

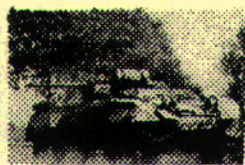


\$10.00

NINETY-Six Pack

Ten scenarios designed and tested by the Paddington Bears' ASL club of Sydney, Australia. PBear scenarios are playable in two to five hours and have been tested on humans under strict tournament conditions.

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U.S. FORCES

GAGLIANO, SICILY, August 1, 1943: The U.S. division known as the *Big Red One* planned to take the ancient walled city of Troina at speed, unaware that the veteran 15th Panzergrenadier Division was in the area and prepared to fight.



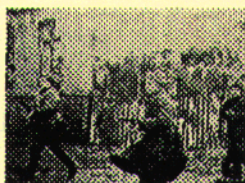
RAW DEAL

DOM BUTGENBACH, BELGIUM, December 21, 1944: To restore a link with Kampfgruppe Peiper north of the Bulge, the last reserves of 6 *Panzer Armee* drove into the US 1st Infantry Division to knock it out of its blocking position on the roads at the south end of Elsenborn Ridge.



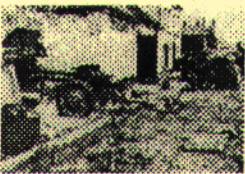
RED SORGHUM YELLOW EARTH

XIANCHOU, CHINA, September 18, 1938: North of the Yellow River in Hopei Chinese Communist and Guomindang troops indulge in a private war for local supremacy as though there were no Japanese invaders already in the heart of their country.



PIECE OF CAKE

BUDAPEST, HUNGARY, January 6, 1945: Surrounded in their own capital city, the Hungarian Army used fortifications and ambushes in a block by block struggle against the 6th Guards Tank Army. The Soviets were forced to risk their assault troops and armored vehicles in a bloody street fight.



THE RHA AT BAY

HONDEGHEM, FRANCE, May 27, 1940: In the time-worn tradition of British military improvisation, K Battery of the Royal Horse Artillery took a stand to delay the attacking German panzers in Honghem, south of Dunkirk.



LAST ROUNDUP

ERFURT, GERMANY, April 11, 1945: Allied troops rampaged from east and west through Germany. On their way around the outskirts of the city of Erfurt, German resistance spurred the US 4th Armored Division to make an extra effort to skillfully corral and hog-tie the defenders.



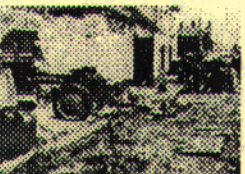
CHILDREN OF THE KUNAI

GEMAS, MALAYA, January 15, 1942: After their successful ambush of the Japanese on the previous day, the Australian 2/30th Battalion confidently attempted a counter-attack against Mukaide Force as it advanced through the Johore.



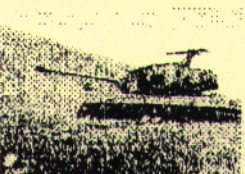
TERMINATOR

LAKE COMMACHIO, ITALY, April 2, 1945: On a spit of low lying land beside the Adriatic Sea, the nervous troops of the Turcoman Division had to defend their positions and themselves. They were stretched beyond their limits when confronted by Commandos and Crocodiles.



DRIVEN TO THE BOTTLE

KARLOVKA, RUSSIA, May 16, 1942: The Soviet spring offensive had aimed at Kharkov and also at Poltava, which was both a German supply center and also the HQ of Armeegruppe Sud. Only a few German AFVs were ready to move into the path of the Russian columns.



FIRST TO SEE WILL...

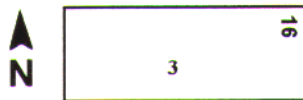
OSAN, KOREA, September 27, 1950: Under intense UN air attack, the North Korean 105th Tank Division ceased struggling toward Seoul and attempted only to hold off the American ground forces and thus save the N.K.P.A. troops withdrawing from their (temporary) territorial gains in the south.

RED SORGHUM, YELLOW EARTH

XIANCHOU, NORTHERN CHINA, 18 September 1938: Determined to destroy the Chinese Communists before facing the Japanese, Chiang Kai-Shek had difficulty controlling his patriotic subordinates in 1936. Late in that year, the 'Young Marshal' Chung Hsieu-Leng detained him at gunpoint in Xian. At risk of being handed over to the Communists, the Generalissimo agreed to a unified national effort against the Japanese invaders. A grudging truce began which was to last until the defeat of Japan, but serious friction was inevitable from time to time. During 1938 the Nationalists realized that inside (Japanese occupied) Hopei province, the CCP had become the de-facto local government. This prompted GMD commanders to move units north of the Yellow River to reassert their influence. Caught off guard by such an anti-partisan sweep, a CCP regiment dispersed 'to disappear among the people like fish into the sea'. Their weapons group set out through the paddies with pursuers close behind, only to spot more of the enemy ahead. Evasion without a fight was no longer possible. With their machine-gunners holding off the pursuing infantry, the remaining guerillas moved through the tall grain towards the blocking force. As the Red troops raced forward, an obsolete but still effective Nationalist artillery piece opened fire from a concealed position in the roadside undergrowth. A die-hard group of comrades launched themselves across the open to overwhelm the gun crew at bayonet point, thus averting the disaster which threatened the Communist force. Once their artillery was put out of action, the remaining GMD troops showed little interest in the fight and began to retreat to the south. Units of the 8th Route Army operating in Hopei included the 115th Division (previously the 1st Front Army) commanded during 1938 by Nieh Jun-Chen and the 129th Division (previously the 4th Front Army), whose chief commissar was the tenacious Deng Xiaoping. By 1940, the Nationalist governor of Hopei conceded local control to the well organized Communist cadres by withdrawing from the province completely.



