OLBOETER’S ESCAPE

SCHWERPUNKT SCENARIO SP109

MISSION: The Germans win immediately upon accumulating ≥95 VP. The Germans receive Exit VP for units exited off the area on/ between 50P8-42P4 and CVP [EXC: prisoners are worth 0 VP]. Additionally, the Germans receive VP for building control. Each building Controlled on board 42 is worth 5 VP.

COORDINATING INSTRUCTIONS:
1. EC are moderate, with no wind at start. Kindling is NA.
2. The Polish may utilize HIP for two MMC (and any SMC/SW stacked with them) and one Sherman V(a).
3. Bore sighting is NA.
4. Polish OBA is 80mm (HE/Smoke) with plentiful ammunition. The Polish leader possessing the radio may set up using HIP.
5. The German 9-2 armor leader may not start in the FlaK Pz IV/20.
6. PzIVs are equipped with Sz (D11.211).

Scenario Design: Evan E. Sherry 09/1404.9


MAP ORIENTATION:

- Delete a German SPW 25/1.
- Delete a PIAT from the Polish.

MISSION LENGTH

POLISH SETS UP FIRST

GERMAN MOVES FIRST

Elements of the 10th Dragoons and 24th Lancers (Battlegroup Zgorzelski), 1st Polish Armoured Division set up anywhere on/east of hexrow 37D-44D-28DD.

Elements of SS Panzergrenadier Bataillon 3, SS Panzer Regiment 26, SS Panzer Division 12 (Hitlerjugend) and Schwere Panzer Abteilung 101 [ELR: 5] enters on turn 1 on the west edge.

Elements of Fallschirmjäger Division 3 [ELR: 4] enter turn 1 on the north edge of board 50, on west of hexrow 1 or on the south edge of board 17, on west of hexrow Y (all must enter on the same board edge).
THE CHERNICHIVO SHUFFLE

SITUATION: CHERNICHIVO, Russia, 17 February 1943: During the second battle of Lake Ladoga, the Russian 42nd Army comprised the western pincer of the Soviet effort to crush the 250th Auzl Division at Kransy Bor. After several days of bitter fighting, Kransy Bor fell. Covering the right flank of the 250th was the 4th SS-Polizei Division. Its mission was to defend the area of Chernichivo, but it was in no way prepared to defend against the armored thrust of the 4th SS-Polizei Division's 902nd to bolster the 4th SS-Polizei Division's position. Once in the area, however, the Tigers acted as a fire regiment, responding to emergency calls wherever Russian armor threatened to break through. On one such desperate call came from a forward command post that was surrounded by a platoon of KV-1 tanks. Lieutenant Meyer and Oberfeldwebel Böller responded with the only two available Tiger tanks in the sector. Meyer's situation was less than ideal. His Tiger was experiencing engine trouble and Oberfeldwebel Böller's main gun was damaged and unable to fire. Nevertheless, Böller accompanied Meyer to support him with machine gun fire and to protect Meyer from Russian anti-tank teams. Meyer approached through a defile and observed a KV-1, partially visible through some brush. From a hilltop position, Meyer cooly gave the fire command that sent an 88mm shell boring through the Russian's armor just below the turret. A column of flame shot up from the stunned enemy. Just then, three more KV-1s appeared and tried to escape, but Meyer's crew worked an intricate ballet of rapid loading and precision gunnery that left all three Russian tanks smoking balls of death. About that time an artillery officer and a group of stragglers joined Meyer and charged the on-rushing Ivas, killing them in hand-to-hand combat. Crossing the road, Meyer ordered "Panzer halt, traverse right." As his gunner's sight moved, its reticle filled with the image of a KV-1 also traversing to fire. Meyer was quicker on the draw. His round struck the Russian's hull and caused an explosion that blew the KV's turret high into the air and crushing down near Meyer's tank. Meyer went on to knock out three more Russian tanks, for a total of ten kills. Chernichivo was secure for the time being.

MAP ORIENTATION:

MISSION LENGTH

GERMAN SETS UP FIRST

RUSSIAN MOVES FIRST

OPTIONS:

★ Extend scenario length to 6.5 turns.
+ Delete a 4-5-8 from the Russians.

