








RAIDERS OF THE CHACO

PBP #21



● PARAGUAYAN Sets Up First	1	2	3	4	5	6	7	8
◆ BOLIVIAN Moves First								

Elements of Paraguayan 13th Infantry Regiment set up on Board 3, south of hexrow H [EXC: Roadblock and Trenches are set up as per SR 3]:








 3-4-7	 2-2-7	 9-1	 7-0	 FP: 6 Rng: 12 ROF: 3 B#: 11 HMG	 Trench	 Roadblock
13	2	2	2	2		

[ELR: 3]
{SAN: 3}

Dismounted elements of 3rd Cavalry Regiment enter by west edge on/between 3N10 and 3Y10 on Turn 4:







 3-3-6	 1-4-9
5	

Elements of Bolivian 8th Regiment set up north of hexrow F on Board 3 and/or hexrow BB on Board 36:

 3-3-7	 2-2-7	 8-1	 7-0	 6+1	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 30 Rng: 1 DC
12	3				2	

[ELR: 2]
{SAN: 3}

Elements of 1st Cavalry Regiment and attached Artillery Battery enter by north edge on Turn 1:

 4-4-7	 2-2-7	 9-1	 MP: 12	 Wagon MP: 8 PP: 5 Cap: 1S	 7.5 cm Krupp M08 MA: 75' ROF: 1 B#: 11 MF: 6 ART
6	2		6	2	2

BOARDLAYOUT:



HANDICAPS (ABS):

- P3** As P2 and delete any HMG not set up in the o3J4 building.
- P2** As P1 and replace the Bolivian 6+1 SMC with an 8-0.
- P1** Add 1x LMG to the on-board Bolivian OB.
- B1** Add 6x ? counters to the Paraguayan OB.
- B2** As B1 and replace 3x Paraguayan 3-3-6 MMC with 3x 3-4-7.
- B3** As B2 and add 2x 1S Foxholes to the Paraguayan OB.

SPECIAL RULES:

1. EC are Moderate; weather at start is clear, with Gusts.
2. Orchards are in-season. All buildings are Wooden and Ground Level. Place overlays: **X6** on 3J4, **O1** on 36W1, **OG3** on 36U1-V1, **OG5** on 3K1-L0, **Wd3** on 36S1-T1, **Wd4** on 36AA1-AA2.
3. The border post (overlay X6 in 3J4) is a building with a capacity of 1 squad (but overstacking is possible). Trenches must be placed in non-road hexes adjacent to 3J4, and are directly connected to it (thus a unit may enter the border post from the trench or vice versa, without the extra MF cost for entry/exit of the trench). The Roadblock is in 3H5/G6.
4. Use Axis Minor counters to represent the Paraguayans [EXC: HOB +2 DRM]. For Ambush purposes, Paraguayan conscripts are not Lax.
5. Use Chinese counters to represent the Bolivians [EXC: HOB +3 DRM]. Bolivian MMC may attempt Kindling without a leader, by passing a NTC.
6. When a friendly HMG/MMG is fired by a squad or HS, its ROF and B# are lowered by 1.

OBJECTIVES: The Bolivian side wins immediately by scoring 26 CVP. In addition to normal CVP, the following are also worth CVP : 5 for control of the 3J4 border post; 4 for elimination of the roadblock; 2 for each Trench controlled; 1 for each building which contains a Blaze.

NANAWA, PARAGUAY, 20 January 1933: For 100 years, the ex-Spanish colonies of Paraguay and Bolivia had been feuding over the Gran Chaco region (part jungle, part swamp, part desert), since without it Bolivia was landlocked. A shooting war broke out in 1932 when a clumsy Bolivian offensive pushed through into the border region of Paraguay. Despite not having a standing army, the Paraguayans were soon able to field some effective units. Resistance built up in a salient around the small settlement of Nanawa, where in December the Bolivians had paused to allow their supplies to build up. Guided by German advisers, the Bolivian 7th Division assigned two of its columns to holding attacks on the under-strength Paraguayan 5th Division while a third infiltrated behind the defenders. An over-complicated plan and the trackless bush prevented cooperation between the columns, wasting their numerical advantage. Commanding the Paraguayan unit was Lt.Col. Irrazabal, who concentrated his machine-guns and reserves, and stopped each enemy column as it attacked solo. As in the 1914-18 World War, defensive use of trenches and automatic weapons caused heavy losses for attacking infantry. The Bolivians persisted with frontal assaults, losing 2000 men while inflicting only 300 casualties on the Paraguayans. The weakened Bolivian force eventually withdrew (but had left it too late to do so safely).



