

PANZER



PLAYBOOK

Expansion #3: *Drive to the Rhine – The 2nd Front*

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Introduction

Included in this expansion are the most significant US, British & Commonwealth, and German units that saw action on the Western Front in 1944 and 1945. Ownership of Expansions 1 and 2 is not required. However, the German counters included here are in addition to the counters included with those expansions and are not duplicates.

Three historical and seven historical based scenarios cover a wide range of situations reflecting the various actions on the Western Front.

The German Data Cards retain the numbering system employed in the base game and Expansions 1 and 2. Since not all of those German units are included here, some of the Data Cards may have different, non-sequential numbers front to back.

Note that the new Optional Rules presented here are surely applicable to all Eastern Front scenarios as desired.

Historical Notes

TO&Es

Three British and Commonwealth divisions, four US divisions, one German division and two German brigades are provided for reference and for use in constructing scenarios.

These major formations depict their various member formations and support formations. Note that only combat formations and the units they fielded are depicted. Support and administrative units and organizations are not included.

When fielding forces in a scenario, utilize the major formations to select the appropriate forces from the formations and support formations. Basic Formations are organized and presented in their paper or “pure” structures. Always keep in mind that formations were rarely at full-strength; losses, breakdowns and other forms of attrition typically kept formations under-strength.

US Formations

Both heavy and light armored division configurations are included. While most armored divisions were initially fielded as or eventually converted to the light configuration, the heavy divisions still played a significant role in the war.

Both armored and infantry divisions formed battlegroup-sized formations for combat actions – Combat Commands in armored divisions and Regimental Combat Teams in infantry divisions. An example of each is included.

Parts Inventory

A complete package of *Panzer, Expansion #3* includes the following:

- 1 Playbook
- 1 TO&E Booklet
- 4 double-sided geomorphic maps #13–#20
- 65 double-sided Data Cards
- 5 Counter sheets

British Formations

British armoured divisions are depicted in both the Northwest Europe and Italian configurations, which varied in the number of brigades fielded and structure of the armoured and infantry brigades.

In Northwest Europe, following the performance of the armor heavy formations during Operation Goodwood, in July 1944, British armoured divisions reallocated their battalions into battlegroups. Prior to that, armoured and infantry battalions acted as semi-autonomous formations. After the reorganization, a motor or lorried infantry battalion was paired with each of the armoured regiments and the single armoured reconnaissance regiment to form battlegroup-sized formations of two battalions each. Artillery assets were typically attached on a semi-permanent basis along with other assets, e.g., anti-tank units, as required, thereby forming similar formations to the US Combat Commands. Two battlegroups were then allocated to each of the brigade-level headquarters.

In the Guards Armoured Division, these battlegroups were essentially permanent formations combining battalions from the Coldstream, Grenadier, Irish, and Welsh Guards Regiments.

German Formations

As presented, Panzer Lehr illustrates what is generally accepted as the division’s formation structure just prior to D-Day and the subsequent Allied operations in Normandy. After being decimated during the Normandy Campaign, Panzer Lehr’s panzer regiment was reorganized with a single panzer battalion composed of two PzKpfw V Panther companies and two PzKpfw IV companies each fielding 14 tanks.

The panzer brigades were created as mobile, kampfguppe-sized formations. They were envisioned as stopgap formations to counter fast-moving armored units and to blunt breakthroughs. Originally, it was planned to strip the panzer elements from five refitting panzer divisions. However, that plan was abandoned in favor of mobilizing training and reserve units due to the negative impact it would have had on the image and morale of the elite panzer forces.

The Tiger tanks of the 101st SS Heavy Tank Battalion (s.SS-Panzer Abteilung 101) saw extensive action against the British 7th Armoured Division in and around Villers-Bocage in 1944. Rarely were all of its tanks in service. Mechanical failures, air interdiction, and losses made it extremely difficult for the battalion to field complete companies. In fact, at Villers-Bocage, its 1st Company could field only 7 and its 2nd Company only 6 out of the authorized strength of 14 tanks each.

British Sherman Tanks

In British service there were six designations: Sherman I (M4, 9-cylinder radial petrol engine); Sherman II (M4A1, 9-cylinder radial petrol engine); Sherman III (M4A2, 12-cylinder diesel engine); Sherman IV (M4A3, 8-cylinder petrol engine); Sherman V (M4A4, 30-cylinder multi-bank petrol engine), the most common in British service; and the Sherman VII (M4A6, 9-cylinder radial diesel engine). The Sherman VI had been reserved for the M4A5 Sherman which was the designation allocated but not used for the Canadian-built Ram.

The Sherman was also widely modified as dictated by battle-field requirements. One of the most notable was the Sherman Firefly which mounted the hard-hitting British-designed 17-pdr (76.2mm) gun.

To designate weapon options beyond the basic 75mm, the British added a suffix: 'A' – US 76.2mm, 'B' – 105mm, and 'C' – 17-pdr. Therefore, the Sherman VC Firefly was an M4A4 Sherman armed with the 17-pdr gun; it was the most widespread version of the Sherman Firefly.

The 49,234 Sherman tanks produced throughout the war were divided among the six major models mounting 75mm (68%), 76mm (22%) and 105mm (10%) guns. Only the M4 (British Sherman I) and the M4A3 (British Sherman IV) mounted the 105mm howitzer.

The US 76.2mm (3-in.) and British 17-pdr (76.2mm) Guns

US 3-inch, 76.2mm and British 17-pdr (76.2mm) guns had smaller explosive charges in their HE shells than were typically found in shells of the same caliber. Therefore, the GP Factors for those weapons are reduced.

That is a major reason the 75mm armed Sherman and Cromwell tanks remained in service throughout the war; their HE shell could deliver a greater explosive charge.

Historical Scenarios

This expansion includes three historical scenarios: 28, 31 and 32, with dedicated geomorphic maps. Designing historical scenarios presents many unique challenges, the most obvious of which is creating winnable objectives for the opposing forces. In some cases, that is the only challenge as the balance of forces or the layout of the terrain makes it a near impossible task. In any event, it is always very interesting to see if history can be rewritten or to discover that the actual outcome was always in the cards.

7.38 Special Units

A few units have special capabilities that require some explanation and a few additional rules.

7.38.1 British Mounted Fire [B-5A & B-8B]

HMG, both OML 2-in Mortars and OML 3-in Mortar Sections transported by Universal Carriers may fire without first dismounting. Their field-of-fire and their fire capabilities are unaffected if they fire while mounted.

They may dismount and fire normally. They are not required to fire while mounted.

7.38.2 British Churchill Crocodile [B-12B]

The Churchill Crocodile was a specially modified version of the standard Churchill VII tank with an added flamethrower capability. These tanks first entered combat at the Normandy landings on D-Day and saw much use after that in support of British, Commonwealth and U.S. units. In Northwest Europe, the three Crocodile regiments formed the 31st Armoured Brigade. In Italy, they formed part of the 25th Armoured Brigade. A troop typically fielded four vehicles.

The flame fuel was towed in a detachable armored trailer. The trailer could be quickly jettisoned if it became damaged or knocked out.



7.38.2.1 Flame Combat

The Crocodile's Ronson flamethrower was mounted in the hull front in place of the bow machinegun. Therefore, the flamethrower is limited to a front field-of-fire. As long as the fuel trailer is connected to the tank, it may not move in reverse.

7.38.2.2 Fuel Trailer Hits

The fuel trailer is subject to being hit separately from the towing Churchill tank unit and it must be determined if any Rear-Side or Rear Hit Locations hits actually hit the fuel trailer instead of the tank itself. Note that HS hits from the Front-Side may not hit the fuel trailer.

Roll (100):

- For **HS** hits, if the result falls within 01-25 the trailer is hit. Otherwise, resolve the hit normally on the Churchill Crocodile.
- For **HR** hits, if the result falls within 01-60 the trailer is hit. Otherwise, resolve the hit normally on the Churchill Crocodile.

The trailer has an armor value of 5 from all angles and elevations. If the hit penetrates, damage is applied normally.

- If a **BU** result, the trailer is immediately jettisoned. No further flame combat is possible. The Churchill Crocodile is immediately suppressed (AG) along with any friendly units in the same hex.
- If a **KO** result, the trailer is immediately jettisoned. No further flame combat is possible.
- If a **Dmgd** result, the Ammo Limit for the Ronson flamethrower is immediately reduced to A: 5. Place the DMGD counter at the rear of the tank or under it to indicate that the damage applies just to the Ronson flamethrower.

If damaged a second time, the trailer is immediately jettisoned. No further flame combat is possible.

Once the trailer is jettisoned for any reason, the Churchill Crocodile may continue to operate normally. It may be voluntarily jettisoned at any time whether it is damaged or not.

7.38.3 British FO Tanks [B-1A & B-9A]

British observation post tanks (OPs) mounted dummy wooden guns in place of the 75mm gun that normally equips the tanks,

requiring the tank to utilize the turret mounted coax machinegun as their main weapon.

When these vehicles are fielded as FO tanks, they must use just the GP-OP row on their Data Cards. Non-OP tanks of the same type do not utilize the GP-OP row.

7.38.4 British White Scout Car [B-15B]

The US designed/built White Scout car was often pressed into service for infantry transport. When utilized in that role, change the transport capacity to Tr: 0-2, but reduce the transported squad's GPD to 2S due to the extra troops.

Players may also utilize this option with the Soviet version of this vehicle, the M3A1 Scout Car [S-15A].

7.38.5 British Archer [B-12A]

The Archer was a modification of the Valentine tank mounting the hard-hitting 17-pdr gun. The rear facing gun recoiled directly through the driver's position when fired limiting quick move and fire actions. Therefore, the Archer may not be marked with a Short Halt command.



7.38.6 British Littlejohn Adapter [B-16A]

The British Littlejohn Adapter enabled 2-pdr armed units to fire a special ammo type APCNR (Armored Piercing Composite Non-Rigid) called APSV (Armored Piercing Super Velocity) in use. It used a squeeze-bore principle similar to the German 2.8cm sPzB 41.

In this case, the special 40mm round was compressed to 30mm once it exited the Littlejohn Adapter mounted at the end of the standard 2-pdr barrel. The higher compression produced, combined with a round that had a higher weight compared to its cross-section greatly increased its performance.

The adapter was attached in a semi-permanent fashion. Therefore, both standard AP and APSV ammo types may not be fired by a unit mounting the adapter; it carries one or the other ammo type during a scenario.

The "Littlejohn" title was literally derived from the name of its Czech designer, František Janeček.

7.38.7 German Schwimmwagen

The German Schwimmwagen was a small light truck with an amphibious capability.

Since it does not have an individual Data Card (use G-5B2 Truck counters), its specifications are listed below:

- PTS: 3
- M: 6WA 12-18 B: -15
- TR: 0-1*
- WT: 1.3
- Unarmed
- GPD: 1S
- SIZE: -2
- KE or CE: All Locations, Level, Rising, or Falling: 0

NOTES: Available from early-41. Armor 0/0. May transport only section-sized leg units.



7.38.8 US 12.7mm AAMG [U-16A]

The 12.7mm AAMG was small and light enough to be manhandled *inside* of a building. During the course of a scenario, this unit may move inside of a building when occupying a Building hex. Mark the unit with a LOCATION counter with the INB side facing front. When inside of a building, it may no longer spot aircraft.

Players may also utilize this option with the Soviet 12.7mm AAMG [S-30B] too.

7.38.9 German Tank Armor [G-2A (Alt) & G-12B (Alt)]

At their option, players may employ these alternate versions of the German PzKpfw IVH and PzKpfw IVJ Data Cards. They reflect different values for TF Front and Front/Side Armor and Points.

Thanks to Brent Pollock for this suggestion.

7.39 Morale & Vehicle Bailout

Morale status does have an impact when attempting to bail out from broken and hesitating vehicles. When employing this option, apply the following:

- If the vehicle is Broken, the modifier is -20
- If the vehicle is Hesitating, the modifier is -10.

7.40 Road/Path Movement [Expanded]

Vehicles may move at the road/path rate of 1 movement factor per hex (not at the bonus movement rate or change elevation bonus) when on a road/path through terrain even if they did not start on a

road/path when moving along a road/path. It must maintain facing while moving.

Thanks to Richard Bing for suggesting this optional rule.

7.41 Removing Spot Counters

Originally included in the playtest version of the game, this Optional Rule was a secondary part of the Limited Spotting Optional Rule (see 7.7) where eligible SPOT/FIRE and SPOT/MOVE counters were checked to see if they were removed. Employing this Optional Rule will add a fair amount of play time to a scenario. Reference the Spot Removal Table (OR) on the back cover.

During the Spotting Phase of each turn for each unit with a SPOT/FIRE and SPOT/MOVE counter:

SPOT counters NOT eligible for removal:

- Spotted unit occupies None-type Cover.
- Spotted unit is adjacent to one or more Unsuppressed, Non-Full Cover, Unbroken opposing combat units.

SPOT counters eligible for removal:

- Spotted unit occupies Light, Medium or Heavy Cover. Note that all Building hexes are treated as Heavy Cover for spotting for leg units and for vehicles and towed units inside the buildings.

Count of the number of Unsuppressed, Non-Full Cover, Unbroken opposing combat units who are able to spot the unit.

Based on the count above, for each Cover type, two values are listed: if the spotting range for *any* of the units included in the above count is equal to or less than 1/2 of the maximum spotting range (round down) use the first value; for ranges greater than 1/2 up to the maximum range use the second value.

Roll (100) if the net result is less than or equal to the listed value, the SPOT counter is removed.

Apply the following modifiers:

- Based on the highest Unit Grade of any of the units included in the above count, apply the indicated modifier.
- If one or more Recon units are included in the above count, a +10 modifier applies.

