

INCLUDES TWO BONUS SCENARIOS 9-10!

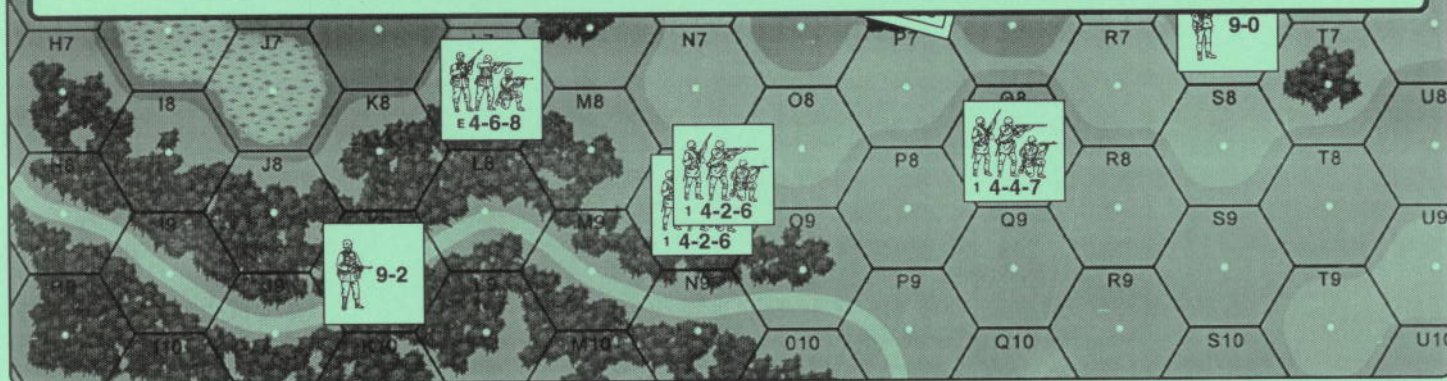


RETRO PAK II

8 SCENARIOS "HILL 621" DRAMA



INCLUDES 2 ADDITIONAL FREE BONUS SCENARIOS FOR A TOTAL OF 10!!



East of TROIS-PONTS, BELGIUM, 21 December 1944: The 82nd Airborne arrived in the vicinity of Werbomont on the night of December 18 and was ordered to tie in with the 30th Division to cover the rear of the 7th Armored Division, still holding out in St. Vith. While the unit's 504th Regiment was assigned to face the entrapped Kampfgruppe Peiper to the north, the 505th, facing east, was tasked with covering the front along the Salm River from Trois-Ponts to Rencheux. As part of the 1st SS efforts to break through to Peiper, Kampfgruppe Hansen reassembled east of Trois-Ponts and laid in an attack during the night of December 20 against a small bridgehead formed by the unit east of the town on some high ground above the river. Two of the attacking vehicles were quickly put out of action but just before dawn an infantry battalion, supported by armor, hit the E Company positions head on. Luckily for the defenders, the enemy vehicles were mostly confined to the road by soggy ground conditions. Enemy infantry was able to begin an outflanking maneuver. Despite the efforts of Lt. L. Cooper to contain the enemy thrust using mortar fire, the pressure finally succeeded in overrunning the forward positions. The orders to pull out finally came and the men of Company E extricated themselves with German grenadiers on their heels. Many of the Americans leapt off the cliffs into the river to escape. It was a true case of *saive qui peut*. Despite the local success, several attempts by Kampfgruppe Hansen to cross the Salm and relieve Peiper were all driven back by the paratroopers...

RETRO PAK 2 scenarios bring the ASLComp gamer back to the era when "Hill 621" was king. Short SSRs, designs that almost completely avoid the use of overlays, fast-playing, straightforward orders of battle. What's more, these 'old chestnut' scenarios take proven CH battle depictions and play them out on geomorphic boards. And in a 'Hero Pax' twist, you find a tasty dash of those little 1-4-9s here and there in just the right dose, to make things as exciting...and tense as you can handle it!

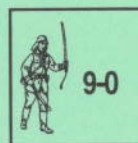


SOME OF THE UNITS YOU COMMAND IN EXCITING AND REALISTIC WAYS:



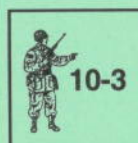
MP: 14²
MA: CMG -J4
ROF: 1

T-37—The T-37 was a design with a suspension based on the French AMR 33. It was approved for production as the T-37. It was the world's first amphibious tank in service, and replaced the T-27 in production. Further development of the design by Kozyrev and Nicholas Astrov led to an advanced version which was designated T-38.



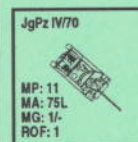
9-0

Japanese Leaders—The Japanese leader/officer is modeled in a different way than the rest of the combatants in ASL®. The result will be a combination of more units remaining combat-effective, plus the leaders themselves are harder to eliminate since they do not break...and dare we mention Banzai Charges...?



10-3

Lieutenant Colonel Benjamin H. Vandervoort—After being promoted on 2nd June 1944 to Lieutenant Colonel, he commanded the 2nd Battalion, 505th PIR and led it in the American airborne landings in Normandy and in Operation Market Garden. General Matthew B. Ridgway described Vandervoort one time as "...one of the bravest and toughest battle commanders I ever knew"



MP: 11
MA: 75L
MG: 1/-
ROF: 1

JgPz IV/70—The Jagdpanzer IV served in the anti-tank sections of Panzer and SS Panzer divisions. They fought in Normandy, the Battle of the Bulge and on the Eastern Front. They were very successful as tank destroyers but performed badly when used out of role as substitutes for tanks or assault guns, as most tank destroyers did. In the later stages of the war however, they were increasingly used as tank substitutes, because there was often nothing else available.

The above game pieces are NOT provided in this product and are depicted for descriptive purposes only. You do get to use them in the scenarios included with this game!

THIS IS NOT A COMPLETE GAME! Ownership of German, American, Russian, British counters and Japanese, as well as geomorphic boards Deluxe a, b, d, g, 5, 17, 19, 32, 33, 34, and 37 is required.

