



MEMOIR '44
SCENARIO COMPILATION
WESTERN FRONT

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Unofficial Memoir '44 Scenario Compilation: Western Front, Version 1.1

**Cover art by Jan "Laserschwert" Hofmeister
Scenarios compiled by Derek "Whaleyland" Whaley**

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Please support the game by purchasing its expansions.

BREAKTHROUGH TO GEMBOUX

- GENERAL PRIOUX'S CAVALRY CORPS FACES THE PANZERS.



Setup order		
1		x13
2		x15
3		x5
4		x1
5		x11
6		x3
7		x5
8		x12
9		x1

Historical Background

Hannut, Belgium - May 12, 1940. Adopting the Dyle Plan, the cavalry corps of Gen. Prioux moves into Belgium, ahead of Gen. Blanchard's 1st Army to confront the German invaders. Near Hannut, French scout units find themselves facing incoming fire from frontline German units. From there on, their mission is to hold back or at least delay the Germans - hoping to gain time for the slower Allied corps elements deploying along the Dyle. The two light motorized divisions (DLM) of Gen. Prioux bear the brunt of the assault, facing two formidable Panzer divisions and five supporting infantry divisions. Despite this unequal match of forces, the 2nd and 3rd DLM manage to hold the Germans back for two days, saving the Dyle Plan. On May 14, decimated but their mission accomplished, the DLMs withdraw to the rear.

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 (France): Take 5 Command cards.

Conditions of Victory

Axis player: 12 Medals, with at least one collected by a German unit exiting the board through the Exit hex toward Gembloux.

Allied player: 12 Medals.

Special Rules

- The Air Sortie card is unusable by the French player. Discard it and draw a new Command card instead.
- All French infantry units are motorized; play them like Special Forces infantry (Troops 2 - Specialized Units).

ACROSS THE MEUSE

- UNTERNEHMEN FALL GELB

MAY 13, 1940


Setup order		
1		x2
2		x4
3		x7
4		x11
5		x11
6		x2
7		x4
8		x9
9		x1

Historical Background

In 1940, the German plan was for Army Group B to overrun Holland and then move more slowly into Belgium to lure the bulk of the Allied armies in the Low Countries. Army Group A would then drive through the Ardennes Forest, splitting the Allied forces in two halves and effectively cutting off those in Belgium. The Allied High Command deemed the Ardennes largely impassable and never dreamed that German forces would make their primary push through this rough terrain. By May 10-12, the German plan known as "Fall Gelb" was unfolding as hoped for, at least as far as the Germans were concerned.

One major obstacle, the Meuse River, still stood in the way of their advance. By May 13, German troops were in position at a number of strategic points along the river. In the area around Haux and Dinant, the 6th and 7th motorized regiments and armor units of Hermann Hoth's Panzer Corps were poised to cross over the Meuse. The French 18th Infantry and elements from 5th Motorized Division were dug-in behind well prepared positions and set to oppose the crossing. Accurate dive-bombing attacks against the French artillery positions, and the timely construction of a pontoon bridge, helped the Germans turn the tide quickly. Despite the frantic efforts of the French, bridgeheads were quickly established at Haux, Monthermé and Sedan. The German Armor, spearheaded by its Stukas and supported by motorized infantry, roared forward on a 50 mile front. The German Blitz was now in full display!

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
 [France]
 Take 4 Command cards.

Conditions of Victory

6 Medals.

The town on the French baseline is a Temporary Medal Objective for the Axis Forces.

Special Rules

Blitz Rules are in effect (Actions 15-Blitz Rules).

Place a badge on the elite French armor unit (Troops 2 - Specialized units).

For the Axis forces, Pontoon Bridges rules are in effect (Terrain 33 - Pontoon Bridges).

Air Rules are optional: If used, give the Axis player both Air Sortie cards at the start of the game.



STONNE : FRENCH COUNTER-ATTACK

- ATTACK OF B1 BIS HEAVY TANKS.



Setup order		
1		x1
2		x8
3		x19
4		x1
5		x1

Historical Background

After the fierce battle of the 15th of May, the struggle for the village of Stonne continued on the 16th. Following an heavy shelling by the French artillery, the 3rd battalion of 51st Infantry Regiment and three companies of B1 Bis heavy tanks of the 41st and 45th Tank Battalions attacked the village occupied by infantrymen of the GrossDeutschland Regiment and tanks of the 10. Panzer Division. The Germans were driven out once again from the ruins of the village. French Captain Billotte with his tank "l'Eure" made one of the best feat of arms of this campaign : advancing in the main street along a column of German tanks, he destroyed all of them one by one (Michael Wittmann made the same exploit in June 1944 at Villers Bocage against the 7th British Armored Division "The Desert Rats", with more publicity). After this battle, the French tanks had to leave the battlefield for refuelling, the Germans took advantage of that to recapture the village.

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

Briefing

Axis player [Germany] : 5 command cards.

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

Conditions of Victory

6 medals.

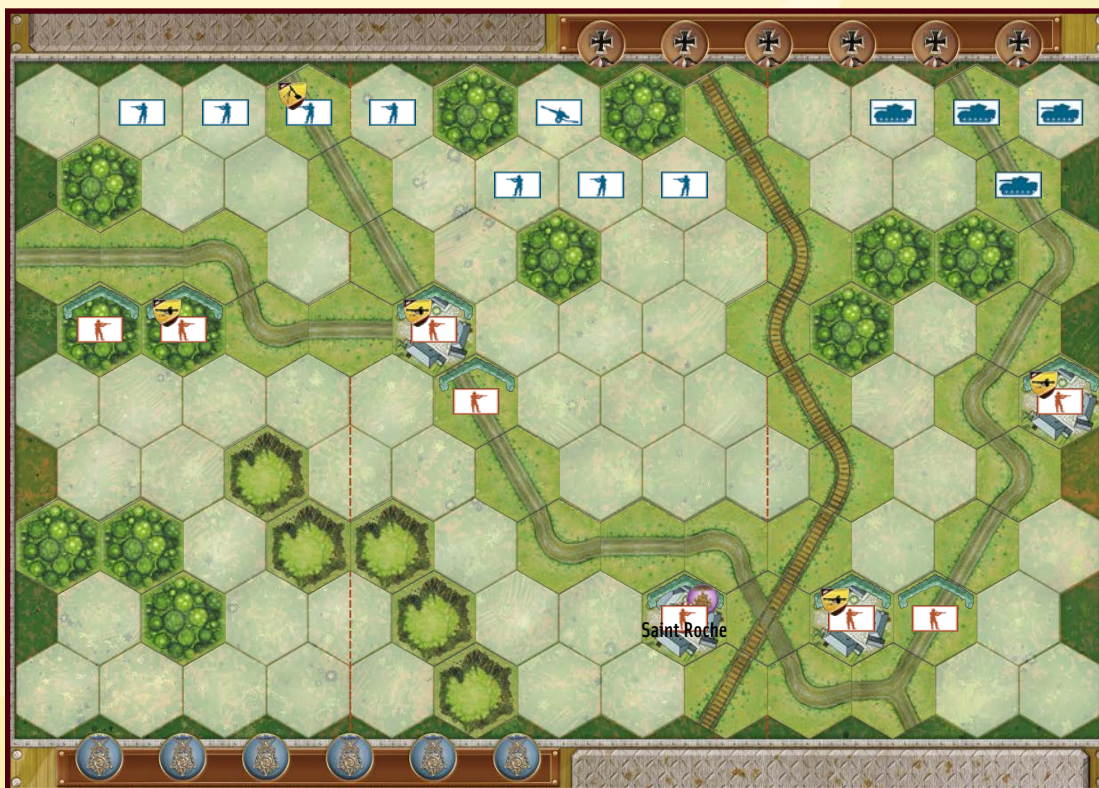
The church of Stonne is a temporary medal objective for the Allied player.

Special Rules












- Use "French Army" rules (Nations 7) to all Allied infantry units.
- Use "Elite Tanks" rules (Troop 2) to the four French armored units. Badges are not required.
- Use "Special Weapon Asset" rules (SWA 1 & 2) to the three German infantry units with anti-tank badge.
- Use "Blitz" rules (Actions 15).
- "Air Power" card is removed of the game before to play.



SAINT ROCHE STATION



Setup order

- 1  x1
- 2  x8
- 3  x3
- 4  x1
- 5  x5
- 6  x4
- 7  x14
- 8  x12
- 9  x5
- 10  x8
- 11  x1
- 12  x1

Historical Background

Following some disastrous fights during the Battle of France, the British Expeditionary Force found itself cut-off from the rest of the French army surrounded in the post-city of Dunkirk. Remnants of the British army engaged in some desperate rear-guard battles against the German advance to help the B.E.F. evacuate by sea. One such battle took place near Saint Roche Station, where an ad-hoc force of British rifle squads armed with HC Boys anti-tank rifles and light machine guns delayed elements of the 7th Panzer division advancing from the Somme to the Seine. A forward anti-tank gun managed to put on of the German tank sections out of action. Believing they faced a well-equipped enemy, the Germans slowed down and opted to pound the British positions instead of rushing them. This bought the B.E.F. some crucial time, but by nightfall British forces had run out of ammunition and were forced to surrender.

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

5 Medals.

Saint Roche Station is a Temporary Medal Objective for whoever occupies it. The Allied player controls the city at game start and thus has a 1-medal head start.

Special Rules

Blitz Rules are in effect (Actions 15 - Blitz Rules).

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

Special Weapon Asset early war rules (SWAs 1 - Special Weapon Assets) are in effect for units equipped with Machine Guns (SWAs 8 - Machine Gun), Mortars (SWAs 3 - Mortar) and Anti-Tank Guns (SWAs 2 - Anti-Tank Gun).






Place the proper figure or badge with these units.

Air Rules are not in effect. The Air Stortie cards are set aside and are not used in this battle.

The Axis player will roll 2 dice and the Allied player 1 die when playing the Air Power card.

FRENCH STAND NEAR ARRAS



Setup order		
1		x3
2		x5
3		x11
4		x10
5		x2

Historical Background

During the fall of the Dunkirk pocket, several French and British units launched desperate attacks to slow the German advance, allowing the B.E.F. to evacuate by sea. On May 20, near Arras, the French 3rd DLM (Light Motorized Division), placed under the British command of General Franklyn and following heavy losses against the 10th Panzer, regrouped. Promised reinforcements, General Franklyn chose to establish defensive positions around Arras. Rommel's 7th Panzer Division rolled toward them; would the reinforcements arrive in time to save the beleaguered French 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 [France]: Take 5 command cards.

Conditions of Victory

6 Medals

Exit rules are in effect across the entire Allied player's baseline, for the Axis player. Only full-strength units can yield a medal that way; damaged units can still exit, for no medal gain.

Special Rules

At the start of each turn during which the Allied player is tied for, or has less medals than his Axis opponent, the French player rolls 1 die before playing his Command card. This die roll determines what type of standard British unit arrives to reinforce the French (Infantry = Infantry unit, Armor = Armor unit, Star = Artillery unit). This reinforcement unit is placed on any vacant French baseline hex; it may be ordered normally during that turn. Mark any arriving British reinforcement unit with a badge, to distinguish it from the French units, or use appropriate figures.

Blitz Rules are in effect (Actions 15 - Blitz Rules). Allied Armor

may only move 1-2 hexes and battle.

British Commonwealth Forces Command rules (Nations 5 - British Commonwealth Forces) and French Army Command rules (Nations 7 - French Army) are in effect. All units starting on the map are French. Reinforcement units are British.

All French armor units are elite units (Troops 2 - Specialized Units). Badges are not required.

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

The Axis player will roll 2 dice and the Allied player 1 die when playing the Air Power card.

COUNTER-ATTACK AT ARRAS

- OPERATION FRANKFORCE

MAY 21, 1940



Setup order

- 1  x9
- 2  x9
- 3  x10

Historical Background

Thanks to the unfolding success of their Blitz, the Germans rapidly pushed the Allied armies back, forcing the British Expeditionary Force to seize the town of Arras and dig-in, to try and hold the German tide there. But these forces were quickly swamped to, and by May 20, the city was surrounded.

In a bid to relieve the pressure on the British forces, Viscount Gort, Commander-in-Chief of the BEF, decided to counter-attack on Arras, in an advance known as Operation Frankforce. From there on, the British forces would drive south and link up the divided Allied armies. Unfortunately, the push onto Arras, originally supposed to come from a force about the size of an armor corps, fell well short of its objective; many forces simply could not be mustered, while those that did, were further divided by a futile pincer move attempt, dooming the Allied strategic goal from the start.

On May 21st, General Erwin Rommel, in command of the 7th Panzer Division, easily repulsed the British counterattack.

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 4 Command cards.

You move first.

Conditions of Victory

6 Medals.

Special Rules

Blitz Rules are in effect (Actions 15 - Blitz Rules).

British Commonwealth Forces Command rules are in effect (British Commonwealth Forces).

Air Rules are optional: If used, give the Axis player one Air Sortie card and the Allied player one Air Sortie card at game

start.



COUNTER-ATTACK OF THE BEF



Setup order

- 1  x1
- 2  x1
- 3  x11
- 4  x1
- 5  x11
- 6  x1
- 7  x10
- 8  x3
- 9  x1
- 10  x1

Historical Background

France, May 1940 - With the first of Guderian's Panzers reaching the English Channel near Noyelles-sur-Mer, the Allied forces find themselves cut in two. The situation soon becomes untenable. Thankfully, Lord Gort's British Expeditionary Force (BEF) has withdrawn from Belgium and is now in the vicinity of Lille. He orders General Francklin, commander of the 50th Infantry Division, to lead a counter-attack. He splits his forces in two: on the left, the 4th Royal Tank Regiment and the 6th Durham Light Infantry; on the right, the 7th RTR and the 8th DLL, now providing the "Frankforce" its backbone. The French of the 3° DLM (3rd Mechanized Light Division) provide cover on its right flank.

The British armored columns circumvent Arras by the South, taking Rommel's 7th Panzer "Phantom" Division by surprise. Panicked, the motorcycles of 7. Kradschützen Rgt make a hasty retreat; the German anti-tank guns find themselves powerless against the heavily armored Matildas, and are soon crushed. But Rommel's personality saves the day: he orders his campaign artillery and flak to score direct hits on the British tanks. Then, with evening fast approaching, the Luftwaffe puts a decisive end to the Allied counter-attack. During the night of May 21-22, the BEF falls back on its initial position. Lord Gort is now left with a single option - ordering evacuation of the BEF by sea, at Dunkirk.

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/France]
Take 6 Command cards.
You move first.

Conditions of Victory

12 Medals.

Agny, Wailly and Beaurains are Temporary Medal Objectives for the Allied forces.

The church in Arras is a Temporary Medal Objective for the Axis forces.

Special Rules

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

Blitz rules are in effect (Actions 15 - Blitz rules).

Special Weapon Asset rules (SWA 1 - Special Weapon Assets Rules) are

in effect for the units equipped with Anti-Tank weapons (SWA 2 - Anti-Tank Weapon).

Place a badge on German elite infantry units (Troops 2 - Specialized Units) and on the German mobile artillery unit (Troops 14 - Mobile Artillery).

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

The Axis artillery unit with a Battle Star is a Flak 88mm gun. Apply the following Heavy Anti-tank Guns rules: - Move 0-1 or battle at 2, 2, 2. - Stars rolled score a hit on Armor. - Target must be in line of sight. - Ignore terrain battle protections.

The "Air Power" card cannot be played by the Allied player. If he draws it, he must immediately discard it and draw a new one.

BATTLE OF ABBEVILLE



Setup order		
1		x1
2		x12
3		x6
4		x2
5		x6
6		x9
7		x17
8		x6
9		x3
10		x2
11		x1

Historical Background

France, May 1940 - The Allied High Command has already ordered several counter-attacks against the German bridgehead on the Somme river to the south of Abbeville; alas they have all failed. After the defeat of the British 1st Armoured Division, it is the 4th French Armored Division (4th DCR) of De Gaulle, recently promoted to temporary General, that is called into action. With all the might of its 150 armored vehicles, including 30 B1-bis heavy tanks and 3 infantry battalions supplemented by the 22nd RIC on loan from a neighboring division, the 4th DCR hammers the positions of the 57th Infantry Division on the bridgehead.

On May 28, the French seize Huppy and progress toward the Somme, crushing the German anti-tank guns which are ill-equipped to pierce the heavy armor of the B1-bis. On the German side, chaos ensues and troops start withdrawing toward Abbeville. Evening falls and the French, not realizing the scope of their success, fail to press their advantage further. On the 29th, the French renew their push, primarily toward Mont de Caubert. But the German troops dug-in on these heights use their Flak 88 guns to repel any advance, destroying several heavy tanks, and managing to hold the line. By the end of that day, the opportunity to push the Germans back behind the Somme has vanished. On the 30th, the French launch one final attack against Mont de Caubert, where they face a reinvigorated opponent. By the 31st, they are spent and replaced by the 51st "Highland Division". Abbeville is still in German hands.

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 [France]
Take 6 Command cards.
You move first.

Conditions of Victory

10 Medals.

The church in Abbeville and the central hex of Mont de Caubert are Temporary Medal Objectives for the Allied forces.

Special Rules

Blitz rules are in effect (Actions 15 - Blitz rules).

Place a badge on the French B1-bis elite tank units and another badge on the French elite infantry units of the 4th BCP (Troops 2 - Specialized units).

The Somme is impassable, except over the bridges (Terrain 8 - Rivers & Waterways).

The Axis artillery unit with a Battle Star is a Flak 88mm gun. Apply the following Heavy Anti-tank Guns rules : - Move 0-1 or battle at 2, 2, 2, 2. - Stars rolled score a hit on Armor. - Target must be in line of sight. - Ignore terrain battle protections.



[FRANCE 1940] THE BATTLE OF SAINT VALERY EN CAUX - 9TH FRENCH ARMY CORPS AND HIGHLAND DIVISION IN THE TRAP.



Historical Background

On the 5th of June 1940, the German army began the operation Fall Rot : the battle of France. The Somme front was quickly broken in spite of a fierce defense by French units. The 9th French Army Corps and a part of the 51th Highland Division were surrounded in the pocket of Saint Valery en Caux by troops of the 5 and 7. Panzer Division and 2. Infanterie (Mot.) Division. The hope of a sea evacuation, as in Dunkirk, was quickly forgotten by lack of transport (only some 1700 Scottish soldiers had been evacuated). On the 12th of June, exhausted and out of ammunition, the surrounded troops surrendered to General Rommel, commander of the 7. Panzer Division. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 10 command cards, you move first.

Allied player [France/United Kingdom] : 8 command cards.

Conditions of Victory

12 medals.

For the Allied player, use "Exit" token rules to the two sea hexagons. The Allied player can exit only one unit (French or British) by Veules-les-Roses and only two British units by Saint Valéry en Caux.

Special Rules

- Use "BCF Command" rules (Nations 5) to the British units.
- Use "French Army" rules (Nations 7) to all other Allied infantry units.
- Special Weapon Asset rules (SWAs 1 - Special Weapon Assets) are in effect for the units equipped with Anti-Tank Weapons (SWAs 2 - Anti-Tank Weapons).
- Only activated units can enter in a Exit sea hexagon, retreat is not possible.

Setup order

- | | | |
|---|--|-----|
| 1 | | x20 |
| 2 | | x1 |
| 3 | | x2 |
| 4 | | x17 |
| 5 | | x6 |
| 6 | | x2 |

THE CADETS OF SAUMUR

- BATTLE ON THE LOIRE

JUNE 19-20, 1940


Historical Background

Saumur - June 19, 1940. The Battle of France is lost; the Germans are now ready to cross the River Loire.

The meager French troops standing ready and lined up to defend it are the Officer Cadets from the Cavalry School at Saumur, reinforced with a Battalion of the Infantry School at St-Maixent and hodgepodge remnants of the French army.

At the first sight of the enemy, they blow the bridges. Embarking on rafts, the Germans soon attempt to cross the river on the islands at Gennes and East of Saumur. The cadets, dug-in and with no real option for retreat, resist heroically, inflicting heavy losses on the enemy. Their valiant efforts are not enough however, and by June 21, the Germans are already breaking through to the South-West. The following day, June 22, 1940, the French army capitulates: The armistice is signed at Rethondes, and takes effect on June 25.

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

Briefing

Axis Player
[Germany]
Take 10 Command Cards.
You move first.

Allied Player
[France]
Take 8 Command Cards.

Conditions of Victory

12 Medals.

The two Town hexes marked "Gennes" and "Saumur" respectively are Permanent Medal Objectives for the Axis forces.

Special Rules

Air rules are optional: If used, shuffle both Air Sortie cards into the deck, at game start.

The Allied player may not play any Air Power card (nor any Air Sortie, if Air rules are used). When he draws an Air Power or Air Sortie card, he immediately discards it and draws a replacement card instead.

Blitz rules are in effect (Actions 15 - Blitz Rules).

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

All German Infantry and Engineer units are equipped

with Rafts (Actions 5 - Collapsible Rafts & Boats).

The French artillery unit with one figure represents a mortar. Its destruction counts as a medal for Axis forces.

The Allied forces may attempt to Blow Up Bridges, using Option 2 (Actions 2 - Blowing Up Bridges).

For the Axis forces, Pontoon Bridges rules are in effect (Terrain 33 - Pontoon Bridges).

Setup order

- 1 x23
- 2 x32
- 3 x16
- 4 x8
- 5 x3
- 6 x1
- 7 x1
- 8 x2
- 9 x2
- 10 x1
- 11 x5
- 12 x1
- 13 x8
- 14 x12
- 15 x2

DISASTER AT DIEPPE

- OPERATION JUBILEE



Setup order

- | | | |
|----|--|----|
| 1 | | x9 |
| 2 | | x2 |
| 3 | | x2 |
| 4 | | x1 |
| 5 | | x5 |
| 6 | | x7 |
| 7 | | x1 |
| 8 | | x5 |
| 9 | | x3 |
| 10 | | x4 |

Historical Background

Dieppe seemed the ideal place to test out theories and equipment for the upcoming second front that was so desperately needed to satisfy the Russian allies. A major raid was planned and the Canadians who had been training for the last three years were eager to get into the action. The objective of the raid was to capture the town and destroy the aerodrome, radar installations, harbour installations and the dry dock.

The complex plan went awry before the Canadians even got ashore. The Axis shore defenses were at the ready 10 destroying any chance of surprise. The Calgary Regiments tanks, supposed to go ashore with the first wave, arrived late and found the pebbly beach slow moving. Those that managed to get off the beach were frustrated with the barriers within the town itself. The Royal Hamilton Light Infantry and the Essex Scottish regiments who made up the main assault force were raked with fire from the guns positioned high on the cliffs surrounding the town. The only respite was the seawall and the casino that provided some cover and allowed the units to move from the beach to the town. The Fusiliers Mont-Royal followed the first wave and went ashore at 7am adding to the toll.

A few Canadians made their way off the beach and into the town shooting up the Axis as they could find them but their magnificent efforts were entirely futile. By 9 am the raid was seen to be a disaster, but the evacuation did not begin until 11 am.

The cost of the raid was high. Among 5000 Canadians the casualty rate was close to 70 percent. More than 900 Canadians died - almost a third as many as all the allied dead on D-Day. A costly lesson that saved many lives on that day in Normandy two years later.

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.
You move first.

Allied Player [Canada]: Take 4 command cards.

Conditions of Victory

5 Medals

An Allied unit that captures the bridge, Puys, the casino, or aerodrome, counts as one Victory Medal. Place an Objective Medal in each of these hexes. As long as the Allied unit remains on the 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 that runs along the beach is a Sea Bluff (Terrain 11 - Cliffs & Sea Bluffs). From a countryside hex treat it as a normal hill for movement.

The sandbags are a Sea Wall (Terrain 12 - Sea Wall). Treat it as a permanent improved position for the Allied player.

The Axis player is in control of the Bunkers (Terrain 2 - Bunkers) and may claim them as a defensive position.

DISASTER AT DIEPPE

- OPERATION JUBILEE



Historical Background

A raid on the German-occupied coastal town of Dieppe, Operation Jubilee was intended to demonstrate the Allies capacity to seize and hold a major port for a short while. The Canadians sent in just couldn't imagine how short their stay would be...

The landing beach was a mile long, with headlands at both ends and barbed wire across its entire length. At first, enemy fire was light, letting the landing troops - Essex Scottish Regiment on Red Beach and the Hamilton Light Infantry on White Beach - make it through a first row of wire and toward the sea wall with only minor losses. But tanks from the 14th Canadian Tank Battalion had not arrived ahead of the infantry landings as planned; and once landed, they could not get any traction on the loose beach pebbles. To make things worse, the men of the Royal Regiment landing on Blue Beach near Puys arrived late. They were pinned on the beach, unable to move west and take the eastern headlands before the main assault. The Germans, now on full alert, swept the exposed Canadian forces. Control of the Casino and surrounding pillboxes sea-sawed back and forth but to no avail. Four hours after landing, the Allied commanders were forced to call a retreat, leaving almost 60% of the men who'd landed killed, wounded or captured! The lessons learned from this debacle were painful, but were of considerable help in preparations for the landings in Normandy, two years later.

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

Briefing

Axis Player [Germany]: Take 8 command cards.

Allied Player [Canada]: Take 7 Command cards.
You move first.

Conditions of Victory

10 Medals.

The 2 bridges and the Château are Temporary Medal Objectives for the Allied forces.

The Casino is a Temporary Medal Objective for whoever occupies it.

Special Rules

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

Place a badge on the 2 British Commando units (Troops 2 - Specialized Units).

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

Armor units that move onto a Beach hex may only move 1 hex because of loose pebbles.













Treat all hills as sea bluffs (Terrain 11 - Cliffs & Sea Bluff). In addition, the 3 hill hexes on or next to ocean are impassable from ocean and shoreline hexes.

The sandbags on the beach indicate a sea wall (Terrain 12 - Sea Wall).

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

Note: If you do not own enough wire obstacles, use hedgehogs as stand-in pieces, playing them like wire obstacles.

Setup order

- 1  x4
- 2  x2
- 3  x12
- 4  x3
- 5  x16
- 6  x5
- 7  x5
- 8  x13
- 9  x3
- 10  x19
- 11  x2
- 12  x1

YELLOW BEACH

- DIEPPE

AUGUST 19, 1942



Setup order

- 1 x1
- 2 x14
- 3 x8
- 4 x4
- 5 x2
- 6 x7
- 7 x1

Historical Background

The 23rd British Assault Craft force heading toward the Yellow Beaches sailed into the path of a German convoy. The German ships opened fire and after a brisk engagement, the British commanders agreed that the landings at Yellow Beaches should be abandoned.

Seven craft, however, had veered away from the action and were closing in on the French shore. At Yellow II the landing was unopposed and after making it through the wire, Capt. Young led his commandos inland toward their objective of Goebbels Battery. But the German forces were now on alert and much too strong for a direct attack. The best Capt. Young could do was engage the gun position and divert the battery's attention for some time.

At Yellow I, as the five British craft hit the beach, the German defenders were on full alert and opened fire as they hit the beach. A bold attempt to outflank the defenders on the left failed as more German Infantry from the 570th and a company of engineers were rushed to support the forces defending the beach.

Both commando groups were forced back to the beaches, but the landing craft had already withdrawn and they had no choice but surrender.

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

Allied Player: Take 5 Command cards.
You move first.

Conditions of Victory

5 Medals

An Allied unit that captures Goebbels Battery Bunker hex counts as one Victory Medal. Place an objective medal on the Bunker hex.

Special Rules

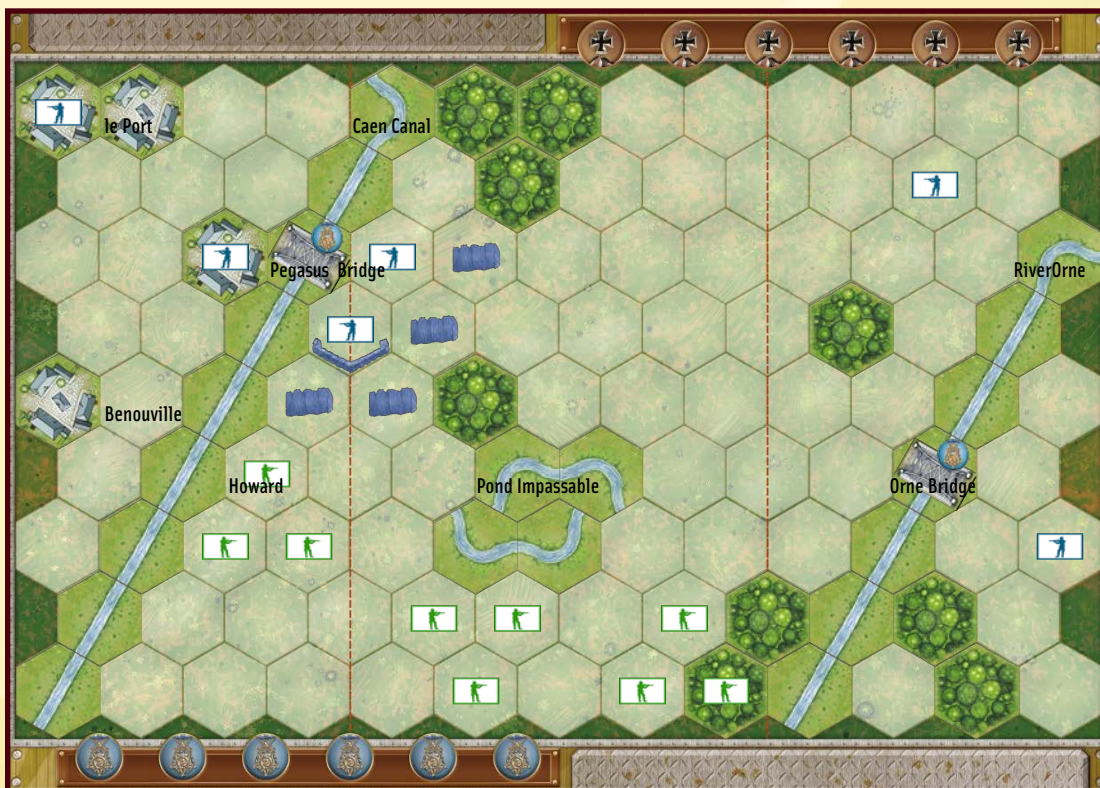
The hill that runs along the beach is a bluff. Moving up the bluff from a beach hex or down onto a beach hex is a 3 hex move. From a countryside (green) hex treat the bluff as a normal hill for movement.

The Axis player is in control of the Bunker and may claim it as a defensive position.

All the Allied Special Forces are Commando units. Commandos may move 1 or 2 hexes and still battle.

The Axis Special Forces are Engineer units. Place an Axis special force token in the same hex with these units to distinguish them from the other units. A Special Force Engineer unit may move up to 1 hex and battle or 2 hexes and not battle. A Special Force Engineer unit may target any enemy unit 3 or fewer hexes away. It rolls 3 dice in close assault (enemy in adjacent hex), 2 dice against a target at 2 hexes and 1 die against a target at 3 hexes. When in close assault combat (enemy target is in adjacent hex) they ignore defensive terrain combat dice reductions. An Engineer unit may remove wire and still battle.

PEGASUS BRIDGE



Setup order

- 1  x6
- 2  x14
- 3  x4
- 4  x2
- 5  x9
- 6  x4
- 7  x1
- 8  x2

Historical Background

The late hours of June 5, 1944... Led by Major John Howard, the men of Oxford and Buckinghamshire Light Infantry* step aboard six Horsa gliders on a secret airfield in Dorset. Their mission: to launch the first airborne assault of D-Day and capture two bridges, one astride the Caen Canal, the other over the Orne river, in Normandy.

A few minutes past midnight, now June 6, 1944, the gliders clip through the treetops and land in a small patch of rough field, between a pond and the Caen Canal, only yards away from their objective! Major Howard and his troops pour out of the planes, achieving complete surprise and rushing the stunned German forces. Despite furious opposition from a heavily sandbagged machine gun nest at the end of now famous "Pegasus" bridge, they capture their objective within moments. To the east, the Orne bridge is secured equally rapidly, giving British troops the first victory of D-Day!

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

* Although all British units involved in the raid on Pegasus Bridge were elite forces, for the sake of simplicity this introductory scenario is using regular infantry units instead.

Briefing

Axis Player: Take 2 command cards (Germans were surprised). Draw two cards after turns 1 and 2. You will then have a hand of 4 command cards for the rest of the battle.

Allied Player: British: Major John Howard
Take 6 command cards.
You move first.

Conditions of Victory

4 Medals






An Allied unit that captures a bridge hex counts as one victory medal. Place an objective medal on each of the bridges. As long as the Allied unit remains on the bridge hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

SAINTE-MÈRE-ÉGLISE



Setup order

- 1  x6
- 2  x16
- 3  x3
- 4  x1
- 5  x1

Historical Background

Establishment of a defensive base at Ste. Mère-Église was one of the key objectives of the US 82nd Airborne Division. In contrast with other regiments, the 505th Parachute Infantry, landing northwest of Ste. Mère-Église, had one of the most accurate drops. Rapidly regrouping and tipped by a French native to the presence of German troops in town, the paratroopers planned to surround Ste. Mère-Église and move in with knives, bayonets and grenades.

In the meantime, to the north, Lt. Turner Turnbull deployed his force on high ground near Neuville-au-Plain, engaging and fighting the enemy to a draw. This bought some crucial time for the battalions around Ste. Mère-Église, giving them a chance to meet the German southern thrust and annihilate several enemy units. This led to an overestimation by German command of American strength in this sector, and as a result, the Germans withdrew.

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 5 command cards.

You move first.

Conditions of Victory

4 Medals

Special Rules

Before the Allied side takes its first turn, the Allied player has an additional airdrop.

Hold 4 Infantry figures in your hand about 12 inches - roughly the height of the box set on its side - above the battlefield.

