition Shortage (A19.131) until the moment they *begin* a new CG Scenario *not* Isolated. A side record of the affected units ID's should be made.

Military Crest: Any hex with a base Level ≥ 2 and containing a crest line *or* a Hillock Summit hex.

Main Line of Resistance (MLR): Each side's MLR is defined by and consists of any uncontrolled hexes between that side's Friendly Board Edge and all hexes of all non-Isolated friendly Controlled Terrain Hex Clusters [EXC: No Man's Land], *always* using the shortest path between the two, but *any* hex grain. The remainder of the map (i.e., not enemy-Controlled Terrain or Controlled Terrain) is considered to be terrain which is controlled by neither side (i.e., uncontrolled). Each side's MLR may consist of more than one grouping of Controlled Terrain Hex Clusters, as determined by the paths drawn from the Clusters to the friendly board edge. There is no requirement for a continuous, unbroken "front line" (see 3.145 for Rivers/Bridges).

No Man's Land: Any "overlapping" Location/hex within a CTHC controlled by *both* sides is considered No Man's Land.

Redeployment: The process by which a unit attempts to move from its Location, or leave an Isolated Area, No Man's Land, enemy MLR, or Uncontrolled Terrain hex at the end of a CG Scenario.

Reinforcement Phase (RePh): A series of steps performed between CG Scenarios.

Reinforcement Groups (RGs): Usually a number of units/Equipment purchased as a group for use in a CG in addition to a side's OB provided at start. Also includes FP, MOL capability, SAN increase, OBA, Pre-Registration, Off-Board Observers, Ship-Board and Air Observers, etc.

RGs Purchase Record: Sheet used to record information and units purchased during a campaign.

Strategic Terrain: Each hex/Location containing a building, rubble, bridge, ford, entrenchment (including Pillboxes), Military Crest, any hex listed as a TVP, all Woods-Line hexes, Scrub, Wadi, Seawall, Pier, Hut, Graveyard (and any additional terrain listed by CG SSR).

Survivors: All units in a side's OB that remain in play at the conclusion of a CG Scenario.



Terrain: Type of topographical landmass in played (see CG6a).

Terrain Victory Points (TVP): Awarded to side which last controls a particular Location listed on a CG Card as having some TVP value. Amount of TVP per Location are determined by the CG Card or on map for campaigns using historical maps. *TVP are not* in all CG.

Uncontrolled Terrain: All non-No Man's Land hexes that are not part of either side's MLR.

Woods-Line: A Woods-Line consists of the hexes which are adjacent to non-woods terrain in any group of ≥ 3 connected Woods/Jungle hexes (EX: Hex 19J2 is a Woods-line hex; 19I2 is *not*).

1.3 THE CG SCENARIOS: The parameters of the Initial Scenario for each CG are specified on each CG Card. Additional scenarios for that CG are generated in a special sequence called the Reinforcement Phase (RePh). The CG concludes when the CG Victory Conditions are fulfilled by one side, one side concedes or the completion of the last CG Scenario of that campaign.

1.31 CG BALANCE PROVISIONS: These are options provided for shifting the advantage in a CG, specified on each individual CG Card.

1.4 CAMPAIGN GAME SPECIAL RULES: The following apply to all Platoon Leader 2.0 campaigns [EXC: unless specified otherwise by SSR on the CG Card].

CG1. TERRAIN AND MAP CONFIGURATION: Specified on each CG Card or as per any provided historical maps.

CG2. WEATHER: Specified on each CG Card or as per CG6a.

CG3. CG SCENARIO END: All CG Scenarios have a variable game length. At the end of the CCPh of every player turn of a Game Turn that has a circled number in the current turn's box. If the moving player makes a Game End $dr \leq$ the circled number in the current turn's box on the game turn box the CG Scenario ends immediately.

CG4. GUNS: Bore-sighting is allowed in a CG normally. A Gun set up in a Pillbox or Fortified Building Location may never be moved during the course of that CG [EXC: if it can be dismantled]. A HIP Gun, once revealed, may never set up hidden in a subsequent CG Scenario, but may be set up concealed if otherwise able to do so. Otherwise, Guns may always be set up hidden in the Initial Scenario (See also 2.17 for HIP Guns between CG Scenarios).

CG5. OBA: Each side is limited to using a maximum of three OBA modules per CG Scenario. When an OBA module is selected as a RGs, the player may freely select either a radio or a field phone. A side's Security Area must be traced to a Friendly Board edge. The ground level Location of each Security Area must be friendly Controlled Terrain/MLR at the start of a CG Scenario or it is considered to be cut (as per C1.23, but an Observer still HIP is not revealed).

CG5a. BOMBARDMENT: Only one Bombardment may be used per CG Scenario per side (if available). Bombardments are resolved after all set up but prior to the first Wind Change DR of the CG Scenario.

CG6. TERRAIN CHANGES: During the course of a CG, alterations of printed map-sheet terrain become permanent. All counters for Fortifications, Rubble, Collapsed Huts, Trail-breaks, Shellholes and Wrecks are left on-map between CG Scenarios. Terrain Blazes are resolved as per RePh step 2.18. A Burnt-Out-Wreck may neither catch fire nor be Scrounged.

CG6a. TERRAIN TYPE & WEATHER DETERMINATION:

Type of Terrain is usually specified on the CG Card. EC and Weather will either be specified on the CG Card or must be determined by using the appropriate EC and Weather charts listed for the Terrain Type being played. If not provided by the CG Card, the EC and Weather will be determined before all set up by the Attacking player prior to beginning play of the CG Scenario. Terrain Type will be specified as follows:

Type	Geographical Location	Terrain	Weather
Arctic:	Finland/Northern Russia	Chap B	E3.*
CBI:	China-Burma-India	Chap G	G16.
EF:	Eastern Front	Chap B/F	E3./F11.
ETO:	Western Europe	Chap B	E3.
MON:	Mongolia & Manchuria	Chap F	F11.
MTO:	Mediterranean Area	Chap B/F	F11.
PTO:	All Pacific Areas	Chap G	G16.

* Arctic areas receive a +3 DRM to the E3 Weather DR and Snow is possible anytime during the nine months listed (Sept-May).

CG7. REINFORCEMENTS/ENTRY: All reinforcements purchased for the current CG Scenario, as well as previously purchased units voluntarily held off-map as reinforcements, enter on/after Turn 1 during that CG Scenario. Some, all or none may enter on each turn (see CG specific SSR for entry areas).

CG8. NON-ENTERING REINFORCEMENTS: Each RGs, or part thereof, not entering play/used during a CG Scenario is still available for the next CG Scenario [EXC: Air Support, "used" OBA]. Furthermore, each purchased RGs, or part thereof, is retained until eliminated or Recalled in a CG Scenario or its subsequent RePh. For purposes of this rule, an OBA RGs is considered "used" if ≥ 1 FFE:1 counter from that module was placed during any CG Scenario.

CG9. MAP EXIT: Any Good Order personnel (including their possessed weapons) and non-Recalled mobile vehicles may exit the map during play but only from a hex that is along a Friendly Board Edge. Such a unit may not re-enter during that CG Scenario but is retained in that side's OB for the next CG Scenario [EXC: any broken infantry unit(s) must take an immediate NMC when exiting, failure of the NMC results in the immediate elimination of that unit and any SW it possessed but Leadership applies]. All other units (EXC: units exiting to meet Victory Conditions) exiting the map (as per A2.6) are eliminated and counted toward any CVP total.

CG10. MASSACRE: Massacre (A20.4), if invoked during a CG Scenario, is in effect for the duration of the entire CG.

CG11. CONCEALMENT: All infantry that sets up in Concealment Terrain may do so concealed, regardless of LOS. Such "?" need not be purchased. Otherwise, A12.12 and A12.34 apply ("?" purchased during the RePh are intended mainly for use as dummies).

CG12. MISCELLANEOUS: Non-captured, mobile AFV (including HT) may not be voluntarily Abandoned during play. Any 5/8" counter set up beneath a Trench counter (as per B27.51) may be removed from below that counter on any subsequent CG Scenario. *All* Malfunctioned SW/MA/SA *must* have a Repair dr made during *each subsequent* RPH until Repaired or X'd.

CG13. REACHING A COASTLINE: Immediately after any non-friendly unit reaches a friendly controlled Ocean shoreline, the Scenario ATTACKER must roll for the Surf Conditions (G13.44) immediately and for each CG Scenario thereafter prior to determining Wind Change during the first Rally Phase.



CG14. AIR SUPPORT: Air Support is determined as per E7.2-.21. Napalm may be rolled for as per G17.4 if allowed for a nationality.

CG15. BOOBY TRAPS: Booby Trap (B28.9) capability may be purchased if allowed by CG SSR and can only be in effect within the friendly set up area controlled at CG Scenario start or the friendly MLR. Mine Factors may *not* be exchanged for Booby Traps.

CG16. WATER OBSTACLES: All Streams are Shallow. Rivers/Canals are always Deep [EXC: unless defined otherwise by SSR on the CG Card].

CG17. NO QUARTER: In any PTO campaign No Quarter (A20.3 & G1.621) is in effect for both sides unless specified otherwise by SSR on the CG Card. Hand-to-Hand CC (G1.64) by either side is allowed in all CG Scenarios when “No Quarter” is specified as being in effect.

CG18. LANDING CRAFT (LC): LC are treated as AFV in all cases, including Recall. LC can be Survivors so as to allow the players the option of several “Assault Landings” if specified in a campaign SSR on the CG Card.

CG19. OPTIONAL WEAPONS/CAPABILITIES: Optional Weapons/ Capabilities (Examples: PF, ATMM, AFV AAMG, AFV Gyros, Schuerzen, etc.) are *always* available provided the correct historical date is in effect and the correct dr/DR is made.

1.5 THE PLATOON LEADER CG CARD: Each Platoon Leader 2.0 campaign is presented on a two sided “CG Card”; one for each nationality [EXC: In the previous version, one card was provided for use by both sides]. This “CG Card” contains all the CG specific information needed to play a particular campaign.

2.1 REINFORCEMENT PHASE: Between CG Scenarios players engage in a special phase known as the Reinforcement Phase (RePh). During this phase, each side will prepare for further action in the CG by purchasing reinforcements, taking stock of casualties, and other ‘staff-work’ necessary to conclude the previous CG Scenario and begin the next CG Scenario. The series of steps which follow (2.2-2.24) are performed *in order* after each CG Scenario beginning with the conclusion of the Initial Scenario.

2.2 CASUALTIES: Losses suffered in a CG Scenario are placed in the appropriate box on the PL 2.0 Chapter Divider. The CVP total for a unit which cannot be removed (i.e., a vehicle wreck) should be tallied in the CG Roster in the “Casualty VP Tally Box.”

2.3 CONCLUSION OF CLOSE COMBAT/MELEE: Any units engaged in CC/Melee must conclude all CC in the Location by undergoing an unlimited round of CCPh activities until one side has been completely eliminated. The side which went last on the final game turn is considered the ATTACKER. Prior to making any CC attacks, the following steps are applied:

- a) All vehicles currently in Motion in affected Locations may be moved to an ADJACENT hex within their current VCA (EXC: Vehicles may not be moved if the new hex necessitates a Bog Check or can only be entered using Bypass, including to avoid such a check), has its MOTION counter (regardless of whether it moved to a new hex) removed and is considered to have stopped with no VCA/TCA change.
- b) Any unit currently on a Climb marker is placed in the ground level of its hex and marked with a CC counter if the hex the unit is placed in contains enemy units.
- c) *All* (EXC: HIP units) on-map concealed units *not* in CC/Melee or Concealment Terrain lose their “?” immediately.

2.31 ORDER OF RESOLUTION: All CC/Melee is concluded in any order chosen by the ATTACKER (as determined in 2.3).

2.4 MARKER/COUNTER REMOVAL: All markers/counters listed below are removed from the game map (EXC: Encircled markers, see 2.7):

- a) All OBA markers, radios and phones removed for “used” OBA
- b) Smoke and Vehicle Dust
- c) Acquired Target markers
- d) DM, Berserk, T-H Hero, Wall Advantage, HD, TI, CX, Motion, Stun, BU, etc.
- e) Concealment counters; Reveal Isolated HIP units.
- f) Snipers

2.5 AUTOMATIC RALLY: *All* Broken units automatically return to Good Order (i.e., they Rally). No DR is necessary to perform this rally.

2.6 VEHICLE PASSENGERS/RIDERS DISMOUNT: All Passengers/Riders immediately dismount into the Vehicle’s current Location. If the hex unloaded into is a minefield, the infantry is attacked normally as if entering the minefield during the APH from another hex.

2.7 ENCIRCLED UNITS: Each Encircled unit (EXC: Prisoners) must take a 1TC (leadership DRM apply). Failure of this 1TC results in the elimination of the unit. *Each* unit in a Location/hex is rolled for individually. Any such failure applied against the vulnerable inherent crew of an Immobile AFV/Vehicle leaves that AFV/Vehicle Immobile *and* Abandoned. Remaining units begin the next CG Scenario under the effects of Encirclement (i.e., the Encircled marker is *not* removed during step 2.4).

2.71 PRISONERS: Any prisoners left in a hex in which all enemy units have been eliminated due to failure of the 1TC for Encircled units may automatically possess any Equipment dropped and are immediately Rearmed (as per A20.551).

2.8 AFV/VEHICLE MINEFIELD EXIT: Any AFV/Vehicle in a minefield must be moved to an ADJACENT hex within its current VCA (EXC: Vehicles may not be moved if the new hex necessitates a Bog Check or can only be entered using Bypass, including to avoid such a check), and is considered to have stopped if in Motion (whether it moved one hex or not). Any applicable attack for exiting the minefield is taken and the results applied normally (i.e., vehicles immobilized by such an attack remain in the original hex).

2.9 AFV SHOCK/UK REMOVAL: The status of each AFV which is marked with a Shock/UK marker is resolved by flipping the marker to its UK side (if currently marked with Shock) and making one dr to determine if the AFV is eliminated or the marker is removed.

2.10 PLACEMENT OF CONTROL MARKERS/CONTROLLED TERRAIN: Any time during the play of a CG Scenario the players may place a friendly Control marker (EX: Green on white “Building Control” and “Hex Control” Markers are supplied in the game system [in Hedgerow Hell™] and “Location Control” markers are provided in PL 2.0 campaign games) or any mutually agreed upon marker to signify the control of any Strategic Terrain hex/Location.

2.11 CONTROL PRIOR TO INITIAL SCENARIO: All Strategic Terrain Locations within a side’s Initial Scenario set up area are controlled by that side.

2.12 ACTIONS OF REDEPLOYING UNITS: There are three actions and five possible conditions which apply to the redeployment of units.



Three actions of units during Redeployment:

1. Exit enemy MLR or Uncontrolled Terrain
2. Redeploy within friendly MLR
3. Remain in Place

2.13 CONDITIONS APPLYING TO REDEPLOYING UNITS:

There are five possible conditions which apply to the redeployment of units.

Five possible conditions:

In friendly MLR	May attempt to redeploy to nearest CTHC
In No Man's Land	May attempt to redeploy to nearest CTHC
Isolated	May attempt to redeploy to nearest CTHC
In Uncontrolled	May attempt to redeploy to nearest CTHC
Within enemy MLR	
in non-Strategic	Must attempt to redeploy to nearest CTHC hex/Location or unit is eliminated or wreck (CS NA)

2.14 REDEPLOYMENT OF ISOLATED UNITS AND UNITS OUTSIDE THE FRIENDLY MLR: Friendly units which end a CG Scenario in No Man's Land or in Uncontrolled Terrain may roll on the Non-Isolated Units Redeployment Table to re-deploy to any friendly-controlled hex/Location within the *nearest* friendly Controlled Terrain Hex Cluster (CTHC), but *only if* such a location can be reached by the unit without exceeding its Maximum Redeployment Range. All friendly units which end a CG Scenario in a non-Strategic Terrain hex/Location *within* the enemy MLR *must* attempt to redeploy, using the *Isolated* Units Redeployment Table. If no friendly-controlled hex is within their Maximum Redeployment Range *or* if they fail to redeploy (i.e., any result on the table that calls for the unit to *remain* in hex), they are eliminated (EXC: Vehicles are replaced with their wreck side with CS NA). Isolated units may attempt to re-deploy, also using the Isolated Units table. All units attempting to redeploy make a DR on the appropriate table, applying any applicable DRM and immediately applying the results. No unit may overstack during Redeployment but Leadership benefits (i.e., including Armor Leaders) apply to any units which redeploy together. Units which end this redeployment phase Isolated (only) suffer from Ammunition Shortage for the next CG Scenario.

ISOLATED UNITS REDEPLOYMENT TABLE:

Final DR	Infantry	Mobile Vehicle
≤ 6	Redeploys ¹	Redeploys
7	Redeploys, Replaced ^{2,3}	Redeploys
8	Redeploys, Reduced ^{2,3}	Remains in hex ^{†,*}
9-11	Remains in hex*, Reduced ^{2,3}	Eliminated, CS NA
≥ 12	Eliminated	Eliminated CS NA

^{†,1,2,3,*} see notes below NON-ISOLATED REDEPLOYMENT TABLE

2.141 REDEPLOYMENT OF NON-ISOLATED UNITS AND UNITS INSIDE THE FRIENDLY MLR: Friendly units which end a CG Scenario non-Isolated *may* be moved to another Controlled Terrain Hex Cluster hex/Location (CTHC) *within* the units Maximum Redeployment Range (see the following table). Any SW/Gun in the unit's new hex/Location may be automatically possessed by that unit. Units in the same Location *may* redeploy in a stack. No unit may Redeploy more than once in a RePh.

MAXIMUM REDEPLOYMENT RANGE TABLE:

Unit Type	Maximum Redeploy Range
Infantry	6 hexes
AFV/Vehicle (manned, mobile)	MP/2 FRD
Small Target Type Gun (possessed)	3 hexes
All other Guns (possessed)	2 hexes

NON-ISOLATED UNITS REDEPLOYMENT TABLE:

Final DR	Infantry	Mobile Vehicle
≤ 9	Redeploys ¹	Redeploys
10	Redeploys, Reduced ³	Remains in hex [†]
11	Redeploys, Replaced ^{2,3}	Remains in hex [†]
≥ 12	Remains in hex, Replaced ^{2,3}	Abandoned, CS is NA

REDEPLOYMENT NOTES:

*Unit is subject to Ammo Shortage in next CG Scenario

[†]May change TCA/VCA

¹ Original 2 DR always results in Escape and HoB (A15.); however, a subsequent result of Berserk Battle Hardens the unit and a subsequent result of Surrender eliminates the unit.

² A unit that would become Disrupted is Casualty Reduced instead.

³ Use Random Selection for a stack of units.

REDEPLOYMENT DRM:

+1	per HS equivalent > one HS using same Redeployment DR
-1	per PP > IPC of Redeploying unit
+/-x	Leadership (including Armor Leaders)

2.15 REMOVAL OF UN-POSSESSED SW/GUNS/PRISONERS:

All SW/GUNS which are not possessed by either side after *all* redeployment is completed are removed from the game permanently. All guarded prisoners are removed from play now.

2.16 ABANDONED/IMMOBILIZED AFV/VEHICLES: Any Abandoned *or* Immobilized AFV/Vehicle which is *not within* ≤ 3 hexes of another friendly MMC /AFV/Vehicle after *all* redeployment is flipped over to its Wreck side with no Crew Survival possible.

2.17 HIP UNITS: Hidden units which end a CG Scenario non-isolated (even if outside of the friendly MLR) may remain in their current Location (EXC: CA/VCA/TCA may be changed between CG Scenarios) and may remain HIP for the next CG Scenario. All HIP units which are Isolated are subject to 2.4 and 2.14.

2.171 HIDDEN FORTIFICATIONS: All hidden fortifications are placed on-map (EXC: any fortifications in the same Location as a unit which is eligible to remain HIP by the 2.17 method are *not* placed on map).

2.18 FLAMES/BLAZES/BURNING WRECKS: If the next CG Scenario takes place on the *same* calendar date (i.e., the Dawn 5/20/41 CG Scenario in CEMETERY HILL is followed by the AM 5/20/41 CG Scenario) each Flame is flipped to become a Blaze in its Location and for each Blaze hex, a Flame is placed in each adjacent hex, and the original Blaze is extinguished. The terrain in a thusly extinguished Blaze hex is replaced with the appropriate Rubble if a building or place a Shellhole in any non-building hexes to signify Open Ground now exists (i.e., the Shellholes *do not* exist but are simply used as a marker). If the next CG Scenario does not take place on the *same* calendar date, treat each hex containing a Flame as if it contains a Blaze already and follow the steps in the preceding sentence.



2.181 BURNING WRECKS: Replace a Burning Wreck with a Burnt Out Wreck marker and place a Flame in a burnable terrain Location occupied if the next CG Scenario takes place on the *same* calendar date. Otherwise treat such hexes as if the Location itself contains a Blaze (as per 2.18).

2.19 THE SURVIVORS: All units still on the board remain where they are. They are not removed from the board before the next CG Scenario, although their positions may be noted on a side record if players wish to “take down” the game before the next CG Scenario.

2.20 WOUNDS, DISEASE & STARVATION: Disease and Starvation are only invoked by SSR. If in effect players *must* perform the following actions *before* continuing on with the rest of the RePh: Both sides make a dr on the Disease & Starvation Table below to determine the number of squads that must suffer ELR replacement (A19.13). The owning player may choose any squads/equivalents to apply this result to, but must choose *all* Isolated units before ELR Replacement is applied to *any* non-Isolated unit. This procedure is repeated a number of times equal to the number of squads determined by the chart below.

DISEASE & STARVATION TABLE:

dr	ELR Replacement	drm:
≤ 3	1 Squad	+/- Historical DRM
4-6	2 Squads	

2.201 EVACUATION OF THE WOUNDED: For each Wounded leader a dr is made on the following table:

EVACUATION TABLE:

dr	Result	drm:
≤ 2	Remains in play	+/-Base Leadership drm
≥ 3	Evacuated (removed from play)	

2.21 REGROUPING: All non-Isolated HS Survivors within 6 hexes of each other must Recombine in the Location of one *or* the other HS. The resulting squad is based on the *best* HS (based on the owner’s choice) of the two if the principals of A1.32 do not apply (i.e., *not* identical strength factors).

2.22 HEROES: Each remaining Hero (EXC: Heroic Leader) remains in play normally *or* may be removed from play by being ‘combined’ with any MMC within 6 hexes resulting in the immediate Battle Hardening of the affected unit with the next level (i.e., a 4-6-7 is replaced by a 4-6-8) MMC (EXC: Elite MMC become Fanatic).

2.221 HEROIC LEADERS: Each heroic leaders has its Hero marker removed and is Battle Hardened to the next higher class until no further promotion is available (i.e., such as a German 10-3).

2.23 BRAVERY AND BATTLEFIELD PROMOTIONS: PL 2.0 provides for the promotion of leaders out of the ranks as well as the accumulated experience of the bravest among the survivors of battle. Make a dr on the table below to determine the number of MMC which are then Battle Hardened to the next highest class (EXC: Elite MMC become Fanatic).

BATTLEFIELD PROMOTION TABLE:

Final dr# of MMC	drm:
≤ 0	4 -1 friendly side won this CG Scenario
1	3 -1 per 20 CVP amassed by friendly
2-3	2 side in this CG Scenario
4-5	1 +/- as per CG CARD
≥ 6	0 +/- as per Historical DRM (if provided)

2.24 LEADER GENERATION: For each MMC Battle Hardened during 2.23 make a DR on the Leader/Armor Leader Table (3.121) for that nationality. The newly generated leader(s) must set up in the same Location as the MMC it was generated from.

3.1 NEW CG SCENARIO: Once *all* the preceding steps of the RePh have been concluded, the following steps represent the start of a new CG Scenario.

3.2 SAN ADJUSTMENT: Any side with a SAN of < 2 has their SAN adjusted to “2” prior to making any CP expenditures. Any side whose SAN is > 5 has their SAN reduced to “5” before making any expenditures (EXC: As per SSR).

3.3 UNJAMMING GUNS AND REPLENISHING WEAPONS AND AMMO: Any SW/Guns/MA (including vehicular MG, SA, AFV flame-throwers, etc.) possessed by non-Isolated units are automatically repaired (i.e. SW/Guns/MA of isolated units begin the next CG Scenario in their malfunctioned state).

