

# THE NOOSE

**SUOMUSSALMI, FINLAND, DECEMBER 14, 1939:** Following their easy crossing into Finland, the invading 163rd Ukrainian Division had been stopped in and around Suomussalmi, and lay immobile in the snow, stretched out for miles along the narrow road leading into the little village. Now under the Command of colonel Siilasvuo, units of the Finnish 27th Regiment were to surround and cut off the Soviets, breaking the division into small, easily-defeated packets called *mottis*. The Finns developed an ice road parallel to the Suomussalmi road, and used it to organize units before their assaults. On December 12, the Finns made their first road-cutting attack, blasting through the surprised Ukrainians just east of Suomussalmi to cut the village off from the rest of the divisions, while other units pushed close to the outlying house. On the 13th the Finns made their first attack on Suomussalmi itself, but were turned back after discovering that while they had done a hasty job of burning the village during their earlier retreat, the 163rd had done an excellent job of digging into the remaining ruins. Under cover of darkness, Siilasvuo's Finns reorganized for the next day's attempt to retake the town. They had been on the move for days, and had no heavy weapons, supporting artillery or tanks, but attacked fiercely nonetheless. They quickly found their foe to be a tough defender. The Ukrainians had fortified buildings and dug in throughout the ruins of the village to make a solid defensive ring. The Russian tanks remained close by, supporting numerous machine gun posts. By the afternoon of the 14th, the Finns were stymied, and with casualties mounting, had to settle for closing and tightening the ring around the village. By December 18, the direct assaults on the village had been called off entirely, but by that time the Ukrainians were completely surrounded and cut off from all possible aid. The Finns settled in to wait for winter and hunger to do their work.



**BOARD CONFIGURATION:**

X12	Wd2	
	X9	
X14	X10	
X13		
7	24	37



**BALANCE:**

- Add one DC to the Finnish OB.
- ★ Remove one MMG from Finnish OB.

**SPECIAL RULES:**

1. EC are Clear, with no wind at start. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect.
2. Place overlays as follows: X9 on 24Y3; X10 on 24V1; X12 on 7BB8-BB9; X13 on 7R9-S10; X14 on 7X10-W10; Wd2 on 24AA1-AA2. No valley levels exist; treat all land hexes as level 0. All stream, river and water obstacle hexes are Ice (B21.6).
3. Treat all grain, marsh and brush as woods. All buildings are wood, and have a ground level only. There is a road in hexes 24R0-R1-R2-R3. All roads are plowed. Owners of JATKOSOTA may substitute a dm Maxim 32 HMG and three Lahti-Saloranta LMGs for the machine-guns in the Finnish OB.
4. The Russian may fortify four building locations, but tunnels are NA.
5. Russian AFV may not setup up in nor enter a non-road hex. AFV suffering Recall may exit (via road hexes only) at either edge of board 24.
6. All Finnish troops are winter camouflaged (E3.712) and ski capable (E4.2). They may use MOL, but only against AFV.

**VICTORY CONDITIONS:** The Finn wins immediately by Controlling all three board 7 multi-hex buildings at the end of any Game Turn or any 5 multi-hex buildings at Game End.

★ RUSSIAN Sets Up First [140]	1	2	3	4	5	6	7	8
FINNISH Moves First [233]								



Elements of 27 Jaeger Regiment, 9th Finnish Division set up on board ~~37~~ 37.

1 6-4-8	1 1-6	1 1-0	2PP 1 3-8	1PP 1-12 ATR	X12 1PP 30-1	1PP 3-8 LMG
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[ELR: 3]  
{SAN: 4}

14                      2                                      3



Elements of 662nd Regiment, 163rd Ukrainian Division set up in or adjacent to road hexes on board 24 and/or board 7:

1 4-4-7	1 2-3-7	1 8-1	1 8-0	1 7-0	B11 2 4-10 5PP MMG	B11 1 2-6 1PP LMG	3 4PP MTR 50* [3-20]	7 morale
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20                      2                                      2                                      3                                      2                                      10

Set up in board 24 road hexes (see SSR 6):

T-37 142 0 0	T-26 M33 12 1 1	T-26 M33 12 1 1
1 CMG	B11 1 45L	B11 1 45L

[ELR: 2]  
{SAN: 3}

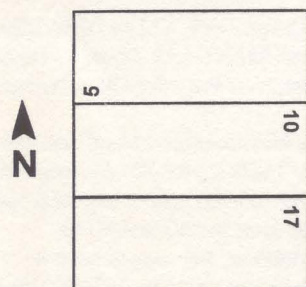
2

# THE DEBT REPAID

**LA HORGNE, FRANCE, 15 MAY, 1940:** On the evening of May 11th, the French 3rd Spahi Brigade, composed of Tunisian and Moroccan regulars under Colonel Marc, inexplicably pulled back from their positions guarding the important Mouzaive ford on the River Semois. Immediately sent back by the commander of the Ninth Army, the Spahis found the Germans already well over the Semois, and challenging the Meuse River. After a fight with 2nd Panzer on the 12th the Spahis were withdrawn back over the Meuse. AS the rampaging 1st Panzer threatened to break out from the Meuse bridgehead, the Spahis were ordered to contain the German advance for at least 24 hours by defending the small but crucial village of La Horgne. Mar recognized this as a sacrificial mission, but relished the opportunity for the brigade to redeem itself. The Spahis worked with great speed to transform the village into a stronghold. On the sunny morning of the 15th, the blitzkrieg arrived at La Horgne. The Spahi Brigade fought valiantly and tirelessly, holding off General Balck's infantry regiment and supporting tanks throughout a series of frontal assault, with Marc himself directing the fight from a forward command post in a church. By the afternoon, the Spahis had killed or wounded more than half of Balck's attacking officers, and many companies were at half strength. Balck himself came to the front and was surprised to see his men ducking enemy fire for the first time in the campaign. He began a flanking attack through the woods to the north of the village, surprising and wiping out some of the 2nd Moroccan Regiment's staff in close quarters fighting. He followed with a combined flank and frontal attack on La Horgne that finally broke the tenacious defenders, though individual pockets generally fought until captured or killed. Only a very few of the North African got out of La Horgne. By the time the village fell, more than 600 officers and men from the Spahi brigade were dead, with both regimental commander also killed and Mar seriously wounded and captured. But through its annihilation, the Spahi Brigade had atoned for its error on the Semois by checking the 1st Panzer for an entire day.



**BOARD CONFIGURATION:**



**BALANCE:**

Replace one MMG in the German OB with a HMG.

The French may HIP two squads (w/ any SMC/SW stacked with them).

**SPECIAL RULES:**

1. EC are Moderate with no wind at start.
2. Place overlays as follows: **X12** on 10EE1-FF1; **X18** on 10EE10-DD9; **O3** on 10X10-W10; **G4** on R4-S4.
3. The broken side morale of all French MMC is one higher than printed. In addition, the French player may mark the first three non-crew MMC to pass a MC with a Fanatic counter [EXC: Heat of Battle].
4. The French may fortify three building locations, but tunnels are NA.
5. The Germans receive one module of 80+mm Battalion Mortar OBA (HE/Smoke only).
6. The two French tanks must set up abandoned, but may be remanned during play.

