

THE GLORY ROAD

Rout Pak 2

ASUN, MALAYA, 12 December 1942: The Japanese drive into Malaya, only a few days old, was meeting with great initial success. General Matsui Takuro's 5th Division brushed aside the numerically superior British, pushing forward in motorized columns with speed and excellent tactics. Slowed by British resistance north of the important junction city of Jitra on December 12th, Matsui attached additional tanks and engineers to Lt. Col. Saeki's 5th Armored Reconnaissance Detachment and sent them straight down the main trunk road. Moving through sheets of rain, the 5th encountered the fixed defenses of a battalion of Punjabi troops. The Punjabs knocked out the first tank, but others found a loop road and succeeded in outflanking the defenders, who were overwhelmed, then scattered by the dismounted Japanese infantry. With night approaching, Saeki's men drove on toward the bridge at Asun with their headlights blazing in the pouring rain. The inexperienced Gurkhas holding the Asun bridge managed to knock out the first few tanks, but the following infantry again jumped from their trucks and breached the defenders' line. After the rain-soaked demolition charges on the bridge failed to blow, the combined weight of Saeki's force began to be telling. The anti-tank defenses were overwhelmed, and once again the Japanese tanks were free to work around the Indians. While a few Punjabs drifted in from the north to help the defense, the Gurkhas only held for a while and the end came swiftly. As darkness fell, the surviving Indians streamed to the south through the vast and tangled jungle and swamps alone and in small groups. Saeki's men again mounted up and the Japanese juggernaut rolled on to Jitra. It was another disaster for the British arms in Malaya. The fall of Singapore was in the not so distant future.



BOARD CONFIGURATION:



BALANCE:

- ☉ Add one LMG to British OB.
- Delete one Wire and four "?" from the British OB.

SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Overcast, with Heavy Rain (E3.51) in effect at start. PTO Terrain (G.1) is in effect [EXC: all roads and bridges do exist]. All roads are paved.
2. Place Overlay 5 on K2-K1.
3. All Japanese Personnel begin as Passengers, and may not unload on Turn 1 until after a British non-mine attack is resolved or until any Japanese unit has a LOS to a known enemy unit; Wire and Mines are not considered known enemy units for this purpose. This restriction is for Turn 1 only.
4. British wire and mines (only) may set up anywhere on Overlay 5 north or south of stream hexes, but no wire or A-P mines may set up on the bridge.
5. The British may Bore Sight. The British forces receive no Gurkha advantages or modifiers.

VICTORY CONDITIONS: The Japanese win if, at the end of any game turn, they have unbroken infantry with total normal range FP ≥ 30 south of the oK1-oL2-oK10 stream (functioning SW are included, with MTRs worth 2FP and Mobile AFVs 4FP), or have amassed ≥ 13 CVP [EXC: prisoners are not worth double], in either case, provided the Japanese have ≥ 3 mobile trucks.

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

Elements of the 2/1 Gurkhas, 28th Brigade, 11th Indian Division set up south of all overlay stream hexes (see SSR 4):



{ELR: 3}
{SAN: 4}

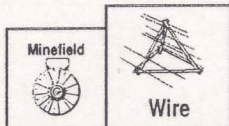
4-5-7	4-4-7	8-1	8-0	2-2-8	4-12	2-7	51* [2-11]	1-12	?	40L	1 Squad
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2

5

8

8



12
AP factors

2

Elements of the 5th Armored Reconnaissance Detachment, 42nd Infantry Regiment, 5th Infantry Division set up in road hexes on/north-of hexrow AA (see SSR 3):



{ELR: 4}
{SAN: 3}

4-4-7	10-1	1-5	5-0	2-6	50* [1-16]	9-1	57	21PP	29PP
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9

