

Aussie '97 Pack



A fresh batch of 8 hand-crafted scenarios packed by the Paddington Bears Club of Sydney, Australia. PBP scenarios are guaranteed not to be tested on animals and are 99.9% fat free.

THE SCENARIOS...



'A Civil War, Not A Gentleman's War' SPAIN - July 1937 After a Spanish Republican division failed in its attempt to take Villanueva, the XVth International Brigade must now clear the fascist enemy from the 'furnace of Brunete'.



Bloody Ridge GUADALCANAL - September 1942 Tired Marine Raiders wait in their ridgetop foxholes for the inevitable night attack by the Japanese troops who call and chant from the jungle at the foot of the ridge.



Soft Noodle CHINA - August 1937 Japanese forces have pushed rapidly inland in the Yangtse delta, isolating the Chinese divisions fighting around Shanghai. Only untrained GMD units are available to protect the flanks.



Easy Meat TUNISIA - January 1943 Under French command, tanks and infantry of 1st US Armored Division counterattack a well equipped German kampfguppe in the Ousseltia valley, south of Tunis.



Marked For Death FRANCE - June 1940 Aiming to seize the bridge across the Seine, a small group of German pioneers have surprised the handful of French defenders in the town, but there are other units in the area.



Pandemonium BURMA - March 1943 The ill-planned British offensive to retake the Arakan peninsula has stalled at Donbaik, and the freshly equipped 6th Brigade is thrown in to break the bloody stalemate.



Under Siege RUSSIA - February 1942 As the Red Army Winter Offensive grinds on, German units are besieged in the crucial town of Cholm, but although tired, they are dug-in and ready to hold on.



The Road To Mandalay BURMA - March 1942 Adding to the chaos of the long British retreat, Burmese nationalist forces and Japanese have isolated the British 7th Armoured Brigade by blocking the north-south road through Shwedaung.

Those who have seen a Paddington Bears' Pack before will notice that we now call them PBP scenarios to differentiate them from a certain module with the PB initials. Our scenarios naturally feature the ABS (Aussie Bidding System) to allow players a range of options when bidding for the side of their choice. The ABS can also function as a balance mechanism if a scenario is believed to favour one side. Certain PBP scenarios feature an optional Draw result because failure to meet some victory conditions should not always make you an outright loser. In tournaments, a draw could either be scored as half a Win (because it is not a loss for either player) or be shown as a third type of result, with all players having a three part Win/Draw/Loss score. Alternatively, players or tournament directors can always choose to omit the draw (and use the [A26.4] Attacker loses if they don't win arrangement). Other PBP scenarios have two levels of victory and/or defeat, so that an decisive result can be rated as such. For points based tournaments, a Decisive Win should be worth 15-20% more than a normal win. For all other purposes, a Win is a win and a Loss is a loss.

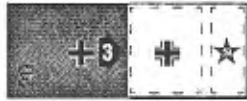
UNDER SIEGE

CHOLM, RUSSIA, 23 February 1942: As part of the Soviet Winter Offensive early in January, General Purkayev's 3rd Shock Army struck the German XXXIXth Korps on the Kalinin front. As the disordered Korps recoiled, garrisons were left behind to hold the towns of Demyansk and Cholm. Cholm was a strategic crossroad and also dominated a land-bridge through the marshy terrain nearby. The defenders of the 'fortress' were a motley group of 3,500 troops mostly from rear area units and 281 Security Division, under Major-General Theodor Scherer. These soldiers were originally expected to hold for two weeks until the Wehrmacht could launch a counterstroke. The first major Russian assaults on Festung Cholm took place on the 19th of January, and over the succeeding weeks repeated attacks shrank the perimeter. The freezing weather, snipers, and the lack of supplies made the garrison's life a misery. To mark Red Army Day, the Soviets launched another major assault using an infantry division with heavy tanks in support.



BOARD CONFIGURATION

AND ENTRY:



(Only hexrows R-GG are playable)

AUSTRALIAN BALANCE SYSTEM:

G3: As for G2 and replace the German 9-2 SMC with a 9-1 SMC

G2: As for G1 and replace 2 x 5-4-8 German MMC with 2 x 4-6-7 MMC

G1: Replace the 75L AT Gun with a 50L AT Gun

R1: Remove 1 x Russian LMG

R2: As for R1 and replace 2 x 6-2-8 Russian MMC with 2 x 5-2-7 MMC R3: As for R2 and replace the Russian 8-0 SMC with a 7-0 SMC

VICTORY CONDITIONS: The Germans Win if they Control Locations worth 22 points at Game End. Each Stone Building hex is worth 2 points and each Wooden Building hex is worth 1 point. (For victory purposes, use Hex Control method only; Building Control does not apply. Building hex/es rubble during play still count). (German Decisive Win - 26 pts or more; Decisive Loss - less than 18 pts).