**VICTORY CONDITIONS:** The Germans must Control 7 multi-hex buildings on board 10 at Game End without losing >42 CVP.

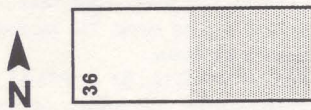
<p> <b>FRENCH Sets Up First</b></p> <p> <b>GERMAN Moves First</b></p>	1	2	3	4	5	6	7	8
<p><b>Elements of 3rd Battalion, 1st Infantry Regiment set up on/east of hexrow J on board 10:</b></p> <div style="display: flex; justify-content: space-between; align-items: flex-start;"> <div style="text-align: center;"> <p>[ELR: 4] {SAN: 3}</p> </div> <div style="display: flex; justify-content: space-around; width: 80%;"> <div style="text-align: center;">  1 4-6-7 10                 </div> <div style="text-align: center;">  1 2-4-7 3                 </div> <div style="text-align: center;">  9-1 2                 </div> <div style="text-align: center;">  7-0 2                 </div> <div style="text-align: center;">  2PP 5-12 2                 </div> <div style="text-align: center;">  1PP 3-8 2                 </div> <div style="text-align: center;">  5PP 50* [2-13] 2                 </div> <div style="text-align: center;">  1PP 8 2                 </div> <div style="text-align: center;">  5 OVR, OBA +4 Other +2 5                 </div> </div> </div>	<p><b>Elements of the 1st Panzer Division enter along the east edge on Turn 1:</b></p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  9-1 2                 </div> <div style="text-align: center;">  14 3 B11 2 20L -5 2                 </div> <div style="text-align: center;">  14 3 B11 2 37L 3/8 4                 </div> <div style="text-align: center;">  14 3 1 75* 3/5 4                 </div> </div>							
<p><b>Elements of the 2nd Battalion enter along the east, south or north edge on Turn 1:</b></p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  4-6-8 3                 </div> <div style="text-align: center;">  4-6-7 6                 </div> <div style="text-align: center;">  10-2 2                 </div> <div style="text-align: center;">  8-1 2                 </div> <div style="text-align: center;">  2PP 3-8 2                 </div> <div style="text-align: center;">  1PP 3-8 2                 </div> </div>	<p><b>Elements of the 3rd Spahi Brigade set up on/between hexrows Q and AA on board 10:</b></p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  4-5-8 8                 </div> <div style="text-align: center;">  4-5-7 10                 </div> <div style="text-align: center;">  2-2-8 4                 </div> <div style="text-align: center;">  10-2 2                 </div> <div style="text-align: center;">  9-1 2                 </div> <div style="text-align: center;">  8-0 2                 </div> <div style="text-align: center;">  5PP 6-12 2                 </div> <div style="text-align: center;">  4PP 4-11 2                 </div> <div style="text-align: center;">  1PP 2-6 4                 </div> <div style="text-align: center;">  5PP 37* [60] 2                 </div> <div style="text-align: center;">  5PP 3 [3-42] 2                 </div> <div style="text-align: center;">  1-12 14                 </div> <div style="text-align: center;">  7 morale 14                 </div> </div>							
<p><b>Elements of 33rd Battalion set up adjacent to hex Y5 (see SSR 6):</b></p> <div style="display: flex; justify-content: space-around; align-items: flex-start;"> <div style="text-align: center;">  34 25LL [45] 2                 </div> <div style="text-align: center;">  M12 4                 </div> <div style="text-align: center;">  5 OVR, OBA +4 Other +2 4                 </div> <div style="text-align: center;"> </div> <div style="text-align: center;">  1-2-7 2                 </div> <div style="text-align: center;">  *5 37* 3                 </div> <div style="text-align: center;">  *5 1 CMG -4                 </div> </div>	<p>Set up &gt;3 hexes from hex Y5:</p>							

# DISTINGUISHED SERVICE

**LA HOUSIERE, FRANCE, OCTOBER 29, 1944:** Attempts by units of the 141st Infantry to rescue their 1st Battalion, surrounded and cut off in the Vosges Mountains, had failed. The overworked 442nd Regimental Combat Team, made up of Japanese-American troops and white officers, was called to take over. On October 27th, supported by armor and artillery, they began their attack against the dug-in Germans. But the wet weather, thick vegetation and extremely rugged terrain quickly made the rescue attempt an all-infantry show. And when air drops to the "lost battalion" proved to be an impossible task due to the dense forest, the 442nd was ordered to push through at all cost. Renewing the assault, the 3rd battalion moved against the Germans' right flank, attacking a steep and well-defended ridge. Their first attempt was driven back with heavy losses. With some help from tanks from the 752nd Tank Battalion, the Nisei then drove forward a short way, but were stopped cold well back from their objectives. Suddenly, despite continuing intense machine gun and mortar fire, the Nisei began to move back up the ridge. Pvt. Hajiro led one rush, spraying German positions with a BAR. Despite a serious wound, Staff Sgt. Miyamoto led his men to the top of one rise where they took on the defenders in a hand to hand struggle in their entrenchments. Overall, the Nisei casualties were fearsome, but they took the high ground, and the next day broke through to the lost battalion. And the attack shattered the German line, opening the way to the Rhine Valley. Three members of the 442nd, including Hajiro and Miyamoto were awarded the Distinguished Service Cross. But their part in the rescue, the 442nd earned a Distinguished Unit Citation. But by November 9th, when most of the 442nd was finally removed from the lines, there were few enough men left to celebrate - the 3rd's two lead companies totaled only 28 men.



## BOARD CONFIGURATION:



(Only hexrows A-N are in playable.)

## BALANCE:

Replace the German 8-0 leader with an 8-1.

Two American 6-6-7 squads are Fanatic.

**VICTORY CONDITIONS:** The American wins if they Control all level 3 hexes west of hexrow N at the end of any player turn.

## SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Treat all Brush and Grain as Woods. Forest (B13.7) is in effect, as is Alpine Hill Terrain (B10.211). The Stream is Dry but Marsh does exist. The road is a path; the bridge a Footbridge.
3. All Nisei are Stealthy and create a Hero on a Heat of Battle final DR of  $\leq 8$ .

