



**VICTORY CONDITIONS:** The Germans must have  $\geq 29$  VPs (not CVPs) at game end. Victory Points are awarded for building control. Each Building is worth victory points equal to the number of locations it has. (e.g...Building 12R6 is worth 10 VPs)

**PABIANCE, POLAND, 7 September 1939:** After the 23rd Panzer Regiment failed to take Pabiance, the Leibstandarte Adolf Hitler entered into the firestorm and made great gains. However other units couldn't keep up with the Leibstandarte, with the result being a salient. In order to hold the salient, the Leibstandarte had to position small sections of men. The Waffen SS attack began to run out of steam due to the number of casualties and the desperate situation at hand. The Polish Army had no such shortage of men, as units withdrawing from the west were ordered immediately into this battle.

### BOARD CONFIGURATION:



### BALANCE:



Change 29VPs to 28VPs in the VC



Change 29VPs to 30 VPs in the VC

(Only hexrows Y through K are playable)

### TURN RECORD CHART



GERMAN Sets Up First (see SSR 3)



POLISH Moves First

1

2

3

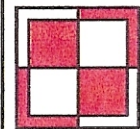
4

5

6

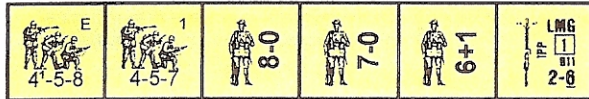
7

END



Elements of the 2nd Kaniov Rifle Regiment and ad hoc Infantry and Cavalry units [ELR: 1]  
set up on/east of hexrow M: {SAN: 4}

(see SSR 3)



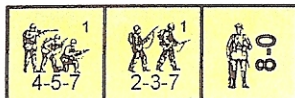
7

5

2

2

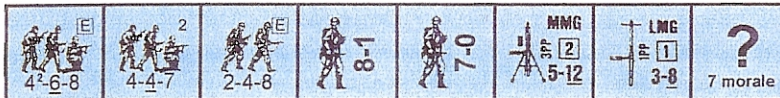
Enter on turn 7 on any east edge hex:



2



Elements of the 1st and 2nd Companies of the Leibstandarte Adolf Hitler [ELR: 4]  
set up on/between hexrows O and R (see SSR 3): {SAN: 3}



3

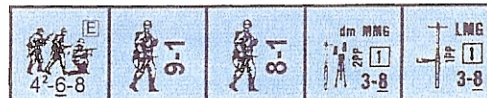
4

Enter on the west edge on turn 2:



2

Enter on the west edge on turn 3:



8

2

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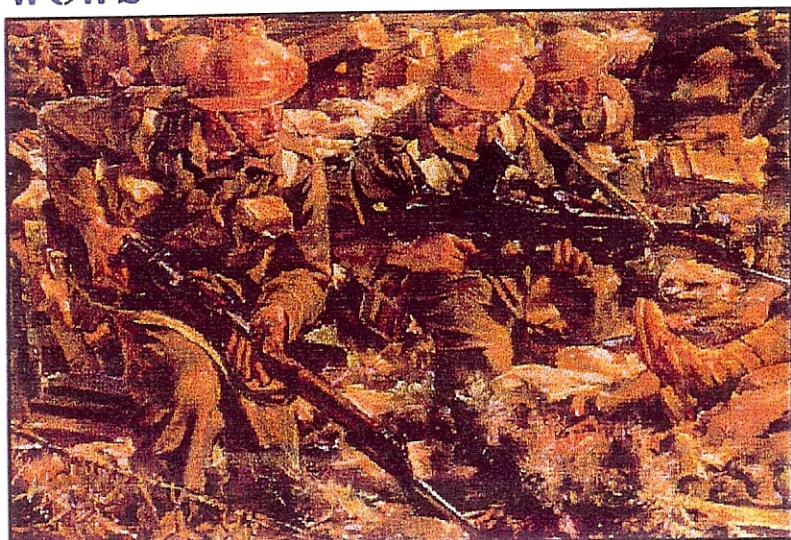
Scenario Design by Louie Tokarz

### SPECIAL RULES:

- EC are Moderate with no wind at start.
- Gullies do not exist, treat as other terrain in the hex. All buildings are wooden. All multi-hex buildings are Two-Story houses (B23.22) No stairway symbols exist (B23.23). Cellars (O6) are in effect [EXC: They are not fortified]. Place overlays as follows: G1 on V3; G2 on Y3-X2; G4 on Y8-X7; W45 on X4-W5; X7 on V8; X9 on M8.
- The 2-4-8s in the Polish OB must set-up using HIP in cellar locations prior to all set up. All German units set-up next, followed by the remaining Polish units. No German unit may set-up in a cellar location. The Poles initially control the buildings that the HSs set-up in; all other buildings on/west of hexrow O are initially Controlled by the Germans.
- Hand-to-Hand CC (J2.31) is allowed.

- The broken morale of all German MMCs is increased by one.
- Building R6 is a Marketplace (B23.73). No buildings are Rowhouses.

**AFTERMATH:** The Polish Infantry and Cavalry units entered the battle in every type of formation and began to drive the Germans to the defensive, street fighting and using Hand-to-Hand combat until they were once again at the edge of the town. Polish troops that had been passed by would suddenly spring out of the cellars and doorways and inflict serious damage to the German troops sweeping through the streets. The SS men hung on and called for reinforcements to help take back the town. The Poles made one last despairing effort, but were gunned down by the Germans. The failure of the Polish assault resulted in the mass surrender of the Pabiance Garrison. As the Polish prisoners were marched past it was quite clear that their will to fight was now totally eradicated.



