

# Rif War

GS8

**Battlefield:** Only hexrows R to GG and rows 4 to 10 on board 8, and hexrows R to GG and 1 to 5 on board 2 are in play.

SPANISH win at game end if they control 6 of the 9 buildings, including at least 2 multi hex buildings, on the board.

**Scenario Rules:**

1. EC are dry with a mild breeze from the North. All boards are treated as desert boards (F.1) Intense Heat Haze (F6.21) is in effect. All hill hexes are level 1 only. All buildings are wooden and only have a ground floor level. All orchards are cactus patches. All woods are brush. Cliffs do not exist. The island does not exist. All water hexes are considered deep water ocean (G13.4).

2. Rif forces are treated as Axis Minors with the following modifications. HOB modifier is +1. All Rif forces have a -1 DRM to PAATC checks, but a +1 DRM to CCV attacks. The wounded 10-3 counter represents Abd-el krim. All Rif forces within two hexes of him are treated as Fanatic. Abd-el-krim rallies as if a Commissar (A25.222) with the exception that a failed rally attempt has no other effect than failure to rally. Only the two 1-3-7 half squads may use the MMGs without inexperienced use penalties. Rif MMC and leaders may declare HtH CC if they are the attacker, or if they are successful in ambush. The Bofors M36 gun suffers from ammunition shortage (A19.131).

3. The Spanish forces are treated as Allied Minors. Any Spanish MMC must pass a NTC to move if not within 2 hexes of an unbroken Spanish leader when they start their move (EXC: Assault Engineer half squads). The 2-4-8 half squads are Assault Engineers, and may not recombine. Only the 1-2-7 crews may use the HMG and MMGs without inexperienced use penalties. The 8-1 leader may only modify fire attacks made by the MGs manned by the crews. The Spanish tanks have inexperienced crews (D3.5). The 9-2 leader represents Colonel Franco. If the 9-2 is killed during the scenario the Spanish player is forced to re-write the history of the Spanish Civil War including its impact on the Second World War.



8

2



**Alhucemas Bay, Morocco, 22 September 1925.** In the first amphibious assault since Gallipoli, Spanish troops under Colonel Franco, the future dictator of Spain, landed at Alhucemas Bay. Unfortunately the barges carrying the FT17 tanks hit shoals and had to return. The Spanish troops landed and set up defensive positions and were soon joined by the tanks. Franco now faced the problem of expanding the beachhead before the onset of winter. His forces, including the under-trained tankers, prepared to drive the Rif forces off the hills surrounding the beachhead.

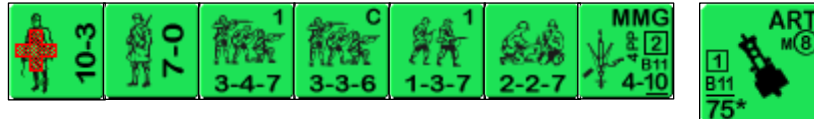
RIF Set Up First  
SPANISH Move First



**Elements of regional tribal bands (Harkas) and regular forces under Abd-el-krim [ELR: 4] {SAN:4}**



Set up on board 8:  
The 10-3 leader starts the game wounded



75mm Bofors M36

Enter on either the left or right side of Board 8 on Turn 3:



6 3 2 2 6

**Elements of the Spanish Legion Tercio de Extranjeros [ELR: 3] {SAN:2}**



Enter on Turn 1 from the South edge:



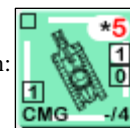
6 6 2 2

Machine Gun Platoon:



3 2

Tank Platoon:



FT-17m x3

**AFTERMATH:** The Spanish attacked with the support of the tanks. The tank crews had had limited training, including not having fired the main armament, and not having exercised with infantry, resulting in the tanks surging ahead of the infantry. The Rif forces, at first stunned by the appearance of the tanks, quickly rallied and attacked the tanks, trying to fire into their ports at point blank range, and to jam logs into their running gear. The supporting machine guns and artillery broke up the infantry advance. Franco would have to wait for another day before advancing.

