

# **MEMOIR '44**

## **SCENARIOS & CAMPAIGNS**

# TABLE OF CONTENTS

*Scenarios organized in chronological order.  
Numbering is based on the Air Pack official  
order except for the following:*

- Unpublished
- M#.** Mediterranean Theater scenario
- T#.** Tigers in the Snow scenario
- S#.** Sword of Stalingrad scenario
- D#.** Disaster at Dieppe scenario
- V#.** Vercors Campaign scenario
- A#.** Audie Murphy Campaign scenario
- W#.** Winter Wars scenario

## **WESTERN FRONT**

- Across the Meuse
- Counter-Attack at Arras
- 1. Yellow Beach
- Disaster at Dieppe
- V1. Maquis of Malleval
- 2. Pegasus Bridge
- 3. Sainte-Mère-Eglise
- 4. Utah Beach
- 5. Omaha Beach: First Assault Wave
- 6. Pont-du-Hoc
- 7. Gold Beach
- 8. Sword Beach
- 9. Juno Beach
- Vaumicel Manor
- Omaha Beach Exit D1
- 10. Battle of the Bridgehead
- 11. Mont Mouchet
- 12. Carentan Causeway
- T3. Villers-Bocage
- Crossing of Elle River
- V2. Battle of Saint-Nizier
- 13. Carentan: Bloody Gulch
- Battle for Hill 178
- 14. Attack on Hill 192
- Bretel Wood
- Battle on Martinville Ridge
- 15. Operation Goodwood
- 16. Vassieux-en-Vercors
- V3. Massacre at Vassieux-en-Vercors
- V4. Battle of Valchevrière
- V5. Battle for the Passes
- 17. Operation Cobra
- 18. Operation Spring
- Capture of Vire
- 19. Counter-Attack on Mortain
- D6. Le-Mesnil-Adelée

- T4. Saint-Aignan de Cramenil
- 20. Liberation of Paris
- 21. Arnhem Bridge
- 22. Valkenswaard
- 23. Battle of Arracourt
- 24. Nijmegen Bridges
- A6. The Quarry of Cleury
- Crucifix Hill
- 25. Saverne Gap
- Longvilly Trap
- W1. Longvilly Trap
- W2. Clervaux: The Road to Bastogne
- W3. Battle in the Schnee Eifel
- Holding the Fort at Clervaux
- W4. Wardin
- 26. Twin Villages
- 27. St Vith
- Baraque de Fraiture  
(Parker's Crossroads)
- W5. Baraque de Fraiture  
(Parker's Crossroads)
- 28. Relief of 'Peiper'
- W6. The Relief of 'Peiper'
- 29. Bastogne Corridor West
- 30. Bastogne Corridor East
- 31. Strasbourg
- A7. Counter-attack on Holtzwihr
- A8. The Capture of Biesheim
- 32. Schwammenauel Dam
- 33. Moyland Wood
- 34. Across the River Roer

## **MEDITERRANEAN THEATER**

- 1. Gallabat & Metemma
- 2. Beda Fomm
- M1. Hellfire Pass
- M2. Sidi Rezegh Airfield
- M3. Dug in at Sidi Omar
- Gap at Antelat
- M4. Flanking Maneuver at Bir Hakeim
- M5. Panzers versus Grants
- M6. 1st Armoured to the Rescue
- D3. Rommel's Right Hook
- M7. Into the Cauldron
- 3. Knightsbridge
- M8. Escape via the Coastal Road
- Deir el Shein: Act 1
- D4. Raid on Barce
- 4. Tunisia

# TABLE OF CONTENTS

- 5. Kasserine Pass
- D5. Panzers in the Atlas
- A1. The San Fratello Line
- A2. Crossing the Volturno
- A3. Mingano Monte Lungo
- A4. Cisterna di Littoria
  - Camel Blue
- A5. Alpha Yellow: The Landing on Pampelonne Beach
- 6. Toulon
- 7. Montélimar
- 8. Po Valley

## **EASTERN FRONT**

- Battle of Warsaw
- 1. Suomussalmi
- 2. Bug River
- 3. Russian Breakout
- 4. Lipovec
- 5. Sea of Azov
- 6. Gates of Moscow
  - Counter-Attack at Sverchkovo
- 7. Battle of Rostov
- 8. Breakout at Klin
  - Rzhev
  - Battle of Kalatch
- S4. Mamayev Kurgen
- S3. Pavlov: Hero of the Soviet Union
- 9. Red Barricades Factory
- 10. Ponyri
  - Solotvyn
- 11. Breakout to Lisyanka

## **PACIFIC THEATER**

- Battle of Hong Kong
- 1. Wake Island
- 2. Mabatang
- 3. Tenaru
- 4. Bloody Ridge
- 5. Matanikau River
- 6. Slopes of Mount Austen
- 7. Clearing Matanikau River
  - Battle of Piva Forks
- 8. Guam Landings
  - Landing on Yellow Beach
- 9. Japanese Counter-Attack

- 10. The Meat Grinder
  - Defense of Meiktila
- 11. Sugar Loaf & Half Moon

## **CAMPAIGNS**

### *D-Day Campaign (All Western Front)*

- 6. Pont-du-Hoc
- 5. Omaha Beach: First Assault Wave
- 4. Utah Beach
- 8. Sword Beach
- 7. Gold Beach
- 9. Juno Beach

### *Vercors Campaign*

- V1. Maquis of Malleval
- V2. Battle of Saint-Nizier
- V3. Massacre at Vassieux-en-Vercors
- V4. Battle of Valchevrière
- V5. Battle for the Passes

### *Audie Murphy Campaign*

- A1. The San Fratello Line
- A2. Crossing the Volturno
- A3. Mingano Monte Lungo
- A4. Cisterna di Littoria
- A5. Alpha Yellow: The Landing on Pampelonne Beach
- A6. The Quarry of Cleury
- A7. Counter-attack on Holtzwihr
- A8. The Capture of Biesheim

### *The Invasion of Crete Campaign*

(Coming Winter 2011)





**WESTERN FRONT**












# 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).

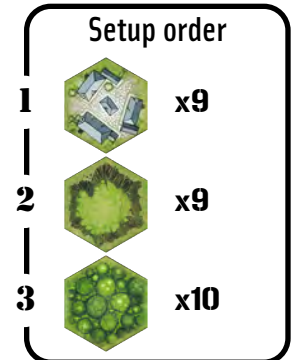
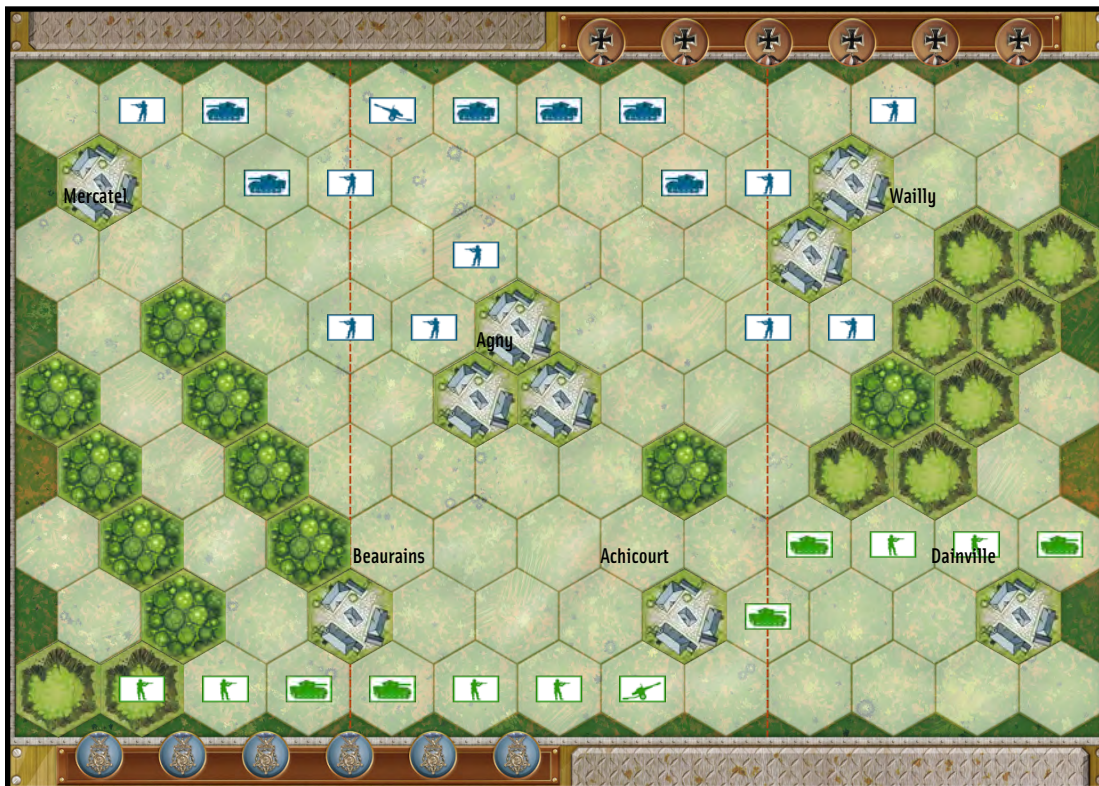
For the Axis forces, Pontoon Bridges rules are in effect (Terrain 33 - Pontoon Bridges).

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

# COUNTER-ATTACK AT ARRAS

## - OPERATION FRANKFORCE

MAY 21, 1940



## 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.

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# 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.

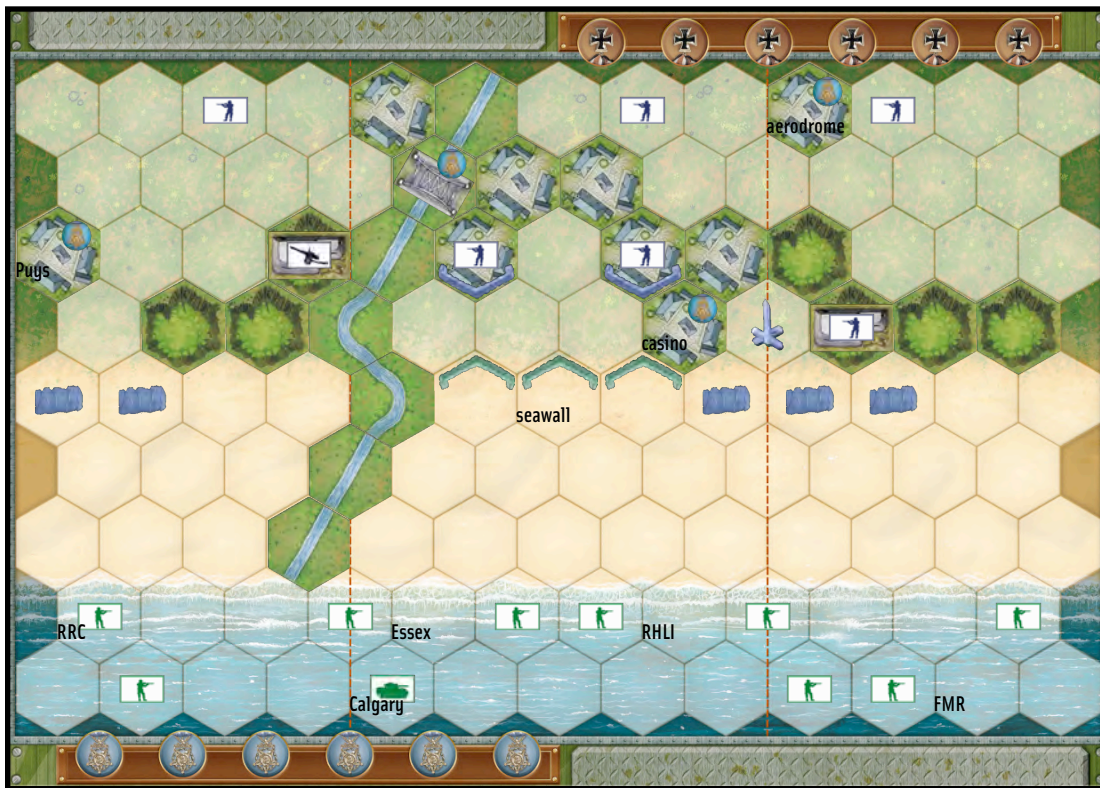
All the Allied Special Forces are Commando units. Commandos may move 1 or 2 hexes and still battle.

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.

# DISASTER AT DIEPPE

## 2023 - OPERATION JUBILEE

AUGUST 19 1942



Setup order		
1		x9
2		x2
3		x5
4		x7
5		x2
6		x1
7		x1
8		x4
9		x5
10		x5

## 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 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.

## Briefing

Axis Player:  
Take 4 Command Cards  
You move first

Allied Player:  
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

Sea Bluff - The hill that runs along the beach is impassable. From a countryside hex (green hex) treat it as a normal hill for movement.

Seawall - Treat the Sea Wall as a permanent improved position (sandbags) for the Allied player.

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



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WESTERN FRONT

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THE VERCORS CAMPAIGN

# MAQUIS OF MALLEVAL

JANUARY 29, 1944

**Setup order****1**

x1

**2**

19x

**3**

x15

**4**

14x

**5**

x5



## • 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 buttress 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.



German mortar

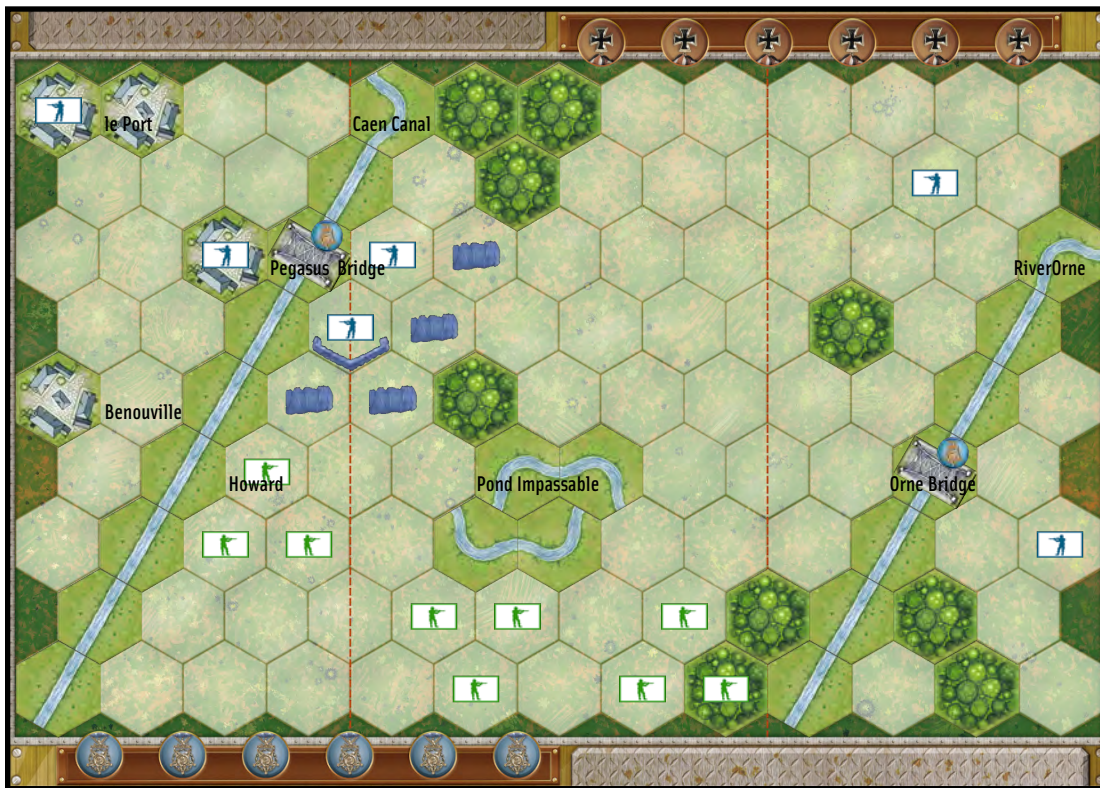
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MEMOIR '44





# 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

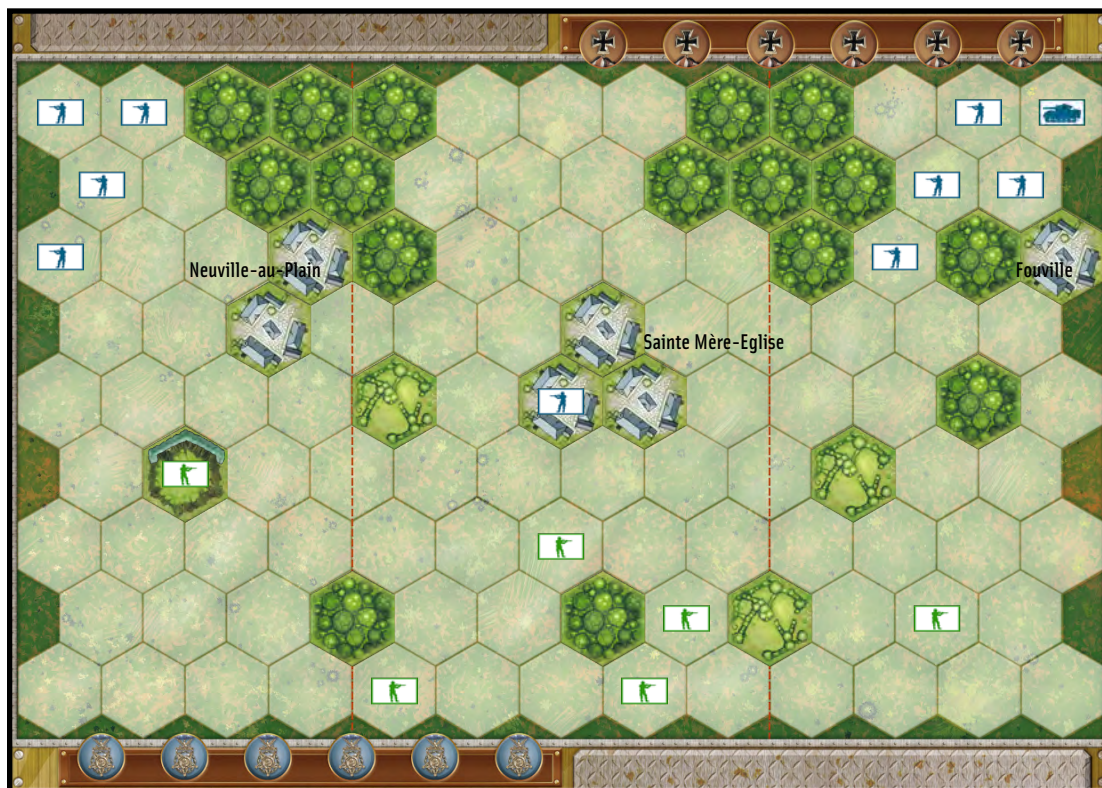
4 Medals






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-EGLISE



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.

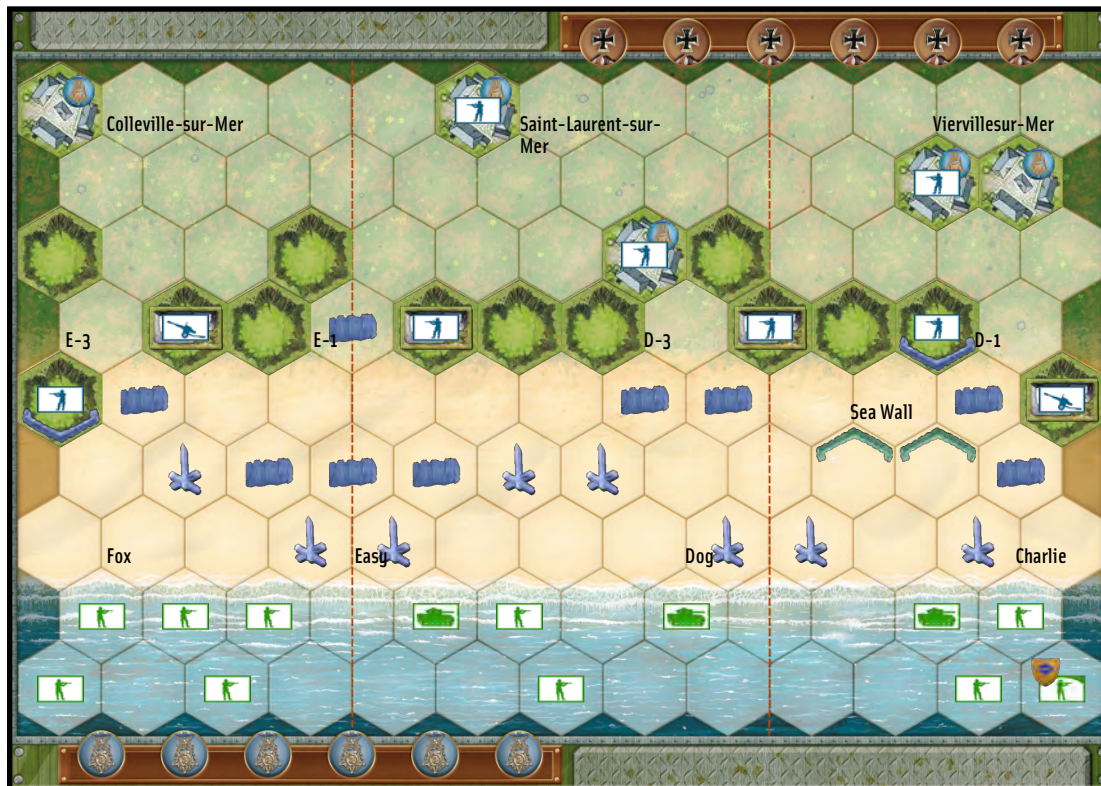
## Special Rules

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.

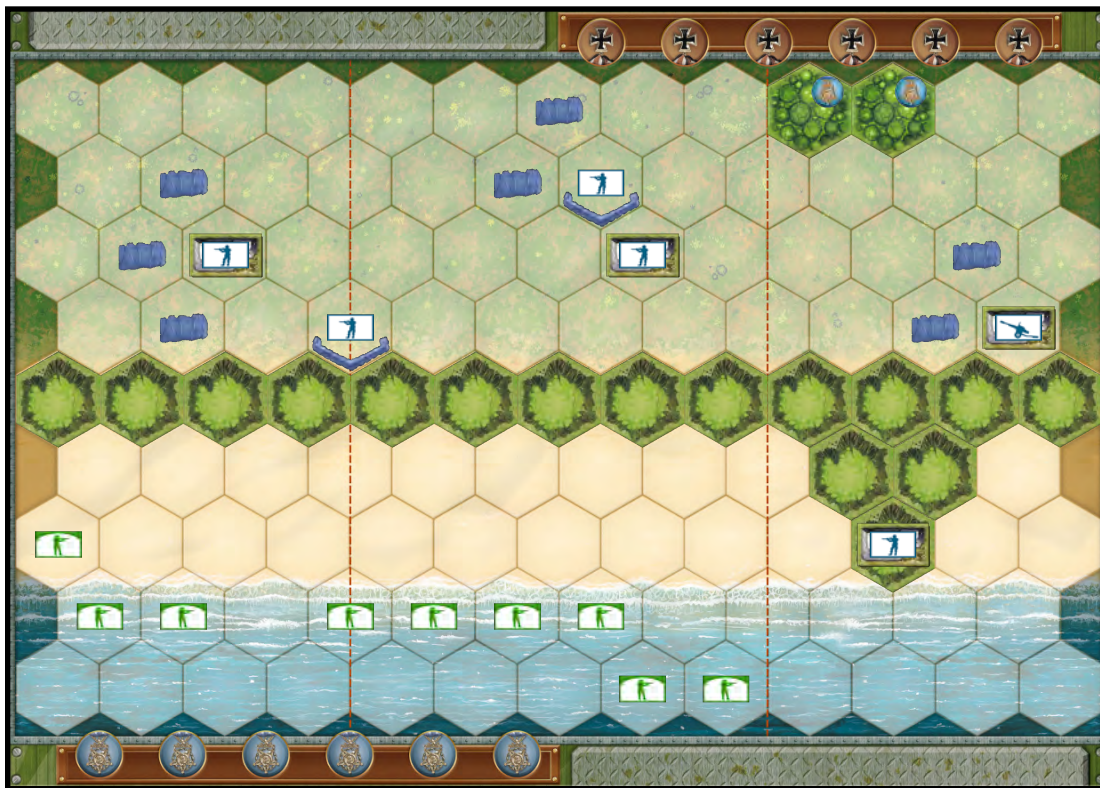
The Axis player is in control of the Bunkers and may claim







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.

# 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 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.



# JUNO BEACH



## 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 position 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.

## Setup order

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

# [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).



# [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).

# 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.



# 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

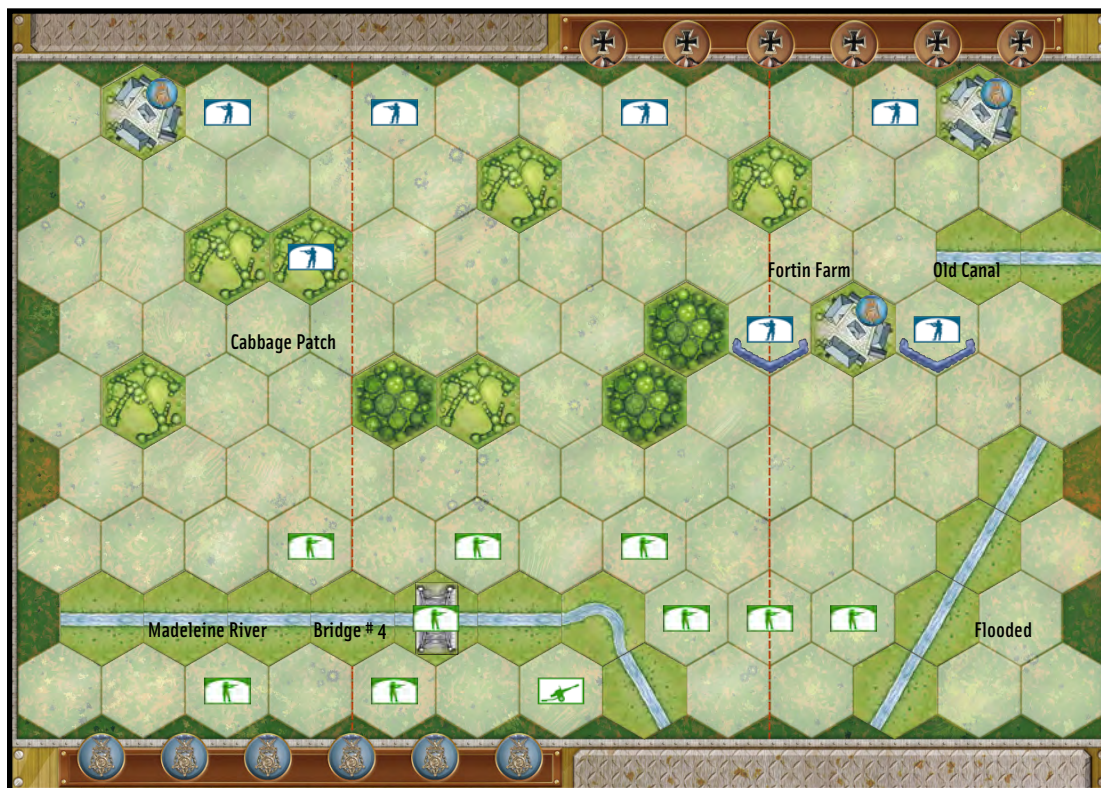
Eliminating an Axis tank unit counts as two victory medals for the Allied player.

