WCW1

Will To Fight... Eradicated

PABIANCE, POLAND, 7 September 1939: After the 23rd Panzer Regiment failed to take Pabianice, the Leibstandarte Adolf Hitler entered into the firestorm and made great gains. However, other units couldn’t keep up with the Leibstandarte, with the result being a salient. In order to hold the salient, the Leibstandarte had to position small sections of men. The Waffen SS attack began to run out of steam due to the number of casualties and the desperate situation at hand. The Polish Army had no such shortage of men, as units withdrawing from the west were ordered immediately into this battle.

BOARD CONFIGURATION:

BALANCE:

- Change 25VPs to 28VPs in the VC
- Change 25VPs to 30 VPvs in the VC

(Only hexrows Y through K are playable)

VICTORY CONDITIONS: The Germans must have ≥ 29 VP’s (not CPVs) at game-end. Victory Points are awarded for building control. Each Building is worth victory points equal to the number of locations it has. (e.g., Building 12/6 is worth 10 VP’s)

TURN RECORD CHART

GERMAN Sets Up First (see SSR 3)

POLISH Moves First

1 2 3 4 5 6 7 END

ELEMENTS OF THE 2ND KUJAWIAN RIFLE REGIMENT AND AD HOC INFANTRY AND CAVALRY UNITS [ELR: 1]
set up on/in front of hexrow M: [SAN: 4]

Elements of the 1st and 2nd Companies of the Leibstandarte Adolf Hitler [ELR: 4]
set up on between hexrows O and R (see SSR 3): [SAN: 3]

SPECIAL RULES:
1. EC are Moderate with no wind at start.
2. Civilian do not exist, treat as other terrain in the hex. All buildings are wooden. All multi-hex buildings are Two-Story houses (B23.22). No stairway symbols exist (B23.23). Cellars (C6) are in effect [EXC: They are not fortified]. Place overlays as follows: G1 on V3; G2 on Y3-X2; C4 on Y8-X7; W45 on X4-W5; X7 on V6; X9 on M8.
3. The 2-4-8’s in the Polish OB must set-up using HLP in cellar locations prior to all set up. All German units set-up next, followed by the remaining Polish units. No German unit may set-up in a cellar location. The Poles initially control the buildings that the HLP set-up in; all other buildings east/west of hexrow O are initially controlled by the Germans.
4. Hand-to-Hand CC (J2.31) is allowed.
5. The broken morale of all German MMCs is increased by one.
6. Building R6 is a Marketplace (B23.71). No buildings are Rowhouses.

AFTERMATH: The Polish Infantry and Cavalry units entered the battle in every type of formation and began to drive the Germans to the defensive, street fighting and using Hand-to-Hand combat until they were once again at the edge of the town. Polish troops that had been passed by would suddenly spring out of the cellars and doorways and inflict serious damage to the German troops sweeping through the streets. The SS men hung on and called for reinforcements to help take back the town. The Poles made one last despairing effort, but were gunned down by the Germans. The failure of the Polish assault resulted in the mass surrender of the Pabianice Garrison. As the Polish prisoners were marched past it was quite clear that their will to fight was now totally eradicated.
ROUMANA RIDGE, TUNISIA, 6 April 1943: The end was near for the Axis forces in Tunisia, compressed from both sides into an ever-decreasing pocket against the Mediterranean Sea. The southern perimeter of the pocket was anchored by the impregnable Sbeit el Fedjel in the west, and the sea in the east. German and Italian engineers had dug extensive anti-tank ditches across open ground not already protected by natural barriers like the Wadi Akrit and Djebel Roumana. The British 8th Army had no choice but to make a frontal attack, and the task of securing Roumana Ridge fell to the men of the 51st Highland Division. At 0330 hours the 5th Cameron and 5th Seaforth Battalions began their ascent. The Italian defenders offered no more than token resistance, and at dawn the Scots were on top of the ridge, seemingly successful. Then the real shooting started...