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

"Nisei" Elements of Company I and Company K, 3rd Battalion, 442nd RCT enter along the west edge on Turn 1:

6-6-7	6-6-6	9-2	9-1	8-0	1-4-9	2PP 4-10 MMG	MTR M2 5PP 3 60* [3-45]
9	5					3	2

[ELR: 4]  
{SAN: 3}

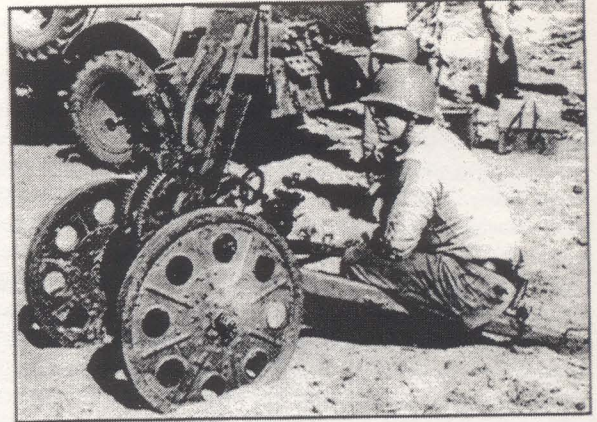
Elements of the 198th Fusilier Battalion, 338th Infantry Regiment set up on/east of hexrow D:

5-4-8	4-6-7	4-4-7	9-1	8-0	3 4PP 7-16 HMG	2 2PP 5-12 MMG	1 1PP 3-8 LMG	5PP 50* [2-13]	MTR 3	? 7 morale	Trench OVR, OBA +4 Other +2	Foxhole 5 1S OVR, OBA +4 Other +2
3	3	2					2			12	2	6

[ELR: 3]  
{SAN: 4}

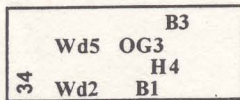
# THE KNIFE EDGE OF DEFEAT

**GUADALCANAL, 13 SEPTEMBER, 1942:** After a harrowing destroyer ride down the Slot, Kawaguchi's 124th Regiment landed on Guadalcanal and immediately set out to capture the invaluable airfield. Seeking to surprise the Marine defenders, about whom Kawaguchi had very little intelligence, the Japanese moved inland to attack the Marines from behind. Invisible to aerial recon and undetected by Marine patrols, Kawaguchi's men struggled through the incredible choking forest and tangled, swampy ravines. Kawaguchi's attack schedule was soon set back twice. At last the 124th arrived in the area of the jump-off point south of the airfield behind a long, treeless ridge. With time running out and uncertain of the enemy's disposition, Kawaguchi ordered the attack to center on the ridge, which was at least a recognizable feature. The valiant Japanese attacked in waves, raging onto the open top of the ridge with fixed bayonets, hurling grenades and flares. The attacks stormed up from the jungle surrounding the ridge to boil around Marine Raider Cpt. Duryea's forward company wire and entrenchments. Col. Edson had moved the Para and Raider line north after the first night's attack, leaving some open ground between the jungle and the first entrenchments. In the impossible jungle south of the ridge, a critical third of the Japanese force simply lost its way and never joined the battle.



Still, the other battalions threatened to wash over the Marine line, particularly the positions of B Company of both the Raiders and Paras, stretched across the summit. The Marines held their ground until almost overwhelmed, then fell back to the last semi-prepared position before the airfield itself - a line of shallow foxholes at the foot of a knob in the center of the ridge. After twelve separate rushes, Kawaguchi had to admit defeat near dawn. In the morning the 124th made a series of small attacks to recover their wounded, then started the long, and quite soon, starving, road back to the coast.

**BOARD CONFIGURATION:**



**BALANCE:**

- ☆ Add one LMG to the American OB.
- Replace one Japanese 10-0 leader with a 10-1.

**SPECIAL RULES:**

1. EC are Moderate with no wind at start. PTO terrain is in effect. Night rules are in effect, with an initial NVR of 2, scattered clouds and no moon. The Japanese is the Scenario Attacker; the Marines the Scenario Defender.
2. Place overlays as follows: **B1** on Y8; **Wd2** on W9-W10; **B3** on FF3-EE3; **Wd5** on W4-X4; **H4** on Z6-Y7; **OG3** on oBB5-oBB4. The hillock overlay represents a level one hill. All hexes of this overlay are considered inherent hill terrain, but LOS down an overlay edge hexspine is clear, as per Cliffs (B11.2). The OG3 overlay represents a level two hill following the same rules. The Stream is Shallow. No paths or roads exist. All Water Obstacles are Dense Jungle.
3. The Marines receive one module of 100+mm OBA with one pre-registered hex. Foxholes may not set up combined (i.e. not 2S or 3S) nor may they set up HIP on hill hexes. All wire and the normal 25% of the Marine MMC may set up HIP. All Marine squads have Assault Fire capability but all are Normal, not Stealthy.
6. All units of both sides stray on a colored die of 6, as if they were Lax. There is no Straying DR for units beginning on or adjacent to the hillock overlay or a stream hex.

**VICTORY CONDITIONS:** The Japanese win immediately by controlling all level 2 hill hexes OR by accumulating >19 CVP without losing >31 CVP.

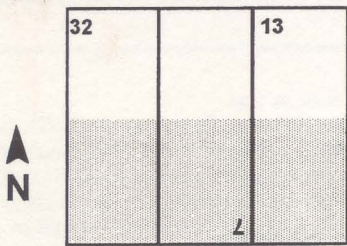
☆ AMERICAN Sets Up First ● JAPANESE Moves First	1	2	3	4	5	6	7														
☆ Elements of B Company, Raiders, and B Company, Paramarines set up on or adjacent to hillock overlay hexes on/south of hexrow CC with no MMC stacked with or adjacent to any other non-HIP MMC:	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">                       [ELR: 4]                      {SAN: 3}                 </td> <td style="width: 15%; text-align: center;">                       5-5-8                      11                 </td> <td style="width: 15%; text-align: center;">                       10-2                      2                 </td> <td style="width: 15%; text-align: center;">                       9-1                      2                 </td> <td style="width: 15%; text-align: center;">                       8-1                      2                 </td> <td style="width: 15%; text-align: center;">                       8-0                      2                 </td> <td style="width: 15%; text-align: center;">                       6-12 HMG                      2                 </td> <td style="width: 15%; text-align: center;">                       4-10 MMG                      2                 </td> <td style="width: 15%; text-align: center;">                       B11 1PP LMG                      4                 </td> <td style="width: 15%; text-align: center;">                       60*                      3                 </td> <td style="width: 15%; text-align: center;">                       MTR M2 5PP                      [3-45]                 </td> <td style="width: 15%; text-align: center;">                       Phone                      X12 11                 </td> <td style="width: 15%; text-align: center;">                       MPH/RIPH:                      dr = MF                      CC: +1/-1                 </td> <td style="width: 15%; text-align: center;">                       Foxhole                      5 1S                      OVR, OBA +4                      Other +2                 </td> </tr> </table>							 [ELR: 4] {SAN: 3}	 5-5-8 11	 10-2 2	 9-1 2	 8-1 2	 8-0 2	 6-12 HMG 2	 4-10 MMG 2	 B11 1PP LMG 4	 60* 3	 MTR M2 5PP [3-45]	 Phone X12 11	 MPH/RIPH: dr = MF CC: +1/-1	 Foxhole 5 1S OVR, OBA +4 Other +2
 [ELR: 4] {SAN: 3}	 5-5-8 11	 10-2 2	 9-1 2	 8-1 2	 8-0 2	 6-12 HMG 2	 4-10 MMG 2	 B11 1PP LMG 4	 60* 3	 MTR M2 5PP [3-45]	 Phone X12 11	 MPH/RIPH: dr = MF CC: +1/-1	 Foxhole 5 1S OVR, OBA +4 Other +2								
● Elements of 6th and 7th Companies, 3rd Battalion, 124th Regiment set up on/south of hexrow Q:	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center;">                       [ELR: 4]                      {SAN: 4}                 </td> <td style="width: 15%; text-align: center;">                       E                      4-4-8                      12                 </td> <td style="width: 15%; text-align: center;">                       1                      4-4-7                      5                 </td> <td style="width: 15%; text-align: center;">                       2-2-8                      2                 </td> <td style="width: 15%; text-align: center;">                       10-2                      2                 </td> <td style="width: 15%; text-align: center;">                       10-0                      2                 </td> <td style="width: 15%; text-align: center;">                       9-1                      2                 </td> <td style="width: 15%; text-align: center;">                       9-0                      2                 </td> <td style="width: 15%; text-align: center;">                       dm MMG                      2PP                      2                 </td> <td style="width: 15%; text-align: center;">                       B11 1PP LMG                      2-6                      4                 </td> <td style="width: 15%; text-align: center;">                       dm MTR                      2PP                      50 mm                      3                 </td> <td style="width: 15%; text-align: center;">                       DC                      X12                      1PP                      30-1                 </td> </tr> </table>							 [ELR: 4] {SAN: 4}	 E 4-4-8 12	 1 4-4-7 5	 2-2-8 2	 10-2 2	 10-0 2	 9-1 2	 9-0 2	 dm MMG 2PP 2	 B11 1PP LMG 2-6 4	 dm MTR 2PP 50 mm 3	 DC X12 1PP 30-1		
 [ELR: 4] {SAN: 4}	 E 4-4-8 12	 1 4-4-7 5	 2-2-8 2	 10-2 2	 10-0 2	 9-1 2	 9-0 2	 dm MMG 2PP 2	 B11 1PP LMG 2-6 4	 dm MTR 2PP 50 mm 3	 DC X12 1PP 30-1										

