

Additional Scenarios

The following sixteen scenarios are based on the KampfPanzer format. They cover the period of tactical armored warfare from 1918-1942. Certain units are called for in the different scenarios that are not given in the KampfPanzer game; they must be made. All information for new units not included are to be found in the chart of Additional Units.

All three authors and one staff member are responsible for the Following KampfPanzer/Desert War scenarios. Scenario authorship is indicated by author's initials, thus: John Fernandes (JF); David C. Isby (DCI); Charles C. Sharp (CCS); Jerrold Thomas (JT).

ST. JULIAN, 20 June 1918

Many of the armor developments between the two World Wars were in response to tank operations in the last days of the first World War. The French made heavy use of armor during the attack of General Magin's Tenth Army near Soissons on 18 June 1918. After the initial German defenses were breached, the French used their tanks to break the less-well dug in German field fortifications behind their Main Line of Resistance. On 20 June, the French 4th Light Tank Battalion, supporting the 7th Infantry Regiment, captured the positions of the German units outside the town, as the Germans lacked an effective anti-tank defense. —DCI

FRENCH:

four FT17, nine inf, three 75mmH, two 25mmAT

Deploy: tanks, anti-tank guns, and infantry deploy in hexes 1244, 1345, 1445, 1546, 1646, 1747, and 1341 or any hexes adjacent to them. Howitzers deploy in Town 1 or Town 2.

Panic Level: 3 for all tank units, 1 for all other units (roll the die twice each turn).

GERMAN:

six inf, two 37mmAT, nine entrenchment counters.

Deploy: entrenchment markers in hexes 0151, 0251, 0352, 0452, 0553, 0653, 0353, 0253, and 0154. All other German units deploy in any hex with an entrenchment marker in it.

Panic Level: 1.

Game-Length: seventeen Game-Turns.

Special Rules: All units without a Movement Allowance are assigned a Movement Allowance of 1 for this scenario. The French tanks are considered "MX" type units and the French Anti-tank guns "R" type units. German 37mm AT units are considered "MX" units and have their range extended to eight hexagons. Tank units may end their movement on entrenchment hexes if they wish. It does not affect their Defense Strength.

Victory Conditions: The French player must occupy at least four German entrenched hexes at the end of the game. If he does not do this, the German player wins.

HYPOTHETICAL POLISH-CZECH BATTLE, 1938

One of the reasons the Czechs did not fight in 1938 was that Poland also threatened to attack Czechoslovakia to occupy the disputed province of Teschen. The Poles, as it was, gained the province without fighting as the Germans carved up the Czech state. Yet the possibilities did exist for a battle. —DCI

POLES:

five FT17 (Fr.), five R35 (Fr.), two M6 (Br.), two inf (Br.), two trucks.

Deploy: within 4 hexes of hex 0703

Panic Level: 4

CZECHS:

six Pz38, four inf (Fr.), two 25mmAT (Fr.), six trucks.

Deploy: Within 4 hexes of hex 1216

Panic Level: 2

Game Length: ten Game-Turns

Victory Conditions: To win, the Poles must destroy at least four Czech units (trucks do not count for this victory condition). If not, the Czechs win.

KUEISUI, 3 November 1939

The Sino-Japanese War was a largely non-motorized one, but at least once, near Kueisui, there was a chance for an armored clash between the Japanese 2nd Sendai Mechanized Division and the Chinese 6th Independent Division. While details of the action are unknown, the general situation is depicted in this somewhat hypothetical situation. —DCI

CHINESE:

one 6-Ton I (Br.), one 6-Ton II (Br.), eight inf (RU)

Deploy: Between rows 0001 and 0019, inclusive.

Panic Level: 5

JAPANESE:

one T97, two T94, six inf (Fr.), one 75mmH (Fr.), seven trucks.

Deploy: Within four hexes of 2820.

Panic Level: 2

Game Length: ten Game-Turns

Victory Conditions: The Japanese win if there are no undisrupted Chinese units within two hexes of a road hex at the end of the game. If the Japanese do not do this, the Chinese win.