FIRST AND INCHES

 AMERICAN Sets Up First

 GERMAN Moves First

1 2 3 4 5 6



Elements of 7th Infantry Regiment set up in buildings (see SR 3) on Board 20 on/between rows Z - CC:



[ELR: 4]
{SAN: 3}

4

Reinforcements enter by south edge on/after Turn 2:



5

4

2

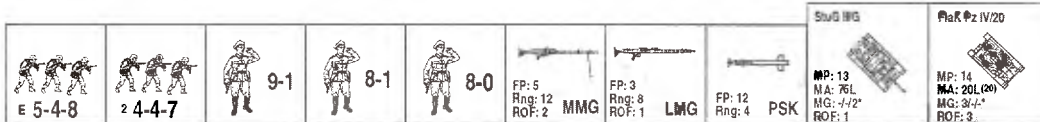
2

2

2



Elements of SS-Panzer Grenadier Regiment 38 and SS-Panzer Abteilung 17 enter by north edge on Turn 1:



[ELR: 2]
{SAN: 3}

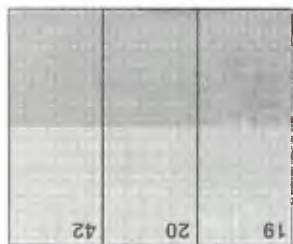
6

5

2

2

BOARDLAYOUT:



(Only hexrows R - GG are playable)

HANDICAPS (ABS):

- A3 As A1 and German requires 20 VP to win.
- A2 As A1 and German requires 21 VP to win.
- A1 Replace 1x German 5-4-8 MMC with 1x 6-5-8.
- G1 Replace 1x US 6-6-6 MMC with 1x 6-6-7.
- G2 As G1 and German requires 23 VP to win.
- G3 As G1 and German requires 24 VP to win.

SPECIAL RULES:

1. EC are Moist; weather is clear, with no wind at start.
2. All buildings are Ground Level only. Rowhouses are NA, treat as multi hex buildings. Kindling is NA.
3. Onboard US units set up and start play unconcealed. Boresighting is NA.
4. StuGs are equipped with Schuerzen, and SS AFV inherent crews have a ML of 8. Morale levels of SS infantry are as printed on their counters.
5. No Quarter and Massacre are NA for both sides.

OBJECTIVES: The German wins at the end of any Game Turn if they have scored at least 22 VP (cumulative). At the end of each Game Turn, each German controlled Stone Building on Board 20 adjacent to a road (e.g. 20FF6, EE4, EE5, DD5, Z2, Z7, X3, X6, U2, W9, S9) is worth 1 VP.

UTTWEILER, GERMANY, 15 March 1945 : With the Third Reich collapsing like a house of cards, fewer and fewer German units were offering effective resistance to the Allied forces invading their country. In the rugged Saar region, the invader's path was restricted to certain routes through the hills and forests, so the defender's task was simplified. The US 3rd Division travelled along one of those routes, entering the village of Uttweiler on March 15th. Concealed nearby, the depleted 17th SS-Panzer Grenadier Division was ready to intervene against the cocky Americans. The assembled force counterattacked and quickly isolated the GIs already in the town. This unexpected reverse caused much concern at divisional and corps headquarters. The SS grenadiers, supported by assault guns and flakpanzers, certainly put the leading US battalion in a tight squeeze, but did not manage to drive them completely out of Uttweiler. Another battalion of the veteran 7th Infantry, with tank-destroyers attached, launched a strong supporting attack. After a day of intense fighting, the reinforcements enabled the village to be re-taken and the route was again open for the US VII Army. While American casualties were significant, the juggernaut rolling into Germany was unstoppable.














GURKHAS AND GRANTS

BPB #24





● JAPANESE Sets Up First	1	2	3	4	5	6
○ COMMONWEALTH Moves First						

Elements of 214th Regiment set up on and/or south of hexrow C29 - oO23:

 E 4-4-8 2	 1 4-4-7 3	 2-2-8 3	 9-0 2	 FP: 4 Rng: 11 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50' Rng: 1-16' ROF: 2 MTR	 FP: 30 Rng: 1 DC	?	7 morale	4	Type 1  MA: 47L ROF: 3 M#: 11 AT	2-pdr.  MA: 40L ROF: 3 M#: 10 AT	Wire  Mph - RPh 4
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




[ELR: 4]
{SAN: 4}

Reinforcements enter on/between I15 and O17 on Turn 4:

 E 4-4-8	 1 4-4-7	 9-1	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG
--	--	--	--

2

Elements of 1/4th Gurkha Rifles and 3rd Carabiniers set up on/north of oO26 - oJ28 (printed road) hexes:

 E 4-5-8 12	 9-2	 8-1	 8-0	 7-0	 FP: 2 Rng: 7 ROF: 1 LMG	 FP: 8 Rng: 3 X#: 10 PIAT	 MA: 51' Rng: 2-11 ROF: 2 MTR	Grant(a)  MP: 13 MA: 37LL' MG: 2/4 ROF: 1' B75, B11	Lee (a)  MP: 13 MA: 37LL' MG: 2/4 ROF: 1' B75, B11
--	--	--	--	--	---	--	--	---	---

[ELR: 5]
{SAN: 3}

HANDICAPS (ABS):

- J3 As J2 and replace 8-0 C'wealth SMC with a 9-1 SMC.
- J2 As J1 and Vehicular Dust (F11.74) is in effect.
- J1 Replace 1x Lee tank with 1x Grant tank.
- C1 Replace 1x 447 Japanese MMC with 1x 448.
- C2 As C1 and replace 3x 447 Japanese MMC with 3x 448.
- C3 As C2 and replace Japanese 9-0 SMC with 10-1.

BOARD LAYOUT:



(Only hexes numbered 15-29 in rows A-O on the Staumont map are playable)

OBJECTIVES: Commonwealth side wins by controlling 19 Building/Rubble locations within 5 hexes of M17 at Game End (see SR5).