GERMAN Sets Up First RUSSIAN Moves First	1	2	3	4	5	6
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Elements of Gruppe Scherer set up on or west of Row AA:

[ELR: 3]
{SAN: 4} Alarmerheiten Kompanie enters along the west edge on Turn 3:

Elements of 33 Rifle Division set up on/east of Row CC:

[ELR: 3]
{SAN: 3}

by David Longworth

SCENARIO SPECIAL RULES:

1. EC are Snow, Weather is Deep Snow and Falling Snow with no wind at start. Extreme Winter is in effect.
2. Treat all woods hexes as Wooden Rubble. All buildings are Single Storey and there are no rowhouses. All Roads are unpaved. The gully and bridges do not exist.
3. ATMM (grenade bundles) are available to German MMC on an Original dr of 1 but only add +2 to their CCV.
4. All Russian units have Winter Camouflage.
5. No Quarter is in effect. At game end, all Melees must be fought to conclusion. Russian is the ATTACKER and Withdrawal is NA.

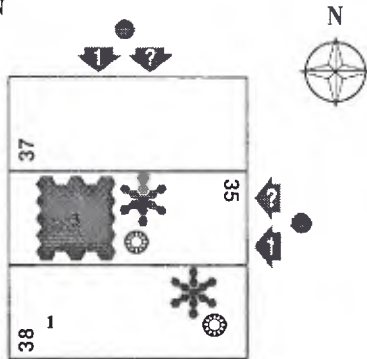
CONCLUSION: The Russians ploughed forward under heavy fire. Their tanks broke through due to the scarcity of AT weapons and rolled into the shattered town, but the initial infantry assault was repulsed. Repeated infantry attacks drove in the outpost line and forced the Germans back along the town streets. Desperate house-to-house (and rubble-to-rubble) fighting took place as the battle reached its climax. At this juncture, the Germans only reserves, ad-hoc Alarmerheiten units, leapt into action, counterattacking with machine-pistols and grenades. The Red Army troops withdrew under pressure, and Cholm was saved - again. The town was not relieved until May 5th, after enduring over 100 Soviet assaults and 105 days under siege. By then, only 1200 defenders were still fit for action.

'SOFT NOODLE'

LOTIEN, CHINA, 23 August 1937: Generalissimo Chiang Kai-Shek had deployed his best of his Guomindong forces around Shanghai to confront the units of the Imperial Japanese Army which had occupied most of the city. Both sides suffered serious losses in that first month, with the Japanese prevented from exploiting their greater mobility and firepower by the many local rivers and streams. On August 22nd, the IJA demonstrated newly developed amphibious skills by landing two fresh divisions behind the Chinese lines in the Yangtse River delta. The area west of Shanghai was defended by units of the Yangtse River Right Bank Garrison, whose desperate response to the landing was as awkward as their official title, with ill-equipped conscripts being pushed into battle against a trained enemy.

BOARD CONFIGURATION

AND ENTRY:



VICTORY CONDITIONS: The Japanese player Wins by Controlling at least 16 of the Huts on board at Game end. (Huts are Chinese Controlled at start). (Decisive Japanese Win for Control of 21 or more Huts; Decisive Loss if less than 12 Controlled).

AUSTRALIAN BALANCE SYSTEM:

C3: Delete 4 x 3-3-6 Chinese MMC

C2: Delete 2 x 3-3-6 Chinese MMC

C1: Delete 1 x 3-3-6 Chinese MMC

J1: Replace the 10-1 Japanese SMC with a 9-1 SMC

J2: As for J1 and delete 1 x 2-2-8 Japanese Crew

J3: As for J2 and delete the second sentence of SSR 3

☉ CHINESE Sets Up First	1	2	3	4	5	6	7	8
● JAPANESE Moves First								

Elements of 54 Corps set up in three groups as shown below, with only one group setting up in each of the following areas - within a 2 hex radius of 38AA3; within a 2 hex radius of 35P6; in Hut/s on Overlay 3 (on Board 35):

GROUP A

9

GROUP B

9

GROUP C

6

[ELR: 2]
{SAN: 3}

Elements of 11 Division enter by north and/or east edges on Turn 1 or (some, all or none) on any later Turn:

10

2

10

8-0

6-14

2-6

2 PP

15

7 morale

[ELR: 4]
{SAN: 3}

by Paul Seage

SCENARIO SPECIAL RULES:

- EC are Moist, Weather is Clear with no wind at start. Kindling is NA.
- ETO Terrain is in effect (EXC: buildings are Huts (G5); roads are Paths; Paddies (G8) exist and are Drained). Place overlays 1 on 38D2-D1 and 3 on 35T2-T1.
- Chinese units set up unconcealed and cannot gain concealment during Game Turn one. Chinese are limited to a maximum of two Dare Death squads (G18.6).
- Japanese infantry may enter play in a Banzai Charge, if from their offboard setup hex/es, the normal Banzai Charge conditions would be met if an LOS was able to temporarily exist from offboard (to an enemy unit within 8 hexes).

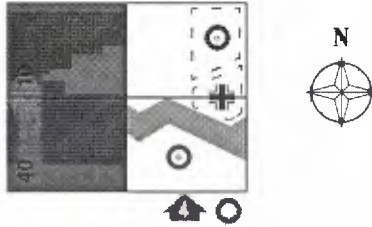
CONCLUSION: During the next two days, the Japanese 3rd and 11th Divisions moved south and west from the beachheads and cut several of the Chinese lateral supply roads leading to Shanghai. The GMD 54th Corps attempted to restore the situation, but as the Guomindong official history records 'only a portion of the Yangtse Right River Bank Garrison reached the position'. As the Japanese expanded their right flank towards Lotien, the Chinese threw their reserves into the fight around the town, and the inferiority of Chinese arms and equipment became obvious there. In daylight, even Japanese reservists had little to fear from the more numerous but untrained GMD forces. During September, both sides would commit many more units, but the Japanese counter-offensive had shattered Chinese hopes of retaking Shanghai, Chiang having bitten off more than he could chew. His manoeuvring for foreign intervention had come to nothing, actually costing the Chinese Army its best equipped units. The Shanghai area and its famous soft noodles were now on a plate for the Japanese Army, and bigger slices of China would soon be on the menu.

MARKED FOR DEATH

Near ROMILLY-sur-SEINE, FRANCE, 13 June 1940 : The Wehrmacht had turned south to finish off the French Army, which was attempting to hold the natural barriers of the Marne and the Seine rivers. Outside Romilly on the afternoon of the 13th, only a few kilometres from the HQ of the French XXIII Corps, German units arrived on the bank of the Seine after taking only a day to fight their way past the defenders of the Marne. The 93rd Infantry Regiment was given the task of seizing the bridge before the French could blow it up. Their plan was bold but simple: skirting defences in the nearby village, the troops would drive in on their trucks to seize the bridge and hold it until relieved. The first part of the plan went smoothly, as the four trucks went speeding through a hail of fire with only one casualty and unloaded in a small wood close to the bridge. While some of the Germans assaulted the village, the others dashed through the trees

and scrub towards the span
BOARD CONFIGURATION AND ENTRY:

(Only hexrows R-GG are playable)



AUSTRALIAN BALANCE SYSTEM:

- F3: As for F2 and replace 3 x (at-start) 4-5-7 French MMC with 3 x 4-3-7 MMC
- F2: As for F1 and delete both LMGs from the French Turn 4 reinforcements
- F1: Replace the French 2-3-7 HS with a 2-2-7 HS
- G1: German SAN is decreased to 2
- G2: As for G1 and replace the German 8-1 with an 8-0
- G3: As for G2 and the French AFVs enter with their full movement allowance

VICTORY CONDITIONS: The German side Wins by Controlling both hexes 40Y1 and 40Y4 at Game End.
 (German Decisive Win for Control of both hexes and there are no Good Order French units north of the river; Decisive Loss if neither hex is Controlled.)

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7
⊕ GERMAN Moves First							

Elements of XXIII Corps set up on Board 10, on/east of row Z and not adjacent to the German setup area:

6 2

Set up south of the river, in any non-Road hex :

Reinforcements enter by the south edge on Turn 4, with Infantry having expended 2 MF, and AFVs 10 MP, prior to entry :

6 2 2

Elements of Pionere Zug and II Battalion, Infanterie Regiment (mot.) 93 set up north of the river on/in the area bounded by 40Z1-10Z9-10GG6-40GG3:

4 4 2 2

by David Longworth

SCENARIO SPECIAL RULES:

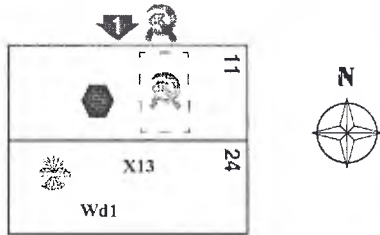
1. EC are Moderate with no wind at start.
2. A road exists from 40Y1 to 40Y4, with a two-lane stone bridge in 40Y2-Y3. Elevated road hexes do not exist and are treated as ground level road.
3. German 5-4-8 squads (and 2-3-8 HS) are Assault Engineers.

