

ARAKAN COAST, BURMA. After the destruction of the Japanese defenses on the Myebon Peninsula the men of 3 Commando Brigade were rapidly re-embarked in their landing craft and transported up river towards the port of Kangaw. Since the Myebon River was covered by Japanese artillery, a surprise approach was made using the smaller and lesser known Thegyan River. On January 22, 1945, the commandos landed and assaulted a hill known as "Hill 170" on British maps. Hill 170 was a height that had a superb view of Kangaw from the west and would allow the Japanese a fruitful observation post of all British activities. After landing the commandos were able to take most of Hill 170 as well as two small hills nearby. Only the northern slopes of Hill 170 were still occupied by the Japanese with a poor view of Kangaw. As the day was dawning on January 31, after a few days of relative quiet, the fury of war again came down on the commandos as the heaviest artillery barrage in some days fell on the commandos. Looking out of their foxholes as the barrage lifted, the commandos found that the barrage was just a precursor to a determined enemy attack up the thickly wooded northern slopes of Hill 170.

CG Victory Conditions: The British win if, at the end of any CG Scenario, they Control all level-2 through level-4 hill hexes on Hill 170.

Initial Scenario Victory Conditions: Scenario winner is whichever side amasses at least twice as many CVP as their opponent; otherwise there is no scenario winner (*and thus no Scenario Winner DRM*).

CG Dates: Dawn, 31-Jan-45 to Evening, 1-Feb-45,
(five CG scenarios)

Initial Scenario: Japanese Attack, British Idle

Campaign Balance: Add 2 CPP to the Initial British OB.

Change the Japanese Battle Hardening DRM from -1 to -2.

Initial Scenario Balance: Add a MMG Squad RG to the Initial British OB.

Increase the Japanese SAN to 6.

TURN RECORD CHART

IDLE Side Sets Up First	1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	END
ATTACKING Side Moves First									

TERRAIN CONFIGURATION: Terrain is PTO. Jungle is Dense. Hill 779 on mapboard 39 represents "Hill 170".

OVERLAY PLACEMENT: Hill Overlay 2 on 36DD8-DD9.



39	36
	2

INITIAL BRITISH OB:
 3 Commando Brigade [ELR: 5] Set up on/south-of hexrow P: {SAN: 3}
 RG: 2x British Cmnd Trp RG: Trp MTR Sect
 RG: HW Trp MTR Sect RG: 2x HW Trp MMG Squad
 RG: HW Trp HMG Squad 3x Trenches
 3x Foxholes 30 FPP
 9 CPP

INITIAL JAPANESE OB:
 154th Regiment [ELR: 4] Set up on/north-of hexrow N: {SAN: 4}
 RG: 3x Rifle Pltn RG: 2x MMG Squad
 RG: HMG Squad RG: Pltn Mortar Squad
 6x Caves 2x Trenches
 2x 1-3-5 Pillboxes 30 FPP
 9 CPP

HILLS OF THE ARAKAN Campaign SSR:

- C1. Weather, EC and Wind (if any) should be determined by the Japanese player prior to set up of each scenario.
- C2. British reinforcements enter along the west and south edge on/between hexes 39P10 to 36GG1. May always enter on/between 39P10 and 39Y10 even if occupied by Japanese units.
- C3. Japanese reinforcements enter along the north and east edge on/between hexes 39A10 and 36N1 even if occupied by British units.

HILLS OF THE ARAKAN Initial SSR:

- I1. All PL CG SSR and Campaign SSR are in effect except as noted.
- I2. To simulate the early morning dawn, E1.7 is used as if it were a Night scenario. No other Night rules are applicable.