Drop the figures. If a figure falls off the board or lands in a hex with another friendly or enemy unit, this figure is out of action and placed back into the box. No Victory Medal is awarded to the Axis player on this occasion.

If the figure is not out-of-action, place an additional 3 figures from the box into the Infantry figure's hex. The unit landed

safely and is ready for action.

UTAH BEACH

JUNE 6, 1944



Setup order

- 1  x4
- 2  x5
- 3  x1
- 4  x7
- 5  x1
- 6  x1
- 7  x8
- 8  x9

Historical Background

The American plan was that following the air and naval bombardment, the 8th Regiment would land first followed by Duplex Drive (DD) tanks. Utah was divided into a northern beach 'Tare' and a southern beach 'Uncle'.

When Brigadier General Theodore Roosevelt Jr. landed with the first wave of infantry, he realized that it was the 'wrong' beach. The landing crafts had drifted south however, to a section of the beach that was far less heavily defended; some credit him with saying "We'll start the War right here". Had the US forces landed at their intended location, they would have had to fight through a powerful defensive position.

One battalion after another came ashore with little loss of life. By the end of 6 June, the Division had achieved most of its objectives, in part because of the initiative of Brigadier General Theodore Roosevelt.

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

5 Medals.

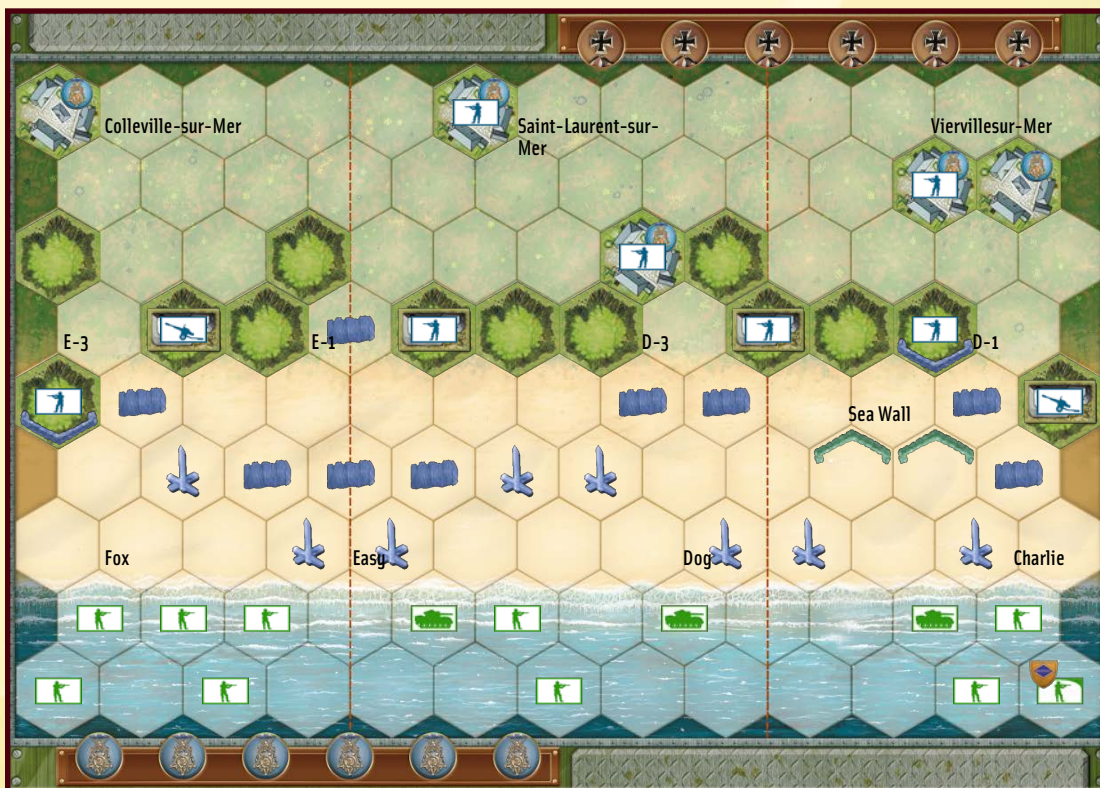
An Allied unit that exits off the Axis side of the battlefield counts as one Victory Medal. The Allied unit is removed from play. Place one figure from this unit onto the Allied medal track.

Special Rules

The Axis player is in control of the Bunkers and may claim them as a defensive position.

FIRST ASSAULT WAVE

- OMAHA BEACH



Setup order

- 1  x4
- 2  x5
- 3  x13
- 4  x9
- 5  x4
- 6  x8
- 7  x5

Historical Background

"Never had there been a dawn like this." - Cornelius Ryan, *The Longest Day*

The US assault waves on Omaha Beach were led by the 116th Regimental Combat Team, destined for Dog sector on the left; and the 16th Regimental Combat Team hitting Easy and Fox sectors. The first wave also included two battalions of tanks from the 741st and 743rd. A persistent swell and strong undertow kept pushing the incoming troops toward the wrong sections of the beach. Heavily-fortified German positions delivered a withering roll of fire the moment any LCA crash-landed in. Exhausted and sea-sick survivors reaching the water's edge would find no protection, save for a 200-yard dash to the seawall. Many simply collapsed, or tried to find cover behind the numerous beach obstructions. Yet in the face of intense small arms and artillery fire, a handful of young soldiers rallied and began to act. The first infiltrations were made between the E-1 and E-3 exits. Advances against other strong points were also successful and while it was not apparent at the time, German defenses were starting to crumble.

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 4 command cards.

Conditions of Victory

6 Medals

An Allied unit that captures a town counts as one victory medal. Place an objective medal in each town hex. 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 hill that runs along the beach is a bluff. Moving up the bluff from the beach is a 2 hex move. Tanks may not move up the bluff from the beach. From the inland side, treat the bluff as a normal hill in battle and for movement.

The Axis player is in control of the Bunkers and may claim

them as a defensive position.

The Allied Special Force is a Ranger unit. Place a Rangers badge in the same hex as this unit to distinguish it from the other units. Rangers may move 1 or 2 hexes and still battle.

Treat the Sea Wall as a permanent improved position (sandbags) for the Allied player. Place sandbags in these two hexes. Units may move through the seawall as normal.

OMAHA BEACH OVERLORD



Historical Background

The US assault waves on Omaha Beach were led by the 116th Regimental Combat Team, destined for Dog sector on the left; and the 16th Regimental Combat Team hitting Easy and Fox sectors. The first wave also included two battalions of tanks from the 741st and 743rd. A persistent swell and strong undertow kept pushing the incoming troops toward the wrong sections of the beach. Heavily-fortified German positions delivered a withering roll of fire the moment any LCA crashlanded in. Exhausted and sea-sick survivors reaching the water's edge would find no protection, save for a 200-yard dash to the seawall. Many simply collapsed, or tried to find cover behind the numerous beach obstructions. Yet in the face of intense small arms and artillery fire, a handful of young soldiers rallied and began to act. The first infiltrations were made between the E-1 and E-3 exits. Advances against other strong points were also successful and while it was not apparent at the time, German defenses were starting to crumble.

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

Briefing

Axis Player: Take 8 command cards
You move first.

Allied Player: Take 8 command cards.

Conditions of Victory

8 Medals

An Allied unit that captures a town counts as one Victory Medal. Place an Objective Medal in each of the 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.

An Allied unit that exits off the Axis side of the battlefield, counts as one Victory Medal. The Allied unit is removed from play. Place one figure from this unit onto the Allied medal track.

Special Rules

The hill that runs along the beach is a sea bluff. Moving up the bluff from the beach is a 2 hex move. Tanks may not move up the bluff from the beach. From the inland side, treat it as a normal hill in battle and for movement.

Treat the Sea Walls as a permanent improved position (sandbags) for the Allied player. Place sandbags in these hexes. The seawall offers protection, but has no effect on the movement of units.

The Axis player is in control of the Bunkers and may

claim them as a defensive position.

The Allied Special Forces are Ranger units. Place a Ranger badge in the same hex with these units to distinguish them from the other units. Rangers may move 1 or 2 and still battle.

Either side may choose to play a 'Recon' command card as a Barrage Tactic card instead: 'Target any enemy unit and roll 4 dice' (see Barrage card for more details).

Setup order

- 1  x24
- 2  x5
- 3  x8
- 4  x10
- 5  x18
- 6  x19
- 7  x8

[NORMANDY] OMAHA BEACH EXIT D1 - LANDING AT VIERVILLE-SUR-MER.



Setup order		
1		x3
2		x1
3		x4
4		x5
5		x16
6		x4
7		x3
8		x6
9		x1

Historical Background

6th of June 1944, 06h30 - Dog Green/Charlie Red sector.
Landing Craft of Able Company of 116th RCT (Regimental Combat Team, 29th Infantry Division) landed on Dog Green sector while LCAs of Charlie Company of 2nd Rangers Battalion arrived on Charlie Red sector. US soldiers were immediately under the deadly fire of machine-guns, mortars and antitank guns of German strongpoints Wn71, Wn72 and Wn73 which defended the area. On Dog Green, A/116th RCT, decimated, was pinned down on the beach, and survivors took cover behind hedgehogs. On Charlie Red, Rangers succeeded to reach the cliffs with heavy losses and to take by the rear the "Maison fortifiée" strongpoint, that was reduced in the morning. On Dog Green, in spite of the support of DD amphibious tanks of B Squadron (743rd Tank Battalion) and the landing of the second assault wave (B/116th RCT), the US soldiers were still pinned down on the beach, always under the fire of Wn71. Exit D1 was only captured by US troops at 14h00, but was not available before the evening of D-Day.

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

Briefing

Allied player [United States]
6 command cards, you move first.

Axis player [Germany]
4 command cards.

Conditions of Victory

6 medals.

Exit marker rules are in effect for the Allied troops exiting the board through the hex marked "Exit D1".

Special Rules

Use "Sea Bluffs" rules for the beach edge of the hills (Terrains 11 - Cliffs and Sea Bluffs).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the unit equipped with Mortar

(SWAs 6 - Mortar Late War).

Place badges on the 3 Allied elite infantry units (Troops 2 - Specialized Units) and a badge on the German artillery unit (Troops 23 - Heavy Anti-Tanks Guns).



[NORMANDY] VAUMICEL MANOR

- COUNTER-ATTACK AT OMAHA BEACH



Setup order		
1		x1
2		x7
3		x8
4		x1
5		x9
6		x2
7		x2
8		x2
9		x2

Historical Background

Omaha Beach at the end of the morning, US units which have survived to the hell of the beach began to reach the plateau. Companies of 116th Infantry Rgt, 115th Infantry Rgt, 2nd and 5th Rangers and tanks of 743rd and 741st Tank battalions are mixed but went ahead on the initiative of some leaders. On the German side too, it was chaos, units which suffered of the US landing were withdrawing to the hinterland while reinforcements began to arrive from the rear. German 352. Infanterie Division tried to counter-attack toward Vierville with some combat engineer units and a company of Panzerjäger but this attempt was quickly stopped by naval support artillery. In the evening, the 352. Infanterie Division had failed to drive back US troops in the sea. On each side, soldiers were exhausted, for them the D Day was really the longest day.

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

Briefing

Allied player [United-States]
5 command cards.

Axis player [Germany]
6 command cards, you move first.

Conditions of Victory

6 medals.

St Laurent-sur-mer and ferme de l'Ormel are each a temporary medal objective for the Axis player.

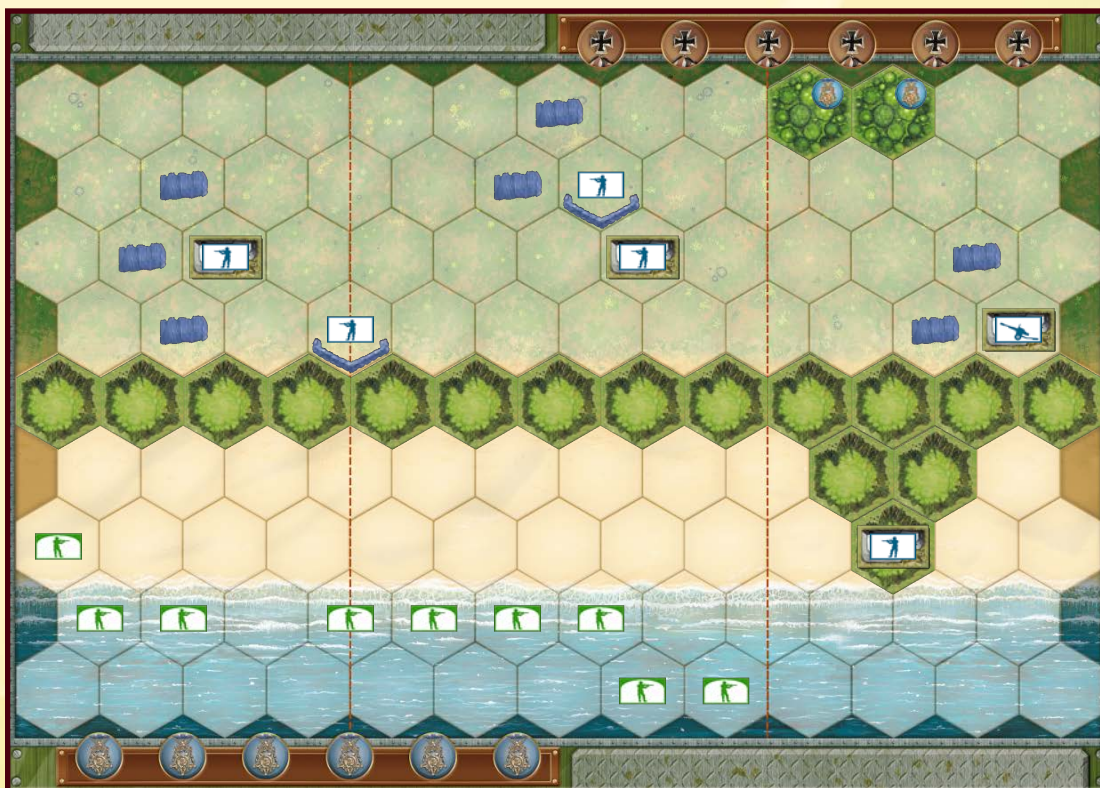
Wn 69 and Vacqueville are each a temporary medal objective for the Allied player.

Special Rules

Place badges on the elite infantry units (Troops 2 - Specialized Units) and on the Engineers units of the two sides (Troops 04 - Combat Engineers).



POINTE-DU-HOC



Setup order

- 1  x4
- 2  x16
- 3  x2
- 4  x7
- 5  x2
- 6  x2

Historical Background

Planners felt that the German batteries on Pointe-du-Hoc would be one of the most daunting threats to Allied forces landing on Omaha in the morning of D-Day. Set atop 100 foot cliffs west of the beach, the guns' range were such that they'd be able to score direct hits on any troops landing on the beach below. The 2nd Rangers, under the command of Lieutenant Colonel James E. Rudder, were tasked with silencing them.

Following a difficult approach and despite intense firing from the German garrison, the first of about 200 Rangers leading the assault were on top of the cliffs within minutes. They were surprised to find that the guns had been withdrawn off the point three days before. Finding only dummies made from timber in the gun casemates, Ranger patrols infiltrated south looking for the missing guns.

Meanwhile two significant concentrations of Germans remained on the point for much of the morning. The anti-aircraft position in the southwest bunker and the observation bunker at the tip of the point were the most dangerous and resisted repeated Ranger attacks.

A Ranger patrol finally found the guns unguarded, but ready to fire, in an apple orchard inland. The patrol placed incendiary thermite grenades in the guns and accomplished their mission.

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

4 Medals

An Allied unit that captures a forest hex at the Axis side or the battlefield counts as one victory medal. Place an objective medal on each forest hex. The medal, once gained, continues to count toward the Allied victory even if the unit moves off the hex or is eliminated.

Special Rules

The hill that runs along the beach is a cliff. Moving up the cliff from the beach is a 2 hex move. From the inland side, treat it

as a normal hill in battle and for movement.

The Axis player is in control of the Bunkers and may claim them as a defensive position.

All the Allied units are Special Forces Ranger units. Therefore, there is no need to place Ranger badges with the units.










Rangers may move 1 or 2 hexes and still battle.

GOLD BEACH

JUNE 6, 1944



Setup order

- 1  x2
- 2  x5
- 3  x2
- 4  x1
- 5  x7
- 6  x2
- 7  x9
- 8  x5
- 9  x4

Historical Background

The German defenses at Gold consisted of two battalions of the 726th Regiment supported by inland batteries. Barbed wire and a few anti-tank hedgehog obstacles protected the entire stretch of beach.

The British planners had divided Gold beach into four zones, 'Item', 'Jig', 'King' and 'Love'. For the assault, the 231st Brigade would attack Jig and the 69th Brigade would land on King. Almost as soon as the infantry got to the beaches on Jig, they started to suffer serious casualties. 'Hobart's Funnies' and 47 Royal Marine Commando units landed next, but the coastal defenders hung on at Le Hamel despite the Allied troops' tank support. To the west, the radar station at St. Come de Fresne' was taken and to the east of Le Hamel, the Customs house was cleared. From these points, in a wide sweeping movement, Infantry and tanks advanced inland toward the high ground.

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.

An Allied unit that captures a town hex, as noted, counts as one Victory Medal. Place an Objective Medal on each of these hexes. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The Axis player is in control of the Bunkers and may claim them as a defensive position.

The Allied Special Forces is a Commando unit. Place an Allied special force token in the same hex as this unit to distinguish it from other units. Commandos may move 1 or 2 hexes and still battle.

SWORD BEACH



Setup order

- 1  x3
- 2  x3
- 3  x4
- 4  x10
- 5  x7
- 6  x3

Historical Background

The 8th Brigade Group of the 3rd British Division, supported by Commandos of the 1st Special Service Brigade and the amphibious Sherman tanks of the 13th and 18th Hussars, formed the first wave of Allied forces to land on "Sword" beach, near the mouth of the Orne River, on the morning of June 6, 1944.

The tanks were to land first and engage the enemy before the infantry arrived. The heavy seas slowed the approach and both tanks and infantry came ashore together. The bad weather, coupled with stiff German resistance, delayed the inland advance. While commandos - including the first French troops to set foot back on their homeland that day - captured the Casino at Riva Bella, the bulk of the Allied forces failed to push inland and capture Caen, their objective for the day. The consequences of this, the biggest set-back of Allied operations on D-Day, were to be felt well into July, and the city of Caen itself would pay a dear price for it.

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 5 command cards.

You move first.

Conditions of Victory

5 Medals

An Allied unit that captures a Town hex counts as one Victory Medal. Place an Objective Medal on each Town hex. 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 Axis player is in control of the Bunkers and may claim them as a defensive position.

The Allied Special Forces are Commando units. Place a British badge in the same hex as these units to distinguish them from other units. Commandos may move 1 or 2 hexes and still battle.

SWORD BEACH



Historical Background

The early hours, morning of June 6, 1944 – Men of the British 6th Airborne Division airdrop inland to capture the bridges over the Orne River and canal and prevent the German armored formations in the area between Normandy and Paris from moving west to attack the left flank of the upcoming Allied beachhead. Shortly thereafter, the 85h Brigade Group of the 3rd British Division, supported by Commandos of the 1st Special Service Brigade, and the amphibious Sherman tanks of the 13th and 18th Hussars, lands on Sword beach. The Germans are about to find out how illusory the protection of ill-named strong-points Cod and Trout really are, in the face of a determined armada...

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 6 command cards.
You move first.

Conditions of Victory

12 Medals.

Casino Riva Bella, Strong-point Trout and the Chateau are Permanent Medal Objectives for the Allied forces.

The two bridges over the Orne River and Canal form a Temporary Medal Objective worth 2 Medals for whoever controls it.

The two hexes on the outskirts of Caen form a Temporary Majority Medal Objective worth 3 Medals for whoever controls them. The Axis player controls them at game start, and thus has a 3 Medals headstart.

Special Rules

Place a badge on the German elite infantry unit and on the Commando infantry units (Troops 2).

The Axis player is in control of the Bunkers and may claim them as a defensive position (Terrain 2).

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

Setup order

- 1 x9
- 2 x10
- 3 x12
- 4 x9
- 5 x4
- 6 x2
- 7 x2
- 8 x8
- 9 x7
- 10 x8
- 11 x6
- 12 x3

SWORD BEACH OVERLORD

JUNE 6, 1944


Historical Background

The landings on Sword Beach according to the assault plan had the DD tanks of the 13th and 18th Hussars land just before the British infantry units. But as on the other beaches this day, heavy seas slowed the approach of the tanks and all came ashore about the same time. The 1st South Lancs landed on Queen White and the 2nd East Yorks on Queen Red. On shore heavy machine gun and mortar fire along the length of the beach greeted the landing craft.

The Commando units came ashore with the following waves. The 4th Commando along with the 10th French Commando, landed to the left of Queen Red with the objective of clearing the Casino at Riva and eliminating the gun battery at Ouistreham. But the guns had been removed earlier by the Germans. The 41st Commando units touched down on the western end of Queen White, with the objective to eliminate strongpoint 'Trout' and attack the Chateau west of the town. While the 6th Commando were ordered to move quickly, to relieve British Airborne around the River Orne.

Right in the middle of the beach landings, was the German strongpoint 'Cod', a series of concrete fortifications, wire and 88mm and 75mm guns.

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

Briefing

Axis Player - Take 8 cards

Allied Player - Take 10 cards
You move first

Conditions of Victory

10 Medals

An Allied unit that captures, the Artillery Emplacement hex (indicated by a sandbags which is a permanent improved position), or Casino Riva Bella, or the Chateau, or Strongpoint 'Trout', will count as one Victory Medal for each. Place an Objective medal on each of these hexes. As long as the Allied unit remains on the objective hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

If an Infantry unit exits off the battlefield from either of the indicated hexes on the Axis baseline, it will count as one Victory Medal for each unit that exits. Place an Objective medal on these hexes.

Special Rules

The Axis player is in control of the Bunkers and may claim them as a defensive position.

The Allied Special Forces are Commando units. Place an

Allied special force token in the same hex with these units to distinguish them from the other units. Commando units may move 1 or 2 and still battle.

Setup order

- 1 x11
- 2 x6
- 3 x5
- 4 x5
- 5 x5
- 6 x17
- 7 x19
- 8 x4

[NORMANDY] LA BRÈCHE D'HERMANVILLE

- THE 2ND EAST YORKSHIRE VERSUS STRONGPOINT "COD".



Setup order		
1		x3
2		x11
3		x6
4		x12
5		x8
6		x1

Historical Background

Sword Beach, 07h30, 10 LCAs landed two assault companies of the 2nd East Yorkshire Regiment on Queen Red, just in front of the German strongpoint Wn18, called "Cod" by the Allies and defended by the German 10/736 company. In spite of the support given by the "Funnies" of the 22nd Dragoons and the DD tanks of the 13th/18th Hussars, the East York lost 200 men on the beach. On their right, on Queen White, two assault companies of the 1st South Lancashire Regiment suffered heavy losses as well but succeeded to leave the beach and to attack "Cod" from behind. British and French commandos landed just after the infantrymen of the 8th brigade and suffered some losses when crossing the beach under German fire. The French commandos of Philippe Kieffer gathered on the old holiday camp before to advance to their objective, the Casino of Riva Bella. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

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

Conditions of Victory

6 medals.
 For the Allied player, exit marker is in effect on the hexagon marked "vers Hermanville" (Action 23).

Special Rules

- Use "BCF Command" rules (Nation 5) for all Allied units.
- Special Weapon Asset rules (SWAs 4 - Special Weapon Assets >1942) are in effect for the Axis infantry units equipped with Antitank Weapons (SWAs 5).
- Use "Specialized Units" rules (Troops 2) to the three Allied infantry units with SAS badge.
- Use "Sniper" rules (Troops 10) to the two Axis infantry units with a sniper badge.
- Use "Hobart Funnies" rules (Troops 26) to the three Allied tank units with badge. They use only Petard Mortar.



BREAKTHROUGH TO THE BEACH



Historical Background

Sword Beach - 07:20, June 6, 1944 - The DD tanks of 13/18 Hussars and Flails of 22 Dragoons land, followed by the men of 2nd East Yorkshire Rgt on Queen Red and those of 1st South Lancashire Rgt on Queen White. In the space of a few minutes, 200 men fall in front of withering fire from strong-point Cod. But others keep moving, followed by the commandos, and by noon they've seized all their objectives. The road to Caen is now open...

That same day, on the outskirts of Caen. - The Germans muster the only sizable unit within reach, the 21st Panzerdivision. Around 16:00 the division's Kampfgruppen lead the charge. KG Rauch reaches the coast between Luc-sur-Mer and Lion-sur-Mer and cordons off the Brits on Sword Beach from their Canadian brethren on Juno. But the spectacular arrival of hundreds of British gliders over St Aubin d'Arquenay puts a stop to the Germans, who are soon forced to retreat back to Caen.

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

12 Medals.

Lion-sur-Mer is a Permanent Medal Objective for the Armored Axis units.

Pegasus Bridge, over the Orne canal, is a Permanent Medal Objective for the British commandos starting on the ocean baseline (but not for the paratroopers next to the bridge).

Special Rules

Place a badge on the four British commando units (3 on the ocean's baseline and 1 by the bridge), on the French commando unit and on the German elite infantry units (Troops 2 - Specialized Units).

Place a badge on the Mobile Artillery units on the ocean's baseline (Troops 14 - Mobile Artillery). They can move and fire, even when on water.

Place a badge on the two flame thrower tank units. These tanks are

Churchill AVRE and behave like Combat Engineers when entering minefields (Troops 4 - Combat Engineers).

Place a badge on the three German Sniper units (Troops 10 - Snipers).

The German artillery units with a Battle Star are Flak 88mm guns. Apply the following Heavy Anti-tank Guns rules: - Move 0-1 or battle at 2, 2, 2, 2. - Stars rolled score a hit on Armor. - Target must be in line of sight. - Ignore terrain battle protections. The Flak 88 Gun in the beach bunker does not grant a medal to the Allied player, even if destroyed. The artillery units in a bunker cannot move nor retreat.

Reinforcements: As soon as a player reaches 5 medals, he may call reinforcements in. The Axis player's reinforcements are the 5 units with a Battle Star, around Pèriers sur le Dan (except for the 88 Gun). These units cannot be ordered until the Axis player reaches 5 medals though. The Allied player's reinforcements are not on the battlefield at game start; instead, he may deploy 5 new infantry units and 2 new armor units on his baseline as soon as he gets his first 5 medals. This deployment is free: the units can then be ordered with a Command card.

The Axis 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. In addition, the Axis player cannot use the Air Power card. When drawn, he must immediately discard it and draw a new one.

Setup order

- 1 x16
- 2 x5
- 3 x2
- 4 x1
- 5 x2
- 6 x3
- 7 x11
- 8 x5
- 9 x5
- 10 x3
- 11 x4
- 12 x9
- 13 x12
- 14 x12
- 15 x7
- 16 x1
- 17 x12
- 18 x1

JUNO BEACH



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

Historical Background

The Canadian troops were assigned to land at Juno beach on D-Day and push inland. Juno had been divided into two beaches, 'Mike' and 'Nan'. The 7th Canadian Brigade Group under Brigadier HW Foster would land on Mike and the 8th under Brigadier KG Blackader on Nan. Each brigade would have DD tanks in support.

Foster's force landed on Mike Red and Nan Green on either side of the River Seullles. On the right, the Canadian infantry arrived before their supporting armour and was welcomed by a barrage of German fire from two concrete bunkers positioned on either side of the river. On the left the infantry was rapidly caught up in a hard fight for the defended village of Courseulles. Although the Sherman tanks from the 6th Canadian Armoured Regiment gave supporting fire, it was the infantry that stormed the village house by house and secured the position. Meanwhile on the right, once the bunkers fell, the infantry pushed inland and captured Vaux, Graye and the bridges over the River Seullles.

This was a return to France, for a number of Canadians who had fought in the tragic Dieppe Raid of August 1942. It was a chance for some 'payback' and, once ashore, the 'Canucks' achieved the deepest penetration inland of any of the Allied landings on D-Day.

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.

An Allied unit that captures a bridge hex or the town hexes, as noted, count as one Victory Medal. Place an Objective Medal on each of these hexes. As long as the Allied unit remains on one of these hexes, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The Axis player is in control of the Bunkers and may

claim them as a defensive position.



STRONG POINT LA CASSINE

- THE QUEEN'S FACING WN28.



Setup order		
1		x8
2		x1
3		x5
4		x12
5		x9
6		x6
7		x4
8		x1

Historical Background

The German strong point Wn28 had been built in place of a villa called "la Cassine" on the beach side of Bernières-sur-mer. On the 06th of June 1944 at 08h05, the B Company of Queen's Own Rifles of Canada landed on Nan White in front of the four bunkers of Wn28. These bunkers with soldiers of the 716. Infanterie Division were armed with an old machine-gun 08/15, a 5 cm KwK gun, a mortar of 8 cm and a turret of FT17 tank with a machine-gun. DD tanks had not yet reached the beach and AVRE tanks were too far to support the Canadian infantrymen. The B Company lost one third of its strength (65 soldiers and officers) in its progress right to "la Cassine" before to be sheltered by the sea wall lining the beach. Then, with the support of an anti-aircraft ship, the Queen's attacked the bunkers with grenades. At 09h30 in the morning, the German strong point was in the hands of the survivors of B Company. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

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

Conditions of Victory

6 medals.
 The bunker H 604 is a temporary medal objective for the Allied player.

Special Rules

- Use "BCF Command" rules (Nations 5).
- Use "Destroyer" rules (Troops 12) to the anti-aircraft ship and "Heavy Anti-Tank Guns" rules (Troops 23) to the 5 cm KwK gun.
- Use "Special Weapon Assets>1942" rules (SWAs 4) for units equipped with Mortar (SWAs 6) and Machine-guns (SWAs 7).
- Use "Sea wall" rules (Terrains 12) to the sea wall lining the beach.
- The Axis player lays out the minefields (Terrain 29).





ESCOVILLE

- THE ATTACK OF KAMPFGRUPPE VON LUCK.



Setup order

- 1  x1
- 2  x8
- 3  x1
- 4  x7
- 5  x12
- 6  x2
- 7  x3

Historical Background

The landing of the gliders of the 6th Airlanding Brigade in the evening of D-Day reinforced the British bridgehead east of the Orne river. On the 07th of June at 15h00, Kampfgruppe Von Luck, composed with a panzer company, the armored reconnaissance group, assault guns and a panzergrenadier battalion, launched an assault on the British positions around Ranville. A fierce battle occurred between the German panzergrenadiers and the British paratroopers in the woods of the Escoville castle. Several German tanks were destroyed by anti-tanks in the plain in front of Hérouvillette. Finally, the resistance of airborne troops supported by a powerful artillery stopped the German attack in the village of Escoville. The British bridgehead was saved!

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

Briefing

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

Allied player [United Kingdom] : 5 command cards.

Conditions of Victory

6 medals.

The Escoville castle, Hérouvillette and Ranville are each a temporary medal objective for the Axis player.

Special Rules


- Use "BCF Command" rules (Nations 5).
- Use "Specialized Units" rules (Troops 2) to all Allied and Axis infantry units. Badges are not required.
- Re-supply rules (Actions 24) are in effect for Half-Tracks (Troops 18).
- Use "Tank Destroyers" rules (Troops 24) to the two Allied armored units with TD badge.

BATTLE OF THE BRIDGEHEAD (*)

- NORMANDY



Setup order

- 1  x7
- 2  x3
- 3  x7
- 4  x10
- 5  x1

Historical Background

On D-Day +1 the Canadians sought to achieve their final D-Day objectives and push through to the airfields at Carpiquet.

Elements of the 9th Brigade consisting of the North Nova Scotia Highlanders and armour provided by the Sherbrooke Fusiliers advanced on Buron along the Buron-Authie axis toward Carpiquet. At Authie the Canadians ran into the first major German counter-attack against the allied bridgeheads.

The 12th SS Panzer Division consisted of HitlerJugend. Young, fanatical but inexperienced soldiers. They were however commanded by NCO's who were hardened veterans of the Eastern campaigns. Among the lead elements was Standartenführer (Colonel) Kurt Meyer and his 25th SS Panzer-Grenadier Regiment. Meyer's orders were to strike at the beaches, his first task was to recapture Buron and Authie.

The Germans moved quickly on the unwary Canadians who had already lost men just in the taking of the villages. Casualties on both sides mounted as the North Novas proved to be a match for the HitlerJugend. The same cannot be said of the Sherbrooke Fusiliers whose out-gunned Shermans and green crews were not equal to Meyer's skilled command. Nevertheless, many panzers were left burning on the field as well. Although the 9th Brigade pulled back to entrench the 25th SS was largely eliminated as an effective force.

The next day, elements of the 26th SS Panzer-Grenadier Regiment moved in on the 7th Brigade to the right of the 9th. Storming the beaches on D-Day left the 7th under-strength. The 26th SS although attacking piecemeal were able to force the Winnipeg Rifles into a difficult retreat. The Regina Rifles also found the enemy starting to show up in strength. Were it not for the timely arrival of tanks from the Sherbrooke Fusiliers, disaster would have surely ensued.

Kurt Meyer had out-fought the Canadians and the fierceness of his attack had left them uncommonly wary of tangling with SS units. Carpiquet, virtually in view of the lead Canadian elements, would not be reached for another month. Which was the next time that the Canadians saw major action.

Briefing

Axis Player: Take 5 Command cards

Allied Player: Take 5 Command cards.

You move first.

Conditions of Victory

5 Medal

Special Rules

The Axis Special Force tank units have 4 figures. Place an Axis badge in the same hex as this unit to distinguish it from the other units.

