

## MM12. Double Blind SPECIAL RULES

**M12. DOUBLE-BLIND RULES:** These Special Rules apply to all ASL scenarios within the March Madness 2012 Double-Blind Pack. The various rules in Chapters A-J apply unless specifically stated otherwise.

- 1. INTERROGATION:** Interrogation (E2.) is in effect [EXC: *Civilian Interrogation*].
- 2. AFV RECALL:** AFVs are not subject to Recall (D3.7) due to MA disablement.
- 3. SW/GUN REPAIR:** All SW/Gun (including MA) Repair attempt dr receive a -1 DRM (an original '6' dr still disables/eliminates the weapon).
- 4. BATTERY ACCESS:** Any second (permanently removed) red chit drawn for Battery Access (C1.21) is instead reshuffled back into the draw pile (and Battery Access may be attempted again in future Player Turns) if no black chit has yet been drawn for the affected Module.

## MM12. Dien Bien Phu (DBPh) SPECIAL RULES

**M12. DBPh RULES:** These Special rules apply to all ASL scenarios within the March Madness 2012 Double-Blind Pack taking place in the Dien Bien Phu area of operations (MM12-DB5 – DB8). MM12 Double-Blind Special Rules also apply. The various rules in Chapters A-J apply unless specifically stated otherwise.

**1. DBPh TERRAIN:** the battle was fought in a relatively open valley ringed by rugged, jungle-covered hills. Since this was not 'true PTO' per se, the following terrain rules apply (subject to SSR modification) in lieu of PRO Rules (G.1):

- All Woods are Light Jungle (G2.), Dense Jungle (G2.2), or Brush (B12.) as indicated by SSR.
- All Grain is Kunai (G6).
- All Buildings are Huts (G5).
- All Marsh is Brush, Marsh (B16), or Swamp (G7) as indicated by SSR.
- All Orchards (B14) are Shellholes (B2), or Light Woods (1.1) as indicated by SSR.

**1.1 LIGHT WOODS:** Light Woods are represented by Orchard symbols only when designated by SSR. Light Woods are considered Woods unless otherwise noted.

**1.11 HINDRANCE/TEM:** Light Woods are a one-level Hindrance with a +1 TEM. Light Woods modify Fire Lanes as if they were Orchards. Light Woods affect non-same level LOS as if they were out-of-season Orchards (B14.2).

**1.12 MF/MP COSTS:** Barring use of Bypass movement, road, or TB, Infantry enter Light Woods at a cost of 1 MF; vehicles enter at a cost of all their MP allotment with no chance of Bog; fully-tracked vehicles may enter at a cost of ½ their MP allotment, but must check for Bog (D8.21) with a +0 DRM.

**2. STRONGPOINTS:** Highly-fortified locations; RB Cellar rules (O6.1 [EXC: O6.6, O6.61, and O6.62]) apply unless otherwise noted.

**2.1 LOCATION/ENTRY:** A Strongpoint is a separate Location at the base level of the hex it occupies. Units IN a Strongpoint and those outside are considered in separate Locations (though they are ADJACENT). Strongpoints may only be entered from within its hex or from an adjacent 'connecting' Trench (2.3).

**2.2 RALLY TERRAIN:** Strongpoints are Rally Terrain (B10.61) and a legitimate rout destination (A10.51). Broken units are not required to rout out of a Strongpoint regardless of enemy presence.

**2.3 TRENCH ACCESS:** Trenches in adjacent (or accessible) hexes 'connect' to all adjacent Strongpoints. Units moving directly to/from a Strongpoint to a connecting Trench do so as if they were exiting a Bunker (B30.8).

## 3. NATIONALITY CHARACTERISTICS:

**3.1 VIETMINH:** Vietminh forces are represented by Nationalist Chinese units, SW, and Guns [EXC: *captured American SW*]. Vietminh (VM) forces have a nationality DRM of +0 for HOB and Leader Creation. VM Squads may not Deploy [EXC: A20.5, A21.22]. Non-Conscript VM MMC are Stealthy. VM may declare Hand-to-Hand (J2.31) if they are the ATTACKER in CC/melee or if they successfully Ambush the attacking force. VM Temporary Crews (G18.43) have a +2 modifier in addition to the Inexperienced Crew penalty. VM use Detection (G.4/ and Concealment gain rules as if they were Japanese (G1.63). VM may use captured French (/American) SW/Guns without Captured Use penalties. All VM MMC have a Smoke grenade exponent of '0' and no VM SW/Ordnance may fire SMOKE. VM use red To Hit numbers. The VM OBA Draw Pile has 5 black and 2 red chits. VM Radio Contact base value is '7.'

**3.11 INFANTRY:** Vietminh Infantry are represented by E: 5-3-7/2-2-7, E: 4-4-7/2-3-7, 1: 3-3-7/1-2-7, and C:3-3-6/1-2-6 Nationalist Chinese MMC [EXC: *5-3-7 Squads have Assault Fire*]. First Line MMC will Battle Harden to 4-4-7/1-2-7 MMC unless ALL Elite MMC in the VM OB are 5-3-7/2-3-7, in which case First Line MMC will Battle Harden to the latter type. Crews and SMCs are represented by Nationalist Chinese counters [EXC: *Commissars will be represented by Russian SMC*].

**3.12 COMMISSARS:** The Vietminh may use OB-supplied (only) Commissars as if they were pre-10/42 Russians.

**3.13 DARE DEATH:** The VM Player may pre-designate ≤ 10% of all OB-provided Squads as 'Dare Death Squads' (G18.6).

**3.14 OBA:** The VM Player may not Convert (C1.333) a SR to a FFE:1 if the SR was Corrected (C1.4) in that Fire Phase. Additionally, VM Observers may not Correct FFE:1/FFE:2/FFE:C counters.

**3.15 TUNNELS:** The Vietminh automatically receive one tunnel per OB-provided Pillbox (G1.632). As an exception to the last sentence of B8.6, these tunnels may cross under/exit into a different base-level hex(es) than the Pillbox.

**3.2 CEFEO (FRENCH):** CEFEO forces have a nationality DRM of +0 for both HOB and Leader Creation. CEFEO may declare Hand-to-Hand (J2.31) if they are the ATTACKER in CC/melee, or if they successfully Ambush the attacking force. CEFEO may use WP. Though most CEFEO units will be Elite, the CEFEO OB is not considered Elite (C8.2) unless designated by SSR. CEFEO units use American SW/Ordnance (plus some French SW; the US-colored LMG may be substituted for the French LMG as it has the same values without Captured Use penalties. CEFEO Ordnance use black To Hit numbers. The CEFEO OBA Draw Pile has 8 black and 3 red chits. CEFEO Radio Contact base value is '8.'

**3.21 FOREIGN LEGION PARATROOPS, COLONIAL PARATROOPS, AND FOREIGN LEGION INFANTRY (II/1 REI):** Represented by 6-6-8/3-4-8 USMC MMC. Foreign Legion (only) broken side ML of all MMC is considered one greater than printed. Crews are 2-2-8 USMC crews.

**3.22 VIETNAMESE PARATROOPS (BPVN) AND OTHER (NON-II/1) FOREIGN LEGION INFANTRY:** Represented by 5-5-8/2-3-8 USMC MMC. Foreign Legion (only) broken side ML of all MMC is considered one greater than printed. Crews are 2-2-8 USMC crews.

**3.23 GOUNDED AIR CREWS:** Represented by 4-5-8/2-4-8 USMC MMC [EXC: *these Squads have a Smoke grenade exponent of 0*].

**3.24 ALGERIAN AND MOROCCAN INFANTRY:** Represented by 4-5-8/2-3-8, 4-5-7/2-3-7, and/or 4-3-7/2-2-7 French MMC. All Squads have Assault Fire capability. Elite and First Line have a printed Smoke Exponent of '2.' Crews are 2-2-8 French crews.

**3.25 T'AI INFANTRY:** Represented by 4-4-7/2-2-7 and/or 3-3-6/1-2-6 U.S. Army (G17.2) MMC [EXC: *Squads have a Smoke grenade exponent of '0'*]. All T'ai Infantry are Stealthy, enter Light/Dense Jungle Locations at a cost of 1 MF, and Straying (G2.22) is NA.

# MM15db(Fr)

# Crossroads at Suxy

Scenario Design: Paul Works



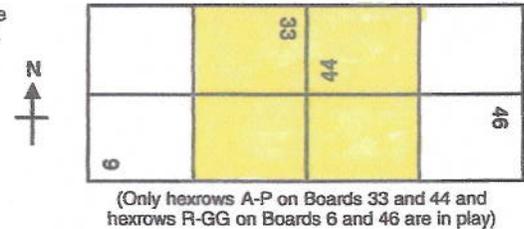
Suxy, Belgium, 11 May 1940. As the blitzkrieg unfolded, the Grossdeutschland Regiment, 10th Panzer Division fought its way through Luxemburg and Belgium. The French threw out cavalry patrols and fought to hold bridges and crossroads in a desperate attempt to slow the advance. On 10 May, the Regiment ran into stiff resistance at Villers. The recently attached stürmbatterie was called on to help break the defense and take the village. At 0530 on 11 May, the French 2nd Division Legere de Cavalerie (DLC), supported by artillery, established a blocking position at Suxy forward of the Vierre River. As The Grossdeutschland Regiment approached Suxy, lead elements of the Grossdeutschland Regiment ran into the dismounted cavalry.

**VICTORY CONDITIONS:** The French Player receives 1VP for each of the following conditions at Game End: a) French control of hex 33oD1 (on overlay Hi5) and/or there is at least one unbroken French MMC on overlay Hi5; b) French control of building 6oX6 (overlay X13); c) French control of at least one multi-level building on Board 46; d) the Germans sustain > 30 CVP; e) the French sustain < 25 CVP. The side with the most VP at Game End wins.

### BALANCE:

- Add an 8-1 leader to the Board 46 At Start force.

### BOARD CONFIGURATION:



French Sets Up First	1	2	3	4	5	6	7
German Moves First							

**Elements, 1st Cavalry Brigade [ELR: 2] set up on whole hexes of Board 46 (see SSRs 3-7): {SAN: 3}**

**Outlying Elements set up on Board 33 with a hex coordinate ≤ 6 and/or on Board 6 (see SSRs 3 and 4):**

**AT Gun Group set up HIP on Board 33 with a hex coordinate ≤ 6 and/or on Board 6 (see SSRs 3-6):**

**Reinforcement Group enter on/after Turn 3 along the west edge of Board 6 (see SSR 7):**

105 ART  
105 C  
mle 35 B

**Battalion(-) sized force, Grossdeutschland Infantry Regiment, supported by light armor, entering from the north and east.**

### SPECIAL RULES:

- EC are Moderate with no wind at start. MM12 Double-Blind Special Rules are in effect. All walls and hedges along hexsides of non-playable (i.e., board-edge) hexes do not exist. All buildings on Boards 6 and 33 are wood. The road running from 33K6 to 44C6 does not exist. Place overlays as follows: OG5 on 33C6/B6; G5 on 6W2/X1; B5 on 44B9/B8; X13 on 6W5/X6; Hi5 on 33E2/D2; St1 on 6Z6/Z5; and St2 on 33H6/G7. Stream overlays St1 and St2 are considered a deep stream (B20.43). Hexside 33oH0-H1 is a stream hexside. Kindling is NA.
- The ground level of building 6oX5 is fortified (tunnels are NA).