## 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.

# 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.





3

FRONT DE L'OUEST

17

OPERATION PERCH

## VILLERS-BOCAGE

WESTERN FRONT

JUNE 12 / 12 JUIN 1944



AXIS



x6

1

Germany  
Allemagne

Setup / Pose

1x



1

x6



2

9x



3

x17



4

10x



5

x1



6

2x



7

• Briefing •

ALLIES



x3

2

Great Britain  
Grande-Bretagne

## • Contexte historique •

Le 12 juin, la Seconde Armée Britannique cherchait toujours un point faible dans les défenses allemandes autour de Caen. Or, une brèche s'était formée entre la 352<sup>e</sup> Division d'Infanterie allemande, chassée d'Omaha Beach par les Américains, et la Panzer Lehr, en charge de la défense de la ville. Les Britanniques tentèrent d'exploiter cette brèche. La 7<sup>e</sup> Division blindée progressa sans difficulté et atteignit rapidement Villers-Bocage, mais elle fut soudainement prise en embuscade par les Tigres du 501<sup>er</sup> Bataillon SS de chars lourds à la sortie du bourg, ce qui stoppa net sa progression. Michael Wittmann, le célèbre tankiste allemand, détruisit à lui seul une dizaine de chars britanniques à bord de son Tigre. Au total, les Alliés perdirent une vingtaine de chars dans l'embuscade. Après le désastre, la 7<sup>e</sup> Division blindée britannique dut se replier sur des positions plus sûres. La Seconde Armée Britannique venait de perdre toute chance de s'emparer de Caen ce mois-ci.

Le théâtre des opérations est fixé, les troupes sont en position, et l'Histoire est entre vos mains. À vous de jouer !

## • Historical Background •



On June 12<sup>th</sup>, 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 352<sup>nd</sup> German Division, driven back from 'Omaha' by the American forces, and the 'Panzer Lehr', defending Caen.

Good progress was made by the 7<sup>th</sup> Armoured 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 501<sup>st</sup> 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<sup>th</sup> 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.

## Conditions de victoire

- ♦ Joueur de l'Axe : 5 médailles.
- ♦ Joueur des Alliés : 3 médailles.

Les 2 hex de route à la sortie du village sont des Médailles-objectifs définitives pour le joueur de l'Axe.

## Règles spéciales

- ♦ Appliquez les règles de commandement du BCF au joueur des Alliés (*Nations 5 - Forces Britanniques du Commonwealth*).
- ♦ Toutes les unités allemandes sont des Tigres (*Troupes 16 - Tigres*). Le Tigre marqué d'une étoile est celui de Wittmann. Il peut

ignorer le premier drapeau et combat avec un dé supplémentaire lorsqu'il ne s'est pas déplacé avant de tirer. L'étoile ne rapporte pas de médaille supplémentaire à l'ennemi s'il est détruit.

♦ Dans cette bataille, tous les hex de forêt et de village sont infranchissables pour toutes les unités. Les unités allemandes qui débutent le scénario en forêt ne peuvent plus y retourner après avoir quitté leur position.

♦ N'appliquez pas les règles aériennes. Les cartes "Sortie aérienne" sont mises de côté et ne sont pas utilisées dans cette bataille.

## 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; battles 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.

OP  
2



## [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).



2

WESTERN FRONT

5754

THE VERCORS CAMPAIGN

## BATTLE OF SAINT-NIZIER

JUNE 13-15, 1944



## Setup order

- |     |  |   |
|-----|--|---|
| 1x  |  | 1 |
| x6  |  | 2 |
| 15x |  | 3 |
| x9  |  | 4 |
| 3x  |  | 5 |
| x4  |  | 6 |
| 5x  |  | 7 |
| x5  |  | 8 |

## • 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 now 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 Country-

-side hexes inside the Vercors Plateau are considered at the same height as the Hill hexes bordering the Plateau.

The Massif de Moucherotte is impassable to all units.

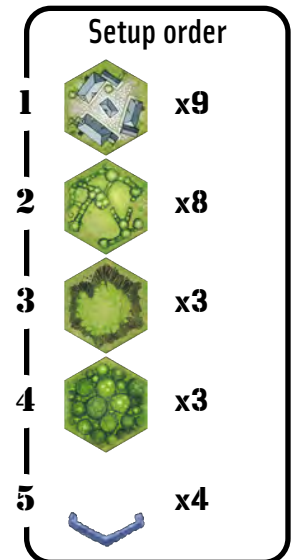
Air rules are not in effect. Remove all *Air Sortie*, *Air Power* and *Barrage* cards from the Command deck before the start of the game.



German Mortar



# CARENTAN



## 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.



# 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)

# 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 Soullair, 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](http://www.gametrademagazine.com)



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

## [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).

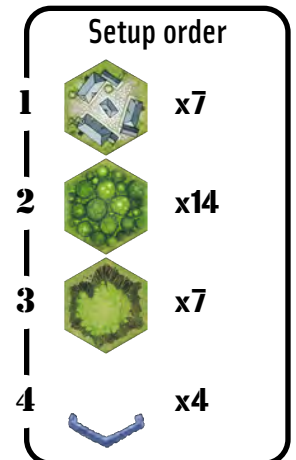
The Allied player alone is able to conduct Air Strikes (Actions 3 - Air Strikes) when playing Recon 1 cards.

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

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



# OPERATION GOODWOOD



## 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, Bourquebus 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

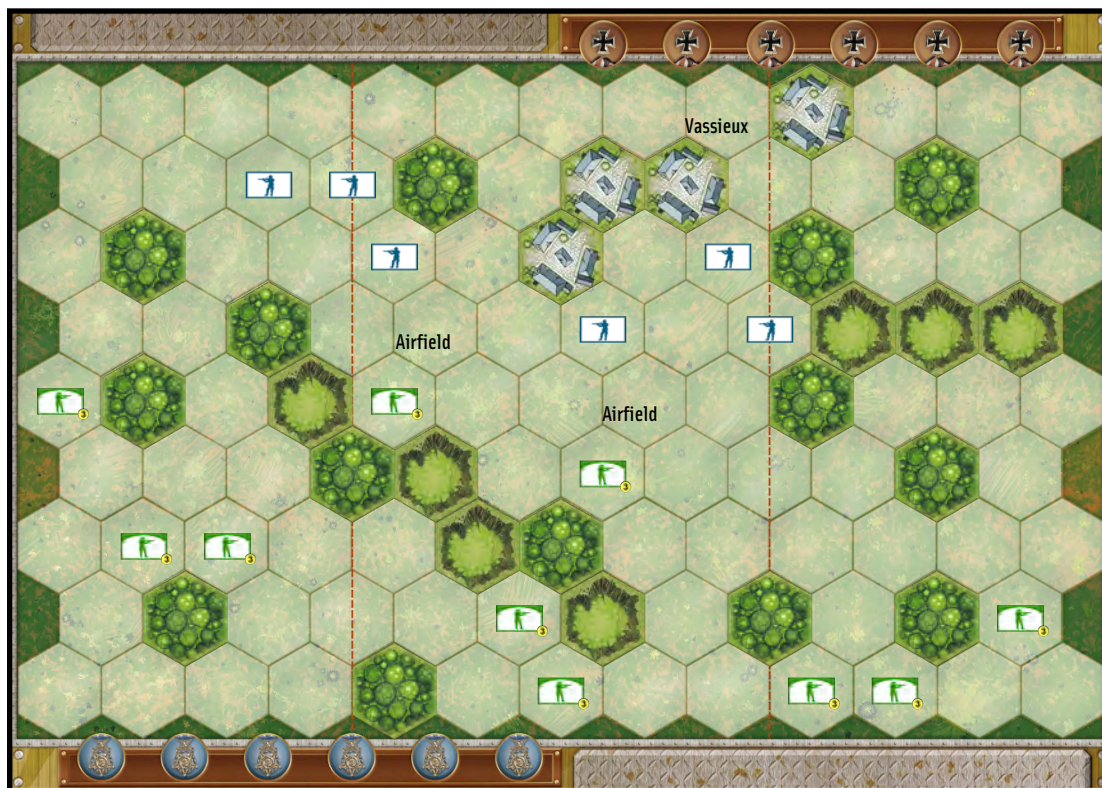
6 Medals




## 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.

# 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.





3

WESTERN FRONT

5933

THE VERCORS CAMPAIGN

## MASSACRE AT VASSIEUX-EN-VERCORS

JULY 21, 1944



## Setup order

1



x2

2



5x

3



x15

4



10x



## • 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, Jossaulx 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, attempted 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 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.

8

MEMOIR '44





4

WESTERN FRONT

5973

THE VERCORS CAMPAIGN

## BATTLE OF VALCHEVRIÈRE

JULY 22-23, 1944



## Setup order

1x 1

x3 2

5x 3

x9 4

10x 5

x9 6

2x 7

x1 8

8x 9

x4 10

## • 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 the 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 the 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.



German Mortar



**5**

WESTERN FRONT

**6088**

THE VERCORS CAMPAIGN

# BATTLE FOR THE PASSES

JULY 21-23, 1944

**Setup order****1** x15**2** 1x **3** x14**4** 17x **5** x2**6** 1x **7** x4**8** 9x 

## • 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 Massif of Grand Veymont, they were four of them: the Pas des Chattons, Pas du Fouillet, Pas de la Selle and, a bit further, the Pas 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 "Grande 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.



German mortar

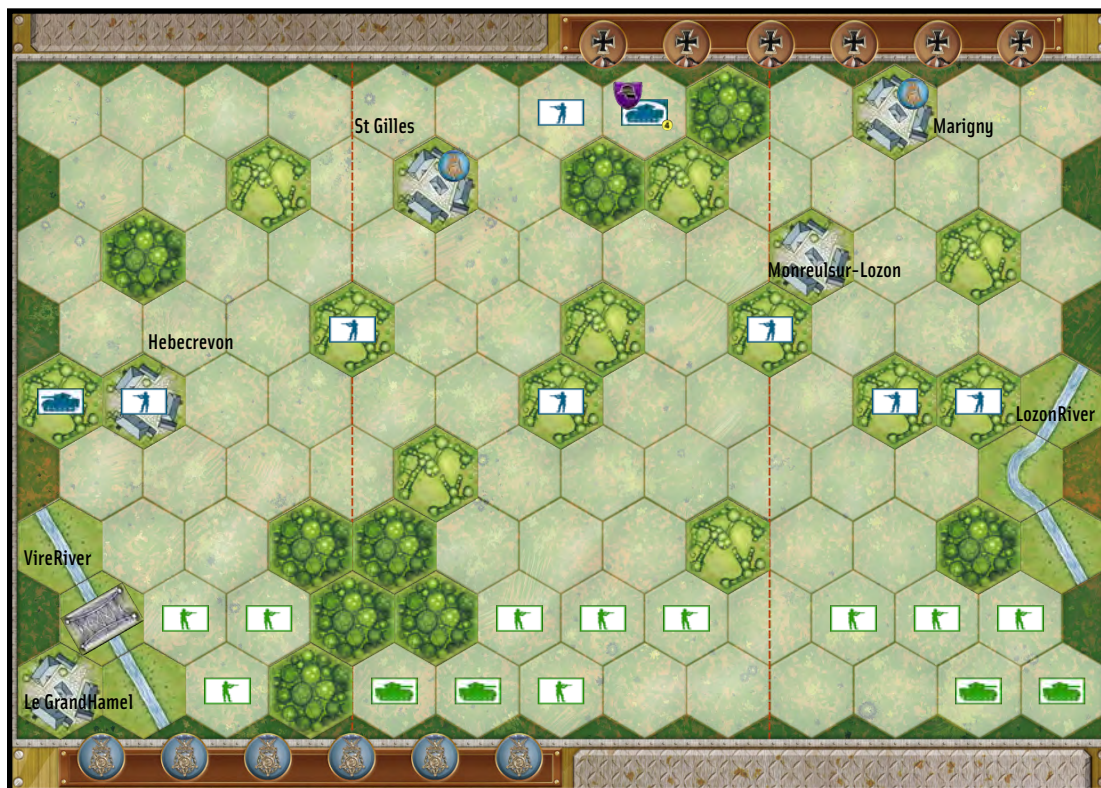
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


MEMOIR '44

VERCORS



# 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.

# 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 Tilly-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] CAPTURE OF VIRE

## - 29TH LET'S GO !



## 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.

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

# 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).





6

FRONT DE L'OUEST

WESTERN FRONT

5876

## LE MESNIL-ADELÉE

AUGUST 07 / 7 AOÛT 1944



AXIS



x5

Germany  
Allemagne

Setup / Pose

1x

1

x19

2

2x

3

x2

4

2x

5

x5

6

5x

7

x5

8

2x

9

x1

10

2x

11

x2

12

3x

13

x3

14

• Briefing •



ALLIES



x5

United States  
États-Unis

## • Contexte historique •

Le 6 août 1944, les généraux Bradley et Hodges reçoivent des rapports de l'aviation alliée qui signalaient que les forces allemandes se rassemblaient près de Mortain en vue d'une attaque imminente. La 30<sup>e</sup> Division américaine n'eut qu'un jour pour se préparer : l'opération Lüttich fut déclenchée dès minuit. Craignant de décevoir Hitler, qui mettait de grands espoirs dans cette opération, Hauser avait lancé l'assaut sans attendre l'intégralité de ses blindés, et sans faire de préparation d'artillerie au préalable pour tenter de surprendre l'ennemi. Au sud, la 2<sup>e</sup> Panzerdivision SS s'avance vers Mortain. En revanche, au nord, la 116<sup>e</sup> Panzerdivision de Schwerin resta sur ses positions, incapable de lancer efficacement son attaque. En fait, la progression la plus encourageante eut lieu au centre, où la 2<sup>e</sup> Panzerdivision avança de près de 10 km sous le couvert du brouillard et de l'obscurité. Au matin, elle avait atteint Le Mesnil-Adelée, où elle se retrouva nez à nez avec le 119<sup>e</sup> Régiment d'Infanterie américain déployé dans le village et sur les collines alentour. Épuisés par leur marche nocturne, les Allemands stoppèrent pour se redéployer avant l'assaut... Le théâtre des opérations est fixé, les troupes sont en position, et l'Histoire est entre vos mains. À vous de jouer !

## • Historical Background •

On August 6<sup>th</sup>, Bradley and Hodges received a report from Allied aircraft indicating a build-up of German forces in the Mortain area. The US 30<sup>th</sup> Division therefore only had a day's warning to assume a defensive posture. In the other camp, Hauser, 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 2<sup>nd</sup> SS Panzer Division pushed toward Mortain. In the North, Schwerin withheld his orders and the 116<sup>th</sup> Panzer Division failed to launch its attack. The 2<sup>nd</sup> 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 119<sup>th</sup> 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.

## Conditions de victoire

♦ 6 médailles.

Pour le joueur de l'Axe, appliquez les règles des pions "Exit" aux deux hex de route de bord de plateau côté Alliés.

Le pont et les deux hex de villages rapportent chacun une médaille-objectif temporaire au joueur de l'Axe.

Les deux hex de route côté Axe rapportent chacune une médaille-objectif temporaire au joueur des Alliés.

## Règles spéciales

♦ Tous les half-tracks (*Troupes 18 - Half-tracks*) peuvent renforcer des unités (*Actions 24 - Renforcement d'effectif*).

♦ La rivière n'est franchissable que par le pont et les gués. Les gués sont peu profonds et une unité qui y pénètre n'est pas obligée de s'arrêter.

♦ N'appliquez pas les règles aériennes. Les cartes "Sortie aérienne" sont mises de côté et ne sont pas utilisées dans cette bataille.

## 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 (*Troupes 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.

OP  
4



4

FRONT DE L'OUEST

WESTERN FRONT

4588

OPERATION PERCH

AUGUST 08 / 08 AOÛT 1944

## SAINT-AIGNAN DE CRAMESNIL

AXIS

x5

Germany  
Allemagne

1

• Briefing •



ALLIES

x4

Canada

2

**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.

**Les Alliés furent surpris:** piochez 2 cartes à la fin de votre premier tour et 2 nouvelles cartes à la fin du second. Vous aurez ainsi 6 cartes en main pour le reste de la partie.

## • Contexte historique •

Au matin du 8 août 1944, Michael Wittmann, le célèbre tankiste allemand, fut chargé de lancer une contre-attaque aux environs de Saint-Aignan de Cramesnil. Il disposait de plusieurs Tigres, soutenus par quelques Panzers IV et Stugs IV. En arrivant près du village de Cintheaux, ses forces furent prises sous le feu nourri de l'artillerie des Britanniques et des Canadiens qui lançaient l'opération Totalize. Wittmann ne voulut pas laisser le temps aux blindés ennemis de se regrouper. À la surprise des Alliés, les Tigres se lancèrent à l'attaque, progressant le long de la nationale 158.

Cependant, les chars de l'escadron A du 1<sup>er</sup> Northamptonshire Yeomanry se tenaient en embuscade dans les bois, un peu plus au sud. Complètement à découvert, les Tigres offraient des cibles rêvées pour les Sherman Firefly de l'escadron, notamment pour le chef de char Gordon et son tireur Joe Ekins, qui parvint à en détruire trois en 12 minutes. Wittmann, qui commandait l'un d'entre eux (le 007), fut tué lors de l'explosion de sa tourelle.

Le théâtre des opérations est fixé, les troupes sont en position, et l'Histoire est entre vos mains. À vous de jouer !

## • 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, 1<sup>st</sup> 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.

## Conditions de victoire

- 5 médailles.

## Règles spéciales

- L'artillerie alliée est de l'artillerie lourde (*Troops 3 - Artillerie lourde*).
- Les unités de blindés allemands avec une seule figurine sont des Tigres (*Troops 16 - Tigres*). Le Tigre marqué d'une étoile est celui de Wittmann. Il peut ignorer le premier drapeau et combat avec un dé supplémentaire lorsqu'il ne s'est pas déplacé avant

de tirer. L'étoile ne rapporte pas de médaille supplémentaire à l'ennemi s'il est détruit.

- Les trois hex de jungle représentent un verger particulièrement dense (*Terrains 57 - Jungle*). Si vous n'avez pas le Théâtre Pacifique, utilisez des hex de forêt à la place. Une unité peut y entrer et combattre dans le même tour.

- N'appliquez pas les règles aériennes. Les cartes "Sortie aérienne" sont mises de côté et ne sont pas utilisées dans cette bataille.

## 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; battles 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 crossroads are Orchards. Play them like Jungle hexes (*Terrain 57 - Jungles*). If you do not own the Pacific Theater expansion, use forest hexes instead, but keep in mind that a unit can enter the orchard and battle in the same turn.
- Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Setup / Pose

1x 1

x1 2

4x 3

x15 4

5x 5

x2 6

7x 7

x5 8

3x 9

x1 10

1x 11






Big Guns

Artillerie  
lourdeOP  
2



# 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 Langlade, 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



# 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).



# 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

# NIJMEGEN BRIDGES

## - MARKET GARDEN



### 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.

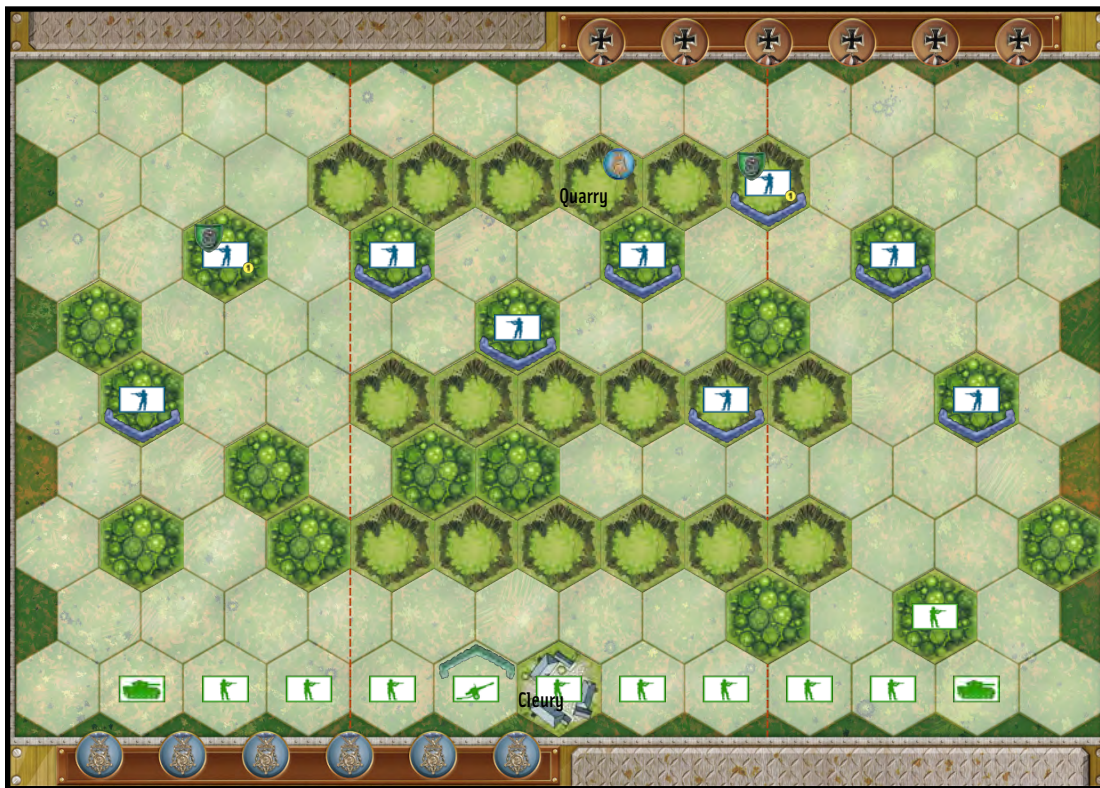
### Setup order

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



# 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.Volksgrenadier 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.

# LONGVILLY TRAP

## - UNTERNEHMEN WACHT AM RHEIN

DECEMBER 19, 1944



### 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.

### 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



# LONGVILLY TRAP



## 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.

## 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

# CLERVAUX - THE ROAD TO BASTOGNE



## 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).

## 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



# 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)



# WARDIN



## 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 Warden, 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 Warden. Late in the day, the 28th Division command post in Bastogne received word that the Allied forces in Warden 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 Warden form a Temporary Majority Medal Objective worth 1 Medal for whoever controls Warden.

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).

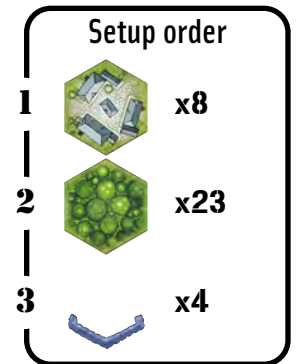
The river is frozen (Terrain 47 - Frozen Rivers).

## 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

# TWIN VILLAGES

## - ARDENNES



## 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 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.



# 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) - UNTERNEHMEN WACHT AM RHEIN

DEC. 20-23, 1944



**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.

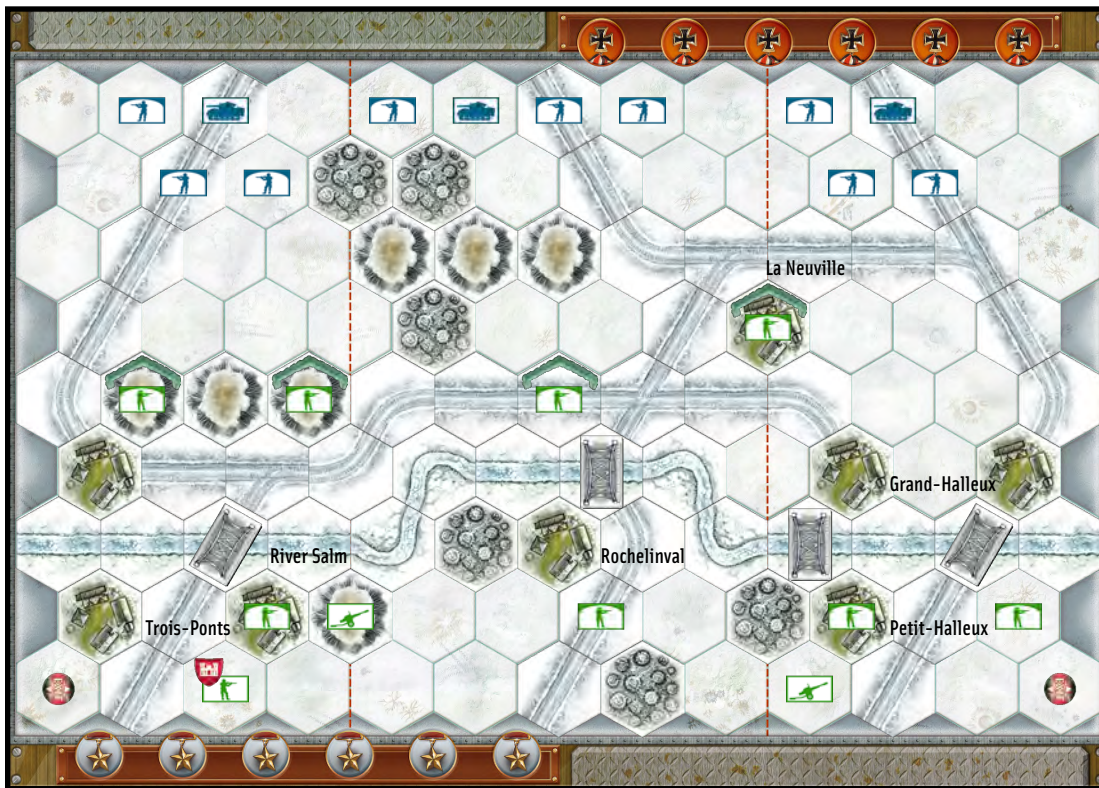
The bridges do not block line of sight.