An Allied unit that captures the Town hex of Carpiquet counts as one Victory Medal. Place an Objective Medal on the Town hex. 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.

VILLERS-BOCAGE

JUNE 12, 1944



Setup order

- 1  x1
- 2  x6
- 3  x9
- 4  x17
- 5  x10
- 6  x2
- 7  x1

Historical Background

On June 12th, the Second British Army was still searching for a soft spot in the German defenses around Caen. An attempt was made to exploit a gap between the 352nd German Division, driven back from 'Omaha' by the American forces, and the 'Panzer Lehr', defending Caen.

Good progress was made by the 7th Armored Division; it reached Villers Bocage, but the push came to a halt when the Division's leading elements were ambushed by Tiger tanks of the 501st SS heavy Tank battalion, just outside the small market town. Soon, twenty tanks were lost, including a reported ten credited to the German Tank ace Michael Wittmann alone!

After the ambush, the 7 Armoured withdrew to a more secure position. The Second British Army had just lost its best chance of capturing Caen that month.

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
[British]

Take 3 Command cards.

Conditions of Victory

Axis Player: 5 Medals.
Allied Player: 3 Medals.

The Victory medals on the two road hexes exiting from the village are Permanent Medal Objectives for the Axis forces.

Special Rules

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

Tiger tank rules are in effect (Troops 16 - Tigers). The Tiger

tank marked with a Battle Star is Michael Wittmann's: It may ignore 1 flag; battle at +1d when not moving; and its Battle Star does not count as an additional Victory medal for the enemy.

In this battle, all forest and village hexes are considered impassable. Those Axis units that do start in a forest hex may not enter any other forest or village hex once they leave their initial position.

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

BATTLE OF LINGEVRES

- SERGEANT HARRIS, TANK KILLER.



Setup order		
1		x1
2		x1
3		x11
4		x3
5		x2
6		x7
7		x11
8		x6
9		x7
10		x1
11		x3

Historical Background

One week after D-Day, the coming of the Panzer Lehr Division on the front line had stopped the advance of XXXth British Corps in front of Tilly-sur-Seulles. So, 50th Infantry Division had to attack toward Lingèvres, a village west of Tilly. With the support of tanks of 4/7 Dragoon Guards, 9th Durham Light Infantry (9th DLI) advanced after an artillery barrage. Tanks and grenadiers of the Panzer Lehr Division were driven out during the British advance. In the streets of Lingèvres, a tank fight occurred between the Sherman Firefly of Sergeant Harris and several Panther tanks. Sergeant Harris succeeded in destroying quickly five Panther tanks in the Lingèvres. At the end of the battle, he was rewarded with the Distinguished Conduct Medal (DCM) for this exploit. 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 church of Lingèvres is a temporary medal objective for the Allied player.

Special Rules

- Use "BCF Command" rules (Nations 5).
- Use "Elite Armor" rules (Troops 2) to the two Axis armor units and one Allied armor unit with badges.
- The Axis player lays out the minefields (Terrain 29).
- Use "Fordable Streams" rules (Terrain 61).



CAPTURE OF "DISTELFINK" RADAR STATION - COMMANDOS AND FUNNIES.



Setup order		
1		x6
2		x2
3		x7
4		x4
5		x2
6		x12
7		x2
8		x7
9		x2
10		x9

Historical Background

German radar station "Distelfink", between Basly and Douvres-la-Délivrande, was defended by the 8.kompanie of Luftnachrichten Regiment. This position was really strong because of numerous blockhaus and trenches armed with anti-tank guns, anti-aircraft guns, mortars and machine-guns, all surrounded by minefields, anti-tank ditches and barbed wire. "Distelfink" was attacked first on the 07th of June by Canadian soldiers of the North Shore Regiment, landed on Juno Beach. This was a set back. Several attacks followed on the next days without any success, the German radar station resisted firmly. Finally, on the 17th of June, a combined attack made by Hobart Funnies (Flails and AVRE) of the 26th Assault Squadron RE and Commandos of 41st Royal Marine Commando got the surrender of the German garrison totally isolated from 10 days in the rear of Allied lines.

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.

Each radar is a temporary medal objective for the Allied player.

Special Rules

- Use "BCF Command" rules (Nations 5).
- Use "Specialized Units" rules (Troops 2) to all Allied infantry units. Badges are not required.
- Use "Hobart Funnies" rules (Troops 26) to all Allied tank units. 2 "Flails" Mine Digger and 2 "AVRE" Petard Mortar.
- Special Weapon Asset rules (SWAs 4 - Special Weapon Assets>1942) are in effect for units equipped with Anti-Tank Weapons (SWAs 5), Mortars (SWAs 6) and Machine-guns (SWAs 7).
- Hedgehogs (Terrain 5) represent anti-tank ditches

around the site.

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

[NORMANDY] THE CAPTURE OF ARDENNE ABBEY
- THE ATTACK OF THE REGINA RIFLE REGIMENT.


Setup order		
1		x1
2		x10
3		x7
4		x11
5		x6
6		x1

Historical Background

The Ardenne Abbey, built on the XIIth Century was from the 7th of June 1944 the HQ of the 25th.SS Panzergrenadier Regiment under the command of Colonel Kurt Meyer, nicknamed "Panzermeier". On the 8th of July, the abbey was one of the objectives of the 3rd Canadian Infantry Division during Operation Charnwood. On that day, fierce fighting occurred with many losses of the two parts, but the Canadians succeeded to capture Buron and Authie, which was the baseline for the last assault on Ardenne Abbey. At the end of the day, three companies of the Regina Rifle Regiment advanced to their last objective while the Canadian Scottish battalion captured the Cussy hamlet. The Canadians suffered other losses before to reach the abbey at 22h30, but this was an empty place because the Germans had evacuated their last units and above all, many wounded. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

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

Conditions of Victory

6 medals.
 The capture of Ardenne Abbey is a permanent medal objective for the Allied player.

Special Rules

- Use "BCF Command" rules (Nation 5) for all Allied units.
- Use "Sniper" rules (Troops 10) to the Axis infantry unit with a single figure.
- Special Weapon Asset rules (SWAs 4) are in effect for the Axis infantry units equipped with antitank weapons (SWAs 5).



ASSAULT ON HILL 112



Setup order		
1		x4
2		x1
3		x1
4		x18
5		x6
6		x1
7		x6
8		x4
9		x3
10		x1
11		x1

Historical Background

The objective of Operation Jupiter was the capture of Hill 112 by British troops. 129th Brigade of the 43rd Infantry Division was ordered to capture it. on the 10th of July 1944, infantrymen of 4th Wiltshire, 4th Somerset Light Infantry and 5th Wiltshire, advanced along the old roman way called Chemin Hausse, supported by tanks of 7th RTR and "flame-towers tanks of the 79th Armored Division. In front of them, SS grenadiers of the 10.SS Panzer Division "Fruntsberg", entrenched on the hill, fought fiercely and were reinforced by Tiger tanks of the 102.SS s Panzer Abteilung which made a carnage among Allied tanks. Finally, British infantrymen were stopped on the slope and entrenched near the road Evrecy-Eterville. Hill 112 stayed in German hands until the first week of August 1944. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

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

Conditions of Victory

6 medals.
 The 5 hexes of Hill 112 form a Temporary Majority Medal Objective worth 1 Medal for whoever controls them.

Special Rules

- Use "BCF Command" rules (Nations 5).
- Use "Tiger" rules (Troops 16) to all Axis armored units.



LA MARVINDIÈRE

- GUARDS ARMORED DIVISION IN THE BOCAGE.



Setup order		
1		x1
2		x9
3		x6
4		x13
5		x1
6		x1

Historical Background

On the 4th of August 1944, during Operation Bluecoat, the Guards Armored Division was fighting in the Normand bocage south of Montchamp. A battle group, formed with tanks of 2nd Irish Guards and infantrymen of 5th Coldstream Guards, was surrounded in the hamlet of la Marvinière. A first-aid post was installed in a farm of this hamlet. During three days, the Guards were fighting fiercely against SS grenadiers of the 9. SS Panzer Division "Hohenstaufen". Then, on the 07th of August, German soldiers stopped their attacks and began their withdrawal to Falaise.

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] : 6 command cards.

Conditions of Victory

6 medals.
 The hospital is a temporary medal objective for the Axis player.

Special Rules

- Use "BCF Command" rules (Nations 5).
- Use "Elite Armor" rules (Troops 2) to all Axis armor units. Badges are not required.
- Use "Hospital Recovery" rules (Actions 18) to the Allied player only.

BATTLE OF MOUNT GARGAN

- DEFENSIVE VICTORY OF THE FRENCH RESISTANCE



Setup order		
1		x1
2		x25
3		x9
4		x2
5		x2
6		x1
7		x1

Historical Background

On the 14th of July 1944, 36 B-17 Flying Fortress dropped a large number of weapons intended for the French Resistance near the village of Sussac. Germans reacted quickly by sending troops to prevent the Resistance to get back and to distribute the weapons. Georges Guingouin, famous leader of the French Resistance in the area and called "1st French Maquis", deployed his troops around of Mount Gargan to block the German advance. The battle lasted from 17th to 24th of July. German troops, composed by elements of the Jesser Brigade, French Milice and some garrison units, attacked Mount Gargan on the 18th of July from the village of Surdoux. The French Resistance faced to forces superior in numbers and equipped with heavy weapons so they yielded ground to the enemy gradually and abandoned the chapel of Mount Gargan which was destroyed. But the German troops suffered losses three times more important than the French Resistance.

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 [French Resistance]
Take 5 Command cards.

Conditions of Victory

6 medals.

The chapel of Mount Gargan is a Temporary medal objective for the Axis player.

Special Rules

Use "French Resistance" rules (Nations 1 - French Resistance) to all Allied units. Badges are not required.

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 mortars (SWAs 6 -

Mortar Late War).

"Air Power" and "Barrage" cards are not used in this scenario. Remove these two cards from the deck before the game.



OPERATION GOODWOOD



Setup order

- 1  x7
- 2  x14
- 3  x7
- 4  x4

Historical Background

Around 8 AM on July 18th, after an aerial bombardment of more than two hours' duration, Operation 'Goodwood' started. Caen was being cleared successfully by the Canadian Corps, while the 11th Armored Division moved forward followed by the Guards Armored and the 7th Armored, on a very constricted front. The forward German zone was penetrated successfully, but Allied intelligence had underestimated the strength of the German defensive around Cagny. In fact, the area was held by the powerful Battle Group Luck, comprising of the 125th Panzer Grenadiers, part of the 22nd Panzer Regiment, the Tigers of 503rd Heavy Tank Battalion and the formidable guns of the 200th Assault Gun Battalion.

The British armored brigade roared toward its main objective, Bourguebus Ridge south of Cagny, while the infantry were absorbed in clearing the villages. The tanks therefore were advancing virtually unsupported against Battle Group Luck, which was a tank killing force par excellence.

Montgomery was announcing a complete success, when the armored drive was stopped in a mass of burning tanks. On the following day, both sides contested the villages and on July 20th the same torrential rain that had delayed Operation 'Cobra' brought the offensive to a halt.

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

Allied Player: Take 5 Command cards.

You move first.

Conditions of Victory

6 Medals







Special Rules

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

OPERATION SPRING



Setup order

- 1  x8
- 2  x3
- 3  x10
- 4  x7
- 5  x7
- 6  x3

Historical Background

Operation Spring called for the 2nd and 3rd Canadian Divisions supported by the 7th Guards Armored Division to make a deliberate attack in the direction of Falaise. The first phase of the plan was the capture of May-sur-Orne, Verrieres Ridge and Tally-la-Campagne. The ground from St. Andre-sur-Orne to Hubert-Folie was to be the start line, but on the night of the planned attack, July 24-25, it still remained partially uncleared.

The German force in the area consisted of the 272nd Infantry Division, elements of 2nd, 9th and 10th Panzer Division and the 1st SS Panzer Division.

The 3rd Division attacked Tilly-la-Campagne; although it achieved a foothold in a wood and put pressure on the village, it could not clear the place. More infantry and armor were brought forward and suffered heavy losses without improving the situation. German tanks and infantry counter-attacked and the push on this flank was called off in the afternoon.

In the center, the forward companies of the 2nd Division started up Verrieres Ridge. But, even with armor support, they could not take the ridge or the town of Rocquancourt.

On the left, the towns of St. Andre and St. Martin were never completely cleared, causing trouble from the start. As the 2nd Division Canadian forces pushed forward around these towns toward May-sur-Orne, they came under heavy fire from the ridge, enemy positions beyond the Orne and the town of May-sur-Orne. Some units did make it up the ridge, but ran into dug-in tanks. Further advance being out of the question, the force was ordered to retreat back to the start line.

The bold, yet bloody operation, by the Canadian Divisions was not in vain however, for it distracted the German command from 'Operation Cobra', the main Allied effort on this same day.

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.

Allied Player: Take 5 command cards.
You move first.

Conditions of Victory

6 Medals.

An Allied unit that captures any of the following towns, May-sur-Orne, Rocquancourt or Tilly-la-Campagne counts as a Victory Medal. Place an Objective Medal in these 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 Axis Special Forces tank units have 4 figures. Place an Axis

special force token in the same hex with these units to distinguish them from the other units.

[NORMANDY] TILLY-LA-CAMPAGNE

- ATTACK OF THE NORTH NOVA SCOTIA HIGHLANDERS.



Setup order		
1		x1
2		x9
3		x10
4		x10
5		x5
6		x1

Historical Background

On the 25th of July 1944, while Operation Cobra was launched by the US forces to break through the German lines south of Saint-Lo, the 2nd Canadian Corps started Operation Spring south of Caen. Infantrymen of the North Nova Scotia Highlanders, supported by the tanks of Fort Garry Horse, had to capture the village of Tilly-la-campagne defended by the SS of the 1 SS Panzerdivision "Leibstandarte SS Adolf Hitler". The Canadian assault was made in the night but with the searchlights to see the battlefield. The North Novas captured the north part of the village, in spite of heavy losses due to the advance in open field in front of German machine-guns. Then the SS counter-attacked and repelled them out of Tilly. Operation Spring was a setback for the Canadians and they lost 1 500 men on this day. 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 [Canada] : 6 command cards, you move first.

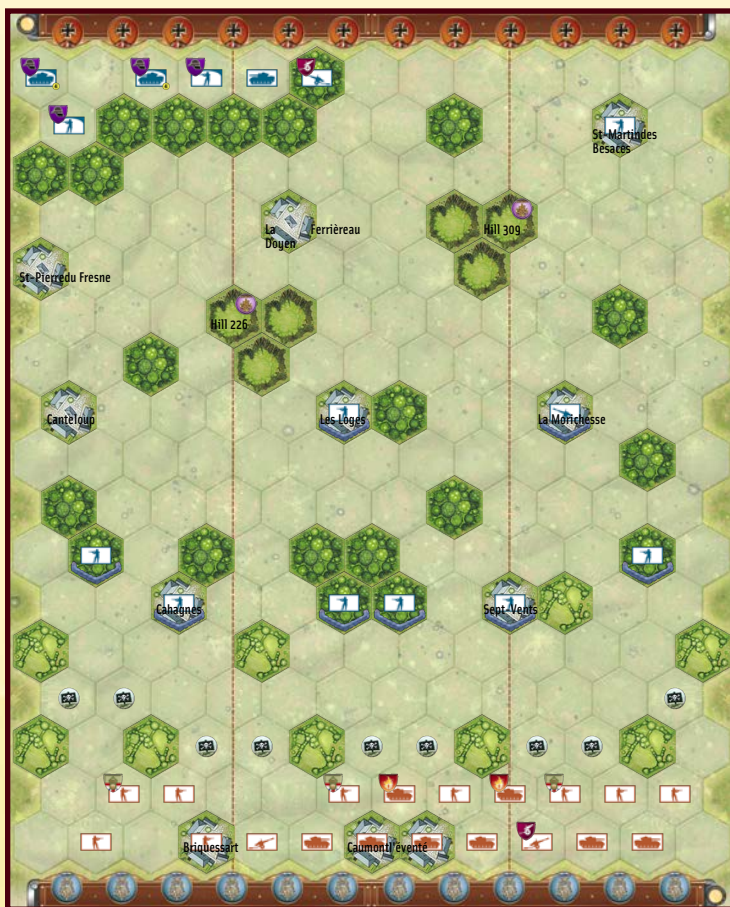
Conditions of Victory

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

Special Rules

- Use "BCF Command" rules (Nation 5) for all Allied units.
- Use "Specialized Units" and "Elite Armor" rules (Troops 2) to all Axis infantry and tank units.
- Use "Night Attacks" rules (Actions 19).

COLDSTREAM HILL



Setup order		
1		x11
2		x21
3		x9
4		x6
5		x8
6		x2
7		x9

Historical Background

Taking advantage of the departure of two Panzer Divisions hastily sent west to counter the 1st US Army's Operation Cobra, Montgomery sends the 2nd British Army to the assault of the Virois bocage in Operation Bluecoat. Their first objectives are two heights to the east of Saint-Martin-des-Besaces: Hill 226 and Hill 309. On July 30, the German front lines, held by the 276 and 326 Infantry Divisions who were entrenched behind minefields, are bombarded and then eviscerated by the assault of the 15th "Scottish Division" and 43rd "Wessex Division" along with support from the "Crocodile" flame thrower tanks of the 141st RAC.

Following the breach made by the British infantry, the tanks of the Guard Armoured Brigade rumble forward toward their objectives. But a surprise setback soon comes with the appearance on the battlefield of the "Jagdpanthers" of the 654.sPzjg Abt, soon followed by the "Tiger II" tanks of the 503.sPz Abt and a Kampfgruppe of the 21.Panzer Division. During the day of July 31, the "Guards" lose many Churchill tanks from the repeated blows of the German heavy armor, but manage to hold their ground on the positions conquered earlier. Operation Bluecoat is now ready to move to its second phase - the capture of Mont-Pinçon.

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 6 Command cards.
You move first.

Conditions of Victory

12 Medals.

Hill 226 and Hill 309 are Temporary Medal Objectives for the Allied forces.

Special Rules

Place a badge on Allied engineer units (Troops 4 - Combat Engineers) and on Allied "Crocodile" Flame Thrower Tanks (Troops 13 - Flame Thrower Tanks).

Place a badge on the Allied "Sexton" and German "Wespe" Mobile artillery units (Troops 14 - Mobile Artillery).

Place a badge on the German "Jagdpanther" and "Tiger II" elite tank units and another on the German Grenadier infantry units (Troops 2 - Specialized Units).

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

Air Rules are optional: If used, shuffle both Air Sortie cards into the deck before game start.



[NORMANDY] ATTACK OF THE MONT PINÇON - HARD TIME FOR THE WILTSHIRE.



Setup order		
1		x3
2		x5
3		x1
4		x12
5		x15
6		x8
7		x5
8		x5
9		x6
10		x1

Historical Background

During Operation Bluecoat, the 43rd Wessex Division was in charge to capture Mont Pinçon, hill 365. British infantrymen of the 129th Brigade, made with 4th Battalion Somerset Light Infantry, 4th Battalion Wiltshire Regiment and 5th Battalion Wiltshire Regiment, had to fight against the German grenadiers of the 276.ID entrenched on the hill and supported by some tanks and Nebelwerfer. The Wiltshire and the Somerset suffered heavy losses before they reached the crest of hill 365. Finally, with the help of tanks of the 13/18th Hussars the British infantrymen succeeded to capture Mont Pinçon.

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 Mont Pinçon is a temporary medal objective for the Allied player.

Special Rules

- Use "BCF Command" rules (Nation 5) for all Allied units.
- Special Weapon Asset rules (SWAs 4) are in effect for the Axis infantry units equipped with Mortar (SWAs 6) or Machine gun (SWAs 7).
- Use "Tiger" rules (Troop 16) to the Axis armored unit with a single figure.
- The Axis player lays out the minefields (Terrain 29).
- Use "Fordable streams" rules for the Druance River (Terrain 61).

SAINT-AIGNAN DE CRAMESNIL



Setup order		
1		x1
2		x1
3		x4
4		x15
5		x5
6		x2
7		x7
8		x5
9		x3
10		x1
11		x1

Historical Background

On the morning of August 8, 1944, German Tank ace Michael Wittmann found himself leading a handful of Tiger tanks, supported by a few Panzer IV and Stug IV, into a counter-attack near the town of St. Aignan-de-Cramesnil. With nearby Cintheaux already under heavy artillery fire from the Anglo-Canadian forces of Operation Totalize, Wittmann did not want to wait for the mass of enemy tanks to regroup. Much to the Allies' surprise his Tigers sprung forward in the open along Route Nationale 158.

But lying in ambush to the south, under cover of the woods, were the tanks of A Squadron, 1st Northamptonshire Yeomanry. With the Tigers now clearly in sight, the Sherman Fireflies of Commander Gordon and Gunner Joe Ekins went to work. Within 12 minutes, all 3 Tigers within range were destroyed - including Tiger 007, its turret and hapless hero blown-off.

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
[Canada]
Take 4 Command cards.
Allies were surprised: Draw - and keep - two cards after turns 1 and 2. You will then have a hand of 6 Command cards for the rest of the battle.

Conditions of Victory

5 Medals.

Special Rules

The Allied Battery is a Big Gun battery (Troops 3 - Big Guns).

Tiger tank rules are in effect (Troops 16 - Tigers). The

Tiger tank marked with a Battle Star is Michael Wittmann's: It may ignore 1 flag; battle at +1d when not moving; and its Battle Star does not count as an additional Victory medal for the enemy.






The three hexes of dense vegetation next to the village by the crossroad are Orchards. Play them like Jungle hexes (Terrain 57 - Jungles).

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

[NORMANDY] CAUMONT L'EVENTÉ

- ATTACK OF THE BIG RED ONE.



Setup order		
1		x1
2		x1
3		x10
4		x8
5		x12
6		x5
7		x1
8		x1

Historical Background

One week after D-day, it was still time for the consolidation of the Allied beach heads. In the area of Omaha Beach, the next objective for the 1st US Infantry Division "Big Red One" was to capture Caumont l'Eventé, a village on a small height at about 22km from the seaside. The infantrymen of the 26th Infantry Regiment, with the support of the Sherman tanks of the 743th Tank Battalion, attacked in the morning of the 12th June. They were repelled on a first time by a German counter-attack made by infantry and tanks of the 2. Panzer Division newly arrived in the battlefield. Finally, on the 13th June in the morning, Caumont l'Eventé was in Allied hands. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 4 command cards.

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

Conditions of Victory

6 medals.

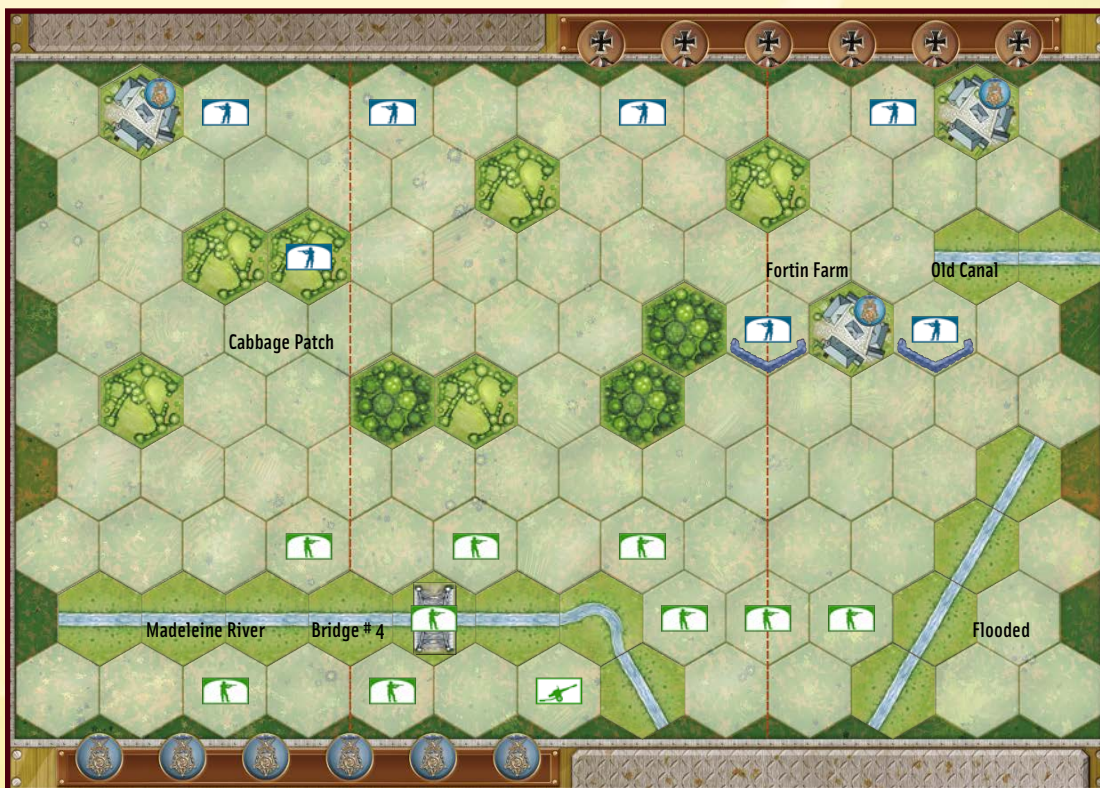
The 8 hex of Caumont l'Eventé (including the cemetery) form a Temporary Majority Medal Objective worth 1 Medal for whoever controls the village.

So the Axis player begins the game with one medal in his victory path.

Special Rules

- Use "Specialized Units" rules (Troops 2) to the three Axis units with badge.
- Use "Mobile Artillery" (Troops 14) to the US artillery unit.
- Use "Air Strikes" rules (Action 3) for the Allied player only.

CARENTAN CAUSEWAY



Setup order

- 1  x13
- 2  x1
- 3  x3
- 4  x1
- 5  x6
- 6  x3
- 7  x2
- 8  x3

Historical Background

Rommel realized the danger to the Axis defenses should Carentan fall, for it was the link between the two US beaches and also the key to an American drive west to cut the base of the Cotentin Peninsula. The defense of the city was in the hands of Freiherr von der Heydte and the Fallschirmjäger-Regiment 6.

Allied High Command's decision to send the paratroopers in on their own with little armor or air support, was based on poor reconnaissance, which only found scattered resistance along the causeway to Carentan. Also most of the armor and infantry that landed at Utah were being diverted northwest to capture the port city of Cherbourg.

On the morning of June 11th all attempts to drive the Germans back with artillery had failed. Colonel Cole had overcome the obstacle blocking bridge number 4 and ordered his men to fix bayonets and advance across the open fields to seize the hub of German resistance, the Fortin Farm. The whistle sounded and the charge gathered momentum as more men joined the attack. The farm was not occupied but the Germans had dug in around the buildings. These positions were overrun, but heavy allied casualties and disorder prevented Cole from following up his advantage.

In the cabbage patch fields just beyond the bridge, Germans of the 6th Parachute Regiment defended the area and the opposing sides fought to a standstill.

Running desperately short of ammunition, Heydte decided to pull the German forces out of Carentan and set up a new line of defense to the southwest of the city (see Carentan June 13th).

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

4 Medals

An Allied unit that captures the Fortin Farm or a town hex counts as one Victory Medal. Place an Objective Medal on the farm and each town hex. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.






Special Rules

All Allied and Axis infantry units are Special Forces Elite Units. They may move 1 or 2 hexes and still battle.

CARENTAN



Setup order

- 1  x9
- 2  x8
- 3  x3
- 4  x3
- 5  x4

Historical Background

The town of Carentan was the key to the American drive west to cut off the base of the Cotentin Peninsula. After two days of fighting and desperately short of ammunition, the Germans pulled their forces out of Carentan and set up a new line of defense to the southwest of the city. A counter attack by the 17th SS Panzer Grenadier Division was delayed on June 12th because its support battalion of assault guns was held up by Allied air attacks. On the morning of the 13th the Germans attacked the forward positions of both parachute units and almost drove them back into Carentan.

Allied Intelligence had cracked the German code and learned of this planned counter attack, but because they did not want to risk revealing their intelligence breakthrough, the paratroopers were not warned of the forthcoming attack. Despite the surprise, the 2nd Armored battle group, nicknamed "Hell on Wheels", was able to move into position to counter the German strike. The armored task force tore into the German positions and quickly turned the tide of battle in favor of the Allied forces.

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 5 Command cards.

You move first.

Conditions of Victory

5 Medals

Special Rules

All Allied and Axis infantry units are Special Forces Elite units. They may move 1 or 2 hexes and still battle.

[NORMANDY] CROSSING OF ELLE RIVER - HARDENING DEFENSE.



Setup order		
1		x11
2		x3
3		x2
4		x11
5		x15
6		x5
7		x3
8		x3
9		x3

Historical Background

After the crossing of the swampy area of Aure river, the soldiers of 29th US Infantry Division who advanced towards Saint-Lô, entered in the normand bocage (hedgerow). On the Elle river, the German defense was stronger. Units of the German 352. Infanterie Division, exhausted by 6 continuous days of battle were reinforced by a regiment of the 353. Infanterie Division, just arrived on the front. The first US attempt to cross the Elle river was repelled with heavy losses by an enemy counter-attack, but with the support of tanks and artillery, the US infantry achieved to capture Saint-Clair-sur-Elle. The advance towards Saint-Lô looked more difficult than expected.

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

Briefing

Allied player [United-States]
6 command cards, you move first.

Axis player [Germany]
5 command cards.

Conditions of Victory

6 medals.

St Jean de Savigny, Le Mesnil and St Clair/Elle are each a temporary medal objective for the Allied player.

Special Rules

The Elle river is fordable (Terrains 41 - Fords and fordable rivers).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the unit equipped with Mortar (SWAs 6 - Mortar Late War).

The Allies may place a Smoke Screen (Actions 21 - Smoke Screen) at the beginning of each turn.

The Axis player lays out the minefields (Terrains 29).



BATTLE FOR HILL 178



Setup order		
1		x9
2		x15
3		x13
4		x3
5		x6
6		x2
7		x5
8		x7
9		x4

Historical Background

After weeks of tough battles, Major General J. Lawton Collins, commander of VII Corps, is eager to put an end to the battle for Cherbourg and orders three Infantry Divisions to attack the "Festung" (fortress). 9th US Infantry Division is charged with clearing the western flank, from Bois du Mont du Roc to the Épiney Farm.

The region is defended by Kampfgruppe Keil, a hodgepodge of the 919th German Infantry Regiment and other disparate units. On June 23, supported by artillery fire and platoons of tank destroyers, the 39th, 47th and 60th US Infantry Regiments attack the German positions. After a day-long struggle, they manage to break through in the evening. On June 24, Kampfgruppe Keil is forced to withdraw to take refuge into the "Westeck" (West corner), a fortified position to the North.

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

7 Medals.

Special Rules

The Allied player can conduct Air Strikes (Actions 3 - Air Strikes & Blitz).

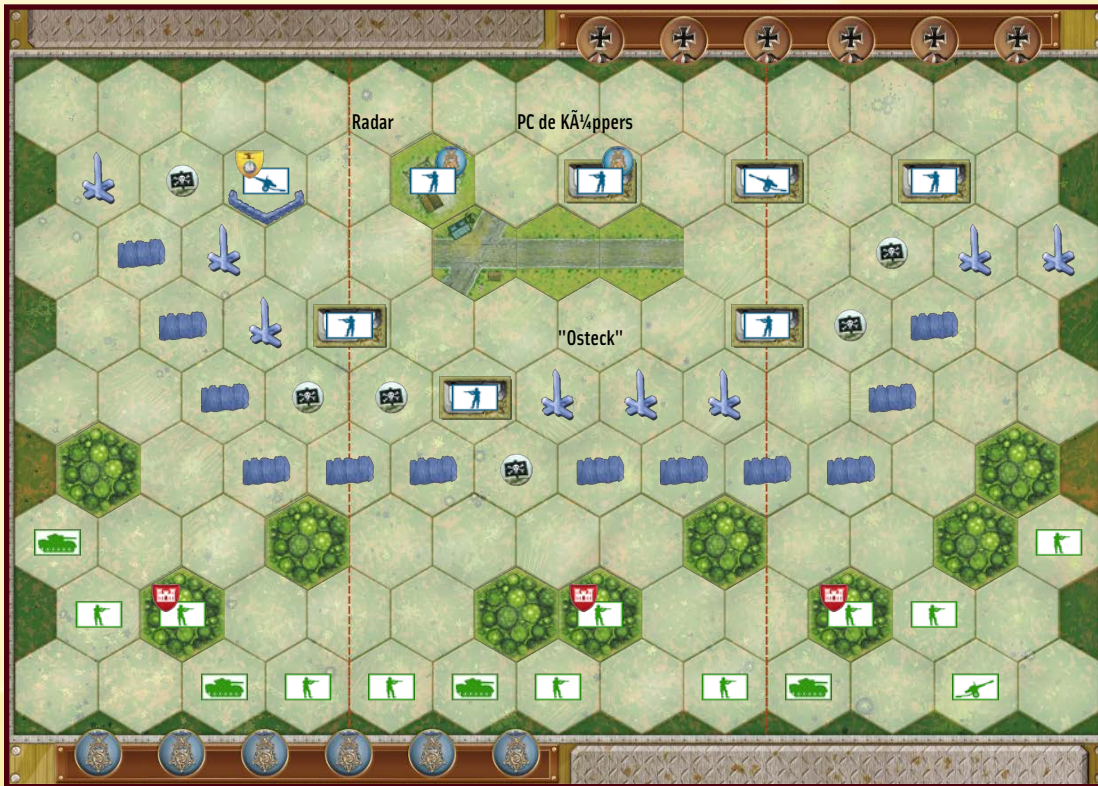
The Caudet is a fordable stream (Terrain 61 - Fordable Streams).

