

MEMOIR '44 U.S. MARINES 101ST AIRBORNE ARMY RANGERS SCENARIOS BASTOGNE

OVERTHROUGH

12 NEW BREAKTHROUGH MAPS AND OVERTHROUGH BATTLES



NO SURRENDER

MEMOIR
'44

RELIVE HISTORY GUADALCANAL THE BULGE CABANATUAN MEMOIR '44 ST. VITH

FOREWORD

In the early hours of December 16, 1944, white-clad German paratroopers advanced on the Losheim gap, defended by scattered detachments of infantry and the 14th Cavalry. Colonel Joachim Peiper, crouched behind the gap with the armored spreadhead of the 6th Panzer Army, would be delayed for hours by the determined American defenders. Throughout the Ardennes, the story was repeated at places like St. Vith, Butgenbach, and Bastogne. There, the 101st Airborne Division gave its legendary one-word reply to German surrender demands: "Nuts!"

In the Pacific, the bitter struggle on Guadalcanal had been no different. Bloody Ridge, Matanikau, and the Gifu saw combatants on both sides refuse to give ground. A Japanese major inspired his 800 men surrounded on the slopes of Mt. Austen to continue fighting when most were sick or wounded. There would be no surrender.

With Richard Borg's D-Day Landings maps as inspiration, we set out to recreate the Bulge and Guadalcanal in "No Surrender." A scenario based on the famous rescue at Cabanatuan is included as well. The battles can be played by two dedicated gamers with Breakthrough boards, and are made to order for a gaming group on a Saturday afternoon. Fellow players tested the maps and made key contributions. Without their help this project would not exist. For the order of battle we relied on records from the National Archives, U.S. Army Center of Military History, and first person action reports. Major Thomas Gendron describes the defense of Butgenbach in his must-read report. Walking the streets of Bastogne and Clervaux helped us understand the ground. Army records provided aerial photos of the Gifu, Galloping Horse, and Cabanatuan.

We hope that you enjoy playing these scenarios as much as we loved creating them. Good luck, and have fun!

A special thank you to Richard Borg and Days of Wonder

THE SCENARIOS

The Overthrough games are designed for advanced players. To play one of the Overthrough battles, you will need 3 breakthrough maps and 2 or 3 base games depending on the scenarios. For the expansions required in the two theaters, see the next section below. Each map also requires its own Breakthrough deck and each player has his own hand of Command cards.

The Overthrough maps are designed for historical accuracy and playability. The number of Victory Medals needed to win an Overthrough battle makes them playable in a single afternoon or evening for a group using simultaneous movement rules. To play a longer game, try adding 5 or 10 medals to the number needed for Victory.

EXPANSIONS REQUIRED TO PLAY

The maps can be played with a base game and one expansion for each board. The Bulge scenarios require the base game and Winter Wars. They are enhanced if an Eastern Front expansion is available, but it is not required. The Guadalcanal and Cabanatuan scenarios require only the base game and Pacific expansion, but the cosmetics are better with a Terrain Pack. If you don't have the pack, you can substitute other tiles for special buildings like barracks and POW camps. Likewise, an equipment pack will enhance your battles with Tigers, half tracks, big guns, and other items for the Bulge and Guadalcanal maps.

ABOUT THE BREAKTHROUGH DECK

The Breakthrough deck provides cards that are designed for the larger Breakthrough boards. But if you don't have enough Breakthrough decks, you can still play all of the scenarios included. Just take two regular M44 card decks and shuffle them together. Use the two decks shuffled together in place of one breakthrough deck.



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THE INFANTRY SCHOOL FORT BENNING

"A third tank approached spattering machine gun fire at the antitank gun position. Corporal Warner, the squad leader, stood by his gun and drew his pistol while the remainder of his squad ducked for cover. When about ten yards away, the tank commander stopped his tank and stuck his head and shoulders out of the turret to direct its movement. Corporal Warner with pistol in hand...fired at the head of the tank commander and quickly ducked...expecting to be run over by the tank.

The tank gunned its motor and started toward him. Just as it reached [him] it reversed and...withdrew with its commander slumped over the hatch...killed by a round from Warner's pistol."

Major Thomas Gendron, Operations of the 2D Battalion, 26th Infantry (1st U.S. Infantry Division), The Infantry School, Fort Benning, Georgia, 1949-1950.





Elsenborn

St. Vith

Bastogne

Full Map Setup

OPERATION WACHT AM RHEIN

History

When the decision has to be made, we will never hesitate.
- George S. Patton

At 4 AM on December 16, 1944, three German armies with 26 divisions, seven artillery corps and eight nebelwerfer brigades counterattacked in the snow against a lightly defended sector in the Ardennes forest. The defenders were mostly green U.S. divisions full of new recruits or depleted units sent to the so-called "Ghost Front" to rest and recover. The code name of the operation was "Wacht Am Rhein". The plan was to overrun the weak Allied forces and cross the Meuse before striking toward the objective, the strategic port of Antwerp. If successful, the Axis plan would isolate 25 to 30 Allied divisions and prolong the war, perhaps even force the Allies to sue for peace. It was Hitler's last desperate gamble to protect the Third Reich.

The Wehrmacht needed surprise and poor weather to guarantee victory. Surprise was achieved because Hitler bypassed the "Enigma" code system. 1st SS Panzer Division led by Colonel Joachim Peiper was the spearhead of the German offensive. Tasked with seizing the vital highway through the Losheim Gap for the panzers, troopers from the 9th Fallschirmjaeger Regiment advanced on the village of Lanzerath shortly after dawn.

SETTING UP

SET UP INSTRUCTIONS

The three maps included cover the entire assault. When placed side by side (see Full Map Setup), they form the complete battlefield. The triple map battle is played by 6 players. There are 3 players per side, and each player commands one map. Each map requires its own Breakthrough deck and each player will have his own hand of Command cards, along with his own separate reinforcement roll. Note that Hobart's Funnies, French Resistance, and Flame Thrower Tanks cannot be ordered as reinforcements.

Players on the same side must complete the steps of a turn sequence at the same time, and all players must complete a step before going to the next one. The number of Victory Medals from each map are added together to arrive at the total number of Victory Medals required to win.

DOUBLE MAP BATTLE

A Double Map battle can be played by 4 players. There are 2 players per side, and each player commands one map. As in the triple map battle, each map has a separate Breakthrough deck and each player has a hand of Command cards and a separate reinforcement roll. Players on the same side complete the steps of a turn sequence at the same time. All players complete a step before going to the next one, and the number of Victory Medals required to win is the total number of medals from both maps added together. Hobart's Funnies, French Resistance, and Flame Thrower Tanks cannot be ordered as reinforcements.

AIR SUPERIORITY

Allies always have air superiority in all battles, regardless of setup or the number of players. To reflect the conditions of the historical battle, this impacts Axis reinforcements. If the Allied player uses an Air Power Command card, the Axis player cannot roll for reinforcements on the next turn.

