HISTORICAL ACCOUNT

LOCATION: Mai Pha, French Indo-China
DATE: 24 September 1940

COMMENTARY: At 2200 hrs on September 22, the Japanese authorities put an end to 3 weeks of negotiations with the commander of the French military forces and ordered their troops stationed in China to invade the Tonkin. Multiple fights take place across the border, on all sides of the areas China, and descarcnent the French garrisonses. The Japanese troops of the Canton army started a vast movement of encircling them. The small group of Langson was pushed back before the village of Mai Pha in the afternoon.

The Japanese troops take their offensives in order to isolate Langson definitively. Confusion reigned in the French high command. The Japanese adordents violement Mai Pha and tempted to pass it per the south. A platoon of chariots reinforces troops motorcyclists belonging to the Detachment Motorizes some 9c R.I.C. comes to sustain the 1st Co. in vain. However, the French troops withdrew into Langson and were ordered to hold there. Concentrated in the reduced of Ky Lua, the dawn of the 25 brought a very violent bombardment of artillery and aviation that lasted 4 hours. At 1040 hrs the white flag was hoisted. It had taken the army of Canton less than 3 days to succeed in encircling Langson, and also resulted in the capture of 1000 French and established the Japanese control on the delta of the Tonkin. For the French army it began a time of humiliation.

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS

PTO Rules apply with Light Jungle.
The Rice Paddies are Irrigated.
Place the following Overlays: 1 in 38N8-N9, 3 in 35T2-T1, TAC RR4 in 35K1-K2, and TAC RR5 in 35K10-38W10.
Use the Tactiques Railroads - they are considered EmRR (B12.12).

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

VICTORY CONDITIONS

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

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

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

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

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: Phum Preav, Cambodia
DATE: 16 January 1941
COMMENTARY: The reversals suffered by the French against the Japanese aggression led the new Thai power to reassert its strength, and at the end of October 1940 they demanded the return of Laos and Cambodia, in a goal of unification of the Thai people. The French refuses and over the next few months many incidents occured along the frontier, often in the form of aerial raids. This latent war state ended suddenly on 10 January 1941 when the Thai army launched an offensive.

To the Leo, the Siamese progress without real difficulties jusqu’s to the Mekong, without looking for has clear it.

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

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

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

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

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

SCENARIO SPECIFIC RULES:
1 Kindling is NA.
2 Use Chinese counters for the Thai forces (Gl8. does not apply, except G18.2). Japanese LMGs are used without Captured Equipment penalties.
3 The Thai player receives aerial support (E7) in the shape of a FB39 without bombs (use a US counter). It enters the game by E7.2 from GT4.
3 The French ATR has a B#11 [Note 4].

TURN RECORD CHART
THAI Moves First

THE BATTLEFIELD AND CONDITIONS

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

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

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

Only hex rows A-P are playable.
PTO is in effect with Light Jungle.
Place the following overlays on map 35: Wd2 in P3-P4, Wd3 in G4-G3, Wd4 in K7-L7 and Wd5 in DI-D2.
EC are Wet with a Mild Breeze from the north west at start.

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

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

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

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: The Vigne-Oudines woods, Gironde
DATE: 25 July 1944
COMMENTARY: Since the landing of Normandy, the resistance had increased its actions against the occupants in order to tie down the German troops and to stop them from rejoining the bridgehead. It goes some thus of the B region, including the Aquitaine among others, and in particular the Medoc or rages the maquis Jean Dufour. This group, about hundred strong, included the crew of an American bomber which had crashed in the region at the end of June, and two heavy machine guns taken from the wreck of the plane.

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

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

TURN RECORD CHART

THE BATTLEFIELD AND CONDITIONS
Only hex rows I-Y on the two maps are playable
The Streams are Dry and the Woods are Pine Woods. Place overlays Wd2 in 3209-P9 and X9 in 32S6.
EC are Dry with a Mild Breeze from the west at start.

VICTORY CONDITIONS
The German player wins if, at game end, he controls buildings 42J7, 42U8, 42Y10, 32N8, and 32S6 or if he accumulates ≥ 12 CVPs.

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

Elements of the Jean Dufour maquis set up west of 42I7 - 4204 - 42Y6. 1 Squad/equivalent, as well as any SMC/SW stacked with it, may be set up HIP.
Balance: add a hero to the Partisan OB.

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

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

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FT04 RETURN TO THE START LINE

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HISTORICAL ACCOUNT
LOCATION: Nomonhan
DATE: 15 May 1939
COMMENTARY: After the incident of Chang Kufeng, Japanese consider that the Halah defines the border between the Manchuko and Mongolia. From April 1939, has the order of operations consistently N° 1488, the Kwantung Army was ordered to deal with border incidents and punish the “illegal violations” perpetrated by the Soviet troops. So much that of need, she is allowed has pursue his/her/its operations in Outer Mongolia.

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

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

THE BATTLEFIELD AND CONDITIONS

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

SCENARIO SPECIFIC RULES:
None
HISTORICAL ACCOUNT
LOCATION: Near Obzovica, Yugoslavia
DATE: 13 July 1941
COMMENTARY: In April 1941, Yugoslavia was invaded by Germany and her allies. Italy annexed and occupied several regions and Montenegro was forced to submit to the authority of an Italian military governor.

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

Stations isolate of carabinieri and the “guardia di finanza” are taken of assault, the besieged garrisons and roads gangways. After the initial surprise, the Italian organised a number of emergency columns. A detachment forms quit black shirts mainly so the city of Cettigne toward 1lh to be going to relieve soldiers surrounded at Milocer.

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

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

THE BATTLEFIELD AND CONDITIONS

ELR: 5
SAN: 5

ELR: 2
SAN: 2

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

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

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

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

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

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

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

Only hexrows A-P are playable.

Marsh are Mudflats.

Only the road 41A6-P6 exists.

EC are Dry with No Wind at start.

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

LOCATION: Knjasevac, Serbia
DATE: 10 October 1944

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

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

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

VICTORY CONDITIONS

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

SCENARIO SPECIFIC RULES:

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

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

HISTORICAL ACCOUNT

LOCATION: Puffendorf
DATE: 17 November 1944

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

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

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

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

VICTORY CONDITIONS

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

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

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

4. Elements of the 9th Panzer Division set up in Motion on map 2 in any hex ≥ 5 north of row inclusive 1.
Balance: the Americans must exit 4 AFVs to win.

5. Elements of the s Pz Abteilungs 506 set up in Motion on map 2 in any hex ≥ 5 north of row 1 inclusive.

Counter artwork taken from Virtual ASL (VASL) and used with the permission of Rodney Kinney (programmer) and Carl Fung (artist).
HISTORICAL ACCOUNT
LOCATION: The Citadel of Hanoi, Briere de l’Isle barracks
DATE: 10 March 1945
COMMENTARY: Since November 1944 tensions had been growing between the Japanese occupation troops and the government of Indo-China. The approach of Allied forces in Burma, the Philippines and Iwo Jima worried the Japanese command and created a climate of insecurity.

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

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

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

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

TURN RECORD CHART

VICTORY CONDITIONS
The Japanese player wins if, at game end, he Controls \( \geq 35 \) Building Locations more than he starts with, or if he accumulates \( \geq 15 \) CVPs.

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

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

LOCATION: La Thuile, the Maurienne valley, France

DATE: 21 June 1940

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

During this time, 5 battalions infiltrated toward the Ambin Valley, the weak point of the French defence. Clearing collars of Bellecombe, of the Kid Mount-Cenis, of Giaset and Estache, they converged toward the village of La Thuile, passage obliges or is install himself the 1st company of the 281emth R.I. and the 3 S.E.S. of the 296emth R.I.A.

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

THE BATTLEFIELD AND CONDITIONS

VICTORY CONDITIONS

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

SCENARIO SPECIFIC RULES:

1 Kindling is NA.

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HISTORICAL ACCOUNT
LOCATION: Velikye Louki
DATE: 28 December 1942
COMMENTARY: Surrounded in Velikye Louki since 26 November, the Germans 83rd Infantry Division are reduced and move back gradually before the Soviet attacks. In spite of calls to the help of the Baron Von Sass, that directs besieged them, the aerial restocking remains limit and troops of counterattack stomp in their tentative to loosen the vice around the city. The weakened Germans were systematically pounded by the very superior enemy artillery (18,000 shells of all calibres were fired on December 24 alone). In addition, the Soviet tanks operated in groups and knew how to remain out of the effective range of the German anti-tank guns. Thus, they could neutralise them one by one and then attack German machine gun nests, what facilitates the stain of the infantry. On 27 December, numerous 50mm and 75mm anti-tank guns were destroyed, allowing the Soviets to advance to the north-west of the city. The following day, the 249th Estonian Division flooded the “Stettin” strong point and continued its advance toward the centre of the city.

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

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

TURN RECORD CHART

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

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

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HISTORICAL ACCOUNT

LOCATION: Zounkivichne, Ukraine
DATE: 3 August 1943

COMMENTARY: The Soviet counterattack on the Orel forced the Germans to suspend their offensive against Kursk, including the southern drive that had shown the most promising results. In this sector, the armoured spearhead of the offensive was fields (48th Panzer Corps) or were dispersed to other theatres of operations (II SS Panzer Corps). The forcehead is located new d therefore, just north of Belgorod and left to the care of the infantry and armoured divisions of the 4th Panzer Army. In spite of the heavy losses undergone by the four armoured divisions remaining (they could hardly gather together 150 tanks), Manstein thought that the Soviets, themselves toughly tried by fighting since the beginning of July, would mark a pause in their offensives. He/it is not anything of it because August 3 foreheads of four armoured divisions remaining (including the half hexes). At least six Squad equivalents, a MMG and a SMC with a Radio must set up on each side of the map. Two German SMC possessing a radio set up south of row Y of map 34 on rows 0, 1, and 2, 8, 9 and 10 (including the half hexes). At least six Squad equivalents, a MMG and a SMC with a Radio must set up on each side of the map. Two German SMC possessing a radio must be HIP in each German set up zone.

TURN RECORD CHART

RUSSIAN Sets Up First

GERMAN Moves First

THE BATTLEFIELD AND CONDITIONS

Steppe Terrain is in effect on maps 26 and 29. Woods/orchards half-hexes preserve their portion of open ground (Q2). Place overlay S1 in 29K9/K6 and S2 in 28G6/69. There is a narrow stone bridge in (one-lane) from 26G9 and 26E10. EC are Moderate with No Wind at start.

VICTORY CONDITIONS

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

SCENARIO SPECIFIC RULES:

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

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

Balance: replace one 8-0 with a 8-1.

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

 Eldrom III

PSKw IV/IV

PSKw III

ZIS-5

SU-122

T-34 M43

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

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**HISTORICAL ACCOUNT**

**LOCATION:** Col Du Midi  
**DATE:** 17 February 1945  
**COMMENTARY:** Throughout February the Mont Blanc Battalion patrolled the highest peaks of the Alps, watching for incursions by patrolling Germans. In mid-February a Section d’Eclaireurs Skieurs (S.E.S.) under the command of Lieutenant Rachel was sent to occupy the cabin of the collar of the South of France. What he did not know was that the shelter was occupied by a whole company of Gebirgsjagers, under the command of Captain Singel. When the French arrived, they don’t suspect that a patrol, guided by two Italian alpinis, occupied an igloo about hundred meters ahead of them. The night and the quick field helping, Frenches continue their path, passing the avent-guard and fall finally aur the hostile rearward, that they believe to be the vanguard. Lieutenant Rachel decides to pass then has the attack. Very quickly, blimps perceive that the enemy shoots behind them with a MG42. Guessing that they are surround, Lieutenant Rachel ordered his men to reprocess immediately. In the darkness, confusion is total. Nevertheless, the S.E.S. succeeds has escape and, exhausted, has win the collar of Kidneys.

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

**TURN RECORD CHART**

**THE BATTLEFIELD AND CONDITIONS**

Only hex rows A-L are playable.  
Alpine Hills (B10.211) are in effect.  
Woods and Buildings are Crags.  
EC are Clear with No Wind at start. There is Deep Snow.

**VICTORY CONDITIONS**

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

**SCENARIO SPECIFIC RULES:**

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

**Elements of the Gebirgsjager Kompanie “Singel”** enter on GT1 between A8 and D10 inclusive:

- **Balance:** add a 2-4-8.
- **ELR:** 5  
- **SAN:** 2

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

- **Balance:** may set up within 5 hexes of A10 but still on hill hexes.
- **ELR:** 5  
- **SAN:** 3

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