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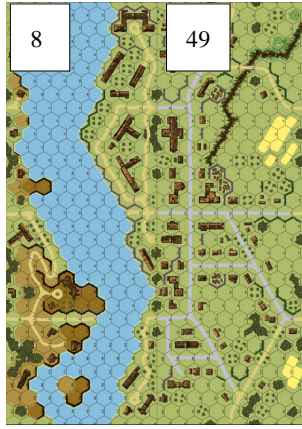
# Meiktila Sunrise

## GS9

Battlefield:



BRITISH win by controlling more multihex Buildings on Board 8 and Board 49 West of the road AA5-F7-I8-Q8-Q10 than the Japanese



### Scenario Rules:

1. EC are Dry with no wind at start. Kindling is NA. AFV crews may not Voluntarily Abandon their vehicles.
2. All buildings are wooden and single story EXC: Buildings 49E9, 49K9, 8C1 and 8J2 are wooden Factorys. All Orchards are Cactus Patch (B14.7).
3. Japanese AFV crews are Inexperienced
4. The British 10-3 starts the scenario wounded.

**JAPANESE** Set Up First

**BRITISH** Move First



**Meiktila, Burma, 25<sup>th</sup> May, 1945.** The West Yorks and the Shermans of the Deccan Horse set off from laager in the early hours of 3rd March, their brief to push as hard as possible and break the Japanese stranglehold on the teak factories and lumberyards on the East side of Meiktila Lake and open a corridor to link with the rest of 255 Indian Brigade attacking from the East. Facing them were the assorted cooks and bottlewashers of the 3<sup>rd</sup> Emergency Infantry Company, a scratch force drawn from wherever men were spare and hopefully some tanks from the 14<sup>th</sup> Tank Regiment. These men had infiltrated back during the night into the positions they had been thrown out from the day before by 1/7 Gurkhas.

### Elements of 3<sup>rd</sup> Emergency Infantry Company [ELR: 3] {SAN:4}



Set up on board 8 and/or board 49 in hexes numbered >5:



3 3 2 2

### Elements of 14<sup>th</sup> Tank Regiment

Enter on South edge of Boards 8 and/or 49 on turn 1:

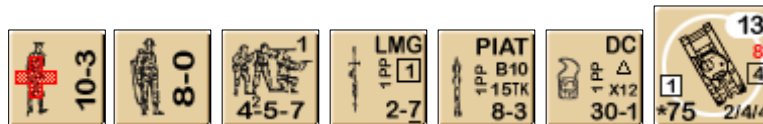


2 2

### Elements of 1<sup>st</sup> Battalion West Yorkshire Regiment and the Royal Deccan Horse [ELR: 4] {SAN:3}



Enter on/between 49A5 and 49Q1 on turn 1:



8 2 3

**AFTERMATH:** As the tanks and infantry advanced, heavy sniper and small arms fire seemed to come from every building on their front. Slowly and methodically, the West Yorks and supporting tanks pushed forward, eliminating strongpoint after strongpoint – during the fighting, Lt PW Weston of the West Yorks was leading his platoon in clearing a series of bunkers near the centre of the town. He eventually fell after clearing the last bunker and was posthumously awarded the Victoria Cross.

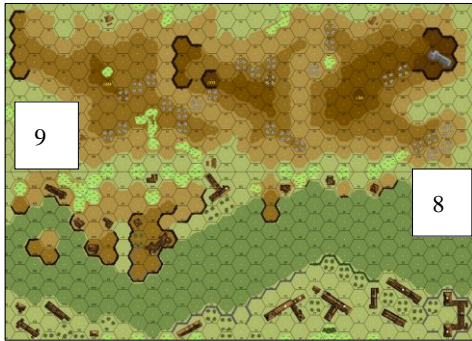
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# Culquaber

GS10

Battlefield:



BRITISH wins if, at Game end, has achieved a number of Scenario Objectives  $\geq$  the number he bid before the game (see SSR 2), provided there are  $\geq 2$  non-Recalled mobile AFV with still functioning MA.