- All French Infantry [EXC: Gun crews; see SSR 6] must set up dismounted and may not mount horses until French Turn 2.
- All SW must initially set up in possession of the same group it is listed with in the OB.
- All units in the AT Gun Group may set up HIP. Vehicles in this group that set up HIP lose their HIP-status as if they were an Emplaced Gun.
- The SA-L mle 34s (only) may set up/be carried En Portee by the Citroen 23s (French Ordnance Note P). These Guns may not be towed.
- All units of the reinforcement group must enter as PRC or towed by the wagons.

# MM15db(GER)

# Crossroads at Suxy

Scenario Design: Paul Works



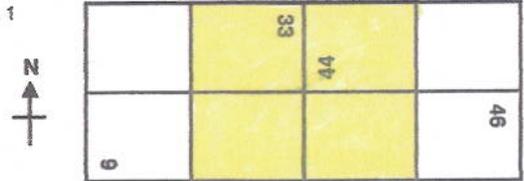
Suxy, Belgium, 11 May 1940. As the blitzkrieg unfolded, the Grossdeutschland Regiment, 10th Panzer Division fought its way through Luxemburg and Belgium. The French threw out cavalry patrols and fought to hold bridges and crossroads in a desperate attempt to slow the advance. On 10 May, the Regiment ran into stiff resistance at Villers. The recently attached stürmbatterie was called on to help break the defense and take the village. At 0530 on 11 May, the French 2nd Division Legere de Cavalerie (DLC), supported by artillery, established a blocking position at Suxy forward of the Vierre River. As The Grossdeutschland Regiment approached Suxy, lead elements of the Grossdeutschland Regiment ran into the dismounted cavalry.

**VICTORY CONDITIONS:** The German Player receives 1VP for each of the following conditions at Game End: a) German control of hex 33oD1 (on overlay Hi5) and there are no unbroken French MMC on overlay Hi5; b) German control of building 6oX6 (overlay X13); c) German control of all multi-level buildings on Board 46; d) the Germans sustain  $\leq 30$  CVP; e) the French sustain  $\geq 25$  CVP. The side with the most VP at Game End wins.

### BALANCE:

☒ Add one DC to the Turn 1 entry group.

### BOARD CONFIGURATION:



(Only hexrows A-P on Boards 33 and 44 and hexrows R-GG on Boards 6 and 46 are in play)

French Sets Up First	☒	☒						
German Moves First	1	2	3	4	5	6	7	



Elements of I. Battalion, Infanterie Regiment Grossdeutschland, with support from 16. Stürmbatterie [ELR: 4] enter on/after Turn 1 along the north edge of Board 44 and/or along the 44P1 road (see SSRs 2-4): [SAN: 2]

12					dm HMG	dm MMG	2	2		4
								dm mtr 50mm		StuG III B

Reinforcing Elements enter on/after Turn 2 along the east edge of Board 46:

8			dm MMG	dm mtr 50mm	



Reinforced company-sized cavalry force with organic weapons sets up in/around Suxy (Board 46) and in positions west of the Vierre River.

### SPECIAL RULES:

1. EC are Moderate with no wind at start. MM12 Double-Blind Special Rules are in effect. All walls and hedges along hexsides of non-playable (i.e., board-edge) hexes do not exist. All buildings on Boards 6 and 33 are wood. The road running from 33K6 to 44C6 does not exist. Place overlays as follows: OG5 on 33C6/B6; G5 on 6W2/X1; B5 on 44B9/B8; X13 on 6W5/X6; Hi5 on 33E2/D2; St1 on 6Z6/Z5; and St2 on 33H6/G7. Stream overlays St1 and St2 are considered a deep stream (B20.43). Hexside 33oH0-H1 is a stream hexside. Kindling is NA.  
2. No German units may ride horses.

3. The German force is considered Elite for Ammunition Depletion purposes (C8.9).  
4. Starting on Turn 2, one Module of 105mm OBA (HE only) with Normal Ammunition is available to the Germans. This Module is directed by an Offboard Observer located at Level 2 in hex 46R6. Due to range restrictions, AR/SR/FFE may not be placed/corrected to any hex wholly on Board 6 and/or 33.

# MM16db(RUS)

# Eve of Destruction

Scenario Design: Mike Reed

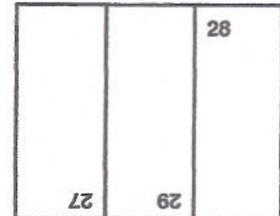


Oktiabr'skii State Farm, west of Prokhorovka, Russia, 11 July 1943. The first week of Operation Citadel had been a daily struggle for the 1st SS "Leibstandarte Adolf Hitler" (LAH) Panzer Division. Hard combat breaking through the Russian defensive belts had taken a steady toll. As the LAH attacked Prokhorovka from the west they encountered the elements of the 9th Guards Airborne Division. This appeared to be the last Russian defensive position before the open tank country beyond Prokhorovka.

### BALANCE:

- ★ Add one 4-5-8 MMC to the 3rd Bn, 26th Guards Airborne Regt At Start force.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Russian Player receives 1VP for controlling each of the following at Game End: Hill 252.2 (Hillock Summit hex 28oT3); building 29oR6 (overly X9); building 29oR4 (overlay X13), and building 29oU6 (overlay X10). The Russian Player also receives 1VP if the Germans sustain  $\geq 90$  CVP. The side with the most VP at Game End wins.

Russian Sets Up First	1	2★	3	4	5
German Moves First					



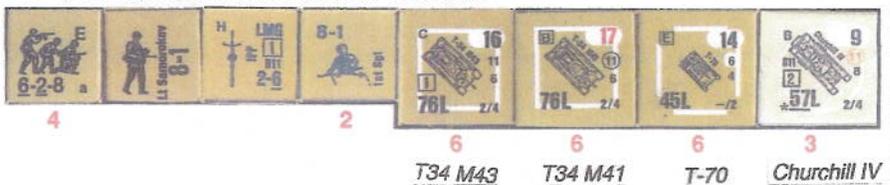
Elements of the 3rd Battalion, 26th Guards Airborne Regiment, 9th Guards Airborne Division [ELR: 4] set up  $\leq 6$  hexes from 29T5, with no more than one MMC per hex (see SSRs 4-7): {SAN: 2}



Elements of the 301st Anti-Tank Artillery Regiment set up on Board 27 north of the W2 Wadi overlay and/or on Board 29 on/north of hexrow AA:



Elements of the 169th Tank Brigade, 5th Guards Tank Army enter on/after Turn 2 along the north edge of Board 27 and/or Board 29, with all vehicles having already expended  $\frac{1}{2}$  of their MP allowance:



Battalion-sized force, 1st SS LAH Panzergrenadier Division (mixed armor and panzer grenadiers) sets up on along hillock ridge line on Boards 28/29 and enter from the south/ southeast.

### SPECIAL RULES:

- EC are Moderate with a Mild Breeze blowing from the east at start. Steppe Terrain (F13.2) is in effect. MM12 Double-Blind Special Rules are in effect. All buildings are wood and single story. An unpaved road runs from hex 29T5 to hex 28N0. Place overlays as follows: W1 on 27I4/I5; W2 on 27X5/Y6; H1 on 28V2/W3; H5 on 29F9/G10; H6 on 28H2/I2; S1 on 29Q1/27R10; S2 on 29R8/R9; S6 on 29P4/P5; S7 on 29U10/U9; S8 on 29X1/Y2; X9 on 29R6; X10 on 29U6; and X13 on 29R4/S4. Overlays H1 and H5 are considered to be one continuous hillock. Kindling is NA.
- Place wrecked AFVs in the following hexes: 29oF10 (burning), 28BB3, 28oW4, 28oQ7, 28oO2 (burning), 28oI3, and 28I7. Placed Dispersed Smoke in the two downwind hexes from each of the burning wrecks.

- An AT-Trench (B27.56) runs from hex 27K9 to hex 29K10 (12 total hexes).
- Any non-crew MMC (and any SW/SMC that are stacked with that MMC) that sets up in suitable terrain may set up in a (1-Squad) Foxhole.
- All Russian units may start the game concealed. The guns may set up Emplaced and concealed, but may only set up HIP if in Concealment Terrain.
- The 4-5-8 Squads in the Russian OB may Deploy as per A1.31.
- Use British counters for the Churchill IVs, as needed.

# MM16db(GER)

# Eve of Destruction

Scenario Design: Mike Reed



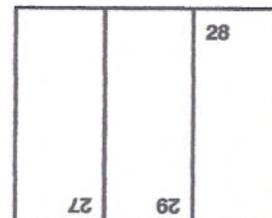
Oktiabr'skii State Farm, west of Prokhorovka, Russia, 11 July 1943. The first week of Operation Citadel had been a daily struggle for the 1st SS "Leibstandarte Adolf Hitler" (LAH) Panzer Division. Hard combat breaking through the Russian defensive belts had taken a steady toll. As the LAH attacked Prokhorovka from the west they encountered the elements of the 9th Guards Airborne Division. This appeared to be the last Russian defensive position before the open tank country beyond Prokhorovka.

**VICTORY CONDITIONS:** The German Player receives 1VP for controlling each of the following at Game End: Hill 252.2 (Hillock Summit hex 28oT3); building 29oR6 (overlay X9); building 29oR4 (overlay X13), and building 29oU6 (overlay X10). The German Player also receives 1VP if they sustain < 90 CVP. The side with the most VP at Game End wins.

### BALANCE:

☒ Replace the At Start 9-1 Armor Leader with a 9-2 Armor Leader.

