





SV1 (AP144) TEN-TON TANK

At least one AT Gun & Crew must set up with a LOS to hex oFF6.

PvKan m/38 & 2-2-8, Hex: CA> CA> PvKan m/38 & 2-2-8, Hex:

Set up 8-0 Ldr & Phone, HIP in Hex: with a LOS to hex oFF6.

SV2 (AP145) THE SWEDISH VOLUNTARY CORPS

May HIP one MMC (SMC/SW):

SV3 (AP146) ABSOLUT MÄRKÄJÄRVI

GrK m/29 & 2-2-8 (Smoke NA in Deep Snow) Hex:

HIP two WIRE:

SV4 (AP147) FRIVILLIGKOMPANI BENCKERT

May HIP one Allied Squad (SMC/SW):

GrW 34, S8

PaK 35/36 (37L) & 2-2-8, Hex: CA>

SV5 (AP149) LIONS AND TIN MEN

GrW 34 & 2-2-8. **S8** . Hex:

D15.8 Bicycles: are represented by cycle counters, but are considered SW and may be portaged as one PP, but not during the APh.

Bicycles has the same MF allotment as their Riders would if Infantry and use Infantry movement [EXC: Assault Movement NA]. Bicycles may be ridden across road hexsides, where they halve the MF cost of their Riders – a Bicycle receives a one MF bonus each level of elevation it descends while on a road and a one MF bonus for remaining on a road throughout its MPh. There is no cost to mount/dismount a bicycle. Bicycles may not be ridden into a Known enemy unit's Location. Bicycle Riders never Bails Out and is treated as Infantry when fired upon but with an additional -1 DRM when mounted as Bicycle Riders.

SV6 (AP150) NORWEGIAN EDELWEISS

S8, ART Gun 88mm & 2-2-8, Hex:

CA>

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CA>

Alpine Hill: These Hill type simulate hills that have constantly rising and rolling terrain, while non-alpine hills are more similar to a series of plateaus. Alpine Hill hex(es) at equal-elevation block LOS through (not into) it.

SV7 (AP151) PROBING KORSUS

Pillbox 1+3+5 on hexrow O, in Hex:

CA >

Hidden unit(s) and any SW inside:

Pillbox 1+3+5 on hexrow I, in Hex:

CA>

Hidden unit(s) and any SW inside:

WIRE and Minefields must be placed within 2 hexes from any Pillbox(es).

HIP two WIRE:

HIP 48 A-P Minefield factors:

Note: A-P minefields during Deep Snow are resolved with half FP. SSR 5: The +1 DRM never applies to minefield attacks and mines may be hidden in the Pond hexes (contrary to E3.732; B21.6; B28.53).





SV8 (AP152) THROUGH MUD AND BLOOD

HIP of overlay **B1** in a non-hill woods hex:

HIP Foxholes (3S):

Artillery Preparation 70+mm OBA: The Russians secretly designates a hex at the end of the Russian PFPh Turn 1 and at the start of Russian PFPh Turn 3, resolve a Complete FFE mission in the hex (HE Concentration).

SSR 5 – Russian Designated Hex:

Artillery Preparation 80+mm OBA: The Russians secretly designates a hex at the end of the Russian PFPh Turn 3 and at the start of Russian PFPh Turn 5, resolve a Complete FFE mission in the hex (HE Concentration).

SSR 6 – Russian Designated Hex:

Artillery Preparation 80+mm OBA: The Axis secretly designates a hex prior to the Russian setup and at the start of Axis PFPh Turn 1 resolve a Complete FFE mission in the hex (HE Concentration).

SSR 3 – Axis Designated Hex:

SV9 (AP154) MEXICO AND MOROCCO

B28.45 Known Minefields: The owner places the desire number of these counters constructed with a strength of 6, 8 or 12 with their strength-side down. Once a minefield makes an attack it is flipped over to its numbered side.

B28.47 Dummy Minefields: In any scenario in which a player has received > one Dummy Minefield counter, he may make a Secret dr (halved; FRD) and receives an additional number of Dummy Minefield counters (or none). Revealed Dummy Minefield counters is simple removed from play.

SV10 (AP155) KATYUSHA VARIATIONS

Prior to the Swedish setup the Pre-registered hex must be secretly recorded. Rocket OBA Module, Katyusha 200+mm, Pre-Registered Hex:

MTR 120mm - S8

INF Gun 76mm - **S8**

SV11 (AP156) SWEDE REVENGE

HIP Foxhole (1S):

SV12 (AP157) TRAP BY MISHAP

May HIP two MMC and any SW with them.

HIP MMC (SW) in Hex:

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SV13 (AP158) RATHER UNCOORDINATED

Must HIP 2-4-8 HS with PSK in Hex:

Krh/32 (MTR 81mm) & 2-2-8, **S8**, Hex:

CA>

Krh/32 (MTR 81mm) & 2-2-8, **S8**, Hex:

CA>

SV14 (AP159) DAY AT NIGHT

PstK/40(g) 75L & 2-2-8, **S7**, **A3**, **H4**, Woods Hex:

Krh/32 (MTR 81mm) & 2-2-8, **S8**, Woods Hex:

CA >

CA>

HIP 4 A-T Mines:

Five Sturmi(g) (75L) - id:

S8, **A3**, **H4** / id:

S8, A3, H4

id: S8, A3, H4 /

id:

S8, A3, H4 / id:

S8, A3, H4

AT Gun 45LL & 2-2-8, A74, Hex: id:

CA>

AT Gun 45LL & 2-2-8, A7⁴, Hex: id:

CA >

Five T-34 M43 (76L) - id:

 $A7^4$ id:

id:

id:

id:

 $A7^4$ id:

Five T-34/85 (85L) – id:

A64, sD6*/

A64 . sD6*

 $A6^4$, sD6* / id:

A64, sD6*/

id:

 $A6^4$, sD6*