

TOTAL AXIS PACK II

Road to Ruin

Critical Hit



4-6-8

TOTAL AXIS PACK II—ROAD TO RUIN continues the TAP series with 12 BRAND NEW SCENARIOS + ANOTHER NEW MAP. The collection of playable scenarios provided in TAP 2 peer into the darkest corners of WW II history. This new **ASLComp VARIANT** scenario set is for owners of TOTAL AXIS PACK I, Beyond Valor™ and Armies of Oblivion™ and is NOT A COMPLETE GAME.


7002










INDEPENDENT ACTION

TAP #13

★ RUSSIANS Set Up First	1	2	3	4	5	6	7	8	9
	☞ FINNS Move First								


Elements of the 9th Independent Battalion and 1/16 Infantry Regiment enter on turn one or later along the south edge (see SR #2):









 E 8-3-8 11	 9-1	 8-0	 1-4-9	 FP: 6 B#: 11 Rng: 12 ROF: 3 2	 FP: 4 B11 Rng: 10 ROF: 2 2	 FP: 2 Rng: 7 ROF: 1 B#: 11 3	 FP: 30 Rng: 1 2	 Sledge MP: 6 PP: 15 T# 7 5
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[ELR: 5]
{SAN: 3}

Elements of the 718th Regiment set up in Non-River hexes numbered ≤ 6:










 1 4-4-7 6	 9-1	 7-0	 FP: 6 Rng: 12 ROF: 3 2	 FP: 4 Rng: 10 ROF: 2 B#: 11 2	 FP: 2 Rng: 6 ROF: 1 B#: 11 2
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Forward elements of the 718th Regiment set up ≤ 3 hexes of hex P23:

 1 4-4-7 2	 2-2-8	 8-0	 FP: 2 Rng: 6 ROF: 1 B#: 11 2	 76.2mm PP obr. 27 R12 MA: 76° ROF: 2 M# B#11 INF
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Advance elements of the 718th Regiment set up ≤ 4 hexes of hex G19:

 E 4-5-8 3	 2-2-8	 9-1	 FP: 4 Rng: 10 ROF: 2 B#: 11 2	 FP: 24 Rng: 1 PP: 1 1	 MA: 50° Rng: 3 Rng: 3-20 3	 PTP obr 30 R6 MA: 37L ROF: 3 M# 12 AT
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[ELR: 2]
{SAN: 4}

MAPLAYOUT:



VARIATIONS:

- ☞ Add one Hero and a DC to the Finn OB.
- ★ Replace any one MMG with an HMG in the Russian OB.

SPECIAL RULES:

- EC are Snow with no wind at start. Ground Snow (E3.72) is in effect. All APSR are in play.
- Finnish Personnel have MOL capability (A22.6). All Finnish Personnel have Winter Camouflage (E3.712) and are Ski-capable (E4.1). As per APSR and FAWSR 2.31, the Finns may generate T-H Heroes (G1.422) and DC Heroes (G1.424).

OBJECTIVES: The Finns win at Game End by Controlling building C6 AND by having ≥ 2 Good Order Squad Equivalents in Level 0 or higher hexes numbered ≤ 9 on/east of hexrow K.

TOLVAJARVI, FINLAND, 12 December 1939: By the end of the first week of the Winter War the Russian 139th Division had driven a mixed force of defending Finnish units back along the Tolvajarvi road. Shoved back almost forty miles, the resulting gap threatened to become the first breakthrough of the war. The soldiers of the 139th were well-trained, and pushed forward daily as the offensive progressed, aided by bold flanking attacks. The composure of the local Finnish soldiers, lacking any sort of air, armor or artillery support began to unravel. Mannerheim responded by assigning Colonel Paavo Talvela to the sector. The decisive Finnish colonel quickly restored order, stabilized the front and ordered counter-attacks. One such effort, aimed at retaking the tourist hotel on Lake Tolvajarvi on December 12, required a flanking maneuver to secure the nearby Hirvasvaara ridge first. Moving out, Major Malkamaki's 2nd and 3rd Companies quickly ran into trouble in the form of two oncoming battalions of the Russian 718th Regiment. A frantic meeting engagement ensued, driving the Russians to ground while Finnish soldiers continued moving toward their objective. On the far left flank the Finnish 3rd Company was particularly hard hit by enemy machine-gun fire, most of its soldiers falling back. Fortunately for the Finns, the 2nd Company slipped past, crossed Lake Hirvasjarvi, and mounted the ridge. However, after enduring enemy fire from two directions, Malkamaki decided to call the retreat. For some reason a portion of his force failed to heed the retrograde orders and instead stayed on and engaged a large body of Russians in the north. This error served to tie down the enemy, the original goal of the flanking maneuver, and was credited with assisting the capture of the hotel and breaking the back of the 139th Division.



CROSSHAIR ALLEY

TAP #14

☆ AMERICANS Set Up First	1	2	3	4	5	6	7	8
☒ GERMANS Move First								



Elements of **Infanterie Regiment 1058** from **91st Luftlande Division** set up in road hexes on/between hexes F8-J6, with a minimum of two squad-equivalents per hex (see SR #2):



[ELR: 3]
{SAN: 3}

4-6-7 5	2-4-4-7 5	8-1	7-0	FP: 3 Rng: 8 ROF: 1 dmMMG	FP: 3 Rng: 8 ROF: 1 LMG	dm MTR 50 mm	13 y: 3 v: 1 +T 75 9	13 8 3 4 -T 75 8
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Enter along the north edge and the east edge on/between hexes A1-G1 on turn two or later:

4-6-7 5	2-4-4-7 3	9-1	8-0	FP: 3 Rng: 8 ROF: 1 dmMMG	FP: 3 Rng: 8 ROF: 1 LMG	dm MTR 50 mm
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Elements of **Dog Company, 2nd Battalion, 505th Parachute Infantry Regiment, 80th AAA Battalion, 82nd Airborne Division** set up on/south of hexrow I with no more than one MMC per hex [EXC: set up in hexes I7, J6 is NA], with at least three MMC having an LOS to hexes I7 and/or J6:

E 7-4-7 2	E 3-3-7 3	2-2-7	9-2	9-1	8-0	1-4-9	FP: 4 Rng: 10 ROF: 2 MMG	BAZ 44 FP: 8 Rng: 4	MA: 60° Rng: 3-45 ROF: 3 MTR	? 7 morale	M1 MA: 57L ROF: 3 M: 10 AT
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[ELR: 4]
{SAN: 4}



1st Platoon of Easy Company, 2nd Battalion, 505th Parachute Infantry Regiment enter on turn five along the south edge:

E 7-4-7 5	9-1	8-1	dm MMG 2PP	BAZ 44 FP: 8 Rng: 4	dm MTR M2 60 mm
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VARIATIONS:

- ☒ Replace one 4-4-7 squad in the German OB with a 5-4-8.
- ☆ Game length is only 6 and 1/2 turns.

MAPLAYOUT:



(Hexrow A is the north end of the map. Only hexrows A-Y are in play.)

OBJECTIVES: The Germans win at Game End if they Exit ≥ 15 VP off the south edge, however the Americans win immediately if they earn ≥ 20 CVP.

SPECIAL RULES:

- EC are Moist with a Mild Breeze from the northwest at start. APSR 1-2 are in effect. All hedges are Bocage (B9.5).
- After set up, each German unit set up in hexes I7 or J6 must take a 2MC. All on map, Good Order, German infantry units, including any units in hexes I7 or J6 that passed the 2MC, begin play Pinned. Both German AFV may begin play in Motion. At the start of their first movement phase (only), they must take a TC, failure of which forces them to immediately stop and lose any movement in that turn.
- The Americans may set up two squad equivalents HIP (plus any SMC/SW stacked with them).
- The American AT Gun may use HIP, but may not begin play Emplaced.

