

BREAK CONTACT!



AUSSIE TOURNAMENT PACK



WHAT'S INSIDE:

SYRIA '41
CRETE '41
NEW GUINEA '42
BOUGAINVILLE '45



SPECIAL FEATURES:

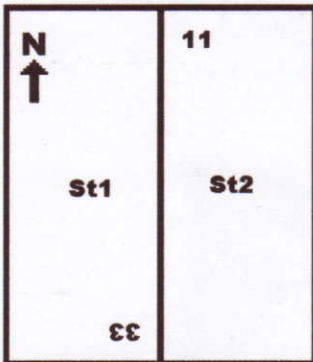
COMMANDO NIGHT RAID
JAPANESE TANK FRIGHT
BAYONET CHARGE



INCLUDING:
7 SCENARIOS

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BC1: SHORT SHARP SHOCK



Overlays: **St1** 33Q6/Q5
St2 11Q5/R4

Terrain Notes:

1. EC are Moderate with no wind at start.
2. Orchards are Olive Groves (B14.8).
3. All buildings are stone.
4. A one-lane Stone Bridge exists in 33oR9.
5. No unit may enter the Stream.

Gun Notes:

1. All Vichy 155mm ART must set up facing south-west, with each ART at least three hexes from all other ART.
2. No ART may change CA or be manhandled.
3. Unbroken Vichy crews in their original Locations may not move, voluntarily break or withdraw from Melee.

Night Notes:

1. Night Rules (E1.) are in effect, with a Full Moon and no Cloud Cover. The Base NVR is 2. The British Majority Squad Type is Stealthy. The Vichy Majority Squad Type is Lax. The British are the Scenario Attacker.

SET UP FIRST: VICHY FRENCH

Elements of the 22eme Regiment de Tirailleurs Algeriens, and the 6eme Chasseurs d'Afrique (**ELR 3 SAN 3**). Set up on/within 3 hexes of 33oR9. The AT Gun must set up in the same Location as the crew.

¹ 2-3-7	2-2-8	8-1	HMG	MMG	25LL AT mle 34	15 FOXHOLE
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3

Set up on/within 4 hexes of 11Z5 (see Gun Notes). Each ART must set up in the same Location as a crew, with no more than one crew per Gun.

¹ 4-5-7	^E 2-4-8	2-2-8	7-0	HMG	AMD 20 cv TOE 37*	AM Dodge (a) 37*
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2

4

-/4

-/2

SYRIA: JUNE 8, 1941

15 FOXHOLE	155 ART GPF
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2

4

MOVE FIRST: BRITISH

Nos 4 and 10 Troop, No 11 Commando, 2nd (C) Special Service Battalion (**ELR 5 SAN 2**). Set up west of the 33A5-L5-L4-P2 road south of the stream.

^E 6 ² -4-8	^E 3-3-8	9-2	9-1	8-0	ATR	^{dm} 51 MTR (2PP)
-------------------------------------	-----------------------	-----	-----	-----	-----	----------------------------------

8

2

LMG	DC
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2

2

Victory Conditions: The British win at Game End if they Control the Bridge, and there are no Unbroken Vichy infantry crews.

TURN TRACK



BALANCE:

BRITISH: Extend the scenario to 7.5 turns OR add one 6-4-8 to the British OB.

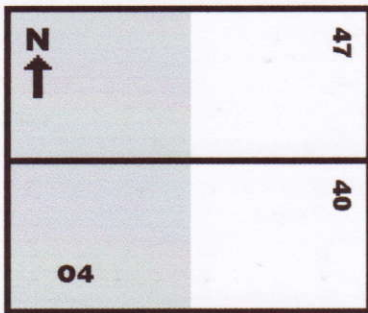
VICHY: Exchange the 7-0 SMC with a 8-1 SMC OR place one 6 factor AP minefield anywhere on Board 33.



The Syrian Campaign - Kafr Badda Bridge

The Allied invasion of Syria was underway, and in support of the Australian 7th Division pushing north from Palestine, British commandos landed along the coast to secure crossings on the road to Beirut. Despite a night landing, the Vichy French were aware of the raid. Although part of the British force landed too far south, the commandos managed to capture a bridge and its garrison. Another party silenced a battery of menacing Vichy howitzers. Despite this success, the commandos suffered many casualties.

BC2: PUT TO THE SWORD



Only hexrows R to GG are playable.

Overlay: O4 on 40AA8/AA7.

Terrain Notes:

1. EC are Moist with no wind at start.
2. PTO Terrain (G.1) is in effect including Light Jungle (G2.1).
3. Bamboo (G3) is Brush.
4. Buildings, walls and hedges do not exist.
5. Australian units may set up in Foxholes.

Other Notes:

1. The Australians have Level C Booby Trap Capability (B28.9).
2. Australian units may set up Concealed.

SET UP FIRST: AUSTRALIAN

C Company, 31/51st Battalion, 11th Brigade (ELR 4 SAN 5). Set up in hexes numbered ≤ to 8 on Board 40 north of the river.

E 4-5-8	E 2-4-8	9-1	8-0	LMG	51 MTR (4PP)	MMG
7			2	2	2	
						?
						6

BOUGAINVILLE:

JANUARY 29, 1945

MOVE FIRST: JAPANESE

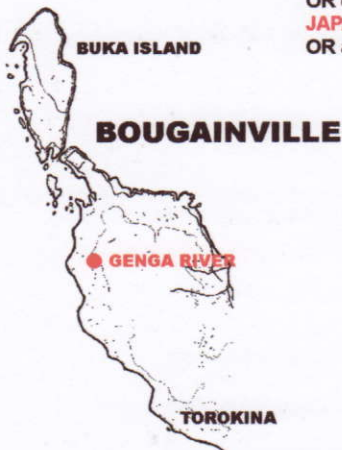
Elements of the 81st Regiment (ELR 3 SAN 3). Set up on Board 47.

1 4-4-7	2-2-8	9-1	9-0	8+1	1-4-9	MMG
11						
				?	50 MTR	LMG
				6	2	2

BALANCE:

AUSTRALIAN: Add one 4-5-8 to the Australian OB
OR exchange the 9-1 SMC with a 9-2 SMC.

JAPANESE: Add one 4-4-8 to the Japanese OB
OR add one DC to the Japanese OB.



TURN TRACK

1	2	3	4	5
				▲

Victory Conditions: The Japanese win immediately if there are no Good Order Australian MMC in the Australian set up area.



The Bougainville Campaign - Genga River

The push northward to Buka Island and its airfield was taken up by the largely untried Australian 11th Brigade soon after its arrival on Bougainville. The advance ground to a halt as the Japanese dug in. The Allies had grossly underestimated the size of the Japanese force on the island. To get things going again, a militia company was sent on a flanking movement across the Genga River with orders to interdict Japanese reinforcements. With no retreat path, the Aussies dug in and resisted a series of bruising enemy counterattacks. The worst involved sword-wielding Japanese officers who jumped into the Australian fighting pits and hacked away at the defenders. The Australians survived several such forays before withdrawing across the unbridged, crocodile-infested waters.

