

FTO1 THE TIME OF HUMILIATIONS

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HISTORICAL ACCOUNT

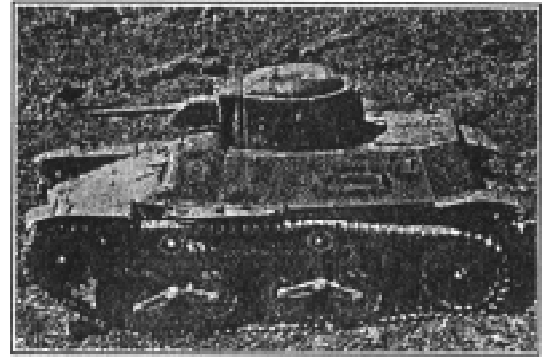
LOCATION: Mai Pha, French Indo-China

DATE: 24 September 1940

COMMENTARY: At 2200 hrs on September 22, the Japanese authorities put an end to 3 weeks of negotiations with the commander of the French military forces and ordered their troops stationed in China to invade the Tonkin. Multiple fights take place along the border, on all sides of the Carris China, and disencircle the French garrisons. The Japanese troops of the Canton army started a vast movement of encircling then has favor dun covered land, concealing the strong room of Langson thus on all sides and risking to isolate him while cutting the Road Colonial n° 1.

The 23rd morning, the land of aviation of Langson is bombarded and given back inutilisable. To the East mentions it, the village of Loc Binh must be evacuated under the hostile pressure. To the west, an important column of infantry and chariots passed the crossroads of Dong Dang and commit full south. Several counterattacks are undertaken. Among these, the 1/1th Regiment of Skirmishers Tonkinois tempts to interfere between Langsons and Japanese who take down the course of the Song Ky Kong since Loc Binh. Unfortunately, this battalion, manoeuvring in difficult land, loses all contact with the commandement and let this flank discovered. To block this access known sudest, The Ileme Company of the III/9th Regiment of Colonial Infanterie, parked has Langson takes position before the village of May Pha the 24 in the afternoon.

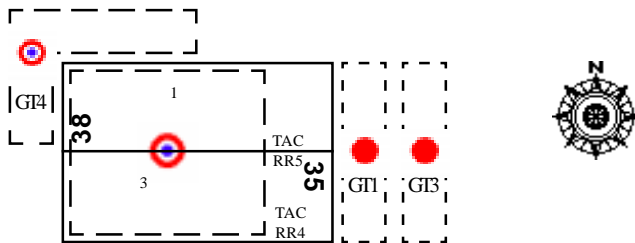
The Japanese troops take their offensives in order to isolate Langson definitely. Confusion reigned in the French high command. The Japanese adordents violement May Pha and tempted to pass it per the south. A platoon of chariots reinforces troops motorcyclists belonging to the Detachment Motorizes some 9c R.I.C.S. comes to sustain the 11st Co. in vain. Overrun, the French troops withdrew into Langson and were ordered to hold there. Concentrated in the reduced of Ky Lua, the dawn of the 25 brought a very violent bombardment of artillery and aviation that lasted 4 hours. At 1040 hrs the white flag was hoisted. It had taken the army of Canton less than 3 days to succeed in encircling Langson, and also resulted in the capture of 1000 French and established the Japanese control on the delta of the Tonkin. For the French army it began a time of humiliation.



TURN RECORD CHART

FRENCH Sets Up First	1	2	3	4	5	6	7	8	9	10	END
JAPANESE Moves First											

THE BATTLEFIELD AND CONDITIONS



PTO Rules apply with Light Jungle.

The Rice Paddies are Irrigated.

Place the following Overlays: 1 in 38N8-N9, 3 in 35T2-T1, TAC RR4 in 35K1-K2, and TAC RR5 in 35K10-38W10.

Use the *Tactiques* Railroads - they are considered EmRR (B32.12).

EC are Mud and Overcast with No Wind at start. Rain is in effect and cannot stop.

VICTORY CONDITIONS

The Japanese win if at game end they control all Huts on Overlay 1 or if they succeed in exiting ≥ 15 VPs off the west edge (of which ≥ 8 VPs must be infantry).

SCENARIO SPECIFIC RULES:

- 1 The Japanese receive a battery of 70mm OBA with HE only, directed by an off board observer at level 3 on the east edge, secretly determined before the French set up.
- 2 The French ATR has a B #11 [Note 4].
- 3 Bore Sighting is NA.

ELR: 3
SAN: 3

11th Company, III/9th Colonial Infantry Regiment set on/on/west of hex row 38Y-35I.
Balance: Japanese reinforcements enter on GT4.

1	1	9-1	8-0	2	1	1	3	7
4-5-7	2-3-7			4-11	2-6	1-12	60*[3-42]	7 Morale
10	3							6

Elements of the Detachment Motorised of the 9th R. I. C.
enter on GT4 between 38A10 and 38Q1

1	7-0	24	5	5
4-5-7		FT-17c	FT-17m	
2		3PP 37*	CMG	
		2	2	

ELR: 3
SAN: 4

Elements of the 5th Infantry Division, Army of Canton enter on GT1 on the east edge.
Balance: Japanese reinforcements enter on GT2.

1	1	10-1	9-0	8-0	2	1	2	16
4-4-7	2-2-8				4-11	2-6	50*[1-16]*	Type 97B
12								37
								2

Elements of the 5th Infantry Division enter on GT3 on the east edge:

10	3
Type 89B	CHI-HO
1	1
57*	2-R2
	2

Counter artwork taken from *Virtual ASL (VASL)* and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).

FT02 JUST AN ILLUSION

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HISTORICAL ACCOUNT

LOCATION: Phum Preav, Cambodia

DATE: 16 January 1941

COMMENTARY: The reversals suffered by the French against the Japanese aggression led the new Thai power to reassert its strength, and at the end of October 1940 they demanded the return of Laos and Cambodia, in a goal of unification of the Thai people. The French refuses and over the next few months many incidents occurred along the frontier, often in the form of aerial raids. This latent war state ended suddenly on 10 January 1941 when the Thai army launched an offensive.

To the Leo, the Siamese progress without real difficulties jusqus ' to the Mekong, without looking for has clear it.