NOTE: Players should note that to play this situation it will be necessary to construct additional units not provided in the *Kampf-Panzer* game.

SEDAN, 14 May 1940

The Meuse River, the last obstacle between the advancing German Army and the industrial centers of northern France, was crossed by the vanguard of the 1st Panzer Division on 13 May 1940. On the 14th, the French staged a series of counterattacks against the German bridgehead. One such attack was made by the 4th Independent Tank Battalion along with some infantry of the 205th Division. These units faced the dug-in 1st Battalion, 1st Panzer-grenadier Regiment. The initial French attack was uncoordinated and piecemeal, but was making some headway until the tanks of the 2nd Panzer Regiment arrived. The Germans repulsed the French, leaving the way open for their drive across Northern France. —DCI

FRENCH:

four R35, nine inf, three trucks.

Deploy: Within two hexes of hex 2124.

Panic Level: 4

GERMAN:

(a) four inf, one 37mmAT
(b) two PzII, two PzIII, one PzIV, two inf, two 37mmAT, two APC, two trucks

Deploy: (a) Entrenched within two hexes of hex 2930.

(b) Enters mapsheet through hex 3950 on Game-Turn three.

Panic Level: 1

Game Length: twelve Game-Turns

Victory Conditions: The French must have a unit on hex 2932 at the end of the game. If they do not have a unit on this hex, the German player wins.

MONS, 16 May 1940

One of the French units that advanced into Belgium to meet the advancing Germans was the 4th DLM (Light Mechanized Division). German air attacks and French lack of control soon dispersed the division. Near Mons on 16 May 1940, a *demi-brigade* of the division blundered into the German armor of the 31st Panzer Regiment, 5th Panzer Division. The French, however, were defeated by the Germans, who used their fast-moving tanks to get around the flanks of the more heavily armored French vehicles. Unable to gain the upper hand, the French withdrew in position. —DCI

FRENCH:

eight H-39, five S-35

Deploy: Within 3 hexes of hex 1520.

Panic Level: 4

GERMAN:

two PzII, five PzIII, two inf, two 37mm AT, two APC, two trucks

Deploy: Within 3 hexes of hex 2925

Panic Level: 1

Game Length: ten Game-Turns

Victory Conditions: The Germans must destroy at least six French units and occupy three of the following hexes in order to win: 1513, 1612, 1712, 1811, 2010, 2110. The French must destroy at least five German units and occupy

hexes 2621 and 2622. If neither player fulfills his victory condition, or if both do, the result is a draw.

CRECY, 19 May 1940

As an effort to stem the German advance, elements of 4th French Armored Division began to counterattack on the roads leading from Crecy on 19 May 1940. They were attacked by elements of the German 10th Panzer, which was advancing against the Allied forces retiring towards Dunkirk. The Germans were able to advance against the French before the latter was in position, and then proceeded to mop up the scattered and confused French. This action, and many similar to it, proved the fallacy of the French ideas of using armor. —DCI

FRENCH:

two B1, two S35, five R35, five H39, nine inf, two 25mm AT, two 75mmH, six trucks

Deploy: Set up with 4 hexes of 4914. Move first, deploy second.

Panic Level: 3

GERMANS:

two PzI, four PzII, five PzIII, 2 PzIV, six inf, three 37mm AT, six APC

Deploy: Two PzI in Town 1. All other units within 4 hexes of 2127.

Panic Level: 1

Game Length: ten Game-Turns

Victory Conditions: Destroy more units than the enemy player. A 1:1 plus ratio is a marginal victory; a 2:1 plus ratio is a substantive victory; and a 4:1 plus ratio is a decisive victory.