BC3: 42ND STREET



Only hexrows V to GG are playable.

Terrain Notes:

1. EC are Dry with no wind at start.

Other Notes:

- Any Australian MMC, in any state (EXC: Melee) may attempt to go Berserk (A15.4) during any friendly MPH in which it is within 8MF and in the LOS of an enemy unit. The MMC must first pass a NTC (Δ). If it fails it may move normally in the MPH. If it passes it must immediately conduct its Berserk charge. Any other friendly MMC in the same or adjacent Location to a MMC which passes its NTC must also make a Berserk NTC after the unit which triggered the NTC conducts its move. Each MMC is limited to one such NTC/MPH. A MMC may not move twice in the same MPH. All provisions of A15.42 - A15.46 apply.
- The Australians may declare Hand-to-Hand Combat (J2.31) if the Attacker (EXC: if Ambushed).
- Boresighting is NA.

SET UP FIRST: GERMAN

Elements of the 1st Battalion, 141st Gebirgsjäger Regiment (**ELR 3 SAN 3**). Set up on/adjacent to the Y1-Y2-Y3-Z5-Z6-Y10 road.

E 4 ² -6-8	1 4 ¹ -6-7	E 2-4-8	8-1	8-0	LMG	50*MTR
2	4				2	

CRETE: MAY 27, 1941

MOVE FIRST: AUSTRALIAN

Elements of the 2/7th Battalion, 19th Brigade, CREFORCE (**ELR 4 SAN 2**). Enter on Turn 1 along the east edge.

E 4 ² -5-8	E 2-4-8	9-1	8-0	LMG	51 MTR (4PP)
8			2	2	

TURN TRACK

1	2	3	4	5
	○			△

BALANCE:

GERMAN: Add one 4-6-7 to the German OB

OR exchange the 8-1 SMC with a 9-2 SMC.

AUSTRALIAN: Add one Hero to the Australian OB

OR exchange the 9-1 SMC with a 9-2 SMC.

Victory Conditions: The Australians win immediately if there are no Good Order German MMC on/adjacent to the Y1-Y2-Y3-Z5-Z6-Y10 road.



The Battle for Crete - 42nd Street

The capture of Maleme airfield let the German invaders reinforce their shattered airborne forces. Flying in fresh mountain troops, the Germans advanced eastward. Unaware of the new Allied line forming-up on a road running north-south near Suda, the Germans ran headlong into a force of Australian and New Zealand infantry. The mutual surprise gave way to a spontaneous Allied bayonet charge, which completely routed a battalion of Germans. It was to be a hollow triumph for the Allies on Crete. Following the seaborne evacuation, most of the Australian troops involved in the 42nd Street action became prisoners of war.

BC4: TIN CANS, TIN HATS



SET UP FIRST: VICHY FRENCH

Elements of the 6eme Chasseurs d'Afrique (**ELR 3 SAN 3**). Set up on/within two hexes of 12AA7, with the AFV CE on the Bridge (See Vehicle Notes).

E 4-5-8	E 2-4-8	8-1	MMG	?	R35 37* -12*/*
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4

Only hexrows Y to GG are playable.

Terrain Notes:

1. EC are Moderate with no wind at start.
2. Orchards are Olive Groves (B14.8).

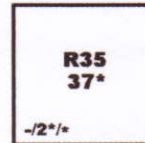
Vehicle Notes:

1. The R35 which starts on-board must set up CE on the 12CC7 Bridge, and may not voluntarily BU until it gains LOS to a Known Enemy Unit.
2. The R-35s are Radio-equipped (D14).

Other Notes:

1. Boresighting is NA.
2. The Australian 8-0 is Heroic (A15.2).

Enter along the north edge on Turn 2 having already expended half of its MP.



SYRIA: JULY 8, 1941

MOVE FIRST: AUSTRALIAN

D Company, 2/5th Battalion, 17th Brigade (**ELR 4 SAN 2**). Enter on Turn 1 along the east, west and/or south edges.

E 4-5-8	8-1	HERO 8-0	LMG	ATR
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6

BALANCE:

VICHY: Add one 2-4-8 to the Vichy OB OR exchange the MMG with a HMG.
AUSTRALIAN: Add one 51Mtr (4PP) to the Australian OB OR exchange the 8-1 SMC with a 9-1 SMC.

TURN TRACK

1	2	3	4
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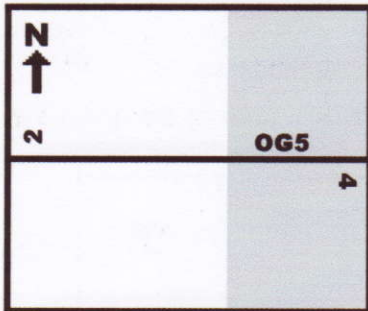
Victory Conditions: The Australians win at Game End by controlling the Bridge in 12CC7. (Control of the Gully Location below the Bridge is NA - the Australians must Control the Bridge itself to claim victory).



The Syrian Campaign - Baal en Naame Bridge

After a month of tough fighting the Australian advance along the Levant coast had slowed to a crawl in the face of strong Vichy resistance. Eager to continue the push north of Damour, the Australians sent a company of infantry to set up a roadblock on the coastal road. But the Vichy French were already there with a blocking force of their own, in the form of a R35 tank sitting on a bridge. With no effective anti-tank weaponry, the Australians infiltrated along a gully, breaking cover at the last moment to rush the bridge. Blazing away with small arms, the racket was enough to convince the Vichy French to withdraw in confusion.

BC5: STORMING THE AMPHITHEATRE



Only hexrows W to GG on Board 2 and A to K on Board 4 are playable.

Overlay: **OG5** on 2AA10/4H10.

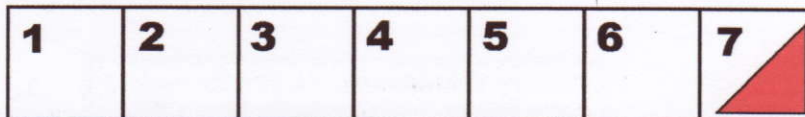
Terrain Notes:

1. EC are Moderate with no wind at start.
2. PTO Terrain (G.1) is in effect including Light Jungle (G2.1).
3. Treat all Jungle whole hexes on Board 2 as Brush.
4. All buildings are Huts (G5).
5. Tunnels are NA (B8.6 and G1.632).

Other Notes:

1. Japanese units/Fortifications may not use HIP (G1.631 and G.2). Any SMC possessing a Radio may set up HIP.
2. After all set up and prior to the first RPh, Board 2 undergoes a Bombardment (C1.8). The Bombardment ends immediately following the elimination of one Pillbox.
3. The Australians receive one module of OBA with Smoke only.