On The R.C.I, main communication way to Cambodia, the attack is more massive and the French troops must fold back in order to establish a more concrete defense line. In spite of appearances, the French commandement had taken his/her/its arrangements in view of such an action and it immediately launches a counteroffensive on the left flank of the Thai armree. Three battalions to orders of the colonel Cadoudal have for mission to surround Ia units enemies has Yeang Dang Kum while a grouping directs by the colonel Jacomy fixes the disposed Siamese troop remainder has Phum Preav.

The spreading of the 2 groupings takes place of night, the vigil of the attack. Information on the hostile strengths are almost non-existent, the terrain, a vast drill sprinkled of numerous glades, little auspicious has the arillerie.

To the dawn, fights begin before villages of Yeang Dang Kum and Phum Preavs. Face has this demier, the battle is quick. Very aware, the Thai troops against attack the III/5emc R.E.Is. of the commander Belloc during his/her/its setting up. He/it sees himself/itself soon reinforce by the D.M. of the captain Aguesse and by a section of D.C.A. on truck.

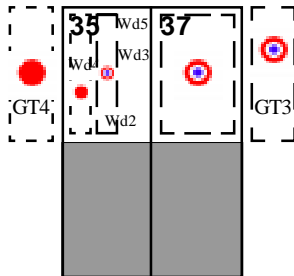
The Siamese strengths, one blocked instant, take their offensive, supported by a company of tanks and their aviation. In end of afternoon, the grouping of the colonel Jacomy must break the fight and tent to be reorganized on arrireses. The French counteroffensive is a failure: it will have permitted to stop the advance of the Thai army rightly, herself very tried by this day of fight.



TURN RECORD CHART

FRENCH Sets Up First	1	2	3	4	5	6	7	END
THAI Moves First								

THE BATTLEFIELD AND CONDITIONS



Only hex rows A-P are playable.

PTO is in effect with Light Jungle.
Place the following overlays on map 35:
Wd2 in P3-P4, Wd3 in G4-G3, Wd4 in K7-L7 and Wd5 in DI-D2.

EC are Wet with a Mild Breeze from the north west at start.

VICTORY CONDITIONS

The Thai player wins if at the end of the scenario there are no unbroken French units on map 35 and he has accumulated ≥ 10 VPs more than the French player. The Thai player receives VPs his Eligible units (A26.2-3) on map 37 (excluded half hexes). The French player only receives CVPs.

SCENARIO SPECIFIC RULES:

- Kindling is NA.
- Use Chinese counters for the Thai forces (G18. does not apply, except G18.2). Japanese LMGs are used without Captured Equipment penalties. The Thai player receives aerial support (E7) in the shape of a FB39 without bombs (use a US counter). It enters the game by E7.2 from GT4.
- The French ATR has a B#11 [Note 4].

Elements of the III Battalion, 5th Foreign Infantry Regiment set up on map 37.
Balance: the advanced section does not begin the scenario Pinned.

ELR: 4
SAN: 2

8 2

Elements of the Detachment Motorised and of the section of DCA on truck of the 11th R. I.
C. enter on GT3 on the east edge:

3 3

Elements of the III Battalion, 5th R. I., advanced section set up on hex row 3 and/or 4 of map 35. All units are Pinned during GT1.

2

Elements of the 2nd Infantry Division, Royal Thai Army set up on map 35 of co-ordinates ≥ 8 .
Balance: add a 3-3-7 to the Thai OB.

ELR: 3
SAN: 4

2 10 4 2

Elements of the 2nd Infantry Division enter on GT 4 on the west edge:

3

Aerial support (1 FB without Bombs) enter by SSR2:

FT03 TERRORISTEN ! !

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HISTORICAL ACCOUNT

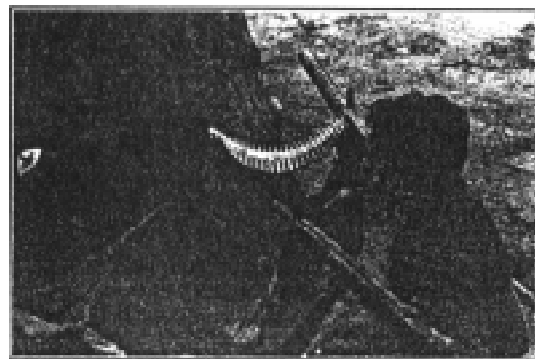
LOCATION: The Vigne-Oudines woods, Gironde

DATE: 25 July 1944

COMMENTARY: Since the landing of Normandy, the resistance had increased its actions against the occupants in order to tie down the German troops and to stop them from rejoining the bridgehead. It goes some thus of the B region, including the Aquitaine among others, and in particular the Medoc or rages the maquis Jean Dufour. This group, about hundred strong, included the crew of an American bomber which had crashed in the region at the end of June, and two heavy machine guns taken from the wreck of the plane.

After several moves and strokes of hand, the maquis took refuge in the Vigne-Oudines woods, tracked by a detachment of the anti-terrorist group Rech. The German troops, reinforced by a local militia unit, spread out on the road facing the wood during the night and at dawn on the 25th they began a vast sweep aimed at clearing the sector.

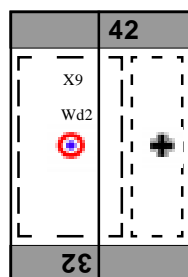
The Germans, containing a group of Hindu troops specialised in the infiltration of covered land, quickly made contact with the P.C. of the maquis. A small number of resistance fighters led by Jean Dufour interfered with the enemy progress in order to cover the retirement of their brothers-in-arms. At the end the day, a small number of maquisards, including Dufour, had been killed but their sacrifice had allowed the evacuation of this shelter transforms in dowsers. As for the region of the Medoc, it would be one of the last to be freed, the garrison of the Pointe du Grave not surrendering until 20 April 1945.



TURN RECORD CHART

PARTISAN Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

THE BATTLEFIELD AND CONDITIONS



Only hex rows I-Y on the two maps are playable

The Streams are Dry and the Woods are Pine Woods.
Place overlays **Wd2** in 3209-P9 and **X9** in 32S6.

EC are Dry with a Mild Breeze from the west at start.

VICTORY CONDITIONS

The German player wins if, at game end, he controls buildings 42J7, 42U8, 42Y10, 32N8, and o32S6 or if he accumulates ≥ 12 CVPs.