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'



## 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).

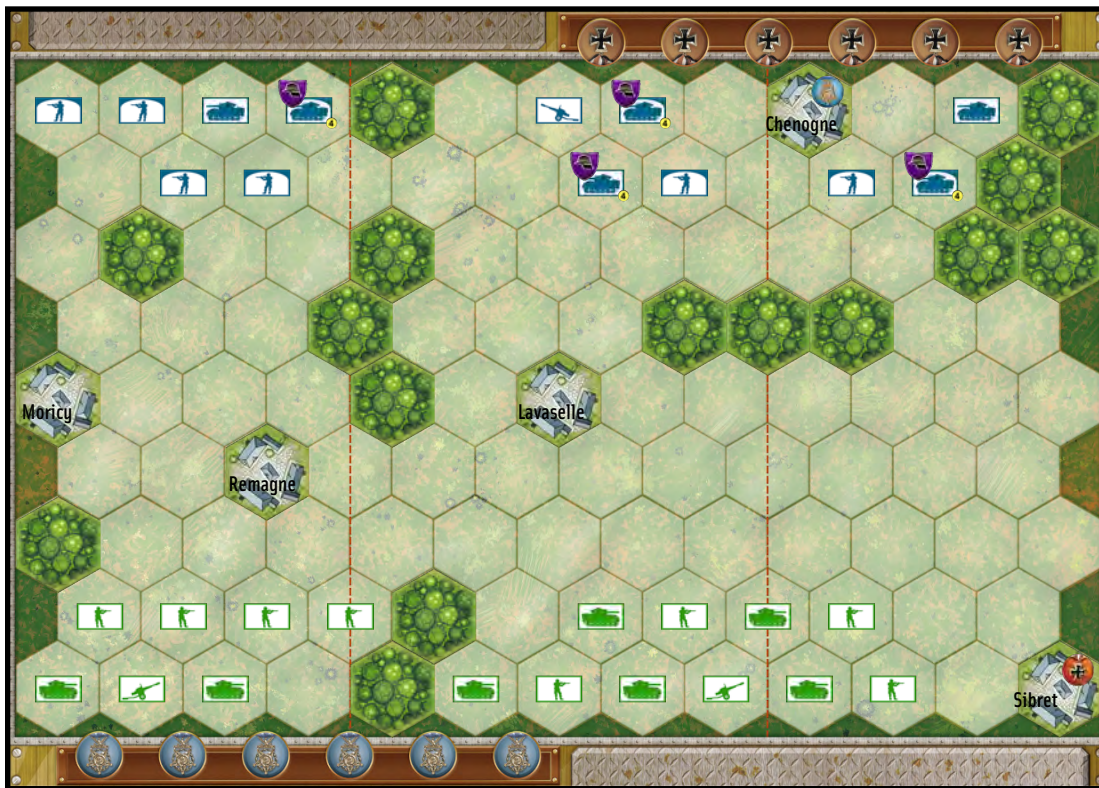
The river is frozen but impassable.

## 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

# 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 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

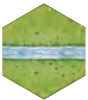






The Axis Special Forces tank unit has 4 figures. Place an Axis special force token in the same hex with this unit to distinguish it from the other units.

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.)

# 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 Rhine-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 Rhine-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 Wickerschwihr. 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 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.



# SCHWAMMENAUDEL DAM



## 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.

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

# 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.



# ACROSS THE RIVER ROER

## - OPERATION GRENADE



### 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.

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





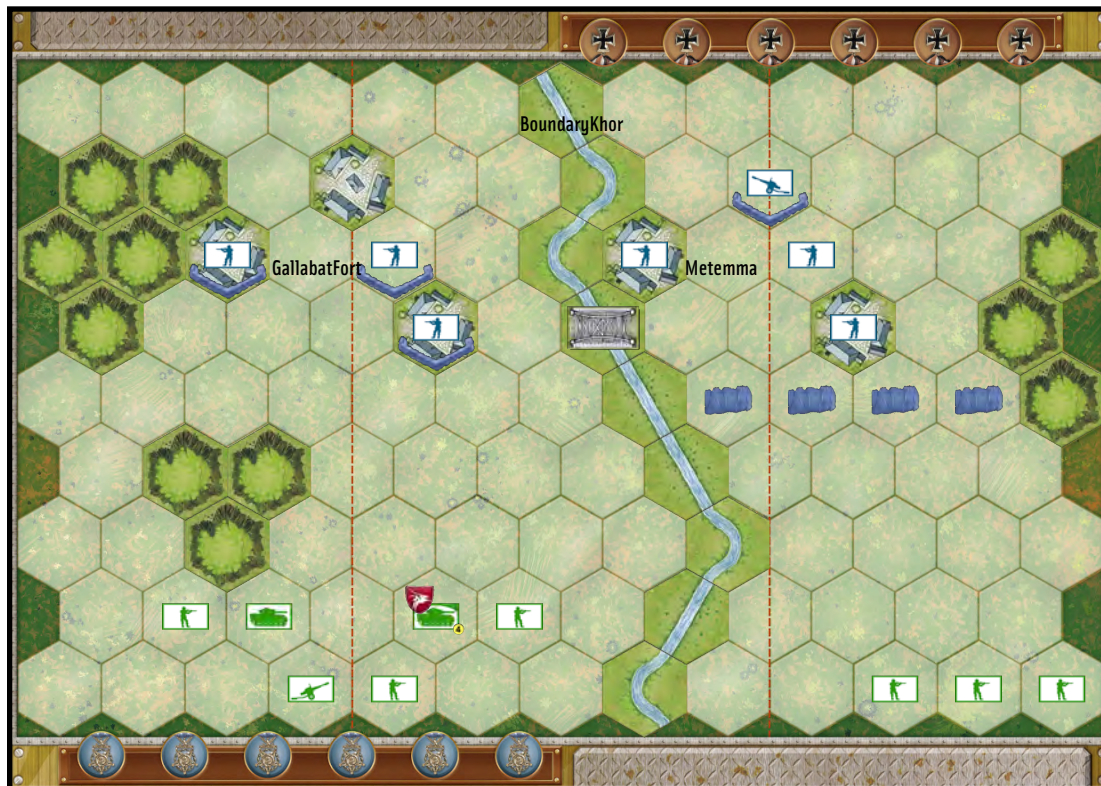
# **MEDITERRANEAN THEATER**












# GALLABAT & METEMMA

## - WBC1



Setup order		
1		x4
2		x5
3		x1
4		x5
5		x11
6		x4
7		x4

## Historical Background

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

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

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

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

The British fell back which ended the offensive.

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

## Briefing

Axis Player: Take 4 Command cards.

Allied Player: Take 4 Command cards.

You move first.

## Conditions of Victory

4 Medals

## Special Rules

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

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

Bridges do not block line of sight.

# BEDA FOMM

## - OPERATION COMPASS



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

## Historical Background

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

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

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

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

## Briefing

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

British Player: Take 6 Command cards.

## Conditions of Victory

6 Medals

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

## Special Rules

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

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

In addition Armor units may only move 2 hexes.

Mediterranean Sea hexes are impassable terrain.

Roads are explained on p.5 Terrain.

Road Blocks are explained on p.12 Terrain.

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

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



# HELLFIRE PASS



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

## Historical Background

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

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

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

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

## Briefing

Axis Player

[Germany/Italy]

Take 6 Command cards.

Allied Player

[Great Britain]

Take 4 Command cards.

You move first.

## Conditions of Victory

6 Medals.

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

## Special Rules

North African Desert Rules are in effect (Actions 9 -

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

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

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

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

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

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

# SIDI REZEGH AIRFIELD



## Historical Background

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

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

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

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

## Briefing

Axis Player

[Germany]

Take 5 Command cards.

Allied Player

[Great Britain]

Take 4 Command cards.

You move first.

## Conditions of Victory

5 Medals.

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

## Special Rules

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

British Commonwealth Forces command rules are in effect.

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

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




# DUG IN AT SIDI OMAR




Setup order

1




x10

2



x7

3



x2

## Historical Background

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

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

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

## Briefing

Axis Player

[Germany]

Take 5 Command cards.

You move first.

Allied Player

[Great Britain]

Take 5 Command cards.

## Conditions of Victory

6 Medals.

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

## Special Rules

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

British Commonwealth Forces command rules are in effect.

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

units (Troops 2 - Specialized Units).

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

# GAP AT ANTELAT

## - 2ND BATTLE FOR CYRENAICA



Setup order		
1		x3
2		x3
3		x9
4		x2

## Historical Background

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

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

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

## Briefing

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

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

## Conditions of Victory

7 Medals.

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

## Special Rules

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

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

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

(Open de France Memoir '44 - 2009)



# FLANKING MANEUVER AT BIR HAKEIM

MAY 27, 1942



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

## Historical Background

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

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

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

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

## Briefing

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

Allied Player  
[Great Britain]  
Take 5 Command cards.

## Conditions of Victory

5 Medals.

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

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

## Special Rules

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

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

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

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

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





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

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

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

# PANZERS VERSUS GRANTS



Setup order		
1		x1
2		x6
3		x3
4		x1

## Historical Background

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

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

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

## Briefing

Axis Player

[Germany]

Take 6 Command cards.

You move first.

Allied Player

[Great Britain]

Take 4 Command cards.

## Conditions of Victory

5 Medals.

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

## Special Rules

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

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

British Commonwealth Forces command rules are in effect.






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

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



# 1ST ARMoured TO THE RESCUE



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

## Historical Background

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

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

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

## Briefing

Axis Player

[Germany]

Take 6 Command cards.

You move first.

Allied Player

[Great Britain]

Take 5 Command cards.

## Conditions of Victory

5 Medals.

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

## Special Rules

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

British Commonwealth Forces command rules are in effect.

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

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





3

4240

THÉÂTRE MÉDITERRANÉEN

## LE CROCHET DE ROMMEL

## ROMMEL'S RIGHT HOOK

MAY 27 / 27 MAI 1942



AXIS



x6

Germany  
Allemagne

ALLIES



x4

Great Britain  
Grande-Bretagne

## • Contexte historique •

Lors de la bataille de Gazala, Rommel envoya sa 90<sup>e</sup> Division Légère vers El Adem, sur les arrières britanniques. La réussite de cette manœuvre permettrait à Rommel de protéger son flanc droit en forçant son ennemi à se mettre sur la défensive. La division de Rommel, effectuant un vaste crochet, ne tarda pas à rencontrer la 7<sup>e</sup> Brigade Motorisée, ce qui donna lieu à un combat bref mais intense dans les dunes du désert. Vaincus, les Britanniques durent se replier sur El Adem.

Le théâtre des opérations est fixé, les troupes sont en position, et l'Histoire est entre vos mains. À vous de jouer !

## • Historical Background •



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

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

Patrol Cars

Voitures  
tout-terrain

AT-Gun

Arme  
antichar

Elite infantry

Infanterie  
d'éliteCombat  
engineersUnité du  
Génie

## Conditions de victoire

- ♦ 5 médailles.

## Règles spéciales

- ♦ Appliquez les règles du désert nord-africain (*Actions 9 - Règles du désert nord-africain*). De plus, les unités blindées britanniques peuvent seulement se déplacer de 1-2 hex et combattre.
- ♦ Appliquez les règles de commandement du BCF au joueur des Alliés (*Nations 5 - Forces britanniques du Commonwealth*).
- ♦ Différenciez avec un badge les unités d'infanterie d'élite allemande (*Troupes 2 -*

*Unités spécialisées*) et l'unité du Génie de combat britannique (*Troupes 4 - Troupes du Génie*).

- ♦ Les véhicules légers allemands sont des voitures tout-terrain (*Troupes 19 - Voitures tout-terrain*).
- ♦ Appliquez les règles de Matériel (*Matériel 1 - Règles de Matériel*) à l'unité équipée d'une arme antichar (*Matériel 2 - Arme antichar*).
- ♦ N'appliquez pas les règles aériennes. Les cartes "Sortie aérienne" sont mises de côté et ne sont pas utilisées dans cette bataille.

## Conditions of Victory

- ♦ 5 Medals.

## Special Rules

- ♦ North African Desert Rules are in effect (*Actions 9 - North African Desert Rules*). In addition, Allied Armor units may only move 2 hexes and battle, not the normal 3 hexes.
- ♦ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).
- ♦ Place a badge on the 2 German elite infantry units (*Troops 2 - Specialized Units*)

and on the British engineer unit (*Troops 4 - Combat Engineers*).






- ♦ Patrol Cars rules are in effect (*Troops 19 - Long Range Patrol Cars*).
- ♦ Special Weapon Asset (*SWAs 1 - Special Weapon Assets*) are in effect for the unit equipped with an anti-tank weapon (*SWAs 2 - Anti-Tank Gun*).
- ♦ Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

OP  
4



# INTO THE CAULDRON



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

## Historical Background

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

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

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

## Briefing

Axis Player

[Germany]

Take 5 Command cards.

Allied Player

[Great Britain]

Take 4 Command cards.

You move first.

## Conditions of Victory

6 Medals.

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

## Special Rules

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

British Commonwealth Forces command rules are in effect.

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






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

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

# KNIGHTSBRIDGE

## - BATTLE OF GAZALA



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

## Historical Background

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

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

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

## Briefing

Axis Player: Take 6 Command cards  
You move first.

Allied Player: Take 4 Command cards.

## Conditions of Victory

5 Medals

## Special Rules

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

Armor movement is amended as follows:

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

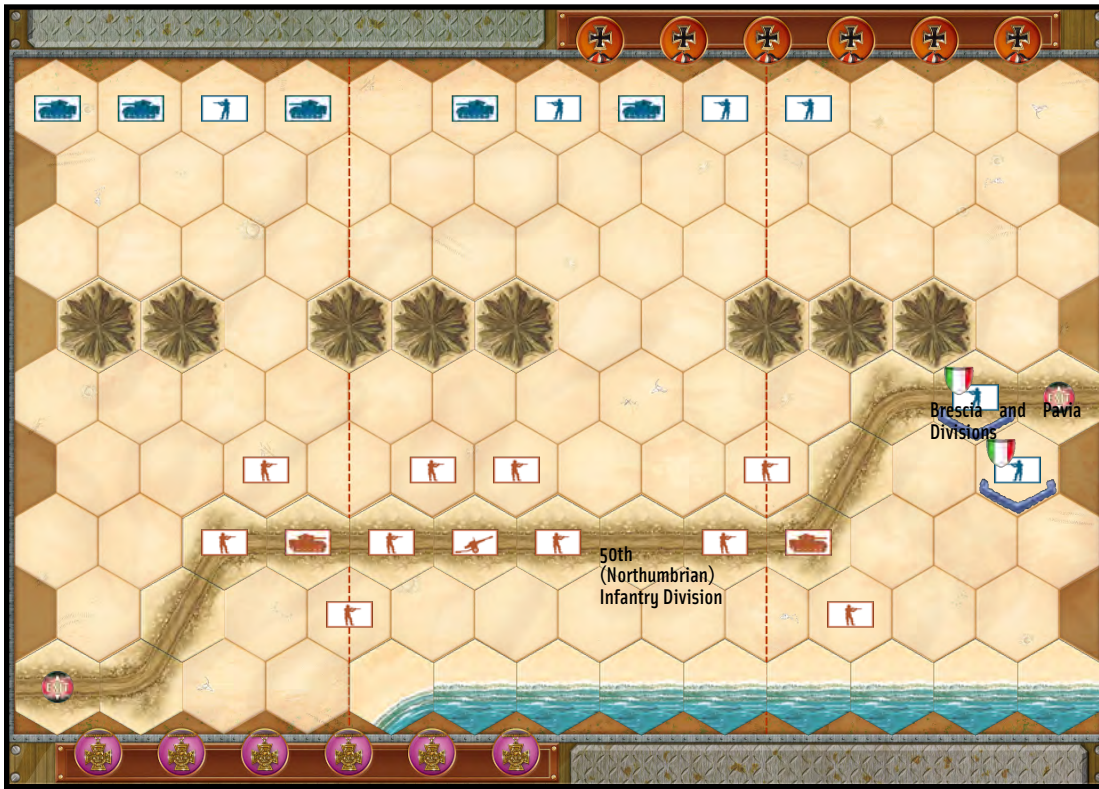
An ordered Allied Armor unit may move up to 2 hexes and battle.

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










## ESCAPE VIA THE COASTAL ROAD

**JUNE 14, 1942**



### Setup order

- |   |   |     |
|---|---|-----|
| 1 |  | x8  |
| 2 |  | x1  |
| 3 |  | x4  |
| 4 |  | x11 |
| 5 |  | x8  |
| 6 |  | x2  |
| 7 |  | x2  |

## Historical Background

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

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

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

# Briefing

## Axis Player

[Germany/Italy]

Take 5 Command cards.

## Allied Player

[Great Britain]

Take 5 Command cards.

**You move first.**

## Conditions of Victory

## 6 Medals.

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

## Special Rules

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

**British Commonwealth Forces and Italian Royal Army**

command rules are in effect.

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

# DEIR EL SHEIN - ACT 1

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



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

### Historical Background

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

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

### Briefing

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

Allied player [United Kingdom] : 5 command cards.

### Conditions of Victory

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

### Special Rules

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

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

British Commonwealth Forces command rules are in effect for the Allied player (Nations 5 - BCF).

The two infantry units with antitank badges are equipped with Anti-Tank Guns (Special Weapon Assets 2 - Anti-Tank Guns)

The "Air Strike" card is not used in this scenario because of the sandstorm. Remove the card before beginning to play.

The Minefields are laid by the Allies.



4

THEATRE MEDITERRANEEEN

6336

# RAID SUR BARQA RAID ON BARCE

SEPTEMBER 13 / 13 SEPTEMBRE 1942



AXIS



x4

2

Italy  
Italie

ALLIES



x5

1

Great Britain  
Grande-Bretagne

• Briefing •



Setup order

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

## • Contexte historique •

Pour couper les lignes de communication de Rommel et entraver l'attaque qu'il allait lancer contre El-Alamein, de nombreux raids furent organisés contre les points-clés des arrières allemands. Le 13 septembre 1942, après un trajet de 150 km, les véhicules commandos des Néo-Zélandais et des Guards atteignirent leur cible : le village de Barqa, aux mains des Italiens. Les Néo-Zélandais passèrent aussitôt à l'attaque tandis que les Guards lançaient leur assaut sur les casernes de la ville et les dépôts de munitions alentour. Les Italiens dépassés appelèrent des chars en renfort, mais trop tard : après avoir incendié les installations de l'aérodrome et détruit les dépôts, les forces alliées repartirent aussi vite qu'elles étaient venues. Le théâtre des opérations est fixé, les troupes sont en position, et l'Histoire est entre vos mains. A vous de jouer !

## • Historical Background •

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

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

## Conditions de victoire

- ♦ 4 médailles.

Tout hex d'aérodrome ou de dépôt rapporte une médaille-objectif définitive au joueur des Alliés s'il réussit à le saboter.

## Règles spéciales

- ♦ Appliquez les règles du désert nord-africain (Actions 9 - Règles du désert nord-africain).
- ♦ Appliquez les règles de commandement du BCF au joueur des Alliés (Nations 5 - Forces britanniques du Commonwealth) et les règles de commandement de l'armée italienne au joueur de l'Axe (Nations 6 - Armée royale italienne).
- ♦ Différenciez avec un badge l'unité blindée d'élite italienne (Troupes 2 - Unités spécialisées).

dée d'élite italienne (Troupes 2 - Unités spécialisées).

- ♦ Les véhicules légers britanniques sont des voitures tout-terrain (Troupes 19 - Voitures tout-terrain). Dans ce scénario, elles ne peuvent pas entrer dans un hex de village (et les blindés non plus).
- ♦ Le joueur des Alliés peut tenter de saboter tout hex d'aérodrome et de dépôt (Actions 6 - Sabotage). Il suffit d'obtenir une étoile au dé pour que le sabotage soit réussi.
- ♦ Appliquez les règles de Soins dans l'oasis (Actions 10 - Soins dans l'oasis).
- ♦ N'appliquez pas les règles aériennes. Les cartes "Sortie aérienne" sont mises de côté et ne sont pas utilisées dans cette bataille.

## Conditions of Victory

- ♦ 4 Medals.

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

## Special Rules

- ♦ North African Desert rules are in effect (Actions 9 - North African Desert Rules).
- ♦ British Commonwealth Forces (Nations 5 - British Commonwealth Forces) and Italian Royal Army Command rules (Nations 6 - Italian Royal Army) are in effect.
- ♦ Place a badge on the elite Italian tank

unit (Troops 2 - Specialized units).

- ♦ Patrol Cars rules are in effect (Troops 19 - Long Range Patrol Cars). Allied Patrol cars and Axis armor units may not move onto town hexes.
- ♦ The Allied player may attempt to sabotage the Airfield and Supply Tent hexes (Actions 6 - Sabotage), by successfully rolling 1 Battle Star against each hex.
- ♦ Oasis recovery rules are in effect (Actions 10 - Oasis Recovery).
- ♦ Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

Patrol Cars



Voitures tout-terrain

Elite armor

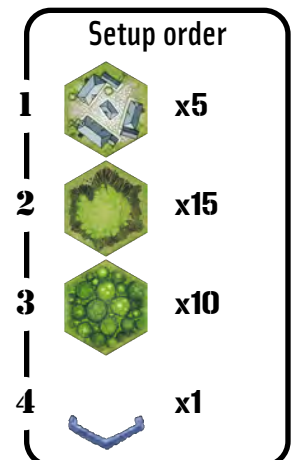


Blindés d'élite

OP 4



# TUNISIA



## Historical Background

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

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

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

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

## Briefing

Axis Player: Take 6 Command cards  
You move first.

Allied Player: Take 4 Command cards.

## Conditions of Victory

6 Medals

## Special Rules

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

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



# KASSERINE PASS (\*)

## - NORTH AFRICA



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

## Historical Background

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

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

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

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

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

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

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

## Briefing

Axis Player: Take 6 Command cards.

You move first.

Allied Player: Take 5 Command cards.

## Conditions of Victory

6 Medals

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

## Special Rules

All Hill hexes cost 2 movement points to move from a

countryside hex (gameboard hex) up onto a hill.

Rivers are impassable.

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

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





5

5872

THÉÂTRE MÉDITERRANÉEN

## LES PANZERS DE L'ATLAS

## PANZERS IN THE ATLAS

FEBRUARY 15 / 15 FÉVRIER 1943



AXIS



x6

1

Germany  
Allemagne

ALLIES



x4

2

United States  
États-Unis

Setup order

15x



1

x1



2

2x



3

x11



4

1x



5

x3



6

2x



7

• Briefing •

## • Contexte historique •

Après les sanglants combats de décembre 1942, la Tunisie était sous le contrôle des Allemands, à l'exception de la région de Sidi Bouzid. Dès le 14 février, les Panzers passèrent à l'attaque. Se ruant à travers les passes de Faïd et de Maizila, ils submergèrent les positions des forces alliées qui tenaient la région. Le général Fredendall, commandant le II<sup>e</sup> Corps américain, ne réalisa pas immédiatement l'ampleur de l'attaque et demanda au 3<sup>e</sup> Bataillon de tenir sa position en attendant des renforts. Le 15, il comprit enfin la menace et ordonna une contre-attaque pour sauver le 3<sup>e</sup> Bataillon, à présent isolé. À peine les chars américains s'étaient-ils approchés qu'ils furent pris sous le feu de 80 Panzers déployés sur les hauteurs alentour. Les chars allemands dévalèrent ensuite les pentes pour finir le travail. En quelques minutes, la contre-attaque américaine avait été anéantie, et les lignes alliées considérablement fragilisées.

Le théâtre des opérations est fixé, les troupes sont en position, et l'Histoire est entre vos mains. À vous de jouer !

## • Historical Background •

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

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

## Conditions de victoire

- ♦ 6 médailles.

Pour le joueur des Alliés, appliquez les règles des pions "Exit" à la portion de bord de plateau comprise entre eux côté Axe.

## Règles spéciales

- ♦ Appliquez les règles du désert nord-africain (*Actions 9 - Règles du désert nord-africain*). De plus, la carte "Attaque aérienne" ne permet aux Alliés que de lancer un seul dé par hex visé, et non deux comme indiqué sur la carte.

- ♦ Tous les half-tracks (*Troupes 18 - Half-tracks*) peuvent renforcer des unités (*Actions 24 - Renforcement d'effectif*).

- ♦ Différenciez avec un badge l'unité de blindés d'élite allemande (*Troupes 2 - Unités spécialisées*).

- ♦ N'appliquez pas les règles aériennes. Les cartes "Sortie aérienne" sont mises de côté et ne sont pas utilisées dans cette bataille.

## Conditions of Victory

- ♦ 6 Medals.

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

## Special Rules

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

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

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

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

Blindés  
d'éliteOP  
4



# THE SAN FRATELLO LINE

## - CROSSING THE FURIANO RIVER



### Historical Background

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

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

### Briefing

Axis player [Germany]  
Take 5 command cards.

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

### Conditions of Victory

6 medals.

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

### Special Rules

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

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

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

Villages).

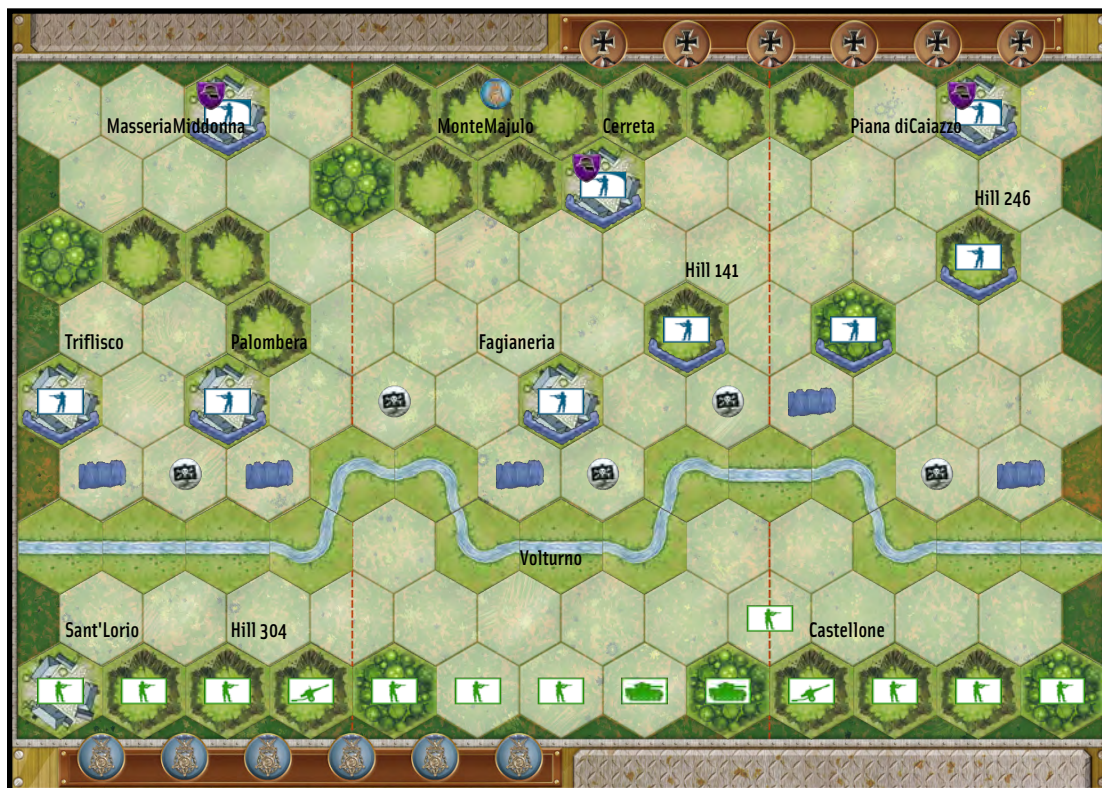
The Axis player lays out the minefields (Terrain 29 - Minefields).

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

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

# CROSSING THE VOLTURNO

## - THE 3RD US INFANTRY DIVISION BREAKS THROUGH



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

## Historical Background

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

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

## Briefing

Axis player [Germany]  
Take 5 command cards.

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

## Conditions of Victory

6 medals.

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

## Special Rules

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

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

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







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

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



# MIGNANO MONTE LUNGO



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

## Historical Background

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

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

## Briefing

Axis player [Germany]  
Take 5 command cards.

