

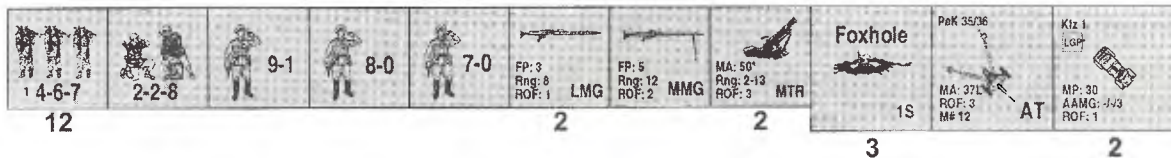
THE DRAGONS' CLAWS

RPIII #1

+ GERMAN Sets Up First	1	2	3	4	5	6
⊙ FRENCH Moves First						



Elements of the 1st Battalion, 6th Armored Infantry Regiment, 7th Panzer Division set up on any whole hex of board 10:

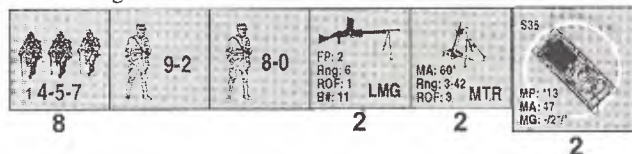


[ELR: 3]

{SAN: 4}



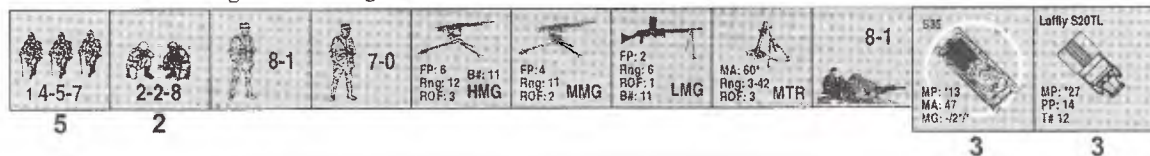
Elements of the 1st Battalion, 4th Regiment de Dragons Portes and 18th Dragons, 1st DLM enter on turn one along the east edge:



[ELR: 3]

{SAN: 2}

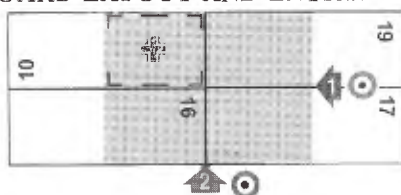
Enter on turn two along the south edge:



HANDICAPS:

- +** Replace the French 8-1 leader with an 8-0.
- ⊙** Remove two foxholes from the German OB.
- ↔** Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(only hexrows R-GG on 10, 17 and 19 and A-P on 16 are in play)

OBJECTIVES: The French win immediately upon earning 24 CVP or at the end of any game turn in which they Control twenty building Locations on board ten. The French lose immediately upon losing ≥ 20 CVP.

SPECIAL RULES:

- EC are Dry with no wind at start.
- Treat all whole hexes of board 10 to be at level 1, with the hexsides between levels 1 and 0 (i.e., board ten half-hexes and hexsides between board ten and boards 16/19) delimiting the crest line.
- After all setup, place a DM counter in hex 10Y5. Make an Extent of Error DR and move the DM counter to the resulting hex. All of the units in the German-occupied hex *nearest* to the DM counter (use Random Selection for ties) are immediately broken and DM. The *original* DM counter is now scattered from the resulting hex with a new Extent of Error DR, and so on. Break and DM the contents of six hexes in this manner after all set up but prior to play. Play then begins with the French Rally Phase of turn one.

MONT-SAINT-ELOI, FRANCE, 22 May 1940: On May 21 the 6th Shutzen Regiment of the 7th Panzer Division fought at Berneville against a British tank force that gave it much trouble before withdrawing. On the morning of the 22nd, the 6th managed to continue its advance and at 1415 got across the Scarpe (stream). Shortly after, the Germans succeeded in taking the village of Mont-Saint-Eloi with two companies. At this time, a mixed French force made up of the 1st Battalion of the 4th RDP reinforced by two platoons of Somuas from the 18th Dragons was about to start its counter move from the nearby village of La Targette. At about 1500, a violent rush of artillery fire suddenly shook Mont-Saint-Eloi, followed by the unmistakable rumble of approaching tanks. After a pincer movement by the Somuas, the dismounted Dragoons attacked fiercely. The German troops were quickly un-nerved by this reversal of fortune and tactics and the front line broke. Working in concert, the French tanks and infantry moved together toward the center of the village. The demoralized Germans knew they could expect no help from friendly panzers and started to surrender. Prisoners taken outside of the village already numbered sixty when all opposition ended, yielding 130 men, an A-T gun, a half-track and a few trucks.