SCENARIO SPECIFIC RULES:

- 1 Kindling is N/A.
- 2 The partisan player cannot form Multi Location Fire Groups and suffers Captured weapon penalties for the MGs (a) and (g) [EXC: The US Crew uses the .50 HMG without penalty]. The 527 squad has an underlined morale.
- 3 Germans do not possess PF. Allied Troops applies between Germans and Militiamen and between Partisans and the US Crew.

Elements of the Jean Dufour maquis set up west of 42I7 - 42O4 - 42U4 - 42Y6. 1 Squad/equivalent, as well as any SMC/SW stacked with it, may be set up HIP.
Balance: add a hero to the Partisan OB.

ELR: 5
SAN: 5

8				12				

Elements of the Indisches Infantry Regiment 950 and a group of the anti-terrorist "De Rech" set up east of the road 42I4-42Y5 inclusive. The German player secretly designates 3 Squads to represent the Hindus unit; these are Stealthy.
Balance: increase the game length by 1 turn.

ELR: 3
SAN: 2

11			2		

Elements of the militia set up east of the road 42I4-42Y5 inclusive:

4	

FTO4 RETURN TO THE START LINE

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HISTORICAL ACCOUNT

LOCATION: Nomonhan

DATE: 15 May 1939

COMMENTARY: After the incident of Chang Kufeng, Japanese consider that the Halah defines the border between the Mandchuoko and Mongolia. From April 1939, has the order of operations consistently N° 1488, the Kwantung Army was ordered to deal with border incidents and punish the "illegal violations" perpetrated by the Soviet troops. So much that of need, she/it is allowed has pursue his/her/its operations in Outer Mongolia.

On May 14, a recon detachment, composed of a squadron of cavalry and a company of light tanks under the command of Lt Col. Azuma Yaozo, arrived in the area of Nomonhan. On the 15th, Azuma, reinforced by a detachment of Manchurian Auxiliaries, launched a pincer movement aiming to trap the troops outside Mongolia.

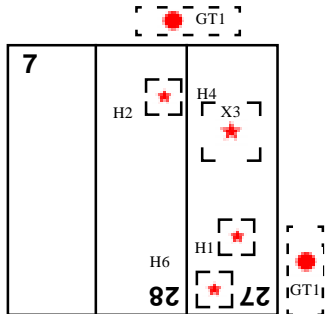
The attack was launched at 1300 hours but the Mongols succeeded in slipping out of the pincers and re-crossing the Halha. Japanese planes bombed the sector but only managed to damage about twenty younes. The Mongols having re-crossed the border, the Japanese high command appraised the incident and ordered Azuma to regain Hailaerh.



TURN RECORD CHART

★ MONGOL Sets Up First	● 1	2	3	4	5	6	7	END
● JAPANESE Moves First								

THE BATTLEFIELD AND CONDITIONS



Map board 7 is considered a desert map. Buildings do not exist; woods are swamps (B16), at the water level (level -1 [B21.21]). The current is Slow (B21.121). The river is Fordable (B21.41) (EXC: Horses [and their riders]) enter a river hex for half of their MF).

Place the following Overlays: **H1** in 27G5-F4, **H6** in 28G7-G6, **X3** in 27V5, **H4** in 27Y3-X2 and **H2** in 28X3-Y4. Overlay **X3** represents the Mongol younteses.

The Hillocks are hills of level 1 whose contour follows the one of hillocks hexspines. Hillocks summits are at the level 2.

EC are Clear with No Wind at start. Light Dust (F11.7) is in effect.

VICTORY CONDITIONS

Mongol win if, at game end, they Control ≥ 5 of the following hexes on board 7: D1, I1, J1, P2, Q3, R2, X1, AA5, BB1. Neither side begins the scenario with Control of these hexes.

SCENARIO SPECIFIC RULES:

None

★ Elements infiltrating Mongols set up dismounted on/adjacent to 27V5.
Balance: The Mongols of the 27V5 group begin the scenario mounted.

ELR: 5
SAN: 4

9

Mongol Observation station set up on/within 2 hexes of 27oI4 or on/within 2 hexes of 27oBB4:

3

Songar
IS or Gun
OBA: +3*
Other: +1*

3

Mongol patrol set up mounted in/adjacent to 28AA9 (if the observation post sets up in 27oI4) or in/adjacent to 27D5 (if the observation post sets up in 27oBB4):

4

● Task Force of Lt.-Col. Azuma, 64th Regiment, 23rd Infantry Division, Army of the Kwantung enter on GT1, having spent the half of their MF, between 27GG5 and 28GGS inclusive.
Balance: Add 1 LMG to the Japanese OB.

ELR: 3
SAN: 2

6

Task Force of Lt.-Col. Azuma, support armour: enter on GT1, having spent the half of their MPs. Before the Mongol set up, the Japanese player secretly notes whether his tanks enter with the Japanese or the Manchurian group.

2

Task Force of Lt.-Col. Azuma, Manchurian Auxiliaries enter on GT1, having spent the half of their MF, between 27H10 and 27A5 inclusive. The Manchurian Auxiliaries are treated as Axis Minors and have an ELR of 2:

6

FT05 TRAPPOLA

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HISTORICAL ACCOUNT

LOCATION: Near Obzovica, Yugoslavia

DATE: 13 July 1941

COMMENTARY: In April 1941, Yugoslavia was invaded by Germany and her allies. Italy annexed and occupied several regions and Montenegro was forced to submit to the authority of an Italian military governor.

Although the occupation troops apparently controlled the country, villages and mountains sheltered groups of partisans very early on, groups mainly composed of soldiers of the former Yugoslavian army. These groups organised themselves under the command of the Communist Party and its leader Josip Broz, soon known as "Tito". A real insurrection gets ready in Montenegro and exploded at dawn on 13 July.

Stations isolate of carabinieri " and the " guardia di finanza " are taken of assault, the besieged garrisons and roads gangways. After the initial surprise, the Italian organised a number of emergency columns. A detachment forms quit black shirts mainly so the city of Cettigne toward 11h to be going to relieve soldiers surrounded at Milocer.

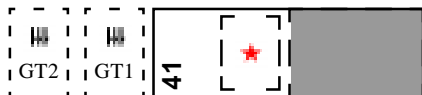
The column was ambushed close to the village of Obzovica and a violent fight began. A battery, messenger in reinforcement of Cettigne, open fire has tip carrying. Nevertheless, the partisans resisted for two hours before withdrawing and the Italian were able to continue toward Milocer. Wiping another attack they must make stop has the night fall in the station of Budva. Losses are raised: 43 kill and wound, either close to 15% of their strength! The struggle of the resistant Yugoslavian against the strengths of the axis makes only begin.



