

March Madness Movie Pack

ASL Goes to the Movies

March Madness
14-16 March 2008

WEEKEND at the Movies

ASL March Madness Film Festival
Starring the Kansas City Irregulars

Sahara	11 Nov 1943	The Dirty Dozen	15 Jun 1967
The Fighting Seabees	10 Mar 1944	Kelly's Heroes	23 Jun 1970
The Glory Brigade	20 May 1953	The Winter War (Talvisota)	30 Nov 1989
The Bridge on the River Kwai	2 Oct 1957	Days of Glory (Indigenes)	27 Sep 2006
The Battle of the Bulge	16 Dec 1965		

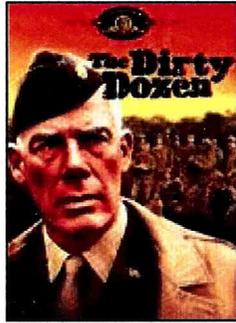
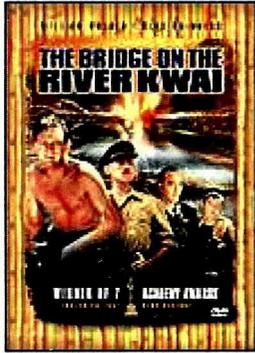
Drive-In

March 14-16, 2008

Produced by the Kansas City Irregular ASL Club

March Madness 08 Movie Pack

Scenarios



MMMP1 Dirty Dozen

Rennes, France, 5 June 1944. Based on the events portrayed in the movie "The Dirty Dozen"(1967).

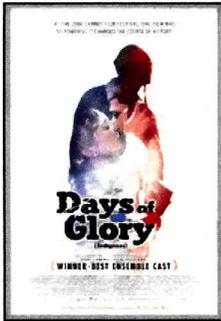
MMMP2 The Bridge over the River Kwai

Along Kwai River, May 1943. Based on the events portrayed in the movie "The Bridge over the River Kwai" (1957).



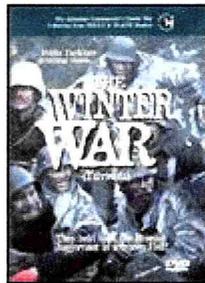
MMMP3 Kelly's Heroes

Claremont, France (vic Nancy), September 1944. Based on the events portrayed in the movie "Kelly's Heroes" (1970).



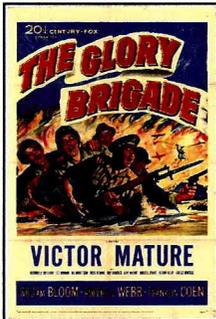
MMMP4 Days of Glory (Indigenes)

Alsace, France, January 1945. Based on the events portrayed in the movie "Days of Glory" (2006).



MMMP5 Winter War (Talvisota)

Vicinity Lake Lagoda, Finland, December 1939. Based on the events portrayed in the movie "Winter War" (1989).



MMMP6 The Glory Brigade

Korea, March, 1951. Based on the events portrayed in the movie "The Glory Brigade" (1953).



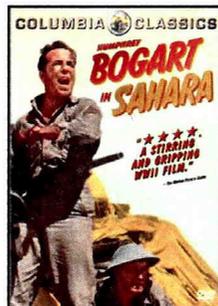
MMMP7 The Battle of the Bulge

Ardennes, December, 1945. Based on the events portrayed in the movie "Battle of the Bulge" (1965).



MMMP8 The Fighting Seabees

Island X371, The Pacific Ocean, 1944. Based on the events portrayed in the movie "The Fighting Seabees" (1944).



MMMP9 Sahara

Libya, June, 1942. Based on the events portrayed in the movie "Sahara" (1943).

March Madness Movie Pack 2008

Credits and Designer Notes

These scenarios feature some of our favorite World War II movies made into ASL scenarios. Some of these films were released as serious drama (mostly foreign films), some released as comedies, some were made for propaganda value - but all were good action films. We made them into scenarios to have some fun re-creating the movie action, even if not all of them match history.

Have you ever done a human wave with German troops? Not in historical ASL...but in movie ASL it can happen! When have you ever had 12 hero counters on the board simultaneously in ASL?...well in movie ASL you can have that! In ASL the rules for trains are under development...in movie ASL we give you a chance to blow up a bridge while a train is crossing! Do you want to see six tiger tanks take on 13 infantrymen and...lose? Well then the March Madness Movie Pack is for you! Here is a closer look at our nine outstanding scenarios:

MMMP 1 The Dirty Dozen

Study the hero rules for this scenario because The U.S. only has 12 heroes to take out a chateau full of Germans. Make that 11 because the scenario starts with one of the heroes going berserk (that crazy Maggot)!

MMMP 2 The Bridge Over the River Kwai

One set DC and one MTR seems plenty to stop just one slow moving train. The key to this scenario is convoy rules and HtH CC! Both sides can win immediately in this scenario so get ready for some fun!

MMMP 3 Kelly's Heroes

One Sherman versus three Tigers - Good Luck. The U.S. player has to learn to destroy tiger tanks in this scenario, and if you can't do that you can always check to see, maybe the German's a Republican!

MMMP 4 Days of Glory

This battle has a handful of Algerians holding out against a German assault. This scenario teaches the basics of infantry combat and is a good transition scenario between ASLSK and ASL (movie ASL that is)!

MMMP 5 Winter War

This scenario has it all, hoards of Russians attacking with tanks, artillery and planes against Finns. Poor Russians, don't stand a chance...or do they?

MMMP 6 The Glory Brigade

Ahhh, nothing like Korean War era propaganda, just like WWII Pacific propaganda only better. Watch the Greeks and Americans take out the commie trash.

MMMP 7 The Battle of the Bulge

The German's have six King Tiger tanks... can they take a hill from 12 and-a-half Americans? The Tiger has 26 inches of frontal armor... the Americans have gasoline... pure leaded gasoline! This ain't your average cake walk!

MMMP 8 The Fighting Seabees

The Japanese outnumber the U.S. 2-to-1 and they have tanks... but the Americans have bulldozers and the dreaded American ingenuity! See bulldozers plow tanks off the roads, if John Wayne can do it... you can too!

MMMP 9 Sahara

U.S. Army Sgt Joe Gunn is determined to keep the Germans from the last water in the desert. Why would the Germans attack with some complicated flanking maneuver when they can launch a human wave! Study those human wave rules because you are not going to see Germans do this in any other scenario.