2

2

3

4

FIRE AND RAIN

ST. MANVIEU, NORMANDY, 26 June 1944: The 15th Scottish Division was quickly called upon to take up the offensive after marching inland from the beaches in the first days after the invasion. Operation *Epsom* committed the Scots in a drive to cross the River Orne and to outflank the tough German defense of Caen. The 6th Royal Scots Fusiliers had trained for four years, waiting for this first chance for glory. Their orders to take the village of St. Manvieu was that first chance. Setting out promptly at 0730 behind a barrage and wearing their "gas capes" against the steady rain, the Fusiliers made quick progress through the cornfields as they approached the town. They suddenly came under intense fire, seemingly from every direction. It soon became apparent that there were Germans everywhere, dug in and around the corn and orchards of the little village. The Fusiliers began to fall. Casualties among the lead companies mounted quickly before they even reached the outskirts of the town. Once there, the Scots faced a determined and well-camouflaged enemy, secure in reinforced buildings and bunkers. But the Fusiliers held under fire, and won the edge of town in close-range fighting. With the help of flame-throwing tanks and reinforcements from the 6th King's Own Scottish Borderers, the Fusiliers cleared the tenacious panzer grenadiers from the town and fought off numerous German counter-attacks during the better part of the day. By nightfall, the German remnants were in retreat to form another line one village back. The Fusiliers had won their first piece of blood-soaked Normandy; and their first bitter glory.



BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

VICTORY CONDITIONS: The Scottish win if, at game end, they Control two of the following buildings: 10Z6, 10AA4, and 10DD3.

BALANCE:

- ⚔ Replace the Scottish 9-1 leader with an 8-1.
- 🎯 Delete one 8-0 leader from the German OB.

SCENARIO SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Overcast, with Rain (E3.51) at start.
2. All hedges are Bocage (B9.5).
3. All Rowhouses are Two Story Houses (B23.22); the black bar is part of the building depiction.
4. The German may set up a Tunnel (B8.6) on board 10.
5. The Scottish receive one 105mm Creeping Barrage (E12.7); the Timing chit (E12.72) is automatically black.

⚔ GERMAN Sets Up First	1	2	3	4	5	6
🎯 SCOTTISH Moves First [120]						

Elements of 1/26 Bn, Hitler Jugend Grenadier Regiment set up on board 10 on/between hexrows U-EE, with ≤ two squads per building (see SSR 4):



[ELR: 4]
{SAN: 6}

6-5-8	9-1	8-0	MMG 5-12	LMG 3-8	PsK 12-4	Trench
7	2	2			8	

A Company, 6th Royal Scots Fusiliers set up on/west-of hexrow Y on board 16:



[ELR: 4]
{SAN: 2}

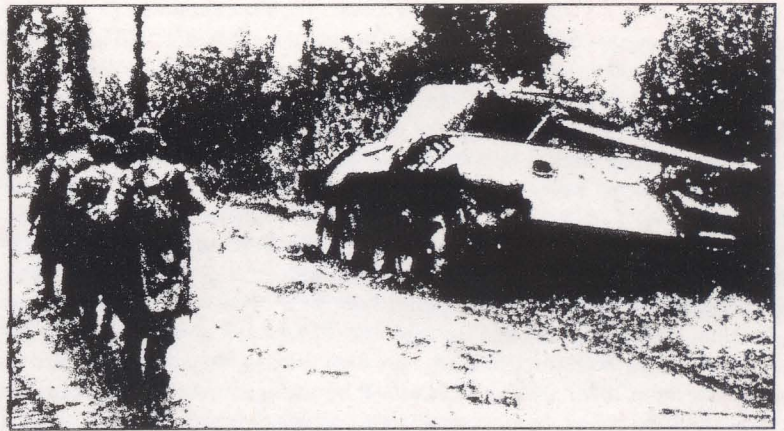
4-5-7	9-1	8-1	8-0	MMG 4-12	LMG 2-7	PIAT 8-3	MTR 51" [2-11]
12				2	2	2	

Crocodile from 141 RAC, 79th Armored Division, enter on Turn 2 along the west edge:

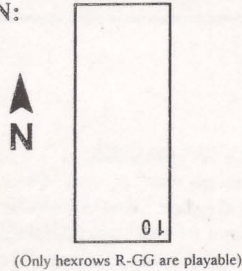


PIATS AND PANTHERS

LE HAUT DU BOSQ, NORMANDY, 27 June 1944: In late June 1944, the British launched Operation *Epsom* to outflank the German defense of Caen by piercing the line between the city and the American zone to the west. The attack threw the German front line units into chaos and their efforts to counterattack were disorganized in the extreme. Just south of the important crossroads village of Cheux lay the quiet town of Le Haut Du Bosq, where, as the advance left it behind, the untried 5th Duke of Cornwall's Light Infantry was settling their headquarters. As the DCLI dug in around the village center, a troop of Panthers came rolling over the hedges right into their laps. The Panthers were from the 2nd Vienna Panzer, the only unit to get off the start line in the morning's planned counterattack, and thus were without infantry support. They quickly burned a line of four hooked-up AT guns that were just entering the square, and knocked out one of two 6 pounders that had already managed to get into action. While the infantry scrambled to get their Piat teams within range, the other AT knocked out one of the Panthers and damaged another. The battalion commander, Lt. Col. Atherton, showed up just in time to replace a wounded man on the 6 pounder. Then that gun was smashed and Atherton killed. Meanwhile, Corporal Ronan and Sergeant Hicks had brought their Piat teams to point blank range. They quickly knocked out three Panthers and watched as the last of the six turned over in a ditch while trying to escape. Showing great pluck and coolness under fire, the DCLI had, in its first action of the war, wiped out a unit of first-rate German tanks.



BOARD CONFIGURATION:



BALANCE:

- ☉ In the British set up, change "two" to "three".
- ⚡ Replace the British 9-2 leader with an 9-1.

SCENARIO SPECIAL RULES:

VICTORY CONDITIONS: The Germans win immediately if they have Exited \geq two Pz VG off of the north edge.

1. EC are Moderate, with no wind at start.
2. All hedges are bocage (B9.5).
3. Quad FATs set up (in motion and facing east) in hexes Y1-Y4, with crews as Passengers and 17 pdrs hooked up.

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

Elements of 5th Duke of Cornwall's Light Infantry set up in open ground \leq two hexes from hex Y5 with \leq one MMC per hex:

[ELR: 4]
{SAN: 2}

4-5-7
4

2-4-7
2

2-2-8
2

8-1
2

8-0
2

LMG 2-7
3

PIAT 8-3
2

OOF 6-Pounder AT
.57L
2

Set up as per SSR 3:

2-2-8
4

17-Pounder AT
*76LL
4

Quad FAT 30
9PP
4

Enter on Turn 1 along the west edge on/between hexrows W-AA:

4-5-7
1

2-4-7
1

9-2
2

LMG 2-7
2

Elements of 2nd Panzer Division enter on Turn 1 along the south edge:

{SAN: 0}

8-1
1

9-1
1

Pz VG *15
75L
6

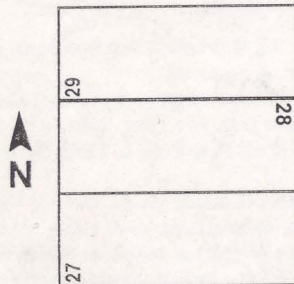
ANOTHER BALACLAVA

Rout Pak 5

EL ALAMEIN, EGYPT, 2 November 1942: Just after one in the morning on November 2nd, the *Kiwis* of the 2nd New Zealand Division spearheaded Operation Supercharge, a drive to break through Rommel's defensive line along the Rahman Track. The *Kiwis* moved into the minefields behind an enormous coordinated barrage, then settled in to watch the 9th Armored Brigade smash an opening for the units to follow. The operation was going as planned, but behind schedule. The brigade charged forward in the gloom, their new heavy American tanks crushing dozens of guns and their crews while suffering serious losses as the gun crews fought it out muzzle to muzzle with the tanks before being overrun. Hundreds of dazed Germans and Italians were soon led away as prisoners. Pushing on, Major Dawes' C Squadron of the 10th Hussars dashed right across the track, heading for the crucial Aqqaqir Ridge beyond. Then the first hints of morning began to lighten the sky at the tankers' backs. In seconds the battlefield was transformed as Rommel's "PaK Front" including the dreaded "88's" fired from positions on the ridge, picking off the tall, silhouetted targets which were the British tanks. One after another, Grants and Shermans shuddered to a stop, smoke billowing from their innards. Major Dawes was killed and a 2nd Lieutenant Chesworth led the survivors onward, toward the ridge. Suddenly, tanks from the 21st Panzer Regiment counter-attacked while once surrendered gun crews re-manned their guns. Caught between the hammer and anvil, the Hussars and the rest of the brigade struggled to withdraw. Solid shot pursued them all the way back to the infantry lines. On this day the brigade lost 75 of 94 tanks, with every squadron commander's tank destroyed. The 10th Hussars were reduced to six tanks; C Squadron, only two. The attack's tardiness had been costly to those involved in the local debacle. Yet, in spite of the grievous losses and the failure to break through decisively, British units on another part of the front pounded what little was left of the Afrika Korps into the dust. Montgomery's carefully gathered force of numbers had prevailed; within a few days, Rommel began his long retreat toward the end in North Africa.