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

## Conditions of Victory

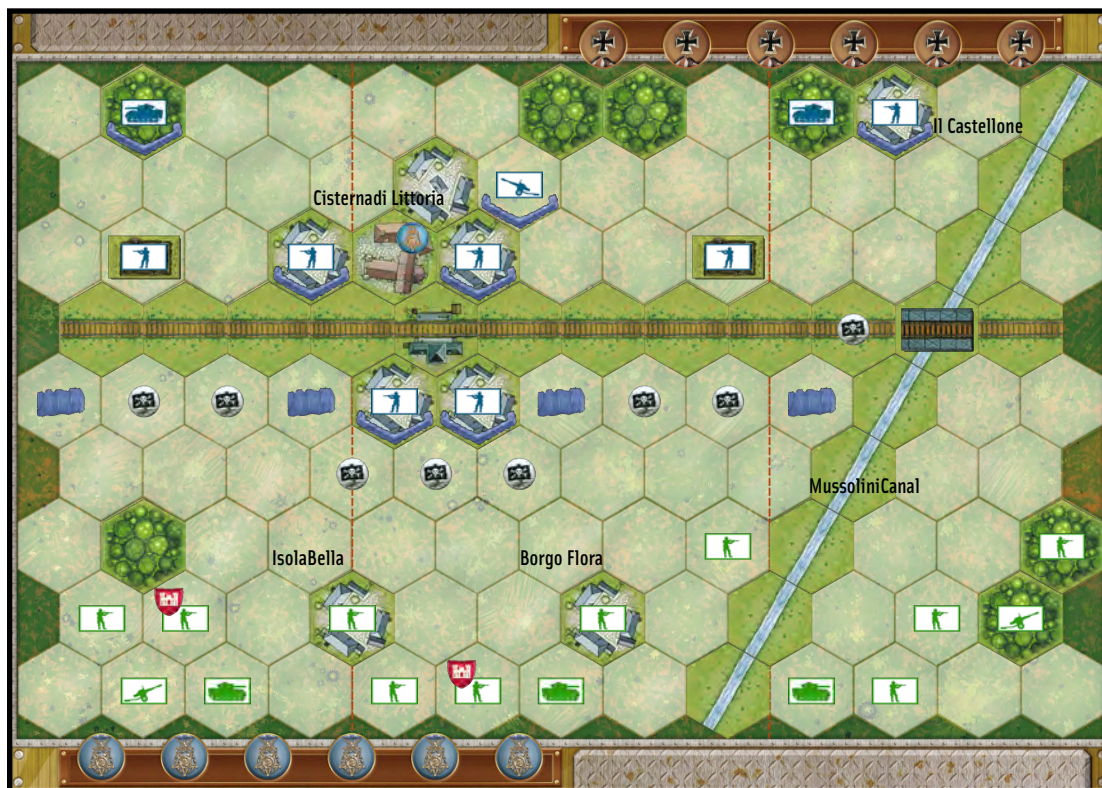
6 medals.

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

## Special Rules

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

# CISTERNA DI LITTORIA



## Historical Background

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

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

## Briefing

Axis player [Germany]  
Take 5 command cards.

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

## Conditions of Victory

6 medals.

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

## Special Rules













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

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

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

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

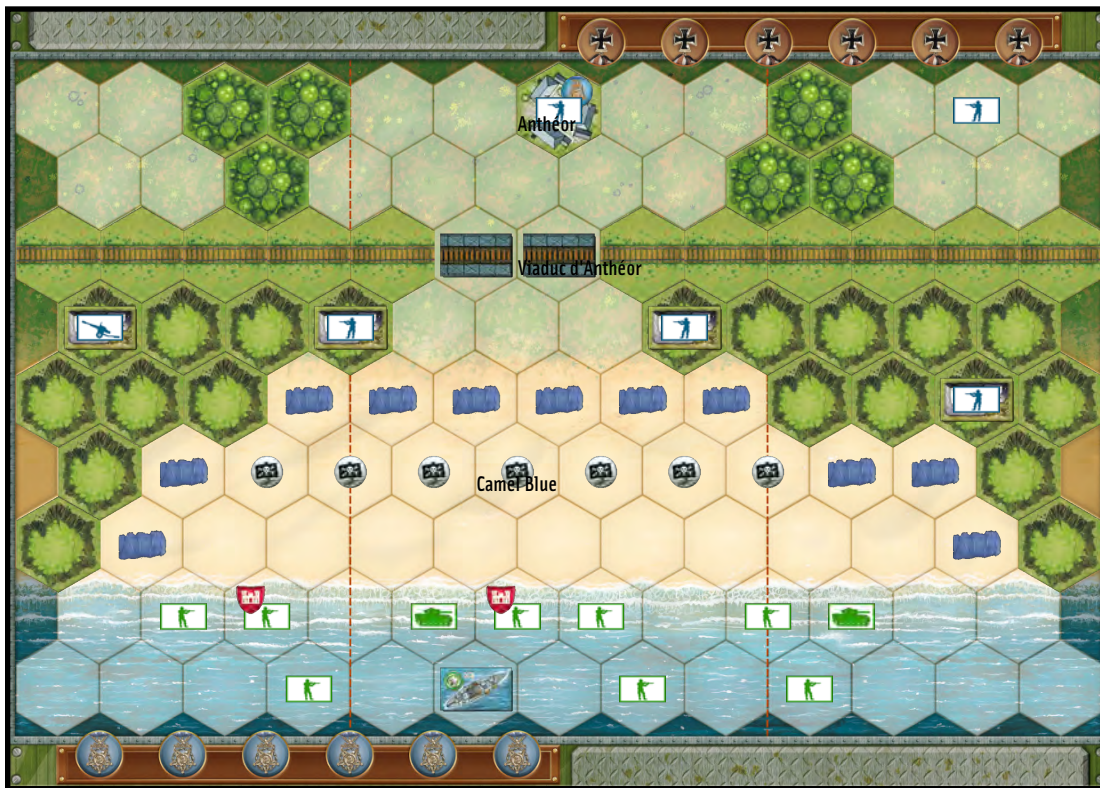
## Setup order

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



# CAMEL BLUE

## - - PROVENCE



## Historical Background

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

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

## Briefing

Axis Player [Germany]:  
Take 4 Command cards.

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

## Conditions of Victory

6 Medals.

Antheor is a Temporary Medal Objective for the Allied forces.

## Special Rules

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

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











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

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

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

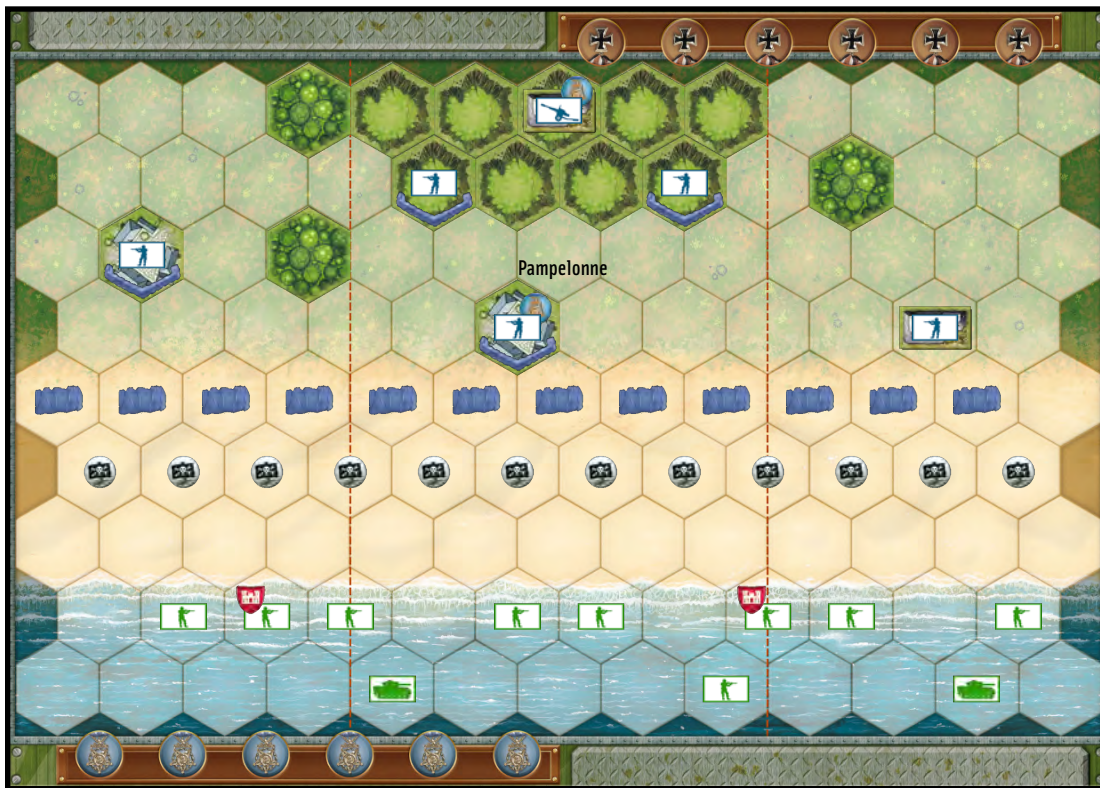
(Open de France Memoir '44 - 2009)









## Setup order

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

# ALPHA YELLOW

## - LANDING ON PAMPELONNE BEACH



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

## Historical Background

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

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

## Briefing

Axis player [Germany]  
Take 4 command cards.

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

## Conditions of Victory

5 medals.

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

## Special Rules

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






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



# TOULON

## - CAMPAIGN FOR SOUTHERN FRANCE



Setup order		
1		x5
2		x12
3		x14
4		x5
5		x2

## Historical Background

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

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

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

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

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

## Briefing

Axis Player: Take 4 command cards.

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

## Conditions of Victory

6 Medals

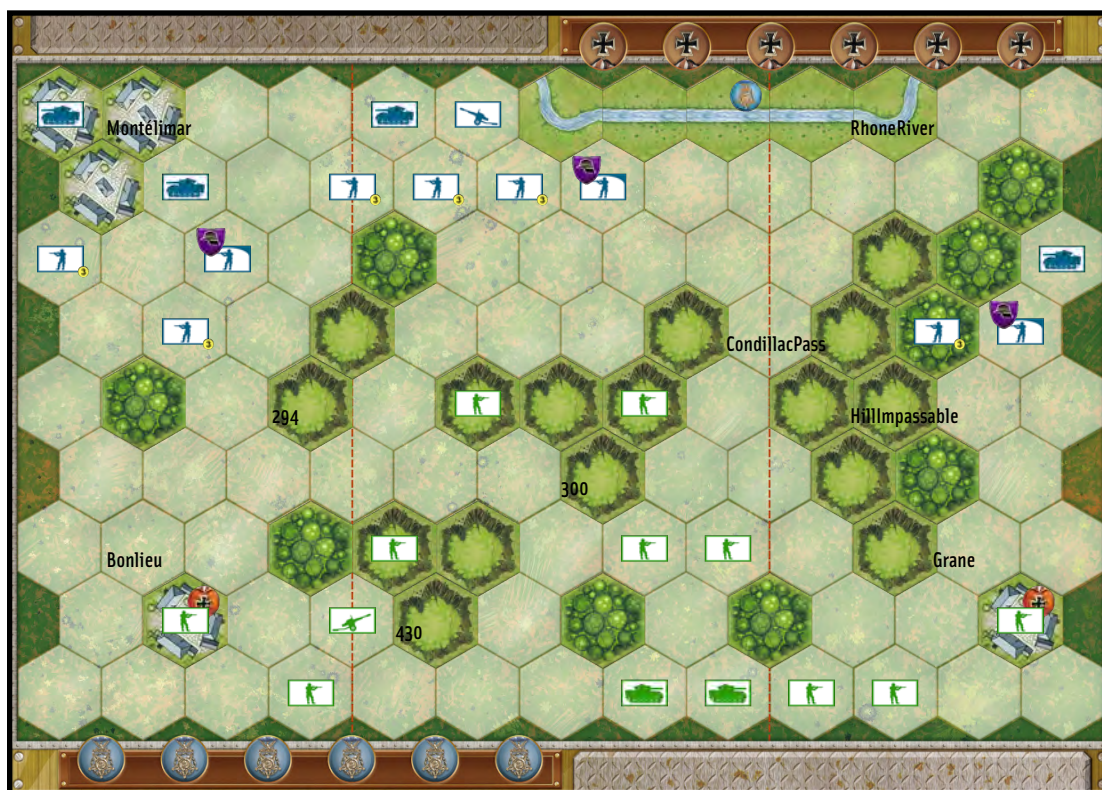
If Allied units occupy 3 town hexes in Toulon at the end of their turn, they win immediately.

## Special Rules

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

# MONTÉLIMAR

## - CAMPAIGN FOR SOUTHERN FRANCE



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

## Historical Background

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

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

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

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

## Briefing

Axis Player: Take 5 command cards  
You move first.

Allied Player: Take 5 command cards.

## Conditions of Victory

6 Medals

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

## Special Rules

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

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



# PO VALLEY (\*)

## - ITALY



## Historical Background

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

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

## Briefing

Axis Player: Take 4 Command cards.

Allied player: Take 5 Command cards.

You move first.











## Conditions of Victory

5 Medals.

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

## Special Rules

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

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





**EASTERN FRONT**





# BATTLE OF WARSAW

## - UNTERNEHMEN FALL WEISS

SEPTEMBER 8-26, 1939



Setup order		
1		x4
2		x1
3		x12
4		x1
5		x1
6		x15
7		x3
8		x10
9		x3
10		x6

## Historical Background

On September 1, 1939 the invasion of Poland - codenamed Fall Weiß or "Case White" by the German high command - marked the first military campaign of the war. In a week, the German forces were able to overwhelm the thin Polish defenses and the 4th Panzer Division had driven east to Warsaw's doorstep.

The initial attack on the city began in the southern suburbs and despite the almost relentless German bombing the Poles fought ferociously as they defended their capital city. The German tanks who had almost effortlessly charged across the flat Polish terrain, now found it more difficult to maneuver in the city streets and Polish artillery made them suffer.

Knowing that time was on their side and additional troops would soon arrive, the German's put the city under siege. Within days, the Poles were no longer able to mount effective artillery attacks and the German infantry was ordered forward. With overwhelming artillery and air support the city soon fell.

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**  
[Poland]  
Take 5 Command cards.

## Conditions of Victory

6 Medals.

The four Fortress hexes form a Temporary Medal Objective for the Axis forces.

Axis forces must occupy at least two of the four Fortress hexes to gain one Objective Medal.

## Special Rules

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

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

# SUOMUSSALMI

## - RUSSO-FINNISH WAR



Setup order		
1		x7
2		x10
3		x2
4		x1
5		x16
6		x2
7		x7
8		x7

## Historical Background

The Soviet Army crossed the border into Finland in the last days of November, 1939. On December 8th, they reached the lightly defended village of Suomussalmi. The next day, Colonel Hjalmar Siilasvuo, a veteran of WWI, brought in reinforcements and took command of the Finnish defenses. His mission was to destroy the Russian forces and force them out of the village – a tall order, as the enemy was well supplied and numerically superior.

One of Siilasvuo's first orders was for Captain J. A. Makinen to set up a roadblock to slow the continuing advance of the Russian 44th Division. While the roadblock operation was being developed, Siilasvuo launched an attack against the Russian positions in and around Suomussalmi. The Soviets, however were too well entrenched and little headway was made in the first few days of the battle.

In time, the Finnish ski troops, fighting on home ground, were able to slowly tighten the ring around the villages and by the first week of January had defeated the larger Soviet force.

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

## Briefing

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

Russian Player: Take 4 Command cards.

## Conditions of Victory

6 Medals

If Finnish units occupy 3 of the 4 town hexes at the end of their turn, they win immediately.

## Special Rules

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

The bunker is a Field Bunker (p.5).

The River represents the Frozen lakes in the area. Refer

to p.3 about frozen rivers.

The Finnish Special Forces Infantry are Ski troop units. Place a Finnish badge in the same hex with these units to distinguish them from the other units. These units only have 3 figures. See p.6 for more details about Ski Troops.

Russian Command rules are in effect (see p.3).



# BUG RIVER

## - UNTERNEHMEN BARBAROSSA



### Historical Background

On June 22, 1941, the 18th Panzer Division made an unusual assault across the Bug River. The first wave of infantry in Sturmboot assault craft was followed by anti-tank and artillery on decked inflatable rafts. Even more remarkable, were the following 80 tanks, originally waterproofed for operation Sealion, that slowly and successfully transversed the riverbed of the Bug.

The Russians defending the area were the 62nd Fortified District. They had only limited support but had manned some prepared positions, including dug-in tank turrets.

After the initial German Blitz, the infantry and tanks made quick work of the Russian defenders.

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.

Russian Player: Take 4 Command cards.

Note: this bonus scenario requires both the Terrain Pack and the Eastern Front expansions to be played.

### Conditions of Victory

5 Medals

An Axis unit that captures the bridge counts as one Victory Medal. Place an Objective Medal on the Bridge hex. 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














Blitz Rules are in effect (p.4).

Russian Command rules are in effect (see p.3).

The bunkers are Field Bunkers (p.5).

The Train is a Supply Train. Refer to p.12 of the Terrain Pack rules. The Supply Train, locomotive and car, are each loaded with one Infantry unit.

### Setup order

- 1  x2
- 2  x1
- 3  x1
- 4  x10
- 5  x1
- 6  x6
- 7  x2
- 8  x1
- 9  x3
- 10  x8
- 11  x12
- 12  x2
- 13  x1



# RUSSIAN BREAKOUT

## - UNTERNEHMEN BARBAROSSA

JULY 21-31, 1941



Setup order

- 1  x1
- 2  x9

## Historical Background

By late July the Russian 6th and 12th Armies are in full retreat, trying desperately to avoid encirclement by the German Seventeenth Army. General Tyulenev, the southern front commander, orders Musychenenko (6th Army) and Ponedelin (12th Army) to break through, but the German XLVIII Panzer Corps successfully cuts off their escape route.

Breakout attempts near Monastyrshche and Novo Archangel'sk both fail and Tyulenev blames the inexplicable slowness of his two commanders as the cause of failure. Many Soviet prisoners and much equipment are captured and only fragments of the Red army are able to escape to the southeast.

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.

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

## Conditions of Victory

6 Medals

A Russian unit that exits off the German side of the battlefield from any hex on the baseline, counts as one Victory Medal. The Russian unit is removed from play. Place one figure from this unit onto the Allied medal stand.

## Special Rules

Blitz Rules are in effect (see p.4 EF).

Russian Command rules are in effect (p.3 EF).









# LIPOVEC

## - UNTERNEHMEN BARBAROSSA

JULY 22, 1941



Setup order		
1		x12
2		x6
3		x13
4		x7
5		x1
6		x8

## Historical Background

Operating in central Ukraine as part of the 17th German Army, a Slovakian motorized brigade, named after its commander, Brig. General Rudolf Pilfousek, was ordered on July 22nd to capture the town of Lipovec.

Made up of mechanized armor, infantry and artillery, the Pilfousek Brigade met unexpected stubborn resistance from the Soviet defenders and incurred heavy losses to their tank battalion. The infantry was ordered to push forward and consolidate their gains. A furious Russian counter-attack managed to break the infantry advance before they could occupy Lipovec and a general retreat was ordered.

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.

Russian Player: Take 5 Command cards.

## Conditions of Victory

6 Medals

## Special Rules

The River Szob is a fordable river.

**Movement:** A unit may enter a River hex that is a fordable stream, but must stop. The unit may still Take Ground after a successful Close Assault Combat.

**Battle:** No combat restrictions.

**Line of Sight:** A Fordable Stream does not block line of sight.

Blitz Rules are in effect (see p.4 EF).






Russian Command rules are in effect (p.3 EF).

# SEA OF AZOV

## - UNTERNEHMEN BARBAROSSA

SEPT. 26 - OCT. 7, 1941



Setup order		
1		x1
2		x5
3		x3
4		x4
5		x3

## Historical Background

On September 26, 1941, Soviet units from the 9th and 18th Army attack the northern flank of the German 11th Army. The 1st Mountain Division and the "LSSAH" Motorized Division are rushed into position to bolster the German lines. Although some units buckled under the constant Soviet pressure, the attack soon stalled from a combination of poor coordination, limited planning, and German resistance. The Soviet units withdraw to prepared positions including minefields and anti-tank obstacles around Melitopol.

Seizing the opportunity for a decisive German counterstroke, von Rundstedt orders Mackensen's III Panzer Corps on a wide flanking move that gains the rear of the Russian forces. When the Panzers are in position, the Germans launch a frontal assault led by the "LSSAH" Motorized Division while Mackensen's Panzers hit the Russian rear. Completely outmaneuvered, the 9th and 18th Soviet Armies were crushed.

After three months of pushing on the Southwest Front, von Rundstedt's forces were able to achieve a major encirclement and victory.

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.

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

## Conditions of Victory

6 Medals

## Special Rules

The German player after his first turn, may on any one following turn, order 1 to 4 armor units to enter the battlefield from the Russian baseline. An ordered armor unit must stop on the baseline hex the turn it enters the battlefield and may battle. The armor unit may Take Ground after a successful Close Assault Combat. If these German armor outflanking units are forced to retreat, they must retreat toward the German baseline.

Blitz Rules are in effect (see p.4 EF).

Russian Command rules are in effect (p.3 EF).

Minefields are explained on p.4 Eastern Front.  
The Russian player will lay Minefields out.



# GATES OF MOSCOW

## - UNTERNEHMEN TAIFUN



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

## Historical Background

In October, the German High Command launched the final offensive of 1941 - Operation Typhoon. The initial German success on the Eastern Front had put them deep into the Soviet Union on all fronts, but the advance slowed before they could reach the key cities of Mother Russia. The Soviets used their large population to continuously produce more military forces. Although poorly equipped and inexpertly led, the Soviet soldiers were deployed in a last desperate line of defense to keep the German army from reaching Moscow.

Mozhaisk, the last major town on the direct road to Moscow was captured but the German advance stalled. The exhausted army had no additional reserves for the final push on into Moscow.

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.

Russian Player: Take 5 Command cards.

## Conditions of Victory

7 Medals

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





## Special Rules

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (p.3).

# COUNTER-ATTACK AT SVERCHKOVO



Setup order		
1		x9
2		x20
3		x8
4		x5

## Historical Background

November 1941 - Despite the cold, Operation Typhoon is in full gear: the Germans are trudging through snow toward Moscow. On November 23, they capture the towns of Klin and Solnechnogorsk. For the Russians, the situation is becoming catastrophic - A political commissar is believed to have said "Russia is big, but we cannot run. Moscow is behind us."

With this in mind, General Zhukov orders General Rokossovski and his 16th Army to counter-attack in order to retake Solnechnogorsk. Hastily prepared, with disparate elements including three Cavalry Divisions, the counter-attack ends in a severe defeat for the Russians, despite the successful rout of the 240th German Infantry Regiment, which took the blunt of the offensive. The German advance toward Moscow is slowed, but not stopped - at least not yet.

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 [Soviet Union]:  
Take 6 Command cards.  
You move first.

## Conditions of Victory

6 Medals.

## Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

Place a badge on the Allied cavalry units (Troops 8 - Cavalry).

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

(Open de France Memoir '44 - 2009)



# BATTLE FOR ROSTOV

## - UNTERNEHMEN BARBAROSSA

NOVEMBER 25-26, 1941



Setup order		
1		x3
2		x3
3		x2
4		x2
5		x5
6		x4
7		x6

## Historical Background

The Battle for Rostov was a seesaw battle. Army Group South, with Ewald von Kleist's 1st Panzer Army in the vanguard, had taken the city by November 21st. But the German lines were over-extended and no longer in position to defend their gains.

The Soviet commander, Marshall Timoshenko, launched his counteroffensive all along the German line with waves of Soviet Riflemen, supported by T-34 tanks. The Germans held for some time and even counter-attacked but in the end they were ordered back across the Mius River. This was the first significant German withdrawal of the war.

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.

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

## Conditions of Victory

6 Medals

A Russian unit that crosses the frozen Mius River to the other side, counts as one Victory Medal. The Russian unit is removed from play. Place one figure from this unit onto the Russian medal stand.

## Special Rules

As long as the Germans are in control of Rostov's Oil Pipe Line their tanks move 1-3 hexes. If they lose control of the city, their tanks may only move 1-2 hexes. To control the city they must hold more town hexes than the Russians.

Blitz Rules are in effect (see p.4 EF).

Russian Command rules are in effect (see p.3 EF).

The Mius River is frozen. Refer to p.3 (EF) about frozen rivers.

Factory Complex has the same effect as a Town & Village hex

(M44 p.14).

Russian Villages have the same effect as a Town & Village hex (M44 p.14).

Winter Forest have the same effect as a Forest hex (M44 p.13).

Hill with Forest has the same effect as a Forest hex (M44 p.13).

# BREAKOUT AT KLIN

## - EASTERN FRONT



### Historical Background

When the German offensive against Moscow came to a halt on December 6, 1941, the 1st Panzer Division was ordered to Klin with the mission of keeping the town open for the withdrawal of other German formations. It succeeded in holding the junction against persistent Russian attacks until German forces completed their retreat.

As the 1st Division began their own withdrawal to Nekrasino, it found the Russian forces had surrounded the town. A bold plan was devised that called for a feint toward nearby Golyadi supported by artillery. If the Russians reacted as hoped, the main breakout to Nekrasino could then take place.

The intended deception was a complete success. The Russians around Golyadi were surprised and reserves were rushed to the town. The main breakout was then lead by German combat engineers. With artillery support, the breakout force fought its way through to Nekrasino.

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.

Russian Player: Take 4 Command cards.

### Conditions of Victory

6 Medals

The towns of Golyadi and Nekrasino count as a 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.

An Axis unit that crosses the frozen river and exits off the Russian 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 stand.

### Special Rules

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










The Axis Special Forces infantry are Engineer units. Place a Special Force badge in the same hex with these units to distinguish them from the other units. Read p.6 to learn about Engineer units.

The river is a Frozen River (p.3). Trenches are described on p.2.

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (refer to p.3).

### Setup order

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



# RZHEV

## - SYCHEVSK-VYAZMA OPERATSIYA



Setup order		
1		x7
2		x21
3		x8
4		x9
5		x10
6		x2
7		x1
8		x1

## Historical Background

The Soviet counter-offensive in December 1941 sent the German Wehrmacht reeling back from the outskirts of Moscow. In a pincer move on the Northern front near Rzhev, the Soviets bludgeoned their way through the Ninth Army, leaving the Germans in shambles. General of Panzer Troops Walter Model, arguably the Wehrmacht's best defensive tactician, was assigned to the front and miraculously rallied the German troops, closing the gap in the lines, and cutting off a number of Soviet divisions.

To reestablish contact with their isolated units, the Soviet 30th Army launched a massive attack against the German front line troops of the Das Reich's "Der Führer" that occupied the villages of Krutiki, Paikowo, Klepenino, Opjachtino and Kokosch. The Soviets attacked day and night through snowstorms and bitter cold, but the German elite troopers fended off the oncoming Soviets while the Panzers sealed off any breaches in the line.