SPECIAL RULES:

1. EC are Dry; weather is clear, with no wind at start.
2. Terrain is PTO [EXC: Buildings are Wood or Stone as depicted (Huts are NA)], with Drained Rice-Paddies. Hills, slope hexsides and barbed-wire fences do not exist. Place overlays: **3** on O27-O28, **G1** on oK21, and **P4** on oO22-oO23. Place Stone Rubble in I15, I19 and K19, plus place 3 more randomly from M17 (by SR method, halving distance dr, nearest building hex rubbled, defender's choice). Wire is set up on board in view.
3. A Japanese crew can use the British 40L ATG without captured penalties.
4. Commonwealth squads/HS are Gurkhas (and thus will undertake CC as if Japanese). Two Gurkha 458 MMC may be noted as Assault Engineers. Tank crews may not voluntarily abandon their AFVs.
5. Prior to assessing control of buildings/rubble after Game End, all existing CC/Melees must be continued until resolved (alternating Attacker/Defender). During this process, units may not Withdraw/Infiltrate.

NINGTHOUKHONG, INDIA, 22 April 1944 : The Japanese Burma Area Army had set some very optimistic goals for its frontline divisions attacking the Commonwealth forces screening India. Since they enjoyed a massive superiority in airpower and logistics, the British XIV Army was able to counter several enemy attempts to push up the valleys leading to the Imphal plain. In the jungle however, fighting was bloody and ruthless, and relatively even, since initially both sides found it difficult to make effective use of their forces. The Tiddim Road led south from Imphal through the village of Ningthoukhong, which was suffering from Japanese shelling. On the 21st, the Japanese *White Tiger* 33rd Division detached a small force of infantry and guns to cut the road at the village. This was the sector of the *Black Cat* 17th (Indian) Division which quickly responded, sending A Company, 1/4th Gurkhas and supporting Grants to restore use of the road. Avoiding the marshy ground near Logtak Lake, Pettit's squadron roared across the open paddies, screening the advancing infantry. Suddenly the fire of two Japanese anti-tank guns erupted (and ironically one was a captured 2 pounder), puncturing the belly armour of several Lee/Grants as they bounced over the paddy banks. Machine-gun firelanes then pinned down the Gurkhas attempting to deal with the AT guns. Eventually a costly foothold was gained in the small town, but then had to be abandoned when the remaining tanks were ordered to withdraw. The *White Tigers* and *Black Cats* would spend six more weeks, and many more lives, before ceasing the bloody struggle for this dot on the map.








PANZERKEIL

PBP #23




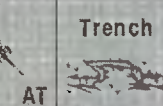
★ RUSSIAN Sets Up First	1	2	3	4	5	6	7
☒ GERMAN Moves First							

Elements of 52nd Guards Division set up on/north of hexrow M:



 E 6-2-8	 E 4-5-8	 2-2-8	 9-1	 7-0	 FP: 4 Rng: 10 ROF: 2 Br: 11	 FP: 2 Rng: 6 ROF: 1 Br: 11	 FP: 1 Rng: 12	 FP: 30 Rng: 1	 FP: 24 Rng: 1 PP: 1	 ? 7 mortar
5	3	4	2			2		2		6

[ELR: 3]
{SAN: 4}

 MA: 76L ROF: 2 Mv: 8	 MA: 57LL ROF: 3 Mv: 10	 MA: 45LL ROF: 3 Mv: 11	 Trench
ART	AT	AT	
			7


Elements of V Tank Corps enter by north edge on turn 4:








T-34 M43
MP: 18
MA: 76L
ROF: 1
MG: 24

3








Elements of SS-Panzer Regiment 3, 3rd SS-Panzer Division *Totenkopf* enter by south edge on Turn 1:



 9-2	 9-1	 Pz VIE MP: 12 MA: 88L ROF: 1 MG: 3/5	 Pz IVH MP: 13 MA: 75L MG: 3/5	 Pz IIII MP: 13 MA: 60L MG: 3/5 ROF: 2
		4	3	2

[ELR: 5]
{SAN: 2}

Elements of SS-Panzer Grenadier Regiment 5 enter by south edge on Turn 2:

 6-5-8	 9-1	 8-0	 FP: 3 Rng: 8 ROF: 1	 FP: 3 Rng: 8 ROF: 1	 SPW 251/1 MP: 16 MA: 4/3 ROF: 1 PP: 15	 SPW 251/6MG MP: 16 MA: 7/3 ROF: 3 PP: 7
4					4	

BOARD LAYOUT:



HANDICAPS (ABS):

- R3 As R1 and delete SSR 2.
- R2 Replace the 57LL ATG with a 45LL ATG.
- R1 Replace 1x Russian 9-1 SMC with an 8-0.
- G1 Delete 9-1 A/L.
- G2 Delete 9-2 A/L.
- G3 As G1 and German exit requirement rises to 27 CVP.

SPECIAL RULES:

1. EC are Dry; weather is clear with no wind at start.
2. One Russian squad and any SMC/SW in the same location may be set up HIP. Russian squads may be set up in Foxholes (if in suitable terrain). The Russian may voluntarily Rubble any or all buildings north of hexrow M prior to set up. Russian 6-2-8/3-2-8 MMC have MOL capability.
3. The German player may designate one Pzkw IIII as an OP Tank (H1.46). The Inherent Passenger HS of the SPW 251/sMG is an SS 3-4-8.
4. Both sides are considered Elite (C8.2) [EXC: Russian Turn 4 reinforcements].