RG ID	JAPANESE	#	Units/Equipment	CPP	Scen Max	CG Max	Note
I1	Assault Eng Pltn	3	4-4-8 MMC	8	2	2	elrw
I2	Rifle Pltn	4	4-4-7 MMC	5	3	7	lrw
I3	Pltn Mortar Squad	2	50mm MTR	2	2	5	cr
I4	MMG Squad	1	MMG	2	2	6	cr
I5	HMG Squad	1	HMG	3	2	6	cr
I6	FT Squad	1	4-4-8 MMC w/ FT	4	1	3	er
G1	Rgt Gun Section	1	Year 38 75mm ART	4	2	2	ac
O1	Battalion Artillery		75mm ART OBA (HE,WP)	3	2	2	p
M1	Fortifications	15	FPP	1	2	10	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			1	1	4	
RG ID	BRITISH	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Air Support	1	45' FB w/ Bombs	4	1	1	b
A1	Medium Tank	1	Sherman VC	6	2	3	r
I1	British Cmdo Trp	5	6-4-8 MMC	10	2	7	klrw
I2	Indian Inf Pltn	3	4-5-7 MMC	4	2	2	lrw
I3	Trp MTR Sect	2	51mm MTR	2	2	5	cr
I4	HW Trp MTR Sect	2	76mm MTR	3	1	4	ac
I5	HW Trp MMG Squad	1	MMG	2	2	3	cr
I6	HW Trp HMG Squad	1	HMG	3	1	2	cr
O1	Battalion Mortar		76mm MTR OBA (HE,S,IR)	4	1	3	p
O2	Regimental Artillery		88mm ART OBA (HE,S,IR)	5	1	3	p
M1	Fortifications	15	FPP	1	2	10	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			2	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- b British FB always carry Bombs and may roll for Napalm as per G17.4.
- c Each British 51mm MTR/MMG/HMG is accompanied by a 3-3-8 HS; each 76mm MTR by a 2-2-8 crew. Each Japanese MMG/HMG/ART Gun is accompanied by a 2-2-8 Crew; each 50mm MTR by a 2-3-7 HS.
- e Japanese 4-4-8 are Assault Engineers (H1.22).
- k British Cmdo Trps are Commandos (H1.24).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have a north-south Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- w Japanese Rifle Pltns always arrive with a LMG and Japanese Assault Eng Pltns always arrive with a LMG and a DC. All British Cmdo Trps receive a LMG and a DC. Indian Inf Pltns arrive with a LMG.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	Dawn 1/31/45	Japanese	G16.2	G16.3	G16.4	NA	0
2	AM 1/31/45	British	G16.2	G16.3	G16.4	NA	0
3	PM 1/31/45	British	G16.2	G16.3	G16.4	NA	0
4	AM 2/1/45	Japanese	G16.2	G16.3	G16.4	NA	0
5	PM 2/1/45	British	G16.2	G16.3	G16.4	NA	0

CG DRM:	BRITISH	JAPANESE
Leader	-1	0
Battle Hardening	0	-1
Artillery OBA	0	-1
CPP Replenishment	0	-1
Intensity Level	MID	LOW

Fortifications Available for purchase:	
Foxholes	Trenches
Caves ^{J,P}	AP Mines
Cave Complexes ^{J,P}	HIP
Wire	Set DC
Panji ^J	Pillboxes ^{J,P}
"?"	
<p>^J Japanese only</p> <p>^P NA after Scenario #1.</p>	

Aftermath: The Japanese quickly broke through a weak section of the line held by No. 4 Troop. Rapid counterattacks by elements of 1 and 42(RM) Commandos failed to immediately restore the position. That afternoon another attack by 5 Commando units regained the crest of Hill 170 but at a heavy cost. By nightfall the commando's position was still serious but it was at least stable for the time being. Knowing that British tanks would soon arrive, the Japanese infiltrated about 70 assault engineers into the British positions during the night of Jan. 31-Feb 1. Their orders were simple; hunt down and destroy any British tanks found. The next morning, most of the British Commandos were kept busy by several Japanese infantry attacks against the ill-fated No. 4 Troop, as the engineers attempted to kill the three tanks that had arrived. Two tanks were destroyed as were all of the Japanese Engineers by the commandos and some men from the Indian 25th Infantry Division who had just arrived. That afternoon a British counter attack was made against the Japanese positions on the northern slopes of Hill 170, but the Japanese defenses proved to be too tough and repulsed the commandos easily. The following morning, the commandos called in heavy air-strikes against the northern slopes and followed it up with a massed assault. But it was too late...as 5 Commando reached the slopes, they found that all of the Japanese had melted into the night. The successful and stubborn defense by the Japanese 154th Regiment had blocked the British just long enough to allow the escape of the Japanese 54th Division through the An Pass. They would live to fight again.



KOROMOKINA LAGOON, BOUGAINVILLE. At dawn on November 1, 1943 the 3rd Marine Division had assaulted the beaches inside Empress Augusta Bay near Cape Torokina. Quickly overcoming the weak Japanese forces, the Marines established a beachhead approximately three miles long and several hundred yards deep. The Japanese were quick to reorganize their thinking and set in motion a double pronged attack involving a land based attack from the east by the 23rd Infantry Regiment which was to occur at the same time as a seaborne landing by amphibious elements of the 53rd and 54th Infantry Regiments coming in from the west. A few minutes before 0600 on the morning of 7 November, four Japanese destroyers hove to in Atsinima Bay and disembarked a force of about 500 Japanese Troops in barges and landing craft. In the early morning mist, the Japanese formation broke up becoming widely scattered. One platoon of infantry with a few supporting weapons drifted eastward and came in sight of the western-most Marine outpost manned by Marines from the 9th Marines AT Platoon. Although the Japanese were observed by the Marines in this isolated outpost, no positive identification was made due to the low visibility caused by the morning mist.

CG Victory Conditions: The Japanese win if, at Campaign End, they Control the Marine Outpost and exit at least 6 squad-equivalents off of the Marine entry area (east edge land hex).

Initial Scenario Victory Conditions: The Japanese win if they Control the Marine Outpost or amass more CVP than the Marines.