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  
[Soviet Union]  
Take 4 Command cards.  
You move first.

## Conditions of Victory

6 Medals.

The town of Sweklino is a Permanent Medal Objective for the Axis forces.

The town of Noshkino is a Permanent Medal Objective for the Allied forces. In addition the town is the German's HQ. HQ/Supply rules are in effect (Actions 17 - Capture HQ/Supply Tent).

Exit markers are in effect on the portion of the Axis

baseline in between the 2 Exit markers, for the Allied forces.

## Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).

Allied Armor may only move 1-2 hexes and battle.

All German Infantry are elite units (Troops 2 - Specialized Units). Badges are not required.

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

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

# BATTLE OF KALATCH

## - SETBACK ON THE MARCH TOWARD STALINGRAD - FRENCH OPEN 2010



Setup order		
1		x2
2		x4
3		x4
4		x8
5		x6
6		x4
7		x1

## Historical Background

On July 23, 1942, General Paulus launches his plan to surround the loop of the Don river in a bid to ensnare the 62nd Soviet Army. The XIV Panzer Corps in the north, will form the left wing of these pincers, while the XXIV Panzer Corps, located on the Chir, will form the right wing. The Soviets react promptly, with an armored division rushing in from Kalatch on July 25 Kalach and another from the area around Trekhostrovskaia on July 27. The Russian and German armored forces clash in the sandy steppes of the Don loop like naval squadrons at sea, in brutal tactical engagements. Paulus' 6th Army is held back for several days, delaying its advance on Stalingrad, and giving the Russians precious days to organize the defense of the city.

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 [Soviet Union] : 5 command cards.

## Conditions of Victory

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

## Special Rules

Russian Command rules are in effect for the Allied player (Nations 2 - Red Army).





4

EASTERN FRONT

5980

## MAMAYEV KURGAN

SEPTEMBER 14-17, 1942



AXIS



x6

1

Germany



ALLIES



x5

2

Soviet Union



## Set-up Order

13x



1

x3



2

11x



3

x1



4

1x



5

x1



6

16x



7

x7



8

8x



9

x8



10

11x



11

## • Historical Background •

**D**esignated as Height 103.0 on military maps, the hill of Mamayev Kurgan offers control over the city of Stalingrad to whoever holds it. As such, it was soon to be the subject of a tug-of-war between the attackers of the German 6<sup>th</sup> Army and the soldiers of the Soviet 62<sup>nd</sup> army, with battles as fiery and intense as any of the urban combat in the city streets just below it. To this day, one can still find fragments of metal and bone buried deep throughout the hill.

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

## Conditions of Victory

♦ 8 medals.

The 14 hill hexes and 4 forest hexes of Mamayev Kurgan form a Temporary Majority Medal Objective worth 3 Medals for whoever controls Mamayev Kurgan. The Soviet player is in control of it at the start of the battle.

## Special Rules

♦ Blitz Rules are in effect (*Actions 15 - Blitz Rules*). In addition, the Allies, like the Axis, roll only 1d per hex when playing an Air Power Command card.

♦ Russian Command rules are in effect for the Allied player (*Nations 2 - Red Army*).

♦ Place a Big Gun badge on the Soviet heavy artillery unit (*Troops 3 - Big Guns*).

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

♦ The Soviet player lays out the minefields (*Terrain - 29 - Minefields*).

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

OP  
3





3

EASTERN FRONT

## PAVLOV - HERO OF THE SOVIET UNION

5979

SEPTEMBER 24-30, 1942



AXIS

x5

1

Germany



ALLIES

x5

2

Soviet Union

• Briefing •

## • Historical Background •

The fighting for control of downtown Stalingrad raged on for days. Battle lines vanished. The armor-supported mobility that the German soldiers had been accustomed to during their rapid progression across the Russian steppe soon degenerated into the utter chaos and madness of urban combat as Soviet troops "hugged" their enemy to death. Each street leading to Red Square became a battlefield... and each building surrounding the square a fortress.

The "9th of January Square", just north of city center, was one of these lethal, vicious hot spots. Soviet troops, under the command of Junior Sgt. Yakov Pavlov, barricaded themselves in a four-story apartment building - surrounding themselves with minefields and barbed wire. Each time German infantry or tanks tried to cross the square, Pavlov's anti-tank gunners laid down a withering fire, beating back one assault wave after another. After each German attack, his men had to run out and kick down piles of German corpses to keep clear firing lines across the square. Sgt. Pavlov was awarded the Hero of the Soviet Union for his actions and, months after the battle, Chuiikov would still joke that "more Germans died trying to capture Pavlov's House than died capturing Paris".

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

## Conditions of Victory

## ♦ 9 medals.

The Road hex on the Soviet Base Line and the 8 named city landmarks with a German medal are Permanent Medal Objectives for the Axis forces. The Axis player gains the Medal when he occupies the hex at the start of his turn. Taken together, these 9 German objective hexes also form a Temporary Majority Medal Objective worth 2 Medals for the Soviet forces. The Soviet player is in control of them at the start of the battle.

The Railroad Station and the 2 Road hexes on the German base line are Permanent Medal Objectives for the Soviet forces. The Soviet player gains the Medal when he occupies the hex at the start of his turn.

## Special Rules

## ♦ Combat rules are in effect.

- ♦ Blitz Rules are in effect (*Actions 15 - Blitz Rules*). In addition, the Allies, like the Axis, roll only 1d per hex when playing an Air Power Command card.
- ♦ Russian Command rules are in effect for the Allied player (*Nations 2 - Red Army*).
- ♦ Place a Battle Star with the infantry unit in Pavlov's House, to represent Heroic Leader Junior Sgt. Yakov Pavlov (*Actions 8 - Heroic Leader*).
- ♦ Place a badge on the 2 German engineer units (*Troops 4 - Combat Engineers*) and on the 2 Soviet single figure units (*Troops 10 - Sniper*).
- ♦ The Soviet player lays out the Minefields (*Terrain 29 - Minefields*).
- ♦ A unit that starts its move on a Road (*Terrain 42 - Roads*) and stays on it may NOT move 1 additional hex, because of craters and rubble.
- ♦ Air Rules are not in effect. The Air Sortie cards are set aside and are not used in this mission.

## Set-up Order

1x		1
x13		2
1x		3
x8		4
2x		5
x1		6
1x		7
x2		8
7x		9
x1		10
2x		11
x18		12
1x		13
x3		14
3x		15
x2		16
1x		17
x3		18
7x		19
x8		20
9x		21
x10		22



# RED BARRICADES FACTORY

## - STALINGRAD



Setup order		
1		x4
2		x7
3		x6
4		x11
5		x8
6		x6
7		x4
8		x5
9		x3
10		x3

## Historical Background

By mid October the fighting amidst the rubble of the Red Barricades Factory Complex in the northern section of Stalingrad had drawn in more and more of the German 6th Army's forces. On the 22nd the 79th Infantry division, supported by engineers, tanks and artillery, launched an intense attack over the Railroad embankment toward the Barricades Factory.

Under heavy fire from dug-in tanks and Russian snipers, the German troops slowly made ground toward the Factory. The Soviet line finally broke, but by day's end only a corner of the factory had been taken.

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.

Russian Player: Take 4 Command cards.

## Conditions of Victory

10 Medals

The two Town hexes count as a Victory Medal for the side that occupies the hex. Place Objective Medals in these hexes. Control of Barricades Factory (4 hexes), counts as 2 Victory Medals. To gain control, your side must occupy more of the Building hexes than your opponent.

## Special Rules

Blitz Rules are in effect (see p.4).

Russian Command rules are in effect (refer to p.3).

The Axis Special Forces tank unit has 4 figures. Place a Special Forces Badge in the same hex with these unit to distinguish them from the other units.

The Axis Special Forces Infantry units are Engineer units.

Place a Special Forces Badge in the same hex with these units to distinguish them from the other units. Read p.6 about Engineers.

An Embankment hex has the same effect as a hill.

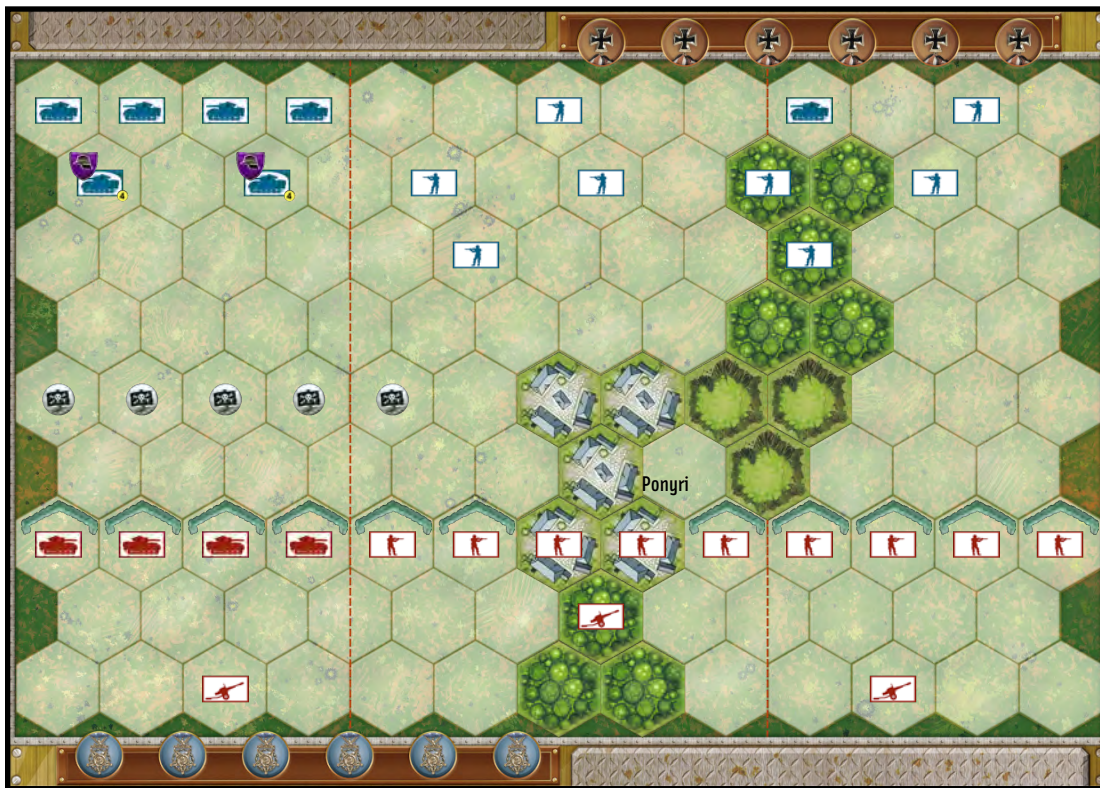
A Hedgehog obstacle hexes represent piles of debris and has the same effect as a Hedgehog.






Minefields are explained on p.4.

Snipers are described on p.5.

# PONYRI

## - KURSK



Setup order		
1		x5
2		x8
3		x3
4		x11
5		x5

## Historical Background

The village of Ponyri was the focal point of General Walther Model's planned breakthrough in the area north of Kursk. Three German infantry divisions were ordered to assault the village, while elements of two Panzer divisions supported the attack. Soviet minefields, intense fire from dug-in tanks and artillery threw the armor back while the village itself witnessed some of the most bitter hand-to-hand combat of the war.

Hill 253.3 was finally taken and although the German push gained much of the village, the Soviet defense remained strong. The German force was eventually 'bled white' in the days of fighting that followed and an effective breakthrough was never achieved.

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.

Russian Player: Take 4 Command cards.

## Conditions of Victory

7 Medals

Control of Ponyri counts as two Victory Medals. To control Ponyri, you must occupy more Town hexes than your opponent. The Russian side controls Ponyri at the start of the battle, so place two Victory Medals on the Allied Medal Stand.

## Special Rules

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

Minefields are explained on p.4.



# SOLOTVYN

## - FRENCH OPEN 2010



Setup order		
1		x7
2		x7
3		x3
4		x17
5		x3
6		x6
7		x6
8		x2
9		x1

## Historical Background

On December 24, 1943, Soviet General Vatutine opens the first Ukrainian Front towards Zhitomir and Berdichev. The 48th German Panzer rushes to the front to stem the Soviet advance. On December 30, the SS Leibstandarte Adolf Hitler (1st SS Panzer Division), which had established itself between the villages of Kodnia and Solotvyn, faces the onslaught of Soviet infantry and tanks, supported by gunfire from the Katyusha rocket launchers. For two days, the SS units supported by the Tigers of the 13th s.Panzerkompagnie hold the Russians back, before receiving the order to retreat onto a new line of defense.

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

## Briefing

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

Axis player [Germany] : 6 command cards.

## Conditions of Victory

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

## Special Rules

- All Axis infantry units elite Waffen-SS units (Troops 2 - Specialized Units).
- The Axis tank unit with a single figure is a Tiger Tank (Troops 16 - Tigers)
- The Gniliopiat river is impassable except on bridges (Terrain 8 - Rivers & Waterways).

# BREAKOUT TO LISYANKA

## - EASTERN FRONT



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

## Historical Background

In January, 1944 a large pocket of 6 German divisions with over 56,000 troops had been cut-off by the Soviet Army's 1st and 2nd Ukrainian Front troops. For days the Russians continued the attack in an attempt to split up the pocket and destroy the German forces.

Just prior to midnight February 16, in a desperate attempt to escape what the German's called the 'kessel' (or cauldron), the 72d Division and 5th Panzer Division attacked from the Khilki-Komarovka pocket. Infantry regiments fixed bayonets and moved out. The Soviet defenders were caught by surprise and the German force broke through the first line and continued the attack up into the hills.

The Russian counter attacked from Dzhurzhentsy with tanks and artillery. Many Germans panicked and began a mad dash for freedom. The Soviet guns caused horrific casualties, however relief soon came in the form of Panzers from III Panzerkorps. The breakout force had lost most of its artillery, tanks and supplies but many of the German units made it to the Gniloy-Tikich River and crossed to safety.

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.

Russian Player: Take 4 Command cards.

## Conditions of Victory

7 Medals

An Axis unit that crosses the frozen river exits off the Russian side of the battlefield counts as Victory Medal, infantry count as 2 and armor 1. The Axis unit is removed from play. Place one figure from this unit onto the Axis Medal Stand.

## Special Rules

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

The Axis Special Forces are Engineer units. Place an Axis Special Force Badge in the same hex with these units to

distinguish them from the other units. See p.6 for details about Engineers.

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

Ravine and Frozen Rivers are explained on p.3.









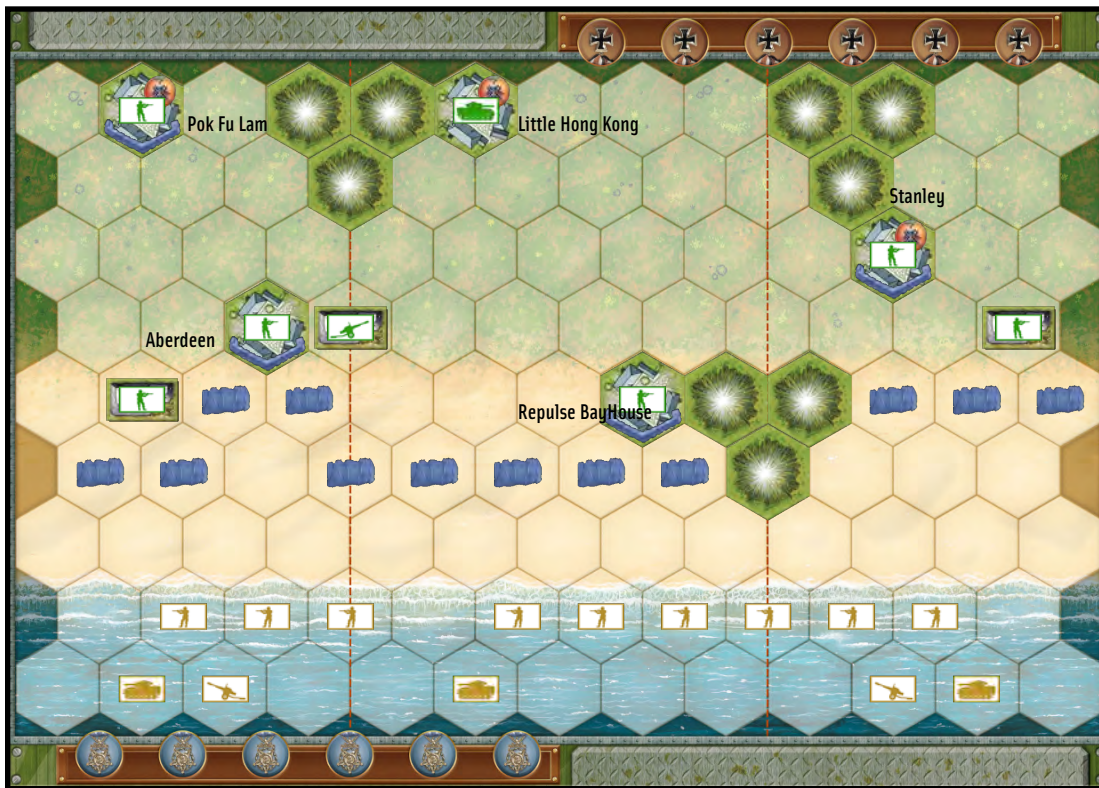
**PACIFIC THEATER**





# THE BATTLE OF HONG KONG

DECEMBER 18, 1941



Setup order		
1		x3
2		x5
3		x9
4		x4
5		x12
6		x3

## Historical Background

The Japanese attack on Hong Kong began on the mainland shortly after 8am on December 8, 1941, less than eight hours after their surprise attack on Pearl Harbor. The British, Canadian and Indian forces of Major-General Christopher Michael Maltby, supplemented by the Hong Kong Volunteer Defence Forces, did their best to resist the Japanese invasion, despite being vastly outnumbered and facing the much more battle-weathered troops of General Takashi's 38th Division.

By December 13, the last of the Commonwealth forces on the mainland, the Indian Rajputs, had retreated to Hong Kong Island, where Major-General Maltby organized the defense. On the 18th, the Japanese crossed the Strait, landing on the northeast of the island and soon captured the Sai Wan Battery.

Fierce fighting continued, but within 2 days, the island's defense forces were hopelessly divided. They nonetheless held until Christmas day, when, running out of water and ammunition, British Colonial officials led by the Governor of Hong Kong, surrendered. This was the first time in history that a British Crown Colony was surrendering to an invading force. The garrison had held out for 17 long days.

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

## Briefing

Allies Player

[Great Britain]

Take 5 Command cards.

Axis Player

[Japan]

Take 5 Command cards.

You move first.

## Conditions of Victory

6 Medals.

The town hexes of Pok Fu Lamas, Little Hong Kong and Stanley are Temporary Medal Objectives for the Axis Forces.

## Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

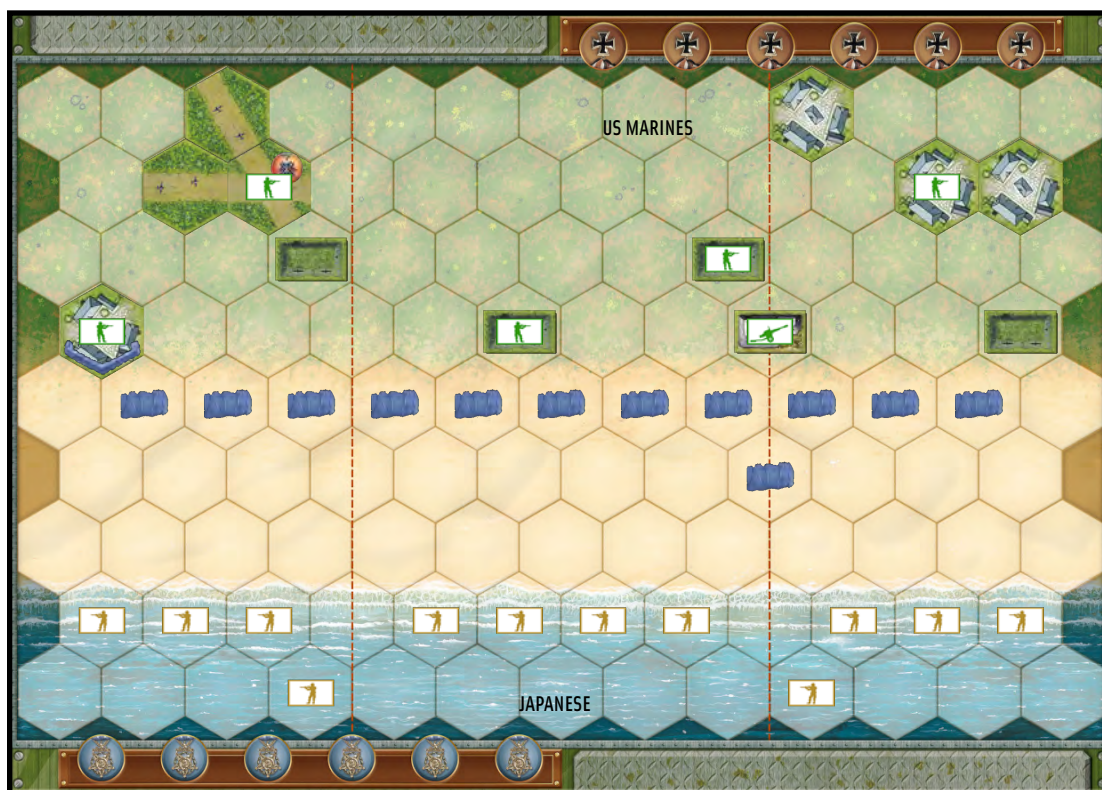
British Commonwealth Forces Command rules are in effect (Nations 5 - British Commonwealth Forces).

The British player is in control of the Bunkers (Terrain 2 - Bunkers).

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

# WAKE ISLAND

## - PACIFIC THEATER



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

## Historical Background

A coral atoll lost in the vast expanse of the North Pacific, Wake Island was home to "PAAville", a small stop-over on Pan American Airways' U.S.-China route during the 1930s. In the military build-up to the war, the US Navy began building an aero-naval base. By August of 1941, a small garrison composed of elements of the 1st Marine Defense Battalion was in place, although armed inadequately with old 5" cannons and 3" AA guns.

On December 8, 1941, a day after Pearl Harbor, a flight of medium Japanese bombers took off from the Marshall islands, rapidly bombing the bulk of the Marine Corps VMF-211 fighter squadron located on Wake into the ground. Three days later, the garrison repulsed a first Japanese landing attempt by the South Seas Force. On December 23, a second Japanese attack wave, augmented with 1,500 Japanese Marines from the Special Naval Landing Forces, landed in the predawn darkness. Following the late night and morning of ferocious fighting the garrison was forced to surrender.

For their heroic defense, the men who defended Wake Island during those fateful two weeks would receive the Wake Island Device, a campaign clasp to the Marine Corps and Navy Expeditionary Medals.

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

## Briefing

US Marine Player: Take 5 Command cards.

Japanese Player: Take 5 Command cards.

You move first.

## Conditions of Victory

6 Medals.

Place a Japanese Objective Medal on the Airfield hex as indicated. A Japanese unit that captures any Field Bunker, Bunker or Town hex, or the Airfield hex marked on the board, to gain a Victory Medal. The Medal remains yours as long as you occupy the corresponding hex.

## Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7)

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

Airfields are explained on p. 4.

Field Bunkers are explained on p. 9.



# MABATANG

## - BATAAN

JANUARY 11, 1942



Setup order		
1		x8
2		x14
3		x8
4		x9
5		x10
6		x1

## Historical Background

The first major battle of the "Fighting Retreat" occurred south of Calaguiman River. Supported by artillery, the 57th Infantry, set up a line of defense extending from Manila Bay through Mabatang across open ground. The Japanese 65th Brigade and 9th Regiment, also supported by artillery, along with the 7th Tank Regiment slowly approached from the north.

The Filipino-American forces were outnumbered and only because they had time to dig in and register their artillery, did they have a slight chance to stand up to the Japanese attack.

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

## Briefing

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

Allied (Filipino-American) Player: Take 5 Command cards.

## Conditions of Victory

6 Medals

A Japanese unit that exits off the Allied side of the battlefield from the Exit hex as indicated on Allied baseline, counts as one Victory Medal. The Japanese unit is removed from play. Place one figure from this unit onto the Japanese Medal Stand.

## Special Rules

Imperial Japanese Army Command rules are in effect (see Pacific Theater p. 7).

See Pacific Theater p. 11 to learn how to play Big Guns.

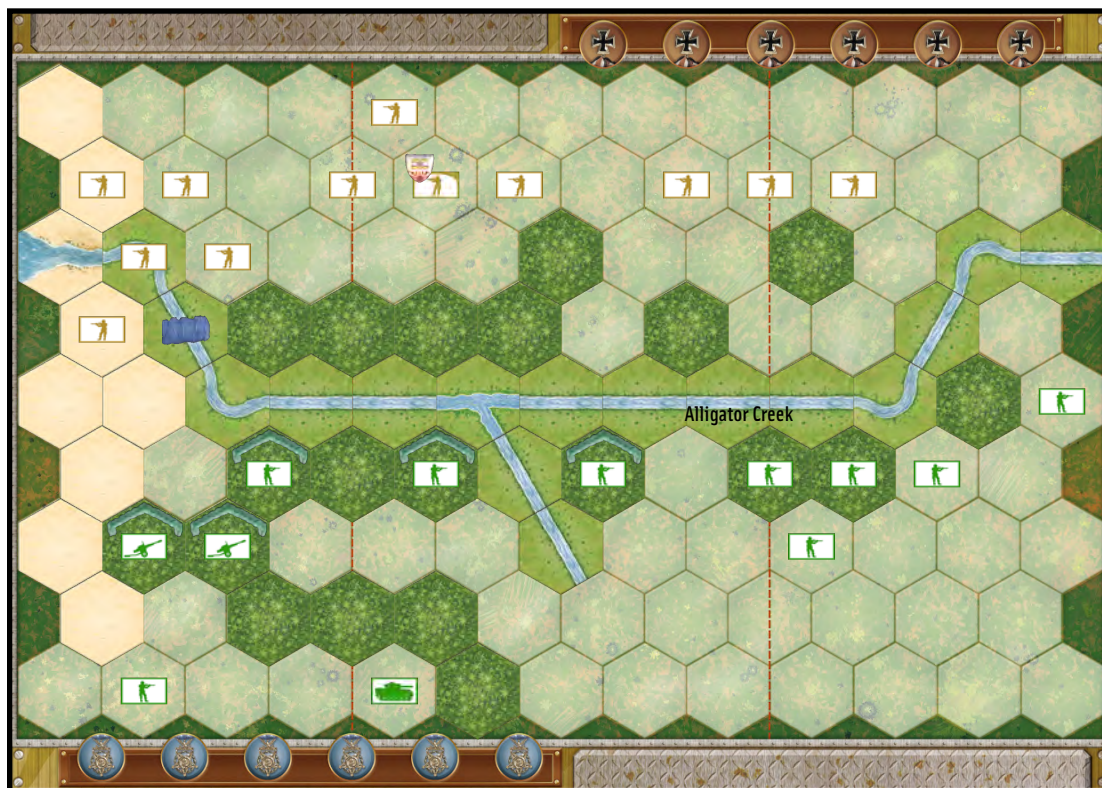
Fish Ponds are explained on Pacific Theater p. 6.