# BRANDENBURGER BRIDGE

**PRIPET MARSH, 27 JUNE, 1941:** During the early days of Barbarossa, *Panzer Gruppe 2* called on a detachment of the elite Brandenburg Kommando Battalion to seize an important bridge, capable of bearing the weight of tanks, before the Soviets could destroy it. Late in the afternoon of the 27th, the Brandenburgs, disguised as Russians reached the bridge, with one of the trucks proceeding to "break down" at the western end, while the second truck continued on to the east end. A German lieutenant, dressed as a feared NKVD officer, began harrying the Russian engineer officer charged with destroying the bridge. While the two drew the attention of the other Russians, the Brandenburgs busied themselves with removing explosives. In the close quarter fighting that followed, the Germans mopped up and secured both ends of the bridge, then set up their weapons to wait for relief from the panzers. The Russian leaders soon recognized their predicament, and an intense struggle followed as artillery and mortars were brought to bear on the isolated Brandenburgs. Meanwhile, the panzer relief column was stalled because several of its tanks had either broken down or been destroyed by artillery fire. A Stuka attack against Soviet gun positions allowed enough respite from enemy fire for the panzers to race for the bridge. Artillery soon opened fire again, stopping two more tanks. The surviving panzers continued the race, accompanied by their grenadier and Pioneer escort. Finally, a last two dashed across the bridge and took up defensive positions on the eastern end. A second relief column broke through to relieve the still-beleaguered bridge defenders under the cover of darkness. By dawn the weary Brandenburgs had loaded their dead into a truck and quietly pulled out to return to their base, their involvement in the success never mentioned in official dispatches.



**BOARD CONFIGURATION:**



(Only hexrows R-GG on boards 32 and 13, and A-P on board 7 are playable.)

**VICTORY CONDITIONS:** The German wins if he Controls hexes 711 and 719 at Game End. If any hex of the bridge is destroyed, the Russian wins immediately.

**BALANCE:**

- ★ The German suffers from Ammo Shortage.
- ⚡ The Russian OBA has Scarce Ammo.

**SPECIAL RULES:**

1. EC are Moist and Gusty with a Heavy Wind from the southwest at start. The river is Deep with a Moderate current flowing north. Place a two lane stone bridge in hexes 712-718. All brush is treated as Marsh. Kindling is NA.
2. All German 468 and 248 MMC are Commandos (H1.24), are considered Fanatic and are immune to Encirclement (A7.7). All MMC/SMC of the Brandenburg Detachment have ELR 5, other German units have ELR 4. All German 548s and 338s and Russian 628s are Assault Engineers. (H1.22). The Germans receive Air Support in the form of two Stukas (E7.403) with bombs which arrive no later than Turn 5.
3. The Russians receive a module of 70+mm OBA (HE only) with an offboard observer at level one on the south edge.
4. Only the Russian AT may set up HIP. The Inf Gun and 82 mm MTR set up uncealed, without emplacement or bore sighting. The 82mm MTR has no smoke.
5. All bridge hexes are considered Rally terrain for German units only. Broken units may ignore enemy units on the far side of the river for rout purposes.

⚡ GERMAN Sets Up First ⚡ GERMAN Moves First	<table border="1" style="margin: auto;"> <tr> <td style="width: 15%; text-align: center;">1</td> <td style="width: 15%; text-align: center;">2★</td> <td style="width: 15%; text-align: center;">3</td> <td style="width: 15%; text-align: center;">4★</td> <td style="width: 15%; text-align: center;">5</td> <td style="width: 15%; text-align: center;">6</td> </tr> </table>	1	2★	3	4★	5	6
1	2★	3	4★	5	6		

**Brandenburg Detachment** [ELR: see SSR 2] Set up ≥ 2 hexes of 711 and/or 719, with ≥ 2 1/2 squads/equivalents in each area:

4-6-8	3-3-8	2-4-8	8-1	1-4-9	5-12 2PP	3-8 1PP	1-12 1PP	30-1	50* [2-13]	5 OVR, OBA +4 1S Other +2
5	2	2			3					4

[ELR: 5/4]  
{SAN: 3}

**Panzer Gruppe 2 Relief Column** enter on/adjacent to 32Y10 on Turn 1 having expended 7MP/3MF:

5-4-8	4-6-7	9-2	7-0	3-8 1PP	1-12 1PP	X10 24-1	30-1	8-1	13 3 50 3/5	16 1 15PP AAMG T7 -/3	28 T7 21PP
2	3			2			2		3	2	3

**Remnants of Soviet Army Group** set up on board 32 ≥ 5 hexes from 711 and 32Y10:

4-4-7	4-2-6	2-2-8	8-1	B11 2 4-10 SPP	B11 1 2-6 1PP	45mm PTP obr. 32 AT M11 45L
4	4			2		