There are eight Scenario Objectives:

1. Control/eliminate the Pillbox
2. Control  $\geq 10$  Level 4 hill hexes
3. Control building 9 DD3 (The Italian Command Post)
4. Control  $\geq 3$  Trenches
5. Capture/Eliminate both Italian AA Guns
6. Capture/Eliminate the Italian 81 mm Mortar
7. Clear all board 9 hill hexes from unbroken Elite Italian MMC
8. Amass  $\geq 10$  CVP counting only Elite Italian infantry units and Crews

### Scenario Rules:

1. EC are Dry with no wind at start. Kindling is NA. Crews cannot voluntarily abandon their vehicles. Hex Control is NA for AFV. All Orchard hexes are Cactus Patches (F 13.4); all Woods are Brush; the River in board 8 is a Valley (B 22) and no Road exists on any board. All buildings are single story and wooden. The Elite Italian HOB Nationality DRM is zero. All British AFV crews are Inexperienced.
2. To determine sides each Player secretly bids the number of Scenario Objectives he believes can achieve at the end of the game playing as the British. The number must be  $\geq 2$  and  $\leq 8$ . The higher bidder takes the British side. A dr will decide sides in case of a tie bid.

**ITALIAN** Sets Up First  
**BRITISH** Move First

**CULQUABER, ETHIOPIA, 21 November 1941:** The last act of war in Eastern Africa was not a walk for the Allies. The final battle to dislodge Italians began on the 11th of November and was led by General Fowkes. A mixed group formed by Ethiopian militians and elements of the 25<sup>th</sup> East African Brigade assaulted Culquaber. They was supported by a light armored force and air power. The Italian garrison (four battalions entrenched and shielded behind minefields and wire) halted the attack. Only Abissinian mountain troops had some success, cutting off and destroying some pockets of resistance near Gondar. Thus general Fowkes decided to use both brigades available (the 25<sup>th</sup> and the 26<sup>th</sup>) to seize Culquaber. The 26th East African finally arrived at Culqualber nine days later being employed formerly in the first day of the battle in the siege of Gondar.

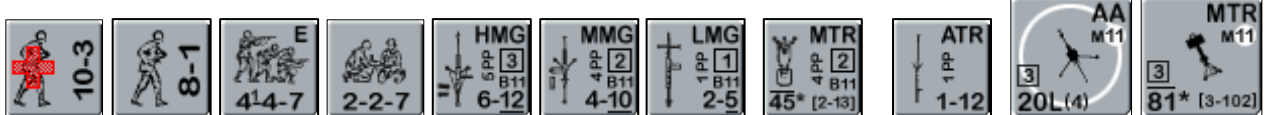
The plan was to attack with the 25<sup>th</sup> from north and with the 26<sup>th</sup> from south using also the help of numerous local *Uollo* warbands. These natives were happy to punish their worst rivals, the Italian “Zaptié” colonial troops. After a week of probes, heavy shelling, and aerial bombardment, on the 21<sup>st</sup> of November Fowkes ordered the final attack against the “Costone dei Roccioni” (Cliff of the Crags), well-fortified and held by the Carabinieri (2<sup>nd</sup> Company) and by the Zaptié Colonial troops (1<sup>st</sup> Zaptié Company).

3. All Italian 447, 247, and 346 not in the Pillbox or in a Trench/Foxhole must undergo a NMC at the end of the initial British RPh. Those units failing the NMC are broken and under DM. Normal ELR substitution, Heat of Battle, Pinning, and Casualty MC all apply to this NMC. Each unit so eliminated counts as British CVP.
4. Due to previous attacks and air reconnaissance, all Italian Guns set up Emplaced but may not use HIP or begin the game Concealed. All Italian at-start Fortifications may not use HIP during setup and must begin the game placed onboard in full view of the British player. Their contents are revealed as per normal LOS rules.
5. The Zapatiè and/or the Uollo Warband units may declare HtH Combat (J 2.31) if they have not been ambushed. Italians are subject to Ammunition Shortage (A 19.131) starting the player turn after any Italian units roll the first 6,6 on the IFT or on the TH table.
6. No Truck can spend MP to move in a new hex if it is unloaded.