BOARD CONFIGURATION:



BALANCE:

- ☉ Remove the German 9-1 armor leader.
- ⚡ Replace the British 10-2 armor leader with a 9-1.

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. Due to pre-dawn darkness, a LV Hindrance equal to Heavy Rain (E3.51) is in effect for Turns 1 and 2. It becomes a Rain LV for Turns 3 and 4, with no LV thereafter. This LV cannot be affected by a wind change DR.
3. The Flak 18 sets up on top of a level 1 hillock counter on any edge hex of board 29 from L0 to A6. This simulates the Aqqaqir Ridge and is a single hex hillock for all purposes. The gun cannot be moved and is emplaced.
4. Each Gun crew must take a PTC after announcing their first shot, but before the TH DR; regardless of the result, the crew must resolve the announced shot (possibly with Pin effects).
5. Bore Sighting is NA.
6. The 47/32 AT Guns and 2-2-7 crews are Italian.

VICTORY CONDITIONS: The British win immediately if they amass ≥ 40 DVP; or at game end if they amass ≥ 30 DVP and have \geq one mobile AFV on board.

⚡ GERMAN and ITALIAN Sets Up First	☉	1	2	3	4	5	6
☉ BRITISH Moves First	⚡						

⚡ Elements of the 33rd AT Battalion set up on/east-of hexrow Q on board 27 and 28 and on/south-of hexrow 4 on board 28:

2-2-8	2-2-7	PaK 40 AT 75L	PaK 38 AT 50L	47/32 AT 47
3	2	(5)	(4) 2	(3) 2

Flak 18 AA
88L
(6)
(set up as per SSR 3)

9-1
75L
(8)

Pz IVF2 14
75L
(8)

Pz III 13
50L
(6)

Elements of the 21st Panzer Regiment enter on Turn 1 along the west edge, having already expended one-half (FRD) of their MP allotment:

☉ C Squadron, 10th Hussars, 9th Armoured Brigade enter on Turn 1 along the east edge on/south-of hex 28A4:

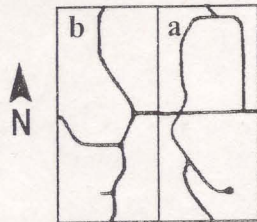
10-2	8-1	Sherman II(a) 13 *75	Sherman III(a) 14 *75	Grant(a) 13 B75 37LL
(7) 3	(7)	(7) 4		