[ELR: 2]  
{SAN: 5}

Enter on East edge of board 13 on Turn 4:

GAZ-4M-AA 25 ★	T-26S M37 11 3 B11 1 45L -/4	8-0	B11 1 2-6 1PP	6-2-8	4-5-8	30-1
3		2	3	2	2	

Set up on any hex of board 13 ≥ 5 hexes from 719:

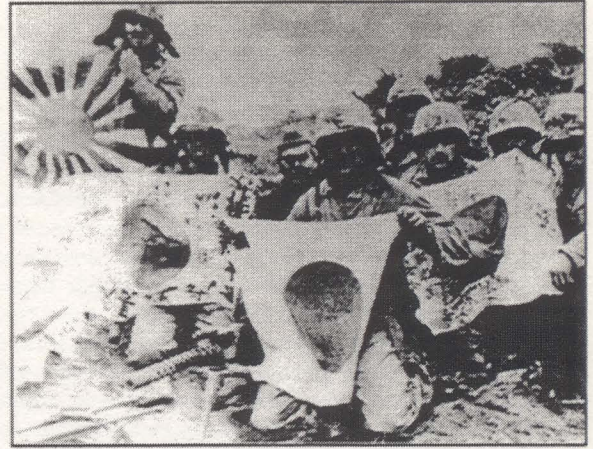
4-4-7	4-2-6	2-2-8	5-1	3 6-12 SPP	B11 1 2-6 1PP	1-12 1PP	3 50* [3-20]	82mm BM obr. 37 82* [3-78]	MTR M11 76* [3-78]	76.2mm PP obr. 27 76*	INF M8
5	4	2					2				

Enter on 32R6 on Turn 2:

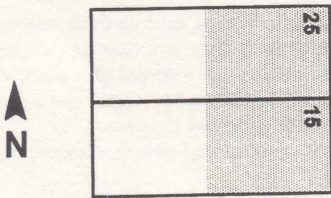
4-4-7	7-0	1-12 1PP	45L		BT-5 M34 22 2 1
3					

# CUSHMAN'S POCKET

**IWO JIMA, 7 MARCH, 1945:** For days the almost invisible Japanese had taken a horrendous toll of the Marines as they fought their way across the Iwo moonscape. With casualties approaching the 12,000 mark, even the gung-ho Marines were showing serious signs of strain. Yet the 3rd Division lay stalled a few hundred yards from Hill 362C, hung up on yet another network of daunting defenses. Thus far on Iwo, major assaults had been preceded by intense bombardment and airstrikes, but for March 7, Erskine moved the 3rd's jump-off time up to 0500 hours, with no bombardment in advance. This largest night attack in the entire Pacific campaign was launched in relative silence, as the Americans stumbled through the broken, featureless jumble of rocks and rubble, trying to leapfrog 362C's defenders in the darkness. Lt. Col. Cushman's 2nd Battalion had managed to gain several hundred yards, perhaps a week's worth of daylight advances, when at 0730 daylight revealed them to the Japanese. Cushman's men began to take intense fire from every direction. A hailstorm of bullets and mortar rounds stopped the advance and quickly cut the Americans off from their own lines. The 2nd Easy and Fox companies were now fighting for their very survival, as armor and infantry units from the 21st Regiment vainly tried to extricate them. The combination of full-strength defenses between the main lines and the stranded men combined with the difficult terrain to keep the reinforcements at bay. As the day wore on, the Japanese increased the pressure, and deadly hand-to-hand fighting erupted among the jumbled gorges and crags. The Marines were so close to the Japanese positions that they could hear their taunts of "Marine, tonight you die!" After being trapped for 26 hours in what became known as Cushman's Pocket, 19 men from Easy and 9 from Fox stumbled back into their own lines. Despite the loss of 362C to other Marines, Senda's Cushman's Pocket area Japanese would hold out for six days.



**BOARD CONFIGURATION:**



(Only hexrows A-P are playable.)

**BALANCE:**

- Add one 447 squad and a 10-0 leader to the 2nd Mixed Bde OB.
- ☆ Add one FT to the E Coy. OB.

**SPECIAL RULES:**

1. EC are Moderate and Gusty with no wind at start.
2. Place overlays as follows: **O4** on 15G9-H9; **O5** on F7-G8; **B4** on H6-G7; **B5** on I8-I7. Place stone rubble over every building and hexes 15J10, 15L10 and 15N10. Treat all woods, brush, rubble, orchard, hammada and grain as Crag (B17) [EXC: Pillboxes may set up in, and BAZ may fire into Crag, which is also Ambush and Rally terrain. Dozers may clear Crag as per a G15.25 house with only DRM of -5 Dozer, +2 Crag, +x labor]. No roads or walls exist.
3. 2nd Mixed Bde sets up on hill hexes west of hexrow F, with 3 pillboxes on each board and all board 25 units on level 1. Pillboxes set up facing S/SE on 25 and N/NE on 15, all ≥3 hexes apart. Pillbox HIP and tunnels are NA. Crew-served weapons must set up in a pillbox. No Japanese units (including THH) may use HIP, but all may set up concealed.
4. The Marines receive one module of 60+ Battalion Mortar OBA (HE/WP only). Any non-immobilized AFV not within two hexes of a friendly MMC/SMC at the end of any US MPH is Recalled. No VP are awarded.

**VICTORY CONDITIONS:** The US must have more VP than the Japanese at Game End. The US only receives VP for AFV/Good Order MMC on/west of hexrow K on either board, with any unit at level 3 or higher worth double on board 25 and 1.5 (FRU) on board 15. The Japanese receive CVP and 2 VP for every pillbox they control.

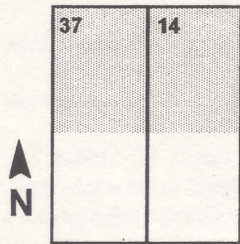
<p><b>SEQUENTIAL Set Up</b></p> <p>☆ AMERICAN Moves First</p>	1	2	3	4	5	6																																		
<p>☆ Elements of Company E set up 1st on level 3 or 4, less than 2 hexes from 25J6, with ≤ 1 MMC, SMC &amp; SW per hex:</p> <table style="width: 100%; text-align: center;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>5</td> <td></td> <td></td> <td></td> <td></td> <td>2</td> <td></td> </tr> </table> <p>Elements of the 21st Regiment enter on East edge on/between 25A2 and 15A8 on Turn 1:</p> <table style="width: 100%; text-align: center;"> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td>2</td> <td></td> <td>2</td> </tr> </table>								5					2					2		2																				
5					2																																			
2		2																																						
<p>☆ Elements of Company F set up 3rd ≤ 2 hexes from 15O9 with ≤ 1 MMC, SMC &amp; SW per hex:</p> <table style="width: 100%; text-align: center;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>9</td> <td></td> <td></td> <td>2</td> <td></td> <td>2</td> <td></td> <td>2</td> <td></td> <td>2</td> <td></td> <td>4</td> </tr> </table>													9			2		2		2		2		4																
9			2		2		2		2		4																													
<p>● Elements of 2nd Mixed Brigade set up 2nd (see SSR 3):</p> <table style="width: 100%; text-align: center;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>5</td> <td></td> <td></td> <td>2</td> <td>2</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td>5</td> </tr> </table>													4	5			2	2						5																
4	5			2	2						5																													
<p>Elements of 145th Brigade set up 4th on/west of hexrow O:</p> <table style="width: 100%; text-align: center;"> <tr> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>4</td> <td>2</td> <td>6</td> <td>4</td> <td></td> <td>2</td> <td></td> <td>4</td> <td>2</td> <td>3</td> <td>3</td> <td></td> <td></td> <td></td> </tr> </table>															4	2	6	4		2		4	2	3	3															
4	2	6	4		2		4	2	3	3																														

