



Green Berets at Termoli

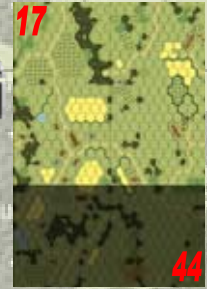


Termoli, Italy October 3rd, 1943 The seizure of Termoli by the British 78th Infantry Division was more a cakewalk than the expected hard battle. Losses were very light and the defenders were soon eliminated. But the commander of the “Battleaxe” Division, as the 78th was nicknamed, knew that a German counterattack was guaranteed. Orders were given to set up defensive positions around Termoli. No.3 Commando, attached to the 78th Division, dug in around the town, reinforced by anti-tank and machine-guns. Soon the sound of tanks filled the air. The 16. Panzer Division had started the counterattack!

BALANCE:

- ⊙ In the German OB replace the HMG with a MMG.
- + Delete the PIAT from the British OB.

BOARD CONFIGURATION:



Victory Conditions: The Germans win at game end if they control hex **17G7** and Building **44BB8**.

(Only hexrows A-U on board 17 and M-GG on board 44 are playable)

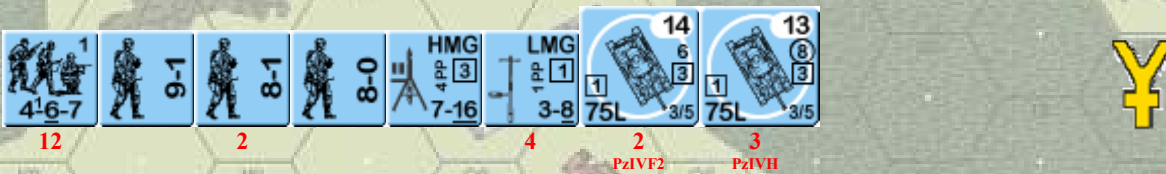
TURN RECORD CHART

⊙ BRITISH Sets Up First	+	1	2	3	4	5	END
+ GERMAN Moves First							

Elements of Troops 4 and 5 of No.3 Commandos and elements of 1st Battalion Princess Louise’s Kensington Regiment, 78th Infantry Division [ELR: see SSR 2] set up as per SSR 3: [SAN: 4]



Elements of Panzer Regiment 2 and Panzergrenadier Regiment 64, 16. Panzer Division [ELR: 3] enter on Turn 1 along the south edge: [SAN: 3]



Special Rules:

- Weather is Overcast; EC are Wet, with no wind at start. All orchards are Olive groves (F13.5). All buildings are stone. Grain is in effect. Place overlays as follows: **O5** on 17H7-17 and **Hd10** on 44T8-U8.
- British non-crew elite MMC and SMC are Commandos with an ELR of 5 and underlined morale. Commandos may declare Hth combat. All other British units have an ELR of 3.
- At least three squads, one SMC and one gun manned by a crew must set up ≤ 3 hexes from each hex 17G7 and 44BB8. Remaining units may set up on/north of hexrow J on board 17 and/or X on board 44. All British units may set up in Foxholes if in suitable terrain (B27.1). At game start, both British 2-4-7 HS must possess a MMG. Both British ATG may setup emplaced, but only one may use HIP.
- Bore sighting is NA.

Aftermath: The counterattack started with tanks and infantry slowly advancing towards the positions of the Commandos. The AT guns, firing at long range, showed no effect against the tanks. In return the German Panzergrenadiere showed an inferior performance. They were stopped by the well aimed fire from the Kensingtons machine guns. The attackers kept up the pressure and soon the first tanks closed in with their targets. But the Commandos, proudly wearing their green berets, withstood all attacks until darkness, when the Germans stopped attacking to regroup their forces, giving the British time to pull back towards Termoli.

SCENARIO CREDITS:
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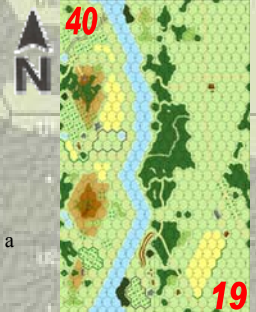


The Dornot Horseshoe



Dornot, Lorraine, September 10th 1944: After a fruitless attack versus Fort St.Blaise and Fort Sommy on the east bank of the Mosel, Companies F and G of the 11th Infantry found themselves back again in their starting positions, a small, horseshoe formed, wooded perimeter with the river banks in their backs. Together with units from the 23th Armored Infantry Battalion and some support from self-propelled guns west of the river, they defended the bridgehead bitterly against the experienced men of the 17. SS Panzergrenadier Division. Time and again the Germans attacked the dug-in Americans – with no success. But for how long would the decimated defenders be able to hold the line?