SLAM DANCE

ARNHEM, HOLLAND, 17 September 1944: The First Parachute Brigade had one mission - capture the Arnhem bridge. This was the single most part segment of Market Garden. As soon as the Brigade's three battalions formed up, they set off on a long march to downtown Arnhem and the bridge. As they were doing so, German forces in and around Arnhem were, likewise, forming up and hurrying toward the landing areas to help the mixed bag of German forces already on the scene. These enemy forces stood between the British and their only too obvious objective. Frost's 2nd Battalion side-stepped most of these resisting defenders, taking its assigned *Lion Route* along the Rhine. But Dobie and Fitch's 1st and 3rd Battalions were quickly tied up in running fights with units of German Major Peter Kraft's recon battalion and varied elements from the 9th Waffen SS Division. By late afternoon, the lead British company from the 3rd Para and another Frost had detached to take the heights on his flank were both entering the outskirts of Arnhem at the same time Captain Gerhard Moeller's 9th SS engineers were racing through the suburbs of Arnhem from the opposite direction. Moeller's dash was quickly brought to a halt by a sudden burst of small arms fire near the wooded heights of Den Brink, just west of Arnhem's St. Elizabeth Hospital. Dismounting hastily, the Germans dove for the cover of the nearest buildings. Across their front, the hard-driving Red Devils were doing the same. Spurred by their collective haste, both sides immediately began to test the opponent, looking for a flank to turn or a weak spot to break through. The result was a melee referred to as a "wild west shoot-out" by the participants. Neither side had any sort of line; the resultant fighting was brutal and confused. However, from the German standpoint, merely slowing the British was a victory. As the sun set over the first day of Market Garden, most of the British 1st Parachute Brigade was tied down in fights such as this, leaving only part of the 2nd Battalion to take and hold the prime objective.



BOARD CONFIGURATION:



BALANCE:

- ☉ In SSR 2, change "10" to "13".
- ⚔ In SSR 5, change "three" to "two".

SCENARIO SPECIAL RULES:

1. EC are Dry, with no wind at start. Place Shellhole counters in the following hexes: aB5, aD5, bG1, and aN5; these hexes are Orchards. There are no level 2 locations and all hexes of multi-hex buildings have inherent stairwells in each hex.
2. Only 10 British MMC may enter on Turn 1; the remainder enter on Turn 2.
3. After British set up, each player makes a dr, with the low roller moving first and the British moving first on a tie.
4. If the British move first, all German units may enter on Turn 1, with vehicles having already expended 6 MP. If the German moves first, the Germans may not use Double Time on Turn 1; and all vehicles enter on Turn 2, but with full MP.
5. The German must enter with as many MMC (and \geq three SMC) as Passengers as their vehicles' PP allow, and may freely deploy to do so.

VICTORY CONDITIONS: The British win if, at game end, they have amassed more VP than the Germans. Casualty VP are amassed normally [EXC: only the German receives double VP for prisoners]; in addition, each building/rubble Location whose depiction lies on the opponent's half of the playing area is worth VP equal to the TEM for the Controlling side. The British earn double VP for units that exit the east edge. The side moving second begins with 4 VP.

☉ BRITISH Sets Up First [252]	⚔ [206]	☉ 1	☉ 2	3	4	5	6
Each player rolls a die: If British dr \leq German dr then BRITISH Moves First		⚔	⚔				

B Company, 2nd Para and A Company, 3rd Para enter on Turns 1 and 2 along the west edge (see SSR 2):



[ELR: 5]
{SAN: 3}

6-4-8	10-2	9-1	8-1	8-0	LMG 2-7	Airborne MTR 51* [2-8]	PIAT 8-3	?
18	2	2	5	2	4	12		

Elements of Kampfgruppe Moeller enter on Turns 1 and 2 along the east edge (see SSRs 4 and 5):

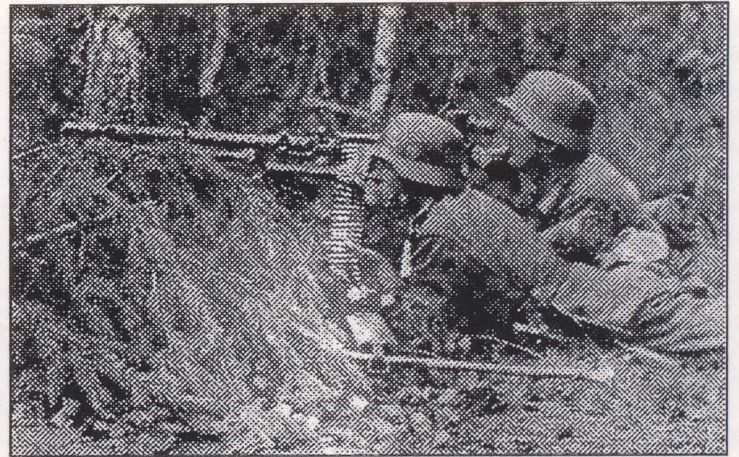


[ELR: 4]
{SAN: 3}

6-5-8	5-4-8	4-4-7	9-2	9-1	8-1	8-0	7-0	dm MMG 3-8	LMG 3-8	PsK 12-4	DC 30-1
8	5	3						2	4	2	2
Kfz 1 30	Kfz 4 30	SPW 251/1 16	Buessing-NAG 24								
AAMG -/3	AAMG -/6*	AAMG	29PP								
		2	2								