North of NEUVILLE-AU-PLAIN, NORMANDY, FRANCE, 6 June 1944: After the 505th Parachute Infantry Regiment had secured Ste. Mere-Eglise, threats to this vital town existed from all directions. One crossroads village used as an advance picket was the village of Neuville-Au Plain. The commanding officer of 2nd Battalion, Lt. Colonel Benjamin Vandervoort, was only able to spare one platoon to secure his original objective at this crossroad. The 3rd Platoon of D Company, commanded by Lt. Turner Turnbull, was ordered to accomplish this mission as a blocking force along the N13 highway and serve as an early warning for the defenders of Ste. Mere-Eglise. Turnbull reached the crossroad, established a roadblock, and secured good fields of fire. Shortly thereafter, Vandervoort was able to spare a 57mm antitank gun from the 80th AAA Battalion to help reinforce this position. Just after this, at 1300 hours, Vandervoort and Turnbull spotted a large column of men heading south down the highway. Appearing at first to be German POW's, two German tanks at the rear of the column raised their suspicions. Turnbull deployed his men on both sides of the highway in good ambush positions. The front of the column was hit, with the remainder of the Germans deploying into ditches on both sides of the road. The German armor knocked out one bazooka team, before the antitank gun was able to knock out both vehicles. The Germans quickly recovered and were reinforced by another flanking force. Turnbull's platoon was forced to give ground and fall back towards the village. Fortunately, Vandervoort was able to dispatch the only reserve company he could spare from Ste. Mere-Eglise. Their timely arrival allowed the survivors of 3rd Platoon to escape and buy time for the rest of their battalion.
























ROAD TO RUIN

TAP #15

☩ GERMANS Set Up First ★ RUSSIANS Move First	1	2	3	4	5	6
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Elements of the 561st Infanterie Division set up on/north of hexrow D (see SR #2):






 E 4-6-8 3	 E 5-4-8 7	 1 4-6-7 4	 2 4-4-7 4	 c 4-3-6 2	 2-2-8 2	 9-1 2	 8-1 2	 8-0 2	 7-0 2	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG
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 MA: 50 Rng: 2-13 ROF: 3 MTR 2	 FP: 12 Rng: 4 PSK 2	 7 morale 11	 StuG III G34 MP: 13 MA: 75L MG: -/2" ROF: 1	 Pz.Ig III V G49 MP: 13 MA: 88LL ROF: 1	 Flak 18 G30 MA: 88L ROF: 2 M#: 4 AA	 Trench 3	 Foxhole 1S 2
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[ELR: 2]
{SAN: 4}

Elements of the 39th Army, Baltic Front enter along the south edge on turn one:

 E 6-2-8 8	 E 4-5-8 4	 1 4-4-7 12	 9-2 2	 9-1 2	 8-1 2	 8-0 2	 7-0 2	 FP: 8 Rng: 16 ROF: 3 .50 Cal HMG	 FP: 6 Rng: 12 ROF: 3 HMG	 FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 FP: 24 Rng: 1 PP: 1 FT
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 FP: 30 Rng: 1 DC 2	 T-34/85 R18 MP: 16 MA: 85L MG: 2/4 ROF: 1	 T-34 M43 R16 MP: 16 MA: 76L ROF: 1 MG: 2/4	 OT-34 R15 MP: 17 MA: 76L MG: -/4 ROF: 1 SA: FT	 ISU-152 R34 MP: 13 MA: 152 MG: -/4 B#: 11
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[ELR: 4]
{SAN: 3}

MAPLAYOUT:



VARIATIONS:

- ☩ Add one 5-4-8 squad to the German OB.
- ★ Add one 9-2 Armor Leader to the Russian OB.

SPECIAL RULES:

- EC are Wet with a Mild Breeze from the northeast. Ground Snow (E3.72) is in effect. APSR 1 is in effect.
- At least five German MMCs, one leader, and two SW must set up in each of the following three board sections (hexes numbered): 1-8, 9-17, 18-27.
- No Quarter (A20.3) is in effect.

OBJECTIVES: The Russian player wins at Game End if there are no Good Order German MMCs or AFV (with functioning MA) on/adjacent to any road hex.

METGETEN, EAST PRUSSIA, 8 April 1945: By April of 1945, the city of Königsberg was virtually surrounded. One last tenuous connection to the outside world being the road to Pillau on the coast. On April 5th, the Russian colossus was set to crush the stronghold. The first stage was a massive attack from the north of the city. When the road to Pillau was cut, the Germans formed *Operational Group Zemland* to launch a counterattack at the village of Metgeten, which they recaptured. The Germans, in desperation, clung to the road for as long as possible, but they had no more reserves or reinforcements to spare. The Soviets continued to batter the German line until it collapsed, and the Russian troops poured into Königsberg, engaging in an orgy of rape and pillage.



ROOM SERVICE

TAP #16

★ RUSSIANS Set Up First	1	2	3	4	5	6	7	8
☼ FINNS Move First								



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

Set up in hexes numbered ≤ 11:

8-3-8 11	10-0	9-1	1-4-9	FP: 6 B#: 11 Rng: 12 ROF: 3 HMG	FP: 4 B#: 11 Rng: 10 ROF: 2 MMG	FP: 2 B#: 11 Rng: 7 ROF: 1 LMG	FP: 30 Rng: 1 DC	Cnt: 8 Radio
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2-2-8 2	37 B 3 AT 2
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Set up in hexes numbered ≤ 9:

8-3-8 3	8-0	FP: 4 B#: 11 Rng: 10 ROF: 2 MMG	FP: 2 B#: 11 Rng: 7 ROF: 1 LMG	MA: 20L Rng: 12 ATR 2
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Enter on turn one or later along the west edge in hexes numbered ≤ 11 :

2-2-8 2	HE 81 D 3 MTR 2	Sledge MP: 6 PP: 15 TB: 7 2
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{ELR: 5}
{SAN: 3}



Elements of the 619th Regiment, 139th Division set up first ≤ 5 hexes from hex J21:

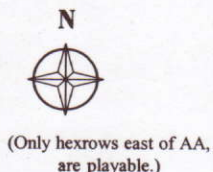
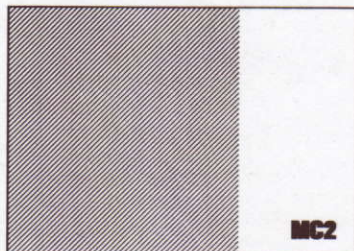
4-4-7 6	4-2-6 9	9-0	9-1	8-0 2	FP: 6 B#: 12 Rng: 12 ROF: 3 HMG	FP: 4 B#: 11 Rng: 10 ROF: 2 MMG	FP: 2 B#: 11 Rng: 6 ROF: 1 LMG	Cnt: 11 X: 12	7 morale 10	Trench 2	5 1S OVR, OBA: +4 Other: +2 4
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Enter on turn two along the east edge:

BT-5 M34 MP: 22 MA: 45L MG: -4 ROF: 1; B#: 11 2	BT-7 M37 MP: 23 MA: 45L B#: 11 MG: -4 2
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{ELR: 2}
{SAN: 4}

MAPLAYOUT:



OBJECTIVES: The Russians win immediately upon earning ≥ 30 CVP, otherwise the Finns win by controlling building J21/K21 at Game End.

SPECIAL RULES:

1. EC are Snow with no wind at start. Ground Snow (E3.72) is in effect. All APSR are in play.

VARIATIONS:

- ☼ Add one Hero and a DC to the Finn OB.
- ★ Replace one MMG with an HMG in the Russian OB.

