Scenario A

BURZEVO

BURZEVO, 27 MILES S.W. OF THE KREMLIN. Dec. 2, 1941: By the end of November, Operation Typhoon had broken down; resolute Soviet resistance, exhaustion, and sub-zero temperatures had almost completely halted the Germans. Along the Minsk-Moscow highway, the fastest and most direct to the Russian capital, von Kluge’s Fourth Army made a last desperate attempt to dislodge the defending Russians by an encircling attack from the south. The real progress was made by the 258th Infantry Division, whose spearheads managed to capture the village of Burzevo on the afternoon of Dec. 2. The Battalion of the 47th Regiment was ordered to hold there, its men anticipating a brief respite from the -30°F night. But at 0200 hours the Russians counterattacked...

VICTORY CONDITIONS: The Russians win by eliminating three 4-6-7 squads and destroying or Immobilizing all German vehicles and the 88 or keeping them out of the confines of the village (rows I through Y inclusive) at game end.

BOARD CONFIGURATION:

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>German Sets up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>Russian Moves First</td>
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</tr>
</tbody>
</table>

Elements of the 3rd BATTALION, 478th REGIMENT, 258th INFANTRY DIVISION - setup first, between hex rows L and Z inclusive. All infantry units must set up in buildings, one squad maximum per hex (or level per hex). Leaders and crews may stack freely:

Elements of the 20th TANK BRIGADE - enter from any east and/or west edge hexes:

SPECIAL SCENARIO RULES:

SSR A.1: There is no road movement for any units.

SSR A.2: Night Rules (49) are in effect.

SSR A.3: All buildings are considered wooden. A burning wooden building Illuminates all hexes within a two hex radius (as per 67.5).

SSR A.4: All hills are considered flat open ground. Woods hills hexes remain woods.

SSR A.5: STG’s may not set up in woods or building hexes. AFV’s may not enter bldg 3M2.

SSR A.6: Russian tank commanders may use starshells (49.) if the tank is CE.

AFTERMATH: Amid blazing buildings and tanks the Infantry tackled the T-34’s with demo charges and grenade bundles, and by dawn the attack had been defeated, but with heavy losses to the defenders. That same day Fourth Army suspended the offensive and ordered its units to withdraw back across the Nara River. The trials of its men however, was far from over; the Russian Winter Offensive was only days away.

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A QUICK PLAY CROSS OF IRON SCENARIO
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Scenario Design by Robert McNamara;
PLAYTESTING: Jon Mishcon, Joe Suchar, John Kenower, Jim Stahler, Jim Baker, Bill Fasone, Bill Edwards
VSQL Graphic Layout by Bill Sosnicki Updated 110604; rev A
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**Scenario B**

**VICTORY CONDITIONS:** Germans win if at the end of the game they solely occupy, with unbroken squads or functioning AFV’s, four of the level 3 hexes of Hill 621 and there are no Russian unbroken squads or functioning AFV’s on the remaining level 3 hexes. “Functioning” is defined as having an unbroken, unstunned crew, and any working armament. Russians win by preventing the German victory conditions.

**TURN RECORD CHART:**

<table>
<thead>
<tr>
<th>★ Russian Sets up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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<th>8</th>
<th>END</th>
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</thead>
<tbody>
<tr>
<td>+ German Moves First</td>
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</tbody>
</table>

**Elements of the 307th Rifle Division** - set up south of road Q1-Y10:

**Mechanized Brigade elements** - enter on turn 4 via south edge:

**Elements of the 18th Panzer Division and the Panzerjager Battalion 653** - set up north of road Q1-Y10:

**SPECIAL SCENARIO RULES:**

SSR B.1: Wire and mines may be placed in the hexes which contain road Q1-Y10.

SSR B.2: Both sides have one 80+mm artillery module.

SSR B.3: Both sides receive random air support.

SSR B.4: German engineer units may make unlimited smoke.

SSR B.5: The German player may not inspect the contents of entrenchment counters prior to his initial set-up.

**AFTERMATH:** The German units, decimated and exhausted by five days of incessant fighting, attacked doggedly but didn’t have the strength to seize or hold the hill. The panzergrenadiers were soon actually on the defensive as continuous Soviet counterattacks forced the Germans to employ their last reserves merely to hold their own positions.

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PLAYTESTING: Jon Michon, Bob Suchar, John Kenower, Jim Stahler, Jim Baker, Bill Farnie, Bill Edwards

VSQG Graphic Layout by Bill Sosaicki Updated 09/01/92; rev A

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THE BUKRIN BRIDGEHEAD

Scenario C

Victory Conditions: The Russians win if at the end of their 10th player turn there is no unbroken enemy squad or AFV with functioning armament within normal range and clear LOS of the Russian objective hexes. The normal range of infantry squads may be extended by functioning MGs. See Special Rule C.3. The Germans win by preventing the Russian victory conditions.

Turn Record Chart:

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6*</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>German Sets Up First</td>
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<tr>
<td>*</td>
<td>Russian Moves First</td>
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</tr>
</tbody>
</table>

Elements of the Armored Recon Battalion 19 - set up west of road 5A6-5Y10-5G66:

Elements of the 51st Guards Tank Brigade - set up on any whole or half hexes of board 2:

SPECIAL SCENARIO RULES:

SSR C.1: No infantry units may make smoke.

SSR C.2: Germans have one module of 80+mm offboard artillery commencing on turn 5; the Russians may use their radio only to direct on-board artillery.

SSR C.3: After the Germans set up but before the Russians do, the Russian player must determine his objective by inverting, mixing, and randomly choosing one of the artillery chits which is kept secret from the opposing player and set aside for end of game verification. The chit drawn determines the objective as follows: “1”: 4A5-4A6-4B5; “2”: 4I1-4I2-4I3; “3”: 4Q1-4Q2-4R2; “4”: 4Y1-4Y2-4Y3.

50 MILES S.E. OF KIEV, Sept. 24, 1943: In mid September 1943 Manstein’s Army Group South initiated a full scale retreat along the entire length of its 600 mile front. The plan was to fall back to the west bank of the Dnieper and redeploy for defense before the Russians could form any bridgeheads across the river. One spot where the race was won by the Red Army was near the village of Bukrin, where the Third Guards Tank Army with the help of partisans crossed in company strength, during the first hours of Sept. 22; reinforcement of the bridgehead was begun forthwith. The Germans immediately rushed the advance elements of the 19th Panzer Division down from Kiev to seal off this dangerous foothold. On the 24th the Russians pressed their attack in an attempt to break through the weakly held German defensive line and link up with a simultaneous paratroop of three Airborne Brigades further to the southwest.

Board Configuration:

Aftermath: The combat troops of the recon battalion were hard put to contain the Russian push but by throwing in the supply and repair units and anyone else who could be scraped up, a near disaster was averted and the situation restored. The line had held, and although the Russians attempted for several more weeks to effect a breakout, they had become effectively bottled up. They would have to turn elsewhere to crack the Dnieper line.
DELYING ACTION

**Scenario D**

**WESTERN LITHUANIA, the end of October, 1944:** After failing to halt the onslaught of Bagramyan’s 1st Baltic Front, scattered units of the Gross Deutschland Division were ordered to fall back to the northwest and regroup. One evening during the course of this retreat some three hundred of its men were surprised by a cautiously advancing Russian infantry regiment. After a short firefight the Russians decided to dig in for the night and initiated their attack at dawn by advancing a column of tanks from a just arriving armored unit. The Germans however, seeing the tanks, immediately withdrew, leaving only a small delaying force to cover their rear.

**VICTORY CONDITIONS:** To win the Russian player must exit all seven tanks off the North edge road. Each German unit eliminated counts as a tank successfully moved off the board. Germans win by avoiding the Russian victory conditions.

**BOARD CONFIGURATION:**

**SPECIAL SCENARIO RULES:**
- **SSR D.1:** There is no road movement bonus for any unit.
- **SSR D.2:** Treat wheatfields as open ground.
- **SSR D.3:** Hexes E8 and U8 are marsh (75) hexes; U8 does not contain woods.

**AFTERMATH:** The delaying force set up three ambush points and straight into them rumbled the tank column, without supporting Infantry. Each ambush group knocked out several tanks but there was never any doubt as to the ultimate outcome of the encounter, as each was successively and literally overrun and wiped out. (A few terror-stricken survivors were shortly thereafter rescued by a counterattack led by two S.S. armored regiments against the Russian flank, which inflicted heavy losses and recaptured the immediate area for a few days. after which the retreat was resumed.)

**TURN RECORD CHART:**

<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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<th>7</th>
<th>END</th>
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<tbody>
<tr>
<td>🟠 Russian Moves First</td>
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</tbody>
</table>

**Elements of the GROSS DEUTSCHLAND PANZERGRENADIER DIVISION** - set up north of hexrow AA using Hidden Initial Placement (42). During the Advance Phase they may maintain this status if the hexside they cross touches a woods or building symbol (note hex changes on scrap paper):

| 3 | 8 | 3 |

**Elements of the 5th GUARDS TANK ARMY** - enter via south edge road on turn 1:

---

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Graphic Layout by Bill Soscicki
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THE POUPPEVILLE EXIT

Scenario F

NORMANDY, June 6, 1944: With the invasion at Normandy underway, the first Allied troops to see fighting were the men of the airborne divisions. Most of the early encounters for the 101st Airborne Division occurred at the many German strong points and scattered villages located behind the invasion beaches. In helping to secure the southern beach exits for the troops on Utah Beach, a small combat group from the 3rd Battalion of the 501st Regiment set out to clear the village of Pouppeville at beach exit number one. By 0800, Colonel Ewell and his men had reached the village and begun the attack.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The American player wins if at the end of any player turn he has uncontested control of two of the three multi-hex stone buildings on board “3” and has eliminated or captured both AA guns in hexes 3U2 and 3N7. The German player wins by avoiding the American player’s victory conditions.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>+ German Sets up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>END</th>
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</thead>
<tbody>
<tr>
<td>American Moves First</td>
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</tr>
</tbody>
</table>

Elements, 3rd Battalion, 1058th Regiment, 91st Division - setup on indicated hexes:

Elements, 3rd Battalion, 501st Parachute Regiment, 101st Airborne Division - setup on or adjacent to hexes 5CC8, 5BB8 and/or 3BB6, one squad maximum per hex:

SPECIAL SCENARIO RULES:

SSR F.1: The 37mm AA guns may not be moved from their initial setup hexes. Note that this does not prevent the guns from rotating within their hexes.

SSR F.2: No units may start fires during the game.

SSR F.3: All hexes of Hill 534 and Hill 547 are considered ground level “Marsh” (75). Note that building 3110 does not exist.

AFTERMATH: With numerically inferior troops the American paratroopers fought their way through the village in heavy house to house fighting. But with the garrison losing contact with their battalion headquarters in St. Come-du-Mont, the German resistance soon faltered with the local commander finally surrendering. Later that day, first contact between seaborne and airborne troops was made at the village of Pouppeville between Colonel Ewell’s men and the 2nd Battallon, 8th Infantry Regiment 4th Division.

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Scenario Design by Robert McNamara;
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Jim Baker, Bill Farone, Bill Edwards
VSQIL Graphic Layout by Bill Sosnicki Updated 090415; rev A
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### Scenario G

**Holland, September 19, 1944:** Although the airborne portion of the “Market-Garden” Operation centered around the seizing of vital bridges, heavy fighting occurred over control of the highway section leading to the bridges as well. While parts of the 82nd Airborne fought to gain control of the bridges at Nijmegen, other elements fought for control of the Kleve-Nijmegen highway. One of the major objectives in the control of this highway was Hill 75.9, better known as “Devil’s Hill”. Control of this high ground meant a complete overview of the highway below. Even though German security troops operating in this area were small in number, when concentrated in defense of a natural strong point such as this, these troops often put up strong resistance. Such was the case when Company A of the 508th Parachute Regiment moved out to take “Devil’s Hill.”

#### Victory Conditions:
The American player wins by being the last to occupy (with unbroken squads) the three entrenchments on Hill 621 at game end. The German player wins by avoiding the American player’s victory conditions.

#### Turn Record Chart:

<table>
<thead>
<tr>
<th>+ German Sets up First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>+ German Moves First</td>
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</tbody>
</table>

**Element, 406th Lanesschuetzen Division, Corps Feldt** - set up anywhere on Hill 621:

- Enter turn 3 on any east edge hex(s) from 2Y1 to 211 inclusive:
- Enter turn 4 on any east edge hex(s) from 2Y1 to 211 inclusive:

**Co. A, 1st Battalion, 508th Parachute Regiment, 82nd Airborne Division** - set up on any whole hexes on board “5”:

**Special Scenario Rules:**

**SSR G.1:** The German entrenchments must be set up on three of the seven “level 3” hexes on Hill 621. No other entrenchments may be constructed during the game by either side.