# IN THE SAMURAI TRADITION

**SAN PABLO, LEYTE, 6 DECEMBER, 1944:** After weeks of fighting, the American 6th Army had retaken three quarters of Leyte, slowly choking off the remnants of Suzuki's 35th Army. Instead of admitting defeat, however, the Japanese launched Operation Wa, a complicated attack on the US rear-area airfields at Buri, Bayug and San Pablo. Wa was designed to unfold over ten days, with both airborne and land forces linking up to take and hold the airfields, breaking up the American advance. Unfortunately, the mission started poorly, as the air landing of the Kaoru Airborne Raiding Detachment on the airstrips failed utterly. But when the first wave of the paras carrying Lt. Col. Shirai Tsunehiro's 33rd Parachute Regiment cruised over the San Pablo field in the twilight of December 6th, there was no anti-aircraft fire or combat air patrol. With their transports carefully maintaining correct American formation, the heavily-armed paras tumbled out in neat sticks, right on schedule and without a shot being fired. The Americans on the base, mostly various elements of the 14th Airborne Division, were busy lining up for chow and packing parachutes. Their commander, Maj. General Swing, quickly realized what was happening. As Shirai's men hit the ground and used their whistles, bells and other gadgets to form into squads, Swing and his troopers ran for their weapons. A wild hide-and-seek melee followed, with Swings paras trying to fight off Shirai's, who were intent on both destroying equipment and taking control of the base. By morning, the Japanese had been driven back to the nearby airfield at Buri, where Shirai had gathered the paras and the few men of the 16th Divisions who had made their way to the battle from the mountains. Due to weather and American airstrikes, the remaining two thirds of Shirai's regiment were never dropped. Wa was a failure. But it took four battalions of American troops three days to finally clear the Japanese from Buri.



**BOARD CONFIGURATION:**



(Only hexrows A-P are playable.)

**BALANCE:**

- ☆ Replace the US 9-2 leader with a 10-2.
- Change 25 CVP in the VC to 21 CVP.

**SPECIAL RULES:**

1. EC are moderate, with no wind at start. PTO terrain is in effect, with light jungle. There is a LV Hindrance equal to heavy snow in effect. All buildings are wood. No US infantry may set up in locations with SW. All non-elite US units set up pinned.
2. Place overlays as follows: Wd3 on 14E7, F7 and Wd5 on 14K3, K4. Before setup place US FB counters in hexes 14H7, J6, J8, M5 and N7 and 1S foxholes in 14F9, H4 and N5. Wire may set up HIP, but may not be placed in road, runway or FB hexes.
3. Both snipers are placed on board at the start of Japanese Turn 2.
4. FB counters are inherent terrain that costs 1 MF, is a 1 level LOS hindrance with a +1 TEM. They kindle as Huts (G5.6). Against FB, a DC result of 2MC starts a Flame; 3MC or better is a Blaze. Other results have no effect. FB hex Blazes and Rubbled and/or Blaze runway-adjacent building hexes are worth 2 CVP each.
5. The Air Drop group must choose 14I5 or an adjacent hex as its Drop Point and use a NE hex grain for the wing's drop, but will land on target, with normal drift. All SW drop with their squads. All Japanese LMG malfunction on a DR of "12", not on a DR of "11".

**VICTORY CONDITIONS:** Victory Conditions: The Japanese must score 25 CVP or Control four building hexes adjacent to runway hexes and have 18 CVP at Game End.

☆ AMERICAN Sets Up First	1	2	3	4	5	6
● JAPANESE Moves First						

☆ **Elements of the 11th Airborne Division** set up on board 14, ≤ 4 hexes from 14J7 with ≤ 1 squad or equivalent per hex (See SSR 1):

 E 7-4-7 2	 2 5-4-6 2	 G 5-3-6 6	 E 3-3-7 3	 2 2-3-6 4	 G 2-2-6 4	 9-2 5	 8-1 5	 7-0 5	 ? 7 morale 5
---------------------	---------------------	---------------------	---------------------	---------------------	---------------------	--------------	--------------	--------------	------------------------

[ELR: 4]  
{SAN: 3}

 2 2PP 4-10 MMG Level 1, 14L5	 2 2PP 4-10 MMG IN 14F9	 2 2PP 4-10 MMG IN 14H4
--	----------------------------------	----------------------------------

Set up ≤ 5 hexes from 14J7:   
MPH/RIPh:  
dr = MF  
CC: +1/-1  
4

● **Elements of the 3rd Parachute Regiment** set up by group and according to SSR5:

Set up ≤ 2 hexes from hex 37I4 with no MMC stacked with or adjacent to each other:

 E 4-4-8 3	 E 2-3-8 2	 B11 1PP 2-5 LMG 3	 DC X12 1PP 30-1 2	 10-0 2
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[ELR: 5]  
{SAN: 4}

Enter along the south edge of board 14 on Turn 1:

 E 4-4-8 5	 B11 1PP 2-5 LMG 3	 DC X12 1PP 30-1 2	 10-1 2
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Enter by Air Drop on Turn 1 (See SSR 5):

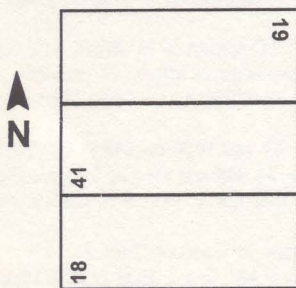
 E 4-4-8 2	 B11 1PP 2-5 LMG 2	 DC X12 1PP 30-1 2	 9-1 2
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# RIDING SHOTGUN

**BIELEFELD, GERMANY, MARCH 29, 1945:** After the successful Rhine crossings, the US 9th Army, covering the right flank of the British and Canadian armies, was ordered to help complete the encirclement of the Ruhr. The plan was for the 9th to secure the northern portion of the Ruhr while the US 2nd Army was doing likewise in the south. The link-up of the two armies was to be in the east near Paderborn. As in the weeks before, armored columns knifed quickly into the rapidly disintegrating Wehrmacht units. Outside of Bielefeld cavalry platoons of the 8th Armored Division launched a lightning assault, hoping to overwhelm the Germans before an effective defense could be established. The US force attacked the town from three directions, using speed and firepower to enter the town before the startled defenders could effectively react. As the recon units moved toward the town center, Flak guns and Luftwaffe troops began to put up stiff resistance. Backed up by the veteran panzer grenadiers the situation rapidly turned against the Americans. Despite US reinforcements poured in from the west, the grenadiers managed to hold off the attackers and control the east edge of the town. Although finally overwhelmed by sheer numbers, the Germans proved themselves a capable and well-disciplined foe, even in the face of the military collapse of the Third Reich.