OBJECTIVES: The German side wins by exiting at least 23 CVP of Good Order friendly units (including ≥ 3 fully-tracked AFVs with functioning MA) off the north edge of Board 18.

West of LUCHKI, RUSSIA, 5 July 1943: Following the Stalingrad disaster, and subsequently the victorious recovery at Kharkov, the Germans mustered all their available strength for a massive summer offensive. *Fall Zitadelle* (Operation Citadel) was aimed at the salient in the front-line around the city of Kursk. German panzer units were equipped with new weapons and drilled in offensive tactics. They were trained to use *panzerkeil* (armoured wedge) formation with the new heavy Tiger tanks at the point of attack, supported by the more vulnerable Panzer IIIs and IVs, and then followed by panzergrenadiers and engineers to consolidate the breakthrough. The SS-Panzerkorps, composed of three newly designated Panzergrenadier Divisions (equivalent to Wehrmacht panzer divisions), were to be the spearhead of the southern pincer of Zitadelle. In wedge formation, the 3rd SS-Panzergrenadier Division *Totenkopf* began its advance to the prepared Soviet positions held by the 52nd Guards Division. A brutal struggle ensued, lasting most of the day. Casualties were traded at a high level, with the Russians having to be prised from every position. The well-prepared Soviet anti-tank and artillery pieces exacted an unexpectedly high toll on the German panzers. By nightfall the *Totenkopf* Division had broken the back of the 52nd Guards, and achieved the largest German advance on the first full day of *Fall Zitadelle*. Seven days of increasingly stubborn resistance lay ahead before the greatest challenge of all, at Prokhorovka.



MORIRE IN BELLEZA

PBP #22

YUGOSLAVIAN Sets Up First	1	2	3	4	5	6	7
	ITALIAN Moves First						



Elements of Dibra Garrison, Yugoslavia 3rd Army set up on whole hexes of Board 41:

[ELR: 2]
{SAN: 3}

14-5-7 4	64-3-7 4	2-2-8 3	9-1 3	8-0 3	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B# 11 LMG	7 morale 8	75M 19S MA: 75 ROF: 1 MS 5 ART	Wire Mph - RPh 6	Foxhole 1S 2
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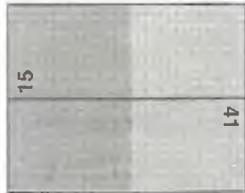
Elements of Mondovi Battalion, Cuneense Division set up on whole hexes of Board 15:

[ELR: 3]
{SAN: 3}

E 4-4-7 4	1 3-4-7 7	2-2-7 3	10-2 3	8-1 3	7-0 3	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 ROF: 1 Rng: 5 B#11 LMG	MA: 45 Rng: 2-13 ROF: 2 B#11 MTR	FP: 24 Rng: 1 PP: 1 FT	FP: 30 Rng: 1 DC	MA: 81 ROF: 3 MS 11 Rng: 3-75 MTR
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Foxhole 1S

BOARD LAYOUT:



(Only hexrows R-GG on Board 41 and A-P on Board 15 are playable)



HANDICAPS (ABS):

Y3 As Y2 and delete 1x Foxhole and 3x Wire counters.

Y2 As Y1 and replace 1x 4-5-7 MMC with 1x 4-3-7.

Y1 Delete 8 x ? counters.

I1 Replace 1x 4-4-7 MMC with 1x 3-4-7.

I2 As I1 and delete 1x 3-4-7 MMC.

I3 As I2 and delete 1x FT.

SPECIAL RULES:

1. EC are Moist; weather is clear, with a Mild Breeze from the north-west at start.

2. Each multi-hex building has a Ground and 1st Level only, with an inherent staircase in each hex. All buildings on Board 15 are wooden. The stream on Board 41 is shallow.

3. Wire counters may only be set up north of the GG6-X5-W6-T4-R6 road on Board 41. Yugoslavian side may use HIP for one squad (equivalent) and any SMC/SW stacked with them.

4. Yugoslav guns use Black TH# in this scenario, (and the 75M 19S ART guns are equivalent to the French *Canon de 75 M mle 28*).

5. Italian 4-4-7 squads are Assault Engineers (H1.22).

OBJECTIVES: The Italian side wins by controlling at least four level 2 hexes on Hill 497 at Game End.