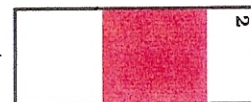
**ROUMANA RIDGE, TUNISIA, 6 April 1943:** The end was near for the Axis forces in Tunisia, compressed from both sides into an ever-decreasing pocket against the Mediterranean Sea. The southern perimeter of the pocket was anchored by the impassable Shott el Fedjoj in the west, and the sea in the east. German and Italian engineers had dug extensive anti-tank ditches across open ground not already protected by natural barriers like the Wadi Akarit and Djebel Roumana. The British 8th Army had no choice but to make a frontal attack, and the task of securing Roumana Ridge fell to the men of the 51st Highland Division. At 0330 hours the 5th Cameron and 5th Seaforth Battalions began their ascent. The Italian defenders offered no more than token resistance, and at dawn the Scots were on top of the ridge, seemingly successful. Then the real shooting started...

## BOARD CONFIGURATION:

### BALANCE:



If both players desire the same side, bid VPs for the preferred side.



(Only hexrows H - T are playable)

**VICTORY CONDITIONS:** The player who first amasses  $\geq 49$  Victory Points (not CVPs; see SSR 4) at the end of any Game Turn is the winner. If both players have scored  $\geq 49$  VPs at the end of any Game Turn, the player who has scored the most is the victor; if the score is tied, play continues until one player has more VPs at the end of a Game Turn than the other.

## TURN RECORD CHART

	GERMAN Sets Up First	1	2	3	4	?	?	?	?	?	(see VC)
	GERMAN Moves First										



Elements of 200th and 361st Infantry Regiments [ELR: 4] set up on hexes numbered  $\geq 8$ ; {SAN: 2}

4 <sup>2</sup> -6-8	4 <sup>1</sup> -6-7	2-2-8	9-1	8-1	7-0	5-12	2	1	50* [2-13]	81* [2-80]	IS or 8mm 88A: +3* Other: +1*
6	6	2					4		2	2	8



Elements of 5th Cameron and 5th Seaforth Battalions, 51st Highland Division [ELR: 4] set up on hexes numbered  $\leq 5$  and also Q6 [EXC: No MTR may set up on/adjacent to any Level 3 hex]; {SAN: 2}

4 <sup>1</sup> -5-7	2-2-8	9-1	8-0	4-12	2-7	51 [2-11]	78* [2-80] 22+
14	2	2			3	2	2

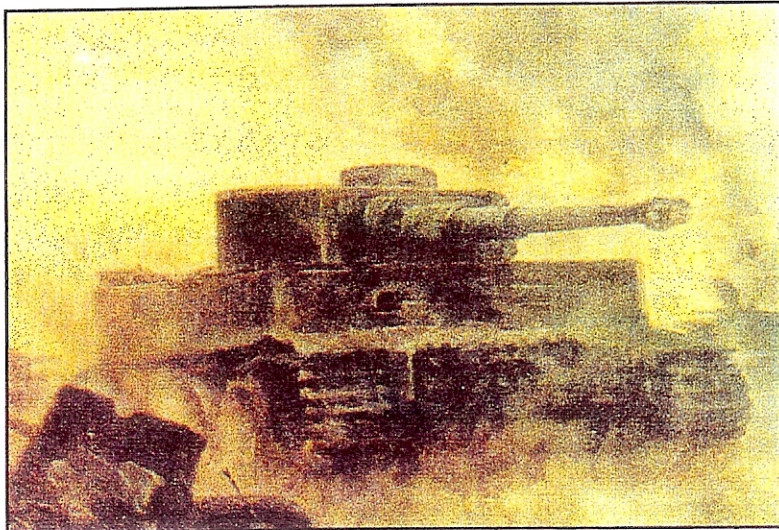
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Scenario Design by Robert Banozic

## SPECIAL RULES:

- EC are Very Dry, with no wind at start.
- Roads, Buildings, and Walls do not exist. Cliffs are not in effect, but the cliff artwork is considered to be an extension of the terrain of the higher hex. All woods hexes are Crag hexes instead. Entrenching is NA.
- The 76mm MTRs may not set-up Emplaced. Since the 76mm and 81mm MTRs are dm-capable, they may set-up in Craggs fully assembled (see B17.4).
- A player scores one VP for each Level 3 hex which he Controls at the end of each Player (not Game) Turn. The British control all Level 3 hexes at start.

**AFTERMATH:** The Germans had laid back in preparation for just such a contingency and now counterattacked fiercely. Preceded by a hail of medium and heavy mortar fire, the Germans reached the crest and poured small-arms fire into the Highlanders. Unable to dig into the rock, the Scots fell back a little as their own mortars found the range, providing cover for another thrust up the ridge. The Germans had the advantage of sangars and natural fissures on their side of the ridge, and when pushed from the top would regroup under supporting fire for another assault. Thus the battle ran back and forth all day, with neither side maintaining a grip on the crest, but never being decisively repulsed either. Silence fell with the night on Roumana Ridge, and on the morning of the 7th the Germans were gone, except for the dead, some wounded, and scattered stragglers.



**MEREFA, RUSSIA, Last Week of January 1943:** Due to the constant deterioration on the Russian front the Leibstandarte Adolf Hitler was ordered there at all possible speed. Fresh from their training in Ploermel, Michael Wittmann and his new crew were eager to test their skills. At the end of January, while stationed defensively outside of Kharkov, they were ordered to march. Upon reaching the outskirts of Merefef, Wittmann's platoon halted and took up defensive positions. Wittmann decided to have a look around and set out on a private scouting mission with his loader and discovered two 7.62 cm anti-tank guns hidden in two houses with only the muzzle brakes of these weapons protruding through the blown out windows. Wittmann returned to his panzer and reported what he knew to the company commander, Hauptsturmführer Heinz Kling. Kling ordered Wittmann and his platoon into the village in order to attack the guns from the left and right flanks. "Prepare for attack", shouted Wittmann to his tense crew, as they were about to enter combat for the first time in their new Tiger tank.

## BOARD CONFIGURATION:

## BALANCE:



Remove the A-T Ditch from the OB.



In the VC, change  $\geq 40$  to  $\geq 45$ .