SAVING MADAGASCAR

RPIII #4

<input checked="" type="radio"/> FRENCH Sets Up First	1	2	3	4	5	6	7	8
<input checked="" type="radio"/> BRITISH Moves First								

Elements of the 2nd Royal Welsh Fusiliers and the Special Service Tank Squadron set up on/south of hexrow K:



1 4-5-7 15	9-2	8-1	8-0	7-0	FP: 4 Rng: 12 ROF: 2	FP: 2 Rng: 7 ROF: 1	MA: 51* Rng: 2-11 ROF: 2	1-12	9-2
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{ELR: 3}

{SAN: 3}

Carrier A MP: 16 PP: 4 MG: 2-4, ROF: 1 MA: BMG	Valentine II MP: 10 MA: 40L ROF: 1 MG: J4	Tetrarch MP: 21 MA: 40L ROF: 1 MG: J4
2	3	2

Elements of Ansirane's Garrison set up on/between hexrows N and W:



1 4-5-7 5	6 4-3-7 7	2-2-8 2	9-1	8-1	7-0	FP: 5 Rng: 12 ROF: 3	B#: 11	FP: 4 Rng: 11 ROF: 2	FP: 2 Rng: 6 ROF: 1 B#: 11	7 morale
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{ELR: 2}

{SAN: 4}

75 Mle 1897 MA: 75 ROF: 1 M#: 8	Pillbox ART 1+3+5	Trench 7	Wire Mph - RPh 3	Roadblock
2	2	7	3	

BOARD LAYOUT AND ENTRY:



HANDICAPS:

- Remove one 4-5-7 squad from the British OB.
- Remove one 4-3-7 squad from the French OB.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Moist, with no wind at start. PTO is in effect, including Light Jungle [EXC: All Marsh is Swamp]. The road from 37A5/A6 to 37GG5/GG6 exists. Place overlay M4 on 37P10-Q10.
2. All French pillbox and trench counters must set up in a continuous line of adjacent hexes (i.e., each pillbox/trench must be adjacent to at least one other pillbox/trench but may not be adjacent to more than two others).
3. Two French squads plus any SW/SMC in the same Location may set up utilizing HIP.
4. Kindling is NA.

OBJECTIVES: The British win immediately if they earn ≥ 35 CVP (EXC: Prisoners do not count double). The British earn 2 x CVP for each unit exited off the North edge.

Near ANTISIRANE, MADAGASCAR, 5 MAY 1942: In order to prevent a Japanese incursion into Madagascar such as in Indochina, Britain launched Operation *Ironclad* to seize the northern ports of Diego-Suarez and Antsirane. The British gathered the 13,000 men of the 29th Independent Brigade and the 17th Brigade Group to oppose the 8,000 mostly native conscripts and tough Senegalese troops known to be holding positions in Madagascar. The Vichy commanders felt that the islands, shoals and mines would prevent any incursions near the two ports, but were proven wrong by skillful navigation and mine-clearing by the Royal Navy. The landings by the British ground troops were unopposed and Diego Suarez fell easily to a British Commando Squadron. Meanwhile, the 29th Brigade sorted itself out and took the road to Antsirane. Three miles short of the port, they ran into the town's last defense line. Here stood French officers with Senegalese and Malagasy troops in two redoubts connected by trenches, the whole anchored by mangrove swamps at each end. Brigadier Festing decided to launch a hasty assault, with his armor in the van. French field guns quickly knocked out four Valentines and two Tetrachs. A follow-up in infantry assault also failed. The British called it quits for the day, then launched a pre-dawn flanking attack which greatly disrupted the defenders. But Festing failed to follow-up due in part to communications failures and the stalemate continued. Finally, a daring amphibious assault by Royal Marines against the port sent the French retreating to Antsirane itself, just as Festing renewed his attack. British troops marched through the town, and the last defenders surrendered within a day, allowing the British fleet to sail triumphantly into the Antsirane harbor.