CONTENTS: 8 SCENARIOS ON 4 CARDS + 2 MORE FREE BONUS SCENARIOS ON 1 CARD!!

OFFSET PRINTED ON THE PRINTING PRESSES OF CRITICAL HIT, INC. IN THE GOOD OLD USA!

THE LAST BRIDGE

ver. 1.1

RetroPak #9

GERMAN Sets Up First	1	2	3	4	5	6	7	8
RUSSIAN Moves First								

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

Remnants of the Muncheberg Division, SS Pz Aufklarung Abt. 11, 11 SS Pz Grenadier Division Nordland and the SS Panzer Regiment 11 [ELR is 5 for SS units; 2 for all non-SS] set up north of the canal. The AA gun and all AFV may set up utilizing HIP:

ss 3-4-8	2 2-3-7	c 2-3-6	2-2-8	9-1	8-1	7-0	1-4-9	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	? 7 morale
5	4	4						2		2		15

Flak 38 MA: 20L (4) ROF: 3 M# 10	AA	Pz VG MP: 15 MA: 75LL MG: 3/5/2 ROF: 1	SPW 250/9 MP: 18 MA: 20L ROF: 2 MG: .45"	Trench	Wire Mph - RPh	AP Mine	AT Mine
		(see SR #4)		3	3	6 AP Factors	3 AT Factors

2 2-3-7	7-0	Pz VG #15 75L 3/5/2
2		

Enter on turn 5 along the north edge:

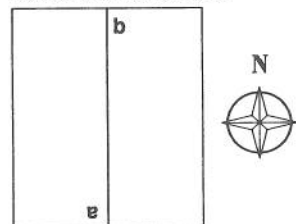
[ELR: 4]
 {SAN: 4}

Assault Detachments from the 220nd Regiment, 79th Division of the 8th Guards Tank Army and elements of the 1st Guards Tank Army set up south of the canal (see SR #5):

E 6-2-8	E 4-5-8	1 4-4-7	2-2-8	9-2	8-1	8-0	FP: 8 Rng: 16 ROF: 3	FP: 6 Rng: 12 ROF: 3	FP: 2 Rng: 6 ROF: 1 B#: 11	FP: 24 Rng: 1 PP: 1	FP: 30 Rng: 1	Radio Cnct: 8
5	3	4	7			2		2	2	2		

82mm BM obr. 37 MA: 82" Rng: 3-7b ROF: 3 SA: s8	R2	P obr. 39 MA: 76L ROF: 2 M# 9	ART	PTP obr 44 MA: 100L ROF: 1 M#4	T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1	ISU-152 MP: 13 MA: 152 MG: -/4 B#11	IS-2 MP: 13 MA: 122L MG: 1/4R2 B#: 11
2		2			3	2	2

BOARD LAYOUT:



OBJECTIVES: There may not be any unbroken German units or AFV with functioning MA north of the canal and north-west of the bJ2-bH1-bA3 road at Game End.

SCENARIO RULES:

1. EC are Moderate with a Mild Breeze from the north-east at start. The aH0-aH5-bH5-bJ2-bO3 road represents the Landwehr Canal with the canal defined by the road outline. A two-lane stone bridge occupies hex aH4 (with the same outline as the road). All buildings are stone. Rooftops are in play normally.

VARIATIONS:

- Replace the German 9-1 leader with a 9-2.
- Add two additional DC to the Russian OB.

2. The Russians receive one module of 120mm OBA with Plentiful Ammunition (C1.211).
3. The Germans suffer from Ammunition Shortage (A19.131) with the exception of SS MMC. All German leaders are considered SS.
4. Sewer movement may be used by the Germans (EXC: the sewer on the bridge is not usable). The German may designate one building hex as fortified. The Pz VG sets up as a Dug In Tank (D9.54). Owners of TYRANT'S LAIR may substitute one Pantherturn counter for the PzVG.
5. Before all set up the German player chooses three building hexes that are then reduced to ground level rubble and three other non-building hexes which shellholes are placed in. The Russian player may replace four 2+ level and four 1-1 1/2 level building hexes with ground level rubble.
6. Road Bonus is NA. Russian 4-5-8 squads are Sappers (H1.23).

BERLIN, GERMANY, 30 April 1945: The end of the Battle of Berlin was drawing near. No more than 400 meters separated the Landwehr Canal, and soldiers of the 8th Guards Army, from Hitler's bunker. The Mockern Bridge, which crossed the canal south of the Anhalter Station, and its approaches, were heavily mined and covered by machine-gun and tank fire. Against the enemy fortifications, the Soviets concentrated devastating artillery fire. Through smoke, dust, and a hail of fire, a small Soviet assault group prepared to storm the mined Mockern Bridge. The first attempt to rush the bridge failed. Flanking fire from heavy machine-guns and anti-aircraft guns were added to repeated blows from dug in tanks and panzerfausts. Despite this weight of German shot, smokescreens were laid, allowing Soviet soldiers to cross. Soon, enemy soldiers began to pour into the Tiergarten. The end of the Third Reich was near.



OSTWIND

ver. 1.1

RetroPak #10

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	9
☩ GERMAN Moves First									



Elements of Companies E and G, 394th Infantry Regiment, 99th Infantry Division and 14th Cavalry set up anywhere on map [EXC: all infantry units and the 57L AT-gun set up in building Locations (see SR #3)]:

1 6-6-6 2	2 5-4-6 7	2-2-7 3	1-2-6 3	8-1	8-0	7-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	BAZ 44 FP: 8 Rng: 4	M1 MA: 57L ROF: 3 MR: 10	M5 MA: 76L ROF: 1 MR: 7
											2

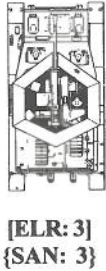
M8 MP: 26 MA: 37LL MF: J4/4 ROF: 3	2 1/2 Ton MP: 28 PP: 29 T: 5	Jeep MP: 37 PP: 9 LGP T: 10	M9 MP: 20 MA: J4/4 ROF: 1 PP: 15
2	6	3	2

[ELR: 3]
{SAN: 2}



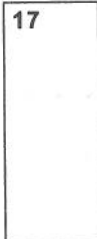
Elements of Fallschirmjaeger Regiment 9, 3rd Fallschirmjaeger Division and a platoon from 10th Flak Company, 1st SS Panzer Division enter along the west edge on turn one:

2 4-4-7 12	2 2-3-7 2	9-2	8-1	8-0	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	9-1	Flak IV/57 MP: 13 MA: 37L(12) MG: 3/4 ROF: 3
									4



[ELR: 3]
{SAN: 3}

BOARDLAYOUT:



VARIATIONS:

- ☩ Add a SPW 251/1 to the German OB.
- ☆ Replace two of the American 5-4-6 squads with 6-6-6s.