17	16

**VICTORY CONDITIONS:** The German wins at game end if he has amassed  $\geq 40$  CVPs more than the Russian player, provided the two ART Guns have been eliminated, captured, or malfunctioned. In addition to normal CVPs the Russian receives CVPs for units exited off the board via 16GG6 and/or 17GG6 on/after turn 5. Ammo Vehicles (see SSR 4) are worth 10 CVPs if exited or eliminated; each undestroyed Ammo Vehicle left on board at game end is worth 2 CVPs for the German player.

## TURN RECORD CHART

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

**★ Elements of the Third Tank Army [ELR: 3]** (see SSR 3) (see SSR 5)  
set up on Board 17, in hexes numbered  $< 9$ : {SAN: 5}

2 2 2

Enter on turn 2 on 16L1 or 16A6 (not both) in Convoy (E11) [EXC: 3 T-34s and all infantry may not enter in convoy and the infantry may not enter as Riders.]:

3 4 2 3 3

**✚ Elements of the 1st SS-PGD Leibstandarte [ELR: 5]** enter on turn one on the west edge: {SAN: 2}

5

Enter on any west edge road hex on turn 4:

3

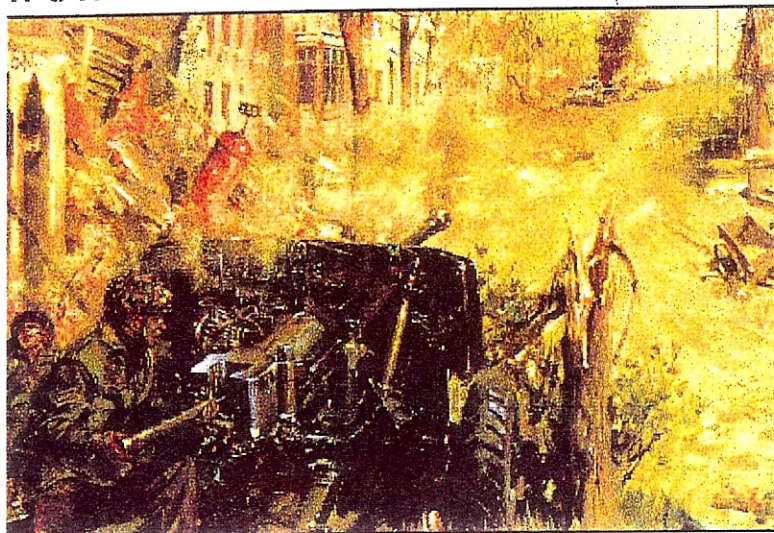
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Scenario Design by Louie Tokarz

## SPECIAL RULES:

- EC are Overcast with Falling Snow (E3.71) possible. Deep Snow (E3.73) is in effect. All roads are considered plowed. All Grain hexes are bog hexes with an additional +2 DRM for Bog Checks. This Bog Check is in addition to the D8.23 Bog Check.
- All buildings are wooden and have ground levels only.
- The Russians may designate 2 building hexes as Fortified (B23.9). Both Guns must set up non-HIP/Concealed in fortified building hexes.
- The Gaz MM Trucks are Ammo Vehicles (E10).
- The A-T Ditch may remain hidden until an enemy unit is adjacent to it.
- Anytime a German MA rolls a 12 on a TH attempt [EXC: Intensive Fire] it *may* malfunction. Make an extra dr. On a 6 it malfunctions, on a 1 there is no effect, on a 2-5 the MA is out of the type of ammo used for that TH attempt.

**AFTERMATH:** Wittmann's platoon moved toward the village as A-T rounds flashed in front of and behind his panzer. Wittmann ordered his driver to halt and his gunner fired their first shot. With a powerful crack the main gun round flew out and into the direction of the enemy Pak weapon. Seconds later there was a bright flash of red and orange as the sound of the explosion echoed throughout the village. The HE round had found its mark and destroyed the gun and crew. After both A-T guns had been dealt with, a Russian column of trucks, tanks, self-propelled guns, and infantry on foot entered the town. Suddenly the leading T34/76 made a dash toward Wittmann's platoon. Woll, Wittmann's gunner, observed this action and traversed his turret and fired an AP round which blew the turret off the T-34. As soon as the rest of the infantry in the streets was dealt with, Wittmann's platoon turned its attention on the Russian convoy, destroying most of the trucks and tanks. Some tanks tried to flee and became bogged down in the open fields where they were destroyed one by one.



**VILLERS-BOCAGE, FRANCE, 13 June 1944:** The 'Battle of Villers-Bocage,' one of the most famous tank actions of the war, was coming to a close. After destroying 25 AFVs and many more light vehicles, Tiger ace Michael Wittmann moved through the now quiet village in an attempt to secure the important crossroads at the western end. Sensing a trap, he ordered his vehicles to shut down their engines so that he and his men could listen for the movement of enemy armor. Sgt. Bramall, in a Firefly, couldn't believe his eyes when he caught sight of a Tiger through the windows of a house as he approached the main road. Carefully maneuvering his vehicle in the narrow back street, he fired through the windows of the house, brewing up the Tiger. He quickly backed out of his position and hurried to catch up to the rest of the troop. After reporting on what had happened, they set up an ambush and waited. In the meantime, a crew of the Queen's Regiment had managed to manhandle a 6-pdr into a supporting position in a nearby alley...

### BOARD CONFIGURATION:

### BALANCE:



Add a 9-1 Armor Leader



Add a 9-2 Armor Leader



21	20

(Only Hexrows R-AA are Playable)

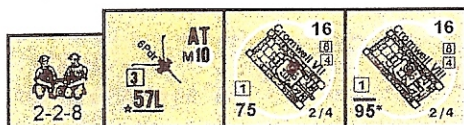
**VICTORY CONDITIONS:** The British win if at game end they have scored more VPs (not CVPs) than the German or if the German has scored no VPs. The British receive 2 VPs for each German AFV destroyed. The German receives 4 VPs for each AFV exited off 21R7 and 1 VP for destroying 3 or more British AFVs.

