

Euro-Pack VI: PARTISANS AND IRREGULARS

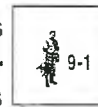
We challenge you to **CHANGE HISTORY** (at least on a small scale) with these eight scenarios featuring battles of the most unusual sort against...**PARTISANS AND IRREGULARS!**

Our European brothers-in-arms may well be the heirs of the Freedom Fighters, Partisans and Irregular Forces featured in this batch of eight scenarios. They've 'imported' some Yanks, in the form of well known designers Scott Holst and Dave Lamb to re-arm for the fight against Fascism from the mountains of Greece, Tito's cave in Yugoslavia and the Warsaw Uprising. And that's not to mention the Spanish Civil War and the Red Chinese in the Sino-Japanese War.

So men, it's once again time to grab your squads cause the Nazis are gathering their forces in an lion and drive us back to our mountain ready to fall on their so finest soldiers, us from the Fascist



and a few good leaders attempt to quell our rebellions. Let them come, as thousands of Hitler's 'finest'...and not criminals and profiteers while we do our part to help the Allies free



b e -
b e l -
we're

Part No. CH 9903



SARTENE, CORSICA, 13 September 1943: Everywhere in Corsica the Germans faced attacks by Partisan bands and Italians, now their enemies. On this particular morning, a German patrol reached Sartene to probe a way through the town for the remainder of their unit. Sartene proved to be in Partisan hands already and very soon the SS were under fire, shots seemingly erupting from every house. The skirmish was short but bloody.

The German patrol eventually succeeded in withdrawing with the support of covering fire provided by several Opel Blitz trucks mounting anti-aircraft guns.



UKRAINE, REGION OF KIEV, NORTHWEST OF BERDITSHEV, 8 APRIL 1947: When WWII broke out, the Ukrainian Insurrection Army (UPA) was an organized and efficient popular army. Soon after the end of the war, Stalin decided to bring a definitive conclusion to the rebellious tendencies of the region's citizenry. In April, the Red Army unleashed a massive assault against the tenacious UPA—still reinforced by many previous German Army recruits and armament—determined to push it off its popular bases and physically destroy it in regular encirclement battles.



PINGHSING PASS, GREAT WALL, CHINA, 25 September 1937: During the early weeks of the Sino-Japanese war, the IJA moved into Mongolia in order to cut supply routes from Soviet Russia. After romping through weak Chinese resistance, Lieutenant General Itagaki's 5th Division turned to cross back over the Great Wall into northern China where growing Red Chinese guerilla activity had become a problem.



KLISURA PASS, GREECE, 13 April 1941: Operation 'Punishment' was in full swing as the German Army swept through Yugoslavia. Brushing aside any and all resistance the Yugoslavs offered, they stormed over the Greek border towards Athens. From 6 April onward, the Greeks resisted and contested the German drive towards their capitol. One such valiant stand was made at Klisura Pass near the village of Kastoria by the Greek 3rd Corps.



BIHAC, YUGOSLAVIA, 29 January 1943: During January 1943 the Axis launched operation 'Weiss', a combined-arms offensive aimed at wiping out the main force of Tito's Partisans, defiantly holding onto Bihac. The Titoists were behaving as if there was no war, holding judicial courts, teaching children in schools, and operating a socialist economy. The sound of Stukas shattered this illusion as the Axis attempted their fourth offensive into Partisan-held territory, what the Axis soldiers called "Titoland".



TORIJA, NEAR GUADALAJARA, SPAIN, 11 March 1937: On March 11th, the Italian Black Flame Division under General Coppi launched a major attack from the north-east. Their objective: to capture the provincial capitol of Guadalajara from the Spanish Republican 11th Division, positioned just south of Torija. With armored cars, tanks and artillery support, the Italians moved forward in their initial assault to crack the outer defenses of Torija.



WOLA DISTRICT, WARSAW, POLAND, 8 August 1944: When Polish Resistance fighters rose up to expel the German occupation forces in Warsaw, Himmler appointed SS General Erich von dem Bach Zelewski to take charge of the battle. The German General immediately ordered as many police and SS units as he could scrape up, including

the Dirlwanger Brigade. On August 5th, the German soldiers manning the perimeter were astonished by the arrival of Dirlwanger's indisciplined mob of criminals.



DRVAR, YUGOSLAVIA, 26 May 1944: Operation *Rosselsprung* ("Knight's Move"), the attempt to capture or eliminate Marshal Tito, had ended in dismal failure. The surprise airborne assault on his headquarters, for which the Germans had such high hopes, had ground itself up on the slopes of Tito's fortified hillside. After an afternoon of costly assaults that approached but never reached Tito's headquarters cave, the Germans admitted defeat. The SS Paras were now plagued by encirclement and growing partisan pressure.