- The ground level (only) of hexes J21 and K21 are marked with a Fortified marker prior to all set up, if at least one Russian Personnel unit sets up in each Location. Building J21/K21 is a Multi-Story Building (B23.23) and is not treated as a Rowhouse (i.e., black bar is not there).
- The Russians receive one module of 120mm OBA (HE/Smoke) with Plentiful Ammo. The Finns receive one module of 76mm OBA (HE) with Scarce Ammo.
- Finnish Personnel have MOL capability (A22.6). All Finnish Personnel have Winter Camouflage (E3.712) and are Ski-capable (E4.1). Per APSR 3 and FAWSR 2.31, the Finns may generate T-H Heroes (G1.422) and DC Heroes (G1.424) [EXC: limit is based on 30% of OB].

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 Finnish casualty. 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 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.



VUOSALMI BRIDGEHEAD

TAP #17

FINNS Set Up First

RUSSIANS Move First

1 2 3 4 5 6 7 8 9 10

Elements of the 2nd Division, 3rd Army Corps and the Finnish Panzer Division set up anywhere on map MC2:

	6-4-8	5-3-8	2-2-8	10-0	9-1	9-0	8-0	1-4-9	FP: 6 Rng: 12 ROF: 3	Bf: 11 HMG	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	LMG	FP: 12 Rng: 4	PSK	FP: 30 Rng: 1	DC
	12	6	4					2	2	2	3	3	3	3	2		

Elements of the Finnish Panzer Division enter on turn three or later along the north edge:

Cnt: 8	Radio	75 ^B AT	50 ^B AT	6P12T MG	12 1/0	9-1	13 75 ^B (a) 1/2	14* 45 ^B (b) 1/2	T-34/85 (r) MP: 16 MA: 85L MG: 2/4 ROF: 1	16 76 ^B 1/2	17* 76 ^B 1/2	13 40 ^B 2/1
2	2	2	2	2			4	2				

Elements of the 382nd Rifle Division and the 27th Separate Tank Regiment set up in Motion with all Personnel (and SW) as PRC with one vehicle in each hex of the Pontoon Bridge, and in hexes of MC5 - O13, P12, J15, I16, I17, I18, H18, and H19 in an unbroken line of adjacent road hexes running from R6-P11 (with all VCA facing northwest):

E 4-5-8	1 4-4-7	9-2	8-1	8-0	FP: 6 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2 Bf: 11	FP: 2 Rng: 6 ROF: 1 Bf: 11	LMG	dm MTR 50 mm	8-1	Cnt: 8	Radio
12	14		2	2	2	3	5	2			2	

T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1	R18	T-34 M43 MP: 16 MA: 76L MG: 1 ROF: 1	R16	ISU-122 MP: 13 MA: 122L Bf: 11	R34	ISU-152 MP: 13 MA: 152 MG: -/4 Bf: 11	R34	ZIS-5 MP: 21 PP: 29 T: 4	R47	GAZ-MM MP: 25 PP: 21 T: 8	R47	IAG-6 MP: 15 PP: 33 T: 4	R47
4		3		2		3		2		4		2	

MAPLAYOUT:

(MC2 and MC5 are in play. Link hexrow A of map MC5 to hexrow SS of map MC2 to create the complete playing area)

MC2

MC5



VARIATIONS:

- Add one more Stu 40 AFV to the Finn OB.
- Add one more T-34/85 to the Russian OB.

SPECIAL RULES:

- EC are Moist with no wind at start. All APSR are in effect. Place a Blown Bridge marker in hex MC5 L21. Place a Ford marker in hex MC5 M21. Pontoon Bridges are rubbed in the same manner as Wooden buildings (B24.11). Place Pontoon Bridge counters (B6.41) in hexes MC5 N13-M14-L14-K15.
- The Finns receive two modules of Battalion 81mm OBA (HE only). The Russians receive two modules of Battalion 82mm OBA (HE/Smoke) with Plentiful Ammo.
- Finnish Personnel have MOL capability (A22.6). Per APSR and FAWSR 2.31, the Finns may generate T-H Heroes (G1.422) and DC Heroes (G1.424).
- During the first THREE Russian player turns, Russian units may not Prep Fire, but may move normally. All units of both sides may Advance and use Advancing Fire (including Opportunity Fire) normally.

VUOSALMI, FINLAND, 9 July 1944: The Soviets apparently thought that after they seized Viipuri the Finns would retreat to the Salpa line, and duly set their offensive sights there. Soviet troops were to reach the Virojoki-Lappeenranta-Imatra line by June 26th but were surprised by continued, and vigorous Finnish resistance following the fall of Viipuri. Between June 20th and 24th, all Soviet attacks were repulsed at Tienhaara, and in the area north-east of Viipuri. A second wave of attacks began on June 25th, and troops of the Leningrad Front achieved a breakthrough at Tali. However, resistance by soldiers of the Finnish 4th Army Corps caused heavy enemy casualties, despite continuing a grudging retreat towards Ihantala. The Finns made numerous counter-attacks and the fighting raged on. By the time the front lines reached Ihantala the Soviets were exhausted and unable to start a new, major offensive. Although intense fighting continued, by the beginning of July their advance had been stopped in the Ihantala area. The Soviets decided to try once more by attacking along the flanks. The 5th Army Corps reinforced with the German 122nd Infantry Division, stopped enemy attempts to cross Viipuri Bay on the west shore in early July, and at Vuosalmi the 2nd Division (now in the 3rd Army Corps) supported by Lagus and his tanks—the Finnish Panzer Division—also stopped the Soviet foray by mid-July. The troops of the co-belligerent nations, Germany and Finland, went over to the defense everywhere on the Karelian Isthmus by mid-July. Soon after the battle, STAVKA began to re-deploy troops to the south to pressure the Germans in Estonia.



THE NEW SPARTANS

TAP #18

NEW ZEALANDERS/GREEKS Sets Up First

GERMANS Moves First

1 2 3 4 5 6



Elements of the 6th New Zealand Brigade, "Mackay Force" set up south and/or west of road C1-J6-N5-X4-Y9:

E 4-5-8 2	1 4-5-7 7	2-2-8 2	9-1	8-1	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: 1 Rng: 12 ATR	? 7 morale
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A9 MP: 14 MA: 40L MG: 4x2/6 ROF: 2	Mk VIC MP: 18 MA: 15(6) ROF: 1 MG: -/4 B# 11	Bofors AA MA: 40L IFE: 8 ROF: 3 M# 8 AA	2-pdr. MA: 40L ROF: 3 M# 10 AT	Foxhole 5 1S OVR, OBA: +4 Other: +2
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Attached Greek elements of 'Mackay Force' set up on/west of hexrow X:

4-3-7 4	7-0 2	? 7 morale 3
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Greek MG section enter along the west edge on turn one:

1 4-5-7	8-0	FP: 4 Rng: 11 ROF: 2 B#11 MMG
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Enter along the west edge on turn one:

A10 Mk IA MP: 10 MA: 40L MG: 2/4 ROF: 1	9-1
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{ELR: 4/2}
{SAN: 4}

Kampfgruppe of the 5th Panzer Division enter on turn one along the north and east edges (see SR #3):

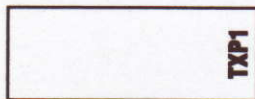
E 5-4-8 3	E 4-6-8 4	1 4-6-7 11	9-2	8-1	8-0	7-0	HMG MG 42 7/16(3) 3P	MMG MG 42 5/12(2) 2P	LMG MG 42 3/8(1) 1P	DC 30/1 1P	9-2
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{ELR: 4}
{SAN: 3}

Pz IIF G3 MP: 14 MA: 20L(4) ROF: 2 MG: -/5 B# 11	Pz IIF G11 MP: 14 MA: 37L ROF: 2 MG: 3/8 B# 11	Pz IVD G20 MP: 14 MA: 75* ROF: 1 MG: 3/5	Pz IHH MP: 13 MA: 50 MG: 3/5 ROF: 2	Pz IVE MP: 14 MA: 75* MG: 3/5 ROF: 1
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MAPLAYOUT:



(Hexes with a coordinate of '8-9' are the north end of the map.)

