

FIGHTING WITHDRAWAL

ASL SCENARIO 1



SESTRORETSK ROAD, TERIJOKI, September 2nd, 1941: The Finns, seeking restitution for the Winter War of 1939, had erupted across the borders and breached the Soviet Karelian Front even as the crisis to the south of Leningrad came. Within three weeks the Soviet 23rd Army had collapsed before the onslaught of the implacable Finns; three Russian regiments were cut off in Sortvala, the 198th Motorized Division was trapped in Khitola, and three divisions were isolated around Vyborg. The northern shield of the great city of Leningrad was shattered. In a desperate attempt to salvage something and form a new defense line along the Sestra River, orders went out to the units in the town to break off and retreat southward. One such unit was the 131st Border Battalion, which was to serve as a rearguard. At 1530 orders arrived releasing them to save themselves . . . if they could.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Finnish player must exit more Victory Points (A26.3) off the south board edge than the Russian.

BALANCE:

♣ Increase Game Length to 8 turns.

★ Russians do not suffer Ammunition Shortage.

TURN RECORD CHART

★ RUSSIAN Sets Up First [98]	1	2	3	4	5	6	7	END
♣ FINN Moves First [240]								

Remnants of 131st Border Battalion [ELR:3] set up in or between rows V and AA: {SAN: 7}



 1 4-4-7	 8-1	 8-0	 7-0	 LMG 1 2-5	 MMG 2 4-10	? 7 morale
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14

2

8

Elements of 1st Parachute Regiment [ELR: 4] set up on or north of row CC: {SAN: 2}



 1 6-4-8	 8-0	 8-0	 LMG 1 3-8	 MMG 2 5-12
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16

2

3

SPECIAL RULES:

1 Environmental Conditions are Dry (B25.5) with a Mild Breeze blowing towards the East.

2 Levels of building hexes U6 and G2 contain a Blaze counter and are able to spread in the first and all subsequent AFPh.

3 Russians are subject to Ammunition Shortage (A19.I31).

4 The Russians may use HIP (A12.3) for two squads and any leader/SW which stacks with them and may place them *anywhere on or south of row AA*.

AFTERMATH: The 2nd Finnish Corps ground forward, with the 1st Parachute Regiment leading the way. The battered Border Battalion had 140 men and women left. Behind them a bakery was on fire, the town hall was ablaze, and ammunition was dwindling. Nevertheless, their young officers organized a fighting withdrawal towards the hills in an attempt to reach newly established lines. For three hours the Finns harried them through the town streets, as the Russians formed two leap-frogging lines of defense. By nightfall, they were on their way into the swamp beyond the hills. After two days of fighting, 24 survivors stumbled into the lines of a Russian naval brigade at the Sestra.

MILA 18



ASL SCENARIO 2



18 MILA, THE WARSAW GHETTO, January 18, 1943: The day started as had so many others in the Ghetto with the SS marching in to exact their daily toll in the final "resettlement" of the Warsaw Jews. The roundups started as usual: with sirens, shots, screams, and sorrow. But this day fewer than usual heeded summons to surrender. Suddenly, Emilia Landau, age 17, opened the unexpected battle by hurling a grenade into a cluster of SS from a rooftop. Incredulous, SS non-coms regrouped their forces to attack the house when into their midst without warning erupted a sortie from the ZOB headquarters bunker at Mila 18, personally led by commander Mordecai Anielewicz. His men, armed with antique rifles, stolen revolvers, smuggled grenades, and molotov cocktails quickly scattered the bewildered Germans. With yells of triumph born from years of torment, ragged Jews rushed along the street and scooped up the weapons of the fallen.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The German player must earn at least twice as many Casualty Points (A26.2) as the ZOB player (and a minimum of ten), or Mop Up (A12.153) 27 of the 33 buildings between hex rows L and Y to assure that there are no unbroken ZOB units in those buildings at that time without losing more Casualty points than the ZOB. ZOB re-occupation of a Mopped Up building has no effect on the Victory Conditions.

BALANCE:

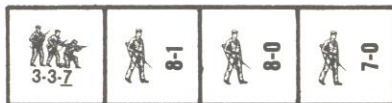
- ✦ The German needs to earn only 1.5 times the Jewish player's Casualty Points instead of double, or Mop Up only 22 of the 33 buildings without losing more Casualty Points than the ZOB.
- ✧ The Germans are considered Inexperienced.

TURN RECORD CHART

✧ ZOB Sets Up First	✦ 1	2	3	4	5	6	7	8	9	END
✦ GERMAN Moves First [150]										



Elements of the ZOB Resistance [ELR: 5] set up on any whole hex in or between hex rows L and Y: {SAN: 6}



11



Elements of Sonderkommando Warsaw [ELR: 1] enter Turn 1 on east edge of board 20: {SAN: 2}



10

2

SPECIAL RULES:

- 1 Environmental Conditions are Wet with no wind.
- 2 ZOB units are considered Fanatic (A10.8) and Stealthy (A11.17), may use MOL (A22.6), Sewer Movement (B8.4), and HIP (A12.3), but suffer from Ammunition Shortage (A19.131), may not start hidden in sewers, and may not kindle fires deliberately.
- 3 The ZOB player may secretly designate the ground level of any stone building hex (one hex only) within his setup area as the ZOB Headquarters. This level is considered fortified (B23.91). No unit may leave the board.
- 4 The Jews, who by this point knew every square inch of the Ghetto by necessity in avoiding German roundups, may move/advance/rout directly from one rowhouse hex to an adjacent connected rowhouse hex at any level as if it cost three MF. This does not allow them to form FG or fire through the black bars however (B23.71). Rooftop movement (B23.8) is allowed.
- 5 The SS, not expecting resistance nor used to combat, are Lax (A11.18) and with an abnormally low ELR (A19.132).

6 Whenever a German MMC is eliminated or Reduced, place a Labor counter in that hex Location. A Labor -1 counter is placed for HS casualties; a Labor -2 is placed for Squad casualties. The Labor counter represents the inherent Small Arms weapons of the Reduced or eliminated unit and can be eliminated by the Germans like any SW (A9.73). However, if a ZOB MMC recovers a -1 "Weapon" counter it is transformed automatically into a 4-4-7 squad (or 2-3-7 if a HS); if it recovers a -2 "Weapon" counter it is transformed into a 4-5-8 squad (or 2-4-8 if a HS). A SMC may recover weapons (A4.44) but must transfer them to a MMC before they can be used. ZOB units which increase their Strength Factor retain their 5 ELR and if subject to ELR failure (1 are Replaced by two broken HS (or Disrupted if a HS).

AFTERMATH: Emilia Landau, the first to fight, was among the first to die—shot as she bent to take a pistol from a dead German officer. This heralded a counterattack by a reinforced German "pacification patrol". In the ensuing firefight, nearly all of Anielewicz's men were killed. The ZOB commander himself was wounded and surrounded, but escaped with a few survivors through the sewers to a concealed bunker. He had learned a costly lesson. Outnumbered and outgunned, the ZOB would switch from street fighting to guerrilla tactics, but, at last, the will to resist enflamed the soul of the Ghetto.

THE CZERNIAKOW BRIDGEHEAD



ASL SCENARIO 3



VICTORY CONDITIONS: The German player must earn more Casualty Points (A26.2) than the Russian *and* have forces on board 8 capable of exerting 20 unmodified FP factors at game end.

139 SOLEC, WARSAW, September 22nd, 1944: Fired by the enthusiasm of their field commanders and stung by Western criticism, STAVKA approved crossings of the Vistula by troops of the 1st Polish Army into the devastated city. On the 16th, elements of Berling's command crossed over into Warsaw cauldron and linked with the embattled Kampinos Group of the Polish Home Army. For five days, the shallow bridgehead was bombarded and sporadically assaulted by Kaminski's White Russians, fighting under the German colors. The raw Polish levies conscripted into the 1st Polish Army by the Soviets were no match for veterans. Evacuation to the east bank of the Vistula was approved just as a strong German probe was launched and rapidly turned the withdrawal into a rout.

BOARD CONFIGURATION:



	20	
23		8

BALANCE:

✦ Add a SPW 251/1 to German OB.

★ Treat the Kampinos Battle Group as Fanatic.

TURN RECORD CHART

★ RUSSIAN Sets Up First [177]	1	2	3	4	5	6	7	8	9	10	END
✦ GERMAN Moves First [174]											

Elements of the 9th Infantry Regiment [ELR: 2] set up with a maximum of one MMC per hex (not hex Location) on any whole hex of board 23 east of the canal:



15

2

Elements of Kampinos Battle Group, Polish Home Army [ELR: 5] set up on any whole hex of boards 20/8: {SAN: 6}



12

2

18

Elements of Kaminski's White Russian Brigade [ELR:3] set up on any whole hex west of the canal on board 23: {SAN: 2}



15

3

2

2

2

4

SPECIAL RULES:

1 Environmental Conditions are Wet (B25.5) and there is no wind. The canal is dry.

2 Russian 4-4-7 squads must undergo a NMC at the end of the initial German RPh. Those units failing this NMC are broken and under DM. Normal ELR Substitution, Heat of Battle, Pinning, and Casualty MC all apply to this NMC.

3 Home Army units may use MOL (A22.6), Stealth advantages, and Sewer Movement (B8.4), but suffer from Ammunition Shortage (A19.131).

4 The Russian player may use HIP (A12.3) for two Home Army squads and any leader/SW which stacks with them.

5 All buildings on board 8 are of stone construction. All two-hex wooden buildings on boards 20 and 23 are considered wooden rubble.

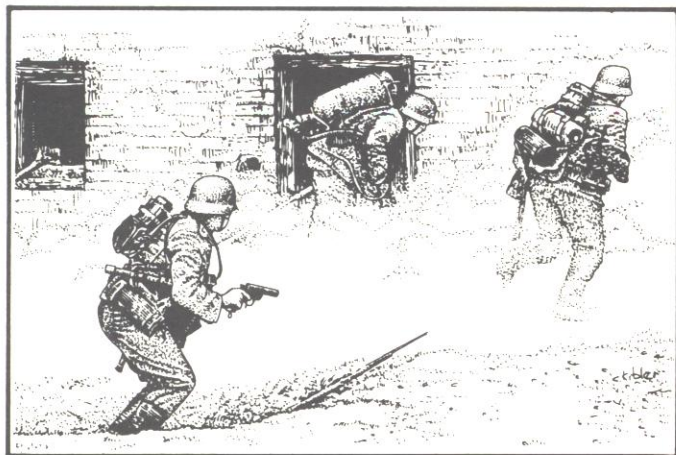
6 The Russian player may use SAN 6 *only* after a German unit enters board 20. Until then, he has no Sniper capability.

AFTERMATH: The outer lines, manned by the Soviet-led Poles, held to the north and south; but the central sector crumbled under the onslaught. Panicked Polish troops were driven ahead of the whirlwind assault toward the river. Only when the routed Poles passed through the lines of the Home Army Patriots along Solec Street did pursuit cease, as the stubborn street-wise fighters of Kampinos ambushed the advance. The next morning, the Soviet troops withdrew, leaving the Poles to their fate. The Russian records indicate that over 2,000 "Soviet" heroes from the 1st Polish Army never returned from the Czerniakow bridgehead.

THE COMMISSAR'S HOUSE



ASL SCENARIO 4



THE BARRIKADY, STALINGRAD, November 9, 1942: The Sixth Army was being bled white amidst the ruins. The rifle strength of whole companies was often reduced to little more than a squad in an attempt to take a single house. The battle lines were now drawn through the hallways of individual buildings rather than by streets or city blocks. The Germans decided to bring in fresh special units for the final assault; five battalions of elite pioneers specially trained in street fighting and veterans of the bitter street battles of Voronezh were summoned to take the last stubborn outposts between the machine shops of the Barrikady Gun Factory and the Volga. However, the pioneers of Major Rettenmaier had never seen a battle the equal of that for the "Red House".

BOARD CONFIGURATION:



Only hexrows L-GG are playable.

VICTORY CONDITIONS: The Russians win by having an unbroken squad (or its equivalent) in either building 20S6 or 20Z3 at game end.

BALANCE:

✚ The first three DC removed from play for any reason are returned to the German unit which last possessed them for use as a new DC. If that unit has been eliminated prior to this, that extra DC is lost.

★ All Russian occupants of building 20Z3 are considered Fanatic while in that building.

TURN RECORD CHART

★ RUSSIAN Sets Up First [229]	1	2	3	4	5	6	7	8	9	END
✚ GERMAN Moves First [328]										



Remnants of 118th Rifle Regiment, 138th Rifle Division [ELR: 3] set up on board 20 in any hex with a co-ordinate of 7 or less: [SAN: 6]

6-2-8	4-5-8	4-4-7	9-1	8-1	8-0	3-12	2-10	2-6	?	Trench OVR, OBA: +4 Other: +2
6	6	13	2	2	2	2	3	12		6



Elements of 50th Pioneer Battalion [ELR: 5] and Remnants of 577th Infantry Regiment, 305th Infantry Division [ELR: 4] set up on board 1, or on board 20 in any hex with a co-ordinate of 8 or more which is not adjacent to a Known Russian unit or "?" stack: [SAN: 3]

8-3-8	4-6-7	10-2	9-2	9-1	8-1	8-0	7-16	5-12	3-8	24-1	30-1
13	12		2	3	3		2	2	2	6	

SPECIAL RULES:

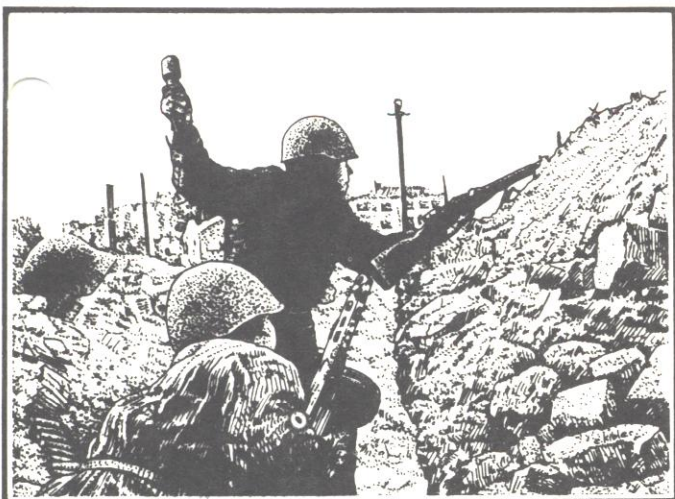
- Environmental Conditions are Moderate with no wind.
- All single-hex wooden buildings are considered wooden rubble.
- The Russians may not set fires, but may use Sewer Movement, have maximum (Level C) Booby Trap capability (B28.9) on board 20, and have fortified all of building 20Z3. They may use HIP (A12.3) for three squads and any leaders/SW stacked with them.
- The German 8-3-8 and their 3-3-8 HS have a 5 ELR; all other German units start with a 4 ELR.
- The German may inadvertently set up adjacent to Hidden Russians, but may not set up adjacent to Russian "?" counters.

AFTERMATH: Although 18 pioneers were killed by a booby trap even before the attack began, one of the assigned strongpoints, the Chemist's Shop, fell easily. However, the "Commissar's House" proved to be a veritable deathtrap. The red brick structure had been turned into a fortress with every opening clogged with debris, leaving the Russian defenders with barely visible peepholes through which they fired with deadly accuracy. Even after the Germans broke into the building, the Russians refused to surrender—resisting from the cellar. Only satchel charges and cans of petrol brought a fiery end to the valiant defenders of the Commissar's House. The victory had been pyrrhic, however. The assault engineers who reached the shore were decimated. Within four days, the elite battalions had lost a third of their strength and the remnants were withdrawn to form a more effective combat group for the assaults still to come.

IN SIGHT OF THE VOLGA



ASL SCENARIO 5



STALINGRAD, September 14, 1942: Despite the severe setbacks of the previous winter, the German blitzkrieg had again proven itself the master of the steppe and as the Germans approached Stalingrad the stream of disheartened Russian prisoners continued unabated. Chuikov's defense of the city's central district and the all important main ferry landing lay largely in the hands of hastily mobilized militia composed of factory workers and the NKVD garrison. These troops would have to hold the Wehrmacht at bay until Rodimtsev's 13th Guards Division could cross the Volga into the city. But as the German 76th Infantry Division entered the ruins of downtown Stalingrad on a two-mile wide front, they met the enemy in a new environment more suitable to his talents. Nevertheless, as Captain Gerhard Meunch personally led his 3rd Bn in the assault, he had every expectation of reaching the Volga that day.

BOARD CONFIGURATION:



1
20

VICTORY CONDITIONS: The Germans must have more Good Order squads (or their equivalent) with a LOS off the east edge in the Factory (see SSR2) than the Russians have unbroken squads (or their equivalent) in the Factory at scenario end.

BALANCE:

♣ Game ends after nine turns.

★ Russian forces are considered Fanatic but ELR is only 2.

TURN RECORD CHART

★ RUSSIAN Sets Up First [146]	1	2	3	4	5	6	7	8	9	10	END
♣ GERMAN Moves First [250]											

Ad Hoc Elements of the 62nd Army [ELR: 3] set up on or east of hex row Q with reinforcements from the 13th Guards Division entering anywhere along the East edge as per SSR 4: {SAN: 7}

1 4-4-7	1 5-2-7	2-2-8	9-1	8-1	8-0	7-0	2 4-10	2 2-6	?	7 morale	INF M 8 2 76*	Trench OVR, OSA: +4 Other: +2
14	6				2		2	2	18			6

3rd Bn, 194th Infantry Regiment [ELR: 4] set up on or west of hex row R, but not adjacent to any Russian counter: {SAN: 3}

1 4-6-7	10-2	9-2	9-1	8-1	8-0	3 7-16	2 5-12	1 3-8
25			2	3	3		2	4

SPECIAL RULES:

1 Environmental Conditions are Moderate with no wind. Russians may not set fires.

2 Place wooden rubble at ground level in hexes 1K8-J8, 1F1-F2, 1G1-G2, 20M9-M8, and 20R6-R5. Place stone rubble at ground level in hexes 20O8-O7, 20Q2-Q1, 20M2-M3, 1N5-N6, and 1K4-K3. If lacking sufficient rubble counters, place rubble counters so that they straddle the joint hexside of both rubble hexes. Building 20C7 is a Factory (B23.74).

3 The Russians suffer from Ammunition Shortage (A19.131) until the Russian Player Turn after ammunition is received (see SSR 4). During that and all subsequent turns, all non-Encircled Russian units which can trace a line of hexes neither adjacent to nor containing a German unit off the East edge of the board is considered in normal supply.

4 The Russian player makes a DR for reinforcements at the start of his RPH, and the German does not solely occupy building 20C7. During every Russian Player Turn in which the colored dr of the Reinforcement DR is < the current Turn Number, the Russian successfully receives reinforcements that Player Turn in the form of a number of 6-2-8 squads equal to that colored dr which enter anywhere along the East edge. Any leader received is dependent on the arrival of at least one 6-2-8 squad and is determined by the combined reinforcement DR as follows: 12: 10-2, 11: 9-2, 10: 9-1, 9: 8-1, 8: 8-0, 7: 7-0, < 7: None. If the Reinforcement DR is both successful and "Doubles", an ammunition boat has landed and relieves the ammunition shortage as per SSR 3.

5 Future Russian reinforcements are lessened by one squad in the next RPH in which the Russian would otherwise receive reinforcements for every German HS equivalent (not guarding prisoners) exited off the East edge; each leader or HMG/MMG that accompanies a German MMC off the East edge lessens Russian reinforcements by an additional squad (limit of one leader per HS exited). Exited units do not affect Battlefield Integrity. The Russian must negate all German exits with cancelled reinforcements before any reinforcements can be brought on. If such cancellation eliminates all available reinforcements for that turn, any ammunition boat due that turn is forfeit also.

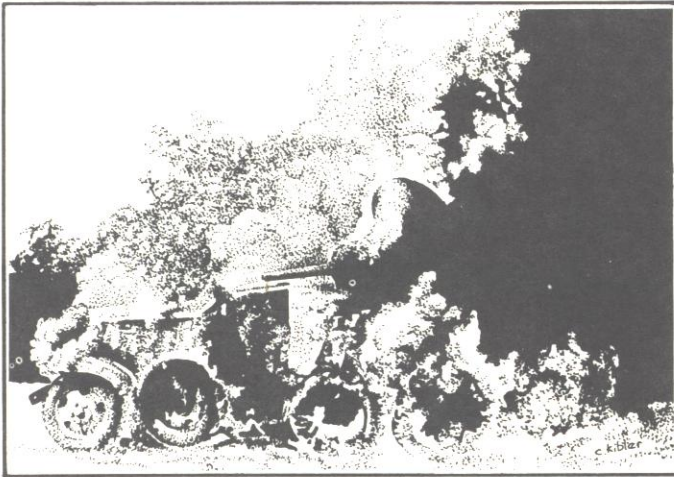
6 Four Russian squads (and any leader/SW stacked with them) may set up using HIP (A12.3). The German may inadvertently set up adjacent to Hidden Russians, but may not set up adjacent to Russian "?" counters.

AFTERMATH: Suffering heavy casualties almost immediately, the Germans nevertheless pushed on and paid a terrible price for approximately two blocks of downtown Stalingrad. Meanwhile, the 13th Guards Division was being ferried across the Volga and into the city under constant mortar fire, and rushed instantly into the scantily held defenses. Both sides clung to their desperate positions along the west bank, neither knowing how precarious was the hold of the other. Although in sight of the Volga, having suffered over 80% casualties and with his battalion reduced to less than 50 men, Meunch was obliged to go over to the defense short of his objective and hold his costly gains—if he could. The morning would see fresh defenders in the Russian positions. The chance to take the city proper in one bold stroke was gone. Now progress would have to be measured by individual rooms—not city blocks.

RED PACKETS



ASL SCENARIO 6



ZHABINKI, June 22, 1941: The German invasion was crushing Russian initial defenses everywhere. After considerable delay, Timoshenko gave the orders to open the "red packets". The instructions in these cover plans were often unclear sometimes contradictory, and usually of little help to the commanders in the field. Nonetheless, they were to be obeyed. The 42nd Rifle Division's independent Reconnaissance Battalion with armored cars and a motorcycle company, accompanied by the 393rd Independent AA Battalion, were to proceed to Zhabinki and take up defensive positions to stem the oncoming German tide.

BOARD CONFIGURATION:



BALANCE:

✚ Exchange the 9-1 Armor Leader for a 9-2 Armor Leader.

★ Add fourth 4-4-7 squad and squad-sized motorcycle to Russian OB.

VICTORY CONDITIONS: The Russians must *either* exit 18 Victory Points (A26.3) off the west edge or destroy all three German AFV.

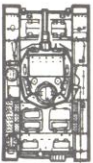
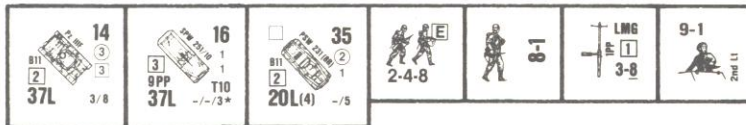
TURN RECORD CHART

✚ GERMANS Move First

✚ 1 ★	2	3	4	5	6	7	8	END
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Recce Elements Guderian's Panzer Corps [ELR: 3] enter on West edge road on Turn 1 having already used half their MP allotment prior to movement: {SAN: 0}



Brest Fortress Covering Elements [ELR:2] enter on East edge road on Turn 1: {SAN: 0}



5

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3



SPECIAL RULES:

1 Environmental Conditions are Moderate with No Wind, and the stream is shallow.

2 One Russian platoon has already lost one vehicle due to mechanical breakdown, therefore one platoon will have only two vehicles. The IAG truck is not restricted by platoon movement rules because it is not an AFV nor can it use Bounding First Fire (D14).

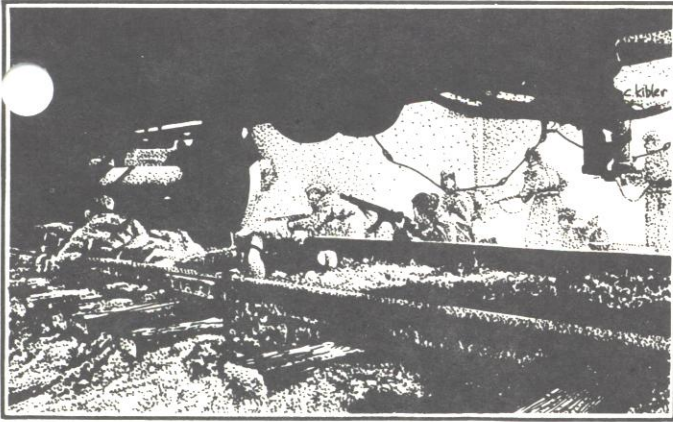
3 Russian crews are assumed to have a Morale Level of 7.

AFTERMATH: The Russian troops crossed both bridges simultaneously in their approach to Zhabinki. However, lead elements of the German armored columns were already in the outskirts. The AA truck and the first armored cars were immediately destroyed. However, the second platoon, behind a covering screen of rapidly dismounted infantry, were able to pass around the Germans and enter Zhabinki to take their final stand—with their numbers already reduced by half.

DASH FOR THE BRIDGE



ASL SCENARIO 7



VICTORY CONDITIONS: The Russian must exit at least three AFV off the west edge of board 21 by the end of play, or eliminate ≥ 10 points (A26.21) of German forces while losing $<$ twice as many points as they eliminate.

TURN RECORD CHART

GERMAN Sets Up First	★ 1	2	3	4	5	6	7	8	9	10	11	END
★ RUSSIAN Moves First												

370 WARZYNGTONA, WARSAW, September 12, 1944: Hitler had declared Warsaw-Praga a fortress, keystone to the Vistula line which was to dissipate the mounting threat to Germany from the Bolshevik hordes. The city was to be held at all costs, but this was neither likely nor realistic. On the 10th, the 2nd Tank Army and 1st Polish Army entered Praga. Soviet armor, probing down the ancient streets just across the river, promised liberation from five years of German occupation. However, the Waffen SS veterans assigned the task of holding the city held no illusions as to what such a defeat would mean. The reconnaissance troop of the 2nd Polish Tank Regiment was not looking for a fight as it searched out a route to the Most Slaski Bridge for the heavy Soviet forces which would follow.

BOARD CONFIGURATION:



21	20
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BALANCE:

- ✦ Add one Panzerschreck to German OB.
- ★ Any German leaders left offboard must be the best still available.



Remnants of 13th SS Anti-Tank Company [ELR: 5] set up on any whole hexes on or west of row 20Y: {SAN: 4}

6-5-8	2-2-8	8-1	8-1	8-0	7-0	3-16	3-8	37L H6(9)	
8	2							2	



Recon Troop, 2nd Tank Regiment, 1st Polish Armored Brigade [ELR: 3] enter on east edge: {SAN: 2}

4-4-7	8-1	7-0	2-8	14 6 4 45L -/2
6				6



SPECIAL RULES:

- Environmental Conditions are Moderate (B25.5) with no wind. Fire setting is not allowed.
- German units may use HIP for all their units including the roadblock, but the roadblock must be placed on board in view as soon as an enemy unit enters a hex in LOS of it. No more than half of the German Infantry OB may set up on Board 20.
- The German AT Guns and HMG may be Bore Sighted. PF availability is as per C13.311 and one PF must be removed for each squad not setup on board (SR 4).
- Once per game, the Russian player may choose to exit any number of his tanks capable of doing so from any north or south edge road hexside. The Russian player at the end of his Player Turn then makes a Secret dr to determine when his tanks will reappear. The tanks must reappear via a road hexside on the same side (north or south) of the mapboard edge as they exited and with only half of their normal MP allotment during the turn of re-entry. The road entry hex and turn to be entered is always the next Player Turn and road entry hex in a westerly direction from the point of exit on a Final dr of 1, the second

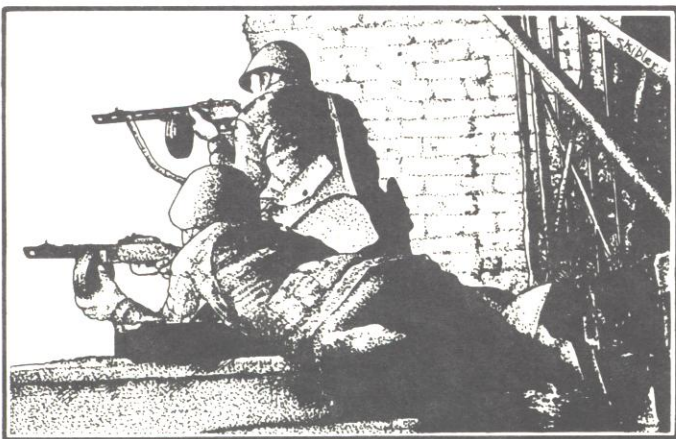
road entry hex in a westerly direction two turns later on a Final dr of 2, and so on. A Final dr which would bring the tank(s) back past the last road entry hex on that side of the mapboard suffices as "exit off the west edge" for purposes of Victory Conditions but must be resolved as a valid re-entry prior to the time limit—i.e., a re-entry on turn 12 or later will not satisfy the Russian Victory Conditions. When the Russian announces that his tanks will reappear that turn, the German must reveal and add a -1 drm to the Russian Secret dr for each squad/crewed Gun which remains offboard (i.e., never had a recorded hidden location and takes no actual part in the game). These offboard units do not count as Casualty Points. One German leader must accompany each 2.5 squads/Guns (FRU) which remain offboard. This drm does not affect the turn of entry but does affect the road on which the tanks must re-enter. The minimum Final dr is never < 0 and such a dr would force the tank(s) to re-enter on the same road-edge hex they exited.

AFTERMATH: Caught in the crossfire of a HMG and a light AT Gun, the lead tank erupted in flames. Reversing into a blind alley, two more tanks were dispatched in close combat. The remainder overran the SS infantry moving into the square at their rear to entrap them, bypassed a roadblock on Warsyngtona and drove down Wybrzeze Gydnskie to the banks of the Vistula followed within hours by the remainder of the 2nd Tank Regiment. By the 15th, the entire east bank was firmly held by the Soviets.

THE FUGITIVES



ASL SCENARIO 8



VICTORY CONDITIONS: The Germans must exit 33 or more points (A26.3) off the west edge.

TURN RECORD CHART

★ RUSSIAN Sets Up First [138]	*1	2	3	4	5★	6	7	8	9	END
♣ GERMAN Moves First [133]										

BERLIN, GERMANY, May 3, 1945: The fortunes of war had turned full circle. The Reichstag was in flames; the war all but over. Surviving elements of Panzer Division Muencheberg, the final stalwart defenders of Berlin, decided to attempt breakout to the west rather than surrender to the Russians. Believing that the crossings at Spandau in western Berlin were only lightly defended, the remaining units moved out from Tiergarten after dark on May 2nd.

BOARD CONFIGURATION:



23	
	20

BALANCE:

♣ Add 8-1 Armor Leader to German OB.

★ Shorten game to eight turns.

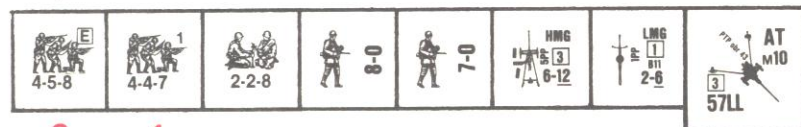
Elements of 2nd Guards Tank Army [ELR: 4] set up on board 20 in hexes with a coordinate of ≤ 5 : {SAN: 3}



5

6

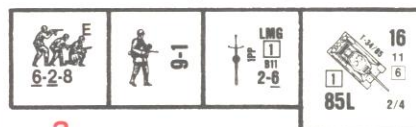
Set up on board 23 west of canal:



3

4

Enter Turn 5 on any west edge hexes:

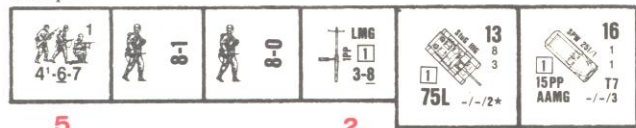


3

Elements of Muencheberg Panzer Division [ELR: 2] enter on turns 1, 2, and 3 via SSR 1: {SAN: 2}



Group 1:



5

2

2

Group 2:

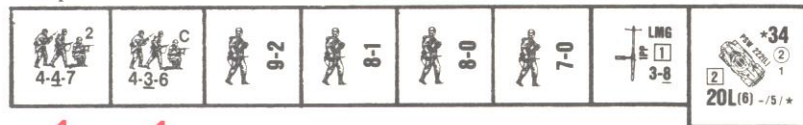


5

2

3

Group 3:



4

4

SPECIAL RULES:

1 Before setup, the German must predesignate the turn of entry and the entrance road of each group. Only one group may enter per turn, and all elements of that group must enter in hexes on or adjacent to that road entrance. Each group may enter on any of three road entrances (20I10, 20Q10, 20Y10) regardless of whether it had been used previously.

2 Due to debris and congestion caused by fleeing civilians, all road vehicular MP rates are doubled (2 MP per hex if BU) and no Infantry may receive the road MF bonus. Ammunition Shortage rules (A19.131) are in effect for the Germans.

3 The canal can be crossed only by bridge. Environmental Conditions are Moderate with no Wind.

4 The first four Game Turns are considered taking place in pre-dawn twilight which adds a +1 TEM to all fire, making FFMO DRM inapplicable during those turns.

5 No Bore Sighting is allowed, but two squads plus any leader/SW stacked with them may set up hidden.

6 Russian units setting up on board 23 may not move/advance (but may rout) prior to Turn 3 unless German units have entered Board 23.

7 Prior to set up, the Russian player may pick any six non-adjacent building hexes with a second level and mark them with an appropriate rubble counter on the ground level. He then makes a dr for each rubble counter and if he rolls a 5 or 6 he may place another same type rubble counter in any adjacent ground level hex of his choice. He continues this dr procedure only until he has created two additional rubble hexes—rolling the die once for each rubble hex before rolling a second time for any rubble hex and so on. Such rment does not harm any units which set up in those hexes or cause other Fa. Rubble (B24.12) to apply.

AFTERMATH: By dawn the Germans had managed to seize a bridge over the Havel, but the Russians kept it continuously under fire. Despite this, fleeing civilians clogged the roads. Finally, their few remaining vehicles simply rolled up onto the bridge and over the mass of humanity. Once across, German discipline finally broke down. Everyone thought only of escape; posted rearguards refused to hold and joined the headlong flight. With a victory of sorts in its last battle, the Muencheberg Panzer Division, like so many other units, had ceased to exist.

TO THE SQUARE



ASL SCENARIO 9



VICTORY CONDITIONS: The Russian player must have undisputed Control (A26.12) of building 20H3 at the end of play, or exit 30 Victory Points (A26.3) off the west edge of board 20.

TURN RECORD CHART

⚡ GERMAN Sets Up First [141]	1	2	3	4	5	6	7	8	9	10	END
★ RUSSIAN Moves First [140]											

MOST SLASKI BRIDGE, WARSAW, January 17th, 1945: Informed that only a scant rearguard remained in Warsaw to hold the Vistula line, Stalin at last authorized the liberation of the city. In the pre-dawn darkness, Soviet formations seized the undestroyed bridges and cleared the west bank of the river. Near noon, the 6th Polish Infantry Regiment under Colonel Goranin, supported by Soviet armor of the 16th Tank Regiment, crossed the bridge at Most Slaski. With the 1st Battalion leading, the elated Poles spread on a broad front to the north and south. Coordinating with other formations, the regiment then moved off at mid-afternoon to clear the city center. The Soviet forces contacted the German defense at a dozen points within minutes.

BOARD CONFIGURATION:



20		1	8
		12	

BALANCE:

⚡ Shorten game to 9 turns.

★ Lengthen game to 11 turns.



Elements of 697th Grenadier Regiment [ELR: 4] set up on any whole hex of board 20/21/1 [EXC: see SSR 2]: {SAN: 4}

1 4-6-7	2 4-4-7	2-2-8	9-1	8-1	8-0	7-0	3 7-16	2 5-12	1 3-8	7 morale
9	5	2	2	2			2	3	8	
3 50L [75]		MPH/RtPh: dr = MF CC: +1/-1								
2		6								



Elements of 6th Polish Infantry Regiment, 2nd Polish Division [ELR: 3] set up on any whole hex on board 8: {SAN: 3}

1 4-4-7	9-1	8-1	8-0	3 6-12	2 4-10	1 2-6	5/6/7	9-1 2nd Lt	16 11 6 85L 2/4
20			2		2	3			4

SPECIAL RULES:

1 Environmental Conditions are Wet (B25.5) and a two-lane stone bridge spans 8Y2-Y4. There is no wind. Kindling fires is not allowed.

o German squads (and whatever leaders/SW stack with them) may use hex to set up on boards 1/21/20.

3 Hex 20H3 is a third-level building.

4 German AT Guns and MMG may be Bore Sighted.

5 The Russian OBA is 80mm mortar.

6 Prior to setup, the German player places six rubble counters at ground level in any 2nd level building hex on boards 1/21. After he places all of them, he makes a dr for each. If he rolls a 5 or 6, he may place another same-type

rubble counter in an adjacent ground level hex of his choice. He continues this dr procedure only until he has created two additional rubble hexes—rolling the die once for each rubble hex before rolling a second time. Such placement does not cause other falling rubble to occur or earn another dr attempt to create more rubble.

AFTERMATH: In an unrelenting and unimaginative frontal assault, the Polish infantry took heavy casualties. However, the Russian armor proved too much for the defenders as it sought out and destroyed the few remaining German AT Guns amidst the rubble. Although stripped of their infantry support, the Russian tankers broke through and reached the distinctive Ciarskowska clock tower—still standing in the midst of six years of warfare. Taking up positions in the square, the Russian armor dominated the city. The German defense splintered into uncoordinated pockets of doomed token resistance. Warsaw was finally “free”.

THE CITADEL



ASL SCENARIO 10



VICTORY CONDITIONS: The last side to have solely occupied building 20H3 is the winner. The Germans solely occupy it at scenario start.

TURN RECORD CHART

★ RUSSIAN Sets Up First [242]	+	1	2	3	4	5	6	7	8	9	10	END
✚ GERMAN Moves First [260]												

THE CITADEL OF BREST-LITOVSK, June 25th, 1941: The Eastern Front was not yet three days old and everywhere the Russians were reeling from the astonishing gains of the German armored spearheads. But to the infantry whose job it was to consolidate those gains and mop up bypassed strongpoints, the violence of the blitzkrieg was not quite so grand. Taking the ancient frontier fortress of Brest-Litovsk fell to the 45th Infantry Division. The task was made extremely difficult by a series of moats, river branches, and canals which divided the Citadel effectively into four separate islands. From one such—the Central Island, Captain Praxa's 3rd Battalion had been battered and forced to withdraw the previous day, but 70 men who were cut off remained in an ancient church. It was to their rescue that the 1st Battalion of the 133rd Infantry Regiment now pressed home their assault.

BOARD CONFIGURATION:

BALANCE:

- ✚ The Germans may have a fourth StuG IIIB.
- ★ The Russians may completely fortify any one building of their choice.



	20
	23



Elements 44th Rifle Regiment [ELR: 3] set up anywhere north of the canal but not within five hexes of 23BB5 or on or within the road net L2-L5-J6-E4-E3-I2-L2 on board 20: {SAN: 6}

4-4-7	5-2-7	2-2-8	9-2	9-1	8-1	8-0	7-0	4-10	2-6	7 morale	BU	
26	6	3			2	2		2	3	16	3	



Remnants of 3rd Bn, 135th Infantry Regiment [ELR: 3] set up anywhere within the road net L2-L5-J6-E4-E3-I2-L2 on board 20:

4-6-7	9-2	8-1	7-0	5-12	3-8
7				2	

Elements of 1st Bn, 133rd Infantry Regiment [ELR: 3] set up on board 23 anywhere south of the canal plus anywhere within four hexes of BB5: {SAN: 3}

4-6-7	10-2	9-1	8-1	8-0	7-16	5-12	3-8	8	
19	2	2	3				2		

45L	37L (8)	3+5+7
2		2

Enter on Turn 1 on any south edge hex:

	14
75*	3

SPECIAL RULES:

- Environmental Conditions are Moderate with no Wind. Neither side may set fires.
- Only bridge 23BB5 exists. Only building 20H3 is a level 2.5 building. All other buildings are considered level 1 or 1.5 obstacles to LOS with one or two levels as normally defined and with an inherent stairwell in each hex.
- The turret counters represent Armored Cupolas (D9.5) with an AF of 5, a ST, an inherent crew, and a MA consisting of a Russian HMG with six FP, a ROF of 3, Normal Range of 12, and a Repair dr ≤3. The Armored Cupolas may not set up within five hexes of each other.
- The radio represents one battery of 100mm OBA.
- The canal may be crossed by German Infantry and their IPC (in the MPh only) with inherent boats by expending *all* of their MF to enter the canal from any adjacent hex as Hazardous Movement. If broken while in the canal, they are eliminated. Pin results are treated normally. No fire is allowed from the canal. The canal can be exited normally in either the MPh or APh.

6 The Russians do not have complete freedom of movement. At the start of each of their RPh they must make a dr to determine how many MMC they may *move* (excluding Berserk units) during that MPh. This dr is modified by a positive drm equal to the current turn number. There is no restriction on movement of SMC or the *advancing/routing* of units. Each counter beneath a Dummy counter in a moving stack counts as a MMC unless the owner momentarily reveals it as a SW or SMC.

7 The Russians may use HIP (A12.3) for two squads plus whatever leaders/STW stack with them.

AFTERMATH: The Russians, although resolute in defense, did not press their advantage against the surrounded Germans and consequently the assault detachment aided by assault guns and artillery support was able to blast a path through to them. However, the Russians in the officers' mess and barracks area remained resolute. Four days later, a Stuka Geschwader of 93 aircraft with 4,000-pound bombs was called upon to end their defiance. The fortress officially fell the next day although small, isolated pockets continued to resist for another three weeks. The Germans had suffered 1500 casualties and gotten their first taste of how bitterly the Russians could defend a fixed position. It would not be their last.

DEFIANCE ON HILL 30

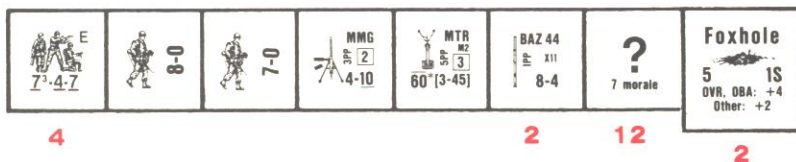


VICTORY CONDITIONS: The Germans win if they control 2T8, 2V8, 2W9, and 2W7 at game end, or if they control any one of them and have scored more Casualty Victory Points (A26.2) than the U.S. player at game end (see also SSR 3).

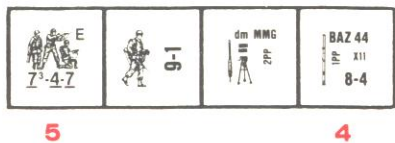
TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4☆	5	6☆	7	8	9	END
✚ GERMAN Moves First										

Elements of 2nd Battalion, 508th Parachute Regiment [ELR: 5] set up within four hexes of 2V8: {SAN: 4}



Reinforcements enter on west edge as per SSR 3:

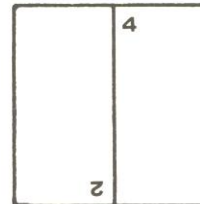


Elements of 1057th Grenadier Regiment [ELR: 3] enter board 4 on east edge on turn 1: {SAN: 3}



NEAR PONT L'ABBE, June 8, 1944: A bad drop prevented the 508th Parachute Regiment from securing any of its objectives along the Douve River. The best effort was made by an ad hoc group of roughly two companies under Lt. Colonel Shanley whose drive toward the bridge at Pont L'Abbe was stopped cold by a battalion of the 1057th Grenadier Regiment. Thus rebuffed, the paratroopers fell back to the high ground overlooking the Chef-Du-Pont crossing where they were surrounded and constantly harassed for the next two days. The key element of the position was a standing patrol in a farm and road junction at the bottom of the hill, blocking the road from the west to the bridge. At dawn on June 8th the Germans made their most determined effort to take it.

BOARD CONFIGURATION:



BALANCE:

- ✚ Change one of the German LMG to a HMG.
- ☆ Add a Hero to the initial U.S. forces.

SPECIAL RULES:

EC are Moderate, with no wind at start.

The U.S. player may use HIP for one squad and any SMC/SW that set(s) up with it in the same Location.

3. Starting on turn 4, the U.S. player may roll once per Game Turn during his RPh for reinforcements until they are received. Following a Reinforcement dr which is at least two < the current turn number, the reinforcements enter anywhere along the west edge in the next MPH. The U.S. receives a bonus of three Casualty Victory Points for each Reinforcement dr that fails prior to turn 6. If not received by turn 5, the U.S. reinforcements automatically enter on turn 6.

AFTERMATH: The German attack made great progress and was about to wrest control of the crossroads from the standing patrol until a platoon led by Shanley himself came down the hill to take the enemy in the flank. Hill 30 remained cut off until the 10th when the rest of the 508th crossed the Merderet at La Fiere and made contact with Shanley on his north flank. Despite not seizing their D-Day objectives, Shanley's defiant stand on hill 30 helped enable the overall American airborne effort to succeed.

CONFUSION REIGNS



ASL SCENARIO 12



VICTORY CONDITIONS: At scenario end, the U.S. player must have earned at least 12 Casualty Victory Points (A26.2) and twice as many as he loses.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	END
☆ AMERICAN Moves First										

STE. MERE-EGLISE, June 7, 1944: General von Schlieben was determined to retake Ste. Mere-Eglise and committed all available forces to that end. During the night of D-Day, they succeeded in getting a foothold at the northern edge of town. The Americans were ordered to repulse them at first light. Fortunately for the paratroopers, the action would open with a mortal blow to the German command structure.

BOARD CONFIGURATION:

4	
24	
1	

Hexrows A-Q are unplayable.

BALANCE:

☆ The required Victory Condition ratio of German:US Casualty Victory Points is reduced from 2:1 to 3:2.

✚ Add a 7-0 leader to German forces.



Elements of 1st Battalion, 1058th Grenadier Regiment and 7th Army Sturm Battalion [ELR: 3] set up within four hexes of 24X5 with no more than one MMC per hex: {SAN: 3}

4-6-7	8-1	8-0	3-7-16	2-5-12	3-8	12-4
-------	-----	-----	--------	--------	-----	------

12

3

2



Company D, 505th Parachute Regiment [ELR: 5] sets up on board 1: {SAN: 3}

7-4-7	9-2	8-1	7-0	2-4-10	3-45	8-4
-------	-----	-----	-----	--------	------	-----

12

2

2

5



SPECIAL RULES:

1. EC are Moderate, with no wind at start.

✚ All walls/hedges are considered bocage.

✚ The German player may not move more Good Order MMC during his MPH than the current turn number plus the number of his current Good Order leaders. However, each Good Order leader may exempt one MMC from this restriction for that Player Turn provided the leader and the MMC begin the MPH in the same Location. Unbroken German units may exit the board off the north edge without counting as Casualty Points.

4. Due to Wray's effective scouting, all U.S. units may expend one extra MF on turn 1 without penalty.

5. Voluntary Break (A10.41) is not allowed.

6. A unit in an upper level building Location is Encircled (A7.7) if it cannot trace a path free of enemy units or Blaze to ground level through Locations it could legally traverse if so inclined. This SSR is also A7.72 of the 1987 edition of ASL and should be considered applicable to all scenarios.

AFTERMATH: As Lt. Waverly Wray prepared to lead his company into the attack, he personally scouted ahead to locate the enemy. When he came upon eight Germans gathered around a radio, he shot them all and ran back to his company to begin the assault. Unknown to him, he had just killed the commanding officer and HQ staff of the 1st Battalion, 1058th Grenadier Regiment. Thus paralyzed, the Germans were slow to react, and were rapidly outflanked and fell back in confusion to the north—just barely avoiding encirclement. Wray would fall three months later at Nijmegen Bridge.

LE MANOIR



ASL SCENARIO 13



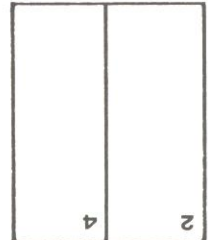
VICTORY CONDITIONS: The U.S. player wins instantly if he currently controls buildings 4T3 and 4S2. The U.S. player immediately loses if the U.S. is ever reduced to $\leq$ four unbroken squads/equivalents.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
AMERICAN Moves First									

East of LA FIERE, JUNE 6, 1944: The bridge at La Fiere carried the road from Ste. Mere-Eglise across the Merderet River and was the main objective of the 101st Airborne's 1st Bn/505th Regiment. Lt. John Dolan's Able Company had made perhaps the best drop of the invasion and collected all but two of its 136 men within an hour. Thus encouraged, they set off for their objective a mere 1,000 yards away—only to be met with machine gun fire from a farm on the outskirts of town. The farmhouse would have to be taken before they could move against the bridge.

BOARD CONFIGURATION:



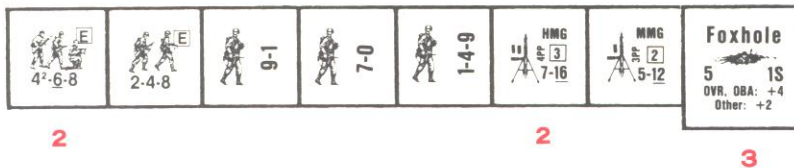
BALANCE:

☆ Replace one German HMG with a MMG.

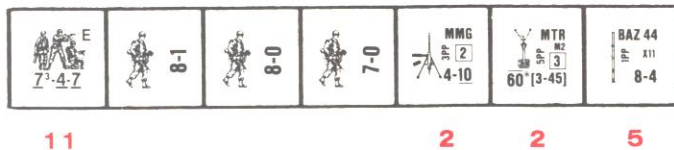
⚡ The U.S. must be reduced to $\leq$ five unbroken squads/equivalents (not four) to result in an automatic German win.



Elements of the 1057th Grenadier Regiment [ELR:4] set up on board 4 within four hexes of 4S3 with the option of using HIP: {SAN: 5}



Company A, 1st Battalion, 505th Parachute Regiment [ELR: 5] sets up on board 2 within three hexes of 2T1: {SAN: 3}



SPECIAL RULES:

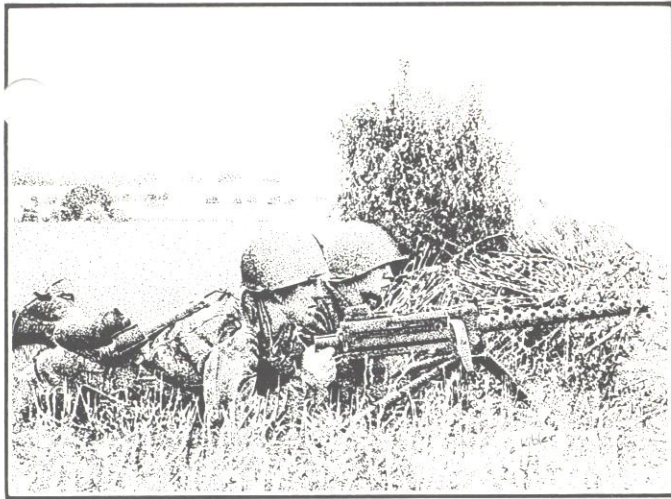
1. EC are Moderate, with no wind at start.
2. Hills are considered level 0 terrain. Grain fields do not exist. All hedges/walls are considered bocage. All buildings are considered stone.
3. The German may Deploy any or all of his squads as HS during setup.
4. Despite the absence of any Known German units due to HIP, the U.S. may not set up concealed (A12.12).

AFTERMATH: Dolan's initial assault was thrown back with 31 casualties. Thus rebuffed, he waited for a flanking patrol to work its way around the position. In the meantime, unknown to Dolan, fire from the Manor was pinning down several other groups approaching La Fiere also. Finally, three hours later, Dolan's patrol was in position to attack the Germans from the flank and as they did so—yet another group of paratroopers attacked from the opposite direction. The 28 Germans had done their duty to the last and succeeded in keeping some 300 paratroopers from the La Fiere bridge for the bulk of the day.

SILENCE THAT GUN



ASL SCENARIO 14



VICTORY CONDITIONS: Provided the Germans have not earned more Casualty Points than the U.S., the U.S. wins instantly by destroying (not just capturing) the AT Gun or solely occupying the fortified building (see SSR 3).

FOUCARVILLE, June 6, 1944: Foucarville was just one of several small villages behind Utah Beach which were to be occupied to prevent German reinforcements from reaching the beach and the beach garrisons from getting out. The first dozen paratroopers entered at 2 AM and after exchanging fire with a battalion command post, withdrew to await reinforcements. At dawn, they re-entered and the Germans withdrew to a fortified strongpoint at the northern end of the village. Judging themselves too weak to storm the strongpoint, the paratroopers satisfied themselves with establishing roadblocks and intercepting Germans withdrawing from the beaches until an AT Gun began to interfere.