BOARD CONFIGURATION:



BALANCE:

- ☆ Replace the HMG with a cal.50 HMG in the American OB.
- + Add a FT to the German OB.

Victory Conditions: The Germans win at game end if they **control ≥ 7 Victory hexes**. A Victory hex is every hex adjacent to a river hex within the US Setup area. All Victory hexes are initially US controlled. **[There are a total of 13 Victory hexes]**

TURN RECORD CHART

☆ AMERICAN Sets Up First	+	1	+	2	+	3	4	5	6	7	8	END
+ GERMAN Moves First												

Elements of 2nd Battalion, 11th Infantry Regiment and 23rd Armored Infantry Battalion [ELR: 3] set up entrenched if in suitable terrain (B27.1) on/within the Perimeter 40J0-19X5-19L5-40V0-40S2-40P0: [SAN: 4]



Support Elements of 19th FA Battalion set up west of the river on board 40:



Air Support as per SSR 4

Elements of SS Panzergrenadier Regiment 37, 17. SS Panzergrenadier Division "Götz von Berlichingen" [ELR: 4] enter as per SSR 3: [SAN: 5]



Elements of SS Panzer Abt 17, SS StuG Abt 17 and SS Flak Abt 17 (see [and enter as per] SSR 3):

Tank Group 1

- 1x StuH42
- 2x StuG III G
- 2x FlakPz38t

or

Tank Group 2

- 1x StuH 42 (L), 1x PzIVH
- 1x FlakPz IV/20, 1x 8-1 AI

Special Rules:

1. EC are Wet, with no wind at start. The river is deep with a heavy current flowing north. Kindling is NA. Place overlays as follows: **Hi8** on 40U6-V5 and **Wd34** on 40T1-S2.
2. The Americans may use HIP for \leq one HS and any SMC/SW set up with it.
3. The German player must secretly select one Tank group before the US Setup. German units may enter during Turns 1-3 on/between hexes 19A6-19GG6. A19.13 is in effect. All StuG's and StuH's are equipped with Schürzen (D11.2). All appropriate German AFVs are AAMG equipped.
4. The Americans receive Air Support (E7.) in form of two 1944 Fighter Bombers. Make another dr for the armament (one dr for both). 1-4: Bombs; 5: Napalm; 6: MG only. The Fighter Bombers must leave one turn after their Turn of entry.
5. Bore Sighting is NA.

Aftermath: On the second day, orders were given to evacuate the small bridgehead, because a second, larger one had been established successfully by the 10th Infantry Regiment down the river. In the end the determined Defenders of the Dornot "Horseshoe" had withstood thirty-six separate attacks from tanks and overwhelming numbers of infantry and the crossfire from still enemy-held Forts on both sides of the Mosel. It was estimated that six hundred German soldiers were killed in this action. But the toll on the defenders was extremely high too. Nearly all officers were killed or wounded as were the enlisted men. The AAR reported that the action at Dornot had cost the 11th Regiment nearly five hundred casualties.

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Bukit Chandu



Pasir Panjang, Malaya, February 14th 1942: During the course of the Malayan campaign, the IJA landed in the north-western parts of Singapore on February the 8th. After the capture of Tengah airfield, the Japanese invading force, consisting of some 13.000 troops, moved south towards Pasir Pajang, known as “the gap”. Reaching their target on February the 13th, the Japanese were engaged by troops of the 1st Malayan Brigade, which was formed by indigenous soldiers led by British officers. The Japanese launched a heavy attack, supported by artillery and tanks which, after heavy fighting, including hand-to-hand combat, forced the defenders to retreat. Keeping up the pressure, a second attack followed on the morning of February the 14th. Both sides took heavy casualties, but finally the Malayan Regiment again was forced to fall back. One of their units, “C” company, received orders to move towards “Opium Hill”, forming a last defence line.

BALANCE:

- Add a 7-0 Leader to the British OB.
- Add an 8-1 AL to the Japanese OB.