March Madness Development Team: Paul Works, Tom Meier, Dan Best

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T-Shirt and Logo Design: Mendy Smith

Thanks to Rodney Kinney for VASL images and Melanie Meier for Movie Images

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Proofreaders: Sean Deller, Will Riley

MMMP1

The Dirty Dozen

Scenario Design: Rick Reinesch
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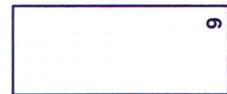
Rennes, France, 5 June 1944. Based on the events portrayed in the movie "The Dirty Dozen" (1967). In preparation for D-Day, Major John Reisman is ordered to train and lead a team of a dozen special prisoners on a suicide mission behind enemy lines. The target is a large chateau near Rennes, in Brittany, which is used as a retreat for senior Wehrmacht officers. The day of the invasion, Maj. Reisman's commando team is to parachute in, kill any officers present, and destroy the chateau, in an effort to disrupt the Wehrmacht chain of command against the D-Day invasion. The team successfully parachutes into France, losing one of their number in the drop. They approach the chateau gate in German uniform, shooting (with silenced pistols) and knifing the guards, commando-style. Joseph Wladislaw and Maj. Reisman enter the chateau as guests, register and go to their room, where they let in several others of the team. The remainder of the team are positioned to interdict any German reinforcements.

VICTORY CONDITIONS: The Americans win by: a) destroying all hexes of the chateau (building N4; by Rubbling, by Blaze, and/or by SSR 2), and b) by exiting ≥ 2 SMC from any road hex west of the stream.

BALANCE:

- ★ Add an MMG to US Group 4.
- ☒ Increase the German SAN to 7.

BOARD CONFIGURATION:



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

Elements of the Wehrmacht [ELR:2] set up in the chateau, building N4 (see SSR 3): {SAN: 6}

2-3-7

2

Reinforcements enter Turn 1 at GG5 (see SSR 3):

4-4-7	2-3-7	7-0	LMG	Kfz1	Opel 6700
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3

Motor Transport sets up Abandoned (D5.4) in hex Q3:

SdKfz7

Reinforcement enters Turn 3 at Y10 (see SSR 3):

Kfz1
-/-/3

Special Prisoner Team [ELR: 5] aka "The Dirty Dozen" set up in Groups as indicated (see SSRs 4-6): {SAN: 0}

Group 1. Set up in building N4, but not in a German-occupied Location (see SSR 6):

1-4-9	10-2 Hero
-------	--------------

5

Group 2. Set up outside of, and ≤ 2 hexes from, Building N4.

1-4-9	8-0	DC
-------	-----	----

2 **2**

Group 3. Set up HIP west of, and ≤ 2 hexes from, the stream.

1-4-9	MMG
-------	-----

2

Group 4. Set up HIP ≤ 2 hexes from X8 (see SSR 4).

1-4-9	HMG .50cal	DC
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2

SPECIAL RULES:

1. EC are Moderate with no wind at start. Place Overlays as follows: **Wd5** on Z7-AA7; **St2** on Q5-R4; **X8** on R5. Overlay X8 is considered a Marketplace (B23.73). Place a stone bridge in oQ6.
2. Hex O4 (only) contains a -1 Level Location (the chateau's underground/basement air raid shelter). O4 Level 0 is the only Location that has movement (stairwell) access and LOS to/from this Level -1 Location. Hex P3 contains air-vent (non-movement/non-LOS) access to the air raid shelter. If either O4 Level -1 or P3 has a Set DC successfully *detonated* in it, both the air raid shelter and all hexes of the chateau are destroyed (rubbled); additionally, any units adjacent to the chateau at the instant of detonation are also eliminated.
3. Germans are Lax. Turn 1 reinforcements enter in Convoy (E11) having expended $\frac{1}{2}$ of their MP allotment. Turn 3 reinforcement enters having expended $\frac{3}{4}$ of its MP.
4. During Setup, American Group 4 may place its DC as a HIP Set DC (A23.7) in any Location ≤ 6 hexes from, and within LOS of, its starting position. Either Group 4 hero may detonate the Set DC.

5. No Quarter (A20.3) is in effect for the Americans. Americans (including the SSR6 hero) may initiate Hand-to-Hand CC (J2.31).
6. At the start of the PFPh of American Turn 1, the American player randomly selects one (only) non-leader hero in building N4 (replace with AJ Maggot hero counter, if available). The AJ Maggot hero functions as if Berserk (A15.4), but may never lose Berserk status, A15.2 is NA. The German Player directs the actions of the AJ Maggot hero, but all fire/move actions by this hero must occur at the beginning of each American Player Turn Phase, as appropriate.

AFTERMATH: The plan goes awry when AJ Maggot turns on the other members of the assault team. Maggot's gunfire alerts the Germans to the attack. Panic ensues, and is aggravated by Glenn Gilpin's exploding the rooftop radio-telephone antenna, killing himself in the process. The German officers flee to an underground bomb shelter, where Wladislaw and Maj. Reisman lock them in. Resorting to plan-B, the assault team seeds the shelter's air vents with hand grenades, then pour gasoline down the vent shafts; Robert T. Jefferson is assigned to run to each vent, drop in a live grenade, and escape. The German officers were killed and the chateau destroyed in the ensuing explosion. Meanwhile, most of the Dirty Dozen were killed by sniper fire and German soldiers counter-attacking from the main road. Fighting their way out, Maj. Reisman, Wladislaw, and Sgt. Bowren escape in a German half-track to the coast, where they are evacuated back to England.

MMMP2

The Bridge over the River Kwai

Scenario Design: Dan Best
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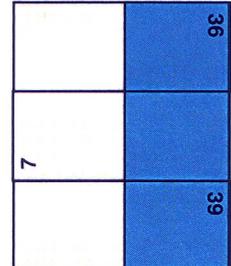


Along Kwai River, Burma, May 1943. Based on the events portrayed in the movie "The Bridge over the River Kwai" (1957). During the course of the WWII Japanese occupation of Burma they expended huge efforts in laying down railroads through the heavily forested, mountainous terrain. The Kwai River, in southern Burma, provided a significant obstacle in the path of the planned railroad. The fall of Singapore provided the Japanese with huge numbers of British soldier laborers for this project. The horrendous conditions and austere treatment of the Japanese caused the death of many prisoners. British Col. Nicholson and his battalion were assigned as prisoner replacements for the losses. At first the British hampered the Japanese construction by slow and shoddy work. Col. Nicholson forced the Japanese to improve conditions while in return the bridge was worked adequately. The British High Command sent a commando force to destroy the bridge. The commando unit timed the attack as the first train was crossing.

VICTORY CONDITIONS: The British win immediately if any hex of the bridge is destroyed or has a Blaze. The Japanese win immediately if the train exits the board. Anything else is a Japanese victory.

BALANCE: BOARD CONFIGURATION:

- ★ Attacker. Replace British 51mm MTR with a US M19 60mm MTR.
- Replace one Bridge Guard Detachment HS with a 2nd-Line Squad.



Only hexrows A-P on Boards 36 and 39 and hexrows R-GG on Board 7 are playable.