BOARD CONFIGURATION:



- BALANCE (ABS) :**
- G3:** As for G2 and delete all ? counters.
 - G2:** As for G1 and delete 1 x GMD 3-3-7 MMC.
 - G1:** Delete 1 x LMG and 2 x ? counters.
 - C1:** Replace the CCP 9-1 SMC with an 8-1 SMC.
 - C2:** As for C1 and delete 1 x CCP 3-3-7 MMC.
 - C3:** As for C2 and delete the CCP 8-0 SMC.

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. ETO terrain is in effect, with the exception that Bamboo (G3), Hut (G5) and Paddy (G8) rules apply as if PTO terrain was in effect. Rice paddies are In-Season. Place overlay 3 on J2-J1.
3. The GMD use Chinese counters. Each GMD (Nationalist) group is limited to one Dare-Death squad.
4. The CCP use Partisan counters for MMC/SMC and Chinese SW. Captured Use penalties *do not* apply for CCP use of Chinese SW. At set up, CCP MMC are restricted to a maximum of two per hex, while their SMC/SW may be set up with any friendly MMC.
5. Prisoners which are exited off the west edge by a Good Order CCP Guard are worth double CVP.

VICTORY CONDITIONS: The CCP player wins immediately upon earning 29 CVP. CVP are earned for units exited off the west edge and for eliminated enemy units. (Draw: 23-28 CVP).

GMD Sets Up First	1	2	3	4	5	6
CCP Moves First						

Elements of GMD Shensi-Honan Military District set up on/east of hexrow I:

[ELR: 2] {SAN: 2}	8	2	1 B11	1 B11 [1-6]
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Set up on/west of hexrow U:

5	1	1 B11	10	1	1 B11 +70*
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Elements of CCP 129 Division set up on/within four hexes of 16N5 (see SSR4):

[ELR: 4] {SAN: 4}	11	1	1	1	2 B11	3 B11 [2-13]	2 B11 [1-16]*
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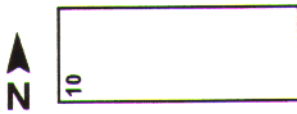


THE RHA AT BAY

HONDEGHEM, FRANCE, 27 May 1940: As German mechanized units swept through Belgium and Northern France, the Allied forces there were squeezed into a pocket south of the port of Dunkirk. After a temporary halting of the advance, the panzers were unleashed again late on the 26th. Their aim was break through to the sea, and to cut off the French and British units. These troops were fighting on grimly with the ever present fear of being overrun. In the gap between the British 44th and 48th Divisions, a detachment of 5th Royal Horse Artillery, commanded by Major Hoare, was positioned in and near the village of Hondeghem, south of the town of Cassel. Their orders were to hold for at least a day, with their sole support being an officer and 80 searchlight operators acting as infantry. Early on the morning of the 27th, a determined German attack from the south-west was beaten off at the cost of both British field-guns defending the outskirts of the village. At midday the assault resumed. Lacking 'proper' infantry, Major Hoare made use of the sturdy buildings of the village for both concealment and protected firing positions overlooking the streets and back gardens. To meet any Germans who pressed on past the infantry screen, he positioned the remaining pair of field-guns in the main street and town square. As the day wore on, both 18-pounders fired until their barrels grew red hot. In the contest for control of the houses, several German occupied buildings were rubble by pointblank HE rounds. The guns were manhandled from one threatened position to the next, while the temporary infantry stood to with rifles and LMGs. By 1600 hrs, with ammunition low and about to be surrounded, retreat seemed the only option. The British pulled out intact only to meet German tanks and infantry on the road in St.Sylvestre, where the crews under Captain Teacher unlimbered the guns and fought over open sights in old-fashioned RHA style. Finally the 18 pounders had to be disabled and abandoned to allow the troops to escape, some driving through the German units in the process. This type of delaying action and withdrawal by disciplined British troops was the nearest to success that the BEF could hope for in late May 1940.



BOARD CONFIGURATION:



BALANCE (ABS):
B3: As for B2 and British Guns may not set up Hidden.
B2: As for B1 and delete 1 x British 4-4-7 MMC and 1 x ATR
B1: SSR 3 Rubble cannot be placed in a Road or Building hex
G1: Replace the 8-0 German SMC with a 7-0 SMC.
G2: As for G1 and delete the MMG.
G3: As for G2 and replace 5 x 4-6-8 German MMC with 5 x 4-6-7 MMC.

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. Grain is NA, treat as Open Ground.
3. As part of his set up the British player may place one Wooden Rubble counter anywhere within his set-up area.
4. Note that a British 84* ART (18 pdr) Gun may not be set up inside a building. A British Gun 'eliminated' for victory purposes means either destroyed, captured, or disabled by either side.

VICTORY CONDITIONS: The German wins if both British Guns are eliminated and ≥ 10 CVP of Good Order German units exit off the east edge. (Draw: if both Guns are eliminated).

⊙ BRITISH Sets Up First	♣ 1	♣ 2	3	4	5	6	7
♣ GERMAN Moves First [115]							

⊙ Elements of K Battery, 5 Royal Horse Artillery and 2 Searchlight Regiment set up on/between hexrows Q and Z:

[ELR: 3] {SAN: 4}	8			2	2	2	2

♣ Elements of 8 Panzer Division set up on/west of hexrow M:

[ELR: 4] {SAN: 2}	5	5				2	2

Enter on Turn 1 via hex II:

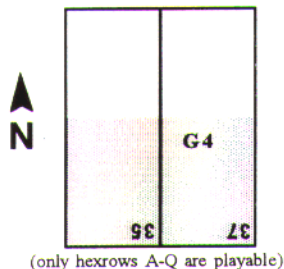
Enter on Turn 2 via hex II:

CHILDREN OF THE KUNAI

GEMAS, MALAYA, 15 January 1942 : As the Japanese XXVth Army advanced down the Malay peninsula, their tactical superiority was seldom challenged. But on the 14th, a cycle battalion of Mukaide Force confidently crossed a bridge on the Gemenach River in Johore province, riding onto a roadway covered by B Company of the Australian 2/30th Battalion who opened fire and inflicted heavy casualties. Colonel Tsuji, operations officer of XXVth Army, noted that Mukaide Force 'had met with obstinate resistance and was unable to break through unaided'. The following morning, the HQ of the 5th Infantry Division took over, sending troops and tanks to overrun the next AIF (Australian Imperial Force) position. To counter this move, Captain Melville's D Company prepared to advance toward the river and occupy a rise overlooking the enemy approach route. Meantime, the leading Japanese had moved so quickly to outflank the road-block that Australian artillery fire was landing behind them. Some 5th Division infiltrators even reached D Company's start line before the Australians, but the attack had to go ahead. D Company advanced in line through the thin jungle, urged on by the neighbouring rifle company. Early in the attack Melville was severely wounded, but continued to control his men by voice for some time. In a close quarter struggle with bayonets and grenades, the AIF troops drove back the Japanese infantry. Lt.Col. Galleghan of 2/30th then ordered A Company to expand the frontage of the attack, but its advance ground to a halt when several aggressively handled Japanese tanks intervened. At the same time, enemy aircraft began strafing the Australians, causing casualties and making further progress unlikely. Both companies withdrew toward the battalion's main position outside Gemas, with the Japanese following up. The firepower of the supporting 25-pounder field guns of the Australian 30th Battery, some firing at tanks and infantry over open sights, forced an end to the engagement. The 2/30th spent the next day holding the Johore road, but then withdrew to link up with the rest of 27 Brigade. On the night of January 17th, after the Japanese Imperial Guard Division had broken through along the coast, the Australians began the retreat that would end at Singapore. Their brief campaign was noted by Colonel Tsuji as 'the 8th Australian Division which had now arrived on the battlefield....fought with a bravery we had not previously seen'.



BOARD CONFIGURATION:



BALANCE (ABS) :
J3: As for J2 and delay the Turn 3 units until Turn 4.
J2: As for J1 and the FB has only one Turn on board.
J1: Delete SSR 5.
A1: Delete 1 x 4-5-8 Australian MMC.
A2: As for A1 and delete the OBA (and radio).
A3: As for A2 and set up on hexes numbered 3 8.

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. PTO terrain is in effect, with Light Jungle. On both boards, hexrows A-Q are in play. Place overlay G4 on 37O2-P1. A road exists from 35A5 to 35Q6.
3. The Australian receives one 80+mm OBA Module (HE and Smoke).
4. The Japanese has Air Support (E7) available, consisting of one FB without Bombs. The FB may spend a maximum of two consecutive Turns on board and is automatically available in the MPhase of Australian Player Turn 6 if it has not been received earlier.
5. Japanese units may set up concealed.

VICTORY CONDITIONS: To Win, the Australian must have Good Order units worth at least 9 CVP west of the 35A5-35Q6 road (exclusive) at game end. (Draw : 5-8 CVP west of the road).

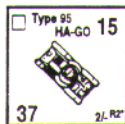
<p>● JAPANESE Sets Up First</p>	1	2	3	4	5	6
<p>○ AUSTRALIAN Moves First</p>						

Elements of Mukaide Force set up on/west of hexrow 4 on board 37:

●
 [ELR: 4]
 {SAN: 5}

1 4-4-7	2-2-8	8-1	8-0	2 4-11 B11 MMG	2 50+ [1-16]+
6					

Enter on Turn 2 along the west edge :



Enter on Turn 3 along the west edge :

E 4-4-8	8-0	1 B11 2-6 LMG
2		

○
 [ELR: 4]
 {SAN: 3}

Elements of D Company, 2/30 (AIF) Battalion set up on board 37 on any hex numbered ≥ 6:

E 4-5-8	9-1	8-1	8-0	1 2-7 LMG	1-12 ATR	2 51 [2-11]	8
12				3		2	

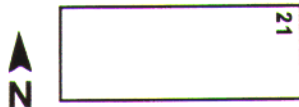


DRIVEN TO THE BOTTLE

KARLOVKA, RUSSIA, 16 May 1942: Three days after the start of the Red Army spring offensive, German situation maps showed huge gaps in the front line in southern Russia where there were no units to stem the runaway Soviet assault on Kharkov. While the Russian 6th and 9th Armies swung gradually north towards the main objective, an ad hoc 'Army Group' under General Bobkin drove west for Poltava where the Wehrmacht's Army Group South had its main supply centre and headquarters. The Soviet high command, STAVKA, was satisfied the Germans were on the ropes and ordered the attacking units to push on regardless of all threats to their flanks, despite the protests of the field commanders. The Germans had been about to make a large scale attack of their own, Fall Fredericus, and because of this several panzer divisions were gathering around the town of Barvenkovo, south of the breakthrough. These units would now wait in reserve and under cover until the Soviet units became overextended. The German 6th Army under General Paulus held firm to the north of the Soviet break through, despite a few nervous days with their flanks protected only by roving panzer kampfgropen. Eventually the concealed armour concentration to the south of the Russians was unleashed and drove into their flank and rear. On the 16th, Soviet progress was such that their reconnaissance units were only 40 km from the HQ of Army Group South when isolated and eliminated. Similarly, the main Russian columns threatening Kharkov were gradually immobilized and destroyed, once their supply trains were overrun. Senior corps and division commanders perished with their troops, struggling to break out of the German encirclement. If the Germans had begun their Fredericus first, they risked a mirror image of this result, given the large reserves built up behind the Russian front line. In the end, the inept Kharkov offensive bled the Red Army of some 200,000 troops and hundreds of tanks and guns. These losses left open the way for the Germans to move on Rostov and the Crimea, and raised the real possibility of their reaching Stalingrad that summer.