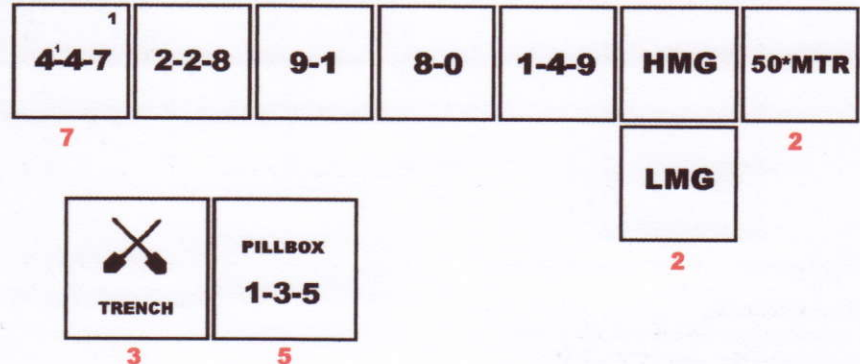
TURN TRACK



Victory Conditions: The Australians win at Game End if there are no Good Order Japanese MMC on any Level 2 Location.

SET UP FIRST: JAPANESE

Elements of the 81st Regiment (**ELR 3 SAN 4**). Set up on any Level 2 Hill Location.



BOUGAINVILLE:

FEBRUARY 6, 1945

MOVE FIRST: AUSTRALIAN

B Company, 31/51st Battalion, 11th Brigade (**ELR 4 SAN 4**). Set up on Board 4 in hexes numbered ≤ 7 .



BALANCE:

JAPANESE: Add one 4-4-7 to the Japanese OB OR add one MMG and one 2-2-8 to the Japanese OB OR place 18 AP minefield factors anywhere on Board 2.

AUSTRALIAN: Add two DC to the Australian OB OR exchange the 9-1 SMC with a 10-2 SMC.



The Bougainville Campaign - Tsimba Ridge

The Japanese chose a ridge on the north-west coast of Bougainville to contest the Allied advance. This fortified position was shaped like an amphitheatre, making the ground to its front deadly to cross. The Australian plan involved a frontal assault under the cover of artillery pieces. The initial attack was rebuffed by intense Japanese fire, but the Australians rallied and began to clear each bunker one-by-one. After a bloody and tiring day of combat, the Japanese survivors fled and the Allied advance continued.

BC6: WALKABOUT



SET UP FIRST: JAPANESE

Elements of the 6th Division (**ELR 3 SAN 5**). Set up on/south of hexrow P.

E 4-4-8	1 4-4-7	8-0	8+1	LMG	50*MTR	1AT
8		3			DC	?
					2	6

BOUGAINVILLE:

MARCH 30, 1945

Terrain Notes:

1. Weather is Mud (E3.6) with no wind at start.
2. PTO Terrain (G.1) is in effect including Light Jungle (G2.1).
3. Japanese units may set up in Foxholes.
4. Paths are Trail Breaks (B13.421) and are considered Open Ground for vehicle MP expenditure and are Mud Bog Terrain (D8.23).

Vehicle Notes:

1. Dozers (G15) are immune to Bog. An AFV which enters an Open Ground Location or Trail Break already entered/exited/created that MPH by a Dozer is immune to Bog in those hexes for that turn.
2. Matilda II have unlimited HE ammunition.
3. Japanese MMC are not exempt from PAATC (A11.6 and G1.62).
4. T-H Heroes are NA (G1.421).
5. The first time any Japanese MMC has a LOS to a Matilda II, it must take a PTC. This PTC is not a HIP/? loss activity unless the MMC fails the PTC. This PTC is NA for SAN.
6. In addition to CVP, the Australian player earns EVP for AFV exited off the south edge.

MOVE FIRST: AUSTRALIAN

C Company, 61st Battalion, 7th Brigade, 3rd Division and 9 Troop, B Squadron, 2/4th Armoured Regiment, II Australian Corps (**ELR 4 SAN 3**). Set up on/within three hexes of 37X5, with all vehicles in Motion and at least one MMC in the same Location as a vehicle.

E 4-5-8	9-1	8-0	7-0	LMG	51 MTR (4PP)	PIAT
6						?
8-1 AL	MATILDA II 40L -14	DOZER ★ ★				
3		2				

TURN TRACK

1	2	3	4	5	6	7
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Victory Conditions: The Australians win at Game End if they have more VP than the Japanese and have exited ≥ 1 Matilda II with functioning MA off the south edge.

BALANCE:

JAPANESE: Delete Vehicle Note 4 OR place two additional AT mine factors anywhere in the Japanese set up area.
AUSTRALIAN: Add one Matilda II to the Australian OB OR add one FT to the Australian OB.

The Bougainville Campaign - The Buin Road

The use of armour on Bougainville was restricted by a lack of good roads and the many rivers, especially on the drive south towards the key town of Buin. Moving slowly down the west coast, the troops of the Australian II Corps began to encounter large numbers of Japanese army units. The 25th Battalion was given the task of crossing the Puriata River and testing the resolve of the enemy. This major water obstacle was a key part of the Japanese defensive strategy. A strong assault against the 25th left it encircled and in serious trouble. A call for help was put out to the only Australian armoured unit on the island. Escorted by infantry, the tanks, in action for the first time on Bougainville, cut a path towards the Puriata. The Japanese, unused to the sight of these leviathans, began to break and run. Those who tried to stop the armour felt the sting of high explosive rounds and machine gun fire. Despite the boggy conditions, the tanks would finally reach the isolated Australian battalion.

BC7: BRIGADE HILL



Only hexrows N to GG are playable.

Terrain Notes:

1. EC are Moist with no wind at start.
2. PTO Terrain (G.1) is in effect including Light Jungle (G2.1).
3. All Streams are Dry (B20).
4. All Swamp/Marsh is Jungle.
5. Japanese units may set up in Foxholes.

NEW GUINEA:
SEPTEMBER 8, 1942

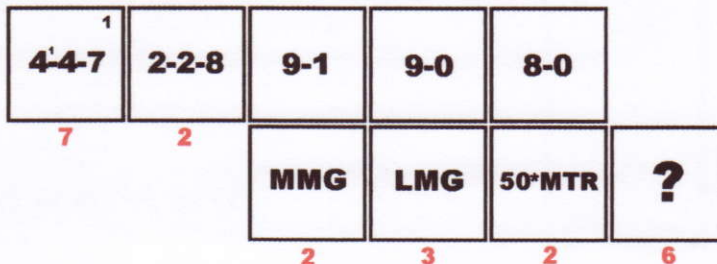
TURN TRACK

1	2	3	4
5	6	7	

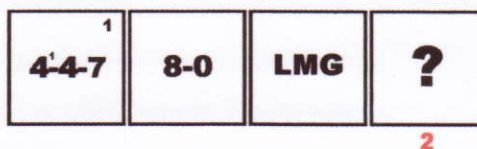
Victory Conditions: The Australians win at Game End by Controlling P8, U6, AA8 and CC4.