The Sugar Cane Field hexes have the same effect as a Jungle hex. Jungles are explained in the Pacific Theater p. 5.

# TENARU

## - GUADALCANAL

AUGUST 20-21, 1942



Setup order		
1		x8
2		x1
3		x1
4		x20
5		x4
6		x11
7		x1
8		x5

## Historical Background

During the night of August 20-21, Marine scouts on the east bank of Alligator Creek detected the movement of a large body of Japanese troops. Col. Kiyonao Ichiki ordered his infantry troops forward, using "human wave tactics" but the 2nd Battalion, 1st Marines of Colonel Edwin A. Pollock would not be dislodged. Using canister fire, Pollock's guns decimated the Japanese wave. Ichiki then sent part of his force upstream to outflank the Marines, but after a fierce fight this attempt also failed.

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

## Briefing

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

Allied (US Marines) Player: Take 5 Command cards.

## Conditions of Victory

6 Medals

## Special Rules

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).

The Japanese Special Forces Infantry unit is an Engineer unit. Place a Japanese Engineer badge in the same hex with this unit to distinguish them from the other units. Engineers are explained on Pacific Theater p. 10.

Alligator Creek is a Fordable Stream. Fordable Streams are explained on Pacific Theater p. 6.

Jungles are explained on Pacific Theater p. 5.

Beaches have the same terrain effect as Beaches hex

(M44 p. 15).

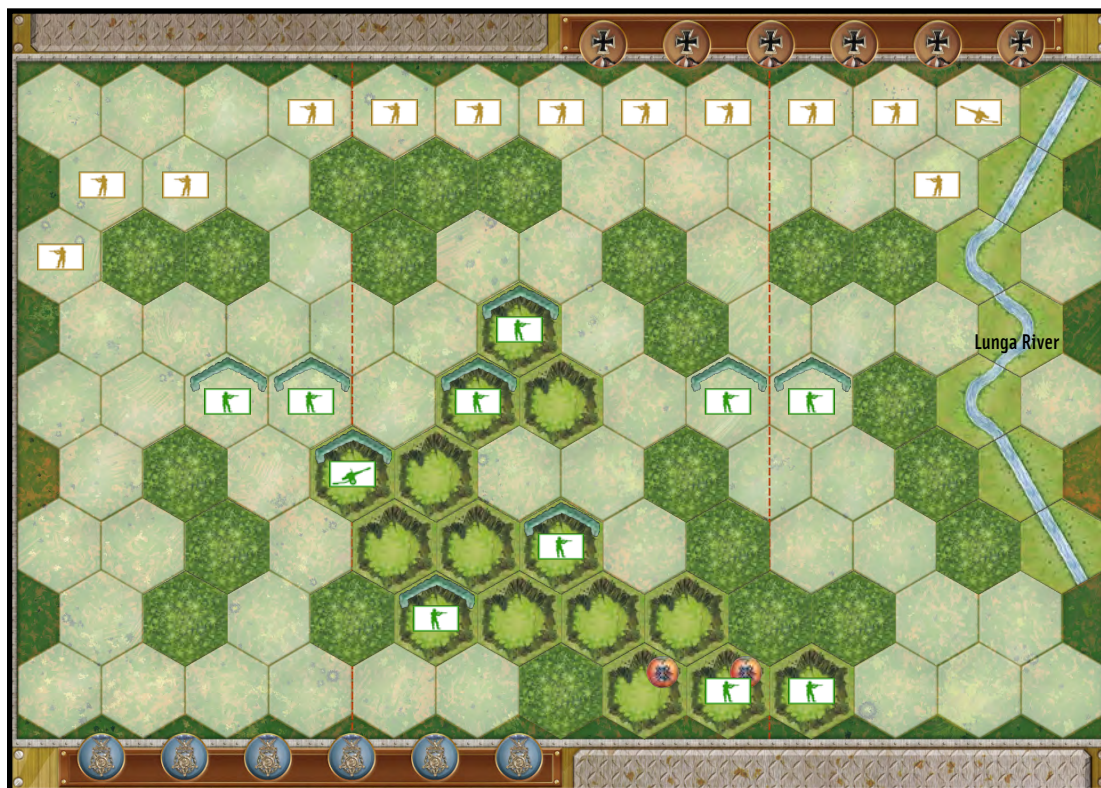
River Mouth has the same effect as River hex (M44 p. 15).



# BLOODY RIDGE

## - GUADALCANAL

SEPTEMBER 12-14, 1942



Setup order		
1		x22
2		x3
3		x4
4		x15
5		x9
6		x2

## Historical Background

Bloody Ridge consisted of a series of grassy ridges south of Henderson Field where Col. "Red Mike" Edson had positioned his troops. The Japanese attack began with a bombardment, followed by a powerful thrust that pushed back the Marine companies near the Lunga River. The next day an attempt to drive the Japanese forces back on this flank failed. A strong effort by Major General Kawaguchi's infantry on the second night drove the Marines back again.

The Japanese onslaught was finally stopped by close range artillery fire and the firepower of the Marines in their final defensive positions. Kawaguchi forces were defeated just short of their objective of Henderson Field.

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

## Briefing

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

US Marine Player: Take 5 Command cards.

## Conditions of Victory

6 Medals

The two Hill hexes on the Marine's baseline (as indicated on the map) count as a Japanese Victory Medal. Place a Japanese Objective Medal on these two hexes. As long as the Japanese unit remains on the hex, it continues to count toward the Japanese victory. If the unit moves off or is eliminated, it no longer counts.

## Special Rules

Imperial Japanese Army Command rules are in effect (see Pacific Theater p. 7).

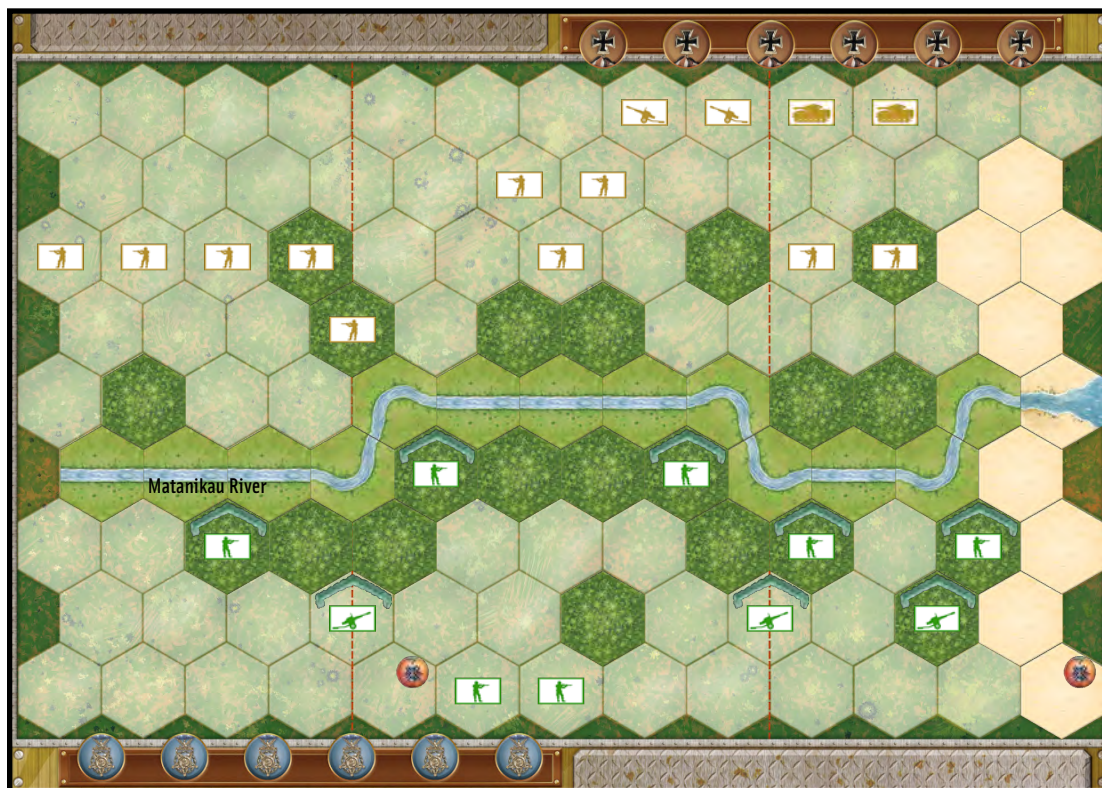
US Marine Corps Command rules are in effect (see Pacific Theater p. 7)

Jungles are explained on Pacific Theater p. 5.

The Lunga River is impassable terrain.

# MATANIKAU RIVER

## - GUADALCANAL



Setup order		
1		x8
2		x6
3		x1
4		x21
5		x7
6		x8
7		x2

## Historical Background

A four-pronged Japanese plan to attack and recapture Henderson Field on Guadalcanal was scheduled for October 22nd, 1942.

The main force, 7,000 men under the command of General Maruyama, planned to approach the airfield from the South, but found itself quickly bogged down in very difficult jungle terrain, forcing a two days postponement of the attack.

Unaware of the delay, the tanks and infantry of Major General Sumiyoshi, at the mouth of the Matanikau River, and Colonel Oka's forces, positioned upstream, crossed the river on schedule and soon found themselves stuck in the river bed, under a withering crossfire of US artillery and anti-tank gunfire that wreaked havoc on them.

On the Western flank, Lt. General "Chesty" Puller and his 1st Battalion, 7th Marines, with the 2nd Battalion, 7th Infantry in support, held ground once again. By battle's end, over 1000 Japanese soldiers lay dead.

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

## Briefing

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

US Marine Player: Take 6 Command cards.

## Conditions of Victory

5 Medals.

Place a Japanese Objective Medal on the two hexes of the Marine baseline marked in the above set-up. A Japanese unit that exits off the Marine's side of the battlefield through any of the hexes in between those two Medal markers counts as a Victory Medal. Each Japanese unit that crosses through is removed from play, and one of its figures placed onto the Japanese player's Medal Stand.

## Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Matanikau River is Fordable Stream. Fordable Stream is explained on p. 6.

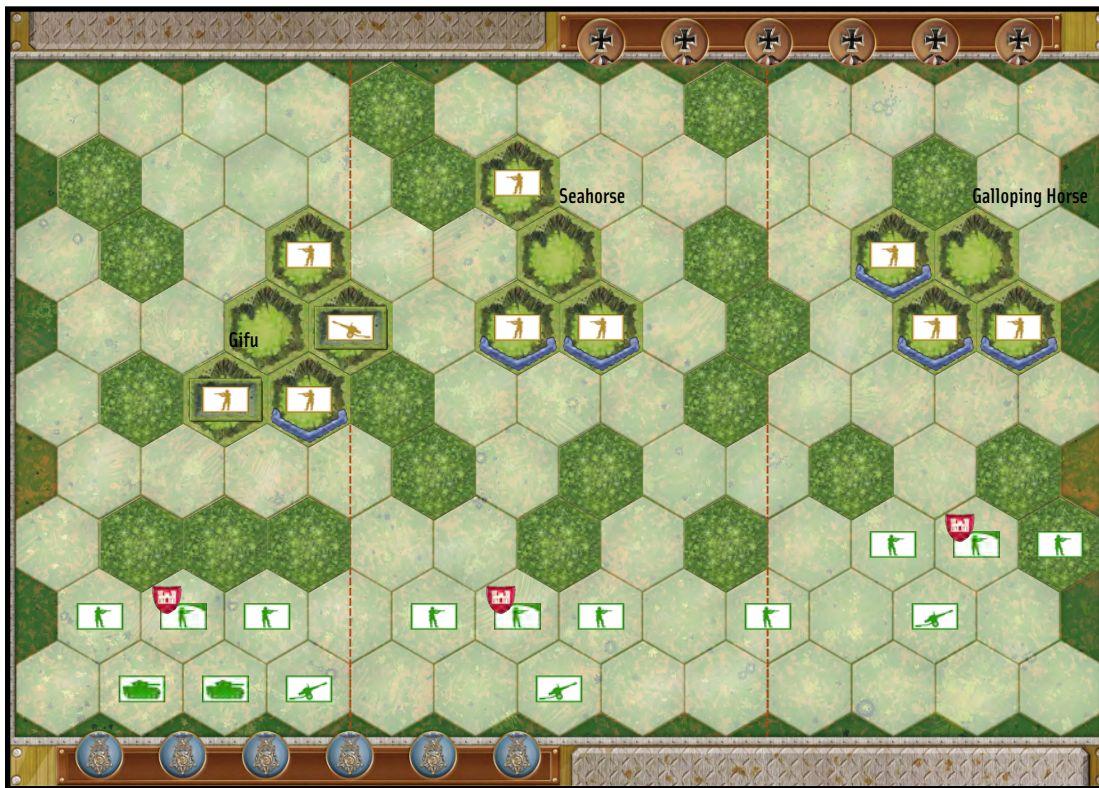
Jungles are explained on p. 5.





River Mouth is explained on p. 5.



# SLOPES OF MOUNT AUSTEN

## - GUADALCANAL



Setup order		
1		x21
2		x2
3		x13
4		x6

## Historical Background

At the close of the year, Maj. Gen. Millard Harmon, commanding U.S. Army Forces in the South Pacific concluded that Mount Austen, the high ground that dominated American positions around Henderson Field, had to be taken in order to secure the airfield.

It was rugged terrain and the Japanese were deployed across a number of strongpoints and connected pill boxes with prepared fields of fire. In a series of attacks over the open hills of 'Galloping Horse', the 'WolfHounds' of the 27th Infantry made spectacular progress towards their objectives.

For its part, 'Cacti', the division's 35th Infantry, slogged through deep canyons and solid jungle in a push to relieve the 132nd Infantry at 'Gifu' and capture the hill formation known as 'Sea Horse'. Eventually they successfully reduced the last pocket of Japanese resistance east of the Matanikau River.

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

## Briefing

Japanese Player: Take 5 Command cards.

US Army Player: Take 6 Command cards.  
You move first.

## Conditions of Victory

5 Medals.

## Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

The US Army Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

Jungles are explained on p. 5.

The bunkers are Field Bunkers (p. 9).

# CLEARING MATANIKAU RIVER

## - GUADALCANAL

JANUARY 13, 1943



Setup order		
1		x22
2		x4
3		x10
4		x13
5		x11
6		x2

## Historical Background

At the start of the new year General Patch ordered the 2nd and 8th Marines to drive westward and clear the Japanese resistance from the hills overlooking the coast near Point Cruz. On January 13th, Marines assaulted the Japanese positions and after hard fighting gained the heights overlooking the Matanikau River.

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

## Briefing

Japanese Player: Take 5 Command cards.

US Marine Player: Take 6 Command cards.  
You move first.

## Conditions of Victory

5 Medals

Place an Allied Objective Medal in the two hexes as indicated on the Japanese baseline. A Marine unit that exits off the Japanese's side of the battlefield from either of these hexes counts as one Victory Medal. The Marine unit is removed from play. Place one figure from this unit onto the Marine Medal Stand.

## Special Rules

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).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Engineers are explained on Pacific Theater p. 10.

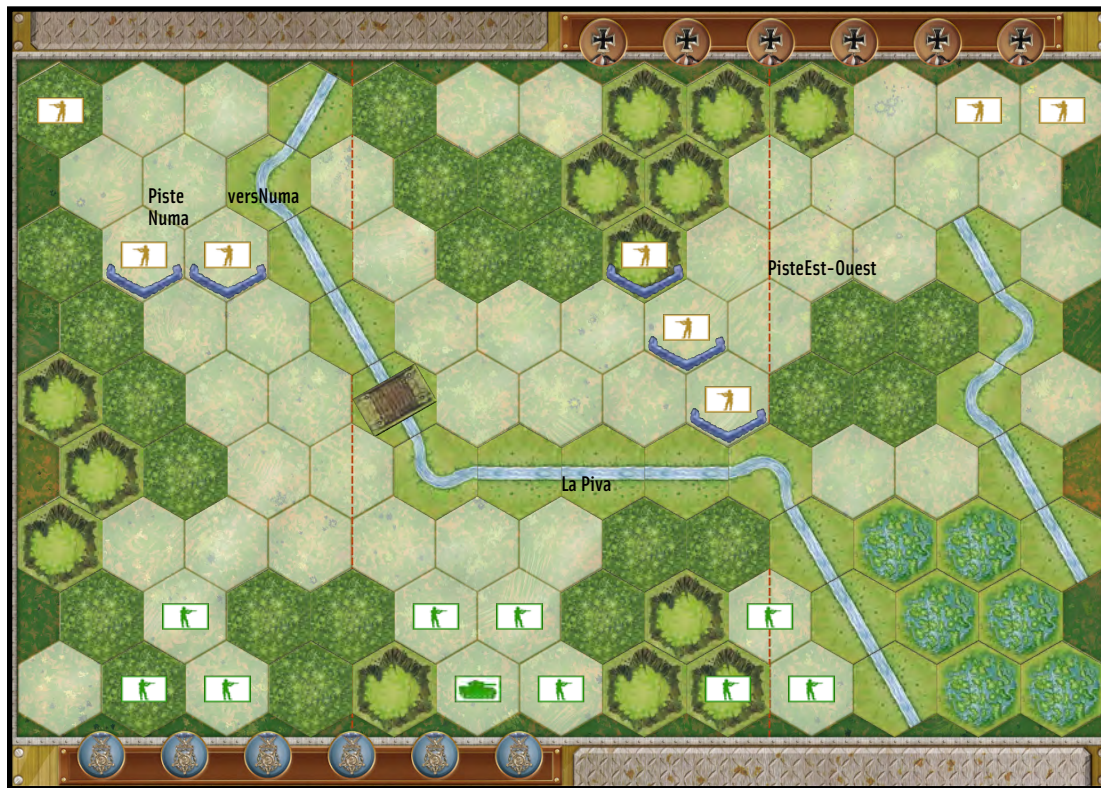
Matanikau River is a Fordable Stream. Fordable Streams are

explained on Pacific Theater p. 6.

Jungles are explained on Pacific Theater p. 5.



# BATTLE OF PIVA FORKS



Setup order		
1		x22
2		x1
3		x5
4		x13
5		x6
6		x13
7		x5

## Historical Background

After landing in Empress Augusta Bay during Operation Cherry Blossom, the 3rd Marine Division ventures into the Bougainville Jungle. On November 19, the Marines reach River Piva and a crossroads where the Numa Numa trail meets the East-West one. There, they are stopped by the 23rd Japanese Infantry Regiment. A fierce battle ensues; but after one week of tough resistance, the Japanese are defeated.

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

## Briefing

Axis player [Japan]:  
Take 5 Command cards.

Allied player [United States Marine Corps]:  
Take 6 Command cards.  
You move first.

## Conditions of Victory

6 Medals.

## Special Rules

Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

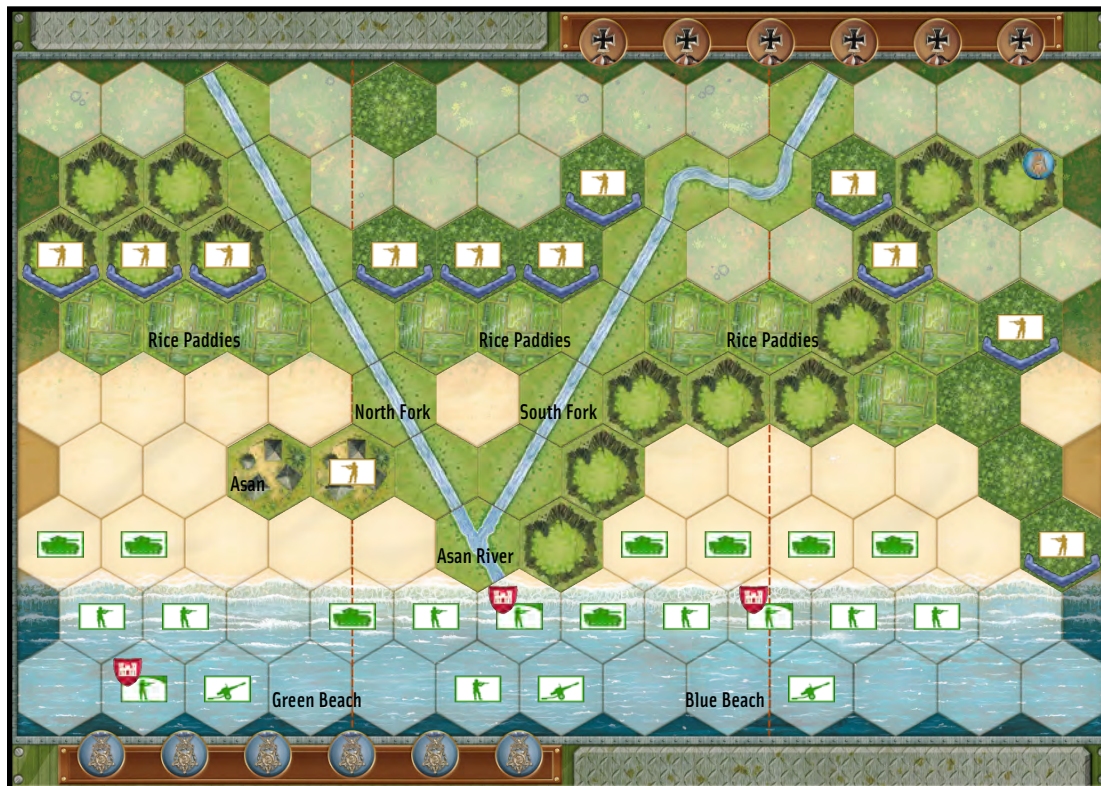
US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

River Piva is fordable (Terrain 61 - Fordable Streams).

(Open de France Memoir '44 - 2009)

# GUAM LANDINGS

## - BATTLE OF GUAM



Setup order		
1		x9
2		x1
3		x2
4		x11
5		x10
6		x2
7		x14
8		x11
9		x1

## Historical Background

On July 21st, the first wave to hit the northern landing beaches off the island of Guam in the Marianas, were amphibious tank units. Most of the Japanese infantry had pulled back from their beach defenses during the heavy naval bombardment that preceded.

But the rough terrain and broad rice paddies slowed the tanks' advance. The 21st Marines cleared Asan Town and made some progress on the Japanese-infested ridges and jungle that overlooked the rice fields. Difficulties getting their artillery ashore and limited armor support placed the burden of establishing a beachhead squarely on the shoulders of the men of the 3rd Marine division.

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

## Briefing

Japanese Player: Take 5 Command cards.

US Marine Player: Take 6 Command cards.  
You move first.

## Conditions of Victory

6 Medals.

The Hill hex marked with an Allied medal counts as a Victory Medal for the Marines. Place an Objective Medal on this hex. As long as a Marine unit occupies this hex, it counts as a Victory Medal for the Allies. If the unit moves off or is eliminated, this Medal is back in play.

## Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units.

Read p. 10 about Engineers.

Jungles are explained on p. 5.

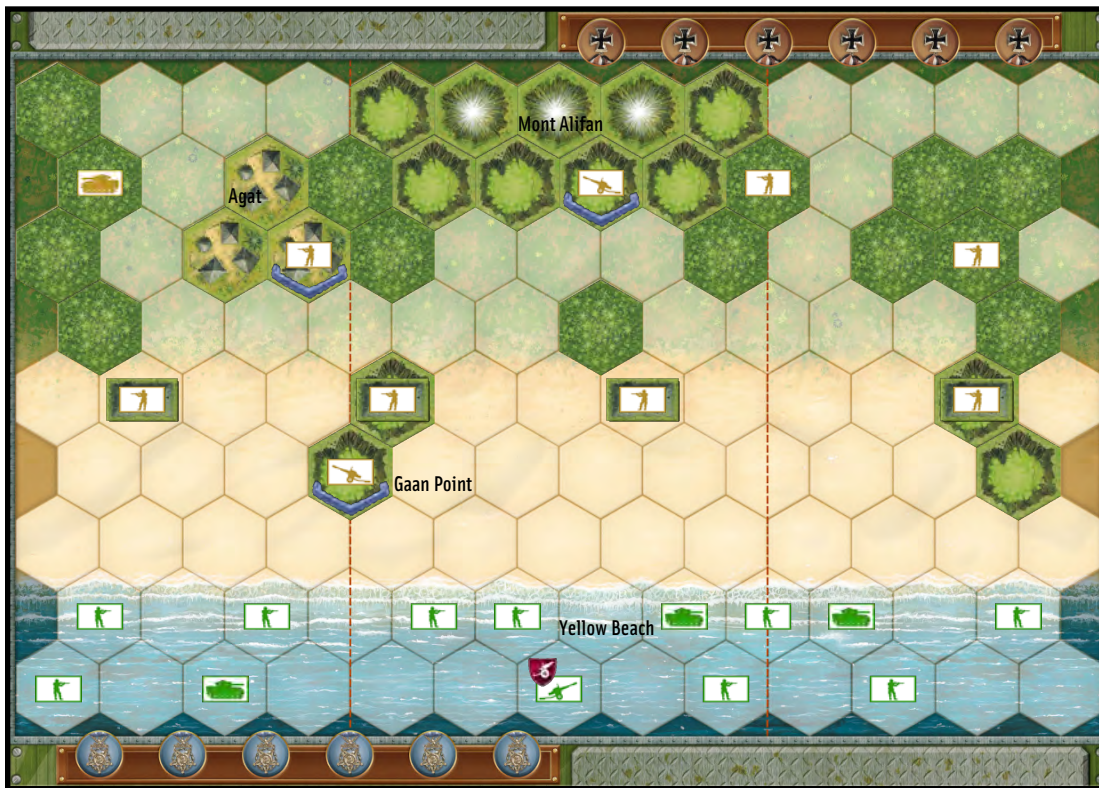
Rice Paddies are explained on p. 6.

The Asan River is a Fordable Stream. Fordable Stream is explained on p. 6.



# GUAM - LANDING ON YELLOW BEACH

## - AGAT'S BRIDGEHEAD - FRENCH OPEN 2010



Setup order		
1		x3
2		x4
3		x3
4		x14
5		x10
6		x3

## Historical Background

On July 21, 1944, the Marines set foot on Guam, as part of Operation Forager. The 3rd Marine Division lands on Asan Beach, north of the Orote peninsula, while the 1st Marine Division lands south, opposite the town of Agat. The fighting is brutal: the Japanese have fortified the coast, including Point Gaan, now riddled with bunkers. By late afternoon, despite repeated Japanese counter-attacks, the Marines have managed to establish a beachhead about two kilometers deep.

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

## Briefing

Axis player [Japan] : 4 command cards.

Allied player [US Marine Corps] : 6 command cards, you move first.

## Conditions of Victory

7 medals.

