

Corinth Canal Scenario Pack
2016 Historicon

July 16, 2016



Race For The Corinth Canal

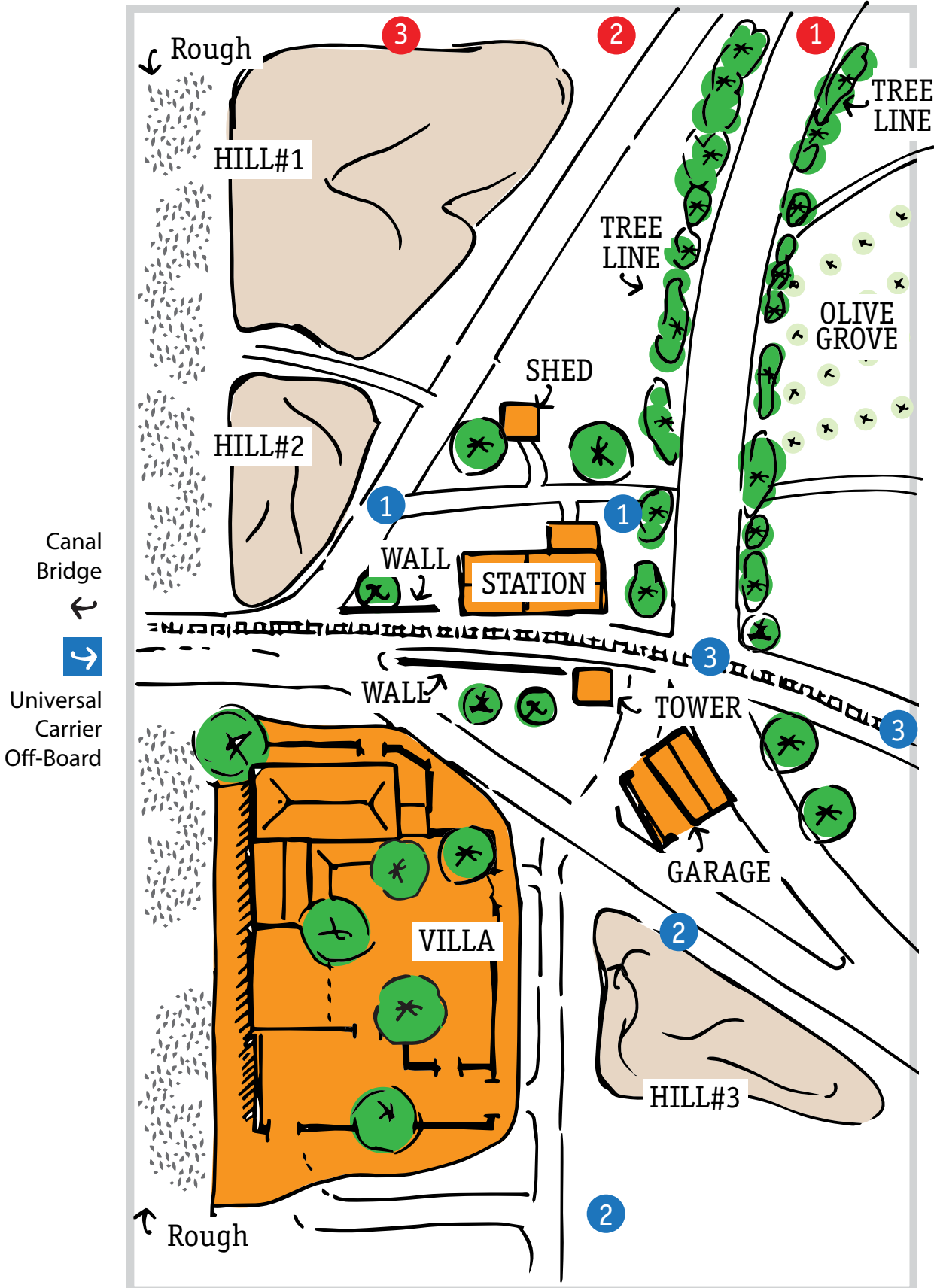
Commonwealth Platoons 1 and 2 represent elements of 2/6 Australian Infantry and start the game in foxholes. Commonwealth Platoon 1 deploys from the jump off points to the west of the railway station, while Platoon 2 deploys from the jump off points to the east of the railway station. Commonwealth platoon 3 represents lead elements of B Company, 19 NZ Infantry. They do not start the game in foxholes, and deploy from the jump off points on the road near the north edge of the board.