### BOARD CONFIGURATION:



Russian Sets Up First	☒	1	2	3	4	5
German Moves First						

**Elements of Panzer Regiment, 1.SS Panzergrenadier Division "Leibstandarte Adolf Hitler" (LAH) [ELR: 5] set up on/southeast of hillock overlays H1 and H5 (see SSRs 4-7): {SAN: 2}**

3 Pz IVH 3 2

One PzIVH has an AAMG

**Elements of 2.Battalion, 2.SS Panzergrenadier Regiment enter on/after Turn 1 along the south edge of Board 29 and/or Board 27, with all vehicles having already expended 1/2 of their MP allowance:**

dm MMC

dm mtr 50mm

**Elements of Panzer Regiment, 1.SS LAH enter on/after Turn 1 along the east edge of Board 28 on/south of hexrow R and/or along the south edge of Board 28, with all vehicles having already expended 1/2 of their MP allowance:**

3 3

Pz IVF2 Pz IVH

One PzIVH has an AAMG

**Reinforced company-sized force, with supporting AT assets, dug in around the Oktiabr'skii State Farm.**

**Possible armor counterattack entering from the north.**

### SPECIAL RULES:

- EC are Moderate with a Mild Breeze blowing from the east at start. Steppe Terrain (F13.2) is in effect. MM12 Double-Blind Special Rules are in effect. All buildings are wood and single story. An unpaved road runs from hex 29T5 to hex 28N0. Place overlays as follows: W1 on 27I4/I5; W2 on 27X5/Y6; H1 on 28V2/W3; H5 on 29F9/G10; H6 on 28H2/I2; S1 on 29Q1/27R10; S2 on 29R8/R9; S6 on 29P4/P5; S7 on 29U10/U9; S8 on 29X1/Y2; X9 on 29R6; X10 on 29U6; and X13 on 29R4/S4. Overlays H1 and H5 are considered to be one continuous hillock. Kindling is NA.
- Place wrecked AFVs in the following hexes: 29oF10 (burning), 28BB3, 28oW4, 28oQ7, 28oO2 (burning), 28oI3, and 28I7. Placed Dispersed Smoke in the two downwind hexes from each of the burning wrecks.
- An AT-Trench (B27.56) runs from hex 27K9 to hex 29K10 (12 hexes).
- The 8-3-8 SS Squads (and their 3-3-8 SS HS) are Assault Engineers (H1.22) and Sappers (H1.23).
- The AT-Trench may be breached by a successful Clearance DR (B24.7) and/or any K/KIA result from a placed/set DC attack. Place a Trail Break marker to denote a breach in the AT-Trench; vehicles may

- (cont.) use this Trail Break to cross the AT-Trench at a cost of 2 MP.
- All Pz IVF2s and PzIVHs are equipped with Schurzen (D11.2).
- The inherent HS for the SPW 251/sMG (G.an Vehicle Note 58) is a 3-4-8 SS HS.
- Air Support is available to the Germans on the Turn after any Russian AFV(s) move onto the map. Air Support consists of three Ju87G1 Stuka DBs. These Stukas do not have bombs, but are armed with tank-busting 37L Guns in addition to their normal MG armament. These Stukas may only attack using Point Attacks against hexes containing enemy AFVs [EXC: Mistaken Attack], and follow the normal procedure for Stuka bomb attacks (E7.403) with the exception that the 37L Guns make a single TH DR on the 0-6 range table on the C3 Chart. Any applicable TK DR is made against the Aerial AF of the target AFV using the 37L line of the C7.31 AP To Kill Table. One Stuka may be pre-designated as having a "Stuka Ace Pilot" which receives a -2 DRM to any Sighting TCs and To Hit DRs [EXC: a '12' Original DR always results in recall/mistaken attack/malfunction as appropriate].

# MM17db(US)

# Busting the Bocage

Scenario Design: Paul Works

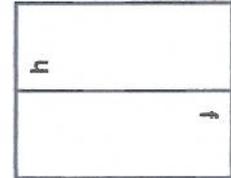


Vicinity of St. Martin de-Tallevende, France, 6 August 1944. Following the successful capture of St. Lô, the 29th Infantry Division, flanked by the 35th and 2nd Infantry Divisions to the north and the 28th Infantry Division to the south, led the XIX Corps push south toward the town of Vire where a bridge crossed the Vire River. The 29th Division was faced by the shattered remnants of the German 352nd Infantry Division and the 2nd Panzer Division. During its 10 mile push from Tassy-sur-Vire (south of St. Lô), the 29th Infantry Division sustained nearly a thousand casualties. As the Division advanced astride the Pontfarcy-Vire road, the Germans reorganized their lines and assigned the 363rd Infantry Division to defend Vire and its approaches. The 115th Infantry regiment, 29th Infantry Division advanced southeast along, and just south, of the road. Shermans from the 747th Tank Battalion, 2nd Armored Division were assigned to the 115th Infantry Regiment to assist in the advance and clearance of the ever-present bocage fields.

**BALANCE:**

**BOARD CONFIGURATION:**

★ Replace the 9-1 leader with a 9-2.



**VICTORY CONDITIONS:** The American Player receives 1VP for each of the following conditions at game end: a) American controls crossroad hex hK3, b) American controls crossroad hex fH4, c) the American exits  $\geq 20$  EVP of Good Order units off the south edge of the map (Prisoners are NA), d) Americans sustain  $< 35$  CVP, and e) the Germans are unable to place  $\geq 8$  FP on any single road hex of the road hH0-hH2-hK3-hK5-hH5-fH4-fH1-fH0 (PBF/TPBF are NA; HE FP of Guns may be counted if a DR of '7' would hit a non-concealed Infantry Target Type in the hex). The side with the most VP at Game End wins.

German Sets Up First	★	1	2	3	4	5	6
American Moves First							

★ Elements of 1st Battalion, 115th Infantry Regiment, 29th Infantry Division and 1st Battalion, 66th Armored Regiment, 2nd Armored Division [ELR: 3] enter on/after Turn 1 along the north edge (see SSR 2): {SAN: 2}

6	10		2			4	4	2	2	4

M4A3(75)W

	15	15

M4A3(76)W 3

Reinforced company-sized force, supported by heavy mortars and AT guns, sets up south of the hA3-hH2-hK3-hO3 road.

**SPECIAL RULES:**

1. EC are Moderate with no wind at start. MM12 Double-Blind Special Rules are in effect. All hedges are Bocage (B9.5). Place overlays as follows: dx6 on hF1/F2. Kindling is NA.
2. All M4A3(75)W tanks are equipped with Culin hedgerow devices (B9.541).

# MM17db(GER)

# Busting the Bocage

Scenario Design: Paul Works

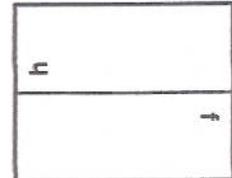


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### BALANCE:

### BOARD CONFIGURATION:

☒ Add a PSK to the German OB.



**VICTORY CONDITIONS:** The German Player receives 1VP for each of the following conditions at game end: a) German controls crossroad hex hK3, b) German controls crossroad hex fH4, c) the American exits < 20 EVP of Good Order units off the south edge of the map (Prisoners are NA), d) Americans sustain  $\geq 35$  CVP, and e) the Germans are able to place  $\geq 8$  FP on any single road hex of the road hH0-hH2-hK3-hK5-hH5-fH4-fH1-fH0 (PBF/TPBF are NA; HE FP of Guns may be counted if a DR of '7' would hit a non-concealed Infantry Target Type in the hex). The side with the most VP at Game End wins.

German Sets Up First	1	2	3	4	5	6
American Moves First						

 Elements of 363rd Infantry Division supported by elements of Sturmgeschutz Brigade 394 [ELR: 3] set up south of the hA3-hH2-hK3-hO3 road (see SSRs 2-4): {SAN: 4}

 4'-6-7 II	 4-4-7 B	 2-2-8	 8-1	 8-1	 8-0	 F HMG 5 [3] 7-10	 D HMG 5 [2] 5-12	 E LMG 3-9	 E MTR 50* [2-13]	 C Radio 8	 RR ? 7 morale
6	4	2			2			3			10

 F AT M10 50L [7]	 A AT M8 75L [2]	 F 13 75L [1] -1-12*
<i>StuG III G</i>		

 Two companies of infantry, supported by armor, enter from the north.

### SPECIAL RULES:

1. EC are Moderate with no wind at start. MM12 Double-Blind Special Rules are in effect. All hedges are Bocage (B9.5). Place overlays as follows: dx6 on hF1/F2. Kindling is NA.
2. The German Player may use HIP for  $\leq 2$  Squad-equivalents (and any SW/SMC stacked in the same Location with them). The SMC that initially possesses the Radio may also set up HIP.
3. The StuG III G may set up HIP and loses this status as if it were a Gun.
4. The Germans receive one Module of 81mm Battalion Mortar OBA (HE only) with Normal Ammunition. Harassing Fire is NA. The Germans may substitute a Field Phone for the Radio provided in the At Start OB.

# MM18db(UK/JB)

# Magen David

Scenario Design: Mike Reed



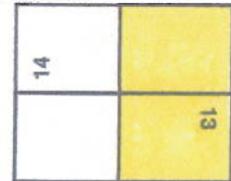
**Vicinity of La Giorgetta, Italy, 20 March 1945.** The Jewish Brigade was formed in the fall of 1944 and was sent to Italy in October of that year to be assigned to the British Eighth Army. In February 1945 the Brigade took up positions on the Alfonsini sector of the front. The Brigade was given the assignment to cross the Senio River in order to help unhinge the German defense and force them back to the Po River. In mid-March the Brigade was engaged in a skirmish with the 42nd Jäger Division. The 42nd Jäger had recently crossed to the south of the Senio to take up positions in La Giorgetta. The Jewish Brigade proposed to capture the village. After an initial reconnoiter, Captain Johanan Peltz of the Jewish Brigade identified that a minefield had been laid in front of the German strongpoint. Captain Peltz was given 96 men from the 3rd Battalion and several tanks from the 2nd Armored Brigade to make their attack.

**VICTORY CONDITIONS:** The Jewish Brigade Player receives 2VP for control of building 14oY5 at game end. The Jewish Brigade Player also receives 1VP for each of the following conditions at game end: a) Jewish Brigade control of building 14W6, b) Jewish Brigade control of any two Pillboxes, and c) the Jewish Brigade sustains < 40 CVP. The side with the most VP at Game End wins.

### BALANCE:

Add one DC to the Jewish Bridge OB.

### BOARD CONFIGURATION:

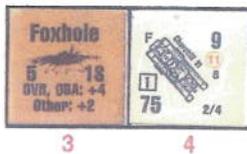
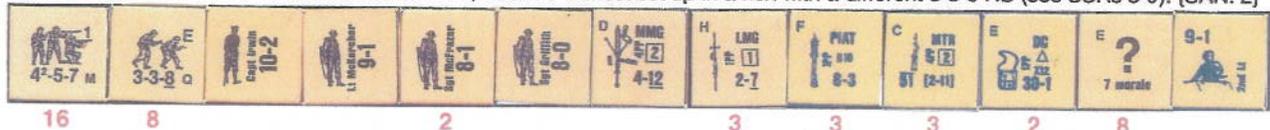


(Only hexrows A-P on Board 13 and hexrows R-GG on Board 14 are in play)

German Sets Up First	1	2	3	4	5	6
Jewish Brigade Moves First						



Elements of the 3rd Battalion, the Jewish Brigade, supported No.4 Troop, A Squadron, North Irish Horse [ELR: 3] set up on Board 13 in hexes with a coordinate number ≤ 8; each AFV must set up in a hex with a different 3-3-8 HS (see SSRs 3-9): (SAN: 2)



Churchill VI



Company-sized force, 42nd Jäger Division in strongpoints sets up on Board 14 and on/north of hexes with coordinate numbers ≥ 9 on Board 13.