VARIATIONS:

⊙ Add one A9 AFV to the New Zealand OB.

⊕ Add one Stuka DB (w/Bombs) on turns 1 and 2 only. They are Recalled after each turn.

SPECIAL RULES:

- EC are Moderate with no wind at start. Kindling is NA. Bore Sighting is NA. APSR 1-2 are in effect. Place Shellhole counters in hexes F3 and M6.
- The ELR of New Zealand units is 4, the ELR of Greek units is 2. Greek units are Allied Minors, and New Zealand and Greeks are not treated as Allied Troops (A10.7), but as if the same nationality for this purpose.
- At least two AFV, five squad equivalents, one leader, and two SW from the German OB must enter on the east edge.
- The Allied player may set up one MMC HIP (plus any SMC/SW stacked with it).

OBJECTIVES: The German player wins immediately upon Exiting ≥ 37 VP (≥ 20 of which must be infantry) [EXC: Prisoners are NA] on/between hexes Y1 and L0, or by Controlling ≥ 14 buildings at Game End.

BRALLOS, GREECE, 24 April 1941: By the end of April, the entire German campaign in Greece had taken on the character of a pursuit. *Mackay Force*, a mixture of Commonwealth and Greek units, was ordered to perform a rear guard action near historic Thermopylae Pass in order to allow an evacuation of the main body of British/Commonwealth forces. The 6th New Zealand Brigade was tasked with holding the small village of Brallos, while the Australian 9th Brigade held the actual pass itself. At 1130 hours the Germans attacked, meeting extremely fierce resistance from units that had no interest in leaving their positions. All day long the Allied force held firm, inflicting heavy casualties on their German attackers, including the loss of fifteen tanks. After the battle, General Mackay was quoted as saying, "I did not dream of evacuation; I thought we'd hang on for a fortnight and be beaten by weight of numbers." The delaying action being accomplished, *Mackay Force* retreated towards the evacuation beaches and set up yet another rearguard at Thebes.



SAYRE'S STAND

TAP #19

AMERICANS Sets Up First	1	2	3	4	5	6	7

Elements of the Panzergr nadier Division Herman Goering enter on turn one or later along the north edge:

E 4-6-8 9	1 4-6-7 9	9-2	9-1	8-1	8-0	FP: 5 Rng: 12 ROF: 2	MMG	FP: 3 Rng: 8 ROF: 1	LMG	FP: 30 Rng: 1	DC	MA: 50' Rng: 2-13 ROF: 3	MTR	9-1	Pz VIE G30 MP: 12 MA: 88L ROF: 1 MG: 3/5
Pz IVF2 MP: 14 MA: 75L MG: 3/5 ROF: 1		G23		Pz III MP: 13 MA: 50L MG: 3/5 ROF: 2		G15									

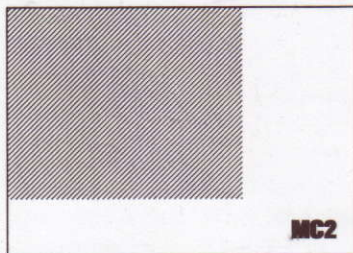
[ELR: 4]
{SAN: 3}

Elements of Co. A, 505th Parachute Infantry Regiment and 2nd Battalion of the 16th Infantry Regiment set up on any level 2 hill hex or higher (see SR #3):

E 7-4-7 8	1 6-6-6 3	10-2	8-1	8-0	1-4-9	FP: 4 Rng: 10 ROF: 2	MMG	BAZ 43 FP: 8 Rng: 4 X# 10	3	MA: 60' Rng: 3-45 ROF: 3	MTR	FP: 6 Rng: 12 ROF: 3	B#11 HMG	FP: 2 Rng: 1 ROF: 1	B#11 LMG	? 7 morale
Foxhole 1S 4			Trench 5		Sangar 1S or Gun 3		Enter on turn one or later along the south edge:									
E 3-3-7 2		SFCP 2-2-7		M1 MA: 57L ROF: 3 MR: 10		US7 AT										

[ELR: 2/5]
{SAN: 4}

MAPLAYOUT:



MC2 (only hexrows east of AA, and with a hex coordinate of ≤ 19 are playable)

VARIATIONS:

- In the Objectives, the Americans need only amass ≥ 30 CVP to win.
- Heavy Surf (G13.449) is in effect for NOBA.

SPECIAL RULES:

- EC are Dry with no wind at start. Kindling is NA. APSR 1-2 are in effect.
- All Woods are Brush, all Orchards are Olive Groves (F13.5), and all Water Obstacles are Vineyards (F13.6).
- All Non-Foxhole Fortifications must set up on level 4 or greater hill hexes, and all Trenches must set up within two hexes of W6.
- The Americans receive one module of 200mm NOBA (HE/WP) which is directed by SFCP (G14.61). NOBA LOF is drawn from hex M1.
- All American leaders and 7-4-7/3-3-7 MMC have an ELR of 5, while all other units have an ELR of 2. American units may use both Italian MGs without Captured Use penalties. All Americans IN Trenches are Fanatic.

OBJECTIVES: The Germans win at Game End by Controlling all Trenches on level 4 and 5 hill hexes within two hexes of W6. The Americans win immediately if they amass ≥ 35 CVP.

HILL 41, Near NISCEMI, SICILY, 11 July 1943: In the hectic days following the near-disastrous Allied airborne landings in Sicily, some order had formed from the chaos. Captain Ed Sayre had gathered a company of paratroopers and protected the American bridgehead at Gela. They held an important, little, rocky outcrop that loomed over the Gela-Niscemi road; terrain over which the Axis would need to counterattack the bridgehead. The Americans had seized the abandoned enemy entrenchments and were further fortifying their positions when the Germans counterattacked. Supported by advance elements of the Big Red One, a platoon of self-propelled AT halftracks attempted to engage the distant German armor. A lone Tiger destroyed all four vehicles in a matter of minutes. Quickly sobered by the devastation of this threat, the paratroopers and infantry prepared to hold. Ten German tanks, supported by infantry, broke cover and moved toward Hill 41. Knowing that they had virtually no hope of stopping a tank short of a flank shot, the Americans concentrated their fire on the grenadiers to separate them from the tanks. This had the added benefit of forcing the tankers to button up. The attacking Germans continued to shoot on the move, causing casualties and forcing some of the greener American infantry to break and run. One Panzer was knocked out by a previously abandoned 57mm AT gun manhandled into position by paratroopers, while the remaining German armor moved to the left flank due to the difficulty of traversing the steep terrain. This brought them in line of sight; where U.S. Naval gunnery observers were able to call in devastating fire from the ships offshore. When the shooting died down, the Americans retained their control of the hill, and more than half a dozen German tanks were burning.