LA BASSEE CANAL, 24 May 1940

As the British Expeditionary Force withdrew from Belgium towards Dunkirk, they held a line along the Basse Canal. On 24 May, units from the 33rd Panzer Regiment, 9th Panzer Division, attempted to cross a tributary of the canal and probe British positions. The crossing was defended, however, by the 4th Border Regiment reinforced by anti-tank guns. The Germans tried to find a weak spot in British defenses, but failing that, they took the bull by the horns and charged into the anti-tank guns, which destroyed the lightly armored German vehicles. After suffering heavy casualties, the Germans withdrew and the British line remained intact. —DCI

BRITISH:

six inf, one 2Lbr AT, four French 25mmAT, six APC, five trucks, one M6.

Deploy: Within 10 hexes of 3436.

Panic Level: 2

GERMAN:

six PzII, two PzI, two PzIII, two inf, two APC.

Deploy: Within three hexes of 1033

Panic Level: 1

Game Length: eleven Game-Turns

Victory Conditions: The German player must exit at least five of its units off the map between hexes 3933 and 3940, inclusive, on or before Game-Turn 11. If the German player does not do this, the British player has won.

Special Rules: In this scenario, give all French 25mmAT guns a Range Allowance of 10 hexes.

ST. VENANT, 27 May 1940

As part of the British attempt to shorten their lines on 25 May 1940, the 5th Dragoon Guards (Innis killings) were acting as a covering force. They were engaged by a *kampfgruppe* of the 8th Panzer division. The light tanks and supporting infantry of the Dragoon Guards would have been overrun by the Germans had not the 1st Royal Irish Fusiliers and "A" battery, 65th Anti-tank Regiment, R.A. come to reinforce the defense. The two Irish regiments, aided by artillery fire, were able to beat off the German attack. —DCI

BRITISH:

(a) four M6, one A13, six inf, six APC

(b) nine French inf, one 2Lbr AT, one truck.

Deploy: (a) within 5 hexes of 1739

(b) enters map on turns 1 and 2 via hex 0217. Stacking does not apply to initial entrance.

Panic Level: 3 for all tank units; 2 for all others (roll the die twice each turn).

GERMAN:

three Pz38(Cz), five PzII, two inf, two 37mm AT, two trucks, two APC

Deploy: within four hexes of 3044

Panic Level: 1

Game length: fifteen Game-Turns

Victory Conditions: The Germans must exit at least four units between hexes 0123 and 0130, inclusive, by the end of the game and destroy at least five British units. If they do not do this, the British win.

DEFENSE OF BLAGNY, 5 June 1940

The British 51st Highland Division had been attached to the French Army as a public relations move. Unfortunately, this led to this fine unit being cut off from Dunkirk. Most of the division was captured at Ste. Valery-sur-Caux, but three battalions escaped, thanks largely to the efforts of the 7th battalion, Argyll and Sutherland Highlanders. Together with the remnants of the Fife and Forfar Yeomanry, they held off the vanguard of the 8th Panzer Division at Blagny on 5 June 1940. The Germans proved unable to penetrate the British defense, until parallel columns were called back to surround the town. After an epic defense, the Highlanders attempted a breakout, and most were captured. But they had gained the necessary time for their comrades to evacuate. —DCI

BRITISH:

six inf, three French inf, one 2Lbr, two French 25mm, two M-6, two trucks

Deploy: The area between rows 1600 and 3200, inclusive.

Panic Level: 2

GERMAN:

six Pz38(Cz), two PzI, one PzII, six inf, six APC

Deploy: Enters the map turn 1 between hexes 0016 and 0154 inclusive.

Panic Level: 1

Game Length: twelve Game-Turns

Victory Conditions: At the end of the game, the German player must have the road from 0217 to 3653 clear of British units. For the German to do this, there must be no undisrupted British unit within three hexes of any hex of this road.