CONCLUSION: The German pioneers and riflemen dashed across the bridge, silencing a machinegun team guarding the far side and taking up position in a thicket. Two French armoured cars followed by infantry emerged from the trees south of the river, and general firing erupted. One of the Panhard armoured cars was knocked out by an anti-tank rifle firing from across river. The other AFV pushed its way into the brush, where Rudi Brasche, an MG34 loader in the pioneer platoon, attacked and destroyed it with a hand grenade. The accompanying French infantry were repulsed with more grenades and fled back into the trees. For the next three hours, the pionere repelled numerous small French attacks, until they were relieved late in the day. Brasche was awarded the Iron Cross (Second Class) for his role in the capture of the bridge.

'A CIVIL WAR, NOT A GENTLEMAN'S WAR' PBP#11

VILLANUEVA DE LA CAÑADA, SPAIN, 6 July 1937: The Republicans had decided to clear the Brunete area just 20 km west of Madrid, using every available (Russian supplied) tank and plane to support a showpiece offensive by the Communist Party's troops. The attack began at dawn on July 6th, and despite initial success on the first morning, command failure became evident when the leading divisions halted indecisively because follow-up units had not cleared bypassed villages. At Villanueva, despite the presence of many Republican tanks, machine-gun fire from the church tower and other buildings had mown down the ranks of struggling 34th Division infantry. When that spent unit pulled back from the town, dazed with thirst and fatigue, the XVth International Brigade's British and American battalions were committed to take over the attack.

BOARD CONFIGURATION AND ENTRY:



VICTORY CONDITIONS: The Republican player Wins by Controlling at least 18 Building/Rubble Locations between Rows J and V (inclusive) on Board 24 at Game End.
(Decisive Republican Win if 22 or more such Locations Controlled; Decisive Loss if less than 14 Controlled).

AUSTRALIAN BALANCE SYSTEM:

- N3 : As for N2 and Nationalist may Fortify only one Location
- N2 : As for N1 and Nationalist may Fortify only two Locations
- N1 : Delete all ? counters from the Nationalist OB
- R1 : 2 x Republican T-26 tanks must expend 6 MP offboard prior to entry
- R2 : As for R1 and delete the last sentence of SSR 4
- R3 : As for R2 and replace Republican 9-0 SMC with an 8-0 SMC

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

Elements of Seville Blueshirts, 71 Division set up on Board 24:

[ELR: 3]
{SAN: 4}

Elements of British Battalion, XV International Brigade set up on Hill hex/es of Board 11 and/or on hexrow 11G1-Q6:

[ELR: 4]
{SAN: 3}

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

by Mark McGilchrist

SCENARIO SPECIAL RULES:

1. EC are Dry, Weather is Clear with no wind at start.
2. In each of hexes 24U4 and 24V3, the 2nd Level Location is a Steeple (P5.2). Treat Woods hexes as Olive Groves with Paths still existing. The Pond does not exist. Place overlays: Wd1 on 24S1 and X13 on 24N8-M8.
3. Nationalist (Blueshirt) units are Axis Minor (EXC: Heat Of Battle +1 DRM). Nationalist side may Fortify three Building Locations (but Tunnels are NA).
4. Republican (International Brigade) units are treated as Russian (EXC: HOB +1 DRM; Deployment is allowed; Human Wave is not). If a Republican leader is eliminated (by any means), all friendly MMC in the same location as the eliminated SMC immediately become Fanatic.
5. Republican tank crews are Inexperienced (D3.45). Each T-26 M33 tank has MG armament, if any, as printed on the counter. Armored Assault is NA.

6. If a (non-captured) MMG/ATR is fired by a squad or HS, the weapon's normal B# and ROF are lowered by one.

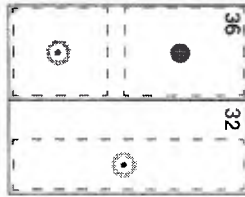
CONCLUSION: The inexperience of the tank units made them almost completely ineffective during the Brunete offensive. Lack of coordination between Republican infantry and tanks had allowed the Falangist defence of Villanueva to succeed, but only temporarily. During the Brigade approach to the town, the British lost 50 of their comrades, including several long-serving battalion members, so they were in no mood to take prisoners when clearing the buildings at last light. Those defenders who survived had managed to surrender to the Americans. The speedy redeployment of Nationalist reserves soon stabilised the front and another Republican opportunity had slipped away. Naturally, the communists could prove afterwards that the other commanders had failed in their duty and were to blame for the fiasco.