German Platoons 1,2 and 3 represent the glider borne troops and the first Fallschirmjagers to reach the battlefield. They deploy from a single jump off point per platoon arrayed from north to south along the western edge of the board. The Germans get the first phase.

The German objective is to clear the enemy off the north edge of the bridge and put troops onto the bridge itself in order to clear it of explosives. The Commonwealth are trying to prevent the Germans from securing the bridge and buying time for reinforcements to arrive.

All platoons on both sides start at Force Morale 11. In addition to the normal Force Morale Penalties, the following changes are in effect. Starting on their 3rd phase and every other phase after that (don't count phases that result from 2 or more 6s being rolled), each German Platoon loses 1 Force Morale point to represent the time pressure the FJ were operating under. Once the Germans exit some combination of 3 or more teams (at greater than 50% strength) and unwounded leaders onto the bridge, there will be no additional Force Morale penalty. For each German team (at greater than 50% strength) and unwounded leader exited onto the bridge, every Commonwealth Platoon loses 1 Force Morale point. German teams at 50% or less and wounded leaders count half (round total down).

Starting on Commonwealth phase 10, a Universal Carrier may enter the board from the bridge. The Universal Carrier is delyed one phase for every German team (at greater than 50%) and unwounded leader that has been exited onto the bridge.



- British Jump Off
- German Jump Off

General Game Management Sheet

Phase Tracker

1	2	3	4	5	6	7	8	9	10	11	12	13
<input type="checkbox"/>	<input type="checkbox"/>	★	<input type="checkbox"/>	★	<input type="checkbox"/>	★	<input type="checkbox"/>	★	<input type="checkbox"/>	★	<input type="checkbox"/>	★
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↶ Make checks every other Phase after 3

14	15	16	17	18	19	20	21	22	23	24	25
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Force Morale Tracker

🎯	1	11	10	9	8	7	6	5	4	3	2	1	0	☩	1	11	10	9	8	7	6	5	4	3	2	1	0
	2	11	10	9	8	7	6	5	4	3	2	1	0		2	11	10	9	8	7	6	5	4	3	2	1	0
	3	11	10	9	8	7	6	5	4	3	2	1	0		3	11	10	9	8	7	6	5	4	3	2	1	0

General Weapon Stats

Weapon	Firepower	Close	Effective	Notes
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Magazine-Fed LMG	6	0-18"	Over 18"	Lose 2 Firepower when crew reduced to 1
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Bofors	6	unlimited		Hits infantry on 4+, Reduce cover by 1



British Player 1

- 5 Command Dice
- Troop Quality: Regular

Senior Leader: (3 Command Initiatives) with Pistol

Senior Leader: (3 Command Initiatives) with SMG

1st Squad: Junior Leader (2 Command Initiatives) with SMG
 Bren Team of 3 men with Magazine-Fed LMG
 Rifle Team of 6 men with Rifle

2nd Squad: Junior Leader (2 Command Initiatives) with SMG
 Bren Team of 3 men with Magazine-Fed LMG
 Rifle Team of 6 men with Rifle

Vickers MG Team: 5 men with Tripod Mounted Medium Machine gun

Sniper: 1 Sniper

UC Section: Universal Carrier with 1 Junior Leader (Reinforcements)

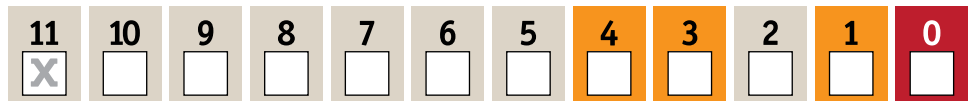
Chain of Command Points: When you Roll a 5 on a Command Die you earn a check. 6 checks earns a special action.