KAIROUSE CROSSROADS, 2 June 1941

When the British were forced to invade Vichy Syria to secure the northern flank of the Middle Eastern theater, most of the meager force of French armor in southern Syria gathered at Kairouse Crossroads. They were attacked by the Australian Light Horse in light tanks, the 2/13th Battalion, A.I.F., of infantry, supported by British Matilda tanks. The French resisted at first, but as the Australians advanced, they began to surrender and the crossroads was soon in Australian hands. Due to lack of detail, the French OB is a matter of conjecture. —DCI

AUSTRALIANS:

(a) four M-6, one inf, one APC
(b) one A12, five inf, one 2Lbr, five APC, one truck

Deploy: (a) within 3 hexes of 3921
(b) within 3 hexes of 2532

Panic Level: 2

VICHY FRENCH:

five inf, two FT17, one R35

Deploy: within 2 hexes of 2620

Panic Level: 5

Game Length: seven Game-Turns

Victory Conditions: The Australians must occupy hex 2620 at the end of the game without losing more than five units.

MINSK HIGHWAY, 28 June 1941

As a *kampfgruppe* of the 29th Motorized Division advanced up the road to Minsk, it found its way barred by a phalanx of Russian armor, namely the 67th Tank Brigade. The Germans went into action, deployed quickly, and destroyed most of the Russian tanks with their coordinated tank and infantry attacks. The Russian armor, although outnumbering the Germans, was not as tactically skillful and lacked much supporting infantry. This was typical of many Russian defeats in the early days of the war. —DCI

GERMAN:

four PzIII, three PzIV, one PzII, three inf, one 37mm AT, three APC, one truck

Deploy: In town 1.

Panic Level: 1

RUSSIAN:

twelve BT7, one inf, one truck

Deploy: within four hexes of hex 2525. No stacking for initial set-up.

Panic Level: 5

Game Length: seven Game-Turns

Victory Conditions: Germans must destroy at least eight Russian units while losing less than five of their own units. If they do not do this, the Russians win.

PRABANG SUONG, 9 January 1942

One of the most surprising aspects of the disastrous Malayan campaign was the effective use of Japanese tanks in the jungle terrain where much of the fighting took place. Near Prabang Suong, however, the Japanese tanks ran into units of the 8th Australian Division. Most of the Japanese tanks were destroyed as they tried to rush the Australian anti-tank guns dug in along the sides of the road. The

Australians, however, found that infantry of the Imperial Guards division had infiltrated behind their position, forcing them to abandon the guns and fight their way out on foot. —DCI

AUSTRALIANS:

(A) one 2Lbr AT, one truck
(b) three British inf
(c) three British inf

Deploy: (a) on hex 3009, entrenched
(b) within one hex of 3509
(c) within one hex of hex 2708

Panic Level: 4

JAPANESE:

(a) three T97
(b) three inf (Fr)
(c) three inf (Fr)

Deploy: (a) on hexes 2818, 2820, and 2721
(b) adjacent to hex 2108
(c) adjacent to hex 3516

Panic Level: 1

Game Length: eleven Game-Turns

Victory Conditions: To win, the Japanese must destroy at least five Australian units and have an infantry unit adjacent to hex 3001 at the end of the game.

Special Rules: Consider all hexes, with the exception of road hexes, to be forest hexes. Tanks may not enter forest hexes. Road hexes are unchanged.

BELGIUM, 1940

This scenario is based on actions which took place when French and Belgian cavalry tried to delay the German panzer drive through the Ardennes. The French Light Cavalry Divisions had one motorized brigade and one horse brigade "combined." In practice, they were rarely able to combine effectively. —CCS

FRENCH:

eight cavalry, two 25mm (Fr), one 75mmH (Fr), three H39, two S35, three inf, three trucks, three APC

Deploy: In the corner of the map around Town 2 below the river. Up to two units may be deployed in Town 1. Infantry and artillery may be entrenched at the start.

Panic Level: 3

GERMANS:

two SkFz 221, six inf, two PzIV, two PzIII, three PzII, two 81mm mortars, four trucks, four APC

Deploy: Enter on road at hex 0127 in column
Panic Level: 1

Game Length: fifteen Game-Turns

Victory Conditions: The German must exit ten units off the map within four hexes of 3653 or 3950. The French must prevent this to win. Trucks and APC do not count for units exited.

Special Rules: The river is unfordable between 2354 and 2442. The Germans may plot two level bombing attacks on the fourth Game-Turn or any thereafter. After each level bombing attack, the Germans may plot one strafing attack per Game-Turn for two turns.

