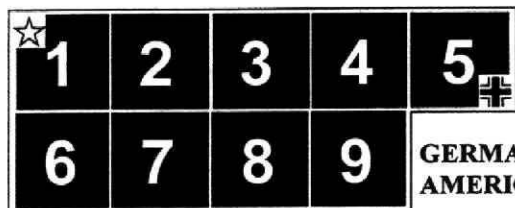
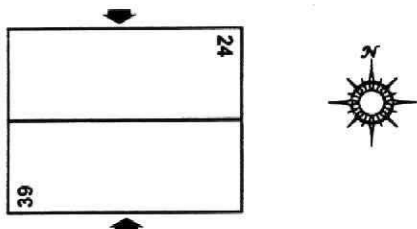




# MARCH OF THE MASTODONS

**CHAUMONT, 4 MILES SOUTH OF BASTOGNE, BELGIUM, 23 December 1944:** In the attempt to relieve Bastogne, Patton had charged the 4th Armored Division to "drive like hell", but it wasn't working out that way. While CCA struggled against stiffening opposition, demolished bridges and poor terrain, CCB encountered only token resistance on the 22nd and reached Burnon, only 7 miles from Bastogne. Before daylight on the 23rd, CCB resumed its advance only to find the next village, Chaumont, defended by a company from the 5th Parachute Regiment. In a combined arms assault, CCB rooted the *fallschirmjaegers* out of their cellars. That morning, at the HQ of the 26th *Volksgrenadier* near Bastogne, five Ferdinand tank destroyers arrived. Part of the 653rd heavy *Panzerjaeger* Battalion which had recently come from Italy, the giant assault guns were scheduled for commitment in Alsace; they had somehow been diverted to the Ardennes. The German commander, Kokott, cared not from where they came, or how; they seemed heaven sent to prevent the American drive from cutting into the rear of his division at Bastogne. Kokott promptly sent the Ferdinands southward, along with ten of his assault guns. The AFV arrived in time to enable the *fallschirmjaegers* to re-capture the Chaumont, while German guns exacted a heavy toll of the American tanks mired on a hillside outside the village. That night General McAuliffe sent an obviously concerned message from Bastogne to the 4th Armored: "Sorry I did not get to shake hands today. I was disappointed." A short time later somebody on his staff sent another: "There is only one more shopping day before Christmas."

### BOARD CONFIGURATION AND ENTRY:



**GERMAN Sets Up First AMERICAN Moves First**

**VICTORY CONDITIONS:** The Americans win if they Control  $\geq$  two stone Locations on board 24 at game end.

### SCENARIO BALANCE:

**GERMAN:** German reinforcements enter on Turn 4.

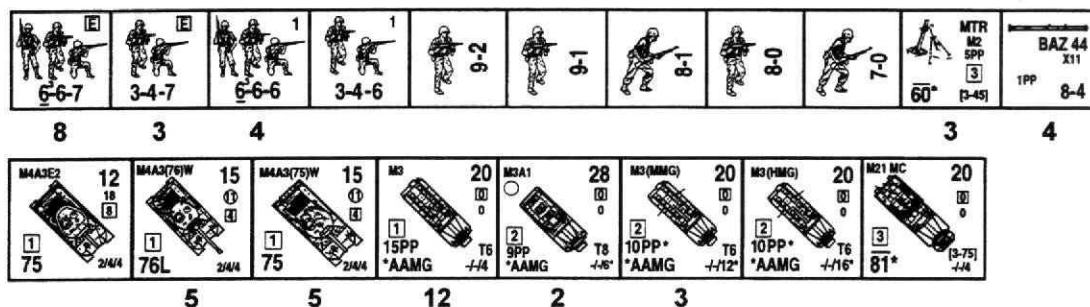
**AMERICAN:** Game length is reduced to 8 Turns.

### SCENARIO SPECIAL RULES:

- EC are Mud, with no wind at start. Levels 1 and 2 on board 39 are Bog (D8.2) hexes for all AFV that enter [EXC: HT] and the only applicable modifier is +4 DRM]. This is in addition to D8.23 Bog checks.
- The Path at 39R8-U4 is a Forest Road. The only other road hexes on board 39 are Q10 and R9 (these are defined as Open Ground during Mud).
- For each American squad (FRU) which does *not* set up as PRC, one M3/M3A1 is removed from their OB. The crew and any SW's which may be scrounged from such HT may be added to the American at start OB (any scrounged MG's may set up on board dm or assembled).
- Inherent MMC in M3(HMG)/M3(MMG) HT are 6-6-7s.
- One German squad-equivalent (and any SW/SMC stacked with it) may set up using HIP.
- Once any M3/M3A1 has unloaded all Passengers, once (and if) there are no American infantry  $\leq$  2 hexes away from the vehicle at the start of any MPH, it is subject to immediate Recall.



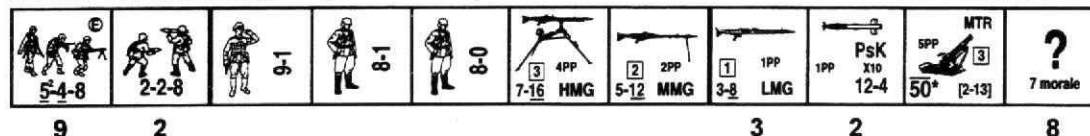
Advance Elements of CCB; 51st Armored Infantry Battalion; and 35th Tank Battalion set up on level 4 hexes and/or on the road on board 39 (see SSR 2 and 3); additionally, some, all, or none of the units may enter on Turn 1 or later on/adjacent to 39Q10:



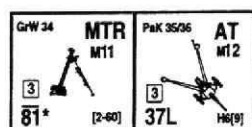
[ELR: 4]  
{SAN: 3}



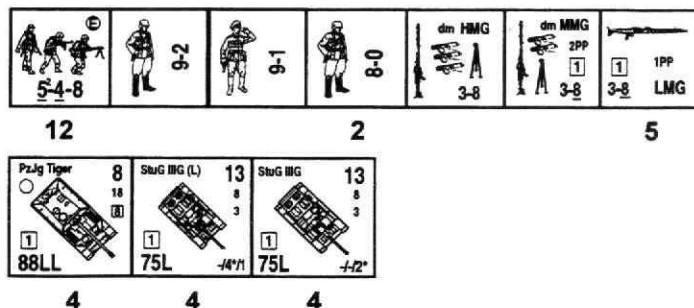
Elements of Fallschirmjäger Regiment 14 set up concealed on board 24 and/or on/north of hexes numbered 1 on board 39:



[ELR: 3]  
{SAN: 4}



Elements of the Assault Gun Brigade 180, Heavy Panzerjäger Battalion 653 and Fallschirmjäger Regiment 14 enter on Turn 5 along the north edge:

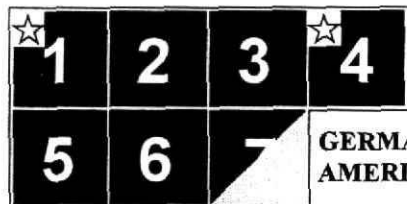
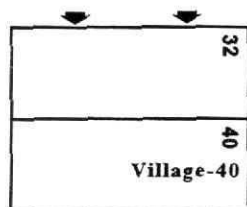




# RACE FOR THE BRIDGES

**RHEINBERG, GERMANY, 5 March 1945:** As March 1945 began the Allies still had not captured a bridge over the Rhine. Field Marshal Montgomery planned Operation Plunder, the final crossing of the Rhine for March 23. General Simpson, however, planned to grab *any* bridge across the river, and much sooner, in order to prevent any organized resistance on the east shore as well as to provide a solid bridge-head for the upcoming operation. A blood-red sun arrived with dawn on the 5th of March. It would prove a harbinger of things to come as the men of the American 8th Armored Division were ordered to attack Rheinberg in an attempt to capture at least one of the two remaining spans over the Rhine in that town. The attack was tipped off, as German generals von Schlemm and von Waldenburg were able to listen to radio transmissions from the waiting Sherman crews of the attackers. This lapse in radio discipline would cost the attackers dearly; the enemy was able to dispatch elements of the "Windhund" and 116 Panzer divisions to meet the threat. And a threat to the Rhine bridges indeed materialized as Task Force "Van Houten" jumped off early and made good progress until realizing they had lost contact with their infantry support in the form of Task Force "Roseborough". The American tankers still pushed on, only to be met by a murderous hail of shaped-charge weapons fire and resistance from the deadly '88' guns still possessed by the Germans in some numbers and used to defend critical points. The tanks of TF "Van Houten" were easy prey for the determined defenders; in the absence of infantry support, the desperate American crew-men of knocked out tanks engaged their adversaries with their small arms. By the time TF "Roseborough" arrived, the losses to the 8th Armored Division had exceeded 50 tanks. The Rhine would not be crossed this day.

### BOARD CONFIGURATION AND ENTRY:



**GERMAN Sets Up First AMERICAN Moves First**

**VICTORY CONDITIONS:** The Americans win immediately if they have a Good Order MMC on the south side of the river *OR* if they Control *all* of the multi-hex buildings on the VILLAGE overlay at game end.

### SCENARIO BALANCE:

**GERMAN:** Add a 9-2 armor leader to the German OB.

**AMERICAN:** The Turn 4 reinforcements enter on Turn 3.

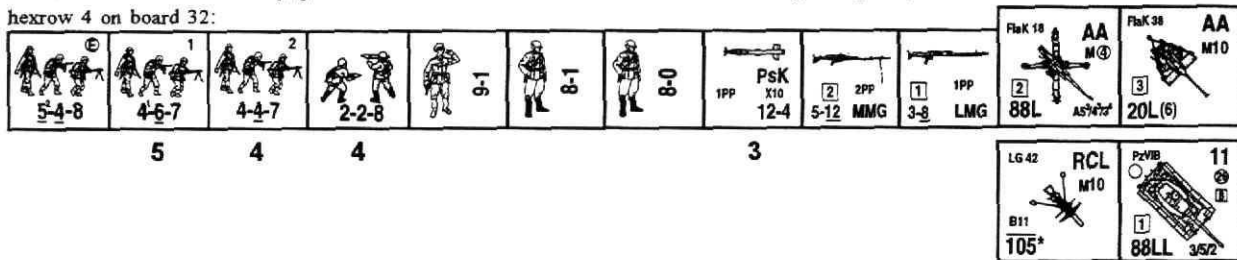
### SCENARIO SPECIAL RULES:

- EC is Wet and Overcast, with a Mild Breeze blowing from the southeast and no rain at start. The stream is Deep. All grain hexes are treated as Mud hexes (D8.23 and E3.6).
- Place the **Village-40** overlay on board 40. Two lane stone bridges exist in 40Q2-Q3 and 40I2-I3.
- All American personnel must enter as PRC. All Passengers may use Cloaking (E1.41) until they become CE, unload, or conduct any other concealment loss activity.
- The Americans receive one 105mm Creeping Barrage (E12.7) with an automatic black chit for purposes of E12.72. The Barrage hex grain runs east-west. The Germans receive one module of 150mm OBA (HE only) directed by an offboard observer at Level 2 in any hex along the south edge of the board. The German must pre-record this hex prior to all set up. Boreighting is NA.
- All American AFV crews that Bail Out/Abandon/Roll CS are immediately marked with a Berserk counter and are treated as a Berserk MMC for all purposes. No further movement may be conducted during the MPH in which the crew is first marked with a Berserk counter. If no German unit (Known *or* concealed) is currently in the LOS of such a Berserk crew (only), the crew must charge toward the closest (in MF) bridge hex until an enemy unit is in its LOS. It then charges the enemy unit normally. Once a bridge hex is entered, the crew immediately returns to Good Order.
- No German unit may move, advance or rout across the river. Any German unit that crosses the river is immediately removed from play. No German unit may set up in a bridge hex, but bridge hexes may be entered normally by the German during play.



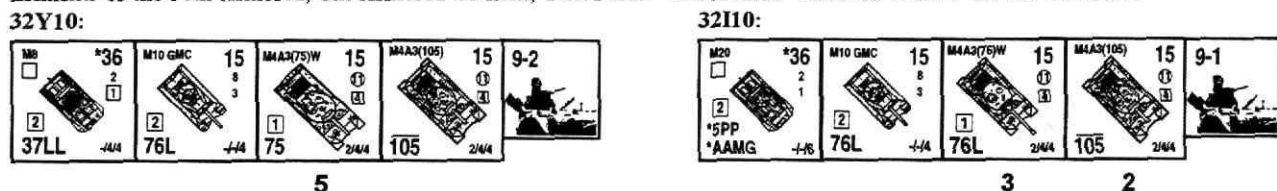
{ELR: 3}  
{SAN: 5}

Elements of the Fallschirmjäger Division 6. and the Panzer Division 116. set up, using HIP, north of the river and on/south of hexrow 4 on board 32:

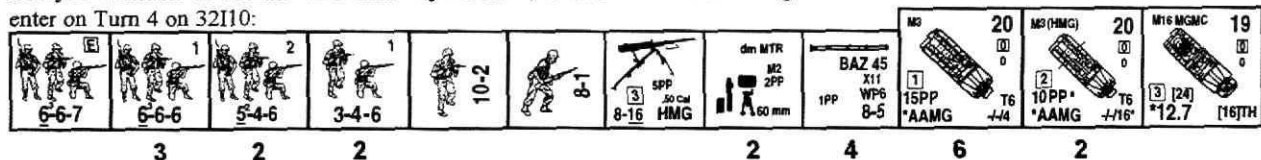


{ELR: 4}  
{SAN: 3}

Elements of the 36th Armored, 8th Armored Division, Task Force "Van Houten" enter on Turn 1 on the hex listed:



Delayed elements of the the 49th Infantry Division, Task Force "Roseborough" enter on Turn 4 on 32I10:



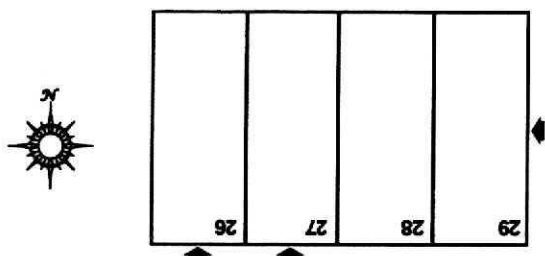




# ONE FOR THE TROPHY CASE

**North of GOUBELLAT, TUNISIA, 31 JANUARY 1943:** The first Allied offensive to reach Tunis has been stopped by the Germans for over a month. There had been several rumors of a new German tank, but because of General Arnim's reluctance to help Rommel the new Tiger tanks had been held in reserve since their arrival in Tunisia in November of 1942. On the morning of the 31st of January a spotter for the British 72nd Anti-Tank Regiment, Royal Artillery, sighted one of the new Tigers headed his way. He immediately radioed for reinforcements. There were some tanks in the area, but nothing able to match the Tiger; the spotter immediately left his post. He ran back to headquarters shouting, "Tigers! There are tigers coming down the road!" It was then that they realized only six-pounders were available to repel the attack. It would indeed be a long morning, and would possibly disturb tea time later that afternoon. The Tigers did disturb afternoon tea time. Although this was one of the first times that the new tank had been committed to the front, it showcased all of its assets. Its thick armor and long 88mm gun was more than a match for anything the Allies had in Tunisia at the time. This particular engagement saw the 72nd Anti-Tank Regiment call for reinforcements. These engagement was one of several probes over the next few weeks in preparation for the big February offensive. When it was over the 72nd Anti-Tank Regiment had captured the first Tiger tank of the war. This allowed for an immediate technical analysis of the new German wonder and provided much needed information about how to defeat the enemy in battle.

## BOARD CONFIGURATION AND ENTRY:



**VICTORY CONDITIONS:** The Germans win if they amass more VP than the British at game end. CVP are amassed normally. The Germans receive three times the normal Exit VP for units that exit off the west edge. The British receive CVP for German units that are on board at game end.

### SCENARIO BALANCE:

**BRITISH:** Add a 9-1 armor leader to the Turn 3 reinforcements.

**GERMAN:** Replace the German MMG with a HMG.

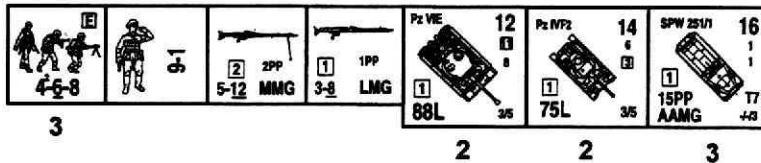
### SCENARIO SPECIAL RULES:

1. EC are Dry, with no wind at start. Vehicle Dust (F11.74) is in effect.
2. PzIVF2 crews are ML9 while Inherent.
3. The British may set up two squad-equivalents (and any SMC/SW stacked with them) using HIP.

1	2	3	4	5
6	7	8	<b>BRITISH Sets Up First GERMAN Moves First</b>	



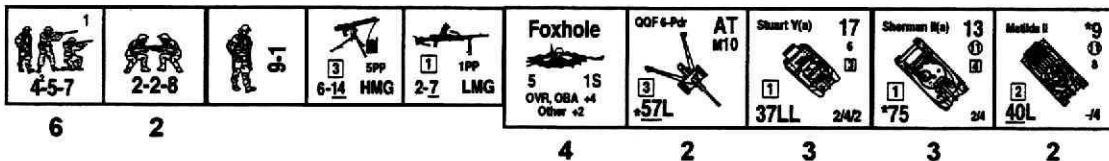
Elements of the Schwere Panzer Battalion 501 enter on Turn 1 along the east edge:



[ELR: 4]  
{SAN: 3}



Elements of the 72nd Anti-Tank Regiment set up on board 26:



[ELR: 2]  
{SAN: 2}

Reinforcing armored elements enter on Turn 3 along the south edge of board 26 and/or 27:



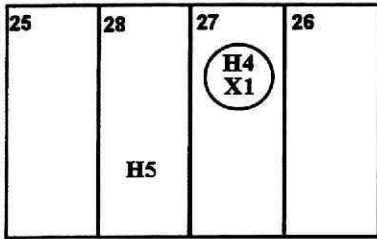




# NEW KID ON THE BLOCK

**South of DJEJEDA, TUNISIA, 28 November 1942:** On November 27 the Allied spearhead of the TORCH landings ran into heavy opposition near Tebourba. The 1st Surrey's scout vehicles contacted 15 German tanks, some of which were from the 501st Schwere Tank Abteilung, some 13 Mark III and 2 Mark VI. The weight of their counter-assault successfully halted the British drive for the day. This morning Brigadier Cass has brought up the 19 tanks from the 5th Northhamptons to continue the assault and drive on towards Tunis. The rumors were that the new Tiger tank was mixed in with the units that had halted the offensive. The September intelligence from ULTRA had finally been realized. General von Arnim had finally committed part of the 501st Schwere Abteilung. He was intent on halting the Allied drive while maintaining the Axis foothold in Africa. The German commander began to sweat as he spotted the dust from the Allied tanks. The tanks from the 5th Northhamptons were on their way. As the smoke clouds grew the German gunners patiently sighted in their guns on their approaching targets. Leftover from the previous days battle the Germans had only two Tiger tanks, but were able to use them to utmost effectiveness. The Germans knocked out so many tanks that the British withdrew the next day. After two more days of vicious fighting on both sides the British were forced to withdraw. Tunis would not be captured before the rains began, in fact it would not be captured before the first week in May. Much to the dismay of the Allied high command, they had not reached their objectives - and they had been introduced to an effective new German weapon, the Tiger tank.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The British win immediately if they have Exited  $\geq 20$  VP (see SSR 3) off the west edge.