SPOT REMOVAL (OR)			
COVER	1-2	3-5	6+
NONE	--/--	--/--	--/--
LIGHT	20/40	10/30	--/20
MEDIUM	30/50	20/40	10/30
HEAVY	40/60	30/50	20/40
#/ up to ½ max spotting range #/ > ½ to max spotting range Elite Grade: +20 Veteran Grade: +10 Regulars Grade: -10 Green Grade: -20 Recon unit: +10			

EXAMPLE: An OQF 6-pounder ATG with a SPOT/FIRE counter is located in a Woods hex. No German units are adjacent to its hex. Two Seasoned PzKpfw IVHs and a single Veteran PzKpfw VIB Tiger II are able to spot it. The two Mark IVs are at a range of 10, while the Tiger II is at a range of 6.

Cross-referencing the Medi-

um Cover row with the 3-5 units column on the Spot Removal (OR) table, the values listed are 20/40. Since at least one of the German tanks is at 1/2 range or less (15/2, round down), the 20

value is applicable.

The British player rolls (100) and applies a +10 modifier for the Tiger II's Veteran Grade. If the net result is 20 or less, the SPOT counter is removed.

7.42 Staggered Initiative

Originally included in the playtest version of the game, this is an alternative method of determining the Initiative for each turn as opposed to the single roll (100) method (see 4.3 & 6.3). Depending on the granularity employed, it may add a fair amount of play time to a scenario.

In this approach, Initiative is triggered on a formation by formation basis. To keep it manageable, base it on the largest formations possible. In scenarios that field multiple companies per force, use companies as the basis. With smaller scenarios of a single company per side, use a company's individual platoons and sections as depicted in the force summaries; or use any predetermined grouping. The players need to agree upfront as to the initiative organization used and maintain that structure throughout the scenario.

It should be noted that this option requires that players note the order in which the Initiative was triggered, because the same order, in reverse, is followed during the Movement Phase [Exception see 7.42.3].

7.42.1 Determining Initiative – Initial First Player

During the Initiative Phase each Force selects a specific formation, rolls (100) and applies their Force Grade Modifier to their roll; the net result may be greater than 100 or less than 0. Reroll ties unless instructed otherwise in the scenario Special Conditions. Note that while formations trigger initiative on a formation by formation basis, Force Grade, not Formation or Unit Grade determines the modifier to apply.

The Force rolling the higher result is the First Player for the Indirect Fire Combat Step and resolves all Indirect Fire followed by the Second Player. Flip the TURN counter to indicate the initial First Player.

In scenarios where one or both Forces apply a Initiative DRM based on whether or not they won the Initiative during the previous turn, its application is determined by which Force was designated as the initial First Player the previous turn.

The First Player from above then utilizes the announced formation to resolve its fire first during the following Direct Fire Combat Step. Make a note of the formation executing its Direct Fire.

7.42.1.1 Subsequent Formations

After resolving the initial formation's Direct Fire, each Force again identifies a formation and rolls (100) and applies their Force Grade Modifier to their roll. The Force rolling the higher result is next to resolve its formation's fire during the Direct Fire Combat Step. The formation now firing may be from the same Force or the other Force. Make a note of the formation now executing its Direct Fire.

Continue identifying formations to next resolve their Direct Fire until all Direct Fire is complete. Note that one Force may have a greater number of formations than the other or resolve all of its

Force's Direct Fire before the other Force. In that case, all of a Force's remaining formations resolve their fire in any order desired. The order of execution is still noted.

7.42.1.2 Combining Fire

All of a formation's fire on a single opposing unit must be announced before any of that formation's fire is resolved. Subsequent formations may again fire on this same unit by announcing all fire against the same opposing unit before any of that formation's fire is resolved.

Note that this is an exception to the rule where all units had to announce their Direct Fire against a single opposing unit before that fire was resolved (see 4.4.1, 6th bullet).

A unit that must take a Morale Check due to Direct Fire, takes a single check after all fire directed at it is resolved from *all* opposing formations. Use UNDER FIRE counters as necessary to note pending checks. However, it must take the Morale Check before it resolves its own Direct Fire even if all opposing units have not yet fired. It still only takes a single Morale Check

7.42.1.3 Overwatch Fire

After all formations have executed their Direct Fire, resolve all Overwatch Fire with the original First Player announcing and resolving its Overwatch Fire followed by the original Second Player.

7.42.2 Movement Phase

During that Step, the initial First Player announces and resolves all Close Assaults/Hand-to-Hand Combats followed by the initial Second Player.

During the Movement and Overrun Combat Step, formations execute their movement in reverse order with the last formation to resolve its Direct Fire moving first followed in reverse order ending with the formation that resolved its fire first moving last.

Overwatch Fire may trigger normally as each formation resolves its movement.

A unit that must take a Morale Check due to being Overrun, takes a single check after all Overruns directed at it are resolved.

7.42.3 Streamlined Movement Phase

The Movement Phase is executed as described in the Basic and Advanced Game. This eliminates the need to note the formation order in which the Initiative was initially triggered. The initial Second Player moves all units, followed by the initial First Player as selected above [see 7.42.1]. Reference the TURN counter to identify the initial First Player.

7.43 Recon Unit Capabilities [Expanded]

In addition to their current capabilities, recon units may also apply:

- +1 Spotting modifier on the Spotting Ranges Table
- +10 modifier when employing OR 7.7
- -1 modifier when employing OR 7.24
- +10 modifier when employing OR 7.41

7.44 Airborne operations

Airborne operations include the use of both paratroops and gliders. Both were a critical element of many Allied operations in Northwest Europe and in the Mediterranean. To a much lesser extent, Germany utilized and even maintained an airborne capability into the later stages of the war, although nothing approaching the massive scale employed by the Allies.

7.44.1 Paratroops

Parachute (airborne) infantry were often employed to spearhead attacks, screen ground forces, knock out or capture key positions and disrupt enemy lines of supply, movement and communications.

Their use requires plotting the turn of arrival and their Drop Zone hex. They are then "dropped" on the mapboard during the Movement Phase of their turn of arrival. They may be targeted by Overwatch Fire as moving units [see 7.44.1.3]. Since aircraft are not utilized, paratroops are typically not subject to Anti-Aircraft Fire, but may be attacked in an abstract manner (see 7.44.1.4).

Any hex on the mapboard may be designated as a Drop Zone hex, even illegal landing hexes. The same Drop Zone hex may be plotted for any number of parachute units, although no more than 3 individual units may land in the same hex. Pathfinders are typically placed on the mapboard and are not dropped.

The possible turns of arrival are outlined in each Scenario's Setup Section. This information must be plotted prior to the placement of opposing forces. The conditions for use of Pathfinders are also outlined in each Scenario's Setup Section.

7.44.1.1 Parachute Landing

On the turn of arrival, during their Movement Phase, the paratroop units being dropped that turn are individually placed in their Drop Zone hex in any order desired.

1. Each unit must each check for scatter. Roll (d6); this represents the first scatter direction. Roll (d6) a second time to determine the second scatter direction. Reference the Directional Hex on the mapboard or geomorphic mapboards to determine the scatter directions. Keep the order of the scatter directions in hand.

2. Now roll (100) and reference the Paratroop Scatter Table (OR) on the back cover to determine how far the unit scatters in the first direction. Move the unit in the first direction the listed number of hexes. Then roll (100) a second time to determine how far the unit scatters in the second direction. Move the unit in the second direction the listed number of hexes; this is the unit's landing hex. Note that a unit could scatter 0 hexes in either or both directions or return to its original Drop Zone hex.

3. The number of hexes scattered assumes the paratroops are landing during Moonlight conditions. If during Day or Dusk Conditions, apply the listed modifier to each scatter roll.

4. Pathfinders only affect the original Drop Zone hex. If a Pathfinder is located in the Drop Zone hex, a -20 modifier applies only during Moonlight conditions to both scatter determinations.

5. If 3 or more friendly units (excluding Pathfinders) are currently located in the final landing hex (not the original Drop Zone hex

or first scatter hex), reroll to determine the number of hexes to scatter, procedure 2 above. Otherwise, the paratroop unit lands; check for landing status.

6. If a paratroop unit would scatter off the mapboard, the unit is instead placed in the edge hex and is moved no further. If this happens on the first scatter direction, the second scatter direction is ignored. If any opposing units are currently located in the edge landing hex, they are ignored as the paratroop unit is not actually located in that hex. Make a note of the number of hexes the unit was unable to scatter. This represents the number of turns the unit must wait before it becomes active. Once it becomes active, it may start in its edge landing hex or an adjacent hex, if free of opposing units. Otherwise, it may be moved to a further adjacent hex that is free of opposing units. Until it is active, it may not be targeted. It may be the target of Overwatch Fire the turn it becomes active.

7. If a paratroop unit lands in a hex containing just one or more opposing vehicles (no leg and/or towed units), after determining the paratroop unit's Landing Status, roll (d6) and reference the Directional Hex. Move the paratroop unit 1 hex in the indicated direction. If that hex is also occupied by just one or more opposing vehicles, roll (d6) again and move the unit 1 hex in the indicated direction until it lands in hex free of opposing vehicles. Do not again check for landing status. If the unit would move off the mapboard, reroll (d6).

8. If a paratroop unit lands a hex containing one or more opposing leg and/or towed units (the hex may also contain vehicles), an immediate Hand-to-Hand Combat is resolved after determining the paratroop unit's Landing Status. In this case, the opposing player chooses the defending unit in the combat if more than one leg and/or towed unit is in the landing hex. The paratroop unit applies a -10 modifier in addition to any other applicable modifiers (including Suppression) and may not utilize an attached flamethrower. This is the only case in which a Suppressed attacking leg unit may initiate a Hand-to-Hand Combat. Once the combat is resolved, if victorious, the paratroop unit occupies the hex if it is free from opposing units; if occupied by just vehicles, follow procedure 7 to move to a new hex. Do not again check for landing status. If additional opposing leg and/or towed units remain in the hex or the hex just moved into, additional Hand-to-Hand Combats are resolved until the paratroop unit is eliminated or all opposing leg and/or towed units are eliminated. For all subsequent combats the opposing player again chooses the defending unit in the combat, but the paratroop unit does not apply the -10 modifier.

7.44.1.2 Parachute Landing Status

With the exception of a paratroop unit that would scatter off the mapboard, once determining the actual landing hex, landing status is checked on the Landing Status Table (OR) on the back cover. Roll (100) and reference the terrain type in the landing hex:

NE (No Effect): the unit is unaffected and may begin normal ground operations.

SPR (Suppressed): the unit is Suppressed; mark it with a SUPPRESSED ON counter.

HELM (Half-Eliminated): a half-squad or section is eliminated; a squad is reduced to a half-squad and Suppressed; mark it with a

SUPPRESSED ON counter.

ELM(Eliminated): the unit is eliminated.

1. Terrain hexsides, i.e., Crests, Hedgerows, Slopes, and Walls, do not affect paratroop landing status.

2. If a Stream hex is impassable, it is treated as a Water hex.

3. If Barrage Smoke is located in the landing hex, the modifier is +10. Wreck Smoke has no effect.

4. After determining landing status, paratroop units are immediately attacked by any anti-personnel mines in the landing hex.

5. After determining landing status, paratroop units are immediately attacked by any barrages in the landing hex.

PARATROOP SCATTER (OR)			
RESULT	HEXES	RESULT	HEXES
01-10	0	59-68	5
11-22	1	69-78	6
23-34	2	79-88	7
35-46	3	89-95	8
47-58	4	96-00	9
Day Conditions: -20 Dusk Conditions: -10 Pathfinder: -20 (Moonlight only) A net result of less than 01 is 01.			

EXAMPLE: A paratroop squad's Drop Zone hex is 19S3. Its two scatter directions are 5 and 1. For the first scatter direction, 5, a 52 is rolled, moving the squad 4 hexes to hex 19O5. For the second scatter direction, 1, a 27 is rolled, moving the squad 2 hexes to hex 19O3, its landing

hex. Checking the landing status for Light Woods, a 76 is rolled; the squad is Suppressed.

7.44.1.3 Parachute Overwatch Fire

Once a parachute unit reaches in final landing hex, i.e., after all Hand-to-Hand Combats are resolved, if any, it is subject to normal Overwatch Fire as it is considered a moving unit.

7.44.1.4 Parachute Anti-Aircraft Fire

At the players' option, they may apply this method of resolving anti-aircraft fire against paratroops. Allocate the anti-aircraft fire against all or a portion of the paratroops based on any desired methodology, e.g., by mapboard or turn.

It consists of a single GP Fire Combat versus each paratroop "stick" dropped. Note that paratroops did not typically jump during Day or Dusk conditions in the vicinity of any significant anti-aircraft fire.

A paratroop "stick" is defined as all paratroop units plotted to land in the same hex during the same turn up to a maximum of 3 squads or the equivalent in transport capacity, e.g., a squad and 4 half-squads. Pathfinder units are not subject to anti-aircraft fire. Roll (100) for each "stick" and apply the indicated result to all of its units:

- On a net result of 101+, the "stick" suffers an ELM (see 7.44.1.2).
- On a net result of 94-100, the "stick" suffers a HELM (see 7.44.1.2).
- On a net result of 81-93, the "stick" suffers a SPR (see 7.44.1.2).
- During Dusk conditions, apply a +5 modifier.
- During Day conditions, apply a +10 modifier.



7.44.2 Gliders

Often overshadowed by the more glamorous paratroopers, glider troops nonetheless played a very important part in airborne operations. Both US and British airborne divisions included regiment and brigade sized formations of glider troops.

Their use requires plotting the turn of arrival and the side of the mapboard from which they will enter. They are then placed on the mapboard during either Air Phase of their turn of arrival. Since gliders are aircraft, they are subject to anti-aircraft Fire (see 6.7.4.2).

