



MEMOIR '44
SCENARIO COMPILATION
MEDITERRANEAN THEATER

MEDITERRANEAN THEATRE SCENARIO COMPILATION

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Unofficial Memoir '44 Scenario Compilation: Mediterranean Theater, Version 1.7.1

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Please support the game by purchasing its expansions.

GALLABAT & METEMMA

- WBC1



Setup order

- 1  x4
- 2  x5
- 3  x1
- 4  x5
- 5  x11
- 6  x4
- 7  x4

Historical Background

Gallabat–Metemma was Britain's first land offensive of the East Africa campaign. On November 6th, 1940 Brigadier J.W. Slim led the British assault. Under his command were; the 10th Indian Brigade, 12 tanks from the 4th Royal Tank Regiment and some equipment from the Royal Artillery Regiment.

The Italian forces of the 4th Colonial Brigade were deployed in a mud and stone fort on the hill at Gallabat. To the east of the Boundary Khor (a deep dry watercourse) the 77th and 25th Colonial Battalions and 6 mountain guns were stationed in Metemma.

The Royal Artillery laid down a fierce barrage on the fort supported by the tanks. Stiff opposition from the Italians in the fort was finally overcome and the position fell. The 77th and 25th battalions then counter-attacked but were thrown back.

Before Slim's forces could regroup for the push on Metemma, they were hit from both the air and by the Italian mountain guns. On the ground the British were superior to their Italian enemy, but after an initial British air strike, swarms of Axis fighters and bombers took control of the sky for the Italians.

The British fell back which ended the offensive.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 Command cards.

Allied Player: Take 4 Command cards.
You move first.

Conditions of Victory

4 Medals

Special Rules

The Allied Special Force tank unit has 4 figures. Place an Allied Special Force Badge in the same hex with this unit to distinguish it from the other tank unit.

The Boundary Khor, although a dry river, has the same terrain effects as a river.

Bridges do not block line of sight.

GALLABAT-METEMMA



Setup order

- 1  x1
- 2  x4
- 3  x5
- 4  x1
- 5  x5
- 6  x11
- 7  x4
- 8  x4

Historical Background

Gallabat-Metemma was Britain's first land offensive of the East Africa campaign. On November 6th, 1940, Brigadier J.W. Slim led the British assault. Under his command were the 10th Indian Infantry Brigade, 12 tanks from the 4th Royal Tank Regiment and some equipment from the Royal Artillery Regiment.

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The British fell back which ended the offensive.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Italy]: Take 4 Command cards.

Allied Player [Great Britain]: Take 4 Command cards.
You move first.

Conditions of Victory

4 Medals.

Special Rules

Place a badge on the British elite tank unit (Troops 2 - Specialized Units).

Despite being a dry bed, treat the Boundary Khor as a river (Terrain 8 - Rivers & Waterways).

Air rules are in effect: The airplane on the campaign airfield at Metemma is a Me-109 (Airplanes 6 - Messerschmitt Bf 109), standing in for Italian fighter ace Sergente Maggiore Luigi Baron's Fiat CR.42. Shuffle both Air Sortie cards into the deck at game start).

BATTLE OF AGORDAT

- LAST CAVALRY CHARGE OF "COMMANDANTE DIAVOLO"



Setup order		
1		x1
2		x3
3		x6
4		x6
5		x8
6		x3
7		x1
8		x1

Historical Background

Young Italian cavalry officer, Amedeo Guillet was involved in the Abyssinia campaign in 1935. Seriously wounded, he received his first medals for Gallatry in the battle. Then in 1937, he participated in the Spanish civil war in the tanks unit of the "Fiamme Nere" Division. In 1939, He was in Eritrea to fight against the Ethiopian guerilla, at that time he was qualified as "Commandante Diavolo" by his troopers. In January of 1941, the British advance threatened the city of Agordat, Lieutenant Guillet, with 500 native troopers decided to charge a British column of the "Gazelle Force" on the road to Barentù. Composed with Indian infantrymen of the 4/11th Sikh Regiment, guns of the 25th Field Artillery Regiment and Matildas tanks of the Surrey & Sussex Yeomanry, the British column had a bivouac for the night. In the early morning of the 21st of January, the cavalry charge created a wave of panic in the camp but during the second charge, all British weapons fired against the troopers : rifles, field guns and tanks machine-guns. When Amedeo Guillet reassembled his troopers, only 180 were still alive, but the "Gazelle Force" was stopped for a while.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Italy]
Take 6 Command cards.
You move first.

Allied player [Great Britain]
Take 5 Command cards.

Conditions of Victory

6 medals.

The capture of the HQ is a temporary medal objective for the Axis player.

Special Rules

Use "BCF Command" rules (Nations 5 - BCF Command Rules) to all Allied units.

Use "Royal Italian Army" rules (Nation 6 - Royal Italian Army) to all Axis units, badges are not required.

Use "Cavalry" rules (Troops 8 - Cavalry) to all Axis units, badges are not required.

Use "Heroic Leader" rules (Actions 8 - Heroic Leader) to the Axis unit marked with a Battlestar.

Use "Capture HQ/supply tent" rules (Actions 17 - Capture HQ/Supply Tent).

Use "Night Attacks" rules (Actions 19 - Night Attacks).

BEDA FOMM

- OPERATION COMPASS



Setup order		
1		x1
2		x1
3		x2
4		x3
5		x5
6		x2
7		x8
8		x6
9		x3
10		x1

Historical Background

On February 4th O'Connor with armored cars leading the way followed by 4 Armd Bde, move out to trap the Italians. The going was bad and a fast-wheeled vanguard was dispatched under the command of Lt-Col Combe to set up a blocking position while the rest of the column followed as fast as possible.

The Italians were strung-out in a long disjointed column over miles of road and when they deployed, their battle tactics were poor. Instead of attacking the roadblock in force, which would have most certainly overpowered Combe's position, they approached slowly in small groups. With pressure mounting on the roadblock the 4th Armd Bde arrived with the rest of the infantry. Fierce fighting ensued but it soon became apparent that the Italians could not fight their way out.

Bergonzoli escape plan had failed and white flags began to appear all along the entire Italian column.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Italian Player: Take 4 Command cards.
You move first.

British Player: Take 6 Command cards.

Conditions of Victory

6 Medals

An Italian unit that exits off the road hex as indicated, counts as one Victory Medal. The Italian unit is removed from play. Place one figure from this unit onto the Italian medal stand.

Special Rules

The British Special Forces tank units have 4 figures. Place a British Special Force badge in the same hex with these units to distinguish them from the other units.

North African Desert Rules are in effect (see p.3 Terrain).

In addition Armor units may only move 2 hexes.

Mediterranean Sea hexes are impassable terrain.

Roads are explained on p.5 Terrain.

Road Blocks are explained on p.12 Terrain.

Desert Palm Forests have the same effect as Forest (M44 p.13)

Desert Towns and Villages have the same effect as Towns & Villages (M44 p.14)

BEDA FOMM



Setup order		
1		x1
2		x1
3		x1
4		x1
5		x3
6		x5
7		x2
8		x5
9		x8
10		x1
11		x3
12		x1

Historical Background

On February 4th, Major-General O'Connor, with armored cars leading the way followed by 4th Armored Brigade, moved out to trap the Italians. The going was tough and a fast-wheeled vanguard was dispatched under the command of Lieutenant Colonel Combe to set up a blocking position while the rest of the column followed as fast as possible.

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Bergonzoli's escape plan had failed and white flags began to appear all along the entire Italian column.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Italy]: Take 5 Command cards.
You move first.

Allied Player [Great Britain]: Take 6 Command cards.

Conditions of Victory

6 Medals.

The last road hex behind the entrenched British units is an Exit hex for the Italian forces.

Special Rules

Place a badge on British elite tank units (Troops 2 - Specialized Units).

North African Desert rules are in effect (Actions 9 - North African Desert Rules). In addition, all units may only move 2 hexes.

The Mediterranean Sea is considered a Lake (Terrain 26 -

Lake).

THE OATH OF KUFRA



Setup order		
1		x1
2		x2
3		x15
4		x4
5		x5
6		x1
7		x1
8		x3
9		x3
10		x3

Historical Background

Philippe de Hauteclocque, alias Colonel Leclerc, arrived in Chad in November 1940 with the aim to launch offensive operations against Italian troops. Immediately, he wanted to strike a decisive blow by the capture of the oasis of Kufra in south-east of Libya. With less than 250 soldiers, a single 75mm mountain gun and some worn trucks, he crossed the desert to reach the Italian oasis. The first battle was against the "Compagnia Sahariana di Cufra", a motorized unit and was a success. So the Italian garrison was isolated surrounded by the Free french. Besieged during 10 days in the fort El Tag, the garrison was demoralized. A last bluff by Colonel Leclerc entering alone in the fort to force the Italians to capitulate was a success : the 1st of March 1941, the whole Italian garrison surrendered. The day after, Colonel Leclerc swore the famous oath of Kufra to his soldiers : "Swear not to lay down arms until our colors, our beautiful colors, float on the Strasbourg Cathedral."

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Italy]
4 Command cards.

Allied player [Free French]
6 Command cards.
You move first.

Conditions of Victory

6 medals.

El Gïof and the main hexagon of the airfield are each a permanent medal objective for both players.

The four hexes of Fort El Tag form a Temporary Majority Medal Objective worth 1 Medal for whoever controls El Tag.

As the Axis player is in control of Fort El Tag and El Gïof at the start of the battle, thus starting with 2 (temporary) medals.

Special Rules

Use "Royal Italian Army" rules (Nations 6 - Royal Italian Army) to all Axis units. Badges are not required.

Use "Specialized Units" rules (Troops 2 - Specialized Units) to all Allied infantry units except the mortar unit. It represents motorized infantry. Badges are not required.

Use "Special Asset Weapon" (SWAs 1) and "Mortar" (SWAs 3) to the Allied unit with mortar badge.

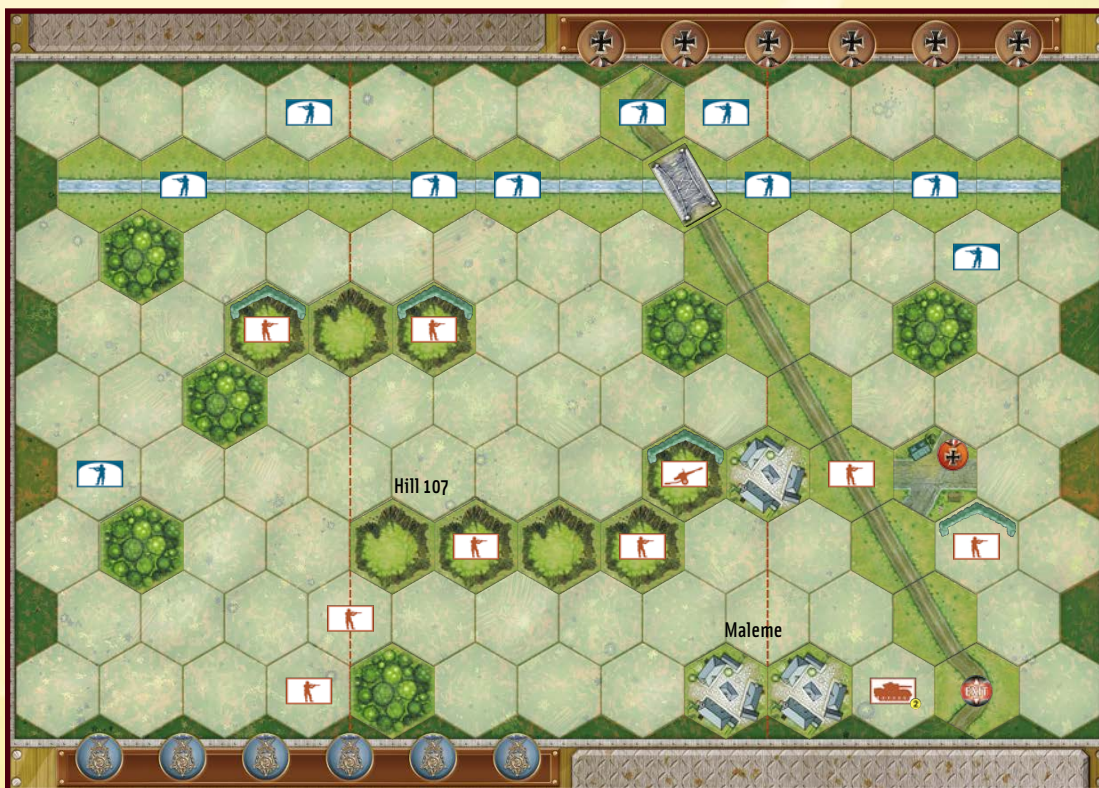
Patrol Cars rules are in effect (Troops 19 - Long Range Patrol Cars) for the "Sahariana di Kufra" unit.

Oasis Recovery rules are in effect (Actions 10 ? Oasis Recovery).

"Barrage" card is not used in this scenario, if taken plays it as "Firefight" card.



MALEME AIRFIELD



Setup order		
1		x1
2		x12
3		x1
4		x2
5		x3
6		x6
7		x8
8		x6
9		x4
10		x1
11		x1

Historical Background

At 08:00 on May 20, 1941, German Fallschirmjäger jumped over Crete in the first major airborne invasion of the War, landing near Maleme airfield with the goal of securing the runways to facilitate a larger glider-borne invasion. But three New Zealand Battalions defended the airfield and its direct surrounding area, mauling the invaders within hours of their landing. Many of the gliders that followed were hit by mortar fire within seconds of landing and wiped out almost to a man.

As is common with airdrops however, a number of German forces landed off-site, setting up defensive positions to the west of Maleme airfield. After regrouping, they quickly captured the bridge over the dried-up Sfakoriako River and pressed forward toward the airfield. Positioned on Hill 107 and overlooking the airfield, the New Zealander battalions enfiladed them to devastating effect. Despite the terrible losses, GeneralMajor Meindl, the German commander, ordered what remained of his troops forward toward the slopes of Hill 107. The invasion of Crete had begun poorly for the Germans, but maybe things would change...

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 5 Command cards.
You move first.

Allied Player [Great Britain]
Take 5 Command cards.

Conditions of Victory

6 Medals.

The Airfield is a Temporary Medal Objective for the Axis Forces.

The road hex with an Exit marker on the Allied player's baseline is an Exit hex for the Axis forces. An Axis unit that moves through an exit hex, off the battlefield, is removed from the board, and one of its figures is placed on the player's Victory track.

The group of 5 Hill hexes that form Hill 107 is a Temporary Majority Medal Objective. The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes.

Special Rules

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The British Armor unit only has 2 figures and only moves 2 hexes.

All Axis infantry units are Para Special Forces (Troops 2 - Specialized Units). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The river is a dry river bed and plays like a Ravine (Terrain 50 - Ravines).



AIRDROP OVER HERAKLION



Setup order		
1		x1
2		x7
3		x2
4		x6
5		x7
6		x3
7		x1
8		x1

Historical Background

News of the German Paratrooper landings reached Brigadier Chappell's headquarters at about the same time the first Fallschirmjäger were landing in Heraklion. Under orders from Chappell, the 2nd Leicester attacked out of the town and into Buttercup Field before the Germans could regroup. To the east of town, elements of the 1st Fallschirmjäger Regiment had landed near Ames Ridge and quickly set up a defensive position; along the coast, others began moving toward the airfield and into the outskirts of Heraklion. Not knowing the exact strength nor position of his enemy, Chappell counterattacked cautiously, while trying to remain on the defensive.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 5 Command cards.

Allied Player [Great Britain]
Take 5 Command cards.
You move first.

Conditions of Victory

6 Medals.

The Airfield is a Temporary Medal Objective for the Axis Forces.

A Turn Start Temporary Medal Objective Medal is awarded to the Axis forces when any three town hexes are occupied at the start of the Axis player's turn. The moment one or more of these units vacate any of these hexes for any reason (movement, retreat or elimination), the medal is removed from the Axis player's medal track.

Special Rules

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The British Armor unit only has 2 figures and it only moves 2 hexes.

The Cretan Partisan Civilian unit has 3 figures and it is played like French Resistance (Nations 1 - French Resistance).

All Axis infantry units are Para Special Forces (Troops 2 - Specialized Units). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The river hexes are impassable; they represent the Mediterranean coast.



AIRDROP OVER RETHYMNO



Setup order		
1		x1
2		x6
3		x2
4		x11
5		x11
6		x6
7		x5
8		x3
9		x1

Historical Background

A second German wave arrived in the afternoon. At 16:15, 2nd Fallschirmjäger Regiment airdropped over Rethymno airfield; but like others in Crete, they all landed scattered along the coast. Elements of the 3rd Battalion quickly managed to regroup and move toward Rethymno, where they ran into fierce resistance from the Australian battalions that had taken position on the hills south of the airfield; the town's civilians and the Greek 4th and 5th Regiments just added to the invaders' difficulties. Cut-off from the rest of Crete, outgunned and surrounded, the Australians went on to hold the German invaders off for 9 days before Lieutenant Colonel Ian Campbell, commander of the 2/1st Battalion, ordered his men to surrender. Even then, many men of 2/11th Battalion, instructed by Major Sandover to either surrender or evade capture, managed to make it to the hills, and, protected by local Cretans, eventually escaped to Egypt.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 5 Command cards.
You move first.

Allied Player [Great Britain]
Take 5 Command cards.

Conditions of Victory

6 Medals.

The Airfield is a Temporary Medal Objective for the Axis Forces.

If there are no British units on any of the hexes of Hill A at the start of the Axis player's turn, the Axis forces gain 1 Victory Medal. The moment a British unit reoccupies any of Hill A's hexes, the Axis player loses this medal.

The group of 3 Hill hexes of Hill B is a Temporary Majority Medal Objective. The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes.

The six town hexes form a Turn Start Temporary Majority Medal Objective worth 1 Medal. The Victory Medal for this group of objective hexes goes to the side that has units occupying an absolute majority of these hexes at the start of its turn. If the majority is lost for any reason (movement, retreat or

elimination), the medal is immediately lost.

Special Rules

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The British Armor unit only has 2 figures and it only moves 2 hexes.

The Cretan Partisan Civilian unit has 3 figures and it is played like French Resistance (Nations 1 - French Resistance).

All Axis infantry units are Para Special Forces (Troops 2 - Specialized Units). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The river hexes are impassable; they represent the Mediterranean coast.



PRISON VALLEY



Setup order		
1		x1
2		x8
3		x2
4		x9
5		x11
6		x7
7		x6

Historical Background

The first wave of gliders from Gruppe Mitte's (Center Group) 3rd Fallschirmjäger Regiment had a number of bold objectives: Hauptmann Altmann's men were tasked with silencing a dangerous anti-aircraft battery in the Akrotiri peninsula, while the men of Oberleutnant Genz were to knock out another anti-aircraft battery and a wireless station south of Hania; concurrently, Oberst Heidrich's Paratroopers would take Galatos and establish a defensive position on the hills surrounding the town.

Although scattered during their airdrop, Altmann's men eventually managed to capture their objective, only to find this battery to be a dummy! Meanwhile, two of Genz's gliders released early over Hania while a third exploded in mid-air, when caught in ground fire; but the others successfully landed near their anti-aircraft objective, and Genz detachment put their MG34 machine guns to good use, quickly overrunning the outgunned battery's defenders. They then attempted to reach the wireless station but were blocked by 1st Ranger Battalion and Bren gun carriers of Royal Welch Fusiliers. As for Heidrich's paratroopers, they managed to set foot on some of the hills around Prison Valley, but Brigadier Puttick's New Zealanders and light tanks counterattacked pushing them back into the valley.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 5 Command cards.
You move first.

Allied Player [Great Britain]
Take 5 Command cards.

Conditions of Victory

6 Medals.

The towns of Hania, Galatos, Stalos and Plataniias are Start Turn Temporary Medal Objectives worth 1 medal each for the Axis forces. The moment a unit vacates a town for any reason (movement, retreat or elimination), the medal is lost.

The Axis Medal in the Forest hex represents the Allied Wireless Station. It is a Turn Start Permanent Medal Objective for the Axis forces. The medal is gained and can no longer be lost, once the Axis forces manage to occupy this hex at the start of one of their turns.

Place an Objective Medal on the hex containing the Allied artillery unit. The elimination of this unit is worth one additional medal for the Axis forces.

The 5 hill hexes (Pink 1, Ruin 1, Wheat 1 and Cemetery x2) form a Turn Start Temporary Majority Medal Objective worth 1 Medal for whoever controls the majority of these high ground hexes. If the majority is lost for any reason (movement, retreat or elimination), the medal is immediately lost and put back in play.

Special Rules

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The British Armor unit only has 2 figures and it only moves 2 hexes.

Place a badge on the 1 German engineer unit (Troops 4 - Combat Engineers).

All the other Axis infantry units are Para Special Forces (Troops 2 - Specialized Units). Badges are not required.

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.



[CRETE] THE OLIVE OIL FACTORY

- RESISTANCE OF KAMPFGRUPPE "KROH".



Setup order		
1		x1
2		x3
3		x13
4		x5
5		x11
6		x4
7		x10
8		x5
9		x1
10		x10
11		x1
12		x1

Historical Background

The capture of Rethymnon airfield has failed and the Kampfgruppe of Major Kroh has to fall back to the olive oil factory near Stavromenos. The German paratroopers entrenched themselves in the factory in order to resist to the repeated attacks of the 19th Australian Brigade of Colonel Campbell. But Major Kroh decided to counter attack as well and sent a battle group to capture the village of Kimari. This offensive action forced the Allied troops to stay in Rethymnon instead to reinforce the Maleme sector where the decisive battle was going through. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Allied player [Australia] : 5 command cards, you move first.

Axis player [Germany] : 5 command cards.

Conditions of Victory

Allied player : 6 medals with the temporary medal token of the factory.

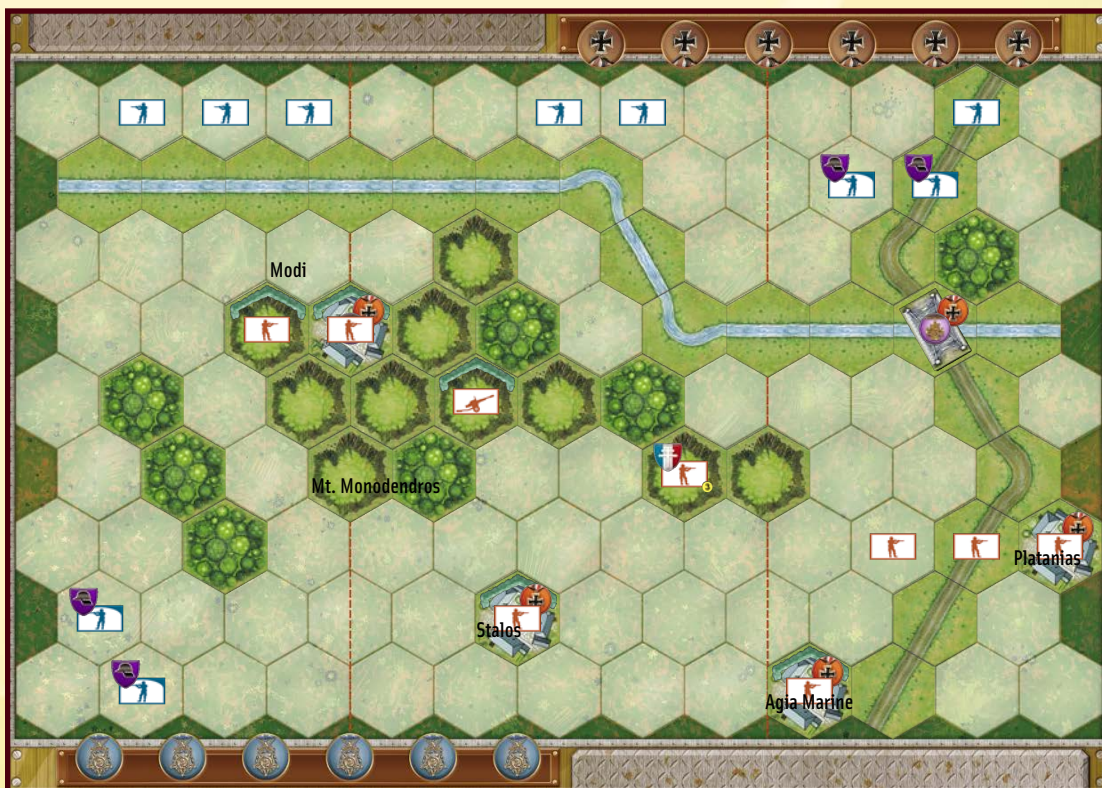
Axis player : 6 medals with the temporary medal token of Kimari.

Special Rules

- All Axis units are paratroopers, use "Specialized Units" rules (Troop 2). Badges are not required.
- Use "BCF Command" rules (Nation 5) only for Australian troops.
- Use "Blitz" rules (Action 15).
- "Air Power" card is not allowed to the Allied player. Discard it and take another.
- "Barrage" card is not allowed to the Axis player. Discard it and take another.



PLATANIAS



Setup order		
1		x1
2		x11
3		x2
4		x4
5		x7
6		x10
7		x2
8		x6
9		x5
10		x5
11		x2

Historical Background

By late morning on May 23rd, the Fallschirmjägers of Oberst Ramcke had set up a defensive position on the Platanias River bridge near the coast. Inland, Oberst Utz moved to take the village of Modi. Defended by New Zealanders, the village fell after a fierce fight. The Allied artillery, which had been shelling the Germans at Maleme airfield for days, was now outflanked and forced to fall back.

In the early afternoon, Captain Baker and his men attempted to retake the bridge, but the Germans held and counterattacked. As for the Cretan Partisans and the 8th Greek Regiment that had moved forward from Agia Marine, they only proved to be a minor hindrance to the Germans and did not stop their advance.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 6 Command cards.
You move first.

Allied Player [Great Britain]
Take 5 Command cards.

Conditions of Victory

6 Medals.

The bridge is a Last to Occupy Medal Objective worth 1 medal for the side that occupies it last. The unit occupying the bridge may vacate it, and its player will continue to hold the medal, provided no enemy troop captures it.

The town of Modi is a Temporary Medal Objective worth 1 Medal for whoever controls Modi. In addition, if an Axis unit manages to occupy Modi, the Allied artillery unit up in the hills immediately loses its sandbags for the rest of the battle.

The towns of Stalos, Agia Marina and Platanias are Start

Turn Temporary Medal Objectives worth 1 medal each for the Axis forces. If a unit vacates a town hex for any reason (movement, retreat or elimination), that medal is immediately lost.

Special Rules

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The Cretan Partisan Civilian unit only has 3 figures and it is played like French Resistance (Nations 1 - French Resistance).

Place a badge on the four Axis Para Special Forces units (Troops 2 - Specialized Units).

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.

The entire Platanias River is fordable (Terrain 41 - Fords & Fordable Rivers).



GALATOS



Setup order		
1		x4
2		x9
3		x12
4		x5
5		x4
6		x2

Historical Background

By May 24th the Germans had formed a cohesive front; they began advancing east toward Chania. On the 25th, they ran into the bulk of the Allied forces and launched a general attack. Surprised to discover the Germans had artillery, the Allied formations began to crumble and quickly pulled back. Galatos, now the center of attention, fell after a fierce fight. Reacting as quickly as they could the Allies mounted a counterattack with their remaining forces in the area, including a few light tanks. They succeeded in evicting the Germans, but that same night, they were ordered to fall back when news came that the Fallschirmjäger had captured Daratsos.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]
Take 6 Command cards.
You move first.

Allied Player [Great Britain]
Take 5 Command cards.

Conditions of Victory

7 Medals.

The two town hexes of Galatos form a Turn Start Temporary Majority Medal Objective worth 2 Medals for whoever controls Galatos. If the majority is lost for any reason (movement, retreat or elimination), the medal is immediately put back in play.

The towns of Daratsos and Stalos are Start Turn Temporary Medal Objectives worth 1 medal each for the Axis forces. If a unit vacates the town hex for any reason (movement, retreat or elimination), the medal is immediately lost.

Special Rules

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The British Armor unit has 3 figures but it only moves 2 hexes.

Allied units cannot ignore any flags rolled on them by the Axis Artillery.

Place a badge on the three Axis Para Special Forces units (Troops 2 - Specialized Units).

The Axis forces have Air Superiority. When an Air Power card is played, the Axis player rolls 2 dice, the Allied player only 1 die.



HELLFIRE PASS



Setup order		
1		x15
2		x1
3		x12
4		x2
5		x10
6		x11
7		x2
8		x7

Historical Background

2 miles inland, on the Egyptian-Libyan border, Halfaya Pass carves a natural route through the 600 foot high escarpment that extends southeast toward Sollum. In World War II, whoever controlled the pass held the main westward access into Libya and the key to any relief of the besieged garrison at Tobruk.

Unfortunately for the British, since April 14, 1941, that key was firmly in the hands of Lieutenant-General Erwin Rommel's Afrikakorps. On May 15, the Desert Rats of 7th Armoured Division briefly capture the Pass, during Operation Brevity. But a mere 11 days later, Rommel strikes back. Operation Skorpion puts his three assault groups firmly back in control of the pass.

With the Germans now also controlling the Airfields in Crete, time is running out on the British. Under pressure from Churchill himself, General Wavell launches Operation Battleaxe. At dawn on June 15th, the 11th Indian Brigade, with support of the Matildas from the 4th Royal Tank Regiment, advances on what will soon be known as "Hellfire Pass"...

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany/Italy]
Take 6 Command cards.

Allied Player
[Great Britain]
Take 4 Command cards.
You move first.

Conditions of Victory

6 Medals.

Exit markers are in effect on the portion of the Axis baseline in between the 2 Exit markers, for the Allied forces.

Special Rules

North African Desert Rules are in effect (Actions 9 -

North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces and Italian Royal Army command rules are in effect.

All Allied tank units are Elite armor units (Troops 2 - Specialized Units). Badges are not required.

Special Weapon Asset rules are in effect for the two German units equipped with Anti-Tank weapons.

The German player lays out the Minefields (Terrain 29 - Minefields).

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.



THE LION OF CAPUZZO

- CAPTURE OF FORT CAPUZZO.



Setup order		
1		x1
2		x11
3		x4
4		x2
5		x1
6		x6

Historical Background

The Operation Battleaxe was launched on the 15th of June 1941 in order to capture the Axis defenses on the Libyan border (such as Sollum, Halfaya Pass, Fort Capuzzo), to destroy Rommel' army and if possible to relieve the besieged garrison of Tobruk. The British attack was quickly stopped by the 88mm guns in Halfaya Pass and Hafid Ridge. In the center, the 4th British Armored Brigade captured Fort Capuzzo. A single German 88mm gun opened fire on the British tanks and allowed to the Panzer Regiment 8 to arrive on the battlefield. German Captain Johannes Kümmel, fought bravely and destroyed several Matilda tanks with his own Pz-IV, and finally stopped the British advance to Bardia. After this action, he was awarded of the Knight's cross and nicknamed "the lion of Capuzzo". The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 6 command cards.
 Allied player [United Kingdom] : 6 command cards, you move first.

Conditions of Victory

6 medals.
 The capture of Capuzzo is a temporary medal objective for the Allied player.

Special Rules

- Use "BCF Command" rules (Nation 5).
- Use "Elite Armor" rules (Troops 2) to all British tank units. These tanks are moving slow, they can move only one or two hexes and fight. Badges are not required.
- Use "Heavy Anti-Tank Guns" rules (Troops 23) to the Axis artillery battery with 88 badge.
- Special Weapon Asset rules (SWAs 1) are in effect for German units equipped with Antitank Weapons (SWAs2).
- Use "North African Desert" rules (Action 9).
- The Axis player lays out the minefields (Terrain 29).



OPERATION CRUSADER



Historical Background

The Marmaric Desert, November 19, 1941. General Auchinleck orders General Cunningham, to launch the British Eighth Army into a massive offensive into Libya in a bid to destroy the Italo-German armored divisions and free up the garrison in Tobruk. Over the next three weeks, over 700 British tanks face off against 240 German Panzers and 150 Italian tanks in desert battles around Sidi Rezegh and its airfield. The garrison in Tobruk even attempts to break out to connect with the Eighth Army. After many engagements with varied outcomes, Rommel is forced to order the remnants of Panzergruppe Afrika to retreat towards Gazala, beaten not by his opponents strategy, but rather its overwhelming material superiority. Tobruk is free!

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany/Italy]: Take 6 Command cards.

Allied Player [Great Britain]: Take 6 Command cards.
You move first.

Conditions of Victory

12 Medals.

The British Medal in Tobruk is a Permanent Medal Objective for British units starting on the Allied player side of the board only. Only a single medal can be won that way, regardless of how many British units reach Tobruk.

The German Medal in the Campaign Headquarters on the Allied baseline is a Permanent Medal Objective for the Axis player.

Special Rules

North African Desert rules are in effect (Actions 9 - North African Desert Rules).

British Commonwealth Forces (Nation 5 - British Commonwealth Forces) and Italian Royal Army command rules (Nation 6 - Italian Royal Army) are in effect.

Oasis Recovery rules are in effect at Bir el Chleta, Bir el Gobi and Gabr Saleh (Actions 10 - Oasis Recovery). Those rules also apply to each of the camp's Campaign HQ.

Place a badge on the elite German infantry near Gambut (Troops 2 - Specialized Units).

Place a badge on the German heavy artillery in Gambut and the British Heavy artillery near Gabr Saleh. Both are Big Guns (Troops 3 - Big Guns).

Place a badge on the mobile German artillery unit near Gambut (Troops 14 - Mobile Artillery).

Place a badge on the two Afrikakorps units of Panzers with 4 tanks each (Troops 2 - Specialized Units).

The Axis artillery unit with a Battle Star is a Flak 88mm gun: it may move 0-1 or battle at 2, 2, 2. Stars rolled score a hit on Armor. Target must be in line of sight. Ignores terrain battle protections.

The Allied player lays out the minefields around Tobruk and the Axis player those around Sidi Omar/Halfaya and Bir el Gobi (Terrain 29 - Minefields).

Air Rules are optional. If used, give the Allied player one Air Sortie card and shuffle the other one in the deck, at game start.

Setup order

- 1 x9
- 2 x2
- 3 x4
- 4 x1
- 5 x1
- 6 x11
- 7 x1
- 8 x12
- 9 x8
- 10 x1
- 11 x16
- 12 x1
- 13 x1

SIDI REZEGH AIRFIELD



Setup order		
1		x1
2		x2
3		x1
4		x4
5		x10
6		x7
7		x1
8		x1
9		x2
10		x1

Historical Background

Operation Crusader, the third and ultimately successful British attempt to try and break Rommel's stranglehold on Tobruk, began in a horrendous rainstorm on November 18, 1941. While one British corps was taking up position near Halfaya Pass, the others began moving across the desert in three columns. The central one headed for Tobruk to link up with a planned breakout of the besieged garrison troops. Racing forward, the 7th Armoured Brigade and 7th Support Group took the airfield at Sidi Rezegh, almost coming within sight of Tobruk.

Wedged between the city's garrison and the advancing British armor, and realizing the precariousness of his situation, Rommel reacted quickly. The airfield was soon back in German hands, with Major Kummel's 15th Panzer Division laying in wait...

The British 7th Armoured Division advanced along the Trigh Capuzzo Road to take the airfield back. Upon reaching the 175 Gap in the escarpment, the British tankers began to move through. But Kummel's tanks waited in ambush, striking fast and hard. Cautiously, the British fell back rather than sending more of their tanks through the narrow gap. The Germans seized the initiative, moving through another gap a little further west and dealing the Desert Rats a resounding defeat!

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany]
Take 5 Command cards.

Allied Player
[Great Britain]
Take 4 Command cards.
You move first.

Conditions of Victory

5 Medals.

The Airfield is a Temporary Objective Medal for both sides, while Sidi Rezegh is a Temporary Objective Medal for the Allied forces only.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.



DUG IN AT SIDI OMAR



Setup order

- 1 x10
- 2 x7
- 3 x2

Historical Background

Having extricated himself from a very precarious position at Sidi Rezegh airfield, Rommel looked for ways to press his advantage. He sent his Afrikakorps toward Sidi Omar, in the hope of re-establishing himself on the border and turning his victory of a couple of days earlier into a decisive rout of the British.

But the Commonwealth forces, rather than flee back into Egypt, had regrouped and dug in. On November 25th, the two forces faced off. 21st Panzer suddenly found itself looking down the guns of the 7th Indian Brigade's 25 pounder artillery, while 15th Panzer was battling the British Armoured Regiments to a draw.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player

[Germany]

Take 5 Command cards.

You move first.

Allied Player

[Great Britain]

Take 5 Command cards.

Conditions of Victory

6 Medals.

Exit markers are in effect on the portion of the Allied baseline in between the 2 Exit markers, for the Axis forces.

Special Rules

North African Desert rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

Place a badge on the German elite tank unit. Badges are not required for the Allied tank units, which are all elite armor

units (Troops 2 - Specialized Units).

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.



GAP AT ANTELAT

- 2ND BATTLE FOR CYRENAICA



Setup order		
1		x3
2		x3
3		x9
4		x2

Historical Background

During the second battle for Cyrenaica, Rommel's AfrikaKorps attacks and soon manages to cut off the 1st British Armoured Division from its rear with the help from Kampfgruppe Marcks' advance toward Saunnu. But on January 23, Kampfgruppe Marcks leaves Saunnu toward El Grara, even though the bulk of 21st Army has not yet managed to catch up with them!

The British armored columns seize the occasion and attempts to rush through the gap now opened between the Kampfgruppe and 21st Army. Many scattered small-scaled engagements ensue in the desert between Antelat and Saunnu. Afrika Korps finally manages to close the breach by nightfall, but some elements of the 1st British Armoured Division have already successfully escaped, with most of their equipment left behind.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]:
Take 5 Command cards.
You move first.

Allied Player [Great Britain]:
Take 5 Command cards.

Conditions of Victory

7 Medals.

Exit markers are in effect on the portion of the Axis baseline in between the 2 Exit markers, for the Allied forces.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules).

British Commonwealth Forces command rules are in effect (Nation 5 - British Commonwealth Forces).

If the Allied player draws the "Air Power" card, he must discard it and draw another card instead.

(Open de France Memoir '44 - 2009)



ITALIAN DIVERSION AT GAZALA

- BATTLE OF GAZALA



Setup order		
1		x6
2		x8
3		x9
4		x5

Historical Background

In late 1941, the Eighth Army drove the Axis out of Cyrenaica but British lines got so stretched that, by January '42, Rommel was back on the offensive and pressing towards Tobruk. Concentrating their forces near Gazala, the British established a series of strong points, minefields, and wire between the Mediterranean coast and Bir Hakeim, intending to block the Desert Fox. Rommel decided to flank the British and to deceive his enemy, he launched an attack against the center of the Gazala line. Italian infantry charged during daylight hours, while Rommel ostensibly held his Panzers in reserve to the rear. Fully expecting him to attempt a breakthrough, the British committed their own armor to this section of the front. However, as soon as night fell, Rommel personally led his armor far south, setting the stage for a devastating flanking attack.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Italy]

Take 6 command cards.

You move first.

Allied player [Great Britain]

Take 6 command cards.

Conditions of Victory

6 Medals.

Special Rules

North Africa Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces Command rules (Nations 5 - British Commonwealth Forces) and Italian Royal Army Command Rules (Nations 6 - Italian Royal Army) are in effect.

Place a badge on the two Italian Engineer units (Troops 5 - Combat Engineers).

The British player lays out the Minefields (Terrain 29 -

Minefields).

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Both Axis and Allied players will roll 1 die when playing the Air Power card.

FLANKING MANEUVER AT BIR HAKEIM

MAY 27, 1942


Setup order		
1		x1
2		x2
3		x8
4		x5
5		x5
6		x8
7		x2
8		x2

Historical Background

Following on the success of Operation Crusader, the British Eighth Army had driven Rommel's forces out of Cyrenaica before over-stretching its own supply lines again. Eighth Army had then settled along the "Gazala line" in the desert, west of Tobruk, in a series of brigade-strength occupied "boxes" protected by minefields and wire. The southernmost tip of the line was the fortified box at Bir Hakeim, held by the 1st Free French Brigade of General Pierre-Marie Koenig.

At midday on May 26, Rommel launched a feint frontal attack on the central positions of the Gazala line, using small elements of the XX Motorized Corps and truck-mounted propellers to blow dust and reinforce the deception, before pulling all his armored elements back under cover of darkness. His real objective: a daring flanking maneuver to neutralize the Bir Hakeim box at the southern tip of the line, using the enemy's own minefields to protect his flank and rear!

Unfortunately, elements of the 21st Panzer were held up for more than three hours when they ran into the 7th Armoured Division's 3rd Indian Motorized Brigade, some four miles south east of Bir Hakeim. They took heavy losses from their guns before over-running them. Meanwhile the Italian Ariete division was failing to take the box at Bir Hakeim, suffering heavy losses from the 75 mm guns of the 1st Free French Brigade.

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany/Italy]
Take 6 Command cards.
You move first.

Allied Player
[Great Britain]
Take 5 Command cards.

Conditions of Victory

5 Medals.

Each Field Bunker is a Temporary Medal Objective for the Axis forces.

Exit markers are in effect on the portion of the Allied baseline in between the 2 Exit markers, for the Axis forces.

Special Rules

North African Desert Rules are in effect (Actions 9 - North

African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces and Italian Royal Army command rules are in effect.

Oasis Recovery rules are in effect (Actions 10 - Oasis Recovery).

Place a badge on the German elite infantry units (Troops 2 - Specialized Units) and another badge on the German engineer unit (Troops 4 - Combat Engineers).

Special Weapon Asset rules are in effect for the units equipped with Anti-Tank weapons.

The British player lays out the Minefields (Terrain 29 - Minefields).

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.



PANZERS VERSUS GRANTS



Setup order

- 1 x1
- 2 x6
- 3 x3
- 4 x1

Historical Background

The same day as the battle at Bir Hakeim, further on the right, 15th Panzer engaged the rest of the 7th Armoured Division. After sweeping over the 7th Motorized Brigade, the Panzers ran into heavy resistance from the Grants of 4th Armoured Brigade. German anti-tank support was slow in coming, and the range and power of the 75mm guns on the newly arrived Grant tanks soon made life aboard the German Mark IIIs hot and untenable.

Finally by late morning, 21st Panzer arrived on the left of the 15th, swinging past the action and hitting the British on the right. Most of the Grants were annihilated, forcing the rest to withdraw.

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany]
Take 6 Command cards.
You move first.

Allied Player
[Great Britain]
Take 4 Command cards.

Conditions of Victory

5 Medals.

The HQ/Supply Tent is a Permanent Medal Objective for the German forces; the Medal is gained and the tent removed at the start of the Axis player's next turn.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

Capture HQ/Supply Tent rules are in effect (Action 17 - Capture HQ/Supply).

British Commonwealth Forces command rules are in effect.

Place badges on the British elite tank units (Troops 2 - Specialized Units).

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.



1ST ARMoured TO THE RESCUE



Setup order		
1		x10
2		x11
3		x2
4		x1
5		x1

Historical Background

By late morning, his left flank overrun by the coordinated mass of German Panzers, General Neil Ritchie, commander of the Eighth Army, ordered two armored brigades of Norrie's 1st Armoured Division south to the rescue.

Moving in column, the 22nd Armoured Brigade soon collided with the German Panzers, already frontally deployed in battle formation. Surprised before they could spread out, the hapless British tank commanders were quickly pounded into the sand. Their remnants fled north to join the only intact British armoured brigade.

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany]
Take 6 Command cards.
You move first.

Allied Player
[Great Britain]
Take 5 Command cards.

Conditions of Victory

5 Medals.
The Road hexes on the opposite edges of the board are Temporary Medal Objectives for the Allied and Axis forces respectively.

Special Rules

North African Desert rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

Special Weapon Asset rules are in effect for the units equipped with Anti-Tank weapons.

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.



ROMMEL'S RIGHT HOOK



Setup order

1



x14

Historical Background

During the battle of Gazala, Rommel sent his 90th Light Division toward El Adem, far to the British rear. If successful, the move would put the British onto the defensive and help protect Rommel's exposed right flank. The Light division soon made contact with the British 7th Motor Brigade, both forces roaring through the hills. The fighting was brief but intense: the British were quickly beaten and their remnants withdrew toward El Adem.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 6 command cards.
You move first

Allied Player [Great Britain]: Take 4 command cards.

Conditions of Victory

5 Medals.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

Place a badge on the 2 German elite infantry units (Troops 2 - Specialized Units) and on the British engineer unit (Troops 4 - Combat Engineers).

Patrol Cars rules are in effect (Troops 19 - Long Range Patrol Cars).

Special Weapon Asset (SWAs 1 - Special Weapon Assets) are in effect for the unit equipped with an anti-tank weapon (SWAs 2 - Anti-Tank Gun).

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

INTO THE CAULDRON



Setup order		
1		x15
2		x2
3		x6
4		x10
5		x7

Historical Background

Despite their success against the British 7th Armoured, the Panzer divisions had lost their momentum. Rommel's Afrikakorps was now trapped in a region known as "the Cauldron;" with Bir Hakeim to the south and Tobruk to the north still firmly in enemy hands; remnants of the British armour to the east and the north; and the extensive mine belts of the original Allied line to the west.

But the British, unaware of the extent of German shortages, did not counter-attack immediately. This pause gave Rommel's forces the time to set up a defensive position on the ridge lines near Sidi Muftah, while the Italian Trieste Division was crossing the minefields under heavy fire, north of Bir Hakeim, and bringing in much needed supplies. When the British counter-attack finally launched on June 5th, it lacked coordination and failed to break through the German anti-tank defenses. A precious opportunity had been lost...

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany]
Take 5 Command cards.

Allied Player
[Great Britain]
Take 4 Command cards.
You move first.

Conditions of Victory

6 Medals.

Opening a supply lane through the British-laid minefields is a Permanent Medal Objective for the Axis forces. To successfully open a supply line, the Germans must reveal a minefield decoy ("0" strength). Only one such Medal can be won during the game.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, all armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces command rules are in effect.

Place badges on the British engineer units (Troops 4 - Combat Engineers).

Special Weapon Asset rules are in effect for the 3 German units equipped with Anti-Tank weapons.

The British player lays out the Minefields (Terrain 29 - Minefields).



KNIGHTSBRIDGE

- BATTLE OF GAZALA



Setup order		
1		x2
2		x1
3		x2
4		x1
5		x3

Historical Background

The Battle of Gazala was a series of clashes between Rommel and the British in the late spring of 1942 near the Libyan coast. The brilliant, but risky maneuvers by the 'Desert Fox' in late May and early June were a success, but left his armored units low on fuel and widely scattered. A major attack by British reserves might very well have delivered a decisive victory and destroyed most of Rommel's mobile units, but a failure to exploit this weakness by the British allowed him time to re-supply.

On June 12th, with reports of a gap in the German tank formations, British high command had assembled the 2nd and 4th Tank brigades for an attack. Although the British had a numerical advantage, Rommel used his superior leadership and equipment to counter-attack. He ordered a frontal attack by the 15th Panzer, while the 21st Panzer attempted an outflanking move. The British forces, after a fierce engagement around Knightsbridge, were destroyed in this climactic battle.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 6 Command cards
You move first.

Allied Player: Take 4 Command cards.

Conditions of Victory

5 Medals

Special Rules

The Axis Special Forces tank units have 4 figures. Place a Special Force token in the same hex with these units to distinguish them from the other units.

Armor movement is amended as follows:

An ordered Axis Armor unit may move up to 3 hexes and battle.

An ordered Allied Armor unit may move up to 2 hexes and battle.

North Africa Desert rules are in effect (see p. 3).



KNIGHTSBRIDGE

- BATTLE OF GAZALA



Setup order		
1		x2
2		x1
3		x2
4		x1
5		x3

Historical Background

The Battle of Gazala was a series of clashes between Rommel and the British in the late spring of 1942 near the Libyan coast. The brilliant, but risky maneuvers by the "Desert Fox" in late May and early June were a success, but left his armored units low on fuel and widely scattered. A major attack by British reserves might very well have delivered a decisive victory and destroyed most of Rommel's mobile units, but a failure to exploit this weakness by the British allowed him time to re-supply.

On June 12th, with reports of a gap in the German tank formations, British High Command had assembled the 2nd and 4th Tank Brigades for an attack. Although the British had a numerical advantage, Rommel used his superior leadership and equipment to counter-attack. He ordered a frontal attack by the 15th Panzer, while the 21st Panzer attempted an outflanking move. The British forces, after a fierce engagement around Knightsbridge, were destroyed in this climactic battle.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 6 Command cards.
You move first.

Allied Player [Great Britain]: Take 4 Command cards.

Conditions of Victory

5 Medals.

Special Rules

Place a badge on German elite tank units (Troops 2 - Specialized Units).

North African Desert rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

Air rules are in effect: Give the Allied player both the Air Sortie cards at game start.



ESCAPE VIA THE COASTAL ROAD

JUNE 14, 1942


Setup order		
1		x8
2		x1
3		x4
4		x11
5		x8
6		x2
7		x2

Historical Background

Building up their forces through the now opened supply lines, Rommel's Afrikakorps eventually broke out of the cauldron, seizing Bir Hakeim but only capturing about 500 wounded Frenchmen. On June 13 "Black Sunday", 21st Panzer shreds the 22nd Armoured Brigade to pieces, threatening Tobruk and cutting off XIII Corps on the Gazala line. The next day, Auchinleck authorizes General Ritchie to withdraw.

Defenders in El Adem and neighbouring boxes held firm, allowing the 1st South African Division to escape intact along the coastal road. But the road could not accommodate two divisions. With Panzer Divisions blocking the east, the remaining brigades of the Northumbrian Division were forced to attack the Brescia and Pavia Divisions and head south in the desert, before turning back west. The German Panzers raced north, but could not move fast enough to close the road before the bulk of British troops had escaped!

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player
[Germany/Italy]
Take 5 Command cards.

Allied Player
[Great Britain]
Take 5 Command cards.
You move first.

Conditions of Victory

6 Medals.

Exit markers are in effect on the two road hexes at the board's edges, for the Allied forces.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces and Italian Royal Army

command rules are in effect.

Air rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.



THE CAPTURE OF TOBRUK

- UNTERNEHMEN THESEUS



Historical Background

After smashing British defenses at Gazala, Rommel pushed his Afrika Korps towards Tobruk. Having successfully withstood a 9-months siege the previous year, the city was left to the protection of the 2nd South African Division's General Klopper. The city's defense perimeter consisted of 30 miles of wire entanglements, minefields and prepared infantry positions. In support were a limited number of tanks and artillery.

Rommel's attack from the South East came on the 20th. Under cover of a morning mist, German engineer units crept forward, clearing mines and wires. Once the mist cleared, the British saw a mass of troops and vehicles approaching. A horrific artillery bombardment followed by a wave of bombers left no doubt the battle had begun. The German Panzers and infantry rolled forward through the wire and minefields. A valiant British armor counter-attack with artillery support briefly halted the advance but by noon the Germans had reorganized and resumed their advance. Once the line at Kings Cross fell, the way to Tobruk lay open and the British command structure disintegrated. Klopper ordered the white flag to be raised...

The stage is set, the battle lines drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 11 Command cards.
You move first.

Allied Player [Great Britain]: Take 7 Command cards.

Conditions of Victory

15 Medals.

The 6 town hexes of Tobruk form a Temporary Majority Medal Objective worth 2 Medals for whoever controls it. The Allied player controls the city at game start and thus has 2-medal headstart.

The British airfield, the Kings Cross road hex, Fort Pilastro and Fort Solaro are Permanent Medal Objectives for the Axis forces.

The 3 road hexes with medals, on the edge of the battlefield, are Temporary Medal Objectives for the Allied forces.

Special Rules

North African Desert are in effect (Actions 9 - North African Desert Rules). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

British Commonwealth Forces Command rules are in

effect (Nations 5 - British Commonwealth Forces).

Place a badge on the 5 German engineer units (Troops 4 - Combat Engineers).

Re-supply rules (Actions 24 - Re-supply) are in effect for all Axis Half-tracks (Troops 19 - Half-Tracks).

Special Weapon Asset rules (SWAs 1 - Special Weapon Assets) are in effect for the units equipped with anti-tank weapons (SWAs 2 - Anti-Tank Gun).

The British player lays out the Minefields (Terrain 29 - Minefields).

Air rules are in effect. Give the Axis player both Air Sortie cards at game start. Place a British Ready-to-Take-Off marker on the airfield.

Note: If you do not own enough sandbags, use hedgehogs as stand-in pieces, playing them like sandbags. Likewise, if you are short of one barbed wire, use a penny.

Setup order

- 1  x24
- 2  x12
- 3  x7
- 4  x3
- 5  x2
- 6  x1
- 7  x1
- 8  x6
- 9  x2
- 10  x6
- 11  x13
- 12  x17
- 13  x3
- 14  x16
- 15  x4
- 16  x1

DEIR EL SHEIN - ACT 1

- THE END OF THE 18TH INDIAN BRIGADE - FRENCH OPEN 2010



Setup order		
1		x14
2		x6
3		x6
4		x6
5		x9
6		x8
7		x1

Historical Background

After the battle of Mersa Matrouh, Rommel led his troops back to Alexandria. They arrived at El Alamein June 29, exhausted. Without waiting for all its units to regroup, Rommel launches his Afrika Korps into an attack on the center of the British forces, in order to encircle the "box" of El Alamein and cut in two Auchinleck's forces. During this advance, Afrikakorps stumbles onto the 18th Indian Brigade recently established in the "Box" of Deir el Shein, at the west end of Rouweizat Ridge. After positioning itself under the cover of the night, the 21st Panzer Division attacks on the morning of July 1 under cover of a sandstorm (the Khamsin). The battle rages all day, until the collapse of the Indian Brigade in the afternoon. Their sacrifice was not in vain however, as Rommel had lost eighteen of his precious Panzers in the attack and was now left with thirty-seven ones to continue its fight against the 8th Army.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 6 command cards, you move first.
 Allied player [United Kingdom] : 5 command cards.

Conditions of Victory

6 medals. Hill 63 is a temporary medal objective for the Axis player.

Special Rules

North African Desert rules are in effect (Actions 9 - Desert Rules).
 Night Attack rules are in effect (Actions 19 - Night Attack).
 British Commonwealth Forces command rules are in effect for the Allied player (Nations 5 - BCF).
 The two infantry units with antitank badges are equipped with Anti-Tank Guns (Special Weapon Assets 2 - Anti-Tank Guns)
 The "Air Strike" card is not used in this scenario because of the sandstorm. Remove the card before beginning to play.
 The Minefields are laid by the Allies.



[DESERT WAR] DEIR EL SHEIN - ACTION 2 - TRAGEDY ON RUWEIZAT RIDGE.



Setup order		
1		x15
2		x1
3		x2
4		x8
5		x2
6		x10

Historical Background

During the first battle of El Alamein, the Axis were in numerical inferiority because of the losses of the two months offensive. Generalfeldmarschall Rommel has failed to overrun the El Alamein "Box" with his poor forces and British General Auchinleck took advantage in launching several counter-attacks on Italian troops to force Rommel to stop his offensive. Operation Bacon was to recapture Ruweizat ridge to the Italian troops of Division "Brescia". 4th and 5th New-Zealand Brigade were in charge of this mission with the support of the 22nd Armoured Brigade. During the night 14 to 15 of July 1942, the "Kiwis" assaulted the Italian lines in front of Ruweizat and Deir El Shein, but in the morning they were totally isolated between enemies lines : the tanks were not following (By misunderstanding the orders, they stayed in their lines). On the other hands, the German tanks of Pz Rgt.8, called for help by the Italians , counter-attacked the New-Zealand infantrymen that could not take cover on the rocky soil of Ruweizat. The 16th of July 1942, the 4th NZ Brigade was crushed by the German tanks on Ruweizat ridge. Operation Bacon was a bloody defeat for Auchinleck. The stage is set, the battle lines are drawn, and you are in command. The rest is history !

Briefing

Allied player [New-Zealand] : 5 command cards, you move first.

Axis player [Italy] : 5 command cards.

Conditions of Victory

6 medals.

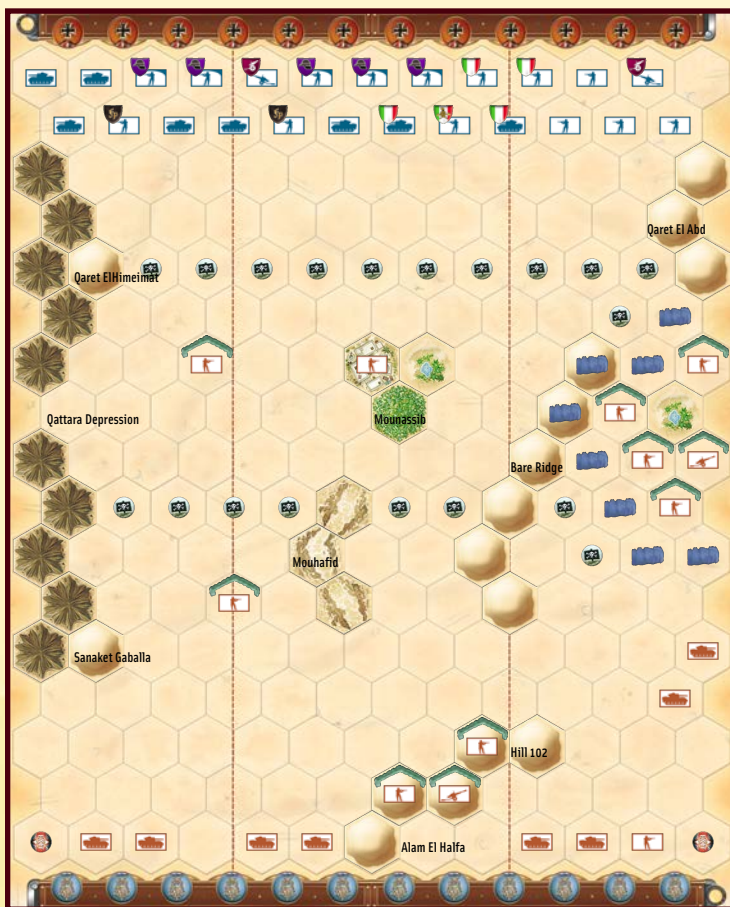
Special Rules

- Use "North African Desert" rules (Action 9).
- Use "Night Attacks" rules (Action 19).
- Use "BCF Command" rules (Nation 5).
- Use "Royal Italian Army" rules (Nation 6). All Axis infantry and artillery units are Italian, the tanks are German. Put a national badge to the tanks.
- The Axis player lays out the minefields (Terrain 29).
- Reinforcement of Axis : when full daylight, the Axis player may place one armored unit on each hexagon with a battle star token. These reinforcements come into play with any suitable command card.



SIX DAYS RUN

- LAST ATTACK OF ROMMEL IN EGYPT



Historical Background

El Alamein, mid-August 1942. With British reinforcements on the way, Rommel knows waiting is no longer an option. His plan is to concentrate his entire mobile forces on the southern flank of the enemy, between Qaret el Abd and Qaret el Himeimat, breaking through on Alam el Halfa ridge at dawn before turning North toward the Mediterranean to encircle the Eighth Army. During the night of August 30, Panzerarmee Afrika gets rolling but soon finds itself bogged down in the minefields. At sunrise, the RAF takes to the skies, strafing Rommel's columns. The surprise effect is gone, and the British Armoured Brigades soon go on the prowl, blocking every one of Rommel's attempts to break through. On September 4, the six days race ends, with Alexandria and the Suez Canal still safe from German's hands.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany/Italy]
Take 6 Command cards.
You move first.

Allied Player [Great Britain]
Take 5 Command cards.

Conditions of Victory

12 Medals.

Exit markers are in effect on the entire Allied baseline, for Axis forces.

Special Rules

British Commonwealth Forces (Nation 5 - British Commonwealth Forces) and Italian Royal Army command rules (Nation 6 - Italian Royal Army) are in effect. Place a badge on the Italian units.

Place a badge on all elite Axis units (Troops 2 - Specialized Unit).

Place a badge on the German and Italian engineer units (Troops 4 - Combat Engineers).

Place a badge on the two mobile German artillery units (Troops 14 - Mobile Artillery).

North African Desert rules are in effect (Actions 9 - North African Desert Rules).

Night Combat rules are in effect (Action 19 - Night Attacks).

The Allied player alone is able to conduct Air Strikes (Actions 3 - Air Strikes) when playing Recon 1 cards.

Oasis Recovery rules are in effect for the two Oasis hexes on the map (Actions 10 - Oasis Recovery).

The Allied player lays out the minefields (Terrain 29 - Minefields).

Air rules are optional. If used, give the Allied player one Air Sortie card and shuffle the other one in the deck, at game start.

Setup order

- 1 x1
- 2 x10
- 3 x2
- 4 x2
- 5 x16
- 6 x1
- 7 x1
- 8 x8
- 9 x10
- 10 x19
- 11 x2



BATTLE OF ALAM EL HALFA



Setup order

- | | | |
|----|--|-----|
| 1 | | x1 |
| 2 | | x7 |
| 3 | | x9 |
| 4 | | x12 |
| 5 | | x8 |
| 6 | | x1 |
| 7 | | x3 |
| 8 | | x12 |
| 9 | | x18 |
| 10 | | x3 |

Historical Background

The battle of Alam el Halfa might be Rommel's last shot at defeating the British Eighth Army and taking Egypt; his Afrika Corps numerical superiority was slowly dwindling away and would soon be outnumbered by the Allies. With waiting no longer an option, he set in motion the same maneuver he had attempted at Gazala.

Informed by ULTRA of the Axis plan to outflank his front lines and attack from the south, Montgomery carefully positioned his forces along the Alam el Halfa and Ruweisat ridges. Digging in some of his tanks and willing to stay on the defensive, Montgomery was finally about to test his military doctrine in his first battle in North Africa.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 6 Command cards.

Allied Player [Great Britain]: Take 6 Command cards.
You move first.

Conditions of Victory

8 Medals.

The three town hexes next to the railroad tracks are Permanent Medal Objectives for the Axis forces.

Special Rules

North African Desert rules are in effect (Actions 9 - North African Desert Rules).

British Commonwealth Forces command rules (Nation 5 - British Commonwealth Forces) are in effect.

Place a badge on the German engineer units (Troops 4 -

Combat Engineers).

The Allied player lays out the minefields (Terrain 29 - Minefields).

Air Rules are not in effect. The Air Sortie cards are set aside and not used in this scenario.

RAID ON BARCE



Setup order		
1		x2
2		x2
3		x1
4		x2
5		x1
6		x5
7		x4
8		x6
9		x3
10		x4

Historical Background

To interrupt Rommel's lines of communication and hamper his anticipated offensive against El Alamein, a number of raids were ordered on key locations to the Axis' rear. The New Zealanders and Guards patrols were sent onto Barce. After traveling 100 miles, they were in position on September 13th. The New Zealanders attacked the town while the Guards launched an assault on the barracks and the Italian supply depot. Tanks were called to stop the carnage but to no avail: the hit-and-run forces rendezvoused outside Barce and escaped, leaving burning aircraft and destroyed supplies in their wake.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Italy]: Take 4 command cards.

Allied Players [Great Britain]: Take 5 command cards.
You move first.

Conditions of Victory

4 Medals.

The 2 Airfield and 2 Supply Tent hexes are each Permanent Medal Objectives for the Allied player, if successfully sabotaged.

Special Rules

North African Desert rules are in effect (Actions 9 - North African Desert Rules).

British Commonwealth Forces (Nations 5 - British Commonwealth Forces) and Italian Royal Army Command rules (Nations 6 - Italian Royal Army) are in effect.

Place a badge on the elite Italian tank unit (Troops 2 - Specialized units).

Patrol Cars rules are in effect (Troops 19 - Long Range Patrol Cars). Allied Patrol cars and Axis armor units may

not move onto town hexes.

The Allied player may attempt to sabotage the Airfield and Supply Tent hexes (Actions 6 - Sabotage), by successfully rolling 1 Battle Star against each hex.

Oasis recovery rules are in effect (Actions 10 - Oasis Recovery).

Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

TUNISIA



Setup order

- 1  x5
- 2  x15
- 3  x10
- 4  x1

Historical Background

On November 29th and 30th it was tough going for the still largely green Allied Combat Command. The Allies had launched two unsuccessful attacks to take the town of Djedeida and clear a path for the march on Tunis. Then on December 1st before a third attack, the 10th Panzer Division, newly arrived from Italy, counterattacked in an attempt to clear the Allied forces around Chougui and Terourba.

The Germans planned to first capture Chougui and then strike toward Terourba. Aggressive Allied counterattacks however, prevented the German pincers from surrounding the town. After two days, the experienced German units and their successful tactics had beaten up the Allied forces which were forced to pull back to a position in the Terouba Gap.

This engagement marked the first armor clash between the Americans and Rommel's expanding North African forces.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 6 Command cards
You move first.

Allied Player: Take 4 Command cards.

Conditions of Victory

6 Medals

Special Rules

The Allied and Axis Special Forces tank units have 4 figures. Place a Special Force token in the same hex with these units to distinguish them from the other units.

Axis armor units move 1-3 hexes.
Allied armor units move 1-2 hexes.

TUNISIA



Setup order

- 1  x5
- 2  x15
- 3  x10
- 4  x1

Historical Background

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This engagement marked the first armor clash between the Americans and Rommel's expanding North African forces.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player (Germany):

- Take 6 Command cards.
- You move first.

Allied Player (United States):

- Take 4 Command cards.

Conditions of Victory

6 Medals.

Special Rules

Place a badge on German and American elite tank units (Troops 2 - Specialized Units).

Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.

KASSERINE PASS (*)

- NORTH AFRICA



Setup order

- 1  x20
- 2  x4
- 3  x8
- 4  x3
- 5  x12
- 6  x1
- 7  x6
- 8  x6

Historical Background

After the Anglo-American landings in North Africa on November 8, 1942, the Americans remained optimistic about their ability to fight an opponent like Rommel and the Afrika Korps. Although in headlong retreat after the Battle of El Alamein, Rommel was not without the ability to fight, and prepared to teach the U.S. forces a lesson the British had already dearly learned.

The green Americans moved slowly to take advantage of the Axis retreat, and while Montgomery pursued Rommel across North Africa, taking Tripoli on January 23, 1943, the Americans did not press the Axis western flank. Eisenhower would later write that the American operations "violated every recognized principle of war."

Rommel and his junior officers were openly contemptuous of the Americans' ability to fight. After a buildup that included the heavy Tiger I tanks, Rommel concluded that Kasserine Pass was the soft spot in the American lines. On February 20th, he personally led the attack that cracked the American defenses and sent them reeling back.

Almost everything the Americans believed was wrong. U.S. tactical doctrine was inflexible and did not account for the rapid German armored advances.

The Americans suffered heavy losses of 1,000 dead, hundreds taken prisoner, and most of their heavy equipment. The Axis victory would entice German commanders to underestimate the Americans in the future.

Kasserine Pass taught the Americans the doctrine of massed firepower, mass artillery fire, and to coordinate aircraft with ground forces.

This costly and valuable lesson would serve the Americans well in the difficult and bloody campaigns ahead.

Briefing

Axis Player: Take 6 Command cards.
You move first.

Allied Player: Take 5 Command cards.

Conditions of Victory

6 Medals

An Axis unit that captures any of the following towns counts as one victory medal: Kasserine, Sbeitla, Tebessa, Fon Douk, Sbiba, Thala. Place an Objective Medal in each of these towns. As long as the Axis unit remains on the Town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

All Hill hexes cost 2 movement points to move from a

countryside hex (gameboard hex) up onto a hill.

Rivers are impassable.

The Axis Special Forces infantry are elite units. The Special Forces infantry units may move 1 or 2 hexes and still battle. The Axis Special Forces tank units have 4 figures. Place an Axis badge in the same hex as these units to distinguish them from the other units.

The Allied Special Forces infantry are elite units. The Special Forces infantry units may move 1 or 2 hexes and still battle. The Allied Special Forces tank unit has 4 figures. Place an Allied badge in the same hex as these units to distinguish them from the other units.

KASSERINE PASS



Setup order		
1		x20
2		x8
3		x3
4		x12
5		x1
6		x3
7		x1
8		x6
9		x6
10		x1

Historical Background

After the Anglo-American landings in North Africa on November 8, 1942, the Americans remained optimistic about their ability to fight an opponent like Rommel and the Afrika Korps. Although in headlong retreat after the Battle of El Alamein, Rommel was not without the ability to fight, and prepared to teach the U.S. forces a lesson the British had already dearly learned.

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Kasserine Pass taught the Americans the doctrine of massed firepower, mass artillery fire, and to coordinate aircraft with ground forces. This costly and valuable lesson would serve the Americans well in the difficult and bloody campaigns ahead.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 6 Command cards.
You move first.

Allied Player [United States]: Take 5 Command cards.

Conditions of Victory

6 Medals.

Fon Douk, Sbibia, Kasserine, Thala and Tebessa are all Temporary Medal Objectives for the German forces.

Special Rules

All hills are considered steep (Terrain 13 - Steep Hills).

Place a badge on German and American elite tank and elite Infantry units (Troops 2 - Specialized Units).

Air rules are in effect: The Air Sortie cards are set aside and not used in this mission. The Allied plane and ready to take-off marker on the campaign airfield near Tebessa re P-40's (Airplanes 1 - Curtiss P-40 Warhawk).



PANZERS IN THE ATLAS



Setup order		
1		x15
2		x1
3		x2
4		x11
5		x1
6		x3
7		x2

Historical Background

After very bloody fighting during December 1942, most of Tunisia was in German control. One exception: the area around Sidi Bou Zid. Both sides spent January reorganizing, but on February 14th, the Panzers went on the offensive, attacking Sidi Bou Zid. Pushing through the Faïd and Maisila passes, they overran the Allied position. The commander of the US II Corps failed to recognize the scope of the German attack, ordering the 3rd Battalion to hold its position and wait for reinforcements. Early on the 15th, he finally realized the threat and ordered a counterattack to relieve the isolated Battalion. As the American tanks of Combat Command C approached, more than 80 German tanks unleashed fire onto both flanks from the heights above and moved in for the kill. Within minutes the American counterattack was destroyed, and the Allied lines in Tunisia were in danger of being shattered.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 6 command cards.
You move first.

Allied Player [United States]: Take 4 command cards.

Conditions of Victory

6 Medals.

Exit markers are in effect on the portion of the Axis baseline in between the 2 Exit markers, for the Allied forces.

Special Rules

North African Desert Rules are in effect (Actions 9 - North African Desert Rules). In addition, the Air Power Command card is amended as follows: Roll 1 battle dice per hex for both the Allied and Axis attack.

Re-supply rules (Actions 24 - Re-supply) are in effect for all Half-tracks (Troops 19 - Half-tracks).

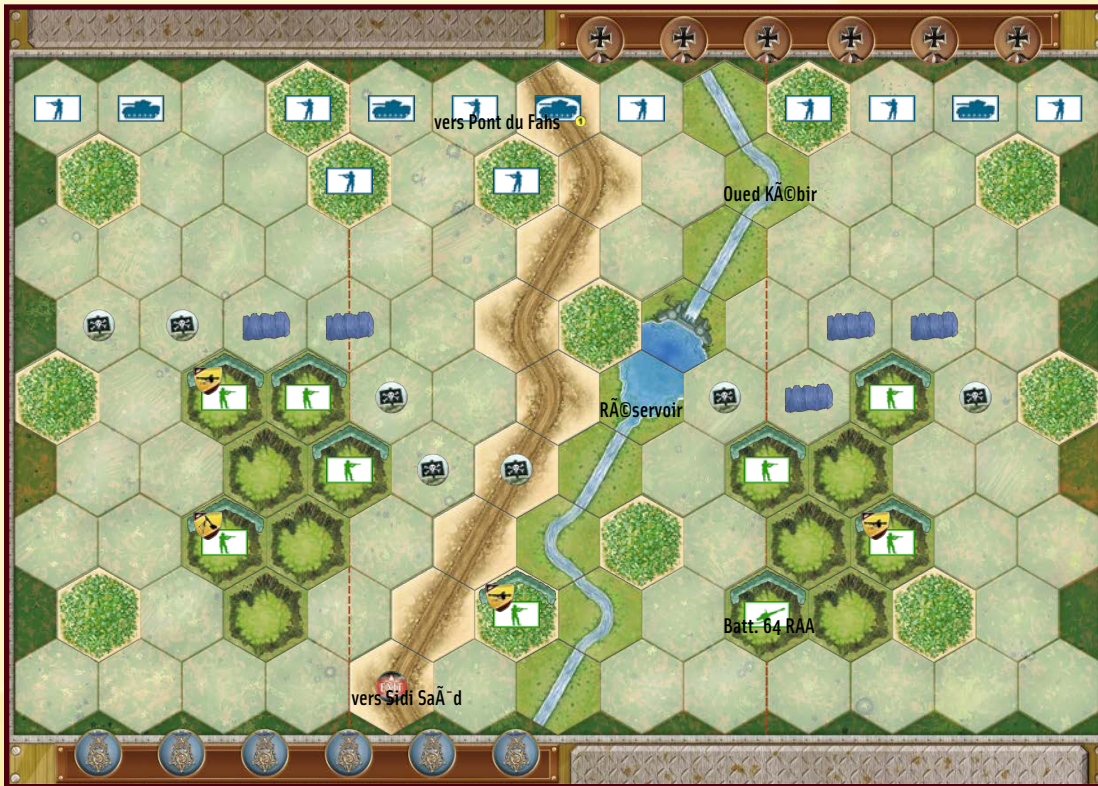
Place a badge on the German elite tank unit (Troops 2 - Specialized Units).

Air Rules are not in effect. The Air Sortie cards are set aside

and are not used in this mission

[TUNISIA] DJEBEL MANSOUR

- II/3 REI FACING KAMPFGRUPPE WEBER.



Setup order		
1		x13
2		x1
3		x1
4		x4
5		x5
6		x3
7		x14
8		x4
9		x5
10		x9
11		x7
12		x1

Historical Background

After the bad result of French offensives towards Pont du Fahs in last December 1942, the French troops were in defensive positions near the wadi Kebir reservoir. Kampfgruppe Weber, composed with infantrymen of the 334.ID and tanks of the 501.sPzAbt among which some "Tiger" tanks, attacked on the 18th of January 1943, it was operation "Eilböte". The French first lines on Djebel Mansour were kept by the 2nd battalion of 3rd REI (Foreign Legion), entrenched on hills 467 and 444 and supported by a single battery of 75mm guns of the 64th RAA (colonial artillery regiment) and some minefields. In spite of a very hard resistance by legionnaires, the battalion was surrounded and virtually destroyed because of lack of efficient anti-tank guns to fight against "Tiger" tanks. Operation Eilböte was successful and the Germans could controlled all mountain passes of the area. The stage is set, the battle lines are drawn and you are in command. The rest is history.

Briefing

Axis player [Germany] : 6 command cards, you move first.
 Allied player [France] : 5 command cards.

Conditions of Victory

6 medals.
 For the Axis player, exit marker is in effect on the road hexagon "vers Sidi Saïd".

Special Rules

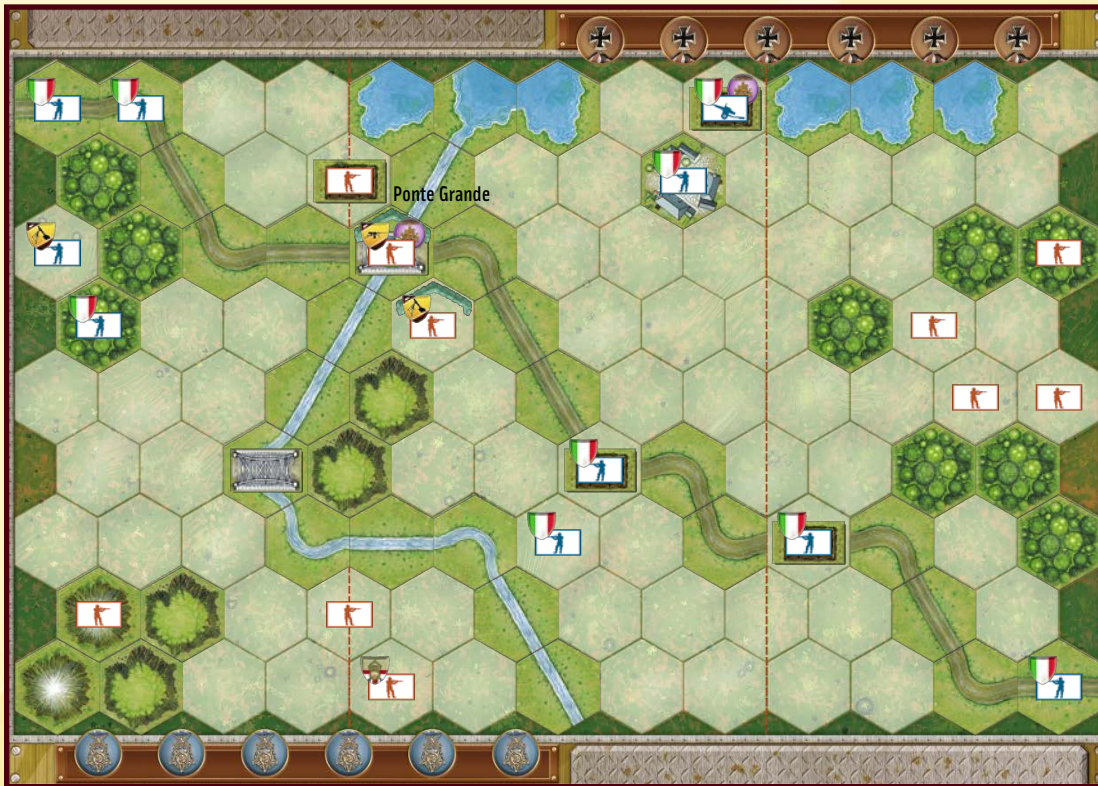
- Use "French Army" rules (Nations 7) for all Allied infantry units.
- Use "Tiger" rules (Troops 16) to the Axis armored unit with a single figure.
- Special Weapon Asset rules (SWAs 4) are in effect for the four Allied units equipped with anti tank guns (SWAs 5) or mortar (SWAs 6).
- Use "Dams" rules (Terrain 20).
- The Allied player lays out the minefields (Terrain 29).
- Use "Fordable Streams" rules (Terrain 61) for wadi

Kebir.



[D02017] OPERATION LADBROKE

- DUTCH OPEN 2017: BATTLE FOR ITALY, SCENARIO 1



Setup order		
1		x4
2		x5
3		x1
4		x7
5		x2
6		x3
7		x1
8		x7
9		x9
10		x4
11		x2
12		x7
13		x2
14		x2
15		x1

Historical Background

Operation Ladbroke, July 9 1943

At 18.00h, a total of 144 gliders with 2075 men of the British 1st Airlanding Brigade, South Staffordshire Regiment depart Tunisia. Their mission is to capture the Ponte Grande Bridge and knock out a coastal battery. Instead of the recommended 200 hours training, the flight crew had only 5. Due to the inexperienced crew, 56 gliders crashed that night at sea and 252 men drowned before the real action took place. Most navigators lost their orientation, so only 12 gliders reached the landing zones. During the night, the Staffords gathered a total of 87 men. They surprised the garrison and captured the bridge. The next morning the Italians were ready for a counter attack on the Ponte Grande.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Allied player [Great Britain]: 6 command cards, you move first.

Axis player [Italy]: 5 command cards.

Conditions of Victory

6 Medals.

The Ponte Grande bridge is a temporary objective for both players.

The Coastal battery hex is a temporary objective for the British player.

Special Rules

- Airpower card for the allied player: 1d per hex (instead of 2d).
- Use "BCF Command" rules (Nations 5) to all Allied units.
- Use "Italian Royal Army" rules (Nations 6) to all Axis units. Italian High Command rules do NOT apply.
- Use "Combat Engineers" rules (Troops 4) for the Allied unit with an engineers badge.
- Use "Mortar - late war" rules (SWA 6) for the units

with a mortar badge.

- Use "Machine gun - late war" rules (SWA 7) for the unit with a machinegun badge.

- Use "Field bunkers" (Terrain 22) for all bunkers.

[DO2017] GELA LANDING

- DUTCH OPEN 2017: BATTLE FOR ITALY, SCENARIO 2



Setup order		
1		x20
2		x3
3		x1
4		x3
5		x6
6		x3
7		x4
8		x4
9		x2
10		x2
11		x1

Historical Background

10 July 1943: The landing at Gela was the opening engagement of the US portion of the Allied Invasion of Sicily. US troops landed along the eastern end of the south coast of Sicily. They withstood attacks by Luftwaffe and Regia Aeronautica aircraft while defending the beachhead against German and Italian tanks until the US Army could capture Ponte Olivo, which would protect the beachhead and become a springboard for the advance further inland. The landing did not go as planned: By noon, not a single piece of Allied artillery had been landed, and none of the ten tanks assigned to the 1st Division were ashore.

The Italians sent infantries and Fiat 300 tanks to defend Gela. And from Niscemi the German Herman Göring Division also advanced to the beach, with their tanks being delayed by the olive groves.

The stage is set, the battle lines are drawn, and you are in command. The rest is history

Briefing

Allied player [Great Britain]: 6 command cards, you move first.

Axis player [Italy]: 5 command cards.

Conditions of Victory

7 medals

The three hexes of Gela form a temporary majority objective

Ponte Olivo is a temporary medal for the Allies

Special Rules

- Airpower card for the allied player: 1d per hex (instead of 2d).

- Units marked with a ranger badges are Troops 2 - Special Forces

- Use "Italian Royal Army" rules (Nations 6) for the Italian units. Italian High Command rules do NOT apply.

- Use "Combat Engineers" rules (Troops 4) for the Allied unit with an engineers badge.

- Use "Mortar - late war" rules (SWA 6) for the units with a mortar badge.

- Troops 32 - Tankettes is used for the Fiat tanks of the Italians

- Gela River is fordable Terrain 61 - Fordable streams

THE SAN FRATELLO LINE

- CROSSING THE FURIANO RIVER



Setup order		
1		x1
2		x2
3		x16
4		x4
5		x5
6		x7
7		x9
8		x6
9		x5
10		x4
11		x2
12		x8

Historical Background

After capturing Palermo, Patton and his 7th Army advanced along the north coast of Sicily with the unavowed objective of entering Messina before the British 8th Army of General Montgomery. But Axis forces delay Patton's advance, systematically destroying bridges and setting up successive defense lines. Solidly entrenched on the San Fratello line, the 29. Panzer Grenadier Division had dug in behind concrete strongpoints and found the time to lay out mines everywhere. On August 4, 1943, hiding behind smoke screens, the 15th US Infantry Regiment of the 3rd Infantry Division crosses the Furiano river, to try and storm the enemy's positions. But the attempt fails and the assault is repelled with heavy losses for the Regiment. The San Fratello line is finally abandoned by the enemy following the landing of Task Force Bernard on their rear, at Sant' Agata di Militello. It's during this Sicily campaign that Private Audie Murphy is promoted to Corporal.

The stage is set, the battle line are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany]
Take 5 command cards.

Allied player [United States]
Take 6 command cards.
You move first.

Conditions of Victory

6 medals.

Sant'Agata and San Fratello are Temporary Medal Objectives for the Allied player.

Special Rules

Place a badge on the 2 elite German infantry units (Troops 2 - Specialized Units).

The Furiano river is fordable (Terrain 41 - Fords & Fordable Rivers).

San Fratello is built upon a hill (Terrain 49 - Hills with

Villages).

The Axis player lays out the minefields (Terrain 29 - Minefields).

If you own the Campaign Book expansion, any Allied artillery unit that is ordered can fire smoke emitting shells (Actions 21 - Smoke screens) instead of firing. Place 3 Smoke screen markers in 3 adjacent hexes, all within range of the artillery.

[D02017] TOBACCO FACTORY

- DUTCH OPEN 2017: BATTLE FOR ITALY, SCENARIO 4



Setup order		
1		x3
2		x1
3		x1
4		x17
5		x1
6		x3
7		x5
8		x4
9		x1
10		x20
11		x4
12		x5
13		x11
14		x2
15		x2
16		x2
17		x2
18		x1

Historical Background

Tobacco Factory

13 sept 1943: Around the Salerno beachhead, many desperate battles were fought. The fighting over the tobacco factory symbolizes the intensity of this fighting. Consisting of five large, red, fortress-like stone buildings, the tobacco factory (Tabacchificio Fiocche) commanded the roads and Sele river crossings near Persano, thus controlling principal German supply and escape routes in this sector of the beachhead.

The tobacco factory was like a revolving door: after first being attacked on September 11 by Americans, it changed hands twice the following day before coming under American control. On Sept.13 the Germans launched a strong counterattack to recapture the tobacco factory, blocking any Allied advance further inland ... and maybe gaining the access to the road to the beach again.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Allies 5 cards
Axis 6 cards (starting player)

Conditions of Victory

6 medals

The tobacco factory and Albanella are temporary medal objectives for both players

Special Rules

Airpower card for the allied player: 1d per hex (instead of 2d).

Troops 2 - Special Forces

Use "Combat Engineers" rules (Troops 4) for the Allied and Axis units with an engineers badge.

Troops 27 - Supported Infantry (Supported infantry for infantry with a battlestar)

Use "Mortar - late war" rules (SWA 6) for the units with

a mortar badge.

SWA 7 - Machine Gun Late War

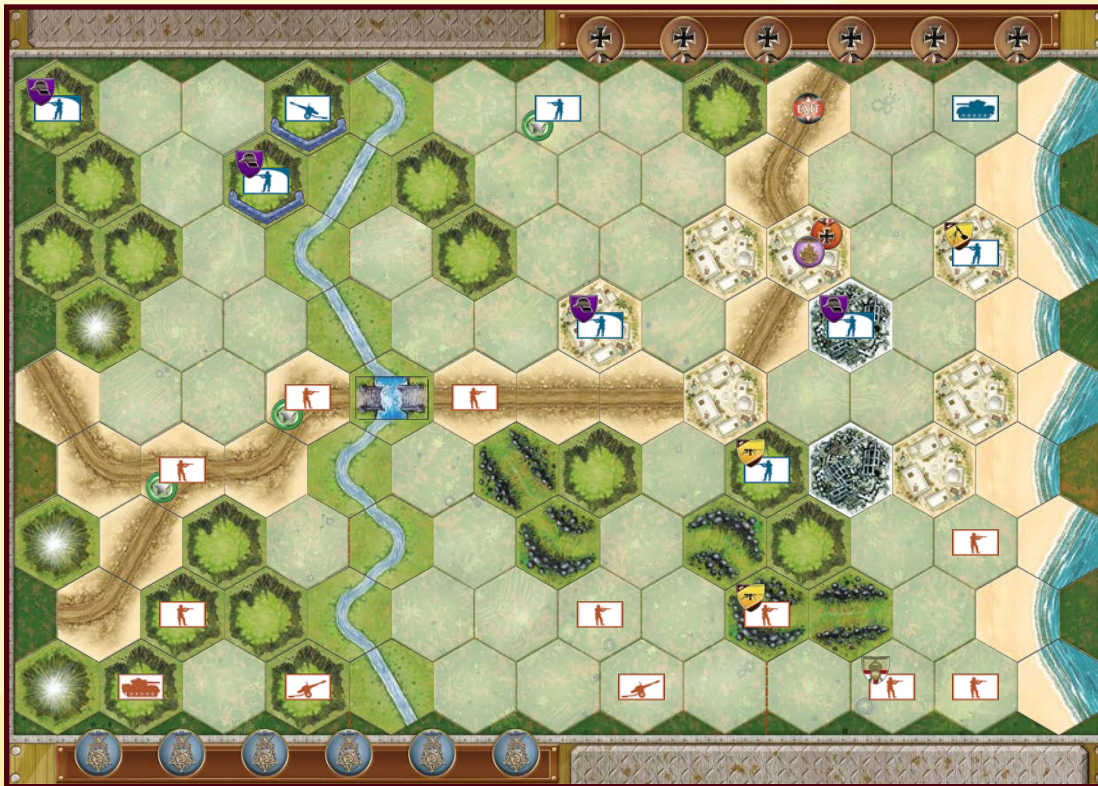
The river is unfordable (Terrain 8 - Unfordable River)

The broken bridge is passable by infantry (Terrain 61 - Fordable streams) but if a supported infantry enters the hex the tanks is lost immediately)



[D02017] BATTLE OF ORTONA

- DUTCH OPEN 2017: BATTLE FOR ITALY, SCENARIO 5



Setup order		
1		x4
2		x1
3		x5
4		x6
5		x17
6		x7
7		x7
8		x5
9		x3
10		x3
11		x2
12		x3
13		x1
14		x1
15		x1

Historical Background

In December 1943, after taking heavy casualties when crossing the Moro River, Allied Canadian forces led by Major General Chris Vokes have formed a small beachhead into the city of Ortona.

The Canadians, stuck in their advance, were met with heavy resistance from German paratroopers led by Generalleutnant Richard Heidrich. They were ordered to fight to the death.

Joined by another Canadian division, the allies managed to reach the town and a bloody house to house fight begins. This battle is also known as little Stalingrad or Italian Stalingrad.

The objective was the deep water port in Ortona to advance the allied supply chain.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Allied player [Canada]: 6 command cards, you move first.

Axis player [Germany]: 5 command cards.

Conditions of Victory

6 medals

The nine hexes of Ortona form a temporary majority objective

The Allies have an exit on the road north of Ortona

Special Rules

Airpower card for the allied player: 1d per hex (instead of 2d).

Troops 2 - Special Forces

Use "Combat Engineers" rules (Troops 4) for the Allied unit with an engineers badge.

Troops 27 - Supported Infantry (Supported infantry for infantry with a battlestar)

Use "Mortar - late war" rules (SWA 6) for the unit with a mortar badge.

SWA 7 - Machine Gun Late War

The broken bridge is passable by infantry (Terrain 61 - Fordable streams) but if a supported infantry enters the hex the tanks is lost immediately

The muddy river is a fordable stream (terrain 61), however the river is impassable for tanks. If a supported infantry enters the hex the tank is lost immediately

The exit north of Ortona is an Allies exit only.

[DO2017] SAN PIETRO

- DO 2017: BATTLE FOR ITALY SCENARIO 4



Setup order		
1		x36
2		x1
3		x1
4		x4
5		x5
6		x3
7		x1
8		x9
9		x7
10		x1
11		x1
12		x1

Historical Background

December 10 1943: The Allied objective in Italy was the capture of Rome. They needed to follow Highway 6, passing Monte Cassino through the Winter line to get there. To reach the Winter line Allied Forces needed to capture San Pietro Infine. This Village was located in the Mignano Valley, flanked with Monte Lungo in the South West and Monte Sammucro to the North East. A direct assault toward the village was a disaster with heavy fire from the mountains. These had to be taken first, before Rome could be reached. For the first time, Italian Forces fought with the Allies, and attacked Monte Lungo while American Rangers attacked Monte Sammucro. Only after numerous attacks and counterattacks, the mountains were captured and German forces had to retreat in order to prevent being surrounded.

The stage is set, the battle lines are drawn, and you are in command. The rest is history

Briefing

Axis 5 cards
Allies 6 cards (starting player)

Conditions of Victory

6 medals
San Pietro is a temporary medal for the Axis
San Vittore is a temporary medal for the Allies

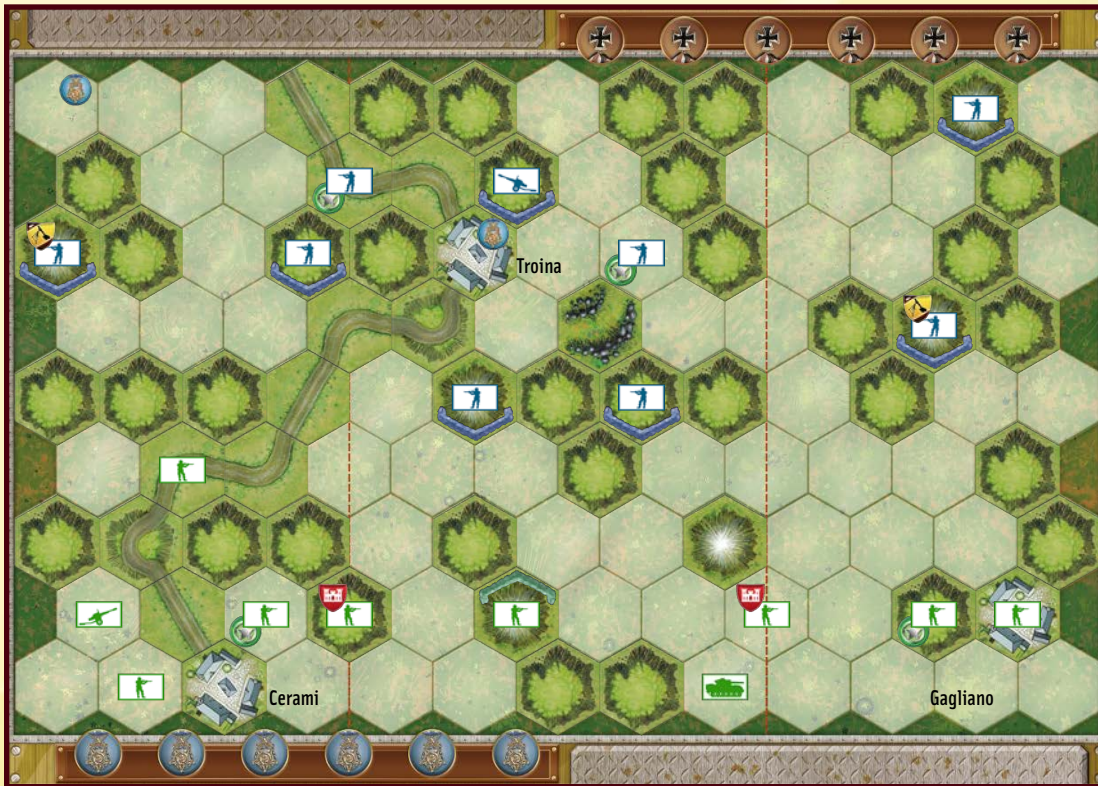
Special Rules

- Airpower card for the allied player: 1d per hex (instead of 2d).
- Troops 2 - Special Forces
- Use "Combat Engineers" rules (Troops 4) for the Allied unit with an engineers badge.
- Troops 27 - Supported Infantry (Supported infantry for infantry with a battlestar)
- Use "Italian Royal Army" rules (Nations 6) for the Italian units. Italian High Command rules do NOT apply.
- Use "Mortar - late war" rules (SWA 6) for the units with a mortar badge.



[DO2017] TROINA

- DO 2017: BATTLE FOR ITALY SCENARIO 3



Setup order		
1		x34
2		x2
3		x5
4		x6
5		x3
6		x3
7		x8
8		x2
9		x4

Historical Background

While British forces were unable to break through in the east of Sicily, American forces swarmed across the west of the island. The pursuit of German forces halted at the Etna line. Here, German forces had dug in to cover their retreat to the Italian mainland. The mountainous terrain gave perfect view and cover. Here, Troina was located, the place where a breakthrough had to be forced. A direct attack on Troina was impossible. The American 60th, 26th, 16th and 18e infantry divisions got the task too surround Troina and attack it. German forces fought hard with mortar fire and counterattacks with armor. Eventually, the 26th division succeeded to break through German defenses, so German troops had to retreat towards Messina.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis 5 cards

Allies 7 cards discard one before the game begins and plays the rest of the game with 6 cards (starting player)

Conditions of Victory

6 medals

6 medals

Temporary majority medal mountains both sides (axis start with this medal)

Troina is a temporary medal for the allies

Upper left medal is a permanent medal for the allies

Special Rules

Airpower card for the allied player: 1d per hex (instead of 2d).

Troops 4 - Combat Engineers

Troops 27 - Supported Infantry (Supported infantry for infantry with a battlestar)










SWA 6 - Mortar LateWar

CROSSING THE VOLTURNO

- THE 3RD US INFANTRY DIVISION BREAKS THROUGH



Setup order

- 1  x8
- 2  x7
- 3  x7
- 4  x19
- 5  x6
- 6  x9
- 7  x5
- 8  x1
- 9  x5

Historical Background

After coming out of the bridgehead they've established at Salerno, elements of the 5th US Army reach the southern bank of the Volturno river on the 5th of October 1943. During the night of October 12-13, British and US troops cross the river en masse. While the British find themselves pinned down next to the river, US troops of 6th Army Corps and in particular units of the 3rd US Infantry Division manage to cross the Volturno east of Triflisco and succeed in taking Monte Majulo and Piana di Caiazzo. The US engineers immediately set out to build a pontoon bridge, allowing tanks to cross and enabling the British to reinforce their bridgehead and finally break through. The 1st battalion of 15th Infantry Regiment in which Sergeant Audie Murphy served was involved in the action, near Triflisco.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany]
Take 5 command cards.

Allied player [United States]
Take 6 command cards.
You move first.

Conditions of Victory

6 medals.

Monte Majulo is a Temporary Medal Objective for the Allied player.

Special Rules

Place a badge on the 3 elite German infantry units (Troops 2 - Specialized Units).

The Volturno River is impassable (Terrain 8 - Rivers & Waterways), except on the Pontoon Bridge the Allies may build (Terrain 33 - Pontoon Bridges). In addition, all Allied infantry units are considered equipped with collapsible rafts and boats (Action 5 - Collapsible Rafts & Boats).

If you own the Campaign Book expansion, any Allied artillery unit that is ordered can fire smoke emitting shells (Actions 21 - Smoke screens) instead of firing. Place 3 Smoke screen markers in 3 adjacent hexes, all within range of the artillery.

The Axis player lays out the Minefields (Terrain 29 - Minefields).

Night Attack rules are in effect (Action 19 - Night Attacks).

MIGNANO MONTE LUNGO



Setup order

- 1  x18
- 2  x14
- 3  x3
- 4  x7
- 5  x6
- 6  x2

Historical Background

After crossing the Volturno river, the 3rd US Infantry Division managed to advance to Cassino before finding itself blocked by the "Barbara" line at Mignano. Well entrenched on Monte Lungo and Monte Rotondo, the Germans soldiers of the 15. Panzer Grenadier Division, defend themselves fiercely, holding their positions for a week. Despite heavy losses, the Americans fail to breakthrough. During this whole fight, the company of Sergeant Audie Murphy was engaged in the vicinity of Hill 193.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany]
Take 5 command cards.

Allied player [United States]
Take 6 command cards.
You move first.

Conditions of Victory

6 medals.

Monte Lungo and Monte Rotondo are Temporary Medal Objectives for the Allied player.

Special Rules

Place a badge on the elite German infantry unit (Troops 2 - Specialized Units).

CASA BERARDI

- CROSSING THE GULLY



Setup order		
1		x4
2		x7
3		x18
4		x10
5		x8
6		x1
7		x1

Historical Background

December 1943, the small coastal city of Ortona, on the Adriatic Sea, was the place of a violent battle between the British 8th Army and the German 10. Armee. Canadians of the 1st Canadian Division had to capture a strategic crossroad codenamed "Cider", on the road Ortona-Orsogna. To reach the crossroad, it was necessary to cross a gully, under the machine guns fire of the German soldiers of the Panzer Grenadier Regiment .200, entrenched in Casa Berardi, a massive building which overlooks the gully. "C" company of the 22nd Royal Regiment, under the command of Captain Paul Triquet, was ordered to capture Casa Berardi with the support of a tank squadron of the 11th Armoured Regiment. Led by Captain Triquet, Canadians crossed the gully and captured Casa Berardi in a furious combat. In spite of several German counter-attacks, Casa Berardi stayed in Canadian hands, but at the end of the battle only 19 soldiers were still able-bodied in the "C" coy.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany]
Take 5 Command cards.

Allied player [Canada]
Take 6 Command cards.
You move first.

Conditions of Victory

6 medals.

Casa Berardi is a Temporary medal objective for the Allied player.

Special Rules

Use "BCF Command" rules (Nations 5 - BCF Command rules) to all Allied units.

Use "Heroic Leader" rules (Actions 8 - Heroic Leader) to the Allied unit marked with a Battlestar.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the units equipped with machine guns (SWAs

7 - Machine Gun Late War).

Use "Fordable streams" rules for the "Gully" (Terrains 61 - Fordable Streams).



CISTERNA DI LITTORIA



Setup order		
1		x2
2		x1
3		x10
4		x1
5		x1
6		x8
7		x9
8		x7
9		x7
10		x4
11		x1
12		x8

Historical Background

By the middle of May 1944, General Clark has decide he's had enough. Determined to finish his opponent off, he launches the 6th US Army Corps on the little town of Cisterna di Littoria, the centerpiece of the German defense against the Allied bridgehead in the Anzio-Nettuno area. From May 23 to 25, GI's of the 3rd US Infantry Division fight fiercely to capture the city held by troops of the German 362.ID. The GIs suffer terrible losses (1600 KIAs, wounded or missing) before finally capturing the city, on the 25th. Sergeant Audie Murphy's unit was involved in the action, managing to cross the railway south of Cisterna.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany]
Take 5 command cards.

Allied player
[United States] Take 6 command cards.
You move first.

Conditions of Victory

6 medals.

The church of Cisterna is a Temporary Medal Objective for the Allied player.

Special Rules

Place a badge on the 2 American engineer units (Troops 4 - Combat Engineers).

The Mussolini Canal is fordable (Terrain 41 - Fords and Fordable Rivers).

Air Strikes and Blitz rules are in effect for the Allied player (Action 3 - Air Strikes and Blitz).

The Axis player lays out the Minefields (Terrain 29 - Minefields).



CAMEL BLUE

- - PROVENCE



Setup order		
1		x11
2		x2
3		x4
4		x1
5		x20
6		x6
7		x1
8		x11
9		x1
10		x7

Historical Background

On August 15, 1944, three Infantry Divisions from VI Corps under the command of the Seventh Army landed on the beaches of Provence. The 36th US Infantry Division landed on three beaches: Camel Red in St-Raphaël, Camel Green on Dramont Beach and Camel Blue in Anthéor Cove. The 141st US Infantry Regiment was in charge of the assault on Camel Blue and its viaduct. Despite heavy machine gun fire and the loss of three (empty) barges sunk by anti-tank guns, the landing was successful. Realizing they were outnumbered, the German defenders soon abandoned their positions. By midday, the Americans had secured the beach and its surroundings.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]:
Take 4 Command cards.

Allied Player [United States]:
Take 6 Command cards.
You move first.

Conditions of Victory

6 Medals.

Anthéor is a Temporary Medal Objective for the Allied forces.

Special Rules

Place a badge on Allied Engineer units (Troops 4 - Combat Engineers).

The Allied ship is a Destroyer (Troops 12 - Destroyer).

The Anthéor viaduct is a Railroad Bridge (Terrain 37 - Railroad Bridge). Units can pass under it. If a unit stops under the bridge, then place a Battle Star on it. While under the bridge, the unit cannot be targeted by any unit standing on the bridge or the railroad tracks. The

viaduct itself can only be accessed via a railroad track hex. The railroad (Terrain 38 - Railroad Tracks) is at the same height as the hills.

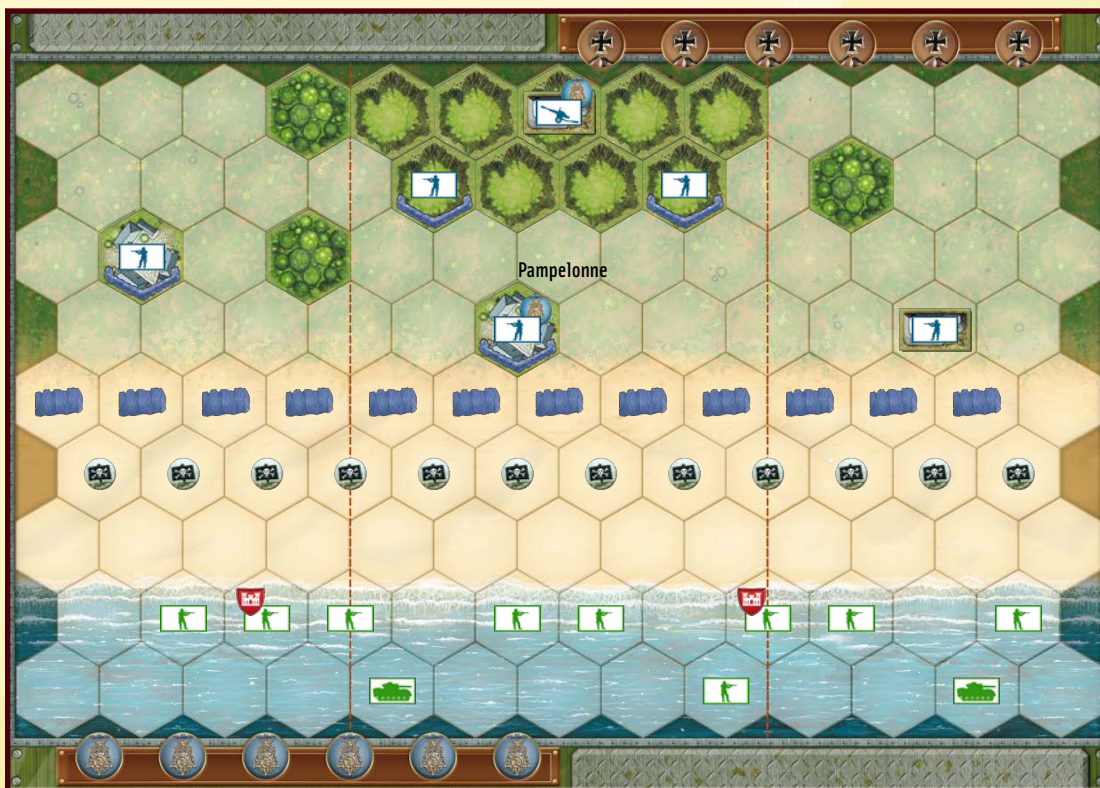
The Axis player lays out the minefields (Terrain 29 - Minefields).

(Open de France Memoir '44 - 2009)



ALPHA YELLOW

- LANDING ON PAMPELONNE BEACH



Setup order		
1		x2
2		x9
3		x2
4		x3
5		x4
6		x12
7		x2
8		x12

Historical Background

August 15, 1944 marks D-Day for the Allied landing in Provence. In the morning, 3rd US Infantry Division (Alpha Force) lands at Cavalaire (Red Beach) and Pampelonne (Yellow Beach). Demoralized and reluctant to fight, the Germans offer little resistance to the US troops but the beaches littered with mines remain treacherous. After some scattered firefights to clear the bridgehead of enemy troops, units of the 15th US Infantry Regiment advance inland and soon connect with the Allied paratroops dropped on the enemy's rear during the previous night. It was during this advance that Staff Sergeant Audie Murphy single-handedly destroyed several nests of German machine-guns on his own.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany]
Take 4 command cards.

Allied player [United States]
Take 5 command cards.
You move first.

Conditions of Victory

5 medals.

Pampelonne and the artillery bunker on the hille are Temporary Medal Objectives for the Allied player.

Special Rules

Place a badge on the two Allied engineer units (Troops 4 - Combat Engineers).


The Axis player lays out the minefields (Terrain 29 - Minefields).

TOULON

- CAMPAIGN FOR SOUTHERN FRANCE



Setup order

- 1  x5
- 2  x12
- 3  x14
- 4  x5
- 5  x2

Historical Background

Plans for the landings and campaign in southern France called for the French II Corps to take the port cities of Toulon and Marseille. Seeking to exploit German weakness in the area, General de Lattre de Tassigny pushed up the scheduled landings of the French units. Once ashore, he divided his forces into two commands: one under Lt. Gen. Edgar de Larminat consisting of two infantry divisions, some tanks and the African Commando Group; the other, under Maj. Gen. Aimé de Monsabert, consisting of an infantry division, some tanks and a ranger unit.

Had the Germans had more time and material, they might have turned Toulon into a formidable fortress. But their existing defenses were not very strong, particularly on the landward approaches to the city.

The French attack was launched the morning of August 20th. Laminat's force clawed their way along the coastal road reducing German strong points one by one, but the drive from the northeast was stopped dead. De Monsabert's units on the other hand were more successful, swinging across rough terrain to outflank the city from the west and cutting the Toulon-Marseille highway.

During the next few days, the Germans were forced back into the city. As fighting continued, the German defense lost cohesion and on August 26th the isolated German command surrendered.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 4 command cards.

Allied Player: Take 6 command cards.
You move first.

Conditions of Victory

6 Medals

If Allied units occupy 3 town hexes in Toulon at the end of their turn, they win immediately.

Special Rules

The Allied Special Forces are a Commando unit and a Ranger unit. Place an Allied special force token in the same hex with these units to distinguish them from the other units. These units may move 1 or 2 hexes and still battle.

TOULON

- CAMPAIGN FOR SOUTHERN FRANCE



Setup order		
1		x1
2		x17
3		x5
4		x12
5		x14
6		x5
7		x2

Historical Background

Plans for the landings and campaign in southern France called for the French 2nd Corps to take the port cities of Toulon and Marseille. Seeking to exploit German weakness in the area, General de Lattre de Tassigny pushed up the scheduled landings of the French units. Once ashore, he divided his forces into two commands: one under General Edgar de Larminat consisting of two infantry divisions, some tanks and the African Commando Group; the other, under General Aimé de Monsabert, consisting of an infantry division, some tanks and a Ranger unit.

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During the next few days, the Germans were forced back into the city. As fighting continued, the German defense lost cohesion and on August 26th the isolated German command surrendered.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 4 Command cards.

Allied Player [France - Free Forces]: Take 6 Command cards.
You move first.

Conditions of Victory

6 Medals.

The Axis player suffers Sudden Death the instant that French forces hold at least 3 town hexes in Toulon.

Special Rules

Place a badge on the French and American elite infantry units (Troops 2 - Specialized Units).

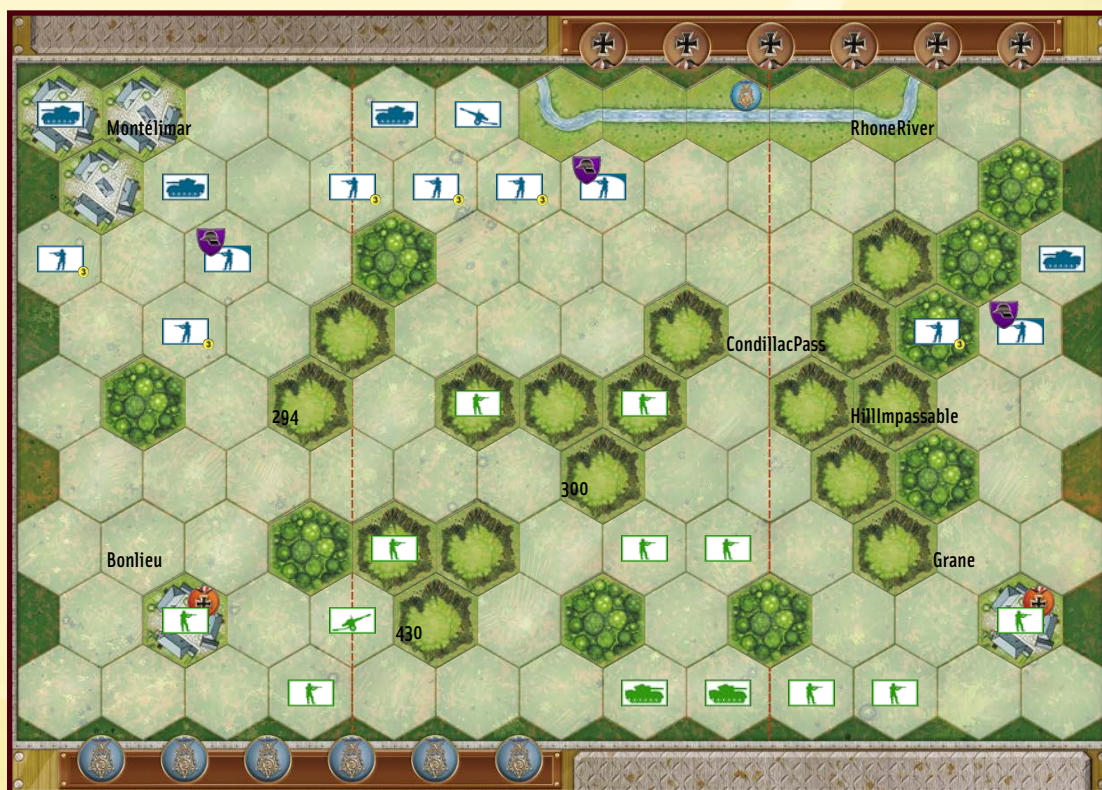
Air rules are in effect: Give the Axis player both Air Sortie

cards at game start.



MONTÉLIMAR

- CAMPAIGN FOR SOUTHERN FRANCE



Setup order		
1		x5
2		x2
3		x16
4		x9
5		x3
6		x1
7		x2

Historical Background

The Montélimar battle square, bounded on three sides by rivers, covered ground that alternated between flat open farmland and rugged hills and woods. Route N-7, the main north-south artery, runs along the Rhone River and was vital to the German forces.

By August 22nd, Allied forces had moved quickly north from the Anvil/Dragon landing beaches and now threatened supplies moving down N-7 and this important northern escape route. Skirmishes broke out in the area, as both sides tried to determine the strength of the other side.

On the 24th, the fog of war for the German forces dissipated when a detailed copy of the Allies operational plans for August 25th fell into their hands. The German plan of attack on the 25th was ambitious, but with a coordinated effort, the plan would cut off American forces on Hill 300 and in the Condillac Pass. Groupe Thiem in the north took Grane, but failed to advance south. The attacks against Hill 430 never began and although the 326th Grenadiers did take Bonlieu, they were driven back by American Artillery. The American effort to cut the N-7 road, failed when a strong counterattack forced them to retire back into the hills. The action at Montélimar this day ended in a stalemate.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player: Take 5 command cards
You move first.

Allied Player: Take 5 command cards.

Conditions of Victory

6 Medals

An Axis unit that captures the town of Bonlieu or Grane counts as one Victory Medal. Place an Objective Medal in each of these towns. As long as the Axis unit remains on the Town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts. An Allied unit that captures any hex adjacent to the Rhone counts as one victory medal. Only one objective medal is gained, even if more than one hex is captured. As long as the Allied unit remains in an adjacent hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

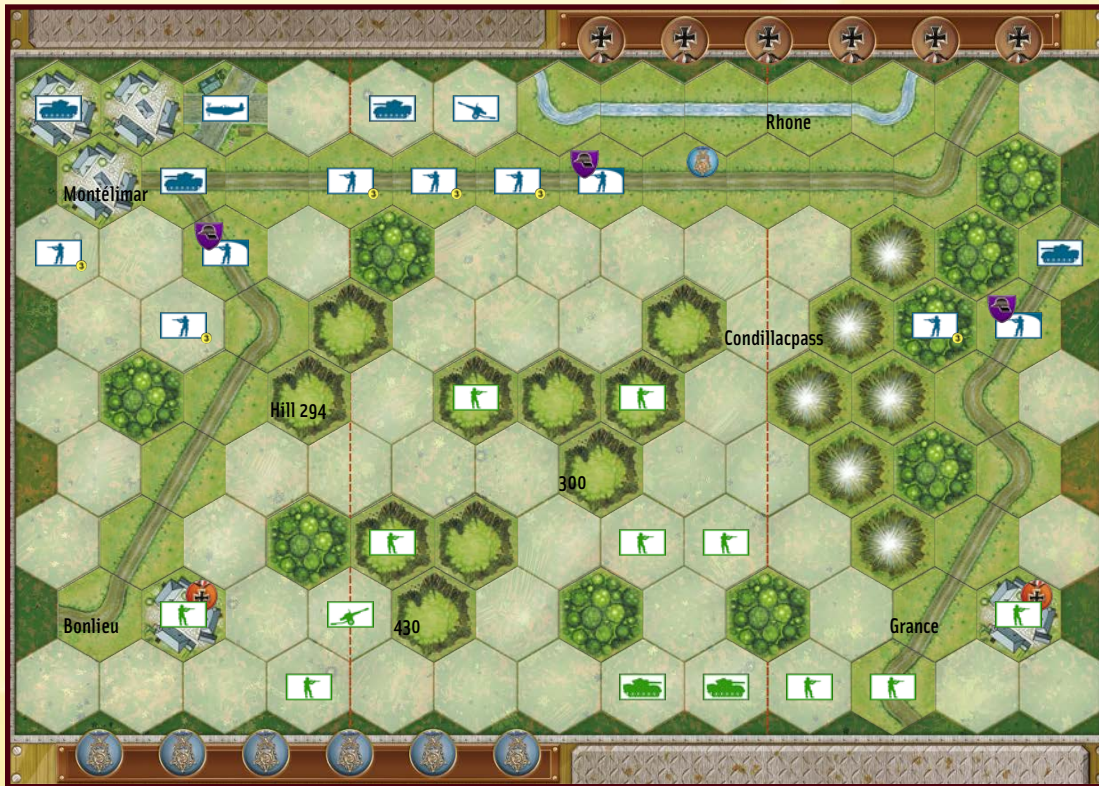
Special Rules

The Hill hexes north of the Condillac pass (Allies right) are impassable.

The Axis Special Force infantry units are elite Panzer Grenadier units. Place an Axis badge in the same hex as these units to distinguish them from the other units. The Panzer Grenadier units may move 1 or 2 hexes and still battle. The other German infantry units only have 3 figures.

MONTÉLIMAR

- CAMPAIGN FOR SOUTHERN FRANCE



Setup order		
1		x1
2		x1
3		x6
4		x17
5		x2
6		x5
7		x6
8		x10
9		x9
10		x3
11		x1
12		x2

Historical Background

The Montélimar battle square, bounded on three sides by rivers, covered ground that alternated between flat open farmland and rugged hills and woods. Route N-7, the main north-south artery, runs along the Rhone River and was vital to the German forces.

By August 22nd, Allied forces had moved quickly north from the Anvil/Dragon landing beaches and now threatened supplies moving down N-7 and this important northern escape route. Skirmishes broke out in the area, as both sides tried to determine the strength of the other side.

On the 24th, the fog of war for the German forces dissipated when a detailed copy of the Allies operational plans for August 25th fell into their hands. The German plan of attack on the 25th was ambitious, but with a coordinated effort, the plan would cut off American forces on Hill 300 and in the Condillac Pass. Groupe Thiem in the north took Grane, but failed to advance south. The attacks against Hill 430 never began and although the 326th Grenadiers did take Bonlieu, they were driven back by American Artillery. The American effort to cut the N-7 road failed when a strong counter-attack forced them to retire back into the hills. The action at Montélimar this day ended in a stalemate.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 5 Command cards. You move first.

Allied Player [United States]: Take 5 Command cards.

Conditions of Victory

6 Medals.

The towns of Bonlieu and Grane are Temporary Medal Objectives for the Axis player.

The set of road hexes adjacent to the Rhone forms a single Temporary Medal Objective worth 1 medal for the Allied player.

An Allied unit that captures any road hex adjacent to the Rhone gains one Temporary Medal. Only one medal is gained, even if more than one road hex is captured.

Special Rules

The Axis Special Force infantry units are elite Panzer Grenadier units (Troops 2 - Specialized Units). All of the other Axis infantry units have only 3 figures.

Air rules are in effect: The plane in the airfield near Montélimar is a Me-109 (Airplanes 6 - Messerschmitt Bf 109). Shuffle the two Air Sortie cards into the deck at game start.



PO VALLEY (*)

- ITALY



Setup order

- 1  x2
- 2  x2
- 3  x15
- 4  x1
- 5  x3
- 6  x8
- 7  x8
- 8  x3
- 9  x5
- 10  x2

Historical Background

In the last months of the World War II, between February and April 1945, the Wehrmacht built, not so far from Montese, along the Gothic Line's last limit ("The Green Line II"), a fortified defensive system. It was organized around the mount Montello (919 meters over the sea level) and the mount Buffone (927 m.), exploiting the terrain's morphology in a way to be able to see every movement of Allies soldiers in the bottom terrain. This German fortress, managed by the 14th German Infantry Unit, was armed with MG 42 machine-guns and rifle emplacements.

The Brazilian Shipment Unit (FEB, Força Expedicionária Brasileira) was aggregated to the IV Army Body of the 5th US Unit, commanded by general Mark Clark. Together with the others Allies troops, the FEB, driven by the Division's General João Baptista Mascarenhas de Moraes, started its assault to the German fortress in the night of 14 April 1945.

Briefing

Axis Player: Take 4 Command cards.

Allied player: Take 5 Command cards.

You move first.

Conditions of Victory

5 Medals.

An Allied Unit that captures the town of Montese or Zocca counts as one Victory Medal. Place an Objective Medal in these two towns. As long as the Allied unit remains on the Town hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The Allies Special Force is a FEB (Força Expedicionária Brasileira) unit. Place an Allied Special Force badge in the same hex with this unit to distinguish it from the other units. The FEB unit may move 1 or 2 hexes and still battle.

PO VALLEY

- ITALIAN CAMPAIGN



Setup order

- 1  x2
- 2  x2
- 3  x15
- 4  x1
- 5  x3
- 6  x8
- 7  x8
- 8  x3
- 9  x5
- 10  x2

Historical Background

In the last months of the war, between February and April 1945, the Wehrmacht built a fortified defensive system, along the Gothic Line's last limit ("The Green Line II"), near Montese. It was organized around Mount Montello (919 meters over the sea level) and Mount Buffone (927 m.), exploiting the terrain's morphology in a way to be able to see every movement of Allied soldiers in the bottom terrain. This German fortress, managed by the 14th German Infantry Unit, was armed with MG 42 machine-guns and rifle emplacements.

The Brazilian Shipment Unit (FEB, Força Expedicionária Brasileira) was aggregated to the 4th Army Corps of the 5th US Army, commanded by General Mark Clark. Together with the others Allies troops, the FEB, driven by the Division's General João Baptista Mascarenhas de Morais, started its assault on the German fortress during the night of 14 April 1945.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany]: Take 4 Command cards.

Allied Player [United States/Brazil]: Take 5 Command cards.

You move first.

Conditions of Victory

5 Medals.

Zocca and Montese are Temporary Medal Objectives for the Brazilian and American forces.

Special Rules

The Allies Special Force is a FEB (Força Expedicionária Brasileira) Elite unit (Troops 2 - Specialized Units).