PANDEMONIUM

DONBAIK, BURMA, 18 March 1943 : The untried British 14th Infantry Division had been advancing slowly along the Arakan coast, to clear the Mayu Peninsula and retake the Akyab airfields. Such limited objectives were thought suitable for a reinforced division opposed by one under-strength Japanese regiment. In reality, the divisional HQ was unable to control a force which had grown to nine brigades by early March. Each time the division's tasks were expanded or the Japanese held out longer than expected another brigade had been thrown in. One of these was the 6th Brigade, including the 2nd Durham Light Infantry, a pre-war regular battalion composed of a majority of young draftees with a cadre of professional British soldiers.



BOARD CONFIGURATION AND ENTRY:



AUSTRALIAN BALANCE SYSTEM:

- J3: As for J2 and replace Japanese 9-1 SMC with an 8-0 SMC
- J2: As for J1 and delete 1 x 2-2-8 Japanese Crew
- J1: Replace 1 x 4-4-8 Japanese MMC with 1 x 4-4-7 MMC
- B1: Delete SSR 3
- B2: As for B1 and replace 2 x 4-5-8 British MMC with 2 x 4-5-7 MMC
- B3: As for B2 and replace British 8-1 SMC with a 7-0 SMC

VICTORY CONDITIONS: British player Wins by Controlling at least five of the Level 3 hexes on Board 36 at Game end.
(Draw: four Level 3 hexes British Controlled at Game End).

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

Elements of 213 Infantry Regiment set up on Board 36 on/east of Row P:

E	1					MMG	LMG	MTR	?			Trench	Foxhole
4-4-8	4-4-7	2-2-8	1-0-1	9-1	9-0	3PP 4-1-1	1PP 8-11 2-6	4-2 50* [1-15]*	7 morale			OVR, OBA +4 Other +2	5 1S OVR, OBA +4 Other +2
3	3	3			2	2	2		10			2	5

[ELR: 4]
{SAN: 5}

Elements of A and C Companies, 2 Durham Light Infantry set up on Board 36 on/west of hexrow T and/or on Board 32 in hexes numbered ≤ 7:

	1					LMG	MTR	
4-5-8	4-5-7	1-6	1-6	8-0		1 2-7	4-2 51 [2-11]	
3	10			2		4	2	

[ELR: 3]
{SAN: 3}

by Les Kramer

SCENARIO SPECIAL RULES:

1. EC are Dry, Weather is Clear with no wind at start.
2. PTO Terrain is in effect, with Light Jungle. Streams are Dry and Fords are NA.
3. As part of set up, the British may place a Shellhole counter in each of two non-Jungle/Bamboo hexes within the Japanese set-up area, (units are not affected).
4. CLOSE QUARTER BREAKDOWN: A British MMC (EXC: Green), which makes an Original DR 9 or more while using its inherent FP to attack an enemy unit in the same/adjacent hex (i.e. most PBF/TPBF attacks and all CC attacks), is replaced by a same-size, next lower quality MMC, after resolution of the attack (but the unit would not be broken unless for using FPF). If the inherent FP of more than one MMC was used in the attack, Random Selection applies.

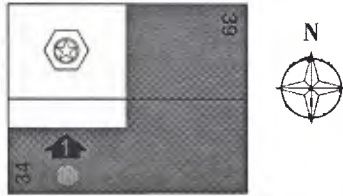
CONCLUSION: At Donbaik, the Japanese had dug in above the chaungs, a series of deep, dry riverbeds. The four main Japanese fortified positions were subjected to heavy shelling in the hours prior to the British infantry assault. The Durham Light Infantry moved partly in jungle, partly in the open as they climbed out of the chaungs at dawn toward the enemy positions. The DLI had been issued with Thompson sub-machine guns, but had no training with them (and worse, the ammunition was faulty). Intended to boost firepower and confidence in close quarter jungle fighting, the weapons had the reverse effect when they misfired or even burst with rounds jammed in the barrel. Reduced to using grenades and bayonets to clear enemy positions, the DLI suffered many casualties including all the officers of the leading company. The Durham NCOs ended the pandemonium and led their remaining troops to safety, carrying the wounded.