SCENARIO RULES:

- EC are Wet with no wind at start.
- Place overlays as follows: X8 on DD9; X9 on DD7; X11 on FF4-EE4; X13 on CC2-DD2; X7 on BB5; X12 on BB9-A10; OG2 on X2-Y2; X18 on Y8-Y9; X14 on V5-W5; X10 on T4; and X15 on T6-U7.
- All American vehicles begin the game Abandoned (D6.631) but concealed (EXC: the M8 ACs are not abandoned). The 76L AT-guns must set up unmanned (i.e., non-emplaced and un-concealed) and adjacent to a building hex.
- No Quarter (A20.3) may not be invoked by either side.

OBJECTIVES: The Germans win if they have earned more VP than the Americans at Game End. In addition to CVP, both sides receive Exit Victory Points for units exited off the east edge south of hex Q1 (exc: prisoners do not count double for VP).

HONSFELD, BELGIUM, 17 December 1944: Kampfgruppe Peiper reacted quickly to a breakthrough forced by elements of the 3rd Fallschirmjaeger Division along its designated route, Rollbahn D. Lead elements moved through Honsfeld, joining the withdrawing elements of an American column in the darkness without being noticed. Later in the morning of December 17, the fallschirmjaegers began clearing the village of the now-alerted men of the 99th Infantry Division and 14th Cavalry Group. A platoon from the 10th FlaK Company, bringing up the rear of Peiper's column, took anti-tank fire as it moved through Honsfeld and immediately became embroiled in the fight. The first of these four Ostwinds was hit by shell fire as it edged around an 'S' bend past some buildings. The fire revealed the presence of an American AT-gun, but failed to halt this first AFV; it kept clanking down the road while the second Ostwind was destroyed by fire from the gun. The third FlaK tank raced by as a round from the enemy gun went wide. The fourth vehicle, commanded by Karl Wortmann, took aim at the barn concealing the AT-gun threat and destroyed it with one burst of fire. American resistance slackened as most of the men in Honsfeld were service troops. The Yanks of companies E and G scrambled from their sleeping bags, unaware of the proximity of the firing that awakened them. One man stumbled outside to relieve himself and was shot by a German soldier. Peiper's advance would be marked by far more sinister American deaths.



WUSMATTEN WOODS

ver. 1.1

RetroPak #11

GERMAN Sets Up First	1	2	3	4	5	6	7	8
FREE FRENCH Moves First								

Elements of the 2nd Gebirgsdivision set up east of hexrow S (see SR #6):

E 5-4-8 8	9-2	8-1	1-4-9	FP: 7 Rng: 16 ROF: 3 HMG	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	? 7 morale 5	1+3+5 4	Foxhole 5 1S OVR, OBA +4 Other +2 4
--------------	-----	-----	-------	--------------------------------	--------------------------------	-------------------------------	--------------------	------------	---

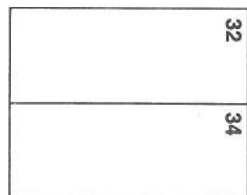
[ELR: 4]
{SAN: 5}

Elements of the B.M. 21st, 4th Brigade, 1st D.F.L. and the 2nd D.B. set up west of hexrow X:

E 4-5-8 12	E 2-4-8	9-1	8-1	8-0	1-4-9	.50 Cal FP: 8 Rng: 16 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 44 FP: 8 Rng: 4	FP: 30 Rng: 1 DC	M4A3(75)W MP: 15 MA: 75 MG: 2/4/4 ROF: 1*
---------------	---------	-----	-----	-----	-------	---	--------------------------------	---------------------------	---------------------	---

[ELR: 4]
{SAN: 3}

BOARD LAYOUT:



OBJECTIVES: The Free French must Control building 32C1 and have earned ≥ 8 CVP at Game End.

SCENARIO RULES:

1. EC are Wet with no wind at start. Weather is Ground Snow (E3.72).
2. Germans have Winter Camouflage (E3.712).
3. Free French squads have Assault Fire (A7.36) and the A25.45 immunity to Covering does not apply to them (F.8). Free French Inherent Crews are considered British for the determination of their morale as per D5.1 (F.8B).

VARIATIONS:

- Add three "?" to the German OB.
- Replace the 8-0 leader in the Free French OB with an 8-1.

4. The stream is Deep (B20.43) and is a frigid Water Obstacle as per B20.7. Since the stream is not frozen, Ice rules are not activated (B21.6); however, all other effects of E3.722 are in force.
5. The bridges in hexes 32P9 and 32V5 are pontoon Foot Bridges (B6.44). The bridge in hex 32S6 exists normally (i.e., it is a two-lane bridge of stone construction).
6. Pillboxes (only, not Foxholes) set up in Concealment Terrain may be treated as per G1.632 (EXC: no Tunnels) for the purposes of HIP and Concealment loss (i.e., the pillbox and its occupants may set up using HIP and are revealed as if set up in a jungle).
7. The last two game turns take place in gathering darkness which adds a +1 LV Hindrance DRM to all LOS/fire. This LV Hindrance does not negate Open Ground status for any purpose (A10.531).