### TURN RECORD CHART

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

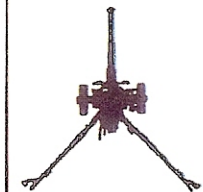
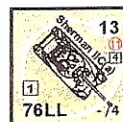


Elements of 'B' Squadron, 4th County of London Yeomanry and Queen's Regiment: [ELR: 5]  
set up HIP in any non-Stone Building Hex within 3 hexes of 21U5: {SAN: 0}

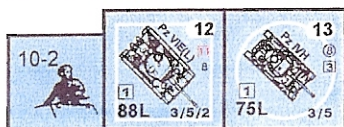


2

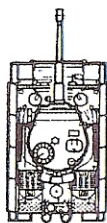
set up HIP on any Road Hex on Board 20 with a coordinate of  $\geq 6$ :



Elements of 1st and 2nd Companies, Schwere SS-Panzer Abteilung 101, 1st SS Panzer Division (LAH) and Panzer Lehr: enter on turn one on hex 20Y1: {SAN: 0}



3



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Scenario Design by Meryl Rutz

### SPECIAL RULES:

- EC are Moderate with no wind at start.
- Place a Stone Rubble counter in 20Y6.
- Boresighting is NA.
- Whenever each CE German AFV expends its first stop MP and the Firefly is still HIP, the German player may make a dr. On a 5 or 6, the Firefly is placed on board.
- Anytime an AFV's MA rolls a 12 on a non-Intensive Fire TH attempt, it *May* malfunction. Make a subsequent dr. If a 1, there is no effect (the MA has not malfunctioned). If a 2-5, the MA is out of the ammo type used for that TH attempt. If a 6, the MA malfunctions normally.

**AFTERMATH:** Wittmann couldn't understand how the Firefly got so close without them hearing it, but now knew for sure that there was British armor in the town. He decided to continue his advance on the crossroads and drove down the main street. The British opened fire as soon as the Germans appeared. The Firefly missed Wittmann's Tiger but knocked out the Pzkw IVH with it's second round. A Cromwell VII bounced a round off the second Tiger, then followed it onto the road, killing it with a rear shot. The 6-pdr immobilized Wittmann's Tiger, the only one left. After firing several rounds to suppress any infantry nearby, Wittmann's crew removed both machineguns and bailed out, fleeing safely back to their company area. Although he failed in his bid for the crossroads, Hauptsturmführer Michael Wittmann was awarded the Crossed Swords to the Knights Cross for his actions on this day.

# ABANDON SHIP!



**WARDIN, BELGIUM, December 19, 1944:** In an effort to determine the strength and location of the Germans before Bastogne, Company I of the 501st Parachute Infantry, commanded by Captain Claude D. Wallace, Jr. was ordered into the town of Wardin. Belgian civilians had reported the existence there of an enemy roadblock, manned by a small German force. True enough, upon reaching the village the roadblock was found, astride the Wardin-Bastogne road. A short firefight ensued, routing the outnumbered defenders. The paratroopers took possession of the dreary Belgian houses and organized a defense. Not long afterwards, the sounds of approaching tank engines grew louder and louder - signaling the arrival of the Panzer Lehr Division...

## BOARD CONFIGURATION:



24

## BALANCE:



In the VC change "...scored  $\geq 2$  more victory points..." to "... $\geq 4$ ..."



Exchange the Pz V in the German OB with a PzIVJ.

**VICTORY CONDITIONS:** The U.S. wins if they have scored  $\geq 2$  more victory points (not CVPs) than the German at game end. Victory points are awarded as follows: the U.S. receives VPs for each unit exited off the west edge (each unit is worth normal exit VP total) and 4 victory points for controlling J7 at scenario end. The German receives 3 VPs for each mobile AFV with functioning MA and 2 VP for each Good Order squad equivalent west of hexes H0, H1 and west of the gully running from H2-H5-A9.

## TURN RECORD CHART



AMERICAN Sets Up First



GERMAN Moves First

1

2

3

4

5










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7

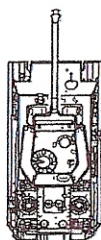
END














Elements of Co. I, 3rd Bt., 501 Para. Inf. Rgt. [ELR: 5] set up on/between hexrows Z and U: {SAN: 4}

 E 7-4-7	 E 3-3-7	 10-2	 8-1	 8-0	 MMG 3P 2 4-10	 BAZ 45 XII E WPB 8-5	 BAZ 44 XII 8-4	 MTR MC 60*13-45	7 morale
10	3		2		2	2	2		3






(see SSR 2)



Elements of Panzergrenadier Lehr Rgt. 902 [ELR: 3] enter on turn one along the east edge: {SAN: 2}

 1 4-6-7	 2 4-4-7	 9-1	 8-1	 8-0	 7-0	 dm MMG 1P 1 3-8	 LMG 1P 1 3-8	 PSK X10 12-4	 75LL 3/5/2	 75L 3/5/2
6	6					2	4			

enter on turn 3 along the east edge:

 2 4-4-7	 8-1	 LMG 1P 1 3-8	 75LL 1/-	 75L 3/5/2
2				

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Scenario Design by Jeff Cebula

## SPECIAL RULES:

- EC are Wet, with no wind at start.
- The Roadblock must be placed facing hexside J7-K7.
- Boresighting is not allowed.
- There are no level 2 building locations. Treat building U4-V3 as a Two Story House (B23.22).

**AFTERMATH:** The 130 or so men of Company I were no match for such a force. They fought bravely - one man knelt with a bazooka in the middle of the street and knocked out the lead tank before return fire cut him down, other men with bazookas accounted for three more - but there were more Panzers and too many Panzergrenadiers. Captain Wallace gave the order to "Abandon Ship". The company lost all of its officers and 45 men, most of them killed or so badly wounded they had to be left behind. Captain Wallace died leading a small rearguard around the roadblock, keeping an escape route open for his men.