BLOODY RIDGE

EDSON'S RIDGE, GUADALCANAL, 13 September 1942 : After being probed by IJA Kawaguchi Force on the previous night, Lt.Colonel Merritt Edson tightened the front line of his composite Raider/Paratrooper battalion by pulling back 200 metres further along the crest of the ridge which they occupied, overlooking the jungle south of Henderson Field. This increased the distance that Japanese infantry would have to climb to get to the USMC positions. The right flank on the grassy ridge was entrusted to Capt. John Sweeney's Company B, which was depleted in numbers and exhausted after weeks of fighting and patrolling. As the wet tropical night began, visibility diminished quickly and out of the jungle came loud chants of "Banzai" and "US Marine be dead tomorrow", until at 1830 hours the yelling rose to a crescendo and flares were fired over the ridge.



BOARD CONFIGURATION AND ENTRY:



(Only hexrows R-GG on board 39, and A-P and hexes numbered ≤ 3 on board 34 are playable)

AUSTRALIAN BALANCE SYSTEM:

- A3: As for A2 and US 60mm OBA is not Pre-Registered
- A2: As for A1 and Boresighting is NA
- A1: Delete 3 x ? counters from the US OB
- J1: Delete 1 x dmMMG and 1 x 2-2-8 Crew from the Japanese OB
- J2: As for J1 and replace 3 x 4-4-8 Japanese MMC with 3 x 4-4-7 MMC
- J3: As for J2 and delete 1 x 9-0 Japanese SMC

VICTORY CONDITIONS: The Japanese Wins by Controlling at least four of the 39R3, 39U5, 39W6, 39X5, 39Z3 and/or 39BB5 hexes at Game End. (Decisive Japanese Win for Control of all six hexes; Decisive Loss if they only Control two or less at Game End).

AMERICAN Sets Up First	1	2	3	4	5	6

Elements of B Company, 2 Marine Raider Battalion set up on Hill hexes of Board 39:

	5-5-8	2-2-8	9-1	8-1	8-0	8-16	4-10	60*	8	7 morale		
	6						2			6	6	8

[ELR: 4]
{SAN: 3}

Elements of I/124 Infantry Regiment enter along the south edge on Turn 1:

	4-4-8	2-3-7	2-2-8	10	5	9	2PP	2-6	50 mm	30-1
	10	2	2			2	2	4	2	

[ELR: 4]
{SAN: 3}

by Mark McGilchrist

SCENARIO SPECIAL RULES:

1. EC are Wet, Weather is Overcast with light Rain falling. Night Rules are in effect with a starting NVR of 2, with both a Half Moon and Overcast cloud cover.
2. PTO Terrain is in effect. All Woods terrain depicted on Hill hexes is Kunai. Place overlays as follows : O1 on 39Y1, O2 on 39AA1-BB1 and O3 on 39EE1-FF1.
3. The US has one 60mm OBA module (as per US Ordnance Note 1, with HE and IR only), and may designate one Pre-Registered hex prior to set-up. USMC squads have Assault Fire.
4. Ignore E1.91 initial Starshell/IR requirements. Good Order infantry units of both sides are Stealthy.
5. USMC unit/s which have not gained Freedom of Movement automatically do so at the end of Game Turn 2. Cloaking benefits for Japanese infantry automatically cease at the end of Game Turn 4 (and all dummy Cloaking counters are removed).

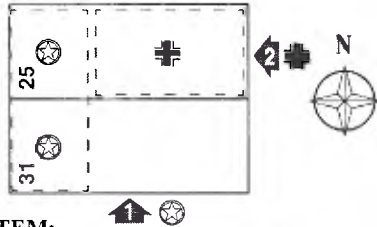
CONCLUSION: Major Yukichi Kokusho led the first battalion of the Kawaguchi Force out of the jungle and up the steep face of the ridge. Their initial ferocity enabled them to overrun the right hand Raider platoon and drive it off the crest. Under the leadership of Edson and his executive officer Maj. Kenneth Bailey, the Marines gave up ground but held their nerve. The survivors of the displaced platoon later fought their way back. Another IJA battalion joined the attack on the company of Paratroopers further along the ridge to the east. At 2100 hours, Marine 105 mm artillery joined the mortars already firing in support of the Raiders, giving them a chance to hold. Despite the American artillery barrage, by 2230 hours the second phase attacks by Japanese infantry forced the Raiders back to the last knoll on the ridge and the US rear area was infiltrated by small groups of enemy infantry. Finally, severe casualties and exhaustion forced an end to the Japanese attack, and they withdrew before dawn. Major Yukichi, still clutching his sword, was among the 600 dead Japanese left on the slopes of the aptly described 'bloody ridge'.