THE BUDA PROBE

TAP #20a

AXIS Sets Up First RUSSIANS Move First	1	2	3	4	5	6	7	8	9
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Elements of 13th Panzer Division set up anywhere on boards 10/21, and on board 19 in hexes numbered ≥ 8 , and on board 42 in hexes numbered ≤ 3 :



14-6-7 3	2-2-8 4	8-0	FP: 7 Rng: 16 ROF: 3	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	Cnct: 11 X# 12	7 morale	88LL 2	AT M40	MA: 20L(9) ROF: 3 M# 10	AA 1S
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3	3	5	2	3	6AT	36 AP
---	---	---	---	---	-----	-------

Reinforcing Hungarian Tank Destroyer Platoon enter turn one on hexes 10-Y10 and/or 21-I10:

MP: 13 MA: 75L MG: -J1*	9-1
-------------------------------	-----

Elements of 4th Hungarian Hussar Regiment set up anywhere on boards 10/21, and on board 19 in hexes numbered ≥ 8 , and on board 42 in hexes numbered ≤ 3 :

E4-4-7 12	2-2-7	9-1	8-1	FP: 6 Rng: 12 ROF: 3	B# 11	FP: 4 Rng: 10 ROF: 2	B# 11	FP: 2 Rng: 7 ROF: 1	FP: 12 Rng: 4	MA: 50" Rng: 2-13 ROF: 3	MA: 20L Rng: 12	7 morale	MA: 75L ROF: 2 M# 8
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Elements of 13th Panzer *Feldherrnhalle* Division enter on turn three along the east edge:

E4-4-8 6	9-2	8-1	FP: 5 Rng: 12 ROF: 2	FP: 3 Rng: 8 ROF: 1	FP: 12 Rng: 4	2	MP: 11 MA: 88LL MG: 3/5/2	MP: 11 MA: 75L MG: 1/ ROF: 1	MP: 16 ROF: 3 MG: -J3*	MA: 75" ROF: 2	MP: 16 MG: -J/2 SF 24 X#11 ROF: 2	MP: 16 MA: -J/3 ROF: 1 PP: 15, T#7
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MAPLAYOUT:



(only hexrows R-GG on boards 10, 19, and 42, and A-P on boards 21 are playable)



OBJECTIVES: The Russians win at Game End by Controlling ≥ 12 of the multi-hex stone buildings. Each hex containing a Rowhouse counts as one building for VC determination.

SPECIAL RULES:

- EC are Snow, with a Mild Breeze blowing from the southwest. Ground Snow (E3.72) is in effect. Place overlay 6 on 10S2/S1.
- Eight Burnt-Out Wrecks are placed in board hexes 19-S6, W7, X3, X4, 10-T2, Z1, 42-FF1, AA1.
- All Russian 6-2-8/3-2-8 MMC are Assault Engineers (HI.22), have Winter

VARIATIONS:

- Add one HMG to the at start Hungarian OB.
- Replace the German 10-2 Armor Leader with a 9-1.

- Camouflage (E3.712), and are treated as if their morale were underlined.
- All German Infantry/Vehicles have Winter Camouflage (E3.712). All Axis infantry are PF/ATMM capable. Hungarians have a +1 drm to PF/ATMM Check dr.
- The Axis player may set up HIP up to 3 MMCs (and any SMC/SW that stack with them).
- No Quarter (A20.3) is in effect. H-t-H CC (J2.31) is available to both sides.
- The Russians have a module of 120+OBA (HE) with Plentiful Ammo, directed by an Offboard Observer pre-recorded before anyone sets up at level two along the west edge. The Germans have a Battalion module of 80+OBA (HE/Smoke), with a pre-registered hex.
- Prior to set up the Russians may select two Pre-Registered hexes for 120+ Rocket OBA (HE). After set up, but prior to the start of Turn 1 the Rocket OBA is resolved for both Pre-Registered hexes.
- Multi-hex building 21-E6 is a 2 & 1/2 level Multi-Story Building with stairwells in hexes 21-D6/E5.

Note: Russian OB and historical summary is continued on scenario 20b.

'TOTALAXIS PACK!' CREDITS:

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Designer: David Lamb



THE BUDA PROBE

TAP #20b

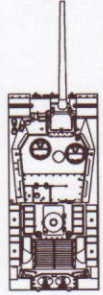
BUDAPEST, HUNGARY, 27 December 1944: Continued from Scenario 20a:

Elements of the 37th Guards Rifle Corps set up on boards 19 in hexes numbered ≤ 3 , and/or on board 42 in hexes numbered ≥ 8 :



E 4-5-8 12	1 4-4-7 10	2-2-8 3	10-2	8-1	8-0	FP: 8 Rng: 16 ROF: 3 HMG	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	MA: 50* ROF: 3 Rng: 3-20 MTR	82mm BM obr. 37 R2 MA: 82* Rng: 3-78 ROF: 3 SA: 98
												2

PTP obr 44 R10 MA: 100L ROF: 1 MM4
--



Special ad-hoc Shock Troop Elements of 3rd Ukrainian Front enter turn one along the west edge of boards 19/42:

E 6-2-8 10	9-1	8-0	FP: 4 Rng: 10 ROF: 2 B#: 11 MMG	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	FP: 1 Rng: 12 ATR	dm MTR 50 mm	FP: 24 Rng: 1 PP: 1 FT	FP: 30 Rng: 1 DC	9-1	8-1

IS-2m MP: 13 MA: 122L MG: 1/4R2 B#: 11 R28	T-34/85 MP: 16 MA: 85L MG: 2/4 ROF: 1 R18	T-34 M43 MP: 16 MA: 76L ROF: 1 MG: 2/4 R16	OT-34 MP: 17 MA: 76L MG: -/4 ROF: 1 SA: FT R15	ISU-122 MP: 13 MA: 122L B#: 11 MG: -/4 R34	ISU-152 MP: 13 MA: 152 MG: -/4 B#: 11 MG: -/4 R34
2	5	3		2	2

[ELR: 4]
{SAN: 3}

BUDAPEST, HUNGARY, 27 December 1944: While the Soviet armies drove northward from the Balkans toward Germany, a tragic drama began on the Danube at Budapest. In sheer horror, nothing since Stalingrad compared with that of Budapest. The entire population of over a million people were trapped in the city with the barest of provisions for subsistence or health. In contrast, substantial military readiness for a siege was achieved. A bridgehead line of defenses had been extended around the city, barricades and tank traps had been constructed, and buildings had been altered to house firing positions. The headquarters of the IX SS Mountain Corps, under SS Obergruppenfuhrer Karl Pfeffer-Wildenbruch, had taken command of the four German and two Hungarian divisions and assorted miscellaneous units in the bridgehead that was to form the garrison. On 26 December, Marshal Tolbukhin's Third Ukrainian Front completed the encirclement of Budapest. The next day strong elements of the Second and Third Ukrainian Fronts probed Budapest's suburban outer defense ring. The Russian attackers found the defenses to be nearly impenetrable, and beyond their resources. After four days of heavy fighting and high casualties, little progress had been made. The Russian terms for capitulation were rejected, and their emissaries were killed. The style of fighting was reminiscent of Stalingrad, with the exception being that the Red Army veterans of the city fighting at Stalingrad were few and far between by 1944, and that the Russians were attacking fortified positions against confident (nearly fanatical) enemy resistance. The fighting consumed so many troops that the outer encirclement line 40 kilometers west of Buda was weakened, which provided the Germans with the opportunity to mount relief efforts for their beleaguered garrison. With luck and some tactical brilliance, the IV SS Panzer Corps fought to within 25 kilometers of Budapest before being stopped. Meanwhile STAVKA reorganized and centralized control of the three corps attacking the city. The new Budapest Operational Group grindingly fought their way into Pest, finally capturing the last emergency airstrip, and defeating the defenders once their ammunition and fuel was exhausted. By January 17th, Pest was in Soviet hands, as they turned their full attention back to Buda. With both sides suffering appalling casualties (especially the civilians), Buda would not fall until February 12th, when the remaining German garrison attempted a futile breakout which ended in their destruction. Loss of the city did not deter Hitler's fixation on Budapest, and more vain attempts to retake the city would occur, much to the detriment of the sorely pressed Wehrmacht.