Double Map Setup



Elsenborn

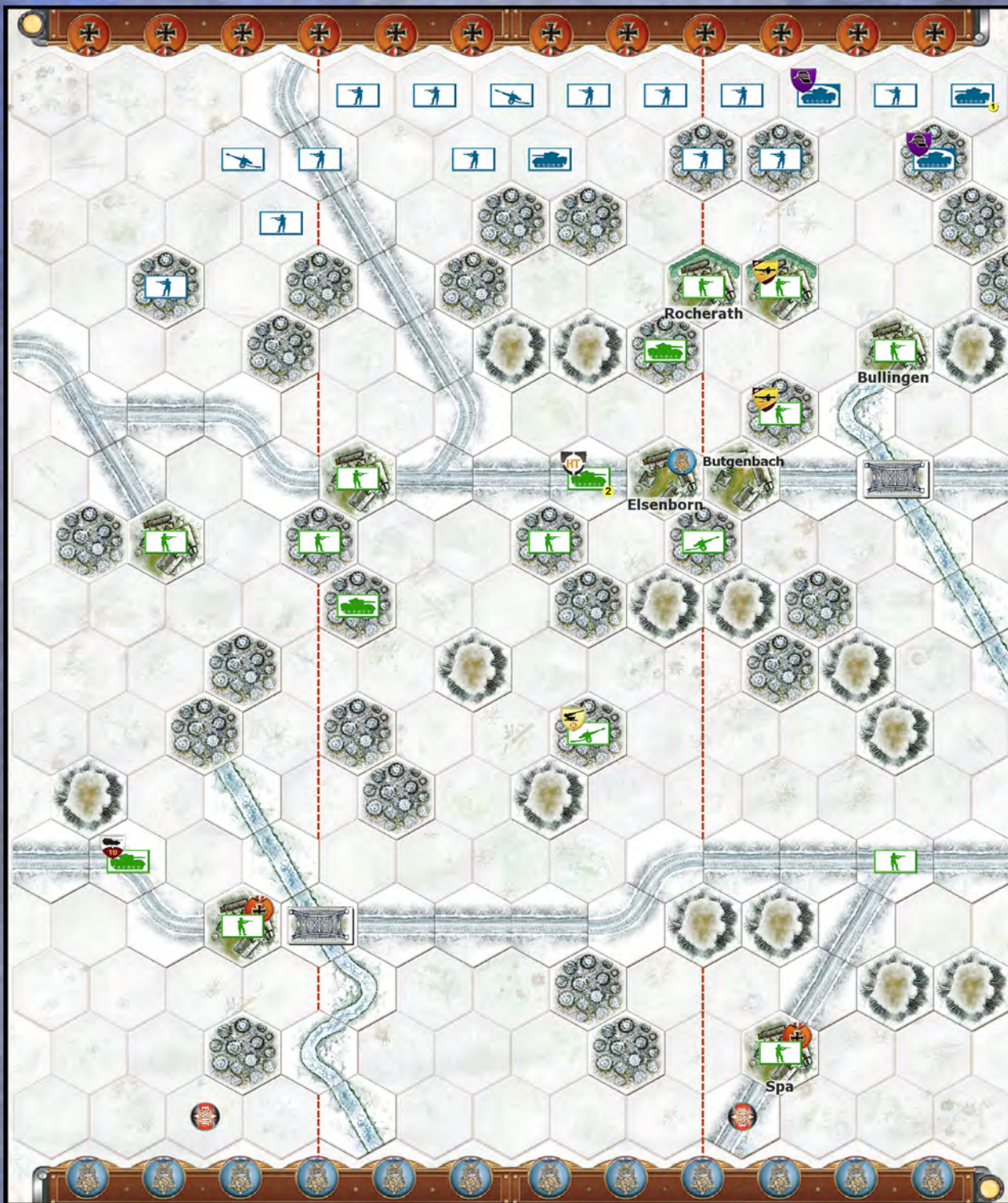
St. Vith

Double Map Setup



St. Vith

Bastogne



Setup order

- 1 x9
- 2 x14
- 3 x3
- 4 x3
- 5 x1
- 6 x9
- 7 x21
- 8 x28
- 9 x7

Briefing



Axis Player

Draw 6 Command Cards.
You move first.



Allied Player

Draw 6 Command Cards.

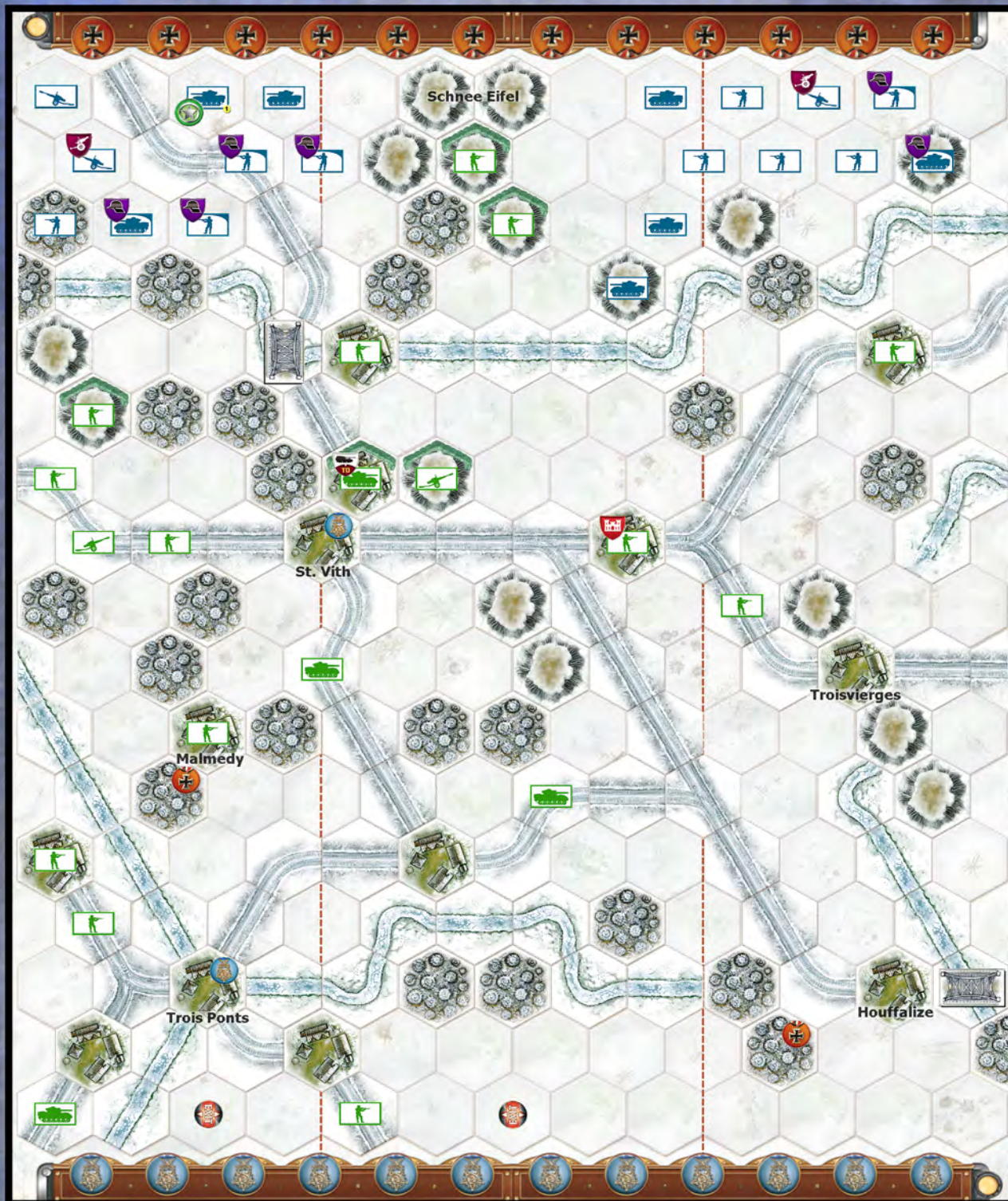
Conditions of Victory

10 medals.

- The towns of Spa and Verviers are Temporary Medal Objectives for the Axis.
- The town of Elsenborn is a Temporary Medal Objective for the Allied forces.
- The hexes on the lower edge of the board are exit hexes for the Axis forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26) and Reduced Visibility (Actions 27) rules are in effect. Place a badge on the Tiger Tank (Troops 16), Big Guns (Troops 3), Halftrack (Troops 18) and Tank Destroyer units (Troops 24). Special Weapon Assets late war rules are in effect (SWAs 4) for the units equipped with Anti-Tank weapons (SWAs 5). Rivers are impassable. Reinforcement rules are in effect (Actions 28 - Ground Reinforcements).



Setup order

- 1 x15
- 2 x2
- 3 x12
- 4 x1
- 5 x1
- 6 x13
- 7 x24
- 8 x22
- 9 x18
- 10 x16

Briefing



Axis Player

Draw 6 Command Cards.
You move first.



Allied Player

Draw 6 Command Cards.