COORDINATING INSTRUCTIONS:
1. Weather is Ground Snow (E3.72) with no wind at start.
3. All gullies are treated as wadis (F5).
4. Boreighting is NA.
5. One of the PzVIEs must be secretly recorded as having a malfunctioned MA. Repair is NA for that weapon. The PzVIE with the malfunctioned MA is considered to have a ROF of 2 while its crew is in Good Order.
6. The German player may elect to disregard one and only one non-intensive fire to Hit DR by a PzVIE (that would result in that gun's malfunction) and instead, treat that as a normal shot.
7. Both sides have Winter Camouflage (E3.712).
8. Substitute a KV-1E for the extra KV-1 M41 that is needed.
Scenario Design: Evan E. Sherry 090804.12

MISSION SP110

SCHWERPUNKT SCENARIO SP110

LOCATION:

MISSION: Russians win if there are no Good Order German (non-vehicular crew) MMCs in pillboxes/trenches and/or in buildings 49L7, 49F7, 49H7 and 49F8 at game end.

Elements of SS-Polizei Division 4 set up on board 49 on/between hexes D and L in hexes numbered ≤ 8.

Elements of Schwere Panzer Abteilung 502 enter turn 1 on the south edge.

Elements of the 226th Tank Brigade, 42nd Army enter turn 1 on the north edge of board 49.

Enter turn 2 on the west edge of board 48.
WHY AT ERP

SITUATION: North of ERP, Holland, 23 September 1944: Obersteutnant von der Heyde's 6th Fallschirmjäger Regiment had been advancing north to Veghel to cut the Eindhoven-Arnhem road. On the 23rd, the American 506th Parachute Infantry stopped the German advance and reopened the highway by striking the fallschirmjäger right flank, forcing Obersteutnant von der Heyde to withdraw south to Erp. General McAuliffe then directed the 327th Glider Infantry Regiment to move southeast to clear the remaining Germans from the village of Erp and to secure a bridge until relieved by the British. Elements 2nd Battalion, 327th Glider Infantry moved into Erp from the north and east. The dispirited fallschirmjägers offered only light resistance. By 0600 on the 24th, Erp was secure.


MAP ORIENTATION:

OPTIONS:

✚ Exchange the U.S. 10-2 for a 9-1.

☆ Exchange the German 9-2 for a 9-1.

MISSION LENGTH

<table>
<thead>
<tr>
<th>✚ GERMAN SETS UP FIRST</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
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</thead>
<tbody>
<tr>
<td>☆ AMERICAN MOVES FIRST</td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tbody>
</table>

Elements of 2nd Battalion, Fallschirmjäger Regiment 6, Fallschirmjäger Division set up anywhere on/south of hexrow E.

5-4-8  4-4-7  2-3-7  9-2  8-1  MMG  LMG

3  3  2

{ELR: 3}
{SAN: 3}

MISSION: The Americans win at game end if there are no Good Order German MMCs in stone buildings ≤ 2 hexes from YO6.

COORDINATING INSTRUCTIONS:
1. EC are moderate with no wind at start.
2. The American unit possessing the FT is Fanatic (A10.8).

Scenario Design: Evan E. Sherry 090404.7

Elements of 2nd Battalion, 327th Glider Infantry Regiment, 101st Airborne Division enter turn 1 on the north edge.

7-4-7  3-3-7  10-2  8-1  MMG  FT

6  2

{ELR: 5}
{SAN: 3}

Elements of the 327th Glider Infantry Regiment enter turn 2 on the west edge on/south of hexrow Y.

7-4-7  3-3-7  9-1  MMG

3
SITUATION: Near St. Antonius, Holland, 25th September 1944: The 11th Armoured Division was advancing northeast along the Gemert road toward St. Antonius. At this point of the campaign in the Overloon and Maas Salient, the exact location of the forward edge of the battle area was somewhat uncertain. The confusion was such that, at times, both British and German units travelled on the same roads within minutes of each other. Such was the case when reconnaissance vehicles from the “Black Bull” ran into Kampfgruppe Walter’s rear guard, covering the 109th Panzer Brigade’s withdrawal toward the east. In a brief encounter, the British reconnaissance vehicles engaged in a fierce fire-fight that left three German halftracks in flames. The remaining two halftracks fled down the Gemert road toward St. Antonius. Unfortunately for the British, 23rd Armoured Brigade commander Brigadier General Harvey was holding a meeting with 3rd RTR commander Lieutenant Colonel David Silvertop and Monmouth’s commander, Lieutenant Colonel Orr, at the crossroads outside St. Antonius. So busy was the British gun fire were these officers, they did not sense the danger until it was too late. Suddenly, with machine guns blazing, the two German halftracks overran Harvey’s command group. Silvertop was killed in the initial burst of fire. Orr was mortally wounded, while Brigade-Major Thomson was shot in the lung. Harvey was slightly wounded. The halftracks drove through St. Antonius, narrowly avoiding troops from the Monmouthshire Regiment. The rear guard’s luck ran out though when their halftracks were finally destroyed just east of St. Antonius. They did not know the damage they had inflicted on the “Black Bull’s” leadership.

OPTIONS:

- Exchange the German 7-0 for an 8-1.
- Delete the German 7-0 leader.

MISSION LENGTH

GERMAN MOVES FIRST

BRITISH MOVES FIRST

1

2

3

4

5

Elements of Kampfgruppe Walter, Panzergrenadier Battalion 2107, Panzer Brigade 107 set up on/halftracks off the area of 17GG8-46GG5.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. The Carrier C inherent HS is a 2-4-8.

Scenario Design: Evan E. Sherry 090404.9


Elements of the Inns of Court Regiment, 11th Armoured Division enter turn 1 on the west edge.

Daimler
-AC
-/-4

Daimler
-SC
-/-2

Carrier C
-/-2

{ELR: 4}
{SAN: 2}

Elements of 3rd Battalion, Monmouthshire Regiment, 159th Infantry Brigade, 11th Armoured Division set up on board 46 on east of hexrow BB.

4-5-7

PIAT
THE TIGERS WRECKED’EM

SCHWERPUNKT SCENARIO SP113

SITUATION: GIBERVILLE, France, 11 July 1944: British and Canadian forces had seized Caen and were continuing their assault on German forces to the southeast. The Canadian 3rd Infantry Division smashed into the 16th Luftwaffe Field Division north of Giberville, forcing it to withdraw to Caerverville. This left a large gap in the German lines that had to be closed. At 0500, a desperate call for assistance went to the 3rd Company, Schwere Panzer Abteilung 503. Leutnant von Rosen briefed his tank commanders and by 0530 his company of Tiger tanks rolled in toward Giberville. Upon reaching the village, Leutnant Rosen observed a large number of Sherman tanks near a farm northeast of Giberville. He gave the command “panzers marsch!” and the battle was on. Just north of Giberville, his Tigers came under heavy fire from British tanks and Canadian anti-tank gun fire. The Tigers put a heavy volume of fire on the Canadians who withdrew under cover of a smoke screen. The Tigers advanced and as the smoke cleared, they engaged a squadron of Sherman tanks. The Tigers gave the Shermans a savage mauling. Within a few minutes, eleven Shermans were ablaze. The British were so unnerved by the attack that they abandoned two fully operational Shermans. Four 6-Pounder anti-tank guns were destroyed and by late afternoon, infantry from the 16th Luftwaffe Field Division filtered back into the defensive positions they were forced to evacuate in the morning.

Scenario Design: Evan E. Sherry 090804.7

MAP ORIENTATION:

| 11 | 43 | 46 |

OPTIONS:
- Add an 8-1 Armor Leader to the Canadians.
- The 6-Pounder has no APDS.

MISSION LENGTH

<table>
<thead>
<tr>
<th>CANADIAN SETS UP FIRST</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<tr>
<td>GERMAN MOVES FIRST</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
<td>+</td>
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Elements of the 3rd Canadian Infantry Division set up ≤ 6 hexes from 46V9.

4-5-8 4-5-7 2-2-8 8-1 8-0 LMG PIAT OML 2" MTR OQF 6-Pounder 57L AT OML 3" MTR

{ELR: 4} {SAN: 3}

Elements of the East Riding Yeomanry, 27th Armoured Brigade set up ≤ 6 hexes from 11P1.

Sherman VC(a) 2/4 Sherman V(a) 2/4 Sherman III(a) 2/4

{ELR: 3} {SAN: 2}

Kompanie 3, Schwere Panzer Abteilung 503 enter turn 1 on the board edge 43GGS-46Y1.

PzKpfw(L) 3/5/2 9-1 Armor

{ELR: 3} {SAN: 2}

Elements of Luftwaffe Field Division 16 enter turn 2 on the east edge on north of hexrow P.

4-6-7 4-4-7 9-1 8-1 8-0 MMG LMG

MISSION: Germans win at game end (provided they have at least 3 mobile Tiger tanks) if there are no Good Order Canadian MMCs in building 43O8 and there are no Good Order, mobile Sherman tanks with functioning MA ≤ 5 hexes from 43Q7.

COORDINATING INSTRUCTIONS:
1. EC are wet with no wind at start. Kindling is NA.
2. Immediately after the eighth Sherman tank is destroyed (and for each one destroyed thereafter) the remaining Sherman tank crews must take a NTC. Crews which fail this TC must immediately abandon their vehicles and may not reenter any vehicle for the duration of the scenario.
3. Boresighting is NA.
4. AFVs may not set up in buildings.

SEIZING GYULAMAJOR

SITUATION: GYULAMAJOR, Hungary, 31 January 1945: Russian forces and had broken through the 1 Nikolavlerie-Korps' defenses, southwest of Budapest, in several places. One such penetration was at Gyulamajor. The 4th Kavallerie Brigade was tasked with an immediate counterattack to retake the village. A Kampflgruppe consisting of Schwere Kavallerie Battalion 4 and King Tigers from the 503rd Schwere Panzer Abteilung attacked toward the village and were met with a heavy volume of Russian artillery, anti-tank gun, and tank main gun fire from the village. Russian fire was so intense the Kampflgruppe diverted around Hill 214 to flank the village. As the King Tigers approached the village, they were met by JS-2m tanks. A sharp fight ensued. Several Russian tanks were destroyed, while one Tiger was knocked out by a turret hit. Lieutenant Koppe reached Gyulamajor with three Tigers. The victory was short-lived though. With few infantrymen remaining, the Germans could not hold the village. As evening approached, the Germans withdrew, leaving the Russians in possession of the village. The battle for Gyulamajor would resume in the morning.

SCHWERPUNKT SCENARIO SP114

MISSION: The Germans win at game end if they control the level two hexes of Hill 522 and Hill 534.

COORDINATING INSTRUCTIONS:
1. Weather is Ground Snow (E3.72) with no wind at start.
2. Russian OBA is 80mm (HE only) battalion mortars (C1.22).
3. The SPW 250/sMG inherent HS is a 2-4-8.

Scenario Design: Evan E. Sherry 090804.7

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**MAP ORIENTATION:**

**OPTIONS:**
- ★ Delete the German Armor Leader.
- ☻ Delete a Russian 4-5-8.

**MISSION LENGTH**

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<tr>
<th>★ RUSSIAN SETS UP FIRST</th>
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Elements of the 2nd Guards Mechanized Corps, 46th Army, 2nd Ukrainian Front set up anywhere on board 3.

<table>
<thead>
<tr>
<th>4-5-8</th>
<th>4-4-7</th>
<th>2-2-8</th>
<th>9-1</th>
<th>8-0</th>
<th>HMG</th>
<th>MMG</th>
<th>LMG</th>
<th>Radio</th>
<th>T-34/85</th>
<th>PTP obr 43</th>
<th>SFL AT</th>
<th>BM obr 37</th>
<th>82* MTR</th>
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<tr>
<td>4</td>
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<td>2</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>4</td>
<td>4-7/5</td>
<td>87/71 AT</td>
<td>43/30</td>
<td>37/31</td>
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</table>

{ELR: 4}
{SAN: 4}
- Trench
- Foxhole
- Wire

Elements of 30th Guards Heavy Tank Regiment, 2nd Guards Mechanized Corps set up anywhere on board 11 on/ south of hexrow R.

<table>
<thead>
<tr>
<th>IS-2m</th>
<th>1/4*14</th>
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<tbody>
<tr>
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</tbody>
</table>

Elements of Panzer Aufklärungs Abteilung 70, Schwere Kavallerie Bataillon 4, Kavallerie-Brigade 4 and Schwere Panzer Abteilung 503 enter turn 1 on the north edge.

<table>
<thead>
<tr>
<th>4-6-8</th>
<th>2-4-8</th>
<th>9-2</th>
<th>8-1</th>
<th>8-0</th>
<th>MMG</th>
<th>LMG</th>
<th>9-2</th>
<th>Armor</th>
<th>PzVIB</th>
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<td>6</td>
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<td>3/5/2</td>
<td>233</td>
<td>251/1</td>
<td>250/sMG</td>
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</tbody>
</table>

{ELR: 4}
{SAN: 3}
- SPW
- 250/8
- 250/9

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THE FIVE POUND PRIZE

SITUATION: FONTENAY LE PESNEL, France, 25 June 1944: In the opening phase of OPERATION MARTLET, Company D of the Hallamshire Battalion was to occupy positions on Phase Line Queen, otherwise known as the River Bordel, on the western most section of Fontenay. The company advanced through heavy mist and established positions near the river. The battalion’s 6-Pounder anti-tank guns had not been in position long before the inevitable German counterattack started. The commanding general had offered a £5 prize for the first Panther tank knocked out. Using newly issued armor piercing discarding sabot (APDS) rounds, Sergeant Williams knocked out the lead German tank. That panzer’s wingman knocked out the gun and wounded Williams. The intrepid sergeant would not be defeated. He directed another 6-Pounder that eventually knocked out the second enemy tank. Two additional panzers approached from the south. LTC Hart Dyke called upon the 24th Lancers for assistance. Lieutenant Bob Hart arrived with a troop from A Squadron. His Sherman tanks knocked out one enemy tank, forcing the other to withdraw. The anti-tank gunners were awarded their £5 prize despite that fact that the German tanks they destroyed were actually Pz IVs, not Panthers. Fighting raged on until midnight before Fontenay was finally secure.

SCHWERPUNKT SCENARIO SP115

MISSION: The Germans win if they control 8 buildings that are ≤ 3 hexes from the stream.

OPTIONS:
- Add an LMG to the British.
- Delete a 4-5-7 from the British.

MAP ORIENTATION:

22

MISSION LENGTH

<table>
<thead>
<tr>
<th>BRITISH SET UP FIRST</th>
<th>1</th>
<th>2</th>
<th>3</th>
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<tbody>
<tr>
<td>GERMAN MOVES FIRST</td>
<td></td>
<td></td>
<td></td>
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</table>

D Company, Hallamshire Battalion, The Yorkshire and Lancashire Regiment, 146th Infantry Brigade, 49th Infantry Division set up ≤ 3 hexes from the stream.

4-5-8 4-5-7 2-2-8 9-1 8-1 8-0 LMG PIAT Carrier C 4/-2 OOF 6-Pounder 57L AT

[ELR: 3] [SAN: 4]

Elements of A Squadron, 24th Lancers enter turn 2 on the north edge.

8-1 Armor Sherman V(t) 2/4 Sherman V(t) 2/4

Elements of Bataillon 3, SS Panzergrenadier Regiment 26, and Kompanie 8, Bataillon 2, SS Panzer Regiment 12, SS Panzer Division 12 “Hitlerjugend” enter turn 1 on the east and/or south edge.

6-5-8 SS 5-4-8 SS 9-1 8-1 8-0 MMG LMG 8-1 Armor PrzIV H 3/5

[ELR: 5] [SAN: 2]

Elements of Kompanie 8, Bataillon 2, SS Panzer Regiment 12 enter turn 3 on the east and/or south edge.

PrzIV H 3/5

COORDINATING INSTRUCTIONS:
1. Weather is Mist with no wind at start.
2. Carrier HS is a 2-4-8.
3. The British 8-0 may set up HIP if it sets up with an OOF 6-Pounder. The 8-0 also has a special -1 leadership DRM which he may apply only to the TH DR of a OOF 6-Pounder.

Scenario Design: Evan E. Sherry 090804.5
SITUATION: MENDICITÉ, Belgium, 29 September 1944: The Canadian 6th Infantry Brigade, 2nd Infantry Division passed through the British 49th Division bridgehead across the Antwerp-Turnhout Canal. Its objective was to seize the Depot de Mендicité located between Ryckevoorsel and Merxplas. The position consisted of a barracks combined with a prison, a workhouse, and a lunatic asylum sited on farmland ringed by deep ditches and a rather large moat. Here, the German 719th Infantry Division made its stand. Canadian forces were unable to crack the position, so the mission was given to the man of the 49th Infantry Division, the Polar Bears. On 28 September, the 147th Brigade's 7 Dukes and Glosters along with the Hallams infantry thrust from the south, while the Leicesters struck from the west. In savage fighting, the Leicesters killed nearly eighty Germans, but it was all to no avail. The Leicesters' lead company was nearly annihilated in the process and by dark both sides withdrew. Another attempt began at dawn on the 29th. Major Peter Upcher led D Company across the moat and into the heart of the German position. Adding to the confusion of battle were dozens of mental patients who wandered the battlefield and among the combatants. Curiously staring and walking the field, the mental patients "were killed left, right, and center" in the heavy fighting around the mental hospital. By evening, the depot was in Polar Bear paws, but at a cost of seventy Leicesters. The Leicesters exhibited many acts of heroism. For their parts in the action, Sgt. Irwin, Sgt. Johnson, Sgt. Saunders, Pvt. Woods were awarded the Military Medal while Major Upcher was awarded the Distinguished Service Order.

MAP ORIENTATION:

Options:
- Delete a German 4-4-7.
- Delete a British 4-5-7.

(Only hexrows A-P are playable)

MISSION LENGTH

++ GERMAN SETS UP FIRST
** BRITISH MOVES FIRST

1 2 3 4 5

Elements of Fusilier Bataillon 719, Infanterie Division 719 and elements of Assault Gun Brigade 280 set up anywhere on board 49.

4-6-8 4-6-7 4-4-7 9-1 8-1 MMG LMG PSK

ELR: 3
SAN: 4

D Company, 1st Royal Leicesters, 147th Infantry Brigade, 49th Infantry Division "The Polar Bears" and elements of the 27th Canadian Armoured Regiment, 2nd Canadian Armoured Brigade "The Sherbrooke Fusiliers Regiment" enter turn 1 on the west and/or south edge.

4-5-8 4-5-7 9-1 8-1 1-4-9 LMG PIAT

Sherman

ELR: 4
SAN: 3
STRANDED CATS

SITUATION: SITTANG, Burma, 22 February 1942: The Japanese thrust into Burma was picking up steam. After bursting through at Moulmein, the Japanese sped to seize bridges across the Sittang River. Confusion seemed to reign among the Allied forces, causing serious loss of morale among the troops. The British command was struggling to evacuate their bridgehead in the face of an unrelenting enemy. On 22 February, the previously lightly engaged 415th Regiment’s 1st Battalion approached the town of Sittang and its important, but narrow bridge. The Japanese commander decided to attack immediately before the bulk of the regiment moved up. As the first company struck west along the outskirts of town, one of its platoons, with attached engineers whose job it was to prevent the bridge from being destroyed, ran into British armored cars and carriers. Dodging MG fire, they also stumbled onto an aid station and captured a number of doctors. Using infiltration and grenades, they approached the bridge, but were driven back when a battalion of Gurkhas was sent across to hold the hills overlooking the bridge. The Japanese attacked again during the day, but did not take the bridge. To prevent its capture the bridge was destroyed early the next morning, leaving nearly all of 17th Indian Division stranded on the other side.

Scenario Design: Brian Williams 090404.10

SCHWERPUNKT SCENARIO SP117

MISSION: The Japanese win immediately by exiting 13 CVP [Prisoners NA] from hexes R1-R2. Assault Engineers have their CVP increased by 1 for squads and ½ for half-squads.

COORDINATING INSTRUCTIONS:
1. EC are normal with no wind at start. All buildings are wooden and printed stairwells do not exist. Treat rowhouses as normal buildings. PTO terrain is in effect [EXC: all roads and bridges exist] including Light Jungle.
2. Place Overlays: B2 on 20R4-S4; X26 on 20U2-V2.
3. Japanese OB 4-4-8/2-3-8 MMC are Assault Engineers (H1.22).
4. Boresighting is NA.

SEIZING THE SITTANG BRIDGE

SITUATION: EAST OF TOUNGOO, Burma, 29 March 1942: Having forced the Sittang River near the Bay of Bengal, the Japanese stormed into an abandoned Rangoon. For the Allied forces, the loss of Rangoon was a disaster. Without the port, supplies had to be trucked over hundreds of miles of jungle-clad mountains. Still, help was on the way in the form of three Chinese armies, each analogous to a European division. With these new troops, it was hoped that the Burma Road could be kept open. However, the Japanese had different plans and a different timetable. With the opening of Rangoon, two new Japanese divisions arrived, the 18th and 56th Divisions. The 56th Division’s recon regiment arrived in Rangoon on the 26th of March, and left a day later as the Chinese battled the 55th Division for the important town of Toungoo. Crossing the Sittang below Toungoo, the lead units of the recon regiment approached the bridge from the east. Their attack, coming from an unexpected quarter and with armored cars, surprised the Chinese guarding the bridge. The Japanese scattered the defending troops before they could destroy the bridge, despite the fact that the British had wired it for demolition. The next day the recon regiment recrossed the Sittang, attacking Toungoo from the east, helping to force the Chinese to withdraw. A key piece of the Toungoo victory, the suspension bridge over the Sittang allowed the 56th Division to stab into the Shan states, and force the Chinese back beyond Mandalay; the Burma Road would soon be closed.

SCHWERPUNKT SCENARIO SP118

MISSION: The Japanese win at game end by controlling, with infantry, hexes 40AA3 and 40AA4.

COORDINATING INSTRUCTIONS:
1. EC are Dry with no wind at start. PTO Terrain is in effect, including Light Jungle [EXC: Brush remains brush and all roads/bridges exist]. Kindling is NA. The river is deep with a moderate current flowing south.
3. The Chinese are Lax.
4. Japanese OB 4-4/8/2-3-8 MMC are Assault Engineers (H1.22).
5. Bore sight is NA.
6. Crews may not abandon (D5.4) their vehicles.

Scenario Design: Brian Williams 090404.9


MAP ORIENTATION: OPTIONS:
- Replace the Chinese 7-0 with an 8-1.
- Add a 4-4-7 to the Japanese.

(Only hex rows R-GG are in play)

MISSION LENGTH

CHINESE SET UP FIRST

JAPANESE MOVE FIRST

Elements of the 200th Division, 5th Army set up anywhere on board 40 and/or on board 17 in hexes numbered ≤ 4.

{ELR: 3}
{SAN: 4}

Elements of the 56th Reconnaissance Regiment, 56th Division enter on/after turn 1 on/between 17W10 and 17GG10.

{ELR: 4}
{SAN: 2}
CAPTAIN LAMBERT’S FACTORY

SITUATION: BERGEN-OP-ZOOM, Holland, 29 October 1944: The effort to open the port of Antwerp was in full swing. Although the port had been taken, the approaches to Antwerp had to be cleared for it to be of use. To help in the clearing of the approaches, the 4th Canadian Armoured Division was ordered to take Bergen-op-Zoom, as this would seal off the isthmus between the East and West Scheldt. On the 27th of October, C and D Company of the Lincoln and Welland Regiment, with tank support, entered Bergen-op-Zoom and made it to the center of town. After a short rest, they were ordered to make a night, diversionary attack across a canal and into some factories. With A Company leading, the regiment encountered stiff opposition from the seasoned men of Fallschirmjäger Regiment 6. Although the rest of the Lincoln and Welland Regiment were temporarily stopped, Captain Lambert and thirteen men of A Company managed to make it into one of the factories and were cut off for the night. The next morning, the remainder of the regiment, led by D Company, renewed the attack. This time, they were able to reach the factories and relieve Captain Lambert and his men while beating off numerous German counterattacks. For his part in capturing and holding one of the factories, Captain Lambert was awarded the Military Cross.

MAP ORIENTATION:

OPTIONS:

- Exchange the 4-4-7s for 5-4-8s.
- A Company is Fanatic (A10.8).

(Mission: The British win if there are no Good Order German (non-vehicular crew) MMCs in buildings 21G7, 21E5, and/or 21I3 at game end.

COORDINATING INSTRUCTIONS:

1. EC are moderate with no wind at start.
2. Buildings 21G7, 21E5, and 21I3 are factories (B23.74).
3. Canadians are elite C8.2.

Scenario Design: Michael Faulkner 090804.7

MISSION LENGTH

<table>
<thead>
<tr>
<th>GERMAN SETS UP FIRST</th>
<th>CANADIAN MOVES FIRST</th>
</tr>
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</table>

Elements of Fallschirmjäger Regiment 6, Kampfgruppe Chill set up on board 21 in hexes numbered ≤ 2 and/or on board 22 in hexes numbered ≤ 6.

Reinforcements enter turn 3 on the south or east edge of board 21.

Elements of A Company, Lincoln and Welland Regiment, 10th Canadian Infantry Brigade, 4th Canadian Armored Division set up on board 21 in building J3, G7, and/or E5.

D Company, Lincoln and Welland Regiment enter turn 1 on the north edge.

Elements of C Company, Lincoln and Welland Regiment enter turn 4 on the east edge of board 22 on/between R1 and R6.
KETTLEHUT TO THE RESCUE

SITUATION: BERGSTEIN, Germany, 8 December 1944: On December 7th, Delta, Easy, and Fox Companies of the 2nd Ranger Battalion were tasked with taking and holding Hill 400, also known as Castle Hill to the local Germans, near the town of Bergestein, in the Hurtgen Forest region of Germany. Early in the day, Delta and Fox companies were able to throw off the German defenders, a task force from the 272nd Volksgrenadier Division. Later that day, elements of Easy Company reinforced Hill 400. After the hill was secured, the Rangers were ordered to dig in and await the German counterattack. The counterattack came early in the morning on December 8th, by the 272nd Volksgrenadier Division with supporting armor from the 7th Armored Division. After an initial bombardment with artillery, mortars, and direct tank gun fire from a nearby hill, the Germans hit Fox Company first and then moved west. During the attack, a forward observer, Lieutenant Howard K. Kettlehut (56th Armored Field Artillery) arrived and called for counter-battery fire to suppress the German artillery. With support from the 893rd Tank Destroyer Battalion and the remainder of Easy Company, the German counterattack was thrown back.


MAP ORIENTATION:  
★ Exchange an American 8-1 for an 8-0.  
★ Exchange a German 8-1 for an 8-0.

(5 Only boxes A-P on board 9 and R-GG on board 13 are playable)

MISSION LENGTH

★ AMERICAN SETS UP FIRST  
★ GERMAN MOVES FIRST

COORDINATING INSTRUCTIONS:
1. EC are moderate with no wind at start. Kindling is NA.
2. Place overlay: X27 on 9G4-H4. The base level of this overlay is at level 3 and is inherent terrain.
3. German OBA is a 80mm HE/SMOKE with an off-board observer at level 4 on the south board edge.
4. After German set up, all American MMCs must take a pre-game TC. Every other unit that fails the check starts the game broken, beginning with the first unit that fails. All other units that fail the TC start the game pinned.
5. The turn 2 American 9-1 is an American Field Artillery officer. Once this 9-1 has an LOS to the southern edge of board 15, during a U.S. PFPs, the German player loses his OBA for the rest of the scenario. This 9-1 may not direct fire groups.

Scenario Design: Hugh Downing 090804.6

SCHWERPUNKT SCENARIO SP120

MISSION: The Germans win at game end if they control all multi-hex stone buildings and all level 4 hexes on board 9.

If in play, do as follows:

Elements of D, E, and F Companies, 2nd Ranger Battalion, 9th Division setup on any level 2 or higher hill hex on board 9.

{ELR: 4}  
{SAN: 3}

Elements of E Company and 56th Armored Field Artillery enter turn 2 on the north edge of board 9.

{ELR: 4}  
{SAN: 3}

Elements Grenadier Regiment 980, Volksgrenadier Division 272 set up in hexes numbered ≤5 on board 15.

{ELR: 4}  
{SAN: 3}

Elements of Volksgrenadier Division 272 enter turn 2 on the south edge of board 15.