Any side of the mapboard may be designated as the Arrival Area. The same Arrival Area may be designated for any number of gliders.

The possible turns of arrival are outlined in each Scenario's Setup Section. This information must be plotted prior to the placement of opposing forces.

7.44.2.1 Gliders

There are two types of gliders included in this expansion, the CG-4A Waco and the AS.51 Horsa. Both were utilized by US and British glider forces. In British service, the Waco was known as the Hadrian. Since they do not have individual Data Cards, their specifications are listed below:

CG-4A Waco/Hadrian #336

- PTS: 45
- SP: 170 KM/HR
- TR: 0-2
- WT: 3.4
- Unarmed
- GPD: 1S
- Landing Distance: 2 hexes

NOTES: May transport a single Jeep (U-17A), when doing so, the transport capacity is reduced to TR: 0-1*; may only transport section-sized leg units.

AS.51 Horsa #344

- PTS: 60
- SP: 160 KM/HR
- TR: 1-4
- WT: 7.0
- Unarmed
- GPD: 2S
- Landing Distance: 3 hexes

NOTES: When transporting a towed unit, the transport capacity is reduced to TR: 1-1. May transport a single Jeep (U-17A); when doing so, the transport capacity is reduced to TR: 0-2.

7.44.2.2 Glider Landing

On the turn of arrival, during either the 1st or 2nd Air Phase, the gliders arriving that turn are individually placed in any edge hex in their Arrival Area in any order desired.

1. The player controlling the glider places it in the edge hex while the opposing player faces the glider to any one of two or three possible hexsides facing inward on the map or map panel.

EXAMPLE: If a glider is placed in hex 19A5, it may face either hexside 2 or 3. If placed in hex 19J10, it may face hexside 1, 2 or 6.

2. A glider enters at Slow Speed and Low Altitude. It flies just like other aircraft (see 6.7.2) to its landing hex. It must land during the current Air Phase.

3. A glider may make two turns as long as it moves at least 3 hexes between turns. If Suppressed by anti-aircraft Fire, it may not make any remaining turns.

4. If Damaged by anti-aircraft Fire, roll (10). The result is the number of hexes the glider moves forward from its front facing before it touches down. If it moves off the mapboard, it and all passenger units are eliminated.

5. If eliminated by anti-aircraft fire, follow the crash procedure (see 6.7.4.2.1); the crash GP Factor is 10. All passenger units are also eliminated.

6. Once a glider reaches its Landing Hex, the player announces that the glider is touching down.

7.44.2.3 Glider Landing Status

Glider landing status is checked on the Landing Status Table (OR) on the back cover. Roll (100) and reference the terrain type in the landing hex; apply the result to all passenger units:

NE (No Effect): the passenger units are unaffected and may begin normal ground operations.

SPR (Suppressed): the passenger units are Suppressed; mark them with a SUPPRESSED ON counter.

HELM (Half-Eliminated): passenger half-squads, sections, and towed units are eliminated; passenger squads are reduced to a half-squads and Suppressed; mark them with a SUPPRESSED ON counters.

ELM(Eliminated): all passenger units are eliminated.

1. Gliders automatically apply a +20 modifier.
2. If a Pathfinder is located in the touchdown hex, a -10 modifier applies only during Moonlight conditions.
3. If the glider is Suppressed and/or Damaged, apply a +20 modifier for each status.
4. If a Stream hex is impassable, it is treated as a Water hex.
5. If Barrage Smoke is located in a landing hex, a +10 modifier is applied if checking the hex. Wreck Smoke has no effect.
6. Gliders have a Landing Distance equal to 2 or 3 hexes. This represents the number of hexes a glider will move, including its touchdown hex, from its front facing once it touches down until it reaches its final landing hex.
7. If a glider changes elevation down 1 or 2 levels by crossing a Slope hexside, 1 hex is added to its Landing Distance. If it changes elevation up 1 or 2 levels by crossing a Slope hexside, 1 hex is subtracted from its Landing Distance. In this case, a glider must still resolve the Slope hexside landing status even if it does not enter the next hex. If it changes elevation up or down by 3 or more levels or crosses a sheer edge or cliff, it is eliminated and all passengers are also eliminated.
8. A glider must check landing status for each hex it enters while landing only if the terrain type in a hex is different from the terrain type in the previous hex. *For example, if the first landing hex is Clear terrain and the second landing hex is also Clear terrain, only the first hex is checked.*
9. If crossed, a terrain hexside is checked for landing status regardless of the terrain type in the two connecting hexes.
10. No matter the outcome, the glider is replaced with a WRECK counter in the final landing hex and removed from play. If the passenger units are not eliminated in the landing they are also placed in the final landing hex. They may face in any direction.
11. If the final landing hex contains any opposing units, roll (d6) and reference the Directional Hex. Move all passenger units 1 hex in the indicated direction. If that hex is also occupied by any opposing units, roll (d6) again and move the units 1 hex in the indicated direction until it lands in hex free of opposing units. Do not again check for landing status. If the units would move off the mapboard, reroll (d6).
12. Prior to determining landing status, gliders are immediately attacked by any anti-vehicular mines in a landing hex. Track hits are ignored. If Damaged, the glider applies that status to any remaining landing status checks.
13. Prior to determining landing status, gliders are immediately attacked by any barrage in a landing hex. If Suppressed or Damaged, the glider applies that status to any remaining landing status checks. If Eliminated, replace the glider with a WRECK counter and eliminate all passenger units.
14. After determining landing status, passenger units are immediately attacked by any mines in the final landing hex.

EXAMPLE: An AS.51 Horsa, transporting a squad, a half-squad

and a section, touches down in hex 19L2 moving in direction 3. It has a Landing Distance of 3 hexes, so it will complete its landing in hex 19N3. Checking the landing status of the first landing hex, Clear terrain, 62 is the rolled for a net result of 82; No Effect (NE). The landing status of the second landing hex must be checked because it is not Clear terrain; it is Gully terrain. 48 is rolled for a net result of 68; Half-Elimination (HELM). The half-squad and the section are eliminated and the squad is reduced to a half-squad and Suppressed. The landing status of the third landing hex must be checked because it is not Gully terrain; it is Scrub terrain. 69 is rolled for a net result of 89; Suppression (SPR). Since the remaining half-squad is already Suppressed, no further action is taken. A Wreck and the Suppressed half-squad are both placed in hex 19N3 and the glider is removed from play.

7.44.2.4 Glider Overwatch Fire

Once a glider reaches its final landing hex, the passenger units are subject to normal Overwatch Fire as they are considered moving units.

7.45 Bocage Country

Bocage is a Norman word that refers fields and country lanes located between narrow low ridges and banks enclosed by tall thick hedgerows. This is the infamous terrain in Normandy referred to as the “Hedgerows” by the US forces.

Hedgerow hexsides basically block the line-of-sight of units on opposite sides. With this option, leg units may “dig in” to Hedgerow hexsides enabling them to expand their ability to spot units on the opposite side of Hedgerow hexsides.

To dig a leg unit into a Hedgerow hexside, it must have a MOVE command. It remains in its current hex and is marked with a LOCATION counter with the INB side facing front. It may also be in Full Cover by marking it with a second LOCATION counter with the FC side facing front.

Once dug in to a Hedgerow hexside, a leg unit may spot and be spotted normally as if the Hedgerow hexside did not exist. In the same manner as Brick Building hexes, it is considered to be in Heavy Cover for spotting and to be in Medium Cover for defensive purposes on *either* side of the Hedgerow hexside.

To exit from a dug in Hedgerow hexside, mark a MOVE or SHORT HALT command. The INB LOCATION counter is removed during the Movement Phase. It now occupies the hex adjacent to the Hedgerow hexside it started from. It may Crawl out if eligible.

Thanks to Jeff Coyle for suggesting this optional rule.

7.46 Artillery Air Bursts

All Indirect Fire, mortar Direct Fire and aircraft delivered bombs or rockets directed at targets located in Light Woods, Woods and Heavy Woods hexes may cause additional damage due to shrapnel/splinters created from explosions in the trees.

Affects all ‘S’ and ‘P’ type targets and Open ‘A’ type targets (OR, see 7.8) by applying +10 modifier.

7.47 Dismounted FOs

Integrated vehicle crew based FOs may separate from the crew and dismount and move independently from their parent vehicle. The FO dismounts normally; add a leg unit section to represent the dismounted FO. If required due to combat results, it may not bail out from the parent vehicle crew and act as an independent leg unit.

When dismounted, it functions as a leg FO unit. However, it applies a –10 modifier for all GP Fire, Close Assault and Hand-to-Hand Combats it initiates. The parent vehicle is unaffected and may operate normally as an independent unit.

The FO section may remount its parent vehicle normally; remove the leg unit section. It may also mount a different vehicle as a normal passenger unit.

7.48 Delayed Reaction

Units may not be prepared for action or may be surprised by the appearance of opposing forces. Therefore, there is a delay in responding to sighting opposing units. This is represented by a delay before the unit may operate normally. Until that time, the unit must have an N/C command marked.

Scenarios 28 and 31 both have Delayed Reactions. *For example, in Scenario 28, if a German vehicle spots a US unit moving during turn 5, it may mark any command starting in turn 6.* In Scenario 31, if a British unit spots a German vehicle on turn 1, it may mark any command starting in turn 3.

7.49 Vehicle Assault Cover

Vehicles normally provide Light Cover for leg units when located in the same hex. With this Optional Rule, when advancing, a limited number of leg units are also able to utilize the cover from vehicles.

All vehicle types may provide assault cover for leg units. Each vehicle provides Light Cover for a squad, or two half-squads, or a half-squad and a section, or 2 sections sized units. Covered leg units do not apply the –2 GP Defense Movement modifier.

The covered leg unit(s) must be dismounted, not in Full Cover and start its turn in the same hex as the vehicle. The vehicle and the covered leg unit(s) must share the same MOVE or SHORT HALT

command. If the units are from different formations (exception to 6.2.1.1.3), the shared command may be from either formation. During their Movement Phase, the vehicle and covered leg unit(s) are moved at the same time to indicate Vehicle Assault Cover and must remain in the same hex.

Leg units may utilize Vehicle Assault Cover to execute Hand-to-Hand or Close Assault Combats against adjacent units or to advance into Hand-to-Hand or Close Assault Combats both with a MOVE command.

The vehicle and the covered leg unit(s) may be individually targeted for Direct and Overwatch Fire.

Thanks to Randall Garlington for suggesting this optional rule.

7.50 Defensive Fire

The Command Control rules limit the number of unique commands each company may utilize per turn potentially forcing some of the units to mark N/C commands (see 6.2.1). Typically, a unit may not perform any actions when marked with an N/C command.

When employing this option, units with N/C commands may defend themselves, but only when fired upon with Direct AP or GP Fire. If fired upon, the unit may return fire, as if Overwatching, against a single firing unit if it can spot the unit and it is within its Field-of-Fire. If also employing Optional Rule 7.8 Turrets, see section 7.8.4.

It must apply a –2 AP Hit Modifier or a –10 GP Fire Modifier in addition to any other applicable modifiers including the applicable Overwatch modifier.

If later attempting to recover from a Suppression or Morale Break after utilizing Defensive Fire, apply the Command other than N/C +20/–20 modifier.

7.51 Illumination [new counter]

Illumination has either ILLUMINATION/ON or ILLUMINATION/OFF counters to indicate its status.

New illumination is recorded by placing an ILLUMINATION/ON counter; or by rotating an existing ILLUMINATION/OFF counter to ILLUMINATION/ON.

ILLUMINATION/OFF counters are removed during the Adjust/Remove Counters Step, see 6.8.4.



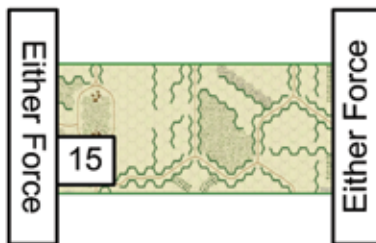
Scenario 25**Chance Encounter: Mortain, August 1944****Situation**

The dense hedgerow terrain throughout the Mortain area played havoc with force deployment and resulted in a number of unexpected clashes as units from the German 7th Army and the US VII Corps both maneuvered for advantage.

The twisting network of unimproved roads and limited visibility made it difficult for either side to gain tactical superiority as they raced to cut off the opposing forces.

Map

Utilize map 15

**SPECIAL CONDITIONS**

When determining the Initiative, no Force Grade modifiers apply.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 4 Hidden Unit Markers.

If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.

Requires Panzer Expansions #3

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the higher result selects first (with a tie, the German Force selects first) Path hexes 15A5 and 15BB10 or Path hexes 15GG5 and 15F10.
	The other force utilizes the two Path hexes not selected above.
	Move on the mapboard on turn 1 with any two sections/platoons on either one of a force's Path hexes at the Path movement rate. The entry hex must be plotted.
	Force's remaining platoons have the potential of arriving starting on Turn 2 based on the arrival table. Before the Initiative Phase of turn 2, and each turn thereafter as necessary, either force rolls (100). If the result falls within the listed range for that turn, both forces can only move their remaining platoons on the force's Path hex not utilized on turn 1. They may utilize the Path movement rate.

VICTORY CONDITIONS

Length	15 turns
Unit VPs	To both forces for all of its <i>combat</i> units that exit from hex 15Q0.
185 VPs	To the US Force if fewer than 4 German <i>combat</i> units exit from hex 15Q0.
185 VPs	To the German Force if fewer than 5 US <i>combat</i> units exit from hex 15Q0.
Unit VPs	For knock out or brew up.
125 VPs	Required victory margin.