DIBRA, YUGOSLAVIA. 9 April 1941: Hitler planned to attack both Yugoslavia and Greece, to secure the Axis southern flank prior to the invasion of the Soviet Union. This would also bail out the Italian armies in Albania that had been forced to retreat by a determined Greek winter offensive. Hitler urged Mussolini to take particular care of the Albanian front to prevent any link up between the Yugoslav and Greek armies. The Italian 9th Army was stationed opposite the Yugoslav frontier in expectation of just such a move, since the Italian commanders speculated the Yugoslav 3rd Army might decide on a *Morire in Belleza* (Death or Glory) strategy against them. The *Cuneense* Division operating north of Lake Ochrida was tasked with capturing border towns to pre-empt any Yugoslav counter-invasion plans. From the snow covered heights above the town of Dibra, Major Annoni's well equipped battalion had surveyed the preparations of the garrison. Early on the 9th, a company had pushed into the northern outskirts of the town. In the afternoon, Major Annoni personally led the assault company to seize the remaining high ground within Dibra. The Italian attack was remarkably well organised. Faced with the sound of shell and the sight of flame approaching them (not to mention the smell), it was not long before the Yugoslav reservists in the garrison panicked, allowing the last natural barrier within the town to be taken. The *Cuneense* Division would round up over 1500 prisoners in the Dibra area in the coming days. Unfortunately Major Annoni did not survive to enjoy the fruits of victory; he was struck by a shell early in the attack. His grieving men wept as they bore his shattered body back up the mountain to the Italian lines.



★ NORTH KOREAN Sets Up First	1	2	3	4	5	6
🇺🇸 AMERICAN Moves First						



Elements of NKPA 25th Brigade set up on and/or north of hexrow R:



[ELR: 3]
{SAN: 4}

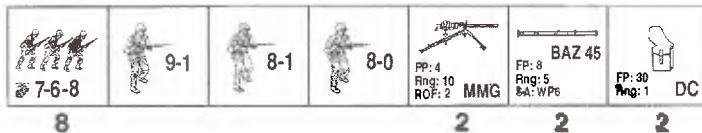
Set up north of the railway embankment:



2

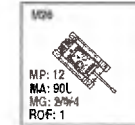


Elements of A Company, 1st Battalion, 1st Marine Regiment set up on and/or south of hexrow N:

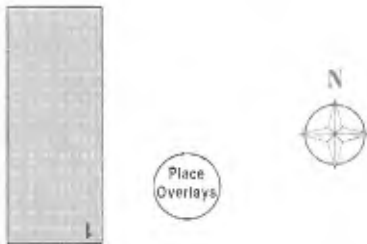


[ELR: 3]
{SAN: 2}

Elements of 1 Marine Tank Battalion enters by south edge on Turn 4:



BOARDLAYOUT:



HANDICAPS (ABS):

- NK3 As NK2 and USMC have SAN:4.
- NK2 As NK1 and delete SSR 5.
- NK1 Delete the 6x ? counters.
- US1 Delete 1x BAZ45.
- US2 As US1 and delete 1x DC
- US3 As US2 and replace US 8-1 SMC with an 8-0 SMC.

SPECIAL RULES:

1. EC are Wet; weather is Overcast, with no wind at start.
2. FTO terrain is in effect. All roads are paved. Treat all Woods hexes as Wooden Rubble. Kindling is NA. Place overlay PBRR1 on U1-V1.
3. The 1X4 building is Ground Level only, and each of its exterior hexes is Fortified (and Tunnels cannot be used).
4. NKPA units are treated as pre-1942 Russians [EXC: HOB +1 DRM]. North Korean MMC have MOL capability (in this scenario).
5. NKPA units may set up concealed, in addition to OB given ? counters.
6. Hand to Hand CC is an option for both sides.

OBJECTIVES: The US side wins by controlling the 1X4 building at Game End.

NOTE: The PBRR1 overlay is included with the Aussie '98 Pack and uses the RB rules for RAILWAY EMBANKMENT (O2.1) or treat it as an Embankment RR (EmRR) as per B32.1-21 (found in DOOMED BATTALIONS™).

SEOUL, SOUTH KOREA, 26 September 1950: Obsessed with impressing General MacArthur, General Ned Almond promised to provide Seoul on a platter, three months to the day after the North Korean invasion. The capture of Seoul was therefore officially announced on the evening of September 25th, despite the inconvenient fact that the North Korean Peoples Army was still manning its defences inside the city. That night, Almond exerted intense pressure on the 1st Marine Division to quickly get the job done, (ignoring casualties, especially civilian). Next morning, Colonel Lewis Puller's 1st Marine Regiment continued their push into the business district of the city, and Captain Bob Barrow's A Company was at the sharp end. Barrow was ordered to clear the main Seoul railway station, which had become a keystone of the NKPA defence. Although the red-brick station and surrounding buildings were pounded by artillery and airstrikes, it was the Marine riflemen (whose ranks included a high proportion of recruits) who had to make the hard yards against North Korean burp-gunners and machine-gun fire. The arrival of a Marine M26 tank turned the tide, pounding the defenders steadily with direct 90mm gunfire. By day's end, the NKPA forces began to retreat northwards, and the Americans took the station and other shattered buildings in the vicinity. The following day, the 5th Marines hoisted 'Old Glory' on various captured buildings only to be curtly told to raise the South Korean flag instead. On the 29th, General MacArthur officially handed over Seoul (or what remained of it) to the South Korean president.