CEMETERY AT DRVAR

Euro Pack #85

GERMAN Sets Up First PARTISAN Moves First	1	2	3	4	5	6	7
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Remnants of SS Parachute Battalion 500 set up in graveyard hexes (see SR#3 for 5-4-8 E.L.R):

10	2				2		2	3	2	8
[ELR: 4] {SAN: 4}										

Elements of 1st Battalion, 1st Brigade enter on turn one along any/all board edges:

12	12					2	2	(German)	2	2	2
[ELR: 5] {SAN: 4}											

HANDICAPS:

- Add a 7-0 leader to the German OB.
- Add a hero to the Partisan OB.
- Any mutually agreed upon alteration to either side's OB.

BOARDLAYOUT:



(Only hexrows A-W are playable)



OBJECTIVES: The Partisans win at end of any player turn in which the Germans have no Good Order MMC in a graveyard location nor building 21oM5.

SPECIAL RULES:

- EC are Dry, with no wind at start. No buildings have a 2nd level. Place overlays as follows: X7 on M5; O5 on I4-J3; and X8 on K4.
- Night Rules are in effect. The initial base NVR is two, with scattered cloud cover and no moon. The Partisan is the Scenario Attacker, the German is the Scenario Defender. The Majority Squad Type for the Germans is Normal. All Partisans are Stealthy. Partisans have no MMC starshell usage dr.
- All Germans suffer from Ammo Shortage (A19.131). They have no PF.
- All Partisan 527 squads (and their half-squads) retain their printed strength factor [EXC: treat their morale # as underlined] broken morale level, but otherwise are treated as Partisans. They may not deploy. The Commissar operates as per A25.22 for the Partisan units. Partisans only pay captured use penalties for German equipment.
- All Graveyard hexes are considered Rally terrain for German units only.
- Hand to Hand combat is available for both sides.

DRVAR, YUGOSLAVIA, 26 May 1944: Operation *Rosselsprung* ("Knight's Move"), the attempt to capture or eliminate Marshal Tito, had ended in dismal failure. The surprise airborne assault on his headquarters, for which the Germans had such high hopes, had ground itself up on the slopes of Tito's fortified hillside. After an afternoon of costly assaults that approached but never reached Tito's headquarters cave, the Germans admitted defeat. The SS Paras were now plagued by encirclement and growing partisan pressure. Food, water and ammunition were running short due to intense heat, heavy fighting and ineffective supply drops. Relief columns that had been ordered to break through to the paras that first day had failed to appear. The German commanders sent runners to notify all elements of the battalion and its supporting units to disengage and fall back to the town of Drvar. After an extremely difficult fighting withdrawal, they arrived at the town's cemetery, the most defensible position available to them. Inside the cemetery's thick stone wall, the survivors organized for a decisive fight, now on the defensive. The Partisans of the 1st Proletarian Brigade, confident now that they had engaged and held regular forces, were determined to destroy the last survivors of the para battalion. Both sides were quite aware that come morning it was likely German relief columns would break through. With nightfall came savage fighting, highlighted by attacks and counter-attacks around the wall, with daggers and trench shovels the chosen weapons. The Partisans repeatedly poured over the wall to flood the German perimeter, only to be repelled again and again. The last assault came just before dawn, but it failed, as had all the others. The Partisans began to melt away as German armored cars from the *Prinz Eugen* Division broke through from the east, followed shortly by the arrival of other battle groups coming from the west and north. Meanwhile, the withdrawing Partisans were heavily mauled by dawn strikes from the Luftwaffe, which harried them all the way into the surrounding hills. The now-reinforced survivors of the SS Paras returned to Tito's cave, where their reward for all their sacrifices was one of Tito's uniforms, his jeep, and a great amount of propaganda material. Most of the survivors then received a posting to the Eastern Front.




STUBBORN INSURRECTION


Euro Pack #64

<input type="checkbox"/> UPA Sets Up First	1	2	3	4	5	6	7	8
<input checked="" type="checkbox"/> SOVIET Moves First								


Elements of a NKVD Special Brigade set up on the northern side of the 32O10/Q9/34W1 stream:




[ELR: 1]
{SAN: 3}




10-0
21



9-0
2




FP: 24
Rng: 1
PP: 1
FT
2




IS-3
MP: 13
MA: 122L
MG: M4
B411
3

Attached elements of a heavy Tank Regiment set up as the infantry, on road, hexes, in motion. These tanks must use Platoon Movement until they undergo an enemy attack or see a Known enemy unit/Roadblock:


Elements of UPA Berditshev Group set up using HIP on the southern side of the 32O10/Q9/34W1 stream:




[ELR: 5]
{SAN: 7}



3-3-7
11



9-1
2

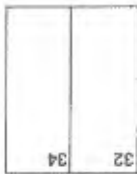


1-4-9

HANDICAPS:

- Reduce the UPA SAN to 5.
- Exchange one UPA 9-1 leader for a 9-2.
- Any mutually agreed upon alteration to either side's OB.