Near ELSENHEIM, FRANCE, 30 January 1945: Only two days after the failure of Operation *Sonnenwende*, the German attempt to re-take Strasbourg, the Allies seized the initiative in the Alsace campaign. On January 15th, the 1st Army kicked off a powerful offensive aimed at reducing the Colmar salient south of the city. Fifteen days later, the operation was nearly complete with the exception of pockets of German resistance. On the 30th, the 1st D.F.L. (*1ere Division francaise libre*) was ordered to make their way through the Wusmatten woods and take out one such pocket at the village of Elsenheim. Located on the western outskirts of the village, this wooded terrain feature was staunchly defended by the mostly Austrian men of the 2nd Gebirgsdivision. At 1600 hours two rifle companies, supported by armor, moved out to dislodge the enemy from their foxholes and wooden pillboxes. The advance was stopped for a time by the men of the Edelweiss Division in front of a bridge over the Scheidgraben River before this obstacle was bypassed thanks to a foot-bridge. The Free French soon resumed their progress. However, forward progress was slow and the forest was not cleared until that evening. While the attackers settled in for the night, the Austrian mountain-troops slipped out of Elsenheim.
















VICTORIA CROSS

ver. 1.1


RetroPak #12

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8
○ BRITISH Moves First								

Elements of the 2/19 Battalion, 22nd Australian Brigade and 45th Brigade set up on/west of hexrow L:













 E 4-5-8 9	 1 4-5-7 5	 2-2-8 3	 9-2	 8-1	 7-0	 FP: 2 Rng: 7 ROF: 1 LMG 3	 MA: 51 Rng: 2-11 ROF: 2 MTR 2	 FP: 1 Rng: 12 ATR 2	 3-in. MA: 76 ROF: 2 MP: 11 Rng: 6-36 MTR	 B5 25-Pounder MA: 88 ROF: 1 MP: 8 s8	 B5 ART 2	 B5 Quad FAT MP: 30 PP: 9 T66 2
---	---	---	--	--	--	--	--	--	--	--	---	--

Reinforcements enter along the west edge on turn two:

 Marmion-Her. III MFF MP: *26 MG: -4 ROF: 1 MA: CMG, TATR 2

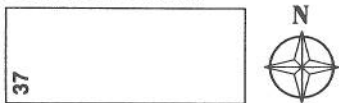
[ELR: 3]
{SAN: 3}

Elements of the 5th Imperial Guards set up ≤ 5 hexes from hex R5 on/east of hexrow Q:

 E 4-4-8 3	 1 4-4-7 4	 E 2-3-8 2	 2-2-8	 10-1	 9-1	 9-0	 FP: 6 Rng: 14 ROF: 3 Bf: 11 HMG	 FP: 2 Rng: 6 ROF: 1 Bf: 11 LMG	 MA: 50 Rng: 1-16 ROF: 2 MTR	 7 morale 14	 Foxhole 5 1S OVR, OBA: +4 Other: +2 7
---	---	---	--	---	--	--	--	--	---	---	--

[ELR: 4]
{SAN: 5}

BOARD LAYOUT:



OBJECTIVES: The British win if at the end of any Game Turn there are no unbroken Japanese MMC ≤ 2 hexes from road hexes A5-W5. The Japanese win immediately upon earning ≥ 21 CVP.

SPECIAL RULES:

- EC are Normal, with no wind at start. PTO terrain with Light Jungle is in effect Only the A5-H4-P5-X5-GG5 road exists.
- Place overlays as follows: **Wd1** on P3; **G2** on P6-P7; and **Wd2** on S4-S5.

VARIATIONS:

- Replace the Japanese HMG with a MMG
- Reduce game length by one turn (i.e., to 6 ½ turns).

3. A roadblock is set up in hex T5 or S6 (on the southwest hexspine, Japanese player's choice). One Japanese squad within 3 hexes of hex R5 (and any SMC/SW in the same Location) may set up HIP (i.e., ignore G1.631). The Japanese HMG (or MMG is applying British Balance provision) may Boresight.

4. No guns are set up emplaced.

5. Any unwounded 8-1 (or better value) British leader may declare a Bayonet Charge before moving during any MPh. The Charge is equivalent to a Human Wave (A25.23) except that it is limited to the hex the leader occupies. British units in a Bayonet Charge may declare Hand to Hand CC (J2.31).

PARIT SULONG, MALAYA, 20 January 1942: The Japanese were quickly driving the British from Malaya, frequently cutting off retreating units in the process. At Bakri, the 5th Japanese Imperial Guards battered units of the mixed British 45th Brigade for two days before the British finally broke. But as they attempted to fall back on the morning of the 20th, the Australian and Indian units found their retreat thwarted by a succession of roadblocks thrown out by small elements of the 5th that had slipped past to cut them off. Warily, the British blasted through the blocks, while fighting off the Japanese driving on them from behind. Jammed onto the trunk road between was the surviving mass of 45th Brigade, bombed and strafed frequently. Brigadier Cowan, the commander of the 45th, was killed leading the fight against the threat on the brigade's trailing units, and Australian Lt. Col. Anderson, who took over the brigade, had to personally lead bayonet charges to clear roadblocks throughout the long morning. Around noon, the tired remnants pulled up to attack what they hoped was the last block on the road back to their own lines. Anderson and his men brought every possible weapon to bear on the Japanese holding the roadblock, a network of felled trees backed by machine guns. With 25 pounders blasting away at point blank range and armoured cars rolled right up to the block itself, the Australians were able to close with the Japanese. In desperate hand to hand fighting, the Aussies finally cleared the roadblock and began moving down the road once more. Unfortunately, other elements of the Guards had already taken the bridge at Yong Peng, and Anderson and his men were still firmly in the bottle. After a day of increasingly feeble attacks against the Japanese positions at the bridge, Anderson admitted defeat. Destroying their equipment and leaving their wounded behind, the remnants of the 45th headed through the jungles and swamps for their own lines. Only a few hundred made it, but Anderson won the Victoria Cross for his efforts.