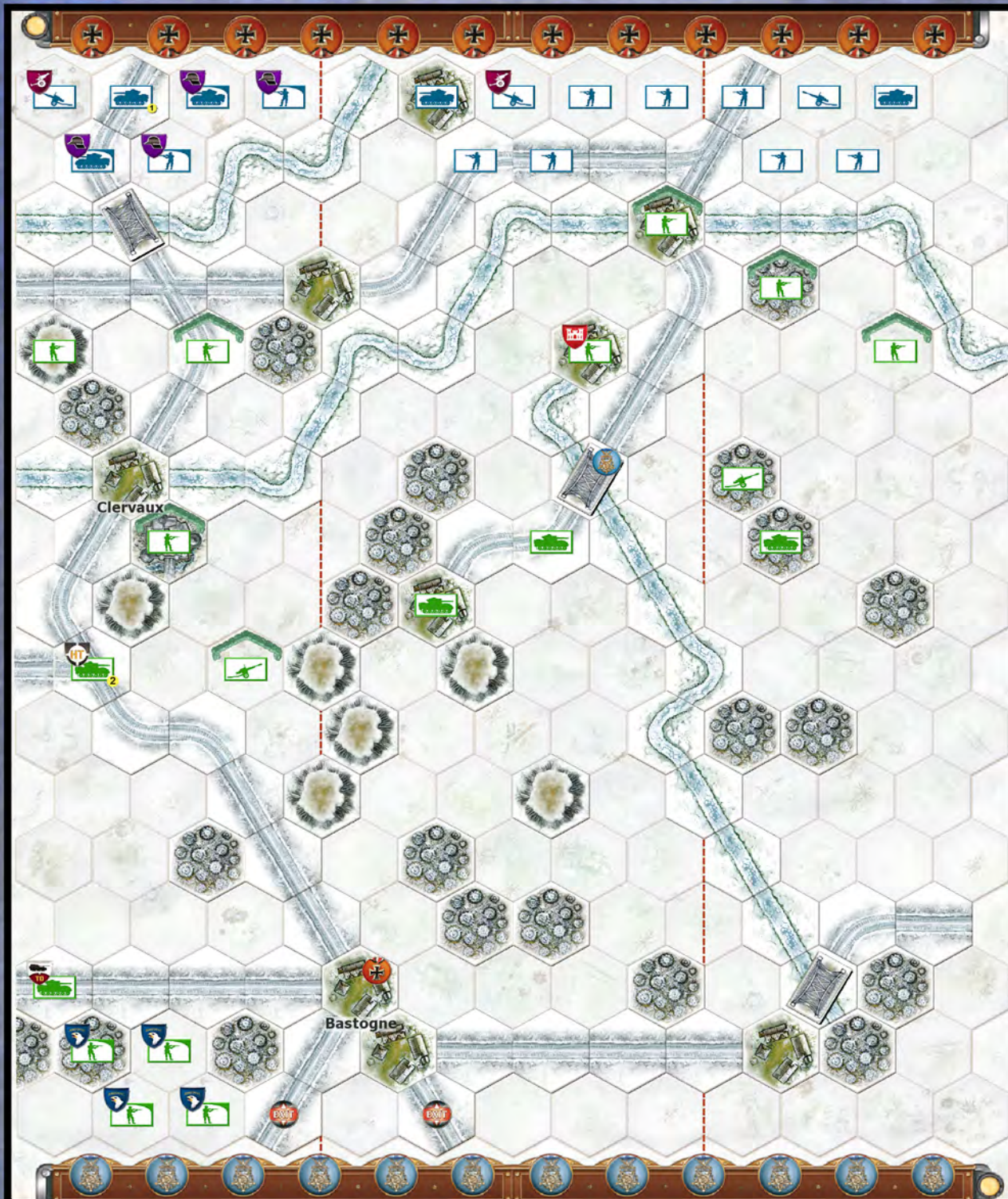
Conditions of Victory

12 medals

- St. Vith and Trois Ponts are Temporary Medal Objectives for the Allied forces.
- The two forest hexes marked with tokens represent supply depots, and are Permanent Medal Objectives (Turn Start) for the Axis forces.
- The hexes on the lower edge of the board are exit hexes for the Axis forces.

Special Rules

Winter Combat (Actions 25 - Combat Cards), Winter Weather (Actions 26) and Reduced Visibility (Actions 27) rules are in effect. Place a badge on the Tiger Tank (Troops 16) and Tank Destroyer units (Troops 24). Rivers are impassable. Reinforcement rules are in effect (Actions 28). The unit with a Battle Star token represents Colonel Peiper. Use the heroic leaders rule for this unit (Actions 8 - Heroic Leader). If his unit is eliminated, Peiper may transfer to the nearest unit.



Setup order

- 1  x11
- 2  x1
- 3  x12
- 4  x1
- 5  x1
- 6  x9
- 7  x26
- 8  x20
- 9  x18
- 10  x7

Briefing

Axis Player

Draw 6 Command Cards.
You move first.

Allied Player

Draw 6 Command Cards.

Conditions of Victory

12 medals

- The town of Bastogne is a Temporary Medal Objective for the Axis forces.
- The bridge hex is a Temporary Medal Objective for the Allied forces.
- The two road hexes on the lower edge of the board 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) are in effect. Place badges on the Tiger Tank (Troops 16), Mobile Artillery (Troops 14), Halftrack (Troops 18), Tank Destroyers (Troops 24), and 101st Airborne. The Allied player can order the 101st after winning 4 medals. Reinforcement rules are in effect (Actions 28 - Ground Reinforcements). Rivers are impassable.



Colonel Edson,

Proceed to Guadalcanal and report to General Patch.
You are to protect the airfield at all costs.

Godspeed!

-JR



Photo # 80-G-20683 U.S. Marines resting in the field on Guadalcanal, 1942





Bloody Ridge



Lunga Point

Matanikau

Full Map Setup

GUADALCANAL

Operation Watchtower

HISTORY

A crisis has to be met by improvisation instead of preparation.
- Lightning Joe Collins

The Japanese did not expect an invasion of Guadalcanal in 1942. On August 7th, the 1st Marine Division landed unopposed and occupied the partially built airfield. The Japanese defenders, caught by surprise, fled into the jungle. From there, Japanese commanders on Guadalcanal began planning a counterattack to recapture the strategic airfield. It would become known later as Henderson Field.

When the attack came, the Marines were prepared. While the Japanese awaited reinforcements, the Americans expanded their perimeter into the jungle. Edson's Raiders carried out ground operations against the Japanese before taking positions on Bloody Ridge. The 3rd Defense Battalion's two batteries of 5-inch guns were dug into emplacements near Henderson Field and the village of Kukum.

The counteroffensive began in October. The Japanese buildup finally matched the strength of the invaders. The Marines were ready, but the ferocity of the Japanese Banzai tactics came as a surprise.

SETTING UP

SET UP INSTRUCTIONS

The three maps included for each Overthrough battle on Guadalcanal form a complete battlefield. When placed side by side (see Full Map Setup), they cover the entire assault. A triple map battle is played by 6 players. There are 3 players per side, and each player commands one map. Each map requires its own Breakthrough deck and each player will have his own hand of Command cards. Reinforcement rules are not in effect for the Guadalcanal battles.

Players on the same side must complete the steps of a turn sequence at the same time, and all players must complete a step before going to the next one. The number of Victory Medals from each map are added together to arrive at the total number of Victory Medals required to win.

DOUBLE MAP BATTLE

A Double Map battle can be played by 4 players. There are 2 players per side, and each player commands one map. As in the triple map battle, each map has a separate Breakthrough deck, a hand of Command cards, and a separate reinforcement roll. Players on the same side complete the steps of a turn sequence at the same time. All players complete a step before going to the next one, and the number of Victory Medals required to win is the total number of medals from both maps added together.