A FUNNY KIND OF WAR

RPIII #3

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

Elements of the 712th Division set up east of the canal and on/west of hexes numbered ≤ 8 on board 19:

1 4-6-7 10	2-2-8 3	9-1	8-1	8-0	FP: 6 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	MA: 50 Rng: 2-13 ROF: 3	? 7 morale	Minefield 30 AP
MA: 50L ROF: 3 M# 10	MA: 20L/6 ROF: 3 M# 10									
[ELR: 3] {SAN: 4}		2		6						

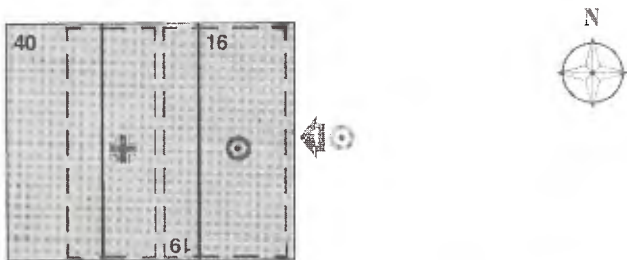
Elements of the 1st East Lancashire Regiment set up on/east of hexes numbered 9 on board 19 or any hex on board 16:

1 4-5-7 6	9-1	8-1	FP: 6 Rng: 14 ROF: 3	FP: 2 Rng: 7 ROF: 1	MA: 51 Rng: 2-11 ROF: 2					
Elements of 5th Royal Dragoon Guards and 1st Welsh Regiment enter along the east edge on turn one:										
E 4-5-8 6	8-1	8-0	FP: 2 Rng: 7 ROF: 1	FP: 8 Rng: 3 X#: 10	MP: 12 MA: 75 ROF: 1 MG: 4/4	MP: 13 MA: 75 MG: 2/4/4 ROF: 1	MP: 16 MA: BF 24 FT Range: 2 RF: 4	MP: 14 EWG: 2/ ROF: 1		
[ELR: 4] {SAN: 3}		2		4		2		4		

HANDICAPS:

- The Germans receive 36 AP mine factors.
- Add a 9-1 armor leader to the British OB.
- Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The British must control ≥ 11 points of buildings/bridges at the end of any Game Turn (Sec SR 5).

SPECIAL RULES:

- EC are Wet with no wind at start. Treat all hills as level zero. The canal is Deep and may only be crossed by bridges at 40I2/I3 and 40Q2/Q3. All bridges are one lane and stone.
- All open ground hexes are Mud for vehicular movement only (D8.23). Treat Grain as water hexes (EXC: MMC/AFVs may move through them at shallow stream costs, i.e., Infantry 3 MF/AFV 3 MP) with no doubling when exiting. AFVs are still subject to Bog.
- All roads exist but treat each road hex as Orchard Road, with the following exceptions.: Infantry pays 2 MF and AFV pay 3 MP to enter a road from a non-road hex. The roads are considered one lane and unpaved. Road rate and road movement bonus are NA for AFVs and Infantry. Infantry is still subject to FFMO in Orchard Road hexes.
- The Germans may set up one squad equivalent and any SMC/SW set up in the same Location utilizing HIP. The Germans may fortify two building locations. The AA gun may only set up west of the canal. No German unit may initially set up on the bridges. All Mine factors must set up in open ground or open ground/road.
- Prior to the start of play the German player must secretly designate one of the bridges as worth 5 points, the 2nd bridge as 4 points, one building east of the canal as 3 points and a 2nd building worth 2. All other buildings on boards 19 and 40 east of the canal and all buildings west of the canal are worth one point each.

HERTOGONBOSCH, HOLLAND, 22 October 1944: In October Field Marshal Montgomery ordered the 2nd Army to break out from the Market Garden salient between Grave and Eindhoven. The main objective was to cut off the supply and escape routes of the German 15th Army. Unfortunately, that part of Holland heavily favored the German defenders. The approaches to Hertogonbosch were totally flat, dotted by small farms and woods, and crisscrossed by low earthen dikes and canals which provided the defender with ideal cover and observation positions. Compounding the environmental problems were the mines, troops, artillery and anti-tank guns the 712th Division had strewn across all likely approaches. With direct orders from the High Command to hold the town at any cost, the Germans waited for the inevitable British assault. The attack started out badly as mines quickly knocked out the armored units as they advanced along the road. Meanwhile, the 1st East Lancshires were literally trapped in the open polderland with no armor support and suffering high casualties. Flail tanks were finally able to clear lanes through the mine-laden roads. As the 5th Dragoons neared the town's outer canal the tanks pulled off the road to lend their fire support to the beleaguered Lancashires. The novelty of the so-called "funny" vehicles had permitted the British to be successful in appalling conditions, proving their worth. Nevertheless, Hertogonbosch would not fall until five days later, with the Germans contesting every bit of ground in obedience to orders.