Victory Conditions: The Japanese win at game end if they have accumulated ≥ 24 VP. VP are awarded for units exiting through the south board edge as per A26.21 – 26.213 (Prisoner count, but are not doubled). In addition the Japanese receive VP for building control. Buildings **49K9** and **49O7** are worth **3VP's**, Building **49N9** is worth **2VP's**.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 38 and hexrows A-P on board 49 are playable)

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
JAPANESE Moves First							

C company of 1st Malayan Brigade and Elements of the Royals Regiment [ELR: 2]
set up on board 38 in hexes numbered ≥ 4 and/or on board 49 in hexes numbered ≥ 9 : [SAN: 3]

Remnants of 3rd Cavalry Recce Regiment enter on Turn 1 along the south edge:

Elements of the 56th Infantry Regiment, 18th Division IJA and AdHoc Tank Support [ELR: 3] enter on Turn 1 along the north edge: [SAN: 3]

Type 95 Ha-Go

Special Rules:

- EC are Moderate, with no wind at start. PTO terrain is in effect including light jungle (G2.1); however all roads and buildings remain (all buildings are single story) and the bridge is a two-lane stone bridge.
- Place overlays as follows: **Wd12** on 49D8-E8, **Hi8** on 49K2-L1 and **OW1** on 49N10-O10.
- Beginning with Turn 5, the British suffer from Ammunition Shortage (A19.131).

Aftermath: “Opium Hill” or Bukit Chandu in Malayan, was named after an opium-processing factory located on the foot of the hill. Control of the hill allowed a good overview over the northern part of the island and opened a passage to the Alexandra area, where the British Army had their main supply and ammunition depots. Here “C” company prepared for a final stand against the Japanese 56th Infantry Regiment, which soon attacked with the support of tanks. Again a fierce fight developed, including the use of bayonets. Outnumbered and low on ammunition the defenders kept up the resistance, frustrating the Japanese, which attacked again and again. Finally, in a large Banzai-Attack, the Malaysians were overwhelmed and the soldiers of the 56th Regiment, taking some prisoners but generally showing little mercy with most of the survivors, marched towards their next target.

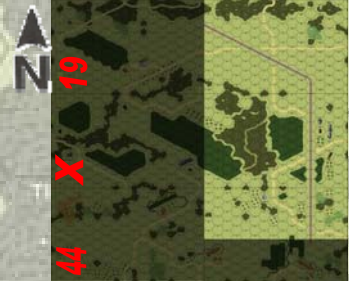
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Wikings Catwalk



Kovel, Poland, March 29th 1944: In March 1944 the advancing Russians had encircled Kovel with four divisions. The city was declared to a „Fester Platz“, which meant that it had to be defended to the last man, a common German practice in the last stage of the war. The commander of the 5. SS Panzerdivision “Wiking”, Gruppenführer Herbert Gille flew into the beleaguered city to set up his divisional Command Post. Knowing that the way was blocked by fields of mud and dug-in Russian defenders, his plan was as simple as risky. The Panther tanks of his „Wiking“ Division and the 131. Infanterie Division should break the encirclement and reopen the city of Kovel.

BOARD CONFIGURATION:



(Only hexrows R-GG – and on board 44 only those hexes numbered < 6 – are playable)

BALANCE:

- ★ Replace the MMG with an HMG in the Russian OB.
- ⊕ Two PzVG may set up "not in Motion".

Victory Conditions: The Germans win immediately if there is no Good Order Russian MMC in any building **xDD3**, **xDD4** and **xEE4** AND if they have exited \geq one PzVG with functional MA through the west edge of board 19.

TURN RECORD CHART

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

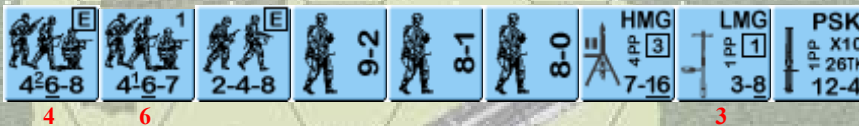
Elements of the 143. Rifle Division [ELR: 3] set up anywhere on board 19 and/or in hexes numbered \leq 8 on board X: [SAN: 4]



Russian Reinforcements (see SSR 3):