**SSR G.2:** The Americans may designate one squad prior to play which may place smoke once during the game.

**Aftermath:** Covering some 200 yards, the paratroopers’ determined attack soon drove the Germans from the summit of the hill. But the Germans recovered quickly on the reverse slopes and counterattacked repeatedly throughout the day. By nightfall the Americans had gained control of the hill, though by morning the Germans had returned and infiltrated the paratroopers’ positions. Once again the Germans had to be driven out from “Devil’s Hill.”

### Quick Play Cross of Iron American Variant Scenarios

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SCENARIO DESIGN: Courtney Allen

PLAYTESTING: Steve Spouls, Martin Anderson, Jon Mischum, Joe Suchar, Bill Edwards, Bill Farone, Dale Wetzelberger, Don Greenwood

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VSQL Graphic Layout by Bill Sossick; Updated 090417; rev A

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THE ATTEMPT TO RELIEVE PEIPER

VICTORY CONDITIONS: To win, the German player must exit 7 squads (an AFV counts as 2 squads) off the west edge of board “2” via hexes 2Z10 thru 2P10 by the end of the game. The American player wins by avoiding the German victory condition.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>German Moves First</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>American Sets up First</td>
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</tbody>
</table>

Elements, 2nd Panzer Grenadier Regiment, 1st SS Panzer Division - enter turn 1 on any east edge hex of board “5” on/from 5L10 to 5B10:

Elements, Go. E, 2nd Battalion, 505th Parachute Regiment, 82nd Airborne Division - set up anywhere on board “2” and anywhere on board “5” on west-of hex row “3”:

SPECIAL SCENARIO RULES:

SSR H.1: Consider all hexes of Hill 538 as ground level woods. (VSQL Note: A customized board 2h (bd2h) is available for download on the Yahoo groups “VSQL-Group” files section which already contains the SSR terrain alteration.)

SSR H.2: “Bore Sighting” (78) is not allowed.

SSR H.3: The American player may not make an “artillery request” until game turn “3”.

SSR H.4: Because of frozen ground conditions, units may not roll for entrenchments.

SSR H.5: The American artillery module is based on 105mm guns.

AFTERMATH: In the morning hours the local civilians had informed the American patrols of German tanks and infantry assembling around Wanne. Just before noon a company of grenadiers supported by self-propelled guns appeared along a road which ran past the rise held by the paratroopers. Infantry teams equipped with bazookas knocked out the assault gun as they advanced but sustained heavy losses. Finally artillery support called in from positions west of the river, disrupted the German advance. Further attempts continued in an effort to relieve Peiper but each met with little or no success. On December 24th Peiper’s men, leaving all their vehicles in the pocket escaped on foot and Christmas morning rejoined the rest of the 1st SS Division south of Stavelot.

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VSQL Graphic Layout by Bill Sosnicki Updated 090415; rev A

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**HUNTERS FROM THE SKY**

**Scenario I**

**THE RHINE RIVER, March 24, 1945:** “Operation Varsity,” the airborne phase of the Allies’ Northern Rhine crossing, was to be the last airborne assault of the war. Artillery units and fighter-bombers pounded the German gun positions in the vicinity of the drop zones lifting just prior to the arrival of the first flight of transport planes. The 17th Airborne Division’s first regiment to drop received little problems from ground fire, arriving so close behind the Allied bombardment phase. But the second regiment, the 513th Parachute was not so fortunate. With the Germans no longer deterred by the bombardment, the paratroopers received heavy small arms and anti-aircraft fire as they fell to the ground.

**BOARD CONFIGURATION:**

**VICTORY CONDITIONS:** To win, the German player must have undisputed control of the American “assembly building” as determined in special rule 1.1 at the end of the game or eliminate six American squads. Squads that have scattered off the playing area and have not reentered by the end of the game are considered eliminated for determining victory conditions. The American player wins by avoiding the German player’s victory conditions.

**TURN RECORD CHART:**

<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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<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>END</th>
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<tbody>
<tr>
<td>American Moves First</td>
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</tbody>
</table>

**Elements, 84th Infantry Division** - set up on any whole or half hexes on boards 2, 4 and/or 5:

**Reinforcement Group 1** - roll for entry starting turn 4:

**Reinforcement Group 2** - roll for entry starting turn 5:

**Elements, 513th Parachute Regiment, 17th Airborne Division** - drop per rule (99) on turn 1:

**SPECIAL SCENARIO RULES:**

**SSR 1.1:** Before the game begins the American player must randomly determine his “assembly building” and secretly record his drop points. To determine the building prepare a special deck of playing cards consisting of four each aces, deuces, threes, fours, fives and sixes. Secrecy draw one card. The card number drawn indicates the “assembly building” from the following table:

<table>
<thead>
<tr>
<th>Card</th>
<th>Entry Point</th>
</tr>
</thead>
<tbody>
<tr>
<td>ace</td>
<td>41V</td>
</tr>
<tr>
<td>deuce</td>
<td>4P6</td>
</tr>
<tr>
<td>three</td>
<td>4110</td>
</tr>
<tr>
<td>four</td>
<td>2W9</td>
</tr>
<tr>
<td>five</td>
<td>2M9</td>
</tr>
<tr>
<td>six</td>
<td>452</td>
</tr>
</tbody>
</table>

The American player must reveal the building drawn in the German rally phase of game turn 4.

**SSR 1.2:** Hills 621 and 538 do not exist. Note that all woods hexes in these areas do exist.

**SSR 1.3:** AFVs may not enter any type of building hex.

**SSR 1.4:** All wheatfield hexes are considered “brushwood.” Treat exactly like wheatfield hexes except it costs infantry units 2 MFs to enter.

**SSR 1.5:** The German reinforcement entry hexes are determined randomly on the turns indicated. Each German reinforcement group must roll one die separately when determining its entry hex according to the following table:

<table>
<thead>
<tr>
<th>Die</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2</td>
<td>5GG5/5GG6</td>
</tr>
<tr>
<td>3</td>
<td>2Q1</td>
</tr>
<tr>
<td>4, 5</td>
<td>4GG5/4GG6</td>
</tr>
<tr>
<td>6</td>
<td>Group does not enter this turn, roll again next turn.</td>
</tr>
</tbody>
</table>

**SSR 1.6:** The weather is considered “Moist” with no wind.

**AFTERMATH:** After a short but sharp fire fight, the paratroopers of the 513th Regiment were able to get the upper hand and finally assemble their battalions. With their regiments in order the objectives for the first day were all seized and linkup made by nightfall with the British ground troops assaulting across the Rhine River.

---

**QUICK PLAY CROSS OF IRON**

**AMERICAN VARIANT SCENARIOS**

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**SCENARIO DESIGN:** Courtney Allen

**PLAYTESTING:** Steve Spaulding, Martin Anderson, Jon Misheon, Joe Suchar, Bill Edwards, Bill Farone, Dale Welzleberger, Don Greenwood

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VSQG Graphic Layout by Bill Sosniak Updated 090417; rev A

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OORDEREN, SOUTHERN HOLLAND, September 27th, 1944: Lieutenant C.P.J. Des Groseliers urged his straining men to push again. D Company had found a German 75mm antitank gun in the ruins of Oorderen. The breech had been hidden and the weapon had been left in the town center with some 200 rounds of ammunition. Well it just so happened that an enterprising scavenger had found this curious metal block. Lt. Des Groseliers did a little work. Now D Company had its own artillery. Everyone knew that C Company was going to be attacking the German bunker line north of the town. D Company would make sure that Jerry got back his 75mm shells. Perhaps in a slightly used condition. The Rileys looked out for their own.

**Board Configuration**

```
  N
< 2
```

**VICTORY CONDITIONS**

The Canadian player to win must control 3 bunkers at game's end.

**TURN RECORD CHART**

<table>
<thead>
<tr>
<th>German sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>END</th>
</tr>
</thead>
<tbody>
<tr>
<td>Canadian moves first</td>
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</tbody>
</table>

857th Grenadier Regiment of 346th Infantry Division. Must set up within bunkers North of row O inclusive:

- 2-3-5
- 1-3-5
- 1-5-7
- 4-6-7
- 4-3-6
- 8-0
- 8-1
- HMG
- LMG
- 2-9
- B12
- 2-9
- B12
- ?

Royal Hamilton Light Infantry Regiment (RHLI or 'Riley'). May set up in any building hex South of row Q inclusive and enter on either (not both) East or West board edge any troops and support weapons not setup on board:

- AT
- 75L
- 4-5-8
- 9-2
- 9-1
- 8-1
- HMG
- B12
- 2-6
- B12
- Mitr
- 2-6
- B12
- 51sps

**SPECIAL RULES**

1. All buildings are wooden and first level except hex 10W8 which is wooden and second level.
2. German 75mm is a captured weapon and must be setup on board. Smoke is available.
3. There are no wheatfields.
4. All German units have just survived a suppression bombardment. All of rule 107.6 applies as if the Germans have undergone two consecutive game turns of FFE.

**AFTERMATH:** Division HQ had ordered a brief but heavy barrage that would creep northward through the German lines. Lieutenant-Colonel W.D. Whitaker didn't believe the bombardment would affect the bunkers. Therefore, using covering fire from the town, he sent C Company around the west flank of the bunkers. The plan was to attack away from the bombardment while the Germans concentrated on their front.

The bunkers easily withstood the blast effects but the Germans directed their defensive fire southward against the town while the Rileys swept in from the rear. Within one hour the attack was successful at a cost of four Canadian dead. The entrapped Germans had been isolated and destroyed. Regrettably, Lt. Des Groseliers used up all his ammunition in attempts to reduce some of the bunkers, and D Company had to leave their private artillery behind as the Rileys advanced to the Scheldt Estuary.
FAST HEINZ

EAST OF ROSLAYL, SOVIET UNION, August 7th, 1941: Another day of pouring rain. The mud clung like black tar to the men’s boots. The 292nd Infantry Division slowed in its push to close the bag on the Russian Fourth Army. Each overrun town required its own garrison. Each possible exit needed a guard. As the leading troops shrank in number so did their speed. To insure success Colonel-General Heinz Guderian abandoned his panzers to march on foot with the 507th Regiment. The 292nd moved on.

BOARD CONFIGURATION:

VICTORY CONDITIONS: To win the Russian must exit 9 squads off the cast edge by game’s end. AFVs with functioning armament count as two squads.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>German Sets up First</th>
<th>1</th>
<th>2</th>
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<th>4</th>
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</table>

Elements of the 509th Regt of 292nd Infantry Division - setup anywhere east of hexrow I, inclusive:

- **2** 78

Enter on any one east edge hex on Turn 6:

- **6**

Fragments of the Russian Fourth Army - enter on any or all board edge hexes west of Row I, inclusive:

- **17**

SPECIAL SCENARIO RULES:

SSR K.1: Use all rules through COD including the possible conversion of German minefield factors to booby traps and/or Anti-Tank mines.

SSR K.2: Environment is WET.

SSR K.3: All wheatfields are level -1 marsh (127).

SSR K.4: The hastily laid mines were rather easy to clear. All mine and booby trap clearing attempts get a -1 DRM.

SSR K.5: All buildings are wooden and level one.

SSR K.6: Mines may be setup in half-hexes.

AFTERMATH: The hastily laid minefields stunned the approaching ragtag collection of Russian infantry and armor. Initial Infantry attempts to rush the town were brushed back by mine blasts and accurate machinegun fire. Finally the Russians were able to clear a mine-free path for the tanks alongside the woods just as German reserves arrived. The battle swirled at the edge of town until one tank was destroyed and the other lost a track. The Russian infantry then broke and fled.

By August 8th the Roslavl pocket yielded 38,000 Russian prisoners, 200 captured tanks and numerous guns. Another stunning victory on the road to Moscow.

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Graphic Layout by Bill Sosnicki
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THE LONG ROAD

SOUTH OF ANDRIBA, MADAGASCAR, September 16th, 1942: The King's African Rifles with detachments of A Squadron, 1st Armoured Car had worked their way from the port of Majunga halfway to the capital city Tananarive. The Vichy defenders were handicapped both by the limited means at their disposal and the mixed emotions of many of their men. The Commonwealth troops at once represented both the best hope for a revived France and invaders of French soil. After a number of false starts and a series of minor demolitions the Vichy decided to block the major road to the capital as a matter of honor.

Board Configuration

VICTORY CONDITIONS

To win, the Commonwealth player must exit five squads, one leader, and one Armored Car with functioning armament south of hexes X10, Y10 or Z10 by game's end.

TURN RECORD CHART

- Vichy sets up first
- Commonwealth moves first

| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | END |

Vichy forces: May setup hidden anywhere between hexes Q and FF inclusive south of any hex numbered three inclusive;

Commonwealth forces: Enter on or within two hexes (thus each entry is 5 hexes wide) of any one north edge road;

SPECIAL RULES

L.1 All bridges are destroyed.
L.2 Vichy MMGs have a breakdown number of 10.
L.3 Vichy units may setup hidden in nonwoods gully hexes but are exposed the instant any Commonwealth unit achieves LOS to that hex.
L.4 The Commonwealth player is allowed only two scouts for the entire game.
L.5 Note that boresighting is allowed and that the armored cars cannot enter wire hexes.

AFTERMATH: In the face of substantial fire the Commonwealth troops attacked "with gusto". Gusto notwithstanding, the combination of Vichy fire and hastily constructed abatis forced the African units to find a detour. The Commonwealth flanking maneuver permitted the advance to continue in the morning. On November 5th the Vichy units in Madagascar formally surrendered.
THE DEAD OF WINTER

NORTHWEST OF STARITSA, RUSSIA, December 29, 1941: The German Army was frozen in place. Bitter cold and deep snow made the thinly clad Wehrmacht dig in and fight first for warmth, then the Russians. The Siberians were well equipped for war in the snow but the Russian High Command still threw them piecemeal at the German strongpoints. The much heralded Soviet Winter Counteroffensive was a series of small unit actions amongst the white and evergreen of the Russian winter. The raid on the crossroad NW of Staritsa was just one of many.

Board Configuration

VICTORY CONDITIONS

To win the Russians must exit seven squads off the south edge of the board from hexes 4AA1 through 4GG1 inclusive. Tanks with functioning weaponry count as two squads.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>♦️ German sets up first</th>
<th>1</th>
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<tr>
<td>★ Russian moves first</td>
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Elements 18th Infantry Regiment of 26th Infantry Division, setup on any whole hex of board 4.

Siberians of 31st Soviet Army, enter on any hex of row R.

SPECIAL RULES

M.1 The German Panzer IV may not move the body of the tank at all. It may rotate its turret.
M.2 Deep Snow rules are in effect.
M.3 The Siberians do not have skis but do have snow smocks.
M.4 Only rows R-GG inclusive are playable.

AFTERMATH: To protect the critical crossroads the Germans had cut a maze of trenches through the snow. If not in comfort, at least in cover, sentries peered into the snowy distance. Deep silence. Then, yes the sound of tank engines. Where? The white boxy shapes of T34s with their snowmen-like covering troops emerged from the east heading straight for the crossroads. The Germans were momentarily stunned, until their halldown tank, though immobile, had taken the advancing Russian tanks under fire at the German infantry moved from one fire position to another. The Siberians advanced in line abreast, some clinging to the sides of their slewing T34s. Within minutes it was over.

The German tank had been destroyed by Russian infantry assault and a number of Wehrmacht troops had died. However, all three T34s were smoking (two by tank fire and one from infantry-placed explosives) and there were no moving Siberians to be seen. The
FAUGH A’ BALLAGH

SINAGOGA, ITALY, May 16, 1944: The approach to Monte Cassino was agonizingly slow. The commanding heights gave the Germans superb observation and fire positions. In the valleys, small rearguard groups ensured that each hamlet had its bloodprice. For the Allies, the very narrowness of the battlefield ensured the maximum support for each assault. The Irish Brigade’s attack on Sinagoga was preceded by a full divisional bombardment. In the thunder of the barrage, many of the small stone houses of the picturesque village were quickly destroyed. Sinagoga’s defenders were not.

Board
Configuration

VICTORY CONDITIONS
To win, the Irish must either establish a favorable 3:1 ratio of unbroken full squads on the board at game’s end or solely occupy any five of the seven buildings that contain stairways. The German player wins by avoiding the Irish victory conditions.

TURN RECORD CHART

Elements of the 305th Infantry Division set up between Hex Rows U and EE, inclusive:

Elements of the Irish Brigade of the 78th Infantry Division with elements of the 16/5th Lancers attached enter on southern hexes B10 through O10 inclusive:

SPECIAL RULES
N.1 Rules for Boresighting, Equipment Possession, Smoke Grenades, Unit Integrity, and Sniper Generation are not in effect.
N.2 All buildings are level one and of stone construction.
N.3 Wheatfields are as depicted and all relevant rules are in effect.
N.4 Prior to initial placement of German units, the Allied player must roll two dice for every building hex on Hex Rows Q through EE, inclusive. A result of seven or less reduces the building to rubble.
N.5 Place on each hexside joining two nonadjacent rubble hexes a roadblock (e.g., if only X6 and W8 were rubble then hexside W7/X7 has AA3/BB3 and AA4/BB4 and AA5/BB4 each have a roadblock; if only BB1 and DD2 were rubble then there is no roadblock). This special rubble rule is invoked due to the amount of stone in each building and its tendency to bunch up in the narrow streets.

AFTERMATH Soon after the barrage lifted, the “Faughs” (so-called for their battlecry “Faugh a’ Ballagh”) stormed the shattered village. The bombardment had knocked out all the mines and fixed antitank weapons but had left the German troops and armor unaffected. Their fire, and the piles of rubble, so slowed the Irish assault that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in
SCENARIO 0

NORMANDY FRANCE, June 6, 1944: By dawn, Lt. Colonel R.L. Strayer had pieced together a unit composed of men of the 502nd, 506th and 508th Parachute Regiments. Front lines and flanks were meaningless. The officers and men didn't know one another. Radio contact with HQ didn't exist. All Strayer knew was that his objective was the southern causeways. As the sun rose, he drove his patchwork team towards the lower causeways. Almost at once they encountered scattered German resistance.

VICTORY CONDITIONS
To win the U.S. player must exit five squads off the southern edge of the map. The German player wins by avoiding the U.S. victory conditions.

TURN RECORD CHART

<table>
<thead>
<tr>
<th>+ German sets up first</th>
<th>1</th>
<th>2</th>
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<tr>
<td>☆ U.S. moves first</td>
<td></td>
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</table>

Elements of 2nd Battalion, 919th Regiment set up any whole hex on Board 6:

Elements of 502nd, 506th and 508th US Parachute Regiments [ELR:5] enter on north edge of Board 6:

SPECIAL RULES
None

AFTERMATH The initially scattered German defenders responded quickly to the presence of the advancing Americans. The paratroopers were able to press through the first line of defenders, but were so delayed that by 1100 they were still north of Causeway 4. In the larger scope, the US troops had already achieved a victory by pulling the German troops away from the beach and forcing them to fight a piecemeal battle for the bridgehead.
AACHEN’S PALL

SCENARIO P (GIA)

VICTORY CONDITIONS: For the US player to win, there must be no unbroken German multi-man counters in any hex of Building IG6. The German player wins by avoiding the US victory conditions.

TURN RECORD CHART:

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<tr>
<th>+ German Sets up First</th>
<th>1</th>
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<td>American Moves First</td>
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</table>

Aachen HQ - set up in any whole hex north of hexrow H:

Elements of 3rd Battalion, 26th Infantry Regiment [ELR 4] - set up any whole hex south of hexrow J:

SPECIAL SCENARIO RULES:

SSR P.1: There is no Sniper Generation (174.1), Equipment Possession (164.), Command Control (166.) nor Battlefield integrity (93.) rules in force.

SSR P.2: The 2 1/2 ton truck is the ammunition vehicle for the M12. Should the truck fail a 1MC, it is destroyed and there will be no wreck left in the hex. All other units in the hex are also destroyed. All American units in adjacent hexes to the truck must take a normal morale check. The truck cannot be moved into bypass.

AACHEN GERMANY, October 35, 1944: The American hand had closed about Aachen. The city fell slowly. Street by street, then house by house the GIs squeezed out the Germans. Finally the Wehrmacht headquarters in the Hotel Quillenhof was in sight. The massive hotel structure proved impervious to direct 75mm fire from supporting Shermans. As the GI’s launched their first assault, Colonel Corley called on a self-propelled 155 for direct fire support.

BOARD CONFIGURATION:

Only rows A-Q inclusive are playable.

AFTERMATH: The GI’s moved to the attack through a limited smoke screen. The Americans were almost in possession of the hotel when the Germans launched a final counterattack. The Americans fell back in the face of this new threat. It would be three more days before the hotel would be firmly in the GI’s grasp. The keystone of Aachen’s bitter defense fell as smoke collected in the heated air above.
MALEME CRETE, May 21, 1941: The New Zealanders had spent most of 20th May pinned down by endless sweeps of German fighter aircraft. Communications were a shambles, casualties were heavy, and local counterattacks simply failed. Colonel Andrew of the 5th New Zealand Brigade opted to withdraw from the immediate area of Maleme airfield and regroup to the southeast. The problem remained of how to draw back when the German paratroopers seemed everywhere.

**VICTORY CONDITIONS**
For the British player to win, he must exit nine squads off the south edge of Board 2 or on adjacent to hexes 211, 2Q1 and/or 2Y1. The German player wins by avoiding the British victory conditions.

**BOARD CONFIGURATION**

**TURNT RECORD CHART**

**ELEMENTS OF THE 22ND NEW ZEALAND BATTALION**
Set up as per Scenario Special Rule Q.1:

```
   S  L  M  M  L  M  M  A
   2  12 2  2
```

**ELEMENTS OF THE 7TH PARATROOPER DIVISION**
Set up in any whole hexes numbered 8, 9 and/or 10 on Board 4:

```
   S  S  S
   2  8
```

**SPECIAL RULES**

Q.1 The British player may set up any five counters in any whole hexes numbered 5, 6 and/or 7 on Board 4. The rest of the New Zealand forces enter on the north edge on Game Turn 1.

Q.2 No troops have smoke grenades and there are no smoke rounds for the

**AFTERMATH:** The Germans swept down from the hill and surrounded one isolated platoon of the New Zealanders. In so doing, they opened a corridor through which the rest of the 22nd was able to pass. Colonel Andrew was able to regroup and hoped to retake the airfield the following day. His hopes were never to be fulfilled.
The Allied planners had decided that Sicily would be a bolder operation than any ever undertaken by the British Eighth Army. Now under the command of General Bernard L. Montgomery, it was a well-equipped and confident force, which had finally triumphed over Rommel’s famed “Afrika Korps”. As a result, Alexander and Eisenhower decided that the Eighth Army would conduct its campaign on the Italian island in a fast and furious manner - unlike the pedestrian pace, which had characterized it heretofore. The Eighth Army would, after an unopposed landing, drive up the major coastal road, with its right flank on the sea and its left on the impressive bulk of Mount Etna, headed for the city of Messina at the headland of the straits which separated Sicily from the Italian mainland. Its order of battle was made across the “stepping-stone between Africa and Europe”, three vital bridges would have to be seized - Ponte Grande, the bridge guarding the approach to the town of Syracuse; dei Malati, northeast of Lentini; and, the third and furthest, the girder bridge spanning the Simeto on the southern outskirts of Catania.

Operation “Marston”, as the attack on the Primosole Bridge over the River Simeto was known, was given to the 1st Parachute Brigade of the 1st British Airborne Division to accomplish. It was planned to the last detail: equipment, route, tactics, codes, and even the type of food the British paratroopers could eat before the drop (“plenty of sugar, but little fat”). It envisaged two platoons of Colonel Alastair’s 1st Battalion with the 1st Field Squadron Royal Engineers, commanded by Major C. Murray, landing right on the bridge or as close as possible and capturing the span by a coup de main. The rest of the 1st Battalion under Alastair would then drop and organize the defense of the bridge while the 2nd Battalion, under Colonel Pearson, would establish itself in a loop of the river roughly 1000 yards from the bridge. Colonel Frost’s 3rd Battalion would seize and hold the high ground to the south of the river.

At sunset on 13 July, the British troops lifted from airfields in North Africa for the long haul to Sicily, being carried to their objectives by USAAF Dakotas. The flight was uneventful until the airborne armada neared the dark coast of Sicily. Then, as the Dakotas passed over the Allied invasion fleet, the antiaircraft gunners below, inexperienced and nervous, opened fire. Several American planes were hit and went down in flames. Others turned back, while the rest hastily altered Course. Thereafter, everything went wrong. The men of the 2nd and 3rd Battalions, who had been sent swarming onto the metal floors by the pilots’ evasive action, were ordered to jump while they were still over the sea. And they did. Others dropped to their deaths in the inhospitable hills of the interior, where their skeletons were found even years later. In the case of the 1st Battalion, some distance ahead of the main wave, the pilots ordered the troops to jump when the aircraft were too low, so that the casualty rate from broken bones and twisted limbs shot up alarmingly.

But in spite of the absolute confusion, some fifty men of the 1st Battalion managed to drop in the right area. Soon they were joined by another group under Colonel Pearson, who assumed the command of the defense of the bridge. Swiftly he mustered his few troops to face the inevitable counterattack. Pearson managed to assemble three antitank rifles, two mortars, a machinegun and 250 men. These he deployed on the northern edge of the bridge, facing Catania, a short distance away. Pearson had just completed his dispositions, when an exhausted young paratrooper came hurrying up from the direction of the Italian-held airfield, where he had dropped by error. Excitedly he explained to his CO what had happened and then said that, during the confusion he had bumped into another paratrooper, who had come down close beside him. “But he spoke in German - he asked where his Schmeisser was!” The first troops of Colonel Heilmann’s 3rd Fallschirmjäger Regiment of the 1st Fallschirmjäger Division were landing, ready to seize and hold - or destroy - the bridge. For the first and only time in the Second World War, two brigade-sized combat forces were landing simultaneously from the air. The battle for the Primosole Bridge had begun.
OPERATION MARSTON

SCENARIO 1000

BOARD CONFIGURATION:

The compass directions are utilized to indicate the Allied and Axis points of entry (see SSR 1005).

<table>
<thead>
<tr>
<th></th>
<th>NW</th>
<th>3</th>
<th>N</th>
<th>4</th>
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TURN RECORD CHART:

**Stage I: 0330 Hours, 14 July 1943**

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Restart with Stage II, consult SSR’s

**Stage II: 0330 Hours, 14 July 1943**

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Restart with Stage III, consult SSR’s

**Stage III: 1550 Hours, 15 July 1943**

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Restart with Stage IV, consult SSR’s

**Stage IV: 2010 Hours, 15 July 1943**

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British move first
**Italian Garrison, Catania** - set up as follows:

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<th>Location</th>
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Anywhere on Board 1NW and/or Board 14N:

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**Elements, 3rd Fallschirmjaeger Regiment, 1st Fallschirm Division** - enter via Parachute Drop (as per rule 99 and Special Rule 5.1) during Stage I, Turn 1:

<table>
<thead>
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**Elements, Special Duties Panzer Regiment, SS Tagkommando** - enter via Road Hex I1 on Board 14N during Stage II, Turn 1, (see Special Rule 5.21):

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**OPERATION MARSTON**

**SCENARIO 1000**
SCENARIO 1000

**Scattered Remnants 1st Parachute Brigade, 1st British Airborne Division** - enter via Parachute Drop (as per 99. and Special Rule 1005.1) during Stage I, Turn 1:

**Elements 8th Battalion, Durham Light Infantry** – enter via road hex Y10 on board 12SE during Turn 1, Stage III:

**Advanced Detachment, 4th British Armoured Brigade** – enter via road hex Q1 on board 2S during Turn 1, Stage IV:

**SPECIAL SCENARIO RULES:**

**SSR 1001** The scenario is played in four distinct and separate stages, each of which recreates a historical phase in the battle for the bridge. The periods of relative inactivity between these scenario stages—during which the troops of the opposing sides entrenched, slept, ate, stripped at each other, awaited orders and were redeployed—are handled in an abstract manner.

**SSR 1001.1** At the conclusion of each scenario stage (Exception: Stage IV, 2010 Hours), each player may, within certain artificial restrictions, redeploy all unbroken squads, crews, leaders and snipers and all mobile vehicles. Support weapons may be redeployed but must remain with the unit which had possession of the weapon at the end of the final game turn of the previous scenario stage. Support weapons not in possession of any unit at the conclusion of a stage may not be redepolyed; such weapons simply remain where they lay until possessed (164.) or destroyed. All mobile vehicles which are redeployed must still contain all passengers and/or equipment which was being carried at the end of the final game turn of the previous scenario stage. All ordnance 60mm or larger may not be redeployed, unless the gun is being towed by a mobile vehicle at the end of the final game turn of the previous scenario stage or unless the mortar is dismantled (142.8); if ordnance is redeployed, it must be placed in the same hex as the towing vehicle or possessing infantry. Ordnance unable to be redeployed must be abandoned, but may be deliberately malfunctioned if desired by the abandoning player; it may not be deliberately destroyed.

**SSR 1001.11** The “status” of each and every board, for redeployment purposes, must be determined at the conclusion of each scenario stage. “Status” is determined by the ratio of opposing combat units on each board. “Combat units” are defined as unbroken armed squads, crews, leaders and snipers and all vehicles with functioning armament of any type; broken units, scouts, heroes, unarmored vehicles, support weapons, aircraft and ordnance are not considered combat units. Units on half-hexes formed by the junction of two boards may be considered to be on either, but not both, of the relevant boards; the owning player must announce to which board each such unit is credited during determination of status.

**SSR 1001.12** Of each board on which a player has at least one combat unit and the opposing player has no combat units, that board is controlled. The player may freely redeploy any eligible units on that board into any whole hex on that board no closer than five hexes, inclusive, to any non-hidden enemy combat unit (see NOTE—1000 .13). Broken enemy units and immobile enemy vehicles—along with all support weapons and/or ordnance in their possession—immediately surrender and are captured should an unbroken squad be redeployed into the hex. Mobile enemy vehicles, with all passengers and/or support weapons being carried and/or ordnance being towed, must be redeployed off the “controlled” board. If it is impossible for the opposing player to redeploy these mobile vehicles, these are also captured should an unbroken squad be redeployed into the hex (all passengers of such are automatically broken).

**SSR 1001.13** Of each board on which a player has at least four times the number of combat units than the opposing player, that board is dominated. (Example: the Allied
player has 16 unbroken squads/crews, three unbroken leaders and two AEC 1 while the Axis player has four unbroken squads and one StuG IIIz on Board 4NE at the conclusion of Stage III; Board 4NE is thus determined to be “dominated” by the Allied player. The player may redeploy any eligible units on that board into any whole hex on that board that is at least five hexes, inclusive, to any non-hidden enemy combat unit. 

(SCENARIO 1000) 

Any unit with captured enemy support weapons or captured mobile enemy vehicles be redeployed, the weapons and/or vehicles may be redeployed with the unit.

SSR 1001.2 Following all redeployment, all unbroken squads may automatically entrench (as per 54.2).

SSR 1001.3 Following placement of all entrenchments desired, all broken units, except prisoners (89.4), automatically regain their unbroken status. All stun (64.44) and shock (131.) effects are automatically negated.

SSR 1001.4 Following the automatic morale recovery, attempts to repair any and all malfunctioning weapons (as per 18 and 38.) and immobilized vehicles (66.3) may be made. Only a single attempt may be made to repair each malfunctioning weapon or immobilized vehicle.

SSR 1001.5 Following the repair of malfunctioning equipment and immobilized vehicles, all unarmored troops (164.3) are considered rearm from reserve stocks. Replace any unarmored units with an appropriate counter.

SSR 1001.6 Finally, each and every squad, half-squad and crew within three hexes, inclusive, and LOS of any non-hidden squad must make a single -2 unreversed morale check. Units which fail this morale check must commence the next scenario stage as broken units.

SSR 1002. Victory points are awarded to each player for fulfilling certain specific conditions, capture or destruction of certain enemy units and/or occupation of certain hexes, unoccupied by unbroken enemy infantry units or enemy vehicles with functioning armament of any type. Victory points are totaled at the conclusion of Stage IV.

SSR 1002.1 German strategic objectives in the region were to seize and defend the Primosole Bridge, hold the Simeto River line and secure the town of Catania. Should defense of the bridge prove impossible, demolition of the vital bridge was to be effected to render it impassable to Allied vehicles. A secondary objective was to take British prisoners in order to determine, by interrogation, the objectives, composition and plans of the British Eighth Army. Axis victory points are predicated on the basis of these objectives.

SSR 1002.11 The Axis player is awarded one point for each stone building hex on Board 1NW which is occupied by any unbroken Allied unit. Points may not be awarded for hexes which are rubbled (58.).

SSR 1002.12 The Axis player is awarded fifty points should one or more bridge spans be destroyed (as per 133.7). This condition may be applied once.

SSR 1002.13 Should the bridge remain intact (i.e.: should Special Rule 1002.12 not apply), the Axis player is awarded ten points for each bridge counter occupied by an unbroken Axis squad.

SSR 1002.14 Should the bridge remain intact (i.e.: should SSR 1002.12 not apply), the Axis player is awarded five points for each of the following hexes occupied by an unbroken Axis squad: hexes 7CR1, 7CP2, 7CR4, 7CP4 and 7CPI0.

SSR 1002.15 The Axis player is awarded ten points for each of the following boards which is “controlled” (1001.12) or “dominated” (1001.13) by Axis combat units or is “uncontested” (Special Rule 1001.16): Bd. 1NW, Bd. 14N, Bd. 15NE, Bd. 3NW, Bd. 2C and Bd. 4NE.

SSR 1002.16 The Axis player is awarded two points for each Allied squad/crew taken prisoner.

SSR 1002.17 The Axis player is awarded five points for each Allied leader taken prisoner.

SSR 1002.18 The Axis player is awarded five points for each Allied vehicle, of any type, destroyed.

SSR 1002.2 Montgomery’s plans demanded the seizure intact of the Primosole Bridge and establishment of a secure bridgehead north of the River Simeto. Capture of Catania and rapid thrust to Messina were the ultimate objectives. And, of course, capture of Axis troops and officers would provide Montgomery with intelligence on what his forces would have to contend with further north. Allied victory points are predicated on the basis of these objectives.

SSR 1002.21 The Allied player is awarded five points for each stone building hex on Board 1NW which is occupied by an unbroken Allied squad Points may not be awarded for hexes which are rubbled (58.).

SSR 1002.22 The Allied player is awarded 100 points should any route, composed of contiguous road (and bridge) hexes which are neither occupied nor adjacent to any enemy unbroken squads/half-squad/crew and/or AFVs with functioning armament, from the south edge to the north edge be viable. Wire, entrenchments and/or wrecks which occupy a road hex of the route do not negate this condition. This condition may be applied once.

SSR 1002.23 The Allied player is awarded ten points for each of the following boards which is “controlled” (Special Rule 1001.12) or “dominated” (Special Rule 1002.13) by Allied combat units: Bd. 1NW, Bd. 14N, Bd. 15NE, Bd. 3NW, Bd. 2C and Bd. 4NE.

SSR 1002.24 The Allied player is awarded two points for each Allied squad exited off the north edge.
SCENARIO 1000

SSR 1002.25 The Allied player is awarded ten points for each M4 Sherman or Churchill IV with functioning main armament exited off the north edge.

SSR 1002.26 The Allied player is awarded two points for each Axis squad/crew taken prisoner.

SSR 1002.27 The Allied player is awarded five points for each Axis leader taken prisoner.

SSR 1003. A two-lane, vehicular, stone bridge extends from hex 7DQ3 to hex 7CQ10.

SSR 1004. The river is deep, running at normal level, and with a strong current flowing east.

SSR 1004.1 Marsh hexes on Board 7C do not exist. Treat all such marsh hexes as water hexes.

SSR 1004.2 Although the River Simeto was deep, a relatively shallow area where it was possible for infantry to cross existed west of the bridge. All water hexes on Board 7W between hex line D and hex line P, inclusive, are considered shallow water and infantry units may cross such hexes by fording (1265), as well as by boat or by swimming.

SSR 1004.3 All streams are dry (1572).

SSR 1005. Entry of forces into play must occur on the designated turn of entry and at the designated point of entry, except as follows:

SSR 1005.1 Following initial Axis placement but prior to the first game turn of Stage I, the Allied player and the Axis player must each secretly record the point of entry for their respective paratroop units.

SSR 1005.11 All paratrooper units of both players must enter play n the first game turn of Stage I.

SSR 1005.12 Each player must record any two boards as the point of entry. (Example: “Bd. 7C and Bd. 2C” would indicate that all paratroopers and their support weapons—appropriately separated into plane capacity groups—would select drop points on these two boards only and enter play on the first game turn of Stage I.)

SSR 1005.13 Upon the two designated boards, each “plane capacity group” (99.21) may select any whole hex as the “drop point” (99.22). At least one plane capacity group must select a drop point on each of the two designated boards.

SSR 1005.2 Units of the Special Duties Paratroop Regiment, SS Tagkommando and the 8th Battalion, Durham Light Infantry, and the Advanced Detachment of the 4th British Armoured Brigade must enter on the first game turn of the appropriate scenario stage on the designated road hex unless radio contact (46.11) has been established during the initial Rally Phase of that first game turn.

SSR 1005.21 Should the Axis player have established radio contact, entry of the Special Duties Panzer Regiment, SS Tagkommando may be delayed until Axis Movement Phase of any game turn prior to the last turn of Stage II. Further, the point of entry may be shifted to any road hex of the north edge. The new turn of entry and point of entry must be secretly recorded during the Rally Phase of the first game turn of Stage II. (NOTE: either the turn of entry or the point of entry may, of course, remain unchanged if desired and so recorded.) All units comprising the SS Special Duties Panzer Regiment must enter, sequentially, upon this road hex commencing that game turn.

SSR 1005.22 Should the Allied player have established radio contact, entry of the 8th Battalion, Durham Light Infantry may be delayed until the Allied Movement Phase of any game turn prior to the last turn of Stage III. Further, the point of entry may be shifted to any road hex on the south edge. The new turn of entry and point of entry must be secretly recorded during the initial Rally Phase of the first game turn of Stage III. All units comprising the Durham Light Infantry battalion must enter, sequentially, upon this road hex commencing that game turn.

SSR 1005.23 Should the Allied player have established radio contact, entry of the Advanced Detachment of the 4th Armoured Brigade may be delayed until the Allied Movement Phase of any game turn prior to the last turn of Stage IV. Further, the point of entry may be shifted to any road hex on any edge south of the river. The new turn of entry and point of entry must be secretly recorded during the initial Rally Phase of the first game turn of Stage IV. All units comprising the 4th Armoured Brigade detachment must enter, sequentially, upon this road hex commencing that game turn.

SSR 1005.3 There is but one involuntary withdrawal imposed upon the play—that of the armor of the Special Duties Panzer Regiment, SS Tagkommando. At the conclusion of the redeployment of all forces prior to the commencement of Stage III, all surviving PzKw III and StuG III must be withdrawn for other duties. These units are immediately and simply removed from the mapboard.

SSR 1006. The trucks of the 8th Battalion, Durham Light Infantry, regardless of turn of entry or point of entry, must enter play in convoy (84). The AFVs and jeeps need not be part of this convoy, but may be integrated into the convoy if desired (in which case all rules for convoys apply).

SSR 1006.1 All crews, boats and support weapons (with the exception of LMGs) must enter play loaded on vehicles in the convoy; all ordnance must be towed.

SSR 1006.2 The convoy may not be voluntarily broken up until the game turn following the turn in which all vehicles of the convoy are in play. (Thus, if four trucks and two AEC I of the convoy enter play on Turn 5 of Stage III, with the remaining two trucks entering on Turn 6 at the end of the onboard elements of the convoy, the convoy may not be broken up until Turn 7.) Further, towed guns may not be deployed, nor passengers and/or equipment be unloaded until the convoy is broken up. The convoy is confined to road hexes only.

SSR 1007. Italian troops are represented by the Axis Minor Allies counters and all rules for Allied Troops (74) apply. (Upon publication of the Italian troops and support weapons counters, players may substitute—on an equivalent basis—these counters for the Axis Minor Allies counters. At this time all rules for Italians will be in force.)

SSR 1008. Building 6SWN4, building 6SWK8 and all designated buildings on Board 1, Board 12 and Board 3 are of stone construction. All other buildings are of wooden construction.

SSR 1009. The following hexes are third-Level building hexes: INWK4, INWK3, INWKX5, INWAA7, 4NL5, I2SEU5, I2SEV4, 6SW8, 8ER9, 5EN2 and 8EM3.

SSR 1010. Ignore all shellholes.

SSR 1011. The Italian garrison, asleep for the night, was thrown into total confusion by the initial shock of the mass aerial landings. During the first game turn of Stage I, Italian units may not move during their Movement Phase nor fire during their Prep Fire Phase. Further, during the first game turn, each Italian unit must, during the Defensive Fire Phase and the Advancing Fire Phase (99.3), fire upon the nearest parachute unit—German or British—in its LOS and range with its inherent firepower only. Should two parachute units be equidistant, the choice of target falls to the Axis player. All restrictions upon Italian units are negated on the second game turn and thenceforth.

SSR 1012. Both sides may generate snipers (174).1

SSR 1012.1 Snipers may be generated from unbroken squads of the following forces only: 1st British Airborne Brigade, 3rd Fallschirmjäger Regiment, SS Special Duties Panzer Regiment. Up to four snipers may be created from each of these forces during the course of the scenario.

SSR 1012.2 Snipers may not be reabsorbed. Snipers may only be removed from play by being KIA or captured. They may never be voluntarily removed.

SSR 1013. Italian units may not utilize Bore Sighting (78.) initially. Commencing with Stage II, any appropriate weapon (78.1) of either side which has not been redeployed and is crewed by an unbroken infantry unit may utilize bore sighting. The bore sighted target hex (78.3) must be recorded prior to the first game turn of the upcoming scenario stage.

SSR 1014. Field Promotions (1 IS.) are not allowed.

SSR 1015. During all game turns of Stage I only, Night rules (49.) are in effect.

SSR 1016. The Weather is Clear (111.1); Environmental Conditions (102.3) are Dry. Wind Force (102.6) is Mild Breeze at the beginning of each stage. Wind Direction (102.5) must be determined prior to the first game turn of each stage.

SSR 1017. All unbroken British paratrooper squads (638s), German airborne assault engineer squads (838s) and SS squads (658s) may place smoke (24).

SSR 1018. All German AFV crews are SS, with appropriate morale. All SS rules (83.) are in effect except East Front special characteristics (83.5 and 83.6).

SSR 1019. Neither player may ever voluntarily eliminate units, broken or unbroken, which are in play (Exception: SS units may eliminate captured units — 89.3).

SSR 1020. Battlefield Integrity (93.) is in effect for the following forces only Italian Garrison, Catania and 8th Battalion. Durham Light Infantry. Entrance of other forces, including stragglers, and/or losses among other forces have no effect on the battlefield integrity of those two forces (negate 93.4—93.8). Players should note that rules for Surrender (153.) are in effect.

SSR 1021. The Axis player enjoys the possibility of air support during Stages I and Stage II.

SSR 1021.1 Beginning on the first game turn of each of these scenario stages, should the Axis player have established radio contact, he may roll to receive air support (as per 139.1) during he initial Rally Phase of each game turn.

SSR 1021.2 Should the Axis player receive air support, it will take the form of four 1943 fighters, all of which must enter play on the same game turn (as per 139.1).

SSR 1021.3 The Axis fighters may not remain in play in excess of six game turns, inclusive of the turn of entry. The fighters may exit play individually. All fighters must exit play prior to the conclusion of the scenario stage.

SSR 1021.4 The Aids player may receive air support once during Stage II and once during Stage III.

SSR 1021.5 Other than the above, all rules for Air Support (139.) are in effect.

SSR 1022. The Kleine Flossack (128.2), part of the equipment of the Durham Light Infantry battalion, must enter play loaded on a single truck (as per 128.9) These pneumatic boats must be “inflated” before being placed in any water hex (12.9). Whether inflated or deblated, these boats may be carried overland (as per 128.4).

SSR 1023. Only unbroken British paratroop squads (6-3-8), German airborne engineer
SCENARIO 1000

OPERATION MARSTON

squad (8-3-8) and leaders of any nationality with a leadership modifier of -2 to -3 may place Demolition Charges (23.) or effect demolitions (133.7). Note that SS squad/crews may not utilize demo charges (negate 83.4 in relation to demolition charges).

SSR 1024. Only unbroken German paratroop squads (4-6-8), airborne engineer squads (8-3-8), SS squads (6-5-8) and leaders of any nationality with a leadership modifier of -2 to -3 may utilize Flamethrowers (122.). Note that British paratroop squads/crews may not utilize flamethrowers (negate 104.22 in relation to flamethrowers).

SSR 1025. All wheatfield hexes on all boards are considered vineyards.

SSR 1025.1 A vineyard has the same LOS and LOF characteristics as a wheatfield (44.21-44.23).

SSR 1025.2 AFVs executing Overrun Attacks in vineyards attack with half effectiveness (72.4).

SSR 1025.3 All paratroop units landing in a vineyard hex must make a normal Morale Check upon landing, even if already broken (99.4).

SSR 1026. Due to the heavy, tangled vegetation of a vineyard, all unarmoured vehicles and light AFVs (Exceptions: Pzkp IIIE, StuG III, Bishop, Sherman I and A22 Churchill II IV) are subject to Bog (75.8) for each vineyard hex entered.

SSR 1026. Throughout the course of the two-day battle for the bridge, stragglers of both sides appeared on the battlefield. To represent this fact of the action in an abstract manner, the following rules are utilized.

SSR 1026.1 Following all mandatory Morale Checks (Special Rule 1001.5) but prior to the first game turn of Stage 11, the Axis player may roll two dice. The result of this dice roll (2-12) represents the number of German paratroop squads (4-6-8) which may enter play as stragglers. These squads must be placed by the Allied player in any whole hex on any and/or all of the following boards which are “controlled” (Special Rule 1001.12) or “dominated” (Special Rule 1001.12) by Axis combat units or are “uncontested” (Special Rule 1001.16): Bd. 13SW, Bd. 6SW, Bd. 4C, Bd. 2S, Bd. 5SE and Bd. 12SE. Such units may not be placed within five hexes, inclusive, of any Allied unit of any type. Should there be no board available for the placement of these units, all such stragglers are considered eliminated and do not enter play at any time. Victory points are not accrued for elimination of such units that do not enter play.

SSR 1026.2: Following all mandatory Morale Checks (SSR 1001.5) but prior to the first game turn of Stage IV, the Allied player may roll two dice. The result of this dice roll (2-12) represents the number of British infantry squads (4-5.71) which enter play as stragglers. These squads must be placed by the Allied player in any whole hex on any and/or all of the following boards which are “controlled” (Special Rule 1001.12) or “dominated” (Special Rule 1001.13) by Allied combat units or are “uncontested” (Special Rule 1001.16): Bd. 13SW, Bd. 6SW, Bd. 4C, Bd. 2S, Bd. 5SE and Bd. 12SE. Such units may not be placed within five hexes, inclusive, of any Axis unit of any type. Should there be no board available for the placement of these units, all such stragglers are considered eliminated and do not enter play at any time. Victory points are not accrued for elimination of such units that do not enter play.

SSR 1027. In respect to determination of “status” for redeployment, to victory conditions, to occupation of key terrain features, and to all other aspects of the special rules, two half-squads (142.3) are considered the equivalent of a squad. (For example: a captured half-squad is worth one victory point — 1002. 16 and 1002.26; two unbroken Allied half-squads may claim occupation, even if in different levels, of a building hex — 1002.21; a board which contains only a single unbroken half-squad is uncontested — 1001.12.)

SSR 1021. The 4th Armoured Brigade had been largely re-equipped with the American Sherman for the Sicilian campaign. All rules for U.S. Armor (147.) and all Armor Notes relating to the Sherman in British service are in effect.

SSR 1029. A small district prison, fortified by German engineers, served as headquarters of the local Fascist commandant. The Axis player may select and secretly record the first level of any single building on Board 1NW as an improved building (161.).

SSR 1030. In support of the 1st Parachute Brigade, plans were made to land a number of AT guns by glider at dawn. However, due to the fire over the field and adverse winds, the glider train was likewise scattered. Only three came down near the battlefield. Three gliders, carrying a single crew and 40mm AT gun each, may enter play during the first game turn of Stage I.

SSR 1030.1 All rules for gliders (140.) are in play except as noted below.

SSR 1030.2 Intended glider landing hexes must be upon either one of the British paratroop point of entry mapboards. These gliders must land upon the sixth game turn of Stage I.

SSR 1030.3 The AT gun of a crashed glider is assumed to have been permanently and irreversibly damaged. Remove such from play immediately. The crew survives if able to pass a normal MC.

SSR 1031. Should a Hero (159.) be generated during any stage, prior to the first game turn of the next scenario stage he must be returned to original form. If generated from a squad, half-squad or crew, he is reabsorbed (simply remove the hero counter from play); if generated from a single-man counter, he reverts to his original role (replace the hero counter with the appropriate counter).

AFTERMATH: But even though the “Red Berets” realized that the German airborne landings were only a prelude, they were still caught off guard by this counterattack. Pearson had anticipated that the Germans would come from the north; but they didn’t attack from the south. By mischanse the bulk of the troops of the 3rd Fallschirmjäger Regiment had scattered for miles on the wrong side of the river. The experienced Heilman, using the forces he could gather quickly, turned the mistake to his own advantage. Under cover of a heavy mortar attack, a thin wave of German paratroops rushed their British counter parts. However, by this stage of the war the men of the 1st British Airborne were no longer the amateurs that had arrived in Africa in mid-1942. They waited for the barrage to lift and then rose from hastily-dug foxholes and delivered the full weight of their firepower at close range. The Germans simply melted away, leaving the rocky earth and long bridge littered with their dead and wounded. The next day Heilman ordered the abortive counterattack, near dawn, the British dropped without the survivors of the British drop came suddenly to life. Its short resurgence lasted exactly four minutes, but in that brief span of time Pearson reported that his force tenously held the Primrose Bridge and learned that the 4th Armoured Brigade and Durham Light Infantry Brigade of the British Eighth Army were battling along the highway to link with them at all possible speed. But they were meeting very stiff opposition. Then the set went dead — and stayed dead. The hours passed but the promised relief did not come. The Germans and Italians however, did —time and again. And as the morning passed into a hot afternoon, with the British paratroopers panting like dogs in the bottom of their foxholes, the enemy probing attacks steadily increased in ferocity. Now it seemed only a question of time before the Axis forces recaptured the bridge. Already the bulk of the British troops defending the northern end had been withdrawn to bolster those at the southern end who were under continuous and increasing small-arm fires, enemy signals for yet another counterattack. Worse, shortly after, in mid-afternoon on that 14th day, an Air Command was ordered at the A22 Churchill III to support SS security personnel which had been ordered to arrest suspected Allied sympathizers behind the front lines. Heilman immediately demanded — and assumed — command of these unexpected reinforcements, elements of a retighting SS panzer unit.

The German paratroopers started to wade across the river to the west of the bridge in an attempt to turn the British flank. The SS troops managed to get a 88mm gun close enough to the bridge and began to pound away at the powerless defenders at the northern end. In a crump of yellow-red flame, the first British-occupied building was hit. This building clouded and disappeared in a roil of smoke and rubble. Moments later the second followed it. The bridge itself was swept with machinegun fire, effectively isolating the two battered British positions. And Pearson’s main force on the southern bank was locked in a fierce firefight with the German paratroops surrounding them as the enemy pressed their advantage. Finally, after thirty minutes of intense punishment, Pearson ordered what was left of his forces to withdraw to some high ground to the south of the river in order to make a last stand — fighting through the enemy to reach. Then the SS armor was crossing the bridge and the British paratroopers we rapidly running out of ammunition.

But the German commanders were satisfied with consolidating their positions along the river; the British survivors were left in peace. Of the defenders thirty-seven were dead, eighty-nine wounded and over fifty missing. Out of the original force of 250 at the bridge. Now, as darkness fell, Heilman prepared his defense of the most important bridge in Sicily and waited for the British to try again. In their first action on the continent against the men they would soon rename “the Red Devils”, German paratroopers — with some assistance — had won a bitter fight. It appeared that, in spite of the terrible losses in Africa and Russia, Student’s “Hunters from the Sky” were still a match for the best the Western Allies could send against them.

After a forced march of twenty-five miles that morning, the weary infantrymen of the 8th Battalion, Durham Light Infantry reached the Ares at 1000 hours on 15 July. They were tough — products of the depression and two years of continuous warfare in North Africa with the Eighth Army — but now they were “whacked”. Utterly exhausted by the march and the bitter fighting of the previous day, they flung themselves down on the ground and fell asleep.

But the officers, weary as they were, had no time for sleep. A group of them approached the bridge, littered with German and British “cad in their camouflaged smocks, and surveyed it in silence. It did not look good. Although the bridge itself was clearly visible, nothing could be seen of the enemy’s positions north of the river where the rough, rolling countryside offered excellent cover. For all the British officers knew, a whole German division could be hidden over there. By contrast, the southern approach to the bridge was flat and offered little cover. They turned their binoculars on the bridge. Primrose Bridge was about 900 feet long; built of girders and concrete it was eight feet above the surging brown waters of the River Simeto. North of the bridge, on either side of the exit road that ran straight to the town of Catania, the officals’ farms, which were almost walled in by the ramparts of the hilltop buildings, but even the most inexperienced subaltern knew they would make ideal strongpoint’s. The British officers crept back to plan their assault on the bridge.

Colonel A. Lidwell, commanding the 8th Battalion, was troubled by the situation report. As the Durham Light Infantry’s regimental history recorded, “the prospects
SCENARIO 1000

OPERATION MARSTON

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looked gloomy indeed for the 8th Battalion.” Lidwell could not show his growing unease to his staff as he explained his plan of attack. Thirty minutes before the assault, mortars and light artillery would put down a bombardment on the north bank, moving it slowly to about 500 yards north of the bridge. Then, for the last ten minutes, the gunners would plaster the bridge itself. As soon as the barrage had lifted, the leading company of the 8th Battalion would cross the river and go for the bridge along the far bank. It was a poor plan and Lidwell knew it. Already that morning their running mate — the 9th Battalion, Durham Light Infantry — had assaulted across the river further up and been thrown back with heavy casualties. Another frontal attack looked “suicidal”. But Montgomery wanted the bridge and he wanted it quickly; it was holding up the advance of the whole Eighth Army.

It was about noon that a stranger appeared at the entrance of the small cave in which Lidwell had set up his headquarters. As Lidwell recalled “He was unshaven, his khaki shirt and trousers were covered with Stains and grime and he looked dog-tired.” All Lidwell could tell was that he was British; who he was and what rank he bore was not apparent. Wearily this stranger walked in and seated himself next to the 8th Battalion commander. “My name’s Pearson,” he said. “I commanded the paratroopers down at the bridge. I understand you are attacking this afternoon. I think I can help you.” Pearson’s information was invaluable. He pointed out that a direct attack over the water at the bridge was out of the question; the German officers had concentrated all their firepower for this eventuality. However, he did know of a spot upstream where it was possible to wade across. He offered to guide the assault company at the ford.

At 1250 the barrage opened. The gunners concentrated their fire on a narrow front and the crash of artillery, crump of mortars and chatter of heavy Vickers machineguns was deafening. In the abrupt silence that followed the bombardment, a company of the 8th Battalion forded the river, guided by Colonel Pearson and his handful of paratroopers. The operation was a complete success. The unexpected direction of the attack caught Heilmann’s troops off guard. Under light automatic fire the British infantrymen dashed for the bridge. A few Germans resisted but, “to the accompaniment of screams and cheers” these were speedily disposed of with bayonets, grenades and Tommy guns. With the first phase of the battle successfully carried out, the remainder of 8th Battalion could now cross the bridge; B and D Companies moved up the road, marching in single file. As they passed one of the blazing farmhouses, a war arose and shouted, “Push on B Company! There’s only a few Erities up front”.

The burst of Spandau fire that met them a few moments later proved the wag wrong. They had hit the main line of the German defenses. The British scattered hastily, scrambling into the fields and vineyards and ditches. Lieutenant Jackson, with a few men, rushed the machinegun position; they were all killed, but now others followed and a grim game of hide and seek began in the thick undergrowth on both sides of the road. It was difficult to distinguish friend from foe in the shadows, and it meant every man for himself with no quarter given on either side. Some of the infantrymen were shot down at point-blank range as they blundered into concealed positions. Others stalked the SS and paratroops, shooting them in the back where they lay in wait. To the advancing British infantry, it seemed as if there was a German paratrooper behind every bush. Men on both sides fired at trees, thinking them the enemy. Many flung grenades, though this caused more casualties to their own side than to the other. Most were hesitant to use their automatic weapons at a range of more than a few yards for fear of hitting their comrades. Within twenty minutes — the bloodiest twenty minutes of the entire war for the 8th Battalion — both sides fought themselves to a standstill. The front half of B Company and the SS troops facing them suffered nearly 100% casualties! As if by some form of telepathy, both sides broke off the action and withdrew simultaneously, leaving behind their dead and dying.

But the German paratroopers fixed bayonets and rushed the withdrawing British. The rear platoon, rallied by Sergeant-Major Brammigan and Sergeant Mitchson, turned to act as rearguard. Although overrunned and wiped out, their sacrifice allowed what remained of B Company to retreat to the cover of a nearby embankment. By now the British were under heavy counterattack along the entire perimeter of their bridgehead; their losses were mounting dramatically — B Company was already down to thirty effectives. Colonel Lidwell, who had moved his headquarters to a shattered farmhouse, realized his hold on the bridge was momentary. The urgency with which he tried to obtain artillery and armored support from brigade headquarters revealed to his officers the seriousness of their position. Worse, Lidwell, who had lost both his radio sets during the river assault, was unable to contact the 4th Armoured Brigade, whose task was to exploit the infantry gains.

For several hours, Heilmann’s forces sniped and launched minor attacks. Luftwaffe fighters strafed the British lines. Lidwell was informed by messenger that the bridgehead was to be enlarged after dark by both the 6th and 9th Battalions, Durham Light Infantry; anxiously he awaited darkness, aware that any concerted, energetic attack could throw him off the bridge. And he was sure that somewhere the SS armor lurked. (It had, in fact, departed before his arrival, leaving only the security troops to bolster the Italian garrison and German paratroopers.) Instead, shortly before sundown, the lead elements of the 4th Armoured Brigade arrived. Never hesitating, Lidwell ordered an immediate attack to end the threat to the bridge, but the Germans were not unprepared and fought back savagely. In the tangled chaos of the vineyards and woods they stood and fought until, as one British officer wrote, “they either shot down their enemies or were shot down themselves.” The Durham Light Infantry crews pushed in their six-pounder antitank guns and began to “winkle out” the enemy at point-blank range; but still the Germans held on.

So the British commander committed the armor. The Shermans plunged into the vines, firing their big guns at everything in sight. At the far end of the bridge. Lidwell himself ordered each tanker to deploy left or right off the road to Catania, pointing out enemy strongpoint’s. After twenty minutes this was too much even for the paratroopers and they began to surrender. A captured British 8th Battalion soldier arose with a soiled handkerchief. Behind him rimless helmets could be seen. The British troopers thought this yet another German trick, and kept up their fire. It was with some difficulty that their officers got them to cease. Now makeshift white flags appeared all along the ragged line held by the enemy paratroops. They came streaming in, hands raised above their heads, urged on by the bayonets of the sturdy little men from the north. It was finally over. The British had secured the Primosole Bridge and opened the road to Catania.

And then a better sight the road made as the infantry viewed it in silence. It was a shambles of abandoned rifles and machineguns, littered with bloody clothing, overturned ammunition boxes, a burned vehicle, a shattered antitank gun, rubble from the farm buildings, all the debris of war — and the dead. Along its whole length lay the bodies of German and British paratroopers, those of the Durham Light and the S5. Now, as the few SS vehicles retreated and the Allied armored forces pushed on, the infantry began to tidy up. As their regimental history records. Men who had experienced the fiercest fighting of the North African campaign at Alamein and Mareth said they had never seen so much slaughter in such a small area. The Durham Light Infantry had lost over 500 men, killed and wounded. Some 300 German dead were found and another 160 were taken prisoner. And almost 200 British paratroopers still lay where they had fallen the previous day.

Thus Student’s paratroopers had fought and lost their first great battle against the British in Europe. As night fell, Colonel Heilmann rallied the remnants of his staff and a few troops to attempt to elude capture. Even as British tanks rolled over the bridge above Catania, the “Hunters from the Sky” crept in single file under it, leaping from spar to spar, the rattle of tracks drowning the noise they made. Thus, the German paratroopers broke out of the trap. For another day they slipped between the various British formations heading north until finally, on the night of 16 July, they made contact with the Axis troops holding the newly-established line. Heilmann had led nearly 100 men to freedom, to fight again.
OPERATION HUBERTUS

SCENARIO 2000

STALINGRAD, RUSSIA, 11 November 1942: For Paulus, the battle for control of the city of Stalingrad had become the battle of attrition he feared. Shortages of ammunition and heavy weaponry were serious, but the crucial deficit lay in combat troops. None of the German divisions were near normal strength, and the only reinforcements being received were a trickle of convalescents returning to front-line duty. Paulus repeatedly appealed for major reinforcements, citing his casualties and arguing that recent directives on staff billets and urban minefields did little to augment his offensive forces. He felt strongly that time was running short for his Sixth Army to secure the remaining tenth of the devastated city still held by the tenacious 62nd Soviet Army.

As his forces regrouped in early November, Paulus worried. The Germans were not equipped for winter warfare and intelligence reports of increasing Russian activity along his northern flank augured a major enemy offensive. Paulus turned to his commanders for a final desperate effort to clear the city rubble - Operation Hubertus. All available forces were to be concentrated in a “Gruppe Schwerin”. New units, some four battalions of pioneers (each with 600 specialists trained in demolition of fortifications) then preparing to fly into Stalingrad, would lead the assault. A dozen experimental assault guns mounting 150mm guns would join other armored vehicles for the street fighting To reduce certain strongpoints, 210mm howitzers maintaining a steady fire for several days. General Paulus emphasized these extraordinary preparations in an order to his troops on the eve of the attack. At the same time, however, special aid stations and field burial formations quickly moved up to the front lines.

When the officers of the pioneers arrived in Stalingrad on 9 November, they were met by Major Josef Linden, who was to command their phase of the operation. Among the targets shown them was the Red Barricade Gun Factory; Linden appraised it with glum foreboding, “loosely hanging corrugated steel panels that creaked eerily in the wind; a perfect mess of iron parts, gun barrels, T-beams, huge craters.” Cellars were turned into strongpoints. Every unturned stone threatened a booby trap. At the Barricade plant, the combat engineers were ordered to aim their first assaults at two Russian strongpoints—one called the “Chemist’s Shop” and the other known as the “Red House”. The troops began the careful chore of preparing their demolition charges and flamethrowers, confident that they would take both within a matter of minutes.

The Soviet defenders were well aware that a German offensive was in the offing. Newly compressed into a tone only six miles long and one mile deep, with the freezing river at their backs, the weary soldiers entrenched themselves in cellar bunkers protected by heavy machineguns and anti-tank guns. Steel plates with holes drilled through exposed only the muzzles of the guns, while mines and booby traps were strewn with abandon. Penal companies were organized into tank-killer close combat groups. Heavy artillery shells were withheld by the Front Command, but Chuikov was able to distribute sparse ammunition and food supplies to the men still in the factories. Chuikov was in desperate straits. In the predawn darkness he sent a despairing message, “Deliveries of supplies have fallen through for three days running. Reinforcements have not been ferried across, and our units are feeling the acute shortage of ammunition and rations.” The weeks of fighting had begun to take a toll on even the stolid Russian morale, and the commissars of the 62nd Army were ordered into the front lines to maintain discipline.

At 0300 hours on 11 November, Hubertus opened with a short and violent barrage. Ten battalions of German infantry, supported by tanks and pioneers, stormed toward the Barricade Factory, the Red October Factory and nearby ruins. Paulus had launched his latest, and as it would turn out last, bid to capture the city.

VICTORY CONDITIONS: Victory is evaluated on the basis of points, which are gained for the control of buildings. Each building of three or more ground-level hexes east of the “Start Line” (see Special Rule 2009.) controlled (solely) by the German player at the conclusion of play is worth a number of Victory Points equal to the number of ground-level hexes of that building. (Example: sole control of the building centered on hex 22V2 brings three VP; of that centered on hex 20H3, six VP.) Each building of four ground-level hexes west of the “Start Line” controlled by the Soviet player is likewise worth a number a Victory Points equal to the number of ground-level hexes of that building. At the conclusion of play, the number of Soviet Victory Points is subtracted from the total number of German Victory Points. The result is then applied to the following criteria:

<table>
<thead>
<tr>
<th>VICTORY CHART</th>
</tr>
</thead>
<tbody>
<tr>
<td>Point Differential</td>
</tr>
<tr>
<td>61 Points &amp; Higher</td>
</tr>
<tr>
<td>46 to 60 points</td>
</tr>
<tr>
<td>0 to 45 points</td>
</tr>
<tr>
<td>-1 Points &amp; Below</td>
</tr>
</tbody>
</table>

BOARD CONFIGURATION:

Note 1: Scenario 2000 demands the use of boards 20, 21 and 22.
Note 2: The shaded portion of the mapboard is not in play (see Special Rule 2001).
**TURN RECORD CHART:**
04:30 Hours, 11 November 1942

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**Unorganized Elements 138th Rifle Division [ELR 3]** - set up on any whole hex of Board 20 and/or 21 east of the “Start Line” (see Special Rule 2009):

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**Remnants 1053rd Rifle Regiment [ELR 3]** - set up on any whole hex on Board 8, west of river (see Special Rule 210.):

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**Lead Elements 84th Tank Brigade [ELR 3]** - enter any south board edge of Boards 20 and/or 8 on Turn 6:

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**Elements 389th Infantry Division, 389th and 162nd Pioneer Battalions, and 244th StG Battalion [ELR 4]** - set up on any whole hex west of the “Start Line” (see Special Rule 2009):

---

**Reserves of 389th Infantry Divvion [ELR 4]** - enter any west board edge hex on Turn 3:

---

**Elements 244th StG Battalion** - enter any west board edge hex on Turn 5:

---

**Elements 45th Pioneer Battalion [ELR 4]** - enter any west board edge hex on Turn 7:

---
SPECIAL SCENARIO RULES:

SSR 2001: Only hexrows A through P inclusive, are playable on Board 1 and Board 21; only hexrows R through GG, inclusive, are playable on Board 7.

SSR 2002: Overlay D is placed on Board 22 normally.

SSR 2003: Woods, as such, do not exist. Instead, consider all woods hexes as stone rubble. Rubble covers the entire hex, and blocks LOS along a hexside.

SSR 2004: The stream is dry (157.2); treat it as a gully for all purposes.

SSR 2005: The river is deep, running at normal level, with a moderate current flowing south.

SSR 2006: Environmental Conditions are moderate, with no wind.

SSR 2000.3.3: The following hexes are third-level building hexes: 21K4, 1J5 and 20H3.

SSR 2008: Given the weeks of fighting, the Soviet soldiers proved themselves expert engineers. The Soviet player may secretly designate any five ground-level hexes as fortified building hexes (161.).

SSR 2009: The “Start Line” runs along the road designated by the following hexes: 1P9, 1M8, 1I9, 1F7, 1D5 1C5, 22E6, 22Y6, 22S7, 20T9, 20Y7, 20Z6, 20FF5 to 20GG6. German units must be initially placed west of these hexes; Soviet units, east. No units may start adjacent to any enemy unit.

SSR 2010: Soviet units of the 1053rd Rifle Regiment may not move, nor fire, nor engage in any activity prior to Turn 5, unless a German unit is within 3 hexes inclusive of any hex (whole or partial) of Board 8 and with LOS of a multi-man counter of the 1053rd Regiment. Should such an event occur, the Russian units are immediately released from all restrictions.

SSR 2011: The Russian player has available a 122mm OBA artillery module with scarce ammunition.

SSR 2011.1: The Russian radio, in actual fact, represents a field phone All rules for Field Phones are in effect.

SSR 2012: The German player has available a 105mm OBA artillery module with normal ammunition.

SSR 2013: The Brummbarer counters of the third turn German reinforcements actually represent the experimental SIG33B’s. For game purposes there is no difference between the vehicles, use the statistics for the Brummbarer throughout play.

SSR 2014: Field Promotions (115) are not allowed.

SSR 2015: Beyond the OB snipers, neither side may generate snipers.

SSR 2016: Given the extent of the fighting, and the length of time the enemies have faced each other across the street, both players may BoreSight (78) with all on-board ordnance. This does not apply to main armament of AFVs nor to any machineguns.

SSR 2017: The Russian player may exchange any or all of his mine factors for booby trap factors (136.1).

SSR 2018: Neither side is subject to Battlefield Integrity (93.).

SSR 2000.19: German units may not become Berserk (110.1) regardless of level of MC.

SSR 2020: Orchard Road. Any hex containing both orchard and road symbols (such as hex 20S5) is actually a treelined boulevard. Entrance of such a hex through a road hexside is identical to movement along any road. Same level hindrance rules do not apply to such hexes if that portion of the LOS from to target within these hexes never leaves the confines of the road depiction. Otherwise, orchard roads are identical to orchards in every respect.

AFTERMATH: The seven German divisions came on a three-mile front between Volkhoystroyevskaya Street and the Banny Gully. Chuikov’s troops leap to meet the Germans head-on. The isolated Soviet command under Colonel Gorokhov attempted to relieve the pressure by counterattacking from the railway bridge over the mouth of the Mechetka towards the Tractor Factory. Fighting was unusually bitter, even by the fanatic standards of Stalingrad. Quarter was neither asked nor given.

Near the Red October factory, one batch of the German pioneer point troops ran into a Soviet assault group just moving into position. Inside a work hall, heavily armed soldiers fired point blank into each other. Some German units were forced back to their lines of departure; local Soviet counterattacks with a few tanks blunted other advances. The Chemist’s Shop fell almost at once, but the occupants of the Red House fought off attacks throughout the day and night. Next dawn, when the engineers finally broke into the place, the Russian defenders hurled to the cellar. The Germans ripped up the floorboards, tossed down full gasoline cans and ignited them with rifle fire. Then they lowered and detonated satchel charges. At long last they were in full possession of the Red House; and there they stayed, trapped by withering fire from the Barricady Factory.

Meanwhile, elements of the German 305th and 389th Infantry Divisions made better progress, winning ground on the bank of the Volga around the devastated oil depot and Barricady plant. To the south, three German divisions were laboriously clearing ad-hoc Soviet bunkers. After five hours of the grim close-quarter fighting, Paulus committed his tactical reserve, overrunning the right flank of the Soviet 95th Division and reaching the Volga in the Red October plan on a frontage of about 600 yards. With that, the Soviet 138th Division was now cut off and isolated from the battered remains of the 62nd Army. When Russian reinforcements tried to land from across the river, they were driven back by heavy flak and machinegun fire. The 138th, trapped in the angle (a wedge of land only four hundred yards wide and one hundred deep) behind the Red Barricady, was written off. But this time there was not the tension that there had previously been among the officers of the 62nd, for they knew this to be Paulus’ last fling. Though the fighting was hard, and the fluid situation critical, they were optimistic.

Casualties on both sides were extraordinarily heavy. Soviet and Nazi commanders both clamored for more men from higher headquarters and demanded detailed situation reports from subordinate commands, all in vain. The German 336th Engineer Battalion lost eighteen men to a booby trap even before they left their start positions. The Soviet 118th Guards Regiment defending the open ground in front of the Barricady had 230 men when the fighting began on 11 November; 244 were lost in the first five hours of fighting. The German engineers had lost 440 men in the same time period. At the oil depot, the 112th Guards Rifle Regiment commander could field less than 100 men in each of his battalions, and every other staff officer was dead. Lyudnikov’s 138th Division numbered only seven hundred effectives. A number of regiments simply ceased to exist in the cauldron around the Red Barricady Factory.

Lyudnikov’s division, the 138th, was in a very precarious position. Chuikov took to calling him by radio each hour to tell him help was on the way. This was pure bluff, intended to deceive German listeners; in fact Chuikov had no help to spare for Lyudnikov. The relief of the trapped division was to be a matter of creeping back towards his position building by building. Indeed, with the dawn of the next day, everywhere in the city the Soviet troops began to counterattack, block by block, house by house, room by room.

Despite the losses, the Germans doggedly resumed their attacks on the morning of the 12th. But such attrition could not long be taken and the nibbled city itself frustrated any efforts to coordinate operations. By the fall of evening, all four thrusts spearheaded by the pioneers had broken down into savage little battles that did not differ from the previous street fighting. Nothing had changed. Scores of clashes ebbed and flowed in the city for another three days. German and Soviet troops often found themselves defending positions in the same building. Huberrus was over; the Sixth Army could not clear the city.

At dawn on 19 November, Chuikov and Paulus and all their weary men in the ruins heard the boom of big guns carried by the wind from a new direction far to the northwest. That barrage heralded the Russian counterattack to relieve the city. Paulus’ fight to take Stalingrad was over.

CREDITS: This scenario first appeared in the GENERAL magazine; issue #21.4 ©The Avalon Hill Game Company, which is now owned by Multi-Man Publishing, Inc. All Rights Reserved. Author(s) unknown. It is no longer in print and is now presented here free of charge as a public domain scenario. It is suggested you contact your nearby dealer or check on eBay if you wish to own an original printed copy of this scenario.

This scenario has proved most enjoyable when played by multi-player teams over the course of several days. Rules for command control and communication between players of a team are left to the discretion of the players.
ASSAULT ON ROUND TOP

SCENARIO 3000

North of RIGA, 31 September 1944: It is a little known fact of geography that the west of Leningrad is a small area that duplicates the terrain near the Pennsylvania town of Gettysburg in exact detail [thus supporting the Theory of Parallel Topography currently popular among certain wargamers]. Although bypassed in the initial invasion and fighting of 1944, the Soviet offensive of mid-1944 in the region brought the full to the fore in the plans of the generals of both sides. Given the order to seize the crest, Capt. Dukovski was permitted to select the officers to whom would go the honor of liberating this bit of Mother Russia. He was also offered armor support, indicating the desire of STAVKA that he seize the symbolically and strategically important Emakjenskai Karestelj Field without delay. Dukovski gave orders that the attack be launched at dawn on 31 September without artillery preparation to achieve maximum surprise.

Meanwhile, at dusk the day before, reinforcements for the forward platoon of Lt. Steinheim—currently encamped on the lower slopes—had been dispatched from the panzer division reserves. Picking their way through the fallen timber in the dark, the reinforcements became split into two uneven forces. Worse, some of the equipment was lost through misadventures of various sorts. But their officers drove them on toward where Steinheim's men had taken positions that dominated the field called "Slaughter Pen" (for the annual wrestling matches held there by the nearby villages).

Steinheim, unaware of all this, was enjoying a morning cup of ersatz coffee and a danish with his troops. Huddled around their campfires (the nights were already growing colder than was comfortable), the odd mixture of veteran survivors and teen-aged conscripts hoped the day would be as peaceful as the previous week had been. Conversation was sparse, light-hearted and low. Steinheim did not feel much like chatting himself; he'd spend the week scouting the woods behind his positions for routes of retreat. He knew that if the Russians came in force, his small but well-fed band could not hope to hold them. In contravention to standing orders, he'd retreat all the way to Berlin if need be to save this handful of men.

As the sun rose, so did the Russians that had crept near. As the enemy troops ran shouting toward the dubious shelter of a series of rail fences, Steinheim and his men leaped to their guns and poured a furious fire into them. The assault on "Round Top" had begun.

VICTORY CONDITIONS: The Russian player must have more unbroken squads (or their Equivalent in HS) on Little Round Top (elevation 640+) hexes than the German player has on that level at the conclusion of play.

BOARD CONFIGURATION:

Note that Scenario 3000 uses the mapboard from DEVIL'S DEN (see chart for adaptations of terrain features). Compass points are as shown on the mapboard.

BALANCE:

★ Add one 4-4-7 to each Russian infantry group.
★ Reduce Game Length to 18 Turns.

<table>
<thead>
<tr>
<th>Terrain Chart</th>
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<tbody>
<tr>
<td>DP Term</td>
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<tr>
<td>LOS Obst/Hindrance*</td>
</tr>
<tr>
<td>TEM/Indirect</td>
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<tr>
<td>MF Entry Cost</td>
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<tr>
<td>MF Entry Cost</td>
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<td>MF Entry Cost</td>
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<td>MP Entry Cost</td>
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<td>Fortifiable</td>
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</table>

Key: COT, BB, X, etc.—see ASL Terrain Chart
★Unless the firing unit can claim Wall Advantage along that hexside.

TURN RECORD CHART

Players may find it easier to maintain the turn record on the track found on the DEVIL'S DEN mapboard.
SPECIAL RULES:

3001. All rules for ADVANCED SQUAD LEADER are in effect. Optional rules are in effect only if all players agree to such.

3002. To represent the fictional terrain, players must utilize the mapboard from DEVIL’S DEN. Compass directions are as shown on the compass symbol found on that map. Terrain equivalents, in ASL terms, are found in the "Terrain Chart" on the facing page.

3002.1 Place vehicular Trailbreak counters in hexes 0108, 0208, 0309, 0409 and 0410 so that a continuous "trail" extends from offboard to hex 0411. Place vehicular Trailbreak counters in hexes 1204, 1205, 1206, 1207, 1208 and 1209 so that a continuous trail extends from hex 1203 to hex 1210. All Trailbreak rules are in effect except that vehicular movement is only 1/4 MP.

3003. Environmental Conditions are Moderate with no wind at scenario start.

3004. Prior to placement, the German player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

3004.1 Roll twice for each infantry group, and apply the results to the chart below. Add the specified leaders to each group:

**Leader:**
- **DR Type**
  - 2: 10-2
  - 3: 10-2
  - 4: 9-2
  - 5: 9-1
  - 6: 8-1
  - 7: 8-1
  - 8: 8-0
  - 9: 8-0
  - 10: 7-0
  - 11: 7-0
  - 12: 6-1

3004.2 Roll twice for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

**Support Weapon:**
- **DR Type**
  - 2: 8T and 8-3-8 sapper
  - 3: HMG
  - 4: 81mm MTR and 2-2-8 crew
  - 5: 50mm MTR
  - 6: LMG
  - 7: LMG
  - 8: LMG
  - 9: LMG
  - 10: 50mm MTR
  - 11: no weapon

3005. Prior to placement, the Russian player must determine the leadership and support weapons for each of the three infantry groups shown in his OB. This is by means of random DR. All dice rolls are made in secret, recorded and revealed to the opposing player upon conclusion of play.

3005.1 Roll once for each infantry group, and apply the results to the chart below. Add the specified leader to each group:

**Leader:**
- **DR Type**
  - 2: 10-2
  - 3: 10-2
  - 4: 9-2
  - 5: 9-1
  - 6: 8-1
  - 7: 8-0
  - 8: 8-0
  - 9: 8-0
  - 10: 7-0
  - 11: 7-0
  - 12: 6+1

* If a "1" is rolled, roll a single die. If this results in a "1" or "2", the Russian player receives a 10-3 leader instead of the 10-2 specified.

3005.2 Roll twice for each infantry group, and apply the results to the chart below. Add the specified support weapons to each group:

**Support Weapon:**
- **DR Type**
  - 2: HMG 50cal ("8") and 2-2-8 crew
  - 3: 82mm MTR and 2-2-8 crew
  - 4: HMG ("6") and 2-2-8 crew
  - 5: no weapon
  - 6: LMG
  - 7: no weapon
  - 8: 50mm MTR and 2-2-8 crew
  - 9: MMG
  - 10: 82mm MTR and 2-2-8 crew
  - 11: 76* INF Gun and 2-2-8 crew
  - 12: FT and 6-2-8 sapper

3005.3 If a Gun is received, it (and its crew) may not use HIP.

3006. The Russian player begins the scenario with all three infantry groups on the mapboard. The three Russian "jump-off" hexes are 0230, 1636 and 3038. At each of these points one group (Russian player's choice) will be set up, maximum of one MMC counter per hex, in a series of connected hexes that includes the "jump-off hex". No Russian unit may be placed east of the fence-line running 0130-2337-3139-2942. Leaders and support weapons must be stacked with a MMC.

3007. The German player begins the scenario with only one infantry group on the mapboard. Roll a die to determine which group will be placed: 1-2, place Group I; 3-4, Group II; 5-6, Group III. The units of the on-board group may be placed in any hex within three hexes of hex 2228. A maximum of one MMC may be placed per hex. Leaders and support weapons must be stacked with a MMC.
BLUNTING THE SPEARHEAD

TAHGC GENERAL Scenario

SAR EGRES, HUNGARY, March 9, 1945: Hitler’s final offensive, SPRING AWAKENING was at its peak. After the 6th SS Panzer Army broke through two Russian Defensive lines, the lead elements of the 23rd Panzer, 506th Heavy Tank Battalion came upon a third. However, this Russian line was prepared and armed with anti-tank weapons. The piercing of the third defensive line was critical if the SS was to reach the Danube.

BOARD CONFIGURATION:

Hex rows A thru R on board 5 are not in play.

VICTORY CONDITIONS: The German wins by exiting three or more tanks anywhere off the board, east of row Z on board 6. The Russian wins by preventing the German from winning.

TURN RECORD CHART:

<table>
<thead>
<tr>
<th>Russian sets up first</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>END</th>
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<td>German moves first</td>
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Elements of 23rd Panzer - enter Turn 1 on the west edge of board 5:

Elements of the 560th PanzerJager Battalion - Enter Turn 4, anywhere between 5CC10-6EE1, on boards 5 and 6 along the south edge.

Elements of the Sar Egres PAK Defense Force, 26th Army - set up on board 6 per designated hex(es):

In 6EE2:

Anywhere between Hexrow Z-FF inclusive:

May set up anywhere on board 6:

Enter Turn 5 east edge of board 6:

SPECIAL SCENARIO RULES:

SSR 1: Mud rules are not in effect, however, all vehicle road and open ground movement costs are doubled. If at any time a vehicle moves off-road (or whenever it attempts to move back onto a road) it has the potential of bogging down due to the soft ground from recent rains. At the end of its off-road movement roll one die. A die result of ‘6’ (‘5’ or ‘6’ for Tanks) immobilizes the vehicle due to bog somewhere along its intended path. Starting from the time it entered its first non-road hex to its last non-road hex roll 1 die for every 6 MP’s (fru) used along its intended route to determine the number of MP’s actually spent at the time the vehicle bogged down along its intended route after leaving a road hex. If the result is more than the actual MP’s used the vehicle bogs in the last non-road hex it entered. Place a Bog counter on the vehicle. The vehicle may attempt to free itself in each Rally Phase with a die roll of 1 removing the immobilization. An immobilization due to bog is never made permanent regardless of the die roll. Immobilized vehicles may still fire their armament normally.

SSR 2: All of row FF on board 5 is mined with 12 Factors each.

SSR 3: Both sides may roll for air support.

SSR 4: Russians may utilize Bore sighting for their ATGs only. Germans may use Smoke and both sides may utilize Intensive Fire rules.

AFTERMATH: The 23rd Panzer unit. stalled, tanks bogged down due to the mud. Nevertheless, Sar Egres was cleared at a high loss to the Germans. These high losses blunted the attack and SPRING AWAKENING ended a few days later.

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Original Scenario Design by Perry A. Moore;
Since its original release some modifications and/or clarifications have been made for play balance,
it is redesigned here for use with VSOIL. Updated 09/05/03; rev A
Graphic Layout by Bill Sznitcki
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ONE IF BY AIR, TWO IF BY SEA

TAHGC GENERAL Scenario

MOUNT RACHI, LEROS, November 12, 1943: As the war turned toward Italy, the British had island hopped through the Aegean. Hitler was quite aware of this event and he was determined to halt the British advance. The Island of Leros would prove to be the target of Hitlers OPERATION LEOPARD, a combined air assault and sea invasion. If a success, it would give British morale a blow and the Aegean back to the Germans.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The German wins by clearing boards 2 & 6 of all good order British troops. The British win by avoiding the German victory conditions.

TURN RECORD CHART:

Allies set up first
German moves first

German Seaborne Invasion Forces - enter Turn 1 anywhere along north edge of board 7.

Elements of the 1st Parachute Battalion, 2nd Regiment, 2nd Parachute Division - land via parapord (99) & glider (140) on boards 2 & 4 on Turn 2. (Note rule 126.8)

Elements of the 2nd Royal Fusillers Battalion - set up on board 6:

SAS “Buccaneers” - set up on board 2:

Elements of the Italian 1st Battalion of the Italian Royal Army - Set up on board 4:

SPECIAL SCENARIO RULES:

SSR 1: Night (49), Paratroop Drops (99), Stukas (101), Rivers (126, note: 126.8), Boats (128), Armored Carriers (138), Glider (140) rules are in effect.

SSR 2: Night (49) Rules are used during Game Turn 1 only.

SSR 3: British receives 180mm artillery module beginning in turn 3.

SSR 4: Terrain: Islands on board 7 do not exist. All land hexes along the north edge of board 7 are considered water. All Marsh on board 7 are considered woods. Orchards and Grainfields are out of season on all boards.

SSR 5: Water current is moderate and flows west to east.

SSR 6: The Germans dropped even small arms in separate arms canisters. This meant that German paratroopers dropped into action virtually unarmed until they found and unloaded an arms canister. To reflect this, represent all German paratroop squads with “7” counters (or use 228 FJ counters from the German counter mix in VSQL) until they occupy the same hex with an arms canister (use a panzerfaust counter of different year versions to to represent an arms canister for each type of squad) without a parachute counter. At this point, the “7” (or 228FJ) counter is replaced with a functioning parachute counter of the type of arms canister. Prior to this rendezvous, the “7” (or 228FJ) counter is given all the capabilities of a squad except the ability to fire (Exc: if using 228FJ counters). Such units may attack & defend in Close Combat with a nominal strength of 1 (or 2 if 228FJ) is used). The German drops one arms canister for every paratroop squad at no additional cost to the plane capacity. Arms canisters are treated the same as support weapons. A broken paratroop squad cannot combine with an arms canister to become an armed broken squad. An already armed squad could carry extra arms canisters at a cost of three portage points each. Canisters can be destroyed by a KIA result on the IFT before or after landing in the same manner as a support weapon.

Scenario Note: The Italian forces in the scenario are members of the Italian Co-Belligerent Army, also known as the Army of the South, and are considered as Italian Royalist forces fighting on the side of the Allies. The Italian Co-Belligerent Army was formed in southern Italy following the Allied armistice with Italy which was declared on September 8, 1943. The Italian soldiers of the Co-Belligerent Army no longer fought for Italian dictator Benito Mussolini or for the Axis. Their allegiance was to the Allies, to King Victor Emmanuel, and to the new Marshal of Italy Pietro Badoglio. The King and Badoglio were the men who ousted Mussolini and who created what was known as the "Badoglio government." In many regards, the Italian Co-Belligerent Army was a reorganized version of the Italian Royal Army.