Special Actions: 1. Interrupt, 2. End Turn, 3. Ambush, 4. Move Sniper, 5. Skip Force Morale Test

Force Morale

If a Leader is hurt or killed OR a Team of soldiers is broken or destroyed let the judge know for a die roll



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British Player 2

- 5 Command Dice
- Troop Quality: Regular

Senior Leader: (3 Command Initiatives) with Pistol

Senior Leader: (3 Command Initiatives) with SMG

1st Squad: Junior Leader (2 Command Initiatives) with SMG
 Bren Team of 3 men with Magazine-Fed LMG
 Rifle Team of 6 men with Rifle

2nd Squad: Junior Leader (2 Command Initiatives) with SMG
 Bren Team of 3 men with Magazine-Fed LMG
 Rifle Team of 6 men with Rifle

2" Mortar Team: 2 men with 2" Mortar (3 Rounds HE, unlimited Smoke)

Anti-Tank Rifle Team: 2 men with Boyes AT Rifle

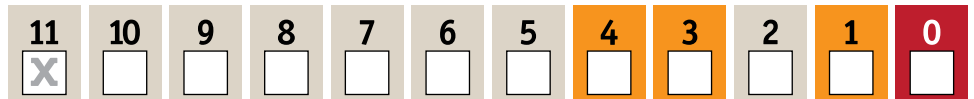
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Bofors	6	unlimited		Hits infantry on 4+, Reduce cover by 1



British Player 3

- 5 Command Dice
- Troop Quality: Regular

Ranking Leader: (4 Command Initiatives) with Pistol

1st Squad: Junior Leader (2 Command Initiatives) with SMG

Bren Team of 3 men with Magazine-Fed LMG
Rifle Team of 6 men with Rifle

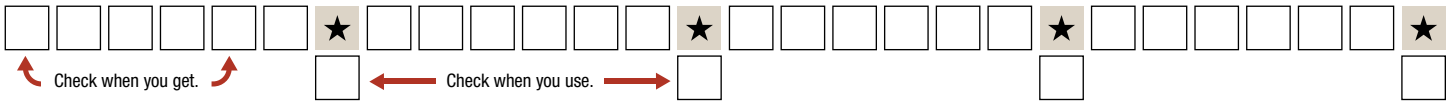
2nd Squad: Junior Leader (2 Command Initiatives) with SMG

Bren Team of 3 men with Magazine-Fed LMG
Rifle Team of 6 men with Rifle

2" Mortar Team: 2 men with 2" Mortar (3 Rounds HE, unlimited Smoke)

Anti-Tank Rifle Team: 2 men with Boyes AT Rifle

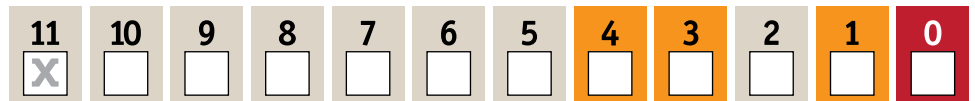
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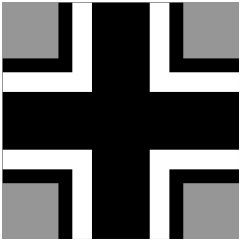
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German Player 1

- 5 Command Dice
- Troop Quality: Elite
- Close Combat: Aggressive

Ranking Leader: (4 Command Initiatives) with Pistol

1st Squad: Junior Leader (2 Command Initiatives) with SMG
 MG Team of 3 men with Belt-Fed LMG
 Rifle Team of 5 men with Rifle and 1 with SMG

2nd Squad: Junior Leader (2 Command Initiatives) with SMG
 MG Team of 3 men with Belt-Fed LMG
 Rifle Team of 5 men with Rifle and 1 with SMG