BLADE FORCE

ver. 1.1

RetroPak #13

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7
☩ GERMAN Moves First							



Elements of Blade Force set up within four hexes of hex 12Q5, with no units set up in building hexes:

6-6-6	5-4-6	3-4-6	2-2-7	9-1	8-0	1-4-9	FP: 4 Rng: 10 ROF: 2 MMG	M1 MA: 81* Rng: 3-75 ROF: 3 SA: WP8 MTR	M3 GMC MP: 19 MA: 75 ROF: 1	M3 MP: 20 MA: -/4 ROF: 1 PP: 15	M3 LT MP: 18 MA: 37LL ROF: 1 MG: 4/4/2
-------	-------	-------	-------	-----	-----	-------	-----------------------------------	--	--------------------------------------	---	--



{ELR: 3}
{SAN: 2}



Elements of B Squadron, Derbyshire Yeomanry set up within two hexes of 12V2, with no units set up in building hexes:

Sherman II(a) MP: 13 MA: 75 MG: 2/4/4 ROF: 1	Sherman III (a) MP: 14 MA: 75 MG: 2/4/4 ROF: 1	Crusader III MP: 15 MA: 57L MG: -/4 ROF: 1
--	--	--

Enter on turn four in/ adjacent to hex 16D1:

2



Elements of Kampfgruppe Hubel enter within six hexes of 19CC10 on turn 1::

E 4-6-8	1 4-6-7	2-2-8	9-2	8-1	FP: 5 Rng: 12 ROF: 2 MMG	FP: 3 Rng: 8 ROF: 1 LMG	Sidecars MP: 24 PP: 2/3 DRM: -1	Pz III L MP: 13 MA: 50L MG: 3/5 ROF: 2	Pz IV F2 MP: 14 MA: 75L MG: 3/5 ROF: 1	SdKfz 7 MP: 17 PP: 19 T: -4	PaK 40 MA: 75L ROF: 2 MF: 8 AT
---------	---------	-------	-----	-----	-----------------------------------	----------------------------------	--	--	--	--------------------------------------	--



{ELR: 3}
{SAN: 2}

Elements of Kampfgruppe Lueder set up within two hexes of 19G8:

E 4-6-8	1 4-6-7	8-1	8-0	FP: 3 Rng: 8 ROF: 1 LMG	Sidecars MP: 24 PP: 2/3 DRM: -1	Pz III J MP: 13 MA: 50L MG: 3/5 ROF: 2
---------	---------	-----	-----	----------------------------------	--	--

BOARD LAYOUT:

		12	
19	33		16



VARIATIONS:

- ☆ ☉ The German OBA has Scarce Ammunition.
- ☩ Add a 9-2 armor leader to the Kampfgruppe Lueder OB.

SCENARIO RULES:

- EC are Wet and Gusty with a Mild Breeze blowing from the north-west at start.
- All buildings are stone. All woods are Scrub. All Orchards are Olive Grove. All Gullies are Wadis. Otherwise, all terrain is as per Chapter B.
- The Germans receive one module of 105mm OBA (HE only) with an Offboard Observer recorded before all set up at Level 2 between hexrows A and Q on board 19.
- F.1C and F.5 are in effect. Use M3A1 for the M3LT AFV types in the American OB that exceed the counter-mix.

CHOUIGUI, TUNISIA, 1 December 1942: Axis forces counter-attacked in front of Tunis to secure better defensive lines and disrupt the Allied advance. Blade Force, an Allied attempt at using kampfgruppe style combined-arms had been unsuccessful; the unit was dispersed in numerous reinforcement attempts. Most of the American armor was concentrated around Chouigi, a natural chokepoint on the British flank. Blade Force was un-prepared as the next German attack came in. *Kampfgruppe Lueder* approached from the northeast with a company of panzers while *Kampfgruppe Hubel* attacked from the northwest with motorcycle infantry and two companies of armor. In the resulting combat, Blade Force was heavily engaged and destroyed piecemeal. The survivors fell back upon British lines to the south...




IVAN'S HIDE














ver. 1.1

RetroPak #14

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


☒ Spatrupp Lummitsch, SS-Aufklarungsabteilung "Totenkopf" enter on turn one along the south edge on/adjacent to hex dO3 with all non-crew infantry riding in sidecars and the AT-gun towed:











 ss 3-4-8 5	 2-2-8	 9-1	 8-0	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 30 Rng: 1 DC	 9-1	 Sidecars MP: 24 PP: 23 DRM: -1	 Ktz 1 MP: 30 PP: 9 LGP T: 10	 PSW 221 MP: 34 ROF: 1 MA: CMG -5"	 Sdkfz 10/4 MP: 14 MA: 20L (4) ROF: 3 B# 11	 PaK 35/36 MA: 37L ROF: 3 M# 12	 AT
---	---	---	---	---	---	---	--	--	--	--	---	--

[ELR: 5]
{SAN: 2}




★ Elements of the 34th Army set up north of hexrow K with no AFV adjacent to another friendly vehicle:



 1 4-4-7	 c 4-2-6	 1 2-3-7	 8-1	 7-0	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 T-37 MP: 14 MA: CMG -4 ROF: 1	 BA-6 MP: 19 MA: 45L MG: 24 ROF: 1
---	---	---	---	---	---	--	--

2 3

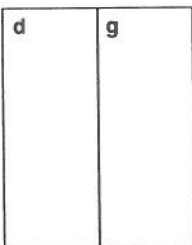
Set up north of the stream (see SR #4):

 c 4-2-6	 8-0	 ZIS-5 MP: 21 PP: 20 T: 4
---	---	---

2 3

[ELR: 2]
{SAN: 2}

BOARD LAYOUT:



OBJECTIVES: The Germans win at Game End if they have earned ≥ 11 CVP more than the Russians.

SCENARIO RULES:

- EC are Moderate with no wind at start. Boresighting is NA.
- All roads are unpaved. All buildings are wooden and have a ground level Location *only*. The gully is a shallow stream that connects with the stream on

VARIATIONS:

- ☒ Russian AFV crews are Inexperienced (D3.45).
- ★ Replace the Russian LMG with a MMG.

board g (consider hexside g15-J5 a stream hexside). Brush/woods do not exist in hexes dC5, dD4, and dJ0.