**Jadraque, Spain, 9 March 1937:** After several months of war, both the Nationalist and Republican military leadership began measures to "regularize" their militia forces. On the Nationalist side, among the first fruits of these policies was the Division de Soria, formed from Carlist and Falangist militiamen operating northwest of Madrid. Holding a front of 50 kilometers, they had been opposed from the first day of 1937 by the Republican XII Division, one of the first large newly formed formations of the recently decreed Ejercito Popular (Popular Army) to reach the front lines. When on 8 March 1937 Mussolini's Black Shirts struck south down the Zaragoza highway towards Guadalajara, the task of clearing and screening the right flank of their advance fell to the Division de Soria. As the Italians poured through the XII Division's shattered front, the hills around Jadraque, almost the only elevations breaking the bare tableland, offered excellent positions both for the remnants of the XII Division to regroup and for Italian penetration. Colonel La Calle, commanding the XII Division, was determined to hold the hills; General Moscardo, commanding the Division de Soria, was determined to take them. The new armies of both Republican and Nationalist Spain were meeting in their first trial of major battle.

## BOARD CONFIGURATION:

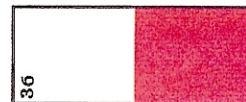
## BALANCE:



Add two 3-3-7 squads to the OB



Replace one MMG with a HMG

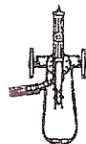


(Only hexrows R - GG are in play)

**VICTORY CONDITIONS:** The **Nationalists** win if they control  $\geq 8$  level 2 hexes on Hill 526 at game end.

## TURN RECORD CHART

★ REPUBLICAN Sets Up First	1	2	3	4	5	6	END
✱ NATIONALIST Moves First							



Elements XII Division [ELR: 2] set up west of line AA1-AA2-Z2-Z6-Y7-Y10: {SAN: 3}

3-3-7	2-2-8	9-0	8-0	2 4-10	1 2-6	?	5 OVR, GDA: +4 Others: +2
10	3			2	6	12	



Elements 3 Brigada, Division de Soria [ELR: 3] set-up east of line AA1-AA2-Z2-Z6-Y7-Y10: {SAN: 3}

3-4-7	2-2-8	9-1	8-0	7-0	2 4-10	1 2-7	?	5 OVR, GDA: +4 Others: +2
15	2			2	2	4	4	9

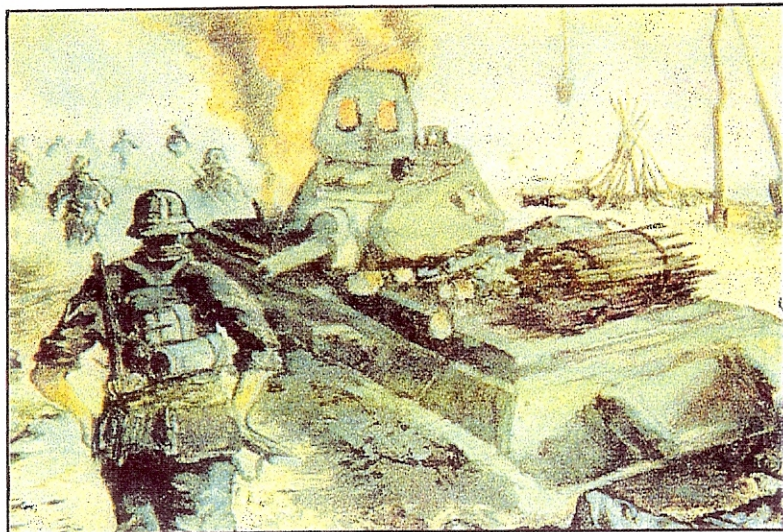
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Scenario Design by James Berkman

## SPECIAL RULES:

- EC is Overcast (E3.5), and Mud (E3.6) with no wind at start. The bridge does not exist; it is a Ford. All woods are Brush. OB provided "?" may set up in non-concealment terrain. All units have a +2 Heat of Battle DRM for nationality.
- REPUBLICANS:** use Partisan counters [EXC: Russian 2-2-8, 9-0, SWs] but are not considered Partisans; Surrender on a final HOB DR >10; Squads which fail ELR are replaced by 2 HSs, HSs which fail ELR are Disrupted; Squads & HSs are considered inexperienced for Cowering & SW usage; all leaders (Including the 9-0) are treated as Commissars for Rally purposes ONLY; Squads/HSs which fail to Rally with a leader are treated as having failed ELR (Disrupted HSs which fail are eliminated); do not pay captured use penalties for Russian SWs.
- NATIONALISTS:** use Axis Minor counters; Squads and HSs are considered inexperienced for MMG usage; MMCs always Battle Harden to Fanatic.
- Hand-to-Hand CC (J2.31) is allowed.

**AFTERMATH:** Amid appalling conditions produced by nightly snow and daily rain with the temperature hovering about the freezing mark, Spaniard fought Spaniard in the hills about Jadraque. Attack and counterattack were bitter and incessant, with quarter neither asked nor given. Better equipped and better led, the men of the Division de Soria made steady progress. Not even counterattacks stiffened by small quantities of Soviet armor were able to check their advance. By 12 March, they had cleared the Republican troops from the hills, and established themselves 7 kilometers beyond Jadraque. Not once during the Guadalajara campaign was the right flank of the Italian advance threatened.



**Tuckum, Latvia; 20 August 1944:** As the Soviet offensive of 1944 swept through Belorussia, it soon reached the borders of Poland and the Baltic countries. A dangerous bulge was soon forming between the German armies of Army Group North and Army Group Mitte. On August 1 the 3rd Russian Mechanized Corps of the 51st Army broke through the weakly held German defense lines between Auz and Mitau. The Russians quickly overcame the scattered German delaying units and reached the town of Tuckum, just a few kilometers away from the Gulf of Riga. Army Group North was effectively cut off from the rest of the German armies fighting in the east. At this critical moment in the summer of 1944, Generaloberst Ferdinand Schörner, commander of Army Group North, began scraping together emergency combat units for a counterattack that he hoped would restore land communications between both army groups. One of these emergency units was SS Panzer Brigade Gross, consisting of two weak tank companies made up of old PzIII and IV tanks, the 103rd Heavy Tank Battalion (Tiger tanks) with Panzergrenadier support plus the adhoc 1 SS Armored Recon battalion. As was common practice in the Waffen-SS, this emergency unit was named after its commander, SS Obersturmbannführer Martin Gross.