UKRAINE, 22 June 1941

This scenario is based on a counterattack attempted by the 53rd Cavalry Regiment of the

Soviet 34th Cavalry Division with the 91st Border Detachment near the Soviet-Polish border in the afternoon of 22 June 1941. This counterattack ran head-on into elements of the German Sixth Army and First Panzer Group. —CCS

SOVIETS:

three inf, twelve cavalry, six BT7, two 75mmH (Fr), five trucks

Deploy: cavalry and infantry deploy within two hexes of hex 0722. Tanks and artillery deploy within two hexes of 2126.

Panic Level: 3

GERMANS:

six inf, two 37mm, one 105mmH, three PzIV, three PzIII, two PzII, five trucks, four APC

Deploy: within six hexes of 1910

Panic Level: 1

Game Length: ten Game-Turns

Victory Conditions: The Soviets must exit at least twelve units off the map between hexes 0101 and 3901. The Germans must destroy at least thirteen Soviet units. Any other result is a draw.

Special Rules: The Germans have three dive bombing attacks which they may plot on the third turn or any Game-Turn thereafter. On the Game-Turn after the dive bombings are plotted, the Germans have two strafing attacks on each of the next two Game-Turns.

LUZON, 2 January 1942

This scenario is based on the occupation of the Calumpit bridges, on Luzon Island in the Philippines, by the Japanese 7th Tank Regiment. —CCS

JAPANESE:

eight T97

Deploy: enter between hexes 0154 and 0127

Panic Level: 1

FILIPINO-UNITED STATES:

six inf (Fr), one 37mm (Ger), three PzIIID

Deploy: infantry and artillery within two hexes of 1740. Tanks enter between hexes 3954 and 3949 on Game-Turn four.

Panic Level: 3

Game Length: ten Game-Turns

Victory Conditions: The US-Filipino Player must get at least three infantry units to Town 2 by the end of the game. The Japanese must have hex 2341 covered by "opportunity fire" from at least four tanks on Game-Turn ten. Any other result is a draw.

Special Rules: The PzIIID represents early US M3 light tanks.

RUSSIA, 1918-1919

This represents the sort of wide-open combat actions which were typical of the Russian Civil War — the only great maneuver war of the early twentieth century. Both sides made extensive use of cavalry, often combined with what home-made armored cars were available. The armored train was frequently the only source of heavy firepower, given the state of the roads at the time. The train was also frequently the source of command, supply, reserves and moral support.

Note: If you prefer, for ideological purposes, you can always call the attacking force the Whites and the defender the Reds, since there was, in fact, very little difference in the tactics employed by the two sides. — CCS

REDS:

nine cavalry, one Rolls Royce AC, one PzIVE

Deploy: along the edge of the map between hexes '0154 and 2253

Panic Level: 2

WHITES:

six inf (Rus), one inf (Ger), one 75mmH (Fr), four entrenchments

Deploy: within five hexes of 1839

Panic Level: 4

Game Length: twelve Game-Turns

Victory Conditions: The Reds must occupy all hexes of Town 1 at the end of Game-Turn twelve.

Special Rules: The PzIVE represents an armored train. It can only move on the road 0954-1740-1839-3550-3950, which represents the railroad. It has a Movement Allowance of 20. All other roads are ignored. Any hex of the railroad may be attacked by H-Fire. The RR is considered a stationary target. A result of D3 on a RR hex makes that hex impassable for train traffic for the remainder of the scenario. The German infantry unit represents a heavy machine-gun battery. It has a Defense Strength of two, rather than the printed factor. Otherwise, all factors for this and the PzIVE unit are as printed.

The Reds may plot one strafing attack per Game-Turn for three consecutive turns starting any turn after Game-Turn two.

SCENARIOS

These scenarios follow the same format as those found in *Desert War*. One selects a situation and then decides what force will be the Defender and what force will be the Attacker. The map to be used for the Africa scenarios should be the *Desert War* map and those scenarios that occur in Russia should use the *KampfPanzer* map or one of the players' own design.