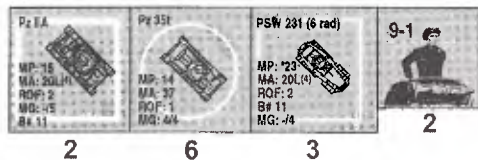
FLAMED IN FRANCE

RPIII #2

⊙ BRITISH Sets Up First	1	2	3	4	5
⊙ BRITISH Moves First					



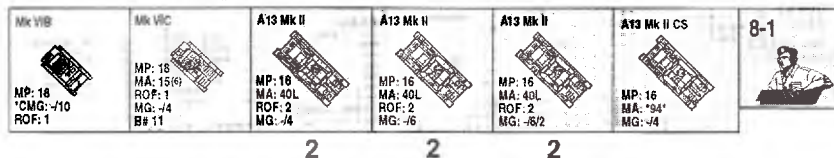
Elements of the 6th Panzer Division enter along the south edge on turn one with 1/2 MP (FRU) already expended:



{SAN: 0}



Elements of the 3rd RTR, 30th Armoured Brigade, 1st Armoured Division enter on 17A5 on turn one with 1/3 MP (FRU) already expended:

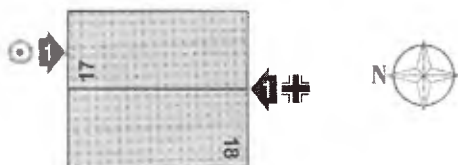


{SAN: 0}

HANDICAPS:

- ⊕ British enters with 2/3 MP (FRU) already expended.
- ⊙ Germans enter with 2/3 MP (FRU) already expended.
- ⚖ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The British begin the game with 6 VP. Each side scores CVP as well as VP for all of its vehicles on the opponent's half of the playing area (see SR 3) at Game End and double VP for exiting off the opponent's side. Each side wins instantly by reducing the enemy to ≤ 1 mobile AFV with functioning MA.

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. The TK Chart below is provided for your convenience.

To Kill Chart:

	RANGE			
	0-1	2	3-6	7-12
GUN	6	5	5	4
MG	7	6	6	5
12.7/15				
20L	8	7	7	6
37	9	9	8	8
40L	11	11	10	10
50	12	12	11	11
75*	11	10	10	10

3. The German "half" of the playing area is defined as south of hexrow Q. The British "half" is north of hexrow Q on both boards.

ST. OMER, FRANCE, 23 May 1940: The 1st Panzer Division turned the corner on the BEF in Belgium and charged toward the channel ports. Their success would seal the fate of the BEF. Over the night of the 22-23, unloading of a fleet of British tanks was completed in Calais. These new cruiser tanks set out not for the embattled Calais sector, but for the defense line along the canal near St-Omer. Of the 27 shiny Mark II A13s that landed, 23 were sent forward with Lt. Col. Keller to restore the situation. Keller led the way, determined to use the fine new cruiser tanks to their best advantage in this mobile war. The British plunged forward, aware that speed was essential to restoring the Allied defenses. Unfortunately for them, they ran head on into lead elements of the 1st, running free in the French countryside, driving on the channel ports. Surprise, experience and coordination were all on the German side, although their tanks were not necessarily superior to the new British marks. Still, the RTR got very much the worst of it in the ensuing engagement, with 12 of its tanks quickly going up in flames. Keller regrouped and fell back out of the panzers' way. Ironically, this was the day that Lord Gort decided that plans should move forward for the potential evacuation of the BEF.



ANOTHER DAMN BRIDGE

RPIII #8

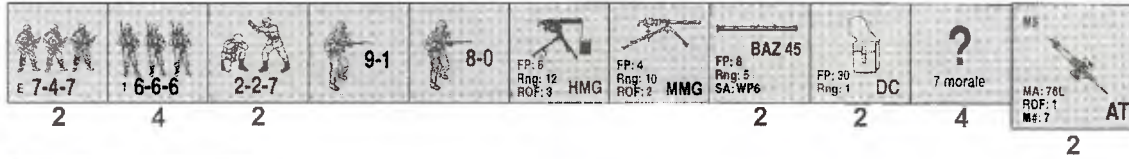
AMERICAN Sets Up First

GERMAN Moves First

1 2 3 4 5 6

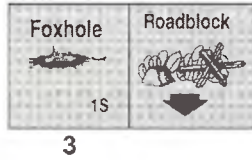


Elements of the 291st Combat Engineers, 825th TD Battalion and Company K, 120 Infantry Regiment set up on boards 41 and/or 40 south of the river in hexes with a coordinate of ≤ 5 (See SR 4):