### SPECIAL RULES:

- EC are Wet with no wind at start. MM12 Double-Blind Special Rules are in effect. All buildings are wood [EXC: building 14oY5 is stone, and is a single-hex, two-story house (B31.3, O4.)]. The Stream is Deep. Place overlays as follows: X8 on 14Y5; B1 on 14AA10; B4 on 14T9/S10; and G5 on 14W9/X8. Kindling is NA.
- Prior to all setup, the German Player sets up one AP/AT Known Minefield, one hex wide running from the east to the west board edges. This minefield must be located entirely on Board 13 and/or on Board 14 in hexes with coordinate numbers ≥ 9. The minefield can be no longer than 16 hexes.
- After German setup, but prior to Jewish Brigade setup, the Jewish Brigade Player may secretly record one Known Minefield hex as having a Trailbreak connecting any two non-adjacent hexsides of that hex. This TB may only initially be used by an AFV if it is accompanied by a Sapper using Armored Assault. If used in this manner, both the AFV and accompanying Sapper are immune to Minefield Attack; after initial use, normal TB rules apply.

- Jewish Brigade units function as British in all respects [EXC: Jewish Brigade units receive an additional, cumulative nationality modifier of -1 DRM/drm for HOB/Leader Creation].
- The Jewish Brigade Player may declare Hand-to-Hand if he is the ATTACKER in CC/melee.
- The Jewish Brigade Player may use Human Wave (A25.23) [EXC: the requirement to have ≥ 2 MMC per hex is NA].
- The ROF of a British AFV's MA is increased by one if that AFV is CE.
- All 3-3-8 HS in the Jewish Brigade OB are Sappers (H1.23).
- The Jewish Brigade receives Air Support in the form of three Spitfires (1944 FB with bombs) starting Turn 1. In addition - after all setup/concealment placement, but prior to the start of play, the Jewish Brigade Player conducts one "Turn 0" DFPH in which the only action taken may be air attacks. Recall, Mistaken Attack, and AA Fire are NA for this DFPH. After the air attacks are completed, play commences with the Jewish Brigade Rally Phase of Turn 1. For purposes of Recall (only), there is a cumulative positive DRM equal to the current turn number for the Original Sighting TC DR for each aircraft on each turn after the first (e.g., +0 on Turn 1, +2 on Turn 2, +3 on Turn 3, etc.).

# MM18db(GER)

# Magen David

Scenario Design: Mike Reed



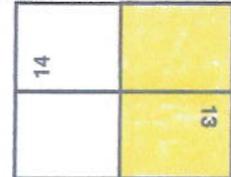
Vicinity of La Giorgetta, Italy, 20 March 1945. The Jewish Brigade was formed in the fall of 1944 and was sent to Italy in October of that year to be assigned to the British Eighth Army. In February 1945 the Brigade took up positions on the Alfonsini sector of the front. The Brigade was given the assignment to cross the Senio River to in order to help unhinge the German defense and force them back to the Po River. In mid-March the Brigade was engaged in a skirmish with the 42nd Jäger Division. The 42nd Jäger had recently crossed to the south of the Senio to take up positions in La Giorgetta. The Jewish Brigade proposed to capture the village. After an initial reconnoiter, Captain Johanan Peltz of the Jewish Brigade identified that a minefield had been laid had been laid in front of the German strongpoint. Captain Peltz was given 96 men from the 3rd Battalion and several tanks from the 2nd Armored Brigade to make their attack.

**VICTORY CONDITIONS:** The German Player receives 2VP for control of building 14oY5 at game end. The German Player also receives 1VP for each of the following conditions at game end: a) German control of building 14W6, b) German control of any two Pillboxes, and c) the Jewish Brigade sustains  $\geq 40$  CVP. The side with the most VP at Game End wins.

### BALANCE:

- Exchange one 1-2-7 crew for a 2-2-8 crew in the At Start OB.

### BOARD CONFIGURATION:



(Only hexrows A-P on Board 13 and hexrows R-GG on Board 14 are in play)

German Sets Up First	1	2	3	4	5	6
Jewish Brigade Moves First						



Elements of 40th Regiment, 42nd Jäger Division [ELR: 2] set up on Board 14 in hexes with a coordinate number  $\geq 3$  and/or on Board 13 in hexes with coordinate numbers  $\geq 9$  (see SSRs 2-8); {SAN: 3}

8	5				2	3	2	16		2	

2	6	5	4

Reinforcements from the La Giorgetta Garrison enter on Turn 3 on any north or east board edge hex(es) on Board 14 with a coordinate  $\leq 3$ :

3		dm HMG	2



Reinforced company, supported by armor sets up on Board 13 in hexes with coordinate numbers  $\geq 8$ .

Possible air support.

### SPECIAL RULES:

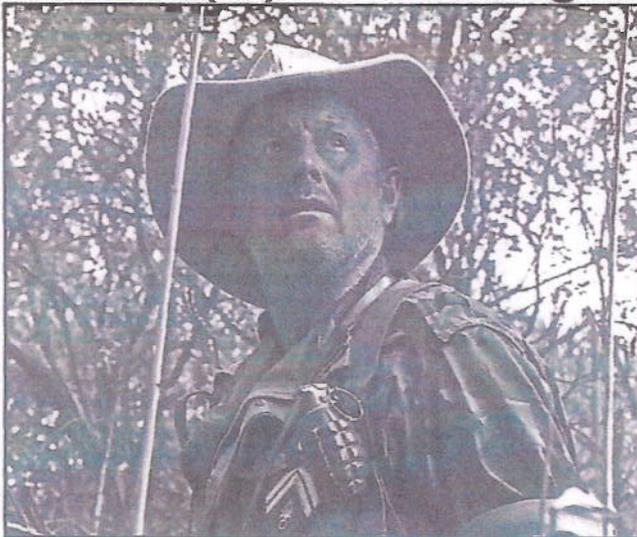
- EC are Wet with no wind at start. MM12 Double-Blind Special Rules are in effect. All buildings are wood [EXC: building 14oY5 is stone, and is a single-hex, two-story house (B31.3, O4.); see also SSR 2]. The Stream is Deep. Place overlays as follows: X8 on 14Y5; B1 on 14AA10; B4 on 14T9/S10; and G5 on 14W9/X8. Kindling is NA.
- Buildings 14oY5 and 14W6 are Fortified at their ground level (tunnels are NA). Both of these buildings have RB Cellars (O6.).
- Prior to all setup, the German Player sets up one AP/AT Known Minefield, one hex wide running from the east to the west board edges. This minefield must be located entirely on Board 13 and/or on Board 14 in hexes with coordinate numbers  $\geq 9$ . The minefield can be no longer than 16 hexes. The strength of this minefield is 6AP/2 AT in every hex. Dummy Minefield hexes are NA.
- Two German MMC (and any SW/SMC that set up stacked with them) may set up using HIP.

- The 1-2-7 crews in the German OB function as normal infantry crews in all ways.
- The Pillboxes and Wire in the German OB may *not* set up HIP.
- Even though Jewish Brigade units start on map, the German may boresight all eligible weapons during his setup.
- The Germans have only Jun-Dec 1944 Panzerfaust capability and availability.

# MM19db(Fr)

# Strangulation: Hill 674

Scenario Design: Paul Works

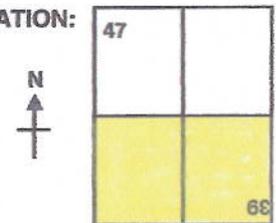


Hill 674, East of Gabrielle, Dien Bien Phu, Indochina, 13 February 1954. On 10 February 1954, Lt. Col. Langlais' (initially the commander of all airborne troops at Dien Bien Phu; later the de facto commander of the entire Dien Bien Phu garrison) GAP 2, reinforced by a company from Algerian 5/7 RTA, the 3/13 Foreign Legion Battalion, a Foreign Legion flamethrower detachment, and troops from the 31st Engineering Battalion attempted to clear several hills to the northeast and east of the Dien Bien Phu strongpoints. Hill 674 was situated 1200 yards east of Gabrielle. The main purposes of this movement were to discover and destroy Communist artillery that had become a major problem and to alleviate the tightening noose around Strongpoint Béatrice. French progress was stopped on 10 February by excellently camouflaged bunkers and trenches. On 13 February, Lt. Col. Langlais' task force again attacked Hill 674; this time preceded by a carpet of bombs dropped by B-26s.

### BALANCE:

■ ■ Add one HMG(a) to the 8th BPC force.

### BOARD CONFIGURATION:



(Only hexrows R-GG on Board 47 and A-P on Board 39 are in play)

**VICTORY CONDITIONS:** The French Player receives 1VP for each pillbox destroyed and/or controlled by the French at Game End. The side with the most VP at Game End wins.

Vietminh Sets Up First	1	2	3	4	5	6	7
French Moves First							

**Elements, 8th BPC [ELR: 5] set up on Board 47 in hexes with a coordinate  $\geq 2$  (see SSRs 2 and 3): {SAN: 3}**

8	4					2		2	4		2

**1 Company, 5/7 RTA (Algerians) [ELR: 4] set up on Board 47 in hexes with a coordinate  $\geq 2$  (see SSR 2):**

6	2						2	2

**Company-sized force, 308th Infantry Division sets up on Board 39; pillboxes must be set up on hill hexes at  $\geq$  level 3.**

5

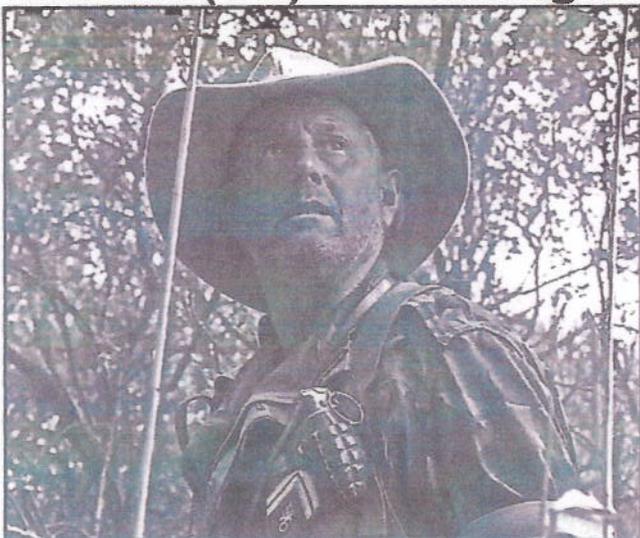
### SPECIAL RULES:

- EC are Moderate with no wind at start. PTO is in effect (including Dense Jungle in Interior Jungle hexes only). MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. The stream is Dry. All hexes of Pond 47BB4 are dry and are level -2 depression hexes. Place overlays as follows: Wd2 on 39P0/O1; Wd1 on 47W1; Wd4 on 39G1/H1; Wd5 on 47EE1/FF1; and Wd3 on 47FF3/EE3.
- All units of each starting force in the French OB (8th BPC and 1 Co., 5/7 RTA) must set up  $\geq 2$  hexes from units of the other force.
- The French receive one module of 105mm OBA (HE and Smoke).
- Preparatory B-26 Strike. After all setup, but prior to play, ALL non-HIP Vietminh units must undergo a PTC. Failure results in loss of concealment and pinning the unit (Dummy stacks have ML = 7).