CG Dates: 0600 Hrs, 7-Nov.-43 to 1000 Hrs, 8-Nov.-43, (five CG scenarios)

Initial Scenario: Japanese Attack, Marines Idle

- Campaign Balance:**
- ☆ Change the Marine Leadership DRM from 0 to -1.
 - Change the Japanese Leadership DRM from 0 to -1.

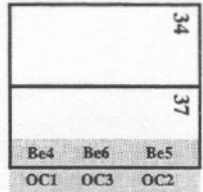
- Initial Scenario Balance:**
- ☆ Add one 6-6-8 to the Initial Marine OB.
 - Add 3 CPP to the Initial Japanese OB.

TURN RECORD CHART

IDLE Side Sets Up First	1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	END
ATTACKING Side Moves First									

TERRAIN CONFIGURATION: Terrain is PTO. Jungle is Light. Only the Trail/Path running from 34A5 to 34GG5 exist. For all other Trails/Paths/Roads treat as other Terrain. The Marine Outpost is the two hexes that contain the Trenches that are given in the Initial Marine OB.

OVERLAY PLACEMENT:
Be4 401-402 on 37GG6-GG5;
Be6 601-602 on 473-474;
Be5 501-502 on 666-667;
OC1 1001-1002 on 402-403;
OC3 3001-3002 on 1131-1132; and
OC2 2001-2002 on 3144-3145.



☆ **INITIAL MARINE OB:**
 Coy B, 9th Marines [ELR: 4] Set up using HIP or enter as per SSR I2 and I4: {SAN: 4}
 2x 6-6-8 MMC 8-0 SMC
 RG: Anti-Tank Gun Sect 3x Foxholes
 2x Trenches 12 CPP
 15 FPP

● **INITIAL JAPANESE OB:**
 53rd and 54th Infantry [ELR: 3] OB given units set up loaded in LC in any Ocean hex that is within three hexes of a south edge hex; purchased units enter as per SSR I3 and I4: {SAN: 3}
 RG: Rifle Pltn RG: MMG Squad
 RG: MTR Squad 2x Shohatsu LC
 20 CPP

KOROMOKINA LAGOON Campaign SSR:

- C1. Weather (Day/Night), EC, Wind, Visibility determined as per G16.2-4 if not provided on CDS.
- C2. Beach Slope is Steep (G13.2).
- C3. Marine units must enter on a land hex along the east edge of the playing area [EXC: For the Initial Scenario, see SSR I2].
- C4. All Japanese units may enter anywhere along the West edge of the playing area or from any south Ocean edge hex in LC using Seaborne Assault (G14.) [EXC: For the Initial Scenario, only OB given units may enter on a LC]. LC may be Retained.

KOROMOKINA LAGOON Initial SSR:

- I1. All PL CG SSR and Campaign SSR are in effect except as noted.
- I2. OB given Marine units must set up within 3 hexes of a beach hex and on/ between hexrows J and T. For the Initial Scenario, one purchased USMC Rifle Pltn RG and any one weapon squad RG (RG I2, I3 or I4) may choose to enter on/ between 34Q10 and 34GG10. Record the units exercising this option during initial set up.
- I3. OB given Japanese units are conducting a Seaborne Assault (G14.). Other Japanese units may enter on the west edge as per SSR C4.
- I4. No Purchased RG of either side may set up/enter the map until Turn 3.
- I5. Neither side may purchase OBA.
- I6. No Marine unit may conduct any action until one Marine unit has a LOS to a Known Japanese unit that is within 6 hexes of that Marine unit. This restriction is automatically lifted beginning on Turn 3.

RG		U. S. MARINES			Scen	CG	
ID	1st Bn., 9th Marines	#	Units/Equipment	CPP	Max	Max	Note
A1	Light Tank	1	M3A1 Light Tank	5	2	2	r
I1	USMC Rifle Pltn	3*	6-6-8 & 3-4-8 HS MMC	6	3	9	lrw
I2	USMC Mortar Sect	2	60mm MTR	3	2	3	ac
I3	USMC MMG Squad	1	MMG	1	2	2	ac
I4	USMC HMG Squad	1	HMG	2	1	2	ac
I5	Engr. FT Squad	1	4-5-8 MMC w/ FT	4	1	2	er
G1	Anti-Tank Gun Sect	2	37mm AT Gun	5	1	2	acu
O1	Battalion Mortar		81mm MTR OBA (HE,WP)	7	1	2	p
O2	Regimental Artillery		75mm ART OBA (HE,WP)	5	1	1	p
M1	Fortifications	15	FPP	1	2	8	a
M2	Sniper	SAN	+1	1	1	5	
M3	Attack Chit			1	1	4	
RG		JAPANESE			Scen	CG	
ID	53 ^d & 54 th Inf. Regts.	#	Units/Equipment	CPP	Max	Max	Note
I1	Rifle Pltn	4	4-4-7 MMC	5	3	10	lrw
I2	MTR Squad	2	50mm MTR	3	2	4	cr
I3	MMG Squad	2	MMG	3	2	2	cr
I4	HMG Squad	2	HMG	5	2	2	cr
I5	ATR Sect	2	ATR	3	1	1	cr
I6	Engr. FT Squad	1	4-4-8 MMC w/ FT	4	1	2	er
G1	Bn Gun Pltn	2	Type 92 INF Gun	6	1	2	ac
L1	Landing Barges	2	Shohatsu LC	3	4	8	
O1	Battalion Mortar		90mm MTR OBA (HE,WP)	5	2	2	p
M1	Fortifications	15	FPP	1	1	4	a
M2	Sniper	SAN	+1	1	2	8	
M3	Attack Chit			1	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each Marine 60mm MTR/MMG/HMG is accompanied by a 3-4-8 HS MMC; each Gun by a 2-2-8 crew. Each Japanese INF Gun/MMG/HMG/ATR is accompanied by a 2-2-8 Crew; each 50mm MTR by a 2-3-7 HS MMC.
- e Assault Engineers (H1.22).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Day of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Day prior to that of the scenario.
- u Canister available as per U.S. Ordnance Note D.
- w Japanese Rifle Pltns always arrive with a LMG and a USMC Rifle Pltn always receive a DC.
- * USMC Rifle Pltns have three Squads and one HS.