### Elements of the 2<sup>nd</sup> Company First Battalion “Carabinieri Reali” [ELR:4] {SAN:3}

Set up on any hill hex on board 9 (see SSR 3 and 4)



- 81mm MTR must set up at least 6 hexes from any AA Gun
- Trenches must set up on any level 2 and/or level 3 hill hex
- Pillbox must set up at least 2 hexes from any Trench/Foxhole
- Minefields are Known (F.7)
- Italian 10-3 leader starts the game Wounded



24      3      5      3



1<sup>st</sup> Zapatiè Company, set up on any hill hex on board 9 but not in the same hex as unit(s) of the “Carabinieri Reali” (See SSR 3 and 4) [ELR 2]



10

Elements of the 25<sup>th</sup> East African Brigade, set up ≤ 3 hexes from 8W7, [ELR:3] {SAN:2}



4 2

Elements of the 26<sup>th</sup> East African Brigade, enter on Turn 1 along any edge of board 8 [ELR:3]



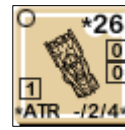
2 12 4

15 cwt Truck

Mark VIB

Mark VIC

M-H II ME



3 2 2 2

Uollo Warband, enter on Turn 1 along any edge of board 8, [ELR:2]



2 10 10

**AFTERMATH:** The Carabinieri, although encircled and suffering ammo shortage, fought fiercely for all the day, using baionets and hand granades when out of ammo. At the first shadows of the night, the Italian Commander, Maj Serranti, wounded, refused medical aid fighting until the death to give the example to his men. Almost all Carabinieri followed that example until the bitter end. For the epic resistance at the “Costone dei Roccioni” the Carabinieri Battalion was awarded with the Gold Medal to war value.

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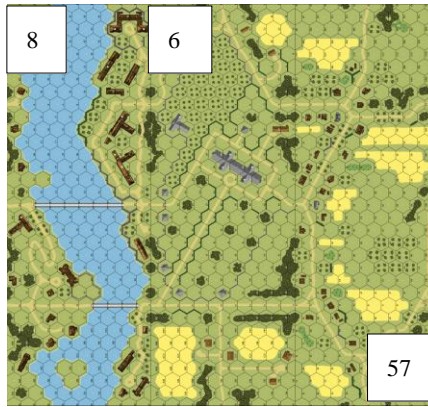
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# Guns of Kasbah

GS11

Battlefield:



**Mehdia, Morocco, 9<sup>th</sup> Nov. 1942.**

The U.S 60<sup>th</sup> Infantry Division was ordered to bypass the Vichy French fortress of Kasbah and continue northeast towards the French airfield at Port Lyauntey a few miles up the Sebou River. But the fortress guns at Kasbah (a 16<sup>th</sup> century Portuguese fortress) were keeping all the supply ships and troop transports from landing. So Truscott ordered the fortress be taken "with cold steel!"

AMERICANS win if they have  $\geq 27$  VPs or control all four Gate Houses at game end. Victory Points are rewarded as follows: 5 pts for every French ART gun destroyed or permanently malfunctioned, 3 pts for every Gate House (Buildings 6R9,6X8, 57P2, 57S1) controlled, 1 pt for every Location of Building 6M5 controlled (3 levels = 21 max). There are a possible 43 VP total.

## Scenario Rules:

1. EC are moderate with no wind to start. Kindling is NA. Bore Sighting is NA
2. American vehicle crews are Inexperienced
3. All Orchards are Cactus Patches (any half hex with a Cactus Patch is treated as a full hex Cactus Patch)
4. Hills (and Cliffs) do not exist, but any other terrain in the hex does
5. Place two lane stone bridges on board 8 between hexes Y1-Y3 and Q3-Q8
6. The Roadblocks represent stone gates, which act as stone walls for all purposes except stated otherwise. Each stone gate can be opened and closed by spending 1 MP in the adjacent gate house, and the gate can be disabled by spending 2 MP. When a gate is opened, remove the Roadblock for that Gate House; when it is closed, put the Roadblock back on the board. Only the American can Destroy a Gate House (which will permanently leave that gate in its current condition (open or closed) but not affect the Gate House itself.
7. The French 155ART guns represent the fortress batteries which were used to shell incoming Naval vessels. As a result, their minimum range is 6 hexes. They have a B# of 12. Only the 2<sup>nd</sup> level of board 6 hexes O4 and N5 are Fortified.
8. The French 10-3 starts the game Wounded. French 2-2-8s have a Morale Level of 9.