Group 1 enter on/after Turn 1 2x T-34 M43, 1x Sherman III(a), 2x T-43, 1x Sherman M4/76(a), 1x 8-1 AL	Group 2 enter on/after Turn 2 2x T-34 M43, 1x Sherman III(a), 1x T-43, 1x Sherman M4/76(a), 2x AT Mine	Group 3 enter on/after Turn 3 2x T-34 M43, 1x Sherman III(a), 1x 45LL AT, 1x 2-2-8, 3x AT Mine (Known), 2x Dummy AT Mine (Known)
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Elements of Infanterie Regiment 434, 131. Infanterie Division [ELR: 3] set up on board 44: [SAN: 3]



Elements of 8./Panzer Regiment 5, 5. SS Panzer Division “Wiking” [ELR: 4] set up on board 44 (see SSR 2):



Special Rules:

1. EC are Mud (E3.6 is in effect); Weather is Overcast (E3.5), with no wind at start. All Grain is Marsh. Kindling is NA. Place overlays as follows: **Wd34** on xW1-X1, **RR8** on 19U5-T4, **RR9** on 19BB8-CC9, **RR7** on xCC5-CC6, **RR12** on 4CC5-CC4. B32.43 is not in effect.
2. Place one PzVG in each ELRR hex of Board 44. All PzVG must setup “in Motion”. The 5-4-8 MMC are Assault Engineers and Sappers (H1.22 – 23). All SS Infantry units must start the game as Riders and are Fanatic (A10.8) while being Riders. A19.13 is in effect for all SS MMC/SMC.
3. The Russian player may secretly choose one group of Reinforcements before Setup. Mines and the gun of group 3 (the gun may setup replaced, but **NOT HIP**) may be setup (if chosen) with the initial Russian OB. All Russian AFV must enter along the east and/or west edge of board 19. Any number of AFV may enter on/after the indicated turn of entry. No Russian AFV is AAMG equipped.

Aftermath: The first target during the relief of Kovel was the small town of Czerkasy and its railway station. Together with some 30 volunteers from the “Wiking”, pioneers and soldiers of the 131. Infanterie Division, Obersturmbannführer Nicolussi-Leck, CO of the 8. Kompanie, and his Panthers started the attack. The elevated railroad was the only safe passage to Czerkasy. Some tanks were lost due to the mud and mines, hidden on the railroad. Reaching the station, the fighting got fierce, but in the end the German attackers silenced the Russian guns and infantry. With the first objective taken, Nicolussi-Leck didn’t await new orders and moved further on with his tanks towards Kovel. The next day, after another hard fight, the leading elements of 8. Kompanie reached the boundaries of Kovel.

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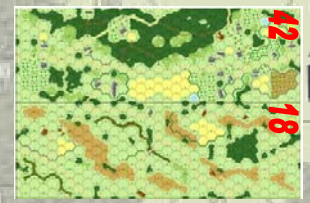


“Alarm, die Tommies kommen!!!“



Wailly, France, May 20th 1940: Unaware of the British intention to counterattack at Arras, 7. Panzer Division started to move out on the morning of the 20th May. Rommel had ordered Panzer Regiment 25 to drive toward Agnez in the northwest of Arras. Two British columns from the 50th Durham Light Infantry supported by Matilda tanks moved west of Arras southward, directly into the path of the German spearhead of infantry and supply elements. At the small hamlet of Wailly they ran into the newly arrived motorized SS Regiment “Totenkopf”.

BOARD CONFIGURATION:



BALANCE:

- ⊙ Prisoners do count VP as per A26.222.
- ⊕ At Start NMC for SS MMC receives a -1 DRM (see SSR 2).

Victory Conditions: The British immediately win if they exit \geq two AFVs through the east board edge *and* control \geq eight buildings west of hexrow T. The Germans immediately win if \geq three British AFVs are eliminated/recalled/immobilized. Otherwise - at game end - the British win if they have more VP (calculated as per A26.2) as the Germans. Only British Good Order Infantry/AFV units east of hexrow Q are eligible for VP. VP for Good Order British Infantry units east of hexrow L are doubled. VP for Good Order German Infantry units west of hexrow Q are doubled. Prisoners are worth zero VP. In addition the Germans receive one VP for every German controlled building.