BOARDLAYOUT:



SPECIAL RULES:

1. EC are wet. There's no wind at start. The stream is shallow and kindling is NA.
2. All huts are wooden buildings; all buildings are ground level only; all bridges are fords and all paths are forest roads. AFVs must roll for Bog as in Mud whenever they drove outside of the roads (the soft ground DRM applies, not mud).
3. All UPA units are Partisans, Fanatic, have Self Rally and self Deploy capabilities, use Russian SWs but they suffer from Ammo Shortage; they may declare Hand-to-Hand CC and get a -1 DRM in each such Hand-to-Hand CC resolution. All Partisan units (Exc: Wounded) have 8 MF in Route phase. They may not take prisoners.
4. Prior to set up, the UPA player may secretly add *one* of the following options to his initial OB:
 - a) 3 x 337 squads + 1 x 127 HS + 7-0 leader
 - b) 2 x 6-12 HMGs + 2 x 127 crews (Capture use of the HMGs is NA - by any side - and the crews must set up possessing the MGs)
 - c) All UPA units have ATMM (as German units would but with a +2 drm) band MOL capability.
 - d) one A-T set DC (usable vs a vehicle as per G 1.6121) and one Assault Engineer 228 crew with MOL capability. The crew must be assigned to the detonation of the DC and does not lose its inherent FP when using a SW or MOL.
 - e) 3 roadblocks and 4 Panji hexsides. UPA units ignore Panjis for all purposes.
5. All Russian MMCs are Lax. All IS III tanks are equipped with 12.7mm AAMGs. If bogged (or mired), Russian AFVs *must* attempt debogging every turn until freed or immobilized.
6. All hexes within 2 hexes of any UPA currently controlled building are considered to have Booby Trap level A vs the Russian (they represent local forces of resistance).
7. All ablaze buildings and occupied rubble locations are considered Russian controlled.
8. Civilian interrogation is in effect for both sides. The population is hostile to Soviets and Friendly to UPA. Whenever Soviet Civilian Interrogation is triggered, False Information is automatic (no dr needed).
9. Russians are considered to have already committed Massacre as play begins (A 20.4).

UKRAINE, REGION OF KIEV, NORTHWEST OF BERDITSHEV, 8 APRIL 1947: When WWII broke out, the Ukrainian Insurrection Army (UPA) was an organized and efficient popular army. Soon after the end of the war, Stalin decided to bring a definitive conclusion to the rebellious tendencies of the region's citizenry. Ongoing repression efforts culminated at the end of the winter '47 after the UPA had launched a 'Christmas raid' against all Soviet barracks in the Ukrainian territory. The Soviets admitted 15,000 casualties for that one night. In April, the Red Army unleashed a massive assault against the tenacious UPA—still reinforced by many previous German Army recruits and armament—determined to push it off its popular bases and physically destroy it in regular encirclement battles. Fearing 'political contamination', the Bolsheviks engaged special NKVD brigades under the authority of the Ministry of Internal Affairs, and on Stalin's personal demand, supported by independent heavy tank regiments. The UPA soldiers, severely outnumbered, used their local geographical knowledge of the battlefield and a wide variety of weapons and physical obstacles to hold back the Russian attack. The Partisans showed particular expertise with homemade explosives, grenades and antitank devices. The NKVD policemen, had little military training, though they were armed with close assault equipment. They were an easy prey for the UPA's murderous ambushes. The terrain also proved totally inadequate to maneuvers of heavy mechanized units. Tremendous casualties were taken by the Soviets and the attack soon lost its coherence. The struggle degenerated into guerilla warfare and even the tank units suffered unexpectedly high losses. By the end of the month, it became obvious that the Soviets had achieved no substantial gains, though UPA losses had been serious too, and the Soviets suspended offensive operations. Not before 1952, with another Soviet crushing military engagement and the assassination of its leader, would the stubborn UPA be destroyed as an organized military force.