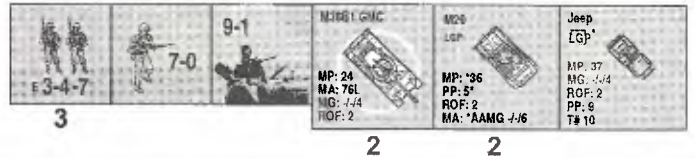


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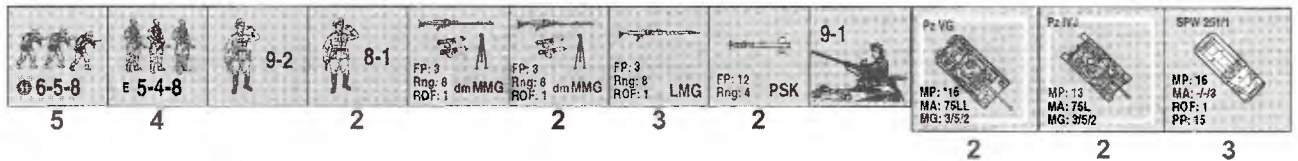
{SAN: 4}



Elements of the 825th Tank Destroyer Battalion enter on turn three along the north edge:



Elements of the 150th Panzer Brigade enter on turn one along the south edge:



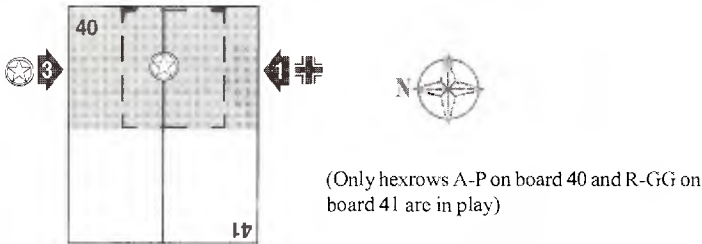
[ELR: 4]

{SAN: 3}

HANDICAPS:

- ✚ Add one 5-4-8 squad to the German OB.
- ★ Change the German objectives to "≥ 20 CVP".
- ⚙ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The Germans win at the end of any Game Turn if all four German tanks (manned, with functioning MA) are north of the river *or* at Game End if they Control building 41FF2 and have accumulated ≥ 18 CVP (EXC: Prisoners do not count double) while having lost fewer CVP themselves. The Germans also receive normal CVP for each tank w/ functioning MA north of the river.

SPECIAL RULES:

- EC are Wet and Overcast with no wind at start. Mist Rules from KGP SSR 3 are in effect – Heavy, time of day AM. KGP SSR 5 Soft Ground is also in effect. All water obstacles are Deep. Kindling is NA.
- A two-lane bridge capable of supporting ≤ 60 tons is in hex 40I2-I3. FT and DC attacks vs. the bridge hexes are NA unless a Known Enemy Unit is in that hex at the time of the attack [EXC: Set DC (A23.7) attacks may be conducted vs. the bridge hexes without a Known Enemy Unit if the detonating unit passes a NTC, has an LOS to the DC and to a Known Enemy Unit within three hexes of the bridge.]
- American 7-4-7 squads are Assault Engineers (H1.22). No American unit may Move/Advance or Voluntarily Break during American turn one.
- Both M5 AT guns must set up unconcealed on/adjacent to hex 40I1. Both American 2-2-7 crews must set up in hex 41X1. No other American unit may set up in the same hex with either the guns or crews.
- Place 3 on-board AT-mine factors in 41X5 during setup.

MALMEDY, BELGIUM, 21 December 1944: The 150th Panzer Brigade commanded by Otto Skorzeny was to wreak havoc behind American lines. This regular combat unit was supposed to be equipped with captured American uniforms and equipment and be manned by English-speaking commandos. In reality, Skorzeny's force was a motley crew, only partially supplied with American uniforms. His captured US vehicles consisted of some jeeps and two useless Sherman tanks. The rest of the unit consisted of German vehicles 'disguised' as American, of whom Skorzeny said "they would only fool very green troops, at night and when seen from a great distance." Nevertheless, 150 Brigade committed to take Malmedy and its bridge over the Warche River. Skorzeny was mistaken in his belief that Malmedy was only lightly held by Engineers. Instead, they had been heavily reinforced with reserves nearby. This would allow them to open up roads that might lead to relief for Peiper's brigade cut off in Stoumont and La Gleize and also get behind the stubborn Americans on Eisenborn Ridge. Just before dawn on December 21, the Germans struck in a dense fog. The main battle group attacked up the winding dirt road from Lingneuville to the Malmedy-Stavelot highway just southwest of Malmedy. Fighting continued into the afternoon, mostly around the paper mill and houses near the bridge where some of the Germans were holed up. From a hill overlooking the battlefield, Skorzeny observed the course of the fighting and ordered everyone to fall back, but none of the tanks succeeded. The 150th Brigade had effectively been eliminated as an offensive force.