3.4 FORTIFICATION CLEARANCE: Attempts may now be made for Clearance of any Rubble, Mines, Wire, Roadblocks, Set DC, and Flame allowed by B24.7 in friendly CTHC or within the friendly MLR. If a Location contains more than one type of fortification (all mines are considered the same type), the side may roll once for each, but must announce which one is currently being rolled for (EXC: all A-P Mines must be Cleared from a Location before a removal attempt may be made for another same-Location non-mine fortification). Only one attempt may be made per “item” for each Location during this step. Labor status is NA for this removal dr and only the drm listed below are applied to this Clearance dr.

FORTIFICATION CLEARANCE TABLE:

Final drEffect
1-3 Eliminated*
≥ 4 No Effect†

drm:

- +1 Panji/Minefield/Wire/Entrenchment is in The Front Line.
- +1 Roadblock along a hexside of The Front Line.
- +1 Panji/wire/minefield/entrenchment is adjacent to (not in) The Front Line.
- +1 Roadblock is not along a hexside of a Front Line Location, but is along a hexside of a hex that is adjacent to a Front Line Location.
- +1 Fortifications/A-B Mines are in a Water Hex.
- 1 Friendly side currently contains ≥ three non-Isolated Assault Engineer squads.

* Vs a Known minefield, this result Eliminates *all* mines (A-P, A-T, and A-B) in the Location.

† Vs a Known minefield or Panjis, an Original dr of 6 results in Casualty Reduction for *one* MMC (Assault Engineers if possible, otherwise owner’s choice of Elite MMC; if no Elite MMC is available, Reduce a First Line MMC; if no First Line available in the owner’s OB, then Reduce a Second Line, and so on).

3.5 CP REPLENISHMENT: Each side now makes a DR to replenish its CP (EXC: if CP are provided on the CG Card) using one of the Intensity columns given on the CP Replenishment Table (3.51). The column (Low, Mid, or High) is provided in the campaign DRM section located on the CG Card. Each player now determines the quantity of CP they will receive, to be added to any remaining CP remaining unused from those previously allotted. These CP are then used to purchase new Reinforcement Groups (RGs).



3.51 INTENSITY LEVEL: CP replenishment for each campaign will be based on the intensity of the proposed battle (i.e. rated based on the number of units/counters on-board at any one time compared to the CP Cost). While most infantry type campaigns will be of 'Low' Intensity, many armor or amphibious campaigns will use 'Mid' or 'High' Intensity CP Replenishment (EXC: CP provided on CG Card).

3.52 CP REPLENISHMENT TABLE: Use the Column matching the Intensity Level as given on each CG Card on the table below:

Final DR	LOW	MID	HIGH	DRM:
≤ 2	17	25	34	+/- HIST/CP DRM (CG Card)
3	16	24	33	+1 if Friendly selected Attack
4	15	23	32	Option on previous CG Scenario
5	14	22	31	-1 per each 10 CVP suffered
6	13	21	30	by friendly side in previous
7	12	20	29	CG Scenario (include units
8	11	19	28	lost during previous RePh)
9	10	18	27	
10	9	17	26	
11	8	16	25	
≥ 12	7	15	24	

3.6 ELR LOSS/GAIN: Each side now makes a DR to determine if its present ELR changes. On a Final DR of ≤ 3 that side's current ELR increases by one to a maximum of 4. On a Final DR ≥ 13 its current ELR decreases by one, to a minimum of 0. Update any change in a side's ELR in the "ELR" column of the CG Roster for that CG Scenario. A side's ELR applies to all non-crew infantry units of that side. Battlefield Integrity (A16.) rules should not be used in a PL 2.0 CG. Some CG will begin with a side's ELR starting at 5. ELR can never return to a value greater than 4. The following cumulative DRM apply to the ELR Loss/Gain DR:

ELR Change DRM:

- 1 Friendly side won last CG Scenario (if possible).
- 2 per Friendly Elite Infantry Pltn purchased in the previous CG Scenario.
- 1 per Friendly 1st Line Infantry Pltn purchased in the previous CG Scenario.
- +2 if Friendly side selected an Attack Option in the previous CG Scenario.
- +1 per CG Scenario completed since the start of the CG without an Idle CG Scenario occurring.
- +/- Historical DRM (if any) from CG CARD for the friendly side.

3.7 AT START WEATHER: The weather will be listed on the CG Card or the proper table from the ASLRB will be referenced by SSR.

3.8 PURCHASING REINFORCEMENTS: Both sides now secretly spend CP to purchase reinforcements from their respective CG Card tables. The ID and Unit Description is recorded on the player's Purchase Record Chart as are any fortification purchases, HIP data and any other applicable information. Any number up to the limit of CP available may be spent during a particular turn but the players may wish to save CP to "lay in" a big attack later in the campaign. Reinforcements may be set up on map or may enter along the Friendly Board Edge (as defined by A20.53 or CG Card SSR) as reinforcements on/after turn 1.

3.9 ON MAP SET UP: Any reinforcement group purchased for on map set up must set up within the friendly MLR/Controlled Terrain.

3.91 IN RESERVE: Any reinforcement group whose ID begins with an "I", "G" "HW" or "A" may be purchased "In Reserve". A unit purchased "In Reserve" may set up on map during the CG Scenario purchased (unless an Idle Scenario occurs) or may be retained off map to enter during a subsequent CG Scenario. Use the principles of

Cloaking (E1.4), but add *one* Dummy Cloaking counter to each individual group (i.e., Pltn., Sect. etc.) purchased In Reserve. Units purchased In Reserve must set up ≥ 7 hexes from the nearest enemy Controlled Terrain/MLR or enemy unit (i.e., Isolated enemy units). Each unit set up In Reserve must remain Cloaked and may conduct no action whatsoever. Note units In Reserve *kept off map may not enter play until a subsequent CG Scenario but may be set up On Map normally at that time.*

3.92 ACTIVATION OF UNITS IN RESERVE: A unit set up In Reserve (i.e., a Cloaking Counter) is "activated" if any of the following occur:

- a Flame/Blaze not generated by a friendly unit occurs in the Location
- a Known enemy unit is within three hexes of the unit In Reserve (LOS *not* necessary)
- the unit In Reserve is subject to any enemy attack

3.92 SET UP COSTS: Any reinforcement group may be purchased for on map set up, set up on map "In Reserve" or enter as reinforcements along a friendly board edge. Reinforcements have their CP cost increased or decreased by the following cumulative totals:

On Map	In Res.	Unit Type
+1	-1	Infantry units/Guns (ID's: I, SW and G)
+2	-1	AFV/Vehicles (ID's A and V)
+1	NA	Set up ≤ 2 hexes of enemy CTHC

3.10 WEAPONS, AFV & LEADERS: Each SW/Gun received must set up/enter with a unit of its respective RGs *only* during the first CG Scenario in which it participates. Record each SW/Gun received in the respective column on the RGs Purchase Record.

3.11 OFF BOARD ARTILLERY: To determined the ammunition of each OBA Module purchased make a DR for each on the table below. This Table may be modified by an Artillery OBA DRM on the CG Card. Record the OBA ammunition strength on the RGs Purchase Record on the line for that RGs.

3.111 OFF BOARD ARTILLERY TABLE:

Final DR	Strength	DRM:
≤ 4	Plentiful	+/- as per OBA DRM on CG Card
5-10	Normal	+/- as per Historical DRM on CG Card
≥ 11	Scarce	-1 Attack Option purchased also

3.12 LEADER/ARMOR LEADER DETERMINATION: For each AFV/Infantry *Platoon* (Pltn, *not* Section) RGs purchased (or OB given), make a secret DR in the appropriate column to determine the type of leader received for that Platoon. Each Leader must set up/enter stacked with a MMC/AFV of its respective RGs *only* during the first CG Scenario in which that RGs participates [EXC: If it is retained off-map for the entire CG Scenario or an Idle Scenario occurs as the subsequent CG Scenario]. No AFV Platoon may initially enter/set up with >1 Armor Leader.

3.121 LEADER/ARMOR LEADER TABLE:

DR	All Except			
	Jap and Finn	Japanese	Finn	Armor Ldr.
≤ 2	10-2	10-1	10-1	10-2
3-4	9-2	10-0	10-0	9-2
5	9-1	9-1	9-1	9-1
6	8-1*	9-0	9-1	8-1
7-8	8-0*	8-0	9-0	-
9	7-0	8+1	8-0	-
≥ 10	6+1	8+1	-	-



- DRM:** +/- as per Leader DRM on CG Card
 +/- as per Historical DRM if provided on CG Card
 -1 for pre-'45 German Armor Leader
 +0 for US/British Armor Leader
 +2 for all other nationalities Armor Leader (incl. '45 Germans)
 * Russian may choose Commissar if available (A25.22)

3.13 PURCHASING FORTIFICATIONS: To purchase Fortifications, the player first expends CP to purchase FP (if available on the CG Card). Fortifications, which are received by spending FP, may be purchased for each CG Scenario if the player has the requisite FP. As Fortifications are selected, the specific type (and strength, if mines) must be recorded on the RGs Purchase Record in the "Fortifications" area. However the actual on-map positioning of Fortifications may be deferred until that side sets up for the next CG Scenario. The Fortifications which are allowed for purchase will be listed on each CG Card each nationality.

FORTIFICATION POINTS TABLE:

Fortification Type	FP Cost
Foxhole ¹	4/3/2 ¹
Sangar ¹	2
Trench	9
A-T Ditch	18
A-P Mine	2 per Factor ²
A-T Mine	5 per Factor ²
A-B Mine	8 per Factor ²
Dummy Minefield	2
Roadblock	12
Wire	12
Tetrahedrons ^A	15
Panji	4 per hexside
Pillbox	(a+b+c) ⁴
Fortified Building ⁴	12 ⁸
Tunnel	12
Cave ⁹	15
Cave Complex	7
HIP	4/2/1/1/1 ⁶
Booby Traps ⁵	15
Trip Flares	1
Set DC (A23.7) ⁷	10

NOTES:

- ¹ FP for 3-, 2-, and 1-squad capacity, respectively.
- ² During set up, the strength of pre-existing minefields may be increased by adding extra A-P/A-T factors to them. Minefield factors may not be exchanged for Booby Trap capability or to increase an existing Booby Trap Capability.
- ³ May be used as *Dummy Reserve Cloaking* counters.
- ⁴ Add the Capacity, CA DRM, and NCA DRM, and multiply the sum by 2 (FRU).
- ⁵ Creates Level A Booby Traps or increases preexisting Level to next Level.
- ⁶ AFV/Squad/HS/Crew/SMC cost, respectively. No more than 15% of a sides non-Reserve Infantry squads [EXC: Japanese] may set up using HIP in a daytime CG Scenario. Japanese always receive 10% of on-board forces as HIP.
- ⁷ Prior to play a DC available to a unit setting-up on-map (EXC: units set up In Reserve may not place Set DC) may be set up utilizing HIP in a building/hut/rubble/bridge/pillbox/trench Location as a set DC if in friendly Controlled Terrain.
- ⁸ Per Building Location. A Fortified Building Location may not be exchanged for a Tunnel.
- ⁹ At least two caves must be purchased in order to purchase a Cave Complex.
- ¹ These are the only Fortifications that may be added to an Isolated Location.

3.14 SCENARIO TYPES: CG Scenarios will be played in the form of either an Allied Attack, Axis Attack, Dual Attack or Idle Scenario. A CG Card may list the historical ATTACKER for each campaign. Players may wish to simply follow the historical example and dispense with the Attack Option altogether. In the event players wish to recreate the Fog of War through the uncertainty of their opponent's choice to attack or not, CP may be spent to purchase the "Attack Option."

Dual Attack: Occurs when both sides have purchased an Attack Option. Represents a CG Scenario when both sides have planned offensive action. Make a dr to determine which side sets up first; if ≤ 3 the Axis do; otherwise the Allies do. The side moving first is determined after all set up is completed, using a new dr, in the same manner.

Allied Assault: In this CG Scenario, the Allied side, having purchased an Attack Option, is on the offensive. The Axis set up first, the Allies move first.

Axis Assault: In this CG Scenario, the Axis, having purchased an Attack Option, is on the offensive. The Allies set up first, the Axis player moves first.

Idle Scenario: In this CG Scenario, neither side has purchased an Attack Option. No scenario is played for this CG Scenario. Proceed to the RePh and the next CG Scenario.

3.141 NIGHT ASSAULT: Reinforcements entering from off-map always have Freedom of Movement (E1.21). Determine the Night Conditions as per the individual CG SSR Chart. NVR is *always* 0 in Dense Jungle hexes unless contradicted by SSR on the CG Card.

3.142 DUAL NIGHT ASSAULT: If both sides purchased an Attack Option for a Night CG Scenario, both are considered Scenario ATTACKERS and the CG Scenario is treated as a Dual Assault. Both sides may use Cloaking. Neither side is restricted by the use of No Move counters (E1.21), and neither side receives the benefits/penalties of the Scenario Defender. The side moving first is still determined as in a normal Dual Assault (3.14).

3.143 HISTORICAL CAMPAIGNS: In addition to historical ATTACKER, some CG Cards contain historical CP information. When such information is provided, players may wish to follow the CG Card specifics in lieu of using 3.5-3.52. In some cases the CG Card will specify that CP values and other information is used in lieu of 3.52, or reduced/increased by some value.

3.144 CG SCENARIO VICTORY CONDITIONS: Initial Scenario Victory Conditions are provided on the CG Card, as are campaign Victory Conditions.

3.15 RIVER BOARDS/MLR: In a CG that requires a "river" board that must be crossed by the ATTACKER and does not have a bridge placed by SSR, the ATTACKER automatically receives a number of Rafts (E5.121-122) equal to his starting OB. There may be *no* extra Rafts allotted. Unless a side has crossed a river by boat/raft/LC the MLR to Friendly Board Edge cannot be traced across a river unless that side controls at least one bridge/ford hex/Location *crossing* that river.

3.16 WINTER CAMOUFLAGE: In any PL 2.0 CG that calls for Ground Snow or Extreme Winter, each side may receive Winter Camouflage via CG Card SSR.

3.17 SCENARIO DETERMINATION: Both players announce their ELR and SAN and if they chose an Attack Option (EXC: when fol-



lowing the historical Attacker listed on the CG Card). The order of setup is determined by the type of CG Scenario (EX: Axis Assault, Allied Assault).

3.18 SCENARIO SETUP: Players now set up according to the CG Scenario type (3.14). All purchased units must set up according to 3.8 and 3.9. Only purchased units may be set up during this step; all on-board units have already deployed and stay where they are.

3.19 FRIENDLY BOARD EDGE (FBE): The FBE for each side is determined as per A20.53 and will usually be present on the CG Card.

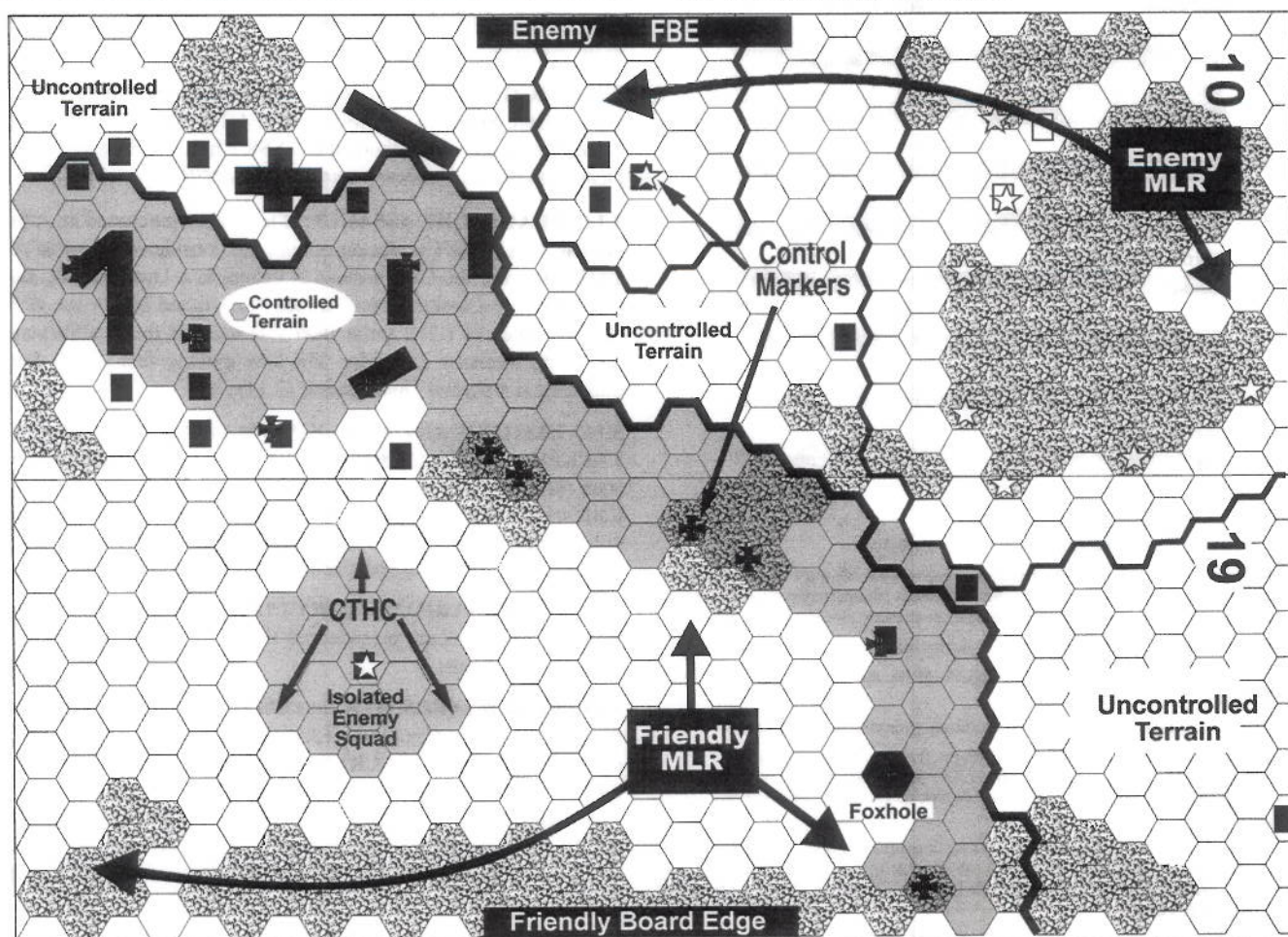
3.20 SCENARIO COMMENCEMENT: Play commences after all setup is completed.

(3.1) NEW CG SCENARIO SEQUENCE:

- 3.2 SAN ADJUSTMENT
- 3.3 UNJAMMING GUNS/REPLENISHING WEAPONS AND AMMO
- 3.4 FORTIFICATIONS CLEARANCE
- 3.5 CP REPLENISHMENT
- 3.6 ELR LOSS/GAIN
- 3.7 AT START WEATHER
- 3.8 PURCHASING REINFORCEMENTS
- 3.9 ON MAP SET UP
- 3.10 WEAPONS AFV & LEADERS
- 3.11 OFF BOARD ARTILLERY
- 3.12 LEADER/ARMOR LEADER DETERMINATION
- 3.13 PURCHASING REINFORCEMENTS
- 3.14 SCENARIO TYPES
- 3.15 RIVER BOARDS/MLR
- 3.16 WINTER CAMOUFLAGE
- 3.17 SCENARIO DETERMINATION
- 3.19 FRIENDLY BOARD EDGE (FBE)
- 3.20 SCENARIO COMMENCEMENT

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The example above details a hypothetical PL 2.0 CG using boards 10 and 19 with both sides entering from off board. The Friendly MLR is delineated, as is the Enemy MLR. For the purposes of this example, *all* Controlled Terrain is not shaded for the sake of clarity. Note the Enemy MLR consists of two separate set-up areas and that RGs may *always* enter from along a Friendly Board Edge if entering from off board. Also note there is *no* No Man's Land in the example above and the "Isolated Enemy Squad" *could not* attempt to redeploy due to the lack of a CTHC within its maximum range. Also note the "line" that appears in this example is actually a series of 'connected' CTHC.



Galatas Village & Cemetery Hill, Crete 20 May, 1941 Operation Marita was a success. German armored columns had split Greece and forced the Greeks to surrender and the British Expeditionary Force barely escaped German encirclement, evacuating to Crete and Egypt. To insure that the British did not use Crete as an unsinkable aircraft carrier for bombing raids on the Rumanian oil fields, the German High Command felt that it was also necessary to capture Crete. This was to be a first in history; a major assault that would be performed by airborne forces in the initial stages. After the German paratroopers had captured the necessary airfields, regular German infantry units would be flown and shipped into Crete. Meanwhile, the defenders of the island distributed the available Greek troops among the veteran New Zealand units. The 6th Greek Regiment, under the command of Lieutenant Colonel Gregoriou, was assigned to the 10th N.Z. Brigade and posted to an area the N.Z. commander felt would be a backwater during the coming battle. The 6th Greek Rgt. (2 battalions of mostly Green Recruits) was assigned to cover the high ground, known as Cemetery Hill, just south of the village of Galatas. Little did the N.Z. commander know he had put the Greeks directly in the path of the coming storm. For the invasion of Crete, the German 3rd Fallschirmjäger Regiment had specific orders to attack Galatas. At 0730 on May 21, the German paratroopers began rolling out of the side doors of their Ju 52s in sticks to carry out their orders.

CG Victory Conditions: Germans win if they Control all Graveyard hexes on Cemetery Hill (11F4) and the majority of the building hexes on board 12 at end of the CG.

CG Dates: 0730, 20-MAY-41 to Dusk, 20-MAY-41. [six CG scenarios].

Campaign Balance: SAN is never lower than 4.
 Receive two FB during Scenario 1.

Initial Scenario Victory Conditions: None.

Initial Scenario: German Attack, Allied Idle

Initial Scenario Balance: Increase Allied beginning OB CPP to 11.
 Light Dust [F11.71] is in effect.

TURN RECORD CHART

IDLE Side Sets Up First	1	2	3	4	5	6 ^②	7 ^③	8 ^⑥	END
ATTACKING Side Moves First									

TERRAIN CONFIGURATION: Terrain is MTO. All Orchards are Olive Groves (F13.5). All Grain is Brush. All buildings which contain a stairwell symbol are considered a Two Story House, ignore all printed stairwell symbols. The village overlay on Board 12 uses Village Terrain (P5.1); the cemetery overlay on board 11 uses Slope Hexsides (P2.1).

OVERLAY PLACEMENT:
 Place Cemetery, Hill and Gully overlays on matching hexes of board 11; Galatas Village Overlay on matching hexes of board 12. All hexes of Building 6N3 are treated as Open Ground. Place overlays OG3 and OG4 to cover all hexes 6O3-N3-O4-N4-M5-N5-M6.

Galatas Village	■
Hill Cemetery	■
Open Ground	○

INITIAL ALLIED OB:

N.Z. 10th Brigade & Greek 6th Regiment [ELR: 3] Set up as directed. (SSR C3) {SAN: 4}
 9 CPP 30 FPP
 In Commonwealth area (SSR C4):
 RG: 1x N.Z. Rifle Pltn ■ 1x N.Z. MMG
 ■ 1x N.Z. 2-4-8 HS

In Greek area (SSR C3):
 RG: 1x Greek Elite Pltn RG: 2x Greek Recruit Pltns
 RG: 1x Greek MG Pltn

INITIAL GERMAN OB:

German 3rd Fallschirmjäger Regiment [ELR: 4/3 (SSR I3)] Enter anywhere in Gliders (E8.) and by Paradrop (E9.) on after Turn-1: {SAN: 2}

RG: 2x Glider Inf Pltns RG: 2x Parachute Inf Pltns
 16 CPP

CEMETERY HILL Campaign SSR:
 C1. Weather, EC, Wind, Visibility determined as per F11.2-4, and F11.5 if not provided below. This version 2.0 supercedes the previous version; changes are signified by the "■" symbol (Note new overlays are enclosed).
 C2. No Quarter is in effect between Greeks and Germans. Hand-to-Hand CC is allowed between Greek and German units only.
 C3. Greek units are represented by Allied Minor MMC, SMC and SW. The broken side Morale of Greek squads is one higher than shown. Greek Area is on/east of hexrow R of board 11 or anywhere on boards 12 and 6. Greek units suffer Ammo Shortage (A19.131). British and New Zealand units are represented by British counters and are considered ANZAC troops (A25.44). Commonwealth area includes all hexes on/west of hexrow S of boards 11 & 12.
 C4. Allied entry area is West-North-East sides of Bd 12. German entry area is West-South-East side of Board 6 after Scenario #1.