AVAILABLE FORCES, RUSSIA

GERMAN

All German forces have a Morale rating, for Panic, of 1.

ATTACK FORCES

June '41	July '41
2 Pz II	3 Pz III D
3 Pz III D	2 Pz III G
2 Pz IV E	2 Pz IV E
4 Infantry	3 Infantry
4 APC	3 APC
3 37mm AT	3 37mm AT
2 50mm AT	2 50mm AT
2 105mm hwtzr.	2 105mm hwtzr.
2 Trucks	2 Trucks

Sept. '41	Nov. '41
5 Pz III G	3 Pz III G
2 Pz IV E	2 Pz III J
4 Infantry	4 Infantry
4 APC	4 APC
3 50mm AT	3 50mm AT
2 37mm AT	2 88mm AT
2 105mm hwtzr.	2 105mm hwtzr.
2 Trucks	3 Trucks

Dec. '41	1st Qtr. '42
2 Pz III G	4 Pz III J
2 Pz III J	2 Pz IV F
5 Infantry	4 Infantry
5 APC	7 APC
4 50mm AT	3 50mm AT
1 88mm AT	1 88mm AT
3 105mm hwtzr.	3 105mm hwtzr.
3 Trucks	

2nd Qtr. '42	3rd Qtr. '42
5 Pz III J	5 Pz III J
2 Pz IV F	2 Pz IV F
4 Infantry	4 Infantry
4 Trucks	4 Trucks
4 50mm AT	4 50mm AT
2 75mm AT	2 75mm AT
3 105mm hwtzr.	3 Wespe
3 APC	

4th Qtr. '42	early '43
4 Pz III J	2 Pz III J
2 Pz IV F	2 Pz IV H
2 StugIII A	2 StugIII F
5 Infantry	5 Infantry
5 APC	5 APC
3 75mm AT	3 75mm AT
3 Wespe	2 Wespe

mid '43	late '43
5 Pz IV H	3 Infantry
2 Pz V	3 APC
2 Pz VI A	2 Marder III
2 StugIII F	2 Wespe

DEFENSE FORCES

late '41	1942
10 Infantry	10 Infantry
4 50mm AT	5 Trucks
3 105mm hwtzr.	4 75mm AT
3 Off map H	3 StugIII A
	3 105mm hwtzr.
	4 Off map H

1943
10 Infantry
5 Trucks
4 75mm AT
2 88mm AT
3 StugIII F
4 105mm hwtzr.
4 Off map H

RECON FORCE

8 SdKz 232
3 Infantry
3 APC
2 Pz II F (special speed: 15)

RUSSIAN

All Russian infantry have a Panic of 3, while tank and other mobile units other than mobile infantry have a Panic of 5, in 1941. Every year Panic drops one level.

ATTACK FORCES

1941	1942	1943
20 BT-7	15 T-34A	18 T-34C
4 T-34A	4 KV-1A	4 KV-1C
2 KV-1a	4 T-70	2 SU-152
12 Off map H	4 Infantry	4 Infantry
(Dec only)	12 Off map H	18 Off map H

SPECIAL RULE: All Russian infantry units may be transported by tanks (see *KampfPanzer*, 14.5). All Russian H is plotted and executed on the first Game-Turn. This reflects the pre-offensive barrage. A roll of 1, 3, or 5 will scatter the H one hex while a 2, 4, or 6 will scatter it two hexes.

DEFENSE FORCES

1941	1942
12 Infantry	12 Infantry
4 45mm AT	2 45mm AT
3 Off map H	4 76mm AT
Reinforcements:	4 Off map H
Game-Turn 4	Reinforcements:
2 T-35	4 T-34A
4 BT-7	2 KV-1A

1943

12 Infantry
2 45mm AT
4 76mm AT
4 Off map H
Reinforcements:
6 T-34C

RECON FORCES

4 Ba-32
2 Ba-64
4 T-70

AVAILABLE FORCES, NORTH AFRICA

ALLIED

All Allied forces have a Morale rating for Panic of 2.