BOARD CONFIGURATION:



4	3	2
---	---	---

BALANCE:

- ☆ Building 3N1 has no second level.
- ✚ The American sets up first.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
☆ AMERICAN Moves First							



Elements of 2nd Battalion, 919th Grenadier Regiment, 709th Division [ELR: 2] set up on or north of hex row O (see SSR 3): {SAN: 4}

4-4-7	4-3-6	2-2-8	8-1	8-0	7-0	7-16	5-12	3-8	75 811
6	6							2	



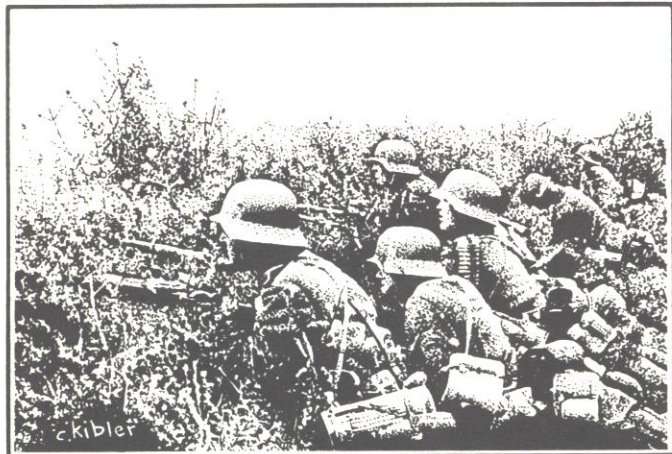
Elements of Company A, 1st Battalion, 502nd Parachute Regiment [ELR: 5] set up on or south of hex row R: {SAN: 3}

7-4-7	9-1	8-1	7-0	1-4-9	4-10	8-4	30-1
7					2	4	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All hill hexes are considered ground level marsh; no other terrain features in these hexes.
- The German player must secretly designate one of the following buildings as fortified throughout its ground level (no tunnels): 3O10, 3O5, 3N1, 3M5, or 3M7. The AT Gun must set up at least two hexes away from 3N2 neither hidden nor concealed in a non-marsh hex on board 3 with a LOS to at least one of the board 3, row Q road hexes. The AT Gun may not set up in a fortified building.
- The AT Gun cannot be permanently disabled by a repair attempt or, nor voluntarily destroyed by the German player.

AFTERMATH: By 10:30 AM the paratroopers numbered nearly 80 men—but still not enough to take the entire town. However, under the covering fire of a limited-objective attack, Private John Lyell was able to crawl forward to a position from which he could silence the gun with a grenade bundle—although he was mortally wounded in the process. The strongpoint remained in German hands until 10 PM when suddenly many Germans threw down their arms. Duped by prisoners they had taken during the previous night into thinking that a heavy naval bombardment was due to strike, they acted without authority. Before the German leaders could intervene, the captive paratroopers quickly seized the discarded weapons and opened fire on their former captors.



VICTORY CONDITIONS: The Germans win by winning either Part I or Part II. To win either Part they must exit ten unbroken squads/equivalents off the south edge during that Part. If the Germans win in Part I the game is over. Part I can also end at the end of any German Player Turn if at that time there is no German unbroken squad/equivalent at least "X" hexes from the northern board edge (X=current turn number). Should Part I end due solely to this condition, the Americans win, and Part II is not played. Voluntary Breaks (A10.41), or firing on one's own forces, in an attempt to avoid this outcome are NA.

TURN RECORD CHART

☆ AMERICAN Sets Up First	+	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									



Remnants of 3rd Battalion, 501st Parachute Regiment [ELR: 5] set up on or south of hexrow G: {SAN: 4}

E 7-4-7	E 3-3-7	9-2	8-1	8-0	7-0	2 4-10	3 60*[3-45]	8-4	?	1S 5 OVR. OBA: +4 Other: +2
12						2	2	5	6	7



Remnants of 3rd Battalion, 6th Parachute Regiment & 3rd Battalion, 1058th Grenadier Regiment [ELR: 4/3] enter on north edge during Turn 1: {SAN: 3/4}

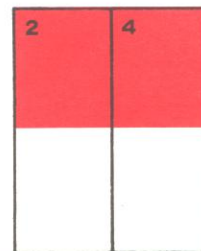
1 4-6-7	9-1	8-1	8-0	7-0	2 5-12	1 3-8	3 50*[2-13]
19					3	5	2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All hills are considered ground level terrain. Cliffs do not exist. Level 3 hill hexes are considered orchards.
- This is a two part scenario. Each part ends after seven Game Turns or whenever the German player has less than ten unbroken squads/equivalents—whichever comes first. In Part II, the Germans are considered reinforced and again enter the board with 19 Good Order squads, five leaders, and ten SW except for variations caused by captured SW (see SSR 5) and Leader Creation. Each German squad/equivalent (FRU) eliminated/Reduced/captured during Part I is replaced in Part II by a 4-4-7. Each original German leader eliminated/wounded/captured during Part I is Replaced by the next-lower-grade leader available. In Part II, the German's ELR is 3, and their SAN is 4.
- Unlike the Germans, in Part II the Americans must set up again on or south of hexrow G, but minus those units lost in Part I and with the following effects. Reduced/wounded units retain their current status. Foxholes cannot be moved but Labor Status can be maintained if the unit does not change its Location between Part I and Part II. The U.S. may Bore Sight again to the same or different target hexes. All Deployed units may Recombine automatically. An additional 10% (FRU) of the U.S. squads may Deploy (A2.9), regardless of any HS already present. All non-captured units in Melee

ST. COME-DU-MONT, June 8 1944: Oberst Friedrich von der Heydte's mixed force of paratroops and grenadiers had held St. Come against constant pressure from American paratroops for two days but the Americans were already receiving relief from the beaches and his own forces were dwindling under what seemed like constant bombardment. And now the Americans had cut the to Carentan from the south leaving him surrounded on three sides with the flooded lowlands open to the west. The time had come to break out to the south and reform in Carentan . . . if he could.

BOARD CONFIGURATION:



Only hexrows A-P are playable.

BALANCE:

- ☆ The German ELR is 3/2; not 4/3.
- ✚ The Germans must exit nine (not ten) unbroken squads/equivalents off the south edge to win.

are returned in Good Order. Otherwise, the U.S. player is free to adjust his setup as per the initial setup restrictions.

5. To start Part II, captured SW are retained by their captors. Malfunctioned SW are repaired, but permanently disabled SW are removed. Unpossessed SW are Recovered by their respective side. Both sides must retain any Battle Hardened improvements or ELR Replacements with which they end Part I. All Dummy, "??", HIP, berserk, and fanatic status is lost, although the U.S. can again gain "??" due to the absence of the Germans from the map-board (A12.12). All SMC created in Part I and still present at the end of Part I must participate in Part II. Prisoners in Melee are retained as prisoners. All prisoners are removed from play but their Guards may remain. Escaped, unarmed units are returned to their respective sides in their original condition. All broken units are returned to Good Order.

6. The U.S. player may use HIP during Part I (only), for one squad any SMC/SW that set(s) up in the same Location with it.

AFTERMATH: Six times the Germans attacked in a futile attempt to clear the southern road—only to melt away each time before the Americans' steady fire. Both sides of the road were littered with German dead. Von der Heydte withdrew to the west, leaving 40 trucks and most of his equipment behind. As they left, the Germans blew up the main road bridge—something they had prevented the 101st Division from doing for three days. Von der Heydte would be heard from again . . . first at Carentan, and six months later in Belgium when he would lead his paratroopers in a combat jump behind American lines in the Battle of the Bulge.

NO BETTER SPOT TO DIE



ASL SCENARIO 16



VICTORY CONDITIONS: The Germans win if they control three building hexes on board 24 at game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	9	END
⚡ GERMAN Moves First										

LA FIERE, JUNE 7th, 1944: Ste. Mere-Eglise was under strong attack from the north so the 507th Parachute Regiment was shifted into a supporting position SW of the town leaving only the 1st Battalion of the 505th Parachute Regiment facing the Germans at La Fiere. What was left of the Battalion was commanded by Lt. John Dolan—eight senior officers having already been killed. The ob. French tanks employed by the Germans on the Cotentin had been dealt with harshly in the streets of La Fiere the previous day, with four destroyed by a mere handful of paratroopers. Now the Germans would employ them again in more advantageous terrain.

BOARD CONFIGURATION:



6	24
---	----

BALANCE:

- ☆ The Germans win if they control four building hexes on board 24 at game end.
- ⚡ The Germans win if they control two building hexes on board 24 at game end.



Remnants of Company A, 1st Battalion, 505th Parachute Regiment [ELR: 5] set up on board 24: {SAN: 4}

7 ¹ 4-7	2-2-7	9-1	8-0	2 4-10	3 60 [3-45]	8-4	7 morale	3 57L	5 OVR, OBA: +4 Other: +2
6				2		3	12		6



Elements of the 1057th Grenadier Regiment and tanks of the 100th Panzer Replacement Battalion [ELR: 3] set up on board 3 on/west of row BB: {SAN: 3}

4 ¹ 6-7	9-1	8-1	8-0	2 5-12	1 3-8	3 50 [2-13]	8 4 4 37* -1/2
13				2	3	2	4

SPECIAL RULES:

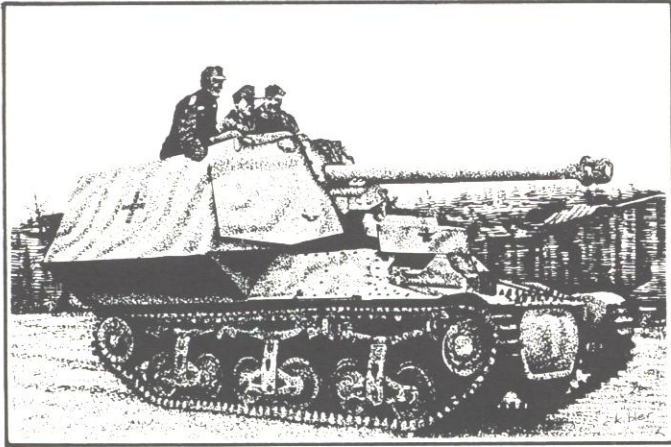
- EC are Moderate, with no wind at start.
- There is no Valley or Hill terrain or J2-J3 cliff hexside; treat such hexes as ground level. Place a roadblock in 24F6 on the F6-E6 hexside and a wreck in 24E6.
- Should either side have less than half of its original unbroken squads/equivalents at the end of a RPh, that side's best Good Order leader must take an immediate NTC. This NTC has no effect whatsoever except that if it is failed, or if that side has no Good Order leader at that time, that side must request a truce which will end the game if the other side accepts.
- The Renault tanks must use the red To Hit Numbers. The crews are prohibited from voluntarily abandoning their AFV. The AT Gun may fire HE with a Depletion Number of 7 (C8.8).
- The U.S. player may use HIP for one squad and any leader/SW that set(s) up with it in the same Location.

AFTERMATH: The lead tank was quickly knocked out but it, the roadblock, and the burnt-out wreck from the previous day's fighting now provided cover for the German infantry who opened a furious firefight. The paratroopers soon began to melt away under the constant fire. The platoon leader Lt. William Oakley, was among the wounded. His replacement, Sgt. William Owens, now with only 14 men left asked Dolan for permission to withdraw. The reply: "I don't know a better spot to die" seemed to stiffen their resolve because they were still holding out when the Germans requested a 30-minute truce to evacuate the wounded. It is hard to say who was more relieved to see the truce, but as the Germans used it to withdraw back into Cauquigney they obviously didn't realize how close they had come to winning the battle this day.

LOST OPPORTUNITIES



ASL SCENARIO 17



VICTORY CONDITIONS: The Germans win instantly if they currently control four buildings on board 1.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	END
♣ GERMAN Moves First									

STE. MERE-EGLISE, June 6, 1944: Ste. Mere-Eglise was a junction for five roads and was recognized by Germans and Americans alike as the key to defeating the airborne invasion. Shortly after midnight the village's garrison, a transport and supply company, had massacred in mid-air two sticks of paratroopers. The men had the misfortune to be dropped directly on the village while the garrison was in the streets policing fire-fighting efforts caused by preliminary bombings. Inexplicably, the Germans then returned to their beds where they were captured or shot four hours later by avenging paratroopers of the 3rd Battalion. Having given the village away, the Germans would now have to pay dearly to get it back.

BOARD CONFIGURATION:



Hexrows Q-GG on both boards are unplayable.

BALANCE:

- ☆ The Germans win instantly if they currently control five buildings on board 1.
- ♣ The Germans win instantly if they currently control three buildings on board 1.

Elements of Company I, 3rd Battalion, 505th Parachute Regiment [ELR: 5] set up on board 1: {SAN: 4}

7-4-7	2-2-7	9-1	8-1	7-0	4-10	60*[3-45]	8-4	7 morale	57L	5 DFR, OBA: +4 Other: +2
8					2		5	10		4

Elements of 795th Georgian Battalion [ELR: 2] set up on/south of hexrow E of board 2: {SAN: 3}

4-4-7	4-3-6	9-1	8-1	8-0	7-16	5-12	3-8	50*[2-13]	13	8
10	9			2		2	4	2		2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- The Germans instantly lose if they have less than nine unbroken squads/equivalents in play.
- Although not actually "German" troops, the German MMC are considered German for all rules purposes except A15.1 for which they are considered Axis Minors.
- The Renaults must use red To Hit Numbers. AFV crews cannot voluntarily abandon their AFV. Due to its anticipated use against Paratroop forces,

the Marder is assumed to have HE10 instead of HE7. The AT Gun may fire HE with a Depletion Number of 7 (C8.8).

- The American may use HIP for one squad and any leader/SW that set(s) up with it in the same Location.

AFTERMATH: The first assault came at 9:30 AM but the Georgian battalion, composed of expatriated POW with German officers, was hardly resolute in the attack and was driven back easily. However, it did repulse an immediate counterattack by I Company on Hill 20. The following day, as tanks arrived from the beaches, the battalion was talked into surrender en masse.

THE ROADBLOCK



ASL SCENARIO 18



VICTORY CONDITIONS: The German wins by exiting 20 Victory Points (A26.3; see SSR 3) off the south edge of board 24.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
♣ GERMAN Moves First													

NEUVILLE-AU-PLAIN, June 6, 1944: Although Ste. Mere-Eglise had fallen by 5 AM to a scratch force of the 3rd Battalion, the scattered air drop of the 101st Airborne Division and the resulting loss of unit cohesion and communications equipment left the paratroopers as confused as the Germans. It was surprising then that Lt.-Colonel Benjamin Vandervoort was ordered to turn 2nd Battalion toward the already-taken village and abandon his initial objective—a blocking position astride Route 13 to the north. Vandervoort hedged his bets, however, and sent a platoon under Lt. Turner Turnbull to organize a roadblock in Neuville before moving south to Ste. Mere-Eglise. Turnbull beat a strong German column to the village by only 20 minutes.

BOARD CONFIGURATION:

◀ N

6	2
4	24

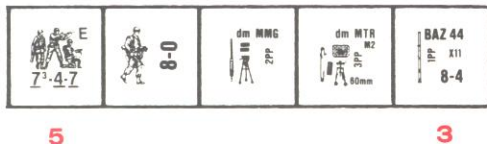
BALANCE:

- ☆ The German Movement Secret DR (SSR 4) is subject to a -1 DRM.
- ♣ Extend Game Length to 12½ turns.

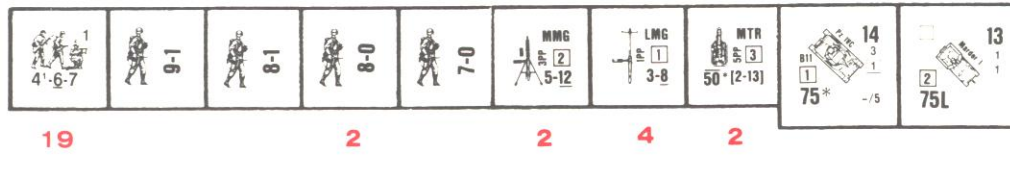
Elements of Company D, 2nd Battalion, 505th Parachute Regiment [ELR: 5] set up with no more than one MMC per hex on board 24/2 on/or north of row Q with the option of using HIP: {SAN: 5}



Platoon of Company E, 2nd Battalion, 505th Parachute Regiment enters as per SSR 3:



Company 3, 1058th Grenadier Regiment, 91st Airlanding Division [ELR: 3] enters 411 on turn 1: {SAN: 3}



SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- All valley/hill hexes are considered ground level; cliff hexside 24J2-J3 does not exist. All hedges and walls not inside the Valley depiction are treated as bocage (B9.5).
- Starting on turn 5, the U.S. player may roll once per Game Turn during his RPh for reinforcements which will arrive on any dr that is at least four less than the current turn number. The U.S. reinforcements must enter on or adjacent to the road in 24A5-A6, but may expand this allowable entry area four hexes in either direction around the perimeter of the playing area for every turn after turn 5 in which they arrive (e.g., if they don't arrive until turn 8 they may enter anywhere between 2A9 and 24J0). However, all reinforcements must enter within four hexes of each other. The arrival of the U.S. reinforcements cancels SSR 4. For every two German squads/equivalent, or for every one AFV (and its inherent crew), exited off the southern edge of board 24, the U.S. reinforcement dr is subject to a +1 drm. The number of Victory Points the German needs to exit is increased by one for each Reinforcement dr failed by the U.S. player (up to a maximum of four). The U.S. reinforcements will enter automatically on turn 9 if not previously received.

- Starting on turn 2, the German player may not move (i.e., expend MF with) more Good Order MMC during each MPh than the number rolled on a Movement Secret DR as the first act of each German MPh. This Movement Secret DR cannot prompt a Sniper attack and is modified by +1 for every currently broken/eliminated/captured U.S. squad/equivalent. AFV, Riders who remain Riders throughout the MPh, and SMC (and any MMC that move with a leader throughout the MPh) are not so restricted. The German Secret DR is revealed only at the end of each German MPh.

- No Bore Sighting is allowed.

- The AT Gun may fire HE with a Depletion Number of 7 (C8.8). Due to its anticipated use against Paratroop forces, the Marder is assumed to have HE10 instead of HE7.

AFTERMATH: The armor was quickly disabled by the AT Gun, and while the Germans outnumbered the paratroopers four to one, they didn't realize it as the bocage masked their true strength. Nevertheless, the attrition of the uneven firefight steadily took its toll and as the Germans flanked his position, Turnbull was forced to withdraw with his remaining 16 men under the cover of a relief force dispatched by Vandervoort. The troopers left behind had bought time to save Ste. Mere-Eglise—then under heavy attack from the south—from a simultaneous two-pronged attack. Turnbull, deserving to be proclaimed one of the true heroes of D-Day, never lived to receive his due. He was killed the next day by a mortar shell.

BACKS TO THE SEA



ASL SCENARIO 19



VICTORY CONDITIONS: The German player must have at least eight Good Order squads (or their equivalent) on Board 7 at game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	END
♣ GERMAN Moves First [126]								

POINTE-DU-HOC, FRANCE, 6 June 1944: Confusion had brought only nine of the LCAs carrying the 2nd Ranger Battalion ashore at the base of the cliffs protecting a fortified coastal battery supposedly capable of bringing fire onto the approaches to "Omaha" and "Utah". The Rangers' mission was to take it out. Despite difficulties, three companies under Colonel Rudder scaled the cliffs and overran the position against sporadic and unorganized resistance, only to find that the guns had long since been removed from their casemates. But once atop the cliff, there was no returning to the sea. The Rangers set up a perimeter to await their relief at the hands of the 116th Infantry and 5th Rangers. German reaction to the lodgement, given all that was happening around them, was understandably slow and limited primarily to sniper fire until 1600, when the Germans mounted their first serious push against the isolated Americans on the cliff edge.

BOARD CONFIGURATION:

	7
16	
	19

BALANCE:

- ♣ Increase German ELR to 3.
- ☆ Change 9-1 leader to 9-2.

N

Company F, 2nd Ranger Battalion [ELR: 5]: set up on board 7/16: {SAN: 4}



6-6-7	9-1	8-1	7-0	1-4-9	60" [2-18]	7 morale
8					2	11



Elements of the 726th Infantry Regiment [ELR: 2] set up on board 19 in hexes numbered ≤ 5: {SAN: 5}



4-4-7	8-1	8-0	7-0	1 5-12	1 3-8	50" [2-13]
18	3			3	4	2



SPECIAL RULES:

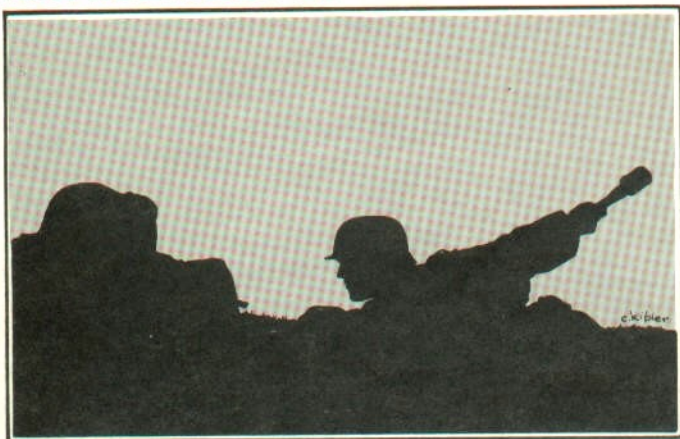
- EC are Moderate with no wind at start.
- Board 7 represents the cliff edge towering over the beach; neither the islands nor the northern bank exist. Any unit entering a water hex is eliminated. Treat all buildings, marsh, grainfield, and road intersections on all boards as shellholes (B2). Treat all walls/hedges as bocage (B9.5).

AFTERMATH: The German advance hit the right flank of Company F's thin line, threatening to reach the cliff edge and roll up the entire company. A mortar team was on this wing, but only a few riflemen initially. Dashing from crater to crater, the Germans closed to within 40 yards. Opening up with his BAR, Sgt. Stein surprised a massed group of German infantrymen in the open and disorganized the attack for a few valuable moments, as the Rangers on the far wing hurried to support their buddies. Sgt. Elder, manning a mortar, provided covering fire to keep the attack off-balance by flushing parties of the enemy sheltering in shellholes. The Rangers repulsed several night attacks and held onto the narrow spit of land until relieved the next morning.

TAKING THE LEFT TIT



ASL SCENARIO 20



SANTA MARIA INFANTE, ITALY, 11 May 1944: On the extreme left of the 5th Army front, the U.S. 88th Infantry Division was to take Mount Bracchi in the opening of the offensive to take Rome. The small town of Santa Maria Infante commanded the main German lateral route of communications and once it fell, American forces could easily advance north to Mt. Bracchi and make untenable all enemy positions to the east. The 351st Infantry Regiment was to take the town which was sure to be stoutly defended. But to reach it they had to attack over difficult terrain—in the dark. Small knolls known jocularly to the Americans as the Right and Left Tits jutted out on either side of the road to Infante; beyond them Hill 103 was the last hurdle. At 2300 hours, without artillery preparation, Company F stepped off in the darkness for the Left Tit.

BOARD CONFIGURATION:



Only hex rows R through GG of board 2 and A through P of board 18 are playable.

VICTORY CONDITIONS: The Americans win if at Game end they have Exited ≥ 4 Good Order squads (or their Equivalent) off the north edge of board 2, and currently have more Good Order squads (or their Equivalent) on level 2 hex (es) than the German.

BALANCE:

- ✦ Increase German ELR to 3.
- ☆ Extend Game Length to $8\frac{1}{2}$ turns.

TURN RECORD CHART

✦ GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
☆ AMERICAN Moves First [165]									



Elements of the 94th Fusilier Recon Battalion [ELR: 2] set up on Board 2 as per SSR 3: {SAN: 4}



 4'-6-7	 8-1	 7-0	 7-16	 5-12	 3-8	 II	 dr = MF CC: +1/-1
6					3	20 factors	5



Company F, 351st Infantry Regiment [ELR: 3] sets up on Board 18 south of hexrow E: {SAN: 2}



 6'-6-6	 9-1	 8-0	 7-0	 3-8	 3-8	 3-8	 8-4
15				2	2	3	

SPECIAL RULES:

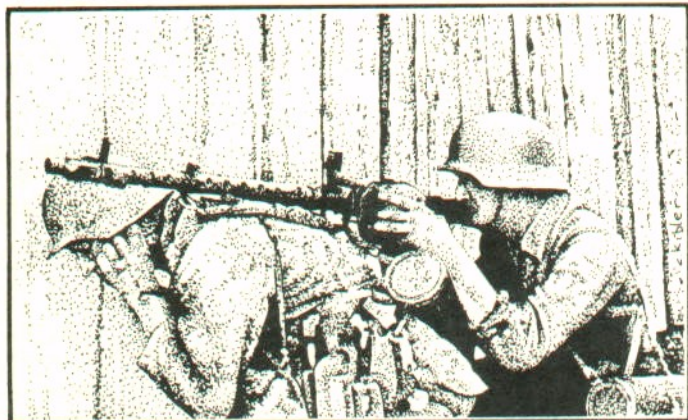
- EC are Wet with no Wind at start. All buildings are of stone construction. Treat all woods hexes as Brush.
- Night Rules are in effect. The Base NVR is three hexes with no Cloud Cover and no Moon, so any NVR change will be limited to one hex per occurrence. The German is the Scenario Defender (E1.2); the American is the Scenario Attacker and may set up Cloaked. The Majority Squad Type of both sides is Normal.
- The wire must be set up on Hill 538. All German MMC and SMC stacked with them in suitable terrain may set up in foxholes. Any German Infantry that sets up in suitable terrain without a foxhole must have that fact recorded.

AFTERMATH: Initial progress was relatively fast. The slope of the Left Tit was taken under fire by machineguns and mortars as per pre-arranged schedule. The leading platoon punched up and over the knoll, encountering only wire and mines. But just beyond, it was caught in a crossfire of machinegun nests. Silencing them proved costly and Sgt. Pyenta, senior surviving NCO, decided to withdraw and make contact with the rest of the company. Meanwhile, the others had their own troubles—the dark, minefields, snipers and enemy machineguns had scattered the company near the base of the Left Tit. Consolidating what was left, a Sgt. Eddy led them around to the east of the knoll, crawling under machinegun fire. Following terraces, this group got as far as the beginning of the gentle rise of Hill 103. The doughty sergeant decided to wait for reinforcements, fighting off disparate enemy groups until dawn. But help never came; only five men and Eddy remained. The assault had disintegrated into disorganized, disoriented fragments. Not until the 14th would American armor and infantry punch through to Santa Maria Infante.

AMONG THE RUINS



ASL SCENARIO 21



VICTORY CONDITIONS: The U.S. player must exit at least ten Good Order squads (or their equivalent) off the north edge between hexes 21A6 and 20GG6 inclusive.

TURN RECORD CHART

✚ GERMAN Sets Up First [164]	1	2	3	4	5	6	7	8	9	10	END
☆ AMERICAN Move First [253]											

AACHEN, GERMANY, 17 October 1944: Aachen was isolated, but prying the first German city away from the Reich would prove no easy task. Hoping to avoid the nightmare of house-to-house fighting, General Huebner ordered Colonel Seitz, in command of the US 26th Infantry Regiment, to drive two battalions through the heart of Aachen toward the three hills dominating the city to the north. Giving the 2000 weary defenders no respite, the Americans stepped off at dawn the next day, but Colonel Daniel's 2nd Battalion was immediately counterattacked by Germans filtering through the sewers and rubble. Their drive consequently slowed to a frustrating crawl. Colonel Corley's men of the 3rd Battalion, advancing towards the Lousberg hill on a narrow front, found the going no easier.

BOARD CONFIGURATION:

BALANCE:

- ✚ The American wins by exiting at least 12 (not ten) Good Order squads (or their equivalent).
- ☆ The American wins by exiting at least eight (not ten) Good Order squads (or their equivalent).



21	
	20



Remnants of the 48th Grenadier Regiment [ELR: 3] set up north of hexrow W on board 21/north of hexrow K on board 20 as per SSR 2: {SAN: 6}

5-4-8	2-2-8	9-2	8-1	8-0	7-0	7-10	5-12	3-8	12-4	7 morale	20L (20)
12						2	2	3	2	14	



Elements of the 3rd Battalion, 26th Infantry Regiment [ELR: 4] set up south of hexrow W on board 21/south of hexrow K on board 20: {SAN: 2}

6-6-6	9-1	8-1	8-0	7-0	4-10	8-4	24-1	75 2/4/4
23			2		4	4		3



SPECIAL RULES:

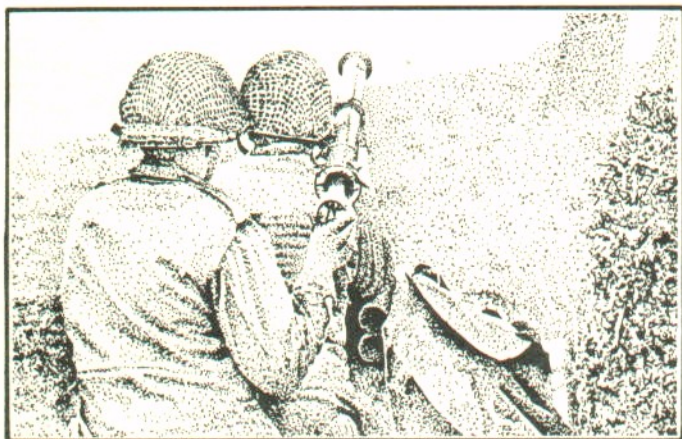
- EC are Wet with no wind at start. Hexes 21S8 and 20Z7 are third-level buildings.
- The German 20mm FlaK (w/crew) and two German squads (along with any SW/SMC stacked with them) may use HIP. The Germans may use Sewer Movement (B8.4) and Bore Sighting. All German units may set up concealed in addition to their allotment of 14 Dummies.
- The German player may, prior to setup, place up to ten appropriate rubble counters at ground level anywhere on the mapboard. Any rubble counter not placed in a building hex must be placed adjacent to a same-type rubble counter that is in a building hex.

AFTERMATH: By noon, the bulk of the 3rd Battalion was pinned down at the Blucherplatz. There a hail of fire had poured into the cautiously advancing Shermans from strongpoints at the St. Elizabeth Hospital and the Technical College. When a concealed quadruple 20mm AA gun joined in, the riflemen of the 3rd Battalion had seen enough. With two tanks left burning behind them, the Americans backed out of the bloody crossroads. The bold attack of Colonel Seitz had failed. The final curtain would not fall on the grim street-fighting in Aachen for another four days.

KURHAUS CLASH



ASL SCENARIO 22



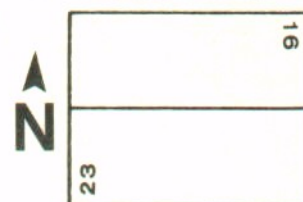
VICTORY CONDITIONS: Each Good Order Infantry unit on board 16 at game end qualifies for Exit Victory Points (A26.3) with double points awarded to those in buildings. The side with the most Victory Points at game end wins.

TURN RECORD CHART

☆ AMERICAN Sets Up First [187]	1	2	3	4	5	6	7	END
♣ GERMAN Moves First [195]								

AACHEN, GERMANY, 18 October 1944: Unknown to each other, the Americans prepared their last attack on the city center while German General Koechling readied his desperate counterattack. Jumping off from the Pass-strasse, the survivors of Colonel Rink's 1st SS would push into the extensive Farwick Park, close to the Quellenhof, headquarters of the city commandant, and drive back the point of Colonel Seitz's 26th Infantry Regiment, which was threatening to seize the heights that dominated Aachen. That morning, the 3rd Battalion of the 26th had moved into positions in the park and, supported by 4.2 in. mortars, attacked. By midday they had captured the park's outbuildings, the shattered greenhouses, and the famous Kurhaus beerhall. Quickly dug in, the Americans were now in position to launch a direct assault on the Quellenhof itself, but suddenly the teenage veterans of the Waffen SS struck back along the park's edge.

BOARD CONFIGURATION:



BALANCE:

- ♣ Interrogation rules (E2) are in effect.
- ☆ Exchange five 6-6-6 squads for five 6-6-7 squads.



3rd Battalion, 26th Infantry Regiment [ELR: 4] sets up north of the "canal" on board 23 as per SSR 2: {SAN: 3}

 1 6-6-6	 8-1	 8-1	 8-0	 7-0	 HMG 3 6-12	 HMG 2 4-10	 MTR 3 60 [3-45]	 BAZ 44 XII 8-4	 Radio 8
17					2	2	4		



Elements of SS Battalion "Rink" [ELR: 5] set up south of the "canal": {SAN: 4}

 6-5-8	 8-2	 8-1	 8-0	 7-0	 HMG 3 7-16	 HMG 2 5-12	 LNG 1 3-8	 75L 13 6 3 1 75L -/-/2*
13			2		2	4	2	

SPECIAL RULES:

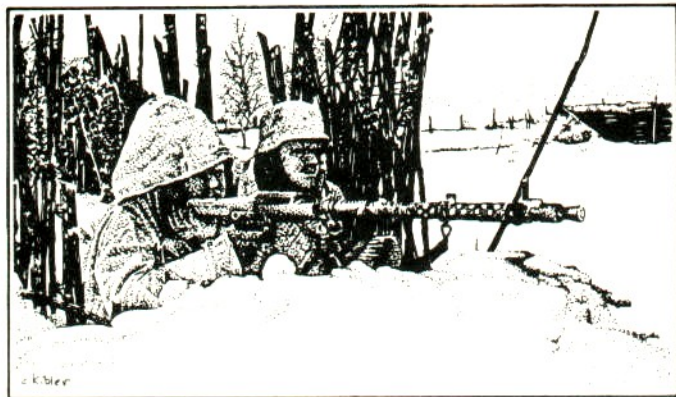
- EC are Moderate with no wind at start. The "canal" does not exist; treat its entire length as a wide boulevard (B7). The bridges over the "canal" do not exist. River (not "canal") hexes are considered Open Ground. Place stone rubble counters in hexes 23FF4, 23GG4, 23A4 and 23B3 as extensions of the "canal". Hex 23Y7 of the Quellenhof building has a third level.
- A battery of 100mm OBA is available to the American player with automatic Battery Access as long as the Observer has Radio Contact and a LOS to a Known enemy unit in the seven-hex normal Blast Area of a FFE or AR. If no such LOS exists, the Observer must draw two cards for Battery Access during that Player Turn. HE/WP may be used. The American radio Observer may use HIP (C1.6, A12.141). All American MMC and any SMC stacked with them in suitable terrain may set up in foxholes.
- Both StuG III are equipped with Schuerzen (D11.2).

AFTERMATH: Supported by two surviving AFV from the 34th Assault Gun Brigade, the young SS troopers rushed forward; behind them German MG fired from the hotel's upper windows into the Americans. Caught offguard by the sudden attack, the foxhole line was overrun. The Americans began to break as the assault guns opened up at close range, and the SS pressed home their attack. The fighting now raged around the American-held Kurhaus, but finally the GIs pulled back. Not all the Americans had fled, however. A lone mortar observer of the forward company had refused to budge; buried at the bottom of his foxhole he called in fire from the 4.2 inchers, which scattered the Germans before they could exploit their success. In the end, the SS went to ground and dug in at the south edge of the park.

UNDER THE NOEL TREES



ASL SCENARIO 23



VICTORY CONDITIONS: The German player must exit at least four AFV off the east edge of Board 19. The German player may also win by exiting only three AFV if he has earned more Casualty Points than the American at game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First [140]	+	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									

CHAMPS, BELGIUM, 25 December 1944: Christmas Day found the American garrison at Bastogne surrounded. The Germans marked the holiday with an assault on the hitherto quiet northwestern perimeter—with Bastogne as their goal. Spearheaded by Kampfgruppe Maucke of the 15th Panzergrenadier Division, the attack pushed off at 0300. They pierced the line of the 327th Glider Infantry and proceeded eastward, while farther to the north Grenadier Regiment 77 of the 26th Volksgrenadier Division broke into Champs and engaged Company A, 502nd Parachute Infantry. In response to the battle in Champs, Companies B and C of the 502nd were ordered forward to positions east of the village. Kampfgruppe Maucke split up at dawn, with the smaller element moving north to bypass Champs where it encountered and destroyed two U.S. tank destroyers at a cost of two tanks. It then unknowingly advanced to a collision with B and C companies.

BOARD CONFIGURATION:

BALANCE:

- ✚ Lower the German AFV exit requirements by one.
- ☆ The American may use HIP for two squads and any SMC/SW in the same Location with them.



	19
91	



Elements of B, C, and HQ Companies, 502nd Parachute Infantry, and 705th TD Battalion (SP) [ELR: 5] set up on Board 19 as per SSR 2: {SAN: 4}

 E 7-4-7	 8-1	 8-0	 7-0	 4-10	 8-4	 2nd Lt	 24 3 1 2 76L -/4
10				2	4		2



Elements of Panzergrenadier Regiment 115 and Panzer Battalion 115 [ELR: 4] enter on Turn 1 on west edge of Board 16: {SAN: 2}

 6-5-8	 9-1	 8-1	 7-0	 3-8	 3-8	 1st Sgt	 13 8 3 1 75L 3/5	 13 8 3 1 75L -/4/1*
7					3		5	2



SPECIAL RULES:

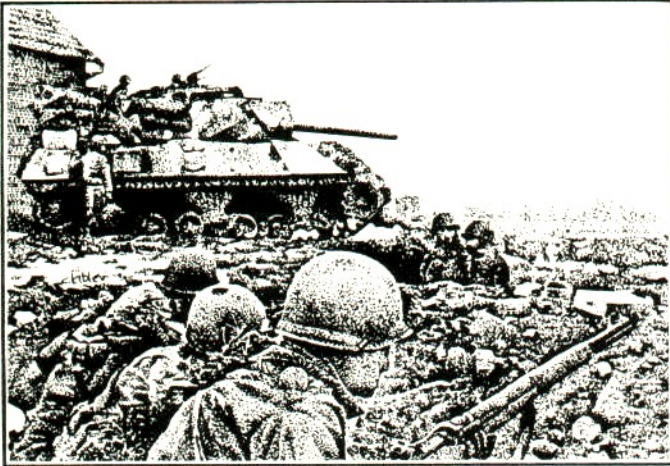
- Weather is Ground Snow (E3.72) with Wet EC and no wind at start.
- American Tank Destroyers may set up in woods using HIP. Such units are revealed exactly as per rules for Gun HIP (A12.3). The initial position of all American SW may be recorded by writing the ID of the unit possessing them in order to keep their counters offboard until used.
- All German Infantry and SW must enter as Riders (D6.2). All German units receive only half their normal movement allowance on Turn 1. German AFV and Infantry are Winter Camouflaged (E3.712), and all AFV have Schuerzen (D11.23).

AFTERMATH: The paratroopers, alerted by the gun duel with the tank destroyers, fell back into the woods from where they soon opened fire, inflicting heavy casualties on the panzergrenadiers and forcing them to dismount. Two more unsuspected TD opened fire at a range of 400 yards and quickly destroyed three tanks. Two more were knocked out by bazooka fire. One tank penetrated the line only to be destroyed in the streets of Champs by Company A (who never relinquished their hold on the village), and the last withdrew to Hemroulle where it surrendered after finding that the remainder of the Kampfgruppe had been annihilated there. Yet another breakthrough—this time just over a mile from Bastogne—had been averted.

THE MAD MINUTE



ASL SCENARIO 24



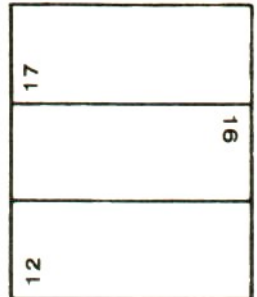
LONGCHAMPS, BELGIUM, 3 January 1945: The Germans were growing increasingly desperate to crack Bastogne. At Longchamps, a scratch force of paratroopers and anti-tank guns supported by a few tank destroyers had been assaulted sporadically since 19 December. Dug into the snow along the edge of the village, the weary Americans now watched as an armored force deployed off the road from Compogne in the fields to the north of Longchamps. Orders went to the gun crews to engage the armor as soon as it was in range. Within minutes a fierce firefight developed as the armored force drove into the American positions—including those of Company D which was defending an impromptu roadblock. The “mad minute at Longchamps” had begun.

BOARD CONFIGURATION:

BALANCE:

✦ Increase game length to 9 Game Turns.

☆ Add eight “?” to the American OB.



VICTORY CONDITIONS: The German player must Control 18 of the 27 buildings on board 12 at game end.

TURN RECORD CHART

☆ AMERICAN Sets Up First [189]	1	2	3	4	5	6	7	8	END
✦ GERMAN Moves First [240]									



Elements of Company D, 2nd Battalion, 502nd Parachute Infantry Regiment and Battery C, 81st Airborne AA Battalion [ELR: 5] set up on/south of any hexes numbered ≤ 4 on board 16/on board 12 as per SSR 2: {SAN: 4}

E 7-4-7	2-2-7	9-1	8-0	7-0	5-3 6-12	2 4-10	3 80"(3-45)	8-4	15 76L	10 57L	
12	3				2	2	3	2	3		



Elements of SS Panzergrenadier Regiment 19 and SS Panzer Regiment 19, of 9th SS Panzer Division “Hohenstaufen” [ELR: 4] set up on Board 17: {SAN: 2}

6-5-8	9-2	9-1	8-1	8-0	2 5-12	1 3-8	15 75L	13 75L	16 15PP AAMG
16			2		2	4	3	6	4



SPECIAL RULES:

- Weather is Ground Snow (E3.72) with Wet EC and no wind at start. All buildings (including rowhouses) are ground-level only (B23.21). 12R7 is not subject to VBM nor do vehicles therein receive building TEM unless they actually enter the building. Vehicles may enter 12R7 normally provided they do not pass through a building hexside.
- The ATG may be Bore Sighted. All American MMC and any SMC stacked with them in suitable terrain may set up in foxholes. The American player may set up two squads and any SW/SMC that stack with them using HIP.
- All PzKwIVH have Schuerzen (D11.23).

AFTERMATH: The firefight raged nearly 20 minutes, but the battle turned during the “mad minute”—that moment when all the weapons on the line were in action simultaneously. Within seconds, four of five AT guns along the frontage of D and F Companies were knocked out, along with an American tank destroyer and eight German tanks. Dozens of infantrymen were downed. Incoming shells were so numerous that several survivors reported the ground trembling. Buildings in Longchamps were set aflame. After some fifteen minutes of this, American artillery found the range and heavy shellfire tore into the ranks of the German infantry. The attackers withdrew, their retreat covered by half-tracks. January 3rd would go down as one of the bloodiest days in the annals of the 101st Airborne, for Companies D and F lost 95 men.



VICTORY CONDITIONS: The American must exit units worth at least 20 Casualty Points (A26.3). Those units exited off the north edge are worth their normal value. Those exited off the northeast edge on or between 16GG1 and 16GG5 are worth 1½ times their normal value. Those exited elsewhere have no value.

TURN RECORD CHART

✦ GERMAN Sets Up First [203]	1	2	3	4	5	6	7	8	9	10	11	END
☆ AMERICAN Moves First												

NIJMEGEN, HOLLAND, 20 September 1945: Operation Market Garden was in full swing and encountering unexpectedly heavy resistance. The British paratroops in Arnhem were overdue for relief but attempts to wrest control of the Waal bridge by head-on assaults were repulsed with heavy losses. General Gavin, commander of the 82nd Airborne Division, decided on a daring river assault to outflank the center of resistance. A mile to the west, the 504th Parachute Regiment was to cross in broad daylight behind a massive smokescreen, advance along the northern bank, and link up with other elements attacking across the bridge.

BOARD CONFIGURATION:

BALANCE:

- ☆ The smokescreen starts the game with an initial Hindrance Strength of +4.
- ✦ The American must exit units worth at least 25 Casualty Points.



16	7
22	

Elements of the Nijmegen Garrison and 10th SS Panzer Division "Frundsberg" [ELR: 3] set up north of the river as per SSR 2: {SAN: 5}

5²-4-8	4-4-7	4-3-6	2-2-8	5-3-16	5-12	3-8	8-0	20L (6)	88L 45°/43°	81* [2-80]
7	5	9	4		2	5	2		2	
8-1	8-1	6-1	11							

Elements of the 3rd Battalion, 504th Parachute Infantry Regiment, and Irish Guards of the Guards Armoured Division [ELR: 5] set up south of the river as per SSR 3: {SAN: 2}

7²-4-7	3-3-7	8-16	4-10	60 [3-45]	8-4	8-1	8-0	14 8-4	81* [3-75]	2/4
26	9	2	5	2	6	2	2		4	26
9-2	9-1	7-0	2-2-7							

SPECIAL RULES:

- EC are Moderate with a Mild Breeze blowing to the northeast. The river is deep with a heavy current flowing west. Islands and marsh do not exist; treat both as river hexes. Grainfields are treated as Open Ground. The road running from 16A6 to 16GG6 (not including the "spurs", or hexes 16A5/16GG5) is considered an Elevated Road (B5) except that entrenchments may be placed thereon. The entire road hex (exclusive of the hexsides) is considered the terrain symbol for LOS purposes (B5.21). All buildings on board 7 are considered wooden.
- The German Field Phone represents one module of 81mm Mortars with normal ammo. The Germans may set up two squads or their equivalents and any SW/SMC stacked with them using HIP. All German MMC and any SMC stacked with them in suitable terrain may set up in foxholes.
- The boats must set up in land hexes adjacent to the river. This allows them to be Beached, Mounted, and un-Beached at a total cost of two MF. Therefore, the American personnel/SW that will cross the river should not be placed on board. Instead, place each in the Cloaking Box corresponding to its boat's ID letter. Place each boat's component Personnel unit(s) on board only when they leave the boat. Use any available boat counter to represent the necessary Assault Boats. All American units north of the river are considered Fanatic. The American units are Untrained in river assaults (E5.34).
- On turn 1, all of boards 7 and 16 north of the river are considered covered with a level 4 smokescreen (no actual SMOKE counters are placed) that adds a +3 Hindrance DRM to any fire traced through any/all hexes of that smokescreen [EXC: for OBA, only the Accuracy dr is affected by a smokescreen]. This DRM does not increase for firing through more than one

hex of that smokescreen. The strength of the smokescreen decreases by one at the start of each subsequent Game Turn until it dissipates at the start of Game Turn 4. However, at the start of Game Turn 2 and every Player Turn thereafter, a Drift counter is randomly drawn and placed on the hexrow of board 7 corresponding to its ID letter. This Drift represents a gap in the smokescreen across both boards, three hexrows wide and centered in the indicated hexrow which will exist until the smokescreen dissipates. The smokescreen has no effect on movement, nor does it cause MC. The additional +1 DRM for firing out of/within a SMOKE hex (A24.8) does not apply to the smokescreen. The smokescreen uses all available smoke shells, so Allied ordnance may not fire SMOKE. Wind has no effect on this smokescreen.

AFTERMATH: The mortars of the 504th, the artillery of the 82nd Airborne Division, and the massed guns of 30 tanks of the Irish Guards combined for a total of 100 barrels creating the smokescreen that signalled the start of the crossing. However, smoke rounds were in short supply and huge gaps began to appear. Major Julian Cook's paratroopers, lacking any experience with assault boats and without enough paddles, made slow progress. Using rifles as paddles, the inexperienced boatmen rowed in circles, overturned their craft during boarding, and generally floundered at the water's edge for what seemed an eternity before the current and desperation combined to pull them across. But as the smokescreen diminished, German fire increased and a dreadful toll was taken in the river. Only half of the boats in the first wave made it to shore. However, so great was the euphoria of having gotten ashore alive, that the landed paratroopers charged across the open ground in a frenzy—cutting down defenders many times their number with a vengeance born of fury. Shortly afterwards, units from H and I Companies approached the bridge from the north—precipitating a panic among the Germans on the bridge who were slaughtered en masse in their haste to escape. Nijmegen Bridge fell intact into Allied hands, but relief would come too late for the beleaguered British Red Devils at Arnhem.

TANKS IN THE STREET



ASL SCENARIO 26



VICTORY CONDITIONS: The German player must Control seven of the 18 multi-hex buildings at scenario end. However, the German player must add a number of buildings to the number he must Control which is equal to the Turn Number on which the U.S. Air Support arrives. If the Air Support does not arrive, the German must control 18 multi-hex buildings to win [EXC: see SSR 4].

TURN RECORD CHART

☆ AMERICAN [165]	Simultaneous Setup	1	2 [☆]	3	4	5	6	7	8	9	END
♣ GERMAN Moves First											

BARDENBERG, GERMANY, 11 October 1944: The battle to close the gap between the US 30th and 1st Infantry Divisions and thereby encircle Aachen continued, but the American offensive was being met with stiff counterattacks. General Hobbs of the 30th, who had been so confident three days before, no longer felt optimistic about his chances of closing the gap. By now he had lost 3000 riflemen (about a third of his combat troops), and his weary men were running into ever increasing trouble. On the same day that the USAAF began its massed attacks on the city, the reserve 120th Infantry Regiment—which had taken Bardenberg without opposition the day before—suddenly found itself trapped by a battalion of the 108th Panzer Brigade, which had infiltrated the village seemingly out-of-nowhere.

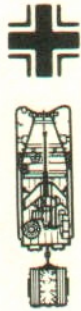
BOARD CONFIGURATION:

22	
	21



BALANCE:

- ♣ The German player must Control six multi-hex buildings.
- ☆ The German player must Control eight multi-hex buildings.



Elements of the 108th Panzer Brigade [ELR: 3] set up in Motion in road hexes per SSR 2: {SAN: 3}

5-4-8	2-3-8	8-1	8-0	7-0	3-8	3-8	13 3/5/2	16 1 1 15PP AAMG -/-/3	16 1 1 75* -/4*	16 1 1 8PP 37L T10 -/-/3*
9		2			3		6	6		13



Elements of the 120th Infantry Regiment [ELR: 4] set up in any building hexes with no more than one MMC per building: {SAN: 4}

6-6-6	8-2	8-1	8-0	7-0	4-10	BAZ 44 8-4
15					2	3-6 (see SSR 4)

SPECIAL RULES:

- EC are Wet with a Mild Breeze blowing to the east at start. The stream is shallow.
- The German player secretly records his setup prior to the U.S. setup by writing the first and last hex of one string of 15 contiguous road hexes. No more than one German vehicle may set up in each hex. He then sets up his vehicles and their PRC in the Cloaking Box Display in boxes A to O to represent their order in the column with the CA of the lead vehicle recorded. Each of the remaining vehicles' CA must include the vehicle in front of it but does not have to be recorded. All German Personnel units must commence play as PRC. All PzKwIVJ have Schuerzen (D11.23). Vehicles may not be abandoned or their weapons Removed while still Mobile.
- American Air Support is available in the form of three Fighter-Bombers with bombs (E7.21). However, due to the confused, close-quarter nature of the fighting, Aerial Sighting TC and Point Attacks are limited to those hexes

containing vehicles. The American player has the option to decline the arrival of Air Support; such a refusal does not prohibit him from rolling for its arrival in a future turn.

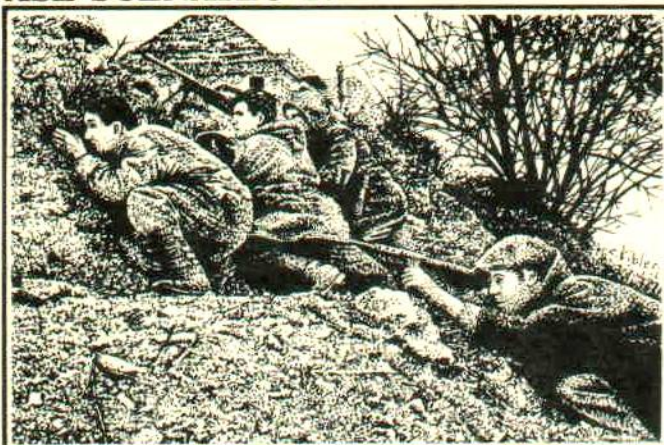
- Each BAZ may start hidden with its position noted by recording the ID of the unit possessing it. BAZ remain hidden until used or their possessing unit is eliminated/captured. The American player may secretly choose to have three, four, five or six BAZ. However, for every BAZ in excess of three with which he starts the game, the German Victory Conditions are reduced by one multi-hex building.

AFTERMATH: Desperate house-to-house fighting was suddenly thrust upon the startled Americans. Major Greer, the local battalion commander, went out personally hunting tanks with a bazooka, a deadly game engaged in by many GIs that day; he knocked out two before he was forced to take cover in a basement. American fighter-bombers entered the battle, zooming in at rooftop altitude to fire on German armor in the streets. Casualties on both sides were high, but by nightfall, Bardenberg was back under American control, with the wrecks of six tanks and 16 half-tracks littering the streets. But Hobbs had run out of reserves and the road to Aachen was still open.

THE LIBERATION OF TULLE



ASL SCENARIO 27



VICTORY CONDITIONS: The Maquisards win if they Control any four multi-hex buildings at game end.

TURN RECORD CHART

⚡ GERMAN Sets Up First [67]	1	2	3	4	5	6	7	8	END
⊙ PARTISAN Moves First [131]									

TULLE, FRANCE, 7 June 1944: With the arrival of the Allies in Normandy, many in France believed that their liberation would follow within weeks if not days. Jean-Jacques Chapou's Maquis of the communist FTP (Francs-Tireurs et Partisans) believed that they would now have to take matters into their own hands or see their power in the Correze region swept aside by history. So in defiance of every order they had received through London, and of every rule of guerrilla warfare and common prudence, they attempted to seize and control the sleepy town of Tulle—a plan they had been relishing for months.

BOARD CONFIGURATION:

BALANCE:

- ⚡ Delete one 3-3-7 each from the partisan board-22 force and board-2 force.
- ⊙ Delete one German 4-3-6 and LMG.