C5. Any CC/Melee won by any Greek MMC, automatically Battle Hardens a number of participating Greek MMC equal to the number of German MMC just eliminated. Greek squad MMC may automatically Deploy (w/o Leadership) in order to comply. [EX: Two Greek 4-3-7 squads eliminate one and a half German 5-4-8 squads; then one Greek squad BH to a 4-5-7 MMC while the second Greek 4-3-7 MMC deploys into a 2-4-7 and a 2-2-7 HS].

CEMETERY HILL Initial SSR:
 I1. EC are Clear and Dry, with a Mild Breeze blowing from the Northwest at start.
 I2. Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CPP to set up On-map as per 1.6194. ■
 I3. German ELR is 4 for Initial Scenario only. All German units entering and/or purchased for Scenario 1 must enter by Glider (E8.) or Paradrop (E9.). [EXC: Each Parachute 'Stick' is composed of only one platoon.] Weapons/Engineer Pltns must enter by Glider for scenario #1 if purchased.

RG ID	German 3rd Fallschirm. Regiment	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Ger. Air Support	E7.21	'42 FB with bombs	8	1	4	b
I1	Glider Inf. Pltn	4	4-6-8 MMC	5	2	3	lrw
I2	Para. Inf. Pltn.	4	5-4-8 MMC	5	2	12	lrw
I3	Glider Engineer Pltn.	4	8-3-8 MMC (2xFT)	10	1	1	elrw
I4	Glider Weapons Pltn.	3	HMG, MMG, 50 MTR	5	1	3	cr
I5	Glider HQ Pltn.	1	3x2-4-8, 10-2, 9-2 SMC	5	1	1	lrw
G1	Anti-Tank Gun Sect.	2	3.7cm PaK 35/36 (g)	6	1	2	crv
G2	Regimental Gun Sect.	2	7.5cm* LG 40 RCL	6	1	3	crv
M1	Fortifications	15	FPP	1	3	18	a
M2	Sniper	SAN	+1	1	2	6	
M3	Attack Chit			1	1	6	

RG ID	GREEK & N.Z. Garrison Units	#	Units/Equipment	CPP	Scen Max	CG Max	Note
A1	Lt. Tank Section	2	Vickers VIB tankette	7	3	3	dr
I1	N.Z. Rifle Pltn.	4	4-5-7 MMC	4	2	2	lrw
I2	N.Z. Support Pltn.	4	4-4-7 MMC	3	3	8	lrw
I3	Greek Elite Pltn.	4	4-5-8 MMC	5	2	2	lrw
I4	Greek Rifle Pltn.	4	4-5-7 MMC	3	2	2	lrw
I5	Greek Recruit Pltn.	4	4-3-7 Pltn.	2	3	12	lrw
I6	Greek MG Pltn.	3	HMG, 2xMMG	5	1	2	cr
I7	N.Z. MG Pltn.	3	HMG, 2xMMG	5	1	2	cr
I8	N.Z. MTR Sect.	3	3x51MTR	4	1	2	cr
G1	British A.A. Sect.	2	OQF 20mm AA Gun	6	1	2	ac
O1	Brit. Battalion Mortars		76mm MTR OBA Module	5	1	3	op
M1	Fortifications	15	FPP	1	4	24	a
M2	Sniper	SAN	+1	1	2	12	
M3	Attack Chit			2	1	3	

RG Notes:

- a Available for on-map setup on CG day of purchase [EXC: German Initial Scenario NA].
- b Fighter-Bomber arrival determined as per E7.2-21.
- c Each NZ 51mm MTR is manned by a 2-3-8 HS MMC; each AA Gun by a 2-2-8 crew; each MG of either the N.Z. and/or Greek MG Pltns. comes with a 2-4-8 HS of the proper Nationality. Each German AT/RCL Gun is accompanied by a 2-2-8 Crew; each German HMG/MMG/MTR is manned by a 2-3-8 HS MMC.
- d Not available until scenario #5 [EXC: available on scenario #4 if an additional 2 CPP paid for purchase].
- e German 8-3-8 are Assault Engineers (H1.22). The Glider Engineer Pltn. consists of 3x8-3-8 and 2xFT.
- l Determine Leaders (SMC) as per 1.6205 [EXC. the Glider HQ Pltn. is equipped with a 10-2 and a 9-2 leader; no other leaders are rolled for].
- o Increase cost by 1 CPP for Off-board Observer.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes).
- r Must enter as reinforcements if entered on the CG Day of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Day prior to that of the scenario.
- v German Guns arrive (by Glider for scenario #1) with a SdKfz 2 (Chapter H, German Note 97), in any case. German Gliders may carry a 5/8" counter. Each glider may carry the following: its normal PP capacity or one SdKfz 2 + one 5/8" gun counter + one 2-2-8 crew (the E8.1 restriction does not apply). The German may add enough Glider counters to his OB for scenario #1 and for all RG's which enter in Gliders [EXC: no glider may enter empty].
- w All Infantry Pltns arrive with a LMG, German Assault Engineer Pltns also receive 2x DC in addition to the LMG. The HQ Pltn. arrives with a LMG.

Scenario	Time/Date	Attacker	Weather	EC	Wind ¹	Moon	Hist	DRM
1	Dawn 5/20/41	German	Clear	Dry	Mild	NA	-1	
2	AM 5/20/41	Dual	Clear	Dry	Mild	NA	0	
3	AM 5/20/41	Allied	Clear	Dry	F11.5	NA	0	
4	PM 5/20/41	German	Clear	Dry	F11.5	NA	0	
5	PM 5/20/41	German	Clear	Dry	F11.5	NA	0	
6	Dusk 5/20/41	Allied	Clear	Dry	F11.5	NA	0	

¹ see Initial SSR 11

CG DRM:	GREEK	N.Z.	GERMAN
Leader	-1	+1	0
Battle Hardening	-1	+1	0
Artillery OBA	NA	0	0
CPP Replenishment	NA*	0*	0
Intensity Level	LOW	LOW	LOW

* Greek and N.Z. units are purchased from the same CPP pool. Do not make two CPP DR (one for Greek and one for N.Z.).

Fortifications Available for purchase:

Foxholes ^G	Trenches ^G
Pillboxes ^A	AP Mines ^P
"?"	HIP
Wire ^A	Set DC

^A Allies only
^G Germans may not purchase for Initial Scenario
^P Purchase cost for both sides is doubled for Mines

Aftermath: The specific orders to the German 3rd Parachute Regiment read... to seize Prison Valley, storm Galatas... then turn northward to join the western and central kampffgruppe in their sweep to capture Khania and Suda Bay." The capture of Galatas was assigned to the 2nd Battalion, 3rd Parachute Regiment. Unfortunately, the rising clouds of dust kicked up by the Germans own pre-invasion bombardment and an unexpected amount of Commonwealth AA fire forced the German transport planes carrying the 2nd Battalion to make a wide and scattered drop. Most of the battalion was dropped into the olive fields south of Cemetery Hill. The 2nd Company landed directly in a olive field that was being used as a bivouac area for some Greek recruits. One company descended right into the village of Galatas where they were cut to pieces by the HQ personnel of the 6th Greek Regiment. Combat was immediate and deadly, but the Greek recruits were no match for the superbly trained Germans, and were pushed steadily back onto Cemetery Hill. As the Germans thought that they could still accomplish their mission by going over the hill, they were ambushed by the 6th Greek Infantry Company, one of the few veteran infantry units in the Greek command. Under a withering hail of fire the Germans were cut down and forced back into the valley. All day, German stragglers made their way into the valley before Cemetery Hill adding to the immense pressure being applied to the Greeks. Some German Airborne AT guns finally arrived and made their presence felt by systematically blasting any Greek stronghold along the cemetery wall. The Greek 1st Company was surrounded in a gully and forced to surrender, as well as the 5th Company who never received a combat ration of ammo. Both the 2nd and 6th Companies fought as well as the best veterans of any nation until the CO of the 2nd Company was killed, when the 2nd Company broke and ran. The 6th Company then joined the 4th and remnants of the 3rd to continue the defense of Cemetery Hill. By 1700 hours the 6th Greek Regiment was in trouble. The Machine Gun Company was running dreadfully short of ammunition. These green, ill-equipped men of Greece had borne the full weight of the German attack since early morning, and fatigue and lack of ammo was beginning to take their effect. In the afternoon the Greeks received some assistance from the nearby N.Z. Petrol Company, defending Pink Hill to the Greeks west. Late in the afternoon three British Vickers tankettes rolled into Galatas and were immediately assigned to lead an attack with some N.Z. troops that had arrived. Just after the attack moved into the valley, a German roadblock was found blocking the tanks route into the olive fields. While waiting for the New Zealanders to clear the roadblock, night fell on the shattered landscape, forcing the New Zealand attack to be called off. Even though the Germans would eventually take Crete, they would not be able to do it from a southern attack. The Greeks, despised by most British commanders for being un-military and "slack" had proved their worth this day. The German 3rd Fallschirmjäger Regiment spent the rest of the assault phase bottled up in Prison Valley south of Galatas. Crete's capital, Khania, was preserved from German occupation until the last.

PLG

PLG. CEMETERY HILL

1. STEEPLES

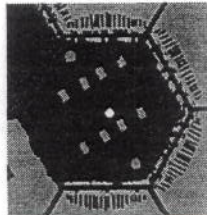
1.1 **STEEPLE HEX:** Hex 11G4 (Over hex 11G4) is a Steeple Location (i.e. an additional building Location at level 2, with an inherent stairwell leading to it from level 1 of hex 11G4) in that hex. Steeple rules from KP2 (P5.2) are used. In lieu of the above rules section, the following rules apply to hex 11G4.



1.2 Except as stated below, a Steeple Location is treated as a normal building Location [EXC: it cannot be fortified, the +1 drm for rubble determination is NA and the normal stacking limit (A5.1) of a Steeple Location is one HS/equivalent].

2. HEXSIDE SLOPES

2.1 **HEXSIDE SLOPE:** A Hexside Slope is represented by dark brown hash-marks along a hexside (EX: 11G3). Slope Hexside rules from KP2 (P2.1) are used. In lieu of the above rules section, the rules below may be used to represent Hexside Slopes.

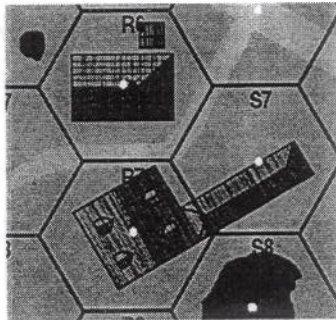


2.2 Except as stated below, Hexside Slopes are treated as if the hex they emanate from, not the hex the slope hash-marks are in, is a one level higher location (EX: a unit in hexes 11H3 traces a LOS across hexsides H3/H2, H3/I3, H3/I4, and H3/H4 as if it is at level two).

2.3 **ENTRY:** A unit climbing a slope (EX: moving from hex 11H2 - 11H3) must pay 1/2 MF (or one MP) + COT to climb a Hexside Slope EX: a squad must expend 2 1/2 MF to move from 11H2 to enter hex 11H3 (1 [COT for the Graveyard] + 1 [to cross the wall hexside] + 1/2 to climb a Hexside Slope).

3. NARROW VILLAGE STREETS

3.1 **NARROW VILLAGE STREET:** A Narrow Village Street hexside represents the passageways between tightly packed buildings in a small village (EX: 12R6/R6 and 12R6/S7). Village Terrain rules from KP2 (P5.1) are used. In lieu of the above rules section, the rules below may be used to represent Narrow Village Streets.



3.2 **MOVEMENT:** A Narrow Village Street runs along a hexside only and is always treated as one-lane. The restrictions from B6.43 apply as if the hexside road is a one-lane bridge. A unit may only move along a Narrow Village Street via Infantry and Vehicular Bypass. A unit Bypassing is always assumed to be on the road within the hex. VBM along a Narrow Village Street costs half the normal MP expenditure [EXC: VCA change costs remain one MP]; Infantry Bypassing along a Narrow Village Street pay normal Bypass MF costs [EXC: Ignore the example in B3.4; infantry may not enter an obstacle at the road MF rate when Bypassing].

3.3 **CC:** A vehicle in a Narrow Village Street is subject to Street Fighting when attacked in CC if the attacker occupies the ground level of a building adjoining one of the two hexes connected to that hexside. A +1 DRM applies to all CC CMG attacks from a vehicle in CC/Melee in a Narrow Village Street hexside.

3.4 **FORTIFICATIONS:** A Roadblock may be placed across a Narrow Village Street hexside by setting up the counter such that it straddles two hexes, with its arrow pointing toward the vertex of that hexside (i.e. in the same manner as the PSW 234/2 in the D2.321 example). All mines set up in either of the two hexes common to a Narrow Village Street hexside may (or if there are mines in both hexes, the highest total number of factors, or the owner's choice of AP or AT apply) attack a unit Bypassing the hexside.

3.5 **RUBBLE:** Rubble placed in either of the two hexes common to a Narrow Village Street blocks any unit from Bypassing along that hexside; any unit currently in Bypass is affected as if they were hit by falling rubble. All mines and roadblocks along that shared hexside are eliminated.

PLATOON LEADER Q & A:

1.6194(b) Reserve Set UP: After Reserve Units are placed on-board and the scenario begins, do these units have the ability to take action? If so, how is this special Cloaking Counter lost?

Ans. Only after they are activated. Reserve units are activated only by the following: 1. If an enemy (unfriendly) unit enters the reserve unit's LOS and is within three hexes of that reserve unit, that reserve unit and only that reserve unit is activated. 2 Being fired on by any on-board unit from any range [EXC: Snipers, OBA]. (OBA will not activate a Reserve Unit.) 3. Reserve Units are not an eligible Sniper Target.

1.621 Purchasing Fortifications: According to the 1.621 table, HIP & Trenches cannot be purchased for Isolated Setup Areas. Since this contradicts RB/KGP tables I would like this confirmed and until such time will assume its an error.

Ans. This is NOT an Error. The original premise is that these low intensity CG take place in such a short time frame, that the defending troops would not have time to dig proper Trenches. My original reasoning for HIP was the same since an Isolated unit would be under constant observation by the enemy. It may be that there is a basis for purchasing HIP in any PL CG where the time period between scenarios is greater than 4 "historical" hours.

1.623 Initiative Determination: The CG Cards on the reverse side have a Scenario Time/Date, Attacker, etc., box. Does the Nationality shown in the box have to purchase an Attack Chit for Days/Times other than the first scenario?

Ans. NO, the purchase of an Attack Chit is always optional. The historical information is there for those players that want to play a CG in the historical time frame of that particular battle.

1.6111 Do the HS that accompany MMG/HMG/MTR/ATR need to be recombined too?

Ans. Yes, (1.6202) SW are only required to be manned by HS on the CG Period of entry.

1.6 REFIT PHASE (RePh) SEQUENCE

- 1.601 CONCLUSION OF MELEE
- 1.602 MARKER REMOVAL
- 1.603 RALLY, VICTORY DETERMINATION & LVP-TOTALS
- 1.604 ENCIRCLEMENT & MINEFIELDS
- 1.605 PERIMETER DETERMINATION
- 1.606 ESCAPE
- 1.607 CLEARING THE MAP
- 1.608 PRISONERS
- 1.609 EXTINGUISHING BLAZES
- 1.610 WOUNDED LEADERS, DISEASE & STARVATION
- 1.611 BATTLE HARDENING & PROMOTION
- 1.612 NEW CG PERIOD & SAN ADJUSTMENT
- 1.613 EQUIPMENT REPAIR & REPLENISHMENT
- 1.614 ARMOR WITHDRAWAL
- 1.615 FORTIFICATION REMOVAL
- 1.616 CPP REPLENISHMENT
- 1.617 ELR LOSS/GAIN
- 1.618 WEATHER & EC DETERMINATION
- 1.619 PURCHASING REINFORCEMENT GROUPS
- 1.620 RG WEAPONS & LEADERS
- 1.621 PURCHASING FORTIFICATIONS
- 1.623 INITIATIVE DETERMINATION
- 1.624 UNIT SET UP
- 1.625 SCENARIO COMMENCEMENT





CHAPTER DIVIDER



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RESERVE RGs (1.6194b)	
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RETAINED RG (CG.9)			
			

FORTIFICATIONS

RETAINED DC/FT (1.6134)

ELIMINATED UNITS (1.616)



PLATOON LEADER™

NON-ISOLATED UNITS REDEPLOYMENT TABLE:

Final DR	Infantry	Mobile Vehicle
≤ 9	Redeploys ¹	Redeploys
10	Redeploys, Reduced ²	Remains in hex [†]
11	Redeploys, Replaced ^{2,3}	Remains in hex [†]
≥ 12	Remains in hex, Replaced ^{2,3}	Abandoned, CS NA

ISOLATED UNITS REDEPLOYMENT TABLE:

Final DR	Infantry	Mobile Vehicle
≤ 6	Redeploys ¹	Redeploys
7	Redeploys, Replaced ^{2,3}	Redeploys
8	Redeploys, Reduced ^{2,3}	Remains in hex ^{†,*}
9-11	Remains in hex*, Reduced ^{2,3}	Eliminated, CS NA
≥ 12	Eliminated	Eliminated CS NA

REDEPLOYMENT DRM AND NOTES

- +1 per HS equivalent > one HS using same Redeployment DR
- 1 per PP > IPC of Redeploying unit
- +/-x Leadership (including Armor Leaders)

*Unit is subject to Ammo Shortage in next CG Scenario

†May change TCA/VCA

¹Original 2 DR always results in Escape and HoB (A15.); however, a subsequent result of Berserk Battle Hardens the unit and a subsequent result of Surrender eliminates the unit.

²A unit that would become Disrupted is Casualty Reduced instead.

³Use Random Selection for a stack of units.

2.13 CONDITIONS APPLYING TO REDEPLOYING UNITS:

There are five possible conditions which apply to the redeployment of units.

Five possible conditions:

In friendly MLR	May attempt to redeploy to nearest CTHC
In No Man's Land	May attempt to redeploy to nearest CTHC
Isolated	May attempt to redeploy to nearest CTHC
In Uncontrolled	May attempt to redeploy to nearest CTHC
Within enemy MLR	
in non-Strategic hex/Location	<i>Must</i> attempt to redeploy to nearest CTHC or unit is eliminated or wreck (CS NA)

MAXIMUM REDEPLOYMENT RANGE TABLE:

Unit Type	Maximum Redeploy Range
Infantry	6 hexes
AFV/Vehicle (manned, mobile)	MP/2 FRD
Small Target Type Gun (possessed)	3 hexes
All other Guns (possessed)	2 hexes

LEADER/ARMOR LEADER TABLE (3.121):

DR	All Except Jap and Finn	Japanese	Finn	Armor Ldr.
≤ 2	10-2	10-1	10-1	10-2
3-4	9-2	10-0	10-0	9-2
5	9-1	9-1	9-1	9-1
6	8-1*	9-0	9-1	8-1
7-8	8-0†	8-0	9-0	-
9	7-0	8+1	8-0	-
≥ 10	6+1	8+1	-	-

DRM: +/- as per Leader DRM on CG Card
 +/- as per Historical DRM if provided on CG Card
 -1 for pre-'45 German Armor Leader
 +0 for US/British Armor Leader
 +2 for all other nationalities Armor Leader (incl. '45 Germans)
 * Russian may choose Commissar if available (A25.22)

Three actions of units during Redeployment:

1. Exit enemy MLR or Uncontrolled Terrain
2. Redeploy within friendly MLR
3. Remain in Place

CP REPLENISHMENT TABLE (3.52):

Final DR	LOW	MID	HIGH	DRM:
≤ 2	17	25	34	+/- CP DRM (from CG Card)
3	16	24	33	+1 if side selected Attack
4	15	23	32	Option on previous CG Period
5	14	22	31	-1 per each 10 CVP suffered
6	13	21	30	by friendly side in previous
7	12	20	29	CG Period. Include units
8	11	19	28	lost during <i>this</i> Reinforcement
9	10	18	27	Phase.
10	9	17	26	
11	8	16	25	
≥ 12	7	15	24	

(2.1) REINFORCEMENT PHASE (RePh) SEQUENCE:

- 2.2 PLACE CASUALTIES ON CHAPTER DIVIDER AND TALLY CVP
- 2.3 CONCLUSION OF CLOSE COMBAT/MELEE
- 2.4 MARKER/COUNTER REMOVAL
- 2.5 AUTOMATIC RALLY
- 2.6 VEHICLE PASSENGERS/RIDERS DISMOUNT
- 2.7 ENCIRCLED UNITS
- 2.8 AFV/VEHICLE MINEFIELD EXIT
- 2.9 AFV SHOCKED/UK REMOVAL
- 2.10 PLACEMENT OF CONTROL MARKERS/TERRAIN
- 2.11 CONTROL PRIOR TO INITIAL SCENARIO
- 2.12 ACTIONS OF REDEPLOYING UNITS
- 2.13 CONDITIONS APPLYING TO REDEPLOYING UNITS
- 2.14 REDEPLOYMENT OF ISOLATED/NON-ISOLATED UNITS
- 2.15 REMOVAL OF UNPOSSESSED SW/GUNS/PRISONERS
- 2.16 ABANDONED/IMMOBILIZED AFV/VEHICLES
- 2.17-2.171 HIP UNITS/FORTIFICATIONS
- 2.18 FLAMES/BLAZES/BURNING WRECKS
- 2.19 THE SURVIVORS
- 2.20 WOUNDS, DISEASE & STARVATION
- 2.21 REGROUPING
- 2.22 HEROES
- 2.23 BRAVERY AND BATTLEFIELD PROMOTIONS
- 2.24 LEADER GENERATION

CRITICAL HIT®



CHAPTER DIVIDER

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ELIMINATED UNITS



CEMETERY HILL

GALATAS VILLAGE & CEMETERY HILL, CRETE 20 May 1941 The defenders of Crete distributed the available Greek troops among the veteran New Zealand units. The 6th Greek Regiment, under the command of Lieutenant Colonel Gregoriou, was assigned to the 10th N.Z. Brigade and posted to an area Freyberg, the New Zealand commander, felt would be a backwater during the coming battle. The 6th Greek Rgt. (2 battalions of mostly green recruits) was assigned to cover the high ground, known as Cemetery Hill, just south of the village of Galatas. Little did Freyberg know he had put the Greeks directly in the path of the coming storm. For the invasion of Crete, the German 3rd *Fallschirmjäger* Regiment had specific orders to attack Galatas. At 0730 on May 21, the German parachutists began rolling out of the side doors of their Ju 52s in sticks to carry out their orders...

CG DATES: Dawn to dusk, 20th May, 1941 [six CG Firefights].

CG OBJECTIVES: The Germans must Control all Graveyard hexes on Cemetery Hill (11F4) and the majority of the buildings on board 12 at end of the CG.

TERRAIN CONFIGURATION: All Orchards are Olive Groves (F13.5). All Grain is Brush. All buildings which contain a stairwell symbol are considered a Two Story House (B23.22), ignore all printed stairwell symbols. The village overlay on Board 12 uses Village Terrain (P5.1); the cemetery overlay on board 11 uses Slope Hexsides (P2.1). Place Cemetery, Hill and Gully overlays on matching hexes of board 11; Galatas Village Overlay on matching hexes of board 12. All hexes of Building 6N3 are treated as Open Ground. Place overlays in the following order of preference: E (from G.I. Anvil of Victory™) or **OG3** and **OG4** to cover all hexes 6O3-N3-O4-N4-M5-N5-M6. See the respective CG Cards for map configuration.

FRIENDLY MAP EDGE: The German FME is any edge of board 6. The Allied FME is any edge of boards 11 and 12.

INTENSITY LEVEL (PL2.11): Low for both nationalities.

INITIAL ALLIED OB:

Elements of Greek and New Zealand forces setup first before Firefight one. In addition, forces totaling 9 CP and 30 FP may be purchased.