Scenario	Time/Date	Attacker	Weather	EC	Wind ¹	Moon	Hist	DRM
1	0600 11/7/43	Japanese	Mist	Moist	G16.4	NA	0	
2	0820 11/7/43	Marines	Overcast	G16.3	G16.4	NA	0	
3	1315 11/7/43	Marines	Overcast	G16.3	G16.4	NA	-1	
4	Night 11/7/43	Japanese	Night(E1.)	G16.3	G16.4	Half	0	
5	0900 11/8/43	Marines	G16.2	G16.3	G16.4	NA	0	

¹ If Heavy Wind is determined, then Heavy Surf is in effect.

CG DRM:	MARINE	JAPANESE
Leader	0	0
Battle Hardening	0	-1
Artillery OBA	-1	0
CPP Replenishment	-1	0
Intensity Level	LOW	LOW

Fortifications Available for purchase:	
Foxholes	Trenches
AP Mines ^M	HIP
Wire ^M	Set DC
Panji ^J	"?"
Booby Traps ^{J,B}	

^J Japanese only
^M Marines only
^B Booby Traps may only affect units that are in the Japanese set up area for that scenario.

Aftermath: With his troops landing over a wide area, the Japanese commander had to decide whether to lose the initial advantage of initiative, or to attack at once. Characteristically of most early war Japanese decisions, he choose to attack at once. The wayward Japanese platoon that had alerted the Marines earlier, landed at once and moved straight into an attack on the Marine outpost from the rear. Even as the outpost was being attacked, a combat patrol (Company K, 9th Marines) returning to Marine lines ran into reinforcing Japanese infantry NW of the Lagoon who were moving eastward in a hurry. At 0820, the rest of Company K, 9th Marines advanced into the attack but was soon bogged down in the dense jungles by additional Japanese troops moving forward. After another company of Marines (Company B, 3rd Marines) arrived, the Leathernecks again attacked the Japanese positions at 1315 hours and with the aid of some well directed mortar support was able to shove the Japanese westward away from the Marines perimeter. The rest of the afternoon was spent digging in and receiving supplies and ammo. Sometime during the night of 7/8 November the Japanese tried to overrun the Marine position and was able to surround and isolate a platoon of Company B. At 0900 the Marines attacked again and, supported by light tanks, 37mm AT Guns, mortar and artillery barrages drove the remnants of the Japanese force westward into the jungle where they were flushed out and killed during the next few days.

RG ID	FRENCH 2 nd Moroccan Regt.	#	Units/Equipment	CPP	Scen Max	CG Max	Note
A1	Armored Car Sect	1	AMD 50 AC	2	2	5	r
A2	Lt Tank	1	R-35 Light Tank	3	3	5	r
I1	Rifle Pltn	4	4-5-7 MMC	3	2	64	lrw
I2	Lt MTR Sect	2	60mm MTR	2	2	2	ac
I3	MMG Squad	1	MMG	1	2	43	ac
I4	HMG Squad	1	HMG	2	2	21	ac
G1	AT Gun Sect	1	Canon AC de 47 SA	3	2	2	ac
G2	INF Gun Sect	1	Canon de 37mle 16 TR	3	2	39	ac
O1	Med Artillery		75mm ART OBA (HE,S)	4	1	4	p
O2	Hvy Artillery		155mm ART OBA (HE,S)	6	1	2	p
M1	Fortifications	15	FPP	1	4	2018	a
M2	Sniper	SAN +1		1	1	4	
M3	Attack Chit			2	1	4	
RG ID	U.S. 47 th Infantry Regiment	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Close Air Support	1	'42 FB w/Bombs	4	2	8	
I1	Rifle Pltn	3*	5-4-6 & 2-3-6 HS MMC	2	4	14	lrw
I2	Lt MTR Sect	2	60mm MTR	2	2	6	ac
I3	MMG Squad	1	MMG	1	2	4	ac
I4	HMG Squad	1	HMG	2	2	4	ac
G1	AA Sect	1	.50cal HMG	3	2	2	ac
O1	Battalion Mortar		81mm MTR OBA (HE,WP)	5	2	6	p
O2	Naval Gun Fire		120mm NOBA (HE,WP)	6	1	4	op
M1	Fortifications	15	FPP	1	3	9	a
M2	Sniper	SAN +1		2	1	4	
M3	Attack Chit			1	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each US 60mm MTR/MMG/HMG is accompanied by a 3-4-6 HS MMC; and each .50calHMG by a 2-2-7 crew. Each French Gun is accompanied by a 2-2-8 Crew; each 60mm MTR/MMG/HMG by a 2-3-7 HS MMC.
- l Determine Leaders (SMC) as per 1.6205.
- o May use Shipboard Observer (G14.68) or SFCP (G14.61).
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrage must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario. See SSR C4 for entry restrictions.
- w French Rifle Pltns always arrive with a LMG; while U.S. Rifle Pltns arrive with a BAZ43.
- * U.S. Rifle Pltns have three Squads and one HS.