SET UP FIRST: JAPANESE

Elements of the South-Seas Detachment (**ELR 4 SAN 4**). Set up on Hills 526, 507 and 502.

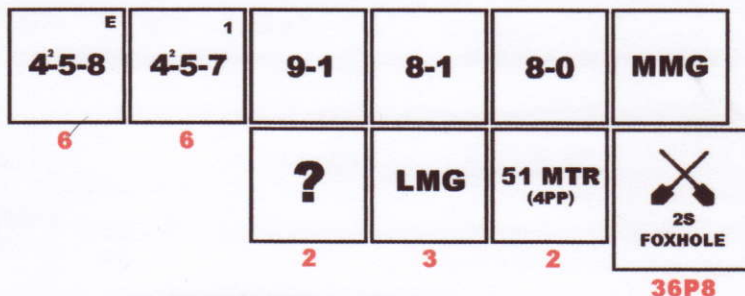


Enter along the west edge on Turn 3.



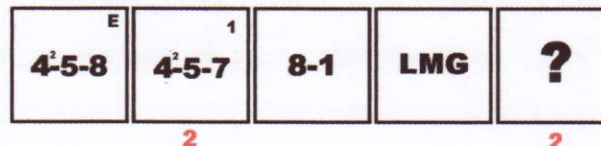
MOVE FIRST: AUSTRALIAN

Elements of the 2/14th and 2/16th Battalions, 21st Brigade (**ELR 4 SAN 3**). Set up on/north of hexrow P.



21st Brigade HQ detachment.

Enter along the south edge on Turn 3.



The Kokoda Track Campaign - Brigade Hill

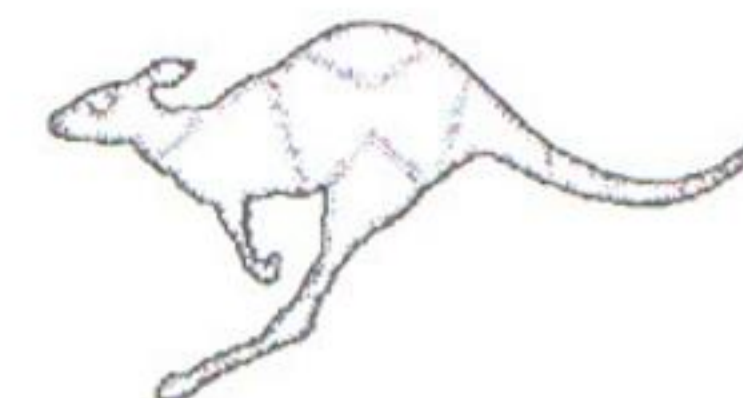
The Japanese advance along the Kokoda Track continued to push the Australians back towards Port Moresby. With orders not to fall back any further, it was decided to make a stand on a mountain near Menari. The Australians put a battalion forward on a ridge leading to the main position on what was to be called Brigade Hill. The Japanese began probing the Mission Ridge and were checked by the concentrated fire of the 2/27th Battalion. But this was a feint, and masked the true axis of the Japanese advance along the flank through thick jungle. The Japanese set up a blocking force between the brigade headquarters and the forward battalions. With the Australian position now compromised, the forward battalions were ordered to break through and link up with the brigade HQ. A desperate struggle took place with the Japanese refusing to give way. The 2/14th and 2/16th Battalions did find another way back to Menari, but the 2/27th was isolated and effectively ceased to exist as a fighting unit. Its soldiers spent weeks finding their way back to the Allied lines.

BALANCE:

JAPANESE: Exchange one MMG with a HMG OR add one 4-4-8 to the Japanese Turn 3 reinforcements.

AUSTRALIAN: The Australians win at Game End by Controlling three of the following four Locations: P8, U6, AA8 and CC4 OR the Australians win at Game End by Controlling P8, AA8 and CC4.

FROM DESERT TO JUNGLE



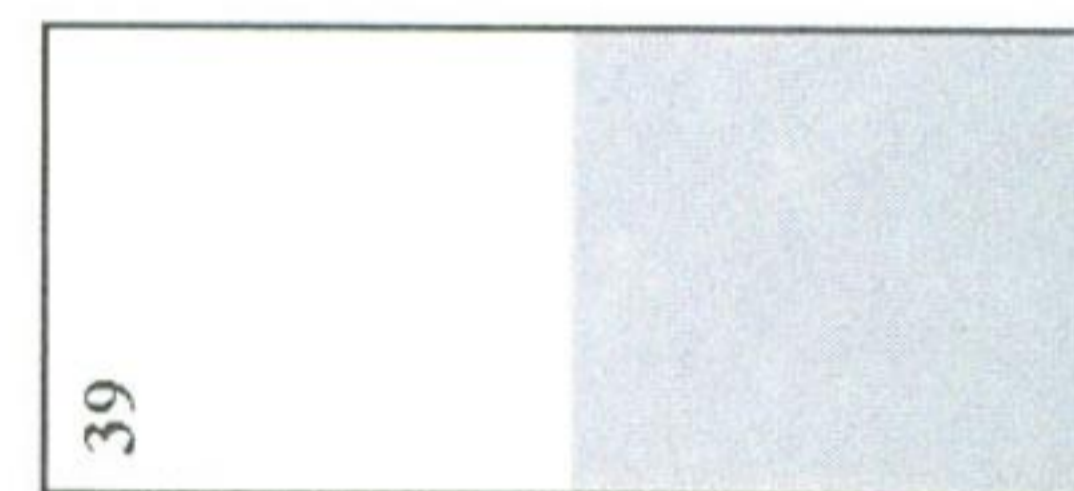
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ASL SCENARIO BC8



WAU, NEW GUINEA, 30 January 1943: The Japanese offensive at Wau had been halted. A regimental battle group failed to capture the Australian airfield near the Bulolo River. The Australians narrowly averted defeat by flying in reinforcements as the Japanese launched their final assault on the strip. However, the Okabe Detachment still commanded the heights overlooking the approaches to the gold mining town. The newly arrived desert veterans of C company, 2/7th Battalion, were now ordered to capture a ridge overlooking the main road.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable).

VICTORY CONDITIONS: The Australians win at game end if they Control hex 39Z3 and Exit ≥ 7 VP off the west and/or south edges on/between R10 and GG8.

BALANCE:

- Exchange the Australian 9-1 for a 9-2.
- Add one LMG to the initial Japanese OB.

TURN RECORD CHART

●			●	●			▲
1	2	3	4	5	6	7	



JAPANESE Sets Up First

Elements of the 102nd Regiment, Okabe Detachment (ELR 4 SAN 5) set up in hexes numbered ≥ 3 (see SSR 2).



4-4-7	2-2-8	9-1	LMG	6FP HMG	50* MTR	● 11 75* YEAR 41 INF	1S FOXHOLE
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4 2

Enter on Turn 3 along the west edge.