Elements of the New Zealand 10th Brigade [ELR: 3] set up in the Commonwealth area (see SR 3): {SAN: 4}

RG: N.Z. Rifle Pltn N.Z. 1-2-7 crew + MMG

Greek 6th Regiment setup in the Greek area (SR C3): **[ELR: 4]**

RG: Greek Elite Pltn RG: Greek Recruit Pltn x 2
RG: Greek MG Pltn

INITIAL GERMAN OB:

Elements of the 3rd *Fallschirmjäger* Regiment enter anywhere in Gliders (E8.) on turn one and by Paradrop (E9.) on/after turn one. In addition, forces totaling 16 CP may be purchased.

Elements of the German 3rd Fallschirmjäger Regiment [ELR: 4/3 (see SR 5)] {SAN: 2}

RG: Glider Inf Pltn x 2 RG: Parachute Inf Pltn x 2

CG SPECIAL RULES:

1. EC are Clear and Dry, with a Mild Breeze blowing from the Northwest at the start of CG Firefight one. Wind is determined as per F11.2-.4, and F11.5 for all succeeding CG firefights (or use the Historical information provided and simply determine Wind as per F11.5). This is version 2.5 of Cemetery Hill and supersedes all previous versions. Changes on the CG Cards are intentional (i.e., Greek MG Pltn, CG max for Greek Recruits, reduced CP cost for German Para. Inf. Pltn., etc.) Three adjacent Olive Grove hexes are defined as Woods-Lines, i.e., Strategic Terrain.
2. No Quarter is in effect and Hand-to-Hand CC is allowed between Greeks and German units only; resolve any CC involving Greek/German separately from Commonwealth/German. *Remember that 2nd Line British units may cower and ANZAC troops are Stealthy unless Green (A25.44-5)*
3. Greek units are represented by Allied Minor MMC, SMC and SW. The broken side Morale of Greek *squads* is one higher than shown. Greek Area is on/east of hexrow R of board 11 or anywhere on boards 12 and 6. Greek units suffer Ammo Shortage (A19.131). British and New Zealand units are represented by British counters and are considered ANZAC troops (A25.44). Commonwealth area is all hexes on/west of hexrow S of boards 11 & 12.
4. Any CC/Melee won by any Greek MMC without any Commonwealth MMC in the hex automatically Battle Hardens a number of *participating* Greek MMC equal to the number of German MMC just eliminated. Greek squad MMC may automatically Deploy (w/o Leadership) in order to comply. [EX: *Two Greek 4-3-7 squads eliminate one and a half German 5-4-8 squads; then one Greek squad BH to a 4-5-7 MMC while the second Greek 4-3-7 MMC deploys into a 2-4-7 and a 2-2-7 HS*]. A separate ELR LOSS/GAIN (3.47) DR is made for N.Z./Greek (count CVP by nationality).
5. German ELR is 4 for Initial Firefight only. All German units entering and/or purchased for CG Firefight one must enter by Glider (E8.) or Paradrop (E9.). [EXC: Each Parachute 'Stick' is composed of only one platoon.] German units may only enter via Glider and Paradrop during CG Firefight one.
6. Allied RG purchased must setup in their respective areas (see SR 3) during the Initial Firefight and pay normal setup costs as per PL2.34. Reserves are NA. The Allies initially Control all Strategic Terrain Locations on boards 12 and 11 at start.

CONCLUSION: The capture of Galatas was assigned to the 2nd Battalion, 3rd Parachute Regiment. Most of the battalion was dropped into the olive fields south of Cemetery Hill. The 2nd Company landed directly in an olive grove that was being used as a bivouac area for some Greek recruits. One company descended right into the village of Galatas where they were cut to pieces by the HQ personnel of the 6th Greek Regiment. The Greek recruits were no match for the superbly trained Germans, and were pushed steadily back onto Cemetery Hill. As the Germans tried going over the hill, they were ambushed by the 6th Greek Infantry Company, one of the few veteran infantry units in the Greek command, and were forced back into the valley. In the afternoon the Greeks received some assistance from the nearby New Zealand Petrol Company, defending Pink Hill to the Greeks west. Late in the afternoon a section of British Vickers tankettes rolled into Galatas and were immediately assigned to lead an attack. The German 3rd *Fallschirmjäger* Regiment spent the rest of the assault phase bottled up in Prison Valley south of Galatas. Crete's capital, Khandia, was preserved from German occupation until the last.



Galatas Village & Cemetery Hill, Crete 20 May, 1941 Operation Marita was a success. German armored columns had split Greece and forced the Greeks to surrender and the British Expeditionary Force barely escaped German encirclement, evacuating to Crete and Egypt. To insure that the British did not use Crete as an unsinkable aircraft carrier for bombing raids on the Rumanian oil fields, the German High Command felt that it was also necessary to capture Crete. This was to be a first in history, a major assault that would be performed by airborne forces in the initial stages. After the German paratroopers had captured the necessary airfields, regular German infantry units would be flown and shipped into Crete. Meanwhile, the defenders of the island distributed the available Greek troops among the veteran New Zealand units. The 6th Greek Regiment, under the command of Lieutenant Colonel Gregoriou, was assigned to the 10th N.Z. Brigade and posted to an area the N.Z. commander felt would be a backwater during the coming battle. The 6th Greek Rgt. (2 battalions of mostly Green Recruits) was assigned to cover the high ground, known as Cemetery Hill, just south of the village of Galatas. Little did the N.Z. commander know he had put the Greeks directly in the path of the coming storm. For the invasion of Crete, the German 3rd Fallschirmjäger Regiment had specific orders to attack Galatas. At 0730 on May 21, the German parachutists began rolling out of the side doors of their Ju 52s in sticks to carry out their orders.

CG Victory Conditions: Germans win if they Control all Graveyard hexes on Cemetery Hill (11F4) and the majority of the building hexes on board 12 at end of the CG.

CG Dates: 0730, 20-MAY-41 to Dusk, 20-MAY-41. [six CG scenarios].

Campaign Balance: SAN is never lower than 4.
 Receive two FB during Scenario 1.

Initial Scenario Victory Conditions: None.

Initial Scenario: German Attack, Allied Idle

Initial Scenario Balance: Increase Allied beginning OB CPP to 11.
 Light Dust [F11.71] is in effect.

TURN RECORD CHART

IDLE Side Sets Up First	1	2	3	4	5	6 ⁽²⁾	7 ⁽³⁾	8 ⁽⁶⁾	END
ATTACKING Side Moves First									

TERRAIN CONFIGURATION: Terrain is MTO. All Orchards are Olive Groves (F13.5). All Grain is Brush. All buildings which contain a stairwell symbol are considered a Two Story House, ignore all printed stairwell symbols. The village overlay on Board 12 uses Village Terrain (P5.1); the cemetery overlay on board 11 uses Slope Hexsides (P2.1).

OVERLAY PLACEMENT:

Place Cemetery, Hill and Gully overlays on matching hexes of board 11; Galatas Village Overlay on matching hexes of board 12. All hexes of Building 6N3 are treated as Open Ground. Place overlays OG3 and OG4 to cover all hexes 6O3-N3-O4-N4-M5-N5-M6.



Galatas Village	
Gully Hill Cemetery	
Open Ground	

INITIAL ALLIED OB:
 N.Z. 10th Brigade & Greek 6th Regiment [ELR: 3] Set up as directed. (SSR C3) {SAN: 4}
 9 CPP 30 FPP
 In Commonwealth area (SSR C4):
 RG: 1x N.Z. Rifle Pltn ■ 1x N.Z. MMG
 ■ 1x N.Z. 2-4-8 HS
 In Greek area (SSR C3):
 RG: 1x Greek Elite Pltn RG: 2x Greek Recruit Pltns
 RG: 1x Greek MG Pltn

INITIAL GERMAN OB:
 German 3rd Fallschirmjäger Regiment [ELR: 4/3 (SSR I3)] Enter anywhere in Gliders (E8.) and by Paradrop (E9.) on/ after Turn-1: {SAN: 2}
 RG: 2x Glider Inf Pltns RG: 2x Parachute Inf Pltns
 16 CPP

CEMETERY HILL Campaign SSR:

- C1. Weather, EC, Wind, Visibility determined as per F11.2-4, and F11.5 if not provided below. This version 2.0 supercedes the previous version; changes are signified by the "■" symbol (Note new overlays are enclosed).
- C2. No Quarter is in effect between Greeks and Germans. Hand-to-Hand CC is allowed between Greek and German units only.
- C3. Greek units are represented by Allied Minor MMC, SMC and SW. The broken side Morale of Greek squads is one higher than shown. Greek Area is on/east of hexrow R of board 11 or anywhere on boards 12 and 6. Greek units suffer Ammo Shortage (A19.131). British and New Zealand units are represented by British counters and are considered ANZAC troops (A25.44). Commonwealth area includes all hexes on/west of hexrow S of boards 11 & 12.
- C4. Allied entry area is West-North-East sides of Bd 12. German entry area is West-South-East side of Board 6 after Scenario #1.

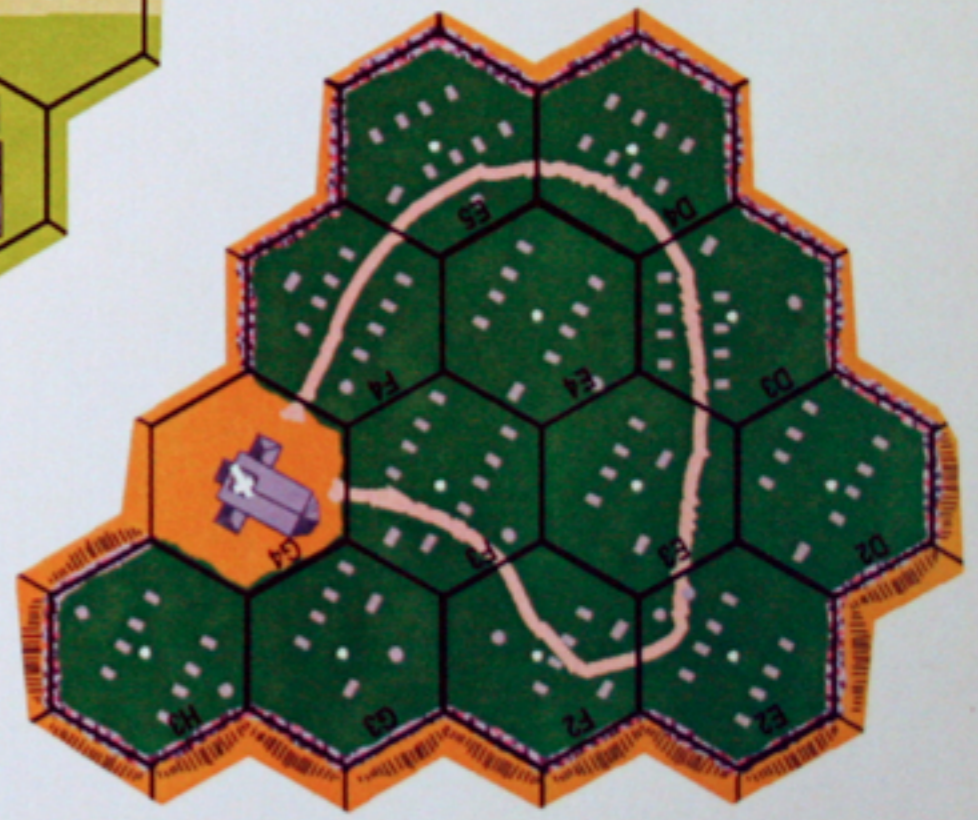
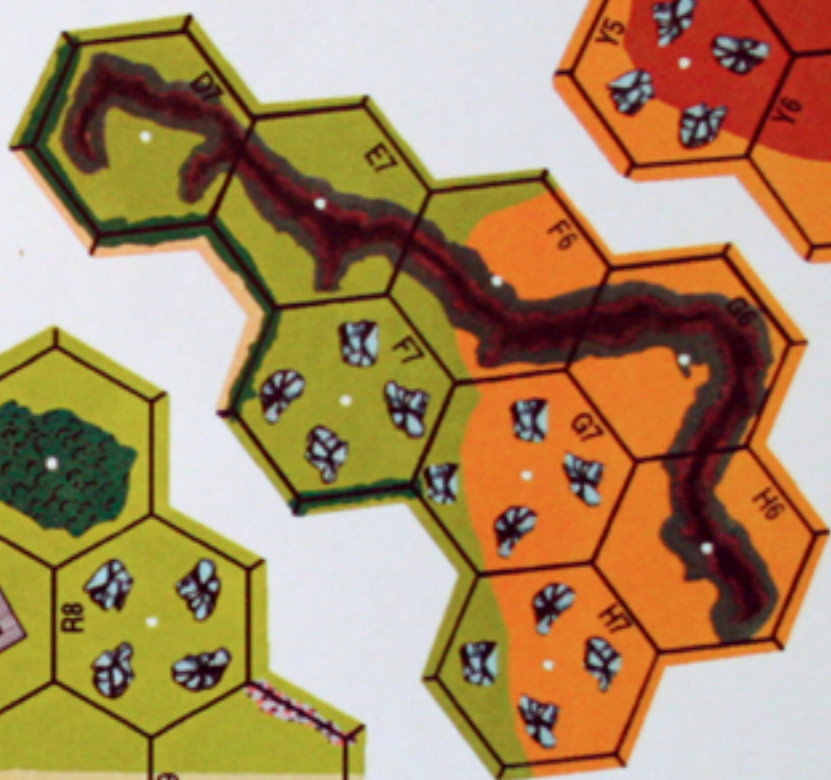
C5. Any CC/Melee won by any Greek MMC, automatically Battle Hardens a number of participating Greek MMC equal to the number of German MMC just eliminated. Greek squad MMC may automatically Deploy (w/o Leadership) in order to comply. [EX: Two Greek 4-3-7 squads eliminate one and a half German 5-4-8 squads; then one Greek squad BH to a 4-5-7 MMC while the second Greek 4-3-7 MMC deploys into a 2-4-7 and a 2-2-7 HS].

CEMETERY HILL Initial SSR:

- I1. EC are Clear and Dry, with a Mild Breeze blowing from the Northwest at start.
- I2. Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CPP to set up On-map as per 1.6194. ■
- I3. German ELR is 4 for Initial Scenario only. All German units entering and/or purchased for Scenario 1 must enter by Glider (E8.) or Paradrop (E9.). [EXC: Each Parachute 'Stick' is composed of only one platoon.] Weapons/Engineer Pltns must enter by Glider for scenario #1 if purchased.

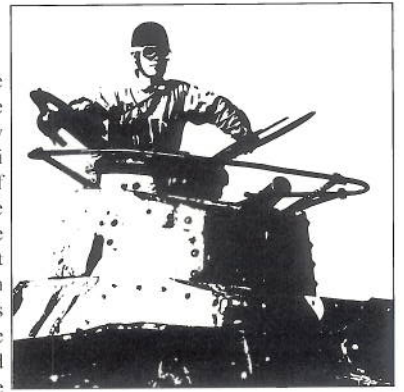
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Platoon Leader Cemetery Hill Overlay





ARMORED STAND

San Manuel, The Philippines, 24 January, 1945: The US Army had returned to the Philippines and was advancing across the plains toward Manila. Blocking their path was the Japanese 2nd Tank Division deployed in fortified towns blocking the advance along the plains and to the Caraballo Mountains to the north. A large battle group from the 2nd Tank Division, commanded by General Shigemitsu, was ordered to delay the American advance. Believing that his armor was no match for the Shermans, Shigemitsu deployed his forces in a series of fortified strong points in towns across the line of the US advance. The 161st Infantry Regiment of the 25th Infantry Division ran into the first of these hedgehogs in the town of Binalonan. Here the advance was halted while the infantry was forced to call on help from the 716th Tank Battalion to help eliminate the Japanese armor and artillery that formed the core of the defense. Once Binalonan was secure these units rolled on to San Manuel where the main body of the Shigemitsu Detachment was dug in with orders to stand until victorious or dead. The first attacks faltered as tanks from the 716 Tank Battalion bogged down in the drainage ditch south of town. The attack from the heights west of town was able to gain a 50 yard toe hold in the town but was pushed out by a Japanese counter attack supported by tanks. By evening the second Battalion was able to regain its foothold in the town, while the first battalion withdrew to cover the flank south of San Manuel. Over the next two days the 3rd Battalion was added to the fight and close quarter house to house fighting continued. The Shigemitsu Detachment was pushed back until its only escape route across the ravine to the east was cut off. In the pre dawn hours on the 28th a final Japanese counter attack was launched with 13 tanks, 10 of which were knocked out with the rest retreating into the small pocket that remained in the southeast corner of town. The following morning the 161st cleared San Manuel at a cost of 60 dead and 200 wounded.



CG Victory Conditions:

CG I: The US player must Control (A26.1) *both* bridge hexes on board 23 and *all* buildings/building locations in hexes adjacent to *one* road traced from *either* 33Q1 *or* 43Q1 to the bridges controlled without losing greater than 70 CVP.

CG II: The US player must Control (A26.1) *both* bridge hexes on board 23 and *all* building s/building locations in hexes adjacent to *one* road traced from *either* 33Q1 *or* 43Q1 to the bridges controlled without losing greater than 100 CVP *and* have eliminated/captured *all* Japanese vehicles/ordnance west of the river/canal on boards 40/23.

CG I: 6 CG Scenarios from PM 1/23/45 (Initial Scenario) to AM 1/25/45.

CG II: 15 CG Scenarios from PM 1/23/45 to AM 1/28/45.

Initial Scenario Victory Conditions: The American player must control seven Strategic Terrain locations at the conclusion of the Initial Scenario.

Initial Scenario Balance:

AMERICAN: Add 10 CP to American Initial Scenario OB.

JAPANESE: The Japanese player may place 3 caves anywhere on board 2.

Campaign Balance:

JAPANESE: SAN will never drop lower than 4 and one an additional CHE-HE tank is added to the Initial Scenario OB.

US: Receive a 10 CP bonus usable during any *one* CG Scenario.

IDLE Side Sets Up First; ATTACKING Side Moves First

Initial Scenario: US Attack, Japanese Idle

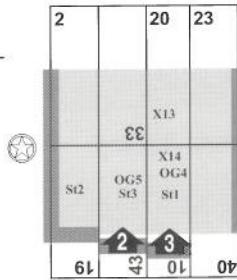


TERRAIN CONFIGURATION: Terrain is PTO, including Light Jungle. *All* non-Overlay buildings have a Ground Level *only*. Rowhouses are treated normally (EXC: only the Ground Level exists *and* see below for hex 23X6). Hex 23X6 (on the overlay) contains a Ground Level, Level One and a Steeple (P5.2) at Level Two. All Grain hexes are considered to be Drained Rice Paddies (G8.11). All roads exist normally. Note that Huts (G5) are in play.

OVERLAY PLACEMENT:

Place the overlays on the matching hexes on the boards indicated in the yellow circle on each overlay. Place overlays as follows: **X14** on 10FF3/10GG4; **X13** on 20AA10/20Z10; **OG4** on 10EE1/10FF1; **OG5** on 43W9/43X8; **St1** on 10U5/10U6; **St2** on 19AA5/19BB4; **St3** on 43U6/43V5.

Friendly Board Edge: Japanese FBE is the East edge of boards 23/40. US FBE is the West edge of 2/19 and the south edge of board 19 (EXC: see CG SSR C3).



On boards 19,43,10 and 40 only hexes on/north of hexrow M are playable. On boards 2, 33 20 and 23 hexes on/south of hexrow Q are playable.

INITIAL JAPANESE OB:

[ELR: 4] {SAN: 4}

1st Battalion 2nd Mobile Infantry, 7th Tank Regiment, 2nd Mobile Artillery set up first on/east of hexrow two on board 2, and anywhere on boards 33, 20, 23, 43, 10, and 40 (i.e., set up NA on board 19):

100 CP **75 FP**

RGs: 1x A3 Med Tank Sect II

RGs: 1x G3 Inf Gun Sect.

RGs: 2x I2 1st Line Inf Plt

RGs: 1x I5 MG Sect

RGs: 1x I4 Lt Mtr Sect

1x Type I Che-He



INITIAL UNITED STATES OB: [ELR: 4] {SAN: 2}

161st Infantry Regiment, 716th Tank Battalion and 98th Chemical Mortar Battalion Enter along the west edge of boards 2 and 19 and/ or the south edge of board 19 on/after turn 1:

RGs: 3x I2 Infantry Pltn

RGs: 2x II Elite Infantry Pltn

RGs: 1x I3 MG Sect

RGs: 1x I4 Lt MTR Sect

50 CP



ARMORED STAND Campaign SSR:

C1. Weather is Moderate with No Wind at start for all CG Scenarios. Base NVR is 3 for *all* night scenarios. Note in this CG *all* CP are specified. With the exception of the Initial Scenario, the ATTACKER is always determined as per 3.14.

C2. The river and stream are deep ford exist at all locations that a road crosses a stream. There is a two lane stone bridge at hex 43w4. All bog check taken while in a stream hex are modified by +1

C3. All Japanese RGs purchased after the Initial Scenario *must* enter along the east edge of boards 23 and 40. All US RGs enter from the west edge of boards 2 and 19 and from the south edge of board 19. At the beginning of the second CG Scenario, the US player may also enter on the south edge of board 43 and after the 3rd CG scenario the US player may extend the entry area to the south edge of board 10. Note the US FBE is also extended at the same time. No US "A" type RGs may *enter* along any edge of board 2.

ARMORED STAND Initial SSR:

I1. EC are Clear and Moderate with no wind at start.

I2. Japanese Vehicles may set up HIP on boards 20 and 23 during the Initial Scenario. HIP/Concealment Loss is handled normally once play commences.

I3. All Japanese RGs purchased during the Initial Scenario may use On Map Set Up (3.9-3.92) at no additional CP Cost.

Scenario	Time/Date	US CP	JAPANESE CP	US/JAP Hist	DRM
1	Night 1/23/45	30	10	+1/+1	CG 1
2*	AM 1/24/45	90	10	-1/0	
3*	PM 1/24/45	60	40	-1/-1	
4	Night 1/24/45	10	10	+2/+1	
5	AM 1/25/45	40	10	-1/0	
6	PM 1/25/45	30	15	0/0	
7	Night 1/25/45	10	20	+2/0	
8	AM 1/26/45	20	10	0/+1	
9	PM 1/26/45	20	10	0/+1	
10	Night 1/26/45	10	15	+2/+1	
11	AM 1/27/45	75	15	-1/+1	
12	PM 1/27/45	25	15	0/+1	
13	Night 1/27/45	10	30	+2/-1	
14	AM 1/28/45	20	10	0/+2	

* see CG SSR C3.



CRITICAL HIT

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Campaign Design: Mark Porterfield



Elements of the 716th Tank Battalion, 98th Chemical Mortar Battalion and the 161st Infantry Regiment

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen	CG1&2	Notes
I1	Elite Infantry Platoon	3x 6-6-7,MMG,DC	8	4	6	I
I2	Infantry Platoon	3x 6-6-6,MMG	6	5	10	I
I3	MG Section	3x 3-4-7,HMG x2, 50 cal	7	2	6	
I4	Lt MTR Section	3x 3-4-6,60* mtr x3	6	2	6	m
I5	Bazooka Section	2x 3-4-7,45 BAZ x2	4	2	6	
I6	Headquarters Section	6-6-7,10-2,9-2	6	1	1	
I7	Assault Engineer Pltn	3x 6-6-7,FT x2,DC x 3	12	1	3	e
G1	Anti Tank Gun Section	2x 2-2-7,37LL AT x2	6	1	2	
G2	Mortar Section	2x 2-2-7,81*MTR x2	7	1	2	
O1	Battalion Mortar OBA	81mm Btln MTR (HE,WP)	8	1	8	d,p
O2	Medium Artillery OBA	105mm OBA (HE,SMOKE,WP)	9	2	10	p
O3	Chemical Mortar OBA	107mm OBA (HE,SMOKE,WP)	11	1	8	d,p,n
O4	Bombardment	Bombardment	12	1	3	b,p
A1	Light Tank Section	2x M5A1 Light Tank	10	1	2	I
A2	Medium Tank Section	3x M4A3, M4A3(105)	21	2	3	f,I
A3	Tank Destroyer	2x M18 GMC TD	9	1	1	I
A4	SPA Section	2x M7 HMC	12	1	2	I
V1	Jeep Section	2x JEEP	2	1	2	
V2	Light Truck Section	2x 1 1/2 Ton Truck	4	1	2	
V3	Medium Truck Section	2x 2 1/2 Ton Truck	5	2	3	
M1	Fortifications	15 FP	1	2	10	
M2	Sniper	SAN +1	2	1	10	
M3	Attack Option	*N CP cost is 3 if purchased during a night scenario.	2	1	10 ^{CG1 is 4}	*N

b. Bombardment has a radius of 4 hexes (total 61 hexes) and there are no spared hexes.

d. This OBA Module represents a Dedicated Battery. Remove one red chit and add one black chit to the draw pile. This module cannot be eliminated for drawing 2 red chits (continue drawing with remaining chits).

e. Unit has assault engineer capabilities (H1.22), record the ID of such units.

f. One M4A375(w) may be replaced with a POA-CWS-H1 flame-throwing tank per Sect purchased..