**BOARD CONFIGURATION:**



**BALANCE:**

- ☆ Replace the 9-1 leader in the American OB with a 9-2.
- ⊞ Add a PsK to the German OB.

**SPECIAL RULES:**

1. EC are moist with no wind at start. Bore Sighting is NA.
2. Treat the board 41 stream as a gully and all grain as open ground Mud. The bridge is of two lane, stone construction.
3. The German Flak gun must set up in AA mode (E7.5) German vehicles may not set up in buildings.
4. All US MMC must enter as Passengers. Ignore US Vehicle Note 30 (regarding 667 passenger squad). They are included in the printed OB.
5. Due to extreme fuel shortages, any time any German vehicles uses a MP to start, changes VCA, attempts motion status, or is in motion at the start of a friendly MPH, it must take a TC. On a DR of  $\geq 11$ , it is immediately immobilized. On a roll of 10, it may still move but is considered immobilized at the end of its MPH. ESB may not be attempted if a 10 is rolled.
6. AFV crews may not voluntarily abandon.

**VICTORY CONDITIONS:** The US wins immediately by Controlling all the multi-hex buildings on board 41 east of hexrow U.

⊞ GERMAN Sets Up First ☆ AMERICAN Moves First	☆	1	☆	2	3	4	5	6	7
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**8th Armored Recon Elements** enter on Turn 1 on north, south and/or east edge road hexes with  $\leq 2$  vehicles entering per road hex :

☆	3-4-7	9-1	1-4-9	BAZ 45 X11 WP6 8-5	dm MTR M2 2PP 60 mm	DC X12 1PP 30-1	M8 36 2 1	Jeep 37 ★	Jeep 37 ★	Jeep 37 ★		
[ELR: 3] {SAN: 2}	5						37LL -4/4	T10 9PP	2 9PP *AAMG	T10 -1/2	2 9PP *AAMG	T10 -1/4
							3	2	2			

**Elements of the 8th Cavalry Company** enter along the west edge on Turn 2:

E	6-6-7	8-1	8-0	BAZ 45 X11 WP6 8-5	dm MTR M2 2PP 60 mm	9-1	M24 18 6 3	M3 20 0 0	M3A1 20 0 0	M3(MMG) 20 0 0
[ELR: 2] {SAN: 4}	4						75 2/4/4	1 15PP *AAMG	2 15PP *AAMG	2 10PP* *AAMG
							2	3		

**Elements of 86th Corps Luftwaffe AA** set up on board 41 east of the gully (stream):

E	4-4-7	4-3-6	2-2-8	8-1	7-0	1 3-8 LMG	Flak 38 AA M10	2cm Flak LKW 24 ★	PSW 234/1 33 4 1
[ELR: 2] {SAN: 4}	2	4				2	3 20L(6)	B11 3 *20(4)	2 20L(6)
									-1/5*

**Elements of the 116th Panzer Division** set up on board 41 on/between hexrows G and O:

E	4-6-7	9-1	8-0	2 5-12 MMG	1 3-8 LMG	1PP PsK X10 12-4	StuH 42 13 8 3
[ELR: 2] {SAN: 4}	6						105 -1/4/1*



# HE WHO HESITATES

**NADURET EL GHESCEUASC, LIBYA, June 12, 1942:** Rommel was moving the Afrika Korps in fits and starts, dashing about the desert unpredictably. General Norrie studied the movements, added up the tanks available to each side, then decided to commit the bulk of available British armour for a climactic battle. But too slowly. At the crucial moment before the actual attack on the German armour, there was an argument between 2nd and 4th Armoured Brigades about the command arrangements, which included temporarily transferring one brigade to another division. General Messervy, assigned command of the two British armoured brigades, set out to confer with Norrie about the problem. Messervy was cut off by a German reconnaissance patrol and almost captured. Meanwhile, the 4th Armoured sat atop the Naduret el Ghesceuasc, a small hill they were familiar with from previous engagements. As Messervy hid in a dry well, the 22nd paused a short but significant distance away from the 4th, awaiting orders. Rommel's intercept service reported the confusion to him promptly, and he moved to take advantage of the situation by coordinating his two panzer divisions in a deadly pincer attack. 15th Panzer turned north and hit both the 2nd and 4th Armoured Brigades head on, while 21st Panzer smashed into 4th Armoured from the west. In both attacks numerous anti-tank guns mixed in with the armour, increasing the carnage among the British tanks. More than 20 tanks were destroyed in the first 10 minutes. But the 4th Armoured Brigade fought desperately, recognizing the trap. At last 22nd Armoured arrived from the north, drawing off part of 21st Panzer. This left a gap through which the tattered remnants of 4th Armoured Brigade escaped. A great deal of British armour was destroyed, including many of the newly-arrived Grant tanks. General Messervy had escaped capture, but his tanks were not nearly so fortunate: 4th Armoured had been reduced from 95 tanks to 15. And Rommel had once again established armour superiority, leaving the British with lowered morale and decreasing confidence in their leaders.



**BOARD CONFIGURATION:**

	31		26
H1	28		29
	30		27



**BALANCE:**



Remove the 9-1 armor leader from the British OB.



Add an 8-1 armor leader to the British OB.

**SPECIAL RULES:**

1. EC are Very Dry with a light breeze from the west at start. Intense Heat Haze is in effect. Place overlay **H1** on 28C9-D9. Place a Hillock Summit counter in hex 31oC4.
2. All vehicles of both sides enter having already expended 6 MP.
3. No British AFV may move out of the setup area (including under Recall) before Turn 3.
4. 37L must set up/enter en portee. See British Vehicle Note B. 5. No armor leader benefits are conferred in the Marder.

**VICTORY CONDITIONS:** The German wins instantly by accumulating 120 DVP without losing  $\geq 90$ . British AFV/crews that set up on board may exit the North edge without being counted for DVP. The German receives DVP for his units on/adjacent to the hillock.