TURN RECORD CHART

★ PARTISANS Sets Up First	1	2	3	4	5	6	7	END
☪ ITALIANS Moves First								

THE BATTLEFIELD AND CONDITIONS



Only hexrows A-P are playable.

Marsh are Mudflats.
Only the road 41A6-P6 exists.

EC are Dry with No Wind at start.

VICTORY CONDITIONS

The Italian win immediately if they exit ≥ 20 VPs of the south edge or they have ≥ 12 CVPs of Partisans. Prisoners do not count double.

SCENARIO SPECIFIC RULES:

- 1 Partisans use Russian LMG without Captured Equipment penalties.
- 2 Partisans cannot form a Multi Location FG.
- 3 Kindling is NA.

ELR: 5
SAN: 5

Partisans of Bjelice set up south of hex row J inclusive. 2 Partisan Squads (or Equivalent) as well as all Leader/SW stacked with them can set up HIP.

Balance: the Italian must exit ≥ 25 VPs to win.

8

8-1

7-0

1
B11
2-5

7 Morale

ELR: 2
SAN: 2

Elements of the 108th CCNN Legione CCNN of the Carabinieri of the Genie and the Police enter on GT1 in convoy on 41A5. An Italian 3-4-6 must set up on the motorcycle; he can be accompanied by a Leader. The convoy can Disband if a unit is adjacent to an Enemy unit or has a LOS to a Known Enemy Unit.

Balance: the Italians must exit ≥ 15 VPs to win.

2

14

8-1

8-0

2

1
B11
2-5

2

28
18
M10 opp 29PP

15
36PP

Elements of the III/2 Artillery enter on GT2 on 41A5:

2

15PP vs 3

8
B 11
1
100*

FT06 BALKAN MEDLEY

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HISTORICAL ACCOUNT

LOCATION: Knjazevac, Serbia

DATE: 10 October 1944

COMMENTARY: The Romanian insurrection and entrance into the war on the Allied side in August 1944 and the Bulgarian declaration of war in September 1944 opened the Balkans to the Red Army. The Germans look for has constitute a continuous forehead semblance desperately to the eastern areas of Yugoslavia to allow their units in Greece and Albania to withdraw northwards. In this goal, one sends all available troops of which of kampfgruppen " shapes of aviators and sailors, organize has the hurry and often teams of hold weapons. Of units as the division SS " Prinz Eugen "S are withdrawn of the struggle against partisans to clothe these unskilled fighters. The Prinz Eugen defended the approaches to the city of Nis, an important crossroads on the road of Sofia.

On October 1st, the Soviet and Bulgarian vanguard, supported by partisans, crossed the Yugoslavian border. Two Bulgarian divisions attacked the 600 defenders of the village of Knjazevac. The German situation soon became desperate in spite of the reinforcement of a detachment of Waffen-SS that ashore in his/her/its tentative to make the north jump the bridge of Vratamica. At the same time, the garrison of Knjazevac received the order to withdraw. But they fell to an ambush by partisans on the heights and lost most of their equipment.

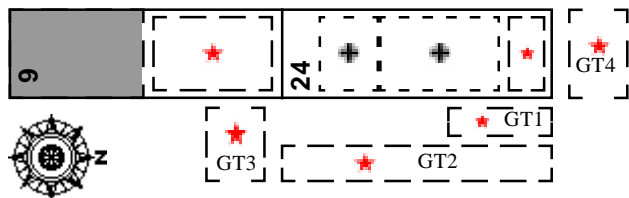
The vice tightened itself, the Bulgarian progressing in the north outskirts and are from the small city with the support of the artillery. Partisans hold the road and his/her/its surroundings firmly in rontagnes to the south east. Many Germans choose to surrender, although some soldiers of the "Prinz Eugen" succeeded in breaking out westward. The city was taken and the road freed for the Soviet armour to advance onwards.



TURN RECORD CHART

⊕ GERMAN Sets Up First	★ 1	★ 2	3	★ 4	5	6	7	END
★ ALLIES Moves First								

THE BATTLEFIELD AND CONDITIONS



Only hex rows R-GG on map 9 are playable
Building 9EE4 does not exist.

EC are Wet with No Wind at start.

VICTORY CONDITIONS

The Germans win if they have more VPs than the Allies. The Allies receive CVPs. The Germans receive CVPs and VPs for exiting troops exited between 9R0 and 9Y1 inclusive; troops which exit count double their normal VP value.

SCENARIO SPECIFIC RULES:

1 The Bulgarians have a module of 70mm OBA (HE) directed by a off board observer at level 2 on the east edge of board 24 north of 24T inclusive. Battery Access is automatic (withdraw a black chit). The OBA can only reach rows situated to the north of 24J inclusive. On a Heat Battle final DR of 10 or 11, Bulgarians become Berserk (or Battle Harden if no Known Enemy Unit is in LOS).

2 German units (EXC: SS) use Italian Guns and SW without Captured Use penalties. The Partisans use Italian SW without Captured Use penalties. The 5-4-8 are Assault Engineers and their morale is underlined. Germans have no PF and may not Assault Fire (EXC 5-4-8).

★

Elements of the 22nd Partisan Division set up on hexes of ≥1 level on map 9.
Balance: elements of the 4th Mechanised Corp enter on GT4.

ELR: 5
SAN: 5

5

Elements of the Bulgarian 29th Infantry Division set up on/ north of row 24Y, or enter on GT1 on the east edge the north of row T inclusive. The Bulgarian ELR is 3.

15 2 2 3

Elements of the Bulgarian 29th Infantry Division enter on GT2 on the east edge of map 24. The Bulgarian ELR is 3.

4

Elements of the 22nd Partisan Division enter on GT3 on 9Y 10.

3

Elements of the 4th Guards Mechanised Corp enter on GT5 on the north edge of the map 24. The infantry enters mounted. The Soviet ELR is 4.:

2

⊕

Elements of Marine Kompanie Bertrams and Schmidt, the 3rd/Festung Reserve Pioniere Stab and artillery set up between F and I inclusive on map 24.
Balance: replace the 9-1 by a 9-2 and the 8-0 by a 8-1 in the SS group.