(Only the hexrows north of hexrow Q are playable)

Elements of Battalion III, Security Regiment 95 [ELR: 2] set up in buildings on board 22 on/north-of hexrow R, with a maximum of 2 squads (or their HS-equivalent) per building. SMC and SW may stack freely with MMC. {SAN: 4}

 4-4-7 6	 4-3-6 5	 8-1 3	 7-0 12	 8-1 3	 5-12 3	 3-8 12	 7 morale
----------------	----------------	--------------	---------------	--------------	---------------	---------------	--------------

FTP Maquisards [ELR: 2] set up in board 22 woods hexes that have a coordinate of "1" or "0": {SAN: 4}

 5-2-7 4	 3-3-7 9	 8-1 3	 8-0 2	 7-0 6	 2-8 3	 12-4 2	 50 [2-13] 6	 7 morale
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Late-arriving Maquisards [ELR: 2] set up in hexes 2I7, 2J6 and 2K6:

 5-2-7 7	 3-3-7 2	 8-0 2	 2-8 2
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SPECIAL RULES:

- EC are Moderate, with no wind at start. The stream is Flooded (B20.44). All hill hexes on board 2 are woods hexes as well; the level 1 hill Crest Line also represents the extent of the woods. Cliffs still exist.
- 5-2-7 squads (and their HS) retain their printed Strength Factor [EXC: treat their morale # as underlined] and Broken morale level, but otherwise are treated as partisans in every way (including a 5-2-7's Replacement by two 2-2-7 HS for exceeding ELR). For many of the Maquisards this was their first serious action; therefore all partisans have an ELR of 2 and are Lax. As the partisans' SW use a German MTR and PSK and Russian LMG; Captured-use penalties apply only to a German using a partisan LMG, or to a partisan using a SW from the German OB. Partisans may neither Deploy [EXC: A20.5] nor form multi-Location FG.
- The Germans have no PF capability.

AFTERMATH: Threading their way down the wooded hills and into the streets of Tulle came the blue-clad guerrillas, draped with haversacks and bandoliers and brandishing their weapons. Street by street and house by house they advanced, engaging the hated Boche wherever they found them. It soon became evident, however, that the Maquisards were quite unused to the type of pitched battle they were becoming involved in: lacking

coordination, fire discipline and, above all, communications, many soon found themselves isolated and pinned down by plentifully-equipped German reservists holed up in solidly-constructed buildings. Nevertheless, numbers eventually began to tell, and by the end of the day the Germans were reduced to but three strongholds: the arms factory and a school on the southern end of town, and l'Ecole Normale on the eastern end. By nightfall an uneasy quiet settled over Tulle—but this chapter in its long history was far from over...

PARTISAN CREDITS

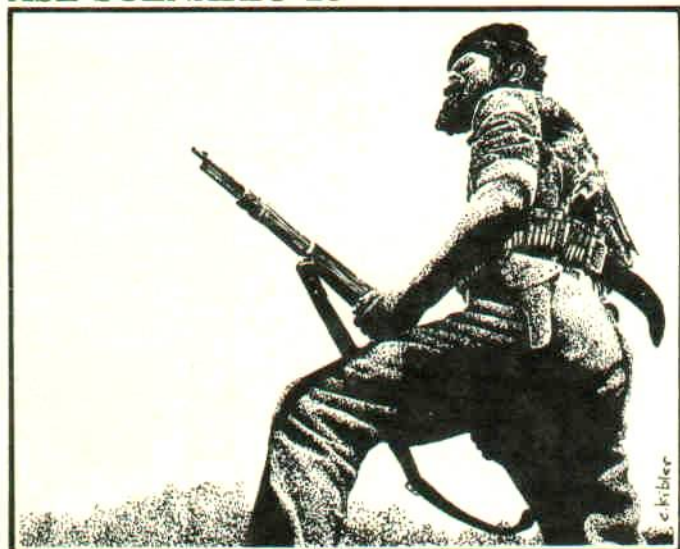
SCENARIO DESIGN: Bob McNamara, Charles Kibler, Rex Martin, Brian Martuzas, Bill Sisler
SCENARIO DEVELOPMENT: Bob McNamara
COVER ART: George Parrish
GAME ART: Charles Kibler
PLAYTEST-GROUP COORDINATORS: Bob McNamara, Eugene Murrell, Chris Gammon, Dan Murray, Gerald Fahrenthold, Jim Stahler, James Collier, Brian Martuzas, Andrea Cantatore, Mitchell Balicki
TYPESETTING: Colonial Composition
PREP DEPT. COORDINATOR: Elaine Adkins
PRINTING: Monarch Services

8227002

AMBUSH!



ASL SCENARIO 28



VICTORY CONDITIONS: Bulgarians win when, at the end of any Player Turn, they have ≥ 7 Good Order squads (/their equivalent) on board 4 on/east-of hexrow I. The number of Bulgarian squads (/equivalents) needed to win is increased by one for each MMG, and by $\frac{1}{2}$ (i.e., a HS) for each LMG, that is functioning and currently possessed by a Good Order partisan unit.

TURN RECORD CHART

PARTISAN Sets Up First [78]	1	2	3	4	5	6	7	8	END
BULGARIAN Moves First [112]									

THRACE, Bulgarian-Occupied GREECE, 29 March 1942: Bulgaria had, after the swift and total Axis victory over Greece in 1941, laid claim to Thrace and Macedonia (claims recognized neither by the Germans nor the local inhabitants) and occupied the areas with troops. Although the occupation was relatively benign, it did not take much to fan the flames of resentment among the independent and volatile mountain folk. Throughout the winter of 1941-42 small bandit groups began to emerge as the nucleus of a fledgling resistance movement. On 29 March two such bands looking to augment their meager armory raided a Bulgarian encampment in the Rhodopes Mountains. Sweeping through the camp at dawn, they made off with a number of weapons including light and tripod-mounted machineguns. A Bulgarian infantry company, after sorting itself out, set off in pursuit of the bandits. Several hours later the two commanders of the fleeing guerrillas began arguing about what to do next; the outcome was that the smaller group continued to flee while the larger band, comprising 115 men commanded by Janis Petropolous, deployed to ambush the hated Bulgars.

BOARD CONFIGURATION:



(Only hexrows A-P on both boards are playable)

BALANCE:

- Exchange one Bulgarian 8-0 for a 9-1.
- Allow Partisan 9-1 to set up on/east-of hexrow D [EXC: not in 4D4].

Siatista Guerrillas [ELR: 5] set up on board 4 as indicated. No "?" may be set up in hex 4G3: {SAN: 5}

On/east-of hexrow D [EXC: not in 4D4]:

3-3-7	8-0	7-0	5-2 4-10	1-2 2-7	7 morale
12				3	16

4G3:

3-3-7	1-0	5-2 4-10	Foxhole 5 OVR, DGA: +4 Other: +2
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Elements of the 58th Infantry Regiment, 16th Infantry Division [ELR: 2] set up as indicated: {SAN: 2}

4A6:

3-4-7	1-3-7
-------	-------

4B5:

3-4-7

4C5:

3-4-7	1-3-7	1-2 2-7
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4D4:

3-4-7

* see SSR 3

On board 10 as per SSR 4:

3-4-7	8-1	8-0	7-0	5-2 4-10	1-2 2-7	8 or 10 morale
14		2			3	

SPECIAL RULES:

- EC are Wet, with a Mild Breeze blowing to the east.
- Use *Captured* Bulgarian MG in the partisan OB. The partisans may use HIP for $\leq$ two squads and any/all SW/SMC that set(s) up with them in the same Location(s). In addition, each MG that sets up possessed by a non-HIP partisan unit may be kept offboard (with the relevant IDs recorded) until such time as the MG fires, is Abandoned, or is Transferred [EXC: the MMG that must set up in 4G3 cannot be hidden]. Partisans may not Deploy, form multi-Location FG, or make Entrenching Attempts.
- All Bulgarian units that are listed above as setting up on board 4 do so broken and DM; the LMG in 4C5 may be possessed by either the squad or the HS.
- Set up one 3-4-7 in each of the following board-10 hexes: B5, C5, D4, E4, F4, F3, G3, G2, H2, I2, and in each hex along the road that runs J1-M3

inclusive. Each leader and SW in this group sets up with some squad on board 10; each leader must be ≥ 3 hexes away from all other leaders, and $\geq$ one SW must set up with each leader.

- No Quarter is in effect for both sides.

AFTERMATH: With great care, Janis arranged his men along the fringes of woods on a hillside facing some barren fields, with the open terrain and smooth, gradual slope of the hill giving them clear lines of sight. As the Bulgarians emerged from the forest track the excited partisans opened fire at long range, spoiling the effect of total surprise—but despite this they inflicted casualties, including the Bulgarian commanding officer who was killed outright. However, the Bulgarian NCOs acted with unusual efficiency and quickly deployed their men along the verge of the forest, and for the next three hours Greeks and Bulgarians played a deadly game of hide-and-seek in the fields, woods and barns of this nameless clearing. With the coming of dusk the partisans broke off the action and disappeared. Their losses by then were almost half their original force—but they were not pursued by the Bulgarians who chose to return to their camp without having recovered the "liberated" weapons.

THE GLOBUS RAID



ASL SCENARIO 29



VICTORY CONDITIONS: Partisans win if, at game end, they have amassed ≥ 25 VP and $\geq$ one Location of building 2217 is rubbled/Ablaze. They receive four VP for each Location of building 2217 that is rubbled/Ablaze, and also receive Exit VP for all units they exit off the north edge of the playing area. Casualty VP do not apply.

TURN RECORD CHART

⚡ FREIKORPS Sets Up First	1	2	3	4	5	6	7	8	END
🇩🇰 PARTISAN Moves First [70]									

COPENHAGEN, DENMARK, 6 June 1944: For a year the small BOPA ("Borgerlige Partisaner"—roughly "Middle-Class Partisans") guerrilla organization had wanted to attack the important Globus radio factory outside Copenhagen. The factory, which produced aircraft components for the Germans, was so well guarded however that BOPA felt its local resources insufficient to do the job. But when the guerrillas learned that the factory had also begun manufacturing parts for the new V-2 rocket, they spent the next three months planning a commando-style raid to destroy the V-2 facilities. The Danish police furnished plans of the factory, and maps showing the positions of its guards were drawn up. The only nagging uncertainty about the attack was the inability to conduct a dry run beforehand; it would have to go in rehearsed only on paper. On the appointed day, all the BOPA partisans that could be gathered assembled on the outskirts of the city with knapsacks and bicycles. Since almost all were in or barely past their teens, they gave the credible appearance of a boys' camping club preparing for an outing—but in their packs were submachineguns, explosives and grenades.

BOARD CONFIGURATION:

BALANCE:

- ⚡ Exchange any one 2-3-7 for a 4-4-7 after Freikorps setup but prior to partisan setup.
- 🇩🇰 Add another 8-0 to the partisan OB.



22

Guard detachment of SS Freikorps Danmark [ELR: 3] sets up as indicated (see SSR 3): {SAN: 0}

22F4: 2 1 1

22C4: 2

22D8: 2

22E1: 2

22J2: 2

22L9: 2

22L5: 2

22P8: 2

As per SSR 3:

1 1 1 1

22 3

BOPA partisans [ELR: 5] set up south of the compound (see SSR 3): {SAN: 0}

1 1 1 1

10 3

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- The stream, as well as all hexes containing a Wire counter (SSR 3), are considered level 0 Open Ground. The bridges do not exist, but the roads in those hexes do.
- Set up the Wire (using any convenient counters for the extras needed) and Roadblock counters on board 22 as follows: one Wire each in B0, B1, B2, B3, B4, C6, C7, C8, C9, C10, K1, L2, M3, M4, N4, O5, O6, P6, Q7, R8, R9 and R10; one Roadblock each (with the arrow pointing to the hexside in parentheses) in C5 (C5-B5), K2 (K2-L1) and R7 (R7-Q8). The hexes containing Wire/Roadblock counters, and all hexes between them, are termed the **compound**. Freikorps units set up in any hexes of the **buildings** indicated (the 7-0 sets up in any building within the compound); all must set up at ground level.
- Freikorps units are treated as non-SS German for all purposes [EXC: they have no PF capability]. Freikorps MMC must set up TI; each retains TI status until it either has a LOS to any partisan unit (free LOS checks are allowed for this purpose) or starts a friendly MPH stacked with a Good Order Freikorps SMC—at which time its TI counter is removed, allowing it to function normally. Freikorps units may not gain "?" while TI.

5. 5-2-7 squads (and their HS) retain their printed Strength Factor [EXC: treat their morale # as underlined] and Broken morale level, but otherwise are treated as partisans in every way (including a 5-2-7's Replacement by two 2-2-7 HS for exceeding ELR). Partisans may neither Deploy [EXC: A20.5] nor form multi-Location FG.

6. Partisans use Russian DC, each of which is assumed to have a portage cost of two PP. These DC are not treated as Captured by partisans, but will detonate only if Set (regardless of which side possesses it). The partisan player may secretly predesignate one partisan unit for each DC in his OB. Each of these units is assumed to pass both its US# dr when Setting a DC and its NTC when detonating that DC (A23.7). A DC attack will *automatically* cause rubble if its Final IFT DR is a KIA.

AFTERMATH: After moving to the vicinity of the factory, the partisans crept through the nearby houses and gardens toward the compound's barbed-wire perimeter. Then at precisely 7 PM they charged forward, firing their submachineguns and lobbing grenades as they moved. Brushing aside the Danish SS guards, they burst through the gate and raced to the V-2 facility where they proceeded to plant the explosives. Then they fought their way to the rear of the compound where, according to plan, two civilian buses awaited them. As the group roared off down the highway they had to pass another German-controlled factory whose guards fired at them as they went by. These shots fatally wounded one guerrilla—incredibly the only casualty of the completely successful raid. The V-2 parts site had been totally destroyed, so impeding production of the rocket that Gen. Eisenhower's SHAEF headquarters later radioed a special message of congratulations to BOPA.

SYLVAN DEATH



ASL SCENARIO 30



VICTORY CONDITIONS: The Germans win immediately when they have amassed ≥ 15 Casualty VP, provided they also currently Control hexes Y6, Z5 and Z6, and have not suffered > 20 Casualty VP.

TURN RECORD CHART

★ PARTISAN Sets Up First	1	2	3	4	5	6	7	END
✚ GERMAN Moves First [182]								

BESSARABIA, May 1944: In the spring of 1944, elements of the Grossdeutschland en route from southern Poland to Vinnitsa were ordered to suppress partisan bands that were paralyzing communications with the 6th and 8th Armies defending Romania. One of the ensuing encounters occurred when the approximate location of a partisan camp was ascertained.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

BALANCE:

- ✚ Delete 12 minefield factors.
- ★ Delete two 4-6-8s.

★ Partisans [ELR: 5] set up as per SSR 3: {SAN: 5}

3	6							2	36 factors		9

✚ Elements of Panzer Division Grossdeutschland [ELR: 4] enter on turn 1 along any one side, or along any two adjoining sides, of the playing area (see SSR 5): {SAN: 3}

14		2		6		4

SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling is NA.
- No roads (including the bridge) exist. All woods-roads are considered Paths for all purposes. The stream is Dry.
- The entire partisan OB sets up using HIP, but none of it may set up in a board-edge hex or in a hex adjacent to a board-edge hex. No mines may be set up in hexes Y6, Z5 or Z6. Use shellhole counters to represent the extra trench counters needed.
- Partisans use Russian SW and Gun counters; Captured-weapon penalties do not apply to such use (but non-qualified-use penalties can). Russian 5-2-7s (and their HS) and crew retain their printed Strength Factors [EXC: treat each 5-2-7's and 2-2-7's morale # as underlined] and Broken morale levels, but otherwise are treated as partisans in every way (including a 5-2-7's Replacement by two 2-2-7 HS for exceeding ELR) [EXC: the crew retains normal Self-Rally and Gun-use capabilities]. Only partisans can use Path benefits. Partisans may not Deploy, Bore Sight, or form multi-Location FG.

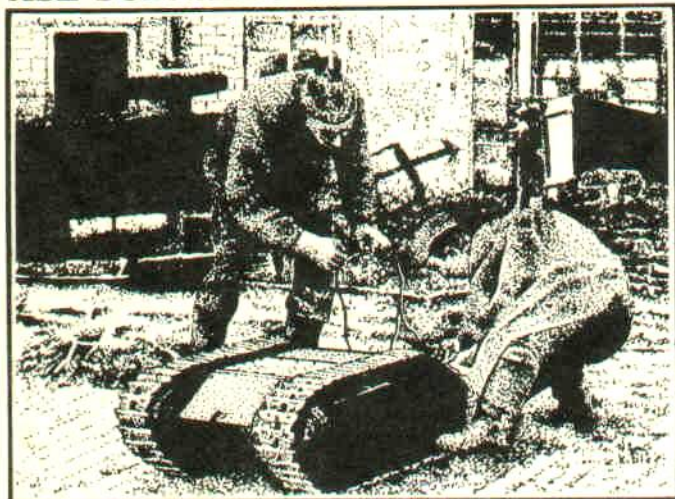
- The German player may Deploy $\leq$ half (rather than 10%) of his squads prior to setup. The Germans have no PF capability.
- No Quarter (A20.3) is in effect for both sides.
- Beginning on turn 5, partisans may exit the playing area during their MPH/APH without being counted as eliminated.

AFTERMATH: The Germans moved through the forest in a long skirmish line until they located the camp. They then attempted to surround it but were pinned down by MG and howitzer fire. Finally the German commander concentrated what he could of his force and made a desperate rush which succeeded in breaching the camp's well-defended perimeter. Bloody hand-to-hand combat ensued, but the partisans began to slip off through the forest and about half of them made good their escape. The Germans were left in possession of the camp but, considering the heavy casualties they had sustained and the number of partisans who had gotten away, it was not much of a victory.

THE OLD TOWN



ASL SCENARIO 31



VICTORY CONDITIONS: The Germans win immediately when they either Control buildings C7 and H3 (sewer units do not count for building Control), or have amassed ≥ 22 Casualty VP.

WARSAW, POLAND, 12 August 1944: On 29 July the Soviets called for the Polish people to rise up against the Germans. With the Red Army only about 30 miles east of Warsaw, Gen. Bor-Komorowski, commander of the AK (Polish Home Army), believed the Russians would reach it in a few days, so on 1 August he ordered his forces in the capital to strike. His hope was that the city would be liberated quickly, thus presenting the arriving Russians with a *fait accompli* that would give the Polish Government-in-Exile legitimacy and preclude the installation of a Soviet-backed regime. By 4 August however, virtually all Soviet activity east of the city had ceased—while the Germans were pouring in reinforcements, including large numbers of tanks, flamethrowers and the “dreaded Goliath”, to reconquer it. Slowly but inexorably the Poles were forced onto the defensive and divided into isolated pockets of resistance. Particularly heavy fighting occurred during the German drive to retake the buildings and narrow, twisting streets of Starowka, the Old Town.

BOARD CONFIGURATION:

BALANCE:

- ✦ Add a second Goliath and 3-3-8 HS.
- ✦ Six partisan MMC start the game Fanatic.



(Only hexrows A-P are playable)

TURN RECORD CHART

AK Sets Up First [66]	1	2	3	4	5	6	7	8	END
GERMAN Moves First [111]									

Elements of the Warsaw AK [ELR: 5] set up on/north-of hexrow K: {SAN: 7}



11	2			3	12	



Elements of the Posen training unit [ELR: 3] set up on/south-of hexrow L, but not adjacent to any non-HIP partisan unit(s): {SAN: 3}



15	2			2	3			



SPECIAL RULES:

- EC are Dry, with no wind at start. Kindling is NA.
- The partisans may use HIP for one squad and any/all SW/SMC that set(s) up with it in the same Location.
- Partisans use Russian SW but do not pay Captured-weapon penalties when doing so. All partisan units and SW are suffering from Ammunition Shortage (A19.131) and may neither Deploy nor form multi-Location FG, but may use Sewer Movement (B8) and MOL (A22.6).
- A Bombardment (C1.8) occurs after the partisans have set up, but prior to the German setup.

- All Germans are Lax and have no PF capability.

6. The Goliath may use HIP but its 3-3-8 controller may not. Unlike a normal unarmored vehicle with no Wreck depiction, a Goliath is *not* removed from play solely due to being immobilized; it remains in play and can still be detonated via the normal rules for doing so.

- No Quarter is in effect for both sides.

AFTERMATH: The attack progressed cautiously on the heels of an artillery bombardment. The defenders, fighting with a fearlessness born of their hopeless situation and hampered by a critical shortage of ammunition, often held their fire to the last moment in order to inflict maximum casualties, taking up the slogan “A German for every bullet!”. But with no Soviet assistance the outcome was inevitable: by 15 August some two-thirds of the Old Town was back in German hands—albeit at a heavy cost in lives to both sides.

SUBTERRANEAN QUARRY

ASL SCENARIO 32



VICTORY CONDITIONS: The Romanians win immediately when board 1 is devoid of partisan Personnel and "??", provided the Romanians have not suffered > 28 Casualty VP.

TURN RECORD CHART

★ PARTISAN [as per SSR 3 dr] Simultaneous Setup	1	2	3	4	5	6	7	8	9	END
✱ ROMANIAN Moves First [260]										

Partisans [ELR: 5] set up on board 1 in *playable*, non-Entrance paved-road hexes (see SSR 2-4): {SAN: 0}

?	?						

Romanian Assault Troops [ELR: 2] set up on board 4 (see SSR 4 and 5): {SAN: 0}

20	2	6	4			

SPECIAL RULES:

- EC are Wet, with no wind at start. There can be neither Wind nor Fires on board 1. All woods on board 4 are brush.
- The paved-road hexes in hexrows C-Q of board 1 represent the level -1 underground quarry; no other hexes of board 1 are *playable*. Hexrows A-Q of board 4 represent the level 0 ground above the quarry. Hexes C5, I1, Q2, Q9 and I9, on both board 1 and board 4, are the Entrance hexes to the quarry.
- 5-2-7 squads (and their HS) retain their printed Strength Factor [EXC: treat their morale # as underlined] and Broken morale level, but otherwise are treated as partisans in every way (including a 5-2-7's Replacement by two 2-2-7 HS for exceeding ELR). Partisans may neither Deploy nor form multi-Location FG, but have their standard (i.e., non- berserk/wounded) MF allotment increased by one on both boards. All partisans set up concealed; the "??" in their OB are for making Dummy stacks. No partisan unit may set up in an Entrance hex. To determine the number of squads, SW, and "??" available for setup, the partisan player makes a Secret dr using the following table:

dr	3-3-7	5-2-7	LMG	"?"	B.I. (A16.)
1	8	6	4	14	[90]
2	6	8	3	15	[92]
3	7	7	3	15	[91]
4	9	6	3	14	[96]
5	7	7	4	14	[91]
6	8	7	2	15	[97]

Prior to setup, the partisan player also secretly records the coordinates of two playable paved-road hexes, which are then considered Blocked. A Blocked hex is unplayable—as is any hex that both lies *between* two Blocked hexes and lacks another path of entry. A Blocked hex is revealed only when a unit attempts to enter it (and such an attempt ends that unit's MPH/RtPh/APh/CC-Withdrawal). When choosing the Blocked hexes, the following restrictions apply:

- Each Blocked hex must be ≥ 3 playable paved-road hexes away from all Entrance hexes; and,
- Each Entrance hex must retain a path of playable paved-road hexes (no matter how long/convoluted) to all other Entrance hexes.

3 miles southwest of KERCH, in the eastern CRIMEA, January 1944: As the Soviet Independent Coastal Army and the German V Infantry Corps battled in and around Kerch, one previously peaceful area along the main Axis supply road to the front unexpectedly became the scene of frequent partisan attacks. Since the road ran through completely barren steppeland, the local Romanian command was mystified by how the partisans could appear so suddenly and then abruptly disappear without a trace. Eventually it was discovered that their base of operations was near the road in a huge underground quarry that for many years had supplied a type of soft stone for building houses. The quarry had numerous entrances, and all but one of them were sealed off by the Romanians who then attempted an attack down into it. This failed with heavy casualties. Now they would try again, using different tactics and specially trained and equipped assault troops.

BOARD CONFIGURATION:



BALANCE:

- ✱ Increase Game Length to 9.5 Turns.
- ★ Treat Romanians as Lax.

(Hexrows R-GG are not playable. See also SSR 2.)

- Setup is simultaneous, with each side keeping its setup board out of the opponent's view until play is ready to commence.

- Use German counters for Romanian Personnel and SW, treating them as German for all rules purposes [EXC: they have no PF capability].

- Each playable paved-road hex is treated as a +1 TEM, non-Open Ground, Concealment Terrain obstacle that has a one-MF entry cost and in which Ambush (A11.4) is possible. Entry of one level from another is allowed to both sides, but can be accomplished only via Entrance hexes. Changing level in an Entrance hex is treated the same as changing level in a building (e.g., a unit at level 0 in hex 4C5 would expend one MF to move to level -1 in hex 1C5). Road movement bonus is NA on board 1. A unit on board 1 can have a LOS, and can enter/fire-at another board 1 hex, only across a playable paved-road hexside to an adjacent playable paved-road hex. No LOS or attack can occur between the two boards (not even in an Entrance hex). Smoke grenades can be placed in the normal manner, including from a level 0 Entrance hex to level -1 of that hex, but not from a level 0 non-Entrance hex to level -1 of an Entrance hex nor from level -1 to level 0.

- Fire Lanes and multi-hex FG are NA on board 1. SW Captured-use penalties apply only when using the opponent's SW. Units at level -1 are not required to rout to board-4 buildings. "??" can be gained without a dr on board 4 if no opposing units are on that board. No Quarter (A20.3) is in effect for both sides. Play is simultaneous on both boards.

AFTERMATH: The assault troops attacked down several different entrances simultaneously, but the darkness, lack of familiarity with the terrain, and the defenders' ferocity were all against them. After suffering considerable casualties in bitter fighting, they were pulled back out. Such losses inflicted by a secondary enemy were deemed unacceptable, given the precarious situation at the front just a few miles away, so a better method of dealing with them had to be found. Next, all the entrances were sealed, but this failed because the partisans had sufficient supplies of food and water, and even dug new air shafts from which they continued to sortie out on night raids. Finally the Germans advised that the whole area be surrounded by wire and guarded by a force just strong enough to keep the partisans contained. This was begun, but before it could be completed the partisans broke out with ease one night and, with all their baggage and supplies, moved some eight miles northwest to another underground quarry near the V Corps' main airstrip and railhead. Now they had become an even greater threat.

THE COSSACKS ARE COMING



ASL SCENARIO 33



VICTORY CONDITIONS: The Partisans win at game end if they have Good Order units with a LOS to, and within Normal Range of, the road that runs 2A5-2I2-2Q1-2T2-2U2-2Y2-2GG5—provided those units (and their functioning weapons) can also apply a *total* of ≥ 18 FP to hypothetical attacks vs any hex(es) of that road configuration, disregarding ROF and all PBF/TPBF extra FP.

TURN RECORD CHART

★ PARTISAN [133] Simultaneous Setup	1	2	3	4	5	6	7	8	9	10	END
✦ ✦ AXIS Moves First [243]											

PALESNIK, CROATIA, 17 August 1944: By August 1944 the 1st Cossack Cavalry Division had been in Yugoslavia—or more correctly, in the “independent state” of Croatia—for nearly a year. Throughout that time it had waged a series of bloody, merciless “search and destroy” missions against Tito’s Partisans, in the process becoming notorious for leaving a trail of burning villages and terror-stricken civilians in its wake. During August, in a confused series of pursuits and engagements, it had twice raised the Partisans’ siege of Daruvar. Afterwards, one column of the division set out on the return trip to its base at Bjelovar; en route it received word that 500 Croatian troops in the town of Palesnik were cut off by Partisans and urgently needed help. The Cossacks would have to make a detour to deal with this new problem.

BOARD CONFIGURATION:



(Hexrows R-GG on board 3, and A-P on board 10, are not playable)

BALANCE:

- ✦ ✦ Exchange both Axis 8-0s for 8-1s.
- ★ Exchange the Partisan 9-0 and 7-0 for a 10-0 and 9-1.

Elements of the II Proletarian Brigade [ELR: 5] set up on/between hexrows R-FF on boards 2 and 32: {SAN: 5}

8 12 2 8

3

Croatian garrison elements [ELR: 2] set up on boards 3 and 10: {SAN: 3}

11 7 3 8

Elements of Don-Cossack Cavalry Regiment 1 [ELR: 4] enter on Turn 1 along the north edge of board(s) 2/32:

10 3 10

SPECIAL RULES:

- EC are Wet, with no wind at start. Instead of a bridge, a Ford (B20.8) is present in hex 32S6. The bridge in hex 32P9 is a wooden, *non-pontoon* Foot Bridge (B6.44).
- Setup is simultaneous. To prevent players from seeing each other's setup, stand an extra board between the Axis and Partisan setup boards. When both sides have finished setting up, remove the extra board and begin play.
- Partisans use Russian SW and Gun counters; Captured-weapon penalties do not apply to such use (but non-qualified-use penalties can). Russian 5-2-7s (and their HS) and crew retain their printed Strength Factors [EXC: treat each 5-2-7's and 2-2-7's morale # as underlined] and Broken morale levels, but otherwise are treated as partisans in every way (including a 5-2-7's Replacement by two 2-2-7 HS for exceeding ELR) [EXC: the crew retains normal Self-Rally and Gun-use capabilities]. Partisans may not Deploy, may not participate in multi-Location FG, and may not make Entrenching Attempts. The partisan commissar affects another partisan unit just as if both were 10/42

Russians [EXC: if he fails to rally a squad it is Replaced by its two HS (or eliminated if already a HS)]. No leader may be exchanged for a commissar.

- Use German counters for Cossack Personnel and SW, treating them as German for all purposes [EXC: they have neither smoke grenade nor PF capability]. The Axis player may not form multi-Location FG that contain both Cossack and Croatian MMC (/SW possessed by those MMC). A Croatian unit's use of a Cossack SW (or vice-versa) incurs the A19.32 B# (but no Captured-weapon) penalty.
- Neither partisans nor Croatians may become Cavalry. No Quarter is in effect for both sides.

AFTERMATH: Clearing the road into Palesnik was the key to relieving the garrison. Not much help could be expected from the poorly-equipped Croatians, who were better suited to cowering hostile civilians than to battling the fierce Partisans. The Cossacks struck boldly, and bitter fighting ensued as the Partisans attempted to maintain their hold on the road. The guerrillas could not stand up to the horsemen in a pitched battle, however, and were eventually forced to flee northward into the Bila Gora Mountains, with the Cossacks in pursuit.

A NEW KIND OF FOE



ASL SCENARIO 34



VICTORY CONDITIONS: The Germans win immediately if, at the end of any Player Turn, their VP total is ≥ 25 . They amass Casualty VP in the normal manner, and also receive two VP for each hex they Control that contains one of the original ten 1S Foxhole counters. The partisans/Russians also receive Casualty (only) VP, but these are *deducted* from the German VP total.

TURN RECORD CHART

★ PARTISAN/RUSSIAN Sets Up First [143]	1	2	3	4	5	6	7	8	9	10	11	END
✚ GERMAN Moves First [176]												

SEIRIJAI, LITHUANIA, 24 June 1941: By nightfall of June 22nd, the German V Infantry Corps had broken through the Soviet border defenses and established a bridgehead across the Nieman River some 40 miles away. Later that night a bridging column of the 5th Infantry Division was ambushed while passing a forest near Seirijai—and soon afterward it was reported that intermittent fighting against armed civilians, both near the forest and in the town, was blocking the main road to the bridgehead. These events surprised and caused some disbelief among the Germans, who had assumed that Russian troops would surrender when cut off and that the Lithuanian populace would welcome them as liberators. So, thinking that the resistance could comprise no more than a few lightly armed civilians and Red Army stragglers, an infantry company attempted to clear the woods at dawn the next day but was solidly rebuffed, as were a second and later a third company thrown in to reinforce it. The mysterious defenders' continuing proximity to the main road was now creating a serious problem for the Germans so on the next morning, following a bombardment by an entire artillery battalion, two infantry battalions attempted to flush out the enemy while elements of a third sealed off the forest edges to prevent any escape.

BOARD CONFIGURATION:



32	
	4

BALANCE:

- ✚ Add 3 4-6-8s to German OB.
- ★ Add 12 "7" to Partisan/Russian OB.

Mixed force of partisans and Red Army troops [ELR: 3] set up on board 32 (see SSR 3): {SAN: 6}



3-3-7	8-0	7-0	8-1	5-2-8	4-4-7	2-2-8	10-0	9-2	8-0
13				2	5				
HMG 3-3-7	HMG 2-4-10	LMG 1-2-6	WTR 50-3-20	ATR 1-12	INF 76	Foxhole 5			
		5	2	2		10			

Elements of Infantry Division 5 [ELR: 4] set up on board 4 in hexes numbered ≤ 3 : {SAN: 4}



4-2-6-8	4-2-6-7	2-4-8	2-4-7	10-2	9-1	8-1	8-0	7-0	HMG 3-3-7	HMG 2-4-10	LMG 1-2-6	WTR 50-3-20
3	10	5	3			2			2	3	5	3
2-2-8	AT M12 37L	30	30									
4	4		3									

AT platoon enters along the south edge of board 4 on/after Turn 4. Some, all, or none may enter in each allowed turn:

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- Partisans have an ELR of 3, may not Deploy [EXC: A20.5], may not participate in multi-Location FG, and incur the A19.32 B# (but no Captured-weapon) penalty when using any Russian SW. Only partisans (and any Russians moving in the same stack with them) can use Path benefits.
- The ten 1S Foxhole counters may not be combined into 2S or 3S counters, and may not set up using HIP. Each Foxhole counter must set up in a hex numbered ≥ 5 , in a different-lettered hexrow than all other Foxholes and ≥ 3 hexes away from all other Foxholes.

- Board 32 receives a Bombardment (C1.8). A unit in marsh receives a -2 DRM to its Bombardment attack (C1.82).

AFTERMATH: The bombardment was largely ineffective, and the ensuing assault met stubborn resistance. To complicate matters for the Germans, the dense forest inhibited the proper coordination of heavy weapons. 37mm AT guns had to be moved into the woods and pushed forward to pointblank range. This added firepower finally gave the Germans an edge and they began to drive the defenders from their forward positions, but progress was still slow and not until evening was the forest completely cleared. Of the defenders—who consisted of Red Army soldiers and civilian Russian "settlers"—about one-fourth escaped. They were destined to cause the Germans further problems in the future.

BLAZIN' CHARIOTS



ASL SCENARIO 35



VICTORY CONDITIONS: The British win immediately upon amassing ≥ 40 Casualty DVP. The Germans win immediately upon amassing ≥ 56 Casualty DVP. If neither side has won by game end, the winner is the side that has amassed more Casualty DVP. (A tie is a German win.)

5 miles northeast of GABR SALEH, LIBYA, 19 November 1941: By dawn on the second day of Operation Crusader—8th Army's all-out offensive to break the siege of Tobruk—no real fighting had yet occurred. The British had achieved complete tactical surprise, for Rommel believed they were conducting only a reconnaissance in force. That morning the 7th Armoured Division, which on the previous day had arrived unopposed in the Gabr Saleh area some forty miles southwest of Bardia, sent its three armoured brigades off in different directions, with the 4th Armoured Brigade probing northeast driving a German recon unit before it. The Afrika Korps at last reacted, quickly forming several units of the 21st Panzer Division into Kampfgruppe Stephan which set out to investigate the reports of British tanks. The Kampfgruppe missed the 4th's two forward regiments, but in the afternoon located its tail-end regiment, the 8th Hussars, alone in the desert—and attacked. The outnumbered Hussars called frantically for help, bringing the other two regiments racing southwest back to Gabr Saleh. Only one, the 5th RTR, arrived before dark, and as it did so it immediately counterattacked.

BOARD CONFIGURATION:



	27
	28
	26

BALANCE:

- ✦ Delete one Stuart.
- ⊙ Exchange one PzKpfw IVE for a PzKpfw IVD and delete the 8-1 armor leader.

TURN RECORD CHART

Simultaneous Setup	1	2	3	4	5	6	END
⊙ BRITISH Moves First							



Elements of the 5th Battalion, Royal Tank Regiment, enter on Turn 1 along the east edge of the playing area with at least three tanks entering per board: {SAN: 0}



Elements of Panzer Regiment 5 set up in hexrow(s) X/Y/Z with at least two tanks in whole hexes of each board: {SAN: 0}



SPECIAL RULES:

- EC are Moist, with no wind at start. Late Afternoon Sun Blindness (F11.612) is in effect.
- Setup is simultaneous (with the British setting up offboard). Stand an extra board across the playing area so neither player can see the other's setup. When both sides have finished setting up, remove the extra board and begin play.
- Use Stuart III counters as Stuart I's for the extra I's needed. All Stuarts use red TH#s (British Vehicle Note A).
- Bore Sighting is not allowed.
- Unbroken crew counters may exit the playing area via a Friendly Board Edge without counting as casualties.

AFTERMATH: The 5th RTR's counterattack was hindered by the setting sun, which made it difficult to spot targets and judge the fall of shot. Consequently the regiment suffered serious tank casualties without inflicting a like amount of damage on the Germans. Its attack did succeed in putting a check on Kampfgruppe Stephan, however, which eased the desperate plight of the 8th Hussars. When darkness put a halt to the battle, both British regiments disengaged and, according to standard procedure, withdrew to their night leaguer. This left the Germans possessing the battlefield and allowed 5th Panzer Regiment to recover most of its knocked-out tanks. As a result, while British losses in the engagement amounted to over forty Stuarts, the Germans suffered a net loss of two Pz IIIs and one Pz II. For the 4th Armoured Brigade, in whose hands the Stuart was making its combat debut, Operation Crusader was getting off to a most inauspicious start.

RACHI RIDGE



ASL SCENARIO 36



VICTORY CONDITIONS: The British win if, at game end, the Germans have no Good Order MMC on any level 4 hex(es) of board 25 with a LOS (disregarding Hindrances) to any hex(es) on the eastern edge of board 18.

TURN RECORD CHART

✚ GERMAN Moves First [169]	✚	1	2	3 [⊙]	4 [⊙]	5	6	7	8	9	10	END
⊙ BRITISH Moves Second [163]												

LEROS, 12 November 1943: At Churchill's urging, British troops of the 234th Infantry Brigade began occupying the Dodecanese islands off the Aegean coast of Turkey immediately after the armistice with Italy. Several battalions and support units were placed on Kos and Leros to bolster the Italian garrisons there, with the conquest of Rhodes the ultimate goal. The Germans were quick to react, however, recapturing Kos on 4 October. Then in November came their assault on Leros. Enjoying virtually total air superiority, a battalion of the 2nd Parachute Division was dropped in coordination with amphibious landings. The paratroopers' objective was the stony and fissured feature known as Rachí Ridge, which lay astride a narrow isthmus in the middle of the island. If they could hold this position, the Allied troops on Leros would be cut in two.

BOARD CONFIGURATION:

25	
	81

BALANCE:

- ⊙ Increase game length by one Game Turn.
- ✚ Delete one British MMG and 4-5-7.



Elements of Bataillon 1, Fallschirmjaeger Regiment 2 [ELR: 4] enter by Air Drop (E9.) on Turn 1: {SAN: 3}

 5-4-8	 9-2	 9-1	 8-1	 8-0	 3-8	 3-8
13					2	4

Elements of the 2nd Battalion, Royal Irish Fusiliers [ELR: 3] enter on Turn 3 along the east/south edge(s) of board 18: {SAN: 7}

 4-5-7	 4-4-7	 2-4-7	 2-3-7	 9-1	 8-1	 8-0	 7-0	 1-8	 1-8	 2-7	 2-7	 2-7
11	5	3	2					2		4	2	

Patrol of A Squadron, Long Range Desert Group [ELR: 5] enters on Turn 4 along the east/south edge(s) of board 18:

 6-4-8	 9-2	 2-7
2		2

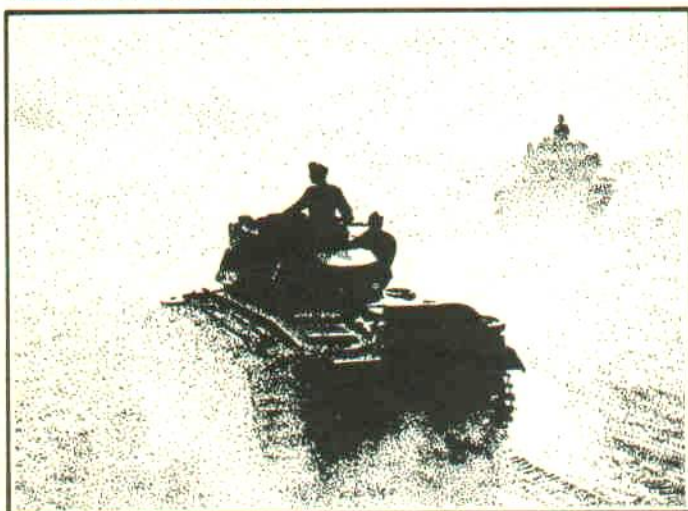
SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the west at start.
- All woods are Brush. All orchards are Olive Groves (F13.5). All roads are Tracks (F9.). Bridges do not exist (but the Track in each such hex still does). All gullies are Wadis (F5.), and hexside 18AA1-25G1 is a wadi hexside.
- The British have Level A Booby Trap capability (B28.9), initially on both boards. However, booby trap attacks cannot occur on board 18 (excluding unnumbered hexes common to both boards) after Turn 3, and cannot occur at all after Turn 6. [EXC: Entrenching Attempt DR can cause sniper/booby-trap (Level A) attacks, on both boards throughout the game.] British sniper attacks may occur even if no British units are onboard. Deployment, as well as revelation of a SMC, caused by a Landing TC DR (E9.42) occurs before any booby trap attack caused by that DR (and necessitates Random Selection to determine the booby trap's target[s]). Booby traps and high SAN represent long-range fire from the 4th Buffs battalion off-map.
- The British Sniper Target Selection counter is placed onboard just before German parachutes land (E9.4). The German Sniper counter is placed onboard immediately after the British set up to enter in their Turn 3 RPh.
- F.1B (+2 DRM to all Entrenching Attempts) applies on both boards.

- After the British in their Turn 3 RPh have set up to enter, all German units/SW which are offboard along the east/south edge(s) of board 18 are eliminated. However, the German player makes a dr at this time for each such unbroken squad (or equivalent) thusly eliminated. If the Final dr is ≤ 2 , a 4-5-7 (of the British player's choice) is immediately eliminated from the British OB; if it is a 3, a 4-4-7 is eliminated in the same manner. Each unbroken German leader (regardless of quality) stacked with a German unit whose elimination could affect the British OB adds a -1 drm to that unit's dr, as does each SW thusly stacked. If one British squad-type is completely eliminated, either its equivalent in HS or a squad of the remaining type (owner's choice) must be used for any further squad(s) eliminated. All SW possessed by such an eliminated unit are also lost.
- Because of the British LRDG leader's different ELR, his name should be recorded if his Strength Factor becomes equal to that of another British leader.

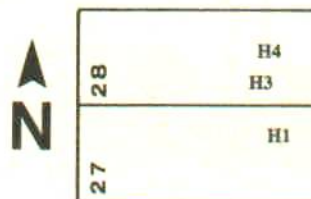
AFTERMATH: Despite their casualties from both AA fire and landing on the rocky ground, the paratroopers repulsed the initial British assault after hours of bitter fighting. A second assault planned for that night by the British commander had to be called off even before getting under way, due to the chaos and disruption ensuing from the German onslaught—a scene reminiscent of the events on Crete. At 0700 the next day, more troops and supplies were dropped into the airhead on Rachí Ridge, though again with substantial losses to AA fire. Leros' garrison, now irrevocably split in two, was slowly reduced to isolated pockets, and eventually surrendered on 16 November. Churchill had lost his steppingstone to Rhodes.

ASL SCENARIO 37



25 miles southwest of TOBRUK, LIBYA, 13 June 1942: The Gazala battles had been raging for days with Panzerarmee Afrika driving for the great prize of Tobruk. Several British strongpoints still lay in its path, one of which was the Knightsbridge box held by the 201st Guards Motor Brigade Group. On 13 June this position was enveloped by the 15th Panzer Division from the east and 21st Panzer Division from the west. After a day of heavy fighting, the final clash of armor occurred when units of the 2nd and 4th Armoured Brigades, sent to reinforce a Guards position on Rigel Ridge, met 21st Panzer Division during the last stages of one of the desert's violent sandstorms—a *kham sin*.

BOARD CONFIGURATION:



BALANCE:

- ✦ Raise the Casualty DVP difference to > 10.
- Shorten game length to 7½ Turns.

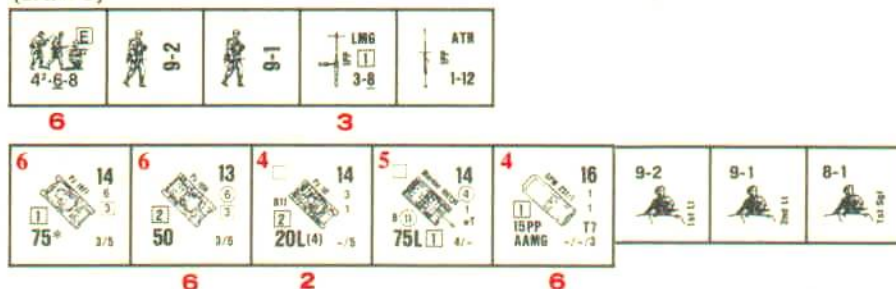
VICTORY CONDITIONS: The Germans win at game end if they currently Control all three Hillock Summit hexes, provided the British have not amassed > 5 more Casualty DVP than the Germans.

TURN RECORD CHART

Simultaneous Setup	1	2	3	4	5	6	7	8	9	END
✦ GERMAN Moves First										



Elements of 21. Panzer Division [ELR: 4] set up on/west-of hexrow H. All Personnel must start as Passengers. Each vehicle must set up in Motion, and adjacent to ≥ one other vehicle such that *all* vehicle-occupied hexes are part of a contiguous series of hexes: {SAN: 2}



Elements of the 2nd Battalion, Scots Guards [ELR: 4] set up on/east-of hexrow T. All units must start in sangars, none of which may set up adjacent to another. HIP may be used in scrub: {SAN: 2}



Elements of A and C Squadrons of the Queen's Bays enter on Turn 1 along the north edge of board 28 on/east-of hex W1:



SPECIAL RULES:

- EC are Dry, with a Heavy Wind blowing from the southeast at start. Heavy Dust (F11.73) is in effect.
- Place overlays as follows: H1 on 27CC3-DD3; H3 on 28V9-V8; and H4 on 28Y5-X4. Hex 28oW9 is a Hillock Summit (F6.6) hex.
- Setup is simultaneous. To prevent players from seeing each other's setup, stand an extra board between the British and German setup areas. When both sides have finished setting up, remove the extra board and begin play.
- An Armor Leader provides *none* of its normal benefits while in the Marder.
- During their MPh, all German vehicles must move as far due east as possible (without need of ESB), using Platoon Movement as *one* "multi-hex stack"

(D14.2) and remaining in Motion. At the start of any Impulse in which any German unit has a LOS to any British unit, all German units continue their MPh using *normal* movement procedures—i.e., as if starting a normal MPh, but minus all MP already expended.

AFTERMATH: A "most confused action" occurred amidst the swirling sand and dust, with heavy losses on both sides. By nightfall, 21st Panzer Division had overrun Rigel Ridge and secured the western portion of the 201st Guards Brigade Group perimeter. Knightsbridge was virtually surrounded, but during the night the Brigade Group successfully withdrew from it along a perilously narrow corridor. The loss of the Knightsbridge box forced the British to abandon the Gazala Line, and Tobruk would finally fall to Rommel eight days later.



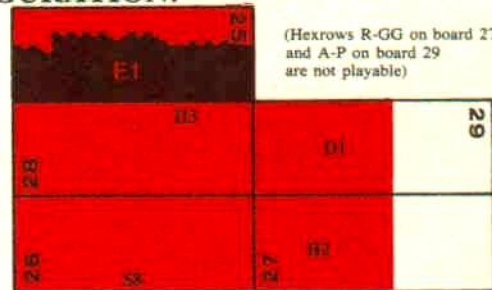
VICTORY CONDITIONS: The British win immediately when they have Exited ≥ 50 DVP off the south/east edge(s) of the playing area on/ between hexes 26U10 and 29Q10. This DVP total is immediately lowered by two each time a tank, and by one each time any other British vehicle, becomes immobilized by the Bog hex (SSR 3).

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	END
BRITISH Moves First										

DERNA, LIBYA, 7 April 1941: As Rommel's first offensive pushed across Cyrenaica, the British fighting withdrawal turned into a rout. Those forces falling back along the northern and southern edges of the Djebel Akhdar gravitated to the seaside town of Derna, where the coast road climbed the escarpment and went east to Tobruk. Early on 7 April, advance elements of the German 5th Light Division, comprising a MG battalion and the recon battalion, arrived in the Derna area to block this escape route and capture the large airfield atop the escarpment. Even as the Germans battled for the aerodrome, various British units were making determined attempts to escape from the cut-off town.

BOARD CONFIGURATION:



BALANCE:

- + In the Victory Conditions change " ≥ 50 " to " ≥ 55 ".
- ⊖ In the Victory Conditions change " ≥ 50 " to " ≥ 45 ".

Elements of MG Bataillon 8 [ELR: 3] set up on board(s) 26/27/29, on/south-/east-of the hexrows that run 29AA10-29AA5-26N8-26A2: {SAN: 4}



4-6-7	2-4-8	2-4-7	2-2-8	8-1	8-0	7-0	7-18	5-12	3-8	1-12	50-12-13
6	4	2	3				3	2	2	2	



?	AT M12	Foxhole	Sangar
7 morale	37L H6[9]	5 OVR. OBA: +4 Other: +2	15 or 6m OBA: +3+ Other: +1*
16	3	5	6

Elements of Aufklarungsabteilung 3 enter on Turn 2 along the south edge of the playing area and/or the east edge(s) of board(s) 27/29, using no more than one-half (FRD) of their printed MP allotment during that Turn:

35	33	34
20L(4) -1/5	20L(4) -1/5*	1 CMG -1/5*
2	4	

Elements of the 2nd Armoured Division's 5th Battalion, Royal Tank Regiment, and Support Group [ELR: 2] set up along the road that runs 25U6-25Y10 inclusive, with one vehicle per hex (and with each in Motion). All pieces unable to set up onboard enter on/after Turn 1 on hex 25Y10 instead. Personnel may set-up/enter, but only as Passengers (see SSR 4): {SAN: 3}



4-5-7	4-4-7	2-2-8	1-2-7	8-1	8-0	7-18	2-7	1-12	9-1	26
4	4	4	3			3				3

16	16	16	18	16	16	16	25	25	26	30	88
40L -1/4	40L -1/6	40L -1/4	40L -1/10	40L -1/10	40L -1/10	40L -1/10	40L -1/10	40L -1/10	40L -1/10	40L -1/10	40L -1/10
4			2				3	6	2	2	2

SPECIAL RULES:

- EC are Very Dry, with a Mild Breeze from the northwest at start. Intense Heat Haze (F11.621) is in effect.
- A road runs from 27Q7 to 28Q1 inclusive, and connects with the board-25 road. This entire road (27Q7-25Y10) is Paved. [EXC to all: hex 25V6; see SSR 3.]
- Place overlays as follows: E1 on board 25; H2 on 27J6-I7; H3 on 28Y1-Z1; D1 on 29Z5-Z6; and S8 on 26P7-Q7. Place a Shellhole counter in 25V6; normal shellhole rules apply [EXC: the hex acts as a Bog hex, and has a 4 MP COT, for all vehicles; in addition, the hex contains neither a road nor road hexsides].
- During setup, each British vehicle capable of carrying Passengers may be covered by a 1/2 "??", with that vehicle's actual Passengers-(including SW)/towed-Gun (if any) placed out of the opponent's view in a Cloaking Box corresponding to that "??"'s ID. Such a "??" does not itself bestow concealed status on the vehicle or Passenger(s), but does prevent the opponent from inspecting the vehicle's contents, and is removed (and replaced by the vehicle's actual contents if any) as per the normal rules for "??" loss [EXC: not for being in enemy LOS unless within six hexes of a Good Order enemy unit, nor for movement of the vehicle]. A Gun in tow is revealed immediately upon

coming into such enemy LOS regardless of range. Passengers are also revealed if they pass a Crew Survival DR (D6.9); i.e., if eliminated outright they need not be revealed.

5. Each Carrier contains an Inherent 2-4-7 HS. British AFV may ignore Recall that results solely from MA disablement (D3.7).

6. LOS that leaves the playing area in the corner between boards 25 and 29 does exist if being traced both to and from a level 4 Location.

7. Note that F.4 (Axis Vehicles) is in effect, and that British Vehicle Note O applies to the PSW 221.

AFTERMATH: One breakout attempt was led by Colonel H.D. Drew, CO of the 5th RTR. Seeing that the only viable escape route was the escarpment road, he organized an attack with his seven remaining tanks and elements of the Support Group. One section of the steep, twisting road had been prematurely demolished by Australian sappers, and three of the tanks became immobilized in the craters as they tried to negotiate them. The other four gained the top of the escarpment and attacked the German holding force. All four were knocked out in the ensuing fight, but only after they had destroyed an estimated eleven armored cars and three A-T guns, thus opening a gap through which much of the transport filtering up the road were able to escape. Further breakouts were attempted throughout the day and night. Some succeeded; some did not. The next morning the Germans entered Derna unopposed.

TURNING THE TABLES



ASL SCENARIO 39



VICTORY CONDITIONS: The Germans win immediately when they have Exited ≥ 22 DVP off the east edge of the board-28 playing area, provided the British have not amassed > 5 more Casualty DVP than the Germans.