RECON FORCES

12 Daimler Mk I
6 Stuart
4 Infantry
4 APC

ATTACK FORCES

Infantry Assault Forces may be built by substituting, in the Infantry Defense, infantry support tanks (Matilda, Valentine, or Churchill) instead of AT guns.

SITUATION NR. 5: Convoy Raid

ROLES: Variable; either may be the attacker.

FORCES: German: Recon Force, as Attacker and add 20 Trucks as Defender; Allied: Same as the German except use Allied Recon Forces.

INITIAL DISPOSITION: Deploy positions secretly and not less than five hexes from map edge. Defender enters map from X or Z and must exit Trucks off the opposite edge of the map.

REINFORCEMENTS: None

GAME LENGTH: sixteen Game-Turns

VICTORY CONDITIONS: Trucks destroyed or unable to exit map (for attacker) versus number of Trucks exited (for defender). Larger number wins.

SPECIAL RULE: Trucks have panic level of 5 and always panic full Movement Point Allowance. On the first Game-Turn, convoy enters map at half speed. — JF

SITUATION NR. 6: Kursk

ROLES: Germans are the Attackers, and the Russians are the Defenders.

FORCES:

German: Two Assault Forces of summer 1943.

Russian: Two Defense Forces with Assault Force as reinforcements, of 1943.

INITIAL DISPOSITION: Russian Defender must entrench both Forces. The German Attack enters the map from the west edge.

REINFORCEMENTS: On Game-Turn 6, a Russian Assault Force enters on the east edge of the map.

GAME LENGTH: Indefinite

VICTORY CONDITIONS: Destroy all opposing units.

SPECIAL RULES: No transport for the Russian player. The map to be used should consist of at least 1 town of twelve to fifteen hexes in total area and a large hill covering an area of twenty hexes. Upon that hill should be one or more smaller hills. This is a five player scenario. Each player should command his own Force. The German players may speak freely between Game-Turns but not during plotting phase. The Russian players can only communicate through a written message.

—JF

SITUATION NR. 7: Infantry Defense

ROLES: Russians are the Defenders and the Germans are the Attackers.

FORCES:

Attacker: Attack Force

Defender: Defense Force

INITIAL DISPOSITION: Using the *Kampf-Panzer* map, the German player sets up from the Y edge to hexes 0110-3910. In June '41, the Russian player sets up within 10 hexes of that line. In August '41, the Russians deploy within 10 hexes of row 0130-3930; September '41.

REINFORCEMENTS: On Game-Turn 5, Russian reinforcements enter from map edge W, X, or Z. Use, instead of 2 T-35, 4 Valentines (lend-lease) and add 4 infantry.

GAME LENGTH: sixteen Game-Turns

VICTORY CONDITIONS: There are two conditions for victory. The Attacker must get four or more units into Town 1. A clear road from side Y to any other map edge must be free of enemy ZOC. If these conditions are not met then the Defender wins. For a draw the Attacker can sever all roads leading into or from Town 1.

SPECIAL RULES: The Russian Player has no H Fire. 4 75mm howitzers are added to the Defender. Russian Infantry may "fire" at adjacent hard targets using its regular (undoubled) Attack Strength. This simulates the use of 14.5mm AT rifles.

—JT

SITUATION NR. 8: Meeting Engagement

ROLES: Variable; either player may be the Attacker.

FORCES:

Russian: Attack Force

German: Attack Force

INITIAL DISPOSITION: One player enters the map on a road from side Z, the other enters on road from side X. The first Game-Turn has all movement being plotted on the road. All movement is at half Movement Allowance. After Game-Turn 1, panic occurs and all units are free to leave the road.

REINFORCEMENTS: none

GAME LENGTH: sixteen Game-Turns

VICTORY CONDITIONS: The Attacker must exit nine units off the edge of the map within fifteen hexes from where the Defender entered. If the Defender keeps five units in Town 1 and 2 it is a draw. The Defender wins if nine units are not exited.