NO QUARTER

LE MESNIL PATRY, NORMANDY, 12 June 1944: The British beach-head solidified quickly after the initial Normandy landings. Efforts were soon launched to break out of their narrow strip of the Allied "lodgement" along the coast. In the Canadian zone, troops found themselves in bitter fighting with several elite German units. Both sides accused the other of shooting prisoners and "No Quarter" was soon the order of the day. The resulting fighting was exceptionally bitter, worse so due to the short range nature of combat in the hedgerows. On June 12, the 23rd Hussars drove forward from the beach-head with Canadian soldiers of the *Queen's Own Rifle Regiment* clinging to the back and sides of Sherman tanks. It soon dawned on the infantry on the lead tanks that they were rolling through cornfields full of Nazi soldiers. The 'Queens' jumped off as the tank drivers of the Hussars gunned their engines and charged for their objective at Le Mesnil Patry. The Canadians foot soldiers were left to fend for themselves in the midst of a determined enemy holding possessing the advantage. The young troopers from *SS Hitler Jugend* ground forward in grim, close quarter fighting and what ground was lost in the initial surprise of the sudden arrival of the Canadians was soon regained. The surviving men of the 'Queens' fell back, leaving more than half their men behind either dead or wounded. Meanwhile, the Hussars had been literally wiped out at Le Mesnil Patry, losing almost every tank. Few prisoners were taken by either side during the engagement. Thereafter, Canadian soldiers would hold a special grudge against the 12th *SS Hitler Jugend*.



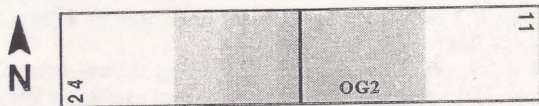
BALANCE:

- ☩ One German 8-0 leader is replaced by an 8-1.
- ◎ The Canadian 8-1 leader is replaced by a 9-1.

SCENARIO SPECIAL RULES:

1. EC are Moderate, with no wind at start. All hedges are bodge (B9.5). Place Overlay **OG2** on 11AA1-Z1.
2. No Quarter (A20.3) is in effect for both sides.
3. Before set up place 1S Foxholes in the following hexes: 11CC3; 11CC5; 11CC7; 11EE5; 11EE7; 11FF3; 24GG3; 24FF4; and 24FF6.
4. The Canadian sets up first on a cloaking display with one MMC per cloaking counter (12 total). All SMC must set up stacked with a MMC. The cloaking counters are then "shuffled" by the German player and placed face down (CX side up). The Canadian sets up using the face down cloaking counters in the designated set up area. After all Canadian set up, the corresponding units from the cloaking display are *all* immediately placed on board unconcealed.
5. After all Canadian set up, the German places three 3-4-8 SS HS on board. Each HS is placed unconcealed in a different hex (re-roll duplicates) on board 11 based on a dr as follows: 1=11CC3; 2=11CC5; 3=11CC7; 4=11EE5; 5=11EE7; 6=11DD8. In the event enemy units begin the game set up in the same hex, one round of CC is resolved before the Rally Phase of Turn 1. All results of the pre-game CC apply normally and surviving units begin the game in Melee (if applicable).

BOARD CONFIGURATION:



(Only hexrows Z-GG on both boards are playable)

VICTORY CONDITIONS: The Canadians win if they Control ≥ 2 VP at game end. One VP is awarded for Control of each of the following hexes: 11CC3, 11CC5, 11CC7, and 11AA2; and Two VP are awarded for Control of hex 11DD8.