DECAPITATION

RPIII #7

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



Elements of the 6th Army set up on board 22 and on any board 19 woods hex numbered ≥ 9 . Foxholes may not set up Hidden and the AA gun may not set up in a building:

E 4-5-8	1 5-2-7	4-4-7	2-2-8	9-1	8-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 B#: 11	FP: 2 Rng: 6 ROF: 1 B#: 11	MA: 50" Rng: 3-20	FP: 1 Rng: 12	7 morale
4	4	9	2		2			2	2	2	12

{ELR: 3}

{SAN: 4}

2P Obs 35 MA: 37LH ROF: 3 M#: 6	1P Obs 35 MA: 76L ROF: 2 M#: 9	1S	
AA	ART		
		5	



Elements of SS Reconnaissance Abteilung 3 set up on any board 19 woods/brush hex numbered ≤ 5 and/or enter along the west edge on turn one:

6-5-8	3-4-8	9-1	8-0	7-0	FP: 7 Rng: 16 ROF: 3	FP: 3 Rng: 3 ROF: 1	Cnct: 11 X#: 12	7 morale
10		2	2			5		12

{ELR: 4}

{SAN: 2}

81mm Battalion Mortar OBA (HE & Smoke)
with Plentiful Ammo



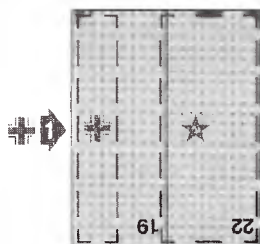
Elements of SS Panzer Regiment 3 enter on turn one along the west edge:

MP: 14 MA: 75L MG: 3/5 ROF: 1	MP: 13 MA: 75L MG: 4/2 ROF: 1
3	2

HANDICAPS:

- ☒ Add one 6-5-8 squad to the German OB.
- ★ The Germans must Control eleven buildings.
- ☒ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



(Only hexrows R-GG are playable)



OBJECTIVES: The Germans must recover the bodies (see SR 7) and must control any ten buildings on board 22 at Game End. The Russians win immediately if they recover the bodies.

SPECIAL RULES:

- EC are Ground Snow with no wind at start. The stream is Dry. All buildings are ground level only.
- Place a Glider counter blue side-up in 19X6 to represent the aircraft wreck. Treat it as an unarmored wreck for all purposes. It may not be destroyed or removed in any fashion and hex 19X6 is considered Open Ground.
- All SS units have Winter Camouflage (E3.712). Crews may not voluntarily Abandon a Mobile AFV, nor may an AFV serve for building control.
- Russians have MOL, but only versus AFV. Kindling is NA.
- After all setup but prior to play, each Russian MMC (and any SMC/SW stacked with it) not already in a hex containing a foxhole counter may attempt to entrench with a DR ≤ 6 . There are no penalties and no DRM for these pre-game attempts, nor do they cause loss of concealment nor incur Labor Status.
- The Germans receive one inodule of 81mm Battalion Mortar OBA with Plentiful Ammo. Battery Access is automatic for the first two Fire Missions only (i.e., remove one black chit as each is resolved). *Smoke* FFE may be resolved anywhere in the Observer's LOS, without the extra Battery Access draw of C1.211. At the start of the initial German RPh, the German player may place a SR anywhere in the Observer's LOS, which may then be Converted/Corrected normally in the PFP.
- Either side may recover the bodies from the wreck by attempting a Clearance DR in the wreck location vs. a Roadblock (B24.76) with an additional -2 DRM. On a successful DR, the bodies are recovered and the glider is flipped to its green side (still considered an unarmored wreck). In addition, one Clearing HS/crew must be removed from play, and may freely Deploy to meet this requirement (i.e., normal Deployment applies otherwise).

ARTELNOYE, RUSSIA, 27 February 1943: During Manstein's counteroffensive to push the Soviets back to the Donets River, many German units were stretched forward and lost contact with their headquarters. On February 26th, Theodor Eicke, commander of SS Division Totenkopf Division, took off in a light-aircraft to examine his lines from an aerial perspective. Late in the morning his pilot spotted a tank company of the SSTK panzer regiment in the small village of Michailovka. As the *Storch* approached to land, it flew directly over the Russian positions in Artelnoye. An intense fusillade instantly tore the plane apart in mid-air. It crashed in open ground between the two villages. Repeated attempts by the SS-troopers to reach the wreckage were beaten back by heavy Russian fire. With darkness approaching, a call was issued for reinforcements as word spread through the division that Eicke had been killed. By 0515 the next morning a scratch group of two assault guns, three tanks and a company of motorcyclists attacked Artelnoye under cover of artillery fire. Desperate to recover their fallen leader, they drove into the village and finally held the Russians back long enough to recover the bodies of Eicke, his adjutant and the pilot. Although far from a mortal blow, the Russians had decapitated the despised Totenkopf.