RED DRAGON

Euro Pack #57

● JAPANESE Sets Up First	1	2	3	4	5	6	7
★ RED CHINESE Moves First							

Elements of HQ of the 21st Brigade, 5th Division set up on road, no MMC stacked or adjacent to another, all SW are left unpossessed:

[ELR: 4]
[SAN: 3]

Elements of 115th Division set up ≥ 2 hexes from Japanese:

[ELR: 5]
[SAN: 4]

BOARDLAYOUT:



(Only hexrows west of L are playable)



HANDICAPS:

- The Japanese receive Random Air Support (one FB w/bombs) starting on turn four.
- ★ Add 2 x 3-3-7 squads to the Red Chinese OB.
- ☼ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moderate. Heavy Wind is blowing from the south-west at start. ETO in effect although Wooden Buildings are Huts. No Roads exist except A6-R3-Y9-GG6. Each Road hex contains a non-removable/burnable Truck Wreck.
2. No Quarter is in effect for both sides and Prisoners may not be generated.
3. AFV are not considered radioless, and may not cross a non-road hexside.
4. Japanese may amass Exit VP after turn 3 for exiting the east edge.
5. The stone building is a two-hex Temple [G.9F]. It is single story.

PINGHSING PASS, GREAT WALL, CHINA, 25 September 1937: During the early weeks of the Sino-Japanese war, the IJA moved into Mongolia in order to cut supply routes from Soviet Russia. After romping through weak Chinese resistance, Lieutenant General Itagaki's 5th Division turned to cross back over the Great Wall into northern China where growing Red Chinese guerilla activity had become a problem. Complacency, combined with poor roads, great distances and difficult terrain left the Japanese vulnerable to counterattack. Red Chinese general Lin Piao, ordered to take advantage of good intelligence, sent fast moving detachments to harass the enemy from the rear and to interdict their advance, whilst deploying his 115th Division in ambush along the mountain road between Pinghsing Pass and Laoyemiao. This road was in fact a gully with vertical walls over four meters high, created over the centuries by the eroding effects of iron-wheeled carts and strong winds. When the Japanese resumed their southward move, it was without the benefit of air cover or flank patrols. As soon as the support units at the rear of the Brigade column had passed into the trap, the Reds launched their attack. The head of the column was quickly destroyed, blocking further advance. With the exception of a group that attempted to storm Laoyemiao Temple, Japanese soldiers began to stream back, engaged by machine-gun fire from the hills and grenades tossed into the road. They moved toward their headquarters and motorized transport units which were already surrounded and disaster ensued. At first the Japanese refused to give in, but by the afternoon both brigades of 5th Division were routing to the north, now also pursued by Nationalists, leaving thousands of dead and much equipment, including armor that the Reds did not know how to operate. This victory was the only large action fought by the Red Chinese against the Japanese.









GO YOUR WAY

Euro Pack #12





★ PARTISAN Sets Up First	1	2	3	4	5
✚ GERMAN Moves First					

✚ Reconnaissance elements of the 1st Reichsfuhrer Brigade enter on turn one as per SR 3:

 6-5-8 5	 9-1	 8-1	 FP: 3 Rng: 8 ROF: 1 LMG 2	 MP: 24 PP: 23 DRM: -1 5	 MP: 23 MA: 37L(9) ROF: 3 2
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[ELR: 5]
{SAN: 2}

★ Partisans of Sartene set up in any building hexes:

 3-3-7 3	 8-1	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2	 7 morale
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[ELR: 5]
{SAN: 4}

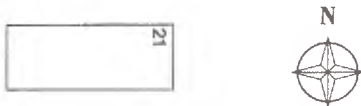
Enter as per SR 4:

 3-3-7 7	 8-1	 7-0	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG 2
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HANDICAPS:

- ✚ Civilian interrogation is in effect (the population is hostile).
- ★ Increase the Partisan SAN to '5'.
- ✚ Any mutually agreed upon alteration to either side's OB.

BOARDLAYOUT:



OBJECTIVES: The German player wins if he earns ≥ 10 VP. VPs can be obtained by earning CVP and Exit VP through the German entry area (see SR 3) on or after turn four. At least five VPs must be CVP.

SARTENE, CORSICA, 13 September 1943: Because of the armistice signed between the Italians and the Allies, the Germans were forced to retreat from Sardinia to Italy, via Corsica. Meanwhile everywhere in Corsica the Germans faced attacks by Partisan bands and Italians, now their enemies. On this particular morning, a German patrol reached Sartene to probe a way through the town for the remainder of their unit. Sartene proved to be in Partisan hands already and very soon the SS were under fire, shots seemingly erupting from every house. The skirmish was short but bloody. The German patrol eventually succeeded in withdrawing with the support of covering fire provided by several Opel Blitz trucks mounting anti-aircraft guns. However, about twenty Germans soldiers were killed or taken prisoner. The official report noted that Sartene should be avoided in the future.