US Force

ELEMENTS OF 7TH CORPS, SEASONED [1,226/1,226]



MEDIUM TANK COMPANY: SEASONED, EXCELLENT, 18, CP-11 [1,226/1,226]

 ★ M4A1 U-1A 100 3T CHQ -10 x2 94	 ★ M8 HMC U-10B 264 5T 8-13 -5 x1 51	 ★ M4A1 U-1A 100 3T 5-9 -10 x3 63	 ★ M4A1(76)W U-1B 110 3T 5-9 -10 x2 70	 ★ M4A1 U-1A 100 3T 5-9 -10 x3 63	 ★ M4A1(76)W U-1B 110 3T 5-9 -10 x2 70
 ★ M4A1 U-1A 100 3T 5-9 -10 x3 63	 ★ M4A1(76)W U-1B 110 3T 5-9 -10 x2 70				

Arrival Table	
Turn	Range
2	01-20
3	01-40
4	01-60
5	01-80
6	01-00

German Force

ELEMENTS OF KAMPFGRUPPE KOCH, SEASONED [1,240/1,240]



PANZER COMPANY (-): SEASONED, EXCELLENT, 16, CP-10 [1,240/1,240]

 ☙ Pz IVH G-2A 135 3T CHQ -5 x2 109	 ☙ Pz IVH G-2A 135 3T 5-8 -5 x4 73	 ☙ Pz IVH G-2A 135 3T 5-8 -5 x4 73	 ☙ Pz IVJ G-12B 296 3T 5-8 -5 x3 73	 ☙ Pz IVJ G-12B 296 3T 5-8 -5 x3 73
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Scenario 26**Higher Ground: Caen, June 1944****Situation**

The French city of Caen was a vital objective of the Normandy landings on D-Day. Located in the British and Canadian sector, the plan was for the British 3rd Infantry Division to push through the German defenders and capture the city on 6 June. The initial assault fell well short.

The battle to capture Caen dragged on into August tying up 14 divisions on the British and Canadian side, but more importantly it pinned down almost 20 German divisions. This enabled the US forces to move to the east and south of Caen threatening to encircle the German defenders.

Map

Utilize maps 16, 18 and 19

**SPECIAL CONDITIONS**

When determining the Initiative, both the British and German forces apply a +20 DRM.

The stream is passable throughout its length.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (71) are in effect, utilize the listed point information.

Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 5 Hidden Unit Markers.

If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 10 hexes.

Requires Panzer Expansions #3

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result must setup first (with a tie, the British Force sets up first) anywhere along their mapboard edge no more than 3 hexes from the edge.
	The other force sets up second anywhere along their mapboard edge no more than 3 hexes from the edge.
	Neither force controls the objective hill at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
900 VPs	To the force that controls Hill Δ 18.18. To control the hill, a force must occupy or be the last to occupy hex 18L4 for a full turn at the same time the level-2 hexes of the hill are free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
180 VPs	Required victory margin.



British Force**ELEMENTS OF THE 7TH ARMoured DIVISION, VETERAN [1,792/1,792]****ARMoured SQUADRON (+): VETERAN, EXCELLENT, 22, CP-13 [1,792/1,792]**

 CROMWELL IV B-1A 117 CHQ 6T 9-14 x2 115	 CROMWELL VI CS B-1B 121 6T 9-14 x2 85	 CROMWELL IV B-1A 117 6T 9-14 x3 76	 SHERMAN FIREFLY B-9B 225 3T 5-8 -10 x1 88	 WOLVERINE B-11A 243 4T 7-11 -5 x2 64
 CROMWELL IV B-1A 117 6T 9-14 x3 76	 SHERMAN FIREFLY B-9B 225 3T 5-8 -10 x1 88	 CROMWELL IV B-1A 117 6T 9-14 x3 76	 SHERMAN FIREFLY B-9B 225 3T 5-8 -10 x1 88	 CROMWELL IV B-1A 117 6T 9-14 x3 76
	 SHERMAN FIREFLY B-9B 225 3T 5-8 -10 x1 88		 SHERMAN FIREFLY B-9B 225 3T 5-8 -10 x1 88	

German Force**ELEMENTS OF KAMPFGRUPPE KELLER, VETERAN [1,792/1,792]****PANZER COMPANY (MIXED): VETERAN, EXCELLENT, 20, CP-12 [1,792/1,792]**

 Pz IVH G-2A 135 CHQ 3T 5-8 -5 x2 131	 Pz IVH G-2A 135 3T 5-8 -5 x5 87	 Pz IVH G-2A 135 3T 5-8 -5 x5 87	 Pz IVH G-2A 135 3T 5-8 -5 x5 87	 STuG III G-4B 175 4T 6-9 -5 x3 75
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Scenario 27**Operation Tonga: Normandy, 6 June 1944****Situation**

Operation Tonga was the codename assigned to the British 6th Airborne Division's actions as part of Operation Overlord. Tasked with a number of objectives, the division's paratroop and glider brigades all participated in the operation landing on the eastern edge of the overall invasion area near the French city of Caen.

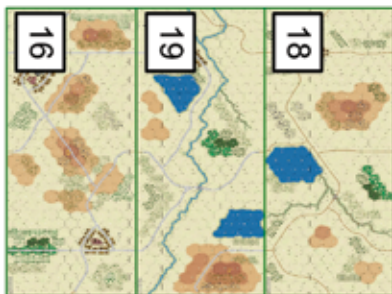
The 1st Canadian Parachute Battalion, 3rd Parachute Brigade, was tasked with a number of objectives including bridge destruction and the capture of other key terrain features in and around Robehomme and Varaville. As with the other parachute units in the division, they were initially scattered over a wide area, some missing their drop zones by a considerable distance.

German resistance in the landing area consisted primarily of the 709th and 716th Infantry Divisions. Both were static formations consisting of conscript and medically downgraded troops. They were in no way considered first line units. Although the 12th SS Panzer and 352nd Infantry Divisions were in the area, it had been estimated that it would take them at least 8 hours before they could reach the landing zones.

After regrouping and engaging the German defenders, the Canadian paratroopers were able to accomplish their primary objectives and hold on until relieved.

Map

Utilize maps 16, 18 and 19

**SPECIAL CONDITIONS**

When determining the Initiative, the British and German forces apply +20 and -20 DRMs, respectively.

Bridge hex 19U5 has a GP Defense of 5.

The stream is impassable except at the bridge and fords.

If special ammo types are available, utilize Ammo Limits.

Moonlight conditions are in effect for paratroop landings. The Pathfinder section may not move from its starting hex until turn 6 or until all paratroop landings are complete. Its loss is not counted for Morale purposes.

Brick Building hexes 19E7 and 19G7 are 2 stories high.

The German Force and, once landed, the British Force may both employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 5 Hidden Unit Markers.

SETUP

Conditions	Limited visibility. Apply a -3 spotting modifier. No adverse terrain.
	Place IMPROVED POSITION counters in hexes 19T6 and 19V5.
German ...	Force sets up first anywhere on maps 16, 18, and 19. At least 7 <i>combat</i> units must set up on map 16 and 7 <i>combat</i> units on map 18 at least 3 hexes from map 19.
	The objective ford hexes are not under German control at the start of the scenario.
British ...	Force may place the pathfinder section in any unoccupied, legal landing hex on the mapboard. Paratroops may land anywhere on the mapboard on Turns 1 through 5

VICTORY CONDITIONS

Length	25 turns
435/570 VPs	To the British Force if bridge hex 19U5 is destroyed or to the German Force if the Bridge hex remains intact.
260/340 VPs	To the Force that controls all three ford hexes 19B6, 19C3 and 19EE8.
260/340 VPs	To the British Force if, at any time, no German units occupy a building hex in Robehomme or to the German Force if it continuously occupies at least one building hex in Robehomme.
Unit VPs	For elimination, knock out or brew up.
90/115 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

If Morale Rules (7.1) are in effect, utilize the alternate point information. Each German company each adds two Marder IIIs. Utilize the alternative VPs.

If the Command Span Rules (7.52) are in effect, the British CHQs have a Command Span of 8 hexes; the German CHQs are 6 hexes.

Requires Panzer Expansions #3



British Force**ELEMENTS OF THE 3RD PARACHUTE BRIGADE, VETERAN [968/1,358]**

AIRBORNE



65

Elite**Pathfinder**
x1
30/42
PARACHUTE COMPANY A (+): VETERAN, SUPERB, 12, CP-10 [469/658]

29

Parachute
CHQ
x1
36/50


65

Parachute
3-in
x1
28/40


55

Parachute
3-in
x1
43/60


29

Parachute
CHQ
x1
32/45


29

Parachute
CHQ
x1
45/63
PIAT

29

Parachute
CHQ
x1
44/62
2-in AB

29

Parachute
CHQ
x1
32/45


29

Parachute
CHQ
x1
45/63
PIAT

29

Parachute
CHQ
x1
44/62
2-in AB

29

Parachute
CHQ
x3
40/56
Engineer**PARACHUTE COMPANY B (+): VETERAN, SUPERB, 12, CP-10 [469/658]**

29

Parachute
CHQ
x1
36/50


65

Parachute
3-in
x1
28/40


55

Parachute
3-in
x1
43/60


29

Parachute
CHQ
x1
32/45


29

Parachute
CHQ
x1
45/63
PIAT

29

Parachute
CHQ
x1
44/62
2-in AB

29

Parachute
CHQ
x1
32/45


29

Parachute
CHQ
x1
45/63
PIAT

29

Parachute
CHQ
x1
44/62
2-in AB

29

Parachute
CHQ
x3
40/56
Engineer

German Force

ELEMENTS OF KAMPFGRUPPE WALTER, REGULARS [770/910]

INFANTRY COMPANY A (+): REGULARS, GOOD, 14 [385/]



ARTILLERY
G-7A

Medium
Attached

x1
81/81

x1
19/17

x3
21/19

x3
21/19

x3
21/19

x1
30/27

x1
20/18

7.5cm LeIG
G-33B 524
1L 0
x1
14/12

5cm PaK 38
G-32A 518
1L 0
x1
22/20

Light
3W 3-8-10
x2
5/5

INFANTRY COMPANY B (+): REGULARS, GOOD, 14 [385/]

ARTILLERY
G-7A

Medium
Attached

x1
81/81

x1
19/17

x3
21/19

x3
21/19

x3
21/19

x1
30/27

x1
20/18

7.5cm LeIG
G-33B 524
1L 0
x1
14/12

5cm PaK 38
G-32A 518
1L 0
x1
22/20

Light
3W 3-8-10
x2
5/5

[ADDITIONAL] INFANTRY COMPANY A & B (+): REGULARS, GOOD, 16, CP-8 [/455]

MARDER III
G-13B 308

Seasoned

[4T]6-9-5

x2
/35

Scenario 28**The Village: Singling, 6 December 1944****Situation**

The Battle of Singling remains to this day a case study in the challenges faced when an understrength force conducts an impromptu attack against a strongpoint while possessing only limited situational intelligence.

In early December 1944, Task Force Abrams, of CCA, 4th Armored Division, was tasked with capturing Rohrbach a key rail and road center along with the nearby village of Bining. In action the previous day, Abrams recognized that the approach was dominated by the village of Singling located on a hill to the west of Rohrbach.

Insignificant other than for its tactical position overlooking the objective, Singling was made up of 50 or so stout stone buildings spread out over 800 meters. It easily hid its true nature. It was part of the Maginot Line.

On his own initiative, Abrams ordered the two under strength companies of Team B to take Singling while the remainder of his force moved on Bining. Captain Leach, commanding Team B, had no time to make detailed plans for the attack as all prior planning had focused on Bining.

That morning, following an initial artillery barrage, Team B moved on the village unaware of what to expect. Elements of the German 11th Panzer Division had earlier retreated to the area essentially outnumbering the attacking force.

After some initial success the attack bogged down with the American forces withdrawing during the evening hours.

Map

Utilize map 20

**SPECIAL CONDITIONS**

When determining the Initiative, the US force applies a +20 DRM.

Both the German and US Forces may plot just 2 Pre-Registered Points for use by either of their Organic Medium Batteries.

The US Force must employ Planned Artillery Fire for both its Organic Medium Batteries starting on Turn 1; they must check fire on Turn 4. Smoke and/or GP Fire may be utilized as desired. Both batteries may then employ called fire for the remainder of the scenario.

The German Organic Super Heavy Battery (reduced VPs) represents inaccurate rocket artillery. Difficult to reload, it may only fire every 5 turns as called Closed SHEAF/GP and automatically scatters (7.26) 1 or 2 hexes.

Company B, 51st Armored Infantry Battalion are tank-riders; they are transported by the Tank Company.

The German vehicles starting on map may not fire or move until the turn after spotting a US unit (7.48).

Stone Building hexes 20T6, 20U6 and 20V6 are 2 stories high.

Only the German Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy.

If special ammo types are available, utilize Ammo Limits.

SETUP**Conditions**

Normal visibility. Apply -5 Bog (7.29) modifier due to muddy conditions.

Place an IMPROVED POSITION counter in hex 20P8. Place FIRE counters in hexes 20S7 and 20U5.

German ...

Vehicles, with the exception of the Panther Reinforcements, set up in hexes 20Q7, 20R7, 20S6, 20T6 and/or 20U6. The 7.5cm PaK 40 ATG sets up in the Improved Position. Leg units must set up in any Singling Building hex not occupied by a vehicle. The 2cm FlaK 38 AAGs set up in any Singling Building hex.

The Panther Reinforcements have the potential of arriving starting on Turn 8 based on the arrival table. Before the Initiative Phase of turn 8, and each turn thereafter as necessary, the German Force rolls (100). If the result falls within the listed range for that turn, they move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter on hex 20BB1. Units are eligible for the Road movement rate. For each turn they delay entry, they may enter up to 2 hexes to either side of the original entry hex.

US ...

Force enters the mapboard on Turn 1 or any later turn on or adjacent to hex 20BB10. Units are eligible for the Path movement rate.