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

(Open de France Memoir 44 - 2009) (Final)



[NORMANDY] GERMAN STRONG POINT "OSTECK" - THE US ATTACK OF THE 27TH OF JUNE.



Setup order

- 1 x6
- 2 x1
- 3 x2
- 4 x1
- 5 x9
- 6 x8
- 7 x1
- 8 x12
- 9 x6
- 10 x2

Historical Background

At the end of June 1944, the battle for the capture of "Festung" Cherbourg was under way. On the east flank, the German strong point called "Osteck", under the command of Major Küppers, was facing the 4th US Infantry Division of General Barton. On the 27th of June, the US troops attacked with infantry and tanks. The US advance was soon stopped by the fierce resistance of the German defenders and by the fire of the heavy coastal battery "Hamburg" which had pointed one of its gun inland. Finally, General Barton got the surrender of Osteck by showing to Major Küppers a detailed map with all the German positions of Osteck. Küppers was then convinced that to continue the resistance was useless and gave his surrender.

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 States] : 6 command cards, you move first.

Conditions of Victory

6 medals.

The capture of the radar station and the HQ of major Küppers are each a temporary medal objective for the Allied player.

Special Rules

- Use "Combat Engineer" rules (Troops 4) to the three Allied infantry units with Engineer badge.
- Use "Heavy Anti-Tank Guns" rules (Troops 23) to the Axis artillery battery with 88 badge.
- The Allies may place a Smoke Screen (Actions 21) once in the game.
- The Axis player lays out the minefields (Terrain 29).

[NORMANDY] BRETEL WOOD

- COUNTER-ATTACK IN THE DARKNESS.



Setup order		
1		x12
2		x6
3		x13
4		x9
5		x6

Historical Background

After a long static period in the bocage, the 29th US Infantry Division was ready to advance toward Saint-Lô. But, in the night 10th to 11th of July, a strengthened company of German paratroopers of the 3.Fallschirmjäger Division attacked the positions of 1/115th Infantry regiment, using flame-throwers. "A" Company was destroyed but 1/115th, split into small battle groups, resisted by fighting in close combat and the German assault was contained. In the morning, the battle was over, but the losses were heavy for the two belligerents.

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

Briefing

Allied player [United-States]
5 command cards.

Axis player [Germany]
5 command cards, you move first.

Conditions of Victory

6 medals.

Special Rules

All Axis infantry units are elite (Troops 2 - Specialized Units).

The two Axis units with a badge are Combat Engineers (Troops 4 - Combat Engineers)

Night Attack rules are in effect (Actions 19 - Night Attack).

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



ATTACK ON HILL 192

- ST-LO



Setup order

- 1  x12
- 2  x6
- 3  x1
- 4  x1
- 5  x6
- 6  x12
- 7  x5
- 8  x2
- 9  x3

Historical Background

The attack on Hill 192 was only one part of a larger operation east of the Vire directed at St-Lo. This dominating height had been a thorn in the flank of the 1st army for some time. The enemy forces occupying the hill allowed observation over the entire countryside.

The German 9th and 5th Parachute Regiments manned the defenses around Hill 192. No attempt was made to maintain a continuous defensive line. Relying on a number of strong points that supported each other, the German plan called for an elastic defense of the area.

The attack of the 2nd US Division ordered the 38th Infantry supported by 741st Tank Battalion and 2nd Engineer Combat Battalion to clear 'Kraut Corner' and take Hill 192 proper. The 23rd infantry was ordered to secure St-Georges-d'Elle-la, and move south and take the la Croix-Rouge.

The terrain difficulties in the battle on July 11th were essentially those normal to hedgerow fighting. After a hard fight, Kraut Corner was taken. Lighter opposition on Hill 192 allowed the 1st battalion of the 38th Infantry to move forward to the crest of the hill. On the left wing, the 23rd Infantry faced terrain which contained a draw that was almost impassable. "Purple Heart Draw" was well covered by enemy fire and the lack of tank support prevented the 23rd from gaining ground much beyond this point.

The overall drive of the 2nd Division, although slowed by stubborn resistance, could not be stopped and the battle for Hill 192 had been won.

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

An Allied unit that captures any of the following towns, la Croix-Rouge, or la Soulair, or Hill 192, counts as one victory medal. Place an objective medal in these towns and on the Hill hex on the Axis baseline. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The Allied Special Force is an Engineer unit. Place an Allied special force token in the same hex with this unit to distinguish it from the other units. The unit moves like infantry, but in battle it ignores terrain battle dice reductions in close assault combat.

The Axis Special Force is an Engineer unit. Place an Axis special force token in the same hex with this unit to distinguish it from the other units. The unit moves like infantry, but in battle it ignores terrain battle dice reductions in close assault combat.

Purple Heart Draw (river hexes) is impassable to tanks. A tank may enter and/or cross the draw on the bridge. A unit, when on the bridge, battles as normal. Infantry units that enter the draw must stop and may move no further on that turn. An infantry unit may not battle when on a draw hex.

This scenario is courtesy of Game Trade Magazine: www.gametrademagazine.com

[NORMANDY] BATTLE ON MARTINVILLE RIDGE - US ADVANCE TOWARDS SAINT-LÔ.



Setup order		
1		x12
2		x2
3		x5
4		x7
5		x12
6		x2
7		x6
8		x1
9		x5

Historical Background

On the 1th of July 1944, 116th US Infantry Regiment was advancing with difficulty on the Martinville Ridge, repelling the Germans entrenched in numerous hedgerows. With the support of tanks equipped with "Culin" system, US infantrymen advanced towards Saint-Lô in spite of the strong resistance of German fallschirmjäger. Four days long, Martinville Ridge was the place of fierce combats and losses were important for the two sides.

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

Briefing

Allied player [United States]
6 command cards, you move first.

Axis player [Germany]
5 command cards.

Conditions of Victory

6 medals.

Martinville is a permanent medal objective for the Allied player.

Special Rules

All Axis infantry are Fallschirmjäger (Troops 2 - Specialized Units). Badges are not required.

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for units equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War) and Mortars (SWAs 6 - Mortar Late War).

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

La Dollée and la Piérie are fordable streams (Terrains 61 - Fordable Streams).

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



HEDGEROW HELL

- EAST OF SAINT-LÔ



Historical Background

After a month of heavy fighting, the Germans finally lost Hill 192 the previous night (See "Attack on Hill 192", scenario WF14 on p. 30 of the Memoir '44 Air Pack). For the first time since June they no longer dominate the road to Saint-Lô. Should US High Command be able to deploy the 5th Corps into a large-scale armored offensive, the city will finally be within reach.

But the German elite Parachute units have taken advantage of darkness to pull back onto Hill 101 in the vicinity of the Bayeux Highway near la Boulaye, as well as onto Hill 147 on Martinville's Ridge northeast of Saint-Lô. Reinforced by elements of the Panzer Lehr, they have set up a line of defense in the endless cover of fields, woods and streams.

Their airpower grounded by poor weather and their tanks mired in unforgiving "bocage" country, the Allies must place the burden of the attack on the shoulders of their infantry yet again. What awaits the weary US troops will forever be known as "Hedgerow Hell"...

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

Briefing

Axis Player
[Germany]
Take 10 Command cards.

Allied Player
[United States]
Take 8 Command cards.
You move first.

Conditions of Victory

13 Medals.

The five road hexes with an Exit marker on the Axis player's baseline are Exit hexes for the Allied forces.

The towns of la Boulaye, Martinville and Bourg-d'Enfer are Temporary Medal Objectives for either camp. When unoccupied, each town's medal goes to the Axis player.

Special Rules

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

Re-supply rules (Actions 24 - Re-supply) are in effect for all Allied Supply Trucks (Troops 17 - Supply Trucks).

All streams are fordable (Terrain 41 - Fords & Fordable Rivers).

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

Setup order

- | | | |
|----|--|-----|
| 1 | | x37 |
| 2 | | x15 |
| 3 | | x18 |
| 4 | | x12 |
| 5 | | x6 |
| 6 | | x4 |
| 7 | | x23 |
| 8 | | x2 |
| 9 | | x1 |
| 10 | | x15 |
| 11 | | x13 |
| 12 | | x6 |
| 13 | | x1 |
| 14 | | x1 |
| 15 | | x2 |
| 16 | | x8 |
| 17 | | x5 |
| 18 | | x3 |
| 19 | | x3 |

OPERATION COBRA



Setup order

- 1  x12
- 2  x1
- 3  x5
- 4  x1
- 5  x5
- 6  x9
- 7  x2

Historical Background

Operation "Cobra" was predicated on the saturation bombing of German lines over a narrow front. After the bombing, an attack would be made by three infantry divisions, with two armored and one infantry divisions held in reserve of this breakout force. General Bradley's intention in Cobra was to get the US forces out of "hedgerow hell" and into the uplands further south where they would be able to maneuver.

The ground attack began at 11.00 with the simple objective of seizing Marigny and St. Gilles. In the center, the bombing quickly put the old 'Panzer Lehr' division out of action. But the western portion of the attack bogged down quickly against German defensive positions of the 13th Parachute Regiment, who had escaped most of the bombing. Around the town of Hebecrevon, Panther tanks and German infantry were also putting up a strong fight. As a result, first day gains were disappointing.

The options of "Lightning Joe" Collins, commander of the US forces, were to continue the infantry attacks in hopes of securing a clean breakthrough; or act more boldly and commit the mechanized forces held in reserves the next day. Never a timid man, he opted for the latter. By late afternoon, the 3rd Armored Division was on the outskirts of Marigny and the 2nd Armored Division moving rapidly toward St. Gilles. An attempted counter attack by Kampfgruppe Heinz and remnants of Panzer Lehr could not stop the armored advance. The US forces had achieved their breakout.

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 5 command cards.
You move first.

Conditions of Victory

5 Medals

An Allied unit that captures the town of St. Gilles or Marigny 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.

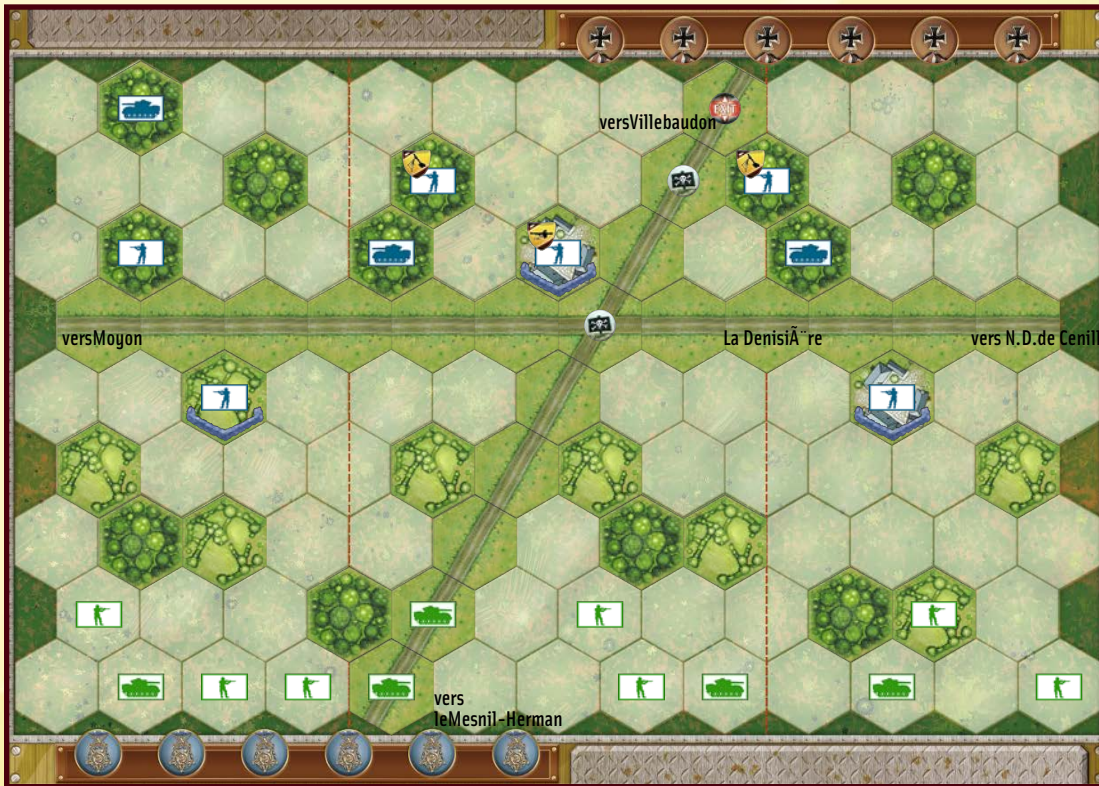
Special Rules

The Axis Special Force tank unit has 4 figures.

Place an Axis badge in the same hex as this unit to distinguish it from the other units.

ROADBLOCK AT LA DENISIERE

- DEFENSE OF THE CROSSROAD.



Setup order		
1		x1
2		x19
3		x8
4		x2
5		x12
6		x3
7		x1
8		x2

Historical Background

On the 29th of July 1944, US troops of General Bradley were advancing towards Avranches after the breakthrough of the Operation Cobra. The German command tried to close the gap by all means. A Kampfgruppe (occasional battle group) of the 2. Panzer Division, composed with 20 tanks and two companies of Panzer Grenadier Regiment 304, captured the crossroad of la Denisiere, on the road between le Mesnil-Herman and Villebaudon. Entrenched around the crossroad, the Kampfgruppe stopped the US advance and destroyed several vehicles including 25 tanks. The crossroad was recaptured the day after by US troops and the remnants of the Kampfgruppe withdrew to Moyon. The stage is set, the battles lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player [Germany] : 5 command cards.

Allied Player [United States] : 6 command cards, you move first.

Conditions of Victory

6 medals.

For the Allied player, exit marker is in effect on the road hexagon marked "vers Villebaudon" (Action 23).

Special Rules

- Special Weapon Asset rules (SWAs 4) are in effect for the infantry units equipped with an antitank weapons (SWAs 5) or a mortar (SWAs 6).
- The Axis player lays out the minefields (Terrains 29).



[NORMANDY] CAPTURE OF VIRE

- 29TH LET'S GO !



Setup order		
1		x1
2		x1
3		x6
4		x10
5		x2
6		x10
7		x13
8		x1
9		x8
10		x1

Historical Background

After the success of Operation Cobra and the breakthrough at Avranches, the 3rd US Army advanced out of Normandy. Meanwhile the 1st US Army continued to fight against German 7.Armee. The CCA of 2nd US Armoured Division failed to take Vire because of a set back on the bridge of Martilly where 14 of 19 Sherman tanks were destroyed by German artillery fire. So, the 29th US Infantry Division was ordered to take the town. On the 05th of August, GI's of the 116th Inf Rgt attacked from hill 219 west of Vire river, crossed the Virène stream and entered in the town by the South. On the 08th of August, after some street fighting, Vire was liberated.

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

Briefing

Allied player [United States]
6 command cards, you move first.

Axis player [Germany]
5 command cards.

Conditions of Victory

6 medals.

The church is a temporary medal objective for the Allied player.

Special Rules

Place badges on the 2 German elite infantry units (Troops 2 - Specialized Units) and a badge on the German artillery unit on the left section (Troops 23 - Heavy Anti-Tanks Guns).

The Vire river is impassable (Terrains 8 - River and Waterways) but the Virène river is a fordable stream (Terrains 61 - Fordable Streams).

Air rules are in effect: the Allied plane is a P-38 lightning (Strafing & Air Support). At game start, give

the Allied player one Air Sortie card and shuffle the other one in the deck. The Axis player doesn't have plane, if he draws the Air Sortie card (or the Air Power card), he must discard it and draw another card instead.



COUNTER-ATTACK ON MORTAIN

- UNTERNEHMEN LÜTTICH



Setup order

- | | | |
|---|--|----|
| 1 | | x2 |
| 2 | | x6 |
| 3 | | x2 |
| 4 | | x8 |
| 5 | | x8 |
| 6 | | x5 |
| 7 | | x7 |
| 8 | | x4 |
| 9 | | x1 |

Historical Background

"We must strike like lightning!" - Adolf Hitler to Field Marshall Von Kluge

'Operation Lüttich' began shortly before midnight on the evening of August 3rd. Under direct orders from Hitler, four armored divisions launched a counterattack westward across the Cotentin Peninsula toward Avranches. Their objective: to cut Patton's forces in half, thereby bottling up the Allied breakout.

The 2nd SS Panzer Division pushed into Mortain before dawn and sent a column toward St. Hilaire. But the value of holding Mortain was severely undermined by the 120th Infantry entrenched on hill 317. The 2nd Panzer Division drove west along the River See until it was halted near Le Mesnil-Adelee. In the center, 1st SS Panzer and Panzer Lehr Division were stopped after taking St. Barthelemy. The northernmost element of the push, the 116th Panzer Division failed to launch its attack.

The US commander, "Lightning Joe" Collins, countered and ordered armored and additional infantry forward from the reserve. By late morning, Allied aircraft swarmed the area; with a clear view of the German advance from Hill 317, the 120th was able to call in accurate air and artillery fire all day.

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 6 command cards.

Conditions of Victory

4 Medals

An Axis unit that captures St. Hilaire counts as one victory medal. Place an objective medal in this town. 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

Movement up onto a hill hex is a 2 hex move. Moving

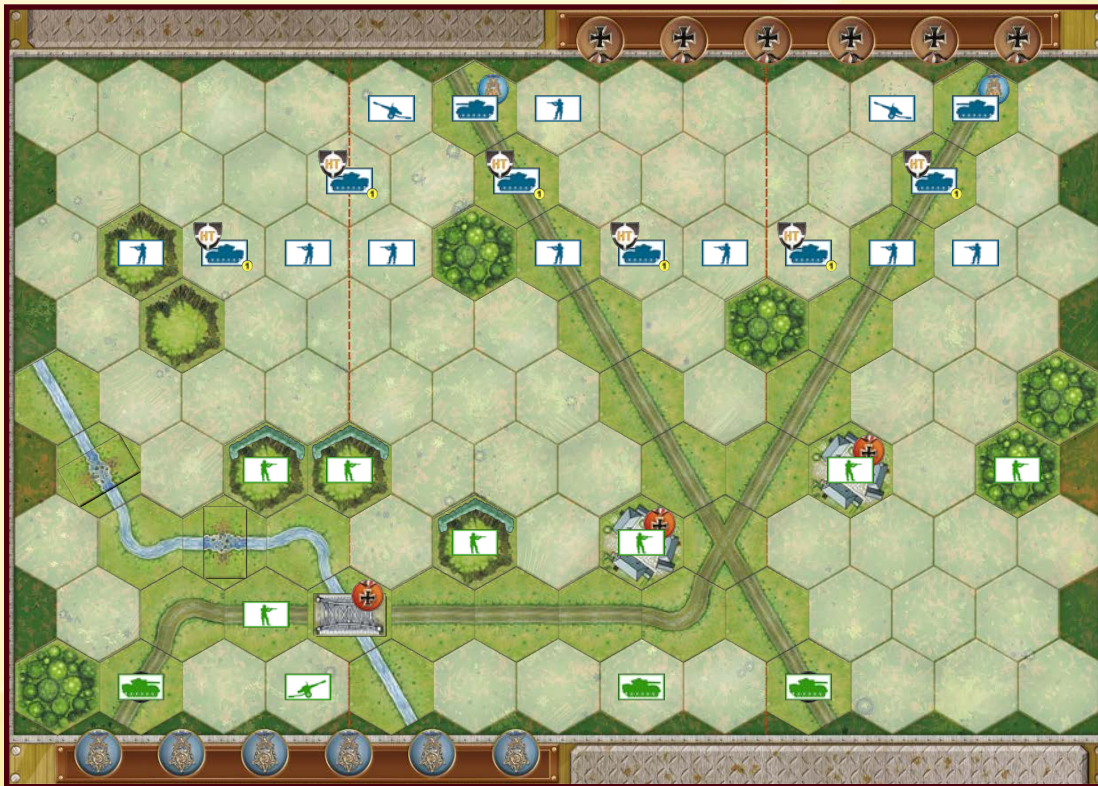
down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move.

The Axis Special Force infantry is an elite Panzer Grenadier unit, and the 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 Panzer Grenadier unit may move 1 or 2 hexes and still battle

As long as either hex of Hill 317 has an allied unit on it, the Allied player may play his 'Recon' cards as an Air Power strike for that section. Target a group of 4 or fewer adjacent hexes with enemy units on them. Air attack with 2 battle dice per hex (see 'Air Power' card for more details).

LE-MESNIL-ADELÉE

- UNTERNEHMEN LÜTTICH



Setup order		
1		x1
2		x2
3		x19
4		x1
5		x2
6		x2
7		x2
8		x5
9		x5
10		x5
11		x3
12		x2
13		x3
14		x2

Historical Background

On August 6th, Bradley and Hodges received a report from Allied aircraft indicating a build-up of German forces in the Mortain area. The US 30th Division therefore only had a day's warning to assume a defensive posture. In the other camp, Hausser, knowing Hitler's expectations, dared not postpone the attack. Thus Operation Lüttich began, shortly after midnight, with no preliminary artillery bombardment and many Panzer units still out of position.

In the South, the 2nd SS Panzer Division pushed toward Mortain. In the North, Schwerin withheld his orders and the 116th Panzer Division failed to launch its attack. The 2nd Panzer Division achieved the most success in the center. Under cover of fog and darkness, it drove forward almost six miles and at sunrise was just outside of the town of Le-Mesnil-Adelée. When the ground fog began to dissipate, it revealed the 119th US Infantry deployed in town and on the nearby hills. Still strung-out from their night march, the Germans halted to redeploy prior to their assault...

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.

Exit markers are in effect. The two road hexes with an Exit marker are Exit hexes for the Axis forces.

The bridge and two town hexes are Temporary Medal Objectives for the Axis forces.

The two road hexes on the Axis player's baseline are Temporary Medal Objectives for the Allied forces.

Special Rules

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

The River is only passable at the two fords and the bridge. In addition the shallow fords do not stop movement.

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

BREAKTHROUGH AT MORTAIN



Setup order		
1		x1
2		x12
3		x6
4		x1
5		x8
6		x2
7		x15
8		x6
9		x6
10		x6
11		x7

Historical Background

While Patton's tanks roll through Brittany, threatening France's center, Hitler orders Field Marshal Von Kluge to launch an armored counter-attack to cut the Avranches corridor. The Germans struggle to regroup 150 tanks from the remnants of four armored divisions before venturing into hedgerow country on the night of August 6-7. Initially they make good progress, except around Saint Barthélémy and Hill 317 near Mortain. But soon the fog lifts, unveiling a sky full of rocket-equipped Typhoons from the 2nd Tactical Air Force. The Panzer assault is stopped dead in its tracks. For the next 4 days, it's a duel to the last between the US infantry and the German Panzers. Finally on August 12, Von Kluge is forced to call the retreat. The ultimate attempt to save Normandy has failed.

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

Axis player: Allied units killed give the Axis player no medals in this scenario. Instead, the Axis player must seize 5 out of the 7 Permanent Medal Objectives that are Mortain's Train Station and the villages of Juvigny, Milly, Saint Pois, le Mesnil-Adelée, Montigny and Saint Hilaire.

Allied player: 12 Medals.

Special Rules

All Axis infantry and 3 of the Allied infantry are elite units (Troops 2 - Specialized Units). Use badges for the

elite Allied infantry.

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

Re-supply rules (Actions 24 - Re-Supply) are in effect for the Supply Trucks (Troops 17 - Supply Trucks).

Air rules are in effect. Give both Air Sortie cards to the Allied player before game start. Use the Spitfire (Airplanes 4 - Supermarine Spitfire) with their Ground Interdiction (Air Rules 5 - Ground Interdiction) and Strafing (Air Rules 10 - Strafing) to simulate the Typhoons' devastating effect.

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

If the Axis player draws an Air Power during the game, he must play it as an Artillery Bombard instead.



MAQUIS OF MALLEVAL

- VERCORS



Setup order		
1		x1
2		x14
3		x5
4		x15
5		x19

Historical Background

The maquis of Malleval, a rural guerrilla band of the French Resistance, was composed of 50 men under the command of Lieutenant Eysseric (code name "Durand"). The group's base of operations was the isolated village of Malleval-en-Vercors, on the western buttness of the Vercors plateau. On January 29, 1944, a German battalion dispatched from Grenoble, crossed the gorges of the Nan river to encircle the village. Alerted too late, the maquisards were surrounded; 22 were killed in combat and another 7 inhabitants thrown to the fire in a barn while the village burned to the ground. This tragic episode was an ominous prelude to the battle of Vercors that would soon engulf the region in flames.

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 [French Resistance]: Take 5 command cards.

Conditions of Victory

5 Medals

Special Rules

All Allied units are French Resistance (Nations 1 - French Resistance). Badges are not required.

Special Weapon Asset Rules (SWAs 1 - Special Weapon Assets) are in effect for the unit equipped with a mortar (SWAs 3 - Mortar).

Air rules are not in effect. Remove all Air Sortie, Air Power and Barrage cards from the Command deck before the start of the game.



MONT MOUCHET



Setup order

- 1  x5
- 2  x20
- 3  x4

Historical Background

On June 10th, three tactical groups from the Wermacht, about 2,000 men with armored support, converged on Mont Mouchet. Simultaneously moving in from the west (Saint Flour), north (Langeac and Pinols) and east (Le Puy-en-Velay et Saugues) they were determined to trap all French Resistance troops in the area. Violent fighting occurred during the entire day. The French companies made use of their knowledge of the wooded and hilly terrain to hold off the advances and finally forced the enemy to temporarily fall back to their starting positions.

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 5 command cards.

You move first.

Conditions of Victory

4 Medals

Eliminating an Axis tank unit counts as two victory medals for the Allied player.

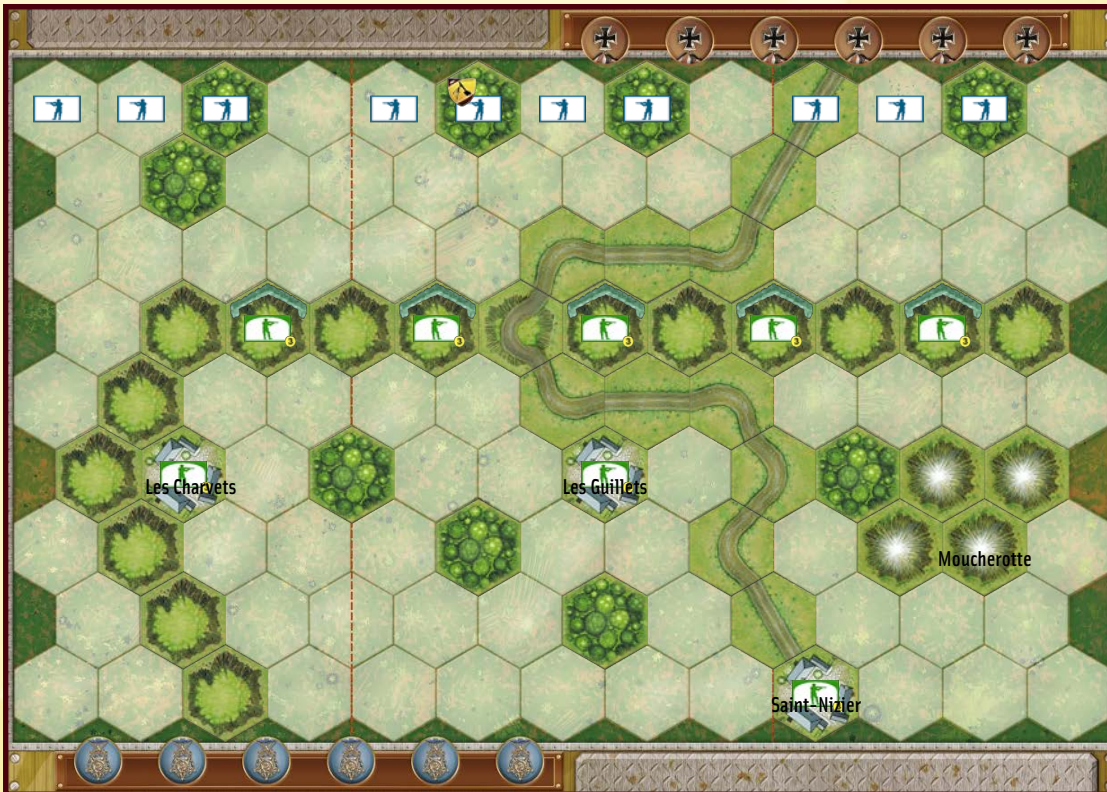
Special Rules

The Axis Special Forces tank units have 4 figures.

All the Allied units are French Resistance infantry. Therefore, there is no need to place Resistance badges with the units. These units only have 3 figures. A Resistance unit may move onto terrain and still battle. When retreating, the unit may move back 1, 2 or 3 hexes before it regroups.

BATTLE OF SAINT-NIZIER

- VERCORS



Setup order		
1		x1
2		x6
3		x15
4		x9
5		x3
6		x4
7		x5
8		x5

Historical Background

With its cliffs, steep slopes and limited access points, the Vercors plateau is a natural and easily defended fortress. Familiar with the terrain, the heads of the French Resistance immediately saw its value as a defensive bastion deep within occupied France. Soon enough, word spread and a few thousand young French men and women began to arrive - all eager to take arms against the occupier. Unfortunately, the Germans had also gotten wind of the growing resistance there. On June 13, 1944, a German battalion moved into the gap near Saint-Nizier, before running into stiff resistance from the maquis outposts and withdrawing with heavy losses. Determined to flush the place out, the Germans were back in force two days later however. This time, they broke through, forcing the maquisards to withdraw. The road to Saint-Nizier was not open; soon the Germans seized it, burning the village to the ground in retaliation for their losses.

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 [French Resistance]: Take 5 command cards.

Conditions of Victory

6 Medals.

Special Rules

All Allied units are French Resistance (Nations 1 - French Resistance). Badges are not required.

Special Weapon Asset Rules (SWAs 1 - Special Weapon Assets) are in effect for the unit equipped with a mortar (SWAs 3 - Mortar).

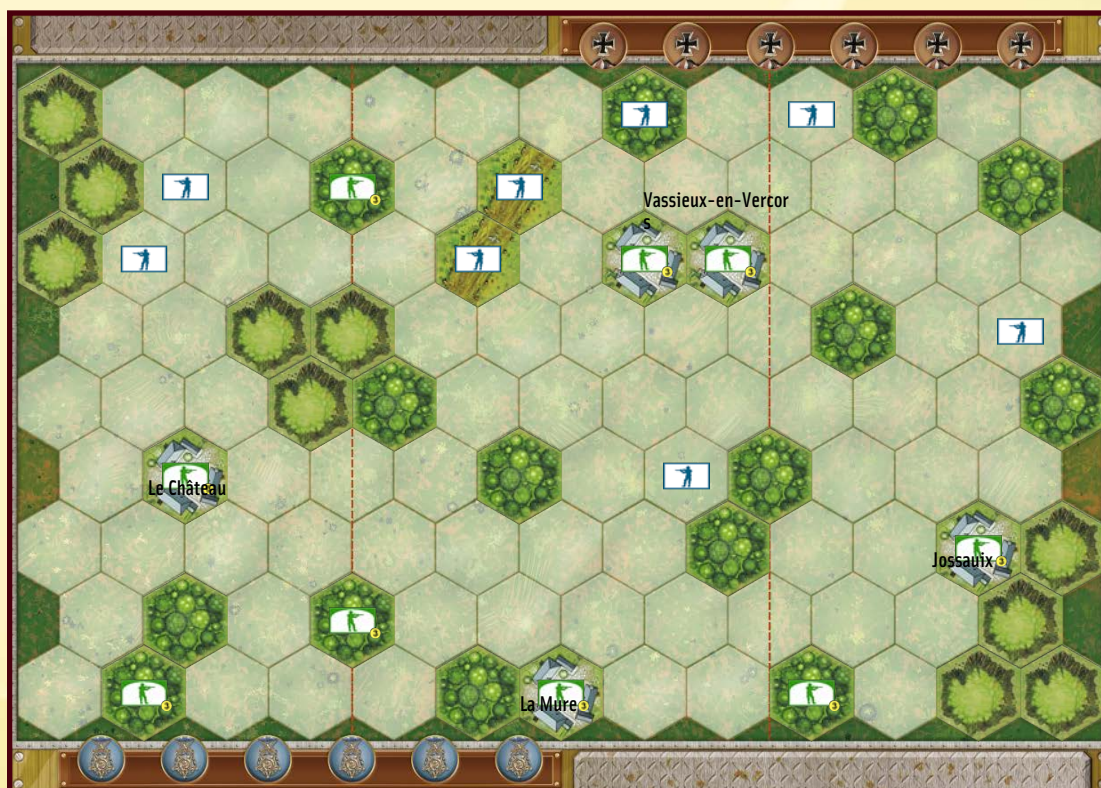
The slopes of all Hill hexes facing the outside of the Vercors Plateau are Steep Hills (Terrain 13 - Steep Hills). All Countryside hexes inside the Vercors Plateau are considered at the same eight as the Hill hexes bordering the Plateau.





The Massif de Moucherotte is impassable to all units.

Air rules are not in effect. Remove all Air Sortie, Air Power and Barrage cards from the Command deck before the start of the game.

MASSACRE AT VASSIEUX-EN-VERCORS

- VERCORS



Setup order		
1		x2
2		x5
3		x15
4		x10

Historical Background

On July 20, 1944, following several weeks of troops build-up, the Germans launched their attack on the newly proclaimed "Free Republic of Vercors". The next morning, the German 157. Reserve-Division, bolstered with Ukrainian troops from Eastern battalions, completely finished surrounding the Vercors Plateau, trapping the French Resistance in. By early morning, twenty gliders landed in the vicinity of Vassieux-en-Vercors, on a makeshift landing strip the Resistance was busy finishing. They did not contain the allied reinforcements the maquisards had hoped for though. Instead, SS troops stormed out of these gliders to seize Vassieux and the neighboring hamlets of La Mure, Jossaux and Le Château, indiscriminately killing all they met - French Resistance and local inhabitants alike. Late in the day, French Resistance companies, coming to the rescue from other parts of the Plateau, attempting to encircle the enemy and wipe him out in a counter-attack, but failed due to a lack of heavy armament against the now well-entrenched SS troops.