BOARD CONFIGURATION:

BALANCE:

If both players desire the same side, bid VPs for the preferred side.

(Only hexrows H - T are playable)

VICTORY CONDITIONS: The player who first amasses ≥49 Victory Points (not CVPs; see SSR 4) at the end of any Game Turn is the winner. If both players have scored ≥49 VPs at the end of any Game Turn, the player who has scored the most is the victor, if the score is tied, play continues until one player has more VPs at the end of a Game Turn than the other.

TURN RECORD CHART

Germans Set Up First

Germans Move First

Elements of 20th and 361st Infantry Regiments [ELR: 4] set up on hexes numbered ≥8: (SAN: 2)

Elements of 5th Cameron and 5th Seaforth Battalions, 51st Highland Division [ELR: 4] set up on hexes numbered ≤5 and also Q6 [EXC: No MTR may set up on/adjacent to any Level 3 hexes]: [SAN: 2]

SPECIAL RULES:

1. EC are Very Dry, with no wind at start.
2. Roads, Buildings, and Walls do not exist. Cliffs are not in effect, but the cliff artwork is considered to be an extension of the terrain of the higher hexes. All woods hexes are Crag hexes instead. Entrenching is NA.
3. The 76mm MTRs may not be set up in any hex. Since the 76mm and 81mm MTRs are dm-capable, they may set up in Crags fully assembled (see B17-4).
4. A player scores one VP for each Level 3 hex which he Controls at the end of each Player (not Game) Turn. The British control all Level 3 hexes at start.

AFTERMATH: The Germans had laid back in preparation for just such a contingency and now counterattacked fiercely. Preceded by a hail of medium and heavy mortar fire, the Germans reached the crest and poured small-arms fire into the Highlanders. Unable to dig into the rock, the Scots fell back a little as their own mortars fired the range, providing cover for another thrust up the ridge. The Germans had the advantage of sangars and natural features on their side of the ridge, and when pushed from the top would regroup under supporting fire for another assault. Thus the battle ran back and forth all day, with neither side maintaining a grip on the crest, but never being decisively repulsed either. Silence fell with the night on Roumana Ridge, and on the morning of the 7th the Germans were gone, except for the dead, some wounded, and scattered stragglers.
**Victory Conditions:** The German wins at game end if he has amassed \( \geq 40 \) CVPs more than the Russian player, provided the two ART Guns have been eliminated, captured, or malfunctioned. In addition to normal CVPs the Russian receives CVPs for units exited off the board via 16G06 and/or 17G06 at the end of the turn. Ammo Vehicles (see SSR 4) are worth 10 CVPs if exited or eliminated; each undestroyed Ammo Vehicle left on board at game end is worth 2 CVPs for the German player.

**Turn Record Chart**

**Special Rules:**

1. EC are Overcast with Falling Snow (E3.71) possible. Deep Snow (E3.73) is in effect. All roads are considered plowed. All Grain boxes are bog boxes with an additional +2 DRM for Bog Checks. This Bog Check is in addition to the D6.23 Bog Check.
2. All buildings are wooded and have ground levels only.
3. The Russians may designate 2 building hexes as Fortified (B2.39). Both Guns must set up non-HID/Concealed is fortified building hexes.
4. The Gaz MM Trucks are Ammo Vehicles (E10).
5. The A-T Ditch may remain hidden until an enemy unit is adjacent to it.
6. Anytime a German MA rolls a 12 on a TH attempt [EXC: Intensive Fire] it may malfunction. Make an extra die. On a 6 it malfunctions. On a 1 there is no effect. On a 2-5 the MA is out of the type of ammo used for that TH attempt.