# MM19db(VM)

# Strangulation: Hill 674

Scenario Design: Paul Works

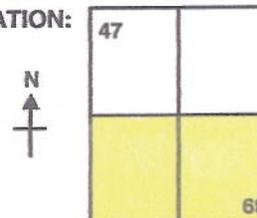


Hill 674, East of Gabrielle, Dien Bien Phu, Indochina, 13 February 1954. On 10 February 1954, Lt. Col. Langlais' (initially the commander of all airborne troops at Dien Bien Phu; later the de facto commander of the entire Dien Bien Phu garrison) GAP 2, reinforced by a company from Algerian 5/7 RTA, the 3/13 Foreign Legion Battalion, a Foreign Legion flamethrower detachment, and troops from the 31st Engineering Battalion attempted to clear several hills to the northeast and east of the Dien Bien Phu strongpoints. Hill 674 was situated 1200 yards east of Gabrielle. The main purposes of this movement were to discover and destroy Communist artillery that had become a major problem and to alleviate the tightening noose around Strongpoint Béatrice. French progress was stopped on 10 February by excellently camouflaged bunkers and trenches. On 13 February, Lt. Col. Langlais' task force again attacked Hill 674; this time preceded by a carpet of bombs dropped by B-26s.

### BALANCE:

Exchange two 3-3-7 Squads for two 4-4-7 Squads.

### BOARD CONFIGURATION:



(Only hexrows R-GG on Board 47 and A-P on Board 39 are in play)

**VICTORY CONDITIONS:** The Vietminh Player receives 1VP for every pillbox controlled by the Vietminh at Game End. The side with the most VP at Game End wins.

Vietminh Sets Up First	1	2	3	4	5	6	7
French Moves First							

Elements, 308th Infantry Division and 45th Artillery Regiment, 351st Heavy Division [ELR: 4] set up on Board 39 (see SSRs 2-6): [SAN: 5]


Battalion-sized elements, GAP 2 set up on Board 47 in hexes with a coordinate  $\geq 2$ ; air support can be expected.

### SPECIAL RULES:

- EC are Moderate with no wind at start. PTO is in effect (including Dense Jungle in Interior Jungle hexes only). MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. The stream is Dry. All hexes of Pond 47BB4 are dry and are level -2 depression hexes. Place overlays as follows: Wd2 on 39P0/O1; Wd1 on 47W1; Wd4 on 39G1/H1; Wd5 on 47EE1/FF1; and Wd3 on 47FF3/EE3.
- All Pillboxes must set up at level 3 or higher,  $\geq 2$  hexes from each other, and may not face NE/SE.
- The Vietminh player may set up 10 hexsides of Panjis on Board 39 (including half-hexes abutting Board 47).
- The Vietminh player may use HIP for  $\leq 3$  squad-equivalents (in addition to their normal allotment). All SW/SMC that set up stacked with a MMC may be recorded and kept offboard; SW/SMC are revealed if the MMC suffers a TC/MC, if leadership is used in any fashion, or if the SW/SMC is in a different Location than the MMC with which it was originally stacked.

- The Gun must set up in a Pillbox.
- Light and Dense Jungle hex entry cost for Vietminh Infantry is 1 MF.

# MM20db(Fr)

# Isolation: Ban Kho Lai

Scenario Design: Mike Reed

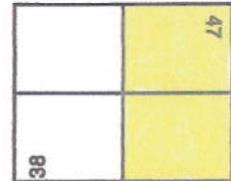


Ban Kho Lai, Dien Bien Phu, Indochina, 22 March 1954. Isabelle was the southernmost strongpoint in the Dien Bien Phu fortress. It lay over 7km south of the main complex and holding it was costly in terms of troops occupying it and maintaining communications with it. The road to Isabelle ran past the village of Ban Kho Lai; at that location, the Vietminh had tightened their noose around the various strongpoints and had set up a roadblock. The roadblock was first cleared by the French on 20 March. On 21 March, the Ban Kho Lai position had been strengthened by the Communists; it was cleared again, but the operation took more troops and more time. On 22 March, it was decided to conduct a mopping up operation to clear the Vietminh and the roadblock from the Ban Kho Lai position. An assault was made from the north by the 1st BEP, reinforced by a M-24 "Bison" tank platoon.

### BALANCE:

■ ■ Add one HMG(a) to the 1st BEP force.

### BOARD CONFIGURATION:



(Only hexrows R-GG on Board 37 and A-P on Board 47 are in play)

**VICTORY CONDITIONS:** The French Player receives 1VP for each of the following at Game End: (a) roadblock has been destroyed/cleared, (b) no unbroken Vietminh MMC is on a level 1 or level 2 location on the 47B3/B4-47O1 ridge, (c) French sustain  $\leq 40$  CVP, (d) no unbroken Vietminh MMC on/Adjacent to the road, (e) Vietminh not able to place  $\geq 12$  FP on any single road hex (TPBF NA; and ignoring SMOKE, Ordnance FP may count if a hit can be achieved with an original TH DR of '7' on the Infantry Target Type [EXC; Area Target Type for MTRs]). The side with the most VP at Game End wins.

Vietminh Sets Up First	1	2	3	4	5	6
French Moves First						

dm Mortar 60mm

**6-6-8** Elements, 1st BEP [ELR: 5] enter on/after Turn 1 along the north edge (see SSRs 2 and 3): {SAN: 3}

**Grounded Air Troops [ELR: 3] enter on/after Turn 1 along the north edge:**

**Elements, 1st and 3rd Platoons, Composite Squadron, 1st Regiment Armored Cavalry enter on/after Turn 1 along the north edge:**

**Elements, 2/1 RTA [ELR: 3] enter on/after Turn 4 along the south edge:**

**Elements, 2nd Platoon, Composite Squadron, 1st Regiment Armored Cavalry enter on/after Turn 4 along the south edge:**

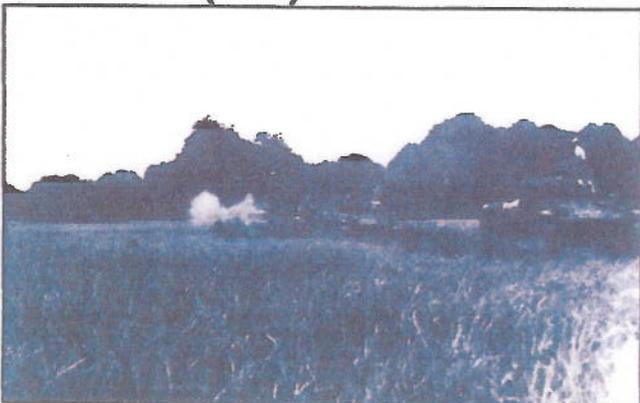
**Company-sized force, 304th Infantry Division sets up on level 1/2 ridgeline (47B3/B4-47O1) on Board 47; a single roadblock blocks the 38Y10-Z5-Y1-47I1-H8-I10 road.**

- SPECIAL RULES:**
1. EC are Moist with no wind at start. PTO is in effect (including Light Jungle). MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. Kindling is NA. The stream is shallow. Are Orchards are Light Woods (DBP1). All Brush is Brush. The Pond hexes are Fordable (B21.41). Rice Paddies are irrigated (G8.12). Road 38Y10-Z5-Y1-47I1-H8-I10 exists. The bridge in 47H6 is wooden. Place overlays as follows: RP1 on 38EE3; RP3 on 47C1/38EE1; RP5 on 38CC2/CC1; RP4 on 38U6/V5; and RP2 on 38X4/Y4.
  2. The M-24s are Gyrostabilized (D11.1).
  3. The French may voluntarily recall any M-24 with a disabled/malfunctioned MA. On the French player turn following the exit of this vehicle via friendly edge, a new M-24 may enter as a reinforcement on that same edge. This may be done once per scenario.

# MM20db(VM)

# Isolation: Ban Kho Lai

Scenario Design: Mike Reed



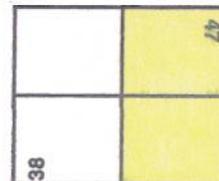
Ban Kho Lai, Dien Bien Phu, Indochina, 22 March 1954. Isabelle was the southernmost strongpoint in the Dien Bien Phu fortress. It lay over 7km south of the main complex and holding it was costly in terms of troops occupying it and maintaining communications with it. The road to Isabelle ran past the village of Ban Kho Lai; at that location, the Vietminh had tightened their noose around the various strongpoints and had set up a roadblock. The roadblock was first cleared by the French on 20 March. On 21 March, the Ban Kho Lai position had been strengthened by the Communists; it was cleared again, but the operation took more troops and more time. On 22 March, it was decided to conduct a mopping up operation to clear the Vietminh and the roadblock from the Ban Kho Lai position. An assault was made from the north by the 1st BEP, reinforced by a M-24 "Bison" tank platoon.

**VICTORY CONDITIONS:** The Vietminh Player receives 1VP for each of the following at Game End: (a) roadblock has not been destroyed/cleared, (b) at least one unbroken Vietminh MMC is on a level 1 or level 2 location on the 47B3/B4-47O1 ridge, (c) French sustain > 40 CVP, (d) at least one unbroken Vietminh MMC is on/Adjacent to the road, (e) Vietminh able to place ≥ 12 FP on any single road hex (TPBF NA; and ignoring SMOKE, Ordnance FP may count if a hit can be achieved with an original TH DR of '7' on the Infantry Target Type [EXC; Area Target Type for MTRs]). The side with the most VP at Game End wins.

### BALANCE:

Exchange two 3-3-7 Squads for two 4-4-7 Squads.

### BOARD CONFIGURATION:



(Only hexrows R-GG on Board 37 and A-P on Board 47 are in play)

Vietminh Sets Up First	1	2	3	4	5	6
French Moves First						

 Elements, 57th Artillery Regiment, 304th Infantry Division [ELR: 4] set up on Board 47 south of the Stream/Pond (47A5-B5 line) and/or on Board 38 north of the "path" running from 38R6-GG6 (see SSRs 2 and 3): {SAN: 4}

 6	 8	 2				 2	 2	 2	 2	 2	 12
---	---	---	--	--	--	---	--	---	---	---	--

 12	 2	 12	
---	--	---	---

  Company-sized infantry element and armor, 1 BEP enter along north edge; some support may be expected from the south.

### SPECIAL RULES:

- EC are Moist with no wind at start. PTO is in effect (including Light Jungle). MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. Kindling is NA. The stream is shallow. Are Orchards are Light Woods (DBP1). All Brush is Brush. The Pond hexes are Fordable (B21.41). Rice Paddies are Irrigated (G8.2). Road 38Y10-Z5-Y1-47I1-H8-I10 exists. The bridge in 47H6 is wooden. Place overlays as follows: RP1 on 38EE3; RP3 on 47C1/38EE1; RP5 on 38CC2/CC1; RP4 on 38U6/V5; and RP2 on 38X4/Y4.
- The Vietminh have Level A Booby Trap capability (B28.9).
- The Vietminh Player may use HIP for ≤ 3 squad-equivalents (in addition to their normal capability).