Pro-registered hex NA for NOBA (G14.6)
Non Barrage

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	0430 11/8/42	American	SSR I	Dry	F11.5	Full	-1
2	0730 11/8/42	American	Clear	Dry	F11.5	NA	0
3	1030 11/8/42	French	Clear	Dry	F11.5	NA	0
4	1330 11/8/42	French	Clear	Dry	F11.5	NA	0
5	1530 11/8/42	American	Clear	Dry	F11.5	NA	0

CG DRM:	FRENCH	AMERICAN
Leader	0	0
Battle Hardening	-1	0
Artillery OBA	-1	-1
CPP Replenishment	0	-1
Intensity Level	LOW	LOW

Fortifications Available for purchase:	
Foxholes	Trenches ^{F,P}
Roadblock ^F	Pillbox ^{F,P}
Tunnel ^{F,P}	HIP
Wire ^A	"?"
Fortified Buildings ^F	

F French only
A American only
P May only be purchased for the Initial Scenario.

Aftermath: The warning spread across French Morocco and reached Major Deuve, the commanding officer at Safi, shortly after 0300 hours, sending him immediately to his command bunker to confirm the readiness of his weak defenses. At his command were 450 men of the 2nd Moroccan Infantry Regiment supported by five tanks and a few armored cars. On the north side of Safi was a 75mm artillery battery while a 155mm battery covered Safi from the south. The 5th Company of the 2nd Moroccan Regt. sent forward a picket platoon as the rest of the company moved into their positions to resist the invasion. The decision had been made... these Frenchmen would fight. Company L landed on Blue Beach, on the north side of the port against direct artillery fire while Company K made their landing on Green Beach against light resistance. Moving against increasing French resistance, Company K made their way through town, reaching their objectives, the oil storage tanks east of the port area. Company K, who landed under easy circumstances, soon found that the French were no push-overs as they came under a counter-attack by French Tanks. At daylight, the harbor, railroad station, post office, and highways leading into Safi were all under American control. The French had taken cover in the buildings and other places of vantage on the heights east and north of the port. The main center of resistance until mid-afternoon on D-day was the wall French Army barracks area. Both companies L & K were ordered to attack and secure the barracks, but were unable to make a dent in the French defenses. After repulsing another French counter-attack supported by tanks, a few pieces of U.S. 75mm artillery were finally placed on some high ground overlooking the fort. Surrounded and overlooked by artillery, the last French defenders in Safi surrendered at 1530 hours on Nov. 8, 1942.