4-4-7	8-0
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3



AUSTRALIAN Moves First

C Company, 2/7th Battalion, 17th Brigade, Kanga Force

(ELR 3 SAN 3) enter on/after Turn 1 along the east edge.



4-5-8	9-1	8-1	7-0	LMG	51 MTR (4pp)
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10

2

2

Enter on Turn 4 along the east edge.

4-5-7	7-0
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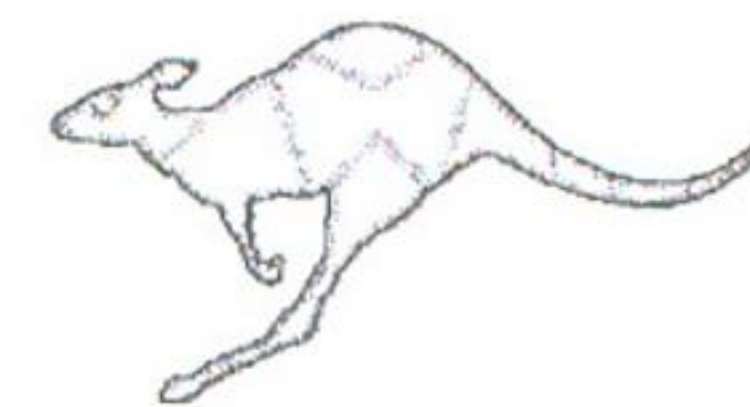
3

SPECIAL RULES:

1. EC are Moist with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Treat Palm Trees (G4) as Open Ground.
2. All Japanese units which set up on board may use HIP (A12.3) [EXC: HIP is NA for units (but not Fortifications) that set up in 39Z3]. The Japanese have Level C Booby Trap capability (B28.9) and the Japanese HMG has a B# of 12.
3. The Australians are ANZAC (A25.44).

AFTERMATH: The 2/7th had a proud fighting record, despite a reversal of fortune on Crete, where the entire battalion was captured by the Germans. Newly reconstituted, with a core of survivors from that campaign, including former POWs who had escaped on their way to the Stalags, the "Fiery Phoenix" now fixed itself on the task of jungle warfare. The Wau campaign proved a bloody introduction to their new foe, the Japanese. Storming the commanding heights above the town, the men of Captain Pringle's company suffered their first casualties in the Pacific Campaign. Upon reaching the objective, the Australians put an end to all resistance. The company then regrouped and moved on to the next feature, where they dug in for the night.

CONTACT FRONT



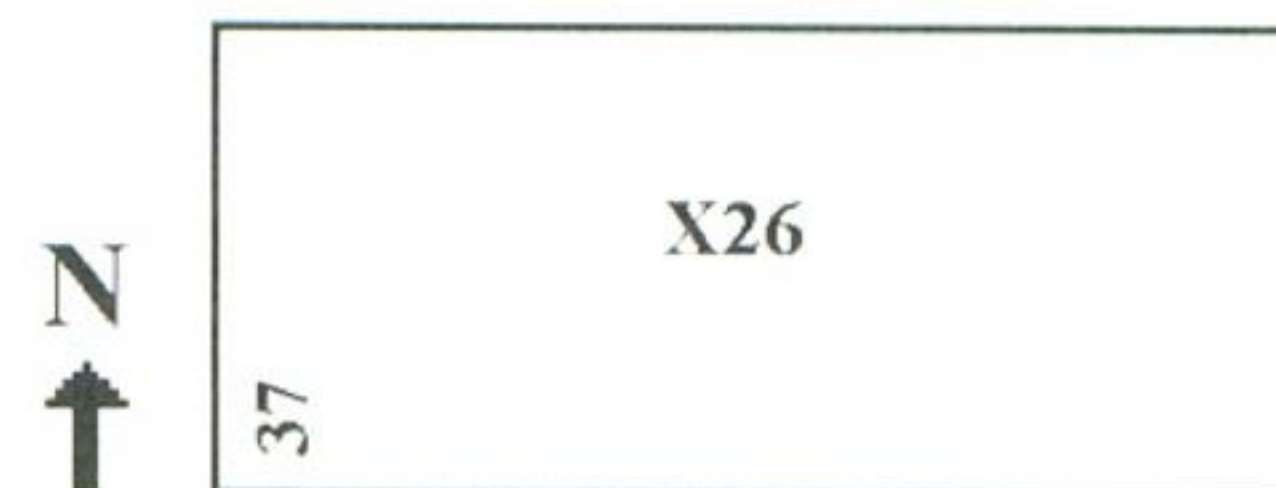
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ASL SCENARIO BC9



OIVI, PAPUA, 26 July 1942: Captain Sam Templeton was a soldier's soldier. Reputedly starting his military career as a submariner in the Great War, the Irish-born veteran of the Spanish Civil War commanded a company of Australian militia in the opening stages of the Kokoda Track Campaign. At Oivi he fought a rear-guard action which pitted the Australian troops against veteran Japanese infantry.

BOARD CONFIGURATION:



BALANCE:

- Exchange the Australian 9-1 for a 9-2.
- Exchange the Japanese 8+1 for a 8-0.

Overlay: X26 on 37O5/P4

VICTORY CONDITIONS: The Japanese win at game end if there are no Good Order Australian MMC in any Hut Location.

TURN RECORD CHART



JAPANESE Sets Up First and Moves First

Elements of the South Seas Force (ELR 4 SAN 3) enter on Turn 1 along the west and/or east edges.

4-4-8	10-1	9-0	LMG	50* MTR dm	?
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6

2

6

Reinforcements enter on Turn 3 along the north or south edges.

4-4-8	8+1
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2



AUSTRALIAN Sets Up Last

Elements of B Company, 39th Battalion, Maroubra Force (ELR 2 SAN 4) set up on/between hexrows D and DD.

4-5-8	9-1	8-1	8-0	LMG	?
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7

3

4

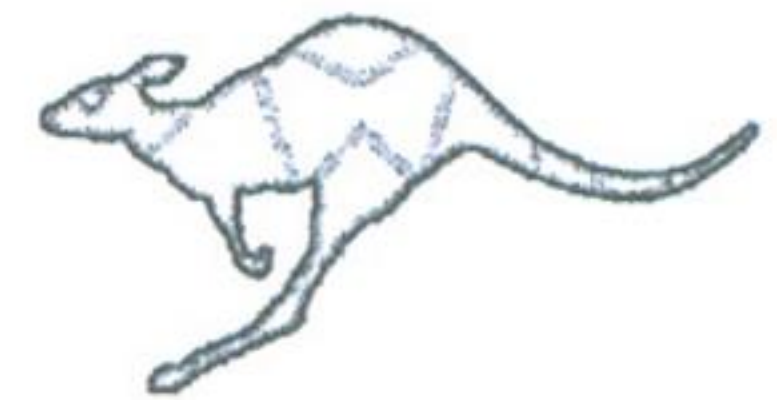


SPECIAL RULES:

1. EC are Wet with no wind at start. PTO Terrain (G.1) is in effect, including Dense Jungle (G2.2). Kindling is NA. Huts are not Burnable Terrain and Flame creation as per G5.6 is NA.
2. Place overlay X26 on 37O5/P4.
3. The Australians are not Stealthy, have Level C Booby Trap Capability (B28.9) and their LMGs have a B# of 11.
4. One Australian squad-equivalent, and any SMC/SW stacked with it, may set up HIP.