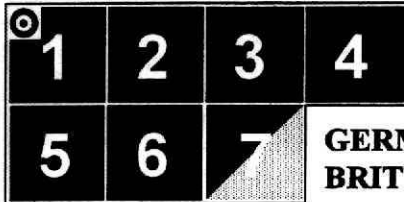
### SCENARIO BALANCE:

**GERMAN:** Add a 9-2 armor leader to the German OB.

**BRITISH:** Add a 9-2 armor leader to the British OB.

### SCENARIO SPECIAL RULES:

1. EC are Dry, with no wind at start. Vehicle Dust (F11.74) is in effect.
2. Once  $\geq 3$  British AFV exit, all mobile German Pz VIE are immediately subject to Recall. Prior to the MPH in which they exit, such affected AFV may fire normally, with no penalty.
3. No British AFV may exit the map until the British have amassed  $\geq 12$  CVP.
4. Place overlays as follows: H5 on 28W2-X2; H4 on 27G4-H4; and X1 on 27oD2.
5. German Pz III L crews have ML 9 while Inherent.

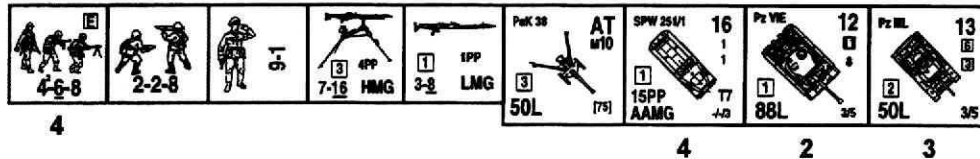


**GERMAN Sets Up First  
BRITISH Moves First**



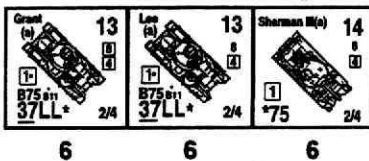
Elements of the 501st Heavy Tank Battalion and 190th Panzer Panzergrenadier Regiment set up on boards 25, 27 and/or 28:

{ELR: 4}  
{SAN: 2}



Elements of the 5th Northhamptons enter on Turn 1 along the east edge:

{SAN: 0}



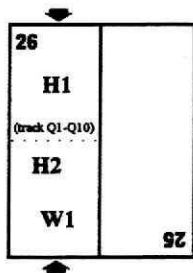


# SPECIAL MESSENGER

CH68

**BIR EL AALIA, TUNISIA, 21 JANUARY 1943:** On the 18th of January the Germans launched Operation *Eilbote* in an effort to shore up their southern defenses by recapturing the eastern Dorsals mountain range and the Kebir reservoir that supplied water to Tunis. Colonel Weber of the 10th Panzer Division was given elements of the 756th Mountain, 20th Flak, and 501st Schwere Panzer Abteilung. Group Weber drove for three furious days through the French sector, covering over 37 miles until it contacted Combat Command B of the U.S. First Armored Division. Commanded by Brigadier General Robbinett and sent north to contain the German offensive, CCB hit the Germans just north of Bir el Aalia. Running short on fuel, but not on numbers, the First Armored attempted to stave off the German offensive. The Allies were able to contain the German offensive in both the north and south of the Dorsal mountains. They did so only after the Germans had recaptured the Kebir reservoir, ensuring the continued supply of water to Tunis. This offensive saw some of the heaviest air operations during the African campaign, with both sides flying over 400 sorties each day. A specific effect of this operation occurred when the French were brought under the command of General Anderson, thereby revealing several command and control faults to the Allies. Recognition of these shortcomings helped the Allies to better coordinate the employment of their forces later in the war.

## BOARD CONFIGURATION AND ENTRY:



**VICTORY CONDITIONS:** The Germans win at game end if there are no Good Order American MMC/AFV [EXC: M3 HT *do not* count toward this total; note that M3 GMC *do count*] with functioning MA north of the road and the Track that runs from 25Y10-26Q1-Q10.

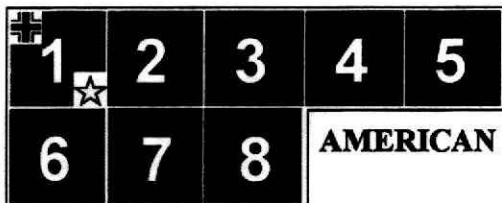
### SCENARIO BALANCE:

GERMAN: Add a 9-1 armor leader to the German OB.

AMERICAN: Add an 8-1 armor leader to the American OB.

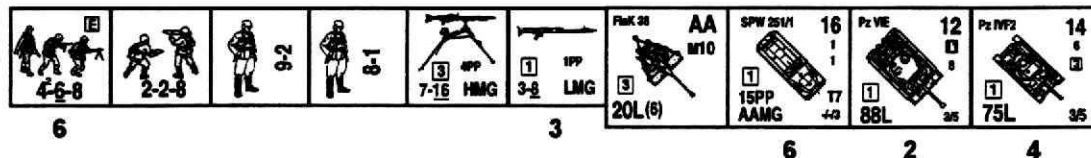
### SCENARIO SPECIAL RULES:

- EC are Dry, with no wind at start. Vehicle Dust (F11.74) is in effect.
- Place overlays as follows: **W1** on 26CC4-CC5; **H2** on 26V7-W8; and **H1** on 26H3-I3.
- Due to a fuel shortage, *only* a number of American AFV equal to a dr x 2 may move each Turn (including Turn one). This dr is made before any units are set up offboard.
- Personnel of both sides must enter as PRC. Both sides may Deploy (A1.31) freely during set up.
- The Americans receive Air Support, which appears as per E7.2 in the form of one '42 FB with bombs.
- PzIVF2 crews are ML9 while Inherent.
- A Track (F9.1) runs from 26Q1-26Q10.



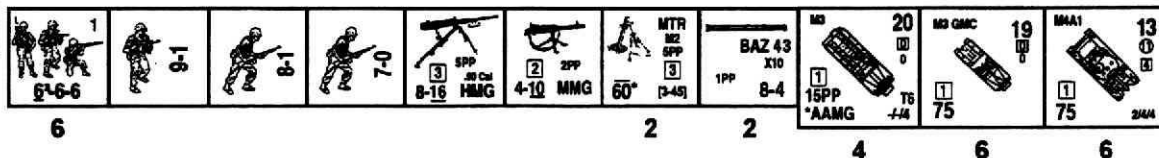
**Elements of the Schwere Panzer Abteilung 501 and Mountain Regiment 756**  
enter on Turn 1 along the north edge of board 26:

{ELR: 4}  
{SAN: 4}



**Elements of the 2nd Battalion, 13th Armored Regiment and 2nd Battalion, 6th Armored Infantry Regiment**  
enter on/after Turn 1 (see SSR 3) along the south edge of board 26:

{ELR: 2}  
{SAN: 2}

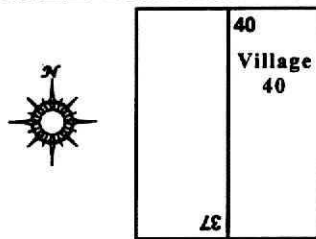




# BAPTISM OF FIRE

**KOGENBROICH, NORTH OF GEILENKIRCHEN, GERMANY, 20 November 1944:** The men of 'K' Company, 333rd Infantry Battalion, landed in Europe at Omaha Beach on November 2, 1944. Known as the "Railsplitters" the unit saw little action. 'K' Company had yet to fire a shot, when the attack orders came in for an assault against the Siegfried Line positions of the 183rd Volksgrenadier Division. The baptism of fire went by swiftly, with the company capturing its first objective. Things would be different on November 20th as the day dawned to mud, and more mud. Worse still, the enemy inserted fresh forces, including the seasoned tankers of the 9th and 10th SS Panzer Divisions. These forces would be faced by the men of 'K' Company as they attacked right into the midst of the Siegfried Line and its pillboxes and intersecting fields of fire. Support for the 333rd was on hand in the form of tanks from the British Sherwood Rangers, which blasted away at enemy pillbox positions from point blank range. Their true baptism of fire would not go as smoothly as the first; enemy armor appeared on the scene and the Yanks would be forced to rely on their own devices to capture the bridge over the Würm at Kogenbroich. The battle soon evolved into a bloody draw with more than one third of the men from 'K' Company lost. Within a stone's throw of their objective, the company halted and dug in for the night. The men of 'K' Company, 333rd Infantry Battalion, 84th Division had received their baptism of fire on this day.

## BOARD CONFIGURATION AND ENTRY:



**VICTORY CONDITIONS:** The Americans win at game end if they are the last to enter 40I1 with a Good Order MMC; *OR* they Control all of the buildings on the Overlay.

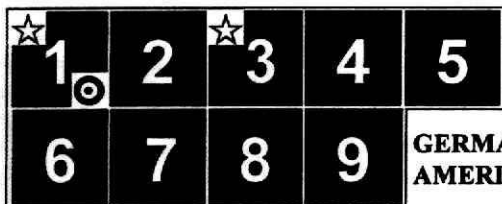
### SCENARIO BALANCE:

**GERMAN:** Add a 9-1 leader to the German OB.

**AMERICAN:** Add a 9-1 armor leader (British) to the Allied OB.

### SCENARIO SPECIAL RULES:

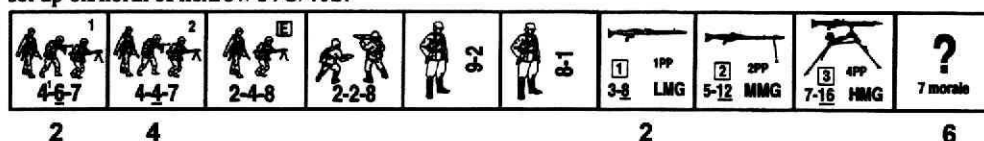
1. EC are Wet, with no wind at start. The stream is Deep. Treat all Grain hexes as Mud (D8.23 and E3.6 only apply to those hexes).
2. Place the **Village-40** on board 40. A one lane stone bridge exists in 40I2-I3.
3. The Germans may Fortify one building Location during set up (Tunnels are NA). The pillboxes may set up in non-road hexes *only*. The PzVG may set up using HIP.
4. One German squad-equivalent (and all SMC/SW that set up with it) may set up using HIP.
5. The American receives one module of 155mm OBA (HE & Smoke).



**GERMAN Sets Up First  
AMERICAN Moves First**



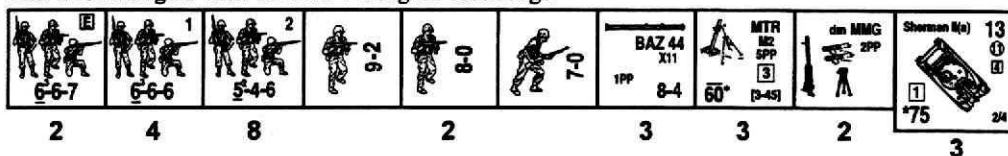
**Elements of the 183rd Volksgrenadier Division and 9th SS Panzer Division**  
set up on/north of hexrow 37O/40S:



[ELR: 4]  
{SAN: 5}

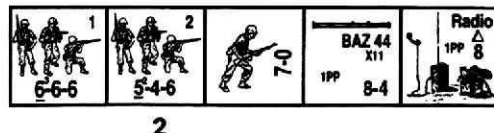


**Elements of "K" Company, 333rd Battalion, 84th Infantry Division and Elements of the British Sherwood Rangers enter on Turn 1 along the south edge:**



[ELR: 3]  
{SAN: 3}

**Elements of "C" Company, 333rd Battalion enter on Turn 3 along the south edge:**

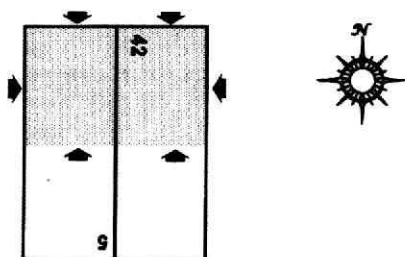




# SURPRISE AT HONKANIEMI

**HONKANIEMI, FINLAND, 22 February 1940:** The Russians had finally succeeded in breaching the Mannerheim Line. The tankers of 4th Pans.K. were just arriving to the front when the unit was ordered to immediately counterattack with the 'Jakaaris' of 3rd JP. Severe weather conditions had taken a toll of the diminutive Finnish tanks; only six tanks of fifteen were available for combat. The rest had technical problems. Everything went awry for the Finns right from the start. The pre-attack Finnish artillery barrage accidentally landed on a massed grouping of men from 3rd JP, dispersing it. However, that reverse was not realized by the tank men, and they started forward with little to no infantry support. Nonetheless, the arrival of Finnish tanks surprised the Russians, who had seen none in use by their Finnish opponents before. Startled, the Soviet tank crews rushed to their vehicles and started their engines. The Finns had some initial success against the surprised defenders, but the odds were against them. In the end, only one Vickers tank returned from battle. The others were lost to enemy fire and mechanical breakdowns. On paper, the results were negligible: only three Russian tanks were destroyed and some infantry killed. No matter the outcome, the Finnish tank force had been blooded in combat for the first time. There would be many more actions to come during the Jatkosota.

### BOARD CONFIGURATION AND ENTRY:



(Only hexrows R-GG on board 5 and A-P on board 42 are playable.)

**VICTORY CONDITIONS:** The Finns win if, at game end there are no mobile Russian AFV with functioning main armament  $\leq 4$  hexes from 42G4, OR immediately upon amassing  $\geq 36$  CVP and they have Exited  $\geq 1$  AFV off any road hex.