### BOARD CONFIGURATION:

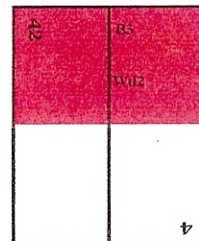
### BALANCE:



In the Russian OB replace the SU-85 with a T-34M43.



In the VC change... "≥30..." to "...≥28".



Only hexrows A - P on board 42 and R - GG on board 4 are playable

**VICTORY CONDITIONS:** The Germans win at game end if they control more Stone Buildings than the Russians provided the Russians have not amassed ≥ 30 CVPs.

### TURN RECORD CHART

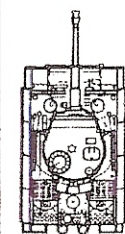


RUSSIAN Sets Up First



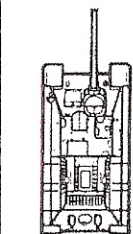
GERMAN Moves First

1	2	3	4	5	6	END
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Elements of the 19th SS Latvian Division, SS-Panzer Brigade Gross [ELR: 3] enter on the east edge of board 4 on turn one; {SAN: 2}

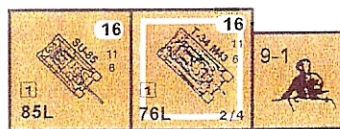
6-5-8	3-4-8	9-1	8-1	8-0	7-0	5-12	3-8	30-1	88L 3/5/2	75L 3/5	50L -/5
9	2					4			2	2	



Elements of the 3rd Mechanized Corps [ELR: 4] set up on/west of hexrow 4 on board 4 and anywhere on board 42; {SAN: 4}

4-5-8	4-4-7	2-2-8	9-1	8-0	7-0	6-12	2-6	1-12	30-1	7 morale	45LL
8	3					2			7		

Enter on the west edge of board 42 on turn 1:



3

Scenario Design by Scott Holst

### SPECIAL RULES:

- EC are Moderate with no wind at start. The hill mass on board 42 does not exist but the terrain within does exist. All Orchards are Shellholes.
- Place Overlays as follows: **B3** on 4EE2-4EE3; **Wd2** on 4X1-4X2.
- The German player has one mission of 280mm OBA (HE only; Harassing Fire is NA). Prior to all set up the German player must secretly record one pre-registered hex. At the beginning of the first PFP the German player places an FFE:1 on the pre-registered hex disregarding any Concealed units; roll for Accuracy & Error per C1.732. This FFE is resolved normally, and may be corrected per C1.4 (using a draw pile of 5B, 3R for C1.21 purposes if necessary) despite having no Observer. No additional OBA is possible upon completion of the FFE:C.

**AFTERMATH:** On the 8th of August, SS Panzer Brigade Gross was momentarily committed to battle against a Soviet Cavalry Corps south of Libau, Latvia. Used as a fire brigade, Brigade Gross with the combined efforts of some Wehrmacht units held back the Russian attack. Nineteen days after the Soviets had severed land communications between Army Group North and Mitte, the Germans had finally amassed a sizable force that they hoped would be able to restore the German front between both armies by fighting their way through the Soviet 3rd Mechanized Corps. On 20 August, SS Panzer Brigade Gross (which was attached to Panzer Division Strachwitz, another adhoc unit) attacked towards the village of Tuckum. Soon a murderous firefight erupted in and around the village with Tiger tanks and T-34s stalking each other in the streets of Tuckum. The cruiser Prinz Eugen, which was off shore, threw its weight into the attack exacting a heavy toll on the Russian defenders. By 5pm, the Soviet defenders were routed from the village and had lost over 48 tanks. The Germans reestablished contact with Army Group Mitte.

# THE LAST VC IN EUROPE

WCW8

ASL OPEN  
'96  
in Chicago



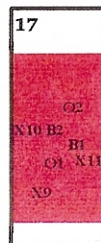
**WISTEDT, GERMANY, 21 April 1945:** The job of cutting the autobahn between Hamburg and Bremen to prevent its use by German troops fell on the Irish Guards. Having already cleared the autobahn between Sittensen and Eisdorf, the road lay open to the north. On the evening of April 20th, a troop of No. 1 Squadron was sent northwest to the village of Wistedt but was recalled before dark because its placement would stretch the battalion too far. Before dawn a troop of No. 1 Squadron from 2nd Battalion, supported by a platoon of infantry from 3rd Battalion, was sent to the quiet, sleepy village of Wistedt seeing no further sign of the enemy. While making preparations for any impending action, Lt. Quinan's Sherman, in the lead, was disabled with an electrical failure. The others, along with the infantry, were sited in defensible positions around the village and stood down for a morning brew up. While the others were at breakfast, Guardsman Eddie Charlton stayed with the disabled Sherman, removing the Browning machine gun from the bow...

## BOARD CONFIGURATION:

## BALANCE:

In the VC change "...control ≥ 6..." to ...control ≥ 7...

Eliminate one Piat from the British OB



(only hexrows I through CC are playable)

**VICTORY CONDITIONS:** The Germans win if, at game end, they control ≥ 6 of the buildings in the British set up area. Any building within the British set up area which contains a blaze counter at game end is considered controlled by the Germans.