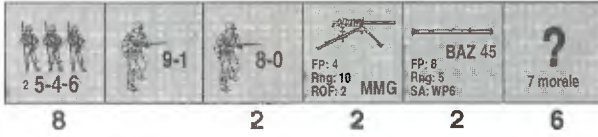
BLOCK AT ANUI

PBP #29

AMERICAN Sets Up First	1	2	3	4	5	6
NORTH KOREAN Moves First						

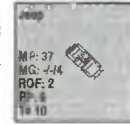


Companies B and D, 29th Infantry Regiment set up east of hexrow EE on hexes numbered ≤ 8:



{ELR: 3}
{SAN: 3}

Reinforcement enters by east or west edge on Turn 1:



Elements of NKPA 4th Division enter by north and/or west edge on Turn 1:



{ELR: 4}
{SAN: 3}

BOARDLAYOUT:



(Only hexrows R to GG are playable)

HANDICAPS (ABS):

US3 As US2 and replace the 4FP Jeep with a 2FP AAMG Jeep.

US2 As US1 and delete SSR 4.

US1 Delete 4x ? counters.

NK1 Delete 1x LMG.

NK2 As NK1 and no more than one DC Hero can be generated.

NK3 As NK2 and replace 1x US 8-0 SMC with an 8-1 SMC.

SPECIAL RULES:

1. EC are Moderate; weather is clear, with no wind at start.

2. ETO terrain is in effect. Orchards are in-season; Grain is NA, treat as Open Ground. Place overlay O2 on Z3-AA4. Kindling is NA.

3. NKPA units are treated as pre-1942 Russians [EXC: HOB +1 DRM; Elite MMC may generate DC Heroes (G1.424) as if they were Japanese].

4. BAZ 45s may set up HIP by recording the possessing unit/s; a hidden SW is revealed immediately when fired, dropped, transferred or recovered.

OBJECTIVES: The NKPA side wins by Controlling both the 42V2 and 42X2 buildings at Game End.

ANUI, SOUTH KOREA, 28 July 1950: As American and Korean forces fell back to the Pusan perimeter, the situation on their western flank became precarious, with only the weak 34th Regiment to oppose the rapidly advancing North Korean Peoples Army. General Walker realised that 1150 men could not hold both Koch'ang and Anui, so he brought up 1st Battalion of the newly-arrived 29th Infantry. Having been shipped straight from peacetime duty on Okinawa, this unfortunate unit had not even had a chance to test-fire its newly issued weapons, let alone begin to train the raw recruits added to bring it 'up to strength'. The 1st of 29th's commander, Lt.Colonel Wesley Wilson, ordered Companies B and D forward to secure the crossroads. They had just moved up to Anui when Major-General Lee Kwon Mu's veteran North Korean 4th Division pinned them down, then launched a frontal assault. Most of Lee's division were battle-wise veterans from the Communist forces in the Chinese Civil War (and also of the recent fighting for Seoul). Amongst other deficiencies, the 1/29th had no radios, so communication by jeep patrol was attempted. When the survivors made their way back, the officers were left in no doubt about the impending threat. The 29th Regiment's third day in Korea had become a disaster. The hasty defence of the road junction crumbled under pressure from an experienced and confident enemy. Lt.Col. Wilson attempted twice to push reinforcements through to Anui but to no avail. The battle might have ended sooner, but NKPA machine-guns infiltrated behind the US position meant that 'bugging-out' was not a viable option. The remaining GIs hung on grimly in the village until midnight, when the battered remainder headed southward into the hills. The 1/29th would take a further 48 hrs to reach friendly lines on the Naktong river. (They would redeem their reputation a few days later when they were in combat again).



PENINGKIBARU PUSH

PBP #28









● After the Japanese fortifications and gun are set up (as per SR 3), a dr is made to see which side moves first (as per SR 6):




1	2	3	4	5
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● Elements of 2nd Naval Garrison Force enter by north edge on Turn 1, with all units having expended 3 MF prior to entry:

Set up as per SR 3:







[ELR: 3]
{SAN: 3}

 1 4-4-7	 2-2-8	 9-1	 8-0	 8+1	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MA: 50* Rng: 1-16* ROF: 2* MTR	 FP: 30 Rng: 1 DC
8					2		2

 6	 AA MA: 20L AA ROF: 3 M#: 11	 1+3+5
3		

● Elements of A Company, 2/24th Battalion and C Squadron, 2/9th Armoured Regiment enter by south edge on Turn 1 (see SR 5):

[ELR: 4]
{SAN: 3}

 E 4-5-8	 E 2-4-8	 9-1	 8-0	 FP: 2 Rng: 7 ROF: 1 LMG	 MA: 51* Rng: 2-11 ROF: 2 MTR	 MP: 9 MA: 40L MG: -74 ROF: 2	 MP: 9 MA: 76* MG: -74 ROF: 1 Rng: 90
7			2	2			

BOARD LAYOUT:



(Only hexrows A-Q are playable.)



HANDICAPS (ABS):

- J3 As J2 and delete 8+1 SMC.
- J2 As J1 and delete 1x DC.
- J1 Add 1x 2-4-8 HS to Australian OB.
- A1 Matilda II 40L has HE Depletion #6.
- A2 As A1 and replace Japanese 8+1 SMC with a 9-0.
- A3 As A2 and Minefields are HIP (not 'Known').