HAMPSHIRE ON THE HILL

RPIII #6


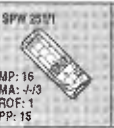


<input checked="" type="checkbox"/> BRITISH Sets Up First <input type="checkbox"/> GERMAN Moves First	1	2	3	4	5	6	7
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Elements of the 21st Panzer Grenadier Regiment and the *Schwere SS-Panzer Abteilung* 102 and 10th SS Recon Battalions set up on board ten:



 6-5-8 11	 9-1	 8-1	 8-0	 FP: 3 Rng: 6 ROF: 1 dmMMG	 FP: 3 Rng: 8 ROF: 1 LMG	 FP: 12 Rng: 4 PSK	 Cnet: 8 Radio	9-1
				2	3	2		


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












 Pr VIE(L) MP: 12 MA: 66L MG: 3/5/2 ROF: 1	 SPW 251/1 MP: 15 MA: -4/3 PP: 15	 SPW 251/10 MP: 14 MA: 7/7 MG: 2-7 PP: 1, 7x10 ROF: 3	 SPW 251/6MG MP: 16 MA: -7/13 ROF: 3 PP: 7
4	3		




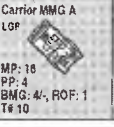

75mm OBA (HE only)


Remnants of the 7th Hampshires, 59th AT Regiment and 9th RTR set up on board eleven:



 4-5-7 13	 2-2-8	 9-1	 8-0	 7-0	 FP: 6 Rng: 14 ROF: 3 HMG	 FP: 4 Rng: 12 ROF: 2 MMG	 FP: 2 Rng: 7 ROF: 1 LMG	 MA: 51 Rng: 2-11 ROF: 2 MTR	 FP: 8 Rng: 3 X#: 10 PIAT	 Cnet: 8 Radio	7 morale 10
				2	2	2					

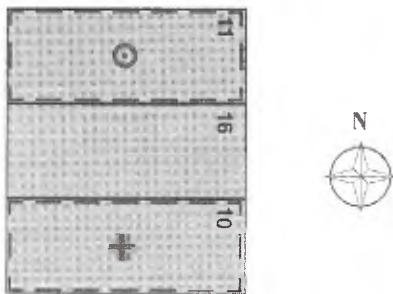
**[ELR: 4]
{SAN: 4}**

 Churchill VII MP: 8 MA: 75 ROF: 1 MG: 2/4	 Carrier MMG A LSP MP: 18 PP: 4 BMG: 4', ROF: 1 T#: 10	 17-Pounder MA: 76LL ROF: 2 M#: 6 AT
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120mm OBA (HE & Smoke)
See SR 3 for Radio Contact

BOARD LAYOUT AND ENTRY:



HANDICAPS:

- Remove one 7-0 leader and a mortar from the British OB.
- British may set up on board 11/16 half-hexes.
- Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. EC are Wet, with a mild breeze from the north at start.
2. All British MMC in suitable terrain may set up in foxholes.
3. The British receive one module of 120mm OBA (HE & Smoke). Prior to turn five, the British must make a dr < the current Game Turn *before* he may attempt Radio Contact for the first time. Once Radio Contact has been established (i.e., *not* once the special dr is made) this dr is no longer necessary.
4. The Germans receive one module of 75mm OBA (HE only).

OBJECTIVES: The Germans win immediately upon Controlling all buildings on/south of hexrow 6 on board 11 provided there are no Good Order British units on a hill hex and the Germans have lost ≤ 35 VP.

MALTOT, NORMANDY, 10 July 1944: The 7th Hampshires of the 43rd Wessex Division entered Maltot on July 10 as part of an overall attack, only to be constantly harrassed as the day wore on. By afternoon, it was clear the British would have to concede the village. The Germans had heavily reinforced, including a company of Tigers from the *Schwere SS-Panzer Abteilung* 102. The ability to defend against this augmented force was reduced as the Hampshires' radio truck and most of their AT guns and transport had been destroyed during the fighting. The British infantry was forced to fall back to a small hill a few hundred yards north of the village to dig in and try to hold out. Behind the hill was a mile of open ground, already littered with knocked out Churchills and numerous Hampshire dead and wounded – retreat was not an option. As the enemy formed up to attack the hill, they pounded the hilltop with artillery fire. Panzer grenadiers and Tigers began to close in. The loss of the Hampshires' radio truck now proved critical, as only friendly artillery could save the Hampshires from dying in their positions or forced to withdraw across a killing ground. At the crucial moment, artillery came down and the German grenadiers were forced to fall back to Maltot.