RG ID	AUSTRALIAN 9 th Division	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Close Air Support	1	'39 FB w/ Bombs	4	3	9	b
A1	I Tank	1	Matilda II Med Tank	5	2	5	r
I1	Rifle Pltn	4	4-5-8 MMC	5	3	8	lrw
I2	Weapons Pltn	4	2x51mm MTR & 2xATR	3	2	4	cr
I3	MG Pltn	3	HMG & 2x MMG	4	2	4	cr
G1	AT Gun Sect	1	OQF 2-Pounder AT	3	2	4	ac
G2	ART Sect	1	OQF 25-pd Gun-How	4	2	4	ac
G3	AA Sect	1	OQF 20mm AA Gun	3	1	2	ac
O1	Battalion Mortar	76mm MTR OBA (HE,S)		5	2	4	op
O2	Regimental Artillery	88mm ART OBA (HE,S)		6	2	4	op
M1	Fortifications	15	FPP	1	3	18	a
M2	Sniper	SAN +1		1	2	12	
M3	Attack Chit			2	1	5	
RG ID	GER 8 th MG BN/ 5 th Panzer Regt	#	Units/Equipment	CPP	Scen Max	CG Max	Note
S1	Air Support	1	'39 FB w/ Bombs	4	3	9	b
A1	Med Tank Sect	2	PzKpfw IIIH Med Tank	5	2	6.5	r
I1	Rifle Pltn	3	4-6-8 MMC	4	3	10.5	lrw
I2	Lt MTR Sect	2	50mm MTR	2	2	4	cr
I3	MG Sect	3	HMG & 2x MMG	4	2	4.3	cr
I4	Engineer Pltn	3	8-3-8 MMC	10	1	1	elrw
G1	AT Gun Sect	2	5cm PaK 38	8	1	2	acv
G2	AA Gun Sect	1	8.8cm FlaK 18 o.36	7	1	1	acv
O1	Battalion Artillery	75mm ART OBA (HE,S)		4	1	2.1	p
O2	Regimental Artillery	105mm ART OBA (HE,S,IR)		6	2	2	p
M1	Fortifications	15	FPP	1	2	8	a
M2	Sniper	SAN +1		1	1	6	
M3	Attack Chit			2	1	5	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- b Each FB arrives on-board with Bombs.
- c Each Australian MMG/HMG/MTR/ATR is accompanied by a 2-4-8 HS; each Gun by a 2-2-8 crew. Each German Gun is accompanied by a 2-2-8 Crew; each MMG/HMG/MTR by a 2-4-8 HS MMC.
- e Assault Engineers (H1.22).
- l Determine Leaders (SMC) as per 1.6205.
- o Increase cost by 1 CPP for Off-board Observer placed at Level 1 along the north edge.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- w Australian Rifle Pltns always arrive with a LMG. German Rifle Pltns arrive with a LMG. The German Engineer Pltn (I4) arrives with a FT and two DC.
- v Each 5cm PaK AT Guns come with a SdKfz 11 Prime Mover and the 8.8cm FlaK comes with a SdKfz 7.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist	DRM
1	2300 4/13/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
2	0230 4/14/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
3	0445 4/14/41	German	Night (E1.)	V.Dry	F11.5	Half	0	
4	0545 4/14/41	Dual	Dawn	V.Dry	F11.5	NA	0	
5	0700 4/14/41	Australian	F11.2-.4	V.Dry	F11.5	NA	0	
6	0730 4/14/41	Australian	F11.2-.4	V.Dry	F11.5	NA	0	

CG DRM:	GERMAN	AUSTRALIAN
Leader	0	0
Battle Hardening	0	0
Artillery OBA	0	-1
CPP Replenishment	-1	0
Intensity Level	MID	MID

Fortifications Available for purchase:	
Foxholes	Sangars
AP Mines	AT Mines ^A
Wire	
Trenches ^{A,P}	AT Ditch ^{A,P}
HIP	
^A Australian Only ^P Must be purchased for Scenario #1 and/or #2.	

Aftermath: At 2300 a single platoon of German infantry supported by machine-guns, mortars and a couple of Infantry guns attempted the first raid on Post R33, an Australian Strongpoint. The Australians repulsed this first attempt with small arms fire followed up with a bayonet charge that chased the Germans away from the post. A short while later an Australian combat patrol left their lines looking for the hiding place of those same Germans, found the Germans and was even able to bring back two prisoners. At 0230 on the 14th, another group of about 200 Germans again attacked the perimeter of Post R33 but were caught in the open under an Australian artillery barrage. Even though heavily bloodied, the Germans were able to grab a small foothold of territory where they went to ground. German tanks were brought up to support another attack by these infantrymen around 0445 in the morning following a Creeping Barrage. Post R33 still held on. At 0530 the German tanks were finally able to make their way around Post R33 and enter just the first layer of the Australian defenses leaving their infantry behind to take the strongpoint. With the dawn of Easter additional German tanks broke through, joined with the ones already inside the line and proceeded towards Tobruk. They hadn't gone far when the second layer of the outer defense line began firing on them with some 25-pounder guns of the 1st RHA. As the tanks were engaging the British artillery, the German infantry was having a tough time with the Australians. Finding themselves cut off by the Australians, about 100 Germans set up a defensive position in and around a farmhouse known locally as Goshen's House. By 0700 the remaining German tanks left the Australian perimeter returning to their own lines without realizing that they had abandoned part of their infantry in Goshen's House. The Australian made an assault on the last Germans at Goshen's House at 0730 and captured approximately 75 prisoners. Except for sporadic fighting and a few artillery hits, the Easter fighting was over. A second German attack was attempted on April 30, but it also failed. The siege of Tobruk would last another eight months before the 9th Australian Division would see any relief on the horizon.