# MM21db(Fr)

# Asphyxiation: Dominique 3

Scenario Design: Paul Works

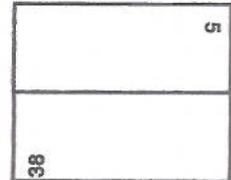


**Dominique 3, Dien Bien Phu, Indochina, 30 March 1954.** Rain fell throughout most of the night on 29 March and into 30 March; but, the day was relatively calm - providing a sense of respite to the French. At 1800, a murderous Vietminh artillery barrage began to fall on Dominique, Elaine, and the Dien Bien Phu headquarters area. Two Communist divisions (312 and 316) attacked "Five Hills" of the Dominique and Elaine positions from the east. On Dominique 1 (D1), a company of the 5th BPVN and 3/3 RTA (Algerian Rifles) held off forces ten times their number and fought to the last man; but, by 2150 D1 had fallen. On D2, by 1900 the Algerians holding the position had broken and were running back toward D3. The entire defense of Dien Bien Phu at that point rested on holding Dominique 3. The only units positioned on the slight hill of D3 were a company of Algerians and the African artillerymen of Lt. Brunbrouck's 4th Battery, 2nd Battalion, 4th Colonial Artillery Regiment.

### BALANCE:

■ Add one MMG(a) to the 12th Company force.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The French Player receives 1VP for each 105mm ART Gun controlled at Game End (even if malfunctioned), and 1 VP if the Vietminh sustain  $\geq 45$  CVP. The side with the most VP at Game End wins.

French Sets Up First	1	2	3	4	5
Vietminh Moves First					

**12th Company, 3/3 RTA [ELR: 2] set up on Board 38 east of the Nam Yum River (SSR 1) and west of the road (see SSRs 5-8): {SAN: 3}**

9					2			5	2	80

**4th Battery, 2nd Battalion, 4th Colonial Artillery Regiment set up on/adjacent to hill Hi9:**

4	(see SSR 7)	4

**I Battery (-), North Vietnam AAA Group set up on Board 38 on/west of hexrow L (see SSR 8):**

2		2

**Two battalion-sized elements, 312th Infantry Division, one battalion attacking Dominique 3 from the north, the other battalion attacking from the east.**

### SPECIAL RULES:

- EC are Wet with no wind at start. MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. The stream (Nam Yum River) is shallow. All Woods, Swamp, and Brush are Brush. All Orchards are Open Ground Shellholes. All Huts are collapsed (G5.5). Only road 38Y10-Z5-Y1-5Y10-EE6-FF5 exists. Bridges 5Y8 and 5EE2 do not exist. Place overlays as follows: 1 on 38D2/D1; Hi9 on 38U5/V4; G4 on 38oJ5/oK6; St2 on 38O5/P4; St3 on 5Q3/Q4; Hi8 on 5U3/V2; O5 on 38BB2/AA3; and Hi1 on 5AA8.
- There is a +1 LV Hindrance (E3.1) to all fire due to the approaching darkness.
- Overrun Dominique 1 Fortifications:** Place Trenches on 5S3, oT3, oT5, oU3, oV5, oV6, and oX5; place Shellholes on 5cS4, oT4, oU4, oU5, oV2, oW4, oW5, oX4, and Y6; place a Pillbox on 5S3 (1+3+5; CA R2/S2).
- No Quarter (A20.3) is in effect.
- The M2A1 Guns' canister depletion number is as printed on the counter.

- Claymores:** The AP mine factors represent Claymore Mines. Must set up in brush/shellhole/gully/kunai terrain in 5 contiguous hexes on either Board 38 and/or in hexes with a coordinate  $\geq 8$  on Board 5. These mines do not detonate in the normal manner, will only be detected if their Location is searched, and may only be cleared if Known and with a Clearance DRM (B24.7) of -2. The French Player may detonate the Claymore string of mines in any fire phase (including Defensive First Fire) provided there is a Good Order French Leader with LOS to at least one Minefield hex that also contains a Known Enemy unit. ALL units (whether moving or not) in ALL five hexes containing the mines will be simultaneously attacked on the IFT with 16 FP (in each hex). A different DR is used to resolve this attack in each hex. The mines are then removed, leaving '4' residual FP in each hex (if applicable).
- The 9-2 leader in the 4th Colonial Battery OB can only use his leadership modifier for morale purposes. He is treated as an Allied leader (A10.7) for other French units [EXC: French crews].
- The M51 AA Guns must set up HIP.

# MM21db(VM) Asphyxiation: Dominique 3

Scenario Design: Paul Works

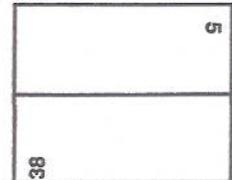


**Dominique 3, Dien Bien Phu, Indochina, 30 March 1954.** Rain fell throughout most of the night on 29 March and into 30 March; but, the day was relatively calm - providing a sense of respite to the French. At 1800, a murderous Vietminh artillery barrage began to fall on Dominique, Elaine, and the Dien Bien Phu headquarters area. Two Communist divisions (312 and 316) attacked "Five Hills" of the Dominique and Elaine positions from the east. On Dominique 1 (D1), a company of the 5th BPVN and 3/3 RTA (Algerian Rifles) held off forces ten times their number and fought to the last man; but, by 2150 D1 had fallen. On D2, by 1900 the Algerians holding the position had broken and were running back toward D3. The entire defense of Dien Bien Phu at that point rested on holding Dominique 3. The only units positioned on the slight hill of D3 were a company of Algerians and the African artillerymen of Lt. Brunbrouck's 4th Battery, 2nd Battalion, 4th Colonial Artillery Regiment.

## BALANCE:

■ Add one 5-3-7 Squad to the Turn 1 entry force.

## BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Vietminh Player receives 1VP for each 105mm ART Gun destroyed or controlled at Game End (even if malfunctioned), and 1 VP if the Vietminh sustain < 45 CVP. The side with the most VP at Game End wins.

French Sets Up First	1	2	3	4	5
Vietminh Moves First					

**Elements, 312th Division (from Dominique 1) [ELR: 4]** set up on Board 5 east of the Nam Yum River in hexes with a coordinate of ≤ 6 (see SSRs 3-7): {SAN: 3}

**Elements, 312th Division (from Dominique 2) [ELR: 4]** enter on Turn 1 from the east edge on/north of hex 38GG5:

**Company-sized element, 3/3 RTA and one battery of artillery set up on/around hill Hi9.**

## SPECIAL RULES:

- EC are Wet with no wind at start. MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. The stream (Nam Yum River) is shallow. All Woods, Swamp, and Brush are Brush. All Orchards are Open Ground Shellholes. All Huts are collapsed (G5.5). Only road 38Y10-Z5-Y1-5Y10-EE6-FF5 exists. Bridges 5Y8 and 5EE2 do not exist. Place overlays as follows: 1 on 38D2/D1; Hi9 on 38U5/V4; G4 on 38oJ5/oK6; S12 on 38O5/P4; S13 on 5Q3/Q4; Hi8 on 5U3/V2; O5 on 38BB2/AA3; and Hi1 on 5AA8.
- There is a +1 LV Hindrance (E3.1) to all fire due to the approaching darkness.
- Overrun Dominique 1 Fortifications:** Place Trenches on 5S3, oT3, oT5, oU3, oV5, oV6, and oX5; place Shellholes on 5oS4, oT4, oU4, oU5, oV2, oW4, oW5, oX4, and Y6; place a Pillbox on 5S3 (1+3+5; CA R2/S2).
- No Quarter (A20.3) is in effect.
- Vietminh units may not move west of the Nam Yum River (SSR 1).
- The Vietminh have one module of 75mm OBA (HE only), of only one

- (cont.) successful Fire Mission**, that is directed by an Offboard Observer (C1.63) located at level 4 on any Board 5 north or east map edge hex. This Fire Mission has automatic Battery Access (C1.21) (remove one black chit from the draw pile).
- Algerian Running Dogs:** After all setup, the Vietminh Player may place four broken and DM French 4-3-6 Green Squads, ≥ 4 hexes from overlay Hi9. These units must rout (they may not use Low Crawl) in a south/southwest direction until either in a Trench, in a hex with a friendly unit, or off the map. DM may not be removed until the unit is in a Trench or in a hex with a French leader. Each of these units will cause a NMC to the first friendly stack of units whose hex it enters. This 'Panic' MC is modified by subtracting the TEM of the occupied hex. The unit which caused the panic thereafter routs and rallies normally.

# MM22db(Fr)

# Frustration: Huguette 7

Scenario Design: Mike Reed

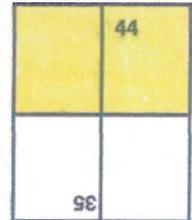


**Huguette 7, Dien Bien Phu, Indochina, 2 April 1954.** Huguette 7 (H7), on the northwest perimeter of the main Dien Bien Phu complex, was formally known as Anne-Marie 4. It was renamed on 17 March when it was consolidated with the other Huguette positions. At 2200 on 1 April the Vietminh 312nd Division renewed its attack on H7. Its original star-shaped layout had long since been obliterated by artillery. By 0400 on 2 April, swarms of Vietminh infantry were inside H7. In bitter hand-to-hand fighting Lt. Spozio's mixed force of Foreign Legionnaires, Vietnamese and T'ai held out throughout the night in one of the corner bunkers against two full Vietminh battalions. An attack was ordered to recover H7. Within the hour, a French relief column of company size and three damaged tanks was dispatched.

**BALANCE:**

■ ■ Replace the 9-1 leader in Lt. Spozio's Platoon with a 9-2 leader.

**BOARD CONFIGURATION:**



(Only hexrows R-GG on Board 35 and A-P on Board 44 are in play)

**VICTORY CONDITIONS:** The French Player receives 1VP for each Strongpoint Location (SSR 2) controlled at Game End. The French Player receives 1VP if  $\geq 1$  MMC (MMC may be broken/non-Good Order) of Lt. Spozio's Platoon remains IN a Trench/Strongpoint Location of the Huguette 7 Complex (SSR 2) at Game End. The player with the most VP at Game End wins.