SPECIAL RULES:

1. EC are moderate with no wind at start.
2. Partisans may not participate in multi-location Firegroups. They use Russian SWs with no captured use penalties.
3. Before set up, the German player must predesignate one of the following entrance roads: I10, Q10 or Y10. All German units must enter on the chosen road hex or adjacent to it. German infantry must enter mounted on sidecars.
4. On each turn the Partisan player may decide to enter any part of his available reinforcements on any one board edge (north, south, east or west). The entry board edge may vary from turn to turn. However, to get any reinforcements during his player turn, the Partisan player must secretly predesignate, at the start of the RPh of the preceding German player turn, the units that will enter and the entry board edge they will use.



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

★ Elements of the 4th and 7th Partisan Divisions set up anywhere on the playing area west of hexes numbered ≥ 3 on board 5:

1-2-7	3-3-7	9-1	8-1	8-0	7-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50" ROF: 3 Rng: 3-20	FP: 1 Rng: 12	Cnct: 11 X#: 12	? 7 morale
8		8					3		8			

{ELR: 5}
{SAN: 4}

1-2-7	MA: 40L IFE: 8 ROF: 3 M#: 8	MA: 45L ROF: 3 M#: 11
2	AA	AT

76mm OBA with Scarce Ammo

✚ Elements of the 7th SS Prinz Eugen Mountain Division enter along the east edge of board 5:

6-5-8	9-1	8-1	8-0	7-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 30 Rng: 1	Cnct: 8	MP: 8 MA: 37" MG: /27"	MP: 11 MA: 47 SA: BF30 MG: /27"	MP: 13 MA: 47 MG: /27"
12						2		4		2	

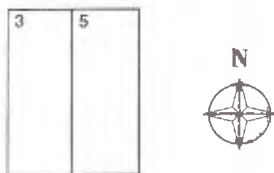
{ELR: 3}
{SAN: 2}

105mm OBA (HE & S) with Plentiful Ammo

HANDICAPS:

- ✚ Replace the 9-1 leader in the German OB with a 9-2.
- ★ Add 1 x 1-2-7 crew + 1 x DC to the Partisan OB.
- ☁ Any mutually agreed upon alteration to either side's OB.

BOARDLAYOUT:



OBJECTIVES: Provided the Partisans have not amassed ≥ 28 CVP, the Germans win at game end if they have amassed ≥ 42 CVP. Casualty VP are amassed in the normal manner and are also awarded at game end (for both sides) for Control of terrain as follows: each wooden building is worth *one* VP; each stone building is worth *two* VP; and building 3N1 is worth *five* VP.

BIHAC, YUGOSLAVIA, 29 January 1943: During January 1943 the Axis launched operation 'Weiss', a combined-arms offensive aimed at wiping out the main force of Tito's Partisans, defiantly holding onto Bihac. The Titoists were behaving as if there was no war, holding judicial courts, teaching children in schools, and operating a socialist economy. The sound of Stukas shattered this illusion as the Axis attempted their fourth offensive into Partisan-held territory, what the Axis soldiers called "Titoland". In the 2nd week of January, the 7th SS *Prinz Eugen* Mountain Division, consisting of *volksdeutsch*, mostly from the Banat region, moved into jump-off positions from where it would attack Bihac from the east. By the 27th of January, the Prinz Eugen stood immediately in front of the small city. The SS soldiers were thrown temporarily off balance when two Partisan divisions launched a counter attack to give their comrades time to escape the trap. Having brushed aside the Partisans attempt to stall the German attack on the 27th, The *Prinz Eugen* was finally given the order to assault Bihac on the 29th of January. With Armor support consisting of captured French armor and a few modified B1-bis tanks mounting flamethrowers, the SS-men surged forward. German and Italian Aircraft blasted away at the little province that the Tito's men had created. Partisan AA guns fought back, but their fire was inaccurate due to lack of trained crews. Axis heavy artillery plastered the defenders, but Partisan artillery soon replied, albeit only sporadically due to the lack of trained crews and a shortage of ammunition. The Titoist rearguards fought viciously in the streets with concealed anti-guns and gasoline filled bottles, but it was not enough to stop the 7th SS and by 1300 hours, the Partisans had been routed out of Bihac. Still, the suicidal stand by elements of Tito's 7th and 4th Divisions had saved countless Yugoslav lives.