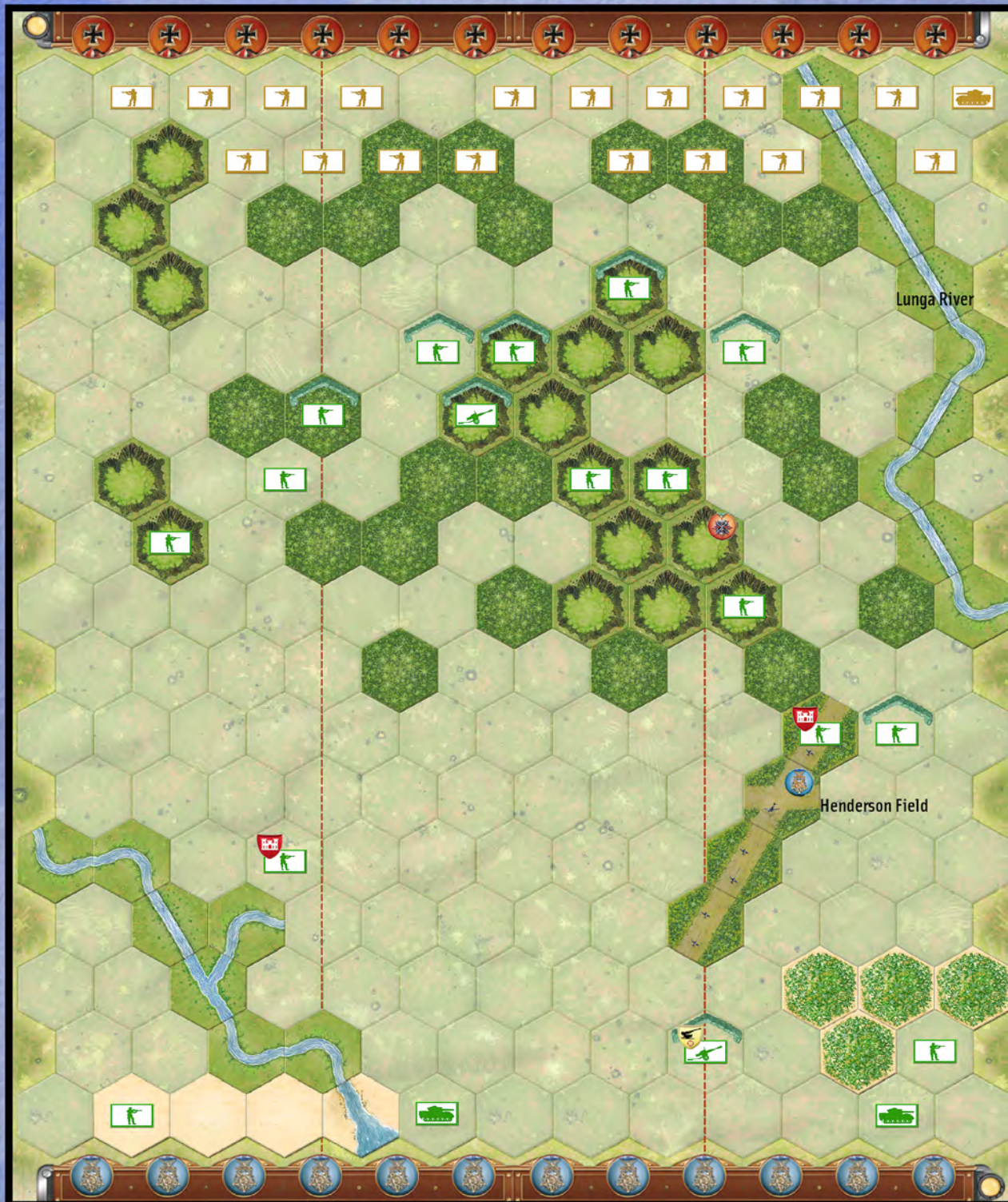
AIR SUPERIORITY

Allies always have air superiority in all battles, regardless of setup or the number of players. To reflect the conditions of the historical battle, the Axis player cannot play an Air Power Command Card. If the Axis player draws an Air Power Command card, the card is immediately returned to the draw deck and the deck is reshuffled. The Axis player now draws a new card to replace it.

JUNGLE RETREAT

When jungle retreat rules are in effect, units must retreat in the exact direction opposite from the hex containing the attacking unit. If that hex is blocked, the unit is eliminated. It may not retreat to any other hex.





Setup order

- 1  x22
- 2  x3
- 3  x1
- 4  x1
- 5  x8
- 6  x1
- 7  x3
- 8  x3
- 9  x7
- 10  x18

Briefing

Axis Player

Draw 6 Command Cards.
You move first.

Allied Player

Draw 6 Command Cards.

Conditions of Victory

10 medals

- The Henderson Field hex is a Temporary Victory medal for the Allied forces.
- The ridge hex is a Temporary Victory medal for the Axis forces.

Special Rules

Place a badge on the Big Guns (Troops 3).
Imperial Japanese Army Command rules are in effect (see Pacific Theater p. 7).
US Marine Corps Command rules are in effect (see Pacific Theater p. 7).
All river hexes are fordable streams.



Setup order

- 1  x22
- 2  x1
- 3  x8
- 4  x1
- 5  x7
- 6  x1
- 7  x9
- 8  x1
- 9  x1
- 10  x10
-  x14

Briefing

Axis Player

Draw 6 Command Cards.
You move first.

Allied Player

Draw 6 Command Cards.

Conditions of Victory

10 medals

- The village of Kukum is a temporary Medal Objective for the Axis Forces.
- Beach control rules are in effect. If there are no Axis units on beach hexes the Allies have control of the beach and receive one temporary Victory Medal. The Allied player begins the game with the medal on his Victory stand for beach control at the start.

Special Rules

- Place a badge on the unit equipped with Anti-Tank weapons (SWAs 5).
- US Marine Corps command rules are in effect (see Pacific Theater p.7).
- Two Axis infantry units are Jungle Fighters with three figures each. Jungle Fighters ignore jungle hexes and treat them as clear terrain for attack and movement.
- Units on or adjacent to beach hexes may ignore all flags.
- All river hexes are fordable streams.



Setup order

- 1  x8
- 2  x1
- 3  x21
- 4  x7
- 5  x14
- 6  x6
- 7
- 8
- 9
- 10

Briefing

Axis Player

Draw 6 Command Cards.
You move first.

Allied Player

Draw 6 Command Cards.

Conditions of Victory

10 medals

- If all three Axis tank units are destroyed, the Allied player receives one medal.
- Use Beach Control rules. The Axis player begins the game with beach control. If there are no Axis units on beach hexes (including river and river mouth hexes on the beach), the Allied player wins beach control and receives one temporary Victory Medal.

Special Rules

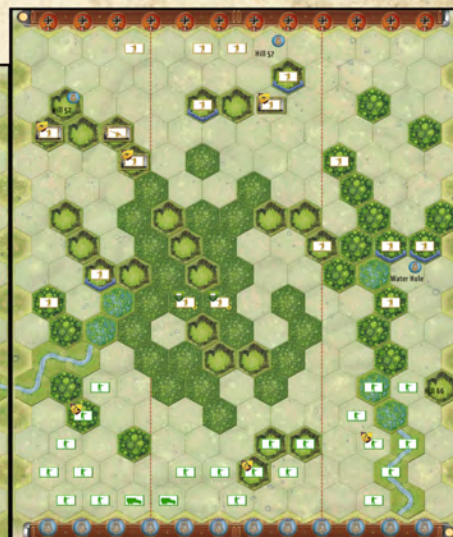
- Units on or adjacent to beach hexes may ignore all flags.
- The Allied player takes two machine gun tokens. Place them on any two infantry units. Use late war machine gun rules for the Allied units with machine guns (SWA 7).
- Each player draws one extra card at the end of his first turn, and adds the card to his hand. After the first turn, the players each hold 7 Command Cards for the rest of the game.
- All river hexes are fordable streams.
- US Marine Corps command rules are in effect.



The Gifu



The Sea Horse



Hornet's Nest

Full Map Setup

MOUNT AUSTEN

Operation Watchtower

HISTORY

Behind the beaches, Guadalcanal rose from jungled ravines to rugged highlands crisscrossed with ridges and gullies. West of Mt. Austen, the Japanese prepared defensive positions on a series of hills known as the Galloping Horse. The defenses were anchored with bunkers dug into coral rock hillsides and camouflaged with Kunai grass. The Marines called it a "hornet's nest."

The January offensive would be the largest American ground operation on Guadalcanal since the landing. The job fell to the US Army and Major General "Lightning Joe" Collins. H Hour for Collins and his men was set for 0635, 10 January 1943. To make the offensive a success, Collins had to carry out two missions: capture the Gifu strong point, thus eliminating the last enemy force east of the Matanikau River; and then capture the high ground south of Hill 66. The plan would extend the American lines far enough inland to envelop the Japanese and make the western advance a clean sweep.

Collins ordered Colonel William McCulloch and his 27th Infantry "Wolfhounds" across the Matanikau to the Galloping Horse. On the 10th of January, McCulloch's regiment assaulted the Hornet's Nest.