Vietminh Sets Up First	1	2	3	4	5	6
French Moves First						

**Lt. Spozio's Hold Out Platoon of Mixed Troops [ELR: 4] set up in hex 35Z8 (see SSR 4): {SAN: 2}**

T'ai					

**Cpt. Bizard's Composite Relief Force [ELR: 4] enter on Turn 1 along the east edge:**

3	6	3	2	2	2	3	2	3	
5-5-8 BPVN		2-3-8 BPVN							

**Sgt Boussez's Tank Platoon enter on Turn 1 along the east edge (see SSR 5):**

3	

**Battalion(-) sized force, 312th Division sets up in/around Huguette 7 Complex (see SSR 2) and in Vietminh Trenches.**

**SPECIAL RULES:**

- EC are Moist with no wind at start. MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. All Woods, Marsh, and Brush are Brush. All Huts are collapsed (G5.5). All Orchards are Shellholes. Hill 44C2 does not exist – treat all hexes as Level 0. Kindling is NA. Place overlays as follows: O1 on 35W1; O2 on 35BB4/CC5; O5 on 35Z6/Z7; O3 on 35S10/T9; O4 on 44D8/D9; B5 on 44H5/H6; B4 on 44L2/M2; B2 on 44N1/O2.
- Huguette 7 Complex:** Place Trenches in 35W6, oX6, oZ6, AA6, Y8, and Z8; place Wire in 35X7, oY6, oZ7, and Z8; place Strongpoints (MM12 DBPh 2.) in 35oY7, W6, AA6, and Z8.
- No Quarter (A20.3) is in effect.
- Units of Lt. Spozio's Platoon are Fanatic when IN a Trench or Strongpoint Location of the Huguette 7 Complex (SSR 2).
- The M-24s are badly damaged and have the following characteristics: Red-printed 6 MF, Red To Hit Numbers, no Multiple Hits ("white" ROF is NA), "ST" Turret, and are not Gyrostabilized.

# MM22db(VM)

# Frustration: Huguette 7

Scenario Design: Mike Reed

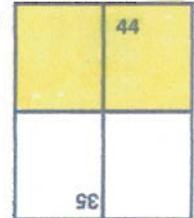


**Huguette 7, Dien Bien Phu, Indochina, 2 April 1954.** Huguette 7 (H7), on the northwest perimeter of the main Dien Bien Phu complex, was formally known as Anne-Marie 4. It was renamed on 17 March when it was consolidated with the other Huguette positions. At 2200 on 1 April the Vietminh 312nd Division renewed its attack on H7. Its original star-shaped layout had long since been obliterated by artillery. By 0400 on 2 April, swarms of Vietminh infantry were inside H7. In bitter hand-to-hand fighting Lt. Spozio's mixed force of Foreign Legionnaires, Vietnamese and T'ai held out throughout the night in one of the corner bunkers against two full Vietminh battalions. An attack was ordered to recover H7. Within the hour, a French relief column of company size and three damaged tanks was dispatched.

### BALANCE:

■ Add a DC to the At Start Infiltration force.

### BOARD CONFIGURATION:



(Only hexrows R-GG on Board 35 and A-P on Board 44 are in play)

**VICTORY CONDITIONS:** The Vietminh Player receives 1VP for each Strongpoint Location (SSR 2) controlled at Game End. The Vietminh Player receives 1VP if no MMC (including broken/non-Good Order) of Lt. Spozio's Platoon remains IN a Trench/Strongpoint Location of the Huguette 7 Complex (SSR 2) at Game End. The player with the most VP at Game End wins.

Vietminh Sets Up First	1	2	3	4	5	6
French Moves First						

**Huguette 7 Infiltration Force, 312th Division [ELR: 4] set up in any/all of the following hexes: 35W6, oX6, oZ6, and AA6 (see SSRs 4-7): {SAN: 3}**

2

4

1

1

2

2

3

**Elements of the 312th Division set up IN Vietminh Trench Lines (see SSR 7) [EXC: HIP units may set up in Concealment terrain on Board 35 with a hex coordinate of ≤ 3]:**

2

4

5

1

2

2

2

3

10

**Reinforcing elements of the 312th Division enter on/after Turn 1 IN(to) Vietminh Trench Lines (see SSR 7):**

4

4

0

1

2

2

6

**Platoon-sized element sets up in eastern-most Strongpoint of the Huguette 7 Complex (see SSR 2).**

**Company-sized elements and Armor Platoon enter from the east.**

- SPECIAL RULES:**
- EC are Moist with no wind at start. MM12 Double-Blind Special Rules are in effect. MM12 DBPh Special Rules are in effect. All Woods, Marsh, and Brush are Brush. All Huts are collapsed (G5.5). All Orchards are Shellholes. Hill 44C2 does not exist – treat all hexes as Level 0. Kindling is NA. Place overlays as follows: O1 on 35W1; O2 on 35BB4/CC5; O5 on 35Z6/Z7; O3 on 35S10/T9; O4 on 44D8/D9; B5 on 44H5/H6; B4 on 44L2/M2; B2 on 44N1/O2.
  - Huguette 7 Complex:** Place Trenches in 35W6, oX6, oZ6, AA6, Y8, and Z8; place Wire in 35X7, oY6, oZ7, and Z8; place Strongpoints (MM12 DBPH 2.) in 35oY7, W6, AA6, and Z8.
  - No Quarter (A20.3) is in effect.
  - Vietminh MMC are Fanatic when IN Trench/Strongpoint Locations of the Huguette 7 Complex (SSR 2).
  - The Vietminh Player may designate up to 20% of the initial Vietminh OB as 'Dare Death' (G18.6) Squads, in lieu of the normal 10% allotment.

- The Vietminh have one module of 75mm OBA (HE only) with Plentiful Ammunition directed by an Offboard Observer located at level 4 in any west edge board hex.
- Vietminh Trench Lines:** The following three Trench lines (i.e., a Trench is placed in each hex) exist from the west edge of the board: 35U1/U2/U3/V3; 35AA1/AA2/AA3/Z3; 35DD5/EE5/FF3/GG4.

# MM23db(US)

# Jebel el Messeftine

Scenario Design: Paul Works

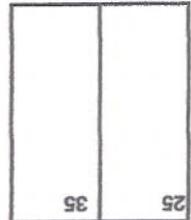


Mateur, Tunisia, 6 May 1945. Axis forces have been falling back steadily since March 1943 under pressure from the reorganized (after Kasserine) U.S. forces. In early May, the U.S. II Corps advanced in a supporting role to the main thrust by the British First Army (led by the British V Corps) vic Medjez. The 1st U.S. Armored Division was ordered to break through the German defenses east of Mateur, Tunisia north toward Ferryville and east into the Tunis plain to encircle both Bizerte and Tunis. On 3 May, Combat Command B (CCB) units from the 1st Armored Division entered Mateur. On 5 May, CCA was ordered to attack the ridgelines and hill mass straddling the Mateur-Ferryville Road just northeast of Mateur. The Jebel el Messeftine Ridgeline was held by the Manteuffel Division, an ad hoc organization formed from various Luftwaffe, Field/Replacement, and Italian units. Although ad hoc, the Manteuffel Division was composed of veteran units and would be a tough nut to crack.

### BALANCE:

★ Only two M3 Halftracks in each Company (A and B) enter without MG MA (see SSR 3).

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** 2VP are awarded to the American player for each marked Board 25 hilltop hex (hill hexes 758, 766, and 792) where no Good Order Axis units are on/adjacent at Game End. Total possible VP = 6. The Americans win if they have more VP than the Germans at Game End.

Axis Sets Up First	★ 1	★ 2	3	4	5	6	7
American Moves First							



**2nd Battalion, 6th Armored Infantry Regiment and B Company, 1st Armored Battalion [ELR:3] enter as shown below (see SSRs 2-7): (SAN: 2)**

**A Company, 2nd Battalion, 6th Armored Infantry Regiment enter on Turn 1 along west edge:**

M3 M3(MMG)



**B Company, 2nd Battalion, 6th Armored Infantry Regiment enter on Turn 1 along west edge:**

M3 M3(MMG)



**1st Platoon, B Company, 1st Armored Battalion enter on Turn 1 along west edge:**



M4A1

**Headquarters, 2nd Battalion, 6th Armored Infantry Regiment enter on/after Turn 2 along west edge:**

T30 M4 MC



**2nd Platoon, B Company, 1st Armored Battalion enter on/after Turn 2 along west edge:**



M4A1



**Battalion-sized force, Manteuffel Division sets up on Board 25.**

### SPECIAL RULES:

1. EC are Normal with no wind at start. MM12 Double-Blind Special Rules are in effect. Unless otherwise noted, Desert Terrain/Boards *is/are not* in effect. All orchards are olive groves (F13.5). Grain is in season (B15.6). Scrub (F2) is in effect. All crags and hammada are brush and inherent Terrain (B.6) brush. All gullies are wadis (F5).
2. All A Company, 2nd Battalion, 6th Armored units enter  $\geq 3$  hexes from any B Company, 2nd Battalion, 6th Armored unit.
3. Four M3 Halftracks in A Co and four M3 halftracks in B Co enter without MG MA; mark with an "AAMG Disabled" counter.

4. All Infantry must enter as PRC.
5. All U.S. vehicles enter having already expended one-half their MPs.
6. U.S. receives one module of 100+ OBA (*one* Fire Mission only) directed by an Offboard Observer (secretly recorded by U.S. player during his setup) at Level 2 in any west-edge hex. This Module has one pre-registered hex; the OBA Fire Mission must be executed as a FFE during the PFP of American Game Turn 1 (initially) against this pre-registered hex. Any second card draw (as per C1.21) is *not* required for this module/fire mission.
7. U.S. receives one module of 60mm Company Mortar OBA directed by the radio in U.S. OB. See Chapter H, U.S. Ordnance Note 1.

# MM23db(GER)

# Djebel el Messeftine

Scenario Design: Paul Works



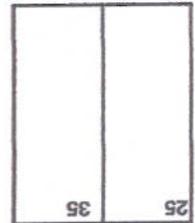
Mateur, Tunisia, 6 May 1945. Axis forces have been falling back steadily since March 1943 under pressure from the reorganized (after Kasserine) U.S. forces. In early May, the U.S. II Corps advanced in a supporting role to the main thrust by the British First Army (led by the British V Corps) vic Medjez. The 1st U.S. Armored Division was ordered to break through the German defenses east of Mateur, Tunisia north toward Ferryville and east into the Tunis plain to encircle both Bizerte and Tunis. On 3 May, Combat Command B (CCB) units from the 1st Armored Division entered Mateur. On 5 May, CCA was ordered to attack the ridgelines and hill mass straddling the Mateur-Ferryville Road just northeast of Mateur. The Djebel el Messeftine Ridgeline was held by the Manteuffel Division, an ad hoc organization formed from various Luftwaffe, Field/Replacement, and Italian units. Although ad hoc, the Manteuffel Division was composed of veteran units and would be a tough nut to crack.

**VICTORY CONDITIONS:** VP are awarded to the Axis player for each Board 25 hilltop hex (2VP for hill hex 758, 1VP for 766, and 1VP for 792) if any Good Order Axis unit is on/adjacent at Game End. The Axis player receives 1VP if he has inflicted more losses than he has sustained; this increases to 2VP if he has inflicted  $\geq$  twice the CVP than he has sustained. Total possible VP = 6. The Germans win if they have  $\geq$  VP than the Americans at Game End.

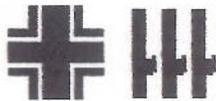
### BALANCE:

☛ Replace one MMG with an HMG and add a second ATR to the on-board German OB.