Japanese Sets Up First	1	2 ●	3	4	5	6
Allied Moves First						

Japanese Prison Garrison, POW Camp 16 [ELR: 2] set up as indicated (see SSRs 4-7); no unit may set up Concealed or HIP: {SAN: 3}

Prisoner Guard Detachment sets up south of the river on/adjacent to a road hex and with no more than 1 MMC per hex; each unit may possess ≤ 1 Prisoner squad:

1-3-7	8+1	8-0	Prisoner Squad
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12 **10**

The Colonels set up in hex 7EE8 (see SSRs 4 and 5):

8+1	UK SMC (6+1) Prisoner
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Bridge Guard Detachment set up north of the river on/adjacent to a road hex and within three hexes of a bridge hex; one MMC w/LMG must set up on the bridge:

2-3-7	LMG
-------	-----

3

The Train enters Turn 2 on 39P9 (see SSR 7):

Type 1 HO-KI	Type 94 Truck
--------------	---------------

5

British Force 316 [ELR:5] set up as indicated (see SSRs 2-5): {SAN: 4}

HQ and Support set up HIP north of the river:

1-2-7 Partisan	9-2 UK Hero Wounded	1-4-9 Partisan	1-4-9 American	51* MTR OML 2-in. 4PP
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2

Johnson set up Concealed in 7EE8 (see SSR 4):

1-4-9	DC Plunger SW
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SPECIAL RULES:

1. EC are Dry with no wind at start. PTO Terrain is in effect, including Light Jungle (G2.1). The river is shallow with a fast current flowing to the east. All Marsh is Crag and at Level -1. Only road 7R2-7Y1-39I9-39P9 exists and is considered both a road and railroad. No buildings exist. There is a wooden bridge spanning 7AA6 to 7AA8; the Kindling/Spread #'s for the bridge are the same as for a wooden building.
2. British Force 316 units may initiate Hand-to-Hand CC (J2.31). Allied troop restrictions (A10.7) and Non-Qualified use penalties (A21.13) do not apply.
3. There is a British Set DC in hex 7AA7 at level -1; "control" of this DC (for purposes of detonation only) is determined by possession of the Plunger SW marker, which cannot be moved from hex 7EE8. The British hero Johnson begins the game in possession of the Plunger. Plunger SW possession is handled as if it were a 1PP SW but it cannot be eliminated. All other Set DC (A23.7) rules apply normally.
4. All units starting in hex 7EE8 begin the game with a CC counter and may not take any action other than CC in the first Player Turn.
5. The At Start UK SMC prisoner may not attempt Escape (A20.55). Should this SMC lose prisoner status, the Japanese player makes a dr

5. (cont.) to determine control of this SMC at the start of *each* RPh. A dr of 1-4 indicates continued Japanese control of the unarmed prisoner. A dr of 5-6 indicates a permanent change to British control - replace with a British 7-0 leader.
6. All Japanese are Lax.
7. The Train: A train, represented by Japanese trucks, enters on Turn 2. The first/lead vehicle (representing the locomotive) must be the Type 1 HO-KI armored truck. The train uses Convoy Movement (E11), enters on road hex 39P9 and exits from hex 7R2. Should any component of the train become Immobilized or destroyed, all train components become immobilized for the remainder of the scenario. The Japanese player must secretly record one truck [EXC: the Type 1 HO-KI] as an ammo vehicle (E10; specifically E10.4-.5).

AFTERMATH: Col. Nicholson and the Japanese commander, Col Saito, were finishing the last inspection as the train approached when Col. Nicholson noticed the detonator wire. As they approached the plunger's position, commando Johnson attacked Col. Saito. Col. Nicholson attacked Johnson and called for help. As the commandoes fought the Japanese Guards running to help, Col. Nicholson finally realized the situation, was mortally wounded by mortar fire, and staggered to the detonator. As he died, he fell on the detonator, destroying the bridge just as the train crossed.

MMMP3

Kelly's Heroes

Scenario Design: Paul Works
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Claremont, France (vic Nancy), September 1944. Having learned of a cache of gold bars stored in the Claremont bank some 25 miles behind German lines, one platoon(-) of the Recon Company, 320th Infantry Regiment, 35th Infantry Division (led by platoon sergeant "Big Joe" and operational mastermind Private Kelly) decides to "liberate" these assets before the Germans can remove them and, just as critically, before the rest of the US Army has a chance to arrive. Arranging support from a Sherman platoon from the 321st Tank Battalion (led by Sergeant "Odd Ball"), a mortar battery, and an engineer battalion (the latter additionally supported by the regimental Grave Diggers Registration Unit), the U.S. unit makes its way through German lines to the outskirts of Claremont (being heavily attrited in the process). A recon of the village provides key intelligence on the gold shipment's escort of infantry and three Tiger tanks. Kelly and the others quickly develop an assault plan. Masking the Sherman's approach using the noise from the Tigers' engines and the ringing of the Claremont church bell, Kelly's Heroes prepare to do the impossible.

VICTORY CONDITIONS: CVP are awarded normally. In addition, Control of the Bank ground level (VP) Location (in K9) is worth 14 CVP at game end [EXC: see SSR 9]; precluding US Control of the Bank VP Location, the German player is considered to control the Bank VP Location at game end only if there is a Good Order German unit in a Village Green hex at that time - otherwise, the Bank VP Location is considered uncontrolled. The side with the most CVP at game end wins; US wins ties.

BALANCE:

★ Add one 3-4-7 HS to the US OB.

✚ Add one 2-4-7 HS to the German OB (this HS can set up anywhere on the map) and exchange the 8-0 German leader for a 9-1.

BOARD CONFIGURATION:



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

✚	Claremont Garrison [ELR: 3] set up as indicated (see SSRs 2-4): {SAN: 2}	Bank Guards set up in Bank Rooftop Location.	Support vehicles set up as indicated (see SSR 3): hex O8 hex M9	SS Armor sets up as follows (see SSR 4): one in H9 with VCA/TCA H8/I9; one in I8, with VCA/TCA J8/J9; one in J9, with VCA/TCA K9/K10.																				
	Infantry Escort set up in the Barracks (L8, M8):																							
	<table border="1"> <tr> <td>2-4-7</td> <td>4-6-7.</td> <td>8-0</td> <td>7-0</td> </tr> <tr> <td>3</td> <td></td> <td>2</td> <td></td> </tr> </table>	2-4-7	4-6-7.	8-0	7-0	3		2		<table border="1"> <tr> <td>2-4-7</td> <td>LMG</td> </tr> <tr> <td>2</td> <td>2</td> </tr> </table>	2-4-7	LMG	2	2	<table border="1"> <tr> <td>Opel Blitz</td> <td>Kübelwagen</td> </tr> <tr> <td>3</td> <td></td> </tr> </table>	Opel Blitz	Kübelwagen	3		<table border="1"> <tr> <td>9-1 Armor Leader</td> <td>PzKpfw VIE</td> </tr> <tr> <td></td> <td>3</td> </tr> </table>	9-1 Armor Leader	PzKpfw VIE		3
2-4-7	4-6-7.	8-0	7-0																					
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	3																							