**Aftermath:** Wittmann's platoon moved toward the village as A-T rounds flanked in front of and behind his panzer. Wittmann ordered his driver to halt and his gunner fired their first shot. With a powerful crack, the main gun round flew out and into the direction of the enemy Pak weapon. Seconds later there was a bright flash of red and orange as the sound of the explosion echoed throughout the village. The HE round had found its mark and destroyed the gun and crew. After both A-T guns had been dealt with, a Russian column of trucks, tanks, self-propelled guns, and infantry on foot entered the town. Suddenly the leading T34/76 made a dash toward Wittmann's platoon. Wittmann's gunner, observing this action and traversing his turret and fired an AP round which blew the turret off the T-34. As soon as the rest of the infantry in the streets was dealt with, Wittmann's platoon turned its attention on the Russian convoy, destroying most of the trucks and tanks. Some tanks tried to flee and became bogged down in the open fields where they were destroyed one by one.
CAT BECOMES THE MOUSE

VICTORY CONDITIONS: The British win if at game end they have scored more VP (not CVPs) than the German or if the German has scored no VP. The British receive 2 VP for each German AFV destroyed. The German receives 4 VP for each AFV exited off 21R7 and 1 VP for destroying 3 or more British AFVs.

TURN RECORD CHART

Elements of the 4th County of London Yeomanry and Queen's Regiment: [ELR: 5]

set up HIP in any non- Stone Building Hex within 3 hexes of 21U5: [SAN: 0]

set up HIP on any Road Hex on Board 20 with a coordinate of ≥ 6:

Elements of 1st and 2nd Companies, Schwere SS-Panzer Abteilung 101, 1st SS Panzer Division (LAH) and Panzer Lehr: enter on turn one on hex 20V1: [SAN: 0]

SPECIAL RULES:
1. EC are Moderate with no wind at start.
3. Overworking is NA.
4. Whenever each CE German AFV spends its first stop MP and the Firefly is still HIP, the German player may make a dr. On a 3 or 6, the Firefly is placed on board.
5. Anytime an AFV's MA rolls a 12 on a non-intensive Fire TII attempt, it MA malfunction. Make a subsequent dr. If a 1, there is no effect (the MA has not malfunctioned). If a 2 to 5, the MA is out of the ammo type used for that TII attempt. If a 6, the MA malfunctioned normally.

AFTERMATH: Wittmann couldn't understand how the Firefly got so close without them hearing it, but now knew for sure that there was British armor in the town. He decided to continue his advance on the crossroads and drive down the main street. The British opened fire as soon as the Germans appeared. The Firefly missed Wittmann's Tiger but knocked out the Pakw IVH with its second round. A Cromwell VII bounced a round off the second Tiger, then followed it onto the road, killing it with a rear shot. The 6-pdr immoblized Wittmann's Tiger, the only one left. After firing several rounds to suppress any infantry nearby, Wittmann's crew removed both machineguns and bailed out, fleeing safely back to their company area. Although he failed in his bid for the crossroads, Hauptsturmführer Michael Wittmann was awarded the Croix de Guerre for his actions on this day.
WARDEN, BELGIUM, December 19, 1944: In an effort to determine the strength and location of the Germans before Bastogne, Company I of the 501st Parachute Infantry, commanded by Captain Claude D. Wallace, Jr. was ordered into the town of Wardin. Belgian civilians had reported the existence then of an enemy roadblock, manned by a small German force. True enough, upon reaching the village the roadblock was found, astride the Wardin-Bastogne road. A short firefight ensued, routing the outnumbered defenders. The paratroopers took possession of the dreary Belgian houses and organized a defense. Not long afterwards, the sounds of approaching tank engines grew louder and louder - signaling the arrival of the Panzer Lehr Division...

**BOARD CONFIGURATION:**

**BALANCE:**
- In the VC change "...scored ≥ 2 more victory points..." to "...≥ 4...".
- Exchange the Pz. V in the German OB with a PzIVJ.