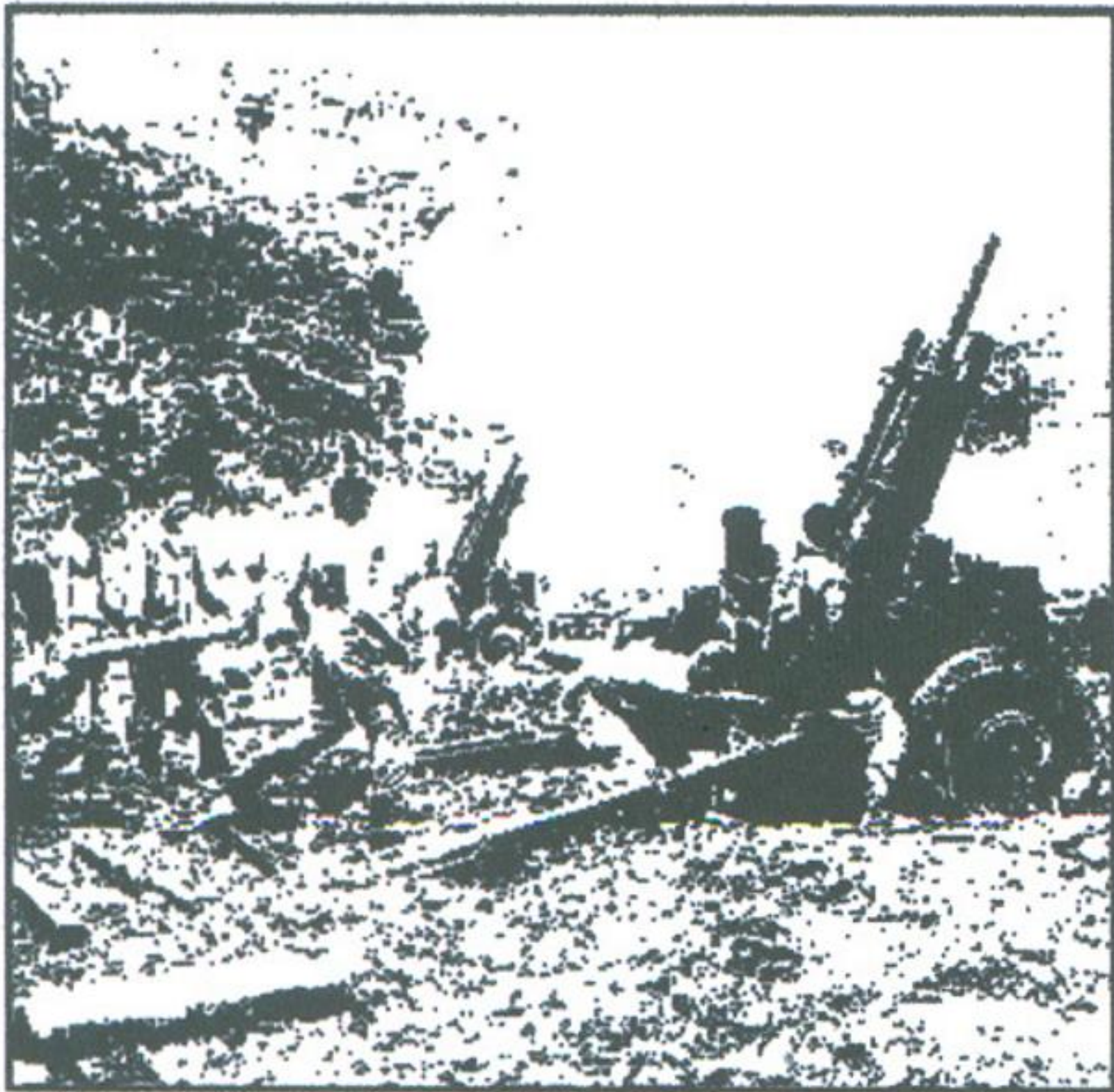
AFTERMATH: Templeton deployed his men astride the track to Kokoda village and its key airstrip. The Japanese attacked in the afternoon and began to encircle the Australians. The defenders withdrew into a tight perimeter on Oivi plateau. By dusk the Japanese were moving in for the kill but a local policeman led the trapped Aussies to safety through a gap in the Japanese cordon. Captain Templeton was not with them, having been mortally wounded.

