

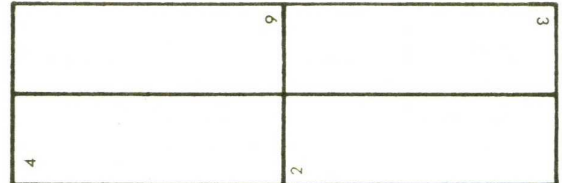
ROAD TO KOZANI PASS

Scenario 208



KOMANOS, WESTERN GREECE, April 13, 1941: The Balkan Campaign offered little hope in the way of a clear-cut victory for the Allies. Nevertheless the British often proved themselves equal in fighting ability to their German adversaries and showed remarkable fighting skills against a numerically superior enemy. As the British fought hard to hold back the German advances, most actions centered around prepared rearguard positions. Many times these positions would prove too much for a quick frontal assault, as was the case at the Proastion position on the western flank. Rather than waiting for their artillery support to move up, the Germans moved off the main road and threatened to catch the 1st Armored Brigade Headquarter section to the rear, at Komanos.

Board Configuration



VICTORY CONDITIONS

To win, the German must have undisputed control of four multi-hex buildings on board 3 at scenario end. The British player wins by avoiding the German victory conditions.

TURN RECORD CHART

⊙ British sets up first	⊙ 1*	⊙ 2*	3	⊙ 4	⊙ 5	6	7	8	9	10	restart on turn 11 (1)
⊙ British moves first			END								

Elements HQ section, 1st Armored Brigade, set up in any multi-hex buildings on board 3;

					6	2			3	2
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Elements 4th Hussar, enter turn one on hex 6I10;

								2	2	4	2
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Elements Northumberland Hussars (102 Anti-Tank Regiment R.A.), enter turn two on hex 6I10 or 3Y10;

Elements 3rd Royal Tank Regiment, enter turn four on hex 2Y10;

							3	7	2
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Elements 27th New Zealand Machine Gun Battalion, enter turn five on any north edge hex of board 3;

Elements 33rd Panzer Regiment and 10th Infantry Regiment, 9th Panzer Division;

Enter turn one on hex 4A6/4A5 or 6GG6/6GG5;

						4	2	4
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Enter turn two on hex 4A6/4A5 or 6GG6/6GG5;

													2	3	3	2	3	10	2	5
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208.1 The British 2-3-8s are considered half-squads (121.43) but may not be combined to form full squads (ie. 4-5-8).

208.2 All buildings are considered wooden for this scenario though no AFV may enter buildings of any kind. Note that this *does not* prevent "By-Pass Movement" (112) through building hexes.

AFTERMATH: The German move had not gone unnoticed. Elements from the 4th Hussars and a nearby antitank unit hurled themselves across the face of the German column in an attempt to halt their advance. Though the light tanks of the 4th

Hussars were no match for the German tanks, the antitank guns proved to be somewhat of a surprise and did slow the thrust toward the brigade headquarters. Still the Germans continued the pressure toward the main road, finally engaging the men of the headquarters section in Komanos. By this time a troop of British cruiser tanks had also showed up and positioned themselves on a nearby ridge from where they provided effective fire support. By nightfall a group of New Zealanders had also shown up, finally forcing the Germans to withdraw.