TURN RECORD CHART

⊙ BRITISH Set Up First [142]	1	2	3	4	5	6	7	8	9	10	END
⚡ GERMAN Moves First [139]											

MERSA EL BREGA, LIBYA, 31 March 1941: After the destruction of the Italian 10th Army, elements of the Western Desert Force had proceeded westward, only to be halted at El Agheila by Churchill's demand that troops be sent immediately to Greece. Since the experienced 7th Armoured Division had been sent back to Egypt for rest and refit, the newly arrived 2nd Armoured Division was split up, with part going to Greece and the rest forward to Mersa el Brega in Cyrenaica. This, the main line of defense in Libya, was a natural bottleneck along the coast, with the sea on one flank and an extensive salt marsh on the other. The British mined and wired this line extensively, and placed the 3rd Armoured Brigade behind it in reserve. Meanwhile, advance elements of the German 5th Leichte (Light) Division were arriving in Tripoli. On 24 March they struck and quickly overran El Agheila. Then, on 31 March, Rommel launched a full scale assault on Mersa el Brega. His troops succeeded in breaching the outer British defenses, but the attack then bogged down in the face of dogged resistance. The Germans paused to regroup in the swirling dust, and at 1700 hours came on again.

BOARD CONFIGURATION:

BALANCE:

⊙ Add a 76mm MTR and 2-2-8 to the British OB.

⚡ Add two PzKpfw IB to the German OB.

S3	SD6	S8	28
SD7		SD4	
	SD1		
S4	SD5	SD2	29
SD8		S1	

(Hexrows A-G are not playable)

Elements of the 2nd Support Group [ELR: 2] set up on boards 26 and 28, on/east-of the hexrows that run 26P0-26AA6-28AA10 but on/west-of the hexrows that run 26H0-26H8-28O2-28O10: {SAN: 4}

4-5-7	2-4-7	2-2-8	9-1	8-0	7-0	8-14	4-12	2-7	1-12	51 (2-11)	7 morale
11	4	2						3	2	2	10
3	4										
AT M10	AA M8	Trench	Foxhole	Sangar	Minefield						
40L	40L (8)	OVR, OBA: +4 Other: +2	5 OVR, OBA: +4 Other: +2	1S OVR, OBA: +3* Other: +1*	dr = INF CC: +1/-1						
3		3	10	4	10						

(see SSR 3)

Reinforced elements of MG Bataillon 8 [ELR: 4] enter on/after Turn 1 along the west/south edge(s) of the playing area on/between hexes 26V0 and 28GG10. Some, all or none may enter each turn: {SAN: 3}

4-6-8	2-4-8	10-2	9-1	8-1	8-0	3-8	3-8	3-8	50mm	16	16
8	7					2	3	3	2	2	2

SPECIAL RULES:

- EC are Dry, with a Mild Breeze from the northwest at start. Light Dust (F11.71) and Late Afternoon Sun Blindness (F11.612) are in effect.
- Place overlays as follows: SD1 on 28W1-X1; SD2 on 26M6-N5; SD3 on 26Y2-Z1; SD4 on 28L2-M3; SD5 on 26T5-S5; SD6 on 28T5-T6; SD7 on 28DD4-EE4; SD8 on 26FF6-FF7; S1 on 26I2-J1; S3 on 28Y7-Z7; S4 on 26AA8-BB8; and S8 on 28L7-L8. All dunes are High (F7.5).
- The British must set up three Known minefields (F.7A) along any (Alternate) Hex Grain(s) in their setup area. Each must be one hex wide by eight hexes long, and must contain one secretly pre-recorded Dummy minefield (F.7B). Each non-Dummy Known minefield hex contains 6 A-P and 3 A-T factors. No Secret dr for additional Dummy mine counters (F.7B) is allowed.
- The Germans may secretly pre-record $\leq$ three squads (or HS equivalent) as Sappers (B28.8).

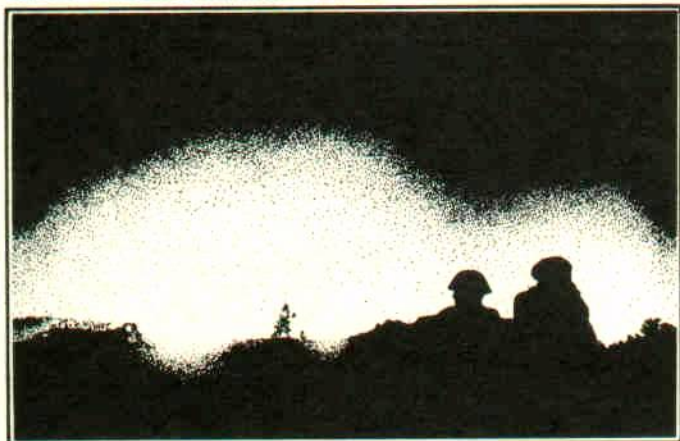
- Treat both PzJg I as having non-depletable HE. Note that F.4 (Axis Vehicles) is in effect.
- On Turn 1 the Germans automatically receive Air Support (E7.) in the form of two DB with bombs.

AFTERMATH: With Stukas preying on the defenders from above, the Germans slogged through the undulating dunes. Soon they found their way blocked by British wire and minefields, and the cry "Sappers forward!" went up. The sappers moved up and began clearing the mines, marking the lanes with little black flags which fluttered in the breeze. Though under fire, the combination of dust and the setting sun at their backs provided the Germans with "cover" enough to complete their task, and they began to break through. At this point the local British commander requested the release of 3rd Armoured Brigade for a counterattack to seal the breach. The divisional commander declined, however, believing it would be ineffective with darkness so near. As a result the German penetration went unchecked, forcing the defenders to fall back to Agadabia later that night. Rommel was now free to maneuver, and soon the British would be fleeing in disorder back across the desert just as the Italians had done a few short months earlier. How rapidly the tables had turned.

FORT MCGREGOR



ASL SCENARIO 40



VICTORY CONDITIONS: The Germans win immediately when they Control both Hillock Summit hexes (see SSR 2), have amassed ≥ 20 Casualty VP, and their current VP total is $\geq$ the British Casualty VP total.

TURN RECORD CHART

⊙ BRITISH Sets Up First [150]	+	1	2	3	4	5	6	7	END
⊕ GERMAN Moves First [234]									

5 miles south of MEDJEZ EL BAB, TUNISIA, 26 February 1943: Three days after breaking off the battle at Kasserine, the Germans launched Operation Ochsenkopf. One objective of this operation was the strategically located town of Medjez el Bab, which was defended by the British 78th Infantry Division. Preliminary to the main attack on Medjez, a position known as Fort McGregor had to be seized. This forward outpost of the 78th consisted of an infantry company with its platoons dug in around a bare, rocky knoll, with each platoon situated as if at the point of a triangle, and with the entire position surrounded by wire. Since there was practically no natural cover in the area aside from scrub, the Germans decided to make a night assault on the "fort". Their first attempt suffered heavy casualties and was stopped cold at the perimeter wire; its only effect was to raise the defenders' morale. After falling back to regroup, the Germans then made a second, more violent, assault.

BOARD CONFIGURATION:



27	H6
28	

(Only hexrows Q-GG are playable)

BALANCE:

- ⊕ Add a 5-4-8 and LMG to the German OB.
- ⊙ Delete the 9-2 from the German OB.



D Company, 1st East Surreys [ELR: 3] sets up within the fort (see SSR 3): {SAN: 4}

4-5-8	2-4-8	1-8	1-8	1-8	6-14	2-7	5-1 [2-11]	Foxhole 5 1S OVR, OBA: +4 Other: +2	Sangar 1S or Gun OBA: +3* Other: +1*	MPh/RPh: dr = MF CG: +1/-1
10	4					5	3	16	4	33



Elements of Fallschirmjaeger Regiment 5 [ELR: 4] enter on/after Turn 1 along the north, south and east edges of the playing area. $\geq$ five squads (including any HS equivalents) must enter along each such edge. Some, all or none may enter each turn: {SAN: 3}

5-4-8	9-2	1-8	1-8	1-8	3-8	3-8
18				3	2	8

SPECIAL RULES:

- EC are Moist, with no wind at start. Night rules are in effect. The initial Base NVR is three hexes with no Cloud Cover and no Moon. The German is the Scenario Attacker and the British is the Scenario Defender. The Majority Squad Type of both OBs is Normal.
- Place Overlay H6 on 27Z9-Z10. Hexes 28oX1 and 28oY1 are Hillock Summit (F6.6) hexes.
- A Wire counter is set up in 27T7, 27Z4, 27CC6, 28T4, 28X6, 28CC4, and in each hex of each hexrow that directly connects these hexes. All wire hexes, and all hexes within the area circumscribed by them, are collectively termed the fort.
- The only Fortifications that set up using HIP are foxholes/sangars that contain HIP units or that set up on a hillock hex. A unit that sets up using HIP in non-Concealment Terrain loses that status as if it were in Concealment Terrain.
- After the Germans set up to enter, the playing area receives a Bombardment. Make just six dr to determine the immune hexes (C1.81); these hexes are immune on both boards. Vs Personnel (C1.82) only, the Bombardment will cause 3MC instead of 2MC.

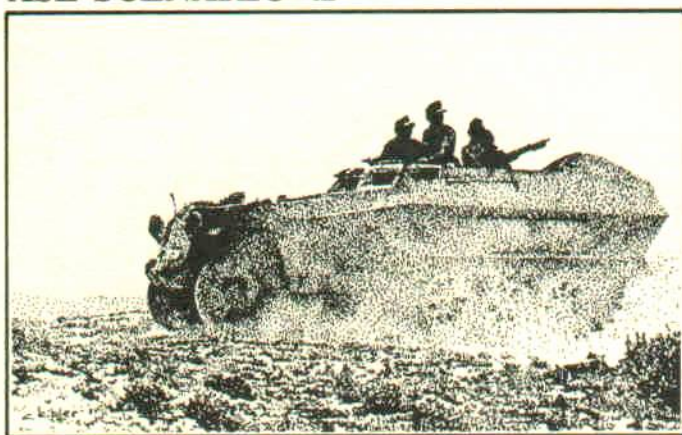
- Each non-prisoner British unit that leaves the fort is immediately eliminated and counts toward the German VP total. A Straying British unit will become TI in its present hex if the next hex it must enter does (or did) contain wire. A British unit will become Battle Hardened instead of going berserk.
- The three methods listed in E1.922 are not mutually exclusive; i.e., a unit wishing to fire a starshell/IR and able to use method 2 may use method 1 or 3 instead.

AFTERMATH: Following an intense mortar bombardment, the paratroopers advanced toward all three platoon positions simultaneously. This time they could not be halted at the wire, and soon one British platoon had been overrun. The two remaining platoons became engaged in close-quarter fighting, but by falling back to secondary positions were able to withstand the onslaught. The company HQ on the knoll then came under attack from the direction of the overrun platoon. Despite this, however, D Company seemed to be holding its own. Enemy pressure eased off as the Germans regrouped for another push. Soon afterward they mounted their final, ferocious attack, overwhelming the Vickers MG and company HQ positions, then swamping the remaining defenders through sheer weight of numbers. The dazed survivors were taken prisoner. D Company had been wiped out—but had gone down fighting.

A BRIDGEHEAD TOO WET



ASL SCENARIO 41



VICTORY CONDITIONS: The Germans win immediately when they Control ≥ 7 trench hexes, provided they also have amassed more Casualty DVP than the British.

West of the WADI ZIGZAOU, TUNISIA, 22 March 1943: After easily repulsing the Axis attack on Medenine, 8th Army moved west to the Mareth Line. This fortified position, originally built by the French to guard against the Italians in Libya, incorporated the wide, steep-sided Wadi Zigzaou, and had been further strengthened by the Axis as Rommel retreated westward. Montgomery chose to make a frontal assault in the area of the line defended by elements of Panzer-grenadier Regiment Afrika and the weak Giovani Fascisti (Young Fascists) Division. The attempt to cross the Wadi itself began during the night of 20-21 March, and by morning on the 22nd most of the 151st Infantry Brigade of the 50th Division was across, reinforced by forty-odd Valentine tanks (which were being used instead of Shermans because the latter were too heavy to cross the soggy floor of the Wadi). Unfortunately, even the light Valentines so damaged the Wadi's fascine-improvised crossing points that no other vehicles—and thus no A-T guns—could follow. This would soon have dire consequences, for in the afternoon the 15th Panzer Division counterattacked.

BOARD CONFIGURATION:

BALANCE:

- ✦ Increase game length to 10½ Turns.
- ⊙ Germans must Control ≥ 8 Trench hexes to win.



27	26	28
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TURN RECORD CHART

⊙ BRITISH Sets Up First [185]	✦ 1	2	3	4	5	6	7	8	9	10	END
✦ GERMAN Moves First [239]											

Elements of the 9th Durham Light Infantry, and of the 50th Battalion of the Royal Tank Regiment [ELR: 4] set up as per SSR 2 on all three boards, on/east-of hexrow U: {SAN: 4}

4 ² -5-8	4 ² -5-7	2-4-8	9-1	8-1	8-0	8-14	4-12	2-7	1-12	5 ¹ [2-11]	7 morale
5	9	6			2		2	6	4	3	16
40L	57L	10									
6	10										

Elements of Panzer-grenadier Regiment 115 [ELR: 4] enter on/after Turn 1 along the north/south/west edge(s) of the playing area on/between 27J0 and 28J10. Some, all or none may enter each turn—but all units entering *after* Turn 1 must do so on a turn(s) and board(s) that were secretly recorded after British setup but prior to the Bombardment (SSR 6): {SAN: 2}

4 ² -6-8	4 ² -6-7	2-4-8	9-1	8-1	8-0	7-0	3-8	3-8	15PP	16	7PP	81	37L
8	12	2		2	2		2	8	4	16	5	16	5
75L	14	13	13	13	13	9-1							
2													

SPECIAL RULES:

1. It is Overcast and Raining, and there is a Mild Breeze from the north, at start.
2. British tanks may not set up in trenches, but Dummy stacks may. No group of adjacent/contiguous trench hexes may contain more than three trench counters. $\geq$ two trench counters must set up on each board, and no trench may set up $<$ 3 hexes away from a playing area edge hex.
3. No Bore Sighting is allowed.
4. The German sniper counter is placed in the normal manner, but cannot be activated (nor affected in any way) while no German Personnel are in the playing area. In addition to the two HS given in the OB, the SPW 251/sMG contains a 2-4-8 HS Passenger as per German Vehicle Note 58.
5. The British receive one module of 70+mm battalion mortar OBA directed by an Offboard Observer at Level 0, and the Germans receive one module of 100+mm OBA directed by an Offboard Observer at Level 2. The hex containing each Observer is secretly recorded by the owning player prior to setup; the British Observer must be in an edge hex of the playing area's east edge,

and the German Observer must be in an edge hex of the playing area's west edge.

6. The eastern half of the playing area receives a Bombardment. Make just six dr to determine the immune hexes (C1.81); these hexes are immune on all three boards.

AFTERMATH: The Panzers, supported by intense artillery fire, rolled forward to positions beyond the effective range of the Valentines—most of which still carried the obsolete 2pdr. The British tanks fought back as best they could but were picked off one by one, leaving the hapless DLI in that all-too-familiar predicament of 8th Army in the past: facing a tank attack while lacking sufficient A-T protection. Moreover, the massive air support normally available to the British was grounded by the foul weather. Even so, it was only after the Panzers had broken into the British defenses that the Panzer-grenadiers began to make headway. In bitter fighting 15th Panzer slowly but relentlessly compressed the bridgehead, until at about 0200 hours the remaining British infantry and a few surviving Valentines were ordered to withdraw across the Wadi to safety. Montgomery had realized that the Mareth Line could not be pierced; it would have to be turned.

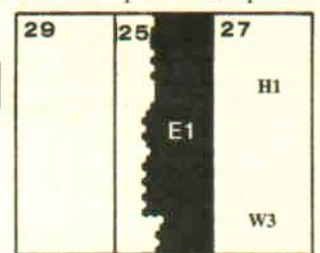
ASL SCENARIO 42 POINT OF NO RETURN



VICTORY CONDITIONS: The Germans win if they Control hexes 270I5, 25F4, 25F5 and 25G5 at the end of any Player Turn.

6½ miles east of SIDI REZEGH, LIBYA, 23 November 1941: As part of the drive to open a corridor to Tobruk, the 2nd New Zealand Division was ordered to seize the heights dominating the eastern approaches to Ed Duda, the proposed link-up site between the town's defenders and the relief force. One of these heights sat atop a major escarpment and was known simply as Point 175. The 6th New Zealand Brigade, utilizing one battalion, made a combined tank-infantry assault on this feature, which was defended by elements of the Afrika Division (renamed 90th Light Division several days later). Resistance was surprisingly feeble, as most of the Germans surrendered rather quickly, and the position was taken without much difficulty. However, in the exuberance of victory the New Zealanders failed to consolidate and reconnoiter for the inevitable German counterattack. Instead, they continued to advance confidently in dispersed order—and walked right up to further German positions well concealed in wadis and at the lip of the escarpment.

BOARD CONFIGURATION:



BALANCE:

- German reinforcements may enter one Turn earlier.
- NZ reinforcements may enter one Turn earlier.

TURN RECORD CHART

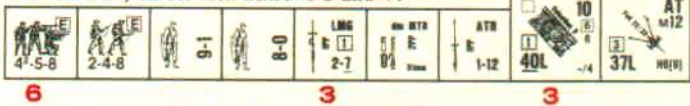
NEW ZEALAND Sets Up First [195]	1	2	3	4	5	6	7	8	9	10	END
GERMAN Moves First [212]											

Elements of B and D Companies, 25th New Zealand Battalion, and of C Squadron, 8th Battalion of the Royal Tank Regiment [ELR: 3] set up as indicated (see also SSR 3): {SAN: 4}

One each in hexes 27B8, 270F5, 270J2, 27S6, 27U2 and 25D2:



On board 27, on/between hexrows S and V:



On board 27, on/east-of hexrow H:



9th MG Platoon enters on Turn 4 along the east edge of board 27:

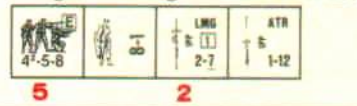


Elements of A Company, 25th New Zealand Battalion, and of D Company, 24th New Zealand Battalion, enter on Turn 5 as indicated:

Along the east edge of board 25 or 27:

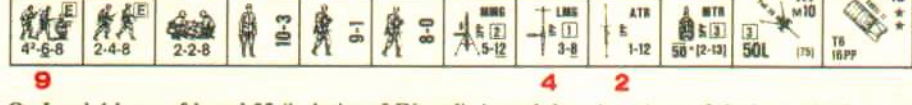


Along the east edge of board 25 or 29:



Elements of Bataillon II, Infanterie Regiment Afrika (mot) 361 [ELR: 4] set up as indicated: {SAN: 4}

IN/in/adjacent-to Wadi W3 and/or its continuation on Overlay E1:



On Level 4 hexes of board 25 (inclusive of IN wadis in such hexes), on/west-of the hexgrain that runs 25K6-U1:



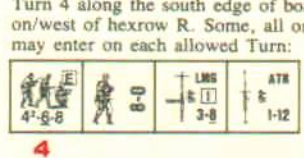
Elements of 21. Panzer Division set up IN/in Wadi W3, and on level(s) 2/3 of board 25 on/west-of the hexgrain that runs 25X0-M6-M10:



Reinforcements from Infanterie Regiment Afrika (mot) 361 enter on Turn 2 along the west edge of board 29:



Reinforcements from Infanterie Regiment Afrika (mot) 361 enter on/after Turn 4 along the south edge of board 27, on/west of hexrow R. Some, all or none may enter on each allowed Turn:



SPECIAL RULES:

- EC are Dry, with a Mild Breeze from the north at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: E1 on board 25; W3 on 27CC5-CC6; and H1 on 2713-J2.
- The following apply to British (A25.4) units that set up onboard: no MMC or tank may set up in the same hex with, or adjacent to, another MMC or tank; no unit may set up in a wadi hex or in a sangar; all vehicles set up in Motion (without Vehicle Dust; F11.74), with their VCA facing west/northwest; all Portees set up carrying their Guns. The ID of the unit that sets up possessing the radio may be secretly recorded and the radio kept offboard until such time as it malfunctions or is abandoned. The German 37L AT is Captured, and sets up non-Emplaced facing southeast in a sangar.
- New Zealanders receive one module of 80+mm OBA, but may not roll for initial Radio contact until Turn 3. Germans receive one module of 80+mm battalion mortar OBA with one Pre-Registered hex (Barrage is NA) that must be recorded prior to NZ setup. For its first (only) Fire Mission, the German module automatically receives Radio

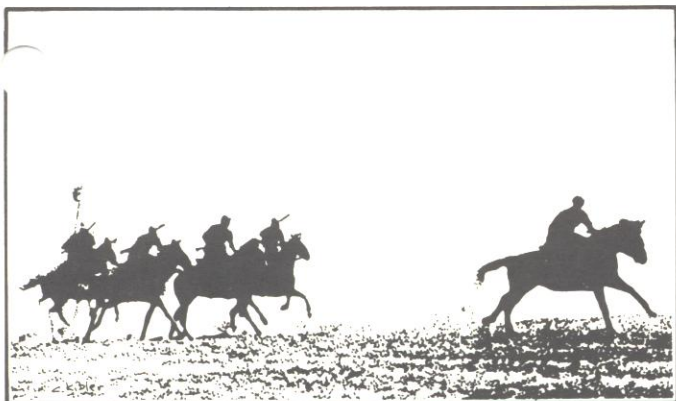
Contact and Battery Access (i.e., for that Mission no Contact DR is necessary and the Access draw is black).

AFTERMATH: The counterattacking Germans, believed to have been under the personal command of Rommel, unleashed a torrent of fire which knocked out many of the Valentines and drove to ground those New Zealanders not immediately killed. The Kiwis, with only the pervasive dust for cover, began withdrawing across the barren landscape back toward Point 175 while others attempted to establish a holding position along and below the crest of the escarpment. The Germans reacted by working their way eastward, maintaining a heavy pressure on their opponents. Farther to the south, A and C Companies of the 25th were being overwhelmed and forced to surrender, but near Point 175 the piecemeal arrival of reinforcements and artillery support enabled the New Zealanders to conduct a fighting withdrawal across it while holding onto the escarpment to the north. By dusk the situation had stabilized, and the fighting eased off. The 25th Battalion's casualties amounted to two-thirds of those present, and the New Zealand Official History states that "No New Zealand battalion in the Second World War lost more men killed in a single action... than at Point 175. Infantry Regiment 361, which comprised mostly German ex-Foreign-Legionnaires, also suffered severely however, and that night pulled back its main line several miles to the west. On the morning of the 24th the redoubtable Kiwis advanced again and retook the position with ease.

INTO THE FRAY



ASL SCENARIO 43



VICTORY CONDITIONS: The Germans win immediately when they have Exited ≥ 30 VP off the north edge, or at game end if they have amassed at least 20 more Casualty VP than have the Poles.

TURN RECORD CHART

POLE Sets Up First [84]	1	2	3	4	5	6	7	END
GERMAN Moves First [160]								

KROJANTY, POLAND, 1 September 1939: War had come, and the Polish Uhlans (perhaps the finest cavalry in the world) threw themselves into the fray. By noon on the first day, the German 20th Motorized Infantry Division was surging across the so-called "Polish Corridor" from the west towards the vital crossroads at Chojnice. Along the Chojnice-Naklo railline, the German vanguard had been fought to a standstill by recently mobilized Polish reservists. Valor alone could not win this battle, though; Polish casualties were mounting and ammunition was low. Yet, so close were the Germans that attempts to break off the action and withdraw failed. The "Pomorska" Cavalry Brigade, stationed in woodland near the village of Krojanty, was ordered to extricate their comrades.

BOARD CONFIGURATION:

4	33
---	----

BALANCE:

- Exchange the 6+1 leader for an 8-0 leader.
- All German AFV enter on Turn 2.



Remnants of 13th Infantry Regiment, 9th Infantry Division [ELR: see SSR 2] set up on hexrows R and S: {SAN: 2}

4-3-7	8-0	6+1	4-11	1-12
-------	-----	-----	------	------

14

2



Elements of 18th Uhlans Regiment, Pomorska Cavalry Brigade [ELR: see SSR 2] enter on any one turn along the north edge of board 4:

4-5-8	9-2	8-1	7-0	12
-------	-----	-----	-----	----

13

13



Vanguard of Infanterie Regiment 76 (mot.) [ELR: 3] sets up on/south-of hexrow Y: {SAN: 2}

4-6-7	9-1	8-1	8-0	5-12	3-8
-------	-----	-----	-----	------	-----

16

2

2

4



Divisional Recon Patrol enters on Turn 3 on either 4GG6 or 33GG6:

15 20L(4) -/5	34 CMG -/5/*
------------------	-----------------

2

3

SPECIAL RULES:

1. C are Moderate, with no wind at start.

2. Due to the diversity of units, Polish forces have two ELR ratings. All Polish elite units have an ELR of "3"; all 1st Line and Green Polish MMC have an ELR of "2". These apply regardless of the unit's original size/class. Any ELR change due to Battlefield Integrity affects both ELRs.

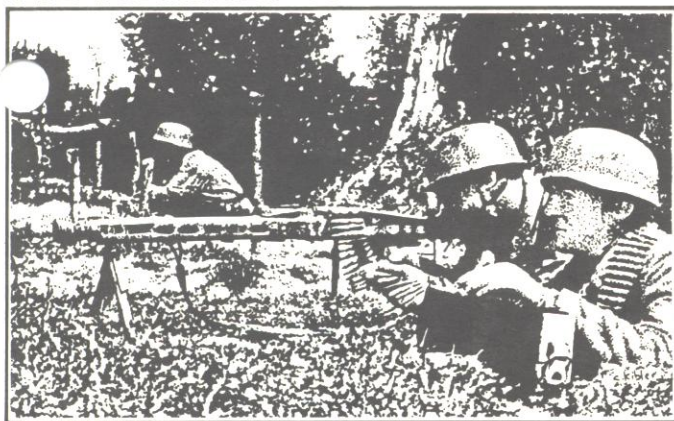
3. For PSW 221, all 1MT restrictions apply in the normal manner [EXC: the crew must be CE to fire the CMG].

AFTERMATH: It was late afternoon when the first squadron swept out of the woods on the flank of the German troops—the first cavalry charge of World War 2. Even before leaving the cover of the trees, they came under vicious machinegun fire. The chain of riders, bowed low over the necks of their horses, charged with sabres at arm's length. Despite mounting casualties, the impetus of the charge built up; over 250 men tore over the open field, sabres glinting in the sun. The German officers, caught offguard by the furious sight, tried to save their men by pulling back. Suddenly, round a bend in the parallel highway, a column of German armor appeared. At first unnoticed by the Uhlans, they announced their presence with a hail of fire, and the carnage began. In the space of a few moments, half the Polish cavalrymen and their mounts went down. The survivors, seeing that the Polish infantry had made good their withdrawal, turned and fled upon hearing the faint bugle call. Behind remained the dead, among them Captain Swiesciak who had spearheaded the charge and Colonel Mastalerz, commander of the regiment.

THE GAUNTLET



ASL SCENARIO 44



VICTORY CONDITIONS: The Germans win immediately when they have Exited ≥ 18 VP off the north edge of board 2. (See SSR 5 and 6.)

HAMAR-ELVERUM ROAD, NORWAY, 9 April 1940: The capture of King Haakon of Norway—like the German capture of King Christen of Denmark earlier in the day—would be a coup of the first order, and perhaps crucial for later military operations and occupation in the region. However, things did not go well for the Germans in Oslo. Despite problems elsewhere, German parachute troops and transport planes loaded with infantry did land at Fornebu some three hours earlier than planned. But the Norwegian government had been alerted by the Oscarsborg torpedoes that sank the *Bluecher*, and this German disaster had given them a reprieve of several hours. Aware that the King was fleeing north, Captain Eberhard Spiller, air attache to the German legation in the capital, rushed to Fornebu airport to commandeer two companies of paratroopers. Loading them aboard buses, he hoped to raid the Norwegian army headquarters at Hamar and capture King Haakon.

BOARD CONFIGURATION:

BALANCE:

Two Norwegian squads (or their equivalents) and all SMC/SW that set up with them may utilize HIP.

There are no restrictions on off-road movement for the vehicles; ignore SSR 4.



TURN RECORD CHART

NORWEGIAN Sets Up First [108]	+	1	2	3	4	5	6	7	8	9	END
GERMAN Moves First [156]											



Ad-hoc Command of Reservists and Citizen Volunteers [ELR: 2] set up on/north-of hexrow R on board(s) 11/2: {SAN: 5}

4-3-7	9-2	8-0	7-0	LMG IP 2-6	? 7 morale	Roadblock
18				3	10	2



Elements of Fallschirmjaeger Regiment 1, Flieger Division 7 [ELR: 4] enter on Turn 1 on road hex 2A6: {SAN: 2}

5-2-4-8	9-2	8-1	8-0	LMG IP 3-8	28 T7 21PP	30 T10 9PP
12			2	4	6	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- The Norwegian roadblocks may not be set up on the same mapboard.
- All German units must enter as Passengers.
- Due to the poor offroad capability of the buses, all German vehicles are subject to Bog as if Mud is in effect (D8.23) if not moving on a road.
- A vehicle carrying no Good Order Personnel as Passengers does *not* count for Exit VP.
- Due to the nature of the raid, the Germans were uninterested in being burdened with POWs. No VP are granted the German player for Norwegian prisoners.

AFTERMATH: It was a day of improvisation, and heroism. At the insistence of one Colonel Otto Ruge (who would next day be appointed CiC of Norwegian forces), a rag-tag group of reservists answering church bells and volunteers from a local rifle club was organized to block the road seventy miles north of the capital. They completed their task of felling trees and tipping wagons on the main road and an unpaved bypass not a moment too soon, for shortly after 1700 hours Spiller arrived. In a brief and bitter firefight, casualties were taken by both sides—including Captain Spiller, who was killed in the first exchange of shots. Without his leadership, the other German officers in conference decided that the goal wasn't worth the risk. The German paratroopers drove back to Oslo. But King Haakon's haven was only temporary; he would spend the next 60 days moving from place to place before finally evacuating his cabinet and family to England to form a government-in-exile.

REVENGE AT KASTELLI



ASL SCENARIO 45



KASTELLI, CRETE, 20 May 1941: A number of Greek regiments, understrength and poorly armed but with grim determination after the defeats of the past month, were on Crete. On the day of the German paratroop assault, one such—the 1st, numbering a bit over 1000 men—was stationed at Kastelli near the western end of the island to protect its small harbor. German troops landed east of the village, and north and south of the main road nearby. Needing no urging from the New Zealand officers attached, the Greeks—though poorly-armed—sallied out to meet the enemy.

BOARD CONFIGURATION:



	N
	W
11	

BALANCE:

- German sets up first.
- German moves first.

VICTORY CONDITIONS: The Greeks win immediately when they have amassed ≥ 20 Casualty VP.

TURN RECORD CHART

GREEK Sets Up and Moves First [156]	1	2	3	4	5	6	7	8	9	10	END
GERMAN [156]											



Elements of 1st Greek Regiment [ELR: 3] set up within four hexes, inclusive, of hex 3R5: {SAN: 4}

1 4-5-7	G 4-3-7	9-1	8-0	7-0	LMG 1 2-6
6	18		2	3	



Elements of Bataillon III, Sturm Regiment 1 [ELR: 4] set up on board 2 and 11 in hexes numbered ≥ 6 (see SSR 3): {SAN: 3}

F 5-4-8	9-1	8-1	8-0	LMG 1 3-8
12		2	2	



SPECIAL RULES:

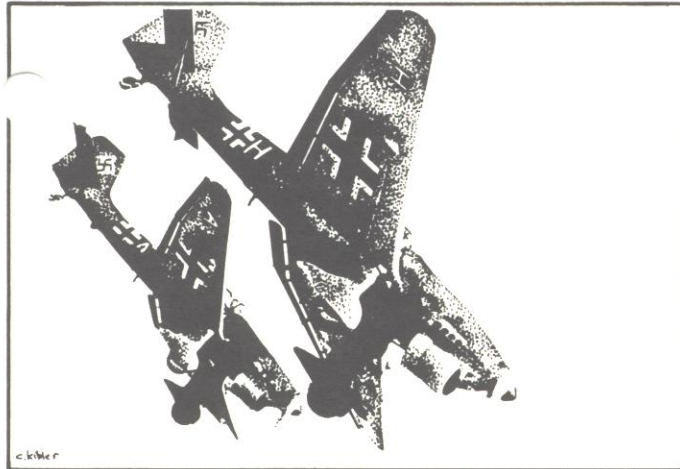
- EC are Moderate, with a Mild Breeze blowing to the north at start.
- Treat all woods as brush. A broken unit forced to rout but unable to reach a landing hex in that RtPh may rout to any terrain hex consistent with A10.51 but is *not* required to rout to the nearest building hex.
- Six German squads must set up on board 2, and six on board 11. German SMC and SW may set up on either/both.
- All German units may commence the scenario Concealed.
- The Greek 9-1 leader represents a New Zealand officer; Greek units need not take a LLMC/LLTC due to elimination/breaking of this leader. In all other respects, the 9-1 functions as if he were a Greek leader.

AFTERMATH: So furious was their attack, so bitter their rage, that by 1100 hours the pockets of German paratroopers were overwhelmed. A Greek platoon led by a New Zealander, Major Bedding, captured the last stronghold in the rocky hills above the village. The Germans lost some 50 men killed and 58 taken prisoner; 57 Greeks were killed and 62 wounded. But the real story of the battle of Kastelli began now. Bedding reported to his headquarters that he took over and jailed the prisoners taken there at the request of Greek Colonel Maniadakis, who was afraid that his own men might kill them out of hand. Yet when the German 95th Engineer Battalion took the village on the 24th, some 200 Greeks were killed—in retaliation for supposed atrocities (it was claimed that some 40 Germans were mutilated). This episode marked the beginning of numerous German reprisals against the Cretans—a new note in the crescendo of the blitzkrieg.

BIRDS OF PREY



ASL SCENARIO 46



VICTORY CONDITIONS: The Belgians must Control the bridge in hex 23X3 at scenario end.

BRIEDGEN, BELGIUM, 11 May 1940: The famous assault on Eban-Emael was only part of a sweeping operation to seize bridges across the Albert Canal—Belgium's first and foremost line of defense along which the Allies anticipated the Germans could be held at bay for five days. Even as Witzig's combat engineers debouched from gliders on the grounds of the fortress, "Assault Group Steel" (volunteers from the 1st Company, Fallschirmjaeger Regiment 1 led by Lt. Altmann) was coming to earth at the villages of Veldwezelt and Briedgen to the north. In a furious assault, the 114 Germans captured the two bridges there and destroyed the detonator wiring. Still under desultory fire, engineers removed the explosives. Altmann reported success and settled back to await relief by the 4th Panzer Division. But it was not to be that simple. The Belgian command, acting with rare alacrity, ordered the 2nd Carabiniers to recapture the lost bridges.

BOARD CONFIGURATION:

BALANCE:

- ⊙ The Stukas are limited to two consecutive Belgian Player-Turns on board.
- + Apply a -1 drm to the roll for Air Support.



11
4
23

TURN RECORD CHART

+ GERMAN Sets Up First	1	2 ⁺	3	4	5	6	7	8	9	10	END
⊙ BELGIAN Moves First											

Elements of Sturmgruppe Steel [ELR: 4] set up on board 23 north of the canal: {SAN: 3}

 8-3-8	 5-2-4-8	 9-2	 8-1	 8-0	 LMG 3-8
2	7				3

Elements of 2nd Carabinier Regiment [ELR: 3]: set up on board 11: {SAN: 3}

 4-5-8	 9-1	 8-1	 8-0	 MMG 4-11	 MTR 50-14-14
16					2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Only the bridge at 23X3 exists; ignore all others. The canal is deep and may not be crossed other than at the bridge.
3. All buildings on all boards are ground-level structures only.
4. German Air Support is available in the form of two Stukas with bombs under the usual entry conditions (E7.2). However, the Stukas are limited to two consecutive Belgian Player-Turns on board.
5. All Belgian squads have Assault Fire (A7.36) capability.

AFTERMATH: The Belgians attacked at dawn, after having neared the German picket lines under cover of darkness. The paratroopers, outnumbered and exhausted after 30 hours without respite, gave ground slowly but steadily. Soon, their backs were to the canal. The 4th Panzer, due to relieve them during the previous night, still had not appeared. In desperation, Altmann called in the Luftwaffe, who immediately dispatched a flight of Stukas. But the 2nd Carabiniers were undaunted, and simply went to ground to weather the strafing and bombing. Seeing this, Altmann led his survivors across the Briedgen

bridge, back through the village to Veldwezelt. Major Dufey, in command of the Belgian counterattack, realized that with casualties mounting he could accomplish little more—and certainly could not take Veldwezelt. He ordered the bridge at Briedgen destroyed, and his men into defensive positions.

THE LAST HURRAH CREDITS

SCENARIO DESIGN: Rex A. Martin and Brian Martuzas

DEVELOPMENT: Rex A. Martin

COVER ART: George Parrish

GAME ART: Charles Kibler

PLAYTEST GROUP COORDINATORS: John Anderson, Mitchell Balicki, Bob Bassin, Ron Burgess, Bill Conner, Chris Gammon, Russ Hall, Dan Huberman, Brian Martuzas, Bob McNamara, Kurt Nordquest, Steve Porter and Jim Stahler

TYPESETTING: Colonial Composition

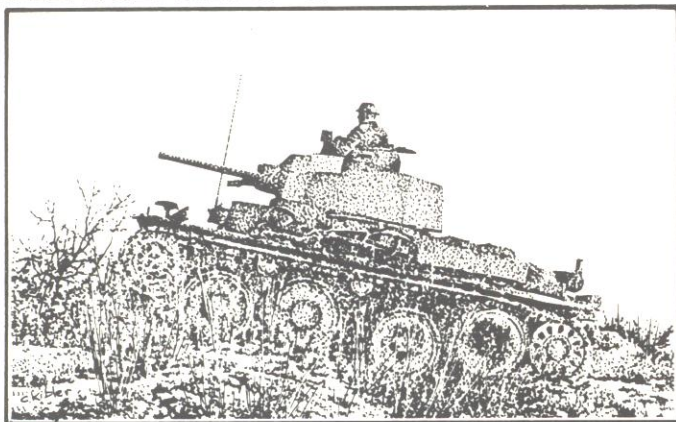
PREP DEPT. COORDINATOR: Lou Velenovsky

PRINTING: Monarch Services

RUDE AWAKENING



ASL SCENARIO 47



VICTORY CONDITIONS: The Germans win immediately when they have Exited ≥ 45 VP on/between road hexes 3Q1 and 3Y1. (See SSR 3 and 4.)

ALIBUNARA, YUGOSLAVIA, 9 April 1941: At the time of the invasion on 6 April, the Yugoslavian Army was in the midst of mobilization; only eleven divisions were ready to face the thirty German, fourteen Italian and five Hungarian divisions that plunged into their country. Confusion and despair among the defenders of this land of poor communications and divided politics were endemic. German columns often tore through enemy reserve units that were still attempting to organize, scattering them before they formed. One such instance occurred at Alibunara in eastern Yugoslavia, where the 5th Mounted Regiment had been ordered to protect this mobilization center for two regimental headquarters. Just before noon, a German column was spotted on the road east of the village. Unhappily for the Yugoslavs, it was the vanguard of the 8th Panzer Division, with the 8th Motorcycle Regiment and 59th Recon Battalion in the lead.

BOARD CONFIGURATION:

BALANCE:

⊕ All Yugoslav forces have an ELR of "2"; ignore SSR 2.

⊕ All German forces may enter on Turn 1 in any order desired.



	11	
3		2

TURN RECORD CHART

⊕ YUGOSLAV Sets Up First	+	1	+	2	+	3	4	5	6	7	8	END
⊕ GERMAN Moves First												



Elements of 5th Cavalry Regiment [ELR: see SSR 2] set up on board 3: {SAN: 2}

1 4-5-7	8-1	7-0	12
16			10

Mobilizing Recruits of the 3rd ("Dunavska") Infantry Division [ELR: see SSR 2] set up on board 3:

G 4-3-7	8-0	7-0	6-1
16			



Elements of Krafttradschuetzen Regiment 8 [ELR: 3] enter on Turn 1 on hex 2Q10: {SAN: 0}

1 4-5-7	8-1	8-0	LMG 3-8	28 -1 0/2PP	24 -1 2/3PP
8	2	6	2		

Elements of Aufklaerungsbataillon 59 enter on Turn 2 on hex 2Q10:

35 20L(4) -5	*33 20L(4) -5/*
2	

Elements of Panzer Regiment 10 enter on Turn 3 on hex 2Q10:

15 37L 4/4
5

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Due to the diversity of units, Yugoslav forces have two ELR ratings. All Yugoslav Elite and 1st Line units have an ELR of "2"; all Green Yugoslav MMC have an ELR of "1". These apply regardless of the unit's original size/class. Any ELR change due to Battlefield Integrity affects both ELRs.
3. For every 5 Casualty VP the German player gains, he may deduct one from the 45 VP he is required to exit for victory.
4. Due to the need for speed, the Germans were uninterested in being burdened with POWs. No VP are granted to the German player for Yugoslav prisoners.
5. Yugoslav Green MMC may not mount/ride horses.

6. All shellhole hexes are in play and rules for them enforced to reflect the abysmal state of the poor roads in the area; however, the riders of wrecked motorcycles are Pinned and dismounted, not broken (in variance with D15.46).

AFTERMATH: The 5th Cavalry was itself not yet fully equipped; many of the recruits did not even have mounts. While most of the arriving inductees fled into the hills as the dismounted elements of the cavalry regiment took up hasty positions in the buildings, one squadron launched a heroic, hopeless charge to gain time. The leading German motorcyclists merely paused to let the armored cars and panzers pass; and the armor promptly shot the charge into a bloody shambles. Again at the head of the parade, the motorcyclists roared through the town square. With nothing to oppose the Germans but small arms, the Yugoslavs had little chance of stemming the tide. As the motorized column drove through Alibunara, on its way to Belgrade, the Germans fired at anything that caught their eye. It was instances such as this that made the conquest of Yugoslavia the quickest and cheapest of *blitzkriegs*.

TOUJOURS L'AUDACE



ASL SCENARIO 48



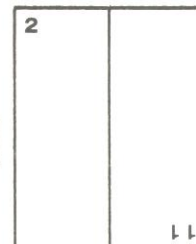
VICTORY CONDITIONS: The Germans win if all hexes within four hexes of 2U3, inclusive, are devoid of Belgian Personnel (including all HIP) at scenario end.

TURN RECORD CHART

⊙ BELGIAN Sets Up First [144]	+	1	2	3	4	5	6	7	8	END
⊕ GERMAN Moves First [247]										

WITRY, BELGIUM, 10 May 1940: Operation "Niwi", so named because of the two villages concerned, was an audacious plan to land some 400 men of SS Regiment "Deutschland" by light plane to seize crossroads near the villages of Nives and Witry deep in the Ardennes. Dispatched in two groups aboard *Fie Storchs*, their instructions were to capture and keep open the roads running to Neufchateau for Guderian's XIX Corps. Lt.-Col. Garski's command, landing in fields east of his target, was informed of the presence of troops there by stunned Belgian civilians. Organizing his small force, Garski set out through the woods.

BOARD CONFIGURATION:



BALANCE:

- ⊙ To claim victory, the German player must Control all hexes within four of 2U3, inclusive.
- ⊕ No Belgian units may utilize HIP, but add nine "?" to Belgian OB.



Elements of 6th Chasseurs d'Ardennais [ELR: 3] set up within six hexes of hex 2U3, inclusive: {SAN: 4}



12



Volunteers of SS Regiment Deutschland [ELR: 5] enter on Turn 1 along the east edge of board 11: {SAN: 2}



19

2

3



SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling fires is NA.
- All hill hexes on both boards are considered ground-level woods; outline of these woods conforms to the outline of the printed hill masses (including the cliff faces). All other terrain features (including the entire 11P8-P9 hedge) therein, except roads, do not exist and are ignored.
- Three Belgian squads (or their equivalent) and accompanying SMC/SW may use HIP.
- All German units are considered SS and all rules apply (see also Footnote A31 for these SS MMC).

5. All Belgian squads have Assault Fire (A7.36) capability.

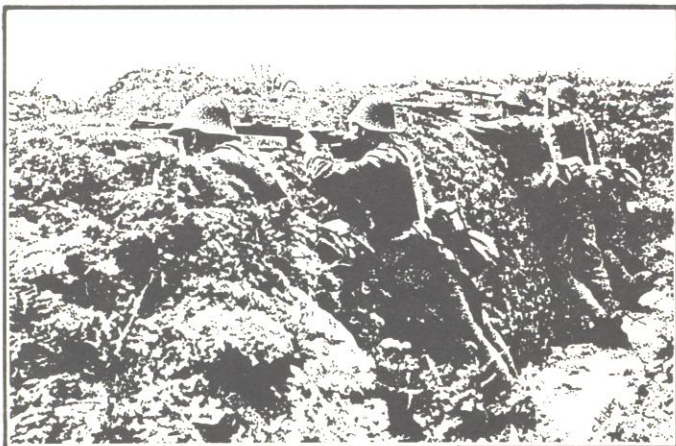
6. Civilian Interrogation (E2.4) is possible. The German is considered the ATTACKER and is in a hostile country.

AFTERMATH: Once again, boldness and cunning worked well for the lightly-armed Germans. Garski's men quickly defeated the surprised Belgians, although fire from a concealed mortar position took several lives. After some minutes of sharp fighting, the surviving Chasseurs melted into the woods to regroup and retreat. Possession of the crossroads and village was complete by 1300, at a cost of 19 German casualties. A short time later, contact was made with the advance elements of the 1st Panzer Division. The SS Division "Verfuegungs", of which "Deutschland" was a part, performed well throughout the invasion of the West, but was dissolved soon after in order that its veterans could be used to form the core of new SS formations.

PIERCING THE PEEL



ASL SCENARIO 49



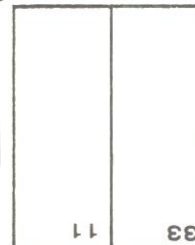
VICTORY CONDITIONS: The Germans must Control at least two Pill-boxes by scenario end.

GENNAP, HOLLAND, 10 May 1940: Between the German frontier and central Holland flows the River Maas, and it was vital for the German 6th and 18th Armies to get across this natural barrier and the Dutch defensive line just beyond it swiftly. The Dutch defensive line—the so-called “Peel Line”—was composed of bunkers and artillery casemates fronted by an anti-tank ditch, wire and mines, while not impenetrable, it was certain to slow the German advance while the Dutch mobilized. To avoid delay, and given that the German High Command was enamored of daring missions to keep the *blitzkrieg* rolling, it was not surprising that a plan evolved to sneak trains carrying German troops over the Maas bridges, penetrate the Peel Line, and then take it from the rear. At 0200, well before the opening of hostilities, German *Abwehr* troops in the uniform of Dutch MPs seized the railroad bridges at Gennap. The armored trains rolled across and five miles further to the Peel Line. Here they encountered the first resistance at 0637 as they steamed over the bridge spanning the anti-tank ditch. Through heavy fire but with few casualties, the trains proceeded another half-mile before stopping. The Germans, unhindered by the enemy, then calmly detrained and organized for the attack.

BOARD CONFIGURATION:

BALANCE:

- ▽ Add six Wire counters to Dutch OB.
- + Extend Game Length to 9 Game Turns.



TURN RECORD CHART

▽ DUTCH Sets Up First [80]	1	2	3	4	5	6	7	8	END
+ GERMAN Moves First [160]									



Elements of 30th Infantry Regiment [ELR: 2] set up on/between hexrows I and M (see SSR 2 and 3): {SAN: 3}

1 4-5-7	8-1	7-0	3 6-12	2 4-11	1+3+5 DVR, OBA: +4 Other: +2
10			2	3	6



Elements of Bataillon III, Infanterie Regiment 481 [ELR: 3] set up on/north-of hexrow W: {SAN: 2}

1 4-6-7	9-1	8-0	7-0	2 5-12	1 3-8	3 50-12-13	2 24-1
16	2			2	3	2	2

(see SSR 4)



SPECIAL RULES:

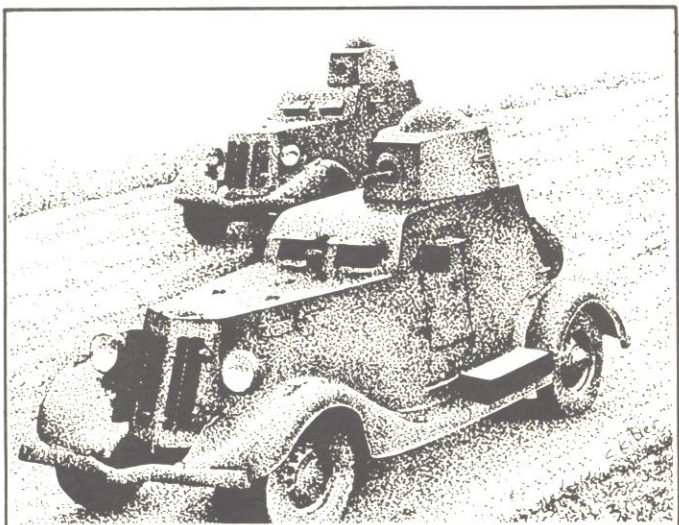
- EC are Moderate, with no wind at start.
- All Dutch MG must be initially placed in pillboxes.
- No pillbox may be placed within five hexes, inclusive, of any other pillbox; all pillboxes must face southeast. Note that Dutch fortifications may *not* be set up hidden (negate A12.33).
- To reflect the awkwardness of the flamethrowers, the two German FT have a 2PP value each.

AFTERMATH: Despite being alerted by the passage of the trains, the Dutch grenadiers of Division “Peel” were taken by surprise when attacked from the rear. Bunker bunker fell, not having been designed for all-around defense, and by 1000 the position including 210 prisoners—was in German hands. The young German troops, even encumbered with the heavy *Flammenwerfer 35* in whose use they had not been trained, had performed brilliantly. But their hold was tenuous. It had not been foreseen in the original plan that relief of the assault group by the main body of the 481st would be delayed; unfortunately, by the time the regiment was over the bridges, the initial surprise had evaporated. The invaders had to fight from house to house and did not reach the Peel Line until 1700. When they finally linked with the beleaguered 3rd Battalion, however, a two-mile wide gap had been punched through the Dutch defenses. The 9th Panzer Division roared through this next morning, on its way to Rotterdam and beyond.

AGE-OLD FOES

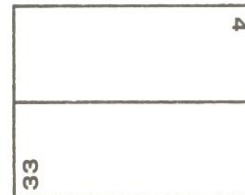


ASL SCENARIO 50



PRZEMYSL, POLAND, 27 September 1939: With the Soviet Union now in the war against them, those Polish units still in the field had only two alternatives: surrender to the Germans or Russians, or flight into the neighboring neutral Rumania or Hungary. Just miles north of the Hungarian border, General Anders commanding the battered *Grupa Operacyjna Kawalerii* pushed his troops south in hopes of slipping through the tightening noose of Russians to the east and Germans to the west. As his weary men neared the outskirts of Przemysl, fire erupted. The Poles recognized their age-old foes, the Russians, and without orders charged. With sabres drawn and lances leveled, the cavalymen commenced their gallop to freedom.

BOARD CONFIGURATION:



BALANCE:

- ☞ The Poles need to Exit ≥ 24 VP off south edge of board 33.
- ★ All Russian AFV may enter on Turn 1.

VICTORY CONDITIONS: The Poles win immediately when they have Exited ≥ 30 VP off the south edge of board 33. (Each wagon counts for 2 VP if exited.)

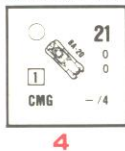
TURN RECORD CHART

★ RUSSIAN Sets Up First [84]	1	2★	3	4★	5	6	7	8	END
☞ POLE Moves First [192]									

Elements of 72nd Rifle Division [ELR: 2] set up on board 33: {SAN: 2}



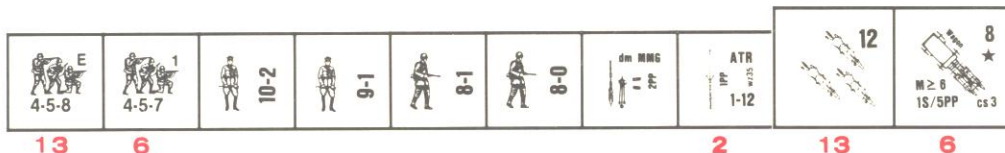
Elements of 24th Light Tank Brigade:
enter on Turn 2 along the east edge of board 33:



Elements of 72nd Rifle Division
enter on Turn 4 along west edge of board 33:



Remnants of 25th and 27th Uhlan Regiments [ELR: 4] enter on Turn 1 along the north edge of board 4: {SAN: 2}



SPECIAL RULES:

- EC are Dry, with a Mild Breeze blowing to the north at start.
- The Russian player receives one module of 80mm battalion MTR OBA with Plentiful Ammunition.
- Due to the nature of the charge, the Poles were uninterested in being burdened with POWs. No VP are granted the Polish player for Russian prisoners.

AFTERMATH: With the courage of the desperate, the Poles rode on through automatic weapon fire, wagons bearing the wounded and those without mounts in their wake. Soon Russian mortar shells began to fall among their ranks. Entering the fray came Russian armor and infantry reinforcements from right and left. Overrunning the first Russian line was not enough, and within minutes the impetus of the mad dash died. Only a few kilometers lay between them and the border, but the Poles were exhausted, low on ammunition and supplies, and riding floundering horses. The "battle" was over. General Anders was captured (and later imprisoned in Moscow). What small, scattered groups of Poles broke through made for the border—and from there some would make their way to the Western Allies to carry on the fight.