Anti-Tank Rifle Team: 2 men with PzB. 39 AT Rifle

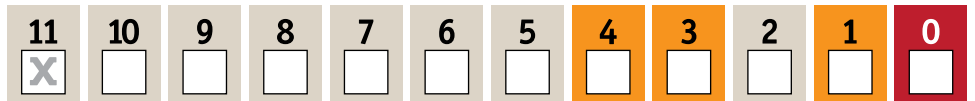
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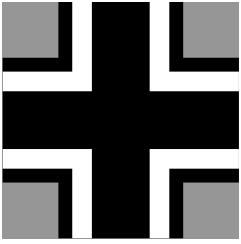
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German Player 2

- 5 Command Dice
- Troop Quality: Elite
- Close Combat: Aggressive

Senior Leader: (3 Command Initiatives) with SMG

Medic: One man unarmed

1st Squad: Junior Leader (2 Command Initiatives) with SMG
 MG Team of 3 men with Belt-Fed LMG
 Rifle Team of 5 men with Rifle and 1 with SMG

2nd Squad: Junior Leader (2 Command Initiatives) with SMG
 MG Team of 3 men with Belt-Fed LMG
 Rifle Team of 5 men with Rifle and 1 with SMG

5cm Mortar Team: 3 men with 5cm Mortar (Unlimited HE)

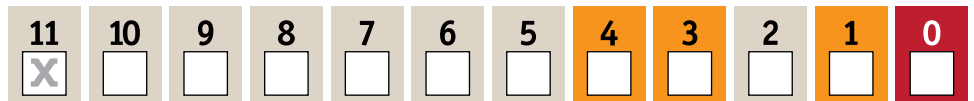
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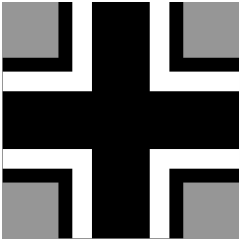
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- Troop Quality: Elite
- Close Combat: Aggressive

Senior Leader: (3 Command Initiatives) with SMG

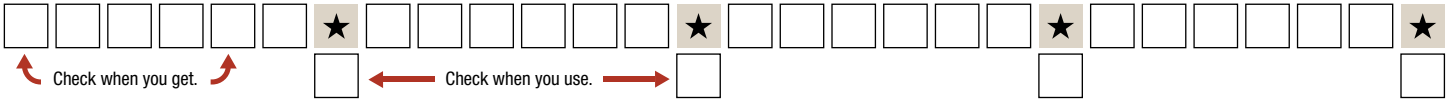
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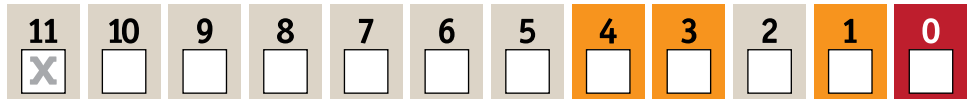
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Definitions

Activation: The activity of a Team/Section/Leader such as Moving, Firing or Assaulting

Initiative: An activity performed by a leader when activated.

Junior Leaders have 2 initiatives, Senior Leaders have 3 and Ranking Leaders have 4.

Phase: A group of activations resulting from the roll of Command Dice. A unit may only be activated once per phase.

Turn: An indeterminate number of (usually) alternating phases. Rally, Rout and most bookkeeping occurs at Turn end

Stance: Normal, Overwatch, Tactical and Covering Fire. Units revert to Normal after moving or firing.

Morale State: Unit State: PINNED if shock > Men, BROKEN if shock => 2 x Men, NORMAL otherwise

Force Morale: The overall Morale of a platoon that slowly degrades as bad things happen

Command Die: A die that is rolled to generate Activations at the start of each Phase. Both sides have 5.

Chain of Command Points: Each side gains a Chain of Command point for each 5 rolled on a Command Die.
6 points = a Chain of Command Die

Chain of Command Die: A marker allowing a side to perform a single special activity including ambush, interrupt, ending a turn, etc.

Jump Off Point: Deployment point representing the forward line of friendly territory.

British units deploy within 6" of a Jump Off Point. German units deploy within 9" of a Jump Off Point.

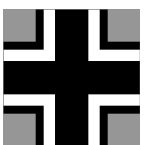
National Rules



British National Rules

Five Rounds Rapid!: When a leader is attached to a rifle team and uses 2 or more command initiatives to activate that team, he may add that many D6 to the team's firing dice to reflect his controlling their rapid fire

Concentrated Fire: When a leader is attached to a Bren team and uses 2 command initiatives, the team may focus their fire against one enemy team, even when other teams are present within 4" of the target.



German National Rules

Machinengewehr: When a leader is attached to a machinegun team and uses 2 or more command initiatives to direct their fire, he may add that many D6 to the team's firepower dice.

Handgranaten!: When a leader attached to a team or squad uses 2 command initiatives, he may lead a charge against any enemy within 12" preceded by a hail of grenades. Roll 1D6, subtracting 1 if the enemy is in light cover, 2 if in hard cover. On a roll of 1 or 2, one hand grenade has hit the target unit; on a 3 or 4, two grenades hit; on a 5 or 6, three grenades hit the target. Roll for the effect of these and the team or squad may then move with up to 3D6 to try to initiate close combat.

Jump-Off Points (4.3.1)

	Green	Regular	Elite	
Deployment distance	4"	6"	9"	Max one Jump-Off Point from each Patrol Marker (FAQ) (7.6)
Enemy within 4"		Cannot use		
Enemy on		Cannot use this Turn, removed if still on at EoT.		

Deployment (4.3.1, 4.5.1)

Roll	Infantry			Vehicle (11.5)
1	Any team			Unless part of Section
2	Section			With Leader
3	Junior leader	I2, R6"	Can use Initiative	With Section
4	Senior leader	I3, R9"		If commanding
	Ranking leader	I4, R12"		

Deploying Vehicles

	Fire	Move	Entry Point
Fully-wheeled vehicles (11.5)	Yes	Yes	Road or (in none) Table edge
All other Vehicles		No	
Everything else			Jump off point

If all Senior Leaders on table, must roll 4+ to deploy (unless Adjutant present)

DEPLOYMENT 3

Vehicle Movement (11.6)

	Slow	Average	Fast	Wheeled
Road	As Infantry	+1" per d6 unless reverse	+2" per d6 unless reverse	Double
Broken Ground (Woodland, ploughed field)	As Infantry			As Infantry
Heavy Going (Heavy undergrowth, rocky)	As Infantry			Impassable
Really Heavy Going	Impassable			

Activate Troops (4.4, 4.5.1)

Roll	Activate		
1	Any team		
2	A Section, may take leader		
3	A Junior leader	Init. 2, Rng 6"	Can use Initiative
4	A Senior leader	Init. 3, Rng 9"	
	Ranking leader	Init. 4, Rng 12"	
5	Adds to CoC		
6	End phase?		
	1x6 = no effect (Bofors fire)		
	2x6 = gain next phase		
	3x6 = as above plus end turn		
	4x6 = as above plus Random Effect		

Activate Vehicles (11.2, Transport 11.1, By Radio 11.4)

	With Passenger	No leader (11.3)
Sm. Fighting (Jeep, etc)	(3) Jr. leader	(1) & 1 initiative
Single Tank		
Single APC		
Troop (3+ Tanks)	(4) Sr leader	
Transport Group		
Squad vehicles (m/c, etc)	(3) Jr. leader	(2)
Command by Radio	A Senior Leader may use 1 initiative activate ONE crew position on another vehicle by Radio (must not have been previously activated).	

End of Turn (6.2)

Remove	Test Force Moral
	Tactical and Overwatch markers
	Captured Jump-Off Points
	Smoke (not from fires)
Cease	Mortar barrage (unless using CoC die)
Check	Pinned units to see if they remain Pinned
	Remove un-rallied Broken units
Routed Leaders	Test Force Morale

Chain of Command Dice (5.1.1)

	Notes
Interrupt opponent phase	With un-pinned Section or Team
End a turn	Any phase
Move a Jump-Off Point 18"	Must be 6" to rear of friendly troops and in cover
Ambush	With a Team, within 12" of Jump-Off and further than 6" from enemy Infantry
Move a sniper	Up to 18" and 12" from enemy
Avoid a Force Morale Test	
Keep a mortar firing on a turn end	

END OF TURN & CHAIN of COMMAND DICE 5

Leader Actions (4.5.2, 4.5.3)

A leader can use his initiative points on his men within range

Initiative actions (cost 1 initiative)	Notes	Activation
Activate 1 Team or Section	If firing he may also fire	Unit may only do one of these.
Place Team on overwatch		
Tell one Team, section or Squad to use covering fire		
Order AT to fire at inf	Senior leader only	
Transfer 1 man between Teams under his command	Junior leader only	Unlimited
Rally 1 point of shock from a team in his range	Must not be in LOS of enemy	
Rally 1 point of shock from a team he is attached to within 4"		
Order man to throw a hand grenade	Must not be on Tactical or Overwatch	
Move self	Unless moved with unit	

Infantry Actions (4.5.4, 7.1, 7.1.1, 7.2)

	MOVE				CROSSING OBSTACLES			FIRE	NOTES
	Open	Broken	Heavy	Really Heavy	Minor	Medium	Major		
Fire	No				No			Full	
Tactical	1d6	-1	-2		No	No	Must be adjacent, takes all Phase to cross.	No	Increases cover by 1
Normal Move & Fire	1d6				No	No		Half effect	
Normal Move	2d6				Higher die only	Lower die only		No	
At the double	3d6	No		No		No		Each team take 1 shock (except vehicles)	
Overwatch	One Initiative per TEAM. End when team fires, does something else, EoT								Only leaders may order
Covering Fire	Covers 4" if Team, 9" if Section. Enemy fires with -1 to die roll. Ends at end of next Phase.								
Leader	If on own moves up to 3d6 (2d6 if wounded), does not take shock.								

ACTIONS: Infantry 7

Vehicle Actions (4.5.4, 7.1, 7.1.1, 7.2, Disembark Troops 11.6.2)

When activated use leaders initiative to activate:

Tank, Armoured Car <small>(11.1.2)</small>			APC <small>(11.2.1)</small>		
The Gunner	Fire main gun OR Fire Co-axial	Can be put on Overwatch. Cancel if Moves	Principal MG'er	Fire 1st MG	Can be put on Overwatch. Cancel if Moves
			Secondary MG'er	Fire 2nd MG	
The Hull MG	Fire hull MG		Did APC Move		
			Disembark Troops <small>(Must state who gets out.)</small>	No	Up to 1d6
			Troops move max 2d6	Troops move 1d6	
		Embark Troops	APC can not move		

The Driver (choose one option)

Options	Fire	Move
Fire & Move	Yes	Slowly (1d6), can also rotate vehicle up to 45° (11.8) & reverse
Move	Only MG's with half dice	Fast (2d6), can also rotate vehicle up to 90° (11.8) & reverse
Move Fast	No	Flat-out (3d6), can also rotate vehicle ON THE SPOT up to 180° (11.8). Does NOT take shock. Can not see or react to enemy.

ACTIONS: Vehicle 8

Firing — Requires Line of Sight

LINE OF SIGHT

LoS	Distance
Open	Unlimited
Obstructed	4"
Light orchards	6"
Both in obstructed	12"

LoS and BUILDINGS (8.3.2)

Troops may fire one support weapon or two riflemen from each door or window. 45° angle of fire from opening.
Troops can lean out (up to 180°) but are then in open.
Troops firing in to building must also be in 45° arc.
Vehicles firing HE can fire from any angle.

MGs vs ARMOUR (9.3.3)

Must be in Close range. Takes the whole phase.

Target rolls Armour dice, if no saves (5+) roll for equal number of hits on vehicle table.

STEP 1

Roll to Hit (9.1, Table five)

Range	Target Troop Quality		
	Green	Regular	Elite
Close	3-6	4+	5-6
Effective	4-6	5+	6

STEP 2

Assign Hits

Assign hits to teams within 4" of each other AND in same cover. If not in same cover then Firer can concentrate on one.

STEP 3

Roll on Effect Table (Table six)

Cover	Miss	Shock	Kill
Open	1-2	3-4	5-6
Light	1-3	4-5	6
Hard	1-4	5	6

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Hits on Leaders (pg. 39)

Roll d6 if leader within 4" of a 'kill', < = number killed = leader. If Initiative = 0 he is killed.

Roll	Leader	If Medic present	Observer	Medic (Needs Clarification)
1	Killed	Killed	Killed	Killed, firer must take Force Moral check (as Junior leader)
2-3	Wounded, cannot activate for rest of turn	Ignore		
4+	Lightly wounded -1 initiatives	Restore level loss (once only)	Wounded, may not move for rest of game.	

Snipers (9.5)

Deployment

- Within 12" of Jump-Off

Spot Snipers

- If Target on Overwatch and covering area with Sniper, Sniper is seen on a 6. Next spotting check gains +1. Ignore Shock on Sniper.

Driving Off

- If in base contact with enemy then Sniper is driven off (no Force Morale effect).

Activation & Movement

- Activates with 1 on Command die.
- May not be activated by leaders
- May not move, except by using CoC die

Actions

- Target units NOT leaders
- May target crew of carriers (8.1) and visible AFV crew (12)
- Hit on 3+, Target rolls for effect as in open
- Target Shock doubled
- If target killed roll for leader with -1

Hand Grenades (9.2)

Min range is 4" in open or light cover, 0 if heavy cover between target and thrower.

If grenades thrown on two consecutive phases, then out of grenades for rest of game.

	Through			Number of hits on..			Notes
	Door	Small Window, open top	Firing slit, open turret	Open or light	Confined space	Vehicle	
2d6	-2	-4	-6	2 hits	3 hits	1 hit	Hits if roll > range. If double 1 or throwing up and within 6", attack thrower.
If hit, Roll 3d6, 4+ equals one net hit on relevant vehicle table.							

Mortar Smoke Deployment (9.4.1)

Roll	Effect
1	Round lands 6" to the right of the target.
2	Round lands 6" to the left of the target.
3	Round hits target if there is line of sight, otherwise lands 6" beyond the target.
4	Round hits target if there is line of sight, otherwise lands 6" short of the target.
5+	Round hits target.

HE vs Buildings (10.3.6)

Sixes Rolled	Evacuate Building	Killed On	Opponent places next to building
3	Before EoT	—	
	At EoT	6	
4+	Immediate	5+	

FIRING: GRENADES, MORTAR SMOKE, HE & BUILDINGS 11

Firing Against Vehicles (12)

Step 1: Firer rolls to hit

If double 6, add 3d6 to result.

Roll 2d6	Target	Firer
-1 for each	Moved Flat out	Moved in this Phase
	Low profile	Point of Shock
	Small	Gun sight damaged
	Each range band if AT weapon	Replacement Gunner
+1	Stationary & already hit	Used 2 initiatives

Step 2: Compare Rolls to Chart

Target	Roll required
In open	5
Obscured (some cover)	7
Badly obscured (hull down)	9

Step 3: If Hit

Firer rolls	Target Aspect		
	Front	Side	Rear or Top
1d6 per AP (HE vs soft skin)	5+	4+	3+
Target rolls	5+ (no save if soft skin)		
1d6 per Armour (+1 die if hit on side & has Schurzen 12.4)			

Consult Hit Tables using Net result (T14 for Soft Skin)