I. Determine Leaders/Armor Leaders as per 3.12.

m. This RGs is equipped with the M2 infantry mortar.

n. Module is no longer *Dedicated* if RGs G3 is purchased once and is no longer

available if RGs G3 is purchased twice.

N. CP Cost is 3 if purchased during a *night* scenario.

o. May not be purchased if *all* modules of O3 have been used.

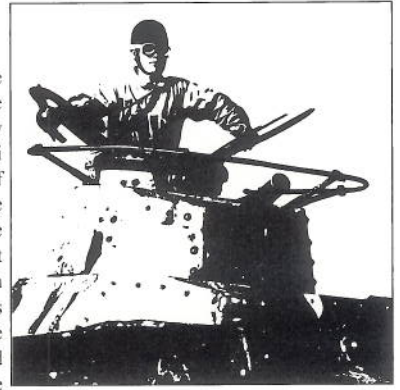
p. Increase by one CP per Pre-Registered hex (C1.73) purchased with a module. If the OBA module remains as per CG8 an additional two CP expenditure may be made to purchase *each* additional Pre-Registered hex. Note there is no limitation on the number of Pre-Registered hexes which may be purchased for a particular module.

American - Fortifications Available for purchase:

Foxholes	Roadblock	Road Block
“?”	HIP	
Fortified Building	Pillbox ¹	

ARMORED STAND

San Manuel, The Philippines, 24 January, 1945: The US Army had returned to the Philippines and was advancing across the plains toward Manila. Blocking their path was the Japanese 2nd Tank Division deployed in fortified towns blocking the advance along the plains and to the Caraballo Mountains to the north. A large battle group from the 2nd Tank Division, commanded by General Shigemi, was ordered to delay the American advance. Believing that his armor was no match for the Shermans, Shigemi deployed his forces in a series of fortified strong points in towns across the line of the US advance. The 161st Infantry Regiment of the 25th Infantry Division ran into the first of these hedgehogs in the town of Binalonan. Here the advance was halted while the infantry was forced to call on help from the 716th Tank Battalion to help eliminate the Japanese armor and artillery that formed the core of the defense. Once Binalonan was secure these units rolled on to San Manuel where the main body of the Shigemi Detachment was dug in with orders to stand until victorious or dead. The first attacks faltered as tanks from the 716 Tank Battalion bogged down in the drainage ditch south of town. The attack from the heights west of town was able to gain a 50 yard toe hold in the town but was pushed out by a Japanese counter attack supported by tanks. By evening the second Battalion was able to regain its foothold in the town, while the first battalion withdrew to cover the flank south of San Manuel. Over the next two days the 3rd Battalion was added to the fight and close quarter house to house fighting continued. The Shigemi Detachment was pushed back until its only escape route across the ravine to the east was cut off. In the pre dawn hours on the 28th a final Japanese counter attack was launched with 13 tanks, 10 of which were knocked out with the rest retreating into the small pocket that remained in the southeast corner of town. The following morning the 161st cleared San Manuel at a cost of 60 dead and 200 wounded.



CG Victory Conditions:

CG I: The US player must Control (A26.1) *both* bridge hexes on board 23 and *all* buildings/building locations in hexes adjacent to *one* road traced from *either* 33Q1 or 43Q1 to the bridges controlled without losing greater than 70 CVP.

CG II: The US player must Control (A26.1) *both* bridge hexes on board 23 and *all* building s/building locations in hexes adjacent to *one* road traced from *either* 33Q1 or 43Q1 to the bridges controlled without losing greater than 100 CVP *and* have eliminated/captured *all* Japanese vehicles/ordnance west of the river/canal on boards 40/23.

CG I: 6 CG Scenarios from PM 1/23/45 (Initial Scenario) to AM 1/25/45.

CG II: 15 CG Scenarios from PM 1/23/45 to AM 1/28/45.

Initial Scenario Victory Conditions: The American player must control seven Strategic Terrain locations at the conclusion of the Initial Scenario.

Initial Scenario Balance:

AMERICAN: Add 10 CP to American Initial Scenario OB.

JAPANESE: The Japanese player may place 3 caves anywhere on board 2.

Campaign Balance:

JAPANESE: SAN will never drop lower than 4 and one an additional CHE-HE tank is added to the Initial Scenario OB.

US: Receive a 10 CP bonus usable during any *one* CG Scenario.

IDLE Side Sets Up First; ATTACKING Side Moves First

Initial Scenario: US Attack, Japanese Idle

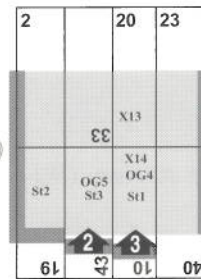


TERRAIN CONFIGURATION: Terrain is PTO, including Light Jungle. *All* non-Overlay buildings have a Ground Level *only*. Rowhouses are treated normally (EXC: only the Ground Level exists *and* see below for hex 23X6). Hex 23X6 (on the overlay) contains a Ground Level, Level One and a Steeple (P5.2) at Level Two. All Grain hexes are considered to be Drained Rice Paddies (G8.11). All roads exist normally. Note that Huts (G5) are in play.

OVERLAY PLACEMENT:

Place the overlays on the matching hexes on the boards indicated in the yellow circle on each overlay. Place overlays as follows: **X14** on 10FF3/10GG4; **X13** on 20AA10/20Z10; **OG4** on 10EE1/10FF1; **OG5** on 43W9/43X8; **St1** on 10U5/10U6; **St2** on 19AA5/19BB4; **St3** on 43U6/43V5.

Friendly Board Edge: Japanese FBE is the East edge of boards 23/40. US FBE is the West edge of 2/19 and the south edge of board 19 (EXC: see CG SSR C3).



On boards 19,43,10 and 40 only hexes on/north of hexrow M are playable. On boards 2, 33 20 and 23 hexes on/south of hexrow Q are playable.

INITIAL JAPANESE OB:

[ELR: 4] {SAN: 4}

1st Battalion 2nd Mobile Infantry, 7th Tank Regiment, 2nd Mobile Artillery set up first on/east of hexrow two on board 2, and anywhere on boards 33, 20, 23, 43, 10, and 40 (i.e., set up NA on board 19):

100 CP 75 FP

RGs: 1x A3 Med Tank Sect II

RGs: 2x I2 1st Line Inf Plt

RGs: 1x I4 Lt Mtr Sect

RGs: 1x G3 Inf Gun Sect.

RGs: 1x I5 MG Sect

1x Type 1 Che-He



INITIAL UNITED STATES OB:

[ELR: 4] {SAN: 2}

161st Infantry Regiment, 716th Tank Battalion and 98th Chemical Mortar Battalion Enter along the west edge of boards 2 and 19 and/or the south edge of board 19 on/after turn 1:

RGs: 3x I2 Infantry Pltn

RGs: 1x I3 MG Sect

50 CP

RGs: 2x II Elite Infantry Pltn

RGs: 1x I4 Lt MTR Sect



ARMORED STAND Campaign SSR:

C1. Weather is Moderate with No Wind at start for all CG Scenarios. Base NVR is 3 for *all* night scenarios. Note in this CG *all* CP are specified. With the exception of the Initial Scenario, the ATTACKER is always determined as per 3.14.

C2. The river and stream are deep ford exist at all locations that a road crosses a stream. There is a two lane stone bridge at hex 43w4. All bog check taken while in a stream hex are modified by +1

C3. All Japanese RGs purchased after the Initial Scenario *must* enter along the east edge of boards 23 and 40. All US RGs enter from the west edge of boards 2 and 19 and from the south edge of board 19. At the beginning of the second CG Scenario, the US player may also enter on the south edge of board 43 and after the 3rd CG scenario the US player may extend the entry area to the south edge of board 10. Note the US FBE is also extended at the same time. No US "A" type RGs may *enter* along any edge of board 2.

ARMORED STAND Initial SSR:

I1. EC are Clear and Moderate with no wind at start.

I2. Japanese Vehicles may set up HIP on boards 20 and 23 during the Initial Scenario. HIP/Concealment Loss is handled normally once play commences.

I3. All Japanese RGs purchased during the Initial Scenario may use On Map Set Up (3.9-3.92) at no additional CP Cost.

Scenario	Time/Date	US CP	JAPANESE CP	US/JAP Hist	DRM
1	Night 1/23/45	30	10	+1/+1	CG 1
2*	AM 1/24/45	90	10	-1/0	
3*	PM 1/24/45	60	40	-1/-1	
4	Night 1/24/45	10	10	+2/+1	
5	AM 1/25/45	40	10	-1/0	
6	PM 1/25/45	30	15	0/0	
7	Night 1/25/45	10	20	+2/0	
8	AM 1/26/45	20	10	0/+1	
9	PM 1/26/45	20	10	0/+1	
10	Night 1/26/45	10	15	+2/+1	
11	AM 1/27/45	75	15	-1/+1	
12	PM 1/27/45	25	15	0/+1	
13	Night 1/27/45	10	30	+2/-1	
14	AM 1/28/45	20	10	0/+2	

* see CG SSR C3.

ID	Unit Description and Composition	Type	CP Cost	Maximum Scen	CG1&2	Notes
I1	Elite Infantry Platoon	3x 4-4-8, LMG, DC	8	2	5	l, h
I2	1st Line Infantry Platoon	3x 4-4-7, LMG	6	4	8	l, h
I3	2nd Line Infantry Platoon	3x 3-4-7, LMG	5	2	6	l, h
I4	Light Mortar Section	2x 2-4-7, 50* MTR x2	4	3	8	h
I5	MG Section	2x 2-2-8, MMG x2, HMG	7	2	5	h
I6	Hvy Weapons Section	2x 2-2-8, .50 cal, 20L ATR	5	1	3	
I7	Headquarters Section	4-4-8, 10-2, 9-1	7	1	1	h
I8	Assault Platoon	3x 4-4-8, FT, DC x2	10	1	1	l, h
G1	Anti Tank Gun Section	2x 2-2-8, 47L AT x2	6	2	2	
G2	Mountain Gun Section	2x 2-2-8, 75* INF x2	8	2	2	
G3	Infantry Gun Section	2x 2-2-8, 70* INF x2	6	1	1	
G4	Medium Artillery Section	2x 2-2-8, 105 ART x2	9	2	4	
O1	Light Artillery OBA	75mm OBA (HE, WP)	9	1	3	o
O2	Medium Artillery OBA	105mm OBA (HE only)	11	1	2	o
A1	Light Tank Section	Type 95 HA-GO x3	6	1	2	l
A2	Medium Tank Section I	Type 97A CHI-HA x3	9	3	5	l
A3	Medium Tank Section II	Type 97B CHI-HA x3	10	2	2	l
A4	Tank Destroyer Sect.	Type 1 HO-NI x2	12	1	2	
A5	SPA Section	Type 4 HO-RO x2	11	1	1	
V1	APC Section	Type 1 HO-KI x2	6	1	2	
V2	Prime Mover Section	Type 92 I-KE x2	4	1	2	
V3	Light Truck Section	Type 94 Truck x2	3	2	2	
V4	Medium Truck Section	Type 97 Truck x2	4	2	2	
M1	Fortifications	25 FP	1	3	15	
M2	Sniper	SAN +1	2	1	10	
M3	Attack Option		8	1	3 ^{CG1 is 1}	*D

Japanese - Fortifications Available for purchase:

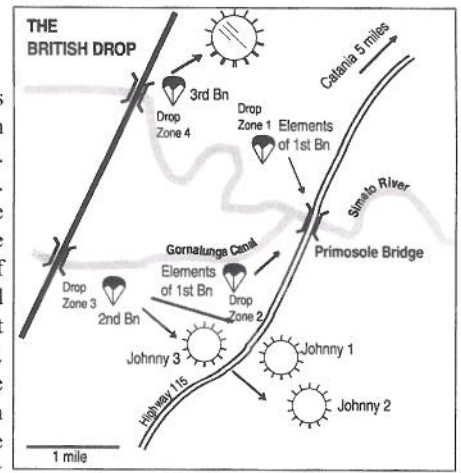
Foxholes “?”	Trenches HIP	Roadblock Set DC
Road Block	Pillbox ¹	Tunnel ¹
Fortified Building	¹ Initial Scenario only.	

- e. Unit has assault engineer capabilities (H1.22), record the ID of such units.
- h. The number of T-H Heroes that may be created is determined as per G1.421 based on the OB in play at the *start* of a particular CG Scenario.
- i. Determine Leaders/Armor Leaders as per 3.12.
- o. The OBA Module has *Scarce* ammo. Increase by one CP per Pre-Registered hex (C1.73) purchased with a module. If the OBA module remains as per CG8 an additional two CP expenditure may be made to purchase *each* additional Pre-Registered hex. Note there is no limitation on the number of Pre-Registered hexes which may be purchased for a particular module.



THE SUNRISE BRIDGE

PRIMOSOLE BRIDGE, near Highway 114, Sicily 14 July, 1943: When news of the costly success at Ponte Grande bridge and the capture of Syracuse reached the 1st and 2nd Parachute Brigades in Tunisia, plans for the employment of the 2nd Para Brigade to drop near Augusta were cancelled. Instead, the 1st Parachute Brigade received the order confirming their assault on the Primosole Bridge. The attack, aimed at securing the Allied line of advance to Catania was to take place the night of the 13th. The 1st, 2nd and 3rd Battalions enplaned in 105 Dakota and eleven Albemarle aircraft while Waco and Horsa gliders were towed in. AA gunners on board the invasion ships provided a baptism of fire for the airborne troops, mistaking them for enemy torpedo-bombers and shooting down two and forcing back nine more with damage. The next obstacle came from Italian and German anti-aircraft gunners who fired at the low flying aircraft. Ten more turned back and thirty-seven crashed into the sea. Of the 1,900 men of 1st Parachute Brigade debarked, only about 250 men reached the Primosole Bridge. Earlier in the same day men of the German 1st *Fallschirmjaeger* Division had flown from Rome and parachuted into the same area. While Brigadier Lathbury assigned the command of the bridge defense to Lieutenant-Colonel Pearson, who ordered his troops, armed with three anti-tank guns, two 3-in mortars, light machine-guns and a Vickers machine-gun, a group of *Fallschirmjaegers* were rallied to evict the Red Devils from the Primosole Bridge. Pearson's men resisted furiously, but when tanks, infantry and assault-guns were brought up from Catania the British troops were forced to retire. Contact had been made by Frost with the 4th Armored Brigade, however, and British tanks were soon making for the bridge. Several attacks by the paratroopers and armor were needed to break the Axis resistance. When the campaign for Sicily was over two days later, 1st Airborne Division had suffered 454 dead (including 57 glider pilots), 240 wounded and 102 missing.



CG Victory Conditions: British win if they Control all Strategic Terrain Locations within 3 hexes of 40Q1 and 40Q4, and there are no Good Order German MMC or AFV (with functioning MA) within 3 hexes of 40Q1 and 40Q4 at CG End.

Initial Scenario Balance:

BRITISH: Increase the British to 24 CP for the Initial Scenario.
GERMAN: Increase the German to 12 CP for the Initial Scenario.

CG Dates: 0130 to Dusk 14-JULY-1943. (six CG Scenarios)

Initial Scenario: British Attack, Axis Idle

IDLE Side Sets Up First; and ATTACKING Side Moves First

Initial Scenario Victory Conditions: British win if they Control all Strategic Terrain Locations within 3 hexes of 40Q1 and 40Q4, and there are no Good Order German MMC or AFV (with functioning MA) within 3 hexes of 40Q1 and 40Q4, otherwise, the Axis win the Initial Scenario.

Campaign Balance:

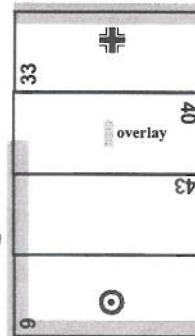
BRITISH: Same as Initial Scenario Balance.
GERMAN: Same as Initial Scenario Balance.

1	2	3	4	5	6 ²	7 ⁴	8 ⁶
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TERRAIN CONFIGURATION: Terrain is MTO. All Orchards are Olive Groves (F13.5). A two-lane, stone bridge exists in 40Q2-40Q3 (use the overlay provided).

OVERLAY PLACEMENT: Use the 4 hex bridge overlay provided.

Friendly Board Edge: British FBE is South and/or West edge south of the river. German FBE is the North edge.



INITIAL BRITISH OB: [ELR: 4] {SAN: 2}
Elements of the 1st Parachute Brigade Enter via Paradrop (E9.) on turn 1:

RGs: 2 x Para Inf. Pltn
18 CP



INITIAL AXIS OB: [ELR: 2/4] {SAN: 3}
Elements of XVI Italian Corps, Kampfgruppe Schmalz and the 3rd *Fallschirmjaeger* Regiment Set up within seven hexes of 40N3:
8x3-4-6 8-1 7-0 MMG 2xLMG
2xCannone-mitr. da 20/65 2x2-2-7
RGs: 1 x Para MG Pltn
6 CP 30 FP



SUNRISE BRIDGE Campaign SSR:

- C1. Weather, EC, Wind and Visibility determined as per F11. and E1. if not provided on CG Card.
- C2. Germans enter along the north edge.
- C3. British enter along the south and/or west edge (south of the river) after the Initial Scenario.
- C4. Hexes 40Q1 and 40Q4 are considered Strategic Terrain.
- C5. Initial Italian ELR is 2; initial German ELR is 4.
- C6. British units are armed with Gammon Bombs (see the British CG Card, note 1).

Campaign Design: David Lamb

SUNRISE BRIDGE Initial SSR:

- I1. EC are Clear and Dry, with No Wind at start.
- I2. Night Rules are in effect. The Base NVR is 4, with No Clouds and a Half-Moon.
- I3. Only Infantry RGs or M1, M2 and/or M3 may be purchased (EXC: M3 may not be set up on board during Initial Scenario).
- I4. All British units entering and/or purchased for the Initial Scenario must enter via Paradrop (E9.) (EXC: Each parachute 'Stick' is composed of only one platoon).



CRITICAL HIT

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ID	Unit Description and Composition	Type	CP	Maximum		Notes
			Cost	Scen.	CG	
A1	AC Sect.	2xPSW 232	6	2	2	r
A2	Med. Tank Pltn.	2xPzIII	8	2	2	r
I1	Para Inf Pltn.	4x5-4-8 Squad	5	2	5	lrw
I2	Rifle Pltn.	5x4-6-7 Squad	6	2	3	lrw
I3	PzGr. Pltn.	4x4-6-8; 4xSPW 251/1	10	2	2	lrw
I4	Para MG. Pltn.	3xHMG; 2xMMG	5	1	2	cr
I5	Para Lt. Mtr Sect.	2x50mm Light Mortar	2	2	3	cr
G1	Para. AT Sect.	2x4.2cm lePak 41; 2xKfz 1	4	1	1	cr
G2	INF Gun Bty.	2x7.5cm leIG 18; 2xSdkfz 11	6	1	1	cr
O1	OBA	105mm OBA (HE+Smoke)	8	1	3	op
M1	Sniper	+1 SAN Increase	1	2	12	
M2	Attack Option		2	1	5	
M3	Fortifications	15 FP	1	4	24	a
S1	Air Support	1x '42 FB	6	2	2	b

- a Available for on-map set up on CG Date of purchase (EXC: British Initial Scenario NA).
- b Fighter-Bomber arrival is determined as per E7.2-.21 (as well as whether the FB arrives with bombs and/or is a Stuka).
- c Each British MMG/HMG/Light Mortar is accompanied by a 3-3-8 HS. German MMG/HMG/Light Mortars are accompanied by a 2-3-8 HS. Each Gun is accompanied by a 2-2-8 crew for both nationalities.
- l Determine Leaders/Armor Leaders as per 3.12.
- o One additional CP may be spent to obtain an Offboard Observer which may be recorded at Level 3 on any north edge hex.
- p Increase by one CP per Pre-Registered hex (C1.73) purchased with a module. If the OBA module remains as per CG8 an additional two CP expenditure may be made

- to purchase *each* additional Pre-Registered hex. Note there is no limitation on the number of Pre-Registered hexes which may be purchased for a particular module.
- r May set up on map if purchased in any CG scenario prior to the current scenario.
- w All reinforcement units with an ID of I1, I2, or I3 arrive with a LMG. For each British Para Inf Pltn. (I1) purchased, make a subsequent dr. On a dr of ≤ 3 each Pltn. *also* arrives with a Piat.
- y This reinforcement type may not be purchased until CG scenario #5 (PM 7/14/43) and may only enter along the south edge (EXC: if purchased for on map or In Reserve set up).
- [Counter limits: Counter limits are not in effect. When all of a given counter type is already in play, use any mutually agreeable counter to represent that counter.]

CG DRM:	Axis
Leader Table Mod.	-1
Battlefield Promotion	-1
Artillery OBA	0
CP Replenishment	0
Intensity Level	Mid*

*Germans receive a 20 CP bonus in addition to their CP replenishment DR during the RePh between the Initial Scenario and CG Scenario #2.

German - Fortifications Available for purchase:

Foxholes	Trenches	Roadblock
"?"	HIP	AP Mines
Wire	Pillbox	

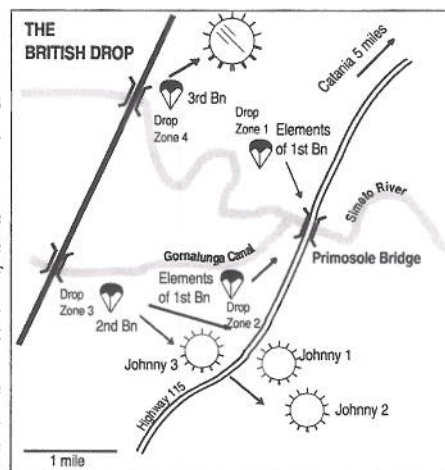
Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist. DRM
1	Night 7/14/43	British	Night (E1.)	Dry	none	Half	0
2	Dawn 7/14/43	Dual	Clear	Dry	F11.5	NA	0
3	AM 7/14/43	German	Clear	Dry	F11.5	NA	0
4	Noon 7/14/43	German	Clear	Dry	F11.5	NA	0
5	PM 7/14/43	German	Clear	Dry	F11.5	NA	0
6	Dusk 7/14/43	German	Clear	Dry	F11.5	NA	0





THE SUNRISE BRIDGE

PRIMOSOLE BRIDGE, near Highway 114, Sicily 14 July, 1943: When news of the costly success at Ponte Grande bridge and the capture of Syracuse reached the 1st and 2nd Parachute Brigades in Tunisia, plans for the employment of the 2nd Para Brigade to drop near Augusta were cancelled. Instead, the 1st Parachute Brigade received the order confirming their assault on the Primosole Bridge. The attack, aimed at securing the Allied line of advance to Catania was to take place the night of the 13th. The 1st, 2nd and 3rd Battalions enplaned in 105 Dakota and eleven Albemarle aircraft while Waco and Horsa gliders were towed in. AA gunners on board the invasion ships provided a baptism of fire for the airborne troops, mistaking them for enemy torpedo-bombers and shooting down two and forcing back nine more with damage. The next obstacle came from Italian and German anti-aircraft gunners who fired at the low flying aircraft. Ten more turned back and thirty-seven crashed into the sea. Of the 1,900 men of 1st Parachute Brigade debarked, only about 250 men reached the Primosole Bridge. Earlier in the same day men of the German 1st *Fallschirmjaeger* Division had flown from Rome and parachuted into the same area. While Brigadier Lathbury assigned the command of the bridge defense to Lieutenant-Colonel Pearson, who ordered his troops, armed with three anti-tank guns, two 3-in mortars, light machine-guns and a Vickers machine-gun, a group of *Fallschirmjaegers* were rallied to evict the Red Devils from the Primosole Bridge. Pearson's men resisted furiously, but when tanks, infantry and assault-guns were brought up from Catania the British troops were forced to retire. Contact had been made by Frost with the 4th Armored Brigade, however, and British tanks were soon making for the bridge. Several attacks by the paratroopers and armor were needed to break the Axis resistance. When the campaign for Sicily was over two days later, 1st Airborne Division had suffered 454 dead (including 57 glider pilots), 240 wounded and 102 missing.