## TURN RECORD CHART

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

**Elements of No.1 Squadron, 2nd (Armoured) Battalion and 3rd Battalion, Irish Guards [ELR: 5]**  
set up on/between hexrows O and W, on hexes numbered ≤ 6: {SAN: 0}

4<sup>2</sup>-5-8

4

1-2-7

4

8-1

2

2-7

2

8-3

2

8-1

2

13  
76LL -74

2

13  
\*75 2/4

2

13  
\*75 2/4/4

2

**Remnants of 6 Kompanie, II Battalion, Panzer-Grenadier-Regiment 115, 15 Panzer-Grenadier-Division [ELR: 4]**  
enter on Turn 1 anywhere along the north, west and/or south edges of the playing area: {SAN: 0}

4<sup>1</sup>-6-7

6

8-1

2

8-0

2

3-8

2

**Divisional Armor** enter on Turn 2 anywhere along the west edge.

13  
75L -1-12\*

3

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Scenario Design by Meryl Rutz

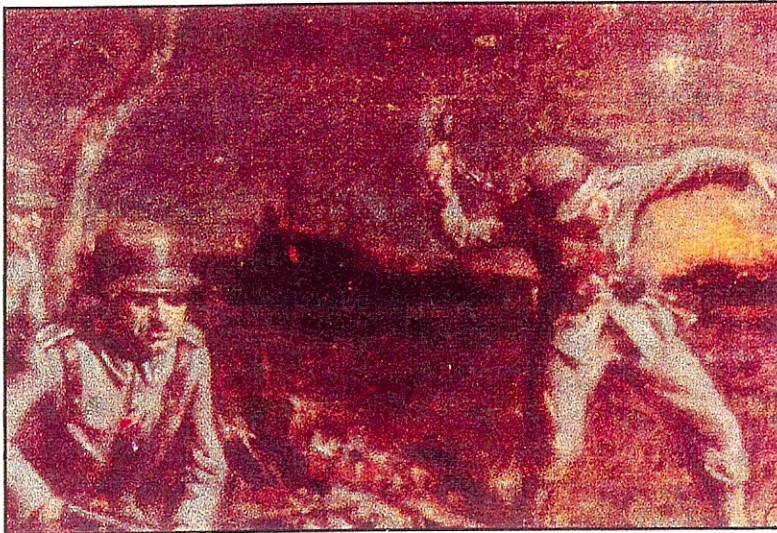
## SPECIAL RULES:

- EC are Wet and Overcast with Light Rain (E3.51) and no wind at start. Rain intensity cannot change during the scenario. Kindling is NA.
- Place overlays as follows: B1 on S3; B2 on Q6-R6; O1 on T4; O2 on O3-P3; X9 on W6; X10 on R7; and X11 on S2-T2. All buildings are wooden with ground floor only. All walls are hedges.
- At start British AFV crews must set-up outside their vehicles (which are considered abandoned) but in the same hex with them. British AFVs may not set up in buildings. (See SSR 4).
- After set-up but prior to the start of play, the British Player randomly and secretly determines one Sherman V(a) to be immobilized with a Disabled MA. It's identity may be kept secret until verification is required. At the beginning of each British RPh the British player must make a dr; if this dr is < the current turn number, the British player receives a Hero and a LMG immediately placed on top of the immobilized vehicle as if he were a rider. Mark the vehicle with a BMG Disabled counter. If this vehicle is destroyed due to German fire prior to receiving the Hero/LMG, they are placed on top of that vehicle at that time unless

the vehicle is a blazing wreck, in which case they are not received at all. Ignore the last sentence of D3.7.

- German crews may not voluntarily abandon their vehicles.

**AFTERMATH:** While inspecting the perimeter, Lt. Quinan heard vehicles. Assuming it was the advance of the Grenadier Guards, he stood in the middle of the road to get a better look with his binoculars. Within seconds a solid armour-piercing shell passed so close to his head it blew his beret off, striking the house behind him. Then, in the words of infantry Lt. Williams Harvey-Kelly, who was with him at the moment, "all hell was let loose." As the defenders in the village came under stiff attack, a hero arose in the form of Lt. Quinan's co-driver, Guardsman Eddie Charlton. With the Browning MG from the disabled Sherman, Charlton stood in the turret hatch firing into the advancing Germans. During a break in the action, he exited the vehicle and moved to the shelter of a tree-lined fence, from where he continued to fire the machine gun into the German vanguard until he was wounded at least three times. He was then taken prisoner, along with a few of his fellow Guardsmen (the others having escaped due to his action), and later died in captivity. Charlton's actions were later heralded by German POWs who expressed amazement at the actions of a lone Guardsman who stood in front of three burning Shermans and held up a battalion of their men. Guardsman Edward Colquhoun Charlton was posthumously awarded the highest honor for bravery that the British Army has, the Victoria Cross. It was the last act committed in Europe for which a Victoria Cross was awarded.



**VICTORY CONDITIONS:** The German player wins if there are no unbroken Russian MMC with a LOS to the R5-X5-GG6 road at game end.

**KONDUJA, RUSSIA, Last Week of December 1941:** The 43rd Regiment of the 1st Infantry Division was transferred to Konduja after the Russians had attacked across the ice-covered Neva River and recaptured Dubrovka. The Russian advance continued in the snow covered forests. Elements of the German 96th Division were surrounded. Their supply route through the forests had been cut by the Soviets the night before leaving burnt-out vehicles along the main supply road. 1st Company of the 43rd Regiment was given the task of reopening this supply road to their surrounded comrades. With a single tank leading the way, the 3 platoons began to move forward under the clear and cold night. "Just keep up and everything will be all right," yelled the tank commander to the supporting ground troops. The Skoda tank's engine revved and the vehicle began to roll forward like a huge beetle, crunching the frozen branches of a downed tree. The tank rolled along the supply road, with one platoon to its left, another to its right and one platoon following along the ruts in the snow left by its two caterpillar tracks...