KELJA, FINLAND. A day after declaring war on Finland, Soviet units of the Russian 7th Army crossed the Finnish border on November 30, 1939, moving onto the Karelian Isthmus with 8 infantry divisions and 6 armored brigades. The first major blows by the Russian 7th Army did not fall on the Summa sector of the Mannerheim Line where the Finns were expecting them, but on the Finn's extreme left flank in what would become known as the Taipale Sector. Reaching the Suvanto River, the Russian infantry waited for their artillery units to catch up and get emplaced. On December 6, the first major Russian attack was made and resulted in massive casualties causing the Russian high command to send another division to the Taipale sector. The second Russian division had no better success when it made its attack on December 14. Just before Christmas a third Russian division was sent to the Taipale sector to assist the previous two divisions which had been decimated by the Finns. On Christmas Day under the cover of a thick ground fog, the Russians crossed the frozen Suvanto River and established beachheads at Patoniemi and Pahkemikko. When daylight burned off the fog, the Finns made a vigorous counterattack killing over 500 Russians in Patoniemi alone. The attacking Russians that crossed over at Pahkemikko were betrayed by the same fog, when the Russians discovered that they had made their beachhead immediately in front of several Finnish heavy machinegun bunkers which destroyed them within hours. Farther to the north along the Suvanto River, another Russian battalion had taken advantage of the fog and established itself at Kelja. This unit dug-in and called for reinforcements. If reinforcements could cross the river in force before the fog burned off, the Russians would have the chance to cut off the Finn's 10th Division at Taipale.

CG Victory Conditions: The Finns win if, at the end of any CG Scenario, they Control all buildings and pillboxes that are east of the river.

CG Dates: 1000 Hrs. 25-DEC-39 to 0915 Hrs. 26-DEC-39
(five scenarios)

Campaign Balance: ★ Change The Russian Leadership CG DRM from +1 to 0.
 🦁 Add 20 FPP to the Initial Finnish OB.

Initial Scenario Victory Conditions: Finns win if they Control 21 Buildings at game end or amass at least twice as many CVP as the Russian.

Initial Scenario: Finn Attack, Russian Idle

Initial Scenario Balance: ★ Add 2 Fortified Building Locations to the Initial Russian OB.
 🦁 Increase the Finnish SAN to 5.

TURN RECORD CHART

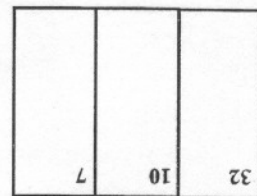
IDLE Side Sets Up First	1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	END
ATTACKING Side Moves First									

TERRAIN CONFIGURATION: Terrain is Artic.

All Water and Marsh hexes are Frozen. Islands do not exist. All buildings are Wooden [EXC: 10Z6]. Kelja Village is the area on/within the (alternate) hexrow boundaries: 10GG10-10P10-7P8-7GG10-10GG10.

The River is Frozen and can support Russian Tanks. Any original KIA rolled on a OBA Effects DR IN a frozen river hex will break the Ice in that hex making the hex impassable to any unit. Broken Ice hexes are marked with Shellhole counters to signify open water.

OVERLAY PLACEMENT: None



★ **INITIAL RUSSIAN OB:**
 Elements, Russian 4th Division [ELR: 3] Set up anywhere west of the river or within Kelja Village (SSR I3 & C2) after Finn HIP set up but prior to the rest of the Finn set up: {SAN: 2}
 RG: 4x Rifle Pltn RG: Conscript Pltn
 RG: MG Pltn RG: Lt MTR Sect
 12 CPP 40 FPP
 4x Fortified Building Location

🦁 **INITIAL FINNISH OB:**
 Elements, Finnish 10th Division [ELR: 4] Set up OB given units anywhere east of River and outside Kelja Village using HIP. Purchased units may set up Concealed if purchased for On-board set up or may enter as per SSR C3 (SSR I3): {SAN: 4}.
 RG: 2x Rifle Pltn RG: Reserve Pltn
 RG: MG Sect 3x 1-3-5 Pillboxes
 2x 1-5-7 Pillboxes 6x Trenches
 20 CPP 20 FPP

FROZEN HELL Campaign SSR:

- C1. Weather, EC, Wind, Visibility determined as per E3., B25.63, and E1. if not provided on the CDS. Ground Snow and Extreme Winter (E3.74) are in effect for the entire campaign. There is +2 DRM for Weather Determination (E3.) [EXC: Ignore Mud, Deep Snow, and Drifts].
- C2. Russians enter on any land edge hex west of the River.
- C3. Finns have Winter Camouflage (E3.712), Molotov Cocktails (A22.6), and are Ski capable (E4.). Finns may enter anywhere along the north, east, and/or south edge of board 32 and/or the south edge of board 10.
- C4. No Quarter is in effect and Hand-to-Hand CC is allowed by both sides.

FROZEN HELL Initial SSR:

- I1. All PL CG SSR and Campaign SSR are in effect unless specified otherwise.
- I2. EC are Fog (E3.31) Level-1 and lower, with a Mild Breeze from the north.
- I3. Finns set up OB given units first, then the Russians set up their on-board forces, then the Finn sets up any purchased on-board unit.