ELR: 2
SAN: 3

6 2 2 75* 47

Elements of the Div. Stab Jager Kompanie and of the 3rd Flak Battery SS Freiwilligen Div. "Prinz Eugen" set up between T & J inclusive on map 24.

8 2 5 2

FT07 JACKSON'S FIRE

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HISTORICAL ACCOUNT

LOCATION: Puffendorf

DATE: 17 November 1944

COMMENTARY: Since the fall of Aachen on 21 October, the U.S 1st Army had attempted to reinforce its bridgehead in German territory. In the south of the city, fights that take place in the drill of Hergten are a rare violence and the G.I.s are put has pain by a German defence that one believed moribund. It is necessary to conquer strands of the Roer on which several dams have been constructed however and that threaten to flood all the plain while remaining to hands of the Germans, giving back the advance toward the very delicate Rhine.

At the beginning of November the 28th Infantry Division captured several cities and arrived in view of the dams. But the division was quickly put in discomfiture by the 116th Panzer Division that counterattacked briskly.

In the same way, to the north of Aachen, the 2nd Armored Division progressed without too many difficulties in spite of the muddy terrain, until it reached Puffendorf. The following morning, the 1st and 2nd Armored Battalions of the 67th Armored Regiment continued their advance in the direction of Gereonsweiler.

Shortly after dawn, whereas the U.S column commits in a hilly land, elements of a neighbouring height kampgruppe deboulent have agrcssent his/her/its flank. The pilonnege of two camp artillery nails the infantry to soil and let armour them face has face. The Shermans are not able to contouer and attack the rear of the a few 20 Panthers and Tigers, masters of hills. The struggle is unequalled. A Sherman extricates 13 shells in succession sieve the least effect on a Tiger. Whereas some companies only possess 3 or 4 tanks, the commander U.S. asks the reinforcement of tank destroyers at the rear of the column. 90mm cannon have the poussitre bitten to armour them Germans but the balance of the day is terrifying: 38 Shermans and 19 M5 have been destroyed. This confrontation, record like the biggest fight of chariots of the 2nd Armored Division, was proof of the inferiority of the U.S. tanks in all areas: firepower, mobility, protection. The promise to go in country for Noel seems flown definitely.



TURN RECORD CHART

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

THE BATTLEFIELD AND CONDITIONS

16	43	
		+
		z



Woods are Pine Woods (P1.); roads do not exist.

EC are Wet with a Mild Breeze blowing from the North East at start.

☆	GT1
☆	GT2
☆	GT4

VICTORY CONDITIONS

The American player wins if he exits ≥ 5 AFVs off the north edge or ≥ 4 German AFVs have either been destroyed or Recalled.

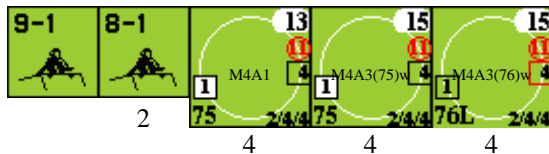
SCENARIO SPECIFIC RULES:

1 The Germans are considered elite for Ammo Depletion purposes.

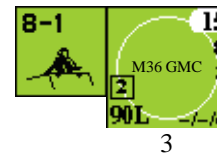


Elements of the 2nd Battalion, 67th Armoured Regiment, 2nd Armoured Division enters on the south edge of maps 16 and/or 43 {SAN: 5}
Before the first turn, the American player forms two groups ≥ 5 AFVs and ≥ 1 Armour Leader. One group enters on GT1 and the other on GT2. Each group must have at least 1 AFV of each type. Each type must have an Armour Leader. The M4A3 are equipped with Gyrostabilisers.
Balance: the Americans must exit 6 AFVs to win.

ELR: -
SAN: 5

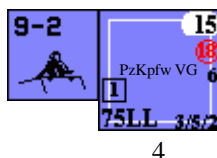


Elements of the 702nd Tank Destroyer Battalion enter on GT4 on the south edge of maps 16 and/or 43.

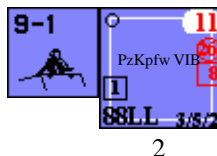


Elements of the 9th Panzer Division set up in Motion on map 2 in any hex ≥ 5 north of row inclusive I.
Balance: the Americans must exit 4 AFVs to win.

ELR: -
SAN: 5



Elements of the s Pz Abteilungen 506 set up in Motion on map 2 in any hex ≥ 5 north of row I inclusive.



FT08 THE ULTIMATE TREACHERY

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HISTORICAL ACCOUNT

LOCATION: The Citadel of Hanoi, Briere de l'Isle barracks

DATE: 10 March 1945

COMMENTARY: Since November 1944 tensions had been growing between the Japanese occupation troops and the government of Indo-China. The approach of Allied forces in Burma, the Philippines and Iwo Jima worried the Japanese command and created a climate of insecurity.

In mid-January, the 37th Infantry Division was pulled back to the Tonkin from China, despite the protests of the Governor General. The French and Japanese troops that occupied the territory overlapped completely some in others. These troops were well equipped and had the benefit of several years experience of war. Facing them, the French troops were identical to those of 1940, with a material uses and after four dramatic inactivity years. They were isolated in their mountain stations or surrounded in their garrisons.

At the end of February, the French intelligence services named the day of the planned Japanese attack on all the Indo-Chinese territory as the time of the celebration of the Tet festival. In spite of this, the persons responsible didn't seem to be worried too much and surprise was complete when at 2015 hours on 9 March, the French garrisons were attacked.

The French high command was immediately put out of state to be harmful. Most of the officers were made prisoners when they answered an invitation to have dinner with their Japanese counterparts. Settings are captures has their domiciles, no one having been order in garrisons.

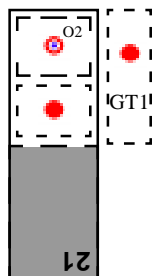
In Hanoi, the Japanese troops seized several public buildings and the local headquarters bit before 20 hours. The citadel was attacked at 2010 hours from the south-east. Men under General Massimi resisted all night long and into the following morning, hoping to succeed an exit overnight her come back. But the fight ended at 1530 hours under Japanese pressure. The same scenario repeated itself throughout French Indo-China. The tragedy gets settled a new time has Langsons where 400 French prisoners are executed and wound them finish. Begin then for survivors a long lone errance in the bush, waiting for the Allied victory and final liberation.