**FRENCH** Set Up First

**AMERICANS** Move First



### Vichy French Kasbah Fortress Defense [ELR: 2] {SAN:4}

Set up anywhere within the following area: board 8 north of row Z and east of the river, board 6 north of row Y, board 57 north of row I in any hex numbered 3 or less.



			4	7	3			2	
Set up within 3 hexes of Building 6M5			Set up in: 6W9/X9, 6Q9/Q10, 57P1/O2, 57R1/S2			Set up on 2 <sup>nd</sup> level of 6O4 (CA:P5) and 6N5 (CA:O7)			
	2			4			2		

### Elements of 60<sup>th</sup> Infantry Division [ELR: 3] {SAN:2}

Enter on Turn 1 from any board edge on/between 8Q10-8GG10-57A10-57Q10:



			6	9	2	2		2	3

**AFTERMATH:** The fighting lasted for three days when finally enemy resistance at the fort was broken after U.S. 105mm Howitzers firing point blank breached the fortress walls, along with some Navy Dive Bombers which bombed the fortress itself.

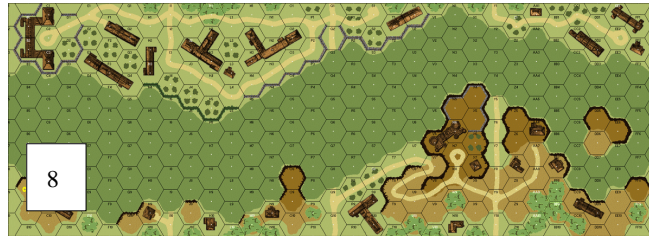
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# Hell and No Water

## GS12

Battlefield:



AMERICANS win by controlling nine or more Level 2 hexes or if all French ordnance is destroyed.

**Somi Wari, Morocco, November 8, 1942.** The American drive in Morocco was drawing sometimes unexpected resistance from the French. In one location a French Foreign Legion gun battery was positioned on high ground opposite a dried river bed. It had to be silenced.

### Scenario Rules:

1. EC are Dry, with no wind at start. DTO is in effect.
2. The River is Dry. All Woods are Brush. All Orchards are Cactus Patch, all Hedges and Walls are Cactus Hedges. All buildings are Wooden and single story.
3. The French 10-3 Leader starts the game Wounded.
4. The Americans may have the M3 halftracks enter loaded with up to their normal capacity of infantry, leaders, and support weapons withdrawn from the units available to set up on board. The Grants have Inexperienced Crews.

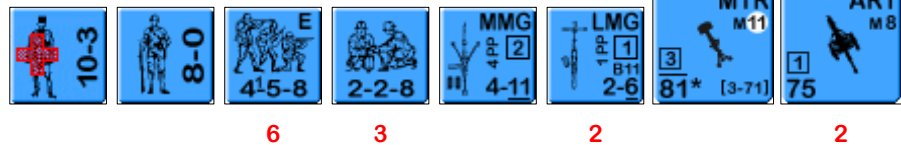
**FRENCH** Set Up First  
**AMERICANS** Move First



#### Elements of French Foreign Legion Battery A [ELR: 3] {SAN:3}



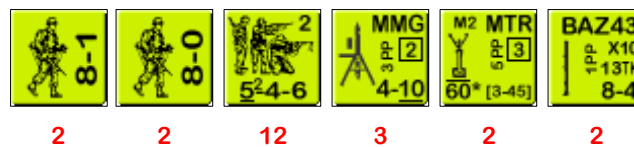
Set up in any Level 1 or Level 2 hex:



#### Elements of US 1<sup>st</sup> Infantry Division [ELR: 3] {SAN:2}



Set up North of the river (see SSR4):



Enter on the North edge on Turn 1:



**AFTERMATH:** The French were prepared for the initial assault - their battery commander had barely escaped from a night at the nearby town, injuring himself in an automobile wreck in his rush to return to his post. As the Americans moved to cross the damp gravelly river bed they were met with withering fire and repulsed. Tanks moved up to duel with the French guns but their inexperience only resulted in more losses. Finally some half tracks were able to infiltrate the flanks and start to roll up the defenders. As it became obvious that their position had been compromised and satisfied their honor had been upheld, the French capitulated.

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