VICTORY CONDITIONS

Length 20 turns

730/780 VPs

To the force that controls Singling. To control Singling, a force must occupy or be the last to occupy 11 of the 17 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.

Unit VPs

For elimination, knock out or brew up.

145/155 VPs

Required victory margin.

SPECIAL CONDITIONS, CONTINUED

If the Command Span Rules (7.52) are in effect, the US CHQs have a Command Span of 10 hexes. The German Panzer CHQ is 10 hexes; the Panzer Grenadier CHQ 5 hexes.

If Morale Rules (7.1) are in effect, utilize the alternate point information. Utilize the alternative VPs.

Requires Panzer Expansions #3

US Force

ELEMENTS OF THE 4TH ARMORED DIVISION, CCA, VETERAN [1,638/1,944]

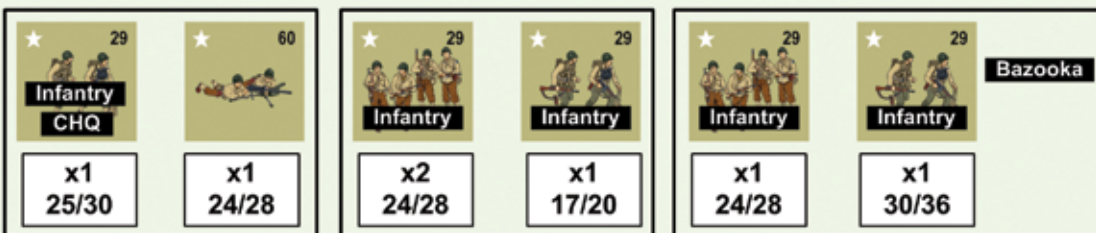


x2
54/54

COMPANY B, 37TH TANK BATTALION (-): VETERAN, OUTSTANDING, 14, CP-10 [1,308/1,574]



COMPANY B, 51ST ARMORED INFANTRY BATTALION (-): SEASONED, OUTSTANDING, 9, CP-6 [222/262]



German Force**ELEMENTS OF KAMPFGRUPPE ENGEL, SEASONED [1,285/1,197]**

x2
54/54



x1
47*/47*

MIXED PANZER COMPANY (-): SEASONED, EXCELLENT, 8, CP-5 [702/702]

x1
132/132



x2
88/88



x2
65/65



x3
88/88

Reinforcements

Arrival Table	
Turn	Range
8	01-30
9	01-40
10	01-50
11	01-60
12	01-70
13	01-80
14	01-90
15	01-00

PANZER GRENADIER COMPANY (+): REGULARS, ADEQUATE, 18, CP-9 [428/340]

x1
19/15



x1
16/12



x1
32/25

Panzerfaust

x2
21/17

Panzerfaust

x1
32/25



x2
21/17



x3
21/17



x2
30/24



x2
20/16



x2
18/14



x1
46/36

Seasoned

* REDUCED VPs DUE TO LIMITED CAPABILITIES

Scenario 29**Hell on Wheels: St. Gilles, 26 July 1944****Situation**

During the initial stages of Operation Cobra, the Panzer Lehr Division was effectively taken out of action after seeing its forces shrink by nearly 40% following massive damage from both medium and heavy bombers and tactical strikes from P-47 fighter-bombers. With the German forces back on their heels, the US VII Corps' 1st Infantry Division, reinforced by CCB of the 3rd Armored Division, and the 2nd Armored Division were poised to push through the remaining German units. Advancing line abreast with the 2nd Armored to the east and the 1st Infantry to the west, the American forces moved rapidly towards the outskirts of St. Gilles.

Although on the verge of collapse and with its communications network in total disarray, Panzer Lehr's only chance was to pull together all remnants of its panzer and infantry units to have any chance to stop the American breakthrough through the narrow confines of the hedgerows. The delay was short-lived with the American forces finally reaching their objectives the next day.

Map

Utilize map 15

**SPECIAL CONDITIONS**

When determining the Initiative, both forces apply a +20 DRM.

Both the German and US Forces may plot 2 Pre-Registered Points for their Organic Medium Batteries.

If special ammo types are available, utilize Ammo Limits.

May employ Bocage Country (7.45).

If Morale Rules (7.1) are in effect, the German Force adds the additional forces; both Forces utilize the alternative point information. Utilize the alternative VPs.

Only the German Force may employ the Hidden Unit Rules (7.2). A maximum of 4 Hidden Unit Markers may deploy.

If the Command Span Rules (7.52) are in effect, the US Medium Tank CHQs have a Command Span of 8 hexes; the Armored Engineer CHQ 10 hexes. The German Panzer CHQ is 9 hexes.

Requires Panzer Expansions #3

SETUP

Conditions	Normal visibility. No adverse terrain.
German ...	Force sets up first anywhere on map 15 at least 5 hexes from the US edge.
US ...	Medium Tank Company enters the mapboard on Turn 1 anywhere along the US edge. Units are eligible for the Path movement bonus.
	Armored Engineer Company enters the mapboard on Turn 1 or any later turn anywhere along the US edge. Units are eligible for the Path movement bonus.

VICTORY CONDITIONS

Length	20 turns
Unit VPs	To the US Force for all <i>combat</i> units that exit from the German Edge.
420/455 VPs	To the German Force if fewer than 11 US <i>combat</i> units exit from the German Edge.
Unit VPs	For elimination, knock out or brew up.
220/230 VPs	Required victory margin.

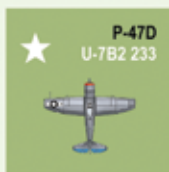


US Force

ELEMENTS OF THE 2ND ARMORED DIVISION, VETERAN [2,798/3,009]

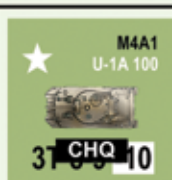


x1
54/54

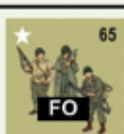


x1
103/103

MEDIUM TANK COMPANY (+): VETERAN, SUPERIOR, 35(33), CP-22 [2,083/2,294]



x2
113/124



x1
26/29



x1
34/38



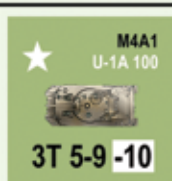
x1
84/92



x1
50/55



x5
51/56



x4
75/83



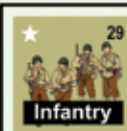
x1
84/92



x4
75/83



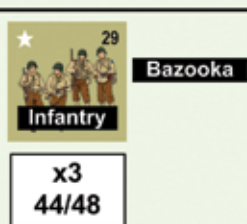
x1
108/118



x3
44/48



x3
34/38



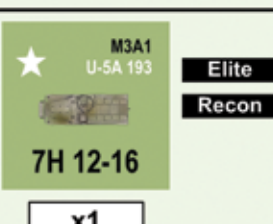
x3
44/48



x3
34/38













x1
83/91



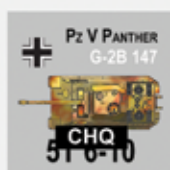
x1
65/71

ARMORED ENGINEER COMPANY (-): VETERAN, EXCELLENT, 10, CP-6 [558/558]

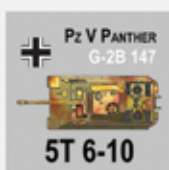
 <p>Infantry CHQ</p> <p>x1 30/30</p>	 <p>M3A1 U-5A 193</p> <p>7H 12-16</p> <p>x1 34/34</p>	 <p>Infantry Bazooka</p> <p>x2 55/55</p>	 <p>Infantry Bazooka Flamethrower</p> <p>x1 85/85</p>	 <p>M3A1 U-5A 193</p> <p>7H 12-16</p> <p>x1 34/34</p>	 <p>Truck U-5B 180</p> <p>4H 9-12-5</p> <p>x2 9/9</p>
 <p>Infantry Bazooka</p> <p>x2 55/55</p>	 <p>Infantry Bazooka Flamethrower</p> <p>x1 85/85</p>	 <p>M3A1 U-5A 193</p> <p>7H 12-16</p> <p>x1 34/34</p>	 <p>Truck U-5B 180</p> <p>4H 9-12-5</p> <p>x2 9/9</p>		

German Force**ELEMENTS OF KAMPFGRUPPE BECK, VETERAN [1,595/1,646]**

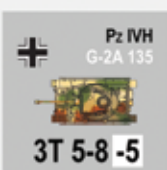
x1
54/54

MIXED PANZER COMPANY: VETERAN, GOOD, 20 [1,541]

x1
158/142



x5
105/95



x5
87/78



x3
75/68



x3
48/43



x3
18/16

[ADDITIONAL] MIXED PANZER COMPANY: VETERAN, GOOD, 23, CP-13 [/1,592]

x3
/68

Scenario 30**Among the Hedgerows: Mortain, 7 August 1944****Situation**

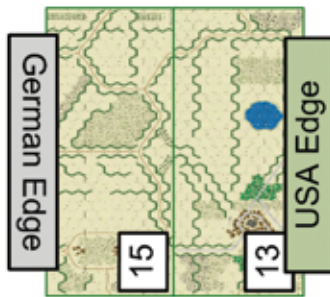
After the success of Operation Cobra, Patton's Third Army blew a hole through the German lines from Vire to Avranches. In predictable fashion, Hitler ordered a massive counterattack to cut off the lead American divisions along a 20 mile front. Codenamed Operation Lüttich, the German 47th Panzer Corps along with elements from the 1st and 2nd SS Panzer Divisions were set to jump off on 6 August, although supply problems forced a delay until 7 August.

The US 30th Infantry Division had recently occupied positions in and around Mortain. It was ordered into a defensive posture as intelligence had detected the German buildup. As was the case throughout the area, the terrain was dominated by dense hedgerows. These channeled the advancing forces along predictable paths and limited virtually all long-range fire.

The German 2nd Panzer Division occupied the middle position between the 116th Panzer Division to the north and the two SS divisions to the south. Units from its 3rd Panzer Regiment and panzerjäger units clashed with the 30th Infantry Division's 117th Infantry Regiment's bazooka-armed infantry units and its 57mm anti-tank guns along with the 3-in. anti-tank guns from the 823rd Tank Destroyer Battalion. After intense fighting, the Germans occupied the area. CCB from the 3rd Armored Division was ordered to positions backing up the 30th Infantry Division. Now, the Germans were forced on the defensive.

Map

Utilize maps 13 and 15

**SPECIAL CONDITIONS**

When determining the Initiative, no Force Grade modifiers apply.

The German Force must employ Planned Artillery Fire for just its Organic Heavy Battery (reduced VPs). It may start on Turn 2, but must cease all fire starting on Turn 11, and may not fire for the remainder of the scenario.

The USA Force may plot 2 Pre-Registered Points for its Organic Heavy Battery.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the alternate point information. Utilize the alternative VPs.

Stone Building hex 13I6 is 3 stories high. Brick Building hexes 13G6 and 13G7 are 2 stories high.

May employ Bocage Country (7.45).

SETUP

Conditions	Normal visibility. No adverse terrain.
USA ...	Defense Group sets up first anywhere on maps 13 and/or 15 at least 6 hexes from the German edge.
	Leg and towed units may setup inside any building hex. Those not setup inside a building hex may start in a Hasty Entrenchment.
	All objective building hexes in Morigny are under USA control at the start of the scenario whether occupied or unoccupied.
German ...	Force enters the mapboard on Turn 1 with a single company entering on each of the three paths at hexes 15F1, 15Q0 and 15BB1. Units are eligible for the Path movement bonus
USA ...	Relief Group has the potential of arriving starting on Turn 6 based on the arrival table. Before the Initiative Phase of turn 6, and each turn thereafter as necessary, the USA Force rolls (100). If the result falls within the listed range for that turn, any unit from the Relief Group may move on during the Movement Phase of that turn or the Movement Phase of any turn thereafter.
	A second roll (100) is required to determine where the Relief Group enters. It must enter on the indicated Entry hex or adjacent to that hex. If entering on the Entry hex, units may do so at the Road or Path movement rate.

VICTORY CONDITIONS

Length	22 turns
1,100/1,170 VPs	To the force that controls Morigny on map 13. To control Morigny, a force must occupy or be the last to occupy at least 7 of the 11 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
220/235 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

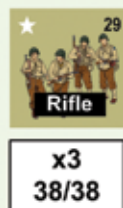
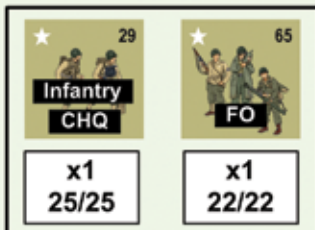
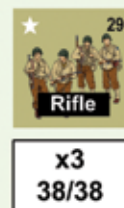
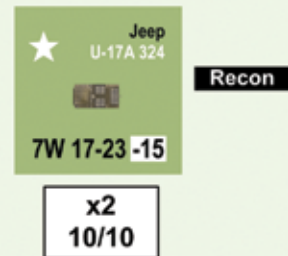
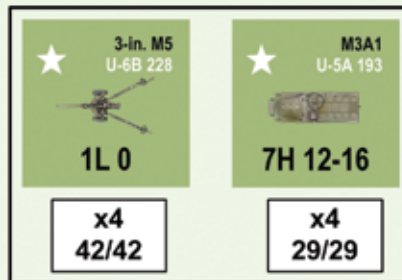
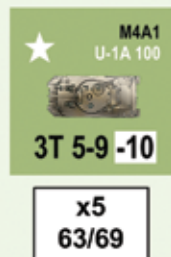
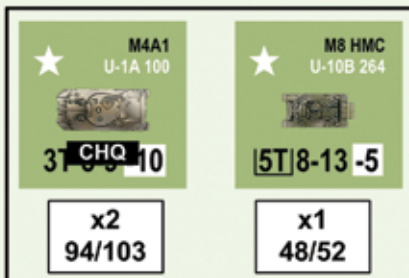
Only the USA Force may employ the Hidden Unit Rules (7.2). The Defense Group may deploy a maximum of 5 Hidden Unit Markers.