<p>🎯 BRITISH Sets Up First</p> <p>⚔️ GERMAN Moves First</p>	1	2	3	4	5	6
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Elements of 4th Armoured Brigade set up within 3 hexes of 28oA10 and/or 31oC4:



{SAN: 0}

 Lee (a) 13 B75 611 37LL* 2/4 2 (7 DVP)	 Grant (a) 13 B75 611 37LL* 2/4 2 (7 DVP)	 Stuart 1(a) 18 37LL 2/4/2 6 (5 DVP)	 8-1
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Elements of 22nd Armoured Brigade enter along the north edge of boards 28 and/or 30 on Turn 3 (See SSR 2):

 Grant (a) 13 B75 611 37LL* 2/4 4 (7 DVP)	 Crusader I 15 40L 2*/4 2 (5 DVP)	 Crusader II 15 40L -/4 2 (5 DVP)	 Crusader ICS 15 *76* -/4 4 (4 DVP)	 9-1
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Elements Panzer Regiment 8 enter along the south edge of board 26 on Turn 1 (See SSR 2):



 Pz IVF1 14 75* 3/5 2 (6 DVP)	 Pz III 13 50L 3/5 2 (6 DVP)	 Pz III 13 50 3/5 2 (6 DVP)	 SdKfz 7 17 T-4 19PP 2 (2 DVP)	 Opel Blitz 28 T7 21PP 2 (2 DVP)	 Flak 18 AA M 28 88L A5*/473 2 (6 DVP)	 PaK 35/36 AT M12 37L H6[9] 3 (3 DVP)	 2-2-8 2
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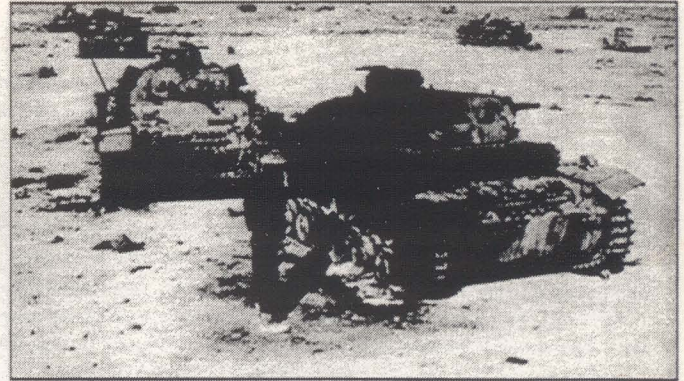
Elements Panzer Regiment 5 enter along the west edge on/between 30P1 and 27R1 on Turn 2:

{SAN: 0}

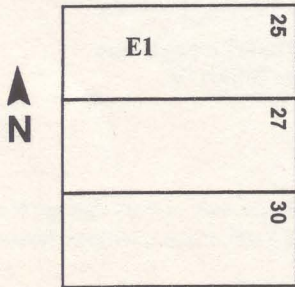
 Pz IVE 14 75* 3/5 2 (6 DVP)	 Pz III 13 50 3/5 3 (6 DVP)	 Pz III 13 50L 3/5 2 (6 DVP)	 Pz IIF 14 B11 20L -/5 2 (4 DVP)	 Marder III(H) 14 B11 75L 1 4/- 5 (5 DVP)	 PaK 38 AT M10 50L [75] 3 (5 DVP)	 SdKfz 7 17 T-4 19PP 2 (2 DVP)	 2-2-8	 9-1	 8-1
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# THE KING'S DASH

**SIDI REZEGH AIRFIELD, LIBYA, 20 NOVEMBER, 1941:** In one of their opening moves in Operation Crusader, the British 8th Armored Division's Support Group drove up onto the Sidi Rezegh airfield, which they captured from the mixed bag of Italian and German defenders. The fight was a short one, but it left the area littered with wrecked vehicles and aircraft. Resting overnight, one of the first challenges the next day would be to take the ridge overlooking the airfield. This ridge was the back side of the escarpment overlooking the vital Trig Capuzzo track. As dawn broke three companies of the 1st King's Royal Rifle Corps and A Company of the 2nd Rifle Brigade, accompanied by tanks and carriers, formed up on the exposed plain facing the airfield. The infantry assault would be preceded by a four minute concentration by the Support Group's guns, ending with a smokescreen. Unfortunately, the Axis troops on the ridge had taken the opportunity afforded by the British pause to register their artillery on the line of approach. Nonetheless, at 0830 the infantry went in behind their carriers and tanks. The Germans and Italians facing them were well dug-in and had a magnificent field of fire across the open and level ground. In a courageous move against heavy opposition, the British dashed onto and across the airfield. Suffering severe casualties but pressing on, the Kings assaulted the enemy positions and carried the entire ridge in short-range fighting. A total of 2 miles of the escarpment were thus delivered into British hands. As a measure of their nerve and success, the Kings captured more than 700 prisoners; more men than were involved in their attack force of less than 400 bayonets.



## BOARD CONFIGURATION:



## BALANCE:

Remove the British armor leader from play.

Add one 50mm mortar to the British OB.

## SPECIAL RULES:

- EC are Dry with a light breeze from the southwest at start. Place overlay E1 on board 25.
- The Germans receive one module of 100+mm OBA (HE only). The German may Pre-Register one hex.
- The two Axis forces set up on opposite sides of hexrow T (EXC: ATs may set up anywhere on overlay). Use German concealment during Axis setup, but the correct type during play. German ELR is 3; Italian ELR is 2.
- At the start of the Turn 1 British PFP, the British may place a smoke barrage by placing a SR anywhere on board 25 or 27. The SR is accurate on a dr of  $\leq 4$ . The extent of error DR is halved (FRU). The British must then immediately place a standard nine hex barrage of +3 Smoke counters, running east and west, centered on the original SR.

**VICTORY CONDITIONS:** The British win at the end of any Player Turn there are no Good Order Axis MMC with a LOS (disregarding hindrances) to board 27, providing the British have lost <46 DVP.

GERMAN/ITALIAN Sets Up First	1	2	3	4	5	6	7	8
BRITISH Moves First								

Elements of the 1st King's Royal Rifle Corps and 6th Royal Tank Regiment enter along the south edge on Turn 1:

4-5-8	4-5-7	10-2	9-1	8-1	8-0	dm MMG 2PP	1PP LMG 2-7	dm MTR 2PP 51mm	9-1	Crusader I 15 4	Crusader ICS 15 4
6	16				2		4	3		2	
Carrier A 16 0 0	Carrier B 16 0 0										
1 4PP BMG	T10+ 2-1*	1 4PP *ATR	T10+ -1/2								
2	2										

[ELR: 3]  
{SAN: 2}

Element of 361st Afrika Regiment set up on overlay hexes west or east of hexrow T (See SSR 3):

4-6-7	4-4-7	2-2-8	9-1	8-0	7-0	2PP 5-12	1PP 3-8	Phone X12 11	PaK 35/36 AT M12 37L H6[9]	Foxhole 5 1S OVR, OBA +4 Other +2	Sangar 1S or Gun OBA: +3* Other: +1*
2	5									2	2

Elements of Divisione Bologna set up on overlay hexes west or east of hexrow T (See SSR 3):

3-4-6	2-2-7	9-1	8-0	B11 1PP 2-5	1PP 1-12	MTR 4732 4PP B11 45+ [2-13]	AT M12 47	Foxhole 5 1S OVR, OBA +4 Other +2	Sangar 1S or Gun OBA: +3* Other: +1*
5	2							3	

[ELR: 3/2]  
{SAN: 3}