BOARD CONFIGURATION:



BALANCE (ABS) :
G3: As for G2 and add an 8-1 A/L to the Russian OB.
G2: As for G1 and the Russian T-34 is radio equipped.
G1: Replace the German 9-2 A/L with an 9-1 A/L.
R1: Add 4 x ? to the German OB.
R2: As for R1 and the Russian may form a maximum of two AFV platoons.
R3: As for R2 and the T-34 must expend 8 MP (off-board) prior to entry.

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All Buildings are Ground Level only. During set up, each side may place one Blaze in a Building Location of their choice. The German places first.

VICTORY CONDITIONS: To Win, one side must score more CVP than the other for eliminated enemy units, and the difference between the scores determines the level of victory. If both scores are equal, it is a Draw.
 Decisive Win : 7 CVP or greater difference,
 Marginal Win : 1-6 CVP difference.

GERMAN Moves First RUSSIAN Moves Second	1★	2	3	4	5	6	7
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Elements of LVI Panzerkorps enter on Turn 1 on hex GG1 and/or GG9:

 9-2 20L(4) -/5 2	 PSW 231(Grad) 35 20L(4) -/5	 PzJg 1 16 47L	 Pz MH 13 50 3/5
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{SAN: 0}

Elements of Army Group Bobkin enter on Turn 1 along the east edge:

 T-60 M40 15 20LL(4) -/2 3	 T-26S M37 11 45L -/4 2	 T-34 M41 17 76L 2/4
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{SAN: 0}

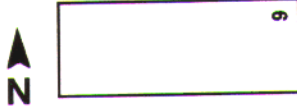


US FORCES

GAGLIANO, SICILY, 1 August 1943 : As General Patton swung his Army to the east after taking Palermo, US Intelligence interpreted the Axis units around the walled town of Troina as rearguard outposts, not a major defended locality of the 15th Panzergrenadier Division. Under the impression that the Germans were in full retreat, General Allen, commander of the 1st US Infantry Division planned to take Troina on the run and give the apparently weakening enemy no respite. On the Big Red One's right flank, a narrow, winding road led south from Troina through the village of Gagliano which was to be secured in preparation for the main attack. The speedy occupation of this rural backwater was deemed a task which required only a single company of the divisional reconnaissance unit. The US recon troops unexpectedly found themselves in a bitter fight for Gagliano. Machine-gun fire kept the GIs pinned while their light AFVs tried to find firing positions to assist the infantry. Eventually, the smaller German force conceded control of the village rather than be cut off, but the first hard lesson had been handed out to the 1st Division. Troina would also fall to the Americans, but only after withstanding five days of grim struggle in the hills around it and 24 German counterattacks. Abundant US artillery and airpower ultimately put the issue beyond doubt, so that on the night of 5th August the bloodied but intact 15th Panzergrenadier Division pulled back to the next Axis defence line. The Big Red One was also pulled out of the front line to recover, replaced by the fresh 9th.



BOARD CONFIGURATION:



BALANCE (ABS) :
G3: As for G2 and delete the Kfz1.
G2: As for G1 and delete the ATR.
G1: Replace 1 x German 4-6-7 MMC with a 4-4-7 MMC.
A1: Replace the Jeep with an unarmed version.
A2: As for US1 and replace US 8-0 SMC with a 7-0 SMC.
A3: As for US2 and delete the M21MC halftrack.

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Treat all hexes of building 6N3 as Shellholes. All Buildings are Wooden and Single Story. All Orchards are Olive Groves (F13). Grain hexes are Vineyards (F13).
3. All Walls are Hedges, but in this scenario a Hedge hexside may be crossed by HT after passing a Bog Check, at a cost of 5MP+COT. American M3A1 SC Inherent Passengers are 3-4-7 HS. Gyrostabilizers are NA.
4. Unless at least one German MMC has made an attack of 4FP or more (ignore Covering and PBF) on a US unit, German units may not Move during their Turn 1 MPH (EXC: AFVs may change VCA/TCA and/or use Smoke and/or make Motion attempt). There is no restriction after Turn 1.
5. The Convoy (E11) enters with all vehicles CE and all Infantry as PRC, and vehicles may neither unload PRC nor become BU until at least one vehicle can use non-Convoy movement (E11.251). For the purposes of E11.251, LOS to the Roadblock hex is considered LOS to a Known enemy unit.

VICTORY CONDITIONS: To Win the American must Control at least 5 of the following objectives - hexes B5, C5, C6, P2, O5, N7 and (all of) building K8. (Draw: Control of 4 objectives).

<p>☒ GERMAN Sets Up First</p>	☆	1	2	3	4	5	6
<p>☆ AMERICAN Moves First</p>							

Elements of Kampfgruppe Ems set up on/between hexrows Q and Y:

☒

[ELR: 3]
{SAN: 4}

2

Set up within two hexes of J3:

3

2

Elements of 91 Cavalry Reconnaissance Group enter GG6 on Turn 1 in Convoy (see SSR5):

☆

[ELR: 3]
{SAN: 3}

4

2

2

2

2

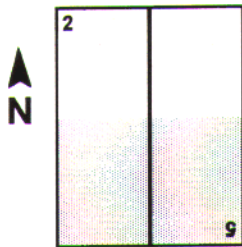


RAW DEAL

DOM BUTGENBACH, BELGIUM, 21 December 1944: On the northern shoulder of the Bulge, the American positions near Elsenborn Ridge had held firm after the initial German onslaught. The newly arrived 1st US Infantry Division dug in near the villages at the southern end of the ridge. Their task was to block German efforts to regain control of the road to Stoumont to restore contact with Kampfgruppe Peiper, isolated not far to the west in the valley of the Ambleve. Day and night on the 20th, II SS-Panzerkorps struck at the American lines near Butgenbach and elsewhere, causing serious problems but suffering worse losses themselves. Early on the 21st, Standartenführer Hugo Kraas, OC 12 SS-Panzer Division, personally directed a force of five battalions to make the decisive attempt to break open the US position. The spot chosen by Kraas was held by several companies from 2/26th US Infantry Regiment. The assaults at 0130 and 0500 hrs were halted by intense US artillery fire, but then at 0715 hrs the Germans resumed a steady advance through the mist. The remaining Panthers of SS-Panzer Regiment 12 cautiously led the way out of the cover that masked the German approach. Heavy US fire soon separated the SS AFVs from their escorting grenadiers, who were pinned down and suffering casualties. In quick succession, hits from US AT guns and bazookas caused the two leading Panthers to burst into flames. One gun commanded by Sgt. Noah Collier took out three tanks before an SS grenadier with a Panzerfaust shattered the gun. Despite their losses, a determined handful of SS panzers broke through at 0900 hrs and drove up along the US line eliminating heavy weapon positions and approached the rear areas. Once isolated from their infantry, the German tanks became hunted by US AFVs and at 1600 hrs, the last surviving Pz IV drove off to avoid the 90mm gun of an M36 tank-destroyer. 6 Panzer Armee had used almost all its reserves and was no closer to a link-up with Kampfgruppe Peiper.



BOARD CONFIGURATION:



(only hexrows A-Q on board 5 and Q-GG on board 2 are playable)

BALANCE (ABS) :

- A3: As for A2 and delete 1 x 57L AT Gun.
- A2: As for A1 and delete SSR 2.
- A1: Delete 1 x BAZ and 1 x DC.
- G1: Replace 2 x German 5-4-8 MMC with 4-4-7 MMC.
- G2: As for G1 and replace 1 x German 8-1 SMC with a 7-0 SMC.
- G3: As for G2 and delete 1 x 5-4-8 MMC.

SPECIAL RULES:

1. EC are Wet, Weather is Ground Snow and Mist, with no wind at start.
2. American may set up HIP one squad equivalent (and any SMC/SW stacked with it). US may Deploy up to two squads at set up.
3. The American may Bore Sight. US receives 2-2-7 Gun Crews equal to the number of AT Guns which set up on board.
4. In Woods-Road hexes and exterior Woods hexes, the Bog DRM for entry/exit (only) via a Woods hexside is +1. Normal Bog DRM apply in Interior Woods hexes and/or for VCA change in Woods.
5. All SS Infantry have ELR:5 and, prior to set up, three SMC may be noted as SS leaders. All other German Infantry units have ELR:3.

VICTORY CONDITIONS: The German player must exit Mobile AFVs and unbroken Infantry worth at least 32 CVP off the west edge on/adjacent to hexes 2Q10 and/or 2Y10. (Draw : 25-31 CVP exited).

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

Elements of 2nd Battalion, 26 US Infantry Regiment set up on board 2 (see SSRs 2 & 3):

[ELR: 4]
[SAN: 4]

10	(SSR 3)										4

OB options available (choice of some, any or none of the following) from A Company, 634 TD Battalion and C Co., 745 Tank Battalion:
 Replace 3 x 57L ATG with 2 x M36GMC TD entering via hexes 2Q10 and/or 2Y10 on Turn 2
 Replace 2 x 57L ATG with 1 x M4A3 (with Gyrostabilizer) + 1 x M4A3(76)W entering via hexes 2Q10 and/or 2Y10 on Turn 2
 Replace 1 x 57L ATG with 1 x 1-4-9 Hero + 1 x BAZ + 1 x 3-4-7 HS set up as a Hidden stack (in addition to SSR2 HIP)
 Replace 2 x 6-6-7 squads with 1 x M36GMC TD + 1 x Jeep (2FP AAMG) entering via hexes 2Q10 and/or 2Y10 on Turn 2

[ELR: 5/3]
[SAN: 2]

Elements of 12 SS-Panzer and 3 Fallschirmjäger Divisions set up on board 5 road hex/es, rows J-Q inclusive:

8	4	2	2	2	4	4	4

Enter Turn 1 on 5Q6:

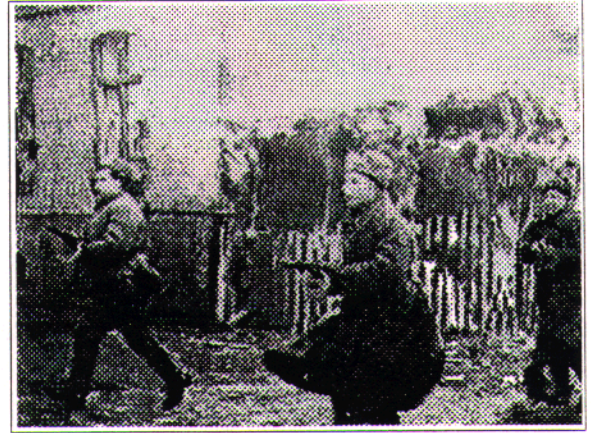
3	3

OB options (choice of all, some or none of the following) from 560 Jagdpanzer Abteilung:
 Replace 1 x PzVG with 1 x JgPzV with unlimited HE and a 8-1 A/L
 Replace 1 x PzVG with 1 x StuPzIV with BMG and AAMG
 Replace 2 x PzIVJ with 1 x JgPzV with HE:10 and a 9-2 A/L
 Replace 1 x PzIVJ with 1 x JgPzIV with unlimited HE