**VICTORY CONDITIONS:** The U.S. wins if they have scored ≥ 2 more victory points (not CVPs) than the German at game end. Victory points are awarded as follows: the U.S. receives VP's for each unit exited off the west edge (each unit is worth normal exit VP total) and 4 victory points for controlling J7 at scenario end. The German receives 3 VP's for each mobile AFV with functioning MA and 2 VP for each Good Order squad equivalent west of hexes H0, H1 and west of the gully running from H2-H5-A9.

**SPECIAL RULES:**
1. EC are Wet, with no wind at start.
2. The Roadblock must be placed facing hexside J7-K7.
3. Firefighting is not allowed.
4. There are no level 2 building locations. Treat building U4-V3 as a Two Story House (B23.22).

**AFTERMATH:** The 130 or so men of Company I were no match for such a force. They fought bravely - one man knelt with a bazooka in the middle of the street and knocked out the lead tank before return fire cut him down, other men with bazookas accounted for three more - but there were more Panzers and too many Panzergrenadiers. Captain Wallace gave the order to "Abandon Ship". The company lost all of its officers and 45 men, most of them killed or badly wounded they had to be left behind. Captain Wallace died leading a small rearguard around the roadblock, keeping an escape route open for his men.
**LOS EJERCITOS NUEVOS**

**Jadraque, Spain, 9 March 1937:** After several months of war, both the Nationalist and Republican military leadership began measures to "regularize" their militia forces. On the Nationalist side, among the first fruits of these policies was the División de Soria, formed from Carlist and Falangist militiamen operating northwest of Madrid. Holding a front of 50 kilometers, they had been opposed from the first day of 1937 by the Republican XII Division, one of the first large newly formed formations of the recently decreed Ejército Popular (Popular Army) to reach the front lines. When on 8 March 1937 Mussolini's Black Shirts struck south down the Zaragoza highway towards Guadalajara, the task of clearing and screening the right flank of their advance fell to the División de Soria. As the Italians poured through the XII Division's shattered front, the hills around Jadraque, almost the only elevations breaking the bare tableland, offered excellent positions both for the remnants of the XII Division to regroup and for Italian penetration. Colonel La Calle, commanding the XII Division, was determined to hold the hills; General Mosecardo, commanding the División de Soria, was determined to take them. The new armies of both Republican and Nationalist Spain were meeting in their first trial of major battle.

**BOARD CONFIGURATION:**

- Add two 3-3-7 squads to the OB
- Replace one MMG with a HMG

**VICTORY CONDITIONS:** The Nationalists win if they control ≥8 level 2 hexes on Hill 526 at game end.

**SPECIAL RULES:**

1. **EC is Overcast (E3.5), and Mud (E3.6) with no wind at start.** The bridge does not exist; it is a Ford. All woods are Brush. OB provided "?" may set up in non-concealment terrain. All units have a +2 Hit of Battle DRM for nationality.

2. **REPUBLICANS:** use partisan counters [EXC: Russian 2-2-8, 9-0, SWe] but are not considered Partisans; Surrender on a final HOB DR >16; Squads which fail ELRs are replaced by 2 HSs, HSs which fail ELRs are Disrupted, Squads & HSs are considered inexperienced for Cowling & SW usage; all leaders (including the 9-0+2) are treated as Commissioners for Rally purposes ONLY; Squads/HSs which fail to Rally with a leader are treated as having failed ELRs (Disrupted HSs which fail are eliminated); do not pay capture use penalties for Russian SWs.

3. **FANS** use Axis Minor counters; Squads and HSs are considered inexperienced for MMG usage; MMCs always Battle Hardened to Fanatic.