## Special Rules

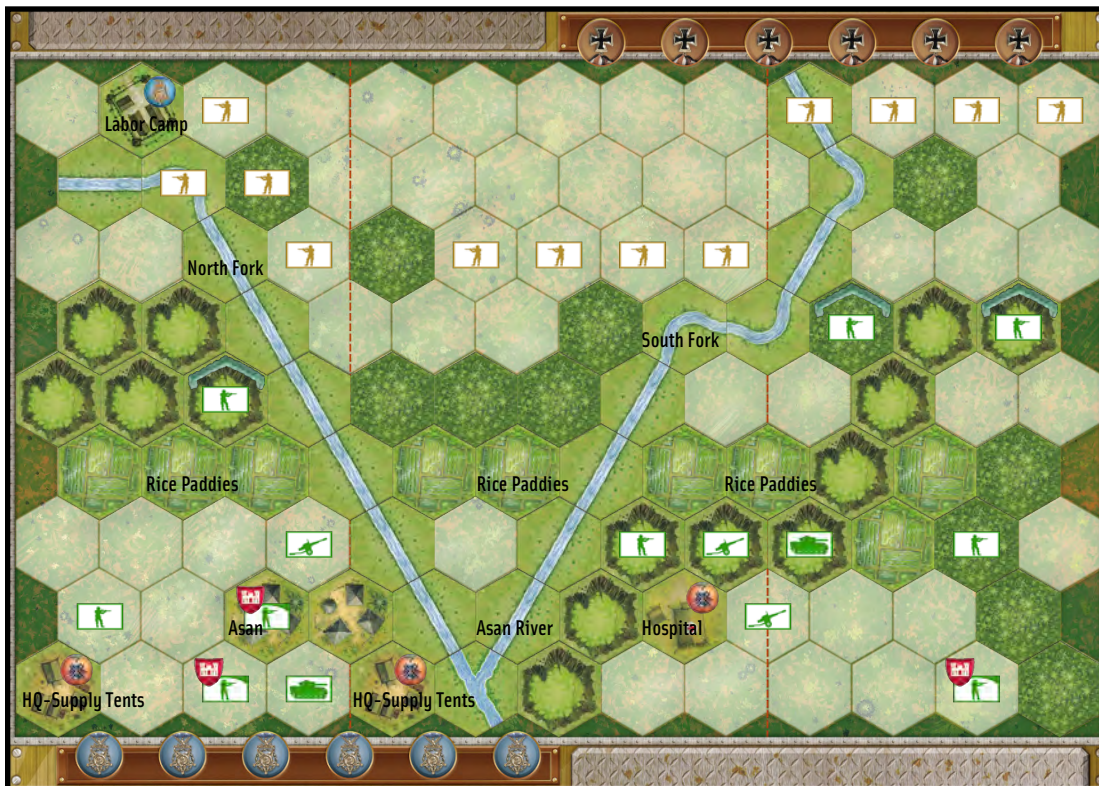
Imperial Japanese Army Command rules are in effect (Nations 3 - Imperial Japanese Army).

US Marine Corps Command rules are in effect (Nations 4 - US Marine Corps).

Place a badge on the US Marines Mobile Artillery unit (Troops 14 - Mobile Artillery).

# JAPANESE COUNTERATTACK

## - BATTLE OF GUAM



### Historical Background

Lt. General Takeshi's counterattack plan called for a night attack on July 25/26. The goal was to split the 3rd Marines and target ammunition and supply dumps. The frontline of the 3rd Marines was stretched thin in the area and reserves were limited to a few engineer and tank units.

The fighting went on all night as the Japanese units penetrated almost to the beach and successfully destroyed supplies and equipment. At dawn, the Allied tanks and artillery could finally see their enemy and soon threw the Japanese back. Early on the 26th, General Obata was forced to report the results of his failed attack back to Headquarters in Tokyo.

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

### Briefing

Japanese Player: Take 5 Command cards.

US Marine Player: Take 6 Command cards.  
You move first.

### Conditions of Victory

6 Medals.

A Japanese unit that captures a HQ-Supply Tent or Hospital Tent hex counts as one Victory Medal. Place a Japanese Objective Medal on each of the tent hexes. The medal once gained, continues to count toward the Japanese victory, even if the unit moves off the hex or is eliminated.

An Allied unit that captures the Labor Camp counts as one Victory Medal. Place an Allied Objective Medal on this hex. The medal once gained continues to count toward the Marine victory, even if the unit moves off the hex or is eliminated.

### Special Rules

Night Attack rules are in effect (see p. 8).

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.














HQ-Supply and Hospital Tents are explained on p. 5.  
HQ-Supply and Hospital Tents special landmark rules are in effect.

Jungles are explained on p. 5.

Rice Paddies are explained on p. 6.

The Asan River is a Fordable Stream. Fordable Stream is explained on p. 6.

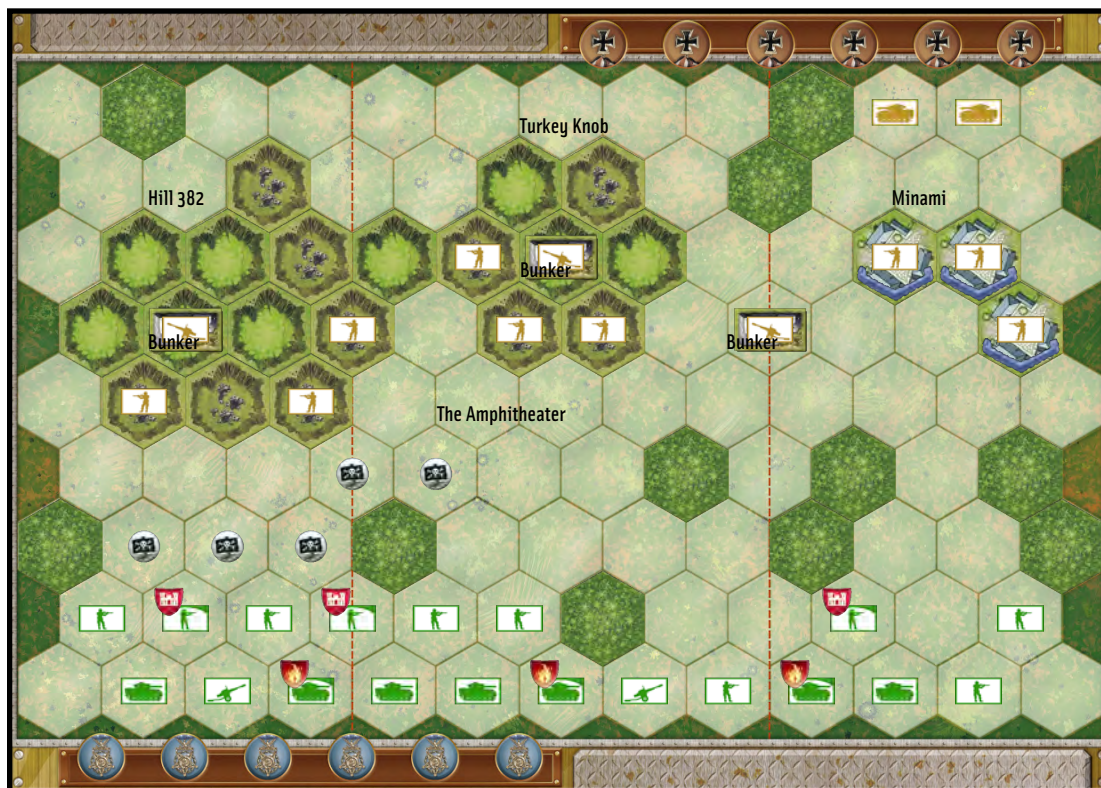
### Setup order








- 1  x1
- 2  x9
- 3  x1
- 4  x2
- 5  x1
- 6  x13
- 7  x12
- 8  x2
- 9  x4
- 10  x14
- 11  x3
- 12  x1
- 13  x3



# THE MEAT GRINDER

## - IWO JIMA



Setup order		
1		x10
2		x3
3		x3
4		x11
5		x9
6		x3
7		x5

## Historical Background

On February 26, 1945 the Marines of the 4th Division found themselves facing a formidable complex of defensive positions on Iwo Jima. Hill 382, The Amphitheater, Turkey Knob and the village of Minami, were to become collectively known as the 'Meat Grinder'. A well-planned defense layout, the remarkable combination of weapons, minefields, caves and bunkers devised by Japanese General Kuribayashi held out against repeated attacks.

Several times, the Marines' advance looked promising, only to bog down and then be driven back to retreat under heavy fire. The Japanese forces also used infiltration tactics and a counter-attack with a limited number of tanks to further slow the Marines down.

Units from the 3rd Division were also thrown against the position as the massive casualty figures truly earned the 'Meat Grinder' its name in a short week's worth of fighting.

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.

US Marine Player: Take 5 Command cards.  
You move first.

## Conditions of Victory

7 Medals

## Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Engineers are explained p. 10.

The Marine Special Forces Tank units are Flame Thrower Tanks. Place an Flame Thower badge in the same hex with these units

to distinguish it from the other units. Flame Thrower Tanks are explained p. 11.

Caves are explained on p. 4.

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

Jungles are explained on p. 5.

Minefields are explained on p. 8.

The Japanese player will lay the Minefields out.

# DEFENSE OF MEIKTILA

## - BURMA CAMPAIGN



Setup order		
1		x2
2		x6
3		x3
4		x1
5		x11
6		x8
7		x2

## Historical Background

By early March of 1945, the 17th Indian Division in Burma, under the command of British Major-General David Tennent "Punch" Cowan captured the city of Meiktila, taking just 4 days to defeat the nearly 4000 Japanese who held it.

The Japanese 18th and 49th Divisions, who originally had been sent to reinforce the city, were now asked to retake it. The arriving Japanese, having been involved in heavy fighting in the preceding weeks, were weakened and only able to muster about 12,000 men.

The early attacks from the Japanese from the north and west were unsuccessful and they turned their attention to the airfield east of the town. Cowan's defenders, who numbered 15,000 before the battle, were being reinforced with both men and munitions as the Indian 9th Infantry Brigade continued their airlift support, even through heavy enemy fire. Japanese progress towards the airfield continued to pressure the incoming flights, finally forcing Cowan to halt air landings and resort to parachute supply drops.

However, the Allied air superiority, coupled with poor communications between the two Japanese divisions made it difficult for them to coordinate their attacks. Cowan kept up a vigorous and aggressive defense, sending out tank sweeps to force the Japanese to retire from the airfield and stall the siege.

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

## Briefing

Axis Player

[Japan]

Take 5 Command cards.

You move first.

Allied Player

[Great Britain]

Take 6 Command cards.

## Conditions of Victory

6 Medals.

The central Meiktila town hex and the Airfield hex with a medal are Temporary Objectives for the Japanese forces.

## Special Rules

Imperial Japanese Army Command rules are in effect (Nations

3 - Imperial Japanese Army).

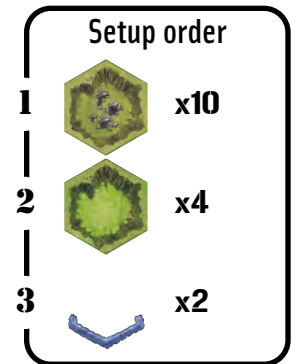
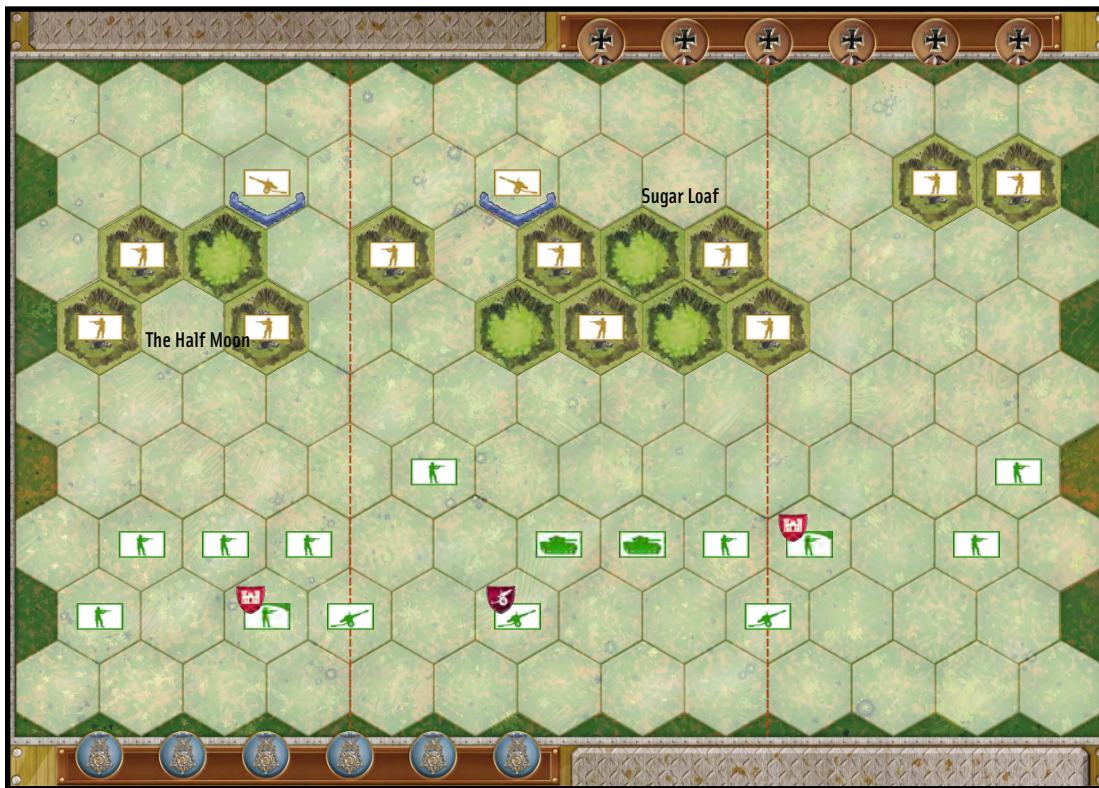
The Allied player may land an infantry reinforcement unit by playing a Direct from HQ Command card and if all airfield hexes are not occupied. (Actions 1 - Reinforcements).

Air rules are in effect. Give two Air Sortie cards to the Allied player at the start of the game.



# SUGAR LOAF AND HALF MOON

## - OKINAWA



## Historical Background

The Japanese units defending the western flank of the Shuri line were in a strong defensive position. Entrenched in tunnels with interlocking fields of fire between Sugar Loaf, Half Moon and the surrounding hills, they were able to hold off the attacks of the 6th Marine Division.

At times, the Marines were able to secure a hill top position only to later be driven off by Japanese forces attacking from other caves and a maze of tunnels.

On May 19th, after seven days of fighting, the area was finally secured.

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

## Briefing

Japanese Player: Take 4 Command cards.

US Marine Player: Take 6 Command cards.

You move first.

## Conditions of Victory

6 Medals.

When all the Japanese units in a section of the battlefield (right, center or left) are eliminated, the Marines gain one Victory Medal. As long as no Japanese units move back into the section it continues to count toward the Marine victory.

## Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

The Marine Special Forces Artillery unit is Mobile Artillery. Place an Mobile Artillery badge in the same hex with this unit to distinguish it from the other units. Read p. 11 about Mobile Artillery.

Caves are explained on p. 4.





# CAMPAIGNS



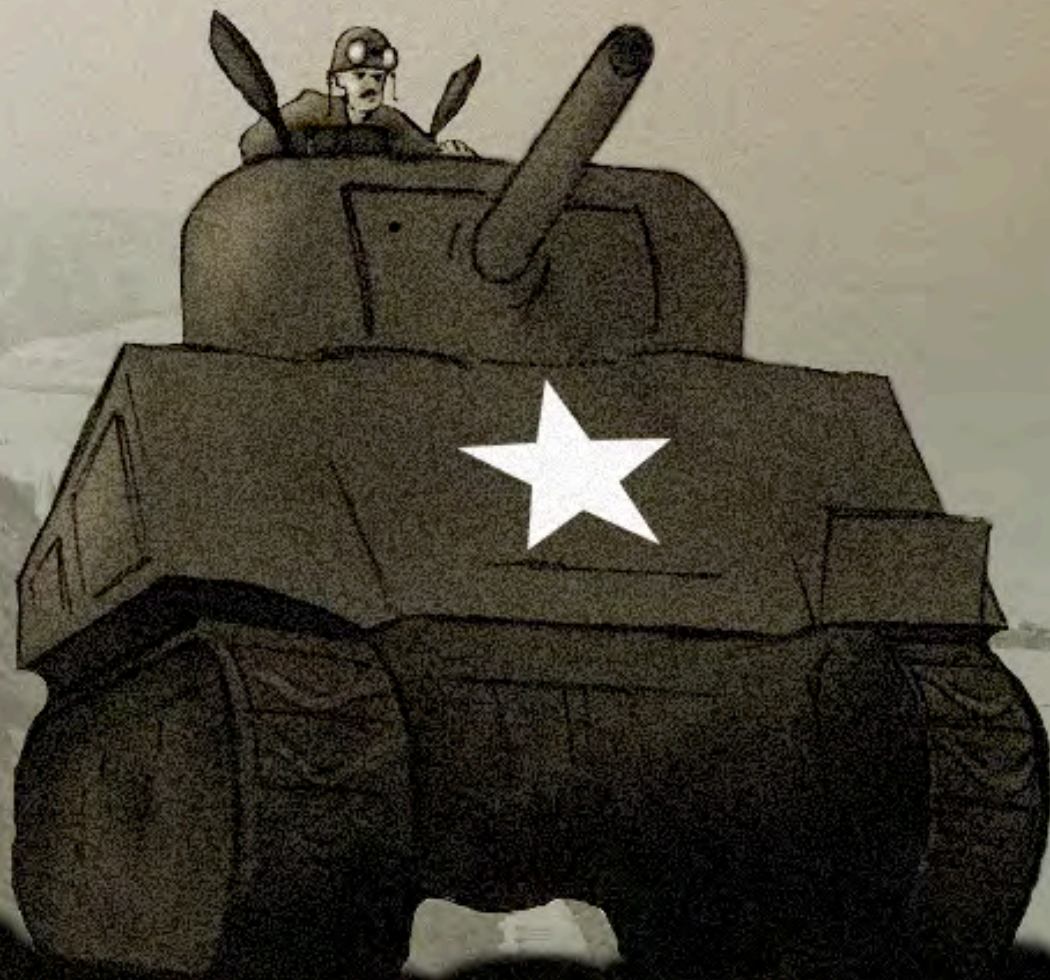


Brummbär's

**D-DAY**

Campaign  
June 6, 1944

Introductory Campaigns that require the base Memoir '44 game and the Campaign Book Volume I rules



**MEMOIR '44**

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# D-DAY : June 6, 1944

A Memoir '44 Campaign by Malcolm "Brummbär" Green

## Historical Background

D-Day was June 6, 1944. The invasion of mainland Europe was underway involving the largest invasion force the world had ever seen. American, British and Canadian troops made amphibious and airborne assaults to capture a foothold on Hitler's Fortress Europe.

Operation Overlord saw the beginning of the liberation of Europe from the tyranny of Hitler and it all began in Normandy on that fateful day.

## The Scenarios

The D-Day campaigns are short 2 and 3 scenario length campaigns that are intended as an introduction to the campaign system. Players start at either Sword Beach for the UK D-Day campaign or the Pont-du-Hoc scenario for the US D-Day campaign and follow the campaign map as indicated for the battle sequence. Play both for a Grand Campaign!

Unless specified below, Campaign rules apply to these campaigns. Note; for these campaigns, players **do not** apply the Victory Event Rolls between scenarios.

## Calling Up Reserves

In the Pont-du-Hoc scenario the Allied player may only call up Infantry. Infantry units called up in this scenario are Special Forces like the rest of the Allied force.

Committed Allied Reserves in Beach scenarios may start in Landing Craft.


## Deploying Reserves

Axis Armor Restriction - Axis armor must start a battle in the staging area. When ordering an Axis Reserve armored unit onto the board, the Axis player must roll 2 dice, if he rolls a Star he may proceed with ordering the unit otherwise the unit may not be ordered this turn. He may instead order another unit already on the board.


## Optional Campaign Rules

Players must agree to these rules prior to the start of a campaign. The optional rules should then be in effect for the duration of the campaign (or Grand Campaign if so decided).

### Allied Naval Fire

The Allied player may use the  Artillery Bombard card to have the same effect as the Barrage card.

### Axis Fields of Fire

The Axis player may use the  Dig In card to have the same effect as the Firefight card.





Allies Reserves : 3  
Allied CinC :

## US D-Day

### Pont-du-Hoc

start at  
Pont-du-Hoc

Scenario : WF 04 - Pont-du-Hoc		
R:	R:	
play next		

### OMAHA

Scenario : WF 05 - First Assault Wave		
R:	R:	
sub-total medals		

play next

### UTAH

Scenario : WF 21A - Utah Beach		
R:	R:	
total medals		

total medals

Medals	Medals
--------	--------

objective track

Obj. Points	Victory Points
-------------	----------------

totals

### US Objective Track

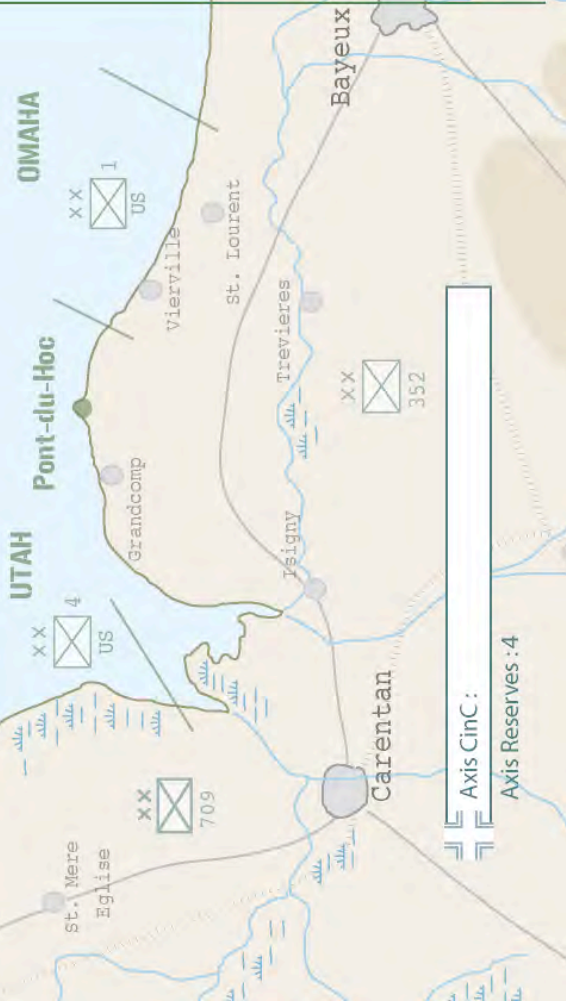
Allies	Objectives captured	none	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Objective Points	-2	0	1	2	

Obj. Points	Victory Points
709	4

### UTAH

### Pont-du-Hoc

### OMAHA



Axis CinC :  
Axis Reserves : 4

## UK D-Day

Allies Reserves : 2  
Allied CinC :

start at Sword

### SWORD

Scenario : WF 03 - Sword Beach		
R:	R:	
Allies Win play next		

### GOLD

Scenario : WF 20A - Gold Beach		
R:	R:	
go to End		

### JUNO

Scenario : WF 19A - Juno Beach		
R:	R:	
go to End		

go to End

### UK Objective Track

Allies	Objectives captured	none	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Objective Points	-2	-1	0	1	

total medals	Medals	Medals
objective track	Obj. Points	Victory Points

End Campaign

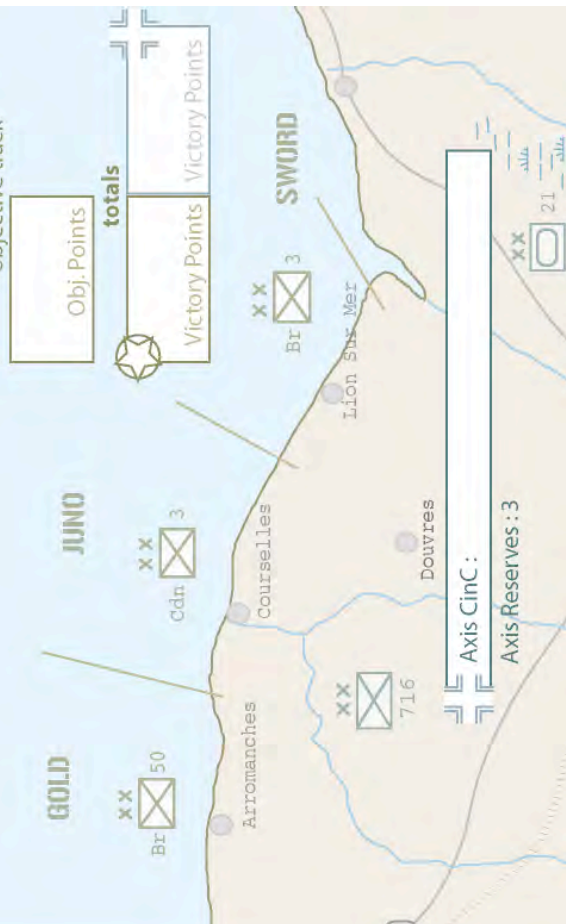
total medals

objective track

### GOLD

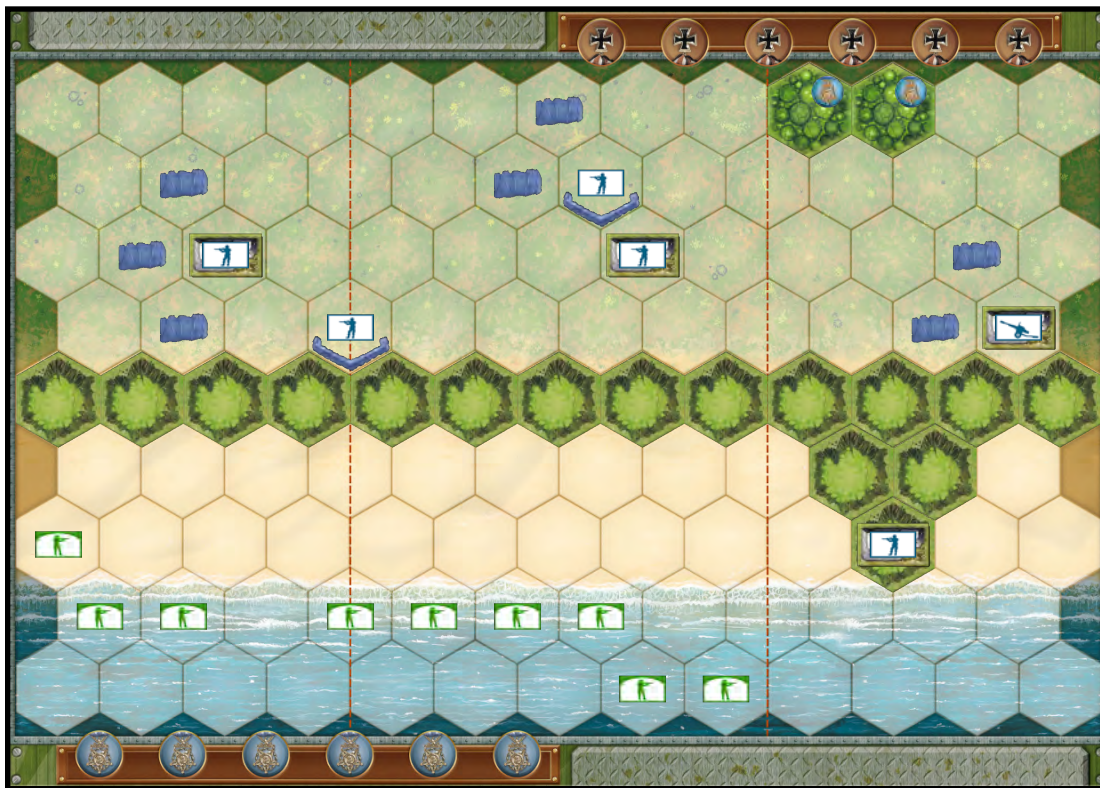
### JUNO







### SWORD



Axis CinC :  
Axis Reserves : 3

# 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.

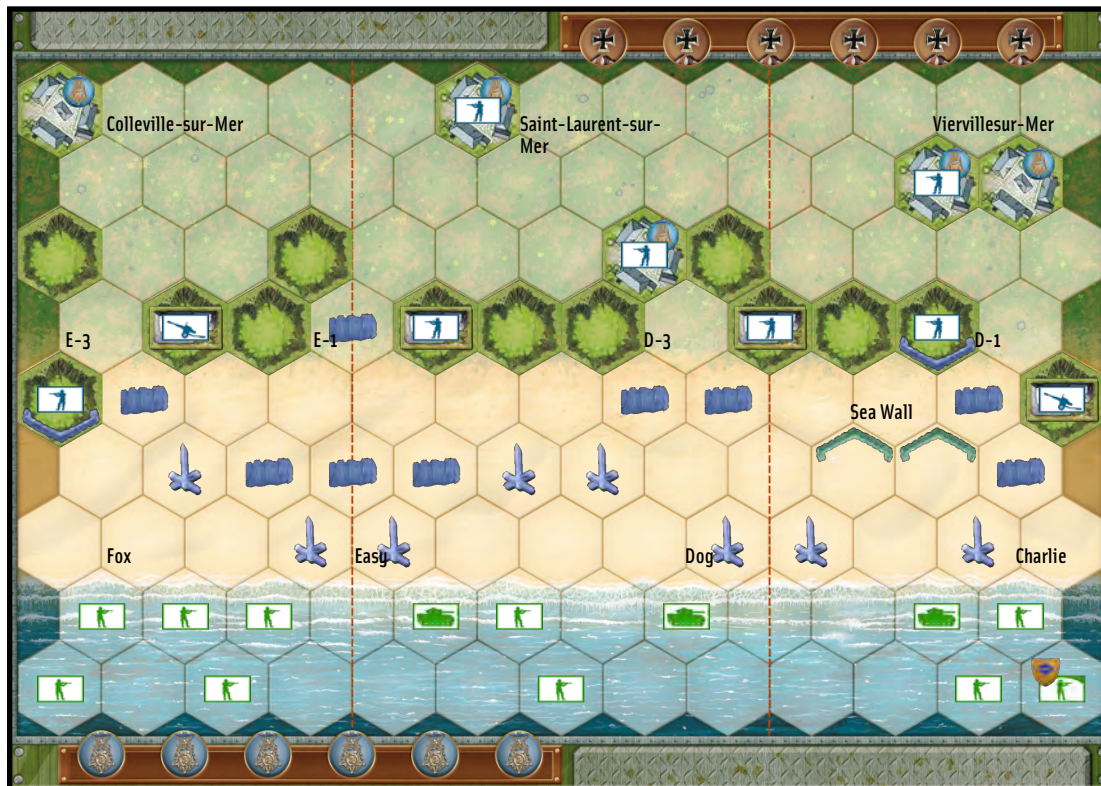
All the Allied units are Special Forces Ranger units. Therefore, there is no need to place Ranger badges with the units.