A ROOM WITH A VIEW

RPIII #5

★ RUSSIANS Sets Up First	1	2	3	4	5	6	7	8
☠ FINNISH Moves First								

Elements of the 2nd Battalion, 16th Infantry Regiment and the 10th Independent Battalion set up on/west of hexrow BB:

16				4	4		4
				(Allied Minor)	(Allied Minor)		

Set up on/west of hexrow M ≤ 3 hexes from the north edge:

(British)		2 (British)	2

Enter along the west edge on turn one:

Elements of the 2nd Battalion, 16th Infantry Company, 10th Independent Battalion enter along the north edge on/west of O10 on turn four:

4		(Allied Minor)	

75mm OBA (HE only)
Scarce Ammunition

Elements of the 619th Regiment, 139th Division set up ≤ five hexes from hex 40N7:

22			2	2	3	3			3

Enter along the east edge of board 40 on/after turn three:

2	4

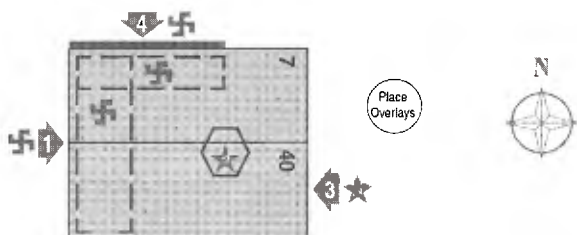
75mm OBA (HE only)

2	

HANDICAPS:

- ★ Delete one 6-4-8 squad from the Finns' on board OB.
- ☠ Extreme winter is in effect.
- ☞ Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT AND ENTRY:



OBJECTIVES: The Finns win if there are no Good Order Russian MMC in building 40oL7 at the end of any game turn. The Finns lose immediately upon losing ≥ 21 CVP.

SPECIAL RULES:

- EC are Clear, with no wind at start. Ground snow is in effect.
- Place overlays on board 40 as follows: **RP5** on R9-Q10; **O1** on O8; **G1** on N6; and **X14** on K8-K7. Each Rice Patty hex is equivalent to an AT Ditch (B27.56). Treat all Woods and Orchard as Brush.
- Note that due to the weather, all grain and marsh are treated as open ground.
- No level 2 hills exist; consider all hill hexes to be level 1. All stream, river, and water obstacle hexes are Ice (B21.6). Ignore all island hexes and all land hexes south of the board 40 river and treat them as Ice.
- The Soviets receive one module of 75mm OBA (HE only). The Finns receive one module of 75mm OBA (HE only) with scarce ammunition.
- Use Allied Minor LMG/HMG to represent the Lahti-Saloranta and Maxim 32 machine-guns. Use a British 2 pdr. AT and 3 in. mortar. The Finns do not pay Captured Use penalties. The Finnish may *not* use ordnance smoke. All Finnish troops have Winter Camouflage (E3.712) and are Ski Capable.

Note: Owners of JATKOSOTA may substitute Lahti-Saloranta and Maxim 32 counters for use in this scenario.

HEVOSALMI, FINLAND. 12 DECEMBER 1939: By December 10th, the Finns were scrambling to block the rapid advance of the Soviet 139th Division in the Tolvajarvi sector. This near-breakthrough threatened by the Soviets and their unopposed tanks was finally stopped by judicious counterattacks. Of particular value was a night raid by part of the recently-arrived 16th Regiment, personally led by Major Pajari, which wiped out a Soviet company without a single Finn ishcasualty. After some further tentative assaults by the Soviets were stopped, the Finns turned to the offensive. Unfortunately, the Soviets had captured one of the key pieces of terrain in the area, a large tourist hotel built on high ground on the Hevosalmi peninsula, where it had a commanding view of the surrounding lakes and hills. The only road crossing the lakes ran right past the hotel. The Soviet regimental commander had chosen this imposing log and granite structure as his command post, and it was loopholed, sandbagged and surrounded by rifle pits. Pajari planned to swing down on the defenses around the hotel with flanking attacks to the north and south, before committing to a frontal assault. Finnish flanking attacks met with heavy opposition and went astray almost from the start, leaving the hotel defenses to concentrate on the frontal assault by Pajari's 2nd Battalion. After a pitiful demonstration by the Finnish artillery, the infantry fought their way onto the peninsula's scrubby open ground. As the Finns closed in, the fighting was particularly heavy in the gravel pits about 200 meters west of the hotel, but ended with the surviving Soviets falling back to the hotel and the Finns settling in to regroup. Lt. Siukosaari led the Finns' final assault, which featured a shower of grenades and a rush upstairs in the hotel, where they found the Soviet regimental commander dead and the other defenders ready to surrender. Finnish casualties had been high, but Pajari had broken the back of the 139th Division, and cleared the entire peninsula.