4. **Hand-to-Hand CC (J2.31) is allowed.**

**AFTERMATH:** Amid appalling conditions produced by nightly snow and daily rain with the temperature hovering about the freezing mark, Spaniard fought Spaniard in the hills about Jadraque. Attack and counterattack were bitter and incessant, with quarter neither asked nor given. Better equipped and better led, the men of the División de Soria made steady progress. Not even counterattacks stiffened by small quantities of Soviet armor were able to check their advance. By 12 March, they had cleared the Republican troops from the hills, and established themselves 7 kilometers beyond Jadraque. Not once during the Guadalajara campaign was the right flank of the Italian advance threatened.
**EYE OF THE TIGER**

**WCW7**

**VICTORY CONDITIONS:** The Germans win at game end if they control more Stone Buildings than the Russians. The Russians have not amassed ≥ 30 CVPs.

**TURN RECORD CHART**

**1 2 3 4 5 6 END**

**BOARD CONFIGURATION:**

**BALANCE:**

+ In the Russian OB replace the SU-85 with a T-34/85.

In the VC change "...30..." to "...28...".

**Elements of the 19th SS Latvian Division, SS-Panzer Brigade Gross [ELR: 3] enter on the east edge of board 4 on turn one.** (SAN: 2)

**Elements of the 3rd Mechanized Corps [ELR: 4] set up on west of arrow 4 on board 4 and anywhere on board 42.** (SAN: 4)

**SPECIAL RULES:**

1. EC are Moderate with no wind at start. The hill mass on board 42 does not exist but the terrain within does exist. All Orchards are Shellholes.
2. Place Overlays as follows: B3 on 4EE2-4EE3, W2 on 4X1-4X2.
3. The German player has one mission of 280mm OBs (HE only; Harassig Fire is N/A). Prior to all set up the German player must secretly record one pre-registered hex. At the beginning of the first PPf the German player places an FFE:1 on the pre-registered hex disregarding any Concealed units, roll for Accuracy & Error per C1.732. This FFE is resolved normally and may be corrected per C1.4 (using a draw pile of 5B, 3R for C1.21 purposes if necessary) despite having no Observer. No additional OBA is possible upon completion of the FFE:C.

**AFTERMATH:** On the 8th of August, SS Panzer Brigade Gross was momentarily commit- ted to battle against a Soviet Cavalry Corps south of Libau, Latvia. Used as a fire brigade, Brigade Gross with the combined efforts of some Wehrmacht units held back the Soviet attack. Nineteen days after the Soviets had severed land communications between Army Group North and Mitte, the Germans had finally amassed a sizable force that they hoped would be able to restore the German front between both armies by fighting their way through the Soviet 3rd Mechanized Corps. On 20 August, SS Panzer Brigade Gross (which was attached to Panzer Division Strachlywitza, another ad hoc unit) attacked towards the village of Tockum. Soon a murderous firefight erupted in and around the village with Tiger tanks and T-34s stalking each other in the streets of Tockum. The cruiser Prinz Eugen, which was off shore, threw its weight into the attack exacting a heavy toll on the Soviet defenders. By 5pm, the Soviet defenders were routed from the village and had lost over 48 tanks. The Germans re-established contact with Army Group Mitte.
THE LAST VC IN EUROPE

WISTEDT, GERMANY, 21 April 1945: The job of cutting the autobahn between Hamburg and Bremen to prevent its use by German troops fell on the Irish Guards. Having already cleared the autobahn between Sittenau and Emsdorf, the road lay open to the north. On the evening of April 20th, a troop of No. 1 Squadron was sent northwest to the village of Wistedt but was recalled before dark because its placement would stretch the battalion too far. Before dawn a troop of No. 1 Squadron from 3rd Battalion, supported by a platoon of infantry from 3rd Battalion, was sent to the quiet, sleepy village of Wistedt: seeing no further sign of the enemy. While making preparations for any impending action, Lt. Quinn's Sherman, in the lead, was disabled by an electrical failure. The others, along with the infantry, were sited in defensible positions around the village and stood down for a morning brew up. While the others were at breakfast, Guardian Eddie Charlton stayed with the disabled Sherman, removing the Browning machine gun from the bow...