THE TAKING OF TAKROUNA

ASL SCENARIO 51



TAKROUNA, TUNISIA, 20 April 1943: As part of 8th Army's first attempt to crack the Enfidaville Line, the 5th New Zealand Infantry Brigade was ordered to capture the key observation point of Takrouna—a small village crowned by a group of tightly clustered buildings surrounded by cliffs, all atop a 600-ft. hill defended by troops of the 101st "Trieste" Motorized Division. The New Zealanders made a night attack to envelop the hill on both sides, but only on the eastern side did they gain much ground. There, after suffering very heavy casualties from vicious defensive fire, elements of the 28th (Maori) Battalion reached the foot of the hill at dawn. The capture of Takrouna seemed impossible, but the Maoris regrouped and, with boundless determination, began working their way up the slopes of the rugged, heavily defended feature.

BOARD CONFIGURATION:

BALANCE:

☉ Add an 8-1 to the British OB.

⚡ Add a 3-4-6, LMG, and 1S Foxhole to the Italian OB.

N



(Only hexrows R-GG are playable)

VICTORY CONDITIONS: The New Zealanders win if they Control hex oBB5 at game end.

TURN RECORD CHART

⚡ ITALIAN Sets Up First [64]	☉	1	2	3	4	5	6	7	8	END
☉ NEW ZEALAND Moves First										



Elements of the 1° Battaglione, 66° Reggimento Fanteria [ELR: 3] set up on board 25. All units that set up in hexes numbered ≥ 8 must be at ≥ level 2: {SAN: 3}



 3-4-6	 1-3-6	 9-1	 8-0	 MMG 2 4-10	 LMG 1 2-5	 MTR 2 45° [2-13]	 Foxhole 5 1S OVR, ORA: +4 Other: +2
12	2				3	2	5



Elements of the 28th (Maori) New Zealand Battalion [ELR: 4] enter along the east edge on Turn 1: {SAN: 2}



 4-5-8	 2-4-8	 10-2	 9-1	 1-4-9	 LMG 1 2-7	 MTR 2 51 [2-11]
6	2		2	3	2	

SPECIAL RULES:

- EC are Dry, with no wind at start. Moderate Dust (F11.72) is in effect.
- Place Overlay **X1** on hex BB5 (see F12.43). One *Italian* squad (or equivalent) plus any number of Italian SMC may cross the BB4-oBB5 hexside per RPh and per APH using Low Crawl (A10.52) or Advance vs Difficult Terrain (A4.72) respectively. Otherwise, a broken unit in oBB5 forced to rout by an ADJACENT unit (including one at level 4 on a Climbing counter) is eliminated for Failure to Rout. A unit attempting to Climb from BB6 to oBB5 must do so from Crest status along that hexside.
- Hexes AA4 and BB4 represent a native village; treat those Crag symbols as Single-Story stone buildings.

AFTERMATH: The Maoris fought their way up the hill under heavy but relatively inaccurate fire. One platoon was assigned the capture of the pinnacle, but only ten men succeeded in reaching the base of the cliff surrounding it. Dividing into two "forces" and hurling grenades ahead of them, these few clambered up. A wild melee cleared the buildings but left only four Maoris unwounded. Takrouna was taken—thanks to the enterprise, initiative and audacity of a few men. But Italians mysteriously kept re-appearing in its buildings (via a tunnel running up from the village), and it would take the much-depleted New Zealand brigade another 24 hours to secure it by clearing the adjacent village and the rest of the hill in the face of counterattacks by panzergrenadiers and Italian paratroopers.

HOLLOW LEGION CREDITS

DESIGN & DEVELOPMENT: Bob McNamara

HISTORICAL RESEARCH: Bob McNamara (with special thanks to Paolo Selva)

SCENARIOS: Bob McNamara, Eugene Murrell, Brian Martuzas, Rick Troha, Pat Jonke

COVER ART: George Parrish

GAME ART: Charles Kibler

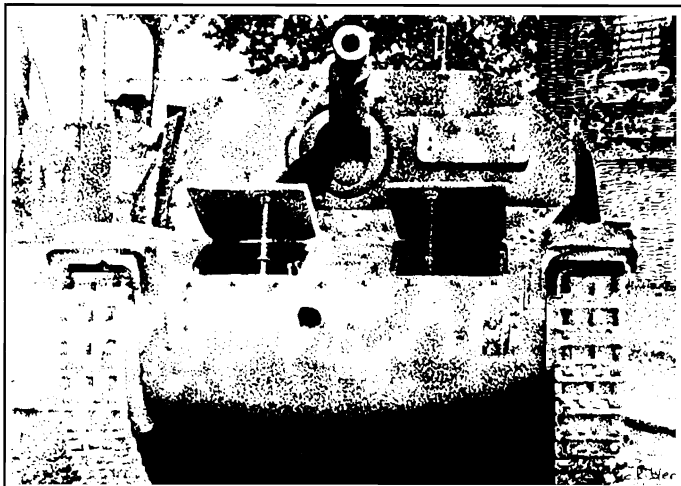
PLAYTEST-GROUP COORDINATORS: Eugene Murrell, Gerald Fahrenthold, Dave Sisler, Bruce Degi, Jeff Cebula, James Collier, Jim Stahler, Brian Martuzas, Dan Murray, Andrea Cantatore (Special thanks also to Guy Chaney, Perry Cocke, Rex Martin, and Mark Nixon)

PRINTING: Penn Photomounts, Inc.

TOO LITTLE, TOO LATE



ASL SCENARIO 52



PARMA, ITALY, 9 September 1943: Late on 8 September, the same day the armistice between Italy and the Allies was announced, elements of the 433rd Medium Tank Battalion in Fidenza were ordered to move east to Parma. There, in an attempt to keep the Germans from occupying key positions in the city, they were to link up with another force coming north from Langhirano. Early on the morning of the 9th the column from Fidenza was working its way through the city to the bridges spanning the Parma River, hoping to establish a bridgehead east of it. The troops from Langhirano were nowhere to be seen. Suddenly, a group of German motorcyclists appeared—but the tankers declined to open fire on them. After a few moments the cycles roared off, increasing the anxiety of the Italians who felt that a confrontation was now imminent. Nevertheless they proceeded on toward the bridges.

BOARD CONFIGURATION:

20	23	21

BALANCE:

☠ Germans may not Bore Sight.

♣ Reduce game length to 6 Turns.



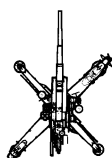
VICTORY CONDITIONS: The Italians win if they have ≥ 7 vehicles (not motorcycles) east of the canal at the end of any Game Turn. Each must have some functioning armament and an Inherent crew that is not shocked, stunned, or broken.

TURN RECORD CHART

☠ GERMAN Sets Up First	☠	1	2	3	4	5	6	7	END
☠ ITALIAN Moves First									



Advance elements of SS-Panzer Division 1 “Leibstandarte Adolph Hitler” [ELR: 5] set up in bridge Locations and/or east of the canal (see also SSR 2-4): {SAN: 3}



6 ² 5-8	2-2-8	5	8	8-0	2 5-12	1 3-8	10 12-4	?	4 88L A5 ⁷ 4 ³ 3 ⁴	8 75L	
6	3			2		2		24		2	4
								(see SSR 3)			



Elements of the 433rd Battaglione Complementi Carri M [ELR: 2] enter on Turn 1 on any one west-edge road hex: {SAN: 0}



13 47L 4 ⁷ 4/2	13 75 [*] -/-2*	12 75 [*]	12 75 [*] -/-2*	23 *20L(4)	*34 *20L(4) -/-4	28 M10 -1 OPP	9-1 2nd LI	8-0
4		2		4	2	2		2

SPECIAL RULES:

1. EC are Moist, with no wind at start. The canal is Deep. All buildings are stone (but see SSR 2).

2. In an attempt to minimize civilian casualties, both sides tried to confine their use of buildings to entrance ways, foyers, and alleys. To reflect this, each building is considered to have a ground level only, a TEM of +2, and a per-side stacking capacity of one squad (instead of three; overstacking is still allowed). All building hexsides are treated as “black-bar” rowhouse hexsides (B23.71) except during the RtPh. No vehicle may set up in or enter a building. There is no Backblast attack (C13.8) or Desperation penalty (C13.81) for firing a SCW from a building. All other rules pertaining to buildings remain unchanged.

3. All German units and weapons set up in Cloaking Boxes, with the Concealment counters representing them (or used as Dummies) onboard, one “?” per hex. When a Good Order Italian unit has a LOS to such a “?” and is within six hexes of it, that “?” is immediately removed and replaced by the contents (if any) of its corresponding Cloaking Box, which are set up unconcealed. Such a “?” is also replaced in the same manner (but regardless of Italian LOS to it) if any of the pieces it may represent wishes to perform any action other than using its LOS. Such a “?” is considered a Good Order unbroken German ground unit for Italian “?” loss/gain only.

4. No Gun may set up Emplaced or in a building. Each German unit is TI until it has a LOS to an Italian vehicle other than a cycle [EXC: it may fire at any Known Italian unit but remains otherwise TI].

5. Besides using the normal methods, a roadblock can be eliminated by using a vehicle (not cycle) to “crash through” it. A vehicle in a hex that has a roadblock hexside may expend a Crash MP (i.e., one MP) in an attempt to cross that roadblock. Having expended the Crash MP (and while still in the hex it is attempting to exit), the vehicle’s

owner then makes a dr to resolve the attempt:

Final dr	Result
≤ 2	Roadblock is removed; vehicle enters adjacent hex. *
3	Roadblock is removed; vehicle enters adjacent hex, * then immediately bogs.
4	Roadblock is removed; vehicle enters adjacent hex,* then immediately becomes immobilized.
5	Roadblock is <i>not</i> removed; vehicle immediately bogs in its present hex.
6	Roadblock is <i>not</i> removed; vehicle immediately becomes immobilized in its present hex.
7	Roadblock is <i>not</i> removed; vehicle immediately becomes a non-burning wreck in its present hex. (Normal CS rules apply.)

*(expending the required MP to do so)

There is a +1 drm if the vehicle is a non-AFV. A vehicle may not expend a Crash MP if it lacks enough MP to enter the hex across the roadblock hexside. A vehicle may not be fired on due to a Crash-MP expenditure until the results of the Crash dr have been implemented.

AFTERMATH: As the first bridge—the Ponte Umberto—came into view, the column commander spotted an AT gun on it. Immediately one of the Italian *motociclisti* sped off to see what he could of the German positions, but was forced back as the SS troops opened fire, hitting and setting ablaze one vehicle. Five of the Italian AFVs charged the bridge. The first was knocked out before reaching it. The second crashed through the roadblock, then, hit in the track, skewed off the road and rolled into the river. The following three crossed the bridge, but in the subsequent fighting to hold their position all were destroyed or captured. In the meantime the rest of the column was exchanging fire with the Germans, but at ever-worsening odds as the vehicles were knocked out one by one. Eventually, with their position untenable, the survivors rendered their guns and vehicles inoperable and surrendered. Their valiant effort had been too little and too late.

A HIGH PRICE TO PAY



ASL SCENARIO 53



VICTORY CONDITIONS: The Italians win if at the end of any Game Turn they Control the pillbox Location and hex, and the adjacent bridge Location.

SYRACUSE, SICILY, 10 July 1943: Under the codename Operation Ladbroke, the British 1st Airlanding Brigade was to capture the Ponte Grande bridge spanning the Anapo River in eastern Sicily. This would enable the British 5th Infantry Division, which was to land as part of the main amphibious invasion, to quickly reach the city of Syracuse one and a half miles to the northeast and to exploit the Catania plain beyond. More than 2000 men in 144 gliders set off from Kairouan, Tunisia, on the evening of July 9th. But the air assault was very nearly a disaster. Only 54 gliders actually landed in Sicily; the rest got lost, were shot down or fell into the sea. Of the six detailed to make the main assault on the bridge, only one, with 28 "Red Devils" onboard commanded by Lt. Louis Withers of the 2nd South Staffordshire Regiment, landed close to the Ponte Grande. They attacked the bridge shortly before midnight and captured it after a brief but intense firefight. Quickly they removed the demolitions and prepared for the inevitable counterattack. Scattered contingents of glidermen trickled into their perimeter during the remaining predawn hours, and by 0800 some 87 officers and other ranks were dug in around the bridge.

BOARD CONFIGURATION:

BALANCE:

☉ The British suffer Ammo Shortage beginning on Turn 6.

⚡ The British may not Bore Sight.



(Only hexrows R-GG on board 7 and A-P on board 17 are playable)

TURN RECORD CHART

☉ BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	END
⚡ ITALIAN Moves First [105]										



Elements of 1st Borderers and 2nd South Staffords [ELR: 4] set up within five hexes of 7AA7, but not on the island: {SAN: 3}

 4 ⁺ 5-8	 2-4-8	 2-2-8	 8	 8	 8	 2-7	 51 [2-11]	 76* [3-63] 32+	 1+5+7	 5 1S OVR, DBA: +4 Other: +2
7						4			(see SSR 3)	8



Army and Marine elements from the Piazza Marittima Augusta-Siracusa [ELR: 2] enter on Turn 1 along any edge(s) of board 17 on/north-of hexes A5 and P5: {SAN: 4}

 4 ⁺ 4-7	 3-4-7	 3-4-6	 1-3-7	 2-2-7	 8	 8	 8	 3P	 3P	 2-5	 45mm
6	5	5	2							4	2

 30 B11 1 20L(4) -12/2	 16 T10 9PP	 INF M10 B11 1 65*
2		

 2-2-7	 7-0	 91mm
---	---	--

Mortar team enters on Turn 2 along any edge of board 17 on/north-of hexes A5 and P5:

SPECIAL RULES:

1. EC are Moderate, with no wind at start. The river is Deep, with a moderate current flowing east. All marsh hexes are Open Ground, and all orchard hexes are Olive Groves (F13.5). All buildings are stone and Single Story. Kindling is NA.

2. A Two-Lane stone bridge exists in hexes 7AA6-AA8. Each bridge hex is considered Inherent Terrain (B.6) [EXC: A LOS into/through a bridge hex does not incur that hex's bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex].

3. Place the 1-5-7 pillbox in hex 7AA9. This pillbox has a 360° CA; i.e., it has no NCA and no designated CA (thus allowing its occupants to fire out in any direction—even to within its own hex). Its TEM vs Indirect Fire is +7,

and vs other types of fire is +5. Its occupants can be Encircled. All other pillbox rules apply unchanged.

4. The British suffer from Ammunition Shortage (A19.131).

AFTERMATH: The Italians advanced with armored cars and infantry, only to be repulsed time and again. But each attack inflicted more casualties on the British—especially when mortar shells began falling around the bridge. To make matters worse, an Italian field piece then opened fire on the beleaguered Red Devils. By 1530 hours, the last fifteen unwounded glidermen had run out of ammunition and were overrun; only eight escaped southward to the approaching 5th Infantry Division. The Italians again held both sides of the bridge, but lost it for good when the 5th Division attacked a few hours later. Operation Ladbroke had succeeded—though only by default, since the Italians had failed to blow up the Ponte Grande after recapturing it. The cost to the 1st Airlanding Brigade was 30% casualties—some 600 men. A high price to pay for one bridge.

BRIDGE TO NOWHERE



ASL SCENARIO 54



VICTORY CONDITIONS: The Russians win if at game end they have Good-Order-units/manned-Mobile-AFV with a LOS to any road/bridge hex(es) from 7Y10 to 17Y10 inclusive, provided all those units are also capable of applying a total of ≥ 16 FP (including use of their functioning SW, but disregarding ROF, B# and all PBF/TPBF extra FP) to hypothetical attacks vs those same hex(es).

TURN RECORD CHART

★ RUSSIAN Sets Up First [64]	1	2★	3	4	5	6	7	8	9	END
‡ ITALIAN Moves First [111]										

YASNAYA POLYANA, the UKRAINE, 12 August 1941: In July 1941 Mussolini sent the 62,000-strong CSIR (*Corpo Spedizione Italiano in Russia*—Italian Expeditionary Corps in Russia) to the Eastern Front. Its three divisions and attached troops linked up with the Wehrmacht in Romania, where the corps vehicular transport was pooled in order to completely motorize the 9th “Pasubio” *Autotrasportabile* (“truckable”) division. This unit, reinforced with corps artillery and motorcycle troops, was ordered to advance quickly to the Bug River, then turn south to cut off Red Army crossing points. In one typical small-unit action during this period, elements of the division’s advance guard had to force a crossing of a small river in order to continue their advance.

BOARD CONFIGURATION:



19	7	17

BALANCE:

‡ Delete one Russian 4-2-6 and ATR from the “Village Garrison”.

★ Exchange the Russian 8-0 for a 9-1.

Elements of the Soviet 9th Army [ELR: 2] set up as indicated: {SAN: 4}

Bridge Security Platoon sets up within four hexes of 7AA6 with a LOS to any bridge hex(es), and with at least one MMC west of the river:

4-4-7	4-2-6	2-3-7	2-4-10	1-12	50*[3-20]	7 morale	5 1S OVR, OGA: +4 Other: +2
-------	-------	-------	--------	------	-----------	----------	-----------------------------------

2

8

Village Garrison sets up in building hexes within five hexes of 17R4 [EXC: any one non-Commissar SMC may set up with a MMC of the Bridge Security Platoon instead]:

5-2-7	4-4-7	4-2-6	2-3-7	8-0	7-0	6-1	2-6	1-12	50*[3-20]
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2

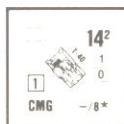
2

4

2

2

Recon tank enters on Turn 2 on any road hex along the north, south or east edge of board 17:



Elements of the 1° Battaglione, 80° “Roma” Reggimento Fanteria [ELR: 2] set up on board 19 (including half-hexes that are also part of board 7) but not adjacent to a Russian unit [EXC: $\leq$ three squads (or equivalent) and $\geq$ one SMC/SW may set up within four hexes of 7M10 instead]. All Italian units may set up concealed: {SAN: 3}

4-4-7	3-4-6	2-4-7	9-1	8-1	8-0	7-0	2-4-10	2-5	20 1-12	45*[2-13]
-------	-------	-------	-----	-----	-----	-----	--------	-----	---------	-----------

8

7

4

2

5

2

2

SPECIAL RULES:

○ are Moist, with no wind at start. All marsh is woods (except where it extends over a hexside into a Water Obstacle hex, in which case the overhanging portion is treated as non-existent). Kindling is NA.

2. A One-Lane stone bridge exists in hexes 7AA6-AA8. Each bridge hex is considered Inherent Terrain (B.6) [EXC: A LOS into/through a bridge hex does not incur that hex’s bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex].

3. The river is Deep, with a slow current to the south. However, Forging rules (B21.41-.43) apply in hexes 7M8, M9, O6, R3, U3 and X4 [EXC: it

costs Infantry two—not “all”—MF to enter such a hex]. The tank (which need not pass a movement NTC [D14.23] to enter play) must expend Amphibious MP to enter a ford hex.

4. All Russians in the “Village Garrison” are TI throughout Game Turn One.

AFTERMATH: After a thorough night reconnaissance and a surprisingly stealthy approach, the Italians launched a surprise attack on the unsuspecting Russians. Their initial success was thwarted by the unexpected appearance of a Soviet light tank which stalled the advance long enough to allow reinforcements from a nearby village to bolster the defense on the eastern side of the bridge. Only after a bitter struggle throughout the morning were the men of the “Roma” Regiment able to consolidate the area and press on with their advance.

RETRIBUTION



ASL SCENARIO 55



VICTORY CONDITIONS: The Americans win at the end of any Player Turn if they currently Control ≥ 6 of the 8 multi-level buildings on board 12 (counting each multi-hex rowhouse structure as one building) *and* have amassed $\geq 1\frac{1}{2}$ times as many Casualty VP as the Italians.

PALMA DI MONTECHIARO, SICILY, 11 July 1943: After landing at Lica-ta, Gen. Lucian Truscott's 3rd Infantry Division pushed northwest against the Italian 207th Coastal Division and supporting units. Early on the morning of 11 July, Lt.-Col. John A. Heintges' 3rd Battalion of the 7th Infantry Regiment crossed the Palma River and advanced westward along Highway 115. As the GIs approached Palma di Montechiaro they came under fire from the low hills to the south. In a slow, deliberate assault they pushed the Italians out of the hills into the town. As Heintges' men approached Palma, white flags blossomed from its buildings, prompting the Colonel to send a patrol to accept its surrender. Unfortunately, the flags had been put out by civilians, and the troops defending the town opened fire as the patrol approached, killing two of its members and wounding two more. The Americans, enraged by what seemed to be a vile trick, reacted swiftly. Heintges led ten men across an open field to place demolitions on the ground floor of a building from which heavy fire was emanating. After withdrawing a short distance they blew up the house, signalling the start of the assault.

BOARD CONFIGURATION:

BALANCE:

☪ Italians may also set up within 3 hexes of 12V4.

☆ Exchange three 6-6-6s for 6-6-7s.



12
4

TURN RECORD CHART

☪ ITALIAN Sets Up First [116]	1	2	3	4	5	6	7	8	9	END
☆ U.S. Moves First [191]										



Elements of the 177^o Reggimento Bersaglieri and 207^a Divisione Costiera [ELR: see SSR 2] set up within 5 hexes of 12Q5: [SAN: 5]



 3-4-7	 3-4-6	 2-2-7	 9-1	 8-0	 7-0	 6-1	 MMG 2 4-10	 LMG 1 2-5	 7 morale	 INF M10 65*
10	10						2	4	10	



Elements of the 3rd Battalion, 7th Infantry Regiment [ELR: 3] set up on/south/east-of the hexrows that run 12GG7-4X1-4X10: [SAN: 4]



 6-6-7	 6-6-6	 10-2	 9-1	 8-0	 7-0	 dn HMG 2-5	 MMG 2 4-10	 BAZ 43 8-4
5	11					2	3	3

SPECIAL RULES:

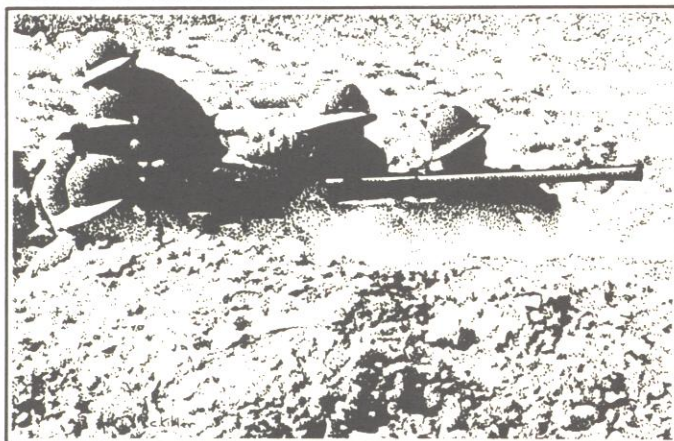
- EC are Dry, with no wind at start. All woods hexes and brush hexes are Vineyards (F13.6). All buildings are stone. Place a Stone Rubble counter in hex 12V8. Kindling is NA.
- All Italian leaders, 4-4-7s, 3-4-7s, and their HS have an ELR of "3". All 3-4-6s, 3-3-6s, and their HS have an ELR of "1". Any ELR loss/gain affects both ELRs.

AFTERMATH: With Heintges leading the assault, the battalion worked its way into the town. The defenders had been reinforced earlier in the day, however, and fought back with surprising determination. Two hours of heavy fighting ensued in the streets and houses of Palma before the surviving Italians, having had enough, withdrew westward—with Heintges' battalion, after pausing to regroup, in close pursuit.

HALF A CHANCE



ASL SCENARIO 56



VICTORY CONDITIONS: The British win immediately upon Exiting ≥ 56 DVP off the west edge of board(s) 28/29/30. Otherwise they win at game end if they have Exited ≥ 28 DVP via that same area *and* have amassed more Casualty DVP than the Italians. Subtract one DVP for each tank Exited with malfunctioned MA.

BIR EL GUBI, LIBYA, 19 November 1941: On November 18th the British 8th Army unleashed Operation Crusader, an offensive designed to drive the Axis from Cyrenaica. Vital to its success was the 7th Armoured Division, which contained in its three armoured brigades some 500 tanks—more than the three Axis armoured divisions combined. Initially, the 22nd Armcd. Bde. with its full complement of new Crusader tanks was to attack the Italian 132nd “Ariete” (Ram) Armored Division, an untried unit whose fighting abilities the British discounted. Although Rommel dismissed the possibility of any attack, the Ariete, which was positioned some 37 miles south of Tobruk to cover the Axis’ open southwestern flank, had been alerted by the Italian intelligence service that an assault was imminent and had prepared its defenses behind areas of low-lying ground turned boggy by heavy rains. Skillfully camouflaged, its men and guns stood ready for the first British tanks to appear.

BOARD CONFIGURATION:

			30	28	27
				D6	
			D5	D2	
					D4 D1
26	31	29			



BALANCE:

- ⊙ Add board 31 to the British Exit area.
- ⚡ Italian OBA is 100+mm (HE only).

TURN RECORD CHART

Simultaneous Setup	⊙ 1	2 ⚡	3	4	5	6	7	8	9	10	END
⊙ BRITISH Moves First											



Reinforced elements of the III° Battaglione Bersaglieri [ELR: 3] set up in non-deir hexes on/west-of hexrow U on boards 27 and 30. At least one AT and two squads must set up in whole hexes of each board. All but the OBA Observer must set up in a foxhole or sangar and/or Emplaced. Dummy stacks may be set up in non-Concealment Terrain: {SAN: 2}

3-4-7	2-2-7	9-1	8-0	7-0	MMG 2 4-10	LMG 1 2-5	20L 2 1-12	Phone 112 11	? 7 morale
-------	-------	-----	-----	-----	------------	-----------	------------	--------------	------------

8

5

2

2

12

3 AT M12 47	3 AT M12 37L	Foxhole 5 OVR, OBA: +4 Other: +2	Sangar 15 or Gun OBA: +3+ Other: +1*
-------------	--------------	----------------------------------	--------------------------------------

3

2

6

4

Elements of the VII° Battaglione Carri M enter on Turn 2 along the north edge of board 26:

4 11 3 47 4*/4	4 11 3 47 4*/4/2	8-1 1st Sgt
----------------	------------------	-------------

14

2



Elements of the 3rd County of London Yeomanry enter on Turn 1 along the east edge of boards 28 and 30, expending no more MP than half their printed allotment during that turn. At least five tanks must enter on each board: {SAN: 0}

5 15 4 3 40L -/4	5 15 4 3 40L -/4/2	5 15 4 3 40L 2*/4	5 15 4 3 40L 2*/4/2	4 15 4 3 76* -/4	4 15 4 3 76* -/4/2	9-2 1st Sgt	8-1 1st Sgt
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4

2

4

2

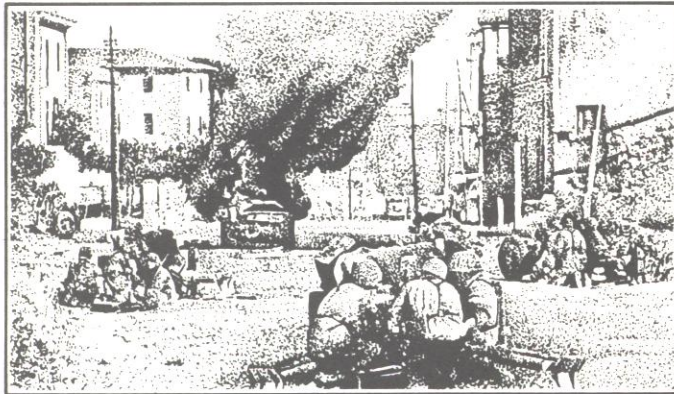
SPECIAL RULES:

- EC are Moist, with no wind at start.
- Place overlays as follows: **D1** on 27W4-V3; **D2** on 28T6-S6; **D4** on 27X7-Y7; **D5** on 30X10-X9; and **D6** on 30S2-T1. All deir hexes are also Bog hexes that qualify for the “soft ground” DRM as per D8.21.
- Setup is simultaneous, with the British setting up offboard. Stand extra boards between the two setup areas, so neither player can see the other’s setup until play is ready to commence.
- The Italians receive one module of 70+mm OBA (HE only). For its initial Battery Access draw, remove a *black* card/chit (thus giving it automatic Access for its first Fire Mission). An SR/FFE counter that lands offboard is *red* unless Hindrances block the Observer’s LOS to it (B.10).

- A BU tank must add a +1, and a moving/Motion tank (as per C.8) a +2, DRM to its sM Usage DR.

- Use M14/41s for the extra M13/40s needed.

AFTERMATH: On the morning of November 19th a patrol from the 132nd Regiment met and was routed by the lead British squadron. Following doctrine, the British tanks immediately charged after the fleeing Italians and ran head-on into the infantry and AT positions of the reinforced 8th Bersaglieri Regiment, where they were stopped cold. The 3rd CLY was then ordered to make a flanking move to the northeast, but while attempting to do so was met by a determined counterattack of the entire 132nd Tank Regiment. The battle raged throughout the day, with Crusaders repeatedly charging the Italian guns through artillery concentrations and volleys of armor-piercing shells. Finally, after the loss of more than 40 of its 150+ tanks, the British were forced to withdraw. Italian morale soared, for the men of the Ariete had shown at last that, given half a chance, they could engage the enemy and emerge victorious.



VICTORY CONDITIONS: The Germans win immediately upon Exiting ≥ 30 VP (excluding all prisoners and captured items) off the north edge on/between hexes 21I1 and 21Y1.

Porta San Paolo, ROME, 10 September 1943: Fearing a breach of security which would alert the Germans, Italy's war leaders had decided to give their forces in the field no advance notice of the armistice with the Allies. To make matters worse, when the armistice was announced on September 8th they then fled the capital and were *incommunicado* for several days, leaving local commanders in the dark about how to act. As a result, when the Germans requested or demanded their capitulation, many commanders simply acquiesced, telling their troops to lay down their arms and go home. Others held their positions and stood for time, but allowed the Germans to pass freely. A few, however, acted on their own initiative and resisted their erstwhile comrades-in-arms. This was especially true around Rome, where Gen. Carboni, hoping against hope that the Allies would attempt to capture the Eternal City by a *coup de main*, assumed *de facto* command and ordered the troops in and around the city to defend it—with force if necessary. As the German 2nd Parachute Division advanced from the south, several Italian formations, including the elite 21st "Grenadiers of Sardinia" Division, set up blocking positions and attempted to halt it. Slowly but inexorably the paratroopers pushed closer and closer to Rome. By September 10th the fighting had reached the suburbs outside the city walls, and Gen. Carboni reinforced his embattled Grenadiers as best he could.

BOARD CONFIGURATION:

BALANCE:

III In the Victory Conditions, change "30" to "35".

✦ In the Victory Conditions, change "30" to "25".



		23
21	22	

TURN RECORD CHART

III ITALIAN Sets Up First [121]	✦	1	2 III	3 III	4	5 III	6	7 III	8	9	10	11	END
✦ GERMAN Moves First [224]													

Elements of the 21st "Granatieri di Sardegna" Divisione, the Lancieri di Montebello, and the 235th Reggimento di Artiglieria Controcarrichi e Semoventi [ELR: 3] set up on board(s) 21/22 (see SSR 2): {SAN: 5}



4'-4-7	2-4-7	2-2-7	9-1	8-1	7-0	HMG 3 811 6-12	HMG 2 811 4-10	LMG 1 811 2-5	MTR 2 811 45-[2-13]	20L 1-12	? 7 morale
11	3	4					2	4		2	12
105 13 8 3	75* 13 3	47 14 3	20L(4) 30 1	ART M8 75	AT M12 47	AA M11 20L(4)	Roadblock				
			2		2		3				

Elements of the 4th "Genova" Reggimento di Cavalleria enter along the north edge of board 21 during the Player Turn in which the Italian player makes a RPh Reinforcement $dr <$ the current Game Turn number:

3-4-7	8-0	LMG 1 811 2-5	20 21PP	Armed civilians [ELR: 0] appear as per SSR 5:	3-3-7
3		3			3

Reinforced elements of Fallschirmjaeger Division 2 [ELR: 4] enter on/after Turn 1 on/between hexes 23I1 and 23Y1. All, some or none may enter on each turn: {SAN: 3}



5'-4-8	2-2-8	9-2	8-1	8-0	dm HMG 1 811 3-8	dm HMG 1 811 3-8	LMG 1 811 3-8	PSK 1 811 12-4	FT 24-1	DC 30-1
16	2		2	2			5	2		2
75L 13 8 3	18 15PP	AT M11 40LL								
4	2	2								

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the northwest at start. All buildings are stone (but see also SSR 2). Treat all canal and Water Obstacle hexes (including bridges therein) as Open Ground; however, any roads they contain still exist. The stream is Dry. Kindling is NA.
- In an attempt to minimize casualties to non-combatants, both sides tried to confine their use of buildings to entrance ways, foyers and alleys. To reflect this, each building is considered to have a ground level only, a TEM of +2, and a per-side stacking capacity of one squad (instead of three; overstacking is still allowed). All building hexsides are treated as "black-bar" rowhouse hexsides (B23.71) except during the RtPh. No vehicle may set up in or enter a building. There is no Backblast attack (C13.8) or Desperation penalty (C13.81) for firing a SCW from a building. All other rules pertaining to buildings remain unchanged.
- The Italian player may use HIP to set up three squads and all SW/SMC that set up in the same Location(s) with them.
- Ammunition Shortage (A19.131) is in effect for the Italians (but not for the partisans).

5. At the start of the Italian ATTACKER RPh in Turns 3, 5 and 7, the Italian player may place one unconcealed partisan squad at ground level in or adjacent to any building in the playing area [EXC: he may not place it in the same Location as, or ADJACENT to, a German AFV or a Known Good-Order German MMC]. Partisans have an ELR of 0 (any ELR gain affects both ELRs), may not Deploy [EXC: A20.5], treat all SW and Guns as Captured, treat Italian leaders as *Allied* (A10.7), may not participate in multi-Location FG, and are ignored for Battlefield Integrity purposes.

AFTERMATH: With the help of a few squads from the Genoa Cavalry, and the AFVs Montebello Lancers and 235th AT/SPA Regiment, the Grenadiers once again strove to hold the German advance. But this was becoming an increasingly difficult proposition. Ammunition was running low, and casualties were mounting at an alarming rate. Some civilians joined the fray, but a call for Rome's citizens to rise up against the Germans went largely unheeded. In desperation, Gen. Carboni tried to contact the Allies to request air strikes—only to discover that no one in Rome was in radio communication with an Allied headquarters. But even as his troops battling the paratroopers began to crumble under the relentless pressure, he was summoned to a meeting of Italian generals where was read a German ultimatum to cease all resistance or suffer the bombing of the city. The Italians, with Carboni dissenting, accepted—and thus ended the battle for Rome. Kesselring, the German C-in-C southern Italy, now ordered the 2nd Parachute Division to rush south to Salerno where the British and Americans had landed—but was informed that, due to the stiff resistance put up by the Italians, it would be many days before his paratroopers were ready to fight again.



VICTORY CONDITIONS: The Italians win immediately when they have amassed ≥ 45 Casualty DVP.

TURN RECORD CHART

☉ BRITISH Sets Up First [118]	1	2	3	4	5	6	7	8	9	END
☿ ITALIAN Moves First [119 (Turn 2)]										

Elements of 2nd Battalion The Rifle Brigade, the 11th Hussars, and the 106th Royal Horse Artillery [ELR: 4] set up on boards 27 and 28 on/north-of hexrow P: {SAN: 3}

4 ² 5-7	2-4-7	6-1	8-1	8-0	4-12	2-7	1-12	51 [2-11]	24	16
9	3				4	3	3			
25	2	24	23	12						

Elements of C Battery, 4th Royal Horse Artillery set up on boards 27 and 28 on/south-of hexrow Z:

5	88
2-2-8	2

Elements of the 10^a Armata enter on Turn 1 along the north edge of board(s) 26/29: {SAN: see SSR 7}

11	12	13	12	29
47	837 B11	B11	B11	B11
4*/4	*CMG	*BMG	BF32	*CMG - 32*/4/*
6	2	4		2

Other 10^a Armata elements [ELR: 2] enter on Turn 2 along the north edge of board(s) 26/29. The 8-1 and all 3-4-7s must enter as Sidecar Riders:

3-4-7	3-4-6	1-3-6	9-1	8-1	8-0	7-0	6-1	2	5	3	3
6	15	4									
12	20	18	15	24							
B11	21PP	29PP	36PP	M9							
75				3PP							
2	5	3	3	6							

SPECIAL RULES:

- EC are Moist, it is Gusty (E3.4), and there is a Mild Breeze from the west at start. Place overlays as follows: S1 on 27D3-D4; SD1 on 28E3-F3; SD2 on 26L5-L4; and SD3 on 27H4-I4. A paved road (F9.) runs through all hexes numbered "10" on boards 26 and 28 (and offboard; A2.51). All dunes are Low.
- Prior to setup, take any eight German AFV counters, hold them all one foot above hex 26X10, and drop them simultaneously. Position each, Wreck-side up, in the hex it most nearly covers (or, if offboard, in the hex it is closest to). These wrecks may be neither Scrounged nor set Ablaze.
- The Italians receive one module of 70+mm OBA (HE only) directed by an Off-board Observer at level 0 in a hex along the playing area's north edge; the exact edge-hex is secretly chosen and recorded by the Italian player prior to setup.
- During setup, each Italian vehicle capable of carrying Passengers may be covered by a 1/2 "??", with that vehicle's actual Passengers (if any, and including SW) placed out of the opponent's view in a Cloaking Box corresponding to that "??"'s ID. Such a "??" does not itself bestow concealed status on the vehicle or Passenger(s), but does prevent the opponent from inspecting that vehicle's contents, and is removed (and replaced by the vehicle's actual contents if any) as per the normal rules for "??" loss [EXC: not for being in enemy LOS unless within six hexes of a Good Order enemy unit, nor for movement of the vehicle]. Passengers are also revealed if they pass a Crew Survival

SIDI SALEH, LIBYA, 7 February 1941: In an attempt to halt the Italian 10th Army which was retreating south from Benghazi, Combe force—a motor infantry battalion reinforced with artillery and armored cars—was dispatched ahead of the pursuing British 7th Armoured Division. On 5 February Combe force cut the coast road 25 miles north of Agedabia less than an hour before the first Italians arrived on the scene. For the rest of that day and the next, it repelled a series of disjointed attacks made by rear-echelon troops. Finally, on the morning of the 7th, the Italians, having been re... forced during the night, made a last desperate attempt to break through.

BOARD CONFIGURATION:



26	SD2	SD1	28
29		S1 SD3	27

BALANCE:

- ☉ In the Victory Conditions, change "45" to "50".
- ☿ In the Victory Conditions, change "45" to "40".

DR (D6.9); i.e., if eliminated outright they need not be revealed.

5. These British Portees mounted 37mm Bofors AT guns. Therefore, the MA of each Portee is "37L", its Gun Type is "NT", its ROF is "3", and it can fire only at targets that lie within the Portee's "rear" VCA. If the Gun is unloaded from the Portee, use a Russian 37L AT to represent it; HE use is NA, but it is not considered a Captured weapon. All other Portee rules apply unchanged, as does its DVP value.

6. Bore Sighting is NA, and F.4 is in effect. A-P mines may not be exchanged for A-T mines, or vice-versa.

7. The Italian Sniper counter is placed onboard in the normal manner, but its SA "0" until the start of Turn 3 when it becomes "2".

AFTERMATH: The attack forced the outnumbered British to fight back frantically. Italian tanks pressed on regardless of losses and broke into the defenders' line, overrunning the infantry (who took cover, then re-emerged after the tanks had passed) and destroying the AT portees. A number of M13s penetrated as far as the 2nd Rifle Brigade HQ before being knocked out. The 25pdrs situated in the rear prevented a breakthrough however, and with their armor losses mounting and their infantry pinned down by the still-intact British infantry, the Italians were finally forced to fall back. Soon afterward, white cloths and handkerchiefs began to dot their positions as the demoralized mass of men, no doubt spurred on by the appearance of British tanks prowling southward from Beda Fomm, realized the hopelessness of their situation. Wholesale surrender soon commenced, and by the next day the entire 10th Army was "in the bag", marching off into captivity. "Ci arrendiamo" ("We surrender") had become its battlecry.

SMERTNIKI



ASL SCENARIO 59



VICTORY CONDITIONS: The Russians win immediately when they either have Exited ≥ 47 VP off the west/south edge(s) on/between 18FF0 and 2P6, or have amassed ≥ 22 Casualty VP. Every two Casualty VP amassed by the Japanese adds *one* to the needed Russian *Casualty (only)* VP total.

6 miles north of MUTANCHIANG, MANCHUKUO, 13 August 1945: The surprise Soviet blitzkrieg across the eastern border of Manchukuo did not necessarily seal the fate of the defending Japanese 5th Army. What ultimately decided the issue was the battle for the ancient and strategically located city of Mutanchiang. Important to its quick capture was a great railroad bridge spanning the Mutan River north of the city. At 0500 on August 13th, Lt.-Col. G. S. Anishchik's 257th Tank Brigade and attached SP guns, the point unit of the 1st Red Banner Army, roared into and seized Hualin just over a mile northeast of the bridge. But, with four days of fighting and continuous travel over arduous terrain having reduced his 65 T-34s to only 19, Anishchik wondered whether his depleted and weary outfit could capture and hold the span. Nevertheless, under orders to maintain the advance with all speed, he decided to send a reinforced tank company down the road in hopes of achieving a second *coup de main* that day.

BOARD CONFIGURATION:

(Hexrows Q-GG on board 2 and A-Q on board 18 are unplayable)



	17	
	2	
16		18

BALANCE:

- ★ Delete the first sentence in SSR 3.
- Change the initially needed Russian Exit and Casualty VP totals to "50" and "25" respectively.

TURN RECORD CHART

● JAPANESE Sets Up First [160]	★ 1	2	3	4	5	6	7	8	9	10	END
★ RUSSIAN Moves First [119]											

Elements of the 370th Infantry Regiment, 135th Infantry Division [ELR: 2] set up on/south-of hexrows 16X and 17J; see SSR 3: {SAN: 4}

2 3-4-7	2-2-8	10-1	10-0	8+1	2 4-11	1 2-6	2 50+[-16]*	30-1	?	11	5 Mine
13	3				2	3	6	10		18 factors	5 factors
1 75*	5 OVR, OBA: +4 Other: +2	OVR, OBA: +4 Other: +2	1+3+5								
2	9	5									

Reinforced elements of the 257th Tank Brigade [ELR: 4] enter on Turn 1 on 17GG5 (see SSR 4): {SAN: 2}

6-2-8	4-5-8	9-2	8-0	9-1	16 11 6 76L 2/4	16 4 1 76L
9					10	2

SPECIAL RULES:

- EC are Wet, with no wind at start. All grain is marsh. The only road that exists is the one running 17GG5-16I1-16N4-18Y1. The bridge in 18R5 does not exist. The normal road rate/bonus is NA.
- A-P mines may not be exchanged for A-T mines.
- three Japanese squads (and all SW/SMC [EXC: DC Hero; G1.424] stack with them) may use HIP. The Japanese may use MOL, but may make MOL Check dr only vs AFV.
- All Russian AFV must enter in one Convoy (E11.1), with all Personnel as Riders. The Convoy *road* movement rate is one—not two—MP per hex, whether BU or CE. Until some Convoy unit has a LOS to a *Known* enemy unit or is attacked in any way, no AFV may expend a Stop MP, no Rider may Bail Out voluntarily, and the Russian player may conduct no activity that will result in a Rider having to Bail Out.
- The 4-5-8 is a Sapper squad (B28.8).

AFTERMATH: The bridge was defended by the "Takikawa" Battalion, whose main position lay in the heights just east of where the road crossed the river. As the T-34s rolled down the road toward the bridge, Major Takikawa gave the order—and a tremendous explosion dropped the bridge into the water. Simultaneously, Japanese ordnance, machine guns and soldiers in camouflaged foxholes opened fire, throwing the tank column and its riders into momentary confusion. And from other foxholes rose up his tank-hunter volunteers—*Smertniki* as the Russians called them—stooping under heavy loads of explosives as they charged the tanks. Bursts of submachine gun and tank MG fire mowed them down, but some got through to deliver their deadly load. Mines were discovered in the road, but the Russian sappers called forward to clear them were pinned down by vicious fire. Finally Anishchik ordered a retreat back to Hualin. Two hours later he renewed the attack, but with no greater success. By 1800 hours his tank strength had been reduced to seven, forcing him to fall back again, this time even beyond Hualin. Not until the next afternoon would the decimated 257th, reinforced by two SU-76 battalions detached from their rifle divisions and rushed forward to his aid, drive back the remnants of Takikawa's force.

ON THE KOKODA TRAIL



ASL SCENARIO 60



VICTORY CONDITIONS: The Japanese win if at the end of any Game Turn there are ≥ 23 points of Good Order Japanese units on whole hexes of board 34 on/between hexrows oT and oDD.

DENIKI, PAPUA NEW GUINEA, 9 August 1942: The Japanese held the north coast of eastern New Guinea; the Australians under Gen. MacArthur, the south. Between them loomed the rugged Owen Stanley mountain range, across which ran the Kokoda Trail from Port Moresby to Buna, forming the only practical north-south route on that end of the island. As Yokoyama Force pushed southward along the trail, the Allies' Maroubra Force strove to halt or at least delay it. The first clash came on July 23rd at Awala, where Papuan reconnaissance troops and an accompanying platoon of Australian militiamen were thrown back. After fighting a series of delaying actions, by early August the scattered elements of Maroubra Force had been forced back to prepared positions at Deniki, four miles south of Kokoda. There, having lost most of its native troops who had "gone bush", it was joined by the remainder of the militia battalion, thus uniting Maroubra Force for the first time. A three-company counterattack was then launched which recaptured Kokoda and its vital airfield—but this success proved short-lived when on the next day the Japanese assaulted Deniki.

BOARD CONFIGURATION:

BALANCE:

- Allied reinforcements enter on Turn 6.
- ⊙ One additional Allied squad (and all SW/SMC stacked with it) may use HIP.



37	34
Wd4	1

TURN RECORD CHART

⊙ ALLIED Sets Up First (see SSR 3) [121]	● 1	2	3	4	5 [⊙]	6	7	8	END
● JAPANESE Moves First [298]									

Elements of B and C Companies, 39th Battalion, and of the Papuan Constabulary [ELR: 3] set up on board 34 on/between hexrows L and P, and on board 37 on/south-of the diagonal hexrow 37L0-37FF10: {SAN: 3}

6 ² -4-8	4 ² -5-7	4-4-7	3-3-7	2-4-8	9-2	8-1	8-0	4-12	2-7	5 ¹ [2-11]	7 morale	5 OVR, OGA: +4 Other: +2
2	5	4	3					3	2	16	15	

D Company, 39th Battalion, and elements of the 1st Papuan Infantry Battalion enter on Turn 5 on/between hexes 34T0 and 34DD0:

6 ² -4-8	4 ² -5-7	3-3-7	2-4-7	9-1	2-7	5 ¹ [2-11]
5						

Elements of the 1st Battalion, 144th Infantry Regiment [ELR: 4] enter on Turn 1 in three groups (see SSR 3), with the elements of each group entering on/adjacent-to its recorded entry hex: {SAN: 5}

4 ² -4-8	4 ¹ -4-7	2-2-8	10-1	10-0	9-1	9-0	8-0	2-6	5 ¹ [2-11]	5 ¹ [2-11]
6	14	2						2	6	6

SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect.
- Place Overlay 1 on 34DD8-DD9 and Wd4 on 37X8-Y8. The path in 37X8 and 37Y9 still exists.
- Prior to the start of Allied setup, the Japanese player must secretly divide his entire force into three groups and record a *different* entry hex for each. The possible entry hexes are: 34I1, 34A5, 37Q10 and 37Y10. Each group must contain at least: six squad-equivalents, one leader, two LMG and two $\geq$ one group may enter in Column (E11.5).
- $\leq$ three Allied squads (and all SW/SMC that stack with them) may use HIP.
- The 3-3-7 squads are Papuans, and are considered Partisans. They have an ELR of 3, may neither Deploy [EXC: A20.5] nor make Entrenching Attempts, may not form (nor participate in) multi-Location FG, use *all* SW as Captured, and have their Inherent MF allotment increased by one. All Allied leaders are Australian (not Partisan), and rules for Allied Troops (A10.7) apply. Concealed Allied stacks are considered Papuan for MF/Straying purposes only if containing $\geq$ one Papuan MMC. Papuans are ignored for Battlefield Integrity purposes.

AFTERMATH: The 39th Battalion held a thin line of squad-sized outposts around Deniki. So dense was the vegetation that in some cases positions only fifty yards apart were effectively isolated from each other. Suddenly about two hundred Japanese attacked the perimeter and dozens of small firefights erupted, weaving a complex and confused tale typical of jungle warfare in New Guinea. In one notable act of heroism, an Australian Vickers MG crew kept some twenty Japanese from crossing a clearing, killing several and pinning down the rest. When the gunner was killed by a sniper, his mate took over and maintained the block for several more crucial minutes until he too was felled by sniper fire. Around 1330 hours, one Aussie company that had participated in the counter-attack on Kokoda emerged from the jungle and helped strengthen the perimeter. Later that afternoon the Japanese, unable to break the defenders' grip on the village, finally fell back to await reinforcements. Night settled quietly over the area. But the storm would break again on the 13th, and by the 14th the Australians would be in hasty retreat once more.



VICTORY CONDITIONS: The Japanese win immediately if they have Exited ≥ 20 VP off the south edge of the playing area. In addition to normal Exit VP, each functioning SW (even if dm) Exited off that edge by the Japanese is worth a number of Exit VP equal to its non-dm printed ROF (halved [FRU] if that SW is Captured); the U.S. radio is worth no points, but the Gun is worth five VP if functioning when thusly Exited.

TURN RECORD CHART

☆ AMERICAN Sets Up First [159]

● JAPANESE Moves First [273]

1	2	3	4	5	6	7	8	END
---	---	---	---	---	---	---	---	-----

DAMULAAAN, LEYTE, THE PHILIPPINES, 24 November 1944: Following the American invasion of Leyte, the Japanese 16th Army had fallen back into the mountains. The U.S. X Corps was given the task of taking Ormoc, keystone of the Japanese position, with the 32nd Infantry Regiment ordered to lead the advance by seizing the coastal village of Damulaan. It accomplished this with ease, but after several days began receiving reports that a large Japanese force was moving toward the town. Fearful that the regiment would be surrounded if it concentrated in one location, the commander of its parent 7th Infantry Division ordered that only one battalion supported by artillery was to hold the point of the advance—the ridge separating the Palanas and Bucan rivers. The GIs called it “Shoestring Ridge”—due not to any peculiarity of terrain but to the meager forces holding this vital piece of ground. On November 23rd the Japanese began a series of intense night assaults along the ridge, and by the evening of the 24th the defenders’ situation was becoming desperate.

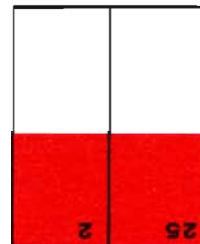
BOARD CONFIGURATION:

BALANCE:

☆ In the Victory Conditions, change “ ≥ 20 ” to “ ≥ 25 ”.

● Increase game length to 8½ turns.

▲
N

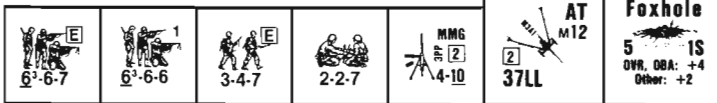


(Only hexrows A-P are playable on each board)

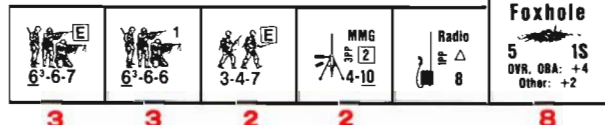


Reinforced elements of Companies K and L of the 32nd Infantry Regiment [ELR: 3] set up as indicated. No more than one MMC (plus any SMC/SW/Gun stacked with it) may set up per hex: {SAN: 4}

On board 25 hill hexes on/south-of hexrow I:



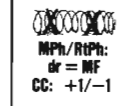
On board 2 hill hexes on/south-of hexrow I:



Using HIP, on/south-of hexrow F but at a range of $\geq$ two hexes from all other U.S. Personnel:



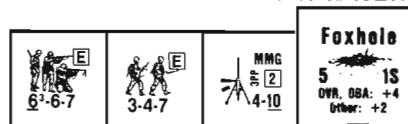
On/between hexrows E and M:



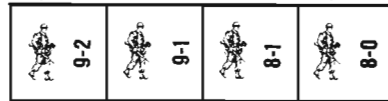
In bamboo/wire Locations anywhere:



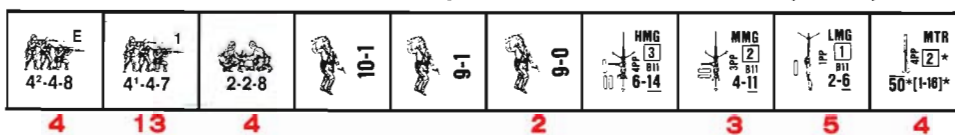
At level 0 and within two hexes of 25L0:



Anywhere in all three MMC-setup areas:



Elements of the 13th Independent Infantry Regiment [ELR: 4] enter on Turn 1 along the north edge of the playing area, with two leaders and $\geq$ eight squad-equivalents entering on each board (hex 2P10 may be considered as part of either board). The first onboard hex each unit enters costs one MF regardless of that hex’s level/terrain: {SAN: 3}



SPECIAL RULES:

- EC are Wet, with a Mild Breeze blowing from the southwest at start. PTO Terrain (G.I) is in effect [EXC: all woods are kunai instead of jungle, all hammada is Open Ground, and all crags are palm trees]. All buildings are huts. The various rules that apply to Desert Boards (e.g., F.1A, F.1B, F.2, etc.) are not in effect. All Depressions are gullies—not wadis.
- Night rules (E1.) are in effect. The initial Base NVR is 5 hexes with no Cloud Cover and a Full Moon. The Japanese player is the Scenario Attacker; the U.S. player is the Scenario Defender. The Majority Squad Type of the Japanese is Stealthy; that of the Americans is Normal.
- The Japanese player may make a Recon dr (E1.23), and may have his SW enter play dismantled/assembled (even if Cloaked).
- The U.S. receives one module of 60mm mortar OBA (see U.S. Ordnance Note 1) with one Pre-Registered hex. Barrage is NA.
- A Personnel unit able to use PBF/TPBF vs an enemy unit/stack may opt to attack that unit/stack using *only* its Small Arms FP but *not* PBF/TPBF benefits. Such an attack may not use Spraying/Assault Fire—but never receives

the +1 Night LV DRM, is *not* a concealment-loss activity (a Cloaked attacker would be placed onboard concealed), and leaves a Gunflash in the *target’s* hex.