★	Big Joe's Platoon [ELR: 5] set up anywhere on the map [EXC: not in a German occupied Location] (see SSRs 5-9): {SAN: 0}	Gurkowski sets up in the Bell Tower at Level 5 (see SSR6):	Odd Ball's Sherman sets up concealed in any building hex (see SSR 7):														
	<table border="1"> <tr> <td>3-4-7</td> <td>9-1 Hero</td> <td>1-4-9 Hero</td> <td>MMG</td> <td>LMG</td> <td>DC</td> </tr> <tr> <td>3</td> <td>2</td> <td>2</td> <td></td> <td></td> <td></td> </tr> </table>	3-4-7	9-1 Hero	1-4-9 Hero	MMG	LMG	DC	3	2	2				<table border="1"> <tr> <td>1-8-9 Hero</td> </tr> </table>	1-8-9 Hero	<table border="1"> <tr> <td>9-1 Armor Leader</td> <td>M4A3(76)W</td> </tr> </table>	9-1 Armor Leader
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3	2	2															
1-8-9 Hero																	
9-1 Armor Leader	M4A3(76)W																

SPECIAL RULES:

- EC are Moderate with no wind at start. KH Special Terrain Rules are in Effect (MM08 Kelly's Heroes).
- All German Infantry are considered LAX. No German concealment counters may be placed At Start. The German controls the Bank (K9) at start [EXC: see VC].
- The German trucks and Kübelwagen start the game Abandoned.
- One (only) German Tiger, randomly selected after US setup, starts the game with a +1 stun marker. No German tank may attack or move during Game Turn 1 [EXC: they may change VCA/TCA as otherwise allowed and may attack in CC].
- All US Infantry are considered Stealthy. The US may use HIP for all its At Start Infantry and any SW that set up with them.
- The US 1-8-9 Hero receives a -3 IFT DRM (vice the normal -1 Heroic IFT DRM) when attacking using its Inherent FP and not as part of a FG; other attacks by this Hero use normal Hero rules (A15.2).
- The US M4A3(76)W's MP are considered to be printed in Red; additionally, Reverse Movement by this tank costs only double MP (vice quadruple). The M4A3 is considered to be equipped with a Gyrostabilizer (D11.1). The M4A3's ROF is considered to be printed on a white background (US Vehicle Note R); however, when firing the M4A3's MA, any To Hit DR resulting in double threes or double fives (3-3 or 5-5), *only*, produces one normal gun round and one paint round (considered a Dud; but color *can* be chosen by the US Player) - as a result, in these instances only one TK DR is made (instead of two as normally allowed). When outside the tank, the crew is represented by a 2-2-8 USMC crew. The M4A3 may Boresight one hex during US Setup.

- The US Player may Set (A23.7) the DC in any Location during Initial Setup [EXC: not in the Bank hex (K9) or in a hex containing an AFV]; if set, it receives an additional +1 to the B24.11 hex collapse dr.
- Should the US Player destroy/capture at least 2 of the 3 Tigers, that Player may make a one-time "bargain" attempt with the German Player. This attempt must be made during the US RPh and ends the Game at that point; no CVP are awarded to either Player for control of the Bank VP Location; instead, additional CVP are awarded as follows: the US Player makes a DR, modified by the Leadership modifiers of all remaining US Infantry/Armor leaders. This DR is additionally modified in a reverse fashion by the leadership modifiers of all remaining German leaders (i.e., a 9-1 leader produces a +1 DRM). The US Player receives CVP as follows = 3x(10 - final DR). The German Player also receives CVP based on the US DR as follows = 3x(final DR - 3).

AFTERMATH: Kelly leads Odd Ball's Sherman to a partially-rubbed building near the village square. The M4A3's first shot hits a "Mark VI" directly in the rear, destroying it. Crew members from a second Tiger crew are attrited by the platoon sniper (Private Gurkowski) placed in the Church bell tower. This same sniper eliminates all over-watching German troops. The remaining German infantry are taken out by the various elements of the US platoon. The Tiger with the attrited crew takes off after Odd Ball's tank, but gets caught in a narrow alley where it cannot turn its turret and it too is destroyed by a rear-shot from the Sherman. The last Tiger buttons up and after a brief, fruitless search for the Sherman (which has broken down on the edge of Claremont), parks in the village square and begins engaging any Americans who get within LOS. The US unit's "financier" suggests a bold plan. Kelly, Big Joe, and Odd Ball walk into the open and down a main street up to the lone remaining Tiger. The Tiger commander exits and Kelly explains that his crew can either wait for the US Army to arrive, or they can share equally in what lies behind the Bank's fortified doors. Seconds later an 88mm round punches a hole in the bank door - and they all become a lot richer.

MM08. KELLY'S HEROES SPECIAL TERRAIN RULES

1. Buildings
2. Other Structures
3. Terrain

MM08.1 KELLY'S HEROES (KH) TERRAIN: These special terrain rules apply to ASL scenarios that take place on March Madness Mapboard MM1, comprising the village of Claremont, France. The various rules in Chapters A-J apply unless specifically stated otherwise.

1. BUILDINGS

1.1 THE BANK: Hex K9 contains the Claremont Bank. It contains a ground level Location and a Rooftop Location. The ground level Bank Location is a Fortified Building (B23.9). No player may set up units in, or enter, the ground level Location except via a Breach. A Breach may be placed normally in accordance with B23.9221, or by any non-malfunction, MA TH DR (the Breach counter is placed on the hexside crossed by the LOS). The Bank's Rooftop (B23.8) Location can only be accessed by an inherent stairwell *outside* the Fortified Bank building Location on the east side; the Rooftop has a +1 TEM to all fire.

1.2 THE CHURCH: Hexes I11 and I12 contain the Claremont Church. The Church contains only ground level Locations, but is a three level obstacle to LOS.

1.3 THE BELL TOWER: Hex J11 contains the Bell Tower. The Bell Tower is considered a Steeple (B31.2) [EXC: its Steeple Location is at level five, with no intermediate level locations; movement to/from this Steeple Location costs 2 MF].

1.4 THE BARRACKS: Hexes L8 and M8 contain the German Barracks building in Claremont. No exits existed on the west side of this building; therefore, units may only exit/enter this building from M8. This is signified by the thick, black lines on the building depiction in L8.

1.5 THE MARKET: Hex J7 contains a Marketplace (B23.73) [EXC: the ground level of the Market provides a +1 TEM and is considered a Hindrance for fire traced through it].

2. OTHER STRUCTURES

2.1 THE MONUMENT: Hex I9 contains the Claremont village Monument. The Monument provides a +1 TEM and is considered a Hindrance to LOS traced through the Monument terrain depiction.

2.2 THE VILLAGE GREEN: Hexes I9, J8, J9, and bypass on the west side of the Bank (K9) contain the Village Green (signified by the light green terrain coloring). The Village Green has no effect on play [EXC: MMMP3 VC].

2.3 THE VILLAGE WELLS: Hex I8 contains the village wells and their surrounding low wall. The well wall is considered a Non-Hexside Wall (3.4) [EXC: it provides only +1 hexside TEM and vehicles may never be Hull Down while inside the terrain]. Units may enter this

hex via bypass using the Narrow Streets (3.1 and 3.43), via the normal road on the south side of the well structure, or into the well terrain structure itself. The only vehicles that may enter the well terrain structure are AFVs; those doing so must expend an additional 2 MP and take a Bog Check with a +2 DRM.