CG Victory Conditions: British win if they Control all Strategic Terrain Locations within 3 hexes of 40Q1 and 40Q4, and there are no Good Order German MMC or AFV (with functioning MA) within 3 hexes of 40Q1 and 40Q4 at CG End.

Initial Scenario Balance:

BRITISH: Increase the British to 24 CP for the Initial Scenario.
GERMAN: Increase the German to 12 CP for the Initial Scenario.

CG Dates: 0130 to Dusk 14-JULY-1943. (six CG Scenarios)

Initial Scenario: British Attack, Axis Idle

IDLE Side Sets Up First; and ATTACKING Side Moves First

Initial Scenario Victory Conditions: British win if they Control all Strategic Terrain Locations within 3 hexes of 40Q1 and 40Q4, and there are no Good Order German MMC or AFV (with functioning MA) within 3 hexes of 40Q1 and 40Q4, otherwise, the Axis win the Initial Scenario.

Campaign Balance:

BRITISH: Same as Initial Scenario Balance.
GERMAN: Same as Initial Scenario Balance.

1	2	3	4	5	6 ²	7 ⁴	8 ⁶
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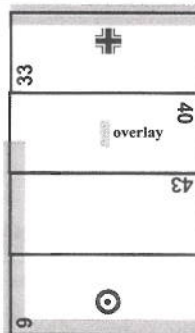
TERRAIN CONFIGURATION: Terrain is MTO.

All Orchards are Olive Groves (F13.5). A two-lane, stone bridge exists in 40Q2-40Q3 (use the overlay provided).

OVERLAY PLACEMENT:

Use the 4 hex bridge overlay provided.

Friendly Board Edge: British FBE is South and/or West edge south of the river.
German FBE is the North edge.



INITIAL BRITISH OB: [ELR: 4] {SAN: 2}

Elements of the 1st Parachute Brigade Enter via Paradrop (E9.) on turn 1:

RGs: 2 x Para Inf. Pltn
18 CP



INITIAL AXIS OB: [ELR: 2/4] {SAN: 3}

Elements of XVI Italian Corps, Kampfgruppe Schmalz and the 3rd *Fallschirmjaeger* Regiment Set up within seven hexes of 40N3:

8x3-4-6 8-1 7-0 MMG 2xLMG
2xCannone-mitr. da 20/65 2x2-2-7
RGs: 1 x Para MG Pltn
6 CP 30 FP



SUNRISE BRIDGE Campaign SSR:

- C1. Weather, EC, Wind and Visibility determined as per F11. and E1. if not provided on CG Card.
- C2. Germans enter along the north edge.
- C3. British enter along the south and/or west edge (south of the river) after the Initial Scenario.
- C4. Hexes 40Q1 and 40Q4 are considered Strategic Terrain.
- C5. Initial Italian ELR is 2; initial German ELR is 4.
- C6. British units are armed with Gammon Bombs (see the British CG Card, note 1).

Campaign Design: David Lamb































SUNRISE BRIDGE Initial SSR:

- I1. EC are Clear and Dry, with No Wind at start.
- I2. Night Rules are in effect. The Base NVR is 4, with No Clouds and a Half-Moon.
- I3. Only Infantry RGs or M1, M2 and/or M3 may be purchased (EXC: M3 may not be set up on board during Initial Scenario).
- I4. All British units entering and/or purchased for the Initial Scenario must enter via Paradrop (E9.) (EXC: Each parachute 'Stick' is composed of only one platoon).



CRITICAL HIT

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ID	Unit Description and Composition	Type	CP Cost	Maximum Scen.	CG	Notes
A1	Med. Tank Pltn.    	3xSherman III(a); Sherman II(a)	15	1	2	lrxy
I1	Para Inf Pltn.    	4x6-4-8 Squad	6	2	3	lrw1
I2	Mot. Inf Pltn.     	5x4-5-8 Squad; 2x3-Ton Lorry	8	2	3	lrw
I3	Para MG Pltn.    	2xHMG; 2xMMG	5	2	2	cr
I4	Para Lt. Mtr Sect.    	2x51mm Light Mortar	3	2	2	cr
G1	AT Gun  	1xOQF 6-Pounder AT; Jeep	4	2	3	cr
G2	Mortar  	1xOML 3-in. Mortar; Jeep	3	2	2	cr
O1	NOBA 	150mm NOBA (HE)	10	1	3	z
M1	Sniper 	+1 SAN Increase	1	2	12	
M2	Attack Option 		2	1	5	
M3	Fortifications 	15 FP	1	4	24	a
S1	Air Support 	1x '42 FB	6	2	2	b

- a Available for on-map set up on CG Date of purchase (EXC: British Initial Scenario NA).
- b Fighter-Bomber arrival is determined as per E7.2-.21 (as well as whether the FB arrives with bombs and/or is a Stuka).
- c Each British MMG/HMG/Light Mortar is accompanied by a 3-3-8 HS. German MMG/HMG/Light Mortars are accompanied by a 2-2-8 HS. Each Gun is accompanied by a 2-2-8 crew for both nationalities.
- I Determine Leaders/Armor Leaders as per 3.12.
- p Increase by one CP per Pre-Registered hex (C1.73) purchased with a module. If the OBA module remains as per CG8 an additional two CP expenditure may be made to purchase *each* additional Pre-Registered hex. Note there is no limitation on the number of Pre-Registered hexes which may be purchased for a particular module.
- r May set up on map if purchased in any CG scenario prior to the current scenario.
- w All reinforcement units with an ID of I1, I2, or I3 arrive with a LMG. For each British Para Inf Pltn. (I1) purchased, make a subsequent dr. On a dr of ≤ 3 each Pltn. also arrives with a Piat.
- y This reinforcement type may not be purchased until CG scenario #5 (PM 7/14/43) and may only enter along the south edge (EXC: if purchased for on map or In Reserve

set up).

z The NOBA (G14.6) reinforcement type may not be purchased until CG scenario #4. The NOBA is directed by a Shipboard Observer (G14.68) recorded in any east edge hex. Note that Pre-Registered hexes may *not* be purchased for the NOBA reinforcement type.

Gammon Bomb
 -3 DRM to CC Attack
 16FP
 Avail. dr. 4

1 This unit (including SMC) is equipped with Gammon Bombs as an Inherent SW. Use of this requires a Gammon Bomb check dr of ≤ 4 (EXC: HS/CX unit has a +1 drm; SMC has a +2 drm) made prior to any MF expenditure needed for placement. A Gammon Bomb is treated as a DC (EXC: FP of 16; TK# of 10 vs. AFV; may not be used as a Set DC; FP of 36 for Breaching). A Gammon Bomb may also be used in CC against a vehicle and is treated exactly as an ATMM for all purposes (EXC: Gammon Bomb check dr apply for usage). Whether used as a DC or during CC as an ATMM the colored die is used as an attack on the "1" column of the IFT/IIFT against the unit using the Gammon Bomb. There is no limit to the number of Gammon Bomb checks which may be made by the British.

[Counter limits: Counter limits are not in effect. When all of a given counter type is already in play, use any mutually agreeable counter to represent that counter.]

CG DRM:	British
Leader Table Mod.	-1
Battlefield Promotion	-1
Artillery OBA	0
CP Replenishment	0
Intensity Level	Mid

British - Fortifications Available for purchase:

Foxholes*	Trenches*	Roadblock*
"?"*	HIP*	

*not available for purchase during Initial Scenario

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist. DRM
1	Night 7/14/43	British	Night (E1.)	Dry	none	Half	0
2	Dawn 7/14/43	Dual	Clear	Dry	F11.5	NA	0
3	AM 7/14/43	German	Clear	Dry	F11.5	NA	0
4	Noon 7/14/43	German	Clear	Dry	F11.5	NA	0
5	PM 7/14/43	German	Clear	Dry	F11.5	NA	0
6	Dusk 7/14/43	German	Clear	Dry	F11.5	NA	0





ARAKAN COAST, BURMA. After the destruction of the Japanese defenses on the Myebon Peninsula the men of 3 Commando Brigade were rapidly re-embarked in their landing craft and transported up river towards the port of Kangaw. Since the Myebon River was covered by Japanese artillery, a surprise approach was made using the smaller and lesser known Thegyan River. On January 22, 1945, the commandos landed and assaulted a hill known as "Hill 170" on British maps. Hill 170 was a height that had a superb view of Kangaw from the west and would allow the Japanese a fruitful observation post of all British activities. After landing the commandos were able to take most of Hill 170 as well as two small hills nearby. Only the northern slopes of Hill 170 were still occupied by the Japanese with a poor view of Kangaw. As the day was dawning on January 31, after a few days of relative quiet, the fury of war again came down on the commandos as the heaviest artillery barrage in some days fell on the commandos. Looking out of their foxholes as the barrage lifted, the commandos found that the barrage was just a precursor to a determined enemy attack up the thickly wooded northern slopes of Hill 170.

CG Victory Conditions: The British win if, at the end of any CG Scenario, they Control all level-2 through level-4 hill hexes on Hill 170.

Initial Scenario Victory Conditions: Scenario winner is whichever side amasses at least twice as many CVP as their opponent; otherwise there is no scenario winner (*and thus no Scenario Winner DRM*).

CG Dates: Dawn, 31-Jan-45 to Evening, 1-Feb-45, (five CG scenarios)

Initial Scenario: Japanese Attack, British Idle

- Campaign Balance:**
- Add 2 CPP to the Initial British OB.
 - Change the Japanese Battle Hardening DRM from -1 to -2.

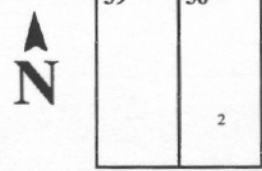
- Initial Scenario Balance:**
- Add a MMG Squad RG to the Initial British OB.
 - Increase the Japanese SAN to 6.

TURN RECORD CHART

<p>IDLE Side Sets Up First</p> <hr/> <p>ATTACKING Side Moves First</p>	1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	END
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TERRAIN CONFIGURATION: Terrain is PTO. Jungle is Dense. Hill 779 on mapboard 39 represents "Hill 170".

OVERLAY PLACEMENT: Hill Overlay 2 on 36DD8-DD9.



INITIAL BRITISH OB:

- 3 Commando Brigade [ELR: 5]** Set up on/south-of hexrow P: {SAN: 3}
- RG: 2x British Cmnd Trp
- RG: HW Trp MTR Sect
- RG: HW Trp HMG Squad
- 3x Foxholes
- 9 CPP
- RG: Trp MTR Sect
- RG: 2x HW Trp MMG Squad
- 3x Trenches
- 30 FPP

INITIAL JAPANESE OB:

- 154th Regiment [ELR: 4]** Set up on/north-of hexrow N: {SAN: 4}
- RG: 3x Rifle Pltn
- RG: HMG Squad
- 6x Caves
- 2x 1-3-5 Pillboxes
- 9 CPP
- RG: 2x MMG Squad
- RG: Pltn Mortar Squad
- 2x Trenches
- 30 FPP

HILLS OF THE ARAKAN Campaign SSR:

C1. Weather, EC and Wind (if any) should be determined by the Japanese player prior to set up of each scenario.

C2. British reinforcements enter along the west and south edge on/between hexes 39P10 to 36GG1. May always enter on/between 39P10 and 39Y10 even if occupied by Japanese units.

C3. Japanese reinforcements enter along the north and east edge on/between hexes 39A10 and 36N1 even if occupied by British units.

HILLS OF THE ARAKAN Initial SSR:

I1. All PL CG SSR and Campaign SSR are in effect except as noted.

I2. To simulate the early morning dawn, E1.7 is used as if it were a Night scenario. No other Night rules are applicable.

RG ID	JAPANESE	#	Units/Equipment	CPP	Scen Max	CG Max	Note
I1	Assault Eng Pltn	3	4-4-8 MMC	8	2	2	elrw
I2	Rifle Pltn	4	4-4-7 MMC	5	3	7	lrw
I3	Pltn Mortar Squad	2	50mm MTR	2	2	5	cr
I4	MMG Squad	1	MMG	2	2	6	cr
I5	HMG Squad	1	HMG	3	2	6	cr
I6	FT Squad	1	4-4-8 MMC w/ FT	4	1	3	er
G1	Rgt Gun Section	1	Year 38 75mm ART	4	2	2	ac
O1	Battalion Artillery		75mm ART OBA (HE,WP)	3	2	2	p
M1	Fortifications	15	FPP	1	2	10	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			1	1	4	
RG ID	BRITISH	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	3 Commando Brig.	1	45' FB w/ Bombs	4	1	1	b
A1	Medium Tank	1	Sherman VC	6	2	3	r
I1	British Cmdo Trp	5	6-4-8 MMC	10	2	7	klrw
I2	Indian Inf Pltn	3	4-5-7 MMC	4	2	2	lrw
I3	Trp MTR Sect	2	51mm MTR	2	2	5	cr
I4	HW Trp MTR Sect	2	76mm MTR	3	1	4	ac
I5	HW Trp MMG Squad	1	MMG	2	2	3	cr
I6	HW Trp HMG Squad	1	HMG	3	1	2	cr
O1	Battalion Mortar		76mm MTR OBA (HE,S,IR)	4	1	3	p
O2	Regimental Artillery		88mm ART OBA (HE,S,IR)	5	1	3	p
M1	Fortifications	15	FPP	1	2	10	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			2	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- b British FB always carry Bombs and may roll for Napalm as per G17.4.
- c Each British 51mm MTR/MMG/HMG is accompanied by a 3-3-8 HS; each 76mm MTR by a 2-2-8 crew. Each Japanese MMG/HMG/ART Gun is accompanied by a 2-2-8 Crew; each 50mm MTR by a 2-3-7 HS.
- e Japanese 4-4-8 are Assault Engineers (H1.22).
- k British Cmdo Trps are Commandos (H1.24).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have an north-south Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- w Japanese Rifle Pltns always arrive with a LMG and Japanese Assault Eng Pltns always arrive with a LMG and a DC. All British Cmdo Trps receive a LMG and a DC. Indian Inf Pltns arrive with a LMG.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	Dawn 1/31/45	Japanese	G16.2	G16.3	G16.4	NA	0
2	AM 1/31/45	British	G16.2	G16.3	G16.4	NA	0
3	PM 1/31/45	British	G16.2	G16.3	G16.4	NA	0
4	AM 2/1/45	Japanese	G16.2	G16.3	G16.4	NA	0
5	PM 2/1/45	British	G16.2	G16.3	G16.4	NA	0

CG DRM:	BRITISH	JAPANESE
Leader	-1	0
Battle Hardening	0	-1
Artillery OBA	0	-1
CPP Replenishment	0	-1
Intensity Level	MID	LOW

Fortifications Available for purchase:	
Foxholes	Trenches
Caves ^{J,P}	AP Mines
Cave Complexes ^{J,P}	HIP
Wire	Set DC
Panji ^J	Pillboxes ^{J,P}
"?"	
^J Japanese only ^P NA after Scenario #1.	

Aftermath: The Japanese quickly broke through a weak section of the line held by No. 4 Troop. Rapid counterattacks by elements of 1 and 42(RM) Commandos failed to immediately restore the position. That afternoon another attack by 5 Commando units regained the crest of Hill 170 but at a heavy cost. By nightfall the commando's position was still serious but it was at least stable for the time being. Knowing that British tanks would soon arrive, the Japanese infiltrated about 70 assault engineers into the British positions during the night of Jan. 31-Feb 1. Their orders were simple; hunt down and destroy any British tanks found. The next morning, most of the British Commandos were kept busy by several Japanese infantry attacks against the ill-fated No. 4 Troop, as the engineers attempted to kill the three tanks that had arrived. Two tanks were destroyed as were all of the Japanese Engineers by the commandos and some men from the Indian 25th Infantry Division who had just arrived. That afternoon a British counter attack was made against the Japanese positions on the northern slopes of Hill 170, but the Japanese defenses proved to be too tough and repulsed the commandos easily. The following morning, the commandos called in heavy air-strikes against the northern slopes and followed it up with a massed assault. But it was too late...as 5 Commando reached the slopes, they found that all of the Japanese had melted into the night. The successful and stubborn defense by the Japanese 154th Regiment had blocked the British just long enough to allow the escape of the Japanese 54th Division through the An Pass. They would live to fight again.

RG ID	JAPANESE	#	Units/Equipment	CPP	Scen Max	CG Max	Note
I1	Assault Eng Pltn	3	4-4-8 MMC	8	2	2	elrw
I2	Rifle Pltn	4	4-4-7 MMC	5	3	7	lrw
I3	Pltn Mortar Squad	2	50mm MTR	2	2	5	cr
I4	MMG Squad	1	MMG	2	2	6	cr
I5	HMG Squad	1	HMG	3	2	6	cr
I6	FT Squad	1	4-4-8 MMC w/ FT	4	1	3	er
G1	Rgt Gun Section	1	Year 38 75mm ART	4	2	2	ac
O1	Battalion Artillery		75mm ART OBA (HE,WP)	3	2	2	p
M1	Fortifications	15	FPP	1	2	10	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			1	1	4	
RG ID	BRITISH	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	3 Commando Brig.	1	45' FB w/ Bombs	4	1	1	b
A1	Medium Tank	1	Sherman VC	6	2	3	r
I1	British Cmdo Trp	5	6-4-8 MMC	10	2	7	klrw
I2	Indian Inf Pltn	3	4-5-7 MMC	4	2	2	lrw
I3	Trp MTR Sect	2	51mm MTR	2	2	5	cr
I4	HW Trp MTR Sect	2	76mm MTR	3	1	4	ac
I5	HW Trp MMG Squad	1	MMG	2	2	3	cr
I6	HW Trp HMG Squad	1	HMG	3	1	2	cr
O1	Battalion Mortar		76mm MTR OBA (HE,S,IR)	4	1	3	p
O2	Regimental Artillery		88mm ART OBA (HE,S,IR)	5	1	3	p
M1	Fortifications	15	FPP	1	2	10	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			2	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- b British FB always carry Bombs and may roll for Napalm as per G17.4.
- c Each British 51mm MTR/MMG/HMG is accompanied by a 3-3-8 HS; each 76mm MTR by a 2-2-8 crew. Each Japanese MMG/HMG/ART Gun is accompanied by a 2-2-8 Crew; each 50mm MTR by a 2-3-7 HS.
- e Japanese 4-4-8 are Assault Engineers (H1.22).
- k British Cmdo Trps are Commandos (H1.24).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have an north-south Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- w Japanese Rifle Pltns always arrive with a LMG and Japanese Assault Eng Pltns always arrive with a LMG and a DC. All British Cmdo Trps receive a LMG and a DC. Indian Inf Pltns arrive with a LMG.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	Dawn 1/31/45	Japanese	G16.2	G16.3	G16.4	NA	0
2	AM 1/31/45	British	G16.2	G16.3	G16.4	NA	0
3	PM 1/31/45	British	G16.2	G16.3	G16.4	NA	0
4	AM 2/1/45	Japanese	G16.2	G16.3	G16.4	NA	0
5	PM 2/1/45	British	G16.2	G16.3	G16.4	NA	0

CG DRM:	BRITISH	JAPANESE
Leader	-1	0
Battle Hardening	0	-1
Artillery OBA	0	-1
CPP Replenishment	0	-1
Intensity Level	MID	LOW

Fortifications Available for purchase:	
Foxholes	Trenches
Caves ^{J,P}	AP Mines
Cave Complexes ^{J,P}	HIP
Wire	Set DC
Panji ^J	Pillboxes ^{J,P}
"?"	
^J Japanese only ^P NA after Scenario #1.	

Aftermath: The Japanese quickly broke through a weak section of the line held by No. 4 Troop. Rapid counterattacks by elements of 1 and 42(RM) Commandos failed to immediately restore the position. That afternoon another attack by 5 Commando units regained the crest of Hill 170 but at a heavy cost. By nightfall the commando's position was still serious but it was at least stable for the time being. Knowing that British tanks would soon arrive, the Japanese infiltrated about 70 assault engineers into the British positions during the night of Jan. 31-Feb 1. Their orders were simple; hunt down and destroy any British tanks found. The next morning, most of the British Commandos were kept busy by several Japanese infantry attacks against the ill-fated No. 4 Troop, as the engineers attempted to kill the three tanks that had arrived. Two tanks were destroyed as were all of the Japanese Engineers by the commandos and some men from the Indian 25th Infantry Division who had just arrived. That afternoon a British counter attack was made against the Japanese positions on the northern slopes of Hill 170, but the Japanese defenses proved to be too tough and repulsed the commandos easily. The following morning, the commandos called in heavy air-strikes against the northern slopes and followed it up with a massed assault. But it was too late...as 5 Commando reached the slopes, they found that all of the Japanese had melted into the night. The successful and stubborn defense by the Japanese 154th Regiment had blocked the British just long enough to allow the escape of the Japanese 54th Division through the An Pass. They would live to fight again.



KOROMOKINA LAGOON, BOUGAINVILLE. At dawn on November 1, 1943 the 3rd Marine Division had assaulted the beaches inside Empress Augusta Bay near Cape Torokina. Quickly overcoming the weak Japanese forces, the Marines established a beachhead approximately three miles long and several hundred yards deep. The Japanese were quick to reorganize their thinking and set in motion a double pronged attack involving a land based attack from the east by the 23rd Infantry Regiment which was to occur at the same time as a seaborne landing by amphibious elements of the 53rd and 54th Infantry Regiments coming in from the west. A few minutes before 0600 on the morning of 7 November, four Japanese destroyers hove to in Atsinima Bay and disembarked a force of about 500 Japanese Troops in barges and landing craft. In the early morning mist, the Japanese formation broke up becoming widely scattered. One platoon of infantry with a few supporting weapons drifted eastward and came in sight of the western-most Marine outpost manned by Marines from the 9th Marines AT Platoon. Although the Japanese were observed by the Marines in this isolated outpost, no positive identification was made due to the low visibility caused by the morning mist.

CG Victory Conditions: The Japanese win if, at Campaign End, they Control the Marine Outpost and exit at least 6 squad-equivalents off of the Marine entry area (east edge land hex).

Initial Scenario Victory Conditions: The Japanese win if they Control the Marine Outpost or amass more CVP than the Marines.

CG Dates: 0600 Hrs, 7-Nov.-43 to 1000 Hrs, 8-Nov.-43, (five CG scenarios)

Initial Scenario: Japanese Attack, Marines Idle

- Campaign Balance:**
- ☆ Change the Marine Leadership DRM from 0 to -1.
 - Change the Japanese Leadership DRM from 0 to -1.

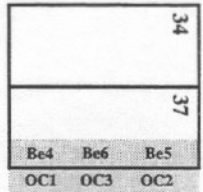
- Initial Scenario Balance:**
- ☆ Add one 6-6-8 to the Initial Marine OB.
 - Add 3 CPP to the Initial Japanese OB.

TURN RECORD CHART

IDLE Side Sets Up First	1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	END
ATTACKING Side Moves First									

TERRAIN CONFIGURATION: Terrain is PTO. Jungle is Light. Only the Trail/Path running from 34A5 to 34GG5 exist. For all other Trails/Paths/Roads treat as other Terrain. The Marine Outpost is the two hexes that contain the Trenches that are given in the Initial Marine OB.

OVERLAY PLACEMENT:
Be4 401-402 on 37GG6-GG5;
Be6 601-602 on 473-474;
Be5 501-502 on 666-667;
OC1 1001-1002 on 402-403;
OC3 3001-3002 on 1131-1132; and
OC2 2001-2002 on 3144-3145.