LAST MESSAGE HOME

TAP #21

III ITALIAN Sets Up First

● JAPANESE Moves First

1 2 3 4 5 6



Elements of the "Carlotto" Battalion of the San Marco Marines and sailors of the Corvette 'Baldassarre' set up in any hexes with a coordinate of 2 and/or 3 on/south of hexrow C:



E 4-4-7	C 3-3-6	9-1	8-0	1-4-9	FP: 30 Rng: 1	DC	?
6	4		2				8

[ELR: 2]
{SAN: 3}



Elements of the 11th Independent Mixed Brigade and 7th Tank Regiment enter on turn one along the west, east, and/or north edges:



E 4-4-8	1 4-4-7	2 3-4-7	2-2-8	10-0	FP: 4 Rng: 11 ROF: 2 B#: 11	MMG	+	2-2-8	FP: 6 Rng: 14 ROF: 3 B#: 11	HMG	or	E 4-4-8	FP: 30 Rng: 1	DC
	2	3												

Enter on turn two along the west, east, and/or north edges:

1 4-4-7	2 3-4-7	9-0	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	MA: 50° Rng: 1-16° ROF: 2°	MTR
	2					

[ELR: 3]
{SAN: 2}

Enter on turn three along the west, east, and/or north edges:

1 4-4-7	2 3-4-7	9-1	FP: 2 Rng: 6 ROF: 1 B#: 11	LMG	8-1	Type 96 HA-GO J5
	2					MP: 15 MA: 37 MG: 2. RZ
						2

MAPLAYOUT:



OBJECTIVES: If the Italians amass ≥ 15 CVP they win immediately, otherwise the Japanese must Control building D2 at Game End. The Japanese lose immediately if any hex of building D2 is rubble [EXC: the Italians lose immediately if they rubble any hex of building D2].

PEKING, CHINA, 9 September 1943: For over forty years Italy had maintained a presence in China to protect its citizens and interests. With the coming of World War 2, most nations had withdrawn any military presence, Italy being an exception. The nearby city of Tientsin housed the bulk of the Italian military within China. In the capitol, the Italians controlled a radio station. Following an armistice declared by the Italian government, any pretense of an alliance with Japan was immediately ignored. The Japanese were determined to silence this possible threat to their control of the region. Over a thousand soldiers plus fifteen tanks and light guns supported the Japanese attempt to seize the radio station intact. Defending this last outpost were a hundred Italian Marines and stranded sailors commanded by a captain from the Corvette *Baldassarre*, armed with little more than rifles and hand grenades. For over 24 hours, the Japanese attacked repeatedly using human waves to no avail. Following useless pleas for help from the Allies and from their comrades in Tientsin, the small garrison surrendered at 9 a.m. on the 10th of September, after having destroyed the radio system and burned all of the top secret documents stored therein.

VARIATIONS:

- Add a Hero to the at start Japanese OB.
- III Replace the 9-1 leader with an 9-2 in the Italian OB.

SPECIAL RULES:

- EC are Moderate with no wind at start. Kindling is NA.
- All stairwell Locations in aD2 are Fortified (B23.9). Units on 1st and 2nd levels of aD2 may ignore enemy units outside of the building for rout path determination. Upper level Encirclement of units in building aD2 is NA.
- All Italian Personnel have MOL capability (A22.6).
- No AFV may enter any building hex of building aD2 (though Bypass of such is allowed).
- Japanese 4-4-8/2-3-8 MMC in the at start OB are Assault Engineers (H1.22).



LAST OUTPOST

TAP #22

ITALIAN Sets Up First JAPANESE Moves First	1	2	3	4	5	6	7
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Elements of the "Carlotto" Battalion of the San Marco Marines set up anywhere on boards 23/45 (north of the canal), and on board 51 that is on/south of the road net A5-E3-I4-P7:

E 4-4-7 6	1 3-4-7 9	2-2-7 2	9-2 9-1	8-1 8-0	FP: 6 Rng: 12 ROF: 3 B#11 HMG	FP: 4 Rng: 10 ROF: 2 MMG	FP: 2 ROF: 1 Rng: 5 B#11 LMG	Fucile-cc S MA: 20L Rng: 1-12 ROF: 2 ATR	? 7 morale 10
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MA: 65° ROF: 1 M#10 B#11 INF	MP: 19 MA: CMG MG: R48 ROF: 1	Wire	Roadblock	Fortified Building Location
2	4	4	2	2

{ELR: 3}
{SAN: 3}

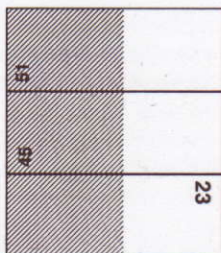
Elements of the 5th Division, Imperial Marines, and 7th Tank Regiment set up north of the road net A5-E3-I4-P7 and or enter on turn one or later along any board edge:

E 4-4-8 3	1 4-4-7 9	2 3-4-7 8	2-2-8 7	10-1 9-1	9-0 8-0	FP: 6 Rng: 14 ROF: 3 B#11 HMG	FP: 4 Rng: 11 ROF: 2 B#11 MMG	FP: 2 Rng: 5 ROF: 1 B#11 LMG	MA: 50° Rng: 1-16° ROF: 2° MTR	FP: 30 Rng: 1 DC
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MA: 37° ROF: 3 INF	MP: 15 MA: 37 MG: 2L R2°	MP: 15 MA: CMG ROF: 1 B#11	MA: 70° ROF: 1 Rng: (3)°-70 M#12 INF
3	3	2	2

{ELR: 3}
{SAN: 3}

MAPLAYOUT:



(only hexrows R-GG on board 23, and A-P on boards 45 and 51 are playable)

VARIATIONS:

- Remove one armored car from the Italian OB.
- Remove one Type 94 tankette from the Japanese OB.

SPECIAL RULES:

- EC are Moderate with no wind at start. The bridge in hex 23X3 does not exist.
- No Quarter is NOT in effect, nor may either side voluntarily invoke it. Voluntary Massacre (A20.4) is NA.
- The Italians may Fortify any two Locations (Tunnels are NA).

OBJECTIVES: The first side to amass ≥ 35 CVP [EXC: Prisoners are NA] wins immediately, otherwise the Japanese must Control buildings 45J3 and 23Y7 at Game End.

TIENTSIN, CHINA, 9 September 1943: Italy had maintained a small colony in the heart of China for over forty years. They were the last western colonial power in that nation assuming the protection of all western peoples living in that distant land. This ability was jeopardized when the Italian government withdrew from the war. The relationship between the small Italian garrison and the surrounding Japanese army had always been tense, and with the Italian surrender from the Axis, all pretense of alliance ended abruptly. The Italian quarter within Tientsin was several square blocks overcrowded with Italian and foreign refugees under the protection of a battalion of Italy's finest Marines. They were all entrenched in the Ermanno Carlotto barracks in the Forum and within the townhall. Unfortunately, despite being well-supplied with food, medicine and weapons (enough for a week), their cause was a forlorn hope. The garrison was surrounded by an entire Japanese regiment; supported by armor, bombers, and even two gunboats. Following unsuccessful negotiations calling upon their surrender, the Japanese launched a few probing attacks which the Marines successfully repulsed. They then began a light shelling to little effect. The following day the Japanese forces were reinforced by the rest of their division. After a lengthy and intense consultation with his officers, who insisted on fighting to the last man, Commander Carlo dell'Acqua chose to surrender. About 170 of the Marines chose the Fascist side and pretty much resumed their garrison duty in Tientsin. The remainder went to prison camps in Korea, where they were subjected to hard labor. The Italian Marines who remained on duty stayed on at their posts protecting all foreigners until relieved and disarmed by US Marines in October of 1945. The Marines spent several months in POW camps in the Philippines before returning to Italy in March 1946.