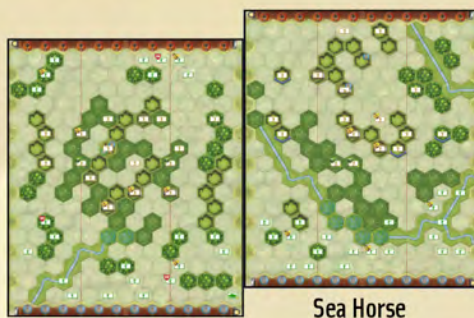
At the Gifu, surrounded Japanese defenders continued their fierce resistance.

Japanese map of the Gifu



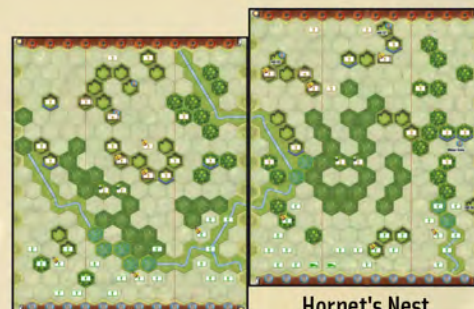
Galloping Horse Sea Horse The Gifu

Double Map Setup



The Gifu

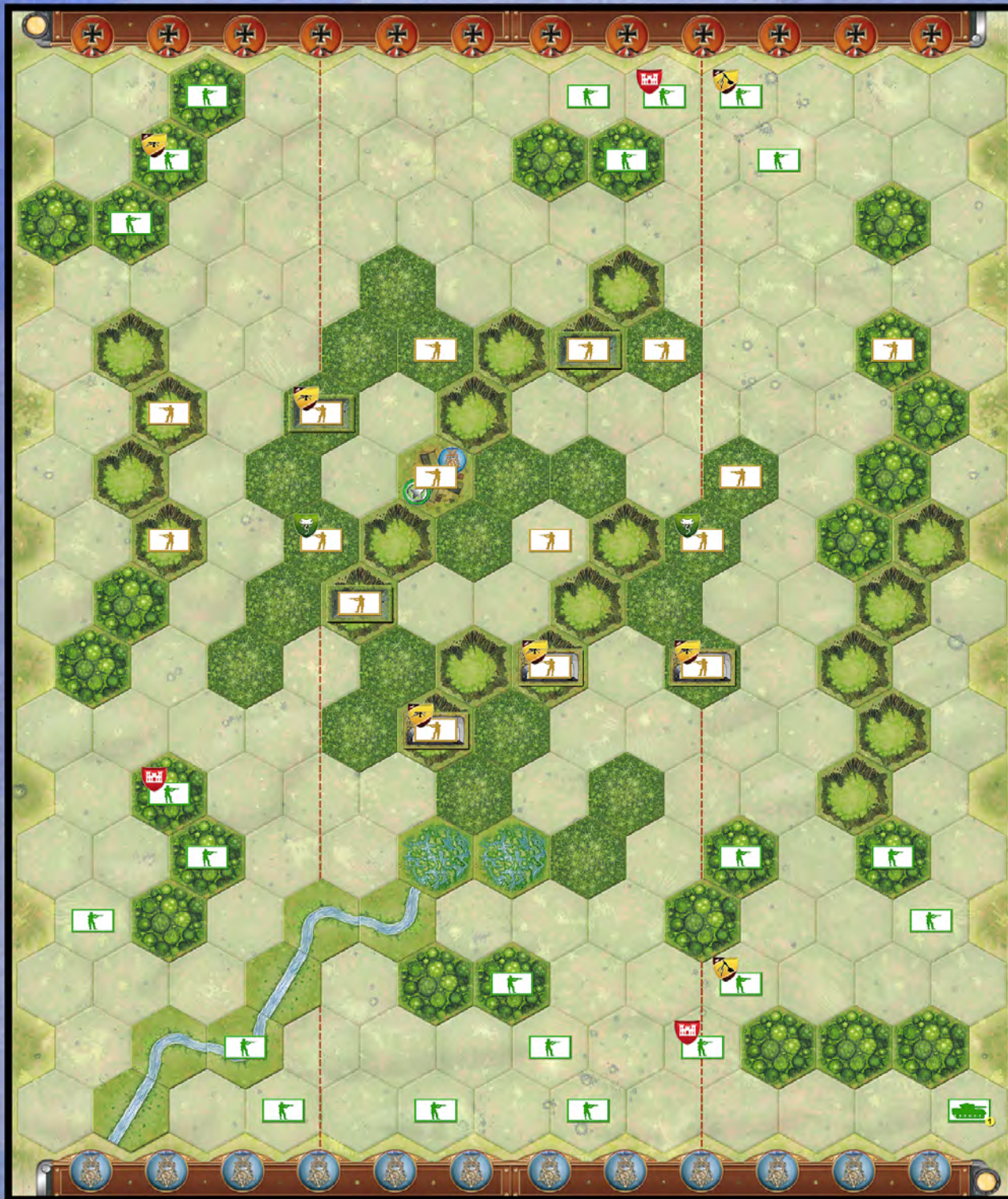
Sea Horse



Sea Horse

Hornet's Nest





Setup order

- 1  x22
- 2  x3
- 3  x1
- 4  x3
- 5  x24
- 6  x19
- 7  x4
- 8  x2
- 9  x2
- 10

Briefing



Axis Player

Draw 6 Command Cards.



Allied Player

Draw 6 Command Cards.
You move first.

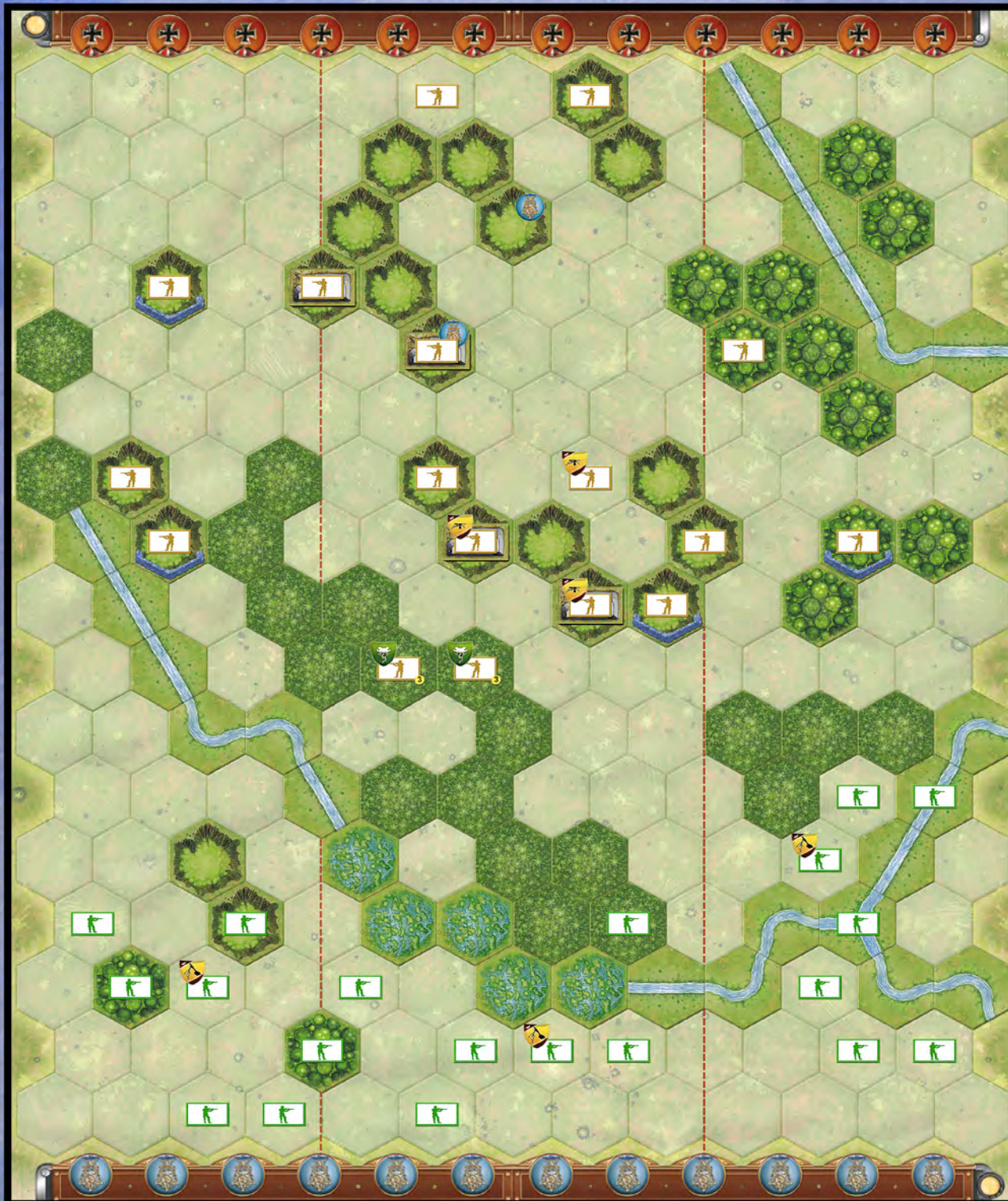
Conditions of Victory

10 medals

- The Axis command tent is a temporary Medal Objective for the Allied Forces.
- Use heroic leader rules (Actions 8 - Heroic Leaders) for the unit marked with a star, representing Major Inagaki. If Inagaki's unit is eliminated and he survives, he jumps to the nearest Axis unit. If Inagaki is eliminated, award one medal to the Allied Forces.