TO MOKMER DROME



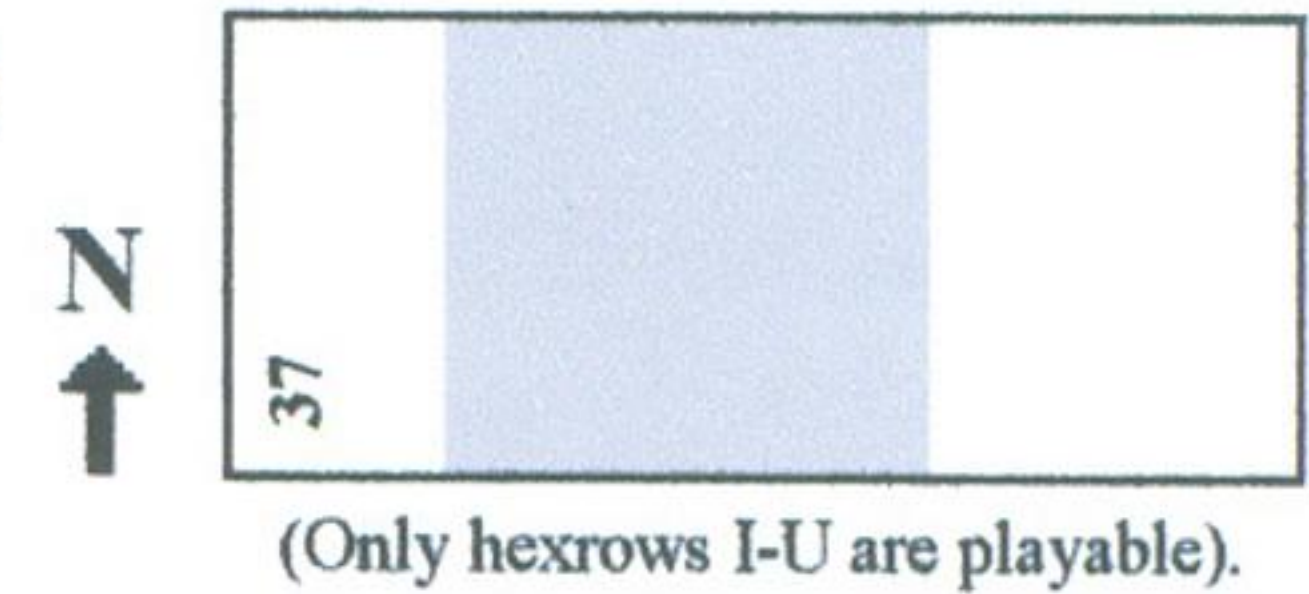
Break Contact 2007

ASL SCENARIO BC13



BIAK, NEW GUINEA, 28 May 1944: In order to recapture the Philippines, the Allies needed to secure a number of islands and airfields in the Southwest Pacific. One of these islands was Biak, on which the Japanese had built an airstrip and placed a strong garrison. The United States Army was given the task of taking Biak. The 162nd Infantry was ordered to push westwards towards Mokmer airfield and secure the objective.

BOARD CONFIGURATION:



BALANCE:

- ☆ Exchange one American 6-6-6 for a 6-6-7.
- Add one LMG to the initial Japanese OB.

VICTORY CONDITIONS: The Americans win immediately by exiting ≥ 7 VP off the west edge (Prisoners are NA for Exit VP).

TURN RECORD CHART

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

Elements of the 222nd Regiment (ELR 3 SAN 4) set up within four hexes of P5.

4-4-8	4-4-7	2-2-8	9-1	8-0	LMG	MMG	50* MTR	?	1S FOXHOLE
2	4							8	4

Airfield construction personnel enter on Turn 4 along the west edge.

3-3-6	8+1
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AMERICAN Moves First

K Company, 162nd Infantry Regiment (ELR 3 SAN 3) enter on Turn 1 along the east edge.

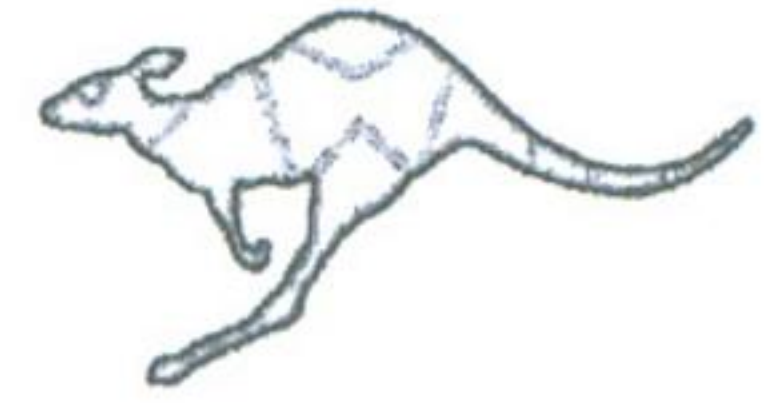
6-6-7	6-6-6	9-2	8-1	8-0	MMG	60* MTR
4	5				2	

SPECIAL RULES:

1. EC are Moist with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1) [EXC: all roads exist].
2. Kindling, Entrenching and Bore Sighting are NA.
3. The Americans receive one module of 105mm OBA (HE only) directed by an Offboard Observer at Level 2 in a hex along the south edge (secretly recorded prior to Japanese set up). The first Fire Mission has automatic Battery Access (permanently remove one black chit from the draw pile). The module is limited to a total of three Fire Missions.

AFTERMATH: Resistance at first was light on the coast road leading to the field. Company K approached a road junction and attracted a heavier volume of Japanese fire. The company soon found itself pinned down, 200 yards from the objective. A series of artillery strikes from the 146th Field Artillery failed to make any impression on the Japanese. The Japanese countered and isolated the lead elements of the U.S. regiment. The Americans were forced to extricate themselves and would not get as close as they had to the drome for another week.

VICHY VENGEANCE



ASL SCENARIO BC14

Break Contact 2007



SIDON, SYRIA, 13 June 1941: Following their ordeal at the Litani River, the West Australians of the 2/16th Battalion were ordered to advance through open country toward Sidon. The objective was a wadi north of the town. The Australians reached a point one mile short of their goal against only scattered enemy resistance. But a gap had opened between the leading companies. The Vichy French chose to exploit this opportunity with an armoured blitz.

BOARD CONFIGURATION:



BALANCE:

- Add one LMG to the initial Australian OB.
- Exchange the Vichy 8-0 for a 9-1.

VICTORY CONDITIONS: The Vichy French win at game end by exiting three AFV with functioning MA off the south edge without losing > 50 CVP. Prisoners held at scenario end are counted as normal (not double) CVP.

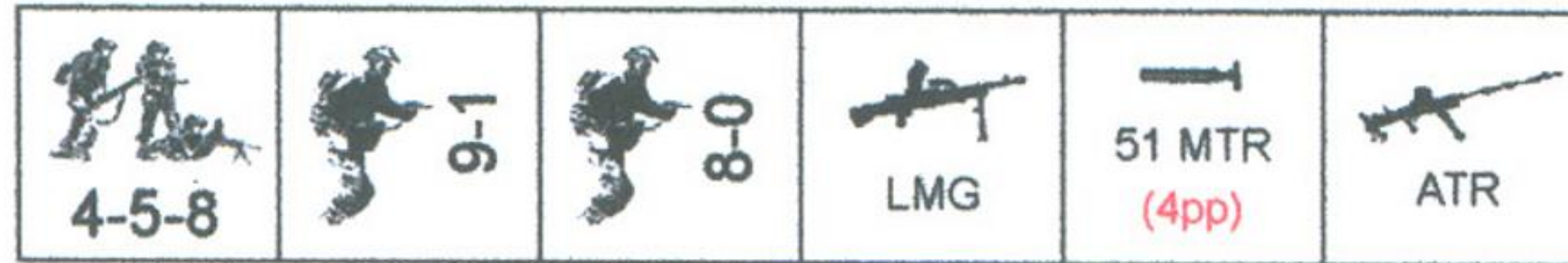
TURN RECORD CHART

1	2	3	4	5	6	7	8
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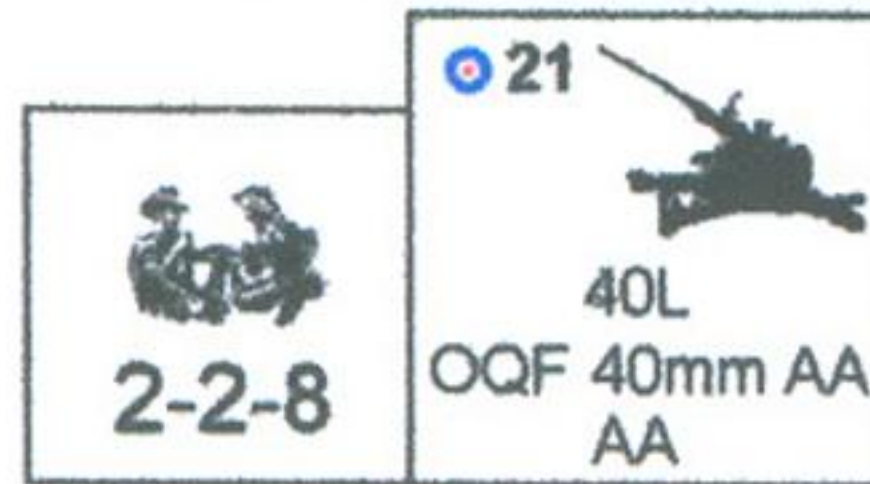
AUSTRALIAN Sets Up First

Elements of the 2/16th Battalion (ELR 3 SAN 3) set up within two hexes of 17DD6, with no more than one MMC per hex.