SPECIAL RULES:

1. EC are Wet; weather is clear, with no wind at start.
2. PTO terrain is in effect including Light Jungle (G2.1). Roads exist as depicted, but the road movement rate for AFVs is 1 MP per hex. All buildings are wooden, but the B6, B7, F3, H8 and J5 hexes are Huts (G5.1).
3. Prior to play, the Japanese sets up three Known 6FP AP Minefields within 4 hexes of 42G5 [EXC: building/hut hexes], and the 1+3+5 pillbox within 3 hexes of 42G5 (with the 20L AA gun unpossessed inside the pillbox). The pillbox is not set up hidden, but the Japanese may still record and use a tunnel.
4. Matilda II 40L MA has HE Depletion #9, while the Matilda CS 76* MA has Smoke Depletion #9 and unlimited HE ammunition.
5. Australian infantry units cannot use Double-Time during their Turn 1 MPH.
6. The Japanese player makes a dr to determine which side moves first: on a dr 1-3, the Japanese move first; on a dr 4-6, Australian.

OBJECTIVES: The side with the higher VP total at Game End wins. Each building each hut hex controlled is worth 1 VP, and control of the pillbox is worth 3 VP. Neither side controls any hex/es at start.

TARAKAN, DUTCH EAST INDIES, 4 May 1945: Australian forces had begun a campaign to clear the Japanese from the oil-fields and refineries on Borneo and nearby islands. On Tarakan, the small village of Peningkibaru lay in a shallow valley, just to the east of a ridge which had been taken by elements of the 2/24th Battalion on May 2nd. The village, protected by minefields and a system of linked bunkers and tunnels, defied initial Australian efforts to capture it. From the ridge beyond, the Japanese were able to interdict the *Anzac Highway* to the airfield, making possession of the village tactically vital. For two days, A Company of the 2/24th had battled to push the Japanese out. Just after dawn on the 4th, while mortar, tank and machinegun fire was concentrated on the Japanese positions, the officers of A Company formed up their depleted unit to try once more. Under their new commander (the original had been wounded on the previous day), A Company moved up right on the heels of the bombardment. The Aussies found that the enemy had abandoned their forward positions during the shelling, but were now moving back. A meeting engagement ensued. Eventually Peningkibaru fell, with the supporting Matildas playing a vital role. The attack by A Company then continued up on to the *Frank* feature which overlooked the airfield road. That ridge had been made into a fortress, with one of the tunnels in the hillside holding at least 100 beds (most likely a Japanese HQ). Here was found an accurate Dutch oil-survey map of the island, far superior to the available Australian sketch-maps. Quickly copied and distributed, it was to prove invaluable in the drawn-out fighting for the rugged interior of Tarakan.



EVENING RUSH HOUR

PBP #27

GERMAN Sets Up First	1	2	3	4	5	6	7
	BRITISH Moves First						



Rear echelon units set up in buildings south of the river on Board 8 and/or west of row Y on board 22, with MMC limited to one per building:

2-3-7	7-0	FP: 3 Rng: 3 ROF: 1	LMG	?	7 morale
4				5	

[ELR: 2]
{SAN: 2}

Elements of 26th Panzer Division enter by 22A6 on Turn 1 with each unit having half of its printed MP allotment remaining:

Psw 233	StuG 185/25(I)	SPW 251/10
MP: 23 MA: 75' ROF: 1 B#11	MP: 13 MA: 105' MG: -/2' B# 11	MP: 16 MA: 37L MG: -/3' PP: 7, T#10 ROF: 3
2		

Set up north of the river:

2-2-8	FleK 26
	MA: 37L (0) ROF: 3 M# 6
	AA

Enter by 22A6 on Turn 2:

2-3-8	9-1	FP: 3 Rng: 8 ROF: 1	LMG	Kfz 1
				MP: 30 PP: 9 LGP T: 10



Elements of 16/5th Lancers enter by 22G6 on Turn 1, with each vehicle having half its MP allotment remaining (and infantry as passengers aboard the jeep):

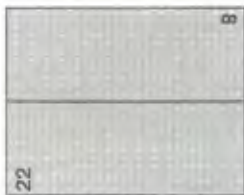
2-4-8	9-2	FP: 2 Rng: 7 ROF: 1	LMG	FP: 8 Rng: 3 X#: 10	PIAT	Jeep (a)	Stuart V(a)
						MP: 37 T# 10 PP: 9	MP: 17 MA: 37LL MG: 2/4' ROF: 1
4							

[ELR: 3]
{SAN: 2}

Elements of 2nd Lothians enter by 22GG6 on Turn 2:

9-1	FP: 2 Rng: 7 ROF: 1	LMG	FP: 8 Rng: 3 X#: 10	PIAT	Carrier A
					MP: 16 MA: BFG MG: 2/4' ROF: 1 PP: 4
4					

BOARD LAYOUT:



HANDICAPS (ABS):

- G3 Both G1 and G2.
- G2 Add a 9-1 A/L to British OB.
- G1 Delete the 5x ? counters.
- B1 British Stuarts have Canister Depletion #5.
- B2 Add 1x PSK to German OB.
- B3 Both B1 and B2.

SPECIAL RULES:

1. EC arc Moist; weather is clear, with no wind at start.
2. A two-lane Stone Bridge exists between 8Y2 and 8Y4. The stream on Board 22 is shallow.
3. The German player secretly records a ground level building location north of the river and within 4 hexes of the bridge as the Demolition Command Post.
4. During Turns 6 and 7, twilight is in effect, meaning a +1 LV Hindrance DRM applies for every 6 hexes (FRU) of range.