BOARD CONFIGURATION:

BALANCE:

- In the VC change "...control 6..." to "...control 7..."
- Eliminate one Plat from the British OB

(only hexes 1 through CC are playable)

VICTORY CONDITIONS: The Germans win if at game end, they control ≥ 6 of the buildings in the British set up area. Any building within the British set up area which contains a buzz counter at game end is considered controlled by the Germans.

TURN RECORD CHART

BRITISH Sets Up First

GERMAN Moves First

1 2 3 4 5 END

Elements of No.1 Squadron, 2nd (Armoured) Battalion and 3rd Battalion, Irish Guards [ELR: 5]
set up on between hexrows O and W, on hexes numbered ≤ 6: {SAN: 0}

enter on Turn 1 anywhere along the north, west and/or south edges of the playing area: {SAN: 0}

Divisiional Armor enters on Turn 2 anywhere along the west edge.

SPECIAL RULES:

1. EC are Wet and Overcast with Light Rain (E3.51) and no wind at start. Rain intensity cannot change during the scenario. Kindling is NA.
2. Place overlays as follows: B1 on S3; B2 on Q6-R6; O1 on T4; O2 on O3-P3; X9 on W6; X10 on R7; and X11 on S2-T2. All buildings are wooded with ground floor only. All walls are hedges.
3. At start British AFV crews must set-up outside their vehicles (which are considered abandoned) but in the same hex with them. British AFVs may not set up in buildings. (See SSR-4).
4. After set-up but prior to the start of play, the British Player randomly and secretly determines one Sherman V(a) to be immobilized with a Disabled MA. It's identity may be kept secret until verification is required. At the beginning of each British Phase the British player must make a die; if this die is ≤ the current turn number, the British player receives a Hero and a LMG immediately placed on top of the immobilized vehicle as if he were a rider. Make the vehicle with a BMG Disabled counter. If this vehicle is destroyed due to German fire prior to receiving the Hero/LMG, they are placed on top of that vehicle at that time unless the vehicle is a blazing wreck, in which case they are not received at all. Ignore the last sentence of D3.7.
5. German crews may not voluntarily abandon their vehicles.

AFTERMATH: While inspecting the perimeter, Lt. Quinn heard a voice. Assuming it was the advance of the Grenadier Guards, he stood in the middle of the road to get a better look with his binoculars. Within seconds a solid armour-piercing shell passed so close to his head it blew his brest off, wounding the man behind him. Thus, in the words of infantry Lt. Williams Harvey-Kelly, who was with him at the moment, "all hell was let loose." At this moment the village came under stiff attack, a hero in the form of Lt. Quinn's co-driver, Guardian Eddie Charlton. With the Browning MG from the disabled Sherman, Charlton stood in the trench firing into the advancing Germans. During a break in the action, he exited the vehicle and moved to the shelter of a tree-lined fence, from where he continued to fire the machine gun into the German vanguard until he was wounded at least three times. He was then taken prisoner, along with a few of his fellow Guardians (the others having escaped due to his action), and later died in captivity. Charlton's actions were later recognized by German POWs who expressed appreciation at the actions of a lone Guardian who stood in front of the brewing storm. This man, Guardian Edward Charlton, was posthumously awarded the highest honor for bravery that the British Army has, the Victoria Cross. It was the last act committed in Europe for which a Victoria Cross was awarded.
**Victory Conditions:** The German player wins if there are no unbroken Russian MMC with a LOS to the R5-X5-GG road at game end.