- German repair attempts may be modified by an armor leader (only) if present in the vehicle. The gun/weapon will not be disabled on a repair attempt dr of 6 if the armor leader is present in a vehicle (i.e., repair dr of 6 is no effect).
- Each Russian truck is worth 2 CVP if destroyed/immobilized and 4 CVP if Captured. The Russian trucks may not move from their original set up hex during the scenario.
- The Germans receive Air Support (E7.2) *automatically* on turn one consisting of two '39 FB without bombs. The two FB are automatically Recalled at the end of the second game turn.

DJERGLJETZ, RUSSIA, 14 August 1941: Strong Soviet counter-attacks punched a hole through the flank of Army Group North during the push toward Leningrad. The railway line between Dno and Staraya-Russa was cut off, forcing Manstein to order the motorized 3rd Infantry and the SS-Totenkopf Divisions to restore the situation. Spatrupp Lummitsch from the SSK Aufklarungsabteilung was about to enter the village of Djergljetz when two ME 110s flew over the column and opened fire on friendly troops before racing out of sight. With greater caution, the column entered the seemingly abandoned village and sighted a strange obstacle one hundred meters down the road: a bush. A soldier suddenly appeared from the bush, drawing a volley from the Germans. An enemy armored car suddenly let loose from camouflaged positions and another was spotted approaching from the left through some gardens, all weapons blazing. Both armored cars were soon destroyed and all Russian resistance was eliminated. The German motorcyclists secured the village of Djergljetz, capturing some 55 enemy soldiers and twelve trucks fully loaded with ammunition. The Soviet counter-attack was soon over.



NOT TO LOSE FACE

ver. 1.1

RetroPak #15

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

Elements of the 214th Regiment, 33rd Infantry Division set up on/between hexrows T-X:



E 4-4-8 5	1 4-4-7 6	2 3-4-7 3	2-2-8 3	10-2	9-1	9-0	FP: 4 Rng: 11 ROF: 2 B#: 11 2	FP: 2 Rng: 6 ROF: 1 B#: 11 3	MA: 50' Rng: 1-16' ROF: 2' 4	? 7 morale 8	
MA: 75' ROF: 1 M#: 10 INF	5 OVR, OBA +4 1S Other +2 12	2	Enter on turn five in/adjacent to road hex 37Q5:				1 4-4-7 3				

© 1997, 2010 Critical Hit!, Inc.

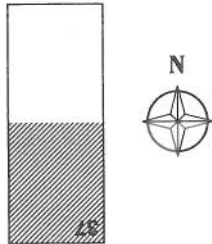
Elements of the Chinese 38th Division and subordinated British 'C' Squadron set up set up on/north of hexrow BB with *all* AFV in Motion:



E 4-4-7 8	1 3-3-7 6	9-1	8-0	2PP 2	FP: 2 Rng: 7 ROF: 1 B11 LMG 2	50mm 2	? 7 morale 6	MP: 18 MA: 37LL ROF: 1 MG: 2/4/2 3	
E 4-4-7 7	1 3-3-7 7	9-1	8-1	7-0	50mm 2	FP: 2 Rng: 7 ROF: 1 B11 LMG 2	50mm 3	MP: 18 MA: 37LL ROF: 1 MG: 2/4/2 3	7-0 Radio Cnc: 8 (British 8-0 and radio)

BOARDLAYOUT:

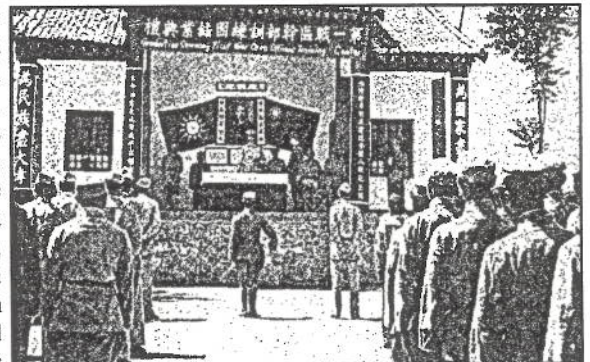
(Only hexrows Q-GG are playable)



VARIATIONS:

- The Japanese Gun (if Possessed by a friendly unit) may add its standard VP value (A26.2) to the total required by the VC.
 - ☉ The Chinese ELR is "3".
- The Chinese receive one module of *British* (British OBA chits are used for this module) 88mm OBA with HE only and Scarce Ammunition. Only the British leader may serve as an Observer for OBA. Allied AFV crews are British.
 - During each MPH, British AFV move after *all* Chinese infantry have moved.
 - The rules for Banzai are modified as follows for this scenario: In each impulse, all units of a Banzai Charge/Human Wave must move closer (in hexes) to the enemy unit which permitted the declaration of this Banzai Charge/Human Wave. At the moment that at least one charging units enters the Location of this particular enemy unit, the other participants of this Banzai Charge/Human Wave may ignore it and charge another enemy unit in LOS (as required above). If no other enemy unit is in LOS, all remaining units of the Banzai Charge/Human Wave must attempt to enter the Location of the last enemy unit which was considered their Designated Target. All other rules pertinent to Human Wave (A25.23) and Banzai Charge (G1.5) remain applicable.

One mile north of TWINGON, BURMA, 18 April, 1942: The battle for the strategic oilfields near Yenangaung took a dramatic turn on 16 April. The beleaguered troops of the 1st Burma Division and the 13th Indian Brigade found themselves encircled when the Japanese captured the village of Twingon and set up a roadblock over the Pin Chuang ford, a mile further north. With the arrival of the Chinese 38th Division, hopes were on the rise and a plan of attack was fomented calling for the 1st Burma to break out to the north while the Chinese reinforcements, supported by tanks of the 7th Armored Brigade and all available British guns, took on the roadblock. The attack witnessed the first time British tanks were taken under command by a Chinese General; it also witnessed a mishap. When Major M.F. Rudkin queried the Chinese on what was happening he was informed that they would not be ready to attack at the appointed jump-off of 0630. Their response, that they had synchronized their watches, after setting them back an hour was useful in 'saving face' as officially they were still attacking at the appointed hour. And attack they did, with a Chinese interpreter running alongside the tanks. The defenders greeted the armor by engaging the lead tank with a concealed 75mm gun. Nonetheless, the north bank was cleared but the south bank roadblock remained firmly in enemy hands. Despite initial delays, the Chinese had fought with skill and bravery, and high casualties among their officers, leading from the front.