Rangers may move 1 or 2 hexes and still battle.



# 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.

# 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.



# 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 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.

# 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.



# 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 Seulles. On the right, the Canadian infantry arrived before their supporting armour and was welcomed by a barrage of German fire from two concrete bunkers position 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 Seulles.

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.



Jacques "jdrommel" David

# THE VERCORS CAMPAIGN

This promotional campaign for Memoir '44 invites you to relive the darkest, most harrowing, yet glorious hours of the French Resistance as "maquisards" battle overwhelming SS forces on the Vercors Plateau.

West of the Dauphiné Alps, the Vercors Plateau forms a 3,000 feet high natural fortress with limited access to the outside world. Following the invasion of France's Zone Libre by the enemy, elements of the now disbanded Army of the Armistice found in Vercors the perfect base of operations from which to continue harassing the German occupier.

By 1943, the ranks of this rural guerilla known as the maquis du Vercors (literally "Vercors' thicket", for the type of high ground covered with scrub growth found on the Plateau) were swelling with young men. All eager to avoid conscription into Vichy France's Service du Travail Obligatoire (STO) - whose purpose was to provide forced labor for Germany - they began to organize themselves. Under a plan code-named "Montagnards" ("Mountain men"), the maquisards worked tirelessly to turn the Vercors Plateau into an advanced base of operations for Allied airborne forces. The plan called for them to parachute on Vercors ahead of the invasion of Provence and then go on to seize the cities of Grenoble and Valence in an effort to cut-off any German retreat during the Liberation of France.

On June 5, 1944, the BBC issues a number of messages signaling the start of the uprising. Within days, the ranks of the maquisards swell from an initial 400 men to 4,000, and on July 3, 1944, they proclaim the Free Republic of Vercors, the first democratic territory in France since the start of the German occupation in 1940.

Initially slow to react, the Germans finally wake up to the threat under the command of General Pflaum; from July 14 on, they surround the Plateau with 10,000 men from the 157. Reserve-Division, supplemented with troops from the Eastern Legion. On July 21, German parachute and glider borne SS land on the Plateau and brutally suppress the uprising, terrorizing the population and murdering the maquisards. Much better trained, equipped and more numerous, they never leave the issue of the battle in doubt. Yet, thanks to the maquisards heroic - if desperate - effort, the spirit of Resistance forged in Vercors would go to live on long after its proponents had died.

## The Vercors Campaign

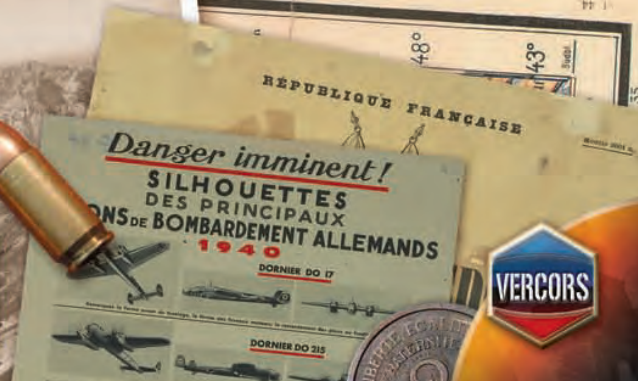
Maquis of Malleval  
Battle of Saint-Nizier  
Massacre at Vassieux-en-Vercors  
Battle of Valchevrière  
Battle for the Passes

p6  
p7  
p8  
p9  
p10

MEMOIR '44

DAYS OF  
WONDER

Richard Borg





# CAMPAIGN Notes

JANUARY - JULY 1944

## BRIEFING

This Campaign plays out in the order in which the 5 scenarios are introduced, with the last 3 battles occurring almost simultaneously from a historical standpoint. Use the core campaign rules described in Campaign Book Volume 1.

**Note:** *Unlike with other more traditional campaigns, Reserve rules need not apply here: The German units participating in the Vercors campaign were Reserve units to start with; As for the hapless maquisards, they could not count on any reserve reinforcement, unfortunately!*

Like in 1944, the Axis player has the upper hand, having received more troops and better equipment. In each scenario, he has the initiative and specific objectives to achieve. The Victory conditions are less favorable to him however, in a bid to balance the Campaign out and highlight the danger of letting this uprising develop into something broader.

The Allied player has fewer, but more nimble troops, benefiting from their superior knowledge of the Plateau. But he will never be able to call on Air or Heavy Artillery support, hence the "Air Power" and "Barrage" command cards remain out of his reach throughout the campaign.

Air rules are not in effect in this campaign. Remove all "Air Sortie" cards from your deck before the start of the game.

## VICTORY CONDITIONS

The Axis forces eventually achieved victory on the ground, but the Vercors Campaign cost them dearly: The 157. Reserve-Division suffered heavy losses and was pinned down in Vercors when it could have brought much needed relief to the German 19th Army fighting the Allied landings in Provence.

As for the maquisards, although thoroughly defeated - and for many of them killed in combat or executed after the fight - their brother-in-arms would go on to carry the indomitable spirit of the French Resistance well after the battle.

Victory Points are thus tallied as follows, in this campaign:



◆ **1 Victory Point** for each Medal (objective reached or unit killed) won in each scenario

◆ **1 additional Victory Point** for each Objective medal captured, as reported on the Objective Track

◆ **and 1 additional Victory Point** for each battle (scenario) won in this Campaign. Those points are added in the Bonus spot on your Campaign Sheet.









# THE VERCORS CAMPAIGN

January 29 – July 23, 1944



"Zone libre" is occupied, our Army has laid down arms, and the occupier rules with an iron fist all over France. But our pride is intact - and so is the spirit of the Resistance. Vercors is the tinderbox from which we will light the uprising of all free men and women. The battle for the Liberation of France has only just begun.

## 1 MAQUIS OF MALLEVAL p.6

### ★ ALLIES WIN ! ★

During the next scenario, lay down 3 minefields (drawn at random) and 4 barbed wires on the hexes of your choice.



x3



x4



ALLIES AXIS

*This first engagement was brutal, but we held our own. Jerry's will be back though. Contact our unit commanders in Vercors and tell them to be ready.*

Play 'Battle of Saint-Nizier' next.

## 2 BATTLE OF SAINT-NIZIER p.7

**Special:** In case of Victory, score 2 bonus Victory Points for this scenario, instead of the standard 1.

### ★ ALLIES WIN ! ★

During the next scenario place a sandbag on each village hex you occupy before the start of battle.



ALLIES AXIS

*These mortars are literally killing us! We need to reinforce our positions immediately!*

Play 'Massacre at Vassieux-en-Vercors' next.

## 3 MASSACRE AT VASSIEUX-EN-VERCORS p.8

### ★ ALLIES WIN ! ★

Receive 1 unit of French Resistance as reinforcement for your next scenario. Place it in the Chapel next to the Belvédère, before the start of the game.



ALLIES AXIS

*We can hardly call this a Victory, but maybe Jerry will think twice before launching his next attack. Some guys from Vassieux are supposedly on the way, I'm afraid we'll need them all!*

Play 'Battle of Valchevrière' next.

## 4 BATTLE OF VALCHEVRIÈRE p.9

**Special:** In case of Victory, score 2 bonus Victory Points for this scenario, instead of the standard 1.

### ★ ALLIES WIN ! ★

Receive 1 unit of French Resistance as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



ALLIES AXIS

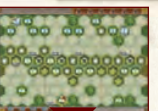
*Looks like our success in holding Jerry off has galvanized the local population. New recruits are coming out of the woodwork!*

Play 'Battle for the Passes' next.

## 5 BATTLE FOR THE PASSES p.53

### ★ ALLIES WIN ! ★

*Incredible! Despite the best they could throw at us, we held our own!*



ALLIES AXIS

END OF THE CAMPAIGN

### If you win the Campaign

*This was a glorious fight. The enemy won't soon forget our tenacity in Vercors, and the bright light of the Resistance will now spread like a wildfire!*

MEDALS



BONUS



VICTORY POINTS





# The Vercors Campaign

January 29 - July 23, 1944



Something seems to be brewing high up on the Vercors Plateau. No longer content to hit the Milice, these guerillas are now targeting our own troops. We need to put an end to this. Send a battalion to the area and stamp out any sign of resistance! We will send you reinforcements later, if any mop-up is required.

## 1 MAQUIS OF MALLEVAL

p.6

### + AXIS WIN ! +

Receive 1 Armor unit as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



ALLIES AXIS

Hmmm - Looks like we didn't stomp this vermin out quite yet... Call HQ and ask for an armored battalion.

Play 'Battle of Saint-Nizier' next.

## 2 BATTLE OF SAINT-NIZIER

p.7

### + AXIS WIN ! +

During the next scenario, you may attempt one paratroop action (Actions 20 - Paratroop), at the start of your second turn of play.



ALLIES AXIS

The time has come to strike. Send our gliders on to Vassieux-en-Vercors and snuff them out!

Play 'Massacre at Vassieux-en-Vercors' next.

## 3 MASSACRE AT VASSIEUX-EN-VERCORS

p.8

### + AXIS WIN ! +

Receive 1 Combat Engineer unit (Troops 4 - Combat Engineers) as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



ALLIES AXIS

These pests just don't give up, do they? They melt in the countryside and hole up like rats. Tell HQ to send us our Combat Engineers and we'll flush them out!

Play 'Battle of Valchevrière' next.

## 4 BATTLE OF VALCHEVRIÈRE

p.9

### + AXIS WIN ! +

Receive 1 Combat Engineer unit as reinforcement for your next scenario. Place it on vacant hex of your baseline, before the start of the game.



ALLIES AXIS

Let's mop these terrorists up once and for all! The time has come for our Combat Engineers to grill them.

Play 'Battle for the Passes' next.

## 5 BATTLE FOR THE PASSES

p.10

### + AXIS WIN ! +

The hotbed of resistance that was Vercors is now as cold as the cliffs surrounding it. These "maquisards" were something, though...



ALLIES AXIS

END OF THE CAMPAIGN

### If you win the Campaign

They held us up and we took some losses, but what's a few weeks and a few soldiers in the glorious history of the Third Reich? Victory is now ours!

#### Objectives

none

1

2

#### Points

0

1

2

• Objective Track •

#### MEDALS

#### OBJ. TRACK

#### BONUS

#### VICTORY PTS.





**1**

WESTERN FRONT

5683

THE VERCORS CAMPAIGN

# MAQUIS OF MALLEVAL

JANUARY 29, 1944



## Setup order

**1**

x1

**2**

19x

**3**

x15

**4**

14x

**5**

x5



## • 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 buttress 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.



German mortar

6

MEMOIR '44





2

WESTERN FRONT

5754

THE VERCORS CAMPAIGN

## BATTLE OF SAINT-NIZIER

JUNE 13-15, 1944



## Setup order

- |     |  |   |
|-----|--|---|
| 1x  |  | 1 |
| x6  |  | 2 |
| 15x |  | 3 |
| x9  |  | 4 |
| 3x  |  | 5 |
| x4  |  | 6 |
| 5x  |  | 7 |
| x5  |  | 8 |

## • 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 now 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 Country-

-side hexes inside the Vercors Plateau are considered at the same height 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.



German Mortar





3

WESTERN FRONT

5933

THE VERCORS CAMPAIGN

## MASSACRE AT VASSIEUX-EN-VERCORS

JULY 21, 1944

## Setup order

1



x2

2



5x

3



x15

4



10x



## • 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, Jossaulx 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, attempted 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 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.

8

MEMOIR '44





4

WESTERN FRONT

5973

THE VERCORS CAMPAIGN

## BATTLE OF VALCHEVRIÈRE

JULY 22-23, 1944



## Setup order

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

## • 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 the 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 the 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.



German Mortar



**5**

WESTERN FRONT

**6088**

THE VERCORS CAMPAIGN

# BATTLE FOR THE PASSES

JULY 21-23, 1944



## Setup order

**1** x15**2** 1x **3** x14**4** 17x **5** x2**6** 1x **7** x4**8** 9x 

## • 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 Massif of Grand Veymont, they were four of them: the Pas des Chattons, Pas du Fouillet, Pas de la Selle and, a bit further, the Pas 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 "Grande 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.



German mortar

10

MEMOIR '44

VERCORS



A campaign from Jacques "jdrommel" David

# AUDIE MURPHY'S CAMPAIGN

August 1943 - February 1945



A handwritten signature in blue ink that reads "Audie Murphy". The signature is written in a cursive, flowing style.

The 3<sup>rd</sup> US Infantry Division "Rock of the Marne" was one of the first divisions engaged in World War II. It fought in Sicily, in Italy (Salerno and Anzio landings), then in southern France, in Alsace, and finally in Germany, near the Czech border, where it finished the war. The division suffered heavy losses throughout the war, as it was engaged in violent battles in Italy and in the Vosges mountains. One of the bravest soldiers of this division was Audie Murphy, the most decorated American soldier of Second World War. He started the war as a private in the 15<sup>th</sup> US Infantry Regiment in 1943. By the time the war was over in 1945, he was a lieutenant with 38 medals, including the Medal of Honor. After the war, he became a Hollywood movie star and wrote an autobiographical book, "*To Hell and Back*", about his World War II experience.

This campaign does not focus on a particular front or on an important general. It is dedicated to the memory of all of the GIs that, like Audie Murphy, did their duty during the dark hours of World War II, and that went "To Hell and Back".

- Jdrommel

**Required expansions:** *Terrain Pack, Eastern Front*

**Recommended expansions:** *Winter Board, Campaign Book, Pacific Theater, Tigers in the Snow*



## CAMPAIGN NOTES

The campaign progresses chronologically through the 8 scenarios. In most of the scenarios, the Allies player moves first, as it was historically. More points are granted for the capture of medal objectives.

The 8 scenarios must be played in the following order:

- 1- The San Fratello Line (6555)
- 2- Crossing the Volturno (6558)
- 3- Mignano Monte Lungo (6557)
- 4- Cisterna di Littoria (6564)
- 5- Alpha Yellow (6568)
- 6- The Quarry of Cleury (6590)
- 7- Counter-attack at Holtzwihr (5797)
- 8- The capture of Biesheim (6592)

### Reserve Tokens

There are no Reserve tokens in this campaign.

### Victory Event Rolls

There are no Victory Event Rolls in this campaign.

### Conditions of Victory

Once the final scenario of a campaign has been played, each player tallies his score as follows:

- total number of medals
- + 1 pt for each victory
- + 1 extra pt for each Medal Objective

For example if the Allied player won 5 scenarios with 6 medals each (30 medals), including 4 medals objective, his final score will be 30 + 5 (victories) + 4 (objectives) = 39 pts.

The player with the most points wins the campaign.

### Campaign Score

	ALLIES	AXIS
Total number of medals		
Number of victories		
Medal Objectives		
<b>TOTAL</b>	pts.	pts.

## ADVANCED RULES

Experienced players may want to play with the following advanced rule: the winner of each scenario gets a bonus for the next one, as per the table below.

<b>Scenario</b>	<b>ALLIES Bonus</b> <i>if they won the previous scenario</i>	<b>AXIS Bonus</b> <i>if they won the previous scenario</i>
The San Fratello Line	None	None
Crossing the Volturno	Place 1 extra armor unit on your baseline	Once in the game, play any Command card as a Barrage
Mignano Montelungo	You may use Air Strikes ( <i>Actions 3</i> )	Place 3 minefields (0,2,3) on the battlefield ( <i>Terrain 29</i> )
Cisterna di Littoria	2 Infantry units of your choice are now Specialized units ( <i>Troops 2</i> )	Place 1 Tiger (or 4-figure armor unit) on your baseline ( <i>Troops 16</i> )
Alpha Yellow	Place 1 destroyer in the central section of the battlefield	1 Infantry unit of your choice is now a Specialized unit ( <i>Troops 2</i> )
The Quarry of Cleury	Your artillery unit is now a Big Guns artillery unit ( <i>Troops 4</i> )	Place 1 Sniper on your baseline ( <i>Troops 10</i> )
Counter-attack at Holtzwihr	Once in the game, play any Command card as a Barrage	3 Infantry units of your choice are now Specialized units ( <i>Troops 2</i> )
The capture of Biesheim	Apply the Heroic Leader rule on any Infantry unit ( <i>Actions 8</i> )	Place 3 minefields (0,2,3) on the battlefield ( <i>Terrain 29</i> )





# HISTORICAL NOTES

Historically, the Allies won all of the battles of this campaign. However, German resistance took a heavy toll on the 3<sup>rd</sup> US Infantry Division. Each scenario has been balanced to give equal chances to both players.

Private Murphy joined the 3<sup>rd</sup> US Infantry Division in Morocco in 1943. He did not take part in the Tunisia campaign that ends before his enlistment, but fought for the first time during the Sicily landings and was promoted Corporal during the advance on Palermo.

## The San Fratello Line

After the battle of San Fratello, the Allies occupy Messina, putting the Sicily campaign to an end. The 5<sup>th</sup> US Army lands on Salerno in September 1943. Corporal Murphy and his 3<sup>rd</sup> US Infantry Division are engaged at the end of the Battle of Salerno, advancing towards the Volturno River. There, Murphy is promoted to Sergeant.

## Crossing the Volturno

After having crossed the Volturno, the 5<sup>th</sup> US Army advances towards Cassino, but the Allies' progression is blocked by the Barbara line, held by veterans of the 15. Panzergrenadier Division. After an intense battle, Murphy is rewarded with his first decorations.

## Mignano Monte Lungo

As the 5<sup>th</sup> US Army is blocked before Cassino, Allies organize landings on Anzio and Nettuno to try and force their way through Italy. Unfortunately, the landing troops do not manage to take the upper hand and remain stuck in a small bridgehead. The 3<sup>rd</sup> Infantry Division must take Cisterna di Littoria to break through. Sergeant Murphy is now a veteran and an unparalleled soldier.

## Cisterna di Littoria

August 1944. The 6<sup>th</sup> US Army Corps divisions land on the beaches of Southern France. The 3<sup>rd</sup> US Infantry Division is the 'Alpha Force': Murphy is now a Platoon Sergeant.

## Alpha Yellow

As Allied forces progresses through the Rhône Valley, the Germans are regrouping to the north to try and stop them in the Vosges mountains. Platoon Sergeant Murphy receives the Distinguished Service Cross for his heroic behavior during the landings on Southern France.

## The Quarry of Cleury

Murphy is promoted First Lieutenant during the fierce battles of the Vosges. Severely wounded, he spends the end of 1944 in a hospital. In January 1945, he is back to the front in Alsace.

## Counter-attack at Holtzwihr

While the 1<sup>st</sup> French Army is mopping up enemy resistance in the Colmar pocket, and after his exploits in Holtzwihr, Murphy and his company are heading for Biesheim to take bridges on the Rhine.

## The Capture of Biesheim

The last enemy troops in the Colmar pocket finally surrender. The 3<sup>rd</sup> US Infantry Division advances towards the Siegfried Line. For Murphy, who is now a Second Lieutenant, the war is over. In June 1945, he receives the Medal of Honor and the Legion of Merit, the highest US decorations, at the age of only 20. He received 38 decorations in total, including 5 French and 1 Belgian.

# THE SAN FRATELLO LINE      AUGUST 4, 1943

## MEDITERRANEAN FRONT OPERATION HUSKY CROSSING THE FURIANO RIVER



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

### Historical Background

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

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

### Briefing

Axis player [Germany]  
Take 5 command cards.

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

### Conditions of Victory

6 medals.

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

### Special Rules

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

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

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

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

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



# CROSSING THE VOLTURNO    OCTOBER 13, 1943

## MEDITERRANEAN FRONT    THE 3RD US INFANTRY DIVISION BREAKS THROUGH



### Historical Background

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

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

### Briefing

Axis player [Germany]  
Take 5 command cards.

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

### Conditions of Victory

6 medals.

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

### Special Rules

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

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

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

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

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

# MIGNANO MONTE LUNGO NOVEMBER 5, - NOVEMBER 13, 1943

## MEDITERRANEAN FRONT



### Historical Background

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

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

### Briefing

Axis player [Germany]  
Take 5 command cards.

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

### Conditions of Victory

6 medals.

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

### Special Rules

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



# CISTERNA DI LITTORIA MAY 23, - MAY 25, 1944

## MEDITERRANEAN FRONT OPERATION BUFFALO



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

### Historical Background

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

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

### Briefing

Axis player [Germany]  
Take 5 command cards.

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

### Conditions of Victory

6 medals.

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

### Special Rules

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

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

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

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

# ALPHA YELLOW

# AUGUST 15, 1944

## MEDITERRANEAN FRONT OPERATION DRAGOON LANDING ON PAMPELONNE BEACH



## Historical Background

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

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

## Briefing

Axis player [Germany]  
Take 4 command cards.

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

## Conditions of Victory

5 medals.

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

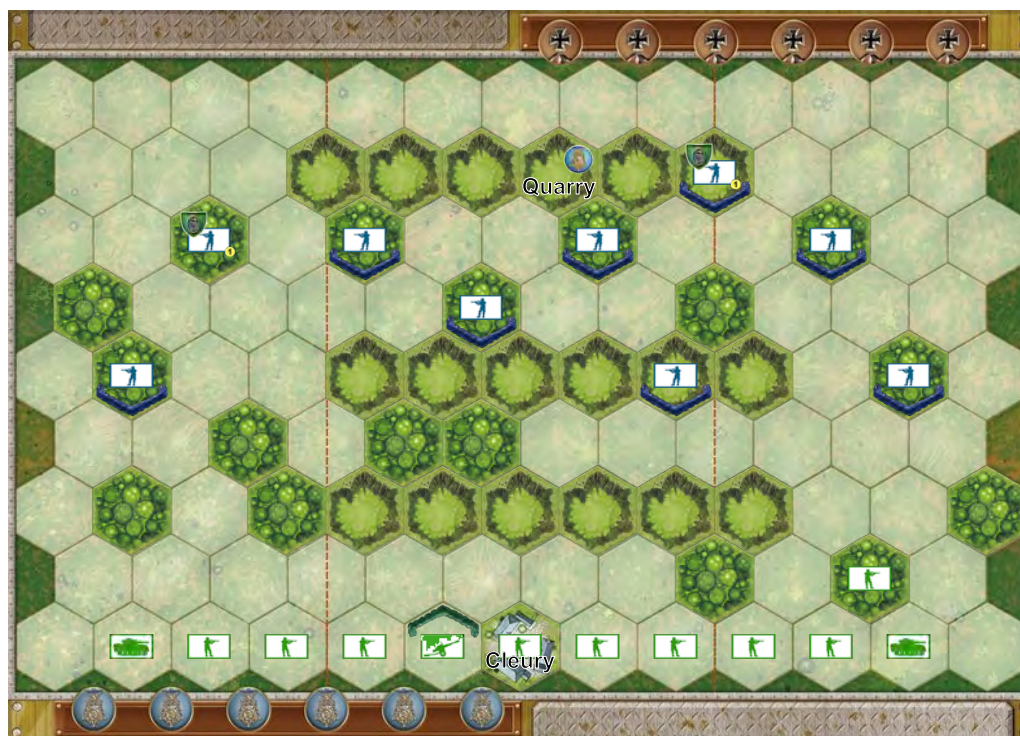
## Special Rules

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

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



# THE QUARRY OF CLEURY    OCTOBER 1, - OCTOBER 10, 1944 WESTERN FRONT    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

Allied player 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).

# COUNTER-ATTACK AT HOLTZWILR JANUARY 26, 1945

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



## 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 Wickerschwihr. 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.

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## 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 CAPTURE OF BIESHEIM FEBRUARY 3, - FEBRUARY 4, 1945 WESTERN FRONT LAST BATTLE IN ALSACE.



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