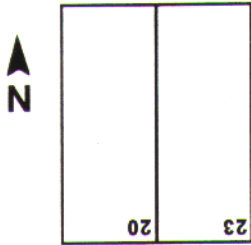


PIECE OF CAKE

BUDAPEST, HUNGARY, 6 January 1945: The Red Army had been sweeping westward for weeks through the Ukraine and Romania. As the Axis front shattered, Hungary teetered on the point of surrender but for the fact that its capital was strongly held by German as well as Hungarian units. Budapest was surrounded on 26th December by the 2nd Ukrainian Front. Three Soviet rifle corps were detached by General Malinovsky to assault the city directly. Though the Hungarian troops had previously made a poor showing as Hitler's allies, they were fighting now within their own country. On the outskirts of the capital, the 1st Hussar Division fortified their positions in factories or apartment buildings and swore not to give them up. On 5th January, the Soviet corps each formed a shturmovye gruppy and began block by block assaults in Pest, the eastern half of the city. Next day, more armoured support was allocated because the initial attacks had gained so little. Budapest was no piece of cake for the weary Guards. The old stone buildings and new industrial suburbs proved ideal for defence; hills were tunnelled, roads and bridges mined. The Soviet infantry lost heavily in assaults on interlocking fortified positions, while the Russian AFVs fell victim to hidden guns and mines. Insult turned to injury when a group of Hungarian tank destroyers counter-attacked, leaving the Red Army reeling back. Budapest would not fall this day. The Soviet mechanized units became tied down in street fighting and losses began to be keenly felt. By 11th January, the 6th Guards Tank Army had only 72 tanks running. On that day also, after Soviet high command announced their displeasure at the lack of progress, a unified Budapest assault under one commander was finally organised.



BOARD CONFIGURATION:



BALANCE (ABS) :
H3: Delete 15 x FPP from the Hungarian OB.
H2: Delete 10 x FPP from the Hungarian OB.
H1: Delete 5 x FPP from the Hungarian OB.
R1: Replace the Russian 9-2 SMC with a 8-1 SMC.
R2: Replace the Russian 9-2 SMC with an 8-0 SMC.
R3: Replace the Russian 9-2 SMC with a 7-0 SMC.

SPECIAL RULES:

- EC are Wet, Weather is Clear with no wind at start. The canal is unfordable.
- Hungarian side uses Axis Minor counters except for German JgPz38(t) and PaK36(r) counters. While inherent in their vehicles, JgPz38(t) crews use black TH numbers and have a Morale level of 8. The Hungarian side may purchase any number of Fortification Types, but may spend no more than 18 FPP on each of the Fortification Type/s purchased.
- Two Russian 6-2-8 MMC may be noted as Assault Engineers/Sappers.
- At the start of the Russian Prep Fire Phase of Turn 1, the Russian side may place a single white Dispersed Smoke counter on board in any hex in LOS of any one Russian leader or crew (but this is not a PFP action for that unit).

VICTORY CONDITIONS: To Win, the Russian player must Control a total of at least 11 hexes in Buildings 20H3 and/or 20D8 at Game End. (Draw: Control of 7-10 hexes).



Elements of 1 Hussar Division set up (see SSR 3) south of hexrow Q and west of the canal:

											+ 40 FPP
8					2		2	10			

Elements of the 7th Assault Artillery Battalion enter on Turn 1 on the south edge:

	75L	41*	3
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Fortification Type	FPP Cost
AP Mine factor	1
AT Mine factor (incl. Daisy Chain)	3
Wire	3
Fortified Location	3
Roadblock	4
Set DC (from OB)	5
Set DC (additional to OB)	10
HIP unit (Squad/HS/SMC)	5/3/1
Dummy counter	1
ATMM CC capability	8

Elements of 18 Guards Corps set up north of hexrow Q or anywhere east of the canal:

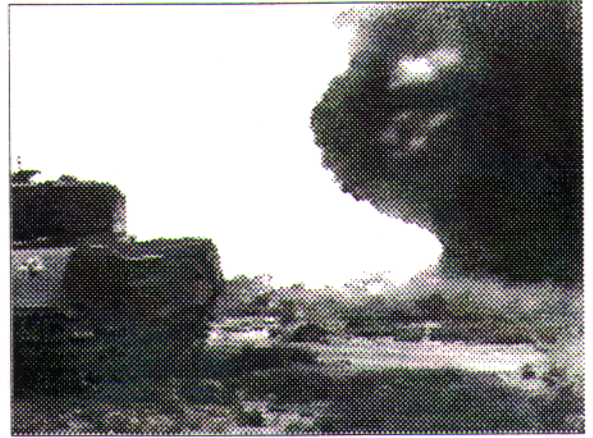
9		3				2		

Elements of 6 Guards Tank Army enter on Turn 1 on the north edge:

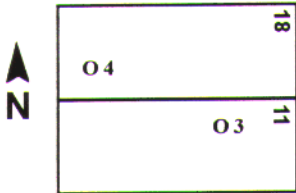
				3
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TERMINATOR

LAGO DI COMACCHIO, ITALY, 2 April 1945 : There was no doubt for either side that the Allied forces were poised for a final decisive stroke on the Italian Front. To persuade the German commanders that the Allies' main attack would be an amphibious landing on the Adriatic coast, the British 2nd Commando Brigade was ordered to clear the long spit of land dividing Lake Comacchio from the sea. This low lying, cultivated area was broken up by sandy hillocks and the levee banks of streams. A number of strongpoints were manned by 1200 troops of the 162nd Infantry Division, made up of dissidents from southern Soviet ethnic groups who had joined the Wehrmacht to fight Stalin (but could not now be relied on). For Operation Roast, the British had given a Biblical title to each of their objectives. On 1st April, the commandos cleared the southern end of the spit and took the damaged bridges across the river Reno, coded Amos and Peter. This allowed armoured support to be added to the next day's plans. Repair work on the bridges delayed the tanks, but their arrival enabled the attack to get under way in the afternoon. The Army and Royal Marine Commandos pushed north along the spit and the Turcoman Division crumbled like the walls of Jericho, despite the efforts of their German officers. The Isaiah, Numbers and Leviticus positions were rolled up by the aggressive British infantry assault. The 42nd Jaeger Division's fusilier battalion was deployed to stiffen the Turcoman front line south of the Valetta canal, but it too was shattered by British combined arms firepower. The 2nd Commando Brigade, led by Brigadier Tod, took over 900 prisoners in four days.