EAST OF TROIS-PONTS

ver. 1.1

RetroPak #16

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	9
☒ GERMAN Moves First									



Company E, 2nd Battalion, 505th Parachute Infantry Regiment set up on board 17 on/within three hexes of any road hex (see SR #3):

E 7-4-7 9	E 3-3-7 3	9-1	8-1	8-0	Radio 1PP 8	FP: 4 Rng: 10 ROF: 2 MMG	FP: 8 Rng: 5 SA: WP6 BAZ 45	AT Mine	5 OVR, OBA +4 1S Other +2 Foxhole
									10

Elements of F Company enter on turn three on/adjacent to hex 5Y10:

E 7-4-7 8	E 3-3-7	2-2-7	9-2	8-1	1-4-9	dm MMG 2PP	FP: 8 Rng: 5 SA: WP6 BAZ 45	M1 MA: 57L ROF: 3 MR: 10	Jeep MP: 37 PP: 9 LGP T: 10
									AT

[ELR: 5]
{SAN: 4}



Elements of Battalion III and SS-Panzerjaeger Abteilung 1, SS Panzergrenadier Regiment 1, with elements of 13th (IG) Company, 1st SS Panzer Division enter on/after turn one along the east edge on/between hexes 17A1 and 17S1 (i.e., all, some or none enter on each turn):

ss 6-5-8 18	ss 3-4-8 3	9-2	9-1	8-1	8-0	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 8 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	SIG 38(tm) MP: 14 MA: 150 B# 11	JgPz IV/70 MP: 11 MA: 75L MG: 1/- ROF: 1
									2	4

[ELR: 5]
{SAN: 3}

VARIATIONS:

☒ All JgPz IV/70 are equipped with Schuerzen (Sz; D11.2)

☆ The Jeep is armed with a 4 FP AAMG (.50 cal.)

BOARD LAYOUT:

5	17
---	----



OBJECTIVES: The Germans win at Game End if they have earned ≥ 40 Casualty/Exit VP (see SR #6). At least 20 VP must be CVP. Prisoners do not count as double VP at Game End.

SCENARIO RULES:

- EC are Wet, with no wind at start. Mist (E3.32) is in effect at the start of play. Boresighting is NA.
- Place overlays as follows: Wd1 on 17P2; Wd2 on 17P4-Q4; Wd3 on 17N6-

O6; Wd4 on 17R5-S6; Wd5 on 17S5-S6 and Wd5 on 17S5-S4.

3. Only the road defined by 5Y10-5H3-17G7-17R4-17Q1 exists. Treat all other road hexes as the other terrain in their hex (i.e., usually open ground). Bridges at 5EE2 and 5Z9 do not exist. All grain is woods.

4. The Americans receive one module of 81 mm Battalion Mortar OBA (HE & Smoke).

5. All vehicles must make a Bog Check DR for each non-road hex traversed. The Soft Ground DRM (D8.21) applies to each Bog Check DR (i.e., it is cumulative with any other Bog DRM).

6. For VP purposes, the Germans are awarded Exit VP only for units exiting the play area along the west edge. Americans may exit off the west edge without counting as CVP only on/after turn 8. Any infantry unit (i.e., of both sides) attempting to exit the map on/between hexes 5A10-5X10 must pass a NTC (leadership is NA to this check); failure of this TC pins the unit in its present Location. Vehicles may exit the play area only on/between hexes 5Y10-5GG10.

East of TROIS-PONTS, BELGIUM, 21 December 1944: The 82nd Airborne arrived in the vicinity of Werbomont on the night of December 18 and was ordered to tie in with the 30th Division to cover the rear of the 7th Armored Division, still holding out in St. Vith. While the unit's 504th Regiment was assigned to face the entrapped Kampfgruppe Peiper to the north, the 505th, facing east, was tasked with covering the front along the Salm River from Trois-Ponts to Rencheux. As part of the 1st SS efforts to break through to Peiper, Kampfgruppe Hansen reassembled east of Trois-Ponts and laid in an attack during the night of December 20 against a small bridgehead formed by the unit east of the town on some high ground above the river. Two of the attacking vehicles were quickly put out of action but just before dawn an infantry battalion, supported by armor, hit the E Company positions head on. Luckily for the defenders, the enemy vehicles were mostly confined to the road by soggy ground conditions. Enemy infantry was able to begin an outflanking maneuver. Despite the efforts of Lt. L. Cooper to contain the enemy thrust using mortar fire, the pressure finally succeeded in overrunning the forward positions. The orders to pull out finally came and the men of Company E extricated themselves with German grenadiers on their heels. Many of the Americans leapt off the cliffs into the river to escape. It was a true case of *sauve qui peut*. Despite the local success, several attempts by Kampfgruppe Hansen to cross the Salm and relieve Peiper were all driven back by the paratroopers.



PRUSSIAN PANIC

ver. 1.1

RetroPak #17

☩ GERMAN Sets Up First	1	2	3	4	5	6	7	8
★ RUSSIAN Moves First								

Elements of the Allenstein Volkssturm [ELR: 2] set up one group per building as per SR #2:

Group 1				Group 2				Group 3				Group 4							
			8-0			1-4-9			7-0			2 4-4-7		c 4-3-6		8-0			FP: 12 Rng: 4
2				3				2				?							
												7 morale							
												1-10							

Elements of the Grossdeutschland Corps [ELR: 4] enter along the north edge on the turn indicated:

Turn 2				Turn 3								
			2-2-8		9-2		8-0					
6				2								

Elements of the 3rd Guards Cavalry Corps enter along the south edge on turn one:

			10-2		9-1		8-1					
6		6		4		3		2				

BOARDLAYOUT:

OBJECTIVES: The Russians must exit ≥ 25 VP off the north edge *OR* Control ≥ 2 multi-hex buildings on/north of hexrow Q at Game End.