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 [French Resistance]: Take 5 command cards.

Conditions of Victory

5 Medals.

Special Rules

All Allied units are French Resistance (Nations 1 - French Resistance). Badges are not required.

The Air Power card cannot be played by the Allied player. When drawing one, the Allied player. When drawing one, the Allied player should immediately discard it and draw a new one instead.

Air rules are not in effect. Remove the Barrage and any Air Sortie cards from the Command deck before the start of the game.

If you do not possess the Air Pack or Terrain Pack expansion,

no worry: The Airfield hex has no effect in this scenario

VASSIEUX

- VERCORS



Setup order

- 1  x4
- 2  x14
- 3  x7

Historical Background

Hotbed of the French Resistance, the "Maquis" of Vercors became one of the largest of its kind in the early months of 1944, with countless young French recruits joining up. Resistance camps were established around many villages such as Vassieux, because of its geographical configuration and strategic importance.

By July 14, 1944, the Resistance had completed the airfield - code-named "Taille-Crayon" (Pencil Sharpener) - and just received a drop from US flying fortresses when German planes appeared and bombed the village.

On July 21 at 9:00 AM, French Resistance, working to repair the airfield, were taken by surprise when 20 German planes and gliders came flying out of the morning mist. The gliders landed and German troops poured out, making for the houses in the village. The Resistance around Vassieux rushed to help their comrades and dislodge the Germans from the buildings, but all attacks through the day failed.

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
You move first.

Allied Player: Take 4 command cards.

Conditions of Victory

4 Medals

When 'Their Finest Hour' command card is played, do not reshuffle the command deck. Should the command card deck run out of cards and the Allied player has not won, the battle ends as an Axis player victory.

Special Rules

All the Allied units are French Resistance infantry. Therefore, there is no need to place Resistance badges with the units. These units only have 3 figures. A Resistance unit may move onto terrain and still battle. When retreating, the unit may move back 1, 2 or 3 hexes before it regroups.

BATTLE OF VALCHEVRIÈRE

- VERCORS



Setup order		
1		x1
2		x3
3		x5
4		x8
5		x11
6		x9
7		x2
8		x4
9		x8
10		x1

Historical Background

On July 22, 1944, the Germans launched a new assault on Valchevrière, a village under the protection of Captain Goderville and his group of French Resistance fighters. The maquisards' mission was to deny the Germans access to the west and south of Correçon-en-Vercors. Well entrenched in the natural strong point of "Le Belvédère", the troops of Lieutenant Chabal at first successfully repelled their attackers. But the next morning, while their positions were shelled by a deluge of mortars, German troops managed to infiltrate the nearby woods despite incoming fire and mines placed by the Resistance. Valchevrière was soon captured and burned to the ground. The Germans then simultaneously penetrated onto Belvédère and in the Pas de la Sambue. The combat raged all morning, but eventually the Resistance positions fell, one by one, buried under the numerical superiority of their opponents. Faced with a now totally desperate situation, Captain Goderville ordered his remaining maquisards to fall back. The mopping up of Resistance troops out of Vercors had begun.

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 [French Resistance]: Take 5 command cards.

Conditions of Victory

Axis Player: 7 Medals, including the Medal token of "Ferme d'Herbouilly" which is a Permanent Medal Objective that the Axis player must capture in order to win the game.

Allied Player: 6 Medals.

Special Rules

All Allied units are French Resistance (Nations 1 - French Resistance). Badges are not required.

The Belvédère hex is a mountain hex (Terrain 30 - Mountains).

Special Weapon Asset Rules (SWAs 1 - Special Weapon Assets) are in effect for the unit equipped with a mortar (SWAs 3 - Mortar).

Valchevrière is on a hill (Terrain 49 - Hills with Villages).

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

Air rules are not in effect. Remove any Air Sortie cards from the Command deck before the start of the game. In addition, the Air Power and Barrage cards cannot be played by the Allied player. When drawing one, the Allied player should immediately discard it and draw a new one instead.



BATTLE FOR THE PASSES

- VERCORS



Setup order		
1		x1
2		x18
3		x17
4		x11
5		x2
6		x9
7		x4
8		x1

Historical Background

As July 1944 drew to its end, the troops of German 157. Reserve-Division had the Vercors Plateau virtually surrounded. The only ground still out of their reach were the mountain passes (or "Pas") protecting the access to the East of the Plateau. South of the AMssif of Grande Veymont, they were four of them: the Pas des Chattons, Pas du Fouillet, Pas de la Selle and, a bit further, the Pass de l'Aiguille. Each of these mountain passes was under the protection of a section from the Adrian Company of maquisards, with headquarters in the Grande Cabane. The Germans shelled the Resistance position with a deluge of fire, leaving the issue of the battle in no doubt. Yet the Resistance managed to hold the enemy back for another full two days, before falling under withering fire. With these mountain passes now firmly under control, the Germans had invaded the most remote places of the Vercors. Combat stopped, soon giving way to a terrible repression.

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 [French Resistance]: Take 5 command cards.

Conditions of Victory

5 Medals.

The "Grand Cabane" is a Permanent Medal Objective worth 1 Medal for the Axis player; he must capture it in order to win the game.

Special Rules

All Allied units are French Resistance (Nations 1 - French Resistance). Badges are not required.

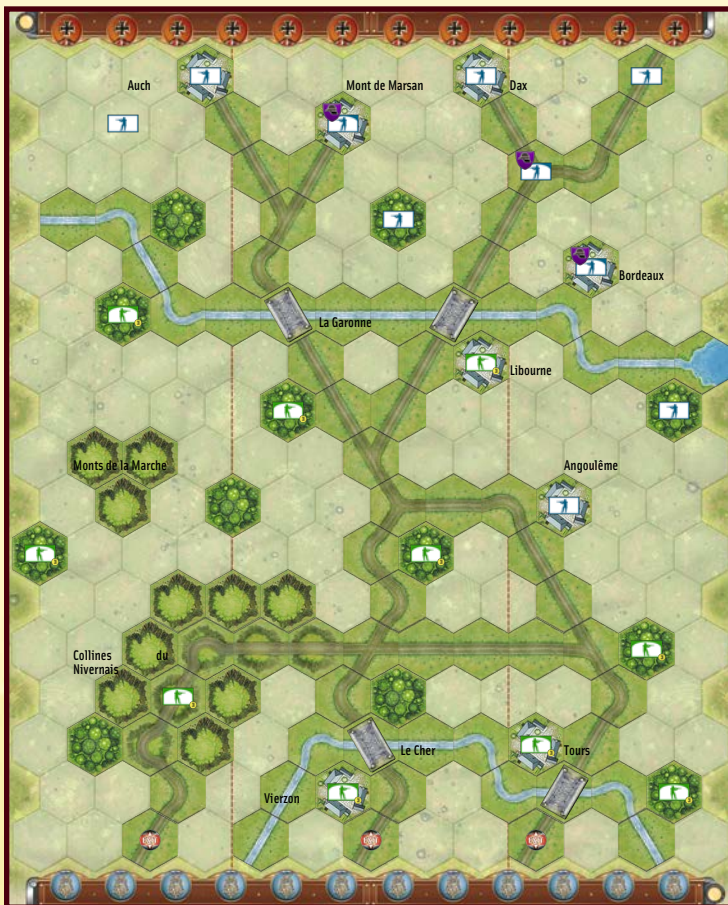
Special Asset Weapon rules (SWAs 1 - Special Weapon Assets) are in effect for the unit equipped with a mortar (SWAs 3 - Mortar).

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

Air rules are not in effect. Remove any Air Sortie cards from the Command deck before the start of the game. In addition, the Air Power and Barrage cards cannot be played by the Allied player. When drawing one, the Allied player should immediately discard it and draw a new one instead.



THE SURRENDER OF ELSTER'S COLUMN



Setup order		
1		x22
2		x9
3		x8
4		x2
5		x2
6		x3
7		x1
8		x2
9		x1
10		x1
11		x8
12		x15
13		x12
14		x10
15		x4
16		x3

Historical Background

With the landing of the Allied forces in Provence (Operation Dragoon), German occupation troops have been issued a general retreat order; As early as August 17, 1944, garrisons in the South-West of France evacuate en masse; their occupants, a long way from home, now begin their long haul back North. While motorized units are able to breakthrough and escape quickly, the same cannot be said for those on foot.

Marschgruppe Süd, under the command General Elster, is the last one to depart; its soldiers find themselves constantly harassed by French Resistance fighters and the relentless strafing and bombardments of Allied warplanes that dominate the air. The Germans put up a good fight for survival but finally find themselves blocked against the Loire River, unable to cross the entrenched bridge in Resistance hands at Decize. Left with no attractive option, Gal Elster surrenders on September 16, at Beaugency, along with 20,000 of his men.

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 [French Resistance]: Take 5 Command cards.

Conditions of Victory

Allied player only: 8 Medals.

Axis player: The Axis player achieves Victory if, and only if, he manages to exit 3 of his units through the Exit markers on the Allied player's baseline.

Special Rules

All Allied forces are French Resistance units (Nations 1 -

French Resistance). Badges are not required.

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

The Allied player alone is able to conduct Air Strikes (Actions 3 - Air Strikes).

Remove the Barrage card from the deck before starting the game, as neither the Germans nor the Resistance had any artillery support.

The "Air Power" card cannot be played by the Axis player. If he draws it or receives it at game start, he must immediately discard it and draw a new one.

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



FORÊT D'ECOUVES



Setup order

- 1  x8
- 2  x21
- 3  x3
- 4  x1

Historical Background

After the capture of Alençon on 12 August 1944 in the morning, the 2nd French Armored Division under General Leclerc continued its offensive toward Argentan. The French were informed that the 9th Panzer Division was ambushed in Ecoves forest. General Leclerc decided to attack on three axes : the armored column Roumiantzoff entered the forest by the south while the armored column Dio advanced by the west and Carrouges and the armored column Billotte attacked on the east and Sées. On the 13th of August, several battles occurred in Ecoves forest due to the arrival of tanks of others Panzerdivisions withdrawing from Mortain. On the next day, the 2nd French Armored Division gathered near Ecouché, the Ecoves forest was free of German panzers.

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

Briefing

Axis player [Germany]
5 command cards.

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

Conditions of Victory

6 medals.
Ecouché is a temporary medal objective for the Allied player.



Special Rules

Use "Specialized Units" and "Elite Armor" rules (Troops 2) to Axis units with Elite badge and to all Allied infantry units. For the Allied units, badges are not required.

LIBERATION OF PARIS



Setup order

- 1  x6
- 2  x15
- 3  x6
- 4  x5
- 5  x3

Historical Background

Conscious of the highly symbolic and political importance of Paris, Allied forces initially planned to surround the city and wait for its capitulation rather than risk taking it, with the inherent costs of street-by-street fighting and obvious risks to the population.

Legend has it that Paris' garrison commander, General von Choltitz, was so moved by the city's beauty, as seen from his hotel room on the Faubourg Saint-Honoré, that he chose not to carry out Hitler's order to destroy the City. He also arranged a citywide truce with the Resistance.

It was perhaps this last action which set the Allied commanders thinking that they could take the city instead of bypassing it. Also, Generals Leclerc and deGaulle insisted the city be liberated to restore French national pride. The mission was, therefore, assigned to the V Corps with Leclerc to lead the attack. But the approach into Paris was by no means as easy as expected. Choltitz had used the city truce to prepare the defenses outside the city. He was far from being ready to hand over the capital to the Allies without a fight.

Leclerc's Frenchmen attacked towards Paris at dawn on the 24th of August, in two columns. The left column, under Colonel de Langlede, immediately ran into German defenses, and was held up for hours in a firefight that saw the destruction of a number of German tanks. The right hand column, under Colonel Billotte, faced even more serious opposition and was quickly bogged down outside the capital by a series of strong points in several small villages.

That same night, defenses quickly evaporated when Choltitz ordered his troops to withdraw behind the Seine. The next day, August 25th, Choltitz surrendered to Leclerc at the Gare Montparnasse.

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 5 command cards.
You move first.

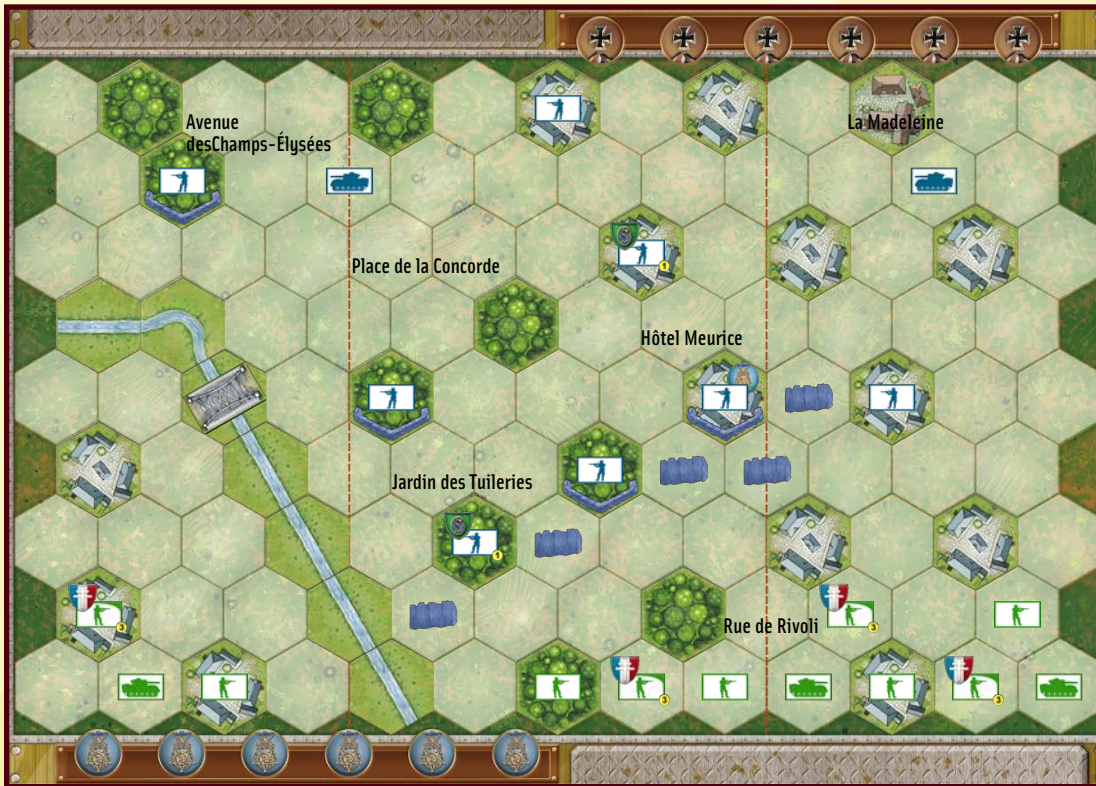
Conditions of Victory

5 Medals

A French unit, that captures a Paris Outskirts town hex, counts as one victory medal. Place an objective medal on each of these three town hexes. The medal, once gained, continues to count toward the Allied victory, even if the unit moves off the hex or is eliminated.

Special Rules

HÔTEL MEURICE



Setup order		
1		x13
2		x1
3		x1
4		x1
5		x6
6		x9
7		x4
8		x5
9		x1

Historical Background

In the evening of 24th of August 1944, a detachment under the command of captain Dronne, vanguard of the 2nd French Armored Division, reached the Hôtel de Ville of Paris. The next morning, the whole Division entered in Paris. With the support of local French resistance, the units of the Leclerc Division attacked all German defensive positions in the capital. Combat Command Billotte attacked towards Hôtel Meurice which was the headquarters of German general von Choltitz, in order to obtain the surrender of the whole German garrison called "Gross Paris". A battle occurred in the area Place de la Concorde - Jardin des Tuileries - Rue de Rivoli. At 17h00, general von Choltitz signed the order of surrender of the whole garrison in the command post of general Leclerc at Gare Montparnasse. That was the liberation of Paris.

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

Briefing

Axis player [Germany]
5 command cards.

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

Conditions of Victory

6 medals.

Hôtel Meurice is a temporary medal-objective for the Allied player.

Special Rules

Use "French Resistance" rules (Nation 1) to all Allied infantry units with badge.

Use "Sniper" rules (Troop 10) to all Axis infantry units with a single figure.

The "Air Power" card is not allowed to the Axis player. If he draws this card, he must discard it and draw another card instead.

Urban combat rules are optional if you have the battlemat "Sword of Stalingrad".

OPERATION MARKET GARDEN



Historical Background

The largest airborne operation of all time, Operation Market Garden was a bold attempt by Field Marshal Montgomery to drop three entire Airborne Divisions behind the enemy lines, in German-occupied Netherlands. Their tactical objective: To capture and hold all the major water crossings along a narrow 60-mile stretch of highway and into northern Germany. British XXX Corps would then rush onwards from the Dutch-Belgian border and across the Maas and Lower Rhine to outflank the Siegfried Line and choke off the Ruhr, Germany's industrial heartland.

The daylight drops were initially successful, with the capture of the Waal bridge at Nijmegen, but German resistance was stronger than expected; the British 1st Airborne Division failed to secure the bridge at Arnhem. British ground advance was hampered by marshy ground. Eindhoven was eventually captured by a joint Airborne and Armor assault, but British XXX Corps failed to relieve the 1st Airborne Division. Despite the latter's valiant hold out at Arnhem bridge, the planned advance had to be abandoned and Monty wouldn't cross the Rhine until the spring of 1945.

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

Briefing

Axis Player
[Germany]
Take 3 Command cards.

Allied Player
[Great Britain / United States]
Take 13 Command cards.
You move first.

During the game, the Axis Commander-in-Chief (CinC) increases his hand by 1 Command card, drawn from the top of the Command deck, each time the Allies lose a unit; and the Allied CinC simultaneously loses 1 Command card for each unit he loses. The cards lost are drawn at random from the Allied CinC hand by the Axis CinC, and immediately discarded. All cards gained or lost during the course of a turn are drawn or discarded as each unit loss occurs, not all at turn's end. Also the Allied CinC may never go below 2 cards, and neither of the CinCs may ever go above 13.

Conditions of Victory

All 13 town hexes form a single Temporary Majority Medal Objective worth 1 Medal for whoever holds a majority of them at the start of his turn.

Three bridges (the bridge over Wilhelmina Canal, the Waal at Nijmegen and Arnhem bridge) are Temporary Medal Objectives worth 1 medal each for whoever has uncontested control of them at the start of a turn. A bridge is under uncontested control when a unit is on the bridge or in an adjacent hex AND there are no enemy units in any hex adjacent to the bridge or on it.

The Axis player is in control of a majority of the town hexes and has uncontested control of the three bridges at the start of battle, thus starting with 4 (Temporary) Medals.

Special Rules

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

In this battle, Armor units may only move 2 hexes and (possibly, depending on terrain) battle, not 3. However, if an Armor unit is on a road hex and stays on the road for its entire movement, it may then move up to 4 hexes and battle. Tiger Tank rules are in effect for the Lone Tiger in the South (Troops 16 - Tigers). Place a badge on the elite German tank and infantry units to the North (Troops 2 - Specialized Units).

Allied 1st British and US 82nd and 101st Airborne units are Special Forces (Troops 2 - Specialized Units). Badges are not needed. Collapsible Rafts & Boats rules are in effect for the 82nd Airborne units with a Star marker (Actions 5 - Collapsible Rafts & Boats). When they cross a river, remove the Star marker; the unit no longer has any Collapsible Rafts & Boats.

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

Setup order

- 1  x59
- 2  x17
- 3  x13
- 4  x14
- 5  x4
- 6  x7
- 7  x3
- 8  x3
- 9  x3

ARNHEM BRIDGE



Setup order

- 1  x9
- 2  x3
- 3  x11
- 4  x3
- 5  x10
- 6  x7

Historical Background

The largest Airborne drop ever designed, Operation Market Garden was Field Marshall Bernard Montgomery's plan to end the war on the Western Front early. If successful, it would threaten the flanks of German defenses along the Siegfried line and behind the Rhine River, helping an Allied crossing and precipitating the fall of Berlin. The operation famously ended up being "a bridge too far", handing Montgomery his only high-profile defeat.

The airborne plan on 17th September was for the 1st British Airborne Division to secure Arnhem bridge and the high ground to the north. At the Bridge, 2nd Battalion Lieutenant Colonel Frost commanded a force of about 500 men that took up a strong position at the northern end of the bridge. The Germans soon discovered that the airborne troops were a formidable enemy, and more than infantry assaults were needed to blast Frost's men out of their houses. A charge by the 9th SS Reconnaissance Battalion across the bridge was destroyed; likewise were attacks from the north. Despite being short of ammunition and with no food or water, the airborne force held the northern part of the bridge, denying the Germans a crossing place, until the night of 20/21 September. The last British resistance near the bridge ceased on September 23rd.

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 6 command cards.

Conditions of Victory

5 Medals

Special Rules

All the Allied units are Special Forces Elite Airborne units. Therefore, there is no need to place badges with the units. These units may move 1 or 2 hexes and still battle.

The Axis Special Forces tank units have 4 figures.

The Axis Special Forces infantry are Elite Grenadier units. Place an Axis special force token in the same hex with these units to distinguish them from the other units. The Elite

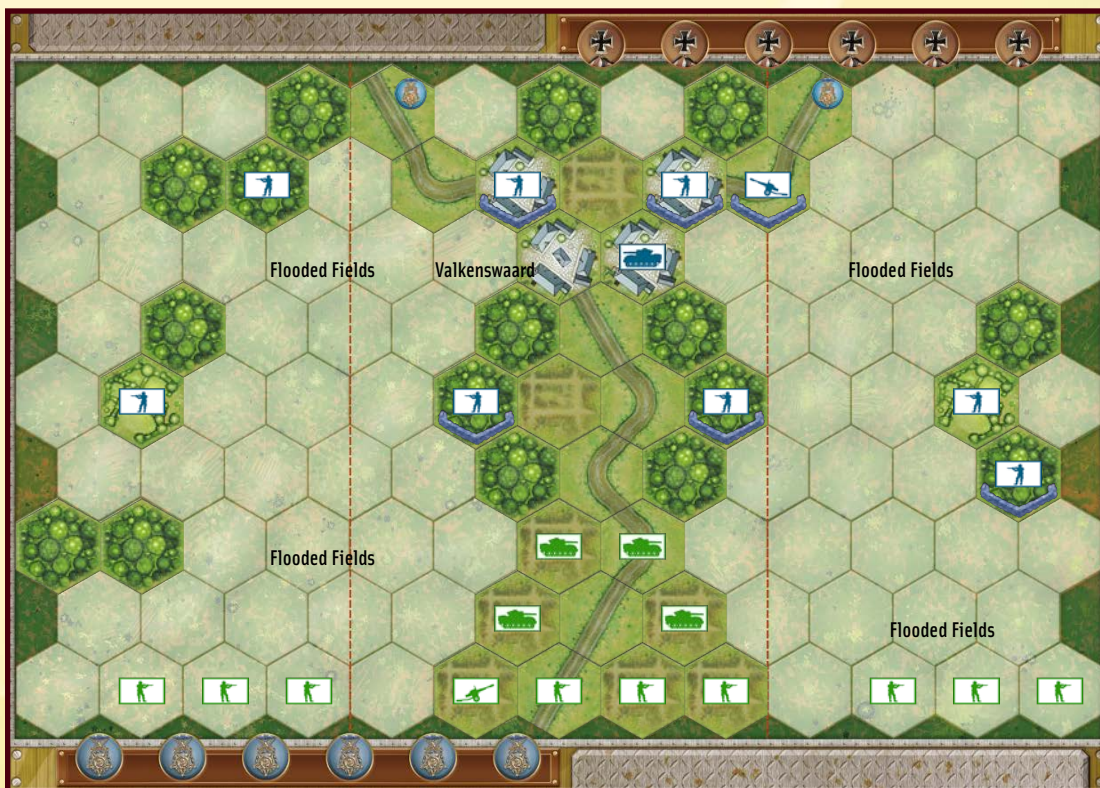
Grenadier units may move 1 or 2 hexes and still battle.

Units may only enter or exit Arnhem Bridge from or onto the hexes as noted at the ends of the bridge. Movement along the span of bridge is normal.

Infantry units may not target units on the opposite side of the Rhine River, which is too wide in this section.

VALKENSWAARD

- MARKET GARDEN



Setup order		
1		x5
2		x8
3		x4
4		x16
5		x2
6		x5
7		x6
8		x2

Historical Background

At 2:35 September 17, Kieth Heathcote, commander of the leading tank troop, ordered his tanks forward. The objective, just a short three hours drive down the southernmost stretch of road soon to become know as Hell's Highway, was Eindhoven.

The lead squadron was just a few thousand yards from the jumping off point of Joe's Bridge, when German infantry and anti-tank guns opened fire on the Irish Guards. Kampfgruppe Wather had set up a strong network of resistance across the Dutch frontier. In retaliation, the tanks targeted every hedgerow and woodland but their enemy was old hands at fighting at battle ambush.

Tank movement was limited to elevated ground along the roadways in the area because of innumerable ditches and marshy terrain. Yet with infantry co-operated, in a series of small actions, the narrow corridor was forced open. The XXX Corps advanced accelerated and reached Valkenswaard, an advance of only six miles, by nightfall. Somewhat short of the original objective the command was ordered to rest, for it had become clear that on such a narrow front, against a determined enemy, Eindhoven was not feasible.

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

An Allied unit that captures either road exit hex as indicated counts as one Victory Medal. Place an Objective Medal on these road exit hexes. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

Roads are explained on p.5 Terrain.

Flooded Fields and High Ground rules are in effect (see p.4 Terrain).



NIJMEGEN BRIDGES

- MARKET GARDEN



Setup order		
1		x4
2		x1
3		x8
4		x10
5		x2
6		x12
7		x10
8		x1
9		x3
10		x2
11		x3

Historical Background

It was hoped that the 82nd Airborne Paratroopers would be able to take the strongly held Nijmegen bridges during the early phases of Operation Market Garden, but other priorities and drops that put most of the Paras miles from their target, thwarted any serious attempts. The bridges would have to wait for the arrival of XXX Corp.

On September 20th, XXX Corp. mounted an attack on the Nijmegen road bridge, while the 504th Parachute Infantry Regiment in assault boats hit the Fort protecting the railroad bridge and then turned east. The railroad bridge was taken intact from both ends. As British tanks advanced toward the road bridge, the retreating Germans gave the order to blow it, but in a stroke of luck for the Allies, the demolition charges did not detonate and it also was captured.

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.

Allied Player: Take 6 command cards.

You move first.

Conditions of Victory

6 Medals

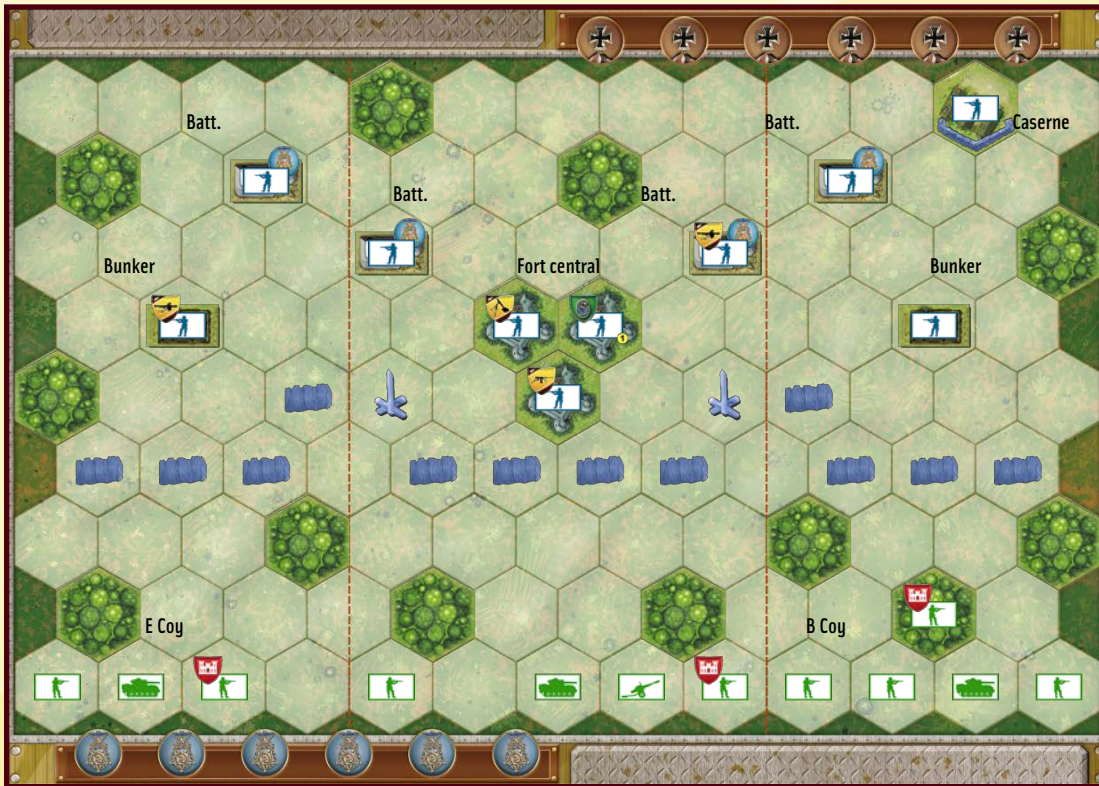
An Allied unit that captures a bridge hex counts as one Victory Medal. Place an Objective Medal on each Bridge hex. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The three Allied Infantry units on the left flank have collapsible, flat-bottom boats. Place a Battle Star token in the same hex with these units to distinguish them from the other units. See p. 8 to learn about Collapsible Boats.

See p. 13 to learn how to use the Big Guns.

[LORRAINE] THE ATTACK AGAINST FORT DRIANT - FIERCE RESISTANCE OF THE FAHNENJUNKER REGIMENT.



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

Historical Background

The guns of fort Driant, overhanging the Moselle valley, south-west of the city of Metz, were a serious problem for the operations of the XXth US Army Corps and US Command decided to capture the fort. The GI's of the 5th US Infantry Division had to fight against German elite soldiers of the Fahnenjunker Regiment which defended the fort. The first US attempt, on the 27th of September 1944, was a setback, US assault troops were stopped by a solid barbed wire. The second attack began on the 03rd of October with more means (support of tank platoon, combat engineers equipped with explosives and flame-throwers). US infantrymen succeeded to penetrate in the enemy defense positions, in the south-west of the fort. But the Germans used the underground network of the fort to counter-attack in the back of US soldiers. The battle of fort Driant lasted until the 12th of October, when the US troops decimated withdrew from their positions in the fort, leaving it to the German defenders. The fierce resistance of the Fahnenjunker Regiment at fort Driant was a serious setback to the 3rd US Army of General Patton. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 5 command cards.

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

Conditions of Victory

6 medals. Each battery (batt.) is a temporary medal objective for the Allied player.

Special Rules

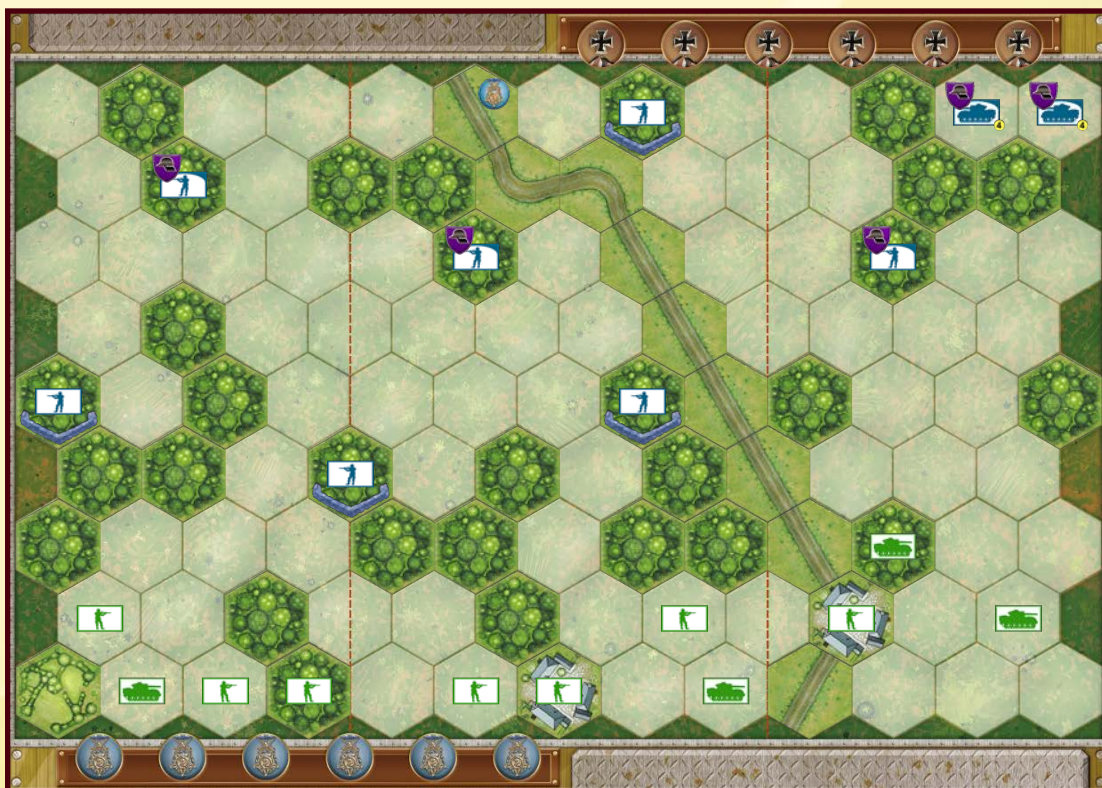
- Special Weapon Asset Rules (SWAs 4 - Special Weapon Assets) are in effect for Axis units equipped with panzerfausts (SWAs 5 - Anti-Tank Gun Late War), mortars (SWAs 6 - Mortar Late War) and machine-guns (SWAs 7 - Machine-guns Late War).
- Use "Combat Engineer" rules (Troops 4) for the 3 Allied units with engineer badges.
- Use "Sniper" rules (Troops 10) to the Axis unit with only one figure.
- The Allied player can use only one time a smoke

screen. Use "Smoke screen" rules (Actions 21).