☩ GERMAN Sets Up First

◎ CANADIAN Moves First

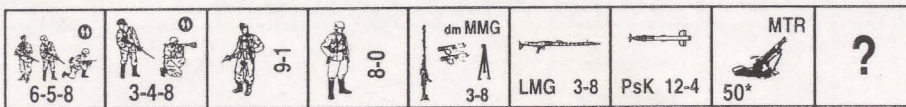
1	2	3	4	5
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Elements of the 12th *SS Hitler Jugend* Division set up on/between hexrows 11FF-24FF in hexes numbered 3-8; with ≤ 2 squad-equivalents per hex; and ≥ 2 squad-equivalents and at least one SMC in whole hexes of board 24:

{ELR: 4}

{SAN 5}



7 2 2 2 2 2 4



Set up as per SSR 5:

3



Elements of the *Queen's Own Rifle Regiment* set up on board 11 on/between hexrows AA-EE in hexes numbered 3-7; with ≤ 1 MMC per hex, and ≤ 3 MMC per lettered hexrow (see SSR 4):

{ELR: 5}

{SAN 3}



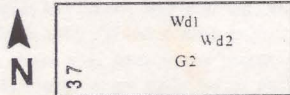
7 5 3 2 2

VICTORIA CROSS

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. 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 by to cut them off. The weary British blasted through the blocks while fighting off the Japanese pushing from their rear. 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 brigade's trailing units, and Lt. Col. Anderson, an Australian, took over the brigade. Anderson 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. 25 pounders blasted away at point blank range and armored cars rolled right up to the block itself. In desperate hand-to-hand fighting the Aussies finally cleared the roadblock and began moving down the road once more. Unfortunately for them, 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 at the bridge, Anderson admitted defeat. Destroying their equipment and leaving their wounded behind, the remnants of the 45th headed through the jungle for their own lines. While Anderson won the Victoria Cross for his efforts, only a few hundred of his men survived the trek.



BOARD CONFIGURATION:



BALANCE:

- Decrease the game length to 6 1/2 turns.
- ⊙ Replace the Japanese HMG with a MMG.

VICTORY CONDITIONS: The Australians win if, at the end of any Game Turn, there are no unbroken Japanese MMC ≤ two hexes from the A5-W5 road, provided the Japanese have amassed ≤ 21 Casualty VP.

SCENARIO SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). The A5-H4-P5-X5-GG5 road does exist.
2. Place overlays as follows: Wd1 on P3; G2 on P6-P7; and Wd2 on S4-S5.
3. One Japanese MMC, and all SMC/SW that stack with it, may set up using HIP (ignore G1.631 HIP), but ≤ 3 hexes from hex R5. The HMG may Bore Sight.
4. No Guns are Emplaced, but may set up dm/limbered.
5. Any unwounded 8-1 or higher Commonwealth leader may declare a Bayonet Charge at the beginning of its MPh. The Bayonet Charge is equivalent to a Human Wave (A25.23) except that it is limited to the hex the leader occupies. Commonwealth units participating in a Bayonet Charge may declare Hand-to-Hand CC (J2.31).

● JAPANESE Sets Up First	1	2	3	4	5	6	7	8
⊙ AUSTRALIAN Moves First [125]								

Elements of Kunishi Pursuit Unit (4th Inf. Regt.), Konoe Imperial Guards
set up on/east-of hexrow Q, ≤ 5 hexes from hex R5 (see SSR 3):

● [ELR: 3]
[SAN: 5]

4-4-8	4-4-7	2-3-8	2-2-8	10-1	9-1	9-0	HMG 6-14	LMG 2-6	50* [1-16]*	?	Foxhole 1 Squad
3	4	2					2	2	14	7	

Roadblock

(set up in hex T5 or S6)

Mixed Elements of the 2/19Bn, 22nd Australian Brigade and 45th Brigade set up on/west-of hexrow L
(see SSR 4):

⊙ [ELR: 3]
[SAN: 3]

4-5-7	4-4-7	2-2-8	9-2	8-1	7-0	LMG 2-7	51* [2-11]	ATR 1-12	3-in. MTR 76*	25-Pounder ART 88	Quad FAT 9PP	30
9	5	3				3	2	2		2	2	

Marmion-Her. III MFF *26

TATR
CMG

2

Enter on Turn 2 along the west edge: