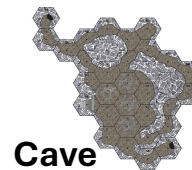


“The Song of Medusa”




Filopappou Hill – Athens, Greece October 9th, 1944

In the first days of October 1944, the writing was on the wall for German forces in Greece. Hitler authorized a withdrawal to allow forces in Greece to move into Yugoslavia and from there closer to the Reich as the Soviets powered forward into the Balkans. Generalleutnant Wolfgang Hauser had taken command of the 41st Infantry Division. As they fell back to Athens, he learned about the possibility of hidden Greek treasures in local caves. He would direct a company of the 733rd Grenadier Regiment to explore the caves and recover any treasures and/or eliminate any Greek Partisans operating in that area.



VICTORY CONDITIONS: The player with the most victory points at game end is the winner. Medusa gains CVP normally. The German and Greek Players earn CVP normally and an additional 5 VP for each Treasure Cache successfully removed from the Cave.

German Player Moves First		1	2	3	4	5	6
Partisan Player Sets up First							



Elements of ELAS Partisan Band (ELR 3) (SAN 3) (Set up: enter Turn 1 on the north edge)



10 2

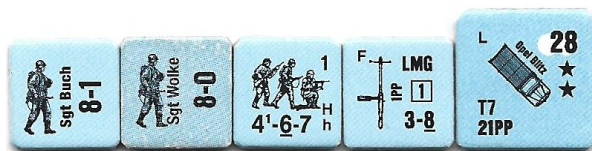
****The 1-4-9 Hero represents the Female member of the ELAS Partisans. Medusa will never attack her.**



****Medusa may be represented by a Japanese 10-1 Counter – see SSR Page for how to play Medusa.**



Elements of 733rd Grenadier Regiment (ELR 3) (SAN 2) (Set up: adjacent to trucks parked on the A3-E5 road)



10 2 5

Special Rules/Notes:

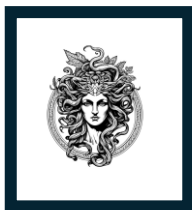
1. EC are Moderate with no Wind at start.
2. The J5 Temple is treated as a factory (B23.74) Hex H5 is a staircase leading into the caves. It costs 2 MP to ascend and 1 MP to descend.
3. Night Rules (E1) are in effect on the Cave Map with an NVR of 1. Star Shells (E1.92) are N.A.
4. Greek Treasures are hidden in the Cave. The Medusa Player secretly notes the location of 3 Treasure caches. Treasures are only discovered by Searching (A12.152). Treasures are picked up in Rally or in Movement Phase as per a support weapon and have 2PP each.
5. The Medusa Player does not have a separate turn and only performs actions in the Defensive Fire Phase of both the German and Greek Player Turns. See Medusa SSR's.

Aftermath: Greek ELAS Partisans had gotten wind of the German plan and quickly set out to protect the treasures hidden in the caves. Unbeknownst to both, a creature of mythological legend was also hiding in the caves. Medusa would lash out madly in the darkness of the cave and turn Greeks and Germans alike into columns of basalt. Both Germans and Greeks would exchange fire as they sought to escape the terror in the caves. With missions forgotten, the surviving Partisans fled into the olive groves and the Germans drove back to Athens to face the wrath of Generalleutnant Hauser for their failure. The treasures would remain safe under the watchful eyes of Medusa.

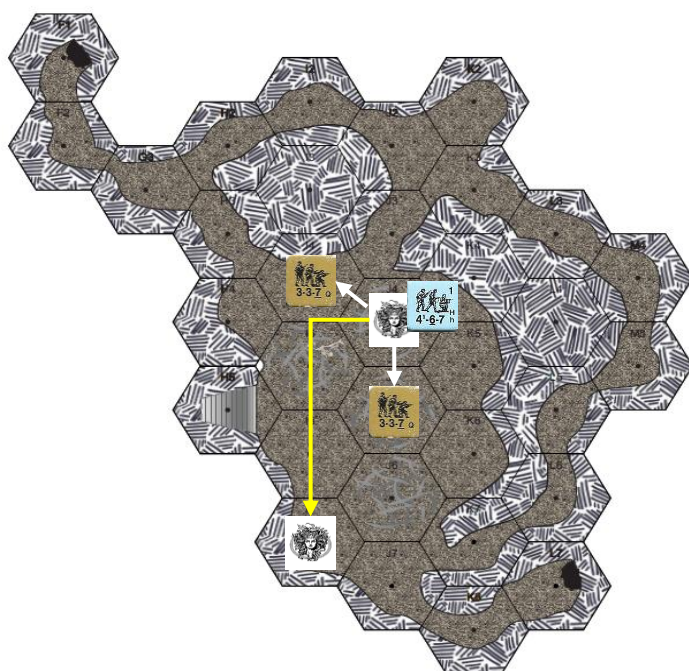


Scenario GJ152

“The Song of Medusa SSR”



- Medusa is confined to the Cave and may not leave during gameplay.
- Medusa begins the game HIP and does not lose HIP even if her hex is entered.
- Medusa is under No Move throughout the game. The Medusa Player selects a start hex inside the cave.
- Medusa attacks only in Close Combat and attacks every adjacent squad. (Medusa Player may elect not to attack and remain unknown.)
- In Close Combat, Medusa attacks first. All adjacent squads (even those in CC with another) are subject to Medusa's gaze. Each squad must pass a +2 MC or be casualty reduced with SMC's and MMC's turned to stone. A "12" results in the entire MMC stack including any SMC's to be turned to stone (exception the Female Partisan is immune).
- Survivors of Medusa's gaze that are in her hex may attempt to Close Combat her. In CC Medusa has 6 FP and has a -1 Modifier to her CC attack. (H-t-H is N.A.) If Medusa is slain in CC, her head becomes a Support Weapon of the victorious MMC or SMC. The head may then be used in future CC's by the owning MMC/SMC to turn opponents to stone. When using the Medusa head's gaze, only the intended target hex is impacted.
- At the end of Close Combat, Medusa becomes HIP and is moved to an unoccupied Hex of the Medusa Player's choice.



Example CC:

1. Medusa uses Gaze attack on Partisan squads. (both casualty reduce and are replaced with a half-squad).
2. Medusa uses Gaze attack on German squad. Squad is unaffected and engages Medusa in CC. Odds are 6-4 with Medusa attacking at 3-2 minus 1 and the German attacks at 2-3. (Medusa eliminates the German squad.)
3. Medusa is relocated at the conclusion of CC and returns to HIP status.



Scenario GJ152