- There was an underground network in fort Driant which connected to all defensive positions. The Axis player can use without limitation the movement ability of the Japanese in caves (Terrains 52 & 53) to send a unit from a position to a vacant position (fort central, bunker, battery or barrack).

[D02015] OVERLOON FOREST

- DUTCH OPEN 2015: THE FORGOTTEN BATTLE SCENARIO 1



Setup order		
1		x30
2		x2
3		x2
4		x1
5		x7
6		x4
7		x1

Historical Background

Overloon Forest

After the failure of Operation Market Garden the small corridor that led to Nijmegen was still a dangerous place. The German 107 panzer brigade even managed to break through. German troops still had a strong bridgehead on the west bank of the Meuse. Allied high command decided this had to be destroyed to break German resistance in the Netherlands and to open the way for the British, lead by Montgomery, to invade the Rhineland. The 7th American armoured Division was called in from the Elzas to do the job. Intelligence suspected unorganised German resistance. Venlo should be reached within 2 days. On the 30th of September the attack on Overloon started, this is where the road to Venray was located, and after that to Venlo. Because of the Intelligence the Americans start the battle without any reconnaissance. The next days were very tough for the Allied forces. The Germans had dug in inside the forests and Panzers and Fallschirmjäger carried out severe counterattacks. The Americans run aground in the mud and the heavy German fire Overloon is not taken within two days, let alone Venlo.

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

Briefing

Axis 5 cards (you begin)

Allies 6 cards

Conditions of Victory

5 Medals

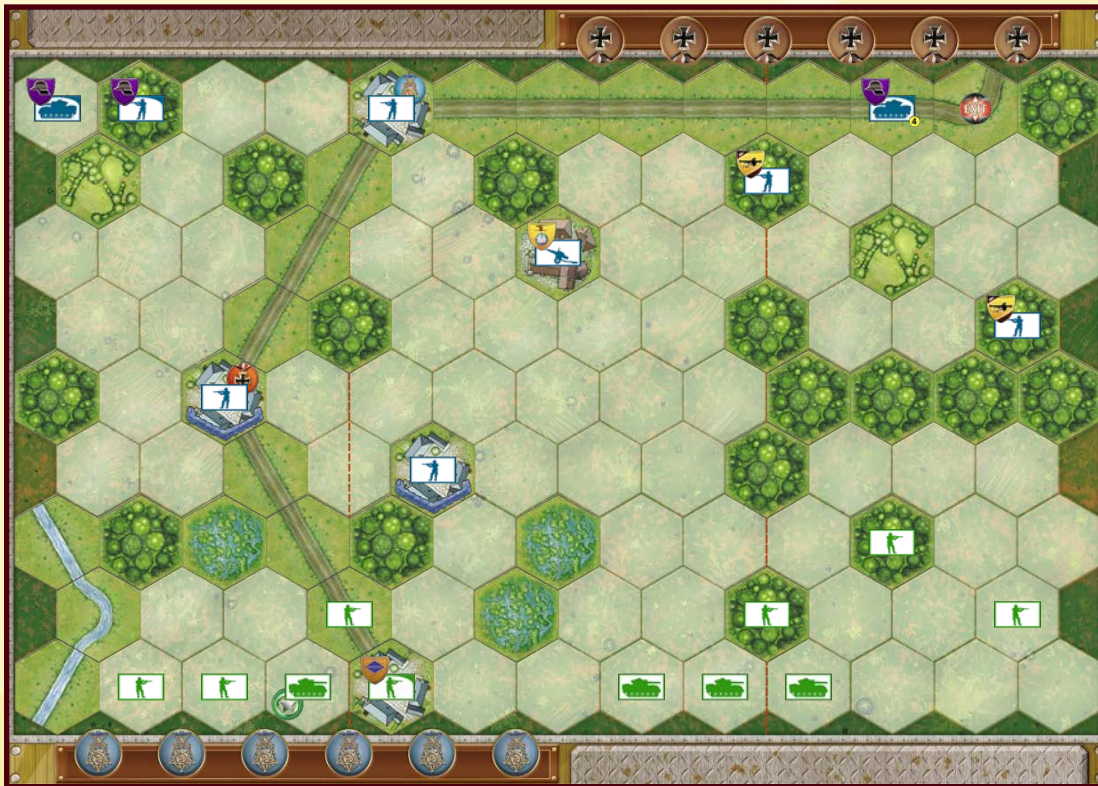
objective counts as an temporary medal.

Special Rules

Put badges on the specialized units (troop 2)

[D02015] HATTERT HARASSMENT

- DUTCH OPEN 2015: THE FORGOTTEN BATTLE SCENARIO 2



Setup order		
1		x1
2		x3
3		x1
4		x4
5		x18
6		x2
7		x2
8		x1
9		x12
10		x2
11		x1
12		x1
13		x1
14		x1

Historical Background

Hattert Harassment

On the 5th of October the American general Hasbrouck tries a different approach. American troops taken an easterly route around the forest and are to approach and take to capture Overloon from the other side. Again the Americans go into battle without any reconnaissance so the 88mm canons in castle Hattert remain unnoticed. Within a few minutes 10 tanks are ablaze and the battle is just as bloody as the one fought in the forest. The 88's are not silenced until air support is called in. The attack has actually already stalled, but fierce fighting continues. The German troops, supported by Panzers, carry out severe counterattacks. The distance between the dug in troops is sometimes no more than a throw of a hand grenade. After three days of hard fighting the American troops are battered and broken. They are withdrawn from the front line to gather strength again

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 (you begin)

Conditions of Victory

6 medals
 All objectives count as temporary medal
 Exit is for Allies only

Special Rules

Put badges on the specialized units (troop 2)
 Put and badge on the 88mm antitank gun (troop 23)
 Put a badge on the SWA Antitank infantry (SWA 5- Late war)
 Tank with battle star is supported Armor (troop 28)



THE BATTLE FOR OVERLOON



Setup order		
1		x27
2		x1
3		x2
4		x1
5		x2
6		x14
7		x2
8		x1
9		x2
10		x4
11		x1
12		x1

Historical Background

At exactly 11 o'clock more than 200 allied artillery opened fire at Overloon. In the next 90 minutes, more than 100,000 grenades were dropped on Overloon. At a quarter past twelve, as Overloon has changed in one great ruin, two infantry battalions pull forward. On the western flank the 1st Battalion Suffolk and on the eastern flank, the 2nd Battalion East Yorkshire. Both battalions are followed by two squadrons Churchill tanks of the Coldstream Guards and some Flail tanks. The front infantry follow the slowly advancing tanks closely. The first hour, everything goes well. At the moment the East Yorks arrive in the forest north of Overloon, the Germans start defending themselves heavily. The allied suffer heavy losses by the German. After a poorly coordinated attack, the British possess most of the devastated Overloon in the evening. The liberation of Overloon got a bitter aftertaste for the population.

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 6 Command cards.
 You move first.

Special Weapon Asset rules are in effect for the German unit equipped with Anti-Tank Gun (SWA 5 - Anti-Tank Gun).
 The two British Elite Armor are Supported Armor.

Conditions of Victory

6 Medals.
 The town of Overloon counts as a majority medal for both sides.

Special Rules

British Commonwealth Forces command rules are in effect (Nations 5 - BCF).
 Place a badge on the German elite tank units (Troops 2 - Specialized Units).
 Place a badge on the British infantry units (Troops 2 - Specialized Units).
 Place a badge on the German Combat Engineers (Troops 4 - Combat Engineers).



[D02015] BLOEDBEEK

- DUTCH OPEN 2015: THE FORGOTTEN BATTLE SCENARIO 4



Setup order		
1		x10
2		x1
3		x3
4		x4
5		x19
6		x4
7		x2
8		x1
9		x5
10		x5
11		x2
12		x2
13		x1
14		x5
15		x2

Historical Background

After Liberating Overloon the British have to push through the forest where they are met by Falschirmjäger, mines and grenades. At the end of the day they reach the edge of the forest and the British are at the Loobeek. In 24 hours they have moved only 500 meters.

The Germans (107th Panzer Brigade) had pulled back behind the stream and blown up the bridge. They had dug themselves in and laid out minefields. Because of the time constraint they did not map where they put the mines, which they usually did. On the 16th of October 1944 The British prepare to cross the Loobeek, they do so by laying several bridges and the 185th (Norfolks and Warwicks) and the 8th (East Yorks and Suffolks) start advancing, supported by the tanks of the Coldstream Guards and the Grenadier guards. The Brits met with heavy resistance and fire, among which a strategically placed 88. Trying to find cover in the stream they found that even the bed of the stream was mined. Blood of the soldiers turned the stream red, hence the name Bloedbeek.

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

Briefing

Axis player [Germany]: 5 command cards

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

Conditions of Victory

6 medals

The objective in Venray is a temporary medal for the Allies

The objective in the woods next to the Loobeek is a temporary medal for the Axis and the Allies

Special Rules

Minefields (Terrain 29)

Beware: mines are laid by the Germans but blow up for both sides!

British Commonwealth Forces rules are in effect (Nation 5)

German Falschirmjäger specialized troops (Troops 2)

British engineers (Troops 4)

Heavy Anti-tank 88 (Troops 23)

The two British armor units marked with the battle star are:

Hobart Funnies (Troops 26) Assault Bridge: place bridge over river in lieu of battling

In lieu of battling, a Hobart's Funnies unit equipped with an Assault Bridge may place its bridge over any adjacent River hex and move onto it during the same turn. Once set, the Assault Bridge functions the same as a standard bridge (Terrain 9 - Bridges). The bridge accessory may only be used one time; once placed, another bridge may not be built by this same Churchill unit during the game.

Specific for this scenario:

The Assault bridges can also be placed out over the marshes, but only if there are no mines there.

Units can enter and exit a bridge from any non river or marsh hex

[D02015] VENRAY



Setup order		
1		x13
2		x2
3		x1
4		x21
5		x22
6		x5
7		x4
8		x2
9		x1
10		x1
11		x2

Historical Background

On the 17th of October the last phase of operation Constellation had to start and Venray was the objective of the Allies. After crossing the Bloedbeek (Blood Stream) the 185th (Norfolks Warwicks) follow the road from Overloon to Venray. On the evening of the 16th the 8th (East Yorks and Suffolks) occupied the township Hiept, to the west of Venray. General Whistler had four battalions around Venray now. British 11th and American 7th armoured division attacked from the south.

The British had good tank support and half of Venray was under control of the British troops at the end of the day. So it seemed that the Germans really have had some severe blows and were licking their wounds. In reality they were not beaten at all, but they were withdrawing to Venlo and regrouping their units to secure effective defense lines. In this battle artillery caused considerable trouble and good observation from two points gave the Germans good assistance in a strong defensive action. The two points of observation were Venray church tower and a tall square tower in Maashees.

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

Briefing

Axis player [Germany]: 5 command cards
 Allied player [British]: 5 command cards, you move first

Conditions of Victory

6 medals
 The exit hex is for German units escaping to Venlo
 The Exit Hex for German units is a temporary medal for the Allies
 The church in Venray a temporary medal for the Axis and the Allies

Special Rules

British Commonwealth Forces (BCF) (Nations 5)
 British special troops (Troops 2)
 German Anti-Tank Guns Late War (SWA 5)
 British Supported armor (no Card yet)

Forward spotting (Actions 4)

As long as there is a German unit in the church the Axis player uses his artillery as a Big gun (Troops 3)



SCHWAMMENAUEL DAM



Setup order		
1		x15
2		x4
3		x2
4		x2
5		x3
6		x4
7		x2
8		x7
9		x15
10		x2
11		x2

Historical Background

Before Operation 'Veritable' and 'Grenade' could begin, there was a matter of the Roer dams to consider. These dams were located in an area of steep gorges, small mountains and narrow roads. Earlier attempts to capture the dams had failed and orders to take the Schwammenauel and Urft dams seemed an impossible task for the 78th Infantry Division who had only limited battle experience. The 272nd Volksgrenadier Division was deployed in this section of the Westwall.

The 9th Infantry managed to capture the Erft Dam intact, but progress to take Schwammenauel was hindered by the rugged terrain and lack of armor support. Finally the village of Schmidt fell and soon after, Infantry from the 309th captured the dam. The German troops however had blown the discharge valves, which sent a heavy cascade of water down the River Roer for weeks.

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

Allied Player: Take 5 Command cards.

You move first.

Conditions of Victory

6 Medals

An Allied unit that captures a Dam hex counts as one Victory Medal. Place an Objective Medal on each Dam hex. As long as the Allied unit remains on the Dam hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

The Axis player may attempt to sabotage the Schwammenauel and Urft dams. See p. 9 to learn the rules of sabotaging a dam.

Special Rules

The Allied Special Forces are Paratrooper units. 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.



MOYLAND WOOD

- OPERATION VERITABLE



Setup order

- 1  x15
- 2  x10
- 3  x3
- 4  x3
- 5  x1
- 6  x2

Historical Background

On the afternoon of the 16th the Royal Winnipeg Rifles supported by the 3rd Armor Battalion Scots Guards was ordered to take the hilly ground around Louisendorf. On its left the Regina Rifle Regiment with tank support was to clear the Moyland Wood.

The Winnipeg Rifles advance went well but the Regina Rifle Regiment ran into difficulties from the start. The wood had been reported clear but elements of 6th Parachute Division newly arrived from North Holland were deployed in a strong position along the fringe of the woods. As the Canadians moved to clear the wood, it was also shelled by German artillery. The failure to drive the Germans from Moyland Wood seriously delayed the 2nd Canadian Corps' planned advance.

On the 19th, Battle Group Hauser and units from the 116th Panzer Division launched a counter attack. Throughout the night waves of Germans attacked the Allied infantry, as the Allied tanks had been withdrawn a few hours earlier to re-arm and re-fuel.

To recover lost ground, Brigadier Cabeldu ordered all uncommitted elements forward. Infantry and tanks moved out, preceded by a heavy barrage of artillery fire. The attack pushed the spent Germans back in less than two hours.

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

Allied Player: Take 5 Command cards.
You move first.

Conditions of Victory

6 Medals

An Allied unit that captures Moyland counts as one Victory Medal. An Axis unit that captures a Louisendorf town hex counts as one Victory Medal. Place an Objective Medal on each of these three town hexes. As long as the unit remains on the town hex, it continues to count toward the victory. If the unit moves off or is eliminated, it no longer counts.

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.

MOYLAND WOOD OVERLORD FEBRUARY 17-20, 1945

- OPERATION VERITABLE



Historical Background

On the afternoon of February 16th, 1945, the Royal Winnipeg Rifles, supported by 3rd Armor Battalion Scots Guards, was ordered to take the hilly ground around Louisendorf; on its left, the Royal Regina Rifles, with tank support, was to clear Moyland Wood.

The Winnipeg Rifles advance went well, but the Regina Rifles ran into difficulties from the start. The woods had been reported clear, but elements of the German 6th Parachute Division, newly arrived from North Holland, were deployed in a strong position along its fringe. As the Canadians moved to clear the woods, they were shelled by German artillery. The Failure to drive the Germans from Moyland Wood would seriously delay the 2nd Canadian Corps' planned advance.

On the 19th, Battle Group Hauser and units from the 116th Panzer Division, launched a counter attack. Throughout the night, waves of Germans swamped the Allied infantry, whose tank support had withdrawn a few hours earlier to re-arm and re-fuel. In a bid to recover lost ground, Brigadier Cabeldu ordered all uncommitted elements forward. His men moved out, preceded by heavy barrage of artillery fire. In less than two hours, they had pushed the Germans back!

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

Briefing

Axis Player
[Germany]

Take 10 Command cards.

Allied Player
[Great Britain]

Take 10 Command cards.

You move first.

Conditions of Victory

13 Medals.

The two Moyland town hexes are Temporary Medal Objectives for the Allied Forces.

The three Louisendorf town hexes are Temporary Medal Objectives for the Axis Forces.

Special Rules

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

Place a badge on the elite German 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.

Setup order

- 1  x28
- 2  x24
- 3  x5
- 4  x4
- 5  x2
- 6  x3

ACROSS THE RIVER ROER

- OPERATION GRENADE



Setup order		
1		x4
2		x4
3		x1
4		x13
5		x7
6		x16
7		x6
8		x2
9		x3
10		x4
11		x6

Historical Background

The 9th Army was lined up along the River Roer on the 23rd of February at the start of Operation Grenade. The river had receded enough to make a crossing possible and the Operation opened with a tremendous artillery bombardment.

The 84th Division was the most northerly of all the assault divisions. The first wave made it across a relatively narrow section of the Roer at Linnich. Once over the river the 1st Battalion did not stop to clear the German defenders but wheeled to the left. The 3rd battalion then crossed and while the 1st Battalion continued to press north, the 3rd moved against the elements of the 59th Infantry Division and the 183rd Volksgrenadier Division in their defensive positions across from Linnich.

By the end of the second day two regiments were over the Roer and occupied a bridgehead of over 3 miles.

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

An Allied unit that captures a town or the medal on the road exit on the Axis baseline, as indicated, counts as one Victory Medal. Place an Objective Medal on each of these hexes. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The River Roer is a Navigable River by Allied infantry units in boats. Play the river as a Ford (see p. 6)

See p. 7 to learn about Minefields.

OPERATION AMHERST



Setup order		
1		x9
2		x1
3		x11
4		x2
5		x1
6		x21
7		x1
8		x1
9		x11
10		x9
11		x3
12		x11
13		x2
14		x4
15		x4
16		x3

Historical Background

April 1945 - The Third Reich is in its final throes. But Netherlands is still under the iron grip of the German forces, following the disaster of Operation Market-Garden. Heading North toward the heart of the Reich, the Canadian tanks and Polish artillery of 2nd Corps are making slow progress in the face of increasingly desperate German troops. Massive carpet-bombing could pave the way, but might break the dykes and flood the low-lying countryside. Queen Wilhelmina has successfully begged it off, in an effort to spare the civilian population.

So on the night of April 7, despite terrible weather, two sticks of French SAS - some 676 men from the 2nd and 3rd French Regiments de Chasseurs Parachutistes - jump behind the enemy lines, in the Drenthe province. Their objective: to capture bridges over the Canal, north of Groningen, and gain control of the airfield at Steenwijk, in a bid to trap the local SS troops. By April 9th lead elements of 2nd Corps' make contact with the French but it is only with the help and courage of the local population that total control is finally achieved two weeks later.

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 [France]: Take 6 Command cards.

Conditions of Victory

6 Medals.

The two bridges over the Canal and the airfield are Temporary Medal Objectives for the Allied forces.

Special Rules

Before the Axis player takes his first turn, the Allied player makes three paratroops, each with 3 figures

(Actions 20 - Paradrop).

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

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

Flooded Fields (Terrain 23 - Flooded Fields) and High Ground rules (Terrain 25 - High Ground) are in effect.








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



ARRACOURT



Setup order

- 1  x6
- 2  x1
- 3  x1
- 4  x3
- 5  x12
- 6  x9
- 7  x1

Historical Background

Part of the problem for the German forces involved in the Lorraine counter-offensive was the "Eastern" outlook of many of the units. They were unfamiliar with the US Army and its very different tactics. On the Eastern front, tank formations were used as a shock force to punch through infantry, because the Red army had no anti-tank weapons and limited artillery support. This was not the case with the US Army, as would become painfully obvious in the following weeks.

The early morning attack of September 19th was planned as a two brigade assault with the 113th Panzer Brigade attacking Lezey, while 111th Panzer Brigade drove toward Arracourt. But the 111th became lost during the night, after receiving bad instructions from a French farmer. The German column near Lezey emerged from the fog and was quickly engaged. Poor scouting of the area, prior to giving battle, put the German forces at a disadvantage, as the US tankers used the ridges in the area to conceal their movements. The tank battle intensified near Rechicourt with the US forces gaining the upper hand. Late in the day, Patton visited Arracourt. Believing German strength in the area had been spent, he ordered General Wood to continue his advance.

The German opportunity to hit the 4th US Armor Division with a concentrated blow was foiled by poor map reading and a French farmer.

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.
You move first.

Allied Player: Take 6 command cards.

Conditions of Victory

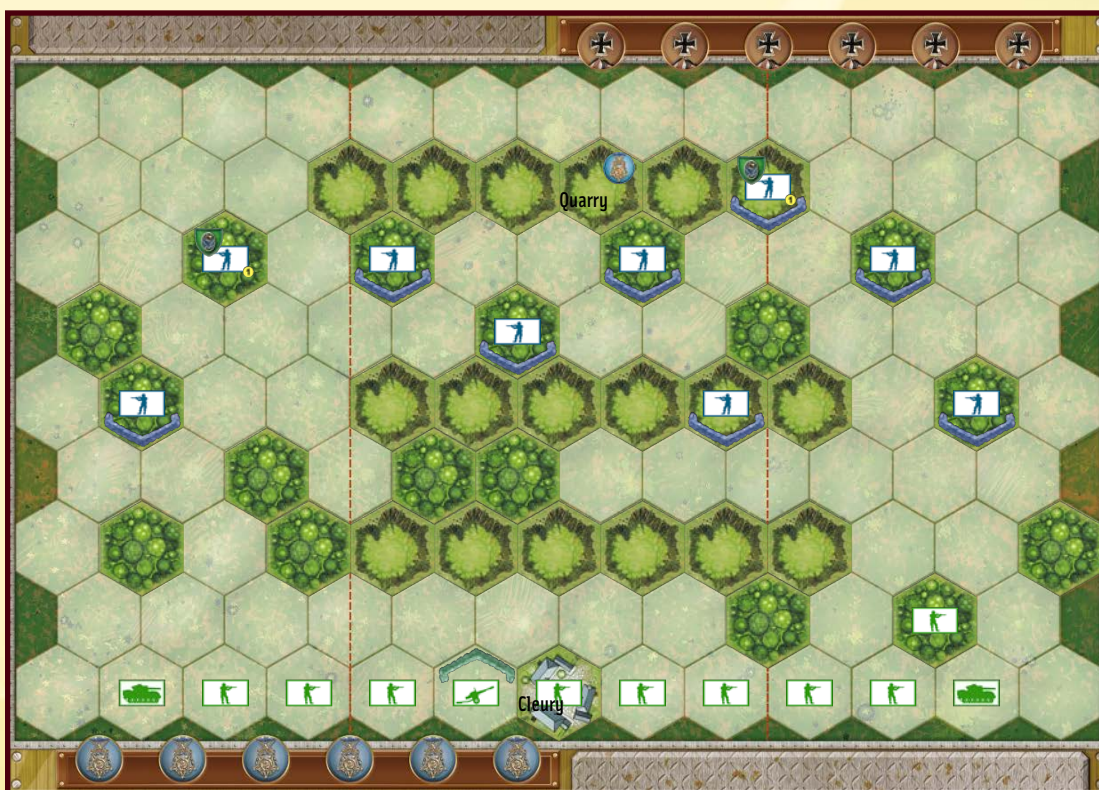
6 Medals

Special Rules



THE QUARRY OF CLEURY

- BATTLE IN THE VOSGES MOUNTAINS



Setup order		
1		x18
2		x17
3		x1
4		x9
5		x1

Historical Background

At the beginning of October 1944, after freeing up the city of Besançon, the 3rd US Infantry Division is engaged in the Vosges Mountains. Near the village of Cleurie, they find themselves stopped by a German party entrenched on nearby heights and in a quarry. Despite artillery and tanks support, the US division suffers heavy losses as it attempts to reduce the enemy's defenses. Following this fight, Staff Sergeant Audie Murphy was promoted 1st lieutenant on the battlefield. Shortly after, he was wounded and kept away from the front for two months.

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 5 command cards.
You move first.

Conditions of Victory

5 Medals.

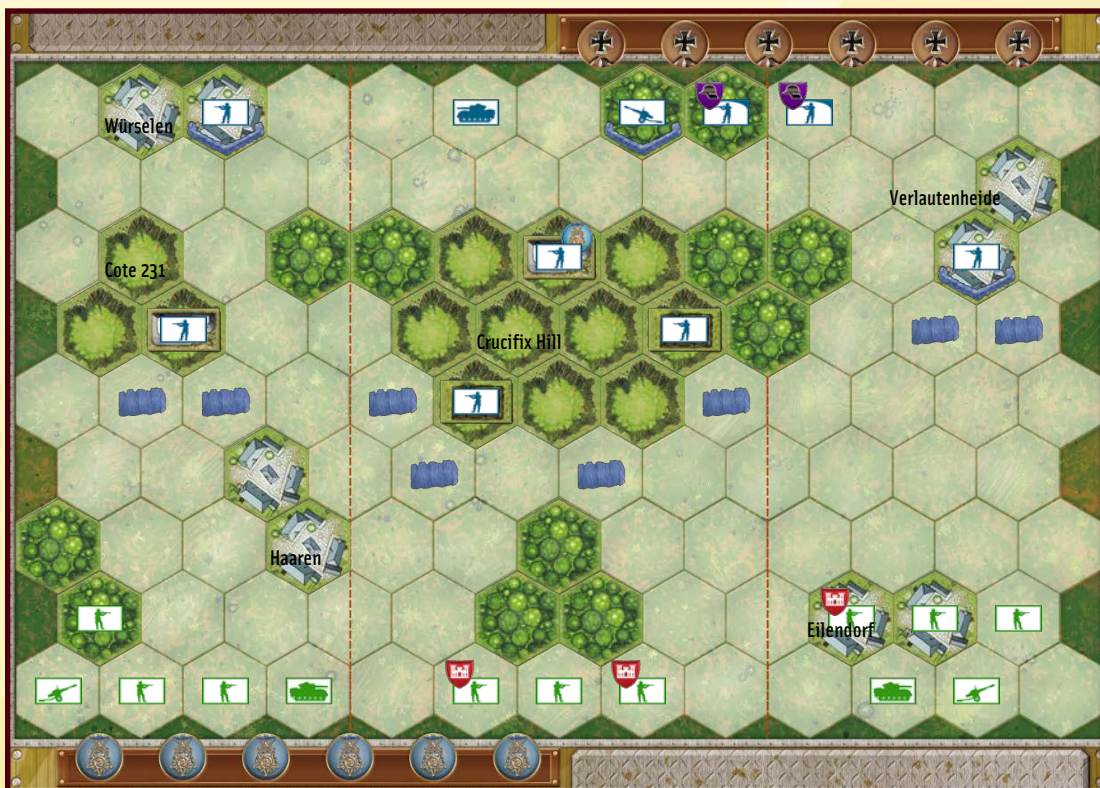
To win, the Allied player must also capture and hold the Quarry (a Temporary Medal Objective for the Allied player).

Special Rules

Place a badge on the two Axis single figure Sniper units (Troops 10 - Snipers).

CRUCIFIX HILL

- FRENCH OPEN 2010



Setup order		
1		x2
2		x2
3		x8
4		x13
5		x12
6		x3
7		x8
8		x1

Historical Background

October 1944 - The US Army nears Aachen. Rather than heading straight for the town, General Hodges opts for an encircling maneuver. The 30th Infantry Division, north of Aachen, marches South, while the 1st Infantry Division skirts the suburbs via the South-East. Between the two stands a hill, topped with a large crucifix, north of the village of Haaren. Dubbed Crucifix hill by the GIs, it is replete with bunkers, fortified machine gun nests and other camouflaged positions, all manned by infantry men of the 246.Volkgrenadier Division. Equipped with flamethrowers, Bangalores and other explosive charges, and supported by US artillery and a battalion of tank destroyers, the specialized assault teams launch an attack on this formidable position. After an intense battle, and despite counter-attacks from the German 116th Infantry Division and 3rd Division Panzergrenadiers, Crucifix Hill falls into American hands.

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

Briefing

Axis player [Germany] : 5 command cards.

Allied player [United-States] : 6 command cards, you move first.

Conditions of Victory

6 medals. The main bunker on the top of Crucifix Hill is a temporary medal objective for the Allied player.

Special Rules

- The two Axis infantry units with a badge are Elite troops (Troops 2 - Specialized Units)
- The three Allied infantry units with a badge are Combat Engineers (Troops 4 - Combat Engineers)

SAVERNE GAP

- VOSGES



Setup order

- 1  x20
- 2  x5
- 3  x6
- 4  x1
- 5  x7
- 6  x4
- 7  x2
- 8  x3

Historical Background

The Saverne Gap, cutting through the Vosges mountains, was the key to Strasbourg, capital city of Alsace. On November 21st, the US Seventh Army XV Corps, under the command of General Wade Hampton Halslip, arrived to the front lines at Phalsbourg.

With the infantry progressing forward into the Saverne Gap, General Leclerc divided his 2nd French Armor division into two task forces. The first would move well north of the Gap by La Petite-Pierre, the other on secondary roads in the south through heavily forested mountains by Dabo. If the plan worked, they would take Saverne simultaneously from both the north and south, avoiding the strong defenses expected in the Gap itself.

The plan worked to perfection. One of the south French armor group was even able to rush through Saverne's western end and climb to the Gap, taking the German defenses from behind. German forces, few in numbers, fought valiantly; but, without support or reserves, they were unable to stop the three-pronged Allied attack; they crumbled, leaving the door to Strasbourg wide open.

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

5 Medals

If Allied units occupy 2 town hexes in Saverne at the end of their turn, they win immediately.

Special Rules

The hills are impassable.

Artillery may not fire over hills.

THE ROAD OF DABO



Setup order		
1		x15
2		x1
3		x1
4		x4
5		x17
6		x3
7		x7
8		x8
9		x1

Historical Background

November 1944, German troops withdraw on two lines of defence in the Vosges mountain : "Vor-Vogesen Stellung" (1st line) and "Vogesen Stellung" (main line of defence). General Leclerc ordered to colonel de Guillebon to breakthrough these lines in order to have open way to Strasbourg. Two columns of the combat command were in charge of this breakthrough : the Minjonnet column was in the north facing the open country before the village of Voyer and the Massu column was in the south in front of the enclosed valley of Saint-Quirin. While Minjonnet was reducing a hard German resistance in Voyer, Massu ordered to his infantry to capture the enclosed valleys leading to Dabo. At the end of the day, the infantrymen had made a breakthrough in the "Vogesen Stellung" and Massu sent the message : "Now, I can exploit".

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

Briefing

Axis player [Germany]
4 Command cards.

Allied player [France]
6 Command cards.
You move first.

Conditions of Victory

6 medals.

Exit marker rules are in effect for the Allied troops exiting the board through the hex marked "vers Dabo".

Special Rules

The "Air Power" card is not allowed to both players. If the Air Power card is drawn, play it as "Barrage" card.

"TISSU EST DANS IODE"



Setup order		
1		x1
2		x4
3		x11
4		x2
5		x1
6		x1
7		x3
8		x7
9		x10
10		x1
11		x1

Historical Background

On the 22nd of November 1944, during the briefing before operation, Leclerc gave the routes to his combat commands in order to enter in Strasbourg avoiding the German line of defence. The next morning at dawn, the French armored columns rushed to the city. That was a real race between the combat commands of the division. But in the suburbs of Strasbourg, the German defensive positions, based mainly on the old fortresses surrounding the city, stopped the French armored columns. The combat command Rouvillois only reached to enter in the city, fighting as far as the bridge of Kehl. At 10h00, colonel Rouvillois sent an encoded radio message now famous : "Tissu est dans iode" (Rouvillois is in Strasbourg). A 14h00, a French flag, made on the spot, flew on the top of the Cathedral : the oath of Kufra was kept.

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

Briefing

Axis player [Germany]
5 Command cards.

Allied player [France]
6 Command cards.
You move first.

Conditions of Victory

6 medals.

The cathedral is a temporary medal objective for the Allied player.

The Axis player get a "Mort Subite" if an Allied unit crossed the Rhine (Exit the board).

Special Rules

The Axis artillery battery is an antitank "88" battery. Use "Heavy Anti-Tank Guns" rules (Troops 23).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the units equipped with Anti-Tank Weapons (SWAs 5 - Anti-Tank Weapons Late

War) and mortars (SWAs 6 - Mortar Late War).

Urban combat rules are optional if you have the battlemap "Sword of Stalingrad".



HATTEN & RITTERSHOFFEN



Setup order		
1		x7
2		x11
3		x12
4		x6
5		x3
6		x2
7		x3

Historical Background

Unternehmen Nordwind (Northwind), the drive to Strasbourg, was the last major German offensive on the Western Front. Launched on January 1, 1945, it was initially successful as the Axis forces broke through the thinly stretched U.S. 7th Army line and drove toward Strasbourg.

Elements of the 79th Infantry Division, however, were able to stall the German 1st Army and 39th Panzer Corps at the villages of Hatten and Rittershoffen, two small Alsatian towns just north of the Haguenau forest and a mile or so apart. Surrounded by German forces on three sides, the 42nd US Infantry Division was rushed forward to relieve them. The battle raged for almost a month, resulting in heavy casualties on both sides.

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 5 Command cards.
You move first.