SPECIAL RULES:

- EC are Ground Snow (E3.73) with no wind at start. Extreme Winter (E3.74) is in effect for all Axis units and equipment. For those that do not own Pegasus Bridge™, treat the German Fl Wg B-2(f) as a French Char B1-bis with a BF30 bow flamethrower. The counter can also be found in Pointe du Hoc from Critical Hit. For the German 35-S 739(f), use a French S-35 normally. Captured Use penalties are NA for these AFV.
- Partisans may Fortify ≤ 3 building Locations. Partisans may set up one squad/ equivalent utilizing HIP (and all SMC/SW stacked with them). All Partisan units may use MOL (A22.6)
- Germans receive one module of 105mm OBA (HE & Smoke) with Plentiful Ammo. German Air Support (E7.2) is available in the form of two '42 Stuka DB with bombs. However, the Stukas are limited to two consecutive Partisan player-turns on board.
- Partisans use Russian SW. Captured Use penalties are NA for Partisan use of the AT-Gun or the Bofors AA gun (British counter). Russian 5-2-7 squads/HS retain their printed strength factors (EXC: treat ML as underlined) and broken morale levels, but otherwise are treated as Partisans in every way (including 5-2-7 replacement by two 2-2-7 HS for exceeding ELR). Partisans may not deploy, boresight, or form multi-location Fire groups.
- Partisans receive one module of 76mm OBA (HE only) with Scarce Ammo and have a telephone contact Number of '10' (and the phone X's on a DR 11-12). The Partisan may only call OBA from one of the two Field Phones during a Player Turn, and they are both considered 'connected' to the OBA module.

DETERMINATION, RESOLVE AND GRENADES Euro Pack #100

★ GREEK Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								

Elements of Greek 3rd Corps setup anywhere on boards 18 and/or 25:



14-5-7	64-3-7	2-2-8	9-1	8-1	8-0	7-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 11 ROF: 2	FP: 2 Rng: 6 ROF: 1 B# 11	FP: 1 Rng: 12	AP
7	4	5						2	3		24
Factors											
Canone da 65/17 MA: 65° ROF: 1 M#10 B#11		76/27 MA: 75° ROF: 1 M#8 B#11		Ob. 149/13 MA: 150° M#5		Trench		Foxhole		1S	
2		2		5		6					

[ELR: 2]
{SAN: 4}

Elements of 1st SS LAH Motorized Infantry Division, 1st Recon Battalion setup on/north of hexrow 9 on board 9:



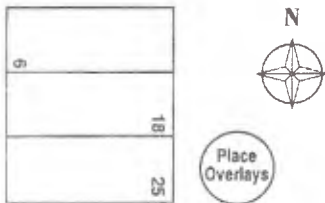
4-6-8	8-3-8	2-2-8	10-2	9-1	8-1	8-0	FP: 3 Rng: 6 ROF: 1	FP: 30 Rng: 1	FP: 24 Rng: 1 PP: 1	MP: 17 PP: 19 T: 4	MA: 88L ROF: 2 M#: 4
10	4	2			2		6	3		2	2
Factors											
PSW 231 (8 rad) MP: 35 MA: 20L(4) ROF: 2 MG: -5 B#11		PSW 232 MP: 33 MA: 20L(4) ROF: 2 MG: -5 B#11									
2		3									

[ELR: 5]
{SAN: 3}

HANDICAPS:

- ✚ Add a second FT to the German OB.
- ★ Replace the Greek 9-1 leader with a 9-2.
- ☁ Any mutually agreed upon alteration to either side's OB.

BOARDLAYOUT:



OBJECTIVES: The Germans win by exiting ≥ 28 VP off the south edge of board 25 (prisoners do not count double) by game end. Required Exit VP are reduced by two for each board 25 building Location Controlled by the Germans.

SPECIAL RULES:

- EC are Moderate with no wind at start. All hammada and scrub are Open Ground. Walls do not exist on board 25. Orchards are Olive Groves (F13.5) and level four locations on board 9 are level three. The building in 9EE4/DD3 does not exist; treat these hexes as Open Ground.
- Place overlays as follows: O1 on 25B5; B1 on 25Q10; X2 on 25S2; and X7 on 25W5.
- Board 25 is an ETO board, i.e., desert rules are not in use for board 25 (EXC: F13.5).
- All wadis on board 25 are gullies. Hexside 18AA1/25AA10 is a gully hexside.
- The German Flak 18 guns may not set up using HIP but may still be emplaced.
- Greeks use Italian guns but Captured Use Penalties are NA. The guns may set up utilizing HIP but still set up Emplaced. The Greek Guns suffer from Ammo Shortage (A19.131). Fortifications may not use HIP (EXC: mines).
- The German 4-6-8 and 8-3-8 squads/their HS are SS per footnote A31 with underlined morale. The 8-3-8 squads/their HS are Assault Engineers (H1.22) and Sappers (H1.23).