If the Command Span Rules (7.52) are in effect, the US Medium Tank CHQs have a Command Span of 10 hexes; the Rifle CHQ 9 hexes. The German CHQs are 10 hexes.

Requires Panzer Expansions #3

US Force**ELEMENTS OF THE 30TH INFANTRY AND 3RD ARMORED DIVISIONS,
SEASONED [2,335/2,464]**

x1
73/73

**DEFENSE GROUP****RIFLE COMPANY (+): SEASONED, EXCELLENT, 26(24), CP-16 [829/829]****Bazooka****Bazooka****Bazooka****Recon****RELIEF GROUP****MEDIUM TANK COMPANY (+): SEASONED, SUPERIOR, 27(25), CP-17 [1,433/1,562]****Recon****Relief Group Arrival**

Turn	Range	VP Adjustment	Entry Hex	
6-7	01-10	-345/-365	13F10	01-20
8-9	01-20	-230/-240	13Q10	21-40
10-11	01-40	No adjustment	13BB10	41-00
12-13	01-60	+230/+240		
14-15	01-80	+345/+365		
16	01-00	+460/+485		

German Force**ELEMENTS OF KAMPFGRUPPE MEIER, SEASONED [2,067/2,218]**

x1
54*/54*

PANZER COMPANY: SEASONED, SUPERIOR, 14, CP-9 [1,094/1,200]

x2
109/120



x4
73/80



x4
73/80



x4
73/80

PANZERGRENADIER COMPANY (GEPANZERT) (-): SEASONED, EXCELLENT, 14, CP-8 [450/450]

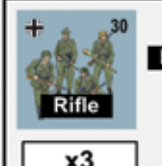
x1
81/81



x1
24/24



x1
15/15



x3
40/40



x3
15/15



x3
40/40



x3
15/15

STURMGESCHÜTZ COMPANY (-): SEASONED, SUPERIOR, 7, CP-4 [469/514]

x1
94/103



x3
63/69



x2
63/69



x1
60/66

* REDUCED VPs DUE TO LIMITED CAPABILITIES

Scenario 31**Villers-Bocage: Morning, 13 June 1944****Situation**

As the Allies expanded their bridgehead from Normandy, a combined British and US force thrust inland to secure the area in and around Caen. The US 1st Infantry Division gained ground against the beleaguered German 352nd Infantry Division thereby exposing Panzer Lehr to a flanking attack by the British 7th Armoured Division – The Desert Rats.

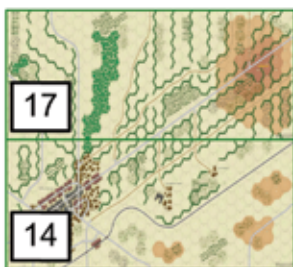
The village of Villers-Bocage and nearby Point 213 had both been identified as the key objectives for the operation. Approaching the area from the Northwest, the British force swept into the village unopposed. Believing the area free of German opposition, the British did not deploy flanking units. A tank squadron advanced up the hedgerow lined road to Point 213. The remaining units took up positions along the road and in the village, many dismounting from their vehicles while preparing for their morning meal.

Alerted to the presence of the British forces maneuvering in the area, Obersturmführer Michael Wittmann, commanding the 2nd Company, s.SS-Panzer Abteilung 101, raced his small force of six Tiger tanks to a position splitting the British force. Catching them completely off guard, the Germans hammered the Brits and broke through their line.

Wittmann's Tiger managed to advance into the village where he proceeded to singlehandedly knock out the majority of the 4th County of London Yeomanry Regimental HQ. It was not until his tank was immobilized by a 6-pdr anti-tank gun that he and his crew were forced to bail out and make their way on foot back to Panzer Lehr's HQ.

Map

Utilize maps 14 and 17

**SPECIAL CONDITIONS**

When determining the Initiative, the German Force applies a +40 DRM.

Tracked vehicles may not cross hedgerow hexsides. Leg units may cross normally. May employ Bocage Country (7.45).

British Rifle Brigade M5 APCs [B-13A] may not fire or move until Turn 10. The remaining British units may not fire or move until the second turn after spotting a German unit (7.48) or turn 10, whichever comes first.

Stone Buildings hexes in Villers-Bocage are 3 stories high; Brick Building hexes, and 14K8, are 2 stories high.

May treat any Road hex (containing buildings) in Villers-Bocage as a Narrow Road (7.30) with the exception of hexes: 14K8, from 14D7 to and including 14K3, and from 14I2 to and including 14I6.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, both Forces utilize the alternative point information. Utilize the alternative VPs.

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces set up following the unit hex locations. Units may face in any direction.
	Point 213 is under British control at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
1,085/930 VPs	To the force that controls Point 213 on map 17. To control Point 213, a force must occupy or be the last to occupy hexes 17BB5, 17CC4 and 17DD4 for a full turn. If neither side meets this requirement, these VPs are not awarded.
400/400 VPs	To the German Force if at least Tiger 148(222) advances into Villers-Bocage and occupies hex 14H5 for a full turn.
Unit VPs	For elimination, knock out or brew up.
215/185 VPs	Required victory margin.

**SPECIAL CONDITIONS, CONTINUED**










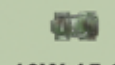

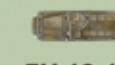
German Tiger 634(234)'s engine was defective. Each turn it attempts to resolve a MOVE or SHORT HALT (move part) command, not per hex moved, roll (100). On a result of 01-20, mark it with Track Hit instead.





The railroad tracks hexes on map 14, e.g., 14H10, are treated as Clear terrain hexes.



If the Command Span Rules (7.52) are in effect, the British BHQs have a Command Span of 15 hexes; 'A' Squadron CHQs 8 hexes; and 'A' Company CHQ 5 hexes. The German CHQs are 10 hexes.

Requires Panzer Expansion #3











British Force**ELEMENTS OF THE 22ND ARMoured BRIGADE, SEASONED [3,364/2,432]****REGIMENTAL HQ, 4TH COUNTY OF LONDON YEOMANRY: SEASONED, ADEQUATE, 17(9), CP-9 [1,059/841]**













 CROMWELL IV B-1A 117  BHQ 6T 9-14	 CROMWELL IV B-1A 117  OP-FO 6T 9-14	 SHERMAN V B-9A 215  OP-FO 3T 5-8 -10	 CROMWELL VI CS B-1B 121  6T 9-14	 HUMBER SC B-17B 325  10W 15-22	 M5 APC B-13A 273  7H 12-16
x2 112/89 14J4	x1 68/54 14I4	x1 66/52 14I4	x2 71/56 14G6	x1 19/15 14G6	x1 29/23 14I4

 STUART V B-14A 288  5T 8-13 -5	Recon	 HUMBER SC B-17B 325  10W 15-22	Recon
x4 69/55 14E6		x1 28/22 14E6	







 STUART V B-14A 288  5T 8-13 -5	Recon
x3 69/55 14L2	







**'A' SQUADRON, 4TH COUNTY OF LONDON YEOMANRY: SEASONED, FAIR, 21, CP-9 [1,466/1,011]**





 CROMWELL IV B-1A 117  CHQ 6T 9-14	 CROMWELL VI CS B-1B 121  6T 9-14	 CROMWELL IV B-1A 117  OP-FO 6T 9-14	 CROMWELL IV B-1A 117  6T 9-14	 SHERMAN FIREFLY B-9B 225  3T 5-8 -10
x2 96/67 17CC5	x2 71/49 17CC5	x1 68/47 17AA5	x3 64/44 17CC4	x1 74/51 17CC4

 CROMWELL IV B-1A 117  6T 9-14	 SHERMAN FIREFLY B-9B 225  3T 5-8 -10	 CROMWELL IV B-1A 117  6T 9-14	 SHERMAN FIREFLY B-9B 225  3T 5-8 -10	 CROMWELL IV B-1A 117  6T 9-14	 SHERMAN FIREFLY B-9B 225  3T 5-8 -10
x3 64/44 17BB5	x1 74/51 17BB5	x3 64/44 17DD4	x1 74/51 17DD4	x3 64/44 17DD5	x1 74/51 17DD5

'A' COMPANY, 1ST BATTALION, RIFLE BRIGADE (+): SEASONED, FAIR, 31, CP-14 [839/580]

 29 Infantry CHQ x1 24/16 14N1	 M5 APC B-13A 273 7H 12-16 x1 29/20 14N1	 29 Rifle x3 26/18 14N1	 55 OML 2-in x1 21/14 14N1	 65 PIAT x1 21/14 14N1	 M5 APC B-13A 273 7H 12-16 x4 29/20 14N2
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 29 Rifle x3 26/18 17O10	 55 OML 2-in x1 21/14 17O10	 65 PIAT x1 21/14 17O10	 M5 APC B-13A 273 7H 12-16 x4 29/20 14O1	 OQF 6-PDR B-6A 195 1L 0 x2 32/22 14M1	 LOYD CARRIER B-5B2 191 [5T]7-11 x2 7/7 14M1
---	--	--	--	---	--

 29 Rifle x3 26/18 17O10	 55 OML 2-in x1 21/14 17O10	 65 PIAT x1 21/14 17O10	 M5 APC B-13A 273 7H 12-16 x4 29/20 14O1
--	---	---	---

German Force**KAMPFGRUPPE WITTMANN, ELITE [1,003/1,303]****2ND COMPANY, S.S.-PANZER ABTEILUNG 101 (-): ELITE, SUPERB, 6, CP-5 [760/1,060]**

x1
175/245
148
17V8



x2
117/163
149,150
17V8



x2
117/163
151,633
17V9



x1
117/163
634
17V8

**HISTORICAL TANK COMMANDERS**

counter number (actual tank number)

148(222): Obersturmführer Wittmann

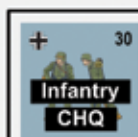
151(223): Oberscharführer Brandt

149(211): Obersturmführer Wessel

633(233): Oberscharführer Löttsch

150(221): Untersturmführer Hantusch

634(234): Unterscharführer Sowa

(MOT) BATTALION TRAIN (-): SEASONED, EXCELLENT, 11, CP-7 [243/243]**ALL SET UP AT THE BEGINNING OF TURN 5 IN HEX 14X3**

x1
24/24



x1
6/6



x3
18/18

Motorcycle

x3
16/16



x3
6/6



x3
16/16



x1
27/27

Motorcycle

x3
6/6

Scenario 32**Villers-Bocage: Afternoon, 13 June 1944****Situation**

Following s.SS-Pz. Abt. 101's decisive action against Point 213 and Villers-Bocage, additional troops from 22nd Armoured Brigade arrived in Villers-Bocage. The 1/7th Queen's Royal Regiment, a lorry borne infantry battalion, took up defensive positions within the village. It was determined that the remaining units from the 4th CLY's 'A' Squadron should breakout from Point 213 supported by additional tank and infantry units. However, they were forced to surrender before the British forces could reach their position.

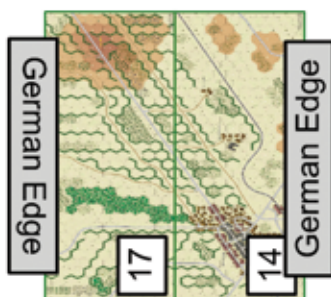
Apprised of the situation in and around Villers-Bocage by the returning Obersturmführer Wittmann, Panzer Lehr's intelligence officer ordered Hauptmann Ritgen to assemble a blocking force to move against the village. Now keenly aware that the British were maneuvering in its rear, Panzer Lehr was in jeopardy of being outflanked.

Ritgen, along with Tiger tanks from the 1st Company, s.SS-Panzer Abteilung 101, under the command of Hauptsturmführer Rolf Möbius, engaged the British units deployed throughout Villers-Bocage. Lacking integrated infantry support, a number of German tanks fell prey to the British infantry, anti-tank guns and PIAT teams that were lying in wait throughout the village.

With the threat of having its supply lines cut by the 2nd Panzer Division, the 22nd Armoured Brigade's commander, Brigadier William 'Looney' Hinde, concluded that abandoning Villers-Bocage was the best course of action. During the evening, all brigade forces withdrew to Amaye-sur-Seulles.

Map

Utilize maps 14 and 17

**SPECIAL CONDITIONS**

When determining the Initiative, the German Force applies a +20 DRM.

Tracked vehicles may not cross hedgerow hexsides. Leg units may cross normally. May employ Bocage Country (7.45).

May treat any Road hex (containing buildings) in Villers-Bocage as a Narrow Road (7.30) with the exception of hexes: 14K8, from 14D7 to and including 14K3, and from 14I2 to and including 14I6.

Stone Buildings hexes in Villers-Bocage are 3 stories high; Brick Building hexes, and 14K8, are 2 stories high.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, both Forces utilize the alternative point information. Utilize the alternative VPs.

SETUP

Conditions	Normal visibility. No adverse terrain.
	Place WRECK counters in hexes 14F6, 14G6, 14I4, 14K3, 14N2, 17S9, 17AA5 and 17CC4.
British ...	Force sets up first anywhere on map 14 in any building hex; a single formation must set up in building hex 14H5.
	All objective building hexes in Villers-Bocage including hex 14K8 are under British control at the start of the scenario whether occupied or unoccupied.
German ...	Panzer Company sets up second anywhere on maps 17 no more than 5 hexes from the German edge.
	1st Company enters the mapboard on Turn 1 anywhere along the German Edge on map 14. Units are eligible for the Road movement bonus.