BOARD CONFIGURATION:



BALANCE (ABS) :
G3: As for G2 and delete the German 8-0 SMC.
G2: As for G1 and replace 2 x German 4-4-7 MMC with 2 x 4-3-6 MMC.
G1: Delete 1 x German LMG and 1 x Trench counter.
B1: British AFVs must spend 2 MP offboard prior to entry.
B2: As for B1 and delete the MTR and a DC.
B3: As for B2 and replace the Churchill VI with a Churchill IV (with HE10).

SPECIAL RULES:

- EC are Moist, with no wind at start.
- Maximum Hill height is Level 1; treat Level 2 outlines as Brush at Level 1. Place overlays as follows: **O3** on 11C10-B9, **O4** on 18DD2-EE2.
- Bore Sighting is NA. German AP Mine factors may not be exchanged for AT Mines. PF Check/s by German 2nd Line and Conscript MMC are subject to an additional +2 drm.
- During the MPH of German Player Turns 1 and 2, German MMC may only Assault Move [EXC: MMC which start the MPH stacked with a Good Order friendly leader may move normally].
- British Infantry are Commandos [EXC: Crews]. British 6-4-8 and 3-3-8 MMC are Assault Engineer/Sappers. The crew of the Crocodile AFV is subject to Stun effects but not Recall (of any type) so long as its MA or FT (or both) are functioning. A British crew may not voluntarily Abandon their AFV.

VICTORY CONDITIONS: To Win, the British player must exit friendly Good Order Infantry units worth at least 14 CVP off the north edge. (Draw: 12-13 CVP exited).

GERMAN Sets Up First	BRITISH Moves First	1	2	3	4	5	6	7	8
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Elements of 162nd (Turcoman) Division set up on any hex of board 18 (including half-hexes on board 18 that abut board 11):

[ELR: 2] {SAN: 4}	4-4-7 8	1-8 2	8-0 2	6-1 2	7-16 HMG 3	5-12 MMG 2	3-8 LMG 1	x10 PsK 12-4 6	?	Minefield 48	Trench 5	Foxhole 1 Squad 2
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Elements of Fusilier Bataillon 142 enter on Turn 4 by the north edge:

5-4-8 2	2-3-8 2	9-2 2	3-8 LMG 1	x10 PsK 12-4 2
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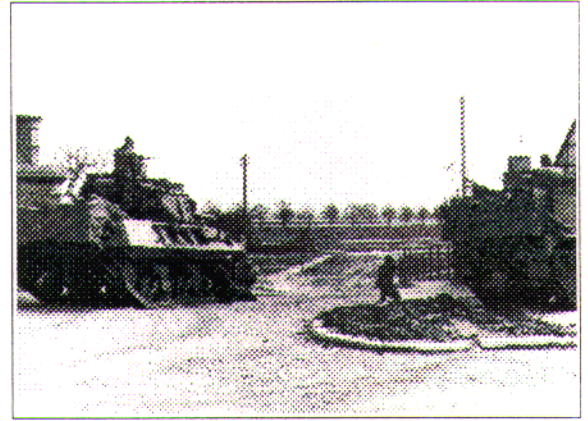
Elements of 2 Commando Brigade and 25 Armoured Engineer Brigade enter on Turn 1 by the south edge on/between hexrows D and DD:

[ELR: 5] {SAN: 3}	6-4-8 3	4-5-8 4	2-4-8 2	9-2 2	9-1 2	8-0 2	4-12 MMG 2	2-7 LMG 1	DC 30-1 3	dm MTR 51mm 2	Churchill VI 75 9	Crocodile 75 BF36 7
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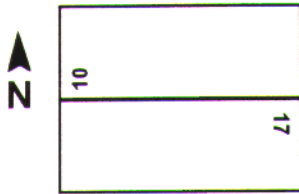


LAST ROUNDUP

ERFURT, GERMANY, 11 April 1945: The US 12th Army Group was using the Erfurt-Leipzig axis as their main line of advance into the heart of Germany. The industrial city of Erfurt was at the edge of the area which the Wehrmacht's 11th Armee was attempting to hold with its few remaining units. Despite their desperate situation, ad hoc German forces remained disciplined and with experienced leaders proved hard to finish off. Their US opponents were roaming relentlessly through the Reich expecting to overrun as much of it as possible in the 'last days' of the war. On 10th April, the 80th Infantry Division launched its attack into the centre of Erfurt, while the 4th Armored Division drove around the southern part of the city on their way further east. By the night of the 11th, the mobile elements of 4th Armored Division had forced their way past the defenders and were 13 km beyond Erfurt, on the autobahn east of the city. By the following night the Americans had achieved their objective of mopping up Erfurt, however the rising columns of smoke scattered about the battlefield marked the wrecks of their vehicles and bore mute testimony to the effectiveness of German anti-tank weaponry. Plentiful panzerfausts and a few anti-tank guns were never going to be enough to hold off the mechanized Allied armies advancing from east and west. By 12th April, US units were on the Elbe, only 85 km from Berlin.



BOARD CONFIGURATION:



BALANCE (ABS) :
G3: As for G2 and replace the JgPzIV/70 with a JgPzIV(L).
G2: As for G1 and delete 6 x ? counters.
G1: Replace 1 x German 4-4-7 MMC with a 4-3-6 MMC.
A1: Delete 1 x US RCL (owner's choice) and 1 x 2-2-7 Crew.
A2: As for A1 and replace the US M4A3(76)W with an M4A3.
A3: As for A2 and replace the US 9-1 SMC with a 7-0 SMC.

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. There are no Row-Houses on board, treat as normal multi-hex buildings.
3. One German squad/equivalent and any SMC/SW stacked with it may be set up HIP. The JgPzIV/70 is fitted with Schuerzen.
4. One eligible US tank may be noted as having a Gyrostabilizers. The US 9-1 A/L has none of its morale or leadership benefits if on board the M36B1 GMC.

VICTORY CONDITIONS: To Win, the American player must Control at least 4 of the multi-hex Stone Buildings on board 10 at game end. (Draw: US Controls 3 multi-hex Stone Buildings).