Conditions of Victory

7 Medals

The towns of Hatten and Rittershoffen are each a Permanent Medal Objective worth 1 Medal for the Allied player if he manages to relieve their garrison. To relieve a garrison, a friendly unit must begin their turn in a hex that is adjacent to a town hex occupied by a garrison. There are three garrison units in this scenario: the infantry unit in Hatten and the infantry and artillery units in Rittershoffen. Place a Battle Star on these units to identify them as garrisons.

Special Rules

Re-Supply rules (Action 24 - Resupply) are in effect for Half-Tracks (Troops 18 - Half-Tracks).

Place a badge on Axis elite infantry and armor units (Troops 2 - Specialized Units), and on Axis Engineer units (Troops 4 - Combat Engineers).

Place a badge (or use the proper figures) on the Allied Mobile Artillery unit (Troops 14 - Mobile Artillery).

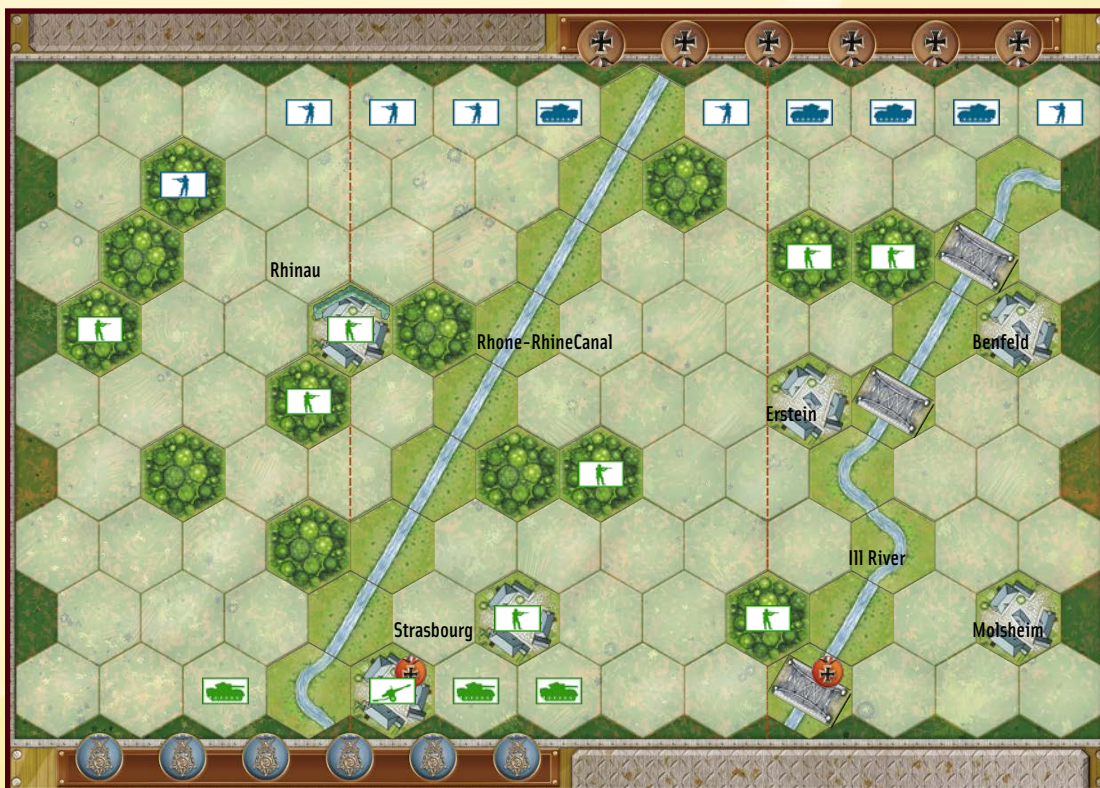
Special Weapon Assets late war rules (SWAs 4 - Special Weapon Assets, Late War) are in effect for units equipped with Anti-Tank Guns (SWAs 5 - Anti-Tank Gun).

The Allied player may conduct Air Strikes (Actions 3 - Air Strikes).

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

STRASBOURG

- UNTERNEHMEN SONNENWENDE



Setup order

- 1  x13
- 2  x3
- 3  x6
- 4  x13
- 5  x4
- 6  x1
- 7  x2

Historical Background

On the 7th of January 1945, the German Nineteen Army initiated an attack south of Strasbourg against the First French Army. Code-named 'Sonnenwende' ("Winter Solstice"), the operation led by the 198th Volksgrenadier Division and 106th Panzer Brigade and other armored elements threatened the southern flank of the VI Corps and the city of Strasbourg.

The initial German assault concentrated on the west side of the Rhone-Rhine Canal, hoping for a fall back of French forces between the canal and the Rhine, if Erstein could be taken quickly enough. The bulk of the German Armor and one regiment of the Volksgrenadier Division drove north then swung back to cut off the French infantry in a forward position.

De Lattre's French forces, consisting of the French 5th Armored Division and the French 1st Infantry Division, held up. After the initial push, although ordered to press on, German forces could not push on beyond the southern suburbs of Strasbourg, never becoming a serious threat. Operation Sonnenwende ended with only minor gains.

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.
You move first.

Allied Player: Take 6 command cards.

Conditions of Victory

5 Medals

An Axis unit that captures the town hex or bridge hex, as noted, counts as one victory medal. Place an objective medal on each of these hexes. As long as the Axis unit remains on the hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The Rhone-Rhine Canal is frozen and may be crossed. The ice, however, in some parts is not thick nor safe. Whenever a unit moves onto a canal hex, roll one battle die. If a Star is rolled, 1 figure is lost. There are no other movement or battle restrictions in regard to the canal.

COUNTER-ATTACK AT HOLTZWUHR

- MEDAL OF HONOR FOR 1ST LIEUTENANT MURPHY - FRENCH OPEN 2010



Setup order		
1		x3
2		x20
3		x3
4		x4
5		x5
6		x4
7		x2

Historical Background

During the Battle for the Colmar Pocket, the 3rd U.S. Infantry Division, attached to the 1st French Army for the occasion, bravely inched through the snow-covered plains of Alsace despite the bitter cold. The 15th U.S. Infantry Regiment had just seized the village of Riedwihr and the Holtzwihr woods when the Germans launched a counter-attack. Two battalions of the 136th Gebirgsjäger (mountain troops) Regiment, backed by a half-dozen "Jagdpanters" of the 654th Panzerjäger Abteilung (heavy tank destroyers battalion), attacked from the villages of Holtzwihr and Wickerschwehr. During the fierce engagement that followed, Lt. Audie Murphy, a future Hollywood star in his own right, showed exemplary courage: left alone on the battle field, armed with a campaign phone in one hand, he directed American artillery fire onto the incoming waves of Germans while using his other hand to fire the turret's machine gun of a tank destroyer in flames onto the enemy infantry approaching his position. His heroic action allowed the GIs to contain the the Germans and restore the situation and earned him the highest American Military decoration, the prestigious Medal of Honor.

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 village of Riedwihr and the Holtzwihr woods are Temporary Medal Objectives for the Axis player.

Special Rules

All Axis armored units are elite tank units (Troops 2 - Specialized Units). No badge is required.

The Allied units marked with a battle star are camouflaged at the start of the game (Actions 16 - Camouflage).

Despite its appearance, the Ill river is not frozen enough to

cross over: it remains impassable (Terrain 8 - Rivers & Waterways).



THE HELL OF GRUSSENHEIM



Setup order		
1		x4
2		x4
3		x1
4		x1
5		x15
6		x4
7		x5
8		x6
9		x5
10		x1

Historical Background

Attached for a while to the 2nd French Army Corps under the command of general de Monsabert, the 2nd French Armored Division was involved in the reduction of the Colmar's pocket. GT"V" (Combat Command of colonel de Guillebon) took part in the battle of Grussenheim, small village in the German hands of the 198. Infanterie Division. The French attack was on two axes, one column attacked on the west by crossing the Blind stream while another column which bypassed Grussenheim, attacked it by the south from the neighborhood of Jebsheim. The first attack failed because of the strong German defense, but tanks and infantry of 2nd French AD with the support of Foreign Legion infantry of 1st DFL, came into the ruined village and reduced the last German defenses. A last German counter-attack was repulsed during the next night. 2nd French AD left the 29th of January the battlefield known as the "most dreadful physical and moral trial of the whole campaign".

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

Briefing

Axis player [Germany]
4 Command cards.

Allied player [France]
6 Command cards.
You move first.

Conditions of Victory

6 medals.
The central hex of Grussenheim is a temporary medal objective for the Allied player.

Special Rules

Use "Elite Armor" rules (Troop 2) to the two Axis armor units. Badges are not required.

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

The "Air Power" card is not allowed to the Axis player. If he draws the Air Power card, he must play it as "Barrage" card.

Winter combat rules are optional if you have the expansion "Winter Wars".

Despite its appearance, the river is not frozen enough to cross over: it remains impassable (Terrain 8 - Rivers & Waterways).

THE CAPTURE OF BIESHEIM

- LAST BATTLE IN ALSACE.



Setup order		
1		x1
2		x1
3		x16
4		x16
5		x3
6		x3
7		x2
8		x7
9		x1

Historical Background

In Alsace, combats are drawing to an end; the Colmar pocket is being reduced by the 1st French Army, and the troops of the German XIX.Armee, decimated and demoralized, are withdrawing toward Chalampé bridge over the Rhine in a bid to find some protection behind the Siegfried line. The rear guard, consisting of units of the 2.Gebirgsjäger Division entrenched in Biesheim, covers the German retreat. On February 3, 1945, the 3rd US Infantry Division attacks. The battle is fierce and last two days. The company of 1st lieutenant Audie Murphy, having take position in the cemetery, is involved from start to finish. Biesheim marks Audie Murphy's last engagement as an infantryman; following this battle, he was designated liaison officer of the division and would no longer be involved in 1st line combat.

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 Biesheim is a Temporary Medal Objective for the Allied player.

Special Rules

The Axis armor unit is an elite tank unit (Troops 2 - Specialized Units).

The canal and Giessen river are impassable except through the bridges (Terrain 8 - Rivers & Waterways).

For the Axis player only, the "Air Power" card is played as a "Barrage" card instead.



CLERVAUX - THE ROAD TO BASTOGNE



Setup order		
1		x3
2		x1
3		x1
4		x10
5		x1
6		x1
7		x16
8		x19
9		x6
10		x7
11		x8
12		x3
13		x2

Historical Background

Planned with the utmost secrecy, German "Operation Watch on the Rhine", launched in the wee hours of December 16, 1944. Hitler's objective: To conduct a blitzkrieg on what the US First Army considered a "quiet" front and push through the densely forested Ardennes Massif under the cover of heavy overcast weather. He hoped to split the British and American lines, capture Antwerp and wipe out the encircled Allied armies in order to help negotiate a favorable peace treaty.

South of Manteuffel's front, the 110th Infantry Regiment faced the main thrust of the attacking German divisions, alone on an 11-mile front. Having crossed the River Our easily, the German Infantry infiltrated the woods of Luxembourg while its Combat Engineers were struggling to bridge the river for the tanks of 2. Panzer-Division. Overrun by German infantry, the village of Marnach soon fell. Using Clervaux as a strongpoint, Colonel Fuller attempted to stage a counter-attack and recapture Marnach. But the bridges had now been built; With 2. Panzer on the move, Clervaux had to be evacuated. The road to Bastogne now lay open...

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

8 Medals.

The villages of Heinerscheid and Marnach, and the Castle in Clervaux are Permanent Medal Objectives (Turn Start) for the Axis forces.

The two road hexes with an Exit marker are Exit hexes for the Axis forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26 - Winter Weather) and Reduced Visibility (Actions 27 - Reduced Visibility) rules are in effect.

Place a badge on the Allied Tank Destroyer unit (Troops 24 - Tank Destroyers).

The River Our is impassable. For the Axis forces, Pontoon Bridge rules are in effect (Terrain 33 - Pontoon Bridges).



BATTLE IN THE SCHNEE EIFEL



Setup order		
1		x1
2		x2
3		x15
4		x6
5		x18
6		x3
7		x10
8		x5
9		x3
10		x1

Historical Background

Further up in the center, this same morning of December 16, 1944, Fifth Panzer Army attacked the positions held by the U.S. 28th and 106th Infantry Divisions. Thinly spread and outmatched, numerically as well as materially, the 422nd and 423rd infantry regiments dug-in in the Schnee Eifel sector, soon found themselves threatened by a pincer attack of 18. Volksgrenadier-Division. The Germans overtook the villages of Roth and Bleialf, leaving the US Artillery near Auw by Prüm exposed. Desperate counter-attacks by the reserve US Engineer battalions temporarily stopped the German advance; but lacking direction from their commander, 422nd and 423rd remained dug-in, as the Germans closed off any possible path of retreat. On the 19th, low on ammunition, the two regiments were finally forced to surrender.

With up to 9,000 men lost and a substantial amount of arms and equipment, the Schnee Eifel battle would go down in US Army history as "the most serious reverse suffered by American arms during the operations of 1944-45 in the European theater".

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.

The three towns hexes of Roth by Prüm, Auw by Prüm and Bleialf, are Permanent Medal Objectives (Turn Start) for the Axis forces.

The road hex with an Exit marker on the Allied player's baseline is a Sudden Death Objective for the Axis forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards) and Winter Weather (Actions 26 - Winter Weather) rules are in effect.

Place badges on the 6 German elite Infantry units (Troops 2 - Specialized Units).

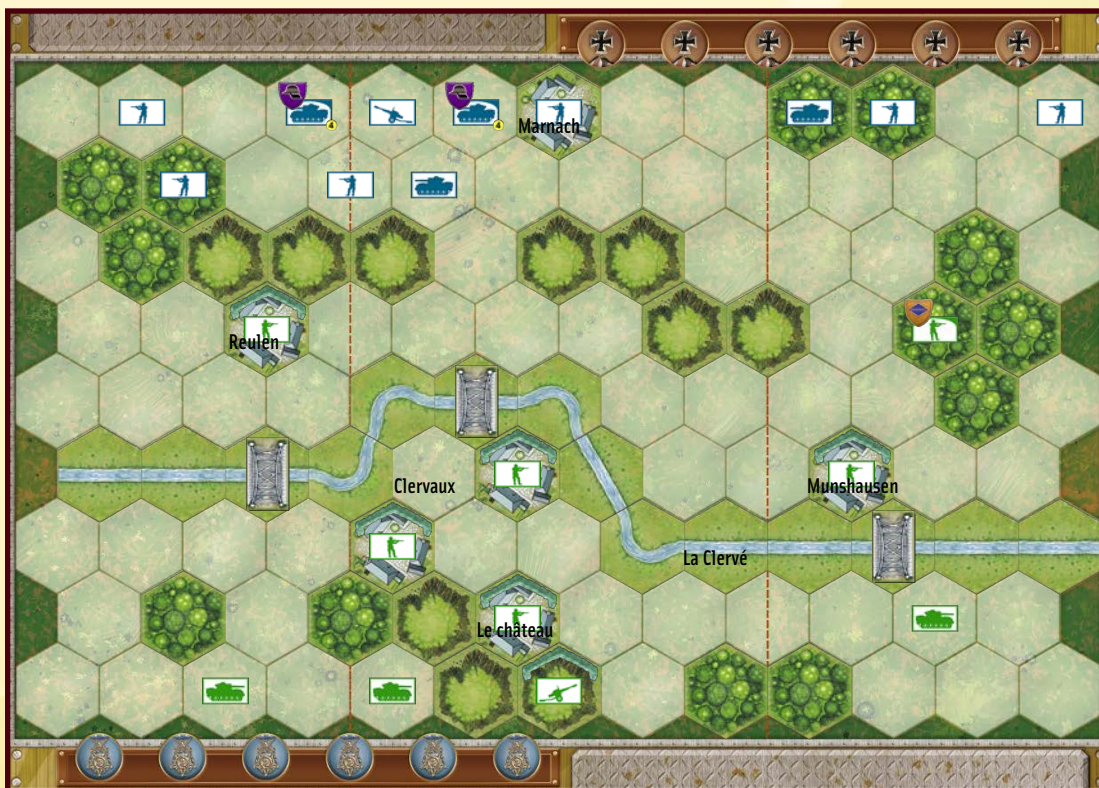
Place a badge on the 2 US Engineer units (Troops 4 - Combat Engineers).

Place a badge on the 3 Allied and 1 Axis Tank Destroyer units (Troops 24 - Tank Destroyers).








Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Allied unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War) and the Axis unit equipped with a Machine Gun (SWAs 7 - Machine Gun Late War). Place the proper badges on these units.



HOLDING THE FORT AT CLERVAUX - UNTERNEHMEN WACHT AM RHEIN



Setup order

- 1  x3
- 2  x4
- 3  x6
- 4  x10
- 5  x13
- 6  x10
- 7  x6

Historical Background

December 17, 1944 - Colonel Fuller, commander of the 110th Infantry Regiment, is waiting for the enemy in Clervaux : defenses have been laid everywhere, even in the old castle. The German Panzers are closing in so Colonel Fuller decides to send a Sherman platoon to Munshausen to pick up a motorized infantry company. The hope is that they will attack Marnach, held by German forces. But before they even have a chance to get in motion, Clervaux is suddenly attacked by the 26th Volksgrenadier Division and 2nd Panzer Division.

Realizing the seriousness of the situation, General Cota, commander of the 28th US Infantry Division, sends a tank company from the 707th Tank Battalion as backup, but this proves to be too little to late. Despite the heroic resistance of the company of GIs nestled in the castle, Clervaux is lost by the end of day. The sacrifice of the 110th infantry Regiment won't be in vain, though. For the Allies now have the time to reinforce Bastogne and prevent the Germans from reaching the Meuse.

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.

Special Rules

Place a badge on the US Rangers elite infantry unit and on the German elite tank units (Troops 2 - Specialized Units).

Bad weather prevented both sides from using airplanes: remove the "Air Power" card from the deck at game start.




(Open de France Memoir '44 - 2009)

TWIN VILLAGES

- ARDENNES



Setup order

- 1  x8
- 2  x23
- 3  x4

Historical Background

The Ardennes offensive began in the pre-dawn hours of Saturday, 16th December 1944. The northernmost element of the German attack was an attempt by the 67th Corps in the Monschau forest to push through the left wing of the US 99th Division's defenses. The most significant objective in this was the small village of Krinkekt, which blended into the neighboring village of Rocherath. As a result, fighting here is frequently called the battle of the Twin Villages.

The initial assault was conducted through a wooded area against US infantry in prepared positions. Frustrated by the delays, the German commander Kraas decided to commit a battalion of Panther tanks to reinforce the attack. By dusk on the 17th, the German tanks and infantry had finally pushed out of the woods and advanced toward the Lausdell crossroads. Confused fighting engulfed Lausdell, but McKinley's infantry unit held with the help of artillery support. The staunch defense of Lausdell gave the 38th Infantry Regiment and the 741st Tank Battalion time to move forward to Krinkelt-Rocherath.

Kraas committed the remainder of his forces, but McKinley's decimated battalion held its ground and most of the German forces bypassed the position and broke into the two villages. With little infantry support, the German tanks could not push the position and the attackers fell back to reassess their options.

The fighting for Krinkelt-Rocherath had blocked the German advance for three days and enabled the V Corps to build up an impregnable defensive along the Elsenborn Ridge, thereby denying the Germans the shortest rout to the Meuse.

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.
You move first.

Allied Player: Take 6 command cards.

Conditions of Victory

6 Medals

Special Rules

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

TWIN VILLAGES

- UNTERNEHMEN WACHT AM RHEIN



Setup order		
1		x22
2		x8
3		x4

Historical Background

The Ardennes offensive began in the pre-dawn hours of Saturday, 16th December 1944. The northernmost element of the German attack was an attempt by the 67th Corps in the Monschau forest to push through the left wing of the US 99th Division's defenses. The most significant objective in this was the small village of Krinkelt, which blended into the neighboring village of Rocherath. As a result, fighting here is frequently called the Battle of the Twin Villages.

The initial assault was conducted through a wooded area against US infantry in prepared positions. Frustrated by the delays, the SS-Standartenführer (Colonel) Hugo Kraas decided to commit a battalion of Panther tanks to reinforce the attack. By dusk on the 17th, the German tanks and infantry had finally pushed out of the woods and advanced toward the Lausdell crossroads. Confused fighting engulfed Lausdell, but Lieutenant Colonel McKinley's infantry unit held with the help of artillery support. The staunch defense of Lausdell gave the 38th Infantry Regiment and the 741st Tank Battalion time to move forward to Krinkelt-Rocherath.

Kraas committed the remainder of his forces, but McKinley's decimated battalion held its ground and most of the German forces bypassed the position and broke into the two villages. With little infantry support, the German tanks could not push the position and the attackers fell back to reassess their options.

The fighting for Krinkelt-Rocherath had blocked the German advance for three days and enabled the 5th Corps to build up an impregnable defensive along the Elsenborn Ridge, thereby denying the Germans the shortest route to the Meuse.

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.
 - You move first.

Allied Player (United States):
 - Take 6 command cards.

Conditions of Victory

6 Medals.

Special Rules

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



WARDIN



Setup order		
1		x1
2		x1
3		x2
4		x1
5		x1
6		x1
7		x3
8		x9
9		x10
10		x5
11		x19
12		x4
13		x7
14		x3
15		x4

Historical Background

The morning of December 19 opened under a thick fog. The stragglers that had been poring back through the Allied lines had stopped coming, which could only mean the enemy was approaching. In the village of Wardin, Team 5-2 and Company B of 54th Armored Infantry Battalion had secured the road block and part of the village, while O'Hara's Armor was in position on the hills to the south, supported by 420th Armored field Artillery. The Germans initially attacked through the woods in front of O'Hara's position, while their Combat engineers attempted to clear the minefields. But they were soon pushed back and the threat of the minefield remained. They then opted to skirt O'Hara's position and move in full force against Wardin. Late in the day, the 28th Division command post in Bastogne received word that the Allied forces in Wardin had been wiped out.

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

7 Medals.

The 5 town hexes of Wardin form a Temporary Majority Medal Objective worth 1 Medal for whoever controls Wardin.

The 4 road hexes marked with medals are Temporary Medal Objectives worth 1 Medal each for the Axis forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26 - Winter Weather) and Reduced

Visibility (Actions 27 - Reduced Visibility) rules are in effect.

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

Place a badge on the 2 Allied Half-Track units (Troops 18 - Half-Tracks). Supply Vehicle rules are not in effect.

Place a badge on the Axis Tank Destroyer unit (Troops 24 - Tank Destroyers).

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

The river is frozen (Terrain 47 - Frozen Rivers).



LONGVILLY TRAP

- UNTERNEHMEN WACHT AM RHEIN

DECEMBER 19, 1944


Setup order		
1		x8
2		x1
3		x1
4		x1
5		x4
6		x6
7		x1
8		x14
9		x5
10		x9
11		x6
12		x1
13		x1

Historical Background

December 18, 1944, six days before Christmas: German armor has come to within a few miles of the city of Bastogne. Unwilling to give up this important traffic center, the Americans organize a defense perimeter around the town. In the late afternoon, Combat Command B arrives at Bastogne and immediately sets up three road blocks:

- Noville (north; Team Desobry)
- Longvilly (northeast; Team Cherry)
- Wardin (east; Team O'Hara)

A day later - December 19, 1944: After learning of the passage of Team Cherry through the village of Mageret, the Germans establish their own road block and decide to wait for the Panzergrenadiere to catch up before attempting to seize Bastogne. Cherry soon discovers elements of the Panzer Lehr on the team's rear. Longvilly is now cut-off and it becomes vital for Team Cherry to attempt a breakthrough and reopen the road to Bastogne!

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 4 Command cards.

Conditions of Victory

5 Medals.

The two road hexes with an Exit markers are Exit hexes for the Allied forces.

Special Rules

Place a badge on the German engineer units (Troops 4 - Combat Engineers). An Engineer unit that moves onto a Road Block hex and is eligible to battle may clear the

Road Block hex in lieu of battling.

The Air Power card must be played as an Artillery Bombard Tactic card instead: Artillery battles twice or moves up to 3 hexes.

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



LONGVILLY TRAP



Setup order		
1		x14
2		x4
3		x1
4		x1
5		x1
6		x6
7		x1
8		x9
9		x7
10		x5
11		x5
12		x9
13		x1
14		x1

Historical Background

December 18, 1944, six days before Christmas: German armor has come to within a few miles of the city of Bastogne. Unwilling to give up this important traffic center, the Americans organize a defense perimeter around the town. In the late afternoon, Combat Command B arrives at Bastogne and immediately sets up three road blocks: - Noville (north; Team Desobry) - Longvilly (northeast; Team Cherry) - Wardin (east; Team O'Hara).

A day later - December 19, 1944: After learning of the passage of Team Cherry through the village of Mageret, the Germans establish their own road block and decide to wait for the Panzergrenadiers to catch up before attempting to seize Bastogne. Cherry soon discovers elements of the Panzer Lehr on the team's rear. Longvilly is now cut-off and it becomes vital for Team Cherry to attempt a breakthrough and reopen the road to Bastogne!

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 4 Command cards.

Conditions of Victory

6 Medals.

The two road hexes with Exit markers are Exit hexes for the Allied forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26 - Winter Weather) and Reduced Visibility (Actions 27 - Reduced Visibility) rules are in effect.

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

Place a badge on the 2 Axis Tank Destroyer units (Troops 24 - Tank Destroyers).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 2 Axis units equipped with Mortars (SWAs 6 - Mortar Late War). Place a badge on these 2 units.

The river is frozen but impassable.



'PEIPER' AT STOUMONT



Historical Background

Ordered to throw a defensive line together and block Kampfgruppe Peiper for 24 hours, Colonel Roy Fitzgerald was the first to reach Stoumont. As he deployed his forces around the village, he was surprised to find Battery C from the 193rd Anti-Aircraft battalion already in position. On the morning of the 19th, Peiper attacked through the fog with two columns of tanks and infantry. Peiper's tanks were overrunning Fitzgerald's position when Sherman's from the 743rd tank battalion arrived along with a motley crew of vehicles from the repair depot at Sprimont. In the Ambleve Valley, Peiper's Panzergrenadiers had taken Cheneux and repulsed an attack by Para units of the 504th. At dusk, Obersturmbannführer Peiper gave up on his attack and moved south across the Ambleve into more open country better suited for his tanks.

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

Conditions of Victory

11 Medals.

The four town hexes of Stoumont form a Temporary Majority Medal Objective (Turn Start) worth 2 Medals for whoever controls Stoumont.

The two town hexes of Cheneux form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal for whoever controls Cheneux.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26 - Winter Weather) and Reduced Visibility (Actions 27 - Reduced Visibility) rules are in effect.

Place badges on the German elite infantry and armor units and Ranger badges on the 4 Allied Para units (Troops 2 - Specialized Units).

Place badges on the one Allied and two German mobile artillery units (Troops 14 - Mobile Artillery).

Supply Vehicle rules are in effect (Actions 24 - Re-Supply). Place a badge on the Allied Half-Track unit (Troops 18 - Half-Tracks).

Place a badge on the one Axis and two Allied Tank Destroyer units (Troops 24 - Tank Destroyers).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Allied unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War). Place the proper badge on this unit.

The River Ambleve is frozen (Terrain 47 - Frozen Rivers).

Setup order

- 1 x4
- 2 x2
- 3 x1
- 4 x2
- 5 x10
- 6 x7
- 7 x9
- 8 x33
- 9 x12
- 10 x10
- 11 x14
- 12 x1
- 13 x2
- 14 x2

FIREFIGHT IN NEFFE



Historical Background

Lt Col. Ewell's column advanced along the frozen stream toward Neffe, when his column was suddenly fired on by a machine gun breaking the silence of the early morning fog of December 19, 1944. The first burst did little damage to his 501st Parachute Infantry, but soon his entire force was engaged. It became obvious to Ewell that he would never manage to take Neffe without reinforcements, so he ordered the 2nd and 3rd battalions forward. Major Sammie Homan and the 2nd battalion were ordered to take Bizory and then move on to Mageret to get behind the enemy lines in Neffe. The 2nd battalion's advance, however, ended when it ran into German infantry dug in on Hill 510. To the south, the 3rd Battalion captured Mont, but instead of turning north to join the attack against Neffe, Lt Col. Griswold ordered his forces to recon the woods to make sure the enemy would not out flank his force. A precious opportunity had just been lost...

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

Briefing

Axis Player
[Germany]
Take 9 Command cards.

Allied Player
[United States]
Take 9 Command cards.
You move first.

Conditions of Victory

14 Medals.

The 4 groups of forest hexes each form a Temporary Sole Control Medal Objective, worth 1 Medal each for the Allied forces.

The four town hexes of Neffe form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal for whoever controls Neffe.

The two town hexes of Mageret form a Temporary Majority Medal Objective worth 1 Medal for whoever controls Mageret.

The four hill hexes of Hill 510 form a Temporary Majority Medal Objective worth 1 Medal for whoever controls Hill 510.

The towns of Mont and Bizory are Last to Occupy Medal Objectives worth 1 medal each to the side that occupies

them last.

The Germans start the battle with 3 medals, representing their control of some of the above objectives.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26 - Winter Weather) and Reduced Visibility (Actions 27 - Reduced Visibility) rules are in effect.

Place a badge on the 2 Allied and 2 Axis Tank Destroyer units (Troops 24 - Tank Destroyers).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Axis unit and 1 Allied unit equipped with Mortars (SWAs 6 - Mortar Late War) and the 1 Axis unit and 1 Allied unit equipped with Machine Guns (SWAs 7 - Machine Gun Late War). Place the proper badges on these units.

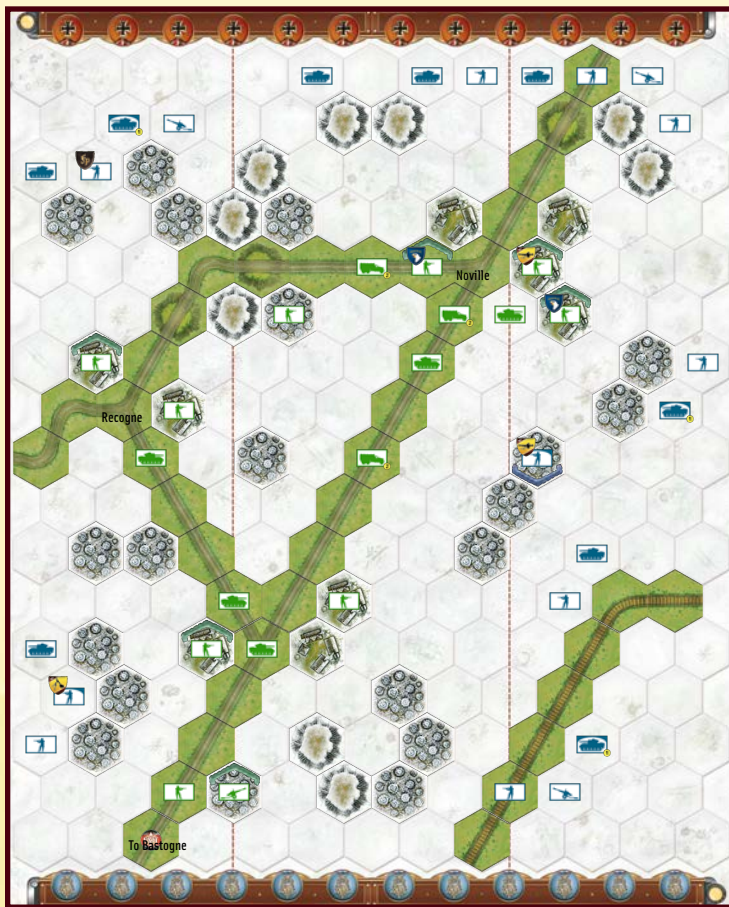
The river is frozen (Terrain 47 - Frozen Rivers).

Setup order

1		x40
2		x15
3		x6
4		x2
5		x2
6		x1
7		x3
8		x1
9		x1
10		x2
11		x1
12		x1
13		x7
14		x13
15		x2
16		x7
17		x16
18		x9
19		x5
20		x9



NOVILLE TO FOY



Historical Background

Battle of the Bulge, morning of December 20, 1944 - Noville is already under attack, but the enemy seems to be groping, rather than making a concentrated attack. Fog and snow have hampered the action and the beleaguered Americans can only tell what is happening from up real close. Allied Command has told them to withdraw to Foy, but with the fog, the sound of gunfire seems to swirl around them from every direction. Can the column make it to Foy, not to even mention Bastogne?

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. You move first.

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

Conditions of Victory

10 Medals.

The baseline road hex with an Exit marker is worth 1 Victory Medal for each Allied truck figure that manages to exit the board toward Bastogne.

The three sets of road hexes connecting Noville, Foy and Recogne are each worth a single Temporary Medal Objective for the Axis player. If the Axis player occupies one or more hexes in any of these sets at the start of his turn, he scores one Temporary Medal. Only one medal is gained for each set, regardless of the number of road hexes held there.

Special Rules

"Heavy Fog" rules are in effect, reducing combat effectiveness. Dice symbols rolled that match a unit being targeted only score hits when battling the unit in Close Assault. All Grenades rolled still score hits as normal.

Place a badge on the two elite Allied Parachute infantry units (Troops 2) and on the lone German engineers unit (Troops 4).

Tiger Tank rules are in effect (Troops 16).

Supply Truck rules are in effect (Troops 17). Re-supply rules are not in effect, however; trucks in this scenario are transporting wounded men.

Special Weapon Assets rules (SWAs 1) are in effect for the units equipped with Anti-Tank weapons (SWAs 2) and Mortar (SWAs 3).