VICTORY CONDITIONS

Length	20 turns
865/1,110 VPs	To the force that controls Villers-Bocage on map 14. To control Villers-Bocage, a force must occupy or be the last to occupy 21 of the 33 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
250/320 VPs	To the Force that controls hex 14K8. To control it a force must occupy or be the last to occupy the hex (or remaining rubble hex) for a full turn. If on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
175/220 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

Only the British Force may employ the Hidden Unit Rules (7.2). A maximum of 7 Hidden Unit Markers may deploy

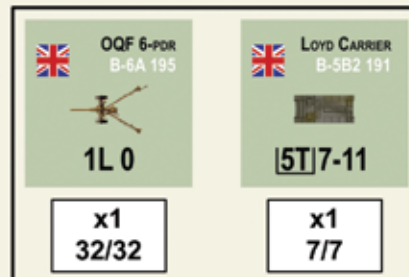
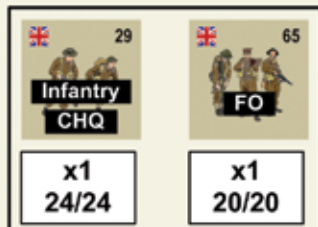
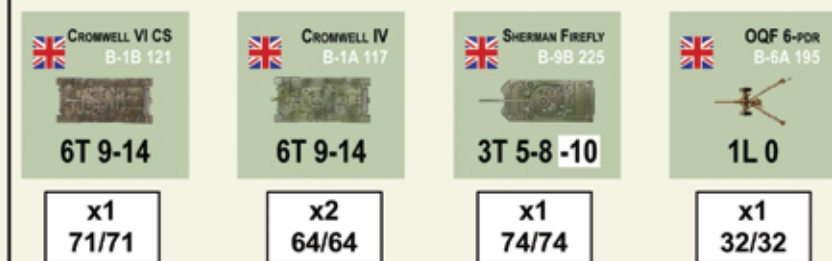
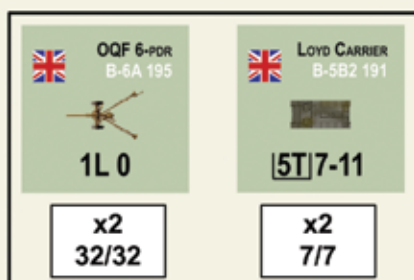
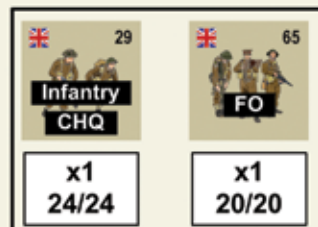
The Railroad Tracks hexes on map 14, e.g., 14H10, are treated as Clear terrain hexes.

If the Command Span Rules (7.52) are in effect, the British 1st Company CHQ has a Command Span of 10 hexes; 2nd Company CHQ 9 hexes. The German CHQs are 10 hexes.

Requires Panzer Expansion #3

British Force**ELEMENTS OF THE 22ND ARMoured BRIGADE, SEASONED [1,155/1,155]**

x2
54/54

**1ST COMPANY BATTLEGROUP 1/7TH QRR: SEASONED, EXCELLENT, 13, CP-8 [508/508]****SET UP IN HEX 14H5****2ND COMPANY BATTLEGROUP 1/7TH QRR: SEASONED, EXCELLENT, 21, CP-13 [539/539]**

German Force**KAMPFGRUPPE RITGEN, VETERAN [2,307/3,279]**

x1
54/54

**PANZER COMPANY, PANZER LEHR (+): VETERAN, OUTSTANDING, 18, CP-13 [1,178/1,939]**

x1
131/157



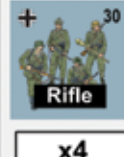
x3
87/105



x3
87/105



x3
87/105



x4
48/57



x4
18/21

1ST COMPANY, S.S.-PANZER ABTEILUNG 101 (+): ELITE, OUTSTANDING, 11(7), CP-8 [1,075/1,286]

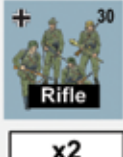
x1
175/210



x3
117/140



x3
117/140



x2
72/86

Veteran
Recon
Panzerfaust



x2
27/32

Veteran
Recon



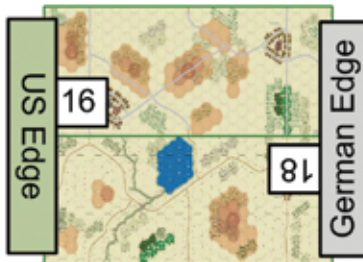
Scenario 33**Out of the Mist: Arracourt, 19 September 1944****Situation**

The decisive battles around Arracourt commenced on 15 September 1944 when elements of the German 15th Panzer Grenadier Division clashed with the recon units of the US 2nd Cavalry Group. After initially withdrawing, the Germans again advanced near the town of Luneville, with the 111th Panzer Brigade committed as reinforcements. Its Panthers overwhelmed the US light units. Although suffering heavy losses, the 2nd Cavalry Group was able to delay the German advance until elements of the US 4th and 6th Armored Divisions forced the Germans to disengage.

Looking to turn the US flank, the German 111th and 113th Panzer Brigades were set to make an early morning attack on 19 September. While advancing during the night, the 111th became lost and was not able to reach its start point until later in the day. Even so, the 113th had a 2:1 armor advantage since it had been reinforced from elements of the 11th Panzer Division.

Standing in the path of the German advance was CCA of the 4th Armored Division, including the 37th Tank Battalion (commanded by Lt. Col. Creighton Abrams) and the 704th Tank Destroyer Battalion. Although suffering heavy losses of their own, the US armor was able to mitigate the Panther's long-range superiority and destroy many of them from flank and hidden positions.

Map Utilize maps 16 and 18

**SETUP**

Conditions	Limited visibility. No adverse terrain. The Spotting Modifiers for each turn are listed in the Limited Spotting Table.
US ...	Force sets up first anywhere on maps 16 and/or 18 at least 6 hexes from the German edge. Leg units not setup inside a building hex may start in a Hasty Entrenchment. All objective building hexes in Juvelize are under US control at the start of the scenario whether occupied or unoccupied.
German ...	Force enters the mapboard on Turn 1 anywhere along the German Edge.

VICTORY CONDITIONS

Length	20 turns
955/1,120 VPs	To the force that controls Juvelize on map 16. To control Juvelize, a force must occupy or be the last to occupy at least 8 of the 13 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	To the German Force for up to the first 10 German <i>combat</i> units that exit from the US Edge.
320/370 VPs	To the US Force if fewer than 6 German <i>combat</i> units exit from the US Edge.
Unit VPs	For elimination, knock out or brew up.
190/225 VPs	Required victory margin.

SPECIAL CONDITIONS

When determining the Initiative, the US Force applies a +20 DRM. The German Force applies a +20 DRM just in those cases where it won the Initiative the previous turn.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, both Forces utilize the alternative point information. Utilize the alternative VPs.

Stone Building hexes 16G7 and 16H8 are 2 stories high.

Only the US Force may employ the Hidden Unit Rules (7.2). A maximum of 5 Hidden Unit Markers may deploy

Non-hidden US M4A1s, M4A1(76)Ws and M18 GMCs may start camouflaged (7.24).

If the Command Span Rules (7.52) are in effect, all CHQs have a Command Span of 5 hexes with -3 Limited Spotting; 7 hexes with -2 Limited Spotting; and 9 hexes with -1 Limited spotting.

Requires Panzer Expansions #3



US Force

ELEMENTS OF THE 4TH ARMORED DIVISION, CCA, VETERAN [1,668/2,003]

MEDIUM TANK COMPANY (+): VETERAN, OUTSTANDING, 26(24), CP-18 [1,668/2,003]



x2
113/136



x4
75/90



x1
84/100



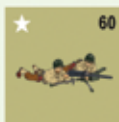
x4
75/90



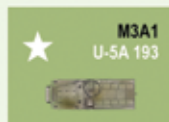
x1
84/100



Bazooka



x1
28/34



x4
34/41



x4
66/79



x2
57/69

Recon

Limited Spotting Table

Turn	Range	Result	Turn	Range	Result
1-5	---	-3	11	01-40	-1
6	01-40	-2	12	01-55	-1
7	01-55	-2	13	01-70	-1
8	01-70	-2	14	01-85	-1
9	01-85	-2	15	01-00	-1
10	01-00	-2	16-20	---	-1

Before the Spotting Phase of turn 6, and each turn thereafter as necessary, the US Force rolls (100). If the result falls within the listed range for that turn, the listed result becomes the new Spotting Modifier for that turn and all subsequent turns until changed again. With a -3 modifier, no Road/Path movement bonus applies and leg units may not Quickmarch.

German Force

ELEMENTS OF KAMPFGRUPPE MARTIN, SEASONED [2,153/2,469]

PANZER COMPANY: VETERAN, OUTSTANDING, 14, CP-10 [1,576/1,892]



x2
158/190



x4
105/126

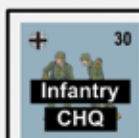


x4
105/126

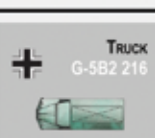


x4
105/126

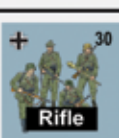
(MOT) PANZERGRENADIER COMPANY: SEASONED, EXCELLENT, 13, CP-8 [577/577]



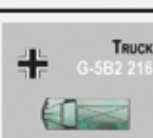
x1
24/24



x1
6/6



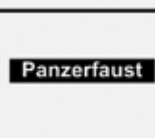
x3
40/40



x3
9/9



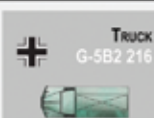
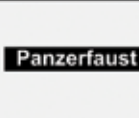
x3
40/40



x3
9/9



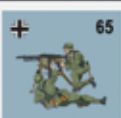
x3
40/40



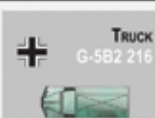
x3
9/9



x1
38/38



x2
25/25



x3
6/6

Scenario 34**Glorious Goodwood: Caen, 18 July 1944****Situation**

Following on the heels of Operations Perch, Epsom, Martlet, Windsor, and Charnwood, the staff of the Allied 21st Army Group developed the plans for the next major British assault – Operation Goodwood. Due to a shortage of infantry replacements, it would consist solely of the British VIII Corps' three armored divisions: Guards, 7th, and 11th.

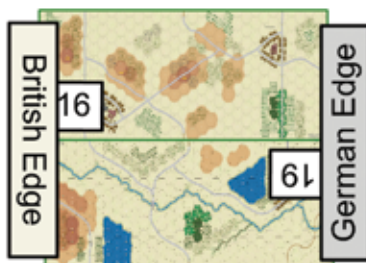
The three divisions would launch the attack out of the Orne Bridgehead with Guards Armoured moving southeast, 11th Armoured southwest, and 7th Armoured due south. Simultaneously, the Canadian II Corps was to launch an attack to liberate Caen south of the Orne River.

Standing in the way of Guards Armoured were elements of the German 21st Panzer Division and 503rd Heavy Tank Battalion fielding its dreaded Tiger II tanks. The two forces clashed when the Germans launched a counterattack to block the British advance near Cagny.

While considered by many historians to be a failure on a tactical level, Operation Goodwood, was, nonetheless, highly successful strategically. The German divisions committed in response and subsequently pinned down during and after the battle, enabled the US forces of Operation Cobra to breakout against limited German resistance.

Map

Utilize maps 16 and 19

**SPECIAL CONDITIONS**

When determining the Initiative, both the British and German forces apply a +20 DRM.

Both the German and British forces may plot 2 Pre-Registered Points for each Organic Battery.

Both forces may plot Planned Artillery Fire to arrive on turn 2 or any subsequent turn for their Organic Batteries.

The stream is passable throughout its length.

If special ammo types are available, utilize Ammo Limits.

If Morale Rules (7.1) are in effect, utilize the listed point information.

Both forces may employ the Hidden Unit Rules (7.2). Each may deploy a maximum of 6 Hidden Unit Markers.

If the Command Span Rules (7.52) are in effect, the British Armoured Squadron CHQs have a Command Span of 10 hexes; and the Motor Company CHQ 9 hexes. The German Panzer CHQs are 10 hexes; the Panzer Grenadier CHQ 9 hexes.

SETUP

Conditions	Normal visibility. No adverse terrain.
Both ...	Forces roll (10). The force rolling the lower result enters first (with a tie, the German Force enters first) on turn 1 with a single company/squadron from their edge of the mapboard.
	The other force then enters on turn 1 with their entire force from their edge of the mapboard.
	The first force then enters on turn 1 with their remaining company/squadron from their edge of the mapboard.
	If entering on a Path/Road hex, units may do so at the bonus movement rate.
	Neither force controls the objectives at the start of the scenario.

VICTORY CONDITIONS

Length	20 turns
700 VPs	To the force that controls both Hill Δ 16.18 and Juvelize on map 16. To control Juvelize, a force must occupy or be the last to occupy at least 8 of the 13 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
700 VPs	To the force that controls both Hill Δ 16.18 and Robehomme on map 19. To control Robehomme, a force must occupy or be the last to occupy at least 7 of the 11 building hexes (or remaining rubble hexes) for a full turn. If a building hex is on fire, a force must occupy an adjacent hex. If neither side meets this requirement, these VPs are not awarded.
250 VPs	To the force that controls only Hill Δ 16.18 (not awarded if above). To control the hill, a force must occupy or be the last to occupy hex 16Q5 for a full turn at the same time the level-2 hexes of the hill are free of all opposing units. If neither side meets this requirement, these VPs are not awarded.
Unit VPs	For elimination, knock out or brew up.
290 VPs	Required victory margin.

SPECIAL CONDITIONS, CONTINUED

Stone Building hexes 16G7 and 16H8 and Brick Building hexes 19E7 and 19G7 are 2 stories high.