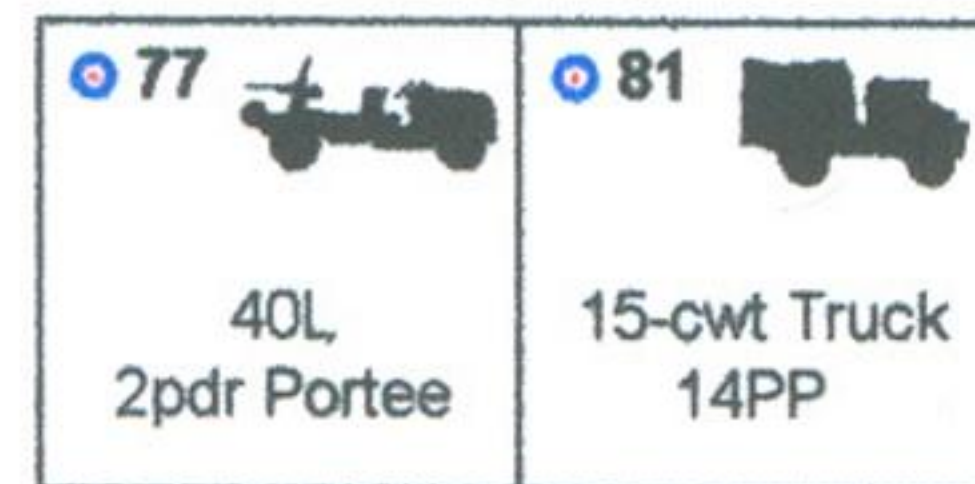


6

Set up within three hexes of 17R4 (see SSR 4).



Enter on Turn 3 along the south edge (see SSR 5).



Set up within three hexes of 17R4.

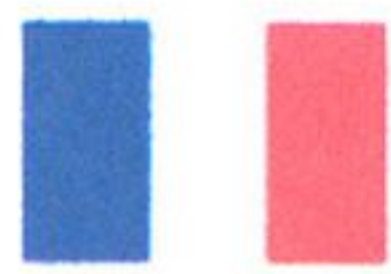
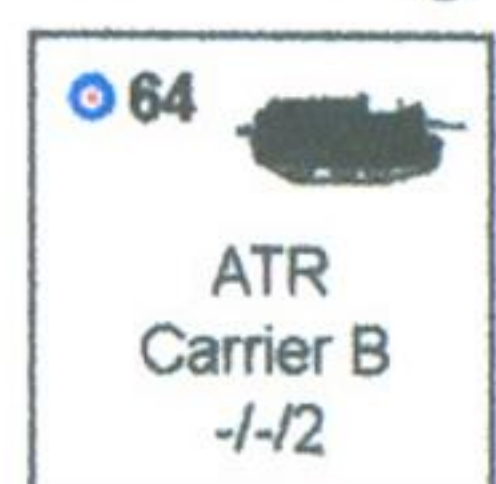


6

Enter on Turn 4 along the south edge (see SSR 6).

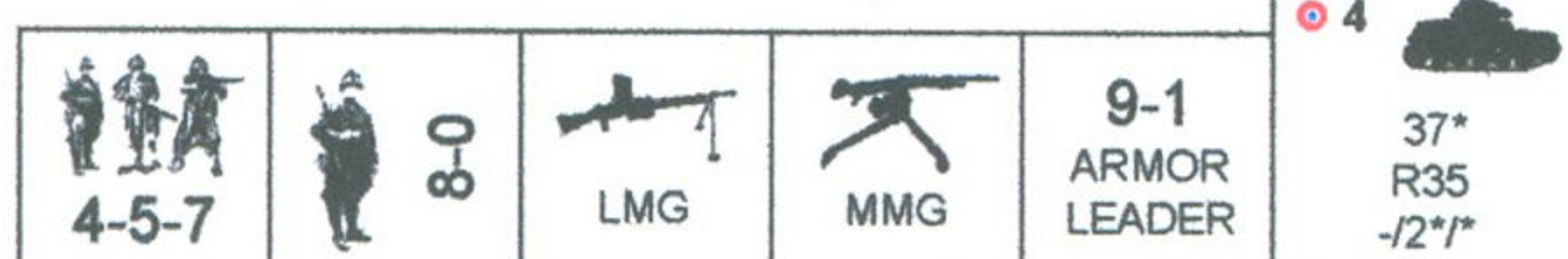


Enter on Turn 5 along the south edge.



VICHY FRENCH Moves First

Elements of the 6eme Chasseurs d'Afrique (ELR 3 SAN 3) enter on Turn 1 along the north edge.



4

Enter on Turn 3 along the north edge.



6

SPECIAL RULES:

- EC are Moderate with no wind at start. Kindling and Bore Sighting are NA.
- The crew of any Non-Stopped (C.8) AFV hit by Direct Fire (C.1) from any Gun/SW, must take an immediate NTC (after any TK resolution), failure of which ends that vehicle's movement for that Turn (but not its Platoon's), forcing it to immediately expend a Stop MP.
- Vichy French AFV may not use the Road Rate (D2.16) before Turn 6.
- The Vichy French receive Air Support (E7) in the form of three '39 FB with no bombs, which start the scenario on board (use German '39 FB counters) and are automatically Recalled (E7.24) at the end of Australian Turn 2. The 40L AA Gun may set up in AA Mode (E7.5). It may also set up Emplaced and Concealed, but not HIP.

- Any Australian MMC within three hexes of the 15-cwt Truck during any CC Phase may use ATMM on a dr of 1-3 (a 6 Pins the MMC). ATMM add -1 to the MMC's CCV. ATMM are not available if the Truck is eliminated or in Motion.
- The Quad FAT Truck is Recalled (D5.341) after it unhooks the Gun and unloads its PRC.
- The Australians are ANZAC (A25.44).

AFTERMATH: A dozen Vichy tanks with air support set upon the Australian infantry, killing their company commander. Despite valiant attempts to knock out and draw off the armour, the Aussie soldiers suffered heavily.