TURN RECORD CHART

FRENCH Sets Up First	1	2	3	4	5	END
JAPANESE Moves First						

THE BATTLEFIELD AND CONDITIONS



Only hex rows R-GG are playable.

Woods and orchards are Palm Trees.
Place Overlay **O2** in EE10-FF9.

EC are Overcast with No Wind at start.

VICTORY CONDITIONS

The Japanese player wins if, at game end, he Controls ≥ 35 Building Locations more than he starts with, or if he accumulates ≥ 15 CVPs.

SCENARIO SPECIFIC RULES:

- 1 Kindling is NA.
- 2 The crew of the French AFV cannot abandon its vehicle to Control a Building Location.
- 3 Banzai is NA.

ELR: 3
SAN: 4

Elements of the 1/9th R.I.C., of the 1st R.T.T. and of the D.M. of Hanoi set up to the north west of perimeter W1-X2-X7-Z8-BB8-GG6 inclusive.

Balance: The Japanese must control ≥ 40 Building Locations or accumulate ≥ 18 CVPs.

ELR: 4
SAN: 4

Elements of the 21st Infantry Division set up south of the perimeter S1-U2-U9-X10 inclusive and/or enter on the east edge on GT1.

Balance: The Japanese must control ≥ 30 Building Locations or accumulate ≥ 12 CVPs.

FT09 ALPINE BOLT

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HISTORICAL ACCOUNT

LOCATION: La Thuile, the Maurienne valley, France

DATE: 21 June 1940

COMMENTARY: After ten days of skirmishes and observation, the Italian army decided to attack all along the Alps, from the Swiss border to the Mediterranean. The 1st Corps of Armata has the work of the valley of the Maurienne in charge. Opened out in three columns, he/it rushes has the assault of collars. While the group of Susa "battalions" comes with the XIeme Camicia Nere covers the south flank and that the Superga division springs against strong situate known north of the sector, the Cagliari Division penetrates the centre of the device facing the collar of the Mount-Cenis, dominate by the strong of li Small Turra has 2529 meters. This was occupied by an 80 man garrison having at their disposition of cannons of 75, four mortars of 81, two Hotchkisses mitrailleurases and four F.M.S. The Italian break themselves teeth has two resumptions against this position and receive the support of the 10 turrets of 149mm of their own strong then, but in vain.

During this time, 5 battalions infiltrated toward the Ambin Valley, the weak point of the French defence. Clearing collars of Bellecombe, of the Kid Mount-Cenis, of Giaset and Estache, they converged toward the village of La Thuile, passage obliges or is install himself the 1st company of the 281emth R.I. and the 3 S.E.S. of the 299emth R.I.A.

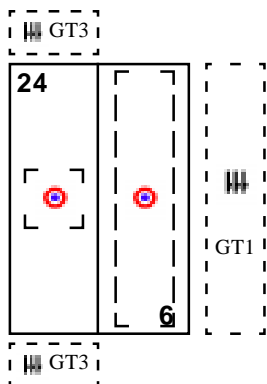
All day long, the S.E.S. are going to lead a fight of self-timing. Overflowed of all leaves, they must unhook with the 1st company in end of apes-noon to reposition itself/themselves more downstream has Our Lady of Extravache. In order to avoid an encircling general in High-Maurienne, a general fold is orders, letting stations fortifies to the heart of the Italian device, under the table setting of the artillery of the Resistance Position.



TURN RECORD CHART

FRENCH Sets Up First	1	2	3	4	5	6	7	8	END
ITALIANS Moves First									

THE BATTLEFIELD AND CONDITIONS



Alpine Hills apply.
Place overlay St3 in 9T4-9U4. The Stream banks are at same level as the other terrain in the hex. Hexside 24oH1-24oH2 is a stream hexside. The Stream is Dry.
Grain does not exist.
Building 9DD3-9EE4 does not exist. No building has a 2nd level.

EC are Falling Snow with a Mild Breeze blowing from the North East and are in effect for all the part.

VICTORY CONDITIONS

The Italians win if, at game end, they Control all buildings ≤ 2 hexes of 24Q5 or exit ≥ 18 VPs between 24K10-W10 inclusive.

SCENARIO SPECIFIC RULES:

1 Kindling is NA.

1st company, 281st Infantry Regiment, 66th Infantry Division set up ≤ 5 hexes of 24Q6. They must remain TI until a Known Italian unit appears in their LOS, or the end of GT2 (whichever occurs first).
Balance: remove a 4-5-8 from the S.E.S OB.

4-5-7	2-3-7	9-1	8-0	4-11	1 B11 2-6	1 SPP 80*[3-42]	7 Morale
8				2		4	

Elements of Sections d'Eclaireurs Skieurs of the 299th Alpine Infantry Regiment set up on map 9 between hex rows 4 and 7 inclusive. There have an ELR of 4.

4-5-8	8-1
3	

Elements of the Cagliari Infantry enter on GT1 or later on the east edge.
Balance: replace the MMG with a HMG.

3-4-7	3-4-6	9-1	8-0	7-0	2 SPP	1 B11 2-5	45mm
6	12				2	2	

Enter on GT3 on the north OR south side of map 24. The Italian player must secretly designates the side of entrance prior to the French set up.

3-4-7	3-4-6	8-1	1 B11 2-5	45mm
2	5			

FT10 DESERTION

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HISTORICAL ACCOUNT

LOCATION: Velikye Louki

DATE: 28 December 1942

COMMENTARY: Surrounded in Velikye Louki since 26 November, the Germans 83rd Infantry Division are reduced has move back gradually before the Soviet attacks. In spite of calls to the help of the Baron Von Sass, that directs besieged them, the aerial restocking remains limit and troops of counterattack stomp in their tentatives to loosen the vice around the city. The weakened Germans were systematically pounded by the very superior enemy artillery (18,000 shells of all calibres were fired on December 24 alone). In addition, the Soviet tanks operated in groups and knew how to remain out of the effective range of the German anti-tank guns. Thus, they could neutralise them one by one and then attack German machine gun nests, what facilitates the stain of the infantry. On 27 December, numerous 50mm and 75mm anti-tank guns were destroyed, allowing the Soviets to advance to the north-west of the city. The following day, the 249th Estonian Division flooded the "Stettin" strong point and continued its advance toward the centre of the city

At 1320 hours the Soviets reach room of the walks. or are regroup the German heavy howitzers of the 183rd regiment of artillery. Very quickly pieces are has short of munitions and Soviets pursue their advance grace with the help of flame-thrower tanks. But at that moment 5 officers and 250 Estonian Estonians chose to desert. They were insert immediately in the German defensive positions, what permitted to limit the advance this day her.