**Turn Record Chart:**
- Russian Sets Up First
- German Moves First

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**Elements of the 42nd Army [ELR: 4] set up on west of hexes V: (SAN: 2)**

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**Elements of the 1st Company, 43rd Infantry Regiment [ELR: 4] enter on turn one on the east edge: (SAN: 2)**

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**Special Rules:**
1. EC are Wet with Ground Snow and no wind at start. Treat all Grain boxes as level 1 hill boxes. Orchards do not exist.
2. Night rules are in effect. The base NVE is 3 hexes. The Germans are the scenario attacker, the Russians are the scenario defenders. The Majority Squad Type of both sides is Normal.
3. Russian 6-2-8 squads are ski capable (E4), stealthy, and have winter camouflage.
4. No German unit may move/advance further west than the Pz23 until a German unit has a LOS to a Known Russian unit.
5. Place a wreck in hexes T5, L6, W5, and X5.

**Aftermath:** Five minutes down the road they passed the first burnt-out vehicles. As the platoons in the middle advanced, they scanned the area to the left where the forest ended to reveal a clearing perhaps eighty meters wide. White-clad figures emerged from the upper end of the clearing. They glided downhill, picking up speed as they headed straight toward the road. "Achtung, ahead and to the left a Russian ski squad." At that moment the Russians began to fire on both sides of the road. The tank halted and all butches emptied their rifles. Soon afterward the turret machine gun opened fire and then the main 37mm gun. The Germans sought cover and fired back knocking down a few of the white figures in the clearing. By now the tank gun had fired. The men turned to the right and left, more and more of the enemy fire died down the tanks were again the left and right the woods echoed with the sound of rifle fire and exploding grenades. The Soviet survivors turned and fled on the heels of their ski troopers, pushed by gunfire from a lone German tank. Ten minutes later the German infantry reached their once surrounded comrades and the supply road was reported clear.

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**Board Configuration:**
- Ignore SSR 4
- Add an ATR to the Russian OB

(Only hexes R-GG are playable)
VICTORY CONDITIONS: The Japanese win if at game end they have amassed more CVPs than the Chinese. In addition to other CVPs, each building location is worth 1 CVP for the controlling side.

TURN RECORD CHART

CHINESE Set Up First

JAPANESE Move First

Elements of the Nationalist 1st Army Corps [ELR:3] set up on/north of hexrow 6 on board 35 and anywhere on board 24: (SAN:4)

Elements of the 3rd Armored Battalion enter on turn 1 along the north edge of board 24:

Elements of the Shanghai Expeditionary Army, Japanese Marines [ELR:4] enter on the south and/or east edge of board 35 on turn one: (SAN:4)

SPECIAL RULES:
1. EC are Dry with no wind at start. Kindling is NA. PTO Terrain is in effect including Light Jungle. The Rice Paddies are Drained (G8).
2. Place overlays as follows: 3 on 35DD8-DD9; 5 on 35O9-O10; St2 on 24J7-36; Wdf on 24I6. The valley on board 24 does not exist and the gully on board 24 is treated as a stream. Hexside 24I3/H2 is a stream hexside. Hex 24J7 is a ford. All buildings are wooden and have ground levels only. All Futs are buildings.
3. The Chinese may use HIP for one Squad and any SW/SMC that sets up with them.
4. Special Ammunition Depletion is for the Chinese are raised by 1.

BOARD CONFIGURATION:

BALANCE:
- Add an ATR to the Chinese OB.
- Exchange the 10-1 leader in the Japanese OB for a 10-2.

AFTERMATH: The fight for Chekiang Province proved costly for Chiang in terms of the elite units he committed to this particular engagement. The best German trained divisions were rushed to Chekiang along with the Chinese 3rd Armored Battalion consisting of Italian CV-33 tankettes, Pak43s, and a number of armored cars of German make. The Japanese responded by committing their Marines with armor to engage the threat of the Nationalist build-up. The heaviest fighting took place in this area where the Nationalist command deployed all of its elite units. The only cover these men had were buildings that were grossly inadequate to protect them from the enemy artillery fire or aerial bombardment. The defenses were breached within five days and the Japanese then smashed their way into the city itself. Only a few Chinese units held together under control of their officers to attempt an organized breakout. These actions depleted Chiang Kai-shek's standing order to die in place.