### SCENARIO BALANCE:

**FINNISH:** Replace the Finnish 9-1 armor leader with a 9-2.

**RUSSIAN:** Add an ATR to the Russian OB.

### SCENARIO SPECIAL RULES:

1. EC are Wet, with no wind at start. Extreme Winter (E3.74) and Ground Snow (E3.72) are in effect. All buildings are rubble (i.e., stone and wooden rubble placed based on the on-map building type). A +1 LV DRM (E3.1) is in effect at all ranges to represent the fact that the attack began at dusk.

2. One Russian AFV crew is placed in *each* hex containing an un-manned tank. All tanks for both sides lack radios. Before all set up, the Finnish player may secretly designate an "attack route" for his tanks. An attack route is defined by a contiguous road defined by an entry hex and an exit hex [EX: 5Y1-42I1]. If a Finnish tank "follows" its attack route (i.e., is in any road hex along this contiguous road) it may ignore the NTC for non-platoon movement (D14.23).

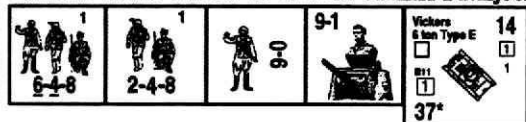
3. Russian tank crews are Inexperienced (D3.45).



**RUSSIAN Sets Up First  
FINNISH Moves First**



Elements of the 4th Ps. K. and 3rd Jaakari Pataljoona enter on Turn 1 on any *one* road hex:

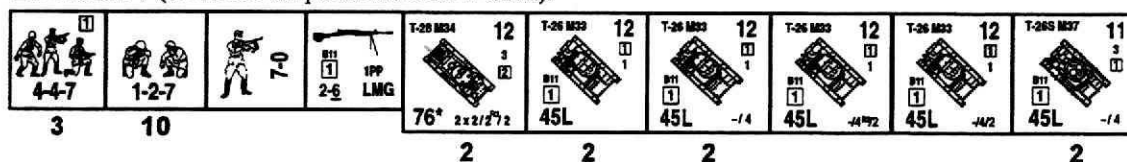


[ELR: 3]  
{SAN: 3}

5



Elements of the XXX set up  $\leq 3$  hexes from 42G5 with all AFV set up Unmanned and in Platoons (i.e., each AFV must be set up to  $\geq 1$  other AFV (see SSR 2 for placement of AFV crews):



[ELR: 2]  
{SAN: 2}



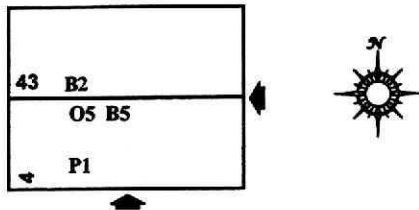


# BOTTOM OF THE BARREL

CH71

**SOUTHEAST OF ZOSSEN, GERMANY, 22 April 1945:** The German Army of 1945 was shadow of it's once potent self. To remedy the manpower crisis, all branches of the armed forces had their non-essential personnel reassigned to provide foot-soldiers for the fronts. Cooks, Drivers, technicians, navy and Luftwaffe personnel were transferred wholesale to the Wehrmacht, given a rifle, and led into combat. While these lightly trained men stood in front of the mighty Red Army of 1945, the rapid advance of Koniev's 3rd Guards Tank Army not only threatened Berlin from the south, but put the 9th Army facing Zhukov in a perilous predicament. In Koniev's path lay Zossen, the German High Command HQ and main communications center linking the still active but isolated German units from Norway to Italy. As the lead tanks of the 3rd Guards were approaching Zossen from the South, scattered resistance began to solidify in a small hamlet just outside of Zossen. The sharp crack of an '88' supported by rapid firing MG-42s stopped the lead elements cold at first. After the initial shock of the ambush wore off, an air strike was ordered and the advance was to continue. With the experience learned in years of fighting on the Eastern Front, teams of brown clad infantrymen began rooting out the defenders' positions one by one, while tanks carrying yet more infantry attempted to outflank the hamlet. A tight formation of fighter bombers soon arrived to sweep over the battlefield in low strafing runs. Heavy flak rang out from the nearby woods, revealing their positions, which the air support began to silence with bomb and rocket attacks. The Russian armor reinforcements, stripped of infantry support, churned across the un-plowed fields firing in support of the troops which had just eliminated an anti-tank gun and continued the process of launching an attack against the hamlet in the face of surprisingly stiff resistance; even the fire from some armored cars seemed to have little effect on the attacking Russians. Unable to deal with the thick armor of the enemy tanks, the armored cars soon pulled back, leaving the remaining defenders to their fate. With all their support stripped away, the infantry isolated in the hamlet had no other option but to surrender or die. By nightfall Zossen was in Russian hands, and Koniev's 3rd Guards moved to assault the southernmost suburbs of Berlin.

## BOARD CONFIGURATION AND ENTRY:



**VICTORY CONDITIONS:** The Russians win immediately when they Control two of the following three stone buildings: 43B3, 4311, and 43P1; *AND* they have Exited  $\geq 1$  AFV and  $\geq 1$  MMC off the north edge  $\leq 2$  hexes from 43Q1. The Germans win at game end by Controlling all buildings  $\leq 2$  hexes from 43N8. *Any other result is a draw.*

### SCENARIO BALANCE:

**GERMAN:** Exchange the 37L-AA truck for a 37L-AA Flak 36 Gun.

**RUSSIAN:** One M4/76(a) tank is equipped with a Gyrostabilizer (H1.42).

### SCENARIO SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the northeast at start. Place overlays as follows: B5 on 4O2-O3; O5 on 43L10-4M1; B2 on 43K8-K9; and P1 on 4J4. The road that runs from 43Q1-M6-I10-4I1-4A6 is paved; all other roads are unpaved.

2. Place burning wrecks in the following hexes: 4M5, 4K5, and 4D2. (place Drifting Smoke accordingly *during* set up). The 88L AA gun *must* set up with a LOS to  $\geq$  two burning wrecks. For set up purposes *only* this AA gun may ignore any LOS hindrances created by smoke.

3. No Mines or Wire may set up within 2 hexes of 43N7. No AFV may set up in a building.

4. The German player may choose *one* of the following: 1) One AFV may set up HIP as if it were an emplaced (A12.34) Gun for concealment loss purposes; *OR* 2) One squad-equivalent (and any SMC/SW that sets up with it) using HIP.