If about an attacking combattirents half with relentlessness during the battle (the bataillon of candidates to the party Communist eir 50% of losses), the other part was little reliable and one counted Estonians mombreuses defections and Latvian ds. But it didn't change the fundamental state of the battle. Von Sass had beautiful to ask anti-tank guns and flame-throwers, but he received little and too late. After 52 days of siege the city fell on 15 January. 17,000 German deaths came to confirm the hedgehog defence was henceforth impracticable considering the Soviet superiority.



TURN RECORD CHART

+	GERMAN Sets Up First	1	2	★ 3	4	5	6	7	8	END
★	ALLIES Moves First									

THE BATTLEFIELD AND CONDITIONS

★
GT3

★
21

+
22

Only hex rows A-P are playable.

All buildings are Single Story.

EC are Ground and Falling Snow with No Wind at start.

VICTORY CONDITIONS

The Soviets win at game end if they Control building 22F5 and the two German Guns are destroyed/captured.

SCENARIO SPECIFIC RULES:

- The FT of the OT34 have X12 instead of X10, but each OT34 may fire/add its FT in a OVR a maximum of four times during the scenario, after which the FT is disabled.
- At the beginning of every German MPh. every sole Soviet Good Order non-crew MMC (and non-prisoner) > 2 hexes from a Good Order Soviet SMC and within 8MF or less of an unconcealed Good Order German unit in its LOS (free LOS Check allows), must take a NTC. If it fails it deserts according to the following rules. The unit becomes a German 4-4-7 (or 2-3-7 so HS), abandons all SW it possesses, becomes "Berserk" and "Charges" during the MPh toward the nearest unconcealed German Good Order unit and in its LOS, under the control of the German player (A15.42, A15.43 and A15.431 apply). Russian defensive fire is allowed very evidently and the German MMC "target" is penalised by no means since it is about a defection. After entering the hex of the German unit that triggered the desertion, the MMC must stop its movement and loses its "Berserk" status at the end of the MPh. The unit becomes fully controlled by the German player for the rest of the scenario.

★

Elements of 249th Infantry Division, 7th Estonian Corps set up on/ north of 21H10-21P6.

Balance: Russian Good Order MMC can desert if they are > 4 hexes from a Good Order Russian SMC.

ELR: 3
SAN: 3

4-5-8
3

4-4-7
15

9-2
2

9-1
3

8-1
3

8-0
3

MMG
SFP 2
B11 4-10

LMG
SFP 1
B11 2-6

DC
SFP 1
X12 30-1

Elements of the 2nd Guards Mechanised Corp enter 21P9 on GT3.

T34/M41
76L 2

OT-34
82L 2

+

Elements of the 83rd Infantry Division set up south of 21H10-21P6. The trenches are connected to an adjacent building Location (as per SSR RB6).

Balance: Russian Good Order MMC can desert if they are > 1 hexes from a Good Order Russian SMC.

ELR: 4
SAN: 3

4-6-8
3

4-6-7
8

1-4-9
2

9-1
2

8-1
2

8-0
2

MMG
SFP 3
7-16

MMG
SFP 2
5-12

LMG
SFP 1
3-8

DC
SFP 1
X12 30-1

?
7 Morale

Roadblock

Trench
OUR, OBA: +4
Other: +2

Battery 2, 183rd Artillery Regiment set up ≤1 hex from 22L7. The Guns suffer from Ammo Shortage.

2-2-8
2

ART
sFH18
150
2

FT11 DOUBLE DETENTE

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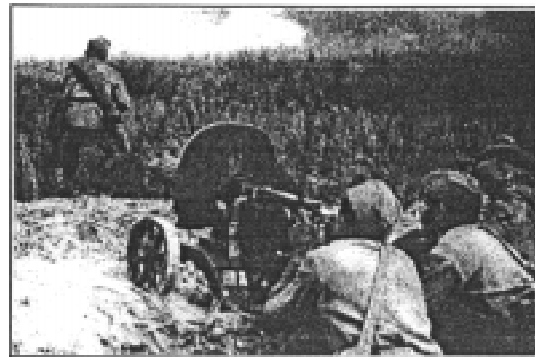
HISTORICAL ACCOUNT

LOCATION: Zouravlinie, Ukraine

DATE: 3 August 1943

COMMENTARY: The Soviet counterattack on the Orel forced the Germans to suspend their offensive against Kursk, including the southern drive that had shown the most promising results. In this sector, the armoured spearheads of the offensive were folds (48th Panzer Korps) or were dispersed to other theatres of operations (II SS Panzer Korps). The forehead is located new d therefore, just north of Belgorod and left to the care of the infantry and armoured divisions of the 4th Panzer Army. In spite of the heavy losses undergone by the four armoured divisions remaining (they could hardly gather together 150 tanks), Manstein thought that the Soviets, themselves toughly tried by fighting since the beginning of July, would mark a pause in their offensives. He it is not anything of it because August 3 foreheads of the steppe and Voronej trigger the Roumantsev operation with for objective taken it of Kharkov. 15 kilometres northwest of Belgorod the first echelon of Managarov's 53rd Army rushed to assault the three regiments of the German 167th Infantry Division. This first echelon was supported by the 1st Mechanised Army whose job would be to exploit the breakthrough.