AFTERMATH: The forward observer assigned to the sector of K and L Companies had been killed the night before, leaving a gap in the U.S. defensive artillery coverage and enabling the Japanese to close rapidly with the Americans. A shower of grenades and knee-mortar shells struck Company L’s right platoon; whereupon the company commander, using a walkie-talkie, ordered his 60mm mortar platoon to open fire on the ridge. Simultaneously, Japanese forces moved to encircle a platoon from Company K located in a draw to the southeast. Reduced to half strength by the previous night’s action, the remnants of Company K were about to be overwhelmed in hand-to-hand fighting when a lone Marine with a .50 caliber machinegun, on loan from the 11th Marine 155mm Gun Battalion in Damulaan, went into action. Firing to the left, he blasted two Japanese MG crews. Firing to the right, he wiped out two more. Firing across the draw, he sprayed the ridge crest from one end to the other until the enemy had enough and quit firing. With the flanking fire eliminated, the platoon in the draw was able to pull back. The platoon leader later insisted that either the Marine transfer to the Army or he himself would have to transfer to the Marines. For another three days and nights the 3rd Battalion would hold the breakwater of Shoestring Ridge against the ebb and flow of Japanese attacks, until finally relieved.

BUNGLE IN THE JUNGLE



ASL SCENARIO 62



VICTORY CONDITIONS: The British win immediately if they have Exited ≥ 35 VP off board 37 on/between hexes 37A1 and 37M10. Each Japanese AT Gun eliminated (by any means) reduces the needed British VP total by four. At the end of Turn 10, each unbroken British Infantry unit, as well as each non-Recalled Mobile British AFV, on board 37 on/east-of hexrow M counts as Exited. Captured units/equipment do not count toward the needed British VP total.

TURN RECORD CHART

● JAPANESE Sets Up First [189]	1	2	3	4	5	6	7	8	9	10	END
○ BRITISH Moves First [107]											

PAYAGYI, BURMA, 6 March 1942: Following the disaster at the Sittang River in February, the troops defending Burma against the Japanese invasion—now a seemingly hopeless task—fell back toward Rangoon. And from there the 7th Armoured Brigade, newly arrived from the North African desert, was rushed to the rapidly collapsing front. The experienced “Desert Rats” quickly discovered that the Japanese lacked a truly effective anti-tank weapon, and that the terrain of rice paddies and broken jungle north of Pegu was quite suitable for tank operations. The 7th briefly checked the Japanese momentum, but could not be everywhere. Daybreak on the 6th of March found them moving to yet another hot spot. Suddenly, Japanese guns brought forward during the night opened fire. After the morning mist dissipated, the British moved to knock them out.

BOARD CONFIGURATION:



37	
35	3
34	O3 1

BALANCE:

- Exchange two 3-4-7s for 4-4-7s.
- In the Victory Conditions change “ ≥ 35 ” to “ ≥ 30 ”.

Elements of the 55th Infantry Division [ELR: 3] set up on/north-of the board 35 hexes whose coordinate is “4” (or “o4”). Gun HIP is NA, and each Gun must have a LOS (excluding Hindrances) to $\geq$ one whole hex of board 34 that lies on/west-of hexrow Q and within its CA: {SAN: 4}

1 4-4-7	2 3-4-7	2-2-8	10-1	9-0	8-0	MMG 2 4-11	LMG 1 2-6	MTR 2 50*(1-16)*	AT M12 37L
3	10	5				3	3	4	

Elements of the 2nd Tank Regiment
enter on Turn 6 along the north edge of board 37:

15 37 2/-12*
3

Elements of the 1st West Yorkshires and of A Squadron, 7th Hussars [ELR: 3] set up on board 34 on/west-of hexrow oU: {SAN: 3}

4-2-5-7	2-4-8	2-4-7	10-2	9-1	8-0	MMG 2 4-12	LMG 1 2-7	MTR 2 51 [2-11]	ATR 1-12	9-2
9	3					3	3			

Elements of A Squadron, 7th Hussars
enter on Turn 7 on hex 34GG5:

18 4 3 *37LL 2/4/2	16 0 0 14PP T10+ BMG 2/-12*
3	

SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the southeast at start. PTO Terrain (G2.1) is in effect, including Light Jungle (G2.1). The 37A5-37I1-35P5-35Z4-34oBB6-34GG5 road *does* exist.
- Place overlays as follows: 1 on 34DD8-DD9; 3 on 35N8-N9; and O3 on 34S10-R9. The paddies are Drained.
- The British Carrier is an OP AFV with an Inherent crew (not HS) and Observer, and is used as per H1.461 (G.7 also applies) for one module of 80+mm OBA that can fire HE and smoke. While Inherent in the Carrier, the Observer is considered an Inherent part of its crew; therefore, he can conduct no radio/OBA activity while Stunned/Shocked, nor can he do so (or

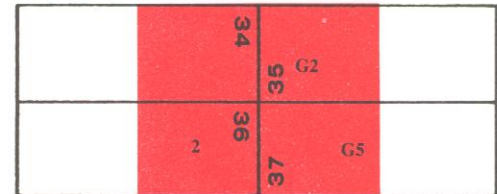
exit the Carrier) if the Carrier is Recalled/in-Motion. For VP purposes the Carrier is worth one extra point if the Observer is Inherent in it and Battery Access has not been permanently lost.

AFTERMATH: The mist burned off to reveal four guns escorted by infantry. The artillery of the Essex Yeomanry was immediately called down on them, and a company of the West Yorkshires attacked straight-away. As the latter closed with the Japanese, a troop of Stuarts under Lt. M.M. Stanley-Evans rolled in to overrun the position, proving the armor's worth once again. Shortly thereafter, three approaching Japanese light tanks were spotted, and his Stuarts moved to engage them in conjunction with a second troop from A Squadron. After a sharp exchange, two of the Type 95s were destroyed and the third abandoned. The Japanese had failed to coordinate their tank attack and AT gun ambush—not necessarily a serious error against inexperienced troops, but an often-fatal mistake versus battle-wise veterans.



11 miles northeast of MAUNGDAW, BURMA, 7 February 1944: In a series of concentric flanking movements, the Japanese 55th Infantry Division's Operation HA-GO enveloped the forward divisions of the XV Indian Corps, cutting their supplies and communications. Instead of being told to retreat, however, they were ordered to concentrate and hold until relief forces could break through; in meantime they would be supplied by air. As part of this plan, a defensive "U" was formed around the 7th Indian Division's Administration Area at the eastern exit of the important Ngakyedauk (aka "Okeydoke") Pass. Dubbed the Admin Box, the position comprised a fairly flat open area roughly a mile square, almost entirely surrounded by rugged, jungle-covered hills. As units pulled back into the Box they were diverted to various sectors of the perimeter, much of which was still unmanned due to a lack of sufficient troops. In one such instance, two Gurkha companies of the 89th Indian Infantry Brigade were ordered to occupy the area known as the "eastern gate" and the dominating height of Point 315 to its north-east. The Gurkhas duly set out, but before reaching Point 315 ran head-on into advancing Japanese troops.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Japanese win at the end of Turn 3 if no Gurkha squad-equivalent is on/north-of hexrow 37G, or at game end if they have amassed ≥ 12 Casualty VP. At game end, each level-3-hill hex (even if containing a gully) currently occupied by a Good Order Gurkha MMC adds two to the needed Japanese VP total.

BALANCE:

- Exchange one dm Japanese MMG for a dm Japanese HMG.
- Add another 6-4-8 to the Gurkha OB.

TURN RECORD CHART

● JAPANESE Sets Up & Moves First [see SSR 6]	1	2	3	4	5	6	7	8	9	10	END
○ GURKHA [243]											

Elements of the 112th Infantry Regiment [ELR: 4] set up on board 35 on/north-of hexrow I and east of the (non-existent) road that runs A5-P5, and enter on pre-recorded hex(es) along the east edge of board(s) 34/35; see SSR 3: {SAN: 4}

E 4 ² -4-8	1 4 ¹ -4-7	2 3-4-7	2-2-8	10-1	9-1	9-0	8-0	dm HMG 4-7	LMG B11 2-6	dm MTR 2-7
3	8	12	4		2	2	2	6	6	

Additional units: INF M12 (1) 70* [(3)*-70] (2), 12 (2)

Elements of the 4/8th Gurkha Rifles, 7th Indian Infantry Division [ELR: 5] enter on Turn 1 in two Columns (see SSR 3), one on 37P3 and the other on 37P7: {SAN: 3}

E 6 ² -4-8	E 4 ² -5-8	E 2-4-8	9-2	9-1	8-1	8-0	dm HMG 1-1	LMG 2-7	dm MTR 51mm
5	11	6					2	5	4

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the southwest at start. PTO Terrain (G.1) is in effect. Kindling and Entrenching Attempts are NA.
- Place Overlays as follows: 2 on 36D2-D1, G2 on 35D6-E6, and G5 on 37L6-K6.
- Prior to setup, each player must secretly divide his entire force into groups (two for the Gurkhas; three for the Japanese), each of which must contain at least: seven squad-equivalents (eight for the Japanese), two leaders, two LMG and two mortars. Both Gurkha groups and two Japanese groups must enter play in Column (E11.5); the entry hex of each Japanese reinforcement Column must be secretly recorded prior to Gurkha setup. One Japanese group, which must contain one Gun, sets up onboard but in Column; the Column containing the second Gun enters on Turn 2, and the third Column enters on Turn 4. Both Japanese Guns must set-up/enter being Animal-Packed (G10).
- No Column may Disband voluntarily (E11.53) until one Column has Disbanded involuntarily. Note that a Column is considered to be using

Hazardous Movement regardless of phase (E11.52), and that Hazardous Movement is a "??"-loss activity (A12.141).

5. All British units are Gurkhas. The Gurkha -1 CC DRM (A25.43) applies only in Hand-to-Hand CC. Gurkhas go into Hand-to-Hand CC in the same manner as Japanese (G1.64).

6. If using Battlefield Integrity (A16), the Japanese player must calculate his at-start, onboard MMC BPV total after setting up his onboard Column.

AFTERMATH: The two sides unwittingly bumped into each other and a meeting engagement ensued. In the face of the superior enemy force, the understrength Gurkha companies were unable to reach the hill, and in fact were pushed back beyond their original start line in the Box. This left the "eastern gate" in the hands of the Japanese, who were evicted later that day only after several determined counterattacks by tanks and infantry of the 25th Dragoons and 2nd West Yorkshires. At day's end the Japanese were firmly entrenched on Point 315 and the Gurkhas were dug in at the "eastern gate", closing it at last.

HAZARDOUS OCCUPATION

ASL SCENARIO 64



TAMPARAN, MINDANAO, THE PHILIPPINES, 12 September 1942: In their occupation of the Philippines, the Japanese created an atmosphere of escalating anger and resentment which by mid 1942 had flared into hatred and the beginnings of armed resistance. On Mindanao some of the first to resist openly were the fierce Muslim tribes, which had a long history of guerrilla warfare against the Spanish, Catholic Filipinos and Americans. In September of that year, outside the village of Tamparan in Lanao province, a band of Muslims equipped with discarded U.S. rifles as well as their own *kris* and *bolo* swords prepared a deadly ambush for an unsuspecting Japanese patrol.

BOARD CONFIGURATION:



	37
4	2
3	
34	

BALANCE:

- ☐ Add one 3-3-7 and exchange the 8-0 for an 8-1.
- Muslims do not receive the extra -1 CC DRM listed in SSR 7.

VICTORY CONDITIONS: The Muslims win if at game end their current VP total is $\geq 50\%$ more than the current Japanese total or the Japanese total is zero. Each side receives Casualty VP, and also receives Exit VP for armed, friendly, Good Order Personnel leaving the playing area (see SSR 8); however, each such Japanese unit exited is worth *double* its normal Exit VP.

TURN RECORD CHART

☐ MUSLIM Sets Up First	● 1	● 2	● 3	4	5	6	7	8	9	10	END
● JAPANESE Moves First [130]											

Muslim guerrillas [ELR: 5] set up on board 34 on/south-of hexrow oZ, and/or on board 37 on/south-of hexrow oH; all may use HIP: {SAN: 3}

9

4

Elements of the 10th Independent Garrison [ELR: 2] enter in 1-3 Columns on Turn(s) 1/2/3 on hex(es) 34GG5/37A5; see SSR 4 and 5: {SAN: 3}

13

3

SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). All roads (and the bridge) *do* exist. Place overlays as follows: 2 on 37N8-N9; 3 on 34N8-N9; and 4 on board 34. The paddies are Irrigated.
- All Muslims are Partisans (A25.24). They may not Deploy, form multi-Location FG or make Entrenching Attempts, and suffer from Ammunition Shortage (A19.131). They receive a -2 drm to their Concealment dr, do *not* add two to their Search dr (G1.63), and have their Inherent MF allotment increased by one.
- Once set up, no Muslim unit may conduct any activity other than revealing itself (i.e., becoming Known) until some *Known* Muslim unit has a LOS to a Japanese unit. When such a LOS exists, all Muslims are instantly freed from this restriction.
- All Japanese must enter in Column (E11.5). Each Column must contain at least: four squad-equivalents, one leader and one LMG. The entry hex and turn of entry for each Column must be secretly recorded prior to the start of play. Any number of (i.e., 0-3) Columns may enter on each allowed turn. Until some Column has Disbanded, each Column must move (and advance, if allowed) at its fastest non-Double-Time speed in each friendly Player Turn, and must attempt to end that Player Turn with its lead unit/stack closer (in hexes) to *any* south-edge hex than it was at the start of that Player Turn. No Column may use non-road movement, or Disband voluntarily, until some Column has Disbanded involuntarily [EXC: if a Column unit (inclusive of the 10-0 Passenger) has a LOS to a non-hidden Panji counter whose hex is *not* occupied by a unit of that Column, that Column (only) is immediately

free either to leave the road using non-road Column movement or to Disband voluntarily as per G9.44].

- The vehicle must enter carrying the 10-0 as a Passenger, and must at all times be in the same hex with the lead unit/stack of the Column it sets up with; both of these requirements remain in effect until that Column Disbands. While the 10-0 is a Good Order Passenger he imparts to his Column a *three*-MF leader bonus during the MPh; however, that Column cannot advance during the APh.
- Japanese may not use Path benefits.
- Muslims go into Hand-to-Hand CC in the same manner as Japanese (G1.64). The Japanese do not receive their extra -1 CC DRM (G1.64), but each Muslim Hand-to-Hand CC attack does receive an extra -1 DRM.
- For VP purposes, Japanese may exit only off the south edge of the playing area, but may do so on any turn(s). Muslims may exit only on/after Turn 8, and only off the north/east/west edge(s).

AFTERMATH: The Japanese, 129 strong and commanded by a Capt. Takeuchi, fell themselves in a carefully laid trap. The various elements of the patrol became engaged in point-blank fire and vicious hand-to-hand combat, and were unable to come to each other's aid. The survivors fled, but were stalked by grim Muslims stealthily utilizing their familiarity with the area. The patrol was annihilated, every member having been shot, run through or decapitated. The Muslims' skill at concealment and close combat made them more than a match for such inexperienced occupation troops moving about the countryside in large, noisy groups. This Muslim success sparked similar actions in the region, and by 1943 the growing number of guerrilla bands on Mindanao left the Japanese controlling little more than the ground they stood on.



VICTORY CONDITIONS: The Russians win if at game end they have ≥ 30 points of Good-Order-Infantry/Mobile-AFV-(with some functioning MA/MG) on whole hexes of board 28. DVP are not in use.

BALANCE:

- ★ Japanese reinforcements enter only after making a RPh dr of < the current turn #.
- Add one 4-4-8, LMG and 1S Foxhole to the Japanese initial-setup force.

TURN RECORD CHART

● JAPANESE Sets Up First [200]	★ 1	2 ●	★ 3	★ 4	5	6	7	8	9	END
★ RUSSIAN Moves First [159]										

8 miles southwest of NOMONHAN, MANCHUKUO, 5 July 1939: In May of 1939 a dispute broke out over the boundary between Soviet-controlled Outer Mongolia and Japanese-held Manchukuo (Manchuria). The area in contention—a sandy, desert-like region with numerous dunes—lay between the Halha River (aka the Khalkin Gol) and the tiny village of Nomonhan to its east. Several inconclusive skirmishes brought Japanese, then Russian, troops into the fighting as both escalated the conflict. After a Soviet and Mongolian combined-arms force virtually annihilated a Japanese reconnaissance unit east of the Halha, the heavily reinforced 23rd Infantry Division mounted a full-scale offensive in early July to punish and evict the Communist intruders. Participating in the attack was the first-rate but untested 2nd Battalion of the 28th Infantry Regiment, which was to provide flank protection for Yasuoka Force. On July 3 and 4 the 2/28th, its young soldiers heady in anticipation of a quick victory, pushed forward against scattered opposition. But the next day its advance was slowed by the appearance of Russian reinforcements and heavy defensive artillery fire; by noon the battalion was pinned down, and orders came to dig in and hold until nightfall. Even as the orders were being received, however, the Soviets counterattacked.

BOARD CONFIGURATION:



26 SD2	27 S4 SD1	28
D1	SD8 D3	D6
SD3		SD5
SD6	SD4 D2 S8	D4

Elements of the 5th, 7th and MG Companies of the 2nd Battalion, 28th Infantry Regiment, and of the 71st Regimental A-T Company [ELR: 3] set up on boards 27 and 28: {SAN: 5}

E 4-4-8	2-2-8	10-1	10-0	9-0	HMG 3 BT 1 6-14	LMG 1 BT 1 2-6	MTR 2 50-11-16*	?	AT M12 37L	Foxhole 5 OVR, OBA: +4 1S Other: +2
10	4				2	2	12	2	12	

Elements of the 6th Company, 2/28th Battalion enter on Turn 2 on/adjacent-to any one board 28 east-edge hex:

E 4-4-8	9-1	LMG 1 BT 1 2-6	dm MTR BT 1 50mm
5			

Elements of the 149th Motorized Rifle Regiment, 36th Motorized Rifle Division [ELR: 3] enter on Turn 1 along the west edge of board 26 on/between hexes I10 and Y10: {SAN: ≤ 5 , as per SSR 3}

1 4-4-7	E 2-4-8	1 2-3-7	10-0	8-1	8-0	HMG 2 BT 1 4-10	LMG 1 BT 1 2-6	dm MTR BT 1 50mm
20	2	3				2	4	3

Elements of the 36th Motorized Rifle Division enter along the west edge of board 26 when indicated:

On Turn 3:

22 BT 1 45L -1/4
5

On Turn 4:

1 4-4-7	8-1	LMG 1 BT 1 2-6	22 BT 1 45L -1/4	21 BT 1 76* -1/2 ² /2
6				

SPECIAL RULES:

- EC are Dry, with no wind at start. All hammada is brush, and also Inherent Terrain (B.6). Light Dust (F11.71) is in effect. Note also F11.74-.794.
- Place overlays as follows: **D1** on 26O8-N7; **D2** on 27EE8-DD8; **D3** on 27P3-O3; **D4** on 28Y9-Y8; **D6** on 28H8-G9; **S4** on 27B3-C4; **S8** on 27GG2-GG3; **SD1** on 27D3-C3; **SD2** on 26E2-F1; **SD3** on 26S5-T4; **SD4** on 27Z4-Y5; **SD5** on 28Q6-P5; **SD6** on 26CC1-DD1; and **SD8** on 27O10-N9. All dunes are Low.
- The Russians receive two 100mm Creeping Barrages (E12.7); however, each is seventeen—not nine (E12.11)—hexes long. The initial Russian SAN is 5; at the end of Turn 2 the current Russian SAN is reduced by two (but to not less than two).
- The Japanese may use MOL, but may make MOL Check dr only vs AFV.
- The Japanese receive Air Support, which appears as per E7.2 in the form

of three '39 FB with bombs *but no MG*. All FB are automatically Recalled at the end of the first Russian Player Turn in which they have been onboard.

AFTERMATH: The Soviet infantry advanced with determination behind a rolling barrage, making use of the undulating terrain and supported by the gunfire of hull-down BT tanks. They closed with the Japanese, who clung tenaciously to their position in bitter hand-to-hand fighting ensued in the swirling dust. Meanwhile the Russian infantry surged forward to add their weight to the issue, but several were knocked out by the 2/28th's attached 37mm rapid-fire guns. Japanese aircraft then flew over and dropped bombs on the tanks, prompting some of the armor attacking the 7th Company's flank to pull back. The Soviet infantry in their vicinity likewise withdrew, but the main assault on the 5th Company continued unabated. Soviet reinforcements then appeared, putting the 5th Company in danger of being completely overrun. Finally it was ordered to fall back, its move covered by the battalion heavy weapons. Fortunately for its men the Soviet pursuit was not aggressive. But even so, its retreat forced the 6th and 7th Companies to withdraw as well, and by nightfall the 2/28th was back where it had started two days earlier.



VICTORY CONDITIONS: The Americans win if at the end of any Game Turn they have ≥ 40 points of Good-Order-Infantry/Mobile-AFV-(with some functioning MA/MG) west of the 34W1-35oV6-35oW10 stream and Control hexes 37oU4, 37oU5, 37oV4, 37oV5 and the majority of hut hexes on Overlay 1.

TURN RECORD CHART

● JAPANESE Sets Up First [200]	☆ 1	☆ 2	3	☆ 4	5 ●	6	☆ 7	8	9	10	11	END
☆ AMERICAN Moves First [129]					②	④	⑥					

Elements of the 224th Infantry Regiment [ELR: 4] set up on/west-of hexrow G: {SAN: 5}

E 4 ² -4-8	2-2-8	10-2	9-1	8-1	3 AP 3 BT 14 6-14	1 BT 1 2-6	2 50*(1-10)*	1 Type 97 20L 1-12	?	3 37L	5 OVR. OBA: +4 Other: +2
10	4				2	4	3		16		10

1+5+7	1+3+5
2	2

Elements of the 223rd and 224th Infantry Regiments appear as per SSR 4 following a friendly-RPh reinforcement dr of $\leq$ the circled number on the current turn of the Turn Record Track:

1 4 ¹ -4-7	10-1	0-0	8-0	1 2-b
18	2			4

Company L of the 3rd Battalion, 158th Regimental Combat Team [ELR: 3] enters on Turn 1 along the east edge of board 35: {SAN: 3}

E 6 ² -6-7	1 6 ² -6-6	3-4-7	9-1	8-1	8-0	2	11 8-4	8
4	5	3				3	3	

Company K of the 3rd Battalion, 158th RCT, and elements of the 603rd Separate Tank Company and the 27th Engineer Combat Battalion enter on Turn 2 along the east edge of board 37:

E 7 ² -4-7	6 ² -6-7	6 ² -6-6	3-4-7	9-1	8-0	7-0	2	11 8-4	12 24-1	30-1	8	13 75 2/4/4
3	2	6	3				3	3	2	2		2

Elements of the 603rd Separate Tank Company enter on Turn 4 along the east edge of board(s) 35/37:

9-1	13 75 2/4/4
	4

Elements of Company I, 3rd Battalion, 158th RCT enter on or after Turn 7 (but all on the same turn) along the east edge of board 35:

6 ² -6-7	6 ² -6-6	1-0
		2

SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the north at start. Kindling Attempts are NA. PTO Terrain (G.1) is in effect. The 37A5-37GG5 road and its bridge *do* exist; however, the bridge is wooden. The hill does not exist, but all terrain on it does.
- Place Overlays as follows: **Wd4** on 37O2-P1; **Wd5** on 35R2-S2; **1** on 35N8-N9; **2** on 35DD8-DD9; **5** on 37W9-W10; and **Wd2** on 35oW7-oW8.
- The U.S. player receives two 60mm mortar OBA modules (see U.S. Ordnance Note 1). The U.S. 7-4-7s are Assault Engineers (H1.22).
- All Japanese reinforcements set up at the start of the *MPh* in jungle/bamboo hexes on/west-of hexrow E and east of the 34W1-35oV6-35oW10 stream, with two reinforcement squads per hex and with each such stack adjacent to $\geq$ one other such stack. Each setup hex must be one that has not been entered by a U.S. unit and must be $\geq$ three hexes from all U.S. units; $\geq$ one setup hex must be in the LOS of a U.S. unit if possible. Once set up, all reinforcements must immediately conduct a *single* Banzai Charge (G1.5), moving (in the *MPh* and *APh*) in the same general direction toward enemy-occupied hexes of the Japanese player's choice (even those that may be beyond a participant's LOS/MF-allotment) in an attempt to enter those hexes. In each succeeding friendly *MPh* and *APh*, each reinforcement unit that has neither become a broken HS nor been in an enemy-occupied hex must Banzai Charge again in the same manner, regardless of normal MF, LOS and leader requirements; however, each separate unit/stack/chain may

12 miles southeast of SARMI, NETHERLANDS NEW GUINEA, 24 May 1944: The 158th Infantry, originally part of the Arizona National Guard, was composed primarily of Pima, Papagos and Maricopa Indians plus some Mexican-Americans. For reasons known only to the U.S. high command, these men of the great Southwest desert were sent to the Canal Zone for jungle training, where they acquired the nickname "Bushmasters". On 21 May 1944 the 158th Regimental Combat Team landed at Arare on the north coast of New Guinea with orders to capture Sarimi and its valuable airfields. Unfortunately, intelligence estimates of the enemy were wildly inaccurate. Instead of the 6500 Japanese they had been led to expect, the region was held by some 11,000 enemy troops: two regiments of the veteran 36th ("Tiger") Division plus miscellaneous engineer, construction and service units. Attacking westward on the 23rd, the RCT made modest gains against stiffer than anticipated resistance. The plan for the next morning was to lay in an artillery preparation, then have the 3rd Battalion capture a tiny village dubbed Maffin #1 and seize a bridgehead over the diminutive Tirfoam River.

BOARD CONFIGURATION:

Wd2	35
2	1
Wd5	
5	37
Wd4	
	34

BALANCE:

- Add two more 4-4-8s to the Japanese initial-setup force.
- ☆ In the Victory Conditions, change " ≥ 40 " to " ≥ 35 ".



now make its own Banzai Charge. Until it has become a broken HS or has entered an enemy-occupied hex, each reinforcement unit is considered to be in continuous Banzai mode in *all* phases, during which time it is subject to FFNAG (and FFMO if in Open Ground); is immune to PTC, pinning and Heat of Battle; is Lax; may not enter an entrenchment/pillbox (but may become CX to make an Advance vs Difficult Terrain); may not Search or gain "??"; may conduct no RPh/PFPh activity; may not participate in a multi-Location FG; uses Area Fire for Defensive First/Final Fire (cumulative with all other such applications); and may not Interdict. In all cases, a T-H Hero created from a unit in a Banzai Charge is treated as per G1.423.

AFTERMATH: American artillery shells roared over the Bushmasters' heads, but the bombardment was lifted when a few rounds seemingly fell short into Company L's staging area. The "trick" actually came from Japanese artillery, however, and the inexperienced GIs had fallen for the "trick". Despite this setback, Companies K and L advanced abreast with Company I in reserve. On the left, Company K was quickly halted by machine gun and rifle fire from the thick jungle south of the road. Company L on the right made good progress at first and captured the village, only to be held up by an ambush as its men crossed the stream. Four Sherman tanks were then sent forward to re-energize the attack. Suddenly a massive banzai charge materialized out of the jungle—but the combined firepower of U.S. tanks and infantry repulsed it with heavy losses. Preoccupied with the suicidal assault, however, the Bushmasters failed to spot a 37mm gun being manhandled into position at the jungle's edge. It was eliminated only after damaging three of the tanks. By this time a wide gap had developed between the two companies, prompting the RCT's commander to halt the fruitless attack and consolidate his lines. The day's action had cost 103 U.S. casualties, plus many more down with heat exhaustion—for essentially no gain.

CIBIK'S RIDGE



ASL SCENARIO 67



VICTORY CONDITIONS: The Japanese win if they Control $\geq$ nine Level-3-hill hexes at the end of any Game Turn, provided the Americans have not amassed $\geq$ 22 Casualty VP.

BOUGAINVILLE, 22 November 1943: As elements of the 3rd Marine Division pushed eastward to expand its beachhead, a patrol scouting along the important East-West Trail between the opposing front lines discovered a small knoll all but hidden within the swampy and rain-drenched jungle. As this was the highest ground yet discovered by the marines on the island, a reinforced platoon commanded by 1st Lt. Steve Cibik was ordered to occupy it. Arriving on its summit early on the morning of the 21st, they found it organized for defense but deserted. With a commanding view of Empress Augusta Bay, the Japanese were using it as an observation post, abandoning it at night and returning each morning. Shortly after arriving, the marines surprised and routed a group of approaching Japanese, and at noon repulsed an organized attack. Lt. Cibik, expecting heavier enemy pressure that afternoon and night, requested reinforcements and repositioned his four machine guns, putting one on either flank, one in the center, and one east of the ridge along the trail. The reinforcements arrived later in the form of a 60mm mortar section, but no Japanese materialized, leaving the marines to spend a quiet but nervous night. The next morning, however, things changed.

BOARD CONFIGURATION:

BALANCE:

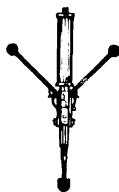
- In the Victory Conditions, change "Game" to "Player".
- ☆ The Japanese must Control $\geq$ ten Level-3-hill hexes to win.



2	34
---	----

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5 ☆	6	7	8	END
● JAPANESE Moves First [189]									



Elements of Company F, 3rd Marine Regiment [ELR: 5] set up on/west-of hexrow P, using HIP [EXC: two Foxhole counters must be set up *onboard* at Level 3]: {SAN: 4}

							Foxhole
6-6-8	3-4-8	9-2	8-1	6-12	4-10	60 [3-45]	5 1S OVR. OBA: +4 Other: +2
3	6			2	2	2	7

Company F commander enters on Turn 5 on hex GG5:

3-4-8u	9-1



Elements of the 23rd Infantry Regiment, 6th Infantry Division [ELR: 4] set up, concealed and in Column(s), in path hexes on/east-of hexrow N: {SAN: 5}

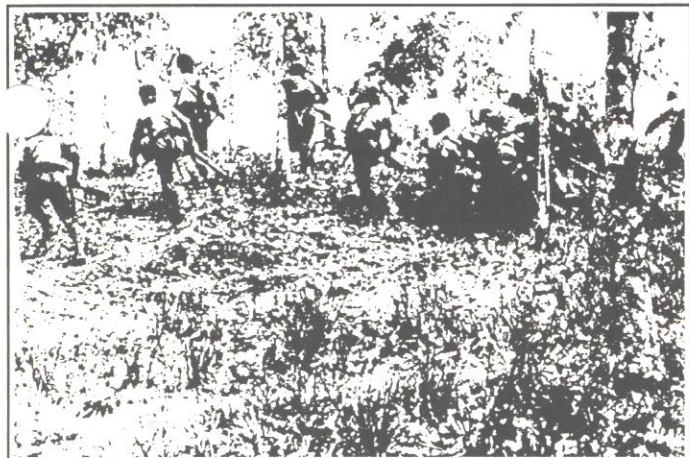
4-4-7	2-2-8	10-1	10-0	9-0	1 2-6	2 4-11	50 [2-18]*
13	2				3	2	2

SPECIAL RULES:

- EC are Wet, with no wind at start. Place Overlay 2 on T2-T1.
- PTO Terrain (G.1) is in effect, including Dense Jungle [EXC: all jungle hexes on Overlay 2 are Light Jungle].
- All U.S. SW may Bore Sight during U.S. setup.
- Each Japanese MMG/MTR may be set up dm or assembled.

8233002

AFTERMATH: Just after 0800, the machine gun posted ahead of the ridge opened fire on Japanese approaching along the trail. As the enemy came into sight at the base of the ridge, the other marines opened up with mortars, machine guns and small arms. A wild fire fight ensued. A Japanese medium mortar began pounding the hill from a distance, but was immediately silenced by U.S. mortars firing counterbattery. Having taken heavy casualties, the Japanese broke off the attack just as Maj. Donald Schmuck, the commanding officer of Cibik's Company F, arrived on the scene. That evening thirty more marines arrived; and the combined force beat off another attack the next day, guaranteeing U.S. possession of the ridge. Lt. Cibik was later awarded the Silver Star for his performance in these actions.



VICTORY CONDITIONS: The Japanese win immediately when they have exited ≥ 8 VP off of hex(es) 36GG5/36GG6. The Americans win otherwise. The Americans can also win immediately by exiting ≥ 8 VP off the east edge of board 35. Prisoners do not count for Exit VP.

TURN RECORD CHART

☆ AMERICAN Sets Up First [196]	1 ☆	2	3 ●	4	5	6	7	8	9	10	END
● JAPANESE Moves First [332]											

CORREGIDOR, THE PHILIPPINES, 6 May 1942: After the fall of Bataan on April 7th, the Japanese turned the full weight of their artillery and air force onto the island fortress of Corregidor. For nearly a month, massive guns up to 14 inches in caliber salvoed back and forth across the North Channel of Manila Bay. General Masahara Homma finally decided that the defenses were soft enough for an amphibious landing to commence. Assault troops from the 4th Infantry Division landed at North Point at 2300 hours on May 5th, and after several hours of fierce action secured a beachhead. Pushing down the narrow "tail" of Corregidor, they were repeatedly checked by groups of U.S. marines armed with little more than small arms and grenades. When the Japanese overran Battery Denver on Water Tank Hill, Lieut. Gen. Wainwright committed the provisional 4/4th Marines in an effort to drive them back. These "marines" – actually an ad hoc force of sailors, soldiers and marines – attacked with great elan at about 0615 and managed to advance a few hundred yards; but lacking heavy weapons, their frontal assault then bogged down in the face of enemy machine guns. The 4/4th proceeded to consolidate its position and await the Japanese riposte.

BOARD CONFIGURATION:

BALANCE:

☆ The Japanese must exit ≥ 10 VP.

● The Japanese armor leader is a 9-2.



2	35
G5	36

Elements of the 4th Battalion (Provisional), 4th Marine Regiment [ELR: 3] set up on/between an imaginary line drawn between the center dots of hexes 36I1 and 35V10 and one drawn between 36O1 and 35BB10: {SAN: 3}

5-5-8	4-5-8	4-4-7	9-1	8-0	4-10	2-6
2	6	9	2	2		3

Elements of the 2nd Platoon of Battery Mobile, 60th Coast Artillery Regiment, set up in trenches (see SSR 3):

2-2-7	8-16	4-10	Trench OVR, OBA: +4 Other: +2
5	3	2	11

Elements of Battery B, 59th Coast Artillery, and of the 3rd Platoon, Battery Mobile, enter on/after Turn 1 along the south edge on/east-of hex 36H0; all, some or none may enter on each turn:

4-4-7	2-2-7	10-2	7-0	8-16	4-10
6	2				

Elements of the 1st and 2nd Battalions, 61st Infantry Regiment [ELR: 4] set up on/north-of an imaginary line drawn between the center dots of hexes 35A1, 36J6 and 35S10: {SAN: 5}

4-4-7	3-4-7	2-2-8	10-0	9-1	9-0	8-1	4-11	2-6	50-[1-16]*	8
14	13	2	2	2	2	2	6	5		

Elements of the 7th Tank Regiment enter on/after Turn 3 along the east edge of board 35; one, both or neither may enter on any allowed turn:

47L	9-1
2	2

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the northwest at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1); however, the 35A5-P5-36P5-GG5 road does exist, and brush remains brush. All streams are Dry and all marsh/swamp hexes are Open Ground. All orchard hexes are shellhole hexes.
- Place Overlay 2 on 35T2-T1 and G5 on 36DD10-CC10.
- Place one Trench counter in each of the following hexes: 36AA5, AA6, AA7, AA8, BB4, BB8, CC3, CC4, CC5, CC9, DD8. The TEM of these trenches is +3 (+5 vs OBA/OVR), and only an Original 3 KIA or better can remove a trench with a shellhole (B2.1). There is a two-lane stone bridge in over the trench in) 36AA6, aligned with the road. Jungle in trench hexes does not exist. Entrenching and Kindling Attempts are NA.
- The portage cost (A4.4) of each U.S. LMG is two – not one – PP. Each PAATC taken by a U.S. unit receives a +1 DRM. All U.S. 4-4-7 (and 3-3-6, if any) squads and their HS are treated as Army – not Marine – troops; see also G17.2.
- The Japanese radio is for one module of 70+mm OBA (HE and WP only) with Plentiful Ammunition. The Japanese also receive one module of 200+mm OBA (HE only) directed by an Offboard Observer at Level 4 in a hex on the east edge

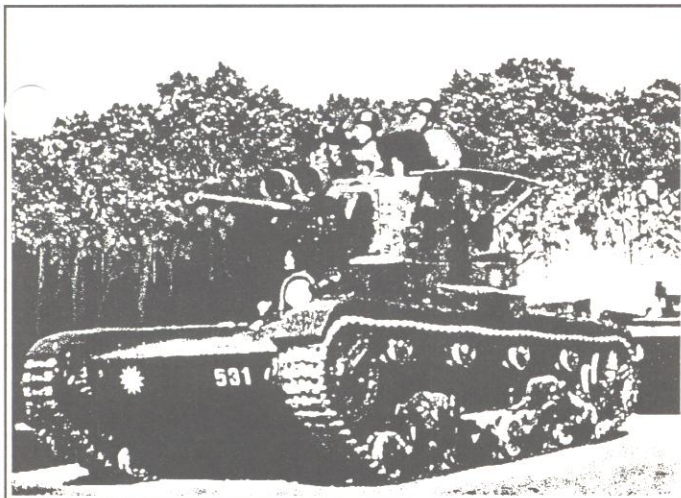
of board 35 (the exact hex is secretly recorded during the Japanese player's setup). The 200+mm OBA has continuous Battery Access. The only chit draws made for it are extra chit draws as per C1.21; if such a draw reveals a red chit, Battery Access is retained but no further action by/for the 200mm battery is allowed in that phase. The 200mm OBA cannot be Accurate, and is limited to two Fire Missions. In addition, there must be at least one Player Turn between the end of the first and the start of the second 200+mm Fire Mission.

AFTERMATH: At approximately 1000 hours a marine lieutenant sighted two Japanese tanks approaching from the east. Their appearance, coupled with a sudden intensification of Japanese artillery fire, panicked the American left flank and some troops fled their positions. The line was stabilized with effort, but Col. Howard ordered the defenders to fall back to an old concrete trench near the east portal of Malinta Tunnel. Many of the men were indignant at the order and held fast, but those who did not were pummeled by artillery fire during the headlong retreat. The hundred or so who made it to the trench joined in a last stand with AA machine-guns from Battery Mobile. Meanwhile, a scratch force led by Capt. Herman Hauck, which had counterattacked on the American right, swept over a ridge and drove some of the enemy into the open. As caliber-.50s and knee mortars duelled around the concrete trench, Capt. Hauck appeared to be nearing a breakthrough to the airfield. But during the chaos Gen. Wainwright, acting on the considered belief that he could hold out no longer than another day, reluctantly ordered the surrender of Corregidor. The Rock had fallen.

TODAY WE ATTACK



ASL SCENARIO 69



6 miles north of TOUNGOO, BURMA, 29 March 1942: Generalissimo Jiang Kai-shek had committed some of his best divisions to aid the British defense of Burma. One of them, the 200th, was fighting valiantly to hold the walled city of Toungoo, now nearly encircled by the Japanese. Major-General "Vinegar Joe" Stilwell, nominally in command of the Chinese Expeditionary Force in Burma, ordered the New 22nd Division to push south along the Mandalay-Rangoon road to relieve the pressure on Toungoo's defenders and hopefully open a corridor to them. But only after several days of seemingly interminable – and to Stilwell, intolerable – delay did the attack finally begin in earnest.

BOARD CONFIGURATION:



			37
	O4	O5	O2
			38

BALANCE:

- In the Victory Conditions, change "≥ 65" to "≥ 70".
- ⊙ Delete one 75* INF and its crew from the Japanese OB.

VICTORY CONDITIONS: The Chinese win immediately when they have amassed ≥ 65 Casualty/Exit VP. They may exit only on/between hexes 38A10 and 38I1.

TURN RECORD CHART

● JAPANESE Sets Up First (see SSR 3) [270]	1	2	3	4	5	6	7	8	9	10	END
⊙ CHINESE Moves First [226]											

Elements of the 143rd Infantry Regiment, 55th Infantry Division [ELR: 3] set up as indicated: {SAN: 5}

On boards 37 and 38 on/between hexrows 37F10-37Y1-38Y1 and 37A6-38S7-37S1:

2 3-4-7	2-2-8	10-1	9-1	9-6	3 6-14	2 4-11	1 2-6	2 50-[1-16]*	7 morale
16	6			2		2	4	4	12
3 37L	1 70* [(3)*-70]	5 OVR, OBA: +4 Other: +2	1S OVR, OBA: +4 Other: +2						
2		12	8						

Within four hexes of 38F4, and with the Guns in non-Concealment terrain:

2 3-4-7	2-2-8	8-0	1 2-6	7 morale	1 75*
3	2			7	2

Elements of the 66th Infantry Regiment, and of the 1st Tank Regiment [ELR: 2] set up on/west-of hexrows 37J10-37AA2-38AA1, and/or enter on/after Turn 1 along the north/west edge(s) on/between 37J10 and 38GG1 [EXC: ≥ nine squads (or MMC equivalent) of Infantry *must* set up on each board]; some or none may enter on each turn: {SAN: 3}

E 4-4-7	E 2-3-7	9-1	8-1	8-0	7-0	2 4-10	1 2-7	3 50-[2-13]	1 45L -1/4 ¹² /2	1 4PP BMG T10 ⁵ 2/-/*	1 4PP T10 ⁵ -1/-2
26	6				2	3	4	3	6	2	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Kindling Attempts are NA.
- Place overlays as follows: O2 on 37K1-38K10; O4 on 37S1-T1; and O5 on 37O1.
- prior to Japanese setup the Chinese player secretly records three Pre-Registered hexes, with ≥ five hexes *between* each one. After both sides have set up, but before the start of the first RPh, an AR and an FFE:1 counter are placed in each Pre-Registered hex, Accuracy/Extent-of-Error for each is determined as per C1.732, and a 70mm HE Concentration (only) is resolved for each FFE:1 (which is then removed from play).
- All airstrip hexes are treated as playable unpaved-road hexes [EXC: Dash is

NA across an airstrip hex].

- Each Chinese Carrier contains an Inherent 2-3-7 HS treated as per D6.82-.84. These HS are in addition to those shown in the Chinese OB. In lieu of recording the Carrier HS' IDs (for the purposes of their special capabilities; D6.82), Russian 2-3-7 HS may be used to differentiate them from normal Chinese HS.

AFTERMATH: The advance commenced after the rare spectacle of a half-hour preparation by Chinese artillery. Progress against the usual determined Japanese resistance was slow at first. Then, on the right flank, infantry spearheaded by tanks broke through and overran Toungoo airfield – until recently the Flying Tigers' base – and some Japanese artillery beyond it. In the meantime another regiment succeeded in capturing half of Nanyin railroad station. But unfortunately the Chinese, accustomed to the defensive warfare waged for so long against the Japanese in China, were unable to sustain their momentum and the entire attack bogged down still short of Toungoo. The 200th Division would have to save itself.

3 miles east of MAUBAN, BATAAN, 22 January 1942: The I Philippine Corps had been formed on January 7th to defend the Mauban Line, which ran northeast from the coastal village of that name to the slopes of Mt. Silanganan. On the 18th a battalion of the Japanese 16th Division began infiltrating across the slopes of the mountain, where the terrain was so rugged and densely forested that I Corps had been unable to form a continuous defensive line. On the 21st the Japanese force emerged onto the West Road near KP (kilometer post) 167 and quickly established a strong roadblock position, severing I Corps' supply route. Upon discovering this, the Americans immediately counterattacked down the road from both sides, but to no avail. The I Corps commander, Gen. Wainwright, personally led one of the assaults and narrowly avoided being killed. He then ordered larger forces to concentrate at both ends of the roadblock, and put them under the command of Col. Rodman of the 92nd Infantry Regiment (Philippine Army). The next morning the counterattack resumed.

BALANCE:

- AN

36	39
----	----

(All hexes on board 39 with a coordinate of ≤ 4 are unplayable)

● JAPANESE Sets Up First [292]	☆ 1	☆ 2	☆☆ 3	4	5	6	7	8	9	10	11	END
☆ AMERICAN Moves First [142]												



 E 4 ² .4-8	 1 4 ¹ .4-7	 2-2-8	 10-2	 10-1	 9-0	 HMG 3 4P BT 6-14	 MMG 2 4P BT 4-11	 LMG 1 4P BT 2-6	 MTR 2 4P BT 50*[1-16]*	? 7 morale	1 AT Mine
8	8	6		2	2	2	4	4	16	12 factors	

 AT M12 3 37L	 Roadblock	 Foxhole 5 OVR, OBA: +4 Other: +2
2	3	10



 4-4-7	 3-3-6	 8-1	 7-0
8	6		

Elements of the 1st Battalion, 91st Infantry Regiment (PA), and of C Company, 194th Tank Battalion, plus miscellaneous troops set up on/south-of hexrow CC:

 2 4 ¹ ·4·7	 G 3·3·6	 9-1	 6+1	 18 4 3 1 37LL 4/4/2
6	5			4

E-F Troop of the 26th Cavalry Regiment (PS)
enters on Turn 2 along the south edge:

						
E				ART M10	28	28
6 ² -6-7	2-2-7	9-1	2 75*	2 9PP* *AAMG -/-/8*	0 0 T 8	T7 21PP
5	2		2			2

6³-6-7

9-2

28

0

0

9PP*

T 8

AAMG -/-/6

Elements of Groupment Fowler
enter on Turn 3 along the north edge:

19
00
8-1
1st Sgt

Elements of the 3rd Battalion,
72nd Infantry Regiment (PA),
enter on Turn 3 along the south
edge:

 4-4-2	 3-3-6	 8-0
5	2	

are Moist, with no wind at start. PTO Terrain (G.1) is in effect; however, the rule on board 39 [EXC: in hex 39I10] does exist, as does the bridge in 39P9.

2. Up to four Japanese squad-equivalents (and all SMC/SW stacked with them) may use HIP.

3. U.S. 37mm tank guns may fire neither HE nor canister. Each M3A1 Scout Car enters carrying a 3-4-7 HS Passenger. No Mounted Fire penalty (i.e., halved FP; D6.1) applies to an M3A1 Passenger; its 4-FP MG is Removed as a dm .50-cal. HMG, and its 2-FP MG is Removed as a dm MMG. Each U.S. truck is immediately Recalled when no Gun is hooked up to it.

AFTERMATH: South of the Japanese, tanks and infantry attacked and managed to clear some log obstacles along the road. Three of the tanks then roared ahead – and promptly ran into mines which immobilized two of them, causing the entire attack to bog down. As Philippine Scouts and more Philippine Army troops arrived, they too were thrown into the fray. The Scouts succeeded in capturing a bare ridge west of the road, but could progress no farther. Meanwhile, north of the Japanese, an assault was made on the ridge dominating the road but achieved little. Several pack howitzers were brought up to provide direct fire support, but Japanese snipers forced their hasty withdrawal. Likewise, when 75mm halftracks arrived they too were driven off by intense rifle and mortar fire. By late afternoon the infantry, which except for the Scouts had lacked even a single automatic weapon, were exhausted. It was apparent that the Japanese could not be budged without further reinforcements. Fighting continued through the 24th, with more understrength Philippine Army units being fed in, but the Japanese held on tenaciously. On the 25th, I Corps destroyed its heavy equipment and began to retreat south, on foot, along the narrow beaches of the South China Sea.

JUNGLE CITADEL



ASL SCENARIO 71



VICTORY CONDITIONS: The Chinese win if they Control hex 22W8 by the end of Turn 6, or whenever they Control $\geq$ eight building hexes (whether rubble or not) south of the canal.

BALANCE:

- In SSR 6, change "four" to "six".

- Up to two Chinese squads may be pre-recorded as being Assault Engineers.

TURN RECORD CHART

● JAPANESE Sets Up First [229]	1	2	3	4	5	6	7	8	9	10	11	12	END
● CHINESE Moves First [195]													

BHAMO, BURMA, 9 December 1944: As part of the multi-pronged drive to reopen the northern end of the Burma Road, the Chinese New 1st Army had pushed south to the river port of Bhamo, the terminus of navigation on the Irrawaddy. The town was unusual in several respects. Instead of being a claustrophobic jumble of dilapidated shops and buildings barely separated by narrow winding streets, its built homes and warehouses were spread out among grassy and wooded spaces. The town in a park, providing an open, airy feel reinforced by its location between the river and a ring of lagoons. And, much more ominous, the Japanese had spent some six months turning it into a fortress. The land between the lagoons was cut by anti-tank ditches; panji stakes and wire, protected by automatic weapons in bunkers, were laid to channel and impede movement; and the ornate spires of numerous pagodas were made into observation posts. Tasked to capture the city were the veteran jungle-fighters of the Chinese 38th Division, now confronted by an entirely new type of combat. The initial attacks of its 113th Infantry Regiment got nowhere, due to a lack of coordination with the strong artillery and air support arranged by its U.S. advisors. However, north of Bhamo the 114th, with only half the support but a more aggressive and imaginative commander, pushed into the Japanese defenses and held firm. The air and artillery assets were shifted to him, and he proceeded to the next phase of his break-in.

BOARD CONFIGURATION:



	O3	O2 O4
		X6
17	22	23

(Only hexrows R-GG are playable)

Elements of the 16th Infantry Regiment, 2nd Infantry Division [ELR: 4] set up on boards 22 and 23: {SAN: 6}

1 4-4-7	2-2-8	10-1	9-1	8-0	8-14	6-14	4-11	2-6	50*[1-16]*	30-1	11	?
13	6		2			2	3	2	2			16
24 factors	70* [(3)*-70]	20L (4)	1+5+7	4	4	8	20					

Elements of the 114th Infantry Regiment, 38th Infantry Division [ELR: 4] set up on board 17: {SAN: 3}

5-3-7	2-2-7	9-2	9-1	8-1	8-0	7-0	6-12	4-10	2-7	60*[3-45]	43
20	5						2	2	5	3	2
24-1	30-1	6/7/8									

SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads exist, but are unpaved; no buildings are huts]. The board 22 stream is Dry. Kindling Attempts are NA.
- Place overlays as follows: O2 on 23Y8-Z7; O3 on 22X8-X7; O4 on 23X7-X6; and X6 on 23S2.
- Buildings 22W8, 23S9 and 23Z6 have ground, first and second levels. However, the second level of each can hold no more (per side) than one SMC and two PP.
- No bridges exist. The canal is treated as a shallow stream (the other water hexes on board 23 are deep Water Obstacles).
- No Gun/Fortification [EXC: mines] set up in non-Concealment Terrain may use HIP.
- The Japanese may Fortify $\leq$ four ground-level building Locations.
- The Japanese receive one module of 70+mm OBA (HE and WP). The Chinese

receive one module of 100+mm OBA (HE and SMOKE), plus one module of 120+mm OBA (HE and SMOKE) directed by an Aerial Observer (E7.6). Each Chinese module also receives one Pre-Registered hex. Barrage is NA for all OBA.

- Each Chinese MMG/HMG/MTR may be set up dm or assembled.

- The Chinese receive Air Support, which arrives automatically on Turn 1 in the form of three FB with bombs.

AFTERMATH: Aerial observers called down artillery concentrations on individual points, while other batteries and aircraft laid smoke and interdicted enemy movement. The artillery fire lifted, the Chinese, who in the meantime had crept up as close as possible, would rush each position with bayonet and grenade. One by one the strongpoints and bunkers fell, as the attackers methodically ground their way forward. The Japanese, with no effective way to counter this new – for the Chinese – method of assault, fought on with their usual tenacity for five days but could not keep the 114th from cutting its way into the very center of town. With their position looking more and more hopeless, the defenders decided upon a novel tactic of their own: on the night of the 14th-15th they massed against a lightly held Chinese position southwest of Bhamo, and in the misty dawn broke out and retreated.

SEA OF TRANQUILITY



ASL SCENARIO 72



VICTORY CONDITIONS: The Americans win at game end if they Control/have-eliminated $\geq$ half (FRU) of the caves set up at start *or* they Control hill Location 25BB5 and $\geq$ one other Level 4 Location.