5. On Turn 1 the Russian receives two '44 FB w/bombs. Both FB are automatically recalled at the end of Game Turn 3.

★	1	2	3	4
	5	6	<b>GERMAN Sets Up First RUSSIAN Moves First</b>	

### Remnants of the 9th Fallschirmjäger Division and the 20th Panzer Grenadier Regiment

set up concealed on board 43 and/or on board 4 in hexes with a coordinate  $\leq 3$ :

5-4-8	4-4-7	4-3-6	2-2-8	3-2	8-0	2PP 5-12	1PP 3-8	3 50° [2-13]	1PP X10 12-4	7 morale	18 factors
<b>Foxhole</b> 5 OVR, OBA +4 Other +2	<b>Trench</b> OVR, OBA +4 Other +2	 MPV/RPPh: dr = MF CC: +1/-1	<b>Flak 18</b> 88L AS747	<b>Flak Pz 120</b> 14 *20L(20) 3-7	<b>3.7cm Flak LKW</b> 23 *37L(6)	<b>PSW 232</b> 33 20L(6) -5	<b>PSW 234/1</b> 33 20L(6) -5*	<b>FlakPz 36(1)</b> 15 *20L(6)			
2	2	2									

### Elements of the 3rd Guards Tank Army set up on board 4 in hexes with a coordinate $\geq 6$ :

4-5-8	4-4-7	3-1	3-1	2PP 4-10	1PP 2-6	3 50° [3-20]	X12 1PP 30-1
3	5			2	2		

Enter on Turn 1 along the east edge and/or from any road hex on the south edge of board 4 (i.e., 4I10, 4Q10, and 4Y10):

6-2-8	5-2-7	3-1	1PP 2-6	3 50° [3-20]	<b>T-34/85</b> 16 85L	<b>M4/76(a)</b> 14 76L	<b>SU-57(a)</b> 19 57LL	<b>MSA1(a)</b> 19 T6 15PP
2	2				2	2		

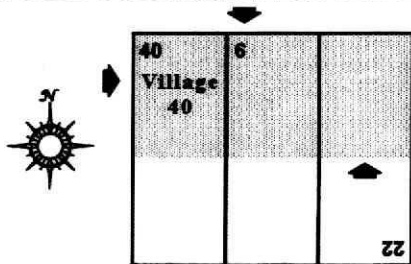
*\*(use Brit. ctr.)*



# ACROSS THE WÜRM

**KOGENBROICH, NORTH OF GEILENKIRCHEN, GERMANY, 23 November 1944:** For three days the "Railsplitters" of 'K' Company were joined in an attack by the men of the armor British Sherwood Rangers Yeomanry. For three days the weather worsened. The rain was so heavy, the mens' foxholes filled up with water, making sleep nearly impossible. During this stretch, the combined assault of American and British arms was repulsed by the defenders. However, the pressure of a constant attack not only took its toll on the attackers; exhausted and battered German troops finally pulled back behind Wurm River to regroup. Despite the retrograde movement of the enemy the Siegfried Line was far from compromised. 'K' Company was ordered forward, assured of help tanks from the British 79th Armored Division, and additional support from their own unit in the form of 'I' Company, 333rd Infantry Battalion, which had found a crossing further north. The renewed attack went off slowly, mud restricting tank movement to the roads. The Yanks advanced cautiously but were still pinned down by machine-gun fire delivered by the waiting Volksgreandiers; Sherwood tanks moving up were engaged by a lone 'Panther' tank. 'K' company Railsplitter hugged their helmets and laid in the mud praying for reinforcements. The promised armor was delayed after being forced to detour around the newly found, but overly soft crossing. The weight of the Allied armor was finally brought to bear, as the lone Panther was finally despatched, and enemy foot-soldiers were moved off their positions with the help of the liquid fuel of the Crocodiles. Just as the remnants of 'I' Company arrived, the American attack seemed to pick up momentum. After gaining a foothold into the outskirts of Wurm, any forward progress was again halted by the appearance of two German assault-guns from the 9th SS. Again 'K' Company was stopped short within reach of its objective.

## BOARD CONFIGURATION AND ENTRY:



(Only hexrows A-P on boards 40 and 6, and R-GG on board 22 are playable)

★ 1	2	3	4	5
6	7	8	9	<b>GERMAN Sets Up First</b> <b>AMERICAN Moves First</b>

**VICTORY CONDITIONS:** The Americans win if they Control buildings 22Z1, 22Z2 and 22X2 at game end.

### SCENARIO BALANCE:

**GERMAN:** Add a 9-1 armor leader to the German on board OB.

**AMERICAN:** The Turn 3 (British) reinforcements enter on Turn 2.

### SCENARIO SPECIAL RULES:

- EC are Wet and Overcast, with no wind or rain at start. All buildings are Stone. The stream is Deep. Soft Ground is in effect (D8.2).
- Place the **Village-40** overlay on board 40. The Pillbox may only be set up in non-road Open Ground hexes. A One Lane Stone Bridge exists in 40I2-I3.
- The PzVG may set up using HIP. The Germans may set up one squad-equivalent (and any SW/SMC stacked with it) using HIP. The StuG III(L) are equipped with Schurzen.
- The Americans receive one module of 81mm Battalion Mortar OBA (HE & WP).
- Any AFV entering a non-road hex must take a Bog Check [EXC: Only the Soft Ground DRM is applicable].



Elements of the Volksgrenadier Division 183. and the SS Panzer Division 9. set up east of the river:

1 4-6-7	2 4-4-7	C 4-3-6	E 2-4-8	1 2-4-7	2 2-2-8	9-2	8-1	7-0	3 7-16 HMG	2 5-12 MMG	1 3-8 LMG	5PP 50' [2-19]
4	3			2		2			3	2		

{ELR: 3}  
{SAN: 5}

? 7 morale 16	1+5+7 2	Trench OVL OBA .44 Other .42 2	AA M10 20L(6) 2	Pz VG M15 75L 3/2
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Reinforcing elements of the SS Panzer Division 9. enter on Turn 5 on/adjacent to 22R7:

StuG MG (L) 13 75L -471' 2
--



Element of 'K' Company, 333<sup>rd</sup> Battalion, 84<sup>th</sup> Infantry Division "Railsplitters" and the British Sherwood Rangers Yeomanry set up west of the river:

E 6-6-7	1 6-6-6	2 5-4-6	9-2	8-1	8-0	1-4-9	BAZ 44 X11 1PP 8-4	MTR M2 5PP 60' [3-45]	Radio 1PP 8	2 4-10 MMG	9-1	Sherman B(a) 13 75 24
7	4		2			2	3		2		2	

{ELR: 3}  
{SAN: 4}

Elements of the British Sherwood Rangers Yeomanry and the 79<sup>th</sup> Division enter on Turn 3 on/adjacent to 40I10:

Sherman B(a) 13 75 24 2	Crocodile 7 14 11 1 X12 75 BF38 -4 8-1
-------------------------------------	---