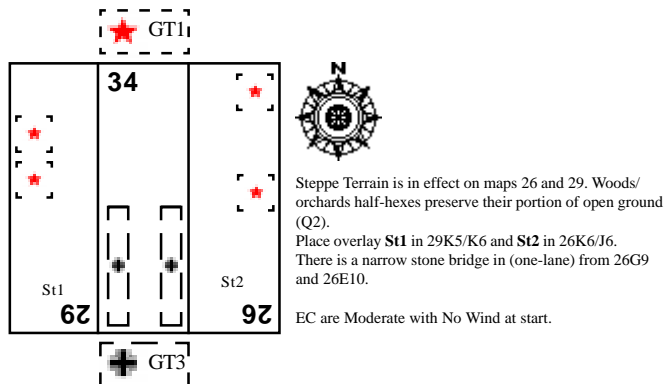
At 8 o'clock, the 25th and 28th divisions attack and easily passed the German trench perimeter line, which had been crushed by the previous artillery preparation. Pushing their advantage, they overflow by the right and by the left a wood of which she/it ignores that he/it is a place of concentration and a shelter for the Germans. Those don't go without here, from their central position, to open fire on the soviet troops in march, whose advance is antagonised thus. After a bombardment of extensively fruitless heavy artillery, the Soviets were forced to prematurely detach their mechanised reserve. Repulsing counterattacks from the 6th Panzer Division the Soviets finally ejected the Germans out of the woods, and the advance toward Belgorod could thus continue. By the evening the 53rd army had progressed 8 kilometres and reduced the strength of the 167th Infantry Division by two thirds. On the 5th Belgorod fell after an expensive effort but without it the Germans had no chance to reverse the course of events.



TURN RECORD CHART

★ RUSSIAN Sets Up First	★ 1	2	3 ⁺	4	5	6	7	END
⊕ GERMAN Moves First								

THE BATTLEFIELD AND CONDITIONS



VICTORY CONDITIONS

The Soviets win immediately if they exit ≥ 20 VP of infantry (prisoners and crews do not count) off the south edge of maps 29 and 26. At least 8 VPs must exit each map.

SCENARIO SPECIFIC RULES:

- 1 Russian trucks are Recalled if they are empty of all Infantry.
- 2 Each German radio can be used to direct the firing of a 120mm mortar. Radio Contact must be established but without the need to check for Battery Access. The rules for Spotter and indirect firing apply to these attacks. The -1 for maintenance of Radio Contact applies. If Radio Contact Radio is lost, all Acquisition is lost.

⊕ Elements of the 2nd and 3rd Battalions, 315th Infantry Regiment, 167th Infantry Division set up south of row Y of map 34 on rows 0, 1, and 2 and 8, 9 and 10 (including the half hexes). At least six Squad equivalents, a MMG and a SMC with a Radio must set up on each side of the map. Two German SMC possessing a radio must be HIP in each German set up zone.
Balance: replace one 8-0 with a 8-1.

ELR: 4
SAN: 4

2	9	4		3			2	4	2	2	3

Set up within 1 hex of 34Z5:

 2

Set up HIP on map 34, south of row P:

Elements of the 6th Panzer Division enter on GT3 on 34GG5:

★ Elements of the 25th Division set up ≤ 2 hexes of 29P2.
Balance: increase the game length by one turn.

ELR: 3
SAN: 2

9			2	2

Set up ≤ 2 hexes of 29Z2:

2			

Elements of the 28th Guards Division set up ≤ 2 hexes of 26P8:

10			3	

Reinforcements of the 19th Mechanised Brigade enter on GT1 or later on 34A5:

2					2	2	2

FT12 THE ROOF OF EUROPE

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HISTORICAL ACCOUNT

LOCATION: Col Du Midi

DATE: 17 February 1945

COMMENTARY: Throughout February the Mont Blanc Battalion patrolled the highest peaks of the Alps, watching for incursions by patrolling Germans. In mid-February a Section d'Eclaireurs Skieurs (S.E.S.) under the command of Lieutenant Rachel was sent to occupy the cabin of the collar of the South of France. What he did not know was that the shelter was occupied by a whole company of Gebirgsjagers, under the command of Captain Singel. When the French arrived, they don't suspect that a patrol, guided by two Italian alpinis, occupied an igloo about hundred meters ahead of them. The night and the quick fioid helping, Frenches continue their path, passing the avent-guard and fall finally aur the hostile rearward, that they believe to be the vanguard. Lieutenant Rachel decides to pass then has the attack. Very quickly, blimps perceive that the enemy shoots behind them with a MG42. Guessing that they are surround, Lieutenant Rachel ordered his men to reprocess immediately. In the darkness, confusion is total. Nevertheless, the S.E.S. succeeds has escape and, exhausted, has win the collar of Kidneys.

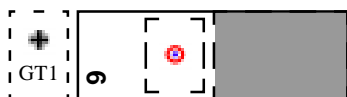
The Germans, settled, harcelent French. It is about a real race against the watch. At dawn, Lieutenant Rachel arrives has recover the two groups of his/her/its S.E.S. and the FMS 24/29. Of the the first shootings, Frenches put out of fight the main German leaders, notably Captain Singel. The S.E.S. understands 17 chusseurses face has 70 Germans. But the enemy losses increased and very quickly, deprived of their chiefs, hunters of flowing back German mountain, abandoning their material there. Exhausted, the French decided not to pursue them.



TURN RECORD CHART

FRENCH Sets Up First	1	2	3	4	5	END
GERMAN Moves First						

THE BATTLEFIELD AND CONDITIONS



Only hex rows A-L are playable.

Alpine Hills (B10.211) are in effect.
Woods and Buildings are Crags.

EC are Clear with No Wind at start. There is Deep Snow.

VICTORY CONDITIONS

Germans win if they control hilltop 654 (hex H5), and have lost < 4 CVPs at game end.

SCENARIO SPECIFIC RULES:

- 1 Both sides have Skis and Winter Camouflage.
- 2 Neither side may recombine its troops.
- 3 No unit may declare Double Time (A4.5), although units still gain CX for making a Minimum Move (A4.134) or an advance vs. Difficult Terrain (A4.72).
- 4 During the first two turns there is a +1 LV Hindrance due to the rising dawn.



Elements of the Gebirgsjager Kompanie "Singel" enter on GT1 between A8 and D10 inclusive:
Balance: add a 2-4-8.

ELR: 5
SAN: 2



7



Section d'Eclaireurs Skieurs "Rachel", Mont Blanc Battalion set up > 5 hexes from A10 and ≥ 2 hexes from each others [EXC: SMC] on hexes of the hill. For discomfitures, see F.1C. The French may use the LMGs without penalties. They are subject to Cowering. They may not use Assault Fire.
Balance: may set up within 5 hexes of A10 but still on hill hexes..

ELR: 5
SAN: 3



4

2