EASY MEAT

OUSSELTIA, TUNISIA, 22 January 1943: German mechanized units began a spoiling attack in January as part of Operation Eilbote I. The French Oran Division had moved into the Ousseltia valley, presenting the Germans with an opportunity to trap them. Major Lueder of 10th Panzer Division moved down the valley from the north with 4 Tigers, 6 other panzers, some infantry and light AA units. The French colonial troops, with the exception of the Foreign Legion, went from unenthusiastic advance to disordered retreat. To restore the situation, Combat Command B of 1st U.S. Armored Division was put under command of the French. In the meantime, Kampfgruppe Lueder had been reinforced with engineers and another 4 Tigers. On 21st January, CCB probed towards the positions previously held by the French near Ousseltia village, finding the Germans dug in at the Kei quen Pass to the east.



BOARD CONFIGURATION AND ENTRY:



AUSTRALIAN BALANCE SYSTEM:

- G3: As for G2 and Turn 2 units expend half their MP/MF allowance prior to entry
- G2: As for G1 and delete the Kfz 1
- G1: Delete all Wire
- A1: Delete 1 x US 60* MTR
- A2: As for A1 and delete the first word of SSR 3 ('Each') and replace it with 'One'

VICTORY CONDITIONS: The U.S. player Wins by Controlling all four of the 25V2, 25W2, 25X3 and 25Y2 Buildings at Game End.
(Draw: if the U.S. side Controls any three of those buildings at Game end.)

<p>GERMAN Sets Up First</p> <p>As for G2 and Turn 2 units expend 1/2 MP/MF allowance</p> <p>6-6 US MMC with 3 x 5-4-6 MMC</p>	1	2	3	4	5	6	7
<p>AMERICAN Moves First</p>							

Elements of II/Panzer Grenadier Regiment 69 set up on Board 25 on/east of hex row N:

[ELR: 4]
{SAN: 4}

6

8

8

3

2

6

2

2

12

24

30

28

Elements of Kampfgruppe Lueder enter by 25GG6 on Turn 2:

Elements of 2/6 Armored Infantry Regiment [ELR: 3] set up anywhere on/west of hex row L:

[ELR: 3]
{SAN: 3}

12

9

8

8

7

2

2

2

13

Elements of 2/13 Armored Regiment enter on Turn 1 by south edge:

SCENARIO SPECIAL RULES:

1. EC are Moderate, Weather is Clear with no wind at start. Light Dust is in effect (after the artillery barrage), but will cease at the end of Turn 3 (EXC: Gusts cause Light Dust for that Player Turn. A Wind DR which stops or starts a wind would also make the Light Dust stop or start again).
2. Desert Terrain in effect (EXC: Hammada hexes are treated as Shellholes), with roads as depicted. Orchards are Olive Groves. All Buildings are Stone.
3. Each U.S. M3 Medium Tank is Gyro equipped.
4. If the Tiger makes a TH DR which would normally malfunction its 88L MA, make a subsequent dr : on dr 1 the MA does not malfunction but is marked with a No Fire counter; on dr 2-5 it does not malfunction, but the ammunition type used is permanently depleted; on dr 6 the MA has malfunctioned.

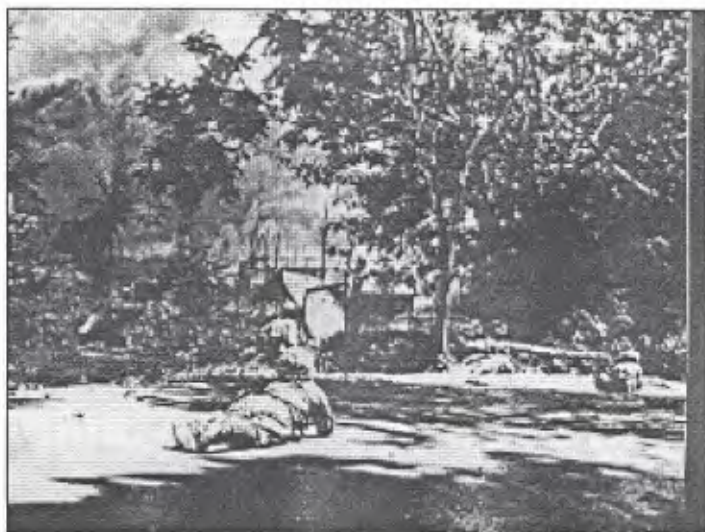
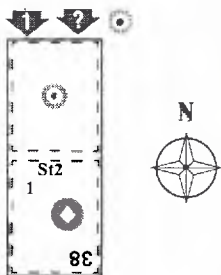
CONCLUSION: There was a big effort next day with artillery preparation and air support, but gradually the situation bogged down. The commander of 2/6th Infantry, Lt.Col. Ringsock, was confident his troops could take their objectives, but the U.S. force first had to watch the last French units being driven off the spur above the pass. At 1430 hrs, 2/13th Armored swept boldly up the valley only to meet 'stiff resistance', suffering at long range from German anti-tank gunnery. Both sides took losses, the Amis were not always easy prey. The Germans withdrew on the 23rd and thus CCB did prevent the destruction of the isolated French troops.