EASY WITH ARMOR

TAP #23

☠ GERMANS Set Up First ☆ AMERICANS Move First	1	2	3	4	5	6	7
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Elements of the 3rd Battalion, Kampfgruppe Wingen, 6th SS Mountain Division set up anywhere on map that is outside the American set up area:

ss 6-5-8	E 5-4-8	2 4-4-7	9-1	8-1	8-0	7 16 3	5 12 2	3 8 1	12 4	7 morale	
4	2	5					2	3	2	10	

[ELR: 3]
{SAN: 5}

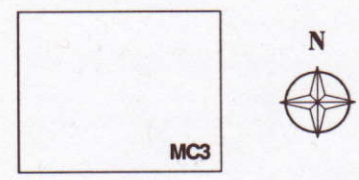
Elements of Task Force Herren, 70th Infantry Division, and B Company, 781st Tank Battalion set up south of the following road perimeter A13-D13-E16 and/or enter along any board edge inside the A13-D13-E16 road perimeter on/after turn one:

E 6-6-7	1 6-6-6	9-2	9-1	8-1	8-0	FP: 8 Rng: 12 ROF: 3	FP: 4 Rng: 10 ROF: 2	FP: 8 Rng: 5 SA: WP6	FP: 30 Rng: 1	MP: 13 MA: 75 MG: 2/4/4 ROF: 1*	MP: 15 MA: 105 MG: 2/4/4
4	9					2	3	2	3	2	

[ELR: 4]
{SAN: 3}

- VARIATIONS:**
- ☠ In the Objectives, the Americans must Control ≥ 25 buildings.
 - ☆ Replace the American 9-2 with a 10-3.

MAP LAYOUT:

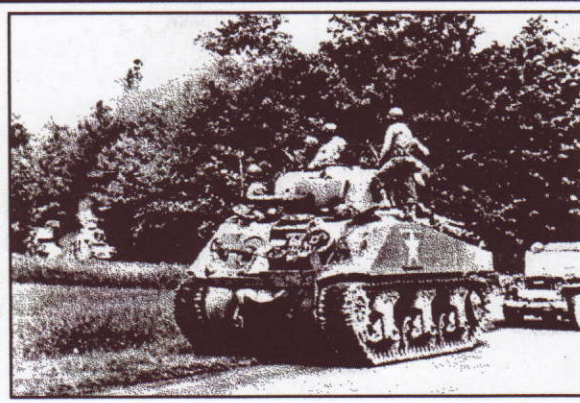


OBJECTIVES: The Americans must Control ≥ 20 buildings (including I9) at Game End, without suffering ≥ 25 CVP. Each hex containing a Rowhouse counts as one building for VC determination.

SPECIAL RULES:

1. EC are Wet, with no wind at start. APSR 1-2 are in effect.
2. Multi-hex buildings (including Rowhouses) have Ground, 1st, and 2nd levels. [EXC: Building I9 also has those plus a Steeple Location]. All other buildings only have Ground and 1st Levels. RB Cellars (O6) are in effect.
3. German MMCs suffer ELR reduction as follows: 6-5-8>5-4-8>4-4-7>4-3-6. Per A25.11, German MMCs retain their Assault Fire capability after suffering ELR reduction. 4-3-6/2-3-6 MMCs do not have increased broken-side morale.
4. The German player may set up two squad equivalents HIP (plus any SMC/SW stacked with them). The German player receives four Fortified Locations [EXC: Tunnels are NA]. All at-start 4-4-7 MMCs are Walking Wounded (Q CG17). Walking Wounded are not initially marked with such counters, and are only marked when they lose Concealment/HIP status. 4-4-7 MMC counters generated due to ELR Replacement are not Walking Wounded. The German player may set up all units Concealed in addition to the OB-given Concealment/Dummy counters.
5. No Quarter (A20.3) is in effect.

WINGEN-SUR-MODER, ALSACE, FRANCE, 6 January 1945: The 6th SS Mountain Division had advanced the furthest into the American defenses of any German unit participating in Operation Nordwind, capturing the Alsatian town of Wingen-sur-Moder on January 4th. Unfortunately for the Gebirgsjaegers of Kampfgruppe Wingen, their advance left them almost surrounded when American forces mounted their counterattacks. For two days, units of the U.S. 70th Infantry Division had counterattacked the 6th SS positions in Wingen, but had been bloodily repulsed. On the afternoon of January 6th, "E" Company, 276th Infantry, supported by tanks from the 781st Tank Battalion, attacked again. The attack bogged down into house-by-house, room-by-room battles, the heavy masonry construction of the buildings and houses of Wingen making ideal fortresses for the defenders. As night fell, the American infantry consolidated their hard-won gains in Wingen, and the remaining Gebirgsjaegers prepared for a night withdrawal from the town.



SHATTERED AND TATTERED

TAP #24

☩ GERMANS Set Up First	1	2	3	4	5	6	7	8
☪ SLOVAKIANS Move First								

Elements of 5th Tactical Group set up south of road 42B5-G4-J4 and/or anywhere east of the stream on all three maps:

E 4-4-7 9	1 5-3-7 5	2-2-7	9-1	8-1	8-0	FP: 4 B11 Rng: 10 ROF: 2 2	FP: 2 Rng: 7 ROF: 1 B#: 11 3	FP: 1 Rng: 12 2	?	7 morale	8	MA: 75L ROF: 2 M#: 8	AT	MP: 13 MA: 75* MG: 3/5	2
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Enter on turn four (see SR #2):

Marder III(OH) S21 LGP MP: 14 MA: 75L ROF: 1 MG: 4/ B#11	E 4-4-7 4	1 5-3-7 4	8-1	8-0	FP: 3 Rng: 8 ROF: 1 2	(g) FP: 1 Rng: 12 2	LT vz 38(OJE) AM35 MP: 14 MA: *37L ROF: 1 MG: 4/4	4
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[ELR: 3]
{SAN: 4}

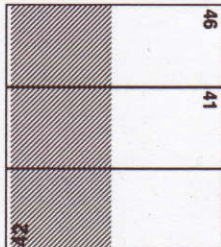
Elements of Panzer Division Tatra set up anywhere west of the stream and on/north of road 42B5-G4-J4:

1 4-6-7 8	2 4-4-7 6	9-1	8-1	8-0	7-0	FP: 7 Rng: 16 ROF: 3 2	FP: 5 Rng: 12 ROF: 2 2	FP: 3 Rng: 8 ROF: 1 4	FP: 12 Rng: 4 8	?	7 morale	StuG III G34 MP: 13 MA: 75L MG: 4-7* ROF: 1
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Pz VIB G32 MP: 11 MA: 88LL MG: 3/5/2	Pz IVH G24 MP: 13 MA: 75L MG: 3/5	3
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[ELR: 3]
{SAN: 4}

MAPLAYOUT:



(only hexrows R-FF on boards 41 and 46, and B-P on board 42 are playable)

VARIATIONS:

- ☩ Germans may Bore Sight (C6.4) as if they were Scenario Defenders.
- ☪ Remove the HMG from the German OB.

SPECIAL RULES:

- EC are Wet, with no wind at start. Place Overlays as follows: **St1** on 42K6/K5; **St2** on 46W6/V6. The Stream is Flooded (B20.44). A Footbridge (B6.44) exists in hex 41U9 connecting hexes U8 & U10. A One-Lane Stone Bridge exists in hex 46W4 connecting hexes X3 & V4; a One-Lane Stone Bridge exists in hex 46V6 connecting hexes V5 & V7. The bridge in hex 41U5 is a Wooden Bridge (B6.42).
- Prior to the German player set-up, the Slovakian player must secretly determine an entrance area for his reinforcements that arrive on Turn 4. They enter from off-board within two hexes of 46FF10 *OR* within two hexes of 46FF3.
- The broken side Morale of Slovakian MMCs (including AT Gun Crew) is increased by one.
- The German PzKw VI B has a turret frontal Armor Factor of '14'.