Elements of 'I' Company enter on a dr < the current Turn number on/between 40A1-6A8:

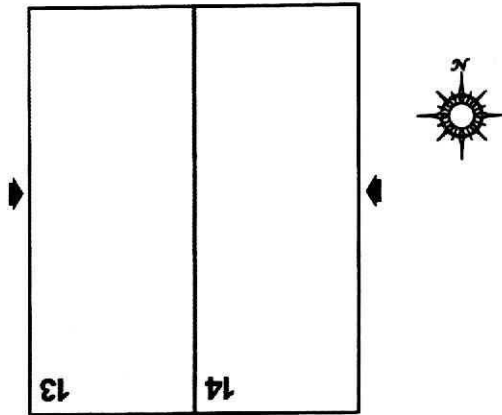
6-6-7	1 6-6-6	2 5-4-6	8-1	7-0	2 4-10 MMG	1PP 8-4
3	5		2	2	2	



# IVAN'S ROADBLOCK

**SOVIET UNION, July 1941:** As Barbarossa was unleashed against Russia, the entire front reeled back as one army after another was surrounded. However futile, some pockets continued to resist and fought on bravely. For many Russian soldiers, their war ended just as the epic defense of the Motherland was beginning.

## BOARD CONFIGURATION AND ENTRY:



**VICTORY CONDITIONS:** The Germans win if they eliminate the roadblock *and* if they have Exited 22 VP off the west edge.

### SCENARIO SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. The roadblock may be placed anywhere within the limits of B29.1.
3. The road continues between 14Y2 and 14X5 via 14X2-X3-X4. The hedge in 14X3/X4 does not exist.
4. All German Personnel must enter as Passengers.
5. To reflect a lack of training, concealment is NA for Russian units.
6. The stream is Deep.

**RUSSIAN Sets Up First  
GERMAN Moves First**



**Attacking Elements** enter on Turn 1 on any west edge road hex (see SSR 4):

4-8	4-7	9-2	8-1	1 IPP 3-8 LMG
2	4			3

[ELR: 3]  
{SAN: 2}

2 ZPP 5-12 MMG	X12 1PP 30-1	16 15PP AAMG	28 T7 21PP
	2	4	

**BID FORCES (Range 60 - 80)**

14 B11 20L	14 B11 37L	13 50	15 37L	16 81*
[7]	[9]	[11]	[9]	[10]

9-2	9-1
[9]	[6]



**Defending Elements** set up ≤ 6 hexes from the roadblock (see SSR 2):

4-4-7	2-2-8	8-1	7-0	2 SPP 4-10 MMG	1-12 1PP ATR	76*	INF M8	Roadblock	5 OVR, OBA +4 1S Other +2
4									4

[ELR: 2]  
{SAN: 4}

**Reinforcements** enter on Turn 1 along the east edge:

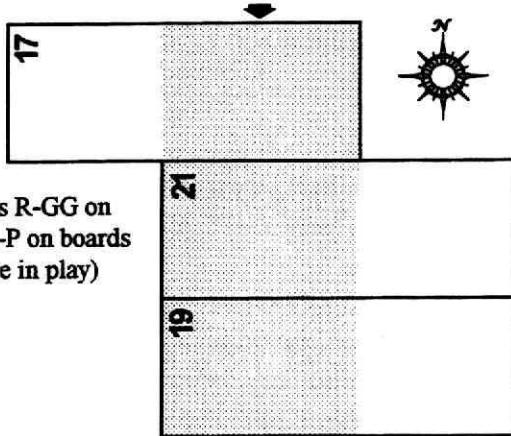
21 B11 76*	11 B11 45L
	2



# THE CHANTILLY PRELUDE

**FRANCE, November 1944:** As the Allies approached the German border, enemy resistance increased. In one town near Strasbourg, the Americans captured one of the last remaining supply lines of the retreating Wehrmacht. The Germans promptly counter-attacked, starting a fire-fight which lasted through the night. As word of the heavily armed relief force reached battalion HQ, the Americans, too, rounded up a scratch force to throw into the fray. Neither side found itself ready for the sudden role of attacker thrust upon each; the ensuing fight would be a precursor of much of the fighting soon to take place within the borders of the Reich.

## BOARD CONFIGURATION AND ENTRY:



(Only hexrows R-GG on board 17 and A-P on boards 19 and 21 are in play)

**VICTORY CONDITIONS:** The Germans win if they Control the two Victory Buildings (see SSR 2A).

### SCENARIO SPECIAL RULES:

- EC are Wet, with no wind at start. Players may implement Ground Snow and/or Light Mist by mutual consent.
- Set up on board 21 as follows: A) Kampfgruppe Hassler must place two MMC, one each in a different stone building. These two buildings are the Victory Buildings. The leader and HMG may also be placed with either MMC at this time. B) The American then places the three units of Task Force Nixon in any non-Open Ground Location at least 3 hexes away from the nearest enemy unit. C) The German then places the remaining two MMC, and any remaining leader and HMG in any non-Open Ground Location at least 4 hexes away from the nearest enemy unit in non-occupied Locations. D) The American then sets up the Relief Force. Deploying is NA for both sides during set up.
- No unit of TF Nixon may move until the MPH following the first time a LOS can be drawn to any unit of the Relief Force.
- Rowhouses do not exist. Treat them as normal buildings, ignoring the black bar.

### SEQUENTIAL SET UP (See SSR 2) AMERICAN Moves First



Task Force Nixon set up on board 21 (see SSR 2):



3

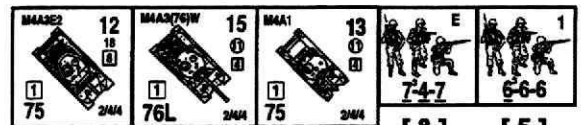
[ELR: 3]  
{SAN: 4}

Relief Force set up on board 19, not in LOS of any German unit:



2 2 2

### BID FORCES (Range 130 - 150)



[ 17 ] [ 14 ] [ 11 ] [ 8 ] [ 5 ]



[ 7 ] [ 4 ]



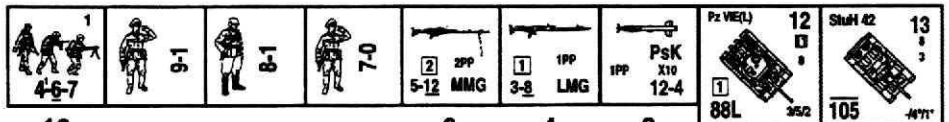
Kampfgruppe Hassler set up on board 21 (see SSR 2):



4

[ELR: 2]  
{SAN: 4}

Reinforcements enter on Turn 1 on any north edge road hex:



12 2 4 2 2 2