RG ID	RUSSIAN 4 th Division	#	Units/Equipment	CPP	Seen Max	CG Max	Note
A1	Tank Pltn	3	BT-5 M34 Light Tank	10	1	3	r
I1	Rifle Pltn	3	4-4-7 MMC	2	3	12	lrw
I2	Conscript Pltn	3	4-2-6 MMC	1	3	12	lrw
I3	Engineer Pltn	3	4-5-8 MMC	7	1	2	elrw
I4	Lt MTR Sect	2	50mm MTR	1	2	4	cr
I5	MG Pltn	3	HMG & 2x MMG	4	1	3	cr
G1	Bn Mortar Sect	2	82mm MTR	6	1	2	ac
O1	Regimental Artillery		76mm ART OBA (HE)	2	2	8	p
M1	Fortifications	15	FPP	1	3	15	a
M2	Sniper	SAN	+1	2	1	5	
M3	Attack Chit			1	1	4	

RG ID	FINNISH 10 th Division	#	Units/Equipment	CPP	Seen Max	CG Max	Note
I1	Sissi Pltn	3	8-3-8 MMC	7	2	3	lrsw
I2	Rifle Pltn	4	6-4-8 MMC	6	3	8	lrw
I3	Reserve Pltn	4	5-3-8 MMC	5	2	5	lrw
I4	Anti-Tank Sect	2	20L ATR	2	1	2	cr
I5	MG Sect	3	HMG & 2x MMG	5	1	4	cr
G1	Field Gun Sect	2	Canon de 75 mle 1897	6	1	2	acf
O1	Medium Artillery		75mm ART OBA (HE)	4	2	4	p
O2	Heavy Artillery		150mm ART OBA (HE)	10	1	3	p
M1	Fortifications	15	FPP	1	4	15	a
M2	Sniper	SAN	+1	1	2	10	
M3	Attack Chit			1	1	4	

RG Notes:

- a Available for on-map set up on CG Date of purchase.
- c Each Russian 50mm MTR/ MMG/ HMG is manned by a 2-3-7 HS; each 82mm MTR by a 2-2-8 crew. Each Finnish ART Gun is accompanied by a 2-2-8 Crew; each Finnish ATR/ MMG/ HMG is manned by a 2-4-8 HS.
- e Russian 4-5-8 are Assault Engineers (H1.22).
- f Use the French counter to represent this piece. Finnish personnel do not pay Captured use penalties when firing (A21.12).
- l Determine Leaders (SMC) as per 1.6205.
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have >2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (1.4). Purchase of a Pre-Registered Hex allows normal/Creeping Barrage (E12). A Creeping Barrage increases the cost of the module by 50% (FRU) and is not convertible (E12.771). Each barrages must have an North-South Hex Grain alignment (E12.11-12.2).
- r Must enter as reinforcements if entered on the CG Date of purchase [EXC: 1.6194]. The RG is available for on-map set up if purchased on any CG Date prior to that of the scenario.
- s Finnish Sissi Pltns are Commandos (H1.24).
- w Russian Infantry Platoons (I1, I2, and I3) always arrive with a LMG and Finnish Infantry Platoons (I1, I2, and I3) also arrive with a LMG. Sissi Pltns also receive a DC in addition to the LMG.

Scenario	Time/Date	Attacker	Weather	EC	Wind	Moon	Hist DRM
1	1000 12/25/39	Finns	Fog	Snow	Mild	NA	0
2	1400 12/25/39	Dual	E3.	Snow	B25.63	NA	0
3	2400 12/25/39	Dual	Night	Snow	B25.63	Full	0
4	0400 12/26/39	Dual	Night	Snow	B25.63	Full	0
5	0915 12/26/39	Finns	E3.	Snow	B25.63	NA	0

CG DRM:	FINN	RUSSIAN
Leader	0	+1
Battle Hardening	+1	-1
Artillery OBA	-1	-1
CPP Replenishment	-1	0
Intensity Level	LOW	LOW

Fortifications Available for purchase:

Foxholes	Trenches ^P
AP Mines ^F	AT Mines ^{F,C}
Pillboxes ^{R,P}	HIP
Wire	Set DC
Fortified Building ^R	"?"

- ^F Finns only
- ^R Russians only
- ^C 8 FPP per factor
- ^P NA after Scenario #1.

Aftermath: By the time reinforcements began moving out over the ice-bound river, the fog was lifting. Several Finnish machineguns and two old quick-firing field guns, left over from WW I, took the crossing under heavy fire and checked the immediate Soviet build-up. Every Finnish gun that could be brought to bear was swung around to fire on the Kelja salient and every available man, including headquarters and other non-combatant personnel, was organized to storm the Russian beachhead after the artillery finished working it over. The battle see-sawed all day and into the night, when the fighting continued under the hard white glow of a Winter's moon. At the same time the Finns tried to wrest Kelja from the dug-in Russians, they also had to repel repeated Russian attempts to reinforce the beachhead. The last Russian troops were ejected from Kelja at 0915 hours the next morning, almost 24 hours from the initial Russian crossing. It had been close and bloody work. Within the Kelja perimeter and scattered across the ice leading to it were hundreds of Russian dead.