—JT

ADDITIONAL UNITS FOR
KAMPFPANZER AND DESERT WAR

		Type	Range	DS	Movement
FRENCH	AS				
H35	2	A	8	3	8
AMR 35	2	A	5	1	15
AMC	2	A	5	4	12
D2	4	A	10	4	7
FCM 36	2	A	8	4	7
Panhard AC	2	A	5	2	22
Cavalry	4	R	4	2	4
GERMAN					
JzPz I	5	A	10	1	10
SdKz 221 AC	3	R	5	1	18
SdKz 222 AC	2	A	5	1	19
SdKz 232 AC	2	A	5	1	15
Pz 35(t)	3	A	5	2	11
PzIVH	10	M	24	7	10
PzV	12	M	24	11	12
StugIII A	5	M	10	8	10
StugIII F	9	M	20	8	10
Wespe	—	H	100	1	10
M'cycle inf	6	R	10	6	20
81mm mtr	—	H	20	3	1
105mm hwtr	—	H	100	1	0
AMERICAN					
M8 AC	5	M	10	2	18
M20	5	R	5	2	18
M3-105	—	H	50	3	15
ITALIAN					
M3/35tk	4	R	5	1	8
Sem75/18	5	M	10	2	8
JAPANESE					
T-94	2	R	5	1	11
T-89B	4	A	8	2	7
BRITISH					
A9	5	A	10	1	12
Rolls Royce AC	5	R	5	1	20
Daimler Mk I (d)	4	A	10	1	25
Morris AC	5	R	5	1	23
AEC Mk I (d)	4	A	10	2	21
Humber Mk I (d)	5	R	5	1	22
Mk IV Female	15	R	5	1	2
Mk IV Male	6	M	10	1	2
Whippet	7	R	5	1	4
Vickers 6-Ton I	5	R	5	1	10
Vickers 6-Ton II	3	M	9	1	10
RUSSIAN					
T-26	6	A	15	1	8
T-28C	5	M	10	5	10
T-34A	6	M	15	5	15
KV-1	6	A	15	9	9
T-60A	1	A	5	3	12
T-40A	2	A	5	1	13
T-70	6	A	15	4	16
T-40	3	R	5	1	13
Ba-32 AC	6	A	15	1	18
Ba-64 AC	5	R	5	1	18
T-37 amph tk	3	R	5	1	14
75mm AT	6	A	15	4	0
76mm AT	6	M	15	4	0
122mm Gun	—	H	50	2	0
SU-152	—	H	25	10	8
Cavalry	4	R	4	2	4
POLISH					
TKS	2	R	5	1	11
7TP	2	A	8	2	8
7TPbis	2	A	8	4	8
TK3	2	R	5	1	12
TK3a	2	A	5	1	12
Wz34 AC	2	R	5	1	19
Wz34a AC	2	A	5	1	19

(d) = These units may only be used in *Desert War*.

RULES FOR ADDITIONAL UNITS

CAVALRY

Cavalry moves exactly as infantry for terrain effects.

Cavalry may "charge" up to eight hexes, in a straight line, or as nearly as the geometry of the map will permit, over clear terrain only. Such a charge must end with the overrun of a soft target unit(s).

In an overrun, a cavalry unit is doubled. In an overrun at the end of a charge a cavalry unit is tripled.

At the end of the Game-Turn in which a charge and overrun has taken place, all cavalry units which have charged and overrun are automatically D1. This is in addition to any other effects suffered during the Game-Turn by that cavalry unit. This D1 effect does not take place unless the charge and overrun is carried out.

81mm mortars

When the die is rolled for the H results table for the 81mm mortars, add one to the die roll result in all cases. A result of seven on the die is treated as six.

Other than the above, 81mm mortars are treated just as any other artillery in *Kampf-Panzer*.

105mm howitzer

When the die is rolled for the H results table for the 105mm howitzer, subtract one from the die result for all cases. A result of zero is treated as one. Other than the above, 105mm howitzers are treated just as any other artillery in *KampfPanzer*.

—CCS