OBJECTIVES: The Slovakian player wins at Game End if he Controls ≥ 30 stone buildings in the German set-up area. The German player controls all buildings in his set-up area at Game Start. Each hex containing a Rowhouse counts as one building for VC determination.

VRUTKY, SLOVAKIA, 12 September 1944: Through the combined, though not cooperative, efforts of the Communist-led Slovakian partisans and the Slovak Army, the downward thrust into central Slovakia by the Panzer-Division *Tatra* had been halted at Vrutky by September 7th. On September 10th, the commander of the Slovakian army had reorganized the army into six "Tactical Groups" to make the army more responsive and to make better use of the limited number of regular officers available for command on the battlefield. The 5th Tactical Group now faced Panzer-Division *Tatra* at Vrutky. While consistently being able to get around the flanks and to the rear of the German positions in and around Vrutky, the 5th Tactical Group had not been able to dislodge *Tatra* from the town. The 5th Tactical Group's final effort came on September 12th with the Slovaks committing the last of their heavy armor. Despite the tenacity of the Slovakian initial defense against the Germans, and their subsequent counter-attacks, the 5th Tactical Group could not take back Vrutky. A stalemate ensued until the 21st of September, when German units attacking from the southwest unhinged the 5th Tactical Group's defense and forced it to withdraw from its blocking position in front of Panzer-Division *Tatra*.



Designer: Chris Olden

AXIS PACK SPECIAL RULES (APSR)

These rules apply to all scenarios that take place on any of the MC maps unless stated otherwise via special Scenario Rules.

APSR1. TERRAIN DEPICTIONS: The TOTAL AXIS PACK maps use natural terrain art to depict the battlefield in a new presentation. The following table lists the terrain types and sample hexes:

Terrain	Rules Citation	Hex/Map	Notes
Barbed Wire Fence	(P3 or Q7)	P4-Q4/MC3	
Bridge (Wooden)	(B6)	HH7/MC2	
Bridge (Stone)	(B6)	D7/MC4	
Brush	(B12)	E20/MC2	
Crag	(B17)	I9/MC2	
Grain	(B15)	C9/MC5	
Graveyard	(B18)	F5/MC3	
Gully	(B19)	D18/MC4	
Hedge	(B9)	C18-D17/MC5	hexside
Level 1 Hill	(B10)	G16/MC4	Marked +10*
Level 2 Hill	(B10)	F18/MC4	Marked +20*
Level 3 Hill	(B10)	X4/MC2	Marked +30*
Level 4 Hill	(B10)	X5/MC2	Marked +40*
Level 5 Hill	(B10)	W6/MC2	Marked +50*
Marsh	(B16)	G4/MC5	
Multi-Story, Rowhouse	(B23.71)	J21/MC2	Level 2
Open Ground	(B1)	D7/MC6	Marked 0
Orchard	(B14)	Q2/MC3	
Pond	(B21.13)	U12/MC2	
Path	(B13.6)	B1/MC2	
Railroad (GLRR*)	(B32)	I2/MC3	*EXC by SR
River	(B21.12)	Q2/MC6	
Road	(B3)	G7/MC2	All unpaved
Rowhouse	(B23.71)	C2/MC4	

Terrain	Rules Citation	Hex/Map	Notes
Scrub	(F2)	H15/MC2	
Single-Story House	(B23.21)	G22/MC2	Wooden
Single-Story House	(B23.21)	J12/MC3	Stone
Single-Hex, Two-Story House	(B31.3)	C6/MC5	
Shellholes	(B2)	G24/MC2	
Slope Hexside	(O2; P3)	J15-K16/MC2	hexside
Steeple	(B31.2)	I9/MC3	
Stream	(B20)	GG13/MC2	
Two-Story House	(B23.22)	D9/MC3	
Valley	(B22)	L1/MC3	Level -1*
Wall	(B9)	H5-I6/MC3	hexside
Woods	(B13)	R3/MC2	

*See APSR for exceptions and additional special rules

APSR1.1. NEW MAP: Included with TAP 2 is a new map, referred to as TXP1. All terrain depictions and rules for maps MC2-5 also apply to this new map.

APSR2. ELEVATION MAP NOTES FOR ASLCOMP VARIANT USE: CI maps use actual topographical notations and scale. For ASLComp use, a simpl conversion is in order. Levels marked as "+10", "+20" and so on (e.g., MC2 maps hexes L16 and N16) are Level 1, and Level 2. Ignore the '0' following the first digit.

APSR3. FINLAND AT WAR SPECIAL RULES: Any scenario that takes place between the dates of 1941-44, and has Finnish units in a portion of its OB use Special Rules sections FAW2-3 (originally published in the CH product FINLAND AT WAR, VOL 1: JATKASOTA, available at www.Criticalhit.com). Counters for vehicles and infantry are required from that product to play several of the scenarios found in TOTAL AXIS PACK 2.

APSR3.1 FINNISH SUPPORT WEAPONS: Any support weapons not depicted by standard German SW clip art uses Hungarian SW in all cases.

Finland at War Special Rules (FAWSR):

The following rules are applicable for all scenarios listing FAWSR in use.

FAW2. Finnish Continuation War Troops:

FAW2.1 National Capabilities (A25.7): Finnish Personnel are treated as per A25.7 with the following exceptions.

FAW2.2 Combat Beyond National Borders (A25.72): Finns are represented by the squad-type shown in the scenarios despite some taking place outside Finland's 1939 borders, i.e., ignore A25.72 in those scenarios.

FAW2.3 New MMC Types: A number of new Personnel types are provided.

FAW2.31 1st Line Squad: A new 1st Line 5-5-8 squad is provided, for use in Continuation War scenarios. It uses a 2-4-8 HS, shared with 6-4-8 squads. In ANY scenario set during 1941 or later, and utilizing BOTH 6-4-8 and 5-5-8 squads, two 2-4-8 HS always re-combine to form a 5-5-8 squad, i.e., once Deployed or Casualty Reduced to form one or two 2-4-8 HS, a 6-4-8 may never re-combine to obtain its previous value. (Ed. note: This represents the assumed loss of a key Talvisota (Winter War) veteran in the squad.)

FAW2.32 Tank Hunter Heroes (G1.42): T-H Heroes are provided for use with Finnish Personnel. Treat Finnish T-H Heroes as per G1.42, including the limit of 20% vs Russians and the use of DC Heroes as per G1.424. Simply replace the word "Japanese" in the referenced rules with "Finnish" (EXC: Ignore references to "Banzai Charge").

FAW2.4 Woods Entry: All Finnish Personnel may enter Woods hexes at the cost of 1.5 MF per hex.

FAW2.5 PF/ATMM Usage (C13.3/13.7): Finnish Personnel may use PF and ATMM during 1944 and 1945 as if they are Germans (EXC: a +1 Availability dr applies to Finnish use).

FAW2.6 Rules NA: No Quarter (A20.3)/Massacre (A20.4)/Civilian Interrogation (E2.4) are NA.

FAW2.7 Radios: The Finns use German radios from 1941 on. In scenarios set prior to 1942, however, reduce the contact number by one.

FAW2.8 Self Rally (A10.63): All Finnish personnel are capable of Self Rally unless stated otherwise by Scenario Special Rule.

FAW2.9 German/Finnish Leaders: Germans and Finnish leaders may Rally (A10.71) Personnel of either nationality freely unless the two nationalities are opposed in a scenario (e.g., any Lapland War scenario).

FAW3. Finnish Continuation War Vehicles and Guns:

FAW3.1 Black TH#: The Finns use Black TH# and Capture Use Penalties are NA for the vehicles and Ordnance provided by the counters included with FINLAND AT WAR.

FAW3.2 Special Ammunition (C8): Special ammunition available to each is denoted on the back of the counter normally.

FAW3.3 AFV Radios: All Finnish AFVs are considered to have radios from 1941 on.