Special Rules

Refer to Setting Up for Jungle Retreat Rules. Use late war machine gun rules for Axis infantry units equipped with machine guns (SWA 7). Two Axis infantry units are Jungle Fighters with three figures each. Jungle Fighters may ignore jungle hexes and treat them as clear terrain for attack and movement. When at full strength they do not receive an extra die in close assault. Use late war mortar rules for Allied units with mortars (SWA 6). All of the river hexes are fordable streams.



Setup order

- 1  x8
- 2  x4
- 3  x1
- 4  x20
- 5  x12
- 6  x12
- 7  x21
- 8  x5

9

10

Briefing



Axis Player

Draw 6 Command Cards.



Allied Player

Draw 6 Command Cards.
You move first.

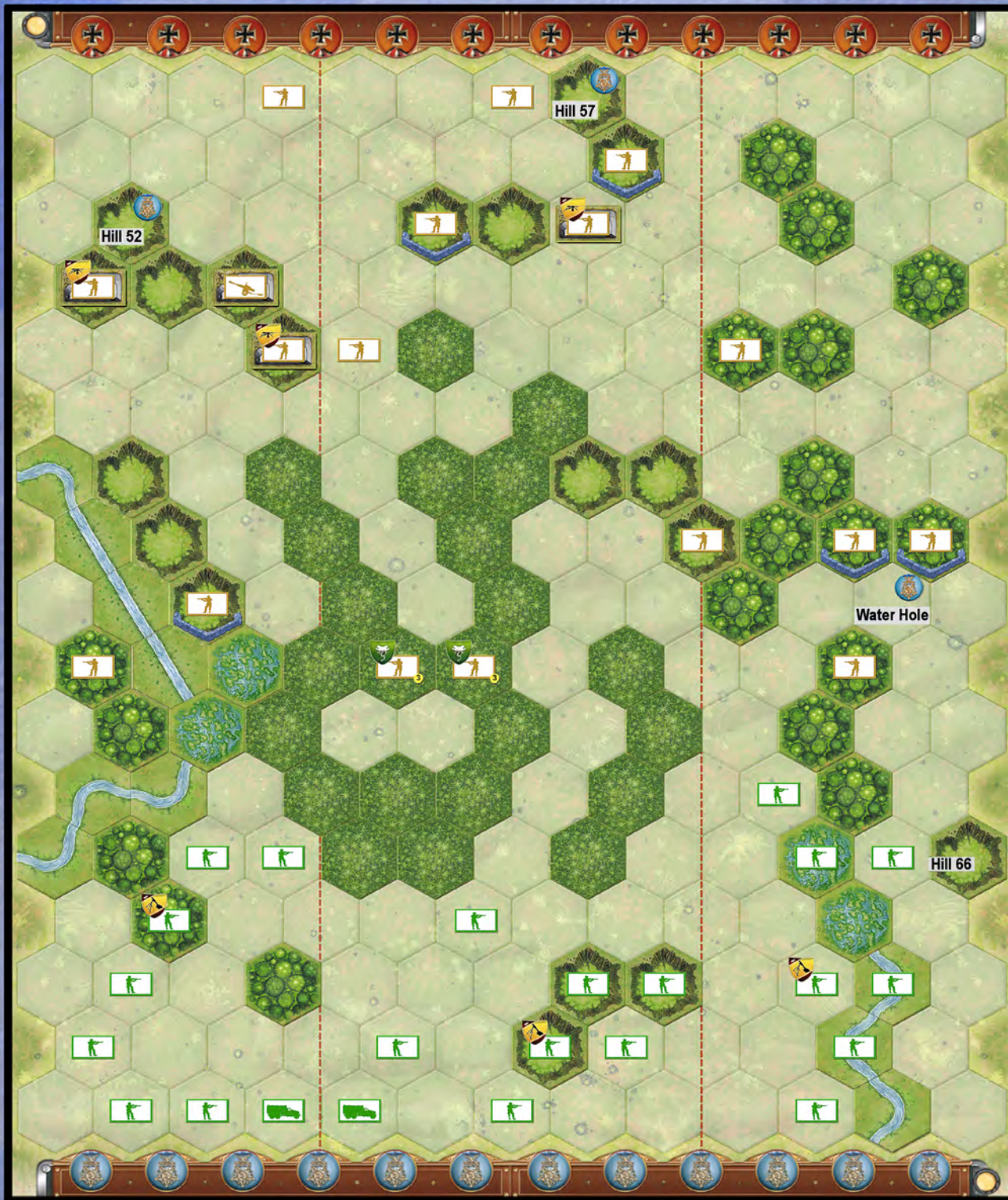
Conditions of Victory

10 medals

- The two marked hexes are temporary Medal Objectives for the Allied Forces.
- The seven hill hexes in the center of the map represent the head of the Sea Horse. The side controlling a majority of the hexes receives two medals. The Axis player starts with five units on the Sea Horse. The two medals are placed on his stand.

Special Rules

Use late war machine gun rules for Axis infantry units equipped with machine guns (SWA 7). Two Axis infantry units are Jungle Fighters with three figures each. Jungle Fighters may ignore jungle hexes and treat them as clear terrain for attack and movement. When at full strength they do not receive an extra die in close assault. Use late war mortar rules for Allied units with mortars (SWA 6). All of the river hexes are fordable streams.



Setup order

- 1  x23
- 2  x4
- 3  x7
- 4  x19
- 5  x18
- 6  x4
- 7  x3
- 8
- 9
- 10

Briefing

Axis Player

Draw 6 Command Cards.

Allied Player

Draw 6 Command Cards.
You move first.

Conditions of Victory

10 medals

- The Water Hole is a temporary Medal Objective for the Allied forces.
- The two marked hexes on Hill 57 and Hill 52 are permanent Medal Objectives for the Allied Forces.

Special Rules

Use late war machine gun rules for Axis infantry units equipped with machine guns (SWA 7). Two Axis infantry units are Jungle Fighters with three figures each. Jungle Fighters may ignore jungle hexes and treat them as clear terrain for attack and movement. When at full strength they do not receive an extra die in close assault. Use late war mortar rules for Allied units with mortars (SWA 6), and Supply Truck rules for Allied supply trucks (Troops 17). Rivers are fordable streams.

HISTORY

1st SS Panzer Division led by Joachim Peiper was the northern spearhead of the German offensive in the Ardennes. Tasked with seizing the vital highway through the Losheim Gap, troopers from the 9th Fallschirmjaeger Regiment advanced on the village of Lanzerath shortly after dawn on December 16th. They were to be followed by Peiper's tanks after the village and crossroads were secure. Dug in behind the village was a recon platoon from the 99th Infantry Division under 20-year old First Lt. Lyle Bouck, one of the youngest officers in the U.S. Army. Supported by a battery detached from the 14th Cavalry, the platoon held off the German spearhead until nightfall. Bouck's men would give their division vital time to mount an organized defense.

Stories of leadership are a common theme in the three scenarios that follow. At Lanzerath, Peiper and Bouck were unlikely opponents, and neither was aware of the true nature of his opponent.