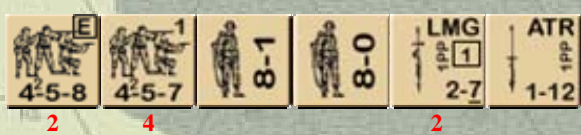
TURN RECORD CHART

⊕ GERMAN Sets Up First	1	2	3	4	5	6	END
⊙ BRITISH Moves First							

Elements of 50th Durham Light Infantry [ELR: 4] [SAN: 3]

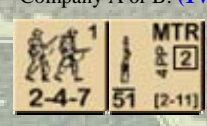
Company A set up on board 18 on/west of hexrow BB: (15 VP)

Company B set up on board 42 on/west of hexrow BB: (16 VP)



Elements of 4th Royal Tank Regiment enter on Turn 1 along the west edge: (27 VP)

Elements of Mortar Platoon set up with Company A or B: (1VP)



Elements of SS Regiment “Totenkopf” [ELR: see SSR 4] set up on board 42 between hexrows T-AA (see SSR 2): [SAN: 3] (16 VP)

Rearguard Elements of Schützen Regiment 6 set up (emplaced) anywhere east of hexrow I: (8 VP)



The German player secretly chooses one “Gun” group before Setup and sets it up - non-emplaced but concealed - anywhere east of hexrow P

- Group 1: 1x 2-2-8, 1x 88L Flak 18, 6x “?” (4 VP)
- Group 2: 2x 2-2-8, 1x 37L AT, 1x 105 ART leFH 18, 3x “?” (8 VP)
- Group 3: 3x 2-2-8, 1x 20L Flak 38, 1x 37L AA Flak 36, 1x 75* leIG18 (12 VP)

26 VP for Building Control at game start

German Reinforcements (see SSR 3)

Adhoc Force 1 (4 VP) 1x 2-4-8, 3x 2-3-7, 1x MMG enter along the east edge	Adhoc Force 2 (5 VP): 2x 2-3-7, 1x 9-2, 2x “?” enter through hex 18A5	Adhoc Force 3 (6 VP) 2x 4-6-7, 1x LMG, 1x 8-1 enter along the north edge between hexrows P-X	Adhoc Force 4 (4 VP) 2x 4-6-8, 1x DC, 2x Sidecar, enter along the east edge of Board 18	Adhoc Force 5 (7 VP) 1x PzKpfw 38(t)A, 1x 9-2 AL enter along the south edge on/east of hexrow S
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Special Rules:

1. EC are Moderate, with no wind at start. Grain is in season. All buildings are single story. All level 2 hill hexes are level one only. Cliffs do not exist. Kindling is NA. Place overlays as follows: OW1 on 42BB2-CC3 and Wd12 on 18G4-H4.
2. Due to the shock of immediately facing an enemy counterattack, all German SS MMC not stacked with a leader must take a NMC after the British Setup is finished. All German SS MMC are Lax.
3. The German player secretly chooses two different Adhoc Forces before Setup. The lower numbered Adhoc Force *must* enter on Turn 1 and the other *must* enter on Turn 2 according to their entry instruction.
4. All German SS units have ELR 2. All other German units have ELR 4.
5. The British Matilda I is radio-equipped.

Aftermath: The surprised and inexperienced SS soldiers withdrew southward and spread panic among the soldiers of Schützen Regiment 6 who crossed their way. Rommel himself organized the defense in this sector by taking what ever was available to fight against the British Infantry and tanks. The arriving of some 88 Flak guns and the lack of reinforcements for the British Attack Groups saved the day for the Germans. This day the 7. Panzer Division had suffered the highest losses in Personnel and Vehicles during the whole French Campaign so long.

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The „Wehr“



Houx, France, May 13th 1940: German Kradschützen reached the Maas in the early evening hours of 12th May. While the French were still unorganized and even ignored the order of the High command to defend at the river banks, the German found an undefended Wehr (a man-built dam) which they immediately crossed during the night. After the French recognized this disaster the next morning, they tried to eliminate the bridgehead before the German Engineers could build a pontoon bridge to cross with their Panzers. Meanwhile the German had more than twelve Companies of Infantry on the west side of the Maas and tried to expand their bridgehead, while still lacking AT capability.

BALANCE:

- ⊖ Replace both FT-17M with FT-1775BS.
- + The German Force is elite (C8.2).