### BOARD CONFIGURATION:

#### BALANCE:



Ignore SSR 4



Add an ATR to the Russian OB



(Only hexrows R-GG are playable)

### TURN RECORD CHART

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



Elements of the 42nd Army [ELR: 4] set up on /west of hexrow V: {SAN: 2}

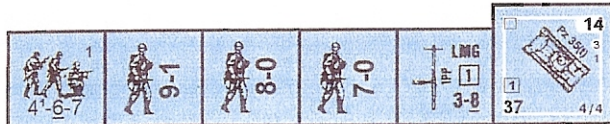
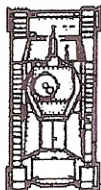


2

4



Elements of the 1st Company, 43rd Infantry Regiment [ELR: 4] enter on turn one on the east edge: {SAN: 2}



9

3

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Scenario Design by Louie Tokarz

### SPECIAL RULES:

- EC are Wet with Ground Snow and no wind at start. Treat all Grain hexes as level 1 hill hexes. Orchards do not exist.
- Night rules are in effect. The base NVR is 3 hexes. The Germans are the scenario attacker, the Russians are the scenario defender. The Majority Squad Type of both sides is Normal.
- Russian 6-2-8 squads are ski capable (E4), stealthy, and have winter camouflage.
- No German unit may move/advance further west than the Pz35 until a German unit has a LOS to a Known Russian unit.
- Place a wreck in hexes T5, U6, W5, and X5.

**AFTERMATH:** Five minutes down the road they passed the first burnt-out vehicles. As the platoon in the middle advanced, they scanned the area to the left where the forest ended to reveal a clearing perhaps eighty meters wide. White-clad figures emerged from the upper end

of the clearing. They glided downhill, picking up speed as they headed straight toward the road. "Achtung, ahead and to the left a Russian ski squad." At that moment the Russians began to fire on both sides of the road. The tank halted and all hatches clanged shut. Soon afterward the turret machine gun opened fire and then the main 37mm gun. The Germans sought cover and fired back knocking down a few of the white figures in the snow. By now the tank was firing to its left and right. When the enemy fire died down the tank once again began to move. "Follow, follow!" The troops jumped up and hurried after the tank. The Russians opened up again felling a few attackers while other Germans fired on the run at the muzzle flashes which betrayed the enemy's position. To the left and right the woods echoed with the sound of rifle fire and exploding grenades. The Soviet survivors turned and fled on the heels of their ski troops, pushed by gunfire from a lone German tank. Ten minutes later the German infantry reached their once surrounded comrades and the supply road was reported clear.



**CHAPEI PROVINCE, CHINA, 7 December 1937:** On July 7th 1937, Japan opted for an all out war against China: the Kwantung Army attacked from the north, while an expeditionary force supported by armor landed from the sea and drove on Peking through Tien-tsin. The Japanese aim was to seize northern China without delay, and the tanks provided the necessary speed and shock to achieve such a goal. The IJA assumed that Chiang Kai-Shek would accept seizure of the north; and indeed, within five months the IJA had seized nearly all territory north of the Yellow River without serious resistance. Chiang chose to make his stand and fight the Japanese in and around the city of Shanghai, calculating that the large foreign population in the area would attract the attention and perhaps the intervention on China's behalf, of the western powers. The Japanese assaulted the last of the Chinese defenses surrounding Shanghai on the 7th of December. Following would be a 5-day struggle to breach the defenses of Chiang Kai-shek.

## BOARD CONFIGURATION:

## BALANCE:



Add an ATR to the Chinese OB.



Exchange the 10-1 leader in the Japanese OB for a 10-2.



24	Wd1	St2
35	5	3

**VICTORY CONDITIONS:** The Japanese win if at game end they have amassed more CVPs than the Chinese. In addition to other CVPs, each building location is worth 1 CVP for the controlling side.

## TURN RECORD CHART

	CHINESE Set Up First	1	2	3	4	5	6	7	END
	JAPANESE Move First								



Elements of the Nationalist 1st Army Corps [ELR:3] sets-up on/north of hexrow 6 on board 35 and anywhere on board 24: {SAN:4}



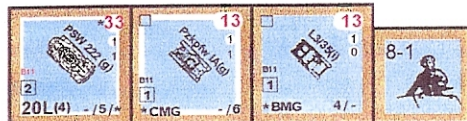
12

2

3

8

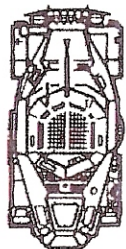
Elements of the 3rd Armored Battalion enter on turn 1 along the north edge of board 24:



2

3

2



Elements of the Shanghai Expeditionary Army, Japanese Marines [ELR:4] enter on the south and/or east edge of board 35 on turn one: {SAN:4}



2

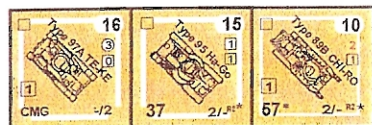
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2

2

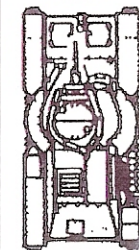
5

2



2

2



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Scenario Design by Scott Holst

## SPECIAL RULES:

- EC are Dry with no wind at start. Kindling is NA. PTO Terrain is in effect including Light Jungle. The Rice Paddies are Drained (G8).
- Place overlays as follows: 3 on 35DD8-DD9; 5 on 35O9-O10; St2 on 24J7-J6; Wd1 on 24I6. The valley on board 24 does not exist and the gully on board 24 is treated as a stream. Hexside 24I3/oH2 is a stream hexside. Hex 24J7 is a ford. All buildings are wooden and have ground levels only. All Huts are buildings.
- The Chinese may use HIP for one Squad and any SW/SMC that sets up with them.
- Special Ammunition Depletion #s for the Chinese are raised by 1.

**AFTERMATH:** The fight for Chapei Province proved costly for Chiang in terms of the elite units he committed to this particular engagement. The best German trained divisions were rushed to Chapei along with the Chinese 3rd Armored Battalion consisting of Italian CV-33 tankettes, Pzkwfw 1s and a number of armored cars of German make. The Japanese responded by committing their Marines with armor to engage the threat of the Nationalist build-up. The heaviest fighting took place in this area where the Nationalist command deployed all of its elite units. The only cover these men had were buildings that were grossly inadequate to protect them from enemy artillery fire or aerial bombardment. The defenses were breached within five days and the Japanese then smashed their way into the city itself. Only a few Chinese units held together under control of their officers to attempt an organized breakout. These actions defied Chiang Kai-shek's standing order to die in place.