OBJECTIVES: British side wins immediately by gaining control of the Demolition Command Post. If the British gain control of the Demolition Command Post location, the German must immediately announce the fact (and note that Building Control is NA for scenario victory purposes).

BONDENO, ITALY, 22 April 1945: After two years of hard slog over the mountains of Italy, the British 8th Army at last found itself facing the open plains of the Po valley. British commanders wanted to break out across the valley, in particular the city of Trieste, rather than have it fall into the hands of Tito's Yugoslav partisans. In early April, a waterborne assault across Lake Comacchio unhinged the German defences at Argentan, and then mobile warfare returned to the Italian peninsula. On the 22nd of April, the British 26th Armoured Brigade began breaking through the German lines just south of the river Po. The 16/5th Lancers drove in a north-westerly arc towards the town of Bondeno without encountering the enemy. Further west, 26th Panzer and 29th Panzergrenadier Divisions were planning to withdraw across the River Po. Both the British and German units made a dash for the intact bridge north of Bondeno, arriving around 1900 hrs. In the confusion the German engineers on duty blew the bridge, stranding the mobile elements of 26th Panzer and 29th Panzergrenadier Divisions south of the Po. Next day, the skies were clear while those units vainly searched for a new crossing point near Ferrara (while still assisting the retreating infantry). Allied fighter-bombers decimated the German vehicles in a fashion similar to that at the Falaise Gap eight months earlier, until finally the panzer crews were forced to abandon their AFVs and swim for it. The Allied advance soon resumed, but was not able to reach Trieste before Tito's forces did.



STEAMROLLERS

PBP #26

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

✚ Elements of 3rd SS-Panzer Division *Totenkopf* set up with infantry on/west of hexrow Q; set up AFVs within 10 hexes of 42G4:

6-5-8	4-6-7	4-4-7	8-1	8-0	FP: 3 Rng: 8 ROF: 1	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	PSK	7 morale	MP: 11 MA: 88LL MG: 3/5/2	MP: 15 MA: 88LL MG: 3/ ROF: 1	MP: 13 MA: 75L MG: 3/5/2
2	2	2							6	2		

[ELR: 3]
{SAN: 4}

★ Elements of 6th Guards Tank Army enter by east edge on Turn I:

E 6-2-8	9-1	8-1	7-0	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 12 Rng: 4	PSK	9-1		MP: 13 MA: 122L MG: 1/4R2/4 B#: 11	MP: 13 MA: 122L B#: 11	MP: 16 MA: 76L ROF: 1 MG: 2/4
7						2				3	2	2

[ELR: 4]
{SAN: 3}

BOARDLAYOUT:



HANDICAPS (ABS):

- G3 Extend Game length to 8 Turns.
- G2 As G1 and replace JgPz V with a JgPz IV/70.
- G1 Delete the 6x ? counters.
- R1 Russian side is limited to 3 PF.
- R2 As R1 and Russian AFVs are not Elite.
- R3 As R2 and replace 1x JSU-122 with 1x SU-85.

SPECIAL RULES:

- 1. EC are Mud (E3.6, A24.6); weather is clear, with no wind at start.
- 2. All roads are Paved. Boresighting is NA.
- 3. German infantry units are SS (A25.11), thus all 1st/2nd Line/Conscript MMC have their broken side Morale Level increased by one.
- 4. Russian *squads* have inherent PF by making a PF Check dr 1 (but the Russian side is limited to a total of 5 PF). In CC, Russian MMC may check for use of an ATMM, successful on a dr 1. Captured weapon usage penalties apply to PF and/or PSK in the Russian OB. Russian AFVs are Elite (C8.2).

OBJECTIVES: The Russian side wins if there are no Good Order German MMC within 2 hexes of 42G4 at Game End.

North of LAKE BALATON, HUNGARY, 16 March, 1945: Since New Years Day, IV SS-Panzerkorps had been mounting assaults against the 2nd and 3rd Ukrainian Fronts, near Lake Balaton, in an effort to reach the besieged city of Budapest. With the arrival of the 6th SS-Panzer Armeekorps, fresh from its beating in the Ardennes, orders for a new attack were given (despite the fall of Budapest in the meantime). The Russians were aware of the German buildup and resolved to allow the enemy to exhaust themselves before launching their own counter-blow. The SS began *Fruehlingserwachen* (Awakening of Spring) on March 5th, across some of the muddiest ground that they had ever fought over. After five days, they had gained a mere 35 km, and by the 13th, the attack had ground to a complete halt in the face of mud and Russian resistance. Then on the afternoon of the 16th, the entire Soviet line went over to the offensive, and the Russian steamroller bore down on the exhausted *Totenkopf* and *Wiking* Divisions, ready to crush them into the mud. German supply and repair units were now thrown into the unenviable frontline task of trying to protect the vital roads leading to the rear. General Kravchenko's fresh troops rolled right over them. The once mighty panzer divisions abandoned their immobile heavy weapons and fled. The Soviet mechanised units then were able to crash into the rear areas of IV SS-Panzerkorps with devastating effect. Pinned against the lake, the entire 6th SS-Panzer Armeekorps was threatened with catastrophe, until the Red Army also became stuck in the mud. Meanwhile, the remnants of *Totenkopf* and *Wiking* were walking towards Austria.