Requires Panzer Expansions #3

British Force**ELEMENTS OF GUARDS ARMoured DIVISION, VETERAN [2,890/2,890]**

x2
54



x1
111

ARMoured SQUADRON: VETERAN, EXCELLENT, 24(21), CP-14 [1,991/1,991]

x2
115



x2
85



x1
81



x3
76



x1
88



x3
82

Recon

x3
76



x1
88



x3
76



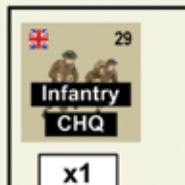
x1
88



x3
76



x1
88

MOTOR COMPANY(-): VETERAN, EXCELLENT, 24, CP-14 [680/680]

x1
28



x1
13



x3
31



x1
25



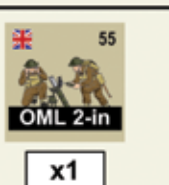
x1
25



x4
34



x3
31



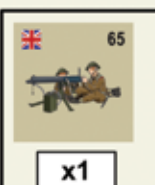
x1
25



x1
25



x4
34



x1
28



x1
25



[5T] 7-11

x2
14

German Force

ELEMENTS OF KAMPFGRUPPE VOGEL, VETERAN [2,874/2,874]



x1
73



PANZER COMPANY (MIXED): VETERAN, EXCELLENT, 19, CP-11 [1,881/1,881]



x2
131



x4
87



x4
87



x4
87



x3
75



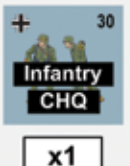
x2
175

Elite

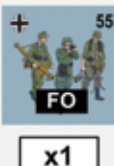
(MOT) PANZERGRENADEIER COMPANY (+): SEASONED, EXCELLENT, 18, CP-11 [920/920]



x1
81



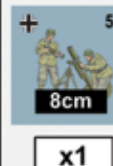
x1
24



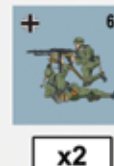
x1
20



x2
6



x1
38



x2
25



x3
6



x3
40

Panzerfaust



x3
9



x3
40

Panzerfaust



x3
9



x2
52



x3
40

Panzerfaust



x3
9



x2
53



x2
13

USA UNIT SUMMARY CHART					
Name	Card	Points	M44	L44	E45
12.7mm AAMG	U-16A	19			
37mm M1A1 AAG	U-15A	32			
37mm M3A1 ATG	U-15B	24			
57mm M1 ATG	U-6A	32			
3-in. M5 ATG	U-6B	42			
Aircraft, P-38L Lightning	U-7B	91			
Aircraft, P-47D Thunderbolt	U-7B	103			
Artillery, Counter Battery	U-7A	50			
Artillery, Heavy Battery	U-7A	40			
Artillery, Light Battery	U-7A	54			
Artillery, Medium Battery	U-7A	73			
Artillery, Super Heavy Battery	U-7A	95			
CSW, Flamethrower	---	20			
CSW, HMG	U-8B	14			
CSW, M1 Bazooka	U-8B	13			
CSW, Mortar, 60mm M2	U-8B	19			
CSW, Mortar, 81mm M1	U-8B	30			
Jeep	U-17A	7			
Leg, Airborne Squad – Half-squad	U-8A	27-20			
Leg, Infantry Squad – Half-squad	U-8A	24-17			
Leg, Rifle Squad – Half-squad	U-8	25-18			
Leg, Section	U-8A	10			
M3 GMC	U-11A	30			
M3A1 APC	U-5A	29			
M4A1 MMC	U-14A	42			
M4A1 Sherman	U-1A	63			
M4A1(76)W Sherman	U-1B	70			
M4A3(75)W Sherman	U-2A	69			
M4A3(76)W Sherman	U-2B	74			
M4A3(105) HMC	U-4B	70			
M4A3E2(75)W Sherman Jumbo	U-3A	90			
M4A3E2(76)W Sherman Jumbo	U-3B	95			
M4A3E8(76)W 'Easy Eight' Sherman	U-4A	76			
M5A1 Stuart	U-9A	43			
M8 Greyhound	U-12A	32			
M8 HMC	U-10B	51			
M10 GMC	U-11B	55			
M16 MGMC	U-17B	28			
M18 GMC Hellcat	U-13B	54			
M20	U-12B	31			
M21 MMC	U-14B	44			
M24 Chaffee	U-9B	57			
M26 Pershing	U-10A	90			
M36 GMC Jackson	U-13A	68			
M55 Quadmount AAG	U-16B	25			
Truck, Light	U-5B	6			
Truck, Medium	U-5B	9			
Truck, Heavy	U-5B	12			

BRITISH UNIT SUMMARY CHART					
Name	Card	Points	M44	L44	E45
75mm SP, Autocar	B-15A	30			
Achilles IC	B-11B	60			
AEC Mk. III	B-19A	51			
Aircraft, Hawker Typhoon Mk. IB	B-7B1	111			
Aircraft, de Havilland Mosquito FB Mk VI	B-7B2	103			
Archer	B-12A	52			
Artillery, Counter Battery	B-7A	50			
Artillery, Light Battery	B-7A	40			
Artillery, Medium Battery	B-7A	54			
Artillery, Heavy Battery	B-7A	73			
Artillery, Super Heavy Battery	B-7A	95			
Challenger	B-4B	76			
Churchill Crocodile	B-12B	90			
Churchill VII	B-3A	82			
Churchill VIII CS	B-3B	90			
Comet	B-4A	77			
Cromwell IV/Cromwell IV OP	B-1A	64/34			
Cromwell VI CS	B-1B	71			
Cromwell VII	B-2A	71			
Cromwell VIII CS	B-2B	78			
Crusader AA	B-20A	38			
CSW, Flamethrower	---	20			
CSW, HMG	B-8B	14			
CSW, Mortar, OML 2-in. Airborne	B-8B	10			
CSW, Mortar, OML 2-in.	B-8B	11			
CSW, Mortar, OML 3-in.	B-8B	26			
CSW, PIAT	B-8B	11			
Daimler Mk. I	B-16A	28			
Humber Mk. III	B-16B	28			
Humber Mk. IV	B-17A	26			
Humber Scout Car	B-17B	19			
Kangaroo	B-13B	38			
Leg, Parachute Squad – Half-squad	B-8A	27-20			
Leg, Infantry Squad – Half-squad	B-8A	22-16			
Leg, Rifle Squad – Half-squad	B-8A	26-19			
Leg, Section	B-8A	10			
Loyd Carrier	B-5B2	7			
M5 APC	B-13A	29			
OQF 40mm Mk. III AAG	B-19B	33			
OQF 6-pounder ATG	B-6A	32			
OQF 17-pounder ATG	B-6B	49			
Sherman IB	B-10A	65			
Sherman IIA	B-10B	69			
Sherman V/Sherman V OP	B-9A	64/33			
Sherman VC Firefly	B-9B	74			
Staghound AA	B-20B	28			
Staghound Mk. I	B-18A	42			
Staghound Mk. II	B-18B	35			
Stuart V	B-14A	46			
Truck, Light	B-5B1	6			
Truck, Medium	B-5B1	9			
Truck, Heavy	B-5B1	12			
Universal Carrier	B-5A	12			
Valentine XI	B-14B	58			
White Scout Car	B-15B	11			
Wolverine	B-11A	54			

GERMAN UNIT SUMMARY CHART					
Name	Card	Points	M44	L44	E45
2cm FlaK 38 AAG	G-33A	23			
2cm FlaK Zgkw 1t	G-29B	23			
2cm Flakvierling Zgkw 8t	G-43B	31			
3.7cm FlaK Zgkw 8t	G-44A	17			
3.7cm PaK 36 ATG	G-31B	22			
5cm PaK 38 ATG	G-32A	28			
7.5cm IeIG	G-33B	18			
7.5cm PaK 40 ATG	G-6B	46			
8.8cm FlaK 36 A/ATG	G-6A	53			
8.8cm PaK 43 ATG	G-32B	61			
15cm sIG	G-34A	60			
Aircraft, Fw 190 F-1	G-7B2	86			
Aircraft, Hs 129 B-1/R2	G-7B1	74			
Artillery, Counter Battery	G-7A	50			
Artillery, Light Battery	G-7A	40			
Artillery, Medium Battery	G-7A	54			
Artillery, Heavy Battery	G-7A	73			
Artillery, Super Heavy Battery	G-7A	95			
Brummbär	G-20A	74			
CSW, Flamethrower	---	20			
CSW, HMG	G-8B	15			
CSW, Mortar, 5cm GrW 36	G-8B	9			
CSW, Mortar, 8cm GrW 34	G-8B	28			
CSW, Panzerfaust 30M/60M	G-8B	13			
CSW, PzB 39 ATR	G-8B	6			
CSW, RPzB 34/54	G-8B	19			
Elefant	G-19A	97			
Flakpanzer 38(t)	G-44B	28			
Flammpanzer 38(t)	G-45A	41			
Grille 33	G-20B	52			
Grille 33/1	G-39B	47			
Hetzer	G-18B	71			
Jagdpanther	G-17B	93			
Jagdpanzer IV	G-16B	65			
Jagdpanzer IV/70	G-17A	76			
Jagdtiger	G-19B	123			
Leg, Section	G-8A	10			
Leg, Squad, Infantry – Half-squad	G-8A	22-16			
Leg, Squad, Rifle – Half-squad	G-8A	27-20			
Leg, Squad, SMG – Half-squad	G-8A	20-14			
Limber, Light	G-28A	5			
Limber, Medium	G-28A	8			
Marder II	G-4A	44			
Marder III	G-13B	39			
Möbelwagen	G-29A	27			
Nashorn	G-18A	55			
Ostwind	G-43A	31			
Prime Mover, SdKfz 7	G-5B1	13			

GERMAN UNIT SUMMARY CHART					
Name	Card	Points	M44	L44	E45
Prime Mover, SdKfz 10	G-5B1	9			
Prime Mover, SdKfz 11	G-5B1	11			
PSW 222	G-26B	21			
PSW 231	G-27A	31			
PSW 233	G-27B	32			
PSW 234/1	G-41A	32			
PSW 234/2 Puma	G-41B	44			
PSW 234/3	G-42A	33			
PSW 234/4	G-42B	45			
PSW II Luchs	G-37A	33			
PzKpfw 38(t) Aufklärer	G-37B	29			
PzKpfw IIF	G-9A	28			
PzKpfw IIIG	G-10A	38			
PzKpfw IIJ	G-38B	45			
PzKpfw IIIM	G-1A	53			
PzKpfw IIIN	G-10B	49			
PzKpfw IVF2	G-12A	59			
PzKpfw IVG	G-1B	64			
PzKpfw IVH	G-2A	73			
PzKpfw IVJ	G-12B	73			
PzKpfw V Panther	G-2B	88			
PzKpfw VIE Tiger I	G-3A	78			
PzKpfw VIB Tiger II	G-3B	117			
SPW 250/1	G-23A	13			
SPW 250/7	G-23B	41			
SPW 250/8	G-24A	23			
SPW 250/9	G-24B	22			
SPW 250/10	G-25A	25			
SPW 251/1	G-5A	15			
SPW 251/2	G-21B	39			
SPW 251/9	G-22A	25			
SPW 251/10	G-22B	23			
SPW 251/17	G-30B	27			
SPW 251/22	G-40A	30			
StuG IIIF	G-15A	55			
StuG IIIG	G-4B	63			
StuH 42	G-15B	60			
StuG IV	G-16A	62			
Truck, Light	G-5B2	6			
Truck, Medium	G-5B2	9			
Truck, Heavy	G-5B2	12			
Wirbelwind	G-28B	43			

Panzer Base Set (G-1 to G-8)

PARATROOP SCATTER (OR)			
RESULT	HEXES	RESULT	HEXES
01-10	0	59-68	5
11-22	1	69-78	6
23-34	2	79-88	7
35-46	3	89-95	8
47-58	4	96-00	9
Day Conditions: -20 Dusk Conditions: -10 Pathfinder: -20 (Moonlight only) A net result of less than 01 is 01.			

SPOT REMOVAL (OR)			
COVER	1-2	3-5	6+
NONE	--/--	--/--	--/--
LIGHT	20/40	10/30	--/20
MEDIUM	30/50	20/40	10/30
HEAVY	40/60	30/50	20/40
#/ up to ½ max spotting range /# > ½ to max spotting range Elite Grade: +20 Veteran Grade: +10 Regulars Grade: -10 Green Grade: -20 Recon unit: +10			

LANDING STATUS (OR)				
TERRAIN	NE	SPR	HELM	ELM
BLOCK	01-40	41-80	81-90	90-00
BRIDGE	---	01-20	21-70	71-00
BUILDING	---	01-20	21-50	51-00
CLEAR	01-90	91-00	---	---
CREST	---	01-40	41-80	81-00
DITCH	01-20	21-60	61-80	81-00
FIRE	---	---	---	01-00
FORD	01-85	86-00	---	---
GULLY	01-20	21-60	61-80	81-00
HEDGEROW	---	01-40	41-80	81-00
LEG, TOWED	01-00	---	---	---
ROUGH	01-40	41-80	81-00	---
RUBBLE	01-20	21-60	61-80	81-00
SCRUB	01-85	86-00	---	---
SHELLHOLE	01-50	60-90	91-00	---
SLOPE	01-40	41-70	71-00	---
STREAM	01-10	11-40	41-80	81-00
VEHICLE	01-00	91-00	---	---
WALL	---	01-60	61-00	---
WATER	---	---	---	01-00
WIRE	---	---	---	01-00
WOODS	01-20	21-60	61-80	81-00
WOODS-Hv	01-10	11-30	31-60	61-00
WOODS-LT	01-30	31-80	81-90	91-00
WRECK	01-90	91-00	---	---
Hasty Entrenchment, Hill, Improved Position, Mines, Road/Path, and Smoke types utilize the other terrain in the hex. Gliders: +20 Suppressed or Damaged: +20 A net result greater than 00 is 00.				



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