FIRING: AGAINST VEHICLES 12

Close Combat

- Close combat if within 4" of enemy (13.1)
- All unit fights
- Roll 1d6 for each man (not leaders) (13.1.1)

Step 1: Determine Number of Dice		First Round Only
Enemy	+1d6 each d6 enemy used to get into combat	Yes
Defender	+4d6 each LMG defender has (if in firing arc)	
	+6d6 each MMG or HMG defender has (if in firing arc)	
Defenders Cover	+1d6 for each three D6 you already have	
	+1d6 for each two D6 you already have	
Attacked in Rear	Remove half dice	
Leaders	+1d6 Initiative of each of your leaders	No
Troop Quality	+2d6 each troop quality higher	
Shock	-1d6 for each 2 points of Shock you have	
Aggression	Aggressive add 1d6 for every 3 men	
SMG etc	+2d6 each SMG or Assault Rifle	
Pinned	Remove half dice	

CLOSE COMBAT 13

Step 2: Results

If one side has 4+ number of dice	Routs 3d6, facing away from enemy, + 8 Shock
Each 5+	Kills one enemy
Each 6 also	Adds one Shock

Step 3: Compare number of dead (13.1.2)

Draw	Fight again unless one side Breaks (Shock). Max 3 rounds then both withdraw 3"		Leaders in Close Combat (13.1.3) Roll as normal, at end of each round.
Defeated by 1	Normal Troops	Aggressive Troops	
	Thrown back 6", facing enemy	Fight again	
Defeated by 2	Thrown back 9", facing enemy. +1 Shock on each Team		
Defeated by 3	Run away 12" facing away from enemy. +2 Shock on each Team		
Defeated by 4+	Break and flee 18" facing away from enemy. Double Shock on each Team. If unable to escape, surrender (guards ratio 1 to 5).		

Step 4: Winner May Advance

CLOSE COMBAT 14

Shock (Effects: 14.3, 14.4)

Move	Firing
-1" per point of Shock	-1 dice per 2 Shock
	-1 dice per Shock if Target = AT Team or Vehicle

Pinned (14.5)

Pinned = Shock exceeds number of Men. Pinned units stay Pinned until End of Turn.

At End of Turn check to remove Pin. If Shock no longer exceeds men, unit is no longer Pinned. (6.2)

	Move	Fire	Cover	Notes
Section	No	Half dice	Increase by 1 level	May not use AT, grenades
Support Team	No	Yes, but at -2 to hit		

Broken (14.6)

Broken = Shock is double number of men. Broken units stay Broken until End of Turn.

At End of Turn check to remove Broken. If still Broken remove from play (including attached leaders).

- When unit breaks
- Fall back 2d6+6", if unable surrender
- May not be activated to Move or Fire
- Will continue to fall back until out of enemy LoS (House Rule)
- If Broken unit **retreat through friendly units**, Friendly units suffer Shock equal to broken units excess Shock (ie more than number of men (7.3)).

SHOCK 15

Force Morale

Setback	No Effect	-1 Point	-2 Point	-3 Point
Team wiped out	1-2	3-6		
Section wiped out		1-3	4-6	
Team Breaks	1	2-5	6	
Section Breaks		1-2	3-6	
Junior Leader wounded	1-2	3-4	5-6	
Junior Leader killed		1-3	4-6	
Junior Leader Routs from table		1-2	3-6	
Senior Leader wounded		1-4	5-6	
Senior Leader killed		1	2-5	6
Senior Leader Routs from table			1-4	5-6
Support unit killed		1-3	4-6	
Support Unit routs		1-4	5-6	
Loss of Jump-Off point		1-3	4-6	

Morale Results

Level	Effect
5+	Act as desired
4	Command Dice reduced by 1
3	Command Dice reduced by 2
2	Command Dice reduced by 2. Remove one Jump-Off Point of your opponent's choosing. (don't roll for the loss of this jump-off point)
1	Command Dice reduced by 3
0	Rout or Surrender

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