3. TERRAIN

3.1 CLAREMONT VILLAGE TERRAIN: Narrow Streets are in effect (B31.1); see also 3.41.

3.2 GUTTED BUILDINGS: Several buildings in Claremont had suffered combat damage; these buildings are considered Gutted Buildings (V7) [EXC: all KH Gutted Buildings contain only ground level Location(s)] and are identified by their artwork (e.g., G5).

3.3 VEHICLE-IMPASSABLE: Several hexsides (and one cross-hexside between two buildings) contained high ledges and are considered impassable to vehicles. Infantry crossing/bypassing these must expend one additional MF. These hexsides are depicted by thick, dotted lines.

EX: Vehicles may not bypass along the K10 and L9 hexside.

3.4 NON-HEXSIDE WALLS AND HEDGES: Several locations on the map contain walls and hedges that do not lie directly along hexsides (e.g., F9). Except as noted, these walls and hedges are treated per existing rules (B9).

3.41 LOS: Non-hexside walls and hedges create LOS obstacles only if the LOS is traced through the actual wall or hedge terrain depiction; they otherwise follow B9.2. Hexsides only partially "covered" by a wall or hedge are treated identically per B9.2 and B9.3.

EX: An infantry target in O8 being fired on by a squad in N6 is entitled to a +2 TEM.

3.42 MOVEMENT: Non-hexside walls/hedges affect non-bypass movement only if a LOS check (made freely before movement) made from the *center* of the hex moved from to the *center* of the hex moved into crosses the wall/hedge terrain depiction.

EX: An infantry unit in N7 moving to M8 must expend an additional MF.

3.43 BYPASS: Bypass MF/MP costs are increased normally (B9.4) if the bypass path crosses a wall or hedge. EX: An infantry unit in P7 bypassing the north side of the building in P8 to enter O9 must pay an additional MF.

3.44 NARROW STREETS: Walls and Hedges that are offset (e.g., F4) to allow hexside roads create a Narrow Street (3.1).

3.45 WALL ADVANTAGE: Wall Advantage may be gained over non-hexside walls and hedges only by units who would, if using non-bypass movement, be required to expend an additional MF crossing that wall/hedge (see 3.42).

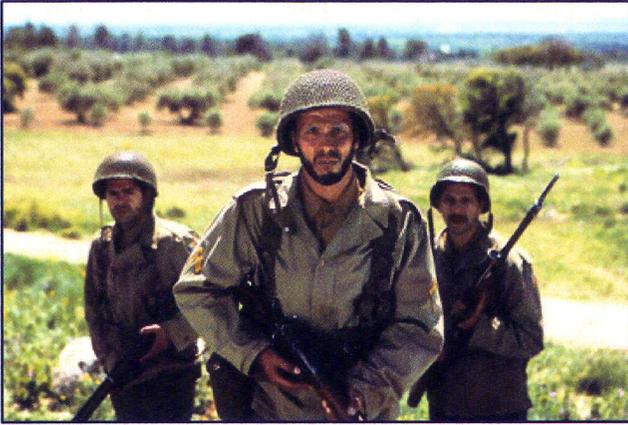
3.5 MULTI-STRUCTURE, MULTI-LEVEL BUILDINGS: Several hexes contain multiple buildings where only one is marked with a (multi-story) stairwell symbol. All buildings within these hexes are treated as a single building for all purposes.

3.51 SECOND LEVELS: Any building with a square center dot has a Level 2 Location.

MMMP4

Days of Glory (Indigenes)

Scenario Design: Scott Lucas
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Alsace, France, January 1945. Based on the events portrayed in the movie "Days of Glory" (2006). During the early 1940's, France recruited native born soldiers (Indigenes) from its African colonies to fight against Nazi tyranny. One such unit was the 7th Algerian Regiment, which fought in Sicily, Italy, southern France, and the Vosges Mountains prior to 1945. In January 1945, a platoon of the Algerians was tasked with being the first French troops to enter Alsace since 1940. This operation was in support of the U.S. 35th Infantry Division. Although heavily discriminated against throughout the war, the Algerians' loyalty was once again called upon to capture and hold a village and bridge in Alsace until reinforcements could arrive.

VICTORY CONDITIONS: The Germans win by controlling two stone buildings at game end.

BALANCE:

-  Add a half-squad to the At Start French force.
-  Exchange any LMG for a MMG.

BOARD CONFIGURATION:



Only hexrows I-W are playable.

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



Elements of 7th Algerian Regiment, 3rd Algerian Infantry Division [ELR:3] set up/enter as indicated (see SSRs 3 and 4): {SAN: 4}

Remnants of A Company, 1st Battalion set up in any building (see SSR4):

2-3-7	8-1 Wounded	1-4-9	MMG	LMG	?
3			3		

B Company, 1st Battalion enter on Turn 3 along the west edge and/or along the south edge on/west of hexrow N:

4-5-7	8-1	8-0	6+1	MMG	LMG
8			2		



Elements of 706th Volksgrenadier Division [ELR: 2] enter along east edge as indicated (see SSRs 2 and 3): {SAN: 2}

Recon Detachment enters Turn 1, south of canal:

4-6-7	7-0	LMG
3		

Assault Platoon enters Turn 2, along the east edge:

5-4-8	8-1	8-0	PSK	LMG
6		2		

SPECIAL RULES:

1. EC are Moderate with no wind at start. The Canal is Deep with a Slow current flowing east. Footbridges (B6.44) exist in J5 and U5; J5/6 hedge and J4/J5 wall do not exist. Place a wood rubble counter in Q2.
2. Panzerfausts are NA. Any German use of the PSK incurs a -1 TH DRM.
3. French units setting up onboard start the game Fanatic (A10.8). The French leader starting onboard also begins the game Wounded (A17); however, the French player may keep the Wound/Fanatic markers offboard until that SMC/MMC loses concealment, directs fire, and/or moves.
4. French MMC have their broken side Morale Level increased by 1. French squads have Assault Fire (A7.36) capability.

AFTERMATH: Having surprised and destroyed the initial German reconnaissance group, the small Algerian force was forced back by the next wave of Germans. The Germans managed to kill all but one lone hero; using a Panzerschreck to blow the Algerians out of their buildings. As the hero faced certain death from the onslaught of Germans, the French reinforcements arrived, drove off the Germans, and held the valuable village and bridge.

MMMP5

Winter War (Talvisota)

Scenario Design: Scott Lucas
©March Madness Development Team



Vicinity Lake Lagoda, Finland, December 1939. Based on the events portrayed in the movie "Winter War" (1989). When the Russians invaded Finland in 1939, they expected to easily defeat the Finns. However, the Finnish citizen troops had one thing on their side, "sisu." One such Finnish reserve unit were the Reservists soldiers from Kauhava. Their unit was stationed near Lake Lagoda, by the River Taipale and was tasked with stopping the Russian advance. The men of J23, (the 23rd Jaeger Regiment) are dug into their trenches as the Russians come in waves of men and tanks. Outnumbered and outgunned, the Finns must hold their ground to prevent a break in the line and the ultimate conquest of Finland.