THE ROAD TO MANDALAY

SHWEDAUNG, BURMA, 29 March 1942 : In a vain attempt to distract the Japanese division surrounding the Chinese in Toungoo, the British 7th Armoured Brigade made a spoiling attack southwards towards Paungde. The market town of Shwedaung was to have been secured behind them, but instead a fast moving column of Burmese nationalists and Major Sato's battalion of the IJA 215 Regiment marched out of the jungle and occupied Shwedaung, cutting off the British brigade. The Burmese irregulars, led by Bo Tun Shein and Bo Yan Naing, took positions west of the road, while the Japanese troops dug in on the east. At 1800 hours, the weary 4th Battalion, 12 Frontier Force Rifles (and later the 2/13 FFR) attempted to clear the roadblocks at the northern end of town, while 7th Armoured Brigade attacked the southern end.

BOARD CONFIGURATION

AND ENTRY:



AUSTRALIAN BALANCE SYSTEM:

- B3: As for B2 and delete 1 x Burmese LMG
- B2: As for B1 and delete 5 x Burmese ?
- B1: Burmese MMC are limited to 1 per hex at set up
- C1: Replace the 9-1 C'wealth SMC with an 8-1 SMC
- C2: As for C1 and C'wealth 51 MTRs have no Smoke ammunition
- C3: As for C2 and delete 1 x 51 MTR

VICTORY CONDITIONS: The Commonwealth Wins by Controlling the Roadblock (hex of F4) and at least 6 Hut Locations south of row Q at Game End. (If Cleared, the Roadblock is counted as Commonwealth Controlled at Game End).

(Commonwealth Decisive Win for Control of Roadblock and all Huts on the overlay; Decisive Loss if no Huts Controlled at Game End).

BURMESE Sets Up First COMMONWEALTH Moves First	1	2	3	4	5	6	7
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Elements of Burma Independence Army set up on/south of hexrow P:

[ELR: 2]
{SAN: 3}

Elements of 4/12 Frontier Force Rifles set up on/north of hexrow T:

[ELR: 3]
{SAN: 3}

Reinforcement enters on Turn 1 (or any later turn) along the north edge:

by Mark McGilchrist

SCENARIO SPECIAL RULES:

1. EC are Moderate, Weather is Clear, with a Mild Breeze from the west.
2. PTO Terrain is in effect, with Light Jungle. Place overlays 1 on 38D2-D1 and St2 on 38oG5-oH4. An unpaved road exists in A6-oF4-oJ7-O5-R6-Z5-GG6, with a Wooden bridge in oG5. The Roadblock is set up in oF4 facing the oG5 hexside.
3. Burmese are Axis Minor (EXC: Burmese go Berserk on HOB final DR 9-11). All Elite/First Line Burmese squads are Dare-Death Squads [G18.6-62] (and normal Dare-Death leader requirements apply to Burmese leaders).
4. The Carrier crew is a 2-4-7 HS, if dismounted.

CONCLUSION: This engagement was the baptism of fire for the BIA, whose 1300 troops had been given blue shirts but almost no training. Many of them were tribesmen who began the battle with almost suicidal courage, feeling adequately protected by magic charms. Their enthusiasm eventually wilted when confronted by machine-guns and AFVs, but nevertheless they proved tough enough against edgy Indian troops. Bo Tun Shein clumsily allowed his 400 man unit to be isolated from the other two groups and it was then practically wiped out. Later, when the 'immortal' Bo Yan Naing was knocked to the ground covered in the blood of a Japanese officer killed beside him, his stunned troops ceased fighting. The superstitious BIA soldiers went berserk with joy when their leader stood up, 'rising from the dead' like a hero of the ancient Burmese legends. The enraged Yan Naing led a massacre of some 70 Indian troops who were attempting to surrender. Both Indian battalions withdrew to the north after being mauled.