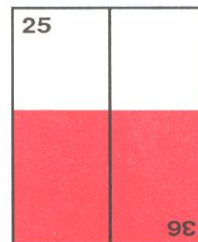
PELELIU, 7 October 1944: Although Peleliu had been declared secure on September 30th, about a thousand Japanese remained undefeated in an area some 900 yards long by 400 yards wide. This area, known to the Americans as the Umurbrogol Pocket, had been prepared by the Japanese as their final defensive position, from within which they determined to extract from their enemy the maximum in blood by being destroyed. In some of the fiercest fighting of the entire Pacific campaign repelled in succession the 1st Marines, the 7th Marines, the 321st Infantry, and the 7th Marines again. The terrain in the pocket comprised jagged coral ridges and outcroppings, cut through by natural and man-made caves, and covered originally by dense jungle and undergrowth. Weeks of aerial and naval bombardment had stripped away most of the vegetation, until what remained bore a resemblance to the surface of the moon. When the 7th Marines withdrew for the last time, the fresh 5th Marines were called upon to finish the job. On October 7th, its two assaulting battalions pushed into the pocket on the heels of an hour-long artillery preparation. Company L, supported by four Army Shermans, was assigned the task of probing into a valley known as the Wildcat Bowl.

BOARD CONFIGURATION:

BALANCE:

- Add one Japanese MMG and 2-2-8 crew to the Japanese OB.

- ☆ All U.S. tanks have WP8 instead of WP7.

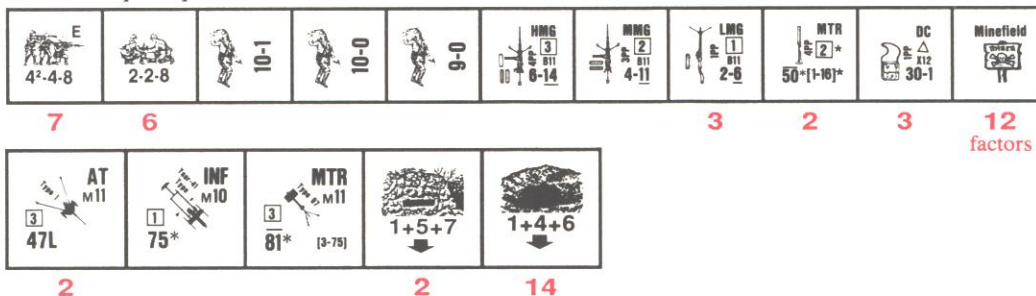


(Only hexrows A-S on board 36 and O-GG on board 25 are in play)

TURN RECORD CHART

● JAPANESE Sets Up First [172]	☆ 1	2	3	4	5	6	7	8	9	10	11	END
☆ AMERICAN Moves First [195]	☆ 1											

Elements of the 1st Battalion, 2nd Infantry Regiment, 14th Infantry Division [ELR: 4] set up within nine hexes of 25W5, with $\geq$ five caves and $\geq$ three squad-equivalents *also* within six hexes of 25AA1: {SAN: 6}



Company L of the 5th Marine Regiment, 1st Marine Division [ELR: 5] sets up on board 36 $\geq$ ten hexes from 25W5 and/or enters on Turn 1 along the south edge of board(s) 25/36; however, $\geq$ four squad-equivalents *must* set up onboard: {SAN: 3}



Elements of Company A, 710th Tank Battalion enter on Turn 1 along the south edge of board(s) 25/36 *or* along the east edge of board 36:



SPECIAL RULES:

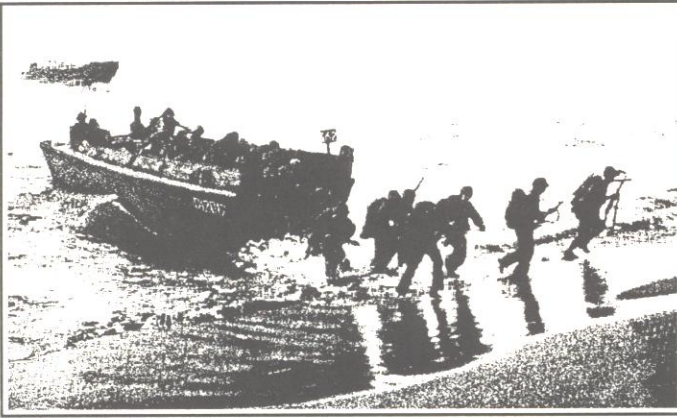
1. EC are Wet, with a Mild Breeze from the southeast at start. PTO Terrain (G.1) is in effect [EXC: the 25GG5-25Q1 road and all roads on board 36 do exist, and all building hexes are crag hexes]. Board 25 is not considered a Desert Board (F.1); therefore, all wadis are gullies – however, hammada *does* exist.
2. Coral Soil (G13.82) is in effect. All streams are Dry.
3. The Japanese player may set up one A-T Set DC (G1.6121), and may Bore Sight all MMG/HMG/ordnance that sets up in caves/pillboxes. The 81mm MTR's Emplacement TEM is +4 instead of +2; in addition, its TH DR and ROF are penalized as if using Spotted Fire (even if not using it).
4. The U.S. player may secretly prerecord $\leq$ two squads as Assault Engineers.
5. The U.S. player receives one 60mm OBA module as per U.S. Ordnance Note 1.

AFTERMATH: The leading Sherman struck a large mine and was disabled, but the other three bypassed it and began firing 75mm shells at likely enemy positions. A hundred yards farther into the valley, one of the other Shermans was hit by anti-tank fire several times in rapid succession and had to retire with its main armament jammed. Marines reached the southern edge of a water-filled sink before being pinned down by heavy fire, but demolition teams ignore machine gun bullets flying in all directions and managed to destroy several cave entrances. When a third tank was damaged by a concealed anti-tank gun, the marines grudgingly conceded the defenses of the Wildcat Bowl to be too strong for a single company to overcome. Covered by white phosphorus fired from the remaining Shermans, they withdrew. It would be a week before another attack would be made into the Wildcat Bowl – and four months before the last Japanese would be flushed out of the Umurbrogol Pocket.

HELL OR HIGH WATER



ASL SCENARIO 73



VICTORY CONDITIONS: The Japanese win if at game end they have Good Order units in Hinterland hexes with a LOS to any Ocean hex(es) – provided those units (and their functioning weapons) can also apply a total of ≥ 20 FP to hypothetical PFP attacks vs any Ocean hex(es), disregarding all ROF, B/X# and CH possibilities. For this purpose, the FP of a unit/weapon/FG is reduced by one for each +1 Hindrance DRM along its chosen LOS. The *total* FP required is increased by one for each Good Order U.S. squad-equivalent [EXC: LC crews] in a Hinterland hex at game end.

TURN RECORD CHART

● JAPANESE Sets Up First [214]	☆	1	2	3	4	5	6	7	8	9	10	END
☆ AMERICAN Moves First												

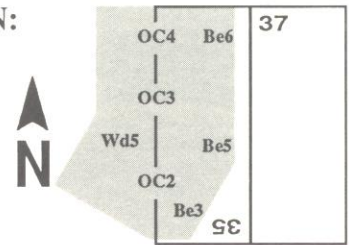
CAPE TOROKINA, BOUGAINVILLE, 1 November 1943: By late 1943 the last significant threat to the U.S.-Australian supply line was the Japanese stronghold at Rabaul, New Britain – and the neutralization of Rabaul became the de facto objective of the entire Northern Solomons campaign. Key to the operation was the seizure of Bougainville, largest of the Solomon Islands and an ideal location to mass Allied air forces for the ultimate battle over New Britain. The obvious invasion on Bougainville and its neighboring islands were avoided in favor of a landing around Cape Torokina in Empress Augusta Bay. Even the usual prolonged naval bombardment to soften up the Landing Zone was rejected in order to maximize the element of surprise. Shortly before 0600 on D-Day, destroyers and fire-support landing craft commenced pounding the LZ; and at 0710 the first wave of LCVs, carrying some 7500 Marines, began the 5000-yard run to the shore. Opposing them was a single reinforced company of the Japanese 6th Infantry Division. Lacking sufficient men to defend the entire expanse of beach, they had concentrated their defenses around the cape itself. After recovering from their initial shock, the Japanese calmly donned their best uniforms and prepared to fight to the death.

BOARD CONFIGURATION:

BALANCE:

- Exchange four 4-4-7s for 4-4-8s.

- ☆ In the Victory Conditions, change " ≥ 20 " to " ≥ 24 ".



Elements of the 2nd Company, 23rd Infantry Regiment [ELR: 4] set up *first*, in Hinterland/Island hexes, and with each MMC in a separate pillbox or trench; see also SSR 3: {SAN: 6}



 1 4-4-7	 2 3-4-7	 2-2-8	 10-1	 10-0	 9-0	 HMG [3] 6-14	 MMG [2] 4-11	 LMG [1] 2-6	 MTR [2] 50*(1-16)*	 1+3+5	 Trench OVR. OBA: +4 Other: +2
8	6	4				2	2	4	3	18	6

Section of the 23rd Regimental Gun Co. sets up *second*, in any Hinterland hex that contains no other unit (Gun and crew must set up in the pillbox); see also SSR 3:

 2-2-8	 INF M10 75*	 1+5+7
---	--	---

Companies A and C of the 3rd Marine Regiment and elements of the 2nd Marine Raider Battalion [ELR: 5] enter on Turn 1 along the west edge of the OCEAN overlay(s) on/between hexes 4013 and 3104 (see also SSR 4 and 5): {SAN: see SSR 6}



 6-6-8	 5-5-8	 10-2	 9-2	 9-1	 8-1	 8-0	 dm HMG 1-1 2-6	 dm HMG 2-6	 LMG 1-1 2-6	 BAZ 43 1-1 8-4	 FT 1-1 24-1	 DC 1-1 30-1
24	7		2	3	3	3	6		2	3	9	

 +2 30PP AAMG -/-/8*	5 0 0
--	-------------

11

SPECIAL RULES:

- EC are Wet, with Heavy Winds from the northwest for the entire scenario. PTO Terrain (G.1) is in effect; however, all orchard hexes are shellhole hexes instead. Kindling Attempts are NA. The U.S. side is conducting a Seaborne Assault (G14.1).
- Place overlays as follows: Be6 with hexes 601-602 on 35V3-V4 respectively; Be5 with 501-502 on 35J3-J4; Be3 with 301-302 on 521-514; OC4 with 4001-4002 on 677-676; OC3 with 3001-3002 on 4131-4132; OC2 with 2001-2002 on 3074-3088; and Wd5 on 3130-3117. Beach Slope is Moderate. *Surf is Heavy*. Overlay Wd5 is an Island; no U.S. ground unit may Beach-on/enter a hex of this Island (its hexes are considered un-Beachable for Beaching DR [G13.442] purposes).
- The entire Japanese OB must be set up using HIP. Shellholes are considered Concealment Terrain for setup and HIP-loss (only) purposes. No more than one MMC (plus $\leq$ four SMC/SW) may be set up per hex. No more than eight pillboxes may have an Inherent tunnel.
- U.S. 5-5-8s are Marine Raiders (G17.111), and thus have Assault Fire and Stealthy capabilities. No Raider MMC may be set up in a LC with a non-Raider MMC, and the U.S. LMG must be set up possessed by a Raider MMC.

- The U.S. player automatically receives Air Support, consisting of three FB with bombs, on *each* of the first two Game Turns. At the end of each of those Game Turns, that Turn's group of FB is Recalled.
- The U.S. SAN is "6" at start, but is lowered by three at the end of Game Turn 3.

AFTERMATH: As the landing craft bearing portions of the 3rd Marines rounded a group of small islands just west of the cape, they were caught in the crossfire of machine guns located on Torokina Island and the cape itself. A lone 75mm gun in a bunker on the shoulder of the cape sank or damaged a number of boats, disrupting the organization of the assault wave in its area. One boat took three direct hits in succession, killing fourteen men outright and wounding another fourteen. To make matters worse, heavy seas and force winds wreaked their own havoc, swamping some craft and broaching others on beach. Those marines who made it safely onto land found their units intermixed, communications out, and a maelstrom of fire coming from Japanese ensconced in log bunkers interconnected by trenches. The marines reacted to the chaos by relying on the doctrine drilled into the head of every leatherneck – get off the beach, gather forces, and tackle the nearest enemy position. The 75mm gun crew was flushed out by a lone sergeant and cut down by his companions. And all along the line, BAR men poured fire into the bunkers and trenches while other marines worked their way forward to toss in grenades or TNT charges. Before noon, the 1st Battalion radioed the fleet: "Old Glory flies on Cape Torokina". The first opposed landing made by U.S. marines in the war was a success.

TURN RECORD CHART

[illegible]

BOARD CONFIGURATION:



- Exchange six 4-4-7s for 4-4-8s.
- ☆ The initial U.S. SAN is "7", and G13.46 is NA.

		OC2	OC1
OC4	OC3		Be1
Be3	Be4	Be2	38
			2
2	35		

											
4'-4.7	3-4.7	2-2.8	10-0	9-1	8-0	HMG 3 6-14	HMG 2 4-11	LMG 1 2-6	MTR 2 50-11-10*	ATR 1 20L 1-12	MTR 10 90* [14-95]
12	12	10		2	2	2	2	6	3		2

 INF M12 1 70* [(3)*-70]	 AA M7 3 *12.7(12)	 1+3+5 ↓	 1+5+7 ↓	 1+4+6 ↓	Foxhole 5 1\$ OVR, OBA: +4 Other: +2	Trench OVR, OBA: +4 Other: +2 
2		5	2	9	12	4

In Beach
hexes,
using
HIP:

MPh/RtPh:
dr = MF
CC: +1/-1

											
10-2	9-2	9-1	8-1	8-0	dm HMG 11 30'	dm HMG 11 30'	dm MTR M2 30mm	BAZ 44 X11 8-4	FT △ 24-1	DC △ 30-1	
26			2	3	5	5	3	4	5	5	

 ② 10PP T3 *AAMG - /-1/4 *	 ② 39PP *AAMG - /-1/4 *	 ② 75 - /-1/4	 ① 37LL -4/8 *
10	4	3	2

Elements of Company C, 3rd Marine Tank Battalion enter on Turn 3 along the north edge of Overlay(s) OC2/OC4:

4. Prior to the start of play, the U.S. player may secretly record one M4A1 tank as having a bow-mounted FT (see U.S. Vehicle Note F). All M4A1s are Waterproofed (G13.4221).

7. At the start of Turn 8 the U.S. receives one 120+mm NOBA (G14.6) battery directed by a Shipboard Observer (whose Ocean hex is declared at the start of that turn).

AFTERMATH: The LVIs bearing Companies I and K crawled over the reef, only to be hit hail of fire from both their front and left flank. Many of the defenders had survived the prolonged bombardment, and now carried out their orders to annihilate the invaders at the water's edge. Soon after hitting the beach the marines attempted to push up Chonito Cliff – which was actually a steep, grassy ridgeline – but were stopped cold at the base of the slope. Three more times they tried, only to be rebuffed with heavy casualties. Finally, Sherman tanks wading in from the reef joined the fight, enabling them to close-assault the numerous caves with flamethrowers and satchel charges. Despite the desperate resistance of the Japanese, Chonito Cliff was at last wrested from their control. Only then could the marines turn their attention to Adelup Point, whose defenders were enfilading the entire beachhead. Not until late in the afternoon would marine tank-infantry teams, in conjunction with supporting fire from destroyers, be able to claim the Point secured.

[illegible]

 4^2-6-8	 $8-1$	 $3-8$	 $30-1$
--	--	--	---

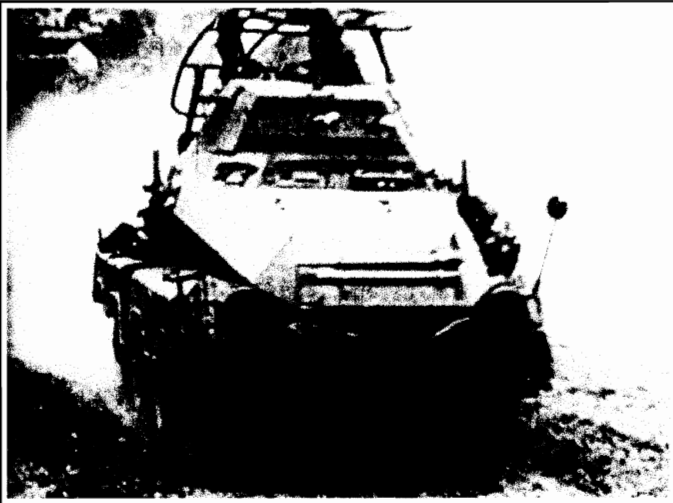
 E 4-5-8	 E 2-4-8	 9-2	 9-1	 8-0	 dm MMG 2p 2p	 LMG 1p B11 2-6	 dm MTR 3p 60mm	 37* 12 4 4 -1/2"
11	3				2	2		2

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END OF THE NINTH



ASL SCENARIO 76



LE CATELET, FRANCE, 18 May 1940: The French command reacted slowly to Rommel's breakthrough at Avesnes. 1st Army Group ordered the 9th Army to move its headquarters to Le Catelet. The newly assigned 9th Army commander, General Giraud, moved to rendezvous with General Picard, whose 1st Light Mechanized Division was detraining at Solesmes in preparation for action. Taking advantage of the sluggish French reaction, the Germans refueled and rearmed their Panzers; and on May 18th they advanced toward Le Catelet. Colonel Véron, given the task of defending the indefensible, prepared the small village garrison and the 9th Army's headquarters staff to meet the expected German thrust. Despite the many disasters of the previous days, General Giraud remained optimistic about his army as he and his personal staff approached Le Catelet along roads patrolled sporadically by roving German armor.

BOARD CONFIGURATION:

BALANCE:

⊙ In the Victory Conditions, change "≥ 9" to "≥ 7".

✚ Add a second SPW 251/1 to the German reinforcements.



17	St3
	41

VICTORY CONDITIONS: The French win if at game end they have amassed ≥ 9 Exit VP. They receive Exit VP only for each Good Order French leader Exited off *any* south-edge road hex (see also SSR 6). In addition, each Good Order French leader in hex(es) 41V6/V7 at game end counts as double Exit VP, while the non-doubled VP value of each French leader held prisoner at game end is subtracted from the Exit VP total.

TURN RECORD CHART

⊙ FRENCH Sets Up First	✚ 1	2	✚ 3	4	5	6	7	8	9	END
✚ GERMAN Moves First [0]										



Elements of the Gardes Mobiles and 9ème Armée HQ [ELR: 2] set up, using HIP, in building Locations ≤ 8 hexes from 41V7: {SAN: 4}

4-3-7	2-2-8	10-2	9-2	9-1	8-0	1-9	3 B11 6-12	2 4-11	1 B11 2-6	2 37* [60]
5		2	3	2		2			2	



Elements of the 6ème Cuirassiers, 1ère Division Légère Mécanique, set up in road Locations ≤ 8 hexes from 41V7:

28 2 1 25LL -/4/2*
4



Elements of Aufklärungs Abteilung 57 enter on Turn 1 along the north edge:

35 B11 2 20L(4) -/5
6



Elements of Kampfgruppe von Ravenstein, Panzer Division 6 [ELR: 4] enter on/after Turn 3 along the north edge; all, some or none may enter on each allowed turn: {SAN: 2 (see SSR 4)}

1 4-6-7	9-1	8-1	8-0	7-0	1 3-8	1-12	8	16 15PP AAMG -/7/3	16 7PP* CMG -/7/3*
11					2	2			

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place Overlay St3 on 17J5-K5.
- A two-lane stone bridge exists in hex 17oJ6.
- The German Sniper counter is not placed onboard until the start of Turn 3.
- The Germans receive one module of 80+mm battalion mortar OBA that can fire HE and Smoke.
- No French unit may exit the playing area before Turn 8.

AFTERMATH: In the middle of the day French recon units spotted their German counterparts advancing on Le Catelet from the north. A group of Panhard armored cars fought back against the lead units even as German infantry moved into position for an assault on the headquarters in the town hall. Shells called down on the village set fire to the signal station. Soon afterward, German infantry stormed the HQ. The 9th Army Chief of Staff, General Thierry d'Argenlieu, was killed along with General Augereau and a dozen other officers. Many others were captured. General Giraud, just arriving at the outskirts of Le Catelet, saw that his army's headquarters had been obliterated. Turning away from the scene of the disaster, he climbed into a ditch to burn his papers, and ordered his personal staff to fend for themselves. The General, who had been in command of the rapidly disintegrating 9th Army for only three days, would be captured the next morning by a cook from the 6th Panzer Division.

LE HÉRISSON



ASL SCENARIO 77



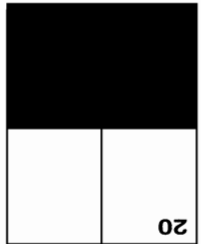
VICTORY CONDITIONS: The Germans win if at the end of any Player Turn they Control ≥ 11 multi-hex buildings on board 20, provided the French have amassed ≤ 25 Casualty VP. See also SSR 4.

HANGEST, FRANCE, 5 June 1940: By June 5th, Rommel's 7th Panzer Division had established a small bridgehead across the Somme, but the construction of a pontoon bridge was prevented by interdicting fire from the nearby town of Hangest. Here a company of black troops from the 5th Colonial Division, following the new general order to turn each town, village and woods into a fortified "hedgehog" (*hérisson*), prepared to hold out as long as possible in an attempt to blunt the lightning German thrusts which had proven so devastating in the preceding weeks. Against Hangest the Germans first committed a tank battalion, but this attack failed when most of the vehicles became immobilized trying to negotiate a steep hill as they approached the town. Next, self-propelled howitzers were brought forward to bombard the defenders, and an assault by motorcycle infantry was launched. The attackers slowly fought their way into Hangest, but the colonial infantry resisted fiercely even in the face of point-blank fire from the SP guns.

BOARD CONFIGURATION:

BALANCE:

- ⦿ Exchange the French 7-0 for an 8-1.
- ✚ Exchange one German LMG for a German MMG.



(Only hexrows A-P on board 22, and R-GG on board 20, are playable)

TURN RECORD CHART

⦿ FRENCH Sets Up First [81]	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First [104]									



Elements of the 5ème Compagnie, 44ème Régiment d'Infanterie Coloniale [ELR: 3] set up on board 20: {SAN: 4}

 4-5-7	 2-3-7	 9-1	 8-0	 7-0	 HMG 3 B11 6-12	 MMG 4-11	 LMG 1PP B11 2-6	 7 morale	 Roadblock
9	3					2		12	2



Elements of Kradschützen Bataillon 7 and sIG Kompanie 705 [ELR: 4] set up on board 22 in hexes numbered ≥ 5 : {SAN: 2}

 4'-6-7	 2-4-7	 10-2	 8-1	 7-0	 HMG 3 7-16	 LMG 3-8	 12 1 1 150*
12						3	3



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All buildings are stone. The stream is Dry.
3. The French suffer from Ammo Shortage, may designate one building hex as Fortified (tunnels are NA), and may use HIP for one squad-equivalent (and all SMC/SW stacked with it).
4. Buildings 20U8 and 20BB8 are each considered one building for victory purposes, but otherwise are treated as Rowhouses.

AFTERMATH: Ordered to hold to the last, the colonial defenders of Hangest did just that. In building after building they fought desperately throughout the day and into the evening. However, with casualties mounting and ammunition supplies dwindling, their situation slowly but steadily deteriorated. Finally, with all ammunition exhausted, they were left with no choice but to surrender. One of the last buildings to fall was the town's school. As in Hangest, furious resistance was offered in other villages such as Franleu, Quesnoy, Airaines and Hornoy—some of which held out for several days. The Germans were forced to bypass the French hedgehogs, known collectively (and somewhat grandiosely) as the Weygand Line, but the delay incurred proved only temporary; in a few days the Panzer columns were once again streaming into and through the French rear areas, wreaking havoc wherever they appeared. Sadly, a number of the black troops manning the hedgehogs were later found to have been summarily executed by angry Germans for having held out "too long".

ENCOUNTER AT CORNIMONT



ASL SCENARIO 78



VICTORY CONDITIONS: The Germans win immediately if they Control $\geq$ 14 stone buildings north of the stream, provided the French have amassed $\leq$ 35 Casualty VP.

CORNIMONT, FRANCE, 20 June 1940: After having attained the Swiss border on the 17th, Gruppe Guderian turned its attention to the three French armies trapped against the Maginot Line. In the area of the French 8th Army in the Vosges mountains, scattered defending forces were committed piecemeal in an effort to slow down the swift German advances that were cutting the defenders into ever smaller pockets. In Cornimont, Commandant Pasquier, in charge of the 158th Engineer Battalion, had hoped to wait quietly for the armistice—but his hopes were dashed when an order to defend the town arrived. Deploying his available troops, he chose a battery of three truck-mounted 75mm AA guns and two sections of pioneers to defend the village; other pioneers occupied the slopes of hill 862 nearby, and a contingent of engineers dug in on hills 980 and 981.

BOARD CONFIGURATION:

BALANCE:

⊙ Add one 4-5-7 and one 4-3-7 to the force that sets up on/north-of hexrow Q.

⊕ Exchange both PSW 221 for two PSW 231(8R).



2	41
St1	

TURN RECORD CHART

⊙ FRENCH Sets Up First [107]	⊕ 1	⊕ 2	3	4	5	6	7	8	9	10	END
⊕ GERMAN Moves First [0]											



Elements of the 418ème Régiment de Pionniers, 158ème Bataillon du Génie, and 5ème Groupe du 403ème Régiment d'Artillerie de Défense Contre Avions [ELR: 2] set up as indicated (see also SSR 4 and 5): {SAN: 2}

On/between hexrows R and V:

1 4-5-7	G 4-3-7	8-1	7-0	LMG IPP B11 2-6	? 7 morale	*12 *75	20 29PP
3	2			6	3	3	

On/north-of hexrow Q:

1 4-5-7	G 4-3-7	1 2-3-7	8-1	6+1	HMG SP B11 6-12	? 7 morale	Foxhole 5 OVR, OBA: +4 Other: +2
4	6				6	6	



Forward elements of Kampfgruppe Krüger, Panzer Division 1 [ELR: 4] enter on Turn 1 on/adjacent-to 2GG6: {SAN: 4}

1 4'-6-7	9-2	9-1	8-0	dm MNG 1 3-8	LMG 1 3-8	ATR 1-12	*34 1 CMG -/5/*	*33 1 20L(4) -/5/*	24 1 M9 3PP
9				3	2	3	9		

Elements of KG Krüger enter on Turn 2 on/adjacent-to 2GG6, or on Turn 3 on/adjacent-to 41GG9:

1 4'-6-7	E 2-4-8	1 2-4-7	8-1	8-0	dm MNG 1 3-8	LMG 1 3-8	ATR 1-12	dm MTR 1 50mm	28 1 T7 21PP	*30 1 T10 9PP
6					2	4				

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place Overlay St1 on 2W6-2W5 (consider hexside 41V9-41oW10 a stream side). A two-lane stone bridge exists in hex 2oW1.
- All hexes of hill 538 are woods hexes as well; the Level 1 hill Crest Line also represents the extent of the woods.
- Before the French set up, the German player must record the turn on which his second group of units will enter.
- The French trucks are Ammo Vehicles (E10.) for the Autocanons de 75 mle 13/34; see French Vehicle Note 23.
- Kindling Attempts and Bore Sighting are NA.
- If a German AFV with any manned and functioning armament, and/or Good

Order German squad/HS, that is unconcealed occupies hex 205 at the start of any Player Turn, all Autocanons and Ammo Vehicles immediately suffer Recall as if they were AFV with disabled MA (D3.7).

8. Despite being a 1MT Type, the PSW 221 must be CE to fire its MA.

AFTERMATH: The trucks, armored cars and motorcyclists of *Kampfgruppe Krüger* had forded the Moselle near Le Thillot and slowly followed the mountain road to Cornimont, disposing of several small roadblocks along the way. At about 1700 hours they launched their attack on the town. After about half an hour of fighting, the French *autocanons*, declaring that enemy infantry had gotten behind them, suddenly withdrew without warning. This uncovered the defenders' right flank, which was then overwhelmed. Many of the pioneers began to surrender, and the engineers on the nearby heights retreated, covered by a small rearguard. The Germans did not engage in vigorous pursuit; having gained their objectives, both men and machines needed rest.

BRIDGE OF THE SEVEN PLANETS

ASL SCENARIO 79



LES SEPT-PLANÈTES, FRANCE, 3 June 1940: On June 1st, the defense of the bridges along a stretch of the Bergues canal south of Dunkirk was entrusted to the *compagnie d'accompagnement* (heavy weapons company) of the 1st Battalion, 224th Infantry Regiment, supported by miscellaneous troops including several mobile 155mm coast-defense guns manned by naval crews. Two days later, in the early morning, the position at the Seven-Planets bridge three miles south of Dunkirk was probed by the Germans. The outlying French infantry drew back somewhat closer to the bridge so as not to be cut off; and shortly thereafter, a truck appeared on the Coudekerque road east of the bridge and unloaded German infantry in front of the Hennebel farm.

BOARD CONFIGURATION:

BALANCE:

☛ German ELR is "4".

⊙ ≤ two French squad-equivalents (and all SMC/SW stacked with them) may use HIP.



40	X16
	X11
OG4	OG5
	X7
	SU
	X12
	X18
	91

VICTORY CONDITIONS: The Germans win if they Control hex 40oP5 at the end of any Player Turn, provided the French have amassed ≤ 25 Casualty VP.

TURN RECORD CHART

⊙ FRENCH Sets Up First [126]	☛ 1	2	☛ 3	4	5	6	7	8	9	END
☛ GERMAN Moves First [112]										



Reinforced elements of the 224ème Régiment d'Infanterie, 68ème Division d'Infanterie [ELR: 2] set up as indicated: {SAN: 2}

West of the river:

 1 4-5-7	 G 4-3-7	 1 2-3-7	 1 2-2-8	 HMG B11 6-12	 LMG B11 2-6	 AT M12 25LL [45]
2	4	2	2			

In building 40oD1:

 7-0	 2-2-8	 MMG B11 4-11
2		

East of the river and west of road 16A5-16N4-16Y4-16GG5, but not in building 40oD1:

 1 4-5-7	 G 4-3-7	 1 2-3-7	 1 2-2-8	 MMG B11 4-11	 LMG B11 2-6	 AT M12 25LL [45]	 ART M1 *155
3	3	2					(see SSR 6)

West of road 16A5-16N4-16Y4-16GG5, but not in building 40oD1:

 9-1	 8-1	 8-0	 Foxhole 5 OVR, OBA, +4 Other: +2
			10



Reinforced elements of Infanterie Division 18 [ELR: 3] enter as indicated: {SAN: 3}

On Turn 1 along the east edge of board 16:

 1 4'-6-7	 1 2-4-7	 9-2	 8-1	 7-0	 dm HMG B11 3-8	 LMG B11 3-8	 dm MTR B11 50mm	 T7 21PP
10	3				2	3		

On Turn 3 along the east or south edge of board 16:

 1 4'-6-7	 2-2-8	 9-1	 8-1	 8-0	 dm HMG B11 3-8	 LMG B11 3-8	 dm MTR B11 50mm	 dm MTR B11 50mm	 Radio B11 8	 INF M10 B11 75*	 T7 21PP	 28 B11 15 20L(4) -/5
9	2					2						4

SPECIAL RULES:

- EC are Moderate, with no wind at start. The river is Deep. Hill 486 does not exist, but all other terrain thereon does. 16O3 and 16O4 are orchard—not building—hexes. Kindling Attempts are NA.
- Place overlays as follows: **St1** on "offboard hex 40S11"—S10; **OG4** on 40O8-N7; **OG5** on 40O4-P4; **X7** on 40P5 (with the "1" against hex oP4); **X11** on 40I5-J4; **X12** on 40T5-U5; **X16** on 40D1-D2; and **X18** on 40W5-W4.
- No building has an upper level [EXC: building 40oD1 retains 1st and 2nd levels]. No unit may enter or exit building 40oD1 (which represents Fort Castelnaud).
- Two-lane stone bridges exist in hexes 40Q2-40Q3 and 40oS5.
- All roads are paved. Each road hex adjacent to the west bank of the canal, from hex 40A8 to 40P3 inclusive, is assumed to contain an unarmored, "0" Target-Size wreck that may not be Scrounged.
- The 155mm Gun may not be set up in a building, and suffers from Ammunition Shortage (A19.131). It is considered a ST—not NT—Gun and may change its CA

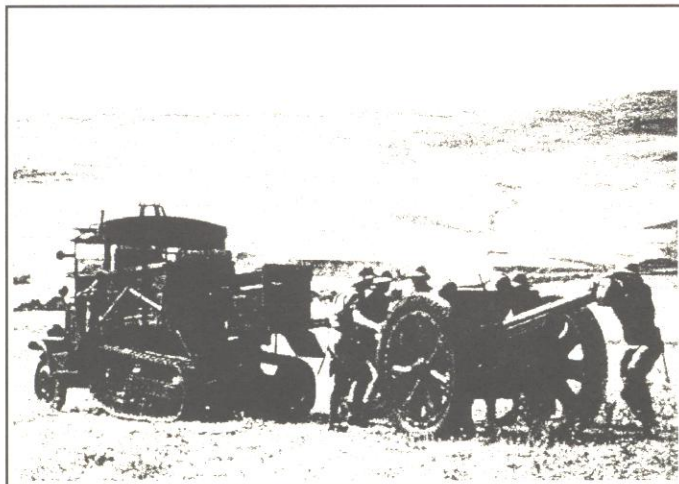
accordingly; however, all other aspects of RFNM (C10.25) apply unchanged. The 155 may not fire at a bridge hex that contains no German unit.

- The Germans receive one module of 100+mm OBA that can fire HE and smoke.

AFTERMATH: The Germans immediately opened fire with machine guns. Even as the French responded in kind, other German infantry that had crept forward undetected through the grainfields attacked. A bit later, as more Germans approached from the south along the east bank of the canal, the defenders were forced to pull back to immediately in front of the bridge. Weapons that could not be moved quickly were rendered useless and abandoned. After a time the relentless pressure of the attack compelled a complete withdrawal across the bridge to the canal's west bank, where the defenders regrouped amongst a long line of destroyed British vehicles on the canal road. Here they were able to hold the Germans for a while, but the continuous rain of artillery, mortar, machine gun and small arms fire eventually caused so many casualties that the French were forced to give up altogether their hold on the bridge. However, their stubborn resistance had helped prevent a German breakthrough, thereby providing precious extra time for the extrication of Allied troops across the Channel.

ASL SCENARIO 80

PLAY BALL



VICTORY CONDITIONS: The French win immediately if they Control $\geq$ five buildings in the U.S. setup area prior to the start of Turn 8, or at game end if they have amassed $\geq$ 30 Casualty VP.

TURN RECORD CHART

☆ U.S. Sets Up First [123]	1	2	3	4	5	6	7	8	9	10	END
⊙ VICHY Moves First [72]											

MEHDIA, MOROCCO, 8 November 1942: On D-Day of Operation Torch the 2nd Battalion Landing Team (BLT) of the 60th Infantry Regiment, 9th Infantry Division, had in part the critical mission of capturing the coastal defenses of Mehdi before daylight. These consisted of several coast artillery positions and a large stone fort known as the Kasba. Unfortunately the Vichy French resisted the landings, pronouncing the code-word "Batter Up" to be sent to the operation's commander offshore. Shortly thereafter came the reply: "Play Ball"—the signal to return fire. During the ensuing fight the GIs, due to inexperience and confusion, were unable to halt their own naval gunfire support and thus could not close with the defenders. Later in the morning the BLT, still extremely disorganized, was ordered to renew its attack—but a misunderstanding caused part of the green and shaken unit to mistakenly advance about a thousand yards eastward into a small village. Shortly afterward it came under counterattack by westward moving French reinforcements.

BOARD CONFIGURATION:

BALANCE:

- ☆ French ELR is "2".
- ⊙ Exchange three 4-3-7s for 4-5-8s.



17	4
----	---



Elements of the 2nd Battalion Landing Team, 60th Infantry Regiment [ELR: 2] set up on board 17 on/between hexrows L and W: {SAN: 3}

2 5-4-6	2 2-3-6	8-1	8-0	7-0	6-12	4-10	8-4	60*[3-45]
15	6	2			2	2		



Reinforced elements of the 2ème Bataillon, 1er Régiment de Tirailleurs Marocains [ELR: 3] enter as indicated: {SAN: 2}

Group A on Turn 1 along the east edge of board 4:

1 4-5-7	9-1	8-0	2PP	1PP B11 2-6
9				

Group B on Turn 2 along the north edge of board 4:

1 4-5-7	G 4-3-7	8-1	7-0	2PP	1PP B11 2-6	60mm
3	5					

Group C on Turn 4 along the east edge of board 4, or on Turn 5 along the north edge of board 17:

1 4-5-7	2-2-8	8-0	1PP B11 2-6	75 M8	11 T2 5PP
3	2			2	4

Group D on Turn 6 along the east edge of board 4, or on Turn 7 along the north edge of board 17:

8 37* -[2*]/*
3

SPECIAL RULES:

- EC are Moist, with no wind at start.
- All woods are brush. Grain and orchards are in season.
- Bore Sighting and Kindling Attempts are NA.
- All buildings are stone. No building has an upper level [EXC: Rooftops are in play for multi-hex buildings; a unit on such a rooftop is considered to be at Level 1].
- The French receive one module of 70+mm OBA (HE and Smoke) with Scarce Ammunition, directed by an Offboard Observer at Level 1 in a north- or east-edge hex of board 4 secretly recorded prior to U.S. setup.
- The BAZ counter may remain offboard until the unit that set up possessing it loses Good Order status or fires/drops/Transfers it.
- No Good Order unit of either side may refuse the Surrender of an enemy unit,

nor conduct a Massacre.

- Beginning on Turn 8, Good Order U.S. Personnel (and their prisoners, if any) may exit off the west edge of board 17 without being counted as eliminated.

AFTERMATH: The Americans, who had been hoping for only token resistance landings, and still suffering from the morning's chaos, were forced to defend themselves against a determined attack. The tempo of the French assault grew as the day wore on, with infantry, artillery—and later, three R35 tanks from the 1st African Chasseurs—brought to bear against them. With neither reinforcements nor artillery support materializing, the GIs fought on for a time, and even managed to knock out two of the tanks. But eventually they found themselves in danger of being cut off, whereupon they began to withdraw in groups to the more prepared position whence they had come. The French followed, harassing them and taking a number of prisoners. The green American landing force would require another two days to seize the Kasba.

FRATRICIDAL FIGHTING



ASL SCENARIO 81



6 miles south of DAMASCUS, SYRIA, 20 June 1941: The Allied invasion of Syria and Lebanon, conducted primarily by the 7th Australian Division, the 5th Indian Infantry Brigade and the brigade-strength Free French Division, had begun on June 8th. The phase-one objective of the latter two formations was the capture of Damascus. A week later they were only about ten miles south of the city, but facing strong defenses along the all-important road through the last rugged hills before the capital. In the next four days the veteran Indian brigade broke through and advanced to the very outskirts of Damascus, only to find itself cut off and sorely pressed, while on its right the Free French seized all of the steep, boulder-strewn Djebel el Kelb save for Hill 740 which prevented them from coming to the Indians' assistance. On the 20th the Free French made another attempt to overcome this last barrier. By now both they and the Vichy troops defending the hill were weary, and disheartened at having to fight their erstwhile brothers-in-arms.

BOARD CONFIGURATION:

BALANCE:

☉ Exchange three 4-3-7s for 4-5-7s.

‡ Both 51mm mortars have "s8".

H2		H1
H3		
29	25	28

VICTORY CONDITIONS: The Allies win immediately when they Control hex 25BB5 and hex(es) 25Y2/25BB8, provided they have amassed ≥ 25 Casualty VP and the Vichy French have amassed ≤ 30 Casualty VP.

TURN RECORD CHART

☉ VICHY Sets Up First [140]	1	2	3	4	5	6	7	8	9	END
‡ ☉ ALLIED Moves First [223]										



2ème Compagnie, 29ème Régiment de Tirailleurs Algériens, and elements of the 17ème Régiment de Tirailleurs Sénégalais [ELR: 3] set up on/north-of hexrow V within 12 hexes of 25V5: {SAN: 4}

1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	9-1	8-1	8-0	HMG B11 6-12	MMG 4-11	LMG B11 2-6	MTR 60* [3-42]	INF 37* [60]	?
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10

5

3

3

2

8

(see SSR 5)

AT M12 25LL [45]	Sangar 15 or 6mm OBA: +3* Other: +1*	Foxhole 5 OVR, OBA: +4 Other: +2
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2

8

4



Elements of the 1er Bataillon, 13ème Demi-Brigade de Légion Étrangère, and of the 1ère Compagnie de Chars de Combat [ELR: 3] set up on board(s) 25/29 on/south-of hexrow Q: {SAN: 3}

E 4-2-8	E 2-4-8	9-1	8-1	8-0	MMG 4-12	LMG 2-7	MTR 51 [2-11]	8-1	12 4 4 37* -[2*]
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12

5

2

3

2

4

A-T Commando platoon from the 5th Indian Infantry Brigade sets up as per SSR 6:

E 6-2-8	8-1	ATR 1-12	DC X12 30-1
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3

SPECIAL RULES:

- EC are Very Dry, with no wind at start.
- Place Overlay **H1** on 28S2-T1, **H2** on 29W8-X8 and **H3** on 29O3-P3.
- Broken Terrain (F13.1) is in effect for all non-hill (thus including hillock) hexes.
- A continuous paved road runs 29A3-25Q1, and thence to 25V3 and 25GG5 in the printed road hexes. No other road exists.
- Vichy "?" may be set up in *any* terrain.
- British (i.e., "Indian Brigade") units and SW use the same setup area, ELR and SAN as the Free French. British and Free French are considered different nationalities [EXC: see F.8A for SW usage], and no unit or SW assigned by the OB to either

such nationality may be stacked-with/possessed-by the other at start. Multi-Location FG that contain both Free French and British MMC (/SW manned by those MMC) are NA. British units are *not* considered Commandos. For Free French, see als .8A and F.8C.

AFTERMATH: Two Foreign Legion companies, supported by a few Hotchkiss tanks and a British "anti-tank commando", made the assault. In an hour of bloody fighting, the Vichy positions were captured or neutralized one by one, until finally the remaining defenders surrendered. The road to Damascus was now open—but unfortunately too late for the 5th Indian Brigade, whose survivors had run out of ammunition and were forced to surrender that same afternoon. The Vichy forces would abandon the capital that night, leaving behind only a small rearguard which the Free French would brush aside the next morning.

FOR HONOR ALONE

ASL SCENARIO 82



VICTORY CONDITIONS: The Germans win if they Control buildings 16O3 and 16L6 at game end.

SAUMUR, FRANCE, 20 June 1940: Angered and dismayed by Marshal Pétain's call on June 17th for an armistice, the officers and cadets of the Cavalry School had vowed to fight on for their own honor and that of France. Though not actual combat troops, they—along with the remnants of several other formations retreating south but still determined to fight—prepared to defend the crossing points along a fourteen-mile stretch of the Loire River. The initial assaults of the German 1st Cavalry Division on the 19th were repulsed (ironically, neither side had any horses at this point in the campaign), but on the 20th they succeeded in crossing the river on both sides of Saumur. Southeast of the city, about one kilometer south of the Loire, lay the Aunis Farm, a French command post and staging area. Through a misunderstanding, the cadets positioned there had not advanced to the river when the Germans began their crossing attempt, so now they hurriedly prepared to defend the farm in an effort to contain the enemy bridgehead. They had hardly finished when enemy mortar rounds began landing around them.

BOARD CONFIGURATION:

BALANCE:

- ⊙ Exchange the French 9-1 for a second 9-2.
- ⚡ Exchange any German MMG for a German HMG.



6L	9L

TURN RECORD CHART

⊙ FRENCH Sets Up First [130]	1	⚡ 2 [⊙]	⚡ 3 [⊙]	4	5	6	7	8	9	END
⚡ GERMAN Moves First [188]										



Cadets of the École de Cavalerie [ELR: 2] set up on board 16 on/between hexrows H and T, and/or on board 19 on/between hexrows H and T in hexes numbered ≥ 8: {SAN: 4}

E 4'-5-8	E 2-4-8	9-2	9-1	8-0	HMG SP: 3 B11 6-12	MMG SP: 2 B11 4-11	LMG TP: 1 B11 2-6	?	7 morale	Trench OVR, OBA: +4 Other: +2
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10 2
Elements of the 19ème
Dragons, 1er Groupe
Franc de Cavalerie, enter
on Turn 2 on/between hexes
16A6 and 19A6:

12 4 37* -12*/*	9-1 2nd Lt
--------------------------	---------------

2 10 8
Cadets of the St-Maxient École d'Infanterie enter on Turn 3
along the south edge of the playing area:

E 4'-5-8	1 4-5-7	9-1	8-1	8-0	LMG TP: 1 B11 2-6
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Elements of Schwadron 3, Kavallerie Regiment 1 [ELR: 4] set up on board(s) 16/19 on/north-of hexrow Z, and/or on board 19 in hexes numbered ≤ 3: {SAN: 3}

E 4'-6-8	2-2-8	9-2	8-1	8-0	HMG SP: 2 B11 5-12	LMG TP: 1 B11 3-8	ATR 1-12	MTR 50' [2-13]	MTR 81* [2-60]	AT M12 37L H6[9]
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Elements of Kavallerie Regiment 1 enter on Turn 2 along the west edge of board 19:

E 4'-6-8	9-1	8-1	8-0	dm HMG TP: 1 B11 3-8	LMG TP: 1 B11 3-8	ATR 1-12	dm MTR 50mm
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Elements of Kavallerie Regiment 1 enter
on Turn 3 along the north edge of the play-
ing area:

2-2-8	AT M12 37L H6[9]	28 T7 21PP
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SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All buildings are stone. Building 19I8 begins play Ablaze. Kindling Attempts are NA.
3. German Guns may set up neither Emplaced nor hidden.
4. The Germans receive random Air Support (E7.2), which will consist of one FB with no bombs.

AFTERMATH: The farm's defenders, led by Capt. de St-Blanquat, opened fire with every weapon at the rapidly approaching Germans, halting their advance. A stalemate developed, and the German cavalrymen tried attacking from different directions to find a weak spot in the defenses. Mortar fire continued to pound the farm, setting several buildings alight, yet the cadets held out defiantly. Then from the south appeared four Hotchkiss tanks, followed by a company of infantry cadets. The latter, shouting with elation as they crossed the fields, made it to the farmhouse; but the tanks were not so fortunate, and had to retreat in the face of intense anti-tank fire that quickly knocked out two of them. Despite the reinforcements, it became apparent that it was only a matter of time before the Germans, whose numbers south of the river continued to mount rapidly, would prevail. Ultimately de Blanquat was forced to withdraw with his survivors before being completely cut off. When the Germans finally entered the farmhouse they found only the seriously wounded, who were carried out between German guards standing at attention.

AN UNCOMMON OCCURRENCE

ASL SCENARIO 83

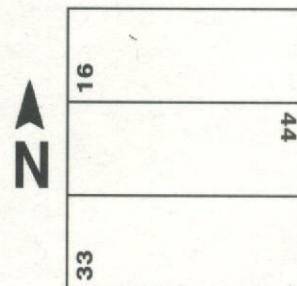
Scenario Design: Curt Schilling



VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 10 VP more than the Poles. In addition to CVP, the Germans receive Exit VP for vehicles exited off the south edge of board 33.

Western outskirts of PIOTRKOW, POLAND, 5 September 1939: Despite the spirited opposition of Poland's Army Lodz and the still-mobilizing Army Prusy, the German 1st and 4th Panzer Divisions drove deep into the heart of Poland. As the panzer divisions continued their assault, heading straight for the town of Piotrkow, the Polish general staff attempted to organize order out of the chaos and launched a counterattack by Army Prusy.

BOARD CONFIGURATION:



BALANCE:

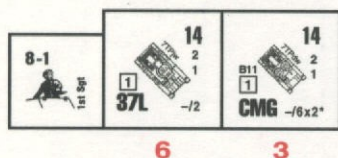
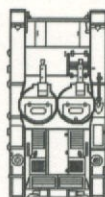
- ✚ Add one PzIIIF to the German OB.
- ✚ Add one 7TPjw to the Polish OB.

TURN RECORD CHART

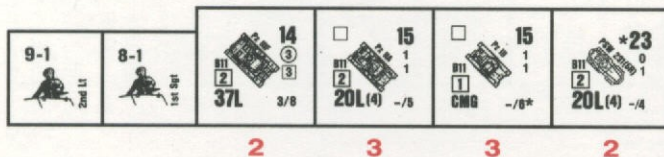
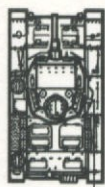
SIMULTANEOUS Set Up	1	2	3	4	5	6	END
POLE Moves First (See SSR 2)							



Elements of the 2nd Light Tank Battalion enter prior to Turn 1 along the south edge of board 33 (see SSR 2): {SAN: 0}



Elements of the 1st and 4th Panzer Divisions enter prior to Turn 1 along the north edge of board 16 (see SSR 2): {SAN: 0}



SPECIAL RULES:

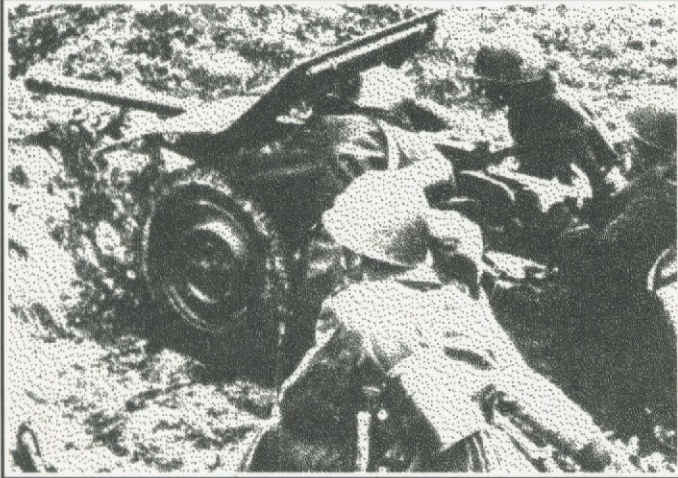
- EC are Moist, with a Mild Breeze from the northwest at start.
- Prior to setup, stand an extra board between the players. Both players then setup simultaneously and conduct a movement phase with all units having expended half their normal MP (AC have expended 3/4). After all movement has been completed, remove the extra board and proceed with Turn 1 RPH for the Polish player.
- Crew Survival (D5.6) is NA.

AFTERMATH: During the morning, the first major tank battle of the war developed on the western outskirts of town. The Polish 2nd Light Tank Battalion turned away the panzer spearheads, inflicting serious losses on the Germans while losing only two tanks itself. Despite such success, the Polish command failed to use their armor effectively, instead parceling it out in a piecemeal fashion. Regardless of such local setbacks, the German forces continued to utilize their tactical doctrine of "concentration of force" to divide and conquer the Polish Army.

ROUND ONE

ASL SCENARIO 84

Scenario Design: Jeff Harris and Curt Schilling



VICTORY CONDITIONS: The Germans win at game end if they Control more stone building hexes south of road 45Y1-Y2-BB3-Y7-20Y10 than the Poles provided the Poles have not amassed ≥ 50 CVP. (Recalled German vehicles are considered eliminated for these CVP purposes.)

TURN RECORD CHART

POLISH Sets Up First [139] GERMAN Moves First [185]	1	2	3	4	5	6	7	END
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BOARD CONFIGURATION:

BALANCE:

- In the Victory Conditions, change "more" to " ≥ 5 more".
- Add a German MMG and a 9-1 Armor Leader to the German OB.



20	45

(Only hexrows R-GG are playable)

Elements of the 29th Light Artillery Regiment and elements of the 29th Infantry Division [ELR: 2] set up on/south of hexrow U on board(s) 20/45 (see SSR 5): {SAN: 5}

1 4-5-7	2-2-8	9-2	7-0	3 6-12	2 4-11	1-12	7 morale	m7 B11 1 75	m12 3 37L
13	5	2				2	10	2	3

MPH/RIPh:
dr = INF
CC: +1/-1
6

Roadblock
3

Elements of Panzer Regiments 35 & 36, 4th Panzer Division and elements of the 217th Infanterie Division [ELR: 4] enter on Turn 1 along the north edge of board(s) 20/45: {SAN: 3}

5-4-8	4-6-7	9-2	8-1	7-0	3-8	3-8	1-12	24-1	30-1	14 75* -/5
5	12		2			4			3	2

15 20L(4) -/5 3	15 CMG 3	+23 20L(4) -/4 2	+33 20L(4) -/5/* 2
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SPECIAL RULES:

- EC are Moist, with no wind at start.
- All buildings are Single Story (B23.21).
- Polish elite and 1st Line squads have Assault Fire (A7.36) capability.
- The German 5-4-8s/2-3-8s are considered Assault Engineers (H1.22).
- The Polish may Fortify seven building Locations (tunnels are N/A) (B23.93). All Polish Guns *must* set up in Fortified building Locations. Polish units in Fortified Locations are Fanatic (A10.8). The Polish player may use HIP for one squad-equivalent and all SMC/SW set up with it.