ALLENSTEIN, EAST PRUSSIA, 21 January 1945: During the Soviet offensive into East Prussia the 2nd Byelorussian Front struck north from Poland. It's goal was to seize the Baltic and isolate all enemy forces in East Prussia. The city of Allenstein lay along the Front's axis of advance. On January 21st elements of 3rd Guards Cavalry burst into the city, sowing panic among the civilian population, who had little idea the Soviets were so near. The cavalry soldiers stormed through town, pushing aside the local Volkssturm and nearly breaking out to the north. Desperate counter-attacks by ad-hoc groups of the Grossdeutschland Corps managed to drive the Soviet Guards back into the southern portion of the town. Their efforts were for naught, however, as the German high command ordered the evacuation of Allenstein the next day.

- VARIATIONS:**
- ☩ Add a 9-1 AL to the turn three portion of the German OB.
 - ★ Replace the Russian 10-2 leader with a 10-3.

- SCENARIO RULES:**
1. EC are Wet with no wind at start. Ground Snow (E3.72) is in effect.
 2. The Allenstein portion of the German OB must set up with no more than one group per building in the following hexes: CC7; Z3; U3; O9; M6; and K2. Group 4 consists of between 1-10 '?' counters (German player's choice of quantity to provide 'fog of war'; maximum ten, minimum one '?').
 3. Treat building U8 as one multi-hex building for victory condition purposes.
 4. All Russian and Grossdeutschland units have Winter Camouflage (E3.712).
 5. Boresighting and Kindling are NA.




FORWARD DEFENSE







ver. 1.1

RetroPak #18









● JAPANESE Sets Up First	1	2	3	4	5	6	7	8	9
☆ Allied Moves First									

● Elements of the 122nd Infantry, 65th Summer Brigade set up in non-concealment terrain adjacent to overlay 1 Huts and ≤ 7 hexes from the north edge (see SR #4):




 2 3-4-7	 2 1-3-7	 9-0	 8+1	 FP: 2 Rng: 6 ROF: 1 Br: 11 LMG	 MA: 50° Rng: 1-16' ROF: 2' MTR
4	3				


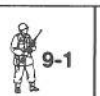


122nd Infantry reinforcements enter along the north edge on turn three:

 2 3-4-7	 2-2-8	 10-1	 9-0	 FP: 4 Rng: 11 ROF: 2 Br: 11 MMG	 FP: 2 Rng: 6 ROF: 1 Br: 11 LMG	 MA: 50° Rng: 1-16' ROF: 2' MTR	 ? 7 morale
11					2	2	6

[ELR: 3]
{SAN: 5}








☆ Troop E-F, 26th Cavalry [ELR : 4] set up in hexes numbered ≥ 4 on board 32:



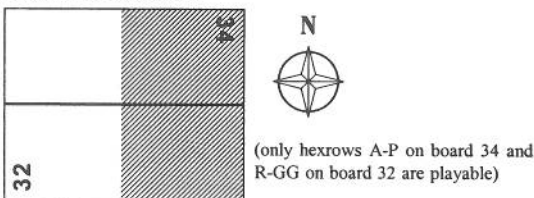
 E 6-6-7	 9-1	 8-0	 12
7			7

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

Elements of 1st Infantry, 1st Division [ELR : 2] enter along the south edge on turn four:

 4 4-4-7	 G 3-3-6	 9-1	 8-0	 7-0	 FP: 4 Rng: 10 ROF: 2 MMG	 FP: 2 Rng: 6 Br: 11 LMG
10	6					3

BOARD LAYOUT:



VARIATIONS:

© 1998, 2010 Critical Hit!, Inc.

● Ignore SR #4.

☆ Remove 3 x '?' from the Japanese OB.

OBJECTIVES: The Allies win if at Game End there are no Good Order Japanese MMC within 2 hexes of any overlay 1 Hut hex (including collapsed/blazing Huts). The Japanese win immediately upon earning ≥ 25 CVP.

SCENARIO RULES:

1. EC are Moderate with no wind at start. PTO terrain (G.1) is in effect, including Light Jungle (G2.1).

MORON, BATAAN, PHILIPPINES, 16 January 1942: After the retreat to Bataan, Wainwright's I Corps was responsible for the watt section of the peninsula's defense, essentially an almost uninhabited region of impossibly thick jungle and other formidable natural obstacles. Just north of the 1st Division's (Philippine Army) main line of resistance lay the fishing barrio of Moron, a cluster of thirty or forty huts, left undefended because of the invasion potential of the long sandy beach south of the town. From Moron to the south ran the small but critical all-weather West Road. Given the even more difficult terrain inland, it was along the Moron-West Road axis that Wainwright expected the main Japanese effort. Sure enough, after a slow approach, the Kimura Detachment's 122nd Infantry opened this part of the campaign by crossing the Bataan River just north of the village and hitting the waiting 1st Infantry's I company. The Filipinos managed to stall the Japanese attack, and despite Moron's exposure, General Segundo decided to counter-attack immediately. He sent a composite force of cavalry, engineers and infantry north to retake the village. A half-hour artillery barrage prepared the way for the attack, led by the mounted Scouts of the 26th Cavalry's E-F Troop under Captain Wheeler. The well-trained and rested Scouts trotted through rice paddies into a wooded area just outside of Moron, with Lt. Ramsey pushing a small advance guard into the half-shattered little town. Ramsey's group rushed through four abreast, surprising a number of disorganized Japanese, but suffered several casualties, prompting the bulk of Wheeler's force to dismount to continue the attack. The Scouts swept through the town and down to the beach, killing and chasing the enemy. But before they could consolidate their gains, more Japanese arrived and forced the Filipinos back out of town, cutting off a few Scouts guarding 25 of the troop's horses. Encouraged by the cavalry and the artillery support, the 1st Infantry in their turn drove the Japanese against the Bataan River and then across it out of Moron. The Filipinos' aggressive defense was successful, and a small patrol later rescued the cut off men and horses. But the next morning saw the again-reinforced Japanese drive back into the ruins. And that was the last Wainwright's men saw of Moron, which had already been outflanked by the Japanese advances on the impossible terrain further inland.