BOARD CONFIGURATION:



The KGP Cheneux map is used (hexrows V–TT only).

Victory Conditions: The side which has accumulated more VP at game end win. Count VP's at game end as follows: Each controlled **building** is worth **1VP** [EXC: 2VP if within the enemy setup area]; every **CVP** is worth **1VP** (A26.222 is in effect); Control of the **“Wehr”** is worth **3VP**; every controlled **pillbox** is worth **2VP** for the Germans but only 1VP for the French. [The French start the scenario with 33 VP (buildings + pillboxes). The Germans start with 10 VP (buildings)]

TURN RECORD CHART

⊖ FRENCH Sets Up First	1	+	2	3	4	5	6	END
+ GERMAN Moves First								

Elements of 39th Infantry-Regiment, 18th Infantry Division [ELR: 3] set up as per SSR 2: [SAN: 4]

8	12	3		2	2		3	5	2	10		2	8	

Elements of Kradschützen Battalion 7, 7. Panzer Division [ELR: 4] set up concealed (in Foxholes if in suitable terrain) west of the Maas on/within the Perimeter GG23-OO19-GG15: [SAN: 3]

7	10	2		2	2			4				10	2

Elements of I. Battalion Schützen Regiment 7, 7. Panzer Division set up east of the Maas within two hexes of PP9:

5			2	

Elements from I. Abt/23 Panzer Regiment 25, 7. Panzer Division enter on Turn 2 along the east edge:

		2	18

Special Rules:

1. EC are Moist, with no wind at start. The LL15-V12 stream is dry. All woods are normal (no Pine woods as per P.1). Slopes (P.2) do not exist. Barbed Wire Fences (P.3) are in play. The Ambleve River represents the Maas. Place overlays as follows: **OG2** on SS15-TT14, **Wd1** on OO7. The Stream beginning in RR15 and ending in KK29 is also the Maas. The water obstacle in RR14 and RR15 connect. The “Wehr” is located in Hex OO19. There is a “Seilfähre” (a small raft drawn by a rope) in Hex PP9. The bridge in NN6 does not exist. The Maas can only be crossed as per SSR 3.

2. All French Fortifications setup HIP and loose HIP status as per E1.16. Pillboxes must setup outside the German Setup area, west of and adjacent to a Maas river hex, with at least one Maas river hex in each pillboxes CA. No pillbox can setup within two hexes of another pillbox. Each pillbox must be occupied by at least one MMC. Up to three Squad-equivalents and any SMC/SW stacked with them may setup HIP in Foxholes within two hexes of NN11. The French player *may* divide his remaining force into two groups. The “Defend”- group set up concealed (if in Concealment terrain) on/within the perimeter III-III1-CC14-V10-V1. The “Attack”-group (if any) *must* enter along the south board edge – but only west of the Maas – in the MPH of the Turn which the French player secretly record during Setup. The “Defend”-group receives one additional “?” counter for every counter within the “Attack”-group. These additional “?” counter may setup with the “Defend”-group on/within the given perimeter (III-III1-CC14-V10-V1).

3. German MMC/SMC can cross the Maas only at the “Seilfähre”. Movement cost for PP9 (Stacking capacity is 12PP – no over stacking allowed) and OO10 is two MF each hex. Hazardous Movement penalties apply in both hexes. Mark any unit TI after entering OO10. Treat any Break in OO10 or PP9 as Casualty Reduction instead (Pin and HoB Results are ignored). The “Seilfähre” cannot be destroyed by any means. German AFV cannot cross the Maas.

4. Control of the “Wehr” is gained by having a Good Order MMC in a hex adjacent to the “Wehr” while no Good Order enemy MMC meets the same condition.

Aftermath: By dawn the Germans tried to cross the Maas to reinforce their bridgehead against heavy resistance. French Artillery and Small-Arms Fire hindered all Germans attempts. The small German bridgehead came under attack, but Rommel by himself organized the defense. On this morning Rommel was everywhere. He gave orders where ever the attack faltered. German losses were heavy, but around noon Rommel’s effort begun to show effect. More and more rafts could cross the Maas. German Pioneers begun to build a pontoon bridge and a Seilfähre (a small raft drawn by a rope) was setup and transported riflemen over the Maas. But the nail on the complete French disaster was the catastrophic French communication and lack of proper command structure.

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