KLISURA PASS, GREECE, 13 April 1941: Operation 'Punishment' was in full swing as the German Army swept through Yugoslavia. Brushing aside any and all resistance the Yugoslavs offered, they stormed over the Greek border towards Athens. From 6 April onward, the Greeks resisted and contested the German drive towards their capitol. One such valiant stand was made at Klisura Pass near the village of Kastoria by the Greek 3rd Corps. They had the task of holding the pass for the retreat from the Albanian front. The 3rd Corps was pulling back to avoid capture by German armored forces and to continue the fight for southern Greece in cooperation with the British Expeditionary Force. For the Germans, the retreat had to not only be prevented but turned into a rout. For this to be accomplished, the Liebstandarte Adolf Hitler Division had to cross the mountains and block the valley beyond Kastoria. Kurt Meyer's 1st Panzer Reconnaissance Battalion reached Klisura on 13 April. They saw a broad and massive mountain with winding roads going up through a series of tight curves and deep ravines. As the SS moved forward towards their objective, the ground in front of them suddenly heaved upwards and what was once a road in front of Meyer's unit was now a vast crater. The Greeks now employed their heavy artillery from the mountain tops firing over open sights. Greek machine gun fire pinned the grenadiers in open ground and in the gullies on the approach to Klisura. In desperation to get his men moving again, Meyer pulled the pin from his grenade and rolled it towards his men. The grenade had done its work; his grenadiers leapt from the ravine and dashed forward to more cover as if bitten by a tarantula. On top of the ridge, the grenadiers, accompanied by engineers penetrated deeper into the Greek positions. The Greeks scrambled out of their positions holding up their hands in surrender. Their line of retreat already under fire from Meyer's 2nd Company, whose machine guns could fire from the highest point directly into the beleaguered Greek positions, the Greek mountain artillery's resistance was finally broken. By late afternoon, the grenadiers finally reached the plain towards Kastoria only to be met by more accurate fire from the village itself. The retreating remnants of the Greek 3rd Corps held up the German breakout for yet another day.



MUSSOLINI'S SOLDIERS

Euro Pack #97

REPUBLICANS Set Up First	1	2	3	4	5	6	7
NATIONALISTS Move First							

Elements of the Edgar Andre Battalion, 11th Division set up on any whole hex of board 38 only with both trenches occupied by at least one squad:

4-3-7 8	8-1	8-0	7-0	FP: 4 Rng: 11 ROF: 2 MMG	FP: 2 Rng: 6 ROF: 1 B# 11 LMG	FP: 1 Rng: 12 ATR	? 7 morale Trench	1S Foxhole
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[ELR: 3]
{SAN: 3}

Armored Support enters on turn three along the north edge of board 22:

T-26 M33 MP: 12 MA: 45L ROF: 1 B# 11 2

Elements of the Black Flame Division set up anywhere on board 18:

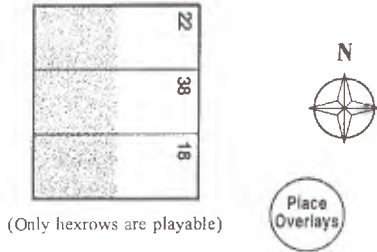
1 3-4-7 12	2-2-7 2	9-1	8-0	7-0 2	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 Rng: 5 ROF: 1 B# 11 LMG	FP: 1 Rng: 1-12 ATR	Cnct: 8 Radio
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L3Lf MP: 12 MG: 27 BF32 2	L305 MP: 13 MG: 4 ROF: 1 OMG B11 2	7527 MA: 75 ROF: 1 M48 B# 11 ART
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[ELR: 3]
{SAN: 2}

65mm OBA (HE & S)

BOARDLAYOUT:



HANDICAPS:

- Republicans armored support enters on turn two.
- Add a second L3Lf AFV to the Nationalist OB.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are moderate with no wind at start. Place overlays as follows: X19 on 22V5-W5; G5 on 22X7-Y8; and O4 on 22EE7-EE8.
- Use Allied Minors to represent the Republican OB with the following modifications: they suffer none of the Inexperienced Personnel (A19.2 and A19.3) penalties; the broken ML of Republican MMC is one higher than the printed value (ignore A25.9); they never become Disrupted by ELR failure—a squad failing ELR is Replaced with two broken HS; a HS failing ELR suffers no additional effects.
- All Orchards are Vineyards (F13.6). No level two hill locations exist on board 18 (i.e., treat as level one but the cliff in 18Y7/X7 still exists). Treat all Marsh as Woods. Grain is in season.
- Use Italians to represent the Nationalists. The Nationalists receive one module of 65mm OBA (HE & Smoke).