In the final two scenarios, we return to the Pacific. You will lead a daring rescue of POWs at Cabanatuan, and then assault the strongest Japanese position at Guadalacanal.

Peiper at Lanzerath

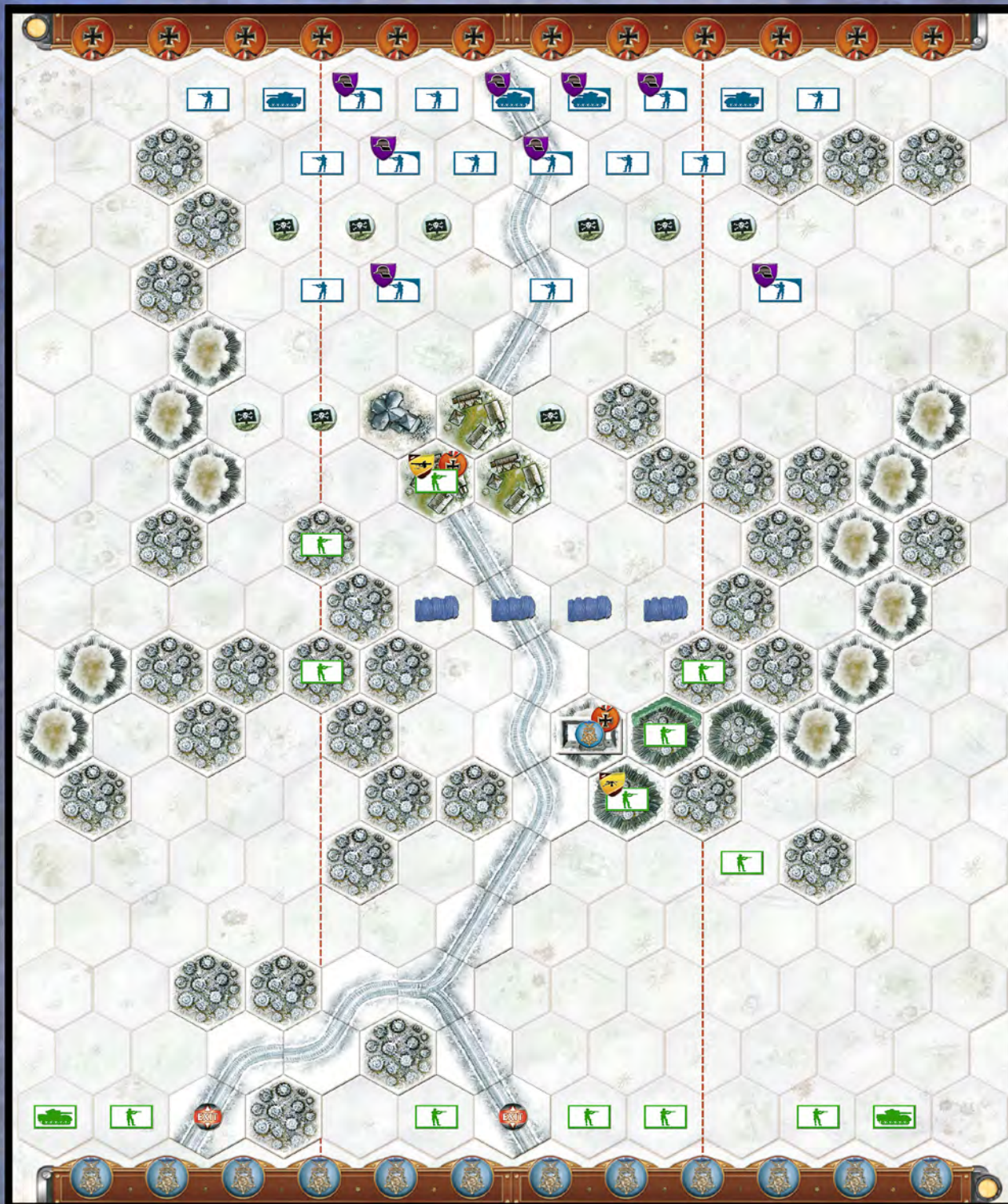


Cabanatuan



Assault at the Gifu





Setup order

- 1  x11
- 2  x1
- 3  x12
- 4  x1
- 5  x1
- 6  x9
- 7  x26
- 8  x20
- 9  x18
- 10  x7

Briefing



Axis Player

Draw 6 Command Cards.
You move first.



Allied Player

Draw 6 Command Cards.

Conditions of Victory

10 medals

- The town of Lanzerath is a Temporary Medal Objective for the Axis forces.
- The two road hexes on the lower edge of the board are Exit hexes for the Axis forces.
- The units on the baselines are not available at the start. When either player wins four medals, both players may order their units.

Special Rules

Winter Weather (Actions 26 - Winter Weather) and Reduced Visibility (Actions 27 - Reduced Visibility) are in effect. The minefields are placed by the Allied player (Terrain 29 - Minefields). To reflect the time limit faced by the Axis player, beginning with turn 3, the Allied player rolls one die before playing a card each turn. If a star is rolled, award one Victory medal to the Allied player. There are no Air Sorties or Air Power cards available for either side.



HISTORY

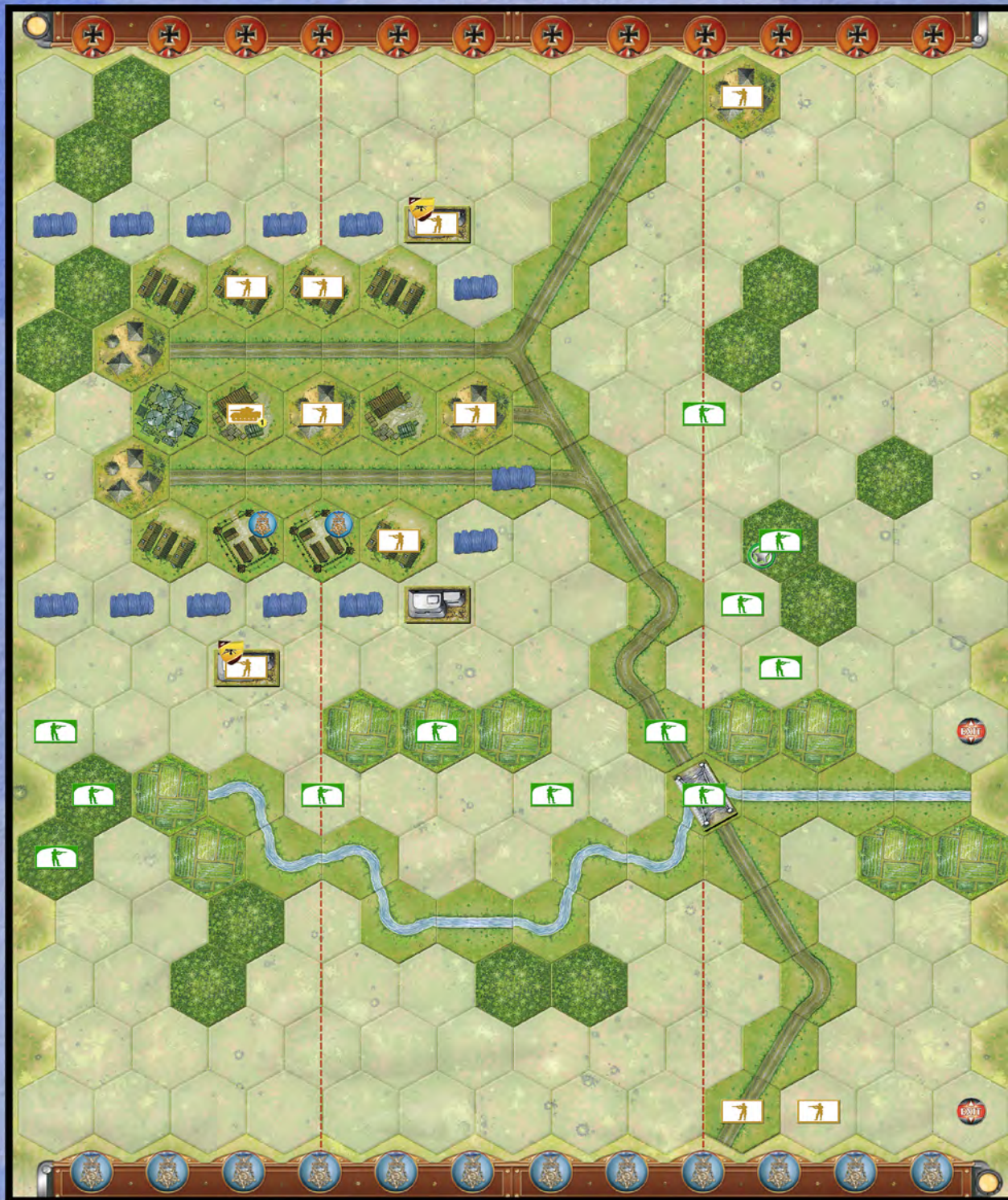
THE PHILIPPINES, January 30, 1945 - After the surrender of American troops during the Battle of Bataan, many were sent to Cabanatuan following the Bataan Death March. To rescue the prisoners at Cabanatuan, Lt. Col. Henry Mucci led United States Army Rangers, Alamo Scouts, and Filipino guerrillas in a daring night raid. Mucci's force liberated more than 500 from the POW camp, inspiring the 2005 film "The Great Raid."