☆ **INITIAL MARINE OB:**
 Coy B, 9th Marines [ELR: 4] Set up using HIP or enter as per SSR I2 and I4: {SAN: 4}
 2x 6-6-8 MMC 8-0 SMC
 RG: Anti-Tank Gun Sect 3x Foxholes
 2x Trenches 12 CPP
 15 FPP

● **INITIAL JAPANESE OB:**
 53rd and 54th Infantry [ELR: 3] OB given units set up loaded in LC in any Ocean hex that is within three hexes of a south edge hex; purchased units enter as per SSR I3 and I4: {SAN: 3}
 RG: Rifle Pltn RG: MMG Squad
 RG: MTR Squad 2x Shohatsu LC
 20 CPP

- KOROMOKINA LAGOON Campaign SSR:**
- C1. Weather (Day/Night), EC, Wind, Visibility determined as per G16.2-4 if not provided on CDS.
 - C2. Beach Slope is Steep (G13.2).
 - C3. Marine units must enter on a land hex along the east edge of the playing area [EXC: For the Initial Scenario, see SSR I2].
 - C4. All Japanese units may enter anywhere along the West edge of the playing area or from any south Ocean edge hex in LC using Seaborne Assault (G14.) [EXC: For the Initial Scenario, only OB given units may enter on a LC]. LC may be Retained.

- KOROMOKINA LAGOON Initial SSR:**
- I1. All PL CG SSR and Campaign SSR are in effect except as noted.
 - I2. OB given Marine units must set up within 3 hexes of a beach hex and on/ between hexrows J and T. For the Initial Scenario, one purchased USMC Rifle Pltn RG and any one weapon squad RG (RG I2, I3 or I4) may choose to enter on/ between 34Q10 and 34GG10. Record the units exercising this option during initial set up.
 - I3. OB given Japanese units are conducting a Seaborne Assault (G14.). Other Japanese units may enter on the west edge as per SSR C4.
 - I4. No Purchased RG of either side may set up/enter the map until Turn 3.
 - I5. Neither side may purchase OBA.
 - I6. No Marine unit may conduct any action until one Marine unit has a LOS to a Known Japanese unit that is within 6 hexes of that Marine unit. This restriction is automatically lifted beginning on Turn 3.

RG		U. S. MARINES		CPP	Scen		CG	Note
ID	1st Bn., 9th Marines	#	Units/Equipment		Max	Max		
A1	Light Tank	1	M3A1 Light Tank	5	2	2		r
I1	USMC Rifle Pltn	3*	6-6-8 & 3-4-8 HS MMC	6	3	9		lrw
I2	USMC Mortar Sect	2	60mm MTR	3	2	3		ac
I3	USMC MMG Squad	1	MMG	1	2	2		ac
I4	USMC HMG Squad	1	HMG	2	1	2		ac
I5	Engr. FT Squad	1	4-5-8 MMC w/ FT	4	1	2		er
G1	Anti-Tank Gun Sect	2	37mm AT Gun	5	1	2		acu
O1	Battalion Mortar		81mm MTR OBA (HE,WP)	7	1	2		p
O2	Regimental Artillery		75mm ART OBA (HE,WP)	5	1	1		p
M1	Fortifications	15	FPP	1	2	8		a
M2	Sniper	SAN	+1	1	1	5		
M3	Attack Chit			1	1	4		
RG		JAPANESE		CPP	Scen		CG	Note
ID	53rd & 54th Inf. Regts.	#	Units/Equipment		Max	Max		
I1	Rifle Pltn	4	4-4-7 MMC	5	3	10		lrw
I2	MTR Squad	2	50mm MTR	3	2	4		cr
I3	MMG Squad	2	MMG	3	2	2		cr
I4	HMG Squad	2	HMG	5	2	2		cr
I5	ATR Sect	2	ATR	3	1	1		cr
I6	Engr. FT Squad	1	4-4-8 MMC w/ FT	4	1	2		er
G1	Bn Gun Pltn	2	Type 92 INF Gun	6	1	2		ac
L1	Landing Barges	2	Shohatsu LC	3	4	8		
O1	Battalion Mortar		90mm MTR OBA (HE,WP)	5	2	2		p
M1	Fortifications	15	FPP	1	1	4		a
M2	Sniper	SAN	+1	1	2	8		
M3	Attack Chit			1	1	4		

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each Marine 60mm MTR/MMG/HMG is accompanied by a 3-4-8 HS MMC; each Gun by a 2-2-8 crew. Each Japanese INF Gun/MMG/HMG/ATR is accompanied by a 2-2-8 Crew; each 50mm MTR by a 2-3-7 HS MMC.
- e Assault Engineers (H1.22).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Day of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Day prior to that of the scenario.
- u Canister available as per U.S. Ordnance Note D.
- w Japanese Rifle Pltns always arrive with a LMG and a USMC Rifle Pltn always receive a DC.
- * USMC Rifle Pltns have three Squads and one HS.

Scenario	Time/Date	Attacker	Weather	EC	Wind ¹	Moon	Hist	DRM
1	0600 11/7/43	Japanese	Mist	Moist	G16.4	NA	0	
2	0820 11/7/43	Marines	Overcast	G16.3	G16.4	NA	0	
3	1315 11/7/43	Marines	Overcast	G16.3	G16.4	NA	-1	
4	Night 11/7/43	Japanese	Night(E1.)	G16.3	G16.4	Half	0	
5	0900 11/8/43	Marines	G16.2	G16.3	G16.4	NA	0	

¹ If Heavy Wind is determined, then Heavy Surf is in effect.

CG DRM:	MARINE	JAPANESE
Leader	0	0
Battle Hardening	0	-1
Artillery OBA	-1	0
CPP Replenishment	-1	0
Intensity Level	LOW	LOW

Fortifications Available for purchase:	
Foxholes	Trenches
AP Mines ^M	HIP
Wire ^M	Set DC
Panji ^J	“?”
Booby Traps ^{J,B}	

^J Japanese only
^M Marines only
^B Booby Traps may only affect units that are in the Japanese set up area for that scenario.

Aftermath: With his troops landing over a wide area, the Japanese commander had to decide whether to lose the initial advantage of initiative, or to attack at once. Characteristically of most early war Japanese decisions, he choose to attack at once. The wayward Japanese platoon that had alerted the Marines earlier, landed at once and moved straight into an attack on the Marine outpost from the rear. Even as the outpost was being attacked, a combat patrol (Company K, 9th Marines) returning to Marine lines ran into reinforcing Japanese infantry NW of the Lagoon who were moving eastward in a hurry. At 0820, the rest of Company K, 9th Marines advanced into the attack but was soon bogged down in the dense jungles by additional Japanese troops moving forward. After another company of Marines (Company B, 3rd Marines) arrived, the Leathernecks again attacked the Japanese positions at 1315 hours and with the aid of some well directed mortar support was able to shove the Japanese westward away from the Marines perimeter. The rest of the afternoon was spent digging in and receiving supplies and ammo. Sometime during the night of 7/8 November the Japanese tried to overrun the Marine position and was able to surround and isolate a platoon of Company B. At 0900 the Marines attacked again and, supported by light tanks, 37mm AT Guns, mortar and artillery barrages drove the remnants of the Japanese force westward into the jungle where they were flushed out and killed during the next few days.

RG		U. S. MARINES		CPP	Scen		CG	Note
ID	1st Bn., 9th Marines	#	Units/Equipment		Max	Max		
A1	Light Tank	1	M3A1 Light Tank	5	2	2		r
I1	USMC Rifle Pltn	3*	6-6-8 & 3-4-8 HS MMC	6	3	9		lrw
I2	USMC Mortar Sect	2	60mm MTR	3	2	3		ac
I3	USMC MMG Squad	1	MMG	1	2	2		ac
I4	USMC HMG Squad	1	HMG	2	1	2		ac
I5	Engr. FT Squad	1	4-5-8 MMC w/ FT	4	1	2		er
G1	Anti-Tank Gun Sect	2	37mm AT Gun	5	1	2		acu
O1	Battalion Mortar		81mm MTR OBA (HE,WP)	7	1	2		p
O2	Regimental Artillery		75mm ART OBA (HE,WP)	5	1	1		p
M1	Fortifications	15	FPP	1	2	8		a
M2	Sniper	SAN	+1	1	1	5		
M3	Attack Chit			1	1	4		
RG		JAPANESE		CPP	Scen		CG	Note
ID	53rd & 54th Inf. Regts.	#	Units/Equipment		Max	Max		
I1	Rifle Pltn	4	4-4-7 MMC	5	3	10		lrw
I2	MTR Squad	2	50mm MTR	3	2	4		cr
I3	MMG Squad	2	MMG	3	2	2		cr
I4	HMG Squad	2	HMG	5	2	2		cr
I5	ATR Sect	2	ATR	3	1	1		cr
I6	Engr. FT Squad	1	4-4-8 MMC w/ FT	4	1	2		er
G1	Bn Gun Pltn	2	Type 92 INF Gun	6	1	2		ac
L1	Landing Barges	2	Shohatsu LC	3	4	8		
O1	Battalion Mortar		90mm MTR OBA (HE,WP)	5	2	2		p
M1	Fortifications	15	FPP	1	1	4		a
M2	Sniper	SAN	+1	1	2	8		
M3	Attack Chit			1	1	4		

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each Marine 60mm MTR/MMG/HMG is accompanied by a 3-4-8 HS MMC; each Gun by a 2-2-8 crew. Each Japanese INF Gun/MMG/HMG/ATR is accompanied by a 2-2-8 Crew; each 50mm MTR by a 2-3-7 HS MMC.
- e Assault Engineers (H1.22).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Day of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Day prior to that of the scenario.
- u Canister available as per U.S. Ordnance Note D.
- w Japanese Rifle Pltns always arrive with a LMG and a USMC Rifle Pltn always receive a DC.
- * USMC Rifle Pltns have three Squads and one HS.

Scenario	Time/Date	Attacker	Weather	EC	Wind ¹	Moon	Hist	DRM
1	0600 11/7/43	Japanese	Mist	Moist	G16.4	NA	0	
2	0820 11/7/43	Marines	Overcast	G16.3	G16.4	NA	0	
3	1315 11/7/43	Marines	Overcast	G16.3	G16.4	NA	-1	
4	Night 11/7/43	Japanese	Night(E1.)	G16.3	G16.4	Half	0	
5	0900 11/8/43	Marines	G16.2	G16.3	G16.4	NA	0	

¹ If Heavy Wind is determined, then Heavy Surf is in effect.

CG DRM:	MARINE	JAPANESE
Leader	0	0
Battle Hardening	0	-1
Artillery OBA	-1	0
CPP Replenishment	-1	0
Intensity Level	LOW	LOW

Fortifications Available for purchase:	
Foxholes	Trenches
AP Mines ^M	HIP
Wire ^M	Set DC
Panji ^J	“?”
Booby Traps ^{J,B}	

^J Japanese only
^M Marines only
^B Booby Traps may only affect units that are in the Japanese set up area for that scenario.

Aftermath: With his troops landing over a wide area, the Japanese commander had to decide whether to lose the initial advantage of initiative, or to attack at once. Characteristically of most early war Japanese decisions, he choose to attack at once. The wayward Japanese platoon that had alerted the Marines earlier, landed at once and moved straight into an attack on the Marine outpost from the rear. Even as the outpost was being attacked, a combat patrol (Company K, 9th Marines) returning to Marine lines ran into reinforcing Japanese infantry NW of the Lagoon who were moving eastward in a hurry. At 0820, the rest of Company K, 9th Marines advanced into the attack but was soon bogged down in the dense jungles by additional Japanese troops moving forward. After another company of Marines (Company B, 3rd Marines) arrived, the Leathernecks again attacked the Japanese positions at 1315 hours and with the aid of some well directed mortar support was able to shove the Japanese westward away from the Marines perimeter. The rest of the afternoon was spent digging in and receiving supplies and ammo. Sometime during the night of 7/8 November the Japanese tried to overrun the Marine position and was able to surround and isolate a platoon of Company B. At 0900 the Marines attacked again and, supported by light tanks, 37mm AT Guns, mortar and artillery barrages drove the remnants of the Japanese force westward into the jungle where they were flushed out and killed during the next few days.



SAFI, FRENCH MOROCCO. "Operation Torch", the invasion of North Africa by combined U.S.-British forces had begun. Landing along the Atlantic and Mediterranean shores, the Allied command hoped that the Vichy French Forces in Morocco and Algeria would choose not to resist the Allies, but would in fact join them and other Free French Forces in their war against Germany. On the extreme southwestern flank of the invasion was the small port of Safi, where the medium tanks of the Western Task Force were to land and move northward to Casablanca. In the pre-dawn darkness, embarkation nets were lowered over the side and the landing craft loaded with the men of the U.S. 47th Infantry Regiment. As the darkness started turning into pre-dawn grey, the troopers of Companies L and K started their run-in to Safi. On board the command ship the leaders of the Western Task Force were still wondering what the French decision would be... to fight or not.

CG Victory Conditions: The Americans win if they Control \geq 40 of the buildings at Campaign End *or* the Americans win if they Control the five buildings on Level 2 hexes (41N6, 41N7, 41O8, 41Z7, and 41AA7) at the end of any CG Scenario.

CG Dates: 0430 Hours 8-NOV-42 to 1530 Hours 8-NOV-42 (five CG scenarios)

- Campaign Balance:**
- ☆ Decrease the CPP cost of RG: S1 to 2.
 - ⊙ Add four Fortified Building Locations to the Initial French OB.

Initial Scenario Victory Conditions: The Americans win if they Control \geq 8 Buildings.

Initial Scenario: American Attack, French Idle

- Initial Scenario Balance:**
- ☆ Light Dust (F11.71) is in effect.
 - ⊙ Increase the French SAN to 4.

TURN RECORD CHART

IDLE Side Sets Up First	1	2	3	4 ^①	5 ^③	6 ^⑤	7 ^⑥	END
ATTACKING Side Moves First								

TERRAIN CONFIGURATION: Terrain is MTO. All Buildings are Stone. Orchards are Olive Groves (F13.5). Place Stone Pier counters in Be 527 and Oc 2079-81. Hexrow 4144-4156 and hexrows on/north-of hexrow 107-1156 are not playable.

OVERLAY PLACEMENT:

- Be1 101-102 on 22BB7-CC7; Be3 301-302 on 22Z6-122;
- Be5 501-502 on 332-343; Be2 201-202 on 570-577;
- Be6 601-602 on 233-223; OC1 1001-1002 on 303-304;
- OC2 2001-2002 on 1040-1053;
- OC3 3001-3002 on 2100-2113; and
- OC4 4001-4002 on 3134-3121.



OC1	OC2	OC3	OC4	Be1 Be3 Be5 Be2 Be6	22	41
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INITIAL FRENCH OB:

Elements, 2nd Moroccan Infantry [ELR: 3] Set up using HIP on any Hinterland hex. (See SSR I3 and C6) {SAN: 3}
 RG: 2x Rifle Pltn RG: MMG Squad
 2x Canon de 75 mle 1897 2x 2-2-8 Crews
 9 CPP 30 FPP



INITIAL AMERICAN OB:

52nd Battalion, U.S. 47th Infantry Regiment [ELR: 3]
 Enter by Seaborne Assault (G14.) (See SSR I4) {SAN: 2}
 RG: 2x Rifle Pltn RG: 2x MMG Squad
 RG: 2x Lt MTR Sect 11 CPP

DECISION AT SAFI Campaign SSR:

- C1. Weather, EC, Wind and Visibility determined as per F11.2-.5 if not provided below.
- C2. Sun Blindness (F11.61) is in effect for Scenario #2.
- C3. Beach Slope is Slight (G13.2). Heavy Surf is NA for all scenarios.
- C4. All U.S. LC crews are Inexperienced (G12.113).
- C5. Once a U.S. Beachhead has been established, all American RG must set up in that Beachhead (if possible). A Beachhead is a Set Up Area that is not Isolated. Retained units that are off map may start the next CG Scenario in a U.S. Beachhead. Alternatively, U.S. units may enter as per SSR I4.
- C6. French reinforcements enter along the east edge.
- C7. The U.S. may not purchase RG O1 until the third CG Date.

DECISION AT SAFI Initial SSR:

- I1. All PL CG SSR and Campaign SSR are in effect unless specified otherwise.
- I2. Weather is Clear and EC are Dry. Night Rules (E1.) are in effect. NVR is 4.
- I3. French OB given units may freely use HIP. Purchased RG must enter from off map as per C6 [EXC: PL1.6194].
- I4. U.S. RG enter by Seaborne Assault (G14.). LCV are free to the U.S. player, but usage must conform to G14.21. LCV are treated as wheeled vehicles for NVR purposes.
- I5. Neither side may purchase NOBA, OBA, or SAN increase.
- I6. Do not roll for Scenario completion for Scenario #1; the full 7 turns must be played.

RG ID	FRENCH 2 nd Moroccan Regt.	#	Units/Equipment	CPP	Scen Max	CG Max	Note
A1	Armored Car Sect	1	AMD 50 AC	2	2	5	r
A2	Lt Tank	1	R-35 Light Tank	3	3	5	r
I1	Rifle Pltn	4	4-5-7 MMC	3	2	64	lrw
I2	Lt MTR Sect	2	60mm MTR	2	2	2	ac
I3	MMG Squad	1	MMG	1	2	43	ac
I4	HMG Squad	1	HMG	2	2	21	ac
G1	AT Gun Sect	1	Canon AC de 47 SA	3	2	2	ac
G2	INF Gun Sect	1	Canon de 37mle 16 TR	3	2	39	ac
O1	Med Artillery		75mm ART OBA (HE,S)	4	1	4	p
O2	Hvy Artillery		155mm ART OBA (HE,S)	6	1	2	p
M1	Fortifications	15	FPP	1	4	201	a
M2	Sniper	SAN +1		1	1	4	
M3	Attack Chit			2	1	4	
RG ID	U.S. 47 th Infantry Regiment	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Close Air Support	1	'42 FB w/Bombs	4	2	8	
I1	Rifle Pltn	3*	5-4-6 & 2-3-6 HS MMC	2	4	14	lrw
I2	Lt MTR Sect	2	60mm MTR	2	2	6	ac
I3	MMG Squad	1	MMG	1	2	4	ac
I4	HMG Squad	1	HMG	2	2	4	ac
G1	AA Sect	1	.50cal HMG	3	2	2	ac
O1	Battalion Mortar		81mm MTR OBA (HE,WP)	5	2	6	p
O2	Naval Gun Fire		120mm NOBA (HE,WP)	6	1	4	op
M1	Fortifications	15	FPP	1	3	9	a
M2	Sniper	SAN +1		2	1	4	
M3	Attack Chit			1	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each US 60mm MTR/MMG/HMG is accompanied by a 3-4-6 HS MMC; and each .50calHMG by a 2-2-7 crew. Each French Gun is accompanied by a 2-2-8 Crew; each 60mm MTR/MMG/HMG by a 2-3-7 HS MMC.
- l Determine Leaders (SMC) as per 1.6205.
- o May use Shipboard Observer (G14.68) or SFCP (G14.61).
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario. See SSR C4 for entry restrictions.
- w French Rifle Pltns always arrive with a LMG; while U.S. Rifle Pltns arrive with a BAZ43.
- * U.S. Rifle Pltns have three Squads and one HS.

Pre-registered hex NA for NOBA (G14.6)
Non Barrage

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist	DRM
1	0430 11/8/42	American	SSR I	Dry	F11.5	Full	-1	
2	0730 11/8/42	American	Clear	Dry	F11.5	NA	0	
3	1030 11/8/42	French	Clear	Dry	F11.5	NA	0	
4	1330 11/8/42	French	Clear	Dry	F11.5	NA	0	
5	1530 11/8/42	American	Clear	Dry	F11.5	NA	0	

CG DRM:	FRENCH	AMERICAN
Leader	0	0
Battle Hardening	-1	0
Artillery OBA	-1	-1
CPP Replenishment	0	-1
Intensity Level	LOW	LOW

Fortifications Available for purchase:	
Foxholes	Trenches ^{F,P}
Roadblock ^F	Pillbox ^{F,P}
Tunnel ^{F,P}	HIP
Wire ^A	"?"
Fortified Buildings ^F	

F French only
A American only
P May only be purchased for the Initial Scenario.

Aftermath: The warning spread across French Morocco and reached Major Deuve, the commanding officer at Safi, shortly after 0300 hours, sending him immediately to his command bunker to confirm the readiness of his weak defenses. At his command were 450 men of the 2nd Moroccan Infantry Regiment supported by five tanks and a few armored cars. On the north side of Safi was a 75mm artillery battery while a 155mm battery covered Safi from the south. The 5th Company of the 2nd Moroccan Regt. sent forward a picket platoon as the rest of the company moved into their positions to resist the invasion. The decision had been made... these Frenchmen would fight. Company L landed on Blue Beach, on the north side of the port against direct artillery fire while Company K made their landing on Green Beach against light resistance. Moving against increasing French resistance, Company K made their way through town, reaching their objectives, the oil storage tanks east of the port area. Company K, who landed under easy circumstances, soon found that the French were no push-overs as they came under a counter-attack by French Tanks. At daylight, the harbor, railroad station, post office, and highways leading into Safi were all under American control. The French had taken cover in the buildings and other places of vantage on the heights east and north of the port. The main center of resistance until mid-afternoon on D-day was the wall French Army barracks area. Both companies L & K were ordered to attack and secure the barracks, but were unable to make a dent in the French defenses. After repulsing another French counter-attack supported by tanks, a few pieces of U.S. 75mm artillery were finally placed on some high ground overlooking the fort. Surrounded and overlooked by artillery, the last French defenders in Safi surrendered at 1530 hours on Nov. 8, 1942.

RG ID	FRENCH 2 nd Moroccan Regt.	#	Units/Equipment	CPP	Scen Max	CG Max	Note
A1	Armored Car Sect	1	AMD 50 AC	2	2	5	r
A2	Lt Tank	1	R-35 Light Tank	3	3	5	r
I1	Rifle Pltn	4	4-5-7 MMC	3	2	64	lrw
I2	Lt MTR Sect	2	60mm MTR	2	2	2	ac
I3	MMG Squad	1	MMG	1	2	43	ac
I4	HMG Squad	1	HMG	2	2	21	ac
G1	AT Gun Sect	1	Canon AC de 47 SA	3	2	2	ac
G2	INF Gun Sect	1	Canon de 37mle 16 TR	3	2	39	ac
O1	Med Artillery		75mm ART OBA (HE,S)	4	1	4	p
O2	Hvy Artillery		155mm ART OBA (HE,S)	6	1	2	p
M1	Fortifications	15	FPP	1	4	201	a
M2	Sniper	SAN +1		1	1	4	
M3	Attack Chit			2	1	4	
RG ID	U.S. 47 th Infantry Regiment	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Close Air Support	1	'42 FB w/Bombs	4	2	8	
I1	Rifle Pltn	3*	5-4-6 & 2-3-6 HS MMC	2	4	14	lrw
I2	Lt MTR Sect	2	60mm MTR	2	2	6	ac
I3	MMG Squad	1	MMG	1	2	4	ac
I4	HMG Squad	1	HMG	2	2	4	ac
G1	AA Sect	1	.50cal HMG	3	2	2	ac
O1	Battalion Mortar		81mm MTR OBA (HE,WP)	5	2	6	p
O2	Naval Gun Fire		120mm NOBA (HE,WP)	6	1	4	op
M1	Fortifications	15	FPP	1	3	9	a
M2	Sniper	SAN +1		2	1	4	
M3	Attack Chit			1	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each US 60mm MTR/MMG/HMG is accompanied by a 3-4-6 HS MMC; and each .50calHMG by a 2-2-7 crew. Each French Gun is accompanied by a 2-2-8 Crew; each 60mm MTR/MMG/HMG by a 2-3-7 HS MMC.
- l Determine Leaders (SMC) as per 1.6205.
- o May use Shipboard Observer (G14.68) or SFCP (G14.61).
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario. See SSR C4 for entry restrictions.
- w French Rifle Pltns always arrive with a LMG; while U.S. Rifle Pltns arrive with a BAZ43.
- * U.S. Rifle Pltns have three Squads and one HS.