<p>☛ GERMAN Sets Up First [90]</p>	★	1	2	3	4	5	6	7	8
<p>★ AMERICAN Moves First</p>									

☛ Elements of XI Armee set up at least five hexes from all US entry hexes, with a minimum of seven MMC and one Roadblock set up on board 10:

E 5-4-8 2	I 4-6-7 2	2 4-4-7 3	C 4-3-6 3	8-1 2	7-0 2	5-12 2	3-8 1	PsK 12-4 x10	?	Roadblock 2	Foxhole 1 Squad 2
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2-2-8 2	PaK 40 AT M8 75L 2	JgPz IV/70 75LL 1	11
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★ Elements of 4 (US) Armored Division enter on Turn 1 on/between 17GG1 and 17GG6:

E 6-6-7 7	9-2 2	9-1 2	8-0 2	2-2-7 2	4-10 2	BAZ 45 WP6 8-5 x11 2	75 1	B11 57 1	AAMG 20 1	M4 Tankdozer 12 75 1
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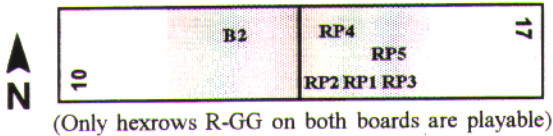
M4A2(L) 12 76L 1	M4A3(76)W 15 76L 1	M36B1 GMC 14 90L 2	M4A3(105) 15 105 2	9-1 2/4/4
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FIRST TO SEE WILL...

OSAN, KOREA, 27 September 1950: While the 1st Marine Division fought their way into Seoul, 7th US Infantry Division units moved to cut off the city from the south. The 31st Regiment advanced 45 km to Suwon and felt its isolation fully justified the title of 'Foreign Legion', despite being accompanied by part of the 73rd Tank Battalion. UN air strikes foiled almost every effort of the weakened North Korean armoured units to intervene effectively, but the KPA was able to move small numbers of its troops into the path of the US advance, hoping to keep open the road for their units withdrawing from further south. On September 26th the KPA 105th Tank Division's outposts fired on Lt.Col. Robert Summers' 2nd Battalion as it moved along the Osan road. For three days, a series of tank and infantry engagements erupted around Osan, where the hastily prepared KPA defences were no match for US firepower and manoeuvre. In one confrontation, C Company's 90mm armed Pershings proved their worth by knocking out four T-34s without loss. Swarming US fighter-bombers stopped other Korean AFVs elsewhere along the road. The 2/31st outflanked Osan while a mechanized force pushed along the road into the town. When Lt.Col. Summers was badly wounded, the regimental commander, Colonel Ovenshine, assumed control of the 2nd Battalion and carried the attack through to success. After losing 14 tanks, 6 anti-tank guns and 400 troops, North Korea's only remaining armoured unit eventually broke and left 31st Regiment holding the town and the road.



BOARD CONFIGURATION:



BALANCE (ABS):
K3: As for K2 and delete the KPA HMG. **A1:** Replace 1 x US 6-6-6 MMC with a 5-4-6 MMC.
K2: As for K1 and KPA has ELR.2. **A2:** As for A1 and delete 1 x US M3 halftrack
K1: Replace the KPA 9-0 SMC with an 8-0 SMC. **A3:** As for A2 and replace the US 9-2 SMC with an 8-1 SMC.

VICTORY CONDITIONS: The American player wins at the end of any Game Turn by which at least 22 CVP of Good Order friendly units have exited off the east edge of the playing area and control all Buildings on board 17. (Draw: if one condition is fulfilled by Game End, but not both).

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- ETO Terrain is in effect, but with the addition of Rice Paddies (In Season). All Buildings are Single Story. Place overlays as follows: **B2** on 16BB3-CC3, **RP1** on 17CC3, **RP2** on 17EE3-FF3, **RP3** on 17AA3-AA4, **RP4** on 17CC8-DD7, **RP5** on 17Z6-Z5.
- Bore Sighting is NA. Mine factors may not be exchanged for another type.
- N.K.P.A. units are treated as pre-10/42 Russians for all purposes [EXC: KPA may use Dare-Death squads as if Chinese]. KPA T-34/85 tanks have an APCR Depletion number of 9.
- For US BAZ 50 use BAZ 45 counters, with range and TH table as printed on the counter, but with HEAT TK# 20, HE equivalence of 12 FP, WP6 and X11. Crews of US tanks have a Morale level of 8, while inherent in their AFV. All US tanks have an APCR Depletion number of 7.

★ N.K.P.A. Sets Up First	★ 1	★ 2	★ 3	★ 4	5	6	7	8
★ AMERICAN Moves First								

Elements of 105 Tank Division set up on anywhere on board 17 (including any half-hexes):



{ELR: 3}
{SAN: 4}

E 4-5-8 3	1 4-4-7 2	9-0 1	9-1 1	2 4-10 MMG 2	1 2-6 LMG 2	AT 4	Minefield 12	? 7	16 1 85L 2/4 2
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factors factors

Reinforcements
enter on Turn 3
along the east edge:

E 6-2-8 2	1 5-2-7 2	8-1 1	3 6-12 MMG 2	1 2-6 LMG 2	1-12 ATR 2
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Reinforcements
enter on Turn 4
along the east edge:

16 1 85L 2/4 2

Elements of 2/31 Infantry Regiment and C Company, 73rd Tank Battalion enter on Turn 1 along the west edge:



{ELR: 3}
{SAN: 3}

E 6-6-7 3	1 6-6-6 3	9-2 2	8-0 2	2 4-10 MMG 2	BAZ 50 X11 12-5 2	M3 20 1 *AAMG 2	M26 12 1 90L 2/4 2
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Reinforcements
enter on Turn 2
along the west edge:

E 6-6-7 3	9-1 1	dm MMG 2	FT X10 24-1 2	DC 30-1 2	M3 20 1 *AAMG 2	M4A3(76)W 15 1 76L 2/4 2
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