GUADALCANAL, December 24, 1942 - Scouts ascending Mt. Austen early in December found the summit undefended. But the 132nd Infantry met with heavy resistance when the regiment moved into the jungle on the slopes of Mt. Austen a few days later. The Army was pushing against the strongest Japanese defensive position on Guadalcanal, an oval-shaped strong point called the Gifu. In the jungle, 45 camouflaged pillboxes were dug into the ground with thick roofs that defied mortars and artillery. Arranged in staggered formation, the pillboxes had well-concealed heavy machine guns with interlocking fields of fire.

Colonel LeRoy E. Nelson, commanding the 132nd, probed the defenses and then repositioned his men to take the high ground first. On December 24th, the 3rd Battalion forced Hill 31, and from there began the assault on the Gifu. For twelve days, the two sides battled to a standoff. In the middle of the fight, 2nd Battalion marched around the Japanese right to take Hill 27. The battalion beat off six successive infantry assaults launched by Major Inagaki, the Japanese commander, to retake the hill. As January 4th drew to a close, the GIs held a line around three sides of the Gifu. Inagaki and his men would soon be surrounded.

*Colonel Nelson,
Reconnaissance photos show impenetrable
jungle in the area of greatest Japanese resistance.
Proceed with caution.
General Patch*





Setup order

- 1  x6
- 2  x5
- 3  x1
- 4  x2
- 5  x19
- 6  x2
- 7  x2
- 8  x9
- 9  x8
- 10  x13
- 11  x1
- 12  x3
- 13  x4

Briefing

Axis Player

Draw 6 Command Cards.
You move first.

Allied Player

Draw 6 Command Cards.

Conditions of Victory

9 medals

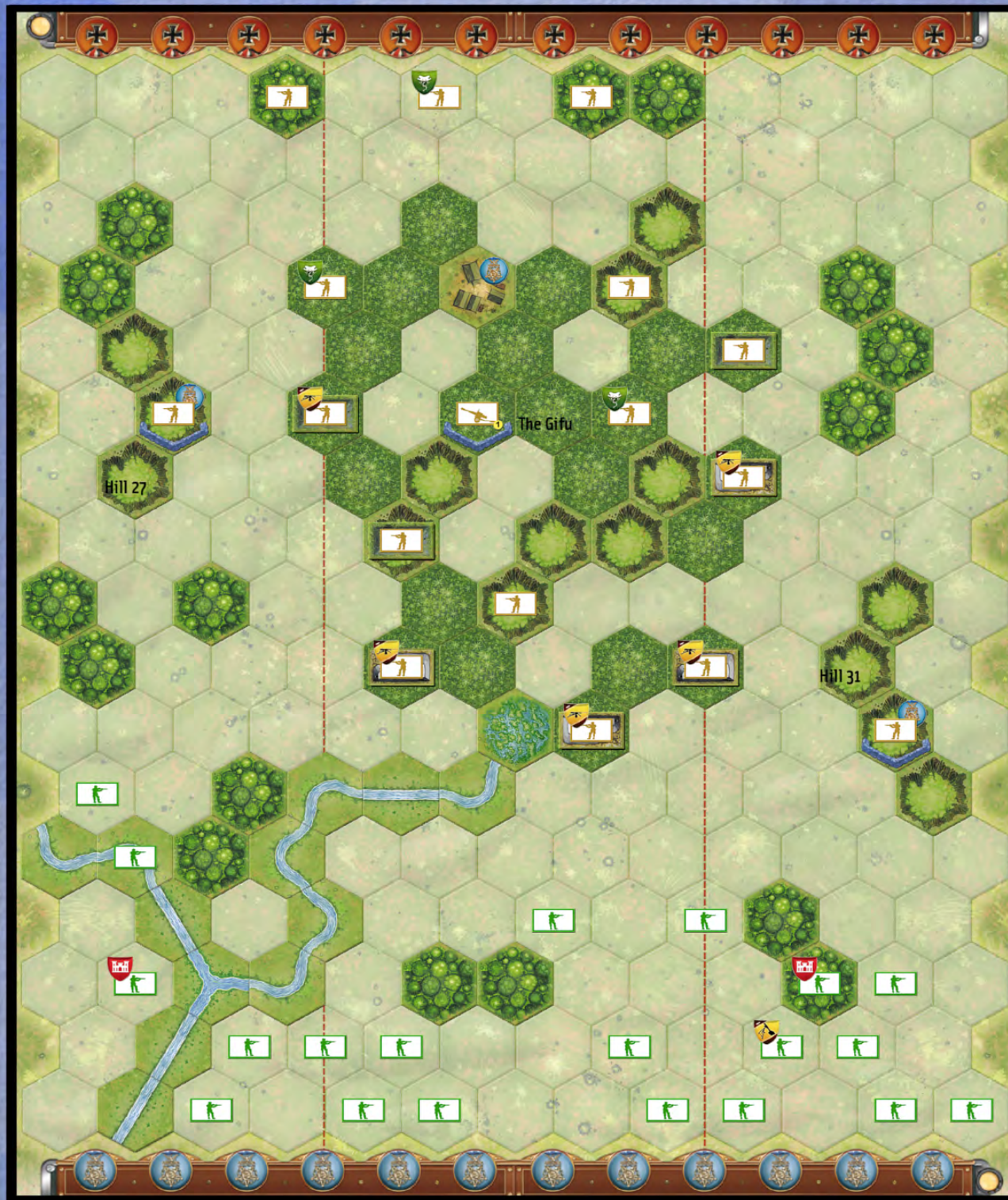
- The exit hexes on the right edge of the board are exits for the Allied player.
- The Victory medals represent the POWs held in the camp. When any Allied unit occupies one of the hexes, the prisoners are freed and the token is attached to the unit. If the unit exits the board, the medal is awarded to the Allied player (Actions 7 - Freeing Prisoners).

Special Rules

Use late war machine gun rules for the Axis infantry units equipped with machine guns (SWA 7).

Place a token on the Axis tank. After the Japanese player earns two medals, use an order to deploy the unit during any single game turn. Remove the token to deploy the tank. Starting with the next turn, the unit may be ordered as normal. Before it is activated, the tank may be attacked and destroyed.

All river hexes are fordable streams.



Setup order

- 1  x22
- 2  x4
- 3  x1
- 4  x3
- 5  x7
- 6  x1
- 7  x1
- 8  x17
- 9  x4
- 10  x15

Briefing



Axis Player

Draw 6 Command Cards.



Allied Player

Draw 6 Command Cards.
You move first.

Conditions of Victory

10 medals

- The hexes on Hill 31 and Hill 27 are temporary Medal Objectives for the Allied Forces.
- The Japanese headquarters is a permanent Medal Objective for the Allied Forces.

Special Rules

Three of the Japanese infantry units are jungle fighters. They may cross a jungle hex without stopping, and their enemy is not protected by terrain when a jungle fighter attacks a jungle hex. Use late war machine gun rules for Axis units with machine guns (SWA - 7). Use late war mortar rules for the Allied unit with a mortar token (SWA - 6). All river hexes are fordable streams.

DEVELOPMENT & TESTING

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John "Tank Commander" Skiba
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Tony "Gonzalan" Gonzalez
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