Pre-registered hex NA for NOBA (G14.6)
Non Barrage

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist	DRM
1	0430 11/8/42	American	SSR I	Dry	F11.5	Full	-1	
2	0730 11/8/42	American	Clear	Dry	F11.5	NA	0	
3	1030 11/8/42	French	Clear	Dry	F11.5	NA	0	
4	1330 11/8/42	French	Clear	Dry	F11.5	NA	0	
5	1530 11/8/42	American	Clear	Dry	F11.5	NA	0	

CG DRM:	FRENCH	AMERICAN
Leader	0	0
Battle Hardening	-1	0
Artillery OBA	-1	-1
CPP Replenishment	0	-1
Intensity Level	LOW	LOW

Fortifications Available for purchase:	
Foxholes	Trenches ^{F,P}
Roadblock ^F	Pillbox ^{F,P}
Tunnel ^{F,P}	HIP
Wire ^A	"?"
Fortified Buildings ^F	

F French only
A American only
P May only be purchased for the Initial Scenario.

Aftermath: The warning spread across French Morocco and reached Major Deuve, the commanding officer at Safi, shortly after 0300 hours, sending him immediately to his command bunker to confirm the readiness of his weak defenses. At his command were 450 men of the 2nd Moroccan Infantry Regiment supported by five tanks and a few armored cars. On the north side of Safi was a 75mm artillery battery while a 155mm battery covered Safi from the south. The 5th Company of the 2nd Moroccan Regt. sent forward a picket platoon as the rest of the company moved into their positions to resist the invasion. The decision had been made... these Frenchmen would fight. Company L landed on Blue Beach, on the north side of the port against direct artillery fire while Company K made their landing on Green Beach against light resistance. Moving against increasing French resistance, Company K made their way through town, reaching their objectives, the oil storage tanks east of the port area. Company K, who landed under easy circumstances, soon found that the French were no push-overs as they came under a counter-attack by French Tanks. At daylight, the harbor, railroad station, post office, and highways leading into Safi were all under American control. The French had taken cover in the buildings and other places of vantage on the heights east and north of the port. The main center of resistance until mid-afternoon on D-day was the wall French Army barracks area. Both companies L & K were ordered to attack and secure the barracks, but were unable to make a dent in the French defenses. After repulsing another French counter-attack supported by tanks, a few pieces of U.S. 75mm artillery were finally placed on some high ground overlooking the fort. Surrounded and overlooked by artillery, the last French defenders in Safi surrendered at 1530 hours on Nov. 8, 1942.

RG ID	AUSTRALIAN 9 th Division	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Close Air Support	1	'39 FB w/ Bombs	4	3	9	b
A1	I Tank	1	Matilda II Med Tank	5	2	5	r
I1	Rifle Pltn	4	4-5-8 MMC	5	3	8	lrw
I2	Weapons Pltn	4	2x51mm MTR & 2xATR	3	2	4	cr
I3	MG Pltn	3	HMG & 2x MMG	4	2	4	cr
G1	AT Gun Sect	1	OQF 2-Pounder AT	3	2	4	ac
G2	ART Sect	1	OQF 25-pd Gun-How	4	2	4	ac
G3	AA Sect	1	OQF 20mm AA Gun	3	1	2	ac
O1	Battalion Mortar	76mm MTR OBA (HE,S)		5	2	4	op
O2	Regimental Artillery	88mm ART OBA (HE,S)		6	2	4	op
M1	Fortifications	15	FPP	1	3	18	a
M2	Sniper	SAN +1		1	2	12	
M3	Attack Chit			2	1	5	
RG ID	GER 8 th MG BN/ 5 th Panzer Regt	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Air Support	1	'39 FB w/ Bombs	4	3	9	b
A1	Med Tank Sect	2	PzKpfw IIIH Med Tank	5	2	6.5	r
I1	Rifle Pltn	3	4-6-8 MMC	4	3	10.5	lrw
I2	Lt MTR Sect	2	50mm MTR	2	2	4	cr
I3	MG Sect	3	HMG & 2x MMG	4	2	4.3	cr
I4	Engineer Pltn	3	8-3-8 MMC	10	1	1	elrw
G1	AT Gun Sect	2	5cm PaK 38	8	1	2	acv
G2	AA Gun Sect	1	8.8cm FlaK 18 o.36	7	1	1	acv
O1	Battalion Artillery	75mm ART OBA (HE,S)		4	1	2.1	p
O2	Regimental Artillery	105mm ART OBA (HE,S,IR)		6	2	2	p
M1	Fortifications	15	FPP	1	2	8	a
M2	Sniper	SAN +1		1	1	6	
M3	Attack Chit			2	1	5	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- b Each FB arrives on-board with Bombs.
- c Each Australian MMG/HMG/MTR/ATR is accompanied by a 2-4-8 HS; each Gun by a 2-2-8 crew. Each German Gun is accompanied by a 2-2-8 Crew; each MMG/HMG/MTR by a 2-4-8 HS MMC.
- e Assault Engineers (H1.22).
- l Determine Leaders (SMC) as per 1.6205.
- o Increase cost by 1 CPP for Off-board Observer placed at Level 1 along the north edge.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- w Australian Rifle Pltns always arrive with a LMG. German Rifle Pltns arrive with a LMG. The German Engineer Pltn (I4) arrives with a FT and two DC.
- v Each 5cm PaK AT Guns come with a SdKfz 11 Prime Mover and the 8.8cm FlaK comes with a SdKfz 7.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist	DRM
1	2300 4/13/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
2	0230 4/14/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
3	0445 4/14/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
4	0545 4/14/41	Dual	Dawn	V.Dry	F11.5	NA	0	
5	0700 4/14/41	Australian	F11.2-.4	V.Dry	F11.5	NA	0	
6	0730 4/14/41	Australian	F11.2-.4	V.Dry	F11.5	NA	0	

CG DRM:	GERMAN	AUSTRALIAN
Leader	0	0
Battle Hardening	0	0
Artillery OBA	0	-1
CPP Replenishment	-1	0
Intensity Level	MID	MID

Fortifications Available for purchase:	
Foxholes	Sangars
AP Mines	AT Mines ^A
Wire	Wire
Trenches ^{A,P}	AT Ditch ^{A,P}
HIP	
^A Australian Only ^P Must be purchased for Scenario #1 and/or #2.	

Aftermath: At 2300 a single platoon of German infantry supported by machine-guns, mortars and a couple of Infantry guns attempted the first raid on Post R33, an Australian Strongpoint. The Australians repulsed this first attempt with small arms fire followed up with a bayonet charge that chased the Germans away from the post. A short while later an Australian combat patrol left their lines looking for the hiding place of those same Germans, found the Germans and was even able to bring back two prisoners. At 0230 on the 14th, another group of about 200 Germans again attacked the perimeter of Post R33 but were caught in the open under an Australian artillery barrage. Even though heavily bloodied, the Germans were able to grab a small foothold of territory where they went to ground. German tanks were brought up to support another attack by these infantrymen around 0445 in the morning following a Creeping Barrage. Post R33 still held on. At 0530 the German tanks were finally able to make their way around Post R33 and enter just the first layer of the Australian defenses leaving their infantry behind to take the strongpoint. With the dawn of Easter additional German tanks broke through, joined with the ones already inside the line and proceeded towards Tobruk. They hadn't gone far when the second layer of the outer defense line began firing on them with some 25-pounder guns of the 1st RHA. As the tanks were engaging the British artillery, the German infantry was having a tough time with the Australians. Finding themselves cut off by the Australians, about 100 Germans set up a defensive position in and around a farmhouse known locally as Goshen's House. By 0700 the remaining German tanks left the Australian perimeter returning to their own lines without realizing that they had abandoned part of their infantry in Goshen's House. The Australian made an assault on the last Germans at Goshen's House at 0730 and captured approximately 75 prisoners. Except for sporadic fighting and a few artillery hits, the Easter fighting was over. A second German attack was attempted on April 30, but it also failed. The siege of Tobruk would last another eight months before the 9th Australian Division would see any relief on the horizon.

RG ID	AUSTRALIAN 9 th Division	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Close Air Support	1	'39 FB w/ Bombs	4	3	9	b
A1	I Tank	1	Matilda II Med Tank	5	2	5	r
I1	Rifle Pltn	4	4-5-8 MMC	5	3	8	lrw
I2	Weapons Pltn	4	2x51mm MTR & 2xATR	3	2	4	cr
I3	MG Pltn	3	HMG & 2x MMG	4	2	4	cr
G1	AT Gun Sect	1	OQF 2-Pounder AT	3	2	4	ac
G2	ART Sect	1	OQF 25-pd Gun-How	4	2	4	ac
G3	AA Sect	1	OQF 20mm AA Gun	3	1	2	ac
O1	Battalion Mortar	76mm MTR OBA (HE,S)		5	2	4	op
O2	Regimental Artillery	88mm ART OBA (HE,S)		6	2	4	op
M1	Fortifications	15	FPP	1	3	18	a
M2	Sniper	SAN +1		1	2	12	
M3	Attack Chit			2	1	5	
RG ID	GER 8 th MG BN/ 5 th Panzer Regt	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Air Support	1	'39 FB w/ Bombs	4	3	9	b
A1	Med Tank Sect	2	PzKpfw IIIH Med Tank	5	2	6.5	r
I1	Rifle Pltn	3	4-6-8 MMC	4	3	10.5	lrw
I2	Lt MTR Sect	2	50mm MTR	2	2	4	cr
I3	MG Sect	3	HMG & 2x MMG	4	2	4.3	cr
I4	Engineer Pltn	3	8-3-8 MMC	10	1	1	elrw
G1	AT Gun Sect	2	5cm PaK 38	8	1	2	acv
G2	AA Gun Sect	1	8.8cm FlaK 18 o.36	7	1	1	acv
O1	Battalion Artillery	75mm ART OBA (HE,S)		4	1	2.1	p
O2	Regimental Artillery	105mm ART OBA (HE,S,IR)		6	2	2	p
M1	Fortifications	15	FPP	1	2	8	a
M2	Sniper	SAN +1		1	1	6	
M3	Attack Chit			2	1	5	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- b Each FB arrives on-board with Bombs.
- c Each Australian MMG/HMG/MTR/ATR is accompanied by a 2-4-8 HS; each Gun by a 2-2-8 crew. Each German Gun is accompanied by a 2-2-8 Crew; each MMG/HMG/MTR by a 2-4-8 HS MMC.
- e Assault Engineers (H1.22).
- l Determine Leaders (SMC) as per 1.6205.
- o Increase cost by 1 CPP for Off-board Observer placed at Level 1 along the north edge.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- w Australian Rifle Pltns always arrive with a LMG. German Rifle Pltns arrive with a LMG. The German Engineer Pltn (I4) arrives with a FT and two DC.
- v Each 5cm PaK AT Guns come with a SdKfz 11 Prime Mover and the 8.8cm FlaK comes with a SdKfz 7.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist	DRM
1	2300 4/13/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
2	0230 4/14/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
3	0445 4/14/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
4	0545 4/14/41	Dual	Dawn	V.Dry	F11.5	NA	0	
5	0700 4/14/41	Australian	F11.2-.4	V.Dry	F11.5	NA	0	
6	0730 4/14/41	Australian	F11.2-.4	V.Dry	F11.5	NA	0	

CG DRM:	GERMAN	AUSTRALIAN
Leader	0	0
Battle Hardening	0	0
Artillery OBA	0	-1
CPP Replenishment	-1	0
Intensity Level	MID	MID

Fortifications Available for purchase:	
Foxholes	Sangars
AP Mines	AT Mines ^A
Wire	Wire
Trenches ^{A,P}	AT Ditch ^{A,P}
HIP	
^A Australian Only ^P Must be purchased for Scenario #1 and/or #2.	

Aftermath: At 2300 a single platoon of German infantry supported by machine-guns, mortars and a couple of Infantry guns attempted the first raid on Post R33, an Australian Strongpoint. The Australians repulsed this first attempt with small arms fire followed up with a bayonet charge that chased the Germans away from the post. A short while later an Australian combat patrol left their lines looking for the hiding place of those same Germans, found the Germans and was even able to bring back two prisoners. At 0230 on the 14th, another group of about 200 Germans again attacked the perimeter of Post R33 but were caught in the open under an Australian artillery barrage. Even though heavily bloodied, the Germans were able to grab a small foothold of territory where they went to ground. German tanks were brought up to support another attack by these infantrymen around 0445 in the morning following a Creeping Barrage. Post R33 still held on. At 0530 the German tanks were finally able to make their way around Post R33 and enter just the first layer of the Australian defenses leaving their infantry behind to take the strongpoint. With the dawn of Easter additional German tanks broke through, joined with the ones already inside the line and proceeded towards Tobruk. They hadn't gone far when the second layer of the outer defense line began firing on them with some 25-pounder guns of the 1st RHA. As the tanks were engaging the British artillery, the German infantry was having a tough time with the Australians. Finding themselves cut off by the Australians, about 100 Germans set up a defensive position in and around a farmhouse known locally as Goshen's House. By 0700 the remaining German tanks left the Australian perimeter returning to their own lines without realizing that they had abandoned part of their infantry in Goshen's House. The Australian made an assault on the last Germans at Goshen's House at 0730 and captured approximately 75 prisoners. Except for sporadic fighting and a few artillery hits, the Easter fighting was over. A second German attack was attempted on April 30, but it also failed. The siege of Tobruk would last another eight months before the 9th Australian Division would see any relief on the horizon.



KELJA, FINLAND. A day after declaring war on Finland, Soviet units of the Russian 7th Army crossed the Finnish border on November 30, 1939, moving onto the Karelian Isthmus with 8 infantry divisions and 6 armored brigades. The first major blows by the Russian 7th Army did not fall on the Summa sector of the Mannerheim Line where the Finns were expecting them, but on the Finn's extreme left flank in what would become known as the Taipale Sector. Reaching the Suvanto River, the Russian infantry waited for their artillery units to catch up and get emplaced. On December 6, the first major Russian attack was made and resulted in massive casualties causing the Russian high command to send another division to the Taipale sector. The second Russian division had no better success when it made its attack on December 14. Just before Christmas a third Russian division was sent to the Taipale sector to assist the previous two divisions which had been decimated by the Finns. On Christmas Day under the cover of a thick ground fog, the Russians crossed the frozen Suvanto River and established beachheads at Patoniemi and Pahkemikko. When daylight burned off the fog, the Finns made a vigorous counterattack killing over 500 Russians in Patoniemi alone. The attacking Russians that crossed over at Pahkemikko were betrayed by the same fog, when the Russians discovered that they had made their beachhead immediately in front of several Finnish heavy machinegun bunkers which destroyed them within hours. Farther to the north along the Suvanto River, another Russian battalion had taken advantage of the fog and established itself at Kelja. This unit dug-in and called for reinforcements. If reinforcements could cross the river in force before the fog burned off, the Russians would have the chance to cut off the Finn's 10th Division at Taipale.

CG Victory Conditions: The Finns win if, at the end of any CG Scenario, they Control all buildings and pillboxes that are east of the river.

CG Dates: 1000 Hrs. 25-DEC-39 to 0915 Hrs. 26-DEC-39
(five scenarios)

Campaign Balance: ★ Change The Russian Leadership CG DRM from +1 to 0.
 🦁 Add 20 FPP to the Initial Finnish OB.

Initial Scenario Victory Conditions: Finns win if they Control 21 Buildings at game end or amass at least twice as many CVP as the Russian.

Initial Scenario: Finn Attack, Russian Idle

Initial Scenario Balance: ★ Add 2 Fortified Building Locations to the Initial Russian OB.
 🦁 Increase the Finnish SAN to 5.

TURN RECORD CHART

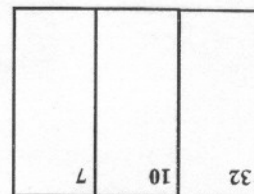
IDLE Side Sets Up First	1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	END
ATTACKING Side Moves First									

TERRAIN CONFIGURATION: Terrain is Artic.

All Water and Marsh hexes are Frozen. Islands do not exist. All buildings are Wooden [EXC: 10Z6]. Kelja Village is the area on/within the (alternate) hexrow boundaries: 10GG10-10P10-7P8-7GG10-10GG10.

The River is Frozen and can support Russian Tanks. Any original KIA rolled on a OBA Effects DR IN a frozen river hex will break the Ice in that hex making the hex impassable to any unit. Broken Ice hexes are marked with Shellhole counters to signify open water.

OVERLAY PLACEMENT: None



INITIAL RUSSIAN OB:

Elements, Russian 4th Division [ELR: 3] Set up anywhere west of the river or within Kelja Village (SSR I3 & C2) after Finn HIP set up but prior to the rest of the Finn set up: {SAN: 2}
 RG: 4x Rifle Pltn RG: Conscript Pltn
 RG: MG Pltn RG: Lt MTR Sect
 12 CPP 40 FPP
 4x Fortified Building Location



INITIAL FINNISH OB:

Elements, Finnish 10th Division [ELR: 4] Set up OB given units anywhere east of River and outside Kelja Village using HIP. Purchased units may set up Concealed if purchased for On-board set up or may enter as per SSR C3 (SSR I3): {SAN: 4}.
 RG: 2x Rifle Pltn RG: Reserve Pltn
 RG: MG Sect 3x 1-3-5 Pillboxes
 2x 1-5-7 Pillboxes 6x Trenches
 20 CPP 20 FPP

FROZEN HELL Campaign SSR:

- C1. Weather, EC, Wind, Visibility determined as per E3., B25.63, and E1. if not provided on the CDS. Ground Snow and Extreme Winter (E3.74) are in effect for the entire campaign. There is +2 DRM for Weather Determination (E3.) [EXC: Ignore Mud, Deep Snow, and Drifts].
- C2. Russians enter on any land edge hex west of the River.
- C3. Finns have Winter Camouflage (E3.712), Molotov Cocktails (A22.6), and are Ski capable (E4.). Finns may enter anywhere along the north, east, and/or south edge of board 32 and/or the south edge of board 10.
- C4. No Quarter is in effect and Hand-to-Hand CC is allowed by both sides.

FROZEN HELL Initial SSR:

- I1. All PL CG SSR and Campaign SSR are in effect unless specified otherwise.
- I2. EC are Fog (E3.31) Level-1 and lower, with a Mild Breeze from the north.
- I3. Finns set up OB given units first, then the Russians set up their on-board forces, then the Finn sets up any purchased on-board unit.

RG ID	RUSSIAN 4 th Division	#	Units/Equipment	CPP	Seen Max	CG Max	Note
A1	Tank Pltn	3	BT-5 M34 Light Tank	10	1	3	r
I1	Rifle Pltn	3	4-4-7 MMC	2	3	12	lrw
I2	Conscript Pltn	3	4-2-6 MMC	1	3	12	lrw
I3	Engineer Pltn	3	4-5-8 MMC	7	1	2	elrw
I4	Lt MTR Sect	2	50mm MTR	1	2	4	cr
I5	MG Pltn	3	HMG & 2x MMG	4	1	3	cr
G1	Bn Mortar Sect	2	82mm MTR	6	1	2	ac
O1	Regimental Artillery		76mm ART OBA (HE)	2	2	8	p
M1	Fortifications	15	FPP	1	3	15	a
M2	Sniper	SAN	+1	2	1	5	
M3	Attack Chit			1	1	4	

RG ID	FINNISH 10 th Division	#	Units/Equipment	CPP	Seen Max	CG Max	Note
I1	Sissi Pltn	3	8-3-8 MMC	7	2	3	lrsw
I2	Rifle Pltn	4	6-4-8 MMC	6	3	8	lrw
I3	Reserve Pltn	4	5-3-8 MMC	5	2	5	lrw
I4	Anti-Tank Sect	2	20L ATR	2	1	2	cr
I5	MG Sect	3	HMG & 2x MMG	5	1	4	cr
G1	Field Gun Sect	2	Canon de 75 mle 1897	6	1	2	acf
O1	Medium Artillery		75mm ART OBA (HE)	4	2	4	p
O2	Heavy Artillery		150mm ART OBA (HE)	10	1	3	p
M1	Fortifications	15	FPP	1	4	15	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			1	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each Russian 50mm MTR/ MMG/ HMG is manned by a 2-3-7 HS; each 82mm MTR by a 2-2-8 crew. Each Finnish ART Gun is accompanied by a 2-2-8 Crew; each Finnish ATR/ MMG/ HMG is manned by a 2-4-8 HS.
- e Russian 4-5-8 are Assault Engineers (H1.22).
- f Use the French counter to represent this piece. Finnish personnel do not pay Captured use penalties when firing (A21.12).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- s Finnish Sissi Pltns are Commandos (H1.24).
- w Russian Infantry Platoons (I1, I2, and I3) always arrive with a LMG and Finnish Infantry Platoons (I1, I2, and I3) also arrive with a LMG. Sissi Pltns also receive a DC in addition to the LMG.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	1000 12/25/39	Finns	Fog	Snow	Mild	NA	0
2	1400 12/25/39	Dual	E3.	Snow	B25.63	NA	0
3	2400 12/25/39	Dual	Night	Snow	B25.63	Full	0
4	0400 12/26/39	Dual	Night	Snow	B25.63	Full	0
5	0915 12/26/39	Finns	E3.	Snow	B25.63	NA	0

CG DRM:	FINN	RUSSIAN
Leader	0	+1
Battle Hardening	+1	-1
Artillery OBA	-1	-1
CPP Replenishment	-1	0
Intensity Level	LOW	LOW

Fortifications Available for purchase:

Foxholes	Trenches ^P
AP Mines ^F	AT Mines ^{F,C}
Pillboxes ^{R,P}	HIP
Wire	Set DC
Fortified Building ^R	"?"

- ^F Finns only
- ^R Russians only
- ^C 8 FPP per factor
- ^P NA after Scenario #1.

Aftermath: By the time reinforcements began moving out over the ice-bound river, the fog was lifting. Several Finnish machineguns and two old quick-firing field guns, left over from WW I, took the crossing under heavy fire and checked the immediate Soviet build-up. Every Finnish gun that could be brought to bear was swung around to fire on the Kelja salient and every available man, including headquarters and other non-combatant personnel, was organized to storm the Russian beachhead after the artillery finished working it over. The battle see-sawed all day and into the night, when the fighting continued under the hard white glow of a Winter's moon. At the same time the Finns tried to wrest Kelja from the dug-in Russians, they also had to repel repeated Russian attempts to reinforce the beachhead. The last Russian troops were ejected from Kelja at 0915 hours the next morning, almost 24 hours from the initial Russian crossing. It had been close and bloody work. Within the Kelja perimeter and scattered across the ice leading to it were hundreds of Russian dead.

RG ID	RUSSIAN 4 th Division	#	Units/Equipment	CPP	Seen Max	CG Max	Note
A1	Tank Pltn	3	BT-5 M34 Light Tank	10	1	3	r
I1	Rifle Pltn	3	4-4-7 MMC	2	3	12	lrw
I2	Conscript Pltn	3	4-2-6 MMC	1	3	12	lrw
I3	Engineer Pltn	3	4-5-8 MMC	7	1	2	elrw
I4	Lt MTR Sect	2	50mm MTR	1	2	4	cr
I5	MG Pltn	3	HMG & 2x MMG	4	1	3	cr
G1	Bn Mortar Sect	2	82mm MTR	6	1	2	ac
O1	Regimental Artillery		76mm ART OBA (HE)	2	2	8	p
M1	Fortifications	15	FPP	1	3	15	a
M2	Sniper	SAN	+1	2	1	5	
M3	Attack Chit			1	1	4	

RG ID	FINNISH 10 th Division	#	Units/Equipment	CPP	Seen Max	CG Max	Note
I1	Sissi Pltn	3	8-3-8 MMC	7	2	3	lrsw
I2	Rifle Pltn	4	6-4-8 MMC	6	3	8	lrw
I3	Reserve Pltn	4	5-3-8 MMC	5	2	5	lrw
I4	Anti-Tank Sect	2	20L ATR	2	1	2	cr
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O1	Medium Artillery		75mm ART OBA (HE)	4	2	4	p
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CG DRM:	FINN	RUSSIAN
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Artillery OBA	-1	-1
CPP Replenishment	-1	0
Intensity Level	LOW	LOW

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Fortified Building ^R	"?"

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