### BOARD CONFIGURATION:

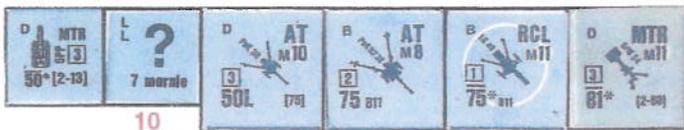
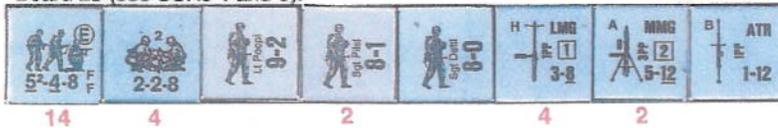


Axis Sets Up First	1	2	3	4	5	6	7
American Moves First							



Elements of Manteuffel Division set up and enter as shown below (see SSRs 1-6): {SAN: 4}

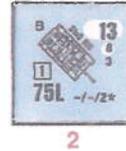
2nd Battalion, Fallschirmjäger Regiment Barenthin [ELR: 4] set up on Board 25 (see SSRs 4 and 5):



1st Platoon, A Company, 2nd Battalion, Panzer Grenadier Regiment 160 and Platoon, 15th Panzer Division [ELR: 4] enter on/after Turn 4 from east edge:



StuG Battery 90 set up on Board 25 (see SSR 5):

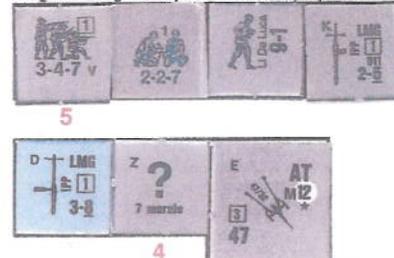


StuG III G

Emplacements set up anywhere on Board 25:



A Company, 34th Battalion, Bersaglieri Regiment 10 [ELR: 3] set up on Board 25 (see SSRs 4 and 6):



Battalion-sized elements, American mechanized infantry supported by tanks and artillery enter from west edge.

### SPECIAL RULES:

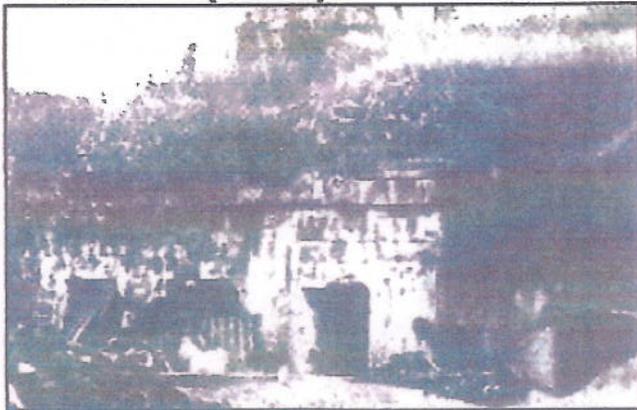
1. EC are Normal with no wind at start. MM12 Double-Blind Special Rules are in effect. Unless otherwise noted, Desert Terrain/Boards is/are not in effect. All orchards are olive groves (F13.5). Grain is in season (B15.6). Scrub (F2) is in effect. All crags and hammada are brush and Inherent Terrain (B.6) brush. All gullies are wadis (F5).  
2. All Axis units [EXC: AFVs] suffer from Ammunition Shortage (A19.131).

3. All Axis SW/Guns have a Repair Number one greater than printed.  
4. All German infantry [EXC: Gun crews] must set up  $\geq$  3 hexes from any Italian unit.  
5. Germans may use HIP for  $\leq$  4 squad-equivalents (and any leaders/SW) that set up with them) and for both StuG IIIGs.  
6. Italians may use HIP for 1 squad (and any leader/SW that set up with it).

# MM24db(POL)

# Fort IX

Scenario Design: Daniel Best and Paul Works



Warsaw, Poland, 26 September 1939. As part of the final phase of the Polish campaign, the German 10th Infantry Regiment was ordered to attack Warsaw along the Wilanow-Warsaw road. This road was protected by a century-old Polish fortification, "Fort IX," one of the ring of forts that acted as Warsaw's outer ring of defense. Fort IX was surrounded by a moat and had deep casements; the moat was crossed by a roadway bridge and another single footbridge. It was manned by approximately a battalion of Polish reserve division defenders. In order for the German advance to proceed, the fort would have to be taken. As the 10th Infantry approached Fort IX, the 88th Pioneer Battalion was attached in support. The German assault began at 0500 on 26 September.

**VICTORY CONDITIONS:** The Polish win if, at Game End, they control more Locations of Rowhouse oX21 than the Germans control (including Cellars; 10 possible Locations).

**BALANCE:**

**BOARD CONFIGURATION:**

All Polish Infantry in Rowhouse oX21 are Fanatic (A10.8).



3a	eg
----	----

Polish Sets Up First	1	2	3	4	5	6	7	8	9	10
German Moves First										

**Polish Fort IX Garrison [ELR: 2] set up north of the river (see SSRs 2 and 3): {SAN: 4}**

4-5-7 L  
**11**

4-3-7 M  
**18**

2-2-8  
**2**

9-1  
**2**

8-1  
**3**

8-0  
**2**

7-0  
**3**

6-1  
**2**

6-12  
**3**

4-11  
**6**

46\*[3-20]  
**3**

7 morale  
**25**

75  
**2**

2+5+7  
**2**

1+5+7  
**2**

**4**

8  
**8**

16  
**16**

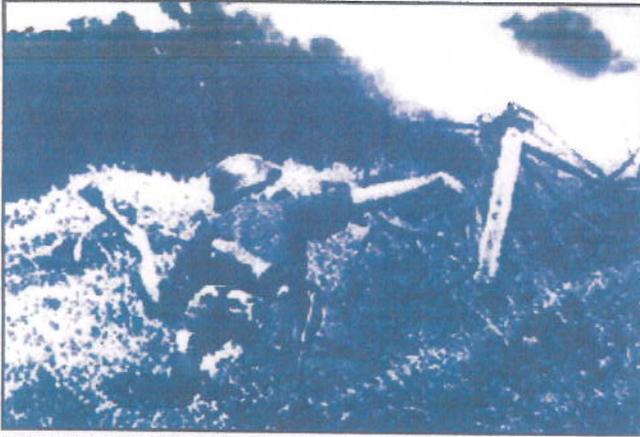
**Battalion-sized force sets up south of the river; pioneers and infantry are expected.**

- SPECIAL RULES:**
- EC are Moderate with no wind at start. MM12 Double-Blind Special Rules are in effect. The river is deep with no current. There is a two-lane stone bridge in 3aM16 and M17. No building has any upper level locations except building oX22. RB Cellar (O6) locations exist in buildings 3aoX21 and 3aL7. Place overlays as follows: Hi9 on 3aI14/H13; Hi11 on 3aN10/O11; Hi12 on 3aJ9/K9; Hi4 on 3aH9/H8; Hi5 on 6aP11/Q11(3aQ10); Hi10 on 3aN7/M7; Hi2 on 3aI5/I4; X21 on 3aM6/N6; and X22 on 3aJ8. Kindling is NA.
  - Polish First Line Squads have Assault Fire (A7.36).
  - The Polish Player may use HIP for ≤ 3 MMC (and any SW/SMC that stack with them).

# MM24db(GER)

# Fort IX

Scenario Design: Daniel Best and Paul Works



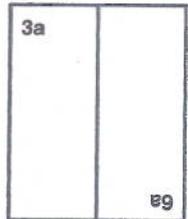
Warsaw, Poland, 26 September 1939. As part of the final phase of the Polish campaign, the German 10th Infantry Regiment was ordered to attack Warsaw along the Wilanow-Warsaw road. This road was protected by a century-old Polish fortification, "Fort IX," one of the ring of forts that acted as Warsaw's outer ring of defense. Fort IX was surrounded by a moat and had deep casements; the moat was crossed by a roadway bridge and another single footbridge. It was manned by approximately a battalion of Polish reserve division defenders. In order for the German advance to proceed, the fort would have to be taken. As the 10th Infantry approached Fort IX, the 88th Pioneer Battalion was attached in support. The German assault began at 0500 on 26 September.

**VICTORY CONDITIONS:** The Germans win if, at Game End, they control  $\geq$  Locations of Rowhouse oX21 than the Polish control (including Cellars; 10 possible Locations).

**BALANCE:**

☒ Add a third 81mm MTR (GrW 34) and a fifth 2-2-8 crew to the German OB.

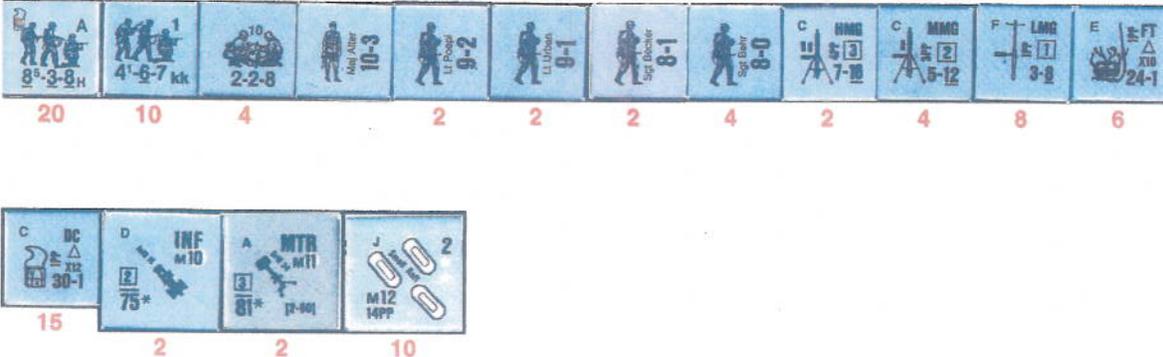
**BOARD CONFIGURATION:**



Vietminh Sets Up First	1	2	3	4	5	6	7	8	9	10
French Moves First										



Elements of German Infantry Regiment 10 and Pioneer Battalion 88 [ELR: 5] set up south of the river (see SSRs 2-4): {SAN: 2}



Battalion-sized garrison element sets up north of the river; extensive automatic weapon support is expected, but the garrison will likely have low morale.

**SPECIAL RULES:**

1. EC are Moderate with no wind at start. MM12 Double-Blind Special Rules are in effect. The river is deep with no current. There is a two-lane stone bridge in 3aM16 and M17. No building has any upper level locations except building oX22. RB Cellar (O6) locations exist in buildings 3aoX21 and 3aL7. Place overlays as follows: Hi9 on 3aI14/H13; Hi11 on 3aN10/O11; Hi12 on 3aJ9/K9; Hi4 on 3aH9/H8; Hi5 on 6aP11/Q11(3aQ10); Hi10 on 3aN7/M7; Hi2 on 3aI5/I4; X21 on 3aM6/N6; and X22 on 3aJ8. Kindling is NA.
2. German 8-3-8 Squads (and their HS) are Assault Engineers (H1.22) and Sappers (H1.23).
3. The Germans may not declare No Quarter.
4. The Germans receive one Module of 81mm Battalion Mortar OBA (HE and Smoke) with Plentiful Ammunition (C1.211) directed by an Offboard Observer (C1.63) at level 3 on any board edge.