OBJECTIVES: The Nationalists win at game end if there are no Good Order Republican units within two hexes of 22oW5.

TORIJA, NEAR GUADALAJARA, SPAIN, 11 March 1937: On March 11th, the Italian Black Flame Division under General Coppi launched a major attack from the north-east. Their objective: to capture the provincial capitol of Guadalajara from the Spanish Republican 11th Division, positioned just south of Torija. With armored cars, tanks and artillery support, the Italians moved forward in their initial assault to crack the outer defenses of Torija. A vicious battle ensued as the men of the 11th Division tried to stem the Italian tide. Soon, the Republican trench system was overwhelmed, forcing the Spaniards back to conduct a house-to-house struggle as the Italians tried to clear the town. The clank of treads on pavement was soon heard, as a detachment of Russian T-26 light tanks put in an appearance. The appearance of Spanish armor turned the tide of the battle, halting the Italian drive on the town. A few days later the Italians would be streaming twenty miles to the rear, the result of a counter-stroke led by an unknown Russian General named Pavlov.



THE WALKING DEAD

Euro Pack #92

★ PARTISAN Sets Up First	1	2	3	4	5	6	7	8
✚ GERMAN Moves First								

Elements of the Polish Home Army (AK) set up on any whole hex of board 21 and 45:

1 5-2-7	3-3-7	10-2	8-1	8-0	7-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 8 ROF: 1 B#: 11	FP: 1 Rng: 12	FP: 30 Rng: 1	? 7 morale
10	10				2		2	4		2	16

[ELR: 5]
[SAN: 5]

1-2-7	MA: 76* ROF: 2 M#8 B#11	ART	MP: 14 MA: 75L MG: 3/5 ROF: 1	MP: 14 MA: 75* MG: 3/5 ROF: 1
2	2	4	2	

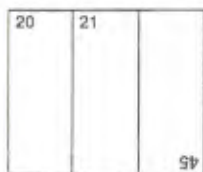
Elements of the Dirlewanger Brigade set up on a hex with coordinates of ≥ 5 on board 20:

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

[ELR: 3]
[SAN: 3]

MP: 13 MA: 75L MG: -4/71* ROF: 1	MP: 13 MA: 105 MG: -4/71*	MP: 13 MA: 1F30 MG: 2/2 X#11
2		

BOARDLAYOUT:



HANDICAPS:

- ✚ Replace the 9-1 leader in the German OB with a 9-2.
- ★ The Partisans may set up two squads utilizing HIP.
- ☪ Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

- EC are moderate with no wind at start.
- Partisans use Russian SW. Captured use penalties are NA for Partisan use of the three PzIV's but they do pay the Inexperienced Crew (D3.45) penalties. The 5-2-7 squads and their HS retain their printed strength factors (EXC: treat their ML as underlined) and broken ML, but otherwise are treated as Partisans (including replacing 5-2-7's with two 2-2-7 HS for exceeding ELR). Partisans may not deploy, boresight or form multi-location fire groups.
- All units of the Dirlewanger Brigade are SS but suffer unit replacement normally (EXC: 8-3-8 squads). German 8-3-8 squads/IIS are Assault Engineers (H1.22) and have their ML underlined.
- All Partisan units have MOL capability (A22.6). Only Partisan SMC and the 5-2-7 squads/HS may use a DC without penalty.

WOLA DISTRICT, WARSAW, POLAND, 8 August 1944:

When Polish Resistance fighters rose up to expel the German occupation forces in Warsaw, Himmler appointed SS General Erich von dem Bach Zelewski to take charge of the battle. The German General immediately ordered as many police and SS units as he could scrape up, including the Dirlewanger Brigade. On August 5th, the German soldiers manning the perimeter were astonished by the arrival of Dirlewanger's indisciplined mob of criminals. The men of the unit arrived intent on looting, murder and rape, full also of the knowledge that failure in battle could mean their return to the prisons and concentration camps from which they were recruited. August 5th also saw the first determined German effort, a counterattack in the Wola region. After three days of heavy fighting, the 5,000 Army, SS and Polizei troops engaged cracked part of the AK defense. On the 8th it became apparent the AK defenses around the old town hall and the cemetery were the key to splitting the Pole's line. The Dirlewangers, with support from the Posen Polizei and armored support fought the Poles for possession of the cemetery and the town hall. The Germans were surprised to meet captured panzers in the hands of the resistance fighters. By day's end part of the cemetery and all of the town hall remained in the hands of the AK. It would not be until August 11th that the resistance in the district would end after a bitter fight.