VICTORY CONDITIONS: The Russians must control all Level 2 hill hexes at game end to win.

BALANCE:

- ★ Add one 8-1 leader to at start OB.
- ♁ Add one LMG to OB.

BOARD CONFIGURATION:



Only hexrows A-P are playable.

Finnish Sets Up First	★ 1	★ 2	★ 3	4	5	6
Russian Moves First						

Elements of 23rd Jaeger Regiment [ELR: 4] set up north of road network A5-H2-P4 (see SSR 4): {SAN: 4}

6-4-8	2-4-8	2-2-8	9-1	8-0	MMG Russian	LMG	Field Phone	81* MTR GrW 34	Trench
8	3	2		3		2			9

AT Ditches set up ≤ 2 hexes from any hill hex:

AT Ditch
3

Wire set up ≤ 1 hex from any hill hex:

Wire
12

Elements of 150th Infantry Division [ELR:3] set up south of road network A5-H2-P4 (see SSR 5): {SAN: 2}

4-4-7	5-2-7	8-0	7-0	MMG	LMG	T26 M33 -/4R2	T26 M33 -/4	T26 M33
9	3							

Regimental Weapon Support enter Turn 3 along south edge of board 46 on/between hexes A and H:

4-4-7	5-2-7	8-1	8-0	MMG	LMG	T26 M37 -/4R2	T26 M37 -/4	OT-133 -/4R2
9	3				2			

SPECIAL RULES:

1. EC are Ground Snow (E3.72) with no wind at start. No buildings or orchards exist.
2. No Quarter is in effect for both sides.
3. Should an AFV be the target of a successful MOL attack and survive the To Kill DR, its crew must take a TC. This TC (representing the AFV's ventilation system becoming compromised) is identical to an Immobilization TC (D5.5) and follows all such rules.
4. The Finns have Winter Camouflage (E3.712), MOL capability (A22.6), and suffer from Ammunition Shortage (A19.131). The Finns may use Russian SW without the Captured Use Penalty (A21.11). The Finnish Field Phone represents one module of 75mm OBA.

5. The Russians receive Air Support (E7) on Turns 1 and 2, each in the form of one 1939 FB with Bombs. The Russians receive one module of 122mm OBA (HE only) directed by an Offboard Observer at Level 2 of any hex along the south edge (secretly recorded prior to Finnish setup).

AFTERMATH: Bombarded by Russian planes and artillery, the Finns hold their ground in their trenches. The Russian tanks advance followed by waves of infantry. Utilizing their only anti-tank weapons, the Molotov Cocktail, the men of J23, hold off the tanks while the Russian infantry cross the open plains amidst Finnish artillery and machine guns. As they stop the initial assault, the 2nd wave of Russians approaches. This time they bring forward flamethrowing tanks. However, the cocktails prove deadly against the poorly ventilated tanks. Using multiple lines of trenches and molotovs, the Finns are able to hold their positions and prevent the collapse of the defensive line.

MMMP6

The Glory Brigade

Scenario Design: Paul Works
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Korea, March, 1951. Based on the events portrayed in the movie "The Glory Brigade" (1953). During preparations for a general attack, UN intelligence has identified troublesome reports concerning Korean People's Army (KPA) activities; specifically in an area concealed from UN reconnaissance aircraft. UN Command tasks a company from the Greek Brigade to slip through enemy lines, determine KPA intentions by investigating the area and report back. A platoon from the U.S. 33rd Combat Engineer Battalion is assigned in a support role to ferry the Greeks across a river at the start of the operation. In the course of its mission, the Greek company is fragmented while the U.S. platoon is nearly wiped out attempting to retrieve their heavy support weapons in a second crossing of the river. The American engineer platoon commander, LT Pryor and three remaining U.S. soldiers encounter a platoon-sized element of the Greek force, led by a LT Niklas. Even after it is discovered that the Greeks have nearly no ammunition, and under protest from LT Niklas, LT Pryor assumes command of the combined unit and leads the remnants in an attempt to complete the overall mission.

VICTORY CONDITIONS: The side that Controls O7 at game end wins.

BALANCE:

Add one Greek HS to OB.

Add one KPA HS to OB.

BOARD CONFIGURATION:

37



KPA Sets Up First	1	2	3	4	5
UN Moves First					

KPA Infantry [ELR: 3] set up as indicated (see SSRs 2 and 3): {SAN: 4}

Scrounging elements set up ≤ 2 hexes from O7:

2-3-7	8-0	7-0	MMG	1S Foxhole
6				

Set up Abandoned in hex O6:

Armored Bulldozer

Ad hoc UN Force [ELR:3] set up as indicated with all units either a) on/south of hexrow P or on/north of hexrow N (see SSRs 3 and 4): {SAN: 3}

Remnants of Infantry Company, 1st Greek Battalion set up ≥ 5 hexes from O7:

2-4-8 French	8-1 French	7-0 French
6		

Remnants of 1st Platoon, Able Company, 33rd Combat Engineer Battalion set up ≥ 3 hexes from O7:

3-4-7	8-1 Hero	8-0
-------	-------------	-----

SPECIAL RULES:

1. EC are Moderate with no wind at start. Place a Burning Wreck in hex P6. The dusk conditions provide a +1 LV Hindrance to all non-CC attacks.
2. Treat the KPA as Russian (A25.2) in all respects [EXC: Commissars are NA].
3. After UN set up, but before play begins, each KPA MMC must take a TC and undergo the effects of Level B Booby Traps (B28.9). Booby Traps are not otherwise considered in play during the scenario.
4. Treat the Greeks as French (A25.5) in all respects [EXC: the broken side morale level of all Greek MMC is increased by 1]. The Allied Troop rule is in effect (A10.7).
5. The Greeks may conduct a Bayonet Charge. A Bayonet Charge uses all rules applicable to a Banzai Charge (G1.5) except as noted. If CC is initiated by a unit that has made a Bayonet Charge that Player Turn, that CC automatically becomes Hand-to-Hand (J2.1) unless every such charging unit was Ambushed in that phase and/or is Withdrawing/Pinned/Broken.

6. Neither player may recombine HS into squads

AFTERMATH: The Greeks and Americans press north. After destroying a lone T-34/85 using an improvised Daisy Chain of TNT bundles, they come upon a group of North Koreans scrounging a recently-vacated U.S. ammunition point, conveniently sprinkled with U.S. booby traps. LT Pryor directs the Greeks to remain back as he sneaks forward to take out an MG position using a grenade. At the sound of the grenade exploding, the Greeks burst forth with bayonets attached, taking the North Koreans completely by surprise. A short, desperate struggle ensues during which the Greeks and American dispatch all the defenders. The unit continues north, encounters the remnants of the rest of the Greek Company (which had successfully completed the recon mission), and make their way back just in time to thwart a KPA flanking move against the planned UN attack.

MMMP7

The Battle of the Bulge

Scenario Design: Greg Sackett
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The Ardennes, December, 1945. Based on the events portrayed in the movie "Battle of the Bulge" (1965). Following the initial German push of the Battle of the Bulge, the Americans have finally found the German weakness. After a long search for the German armored column led by Col. Martin Hessler, the Americans finally commit their tanks to deplete the German fuel reserve. As his tanks are running out of gas on the battlefield, Hessler's only choice is to try to reach the American fuel depot that is nearby. After retaking the depot from a group of Germans posing as American MPs, a ragtag group of American survivors from the initial German push is all that stands in Hessler's way.

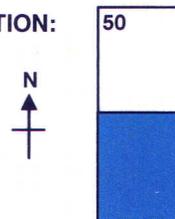
VICTORY CONDITIONS: The Germans win at game end if they Control the fuel depot hex 50X5 *and* there are no unbroken US units in that hex *and* the depot has not exploded.

BALANCE:

✚ In SSR1, replace "EC are Mud..." with "EC are Wet..."

★ Add a 3-4-6 to the American OB.

BOARD CONFIGURATION:



(Only hexrows R-FF are playable)

American Sets Up First	✚	1	2	3
German Moves First				

★ **Ad hoc US Army units [ELR: 3]** set up on X5, X6, Y7 or Y6 (see SSRs 1-3); {SAN: 0}

3-4-6	9-2 wounded	8-1
-------	----------------	-----

2

Guffey sets up on X5

1-4-9	MMG	Scrounged M4A3 Wreck
-------	-----	----------------------------

Hessler's Konigs Abeitlung [ELR:3] enter Turn 1 along east edge (see SSR 5); {SAN: 0}

9-2 AL	PzKpfw VIB
-----------	------------

6

SPECIAL RULES:

1. EC are Mud (E3.6) with no wind at start. Treat road hexes Y1-Y6 as paved for purposes of Mud/Bog (D8.23) only. All woods are brush. The stream is Flooded (B20.44).
2. Kindling is NA. Places Overlay as follows: **MM01** on Y7/X6. Each hex of MM01 is considered an Ammo Dump (E10.6). The Ammo Dump has a +1 TEM and is a +1 Hindrance.
3. The German AFVs are prohibited from firing their MA (for fear of destroying the depot).
4. The Americans may use depot fuel as a weapon in two ways:

4.a. *Once* each American MPH, the American player may use a single MMC to pour flaming fuel down into an adjacent, lower-level hex from a depot hex. This immediately creates a terrain Blaze in the target hex. The MMC is considered to be using Hazardous Movement (A4.62). Each American Advance Phase after the Turn in which the Blaze is first placed, an additional Blaze counter is placed in one (only; randomly selected) downhill hex (if any) from the original terrain Blaze.

4.b. During the American PFPh or DFPh, American units may attack enemy vehicles by rolling fuel barrels from depot hexes against targets located in same- or lower-elevation hexes [EXC: targets in fuel depot hexes may *not* be attacked with fuel barrels]. Rolling a barrel is considered use of a SW. Barrel attacks are resolved on the following Fuel Barrel To Hit table; the only applicable To Hit DRM are Case B (Target Movement), Leadership modifiers (if not alone), Heroic DRM, Hindrances, TEM, and a +1 DRM if a SMC is making

4.b. (cont.) the attack alone:

Fuel Barrel To Hit Table.

Range	TH#
0	10
1	9
2	8
3	6
4	4

Fuel barrels have a TK# of 8 with no modifiers; resolve as a FT/MOL attack.

AFTERMATH: As Hessler's tanks approach, Lt. Weaver realizes that the fuel depot must not fall into German hands. He quickly decides to use the depot as a weapon against the Germans, using fuel barrels and grenades to turn the road into a blazing inferno. Hessler's tanks that are caught on the road are quickly destroyed, and Sgt. Guffey uses his scrounged MG to good effect against the escaping crews. Hessler tries leaving the road to escape the flames, only to bog his tank in the soft ground. Once immobilized, he is quickly dispatched and the German hopes of lengthening the war are dashed.

MMMP8

The Fighting Seabees

Scenario Design: Karl Bodenheimer
©March Madness Development Team



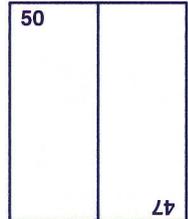
Island X371, The Pacific Ocean, 1944. Based on the events portrayed in the movie "The Fighting Seabees" (1944). Construction workers during World War II in the Pacific are needed to build military sites, but the work is dangerous and they doubt the ability of the Navy to protect them. After a series of attacks by the Japanese, something new is tried, Construction Battalions (CBs = "Seabees"). The new CBs have to both build and be ready to fight. Donovan (John Wayne) leads his men in defense of their island construction site against an attack by a Japanese battalion.

VICTORY CONDITIONS: The Japanese win if they Control both hexes of the construction site (50I8 and 50I9) at game end.

BALANCE:

- Add an 81mm MTR and crew to the Turn 1 Japanese entry forces.
- ★ Add a MMG to the US OB.

BOARD CONFIGURATION:



American Sets Up First	●	1	2	3	●	4	5	6	7	8
Japanese Moves First										

★ **Elements of U.S. Army Construction Battalion (SeaBees) [ELR: 2]** set up on board 50 on/north of hexrow R (see SSRs 2-5): {SAN: 3}

5-4-6	2-2-7	10-2	9-1	8-1	8-0	MMG	60* MTR M2	DC	HMG .50 cal	37LL AT Gun M3A1	Armored Bulldozer
12							3	4			2

Fuel Depot set up per SSR 2:

Fuel Depot

1S Foxhole
3

● **Elements of Japanese Landing Force [ELR:2]** enter as indicated: {SAN: 3}

Japanese Landing Force Armor enter Turn 1 along south edge:

Type 92 Tank 2/2	Type 92B Tank 6/2/-
3	2

Japanese Landing Force Infantry enter Turn 1 along the east edge between A10 and Q10 and/or along the south edge:

4-4-7	2-2-8 crew	9-1	9-0	8-0	LMG	50* MTR Type 89	Type 94 Truck
12	2			2	4	2	2

Landing Force Reinforcements enter Turn 4 along the east edge:

4-4-7	9-1	9-0	8-0	LMG	50* MTR Type 89
12				4	2

SPECIAL RULES:

1. EC are Wet with no wind at start. PTO Terrain is in effect, including Light Jungle (G2.1). All roads exist.
2. The American Player secretly records the Location of the Fuel Depot (Considered an Ammo Dump, E10.6, unless otherwise specified) during his setup. The American Player may voluntarily cause the detonation of the fuel depot (in addition to the normal means it may be detonated; E10.5) by driving a bulldozer into the depot's hex and announcing his intention to detonate the fuel. Upon detonation, the following occur: a) the American Player chooses a detonation area that includes the depot hex and two paths of five hexes radiating from a depot hex CA; b) all infantry within the detonation area are attacked using 24FP on the IFT; c) all vehicles within the detonation area are attacked as if by a FT; and the bulldozer is destroyed - the driver is affected by the 24FP

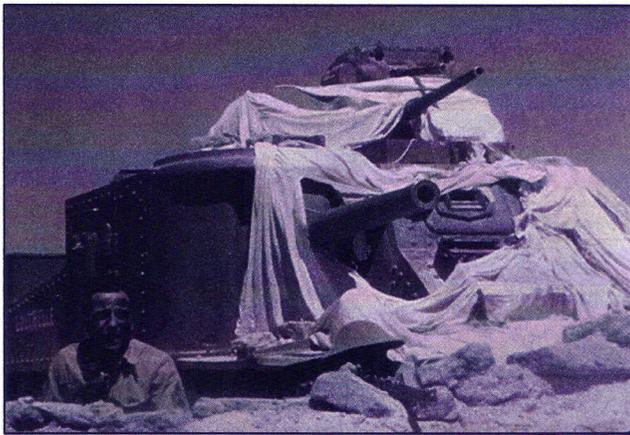
2. (cont.) IFT attack normally and then, if he survives, is placed 1 hex from the depot (direction determined randomly).
3. A bulldozer may attack an enemy AFV via an overrun attack. If the target hex contains a crestline the enemy AFV is eliminated upon Bulldozer entry of the AFV's hex and Bulldozer survival (i.e., remaining mobile and un-stunned/un-shocked) of all Defensive Fire.
4. One American MMC and accompanying SMC/SW may set up HIP.
5. Demo Charges may be used by any American unit without penalty. DCs may not be Set.

AFTERMATH: The SeaBees repelled the Japanese Landing Force through ingenious use of construction equipment and supplies.

MMMP9

Sahara

Scenario Design: Karl Bodenheimer
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Libya, June, 1942. Based on the events portrayed in the movie "Sahara" (1943). Following the fall of Tobruk, United States Sergeant Joe Gunn commands the remaining tank of a small American detachment assigned to the British Eighth Army. After the destruction of its unit, the isolated Grant, "Lulubelle," moves through the barren terrain of North Africa, attempting to return to Allied lines. The tank picks up British, French, South African, and Sudanese soldiers along the way, becoming a microcosm of the Allied forces. As water becomes short, the Sudanese troops direct the group to the site of a known well, Bir Acrumba. Upon arrival, the group finds that the well is providing a scant amount of water, barely enough for the handful of men. The group occupies the well area, including a small house nearby. Not long after their arrival, a German force also arrives looking for water. Not satisfied with Sergeant Gunn's offer of "guns for water," the German unit attempts the forceful method.

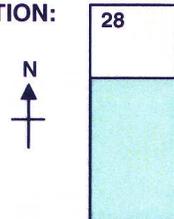
VICTORY CONDITIONS: The German player wins immediately upon Controlling hex BB4 or if the at start Italian SMC (7-0) Prisoner both loses Prisoner status *and* occupies a hex occupied by any other Good Order German leader.

BALANCE:

⊕ Exchange the 50mm MTR for a second 81mm MTR.

★ Exchange UK 9-1 leader for a 10-2.

BOARD CONFIGURATION:



Only hexrows J-GG are playable.

Allies Set Up First	⊕	1	⊕	2	⊕	3	4	5	6
German Moves First									



Composite Allied Force [ELR: 4] set up on/south of hexrow V (see SSRs 2 and 3): {SAN: 3}

American Tank (see SSR 3): **Commonwealth Stragglers:**



M3 Grant 2/4/2	10-2 Armor Leader
-------------------	-------------------------

2-4-8 French	2-4-8	9-1	MMG	MMG German	SMC Italian (7-0) Prisoner	Sanger	Trench
2						4	4



German Mechanized Battalion [ELR: 2] enter as indicated along north board edge (see SSRs 4-6): {SAN: 5}

Company-Sized Lead Elements
enter Turn 1:

4-4-7	8-0
8	

Company-Sized Follow-On Elements
enter Turn 2 (see SSR 4):

4-4-7	2-2-8 crew	8-0	50* MTR leGrW 36	81* MTR GrW 34
8		2		

Company-Sized Lag-Elements
enter Turn 3:

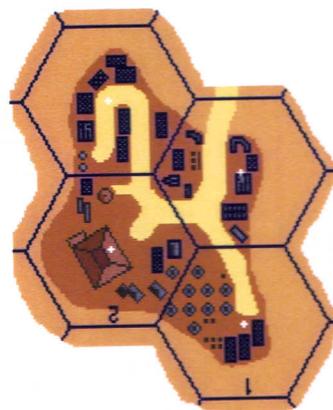
4-3-6	7-0
8	

SPECIAL RULES:

- EC are Dry with no wind at start. Place Overlays as follows: **H2** on M5/M4; **H3** on X4/Y4; **X2** on CC5; **MMo2** on BB4.
- All Composite Allied Force units may set up using HIP.
- The US M3 may not set up in hex BB4. The M3 may not move, or change VCA, throughout the scenario. It receives a +1 TEM (due to the low wall around its specific position; no other units receive this TEM), but is not considered Hull Down.
- German 81mm MTR(s) do not have Smoke.
- Each German infantry unit [EXC: crews] must enter as part of a Human Wave (A25.23); hex BB4 is the target for all Human Wave units. Each turn after entry, these units must continue their Human Wave for two full turns (i.e., Turn 1 entry units execute Human Waves again on Turn 2 and again on Turn 3; Turn 2 entry units execute Human Waves again on Turns 3 and 4; etc.). Units remain in Human Wave "status" (including throughout the Allied Player Turn) until they have executed their third turn of required movement; as a result, Human Wave initialization criteria are not required to be met after the turn of entry. On-board Human Wave units must move first. Once a unit is broken, that unit is no longer considered part of a Human Wave. Units may Voluntarily Break (e.g., in order to lose Human Wave status).

- Any German Conscript that fails a morale check by more than its ELR does not Disrupt, but is instead replaced with a same-sized, unarmed unit. All unarmed German MMC must each turn continue to move/advance toward hex BB4. Upon reaching hex BB4, each unarmed unit will not move/advance from that hex, is considered a Guarded unit, will not attempt to escape, will not attempt to rearm, and will not participate in any CC (they are ignored for/during CC). Prisoners are not part of Human Wave. No Quarter effects (should they be invoked) are ignored for the purposes of this SSR.

AFTERMATH: The widely-dispersed (and once-mechanized) German battalion attempts several wave-like assaults upon the Allied position. Despite the small size of the Allied force, they had effectively dug in around the well site and they make good use of their machineguns and the HE firepower provided by the Grant tank – each German assault is thrown back. The Allied Force is slowly attrited, but the Germans become ever increasingly desperate for water. Finally the German soldiers have had enough and they mob forward toward the well. Many drop their arms and surrender as they throw themselves into the water – a German mortar round has fallen into the slowly-dripping well and cracked it open, providing a pool of water. The battle is over. The Allied troops take the entire German unit prisoner and marches them toward friendly lines. On the way, they are met by the most welcome site of a British relief force.



MM02

MM01



MM1