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





Setup order

- | | | |
|----|--|-----|
| 1 | | x22 |
| 2 | | x3 |
| 3 | | x9 |
| 4 | | x20 |
| 5 | | x1 |
| 6 | | x1 |
| 7 | | x1 |
| 8 | | x1 |
| 9 | | x6 |
| 10 | | x3 |
| 11 | | x9 |
| 12 | | x7 |
| 13 | | x1 |

ST VITH

- ARDENNES



Setup order	
1	 x20
2	 x16
3	 x5
4	 x6

Historical Background

As early as August 1944, Adolf Hitler began formulating plans for what would become the Ardennes offensive. While too ambitious for the available resources and terrain, the plan was deemed by the German High Command as having more chances of impacting the situation than throwing the same the ad-hoc divisions into the increasingly desperate Eastern front.

In the Ardennes, there were only a few cross-country roads, so forces would tend to pile up at the crossroads. St. Vith was one such town. The German tide rushed past to the north and south of St. Vith during the first days of the offensive, leaving the town to two Volksgrenadier divisions, supported by artillery and a few Tigers. In the defense, a hodge-podge force, including infantry and armor, dug in on a rugged ridge known as the Prumerberg, just east of St. Vith.

A heavy artillery barrage began the German attack. The infantry followed, advancing through gaps in the American line. The push was joined by Tiger tanks rolling up the front slopes of the Prumerberg. The American armor lay in wait on the ridge, but the Tigers, using an Eastern Front tactic of firing flares as they reached the crest, blinded the American tank crews and silhouetted the Sherman tanks. The American line broke under heavy pressure and fell back before additional forces could be deployed from the town.

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 4 command cards.

Conditions of Victory

6 Medals

Special Rules

The Axis Special Forces tank units have 4 figures.

The hill slope toward St Vith is impassable.

BARAQUE DE FRAITURE (PARKER'S CROSSROADS)
DEC. 20-23, 1944
- UNTERNEHMEN WACHT AM RHEIN


Setup order

1		x22
2		x6
3		x5

Historical Background

Under orders from command to "hold at all costs", Major Arthur C. Parker of the 589th Field Artillery unit assembled a makeshift force of glider and parachute infantry, armored infantry, a few anti-tank guns and some Sherman tanks at the crossroads near the Belgian village of Fraiture.

Repeated German attacks over the next few days were turned back as fuel supply problems limited the 2nd SS Panzer Division and 60th VolksGrenadiers. By the 23rd, however those fuel problems were solved and a powerful combined arms attack finally overwhelmed the out-manned Americans. By evening the position was lost.

While the final outcome was never in doubt, by holding the crossroads for over 2 days, Parker's hastily-assembled troops prevented the German forces from advancing - giving the Allied forces in the area precious time to recover and reform.

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 4 Command cards.

Conditions of Victory

5 Medals

The Allied player suffers Sudden Death the instant that the Axis forces occupy all 3 town hexes at the crossroads.

Special Rules

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

The Air Power card must be played as an Artillery Bombard Tactic card: 'Artillery battles twice or moves up to 3 hexes'.

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



BARAQUE DE FRAITURE (PARKER'S CROSSROADS)



Setup order		
1		x22
2		x1
3		x7
4		x2
5		x1
6		x19
7		x5
8		x5

Historical Background

Under orders from command to "hold at all costs", Major Arthur C. Parker of the 589th Field Artillery unit assembled a makeshift force of glider and parachute infantry, armored infantry, a few anti-tank guns and some Sherman tanks at the crossroads near the Belgian village of Fraiture. Repeated German attacks over the next few days were turned back as fuel supply problems limited the 2nd SS Panzer Division and 60th VolksGrenadiers. By the 23rd, however those fuel problems were solved and a powerful combined arms attack finally overwhelmed the out-manned Americans. By evening the position was lost. While the final outcome was never in doubt, by holding the crossroads for over 2 days, Parker's hastily-assembled troops prevented the German forces from advancing - giving the Allied forces in the area precious time to recover and reform.

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 4 Command cards.

Conditions of Victory

6 Medals.

The Allied player suffers Sudden Death the instant that the Axis forces occupy all 3 town hexes at the crossroads.

Special Rules

Winter Combat (Actions 25 - Combat Cards) and Winter Weather (Actions 26 - Winter Weather) rules are in effect.

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

Place a badge on the Allied Army Half-Track unit (Troops 18 - Half-Tracks). Supply Vehicle rules are not in effect.

Place a badge on the 2 Allied Heavy Anti-Tank Gun units (Troops 23 - Heavy Anti-Tank Guns).

Place a badge on the Allied Tank Destroyer unit (Troops 24 - Tank Destroyers).








Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the Axis unit equipped with a Mortar (SWAs 6 - Mortar Late War). Place a badge on it.

RELIEF OF 'PEIPER'

- ARDENNES



Setup order

- 1  x4
- 2  x8
- 3  x4
- 4  x10
- 5  x8
- 6  x7
- 7  x4

Historical Background

Ordered to move to the relief of Kampfgruppe 'Peiper', Max Hansen on December 21st started probing with his battlegroup between Trois Ponts and Grand Halleux. The 505th Parachute Regiment had established a defensive front to defend or blow the bridges along this four-mile section behind the River Salm.

Hansen attack at Trois Ponts overran the allied companies positioned on the East Side of the river. A withdrawal of survivors was ordered and although the German grenadiers made it to the bridge they were thrown back by fire from the antitank gun and the buildings.

To the south, a strong defense at La Neuville, slowed the advance of German tanks and infantry. Just as the German forces overcame the defenders in La Neuville the battalion blew the bridge. The advanced had stalled and Allied Artillery forced the German troops to withdraw.

On the 22nd, Panzergrenadiers fought a desperate battle for control of the Grand Halleux bridges. The paras blew one bridge while Germans were in the middle of it and the rest of the German force in the area fell back. There was no further attacks on the 505th sector.

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.
You move first.

Allied Player: Take 5 command cards.

Conditions of Victory

6 Medals

An Axis unit that exits off the Allied side of the battlefield counts as one victory medal. The Axis unit is removed from play. Place one figure from this unit onto the Axis medal track.

Special Rules

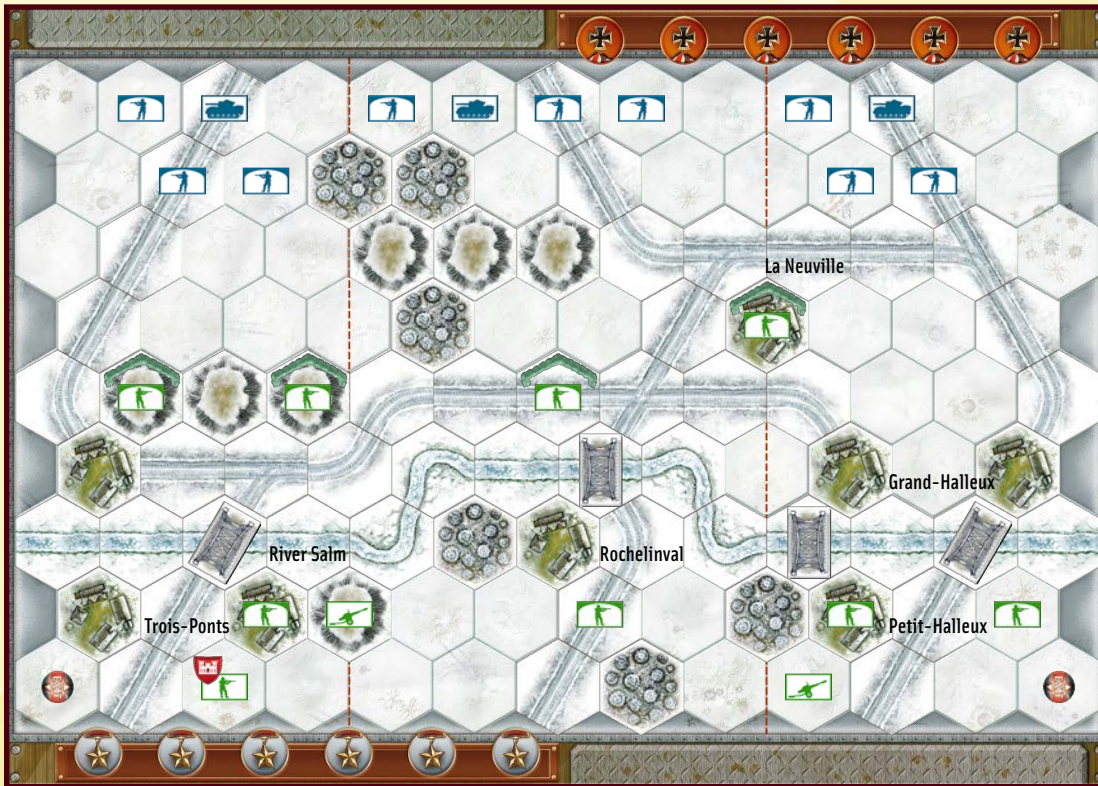
All Allied and Axis infantry units are Special Forces elite units. They may move 1 or 2 hexes and still battle.

The bridges do not block line of sight.

The Allied player may blow three bridges. The Allied player

may blow one bridge a turn when he plays a section command card with an intact bridge. It takes one order from the card to blow the bridge in the section. Remove the bridge. The allied player does not draw a new command card the turn he blows a bridge (his hand of command card is reduced by one card).

THE RELIEF OF 'PEIPER'



Setup order		
1		x4
2		x1
3		x3
4		x4
5		x10
6		x7
7		x7
8		x22
9		x6
10		x8
11		x4
12		x2

Historical Background

Ordered to move to the relief of Kampfgruppe 'Peiper', Max Hansen on December 21st started probing with his battlegroup between Trois-Ponts and Grand-Halleux. The 505th Parachute Regiment had established a defensive front to defend or blow the bridges along this four-mile section behind the River Salm. Hansen's attack at Trois-Ponts overran the allied companies positioned on the East Side of the river. A withdrawal of survivors was ordered and although the German grenadiers made it to the bridge they were thrown back by fire from the antitank gun and the buildings. To the south, a strong defense at La Neuville slowed the advance of German tanks and infantry. Just as the German forces overcame the defenders in La Neuville the battalion blew the bridge. The advanced had stalled and Allied Artillery forced the German troops to withdraw.

On the 22nd, Panzergrenadiers fought a desperate battle for control of the Grand-Halleux bridges. The paras blew one bridge while Germans were in the middle of it and the rest of the German force in the area fell back. There were no further attacks on the 505th sector.

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.
You move first.

Allied Player
[United States]
Take 5 Command cards.

Conditions of Victory

6 Medals.
The entire Allied baseline counts as Exit hexes for the Axis player.

Special Rules

Winter Combat (Actions 25 - Combat Cards) and Winter Weather (Actions 26 - Winter Weather) rules are in effect.

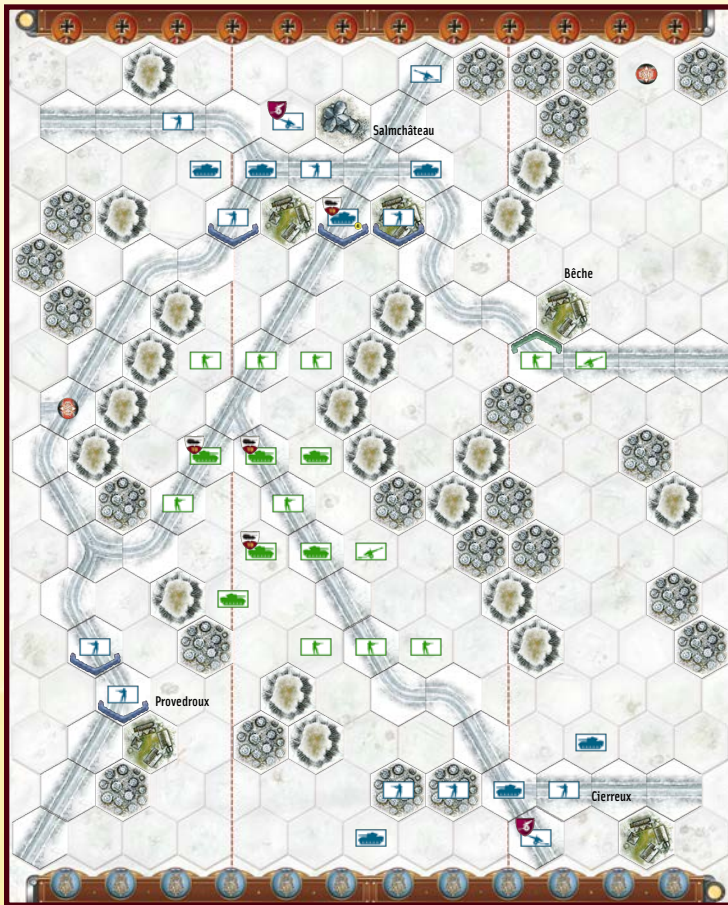
For the Allied forces Blowing Up Bridges Option 1 is in effect (Actions 2 - Blowing Up Bridges). The Allied player may blow up to 2 bridges.

All Allied and Axis infantry units are elite units (Troops 2 - Specialized Units).

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

The river is frozen but impassable.

ESCAPE ALONG SALMCHÂTEAU



Historical Background

On December 23, Kampfgruppe 'Krag' was already in control of the village of Salmchâteau when Task Force 'Jones' approached along the steep-sided Salm valley. The column of American tanks and infantry were spread out along the road when Krag unleashed an attack. There was limited room for Jones to deploy and bring forward any units. To make matters worse, Panthers of the Führer Begleit Brigade were moving forward out of Cierreux. Both German forces converged on Jones' column. Total victory eluded them though: Some American units escaped west, while the men and guns of the 440th Armored Field Artillery fled to safety through the hills to Vielsalm.

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

9 Medals.

The Winter countryside hex with an Exit marker on the Axis player's baseline and the Exit marker on the road west (left) of the map are Exit hexes for the Allied forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter

Weather (Actions 26 - Winter Weather) and Reduced Visibility (Actions 27 - Reduced Visibility) rules are in effect.

Place a badge on the 2 German mobile artillery units (Troops 14 - Mobile Artillery).

Place a badge on the 3 Allied Army and 1 Axis Tank Destroyer units (Troops 24 - Tank Destroyers).

Church rules are in effect (Terrain 19 - Churches).

All Hill terrain hexes are impassable.

Even though Allied units are surrounded by German forces in this scenario, they still retreat toward the bottom of the map, while German units all retreat toward the top.

Setup order

- 1 x15
- 2 x1
- 3 x2
- 4 x1
- 5 x1
- 6 x2
- 7 x20
- 8 x33
- 9 x22
- 10 x5
- 11 x6
- 12 x1
- 13 x1

RESISTANCE AT MARVIE



Setup order		
1		x15
2		x1
3		x3
4		x3
5		x3
6		x9
7		x34
8		x4
9		x20
10		x14
11		x8
12		x6
13		x3
14		x4
15		x1

Historical Background

On December 23, the Germans started to shell Marvie, a suburb of Bastogne. At about the same time, German tanks and infantry slowly began to progress toward Hill 500. A few US soldiers were able to withdraw, but most stayed on the hill as the Germans encircled them. North of Marvie, the elite German infantry had worked their way through a hastily-laid minefield and were advancing on a farmhouse. Lt. Col. James O'Hara ordered his team of tanks and artillery to move forward and check on the German advance in this sector. The German infantry now came toward the houses at Marvie, but the American infantry held like a rock. To the southwest, the Germans were advancing in force and had already crossed the frozen stream. Only a few platoons were in position to oppose the German advance, but they held until a few Shermans came forward to counter the attack. Not knowing the strength of this American counter-attack, the Germans took up defensive positions and decided to wait.??

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 6 Command cards.

Conditions of Victory

9 Medals.

The four town hexes of Marvie form a Temporary Majority Medal Objective worth 1 Medal for whoever controls Marvie.

The three road hexes marked with a medal are Temporary

Medal Objectives for the Axis forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26 - Winter Weather) and Reduced Visibility (Actions 27 - Reduced Visibility) rules are in effect.

Place badges on the 4 German elite infantry units (Troops 2 - Specialized Units).

Church rules are in effect (Terrain 19 - Churches).

The river is frozen (Terrain 47 - Frozen Rivers).

The Allied player lays out the 3 Minefields (Terrain 29 - Minefields).

BASTOGNE CORRIDOR WEST

- ARDENNES



Setup order

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

Historical Background

Historical

On December 30th German High Command's plan to capture Bastogne called for a push from the west simultaneously with another from the east. The object of these two forces was to pinch the corridor at Assenois south of the town. With the ring closed they would turn north and with attacks by the forces surrounding the city, Bastogne would fall.

The Western Pincer assembled the tanks and infantry of the Fuhrer Begleit Brigade and the 3rd and 15th Panzer Grenadier Divisions. Their initial progress toward Sibret was good. Meanwhile southwest of Bastogne, the new U.S. 11th Armored Division along with the 87th Infantry had been ordered to drive north. The result was that the two attacks ran right into one another on this part of the front. The American armor attack went nowhere after Task force Pat was ambushed by German panzers. While the 87th Infantry on the American left did take the villages of Moricy and Remagne only to be forced back by a determined counterattack by the Panzer Lehr Division.

Heavy casualties on both sides brought the bitter fighting in this sector to a close. The German western pincer had failed. Patton although disappointed in the results of the American drive noted, 'had we not hit the Germans head on they may have again closed the corridor into Bastogne'.

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 hex of Sibret counts as one victory medal.

An Allied unit that captures the town hex of Chenogne counts as one victory medal.

Place an objective medal on these town hexes. As long as the unit remains on the town hex, it continues to count toward victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

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

The 'Air Power' card is played as an 'Artillery Bombard' card. (Issue an order to all ARTILLERY units. Units may move up to 3 hexes or battle twice.)

BASTOGNE OVERLORD

- ARDENNES

DECEMBER 30, 1944



Historical Background

On December 30th German High Command's plan to capture Bastogne called for a push from the west simultaneously with another from the east. The object of these two forces was to pinch the corridor at Assenois south of the town. With the ring closed they would turn north and with attacks by the forces surrounding the city, Bastogne would fall.

The Western Pincer assembled the tanks and infantry of the Fuhrer Begleit Brigade and the 3rd and 15th Panzer Grenadier Divisions. Their initial progress toward Sibret was good. But meanwhile southwest of Bastogne, the new U.S. 11th Armored Division along with the 87th Infantry had been ordered to drive north. As the early morning fog lifted it revealed that both sides were advancing in force on this front. The result was that the two attacks ran right into one another. The American armor attack went nowhere after Task force Pat was ambushed by German panzers. While the 87th Infantry on the American left did take the villages of Moricy and Remagne only to be forced back by a determined counterattack by the Panzer Lehr Division.

Heavy casualties on both sides brought the bitter fighting in this sector to a close. The German western pincer had failed. Patton although disappointed in the results of the American drive noted, 'had we not hit the Germans head on they may have again closed the corridor into Bastogne'.

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

Briefing

Axis Player: Take 9 command cards.
You move first.

Allied Player: Take 9 command cards.

Conditions of Victory

12 Medals

An Axis unit that captures town hexes of Sibret count as one victory medal for each town hex (three possible medals).

An Allied unit that captures the town hex of Chenogne counts as one victory medal. Allied units need to capture both town hexes in Moiricy and Remagne to count as one victory medal.

Place objective medals on these town hexes. As long as the unit remains on the town hex, it continues to count toward victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

All Axis infantry units are Special Forces elite units. They may move 1 or 2 hexes and still battle. The Axis Special Forces tank units have 4 figures. Place an Axis special

force token in the same hex with these units to distinguish them from the other units.

The 'Air Power' card is played as an 'Artillery Bombard' card. (Issue an order to all Artillery units. Units may move up to 3 hexes or battle twice.)

Setup order

- 1  x38
- 2  x13
- 3  x6
- 4  x3
- 5  x3

BASTOGNE CORRIDOR EAST

- ARDENNES



Setup order

- 1  x6
- 2  x17
- 3  x8
- 4  x3

Historical Background

On December 30th German High Command's plan to capture Bastogne called for a push from the west simultaneously with another from the east. The object of these two forces was to pinch the corridor at Assenois south of the town. With the ring closed they would turn north and with attacks by the forces surrounding the city, Bastogne would fall.

The eastern pincer consisted of the 167 Volks-Grenadier Division on the right, the 1. SS-Panzer, which had lost most of its striking power in the Kampfgruppe Peiper venture, and on the left the 5th Fallschirm-Jäger Division, which was, partnered with a number of tiger tanks. The Allied forces were the understrength 134th Infantry Regiment at Lutrebois and the 137th Regiment at Villers-la-Bonne-Eau.

There was fierce and confused fighting around both of the villages through most of the morning. Late in the afternoon the Grenadiers managed to take Lutrebois and at Villers-la-Bonne-Eau the Allied forces were cut off and forced to surrender. The 4th Armor was rushed forward and a scrambled melee ensued with infantry, tanks and allied artillery finally stopping the German thrust just short of the Bastogne-Arlon road.

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

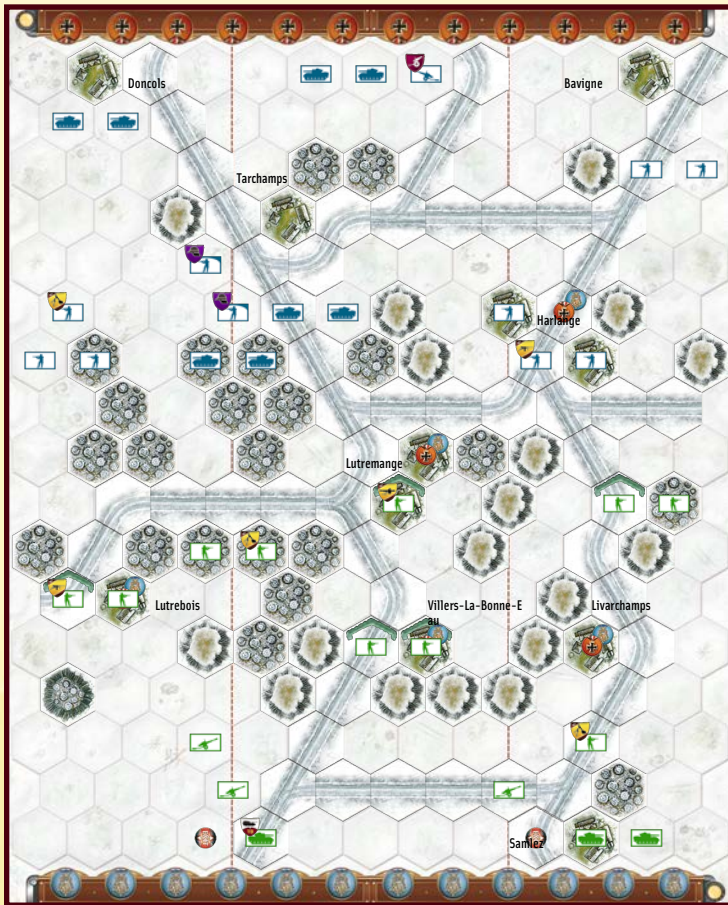
An Axis unit that exits off the Allied side of the battlefield from a medal hex counts as one victory medal. The Axis unit is removed from play. Place one figure from this unit onto the Axis medal track. Place an objective medal on the three exit hexes.

Special Rules

The Axis Special Forces tank unit has 4 figures. Place an Axis special force token in the same hex with this unit to distinguish it from the other units.

The 'Air Power' card is played as an 'Artillery Bombard' card. (Issue an order to all ARTILLERY units. Units may move up to 3 hexes or battle twice.)

THE FINAL COUNTER-ATTACK



Historical Background

Constant pressure from Hitler to capture Bastogne led Generalleutnant Karl Decker, a prudent but determined and highly experienced officer, to launch a pincer operation in an attempt to isolate the town. While XXXIX. Panzerkorps attacked from the east, the Führer Begleit Brigade was to assault from the northwest; but finding itself short of fuel and ammunition, the Germans never got off the starting line. Unaware, Decker's Korps moved forward through the woods on the morning of the 30th, with the infantry following the Panzers. They moved through Lutremange and onto Villers-La-Bonne-Eau while the German infantry attacked Lutrebois. Allied artillery was ordered into position and started to shell the Germans advance, forcing Decker to order a retreat. The last major counter-attack during the Ardennes operation had ceased.

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 6 Command cards.

Conditions of Victory

11 Medals.

The two town hexes of Lutremange form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal for whoever controls Lutremange.

The two town hexes of Harlange form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal for whoever controls Harlange.

The towns of Livarchamps, Villers-La-Bonne-Eau and Lutrebois are a Last to Occupy Medal Objectives worth 1 medal each for

the side that was last to occupy them.

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

Special Rules

Winter Combat (Actions 25 - Combat Cards) and Winter Weather (Actions 26 - Winter Weather) rules are in effect.

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

Place a badge on the 1 German mobile artillery unit (Troops 14 - Mobile Artillery).

Place a badge on the 1 Allied Tank Destroyer unit (Troops 24 - Tank Destroyers).

Special Weapon Asset rules (SWAs 4 - Special Weapon Assets) are in effect for the 1 Allied unit equipped with Anti-Tank weapons (SWAs 5 - Anti-Tank Gun Late War), the 2 Allied and 1 Axis units equipped with Mortars (SWAs 6 - Mortar Late War) and the 1 Allied and 1 Axis units equipped with Machine Guns (SWAs 7 - Machine Gun Late War).

Setup order

- 1 x5
- 2 x3
- 3 x13
- 4 x1
- 5 x1
- 6 x36
- 7 x11
- 8 x22
- 9 x18
- 10 x5
- 11 x5
- 12 x5
- 13 x2

TASK FORCE PAT AT CHENOGNE

- ATTACK OF THE 11TH US ARMORED DIVISION.



Setup order		
1		x1
2		x21
3		x9
4		x6
5		x1
6		x3

Historical Background

In late December 1944, while the Germans still hoped to capture Bastogne, US troops recovered the initiative to relieve this city which was partly besieged. The 11th US Armored Division, just arrived in the western front and totally "green", was in the forefront of the attack by the General Patton' 3rd Army, on the south west of Bastogne. The village of Chenoble and the "Bois des Valets" were the theater of fierce battles between Sherman tanks of the Task Force Pat and Jagdpanzer IV/70 of the Führer Begleit Brigade. US troops lost a lot of tanks and succeeded to clear the area only with the support of the artillery and fighter-bombers of the US Air Force. The stage is set, the battle line are drawn, and you are in command. The rest is history.

Briefing

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

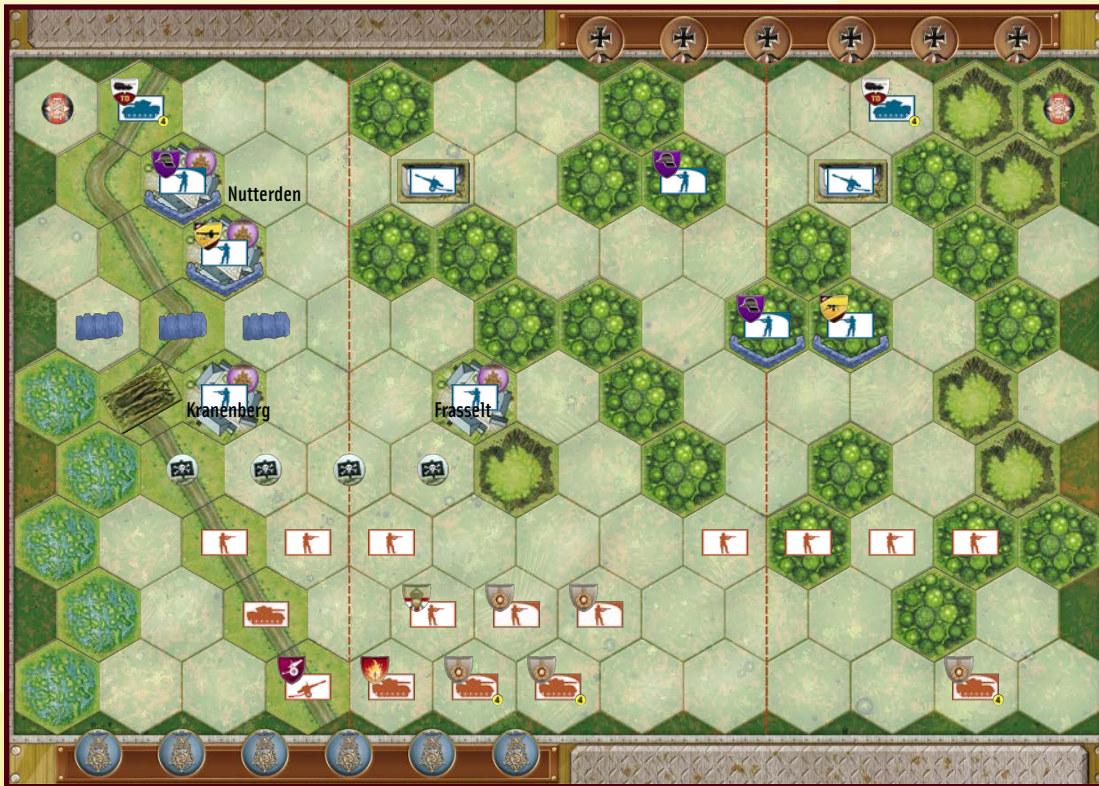
Conditions of Victory

6 medals.
 The church of Chenoble is a temporary medal objective for the Allied player.

Special Rules

- Special Weapon Asset rules (SWAs 4) are in effect for the three Axis infantry units equipped with an antitank weapons (SWAs 5).
- Use "Mobile Artillery" rules (Troops 14) to the Allied artillery unit.
- Use "Tank Destroyers" rules (Troops 24) to the two Axis armored units with TD badge and four figures.
- Use "Air Strikes" rules (Actions 3) to the Allied player.
- The Axis player lays out the minefields (Terrains 29).

REICHSWALD & NUTTERDEN



Setup order		
1		x1
2		x2
3		x5
4		x21
5		x4
6		x3
7		x6
8		x6
9		x4
10		x3
11		x2
12		x4
13		x4

Historical Background

Operation Veritable was intended to eliminate all German forces west of the Rhine river and set the stage for Allied forces to eventually cross that great barrier. However, General Schlemm, the German commander of the First Parachute Army defending the region, anticipated the attack and flooded the Maas and Rhine rivers to narrow the Allied assault to a 6 mile corridor. Early morning on February 8, 1945 the 1st Canadian Army and the British XXX Corps launched their attack after a five hour artillery barrage. The Anglo-Canadian advantage in manpower was nullified by the narrow front and thawing ground bogged down most of the armor. The attack rolled forward, however, up the Nijmegen-Cleve road in one sector and into the Reichswald Forest in another. The 44th Brigade, a strike force of Grenadier Guards, flame-throwing tanks and mobile artillery, reached Nutterden early the next day. The frontal assault into the Reichswald Forest by the 53 Welsh Division and 51 Highland Division, made slow progress, but the advance came to a halt when it encountered the German 2nd Parachute Regiment and heavy artillery fire. Despite slow progress and stiff resistance, the first day of the operation was promising.

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 / Great Britain]
Take 5 Command cards.
You move first.

Conditions of Victory

7 Medals

Exit rules are in effect across the entire Axis player's baseline, for the Allied player.

Each town hex is a Temporary Medal Objective (Turn Start) worth 1 Medal for the Allied player.

Special Rules

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

Place a badge on Axis and Allied elite infantry units (Troops 2 - Specialized Units), on the Allied Engineer unit (Troops 4 - Combat Engineers), and on the Allied Flame Thrower Tanks unit (Troops 13 - Flame Thrower Tanks).

Place a badge (or use the proper figures) on the Allied Mobile Artillery unit (Troops 14- Mobile Artillery) and Axis Tank Destroyer units (Troops 24 - Tank Destroyers).

Special Weapon Assets late war rules (SWAs 4 - Special Weapon Assets, Late War) are in effect for units equipped with Anti-Tank Guns (SWAs 5 - Anti-Tank Gun) or Machine Guns (SWAs - 7 Machine Gun).

The Axis player lays out the Minefields (Terrain 29 - Minefields). Draw 4 mines from a set of the following strength: four (0), two (1) and one (2).

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



HITDORF



Setup order		
1		x6
2		x19
3		x3
4		x1

Historical Background

On 6 April 1945, the first wave of the 82nd Airborne Division crossed the Rhine in boats and immediately made contact with the enemy. Under heavy fire and faced with a minefield, the troopers fought toward their assigned objectives and managed to reach Hitdorf. As the paratroopers were fortifying their position, the 330th Grenadier Regiment and elements of the 3rd Fallschirmjäger Division launched a counterattack. The first attack was broken less than fifty yards from the perimeter but the second attack started with an artillery barrage. As the Axis tanks and infantry closed in, the paratroopers were forced to withdraw to the beach and back across the Rhine.

The paratroopers had only lost nine men compared with the enemy's 150, but the American troopers felt like it was a mini Dunkirk because they were forced to retreat before they could divert enemy forces from the more important sector upstream.

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 six town hexes of Hitdorf form a Temporary Majority Medal Objective (Turn Start) worth 1 Medal for the Allied player and 2 Medals for the Axis player. The Allied player controls the city at game start and thus has 1-medal headstart.

Special Rules

The Allied player rolls 1 die for each Allied paratrooper unit in a town hex at game start. When an Infantry or Star symbol is rolled, place a sandbag in the occupied town hex.

All Allied infantry units are elite units (Troops 2 - Specialized Units). Badges are not required. Place a badge (or use the

proper figure) on the Allied Sniper Unit (Troops 10 - Sniper).

Special Weapon Assets late war rules (SWAs 4 - Special Weapon Assets, Late War) are in effect for units equipped with Anti-Tank Guns (SWAs 5 - Anti-Tank Gun) or Machine Guns (SWAs - 7 Machine Gun).

The Axis player lays out the Minefields (Terrain 29 - Minefields). Draw 3 mines from a set of the following strength: four (0), two (1) and one (2).

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