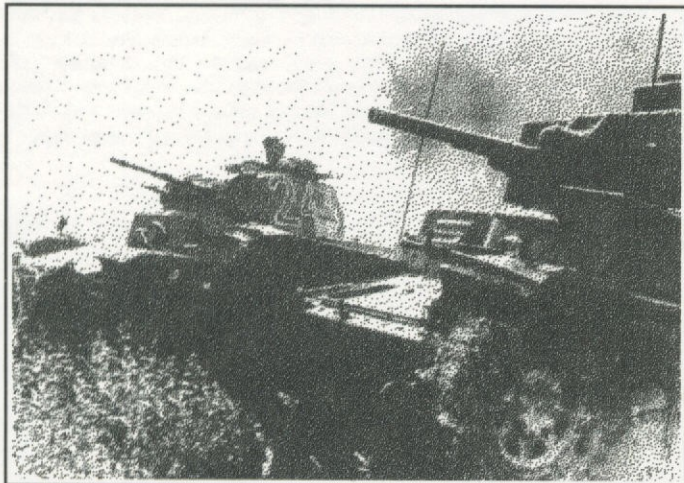
- Vehicular crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The urban terrain was not well suited for the German armor of the 35th and 36th Panzer Regiments. Make-shift roadblocks made out of over-turned tramway cars blocked the streets, while anti-tank guns and artillery pieces covered key intersections, well camouflaged and amply supported by infantry. German losses were heavy as the *blitzkrieg* swiftly ran into the reality of attacking a well-defended city. The Polish counterattack at Bzura eventually drew off the forces attacking Warsaw, and it would be another week before the German army again concentrated on the Polish capital.

NO WAY OUT

ASL SCENARIO 85

Scenario Design: Pedro Ramis



VICTORY CONDITIONS: The Poles win at game end by Controlling ≥ 6 buildings on board 42.

PILATKA, POLAND, 9 September 1939: As *Kampfgruppe Dittfurth* was cutting their only path of retreat towards the Vistula, the trapped Poles of Army Prussy became more and more desperate in their attempts to break through the encirclement. As darkness approached, the Poles launched yet another attack to attempt to break out towards Warsaw. The attack began successfully, pushing down the only road in the area, with the Poles breaking through the German pickets near the small town of Pilatka.

BOARD CONFIGURATION:



(Only hexrows A-S are playable)

BALANCE:

✚ The NVR is 6.

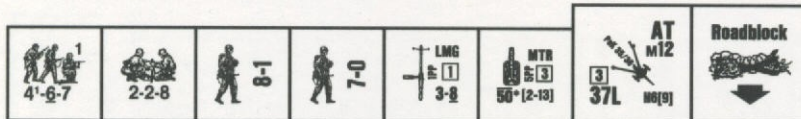
■ The NVR is 2.

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	1	2	3	4✚	5	6	7	8	END
■ POLISH Moves First [144]									



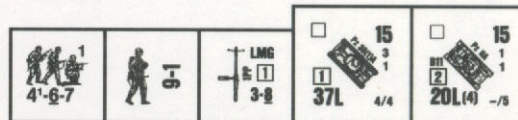
Elements of *Kampfgruppe Dittfurth*, 3. Leichte Division (Motorized) [ELR:3] set up on/east-of hexrow N: {SAN: 3}



8

3

Enter on Turn 4 along the east edge of board 42:

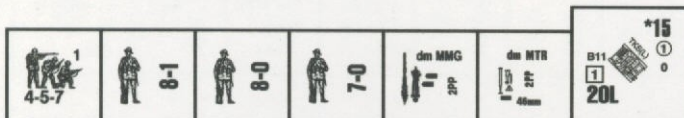


3

2



Elements of the 12th Infantry Division and the 2nd Light Tank Battalion, Army Prussy [ELR: 3] enter on Turn 1 along the west edge of board 42: {SAN: 2}



18

2

2

4

SPECIAL RULES:

- EC are Dry, with no wind at start.
- Night rules (E1.) are in effect with a NVR of 4. The Poles are the Scenario Attacker and the Germans are the Scenario Defender (E1.2). The Majority Squad Type of the Poles is Normal; that of the Germans is Lax.
- All buildings are Single Story (B23.21).
- Polish elite and 1st Line squads have Assault Fire (A7.36) capability.

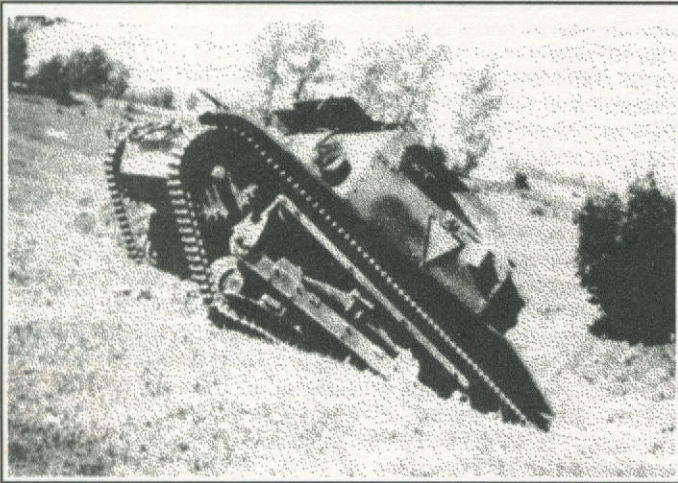
AFTERMATH: The Polish attack seemed like it was going to succeed in breaking the German lines and giving Army Prussy the corridor it needed to escape encirclement when the Germans committed their armored element to stem the tide. The German armor attacked relentlessly, and stopped the momentum of the Polish attack. Army Prussy would have to continue its attempts to break out of the German encirclement the next day.

FIGHTING BACK



ASL SCENARIO 86

Scenario Design: Multi-Man Publishing



VICTORY CONDITIONS: The Polish win at game end by Controlling buildings 45M7, 45T5, 45R4, and 45J5.

LECZYCA, POLAND, 9 September 1939: Polish General Tadeusz Kutrzeba was given permission for an attack to the south by Army Poznan. The aim was to cover the retreat of Army Pomorze. The attack used the 25th, 17th and 14th Infantry Divisions and the Podolska and Wielkopolska Cavalry Brigades. General Kutrzeba hoped to disrupt the German attacks toward Warsaw and retake Leczyca, northwest of Lodz, in the process. Warsaw and Army Lodz would gain valuable time.

BOARD CONFIGURATION:



44
22
45

BALANCE:

- ✚ Exchange the German 9-1 for a 9-2.
- ✚ Exchange four Polish 4-3-7s for four 4-5-7s.

TURN RECORD CHART

✚ GERMAN Sets Up First [136]	1	2	3	4	5	6	7	8	9	10	END
✚ POLISH Moves First [148]											



Elements of the 26th Infanterie Regiment, 30th Infantry Division [ELR: 3] set up on board(s) 22/45: {SAN: 4}



4'-6-7	2-2-8	1-5	1-8	1-10	7-10	3-8	50* [2-13]	1-12	7 morale	37L HQ[9]
12	2					4	2	2	10	2



Elements of the 25th Infantry Division [ELR: 2] enter along the north edge of board 44 on/after Turn 1: {SAN: 2}



4'-5-8	4-5-7	4-3-7	1-5	1-8	1-10	1-12	20P	40mm	7	20L	20L
4	8	8					2	2		15	15

Elements of Cavalry Brigade Podolska enter on/after Turn 4 along the west edge on/between hexes 22A6-45GG5:

4-5-7	1-5	20P	8-1	20L	22
6				2	2

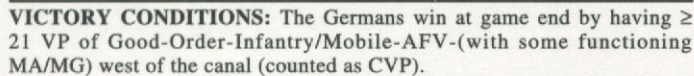
SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All multi-hex buildings on board 22 are Two Story Houses (B23.22) with an inherent stairwell in every hex. Treat all stream hexes (including bridges therein) as Level 0 Open Ground [EXC: roads still exist].
- The Germans may use HIP to set up one squad-equivalent and all SMC/SW set up with it.
- Civilian (only) Interrogation (E2.4) is allowed. The Poles are considered to be in a friendly country, and the Germans in a hostile country.

- Polish elite and 1st Line squads have Assault Fire (A7.36) capability. The Poles receive one module of battalion mortar 80+mm OBA (Smoke and HE).

AFTERMATH: General Gerd von Rundstedt could not get the covering forces for his northern flank that he had wanted and his two northern most divisions, the 30th and 24th Infantry Divisions, were stretched thin. The Polish attacks began on the evening of 9 September and lasted for most of the next day. German defenses broke down in total disorder with both divisions retreating. More than fifteen hundred prisoners from the 30th Infantry Division were taken.

Scenario Design: *Tim Hundsdoerfer*



BOARD CONFIGURATION:

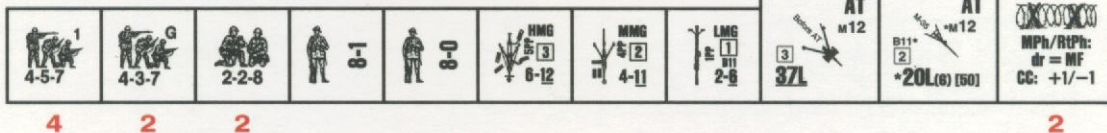
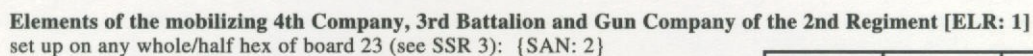
■ Add a Nimbus to the Dutch OB, entering on Turn 4 along the west edge of board 23.

AN

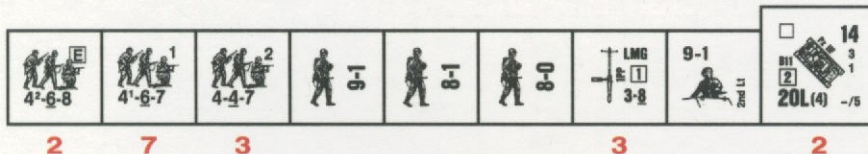
23	
	16

(Only hexrows A-P on board 16
and R-GG on board 23 are in play)

DANISH Sets Up First								
GERMAN Moves First [117]								



Enter on Turn 2 along the west edge of board 23:



Enter on Turn 4 along the south edge of board(s) 16/23, east of the canal:



1. EC are Moderate, with a Mild Breeze from the southeast at start.

2. All buildings are Single Story Houses [EXC: hex 23Y7 contains a Steeple Location at both Level 1 and Level 2 (B31.2)]. All roads are paved (B3.).

3. The Danish 37mm Bofors AT Gun has a B# of 10, must set up uncealed in a road hex (as must the M-35 AT Gun), and any Danish crew manning it is Fanatic (A10.8). Boresighting is NA.

4. Surrender may not be refused (i.e., a surrendering unit may not be eliminated thereby invoking No Quarter (A20.3)). Danish personnel surrender on a final Heat of Battle DR ≥ 9 . German units suffering ELR are not Replaced but instead become Disrupted (A19.12).

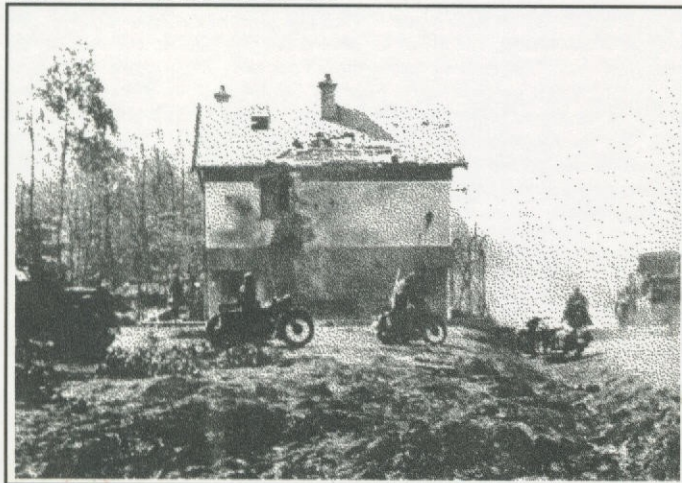
AFTERMATH: Three companies were present in Haderslev, augmented by mobilizing army reserves—the largest Danish force to see combat. The local commander set up a strong defence along the canal, which split the town in two. Action commenced when several approaching German tanks were engaged by the crew of an anti-tank gun positioned out in the open on the road just south of the canal; the crew kept on firing until overrun. The Germans were stopped at the canal but soon slipped by amidst Danish confusion over the cease-fire ordered by the government. By the time things were straightened out, the Germans were racing north to catch up with the paratroopers who had just captured the airport at Aalborg, vital to the invasion of Norway.

ART NOUVEAU



ASL SCENARIO 88

Scenario Design: Phillipe Léonard



VICTORY CONDITIONS: The Germans win at the end of any Game Turn if they have amassed ≥ 12 VP and have cleared the roadblock. VP are awarded for units exited off the west edge of board 32 (EXC: Prisoners do not count double). However, Infantry CVP accumulated by the Belgians are deducted from the German VP total. See also SSR 4.

TURN RECORD CHART

BELGIAN Sets Up First GERMAN Moves First [120]	1	2	3	4	5	6	7	8	END
--	---	---	---	---	---	---	---	---	-----

MONT-LE-BAN, BELGIUM, 10 May 1940: Rommel's 7th Panzer Division had bypassed the 3rd Regiment of the *Chasseurs Ardennais* and the German forward elements soon bumped into units protecting the Belgian southern flank. This lightly-held part of the Belgian defense was occupied by units of the 10th Motorcycle Company, which had been scattered into three different defensive strongholds. The 3rd Platoon, led by Lt. Coeurderoy had set up on the edge of a forest near Mont-le-Ban while the 1st Platoon, supported by a T-15 tank, was defending a parallel route a bit farther south. The remaining forces of the company were located around the regiment's HQ. At 1440, German motorcyclists appeared on the road immediately triggering fire from Coeurderoy's platoon.

BOARD CONFIGURATION:



(Only hexrows A-P on board 32 and R-GG on board 3 are playable.)

BALANCE:

- Add one Belgian MMG to the Initial OB.
- ⚡ Extend the game length to 8 1/2 turns.

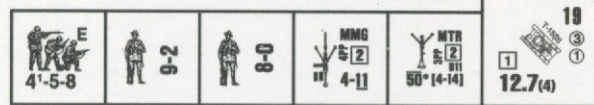
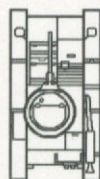
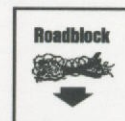


Elements of the 10ème Compagnie motorcyclists, 3e Regiment de Chasseurs Ardennais [ELR: 3] set up within five hexes of 32E5 (see SSR 2, SSR 4, and SSR 5): {SAN: 3}

set up unconcealed in 32A4:

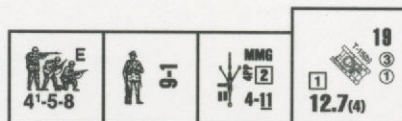


set up in 32J3 across the J3/K3 hexside:



6

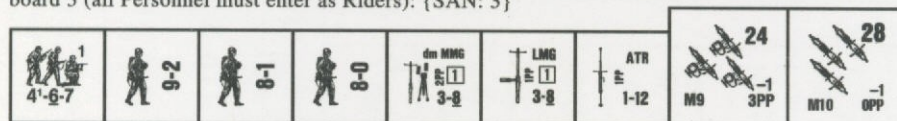
Additional force pool (see SSR 4):



2



Elements of the Kleinschmidt Kompanie, Krafttradschützen Battalion 7 [ELR: 4] enter on Turn 1 along the east edge of board 3 (all Personnel must enter as Riders): {SAN: 3}



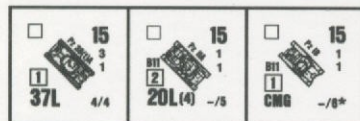
12

3

5

7

Elements of 2 Kompanie, Panzer Regiment 25 enter on Turn 4 along the east edge of board 3:



37L 4/4

20L(4) -/5

CMG -/8*

SPECIAL RULES:

- EC are Moderate, with no wind at start. All roads are Paved. Shellholes do not exist. Kinding is NA.
- The Belgians may Deploy freely during set up after final OB selection (SSR 4). Belgian elite and 1st Line squads have Assault Fire (A7.36) capability.
- The Germans receive Air Support in the form of one '39 FB without bombs.
- Before setup, the Belgian player must determine his final OB by openly selecting three cards from a deck of 10 (5 red & 5 black). Each red draw forces the Belgian player to delete one counter from his initial onboard OB. Each black draw allows the Belgian player to choose one additional counter from the additional force pool to add to his at-start OB. Additions and deletions are secretly recorded immediately after each card is drawn. For every red card drawn by the Belgian, the German VP requirement is increased by 2. For every black card drawn by the Belgian, the German VP requirement is reduced by 1.

5. Belgian AFV may set up in woods using HIP. Such units are revealed as if they were HIP Guns (A12.3). All other Belgian units may set up using HIP if in Concealment terrain. Belgian AFV may not leave their setup hex on Turn 1.

AFTERMATH: The chasseurs' stronghold was well set up on both sides of the road, which was further cut by a roadblock; but Coeurderoy's platoon was understrength. Rommel, in his grand style, was right on the spot among the front line troops. One motorcycle platoon was sent south to a small hill to fix the Belgian fire while the two other platoons bypassed the position on the north. Rommel also directly intervened to send three reluctant light tanks forward on the attack. A German aircraft soon came into the fray forcing the out-manuevered and overwhelmed Belgians into a quick retreat. However, even after this withdrawal, the Germans were still blocked by the impassable road. Rommel then ordered the battalion to use the forest fire cuttings to reach the main road. Despite numerous felled trees and bogs, the Germans were soon on their way to Chabrehez.

ASL SCENARIO 89

RESCUE ATTEMPT

Scenario Design: Pedro Ramis



VICTORY CONDITIONS: The Belgians win at game end by amassing ≥ 13 VP. VP are awarded thusly: Good Order squads count as 2 VP; HS (only) count as 1 VP; AFV with any functioning MA/MG count as 2 VP if they are within five hexes of 43O10, otherwise they count as 1 VP. Beginning on Turn 7, Good Order Belgian squads/HS may exit off the west edge on/between 33GG5/GG1 and count for VP.

WULMERSON, BELGIUM, 13 May 1940: On May 12th, the 7th Squadron of the 4th *Lanciers* and the 5th of the 3rd were hurriedly placed along the railway Tirlémont-Liege to fill the gap between the Belgian 2nd Cavalry and the French 12th *Cuirassiers*, west of the Gossoncourt airfield. The 3rd *Lanciers*' main problem of holding a relatively long line was augmented by the fact that its French neighbour was a motorized recon unit. In the afternoon, two T-13s were immediately sent to the forward platoons to defend the railway crossing. In the morning of the 13th, a deployed German infantry regiment closed on the Belgian positions and after the departure of the French *Cuirassiers*, crept up on Peloton Dirix.

BOARD CONFIGURATION:



RR1	
43	RR2
	RR11 Wd2
	RR12 Wd5

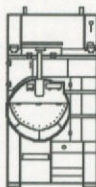
BALANCE:

- Remove one German 8-0 and ATR from either of the Turn 1 forces (German player's choice).
- Increase Game Length to 9 turns.

TURN RECORD CHART

- BELGIAN Sets Up First [91] - GERMAN Moves First [98]	1	2	3	4	5	6	7	8	END
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Elements of the 5ème Escadron/3ème Lanciers, DI Peloton Somville, and DBT Group [ELR: 2] set up within 2 hexes of 43oN8 (AFVs may not set up in buildings or woods): {SAN: 3}



 4-5-7	 2-3-7	 2-2-8		 7-0	 6-12	 4-11	 50* [4-14]	 7 morale	 15 1 1 *47 -/2*
4	2	3				3	4		

Set up on/adjacent to 33oG6:

 15 1 1 *47 -/2*

Peloton Dirix set up on board 33 in woods hexes on/between hexrows A and E:

 4-5-7		 7 morale
4		4

Peloton Caeymax, 7ème Escadron/3ème Lanciers enter along the west edge of board 33 on Turn 5:

 9-1	 19 12.7(4)	 15 1 1 *47 -/2
	2	2

Elements of Infanterie Regiment 19, 7th Infanterie Division [ELR: 3] enter on Turn 1 along the north edge of board 43: {SAN: 3}



 4-4-7			 3-8	 3-8	 1-12	 3-8
8			2	2		

Enter on Turn 1 along the east edge of board(s) 33/43:

 4-4-7		 3-8	 1-12
6	2	2	

Enter on Turn 2 along the north or east edge of board(s) 33/43:

 4-4-7		 3-8
3		

Enter on Turn 3 along the north or east edge of board(s) 33/43:

 4-4-7		 3-8
3		

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: **RR1** on 43D3/C3; **RR2** on 43O9/N8; **RR11** on 33H6/I7; **RR12** on 33C4/D4; **Wd2** on 33C8/C7; and **Wd5** on 33C3/C2. Hexes 33F5 and 33G6 are considered Elevated RR-Xing hexes. The ground level Locations of these hexes may be entered either via a road hexside (using road movement) or via a non-road hexside (using Open Ground COT) but movement between the ground level Locations and RR Locations in these hexes is NA.
- Belgian elite and 1st Line squads have Assault Fire (A7.36) capability.

AFTERMATH: Infiltrating the woods, the Germans entered close-combat and quickly annihilated the Dirix group. Almost entirely encircled, Peloton Somville was still fighting in Wulmerson when help arrived. A platoon of the 7th Squadron, under Lt Caeymax was rushed to the village. Disengaging under the aggressive protection of the AFVs, Somville reached the Belgian lines with his platoon. Caeymax himself was wounded twice in the head and neck but survived to see Franco-Belgian cooperation deteriorate even further until Belgium finally capitulated.

PRIDE AND JOY

ASL SCENARIO 90

Scenario Design: Scott Holst



VICTORY CONDITIONS: The Greeks win at game end by Controlling more building hexes than the Italians provided there are no Good Order Italian units on/adjacent to the road running 43Q1-43R3-43M6-43Q10.

KORITSA, GREECE, 17 November 1940: On October 28th, the Italian Army erupted across the Greek border in an attempt to add Greece to the New Roman Empire and to show Mussolini's fellow fascist, Adolf Hitler, that Italy, too, could launch a blitzkrieg attack. Mussolini's tactically-bankrupt command had not, however, anticipated the tenacity of the Greek people to resist the Italian onslaught. By the end of October, the Italians had captured the Greek town of Koritsa near the Pindus mountain range—only six miles into Greek territory. The Greek general Papagos realized the importance of Koritsa. A successful thrust there might break through to Thessalonika and cut off all of western Thrace.

BOARD CONFIGURATION:



43	17	2

BALANCE:

Remove two 4-5-8s from the Greek OB.

Increase Game Length to 11 turns.

TURN RECORD CHART

ITALIAN Sets Up First [118]	1	2	3	4	5	6	7	8	9	10	END
GREEK Moves First [277]											



Elements of the 8th Alpini Regiment [ELR: 2] set up anywhere in the playing area: {SAN: 2}

4-4-7	3-4-7	2-2-7	1-1-7	1-1-7	1-1-7	1-1-7	6-12	4-10	2-5	1-12	45-13	7 morale
8	8							2	4			10



65*	5
INF M10	IS
	Other: +2

8

Elements of the 47th Infantry Division enter on Turn 5 along the west edge of board 43:

3-4-6	1-1-7	1-1-7	6-12	2-5	45-13	1-12
-------	-------	-------	------	-----	-------	------

8



Elements of the 1st Cavalry Regiment and 10th Reconnaissance Battalion [ELR: 3] enter on Turn 1 along the east edge of board 2: {SAN: 4}

4-5-8	4-5-7	2-2-8	1-1-7	1-1-7	1-1-7	1-1-7	6-12	4-10	2-5	1-12
16	8	3							2	3



13	75*	6	12
BMG	ART M9	CS 4	T7 15PP
4-			

3

3

3

24

SPECIAL RULES:

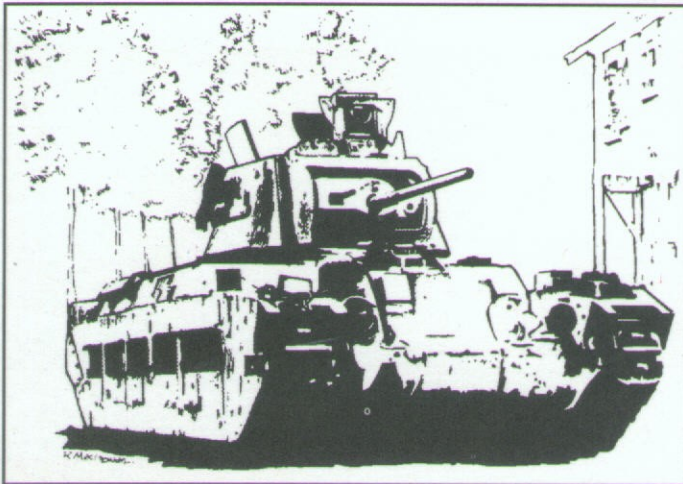
- Weather is Ground Snow (E3.72), with Wet EC and no wind at start. Orchards are Olive Groves (F13.5). All buildings are Single Story (B23.21).
- The Greeks suffer Ammo Shortage (A19.131).
- Boresighting is NA.
- Greek AFV crews are considered Inexperienced (D3.45).

AFTERMATH: Under General Papagos, the Greeks launched a series of counterattacks cutting the main road out of Koritsa and threatening to isolate the Italian 9th Army. By capturing positions northwest of Koritsa and steadily exerting even more pressure, the Greeks threatened not only the Italian forces along the coast but the last remaining road out of Koritsa to the west. The Italians reinforced Koritsa with remnants of the 3rd Alpini Division, a mere day before the final Greek assault began, spearheaded by armor imported from Italy before the war. The Italian 9th Army resisted desperately, but Mussolini's pride and joy—the Army of the Po—fell, along with the town, to the II Greek Army on November 22nd after both roads west of Koritsa had been cut. The next day, the last Italian soldiers were driven off of Greek soil.

AD HOC AT BEAURAINS

ASL SCENARIO 91

This scenario was previously issued as A40 and has been updated.



VICTORY CONDITIONS: The British win immediately by exiting ≥ 30 VP off the east edge. For every 2 CVP amassed by the British (excluding prisoners and/or captured equipment), reduce this exit VP requirement by one.

BEAURAINS, FRANCE, 21 May 1940: Quite unexpectedly, the British launched a major counterattack from Arras against the extended spearheads of Rommel's breakthrough. This caught the German formations as they attempted to deploy to meet the threat. The enemy was able to halt the foot soldiers of the Durham Light Infantry. The British armor, however, under command of General Martel, pushed on unsupported—deep into the German lines. Desperate, Rommel used elements of the nearby 6th Motorized Rifle Brigade and any guns he could commandeer to throw together a makeshift defense outside the village of Beaurains. Here the armor of the 4th Royal Tank Regiment took on Rommel's scratch-built *kampfgruppe*.

BOARD CONFIGURATION:

BALANCE:



	3	4	6
5			

☙ German OBA has Plentiful Ammunition (C1.211).

⊙ Add one 8-1 Armor Leader to the British Turn 1 OB.

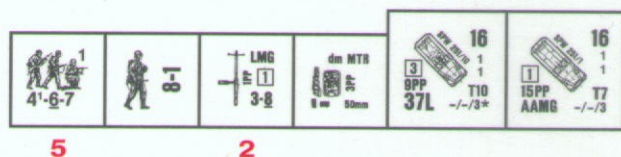
TURN RECORD CHART

☙ GERMAN Moves First	☙ 1 (6)	⊙ 2	3	☙ 4	5	☙ 6 (1)	7 (2)	8 (3)	9 (4)	10 (5)	Restart on Turn 11 (1)
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Elements of Panzer Division 7 [ELR: 3] enter as indicated: {SAN: 4}

Turn 1 along the south edge of board 3:

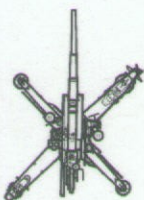
Turn 2 along the north edge of board 4:



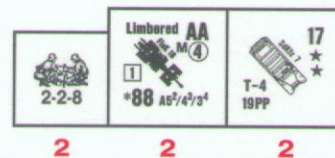
Turn 4 along the east edge of board 6:

Turn 4 along the south edge of board 6:

Turn 4 along the north edge of board 6:



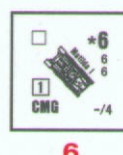
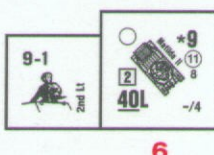
Per SSR 3 along the east, south, and/or north edge(s) of board 6:



Elements of 4th Battalion, Royal Tank Regiment enter as indicated: {SAN: 0}

Turn 1 along the west edge:

Turn 2 along the west edge:



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Building 6N4 is stone. All other buildings are wood. No gullies or bridges exist on board 5.
3. Beginning on Turn 6, the German player must make a dr (Δ) at the beginning of each friendly RPh. On a dr $\leq$ the circled number on the Turn Record Track, the AA Guns, crews, and transport of the final German group must enter play in the following MPH.

4. Whenever possible, all German Personnel *must* enter as passengers and all German Guns *must* enter in tow.
5. The Germans receive one module of 100+mm OBA (HE only).

AFTERMATH: After overrunning an outlying anti-tank section first thrown into the gap, and thrashing a few arriving panzers, the *Matildas* were finally brought to bay by mixed units responding to Rommel's orders. The key to his success was the timely arrival of an AA section, which rectified the situation in short order by firing at near point-blank range over open sights. The Germans, nonetheless, had discovered to their dismay that their previously victorious panzers were far from unbeatable.

STAND FAST THE GUARDS

ASL SCENARIO 92

This scenario was previously issued as A15 and has been updated.



VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 45 VP off the north edge of board 11, *or* at the end of any Player Turn if there are no unbroken British MMC on any hill hexes of board 11.

BOULOGNE, FRANCE, 23 May 1940: An epic of disastrous proportions was looming for the BEF as the panzers neared the French Channel ports. If they fell, the BEF would be bereft of supplies—and evacuation, if the worst should come. As the Germans cut through disintegrating French divisions, hastily made and executed plans for holding Boulogne and Calais were undertaken by the British. To Boulogne was shipped the 20th Guards Brigade. Unfortunately, these British battalions had no maps, wireless, mortars or grenades. Undaunted, in the best of tradition, the Welsh and Irish Guards disembarked on the 22nd of May, forcing their way through the refugees on the quay into the streets and to the countryside beyond. But the 2nd Panzer Division, despite being delayed by air attacks mounted by the French Naval Air Arm, was in sight of the towers of the city. The first clashes were inconclusive. During the night, Guderian completed his encirclement of the port. All British units stood to at first light, anticipating a dawn attack—which did not come as expected. Instead, the Germans were occupied while reducing the French garrison at Fort de la Creche, north of town. Finally, at 0730, the whirlwind struck the Irish Guards.

BOARD CONFIGURATION:

6	11	17



(Only hexrows R-GG are playable)

BALANCE:

• SSR 4 and 5 are NA.

✚ In SSR 3, change "DR" to "dr".

TURN RECORD CHART

• BRITISH Sets Up First [224]	✚	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First [200]										



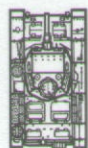
Elements of 2nd Irish Guards and 69th AT Regiment [ELR: 4] set up on/north-of hexrow BB (see SSR 2): {SAN: 3}



4 ² -5-8	2-2-8	9-2	9-1	8-0	7-0	4-12	2-7	40L	5 OVR, OBA: +4 Other: +2
16	2			2			3	2	4



Elements of Panzer Regiment 3 and Infanterie Regiment (mot) 2, Panzer Division 2 [ELR: 4] enter on Turn 1 along the south edge: {SAN: 2}



4 ¹ -6-7	9-2	8-1	8-0	7-0	3-8	3-8	8-1	14 3/8
20		2			2	4	2	4

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. No more than 6 British squad-equivalents may set up on any single board.
3. At the beginning of each friendly RPh, the British player makes a DR (Δ) to determine the number of MMC that may expend MF during the following MPh.
4. British squads may not attempt smoke grenade placement.
5. British SW/Guns may not be repaired once malfunctioned.

AFTERMATH: The attack fell most heavily upon a knoll of strategic high ground held by a platoon under Lieutenant Sir John Reynolds. The Irishmen, supported by a pair of anti-tank guns, put up a fierce resistance. After about an hour, the AT guns had been disabled, but the Guards fought on with Bren guns and rifles. When the Brens' barrels warped due to intense heat, they fought on with rifles alone. For two hours they held off the German infantry and tanks. Yet in the end, the knoll was isolated and overrun. Still, the Guards stood fast. Using the high ground, German tanks shelled the British positions with impunity. By noon, the Irish Battalion had been whittled down to a strength of only two-and-a-half companies. In the early afternoon, under continuous pressure, they withdrew to a perimeter near the center of Boulogne. There they grimly prepared to make their last stand—joined by the survivors of the Welsh Guards who had fought their way back street by street from the east.

ASL SCENARIO 93

TAVRONITIS BRIDGE

This scenario was previously issued as A1 and has been updated.

Scenario Design: Steve Swann



VICTORY CONDITIONS: The Germans win at game end if there is no Good Order British Infantry on/between hexrows O-S.

West of MALEME, CRETE, 20 May 1941: The airfield at Maleme figured prominently in the German plans for the capture of Crete. "Group West", comprising most of the 1st Assault Regiment under the command of General Meindl, consisted of three detachments: one to land at the Tavronitis Bridge; one to destroy the AA positions and ease the way for the following troop-carrier transports; and one to land on the slopes of Point 107, high ground to the south of the field. Major Braun drew the task of seizing and holding the long span over the dry Tavronitis. Given free reign to plan his assault, he decided to daringly land in the dry bed itself and then take the British MG posts which guarded each side of the bridge from the rear.

BOARD CONFIGURATION:

BALANCE:

- British units may be set up anywhere on board 8.
- Only one British MMC (and any SMC/SW that set up with it) may set up in a river hex.

8



TURN RECORD CHART

BRITISH Sets Up First

GERMAN Moves First [130]

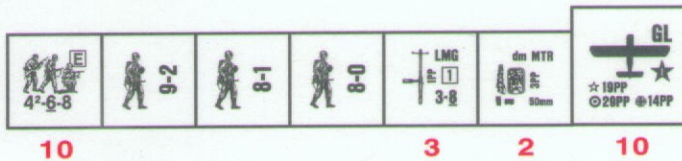
1	2	3	4	5	6	END
---	---	---	---	---	---	-----



Elements of D Company, 22nd New Zealand Battalion [ELR: 4] set up on/between hexrows N-T (see SSR 4): {SAN: 3}



Abteilung Braun, Bataillon I, Sturm Regiment 1 [ELR: 4] enter on Turn 1 by Glider (E8.): {SAN: 2}



SPECIAL RULES:

- EC are Moderate, with a Mild Breeze blowing from the northwest at start.
- The river is dry; treat all river hexes as open ground valley (B22.). A one-lane stone bridge exists in hexes Q2-Q9. Place bridge counters in each of these hexes.
- All Orchards are Olive Groves (B14.8).
- No British unit/Fortification may set up on a road.
- To represent defensive fire from offboard AA assets, during the first German MPh, the British player may attack (Δ) two Aerial gliders with a 4 FP attack (separate DR for each attack).
- The British Sniper counter is placed onboard just before the gliders land

(E8.22). The German Sniper counter is placed onboard at the start of the first British Player Turn.

AFTERMATH: On the descent and landing, Major Braun had lost not a man. This was due in large part to the fact that most of the British AA crews were fighting for their lives at the time. And to the south, the sounds of gunfire indicated that Major Koch's force was attacking Point 107. Using the riverbank for cover, Braun carefully organized his men and led them forward, hugging the steep slopes. Sighting the bridge ahead, Braun ordered a "general charge" which overwhelmed the lone New Zealand squad under the bridge and boiled over the banks to attack the machinegun emplacements. Distracted by the sounds of fighting a few hundred yards away to the east and south, the nervous New Zealanders had been caught by surprise. Despite fighting bravely, with the courage of the cornered, they were inundated by grenades and automatic fire. Within minutes, the New Zealand detachment guarding the Tavronitis Bridge was obliterated and Braun could turn his attention to other matters.

BOFORS BASHING

ASL SCENARIO 94

This scenario was previously issued as A2 and has been updated.

Scenario Design: Steve Swann



VICTORY CONDITIONS: The Germans win immediately when all British AA Guns have been eliminated (by any means) and/or captured.

MALEME AIRFIELD, CRETE, 20 May 1941: For thirty minutes the Luftwaffe hammered the airfield at Maleme, concentrating on the AA positions near the mouth of the dry Tavronitis. Certainly the Bofors gunners at Maleme had an unenviable task. Out of necessity, the guns had to be sited well forward on the edge of the field. Not only was concealment practically impossible, but now dust and smoke obscured their vision. Thrown into confusion by the furious air attack, the New Zealand troops stationed to protect the guns, and the British gunners themselves, barely fired upon the descending gliders carrying the 3rd Company under Lieutenant von Plessen. He had been charged with ensuring that no AA gun survived to trouble the planned landing of transports at the airfield. At 0715, the first glider touched down and the Germans came out firing.

BOARD CONFIGURATION:

11 14



BALANCE:

- Add a Hero to the British OB.
- ✚ To simulate the confusion caused by the bombing, three British MMC (British player's choice) must begin play Broken and DM.

TURN RECORD CHART

● BRITISH Sets Up First [141]	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First [169]									



Elements of C Company, 22nd New Zealand Battalion [ELR: 4] set up ≤ 6 hexes of 1417 (see SSR 3): {SAN: 3}

4 ² -5-8	9-1	8-1	8-0	LMG 1 2-7	MTR 51 [2-11]	Trench OVR, OBA: +4 Other: +2	Foxhole 5 1S OVR, OBA: +4 Other: +2	MPh/RPh: dr = MF CC: +1/-1
9			2	3	3		3	6



Elements of 156th Light AA Battery set up ≤ 6 hexes from 1417. Each Gun must set up Emplaced, but on board and unconcealed in an Open Ground hex that is ≥ 4 hexes from every other AA Gun (see SSR 3):

2-2-8	8-1	AA M8 3 40L (8)
3		3



Elements of Abteilung von Plessen, Bataillon I, Sturm Regiment 1 [ELR: 4] enter on Turn 1 by Glider (E8.): {SAN: 2}

4 ² -6-8	9-1	8-1	8-0	7-0	LMG 1 3-8	dm MTR 1 3-8	GL ★ 18PP ○ 28PP @14PP
13					5	2	13



SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the northwest. Moderate Dust (F11.72) is in effect during Turns 1 and 2 (see F11.793). Beginning on Turn 3, Light Dust (F11.71) is in effect. No Dust is in effect on/after Turn 4.
2. All Orchards are Olive Groves (B14.8).
3. No British unit/Fortification may set up on a road or runway.
4. The British Sniper counter is placed onboard just before the gliders land (E8.22). The German Sniper counter is placed onboard at the start of the first British Player Turn.

AFTERMATH: A "blanket of dust and smoke" lay over the entire area. German casualties in the landing were relatively light, with only a few gliders crashing. But once on the ground, all was confusion. There was no time to organize. Each glider complement simply made for whatever AA gun was in sight, trying to reach the gun positions through the haphazard resistance offered by Company C of the 22nd New Zealand. Within minutes, bitter melees erupted as the gunners fought for their lives. There was no time for niceties such as surrender or prisoners. But, even in the midst of this, Lieutenant Sinclair managed to rally some 25 New Zealand troops to his side. Despite the fact that all the AA guns were now silenced, his quick action checked the German assault. In fact, von Plessen was killed at this point of the battle. Sinclair's small band suffered serious casualties (only two were not hit), but he had given the rest of the company time to reorganize. The Germans were now pinned down in the gun pits. For the next two hours, the German and New Zealand troops would be locked in a firefight at the edge of the airfield.

DESCENT INTO HELL



ASL SCENARIO 95

This scenario was previously issued as A3 and has been updated.

Scenario Design: Steve Swann



MALEME, CRETE, 20 May 1941: The glider detachments of Braun and von Plessen were ordered to capture the western approaches to the vitally important Maleme airfield and secure the right flank of the Assault Regiment before joining Major Koch and the main body at the field itself. *[This scenario joins ASL Scenarios 93 and 94 together as one combined game. In addition to the normal two-player game, this scenario makes for an excellent team game for three or four players.]*

BOARD CONFIGURATION:

BALANCE:

- The British may use HIP for ≤ two MMC (and any SMC/SW set up with them) on each board.
- ✚ Increase German SAN to 4.



8	11	14

VICTORY CONDITIONS: Overall victory is determined by the VC for scenarios 93 and 94. If either side wins both scenarios, that side is the overall winner. If both sides win one scenario, the British is the overall winner.

TURN RECORD CHART

• BRITISH Sets Up First [206]	✚ 1	2	3	✚ 4	5	6	7	8	9	END
✚ GERMAN Moves First [169]										

Elements of D Company, 22nd New Zealand Battalion [ELR: 4] set up on board 8 on/between hexrows N-T: {SAN: 3}



4 ² -5-8	8-1	8-0	1 2-7	Foxhole 5 OVR, OBA: +4 Other: +2
5			2	3

Elements of 156th Light AA Battery set up ≤ 6 hexes from 14I7 (see SSR 2):

2-2-8	8-1	3 40L (8)
3		3

Elements of C Company, 22nd New Zealand Battalion set up ≤ 6 hexes from 14I7 (see SSR 2):



4 ² -5-8	9-1	8-1	8-0	1 2-7	2 [2-11]	Trench OVR, OBA: +4 Other: +2	Foxhole 5 OVR, OBA: +4 Other: +2	MPH/RPh: dr = MF CC: +1/-1
9			2	3	3		3	6

Abteilung von Plessen, Bataillon I, Sturm Regiment 1 [ELR: 4] enter on Turn 1 by Glider (E8.): {SAN: 2}



4 ² -6-8	9-1	8-1	8-0	7-0	1 3-8	3P 5m 50mm	GL ★ 10PP ◎ 20PP @14PP
13					5	2	13

Abteilung Braun, Bataillon I, Sturm Regiment 1 enter on Turn 4 by Glider (E8.):



4 ² -6-8	9-2	8-1	8-0	1 3-8	3P 5m 50mm	GL ★ 10PP ◎ 20PP @14PP
10				3	2	10

SPECIAL RULES:

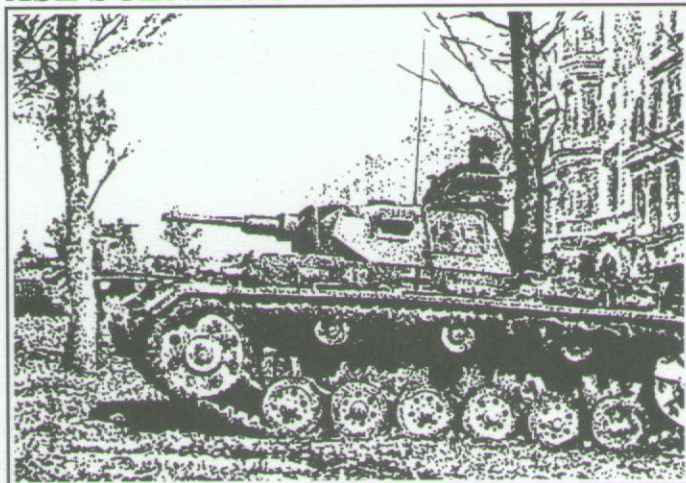
- EC are Moderate, with a Mild Breeze blowing from the northwest at start. Moderate Dust (F11.72) is in effect during Turns 1 and 2. Light Dust (F11.71) is in effect during Turn 3. No Dust is in effect on/after Turn 4. The river is dry; treat all river hexes as open ground valley (B22.). A one-lane stone bridge exists in hexes 8Q2-8Q9. All Orchards are Olive Groves (B14.8).
- No British unit/Fortification may set up on a road or runway. Each Gun must set up on board, unconcealed (even if Emplaced) in Open Ground ≥ four hexes from any other Gun.
- Place the British Sniper counter onboard just before the Turn 1 gliders land (E8.22). Place the German Sniper counter on board at the start of British Player Turn 1.

AFTERMATH: About 0645 hours, a far larger than normal force of German bombers and fighters swept in to attack the positions of the 22nd New Zealand Battalion. Each AA gun, often the target of desultory daily attacks, now received the attention of two or three dive bombers; this was no ordinary morning harassment. Soon, great clouds of dust raised by the bombing obscured the view of the AA gunners—those who survived. Even before the dust had settled, German gliders began their silent descent. With the rolling dust and the frantic, random firing from the enemy it looked, according to one German NCO, "like hell had boiled up." Lieutenant von Plessen's command came down first, and his well-drilled troops swung instantly into action. Fighting through the disorganized Kiwis to reach the guns, the Germans began to neutralize the AA positions even as Braun's force was descending into the bed of the Tavronitis. Indeed, the dry river served superbly as cover for Major Braun to organize his force, which had miraculously suffered not a single casualty as of yet. Sweeping along the bed and up the banks in a furious assault aimed at both ends of the bridge simultaneously, his command made short work of the New Zealand troops there—who had been concentrating their attention on the sounds of firing to the east. Meanwhile, von Plessen's troops were among the gun positions, finishing off the crews who were still futilely defending themselves with pistols and shovels. But there they were pinned down by rallying New Zealand infantry. Even so, by 0900 the glider troops had completed mopping up and had secured all of their objectives. They had also isolated a Greek infantry regiment and other various Commonwealth troops to the west. The "key" to Crete—Maleme airfield—was within the grasp of the 1st Assault Regiment.

THE CRUX OF CALAIS

ASL SCENARIO 96

This scenario was previously issued as A22 and has been updated.



VICTORY CONDITIONS: The Germans win at game end if they have more Good Order squad-equivalents north of the canal than the British. Vehicles with functioning MA count as two squad-equivalents.

CALAIS, FRANCE, 25 May 1940: The 10th Panzer Division was closing in on Calais, the most important port on the north coast of France. To hold it, the British High Command hurriedly dispatched the 3rd Royal Tank Regiment and the 30th Infantry Brigade (comprising the 2nd King's Royal Rifles and the 1st Queen Victoria's Rifles). But in the face of overwhelming numbers and unchallenged Luftwaffe bombardment, the defenders were soon forced back into the streets of the city. Now followed a true tragedy, as Churchill and his commanders wrangled over evacuating the trapped troops. Orders came for evacuation, only to be countermanded at the last minute. Calais, and all the troops in it, was doomed to fall—it was only a question of time. The 2nd KRR was given the task of holding the three bridges over the Marck Canal separating the old and new towns. It had but a handful of light tanks and scout cars for support, for most of the 3rd RTR's vehicles had been disabled upon receipt of the evacuation orders. Throughout the 25th, the British were subjected to a terrific barrage, causing many casualties and setting fire to a number of the buildings until the whole of the battalion's front was obscured by smoke. The British replied with their only two remaining mortars, deriving scant comfort from the explosions across the waterway. Then, at 1900 hours, the barrage lifted and enemy infantry, led by tanks, stormed toward the three bridges simultaneously.

BOARD CONFIGURATION:

BALANCE:

• Add one 4-5-7 and one British ATR to the British OB.

• Add two 4-6-7s to the German OB.



23
20

TURN RECORD CHART

• BRITISH Sets Up First [164]	1	2	3	4	5	6	7	8	9	END
• GERMAN Moves First [170]										



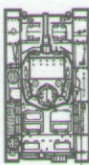
Elements of the 2nd King's Royal Rifles, 3rd RTR, and the 229th AT Battery [ELR: 4] set up on board 23 north of the canal: {SAN: 3}



1 4-5-7	1 2-2-8	1 9-1	1 8-0	1 7-0	3 6-14	2 4-12	1 2-7	2 51 [2-11]	1 1-12	7 morale
14	3						4		3	6
1 15 (6) ~4	1 18 1 ~10	1 37 4 1	2 76* [6-36] [3-63] 52+	3 40L						
	2			2						



Elements of Infanterie Regiment (mot) 69 and Panzer Regiment 7 [ELR: 4] set up on board 20: {SAN: 2}



1 4-6-7	1 5-1	1 8-1	1 8-0	1 7-0	3 7-16	2 5-12	1 3-8	14 3 2 75* 3/5	14 3 2 37L 3/8
17			2			2	5		5

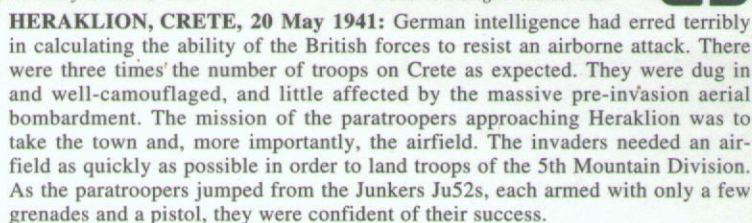
SPECIAL RULES:

- EC are Moderate, with a Mild Breeze blowing from the southwest at start.
- The bridge in hex 23BB5 does not exist. The canal is Deep and may not be forded.
- Prior to setup, place a blaze counter (and appropriate drifting smoke counters) in hexes 23W6, 23O6, and 23H5.

AFTERMATH: On two of the bridges, the German infantry retreated when their supporting tanks were knocked out. But they managed to get across the third bridge and overran some of the forward defensive positions. German panzers sought out and blasted the thin-skinned British AFVs, although at least one panzer fell victim to British AT fire here. Brigadier Claude Nicholson, in command of the British defenders, personally ordered the KRR to rally and counterattack. In vicious close-range fighting in the streets and buildings of the Old Towne, the Germans were driven back across the canal. But it would be the last victory. The following afternoon, Nicholson surrendered—3500 British soldiers going into captivity. Two battalions of first-class troops and one battalion of armor had been sacrificed. Was it worth it? Churchill would later write of the miracle at Dunkirk, "Calais was the crux...it is certain that the three days gained by the defense of Calais enabled the Gravelines waterline to be held, and that without this...all would have been cut off and lost."

This scenario was previously issued as G39.

Scenario Design: Rick Troha



N

18	16	33	9
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- Add one 4-5-8 to any one British group.
- Halve (FRU) the extent of error in the Drop Point Random Location DR (see SSR 3).

BRITISH Sets Up First [184]

BRITISH Sets Up First [184] GERMAN Moves First [198]	1	2	3	4	5	6	7	8	END
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Board 16:

 4²-5-8	 8-1	 2-7
---	---	---

4



 4 ² -5-8	 2-4-8	 8-8	 1 2-7	 2 51 [2-11]
--	--	--	---	---

3

			
4 ² -5-8	2-4-8	1.6	4-1 ₂

3

 4 ² -5-8	 2-4-8	 8-0	 LMG 1 2-7	 MTR 2 51 [2-11]
--	--	--	--	--

3

										
5-2-4-8	2-2-8	9-2	8-1	8-0	7-0	4m HMG 3-7 3-8	4m HMG 3-7 3-8	LMG 3-7 3-8	4m MTR 3-7 3-8	4m MTR 3-7 3-8

14

2

2

4

2

Enter on Turn 3 by Air Drop (E9.)
(see SSR 2 and SSR 3):

 5² 4-8	 1-6	 dm MMG 1-1 3-8	 LMG 1-1 3-8
---	---	--	---

5

1. EC are Dry, with no wind at start [EXC: for Air Drop purposes (only), wind direction is from the north at start]. Gusts are NA. All buildings are single story and stone. All Orchards are Olive Groves (B14.8). Grain is in season.

2. Germans may not Deploy prior to landing. Pre-1942 German Paratroop rules are in effect (E9.7).

3. In lieu of the normal E9.12 Drop Point determination procedure, the following is used: Prior to British setup, the Germans secretly designate the makeup of, and one landing zone hex for, each of their three Turn 1 wings. Similarly, secretly select *three* landing zone hexes for the Turn 3 reinforcements. Each landing zone hex must be ≥ 10 hexes from any other landing zone hex. At the start of the German Turn 1 MPh, each of the three Turn 1 wings makes a Random Location DR (C1.41); the direction and extent of error from the wing's landing zone hex becomes that wing's Drop Point hex. At the start of the German Turn 3 MPh, the Germans randomly select *one* of the three pre-

designated landing zone hexes. A Random Location DR is then used from this landing zone hex to determine the Drop Point hex for the Turn 3 wing.

4. The British suffer from Ammunition Shortage (A19.131). All British MMC (and any SMC/SW set up with them) which set up in suitable terrain may do so entrenched (B27.11).

5. Unarmed units of both sides may rearm per E9.7 (unarmed squads/HSs rearmed by this method become Second Line MMC of the appropriate size).

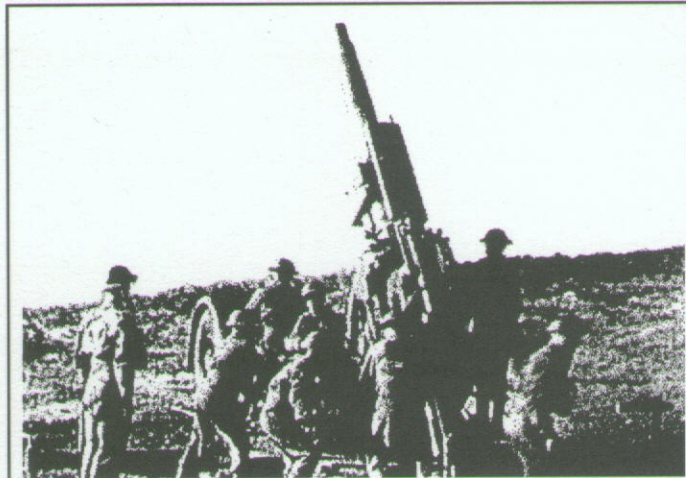
AFTERMATH: To their horror, the Fallschirmjäger found themselves falling directly over the British troops. The British rose from their slit trenches and opened fire on the helpless men dangling from their parachute harnesses. With well-aimed rifle and machine gun fire, the Black Watch slaughtered many of the Germans before they even touched the ground. Those that did reach the earth ran around frantically searching for their weapons canisters—which contained all of their heavy weapons—while the British continued to pick them off one by one. The British then counterattacked against the lightly armed German troops, knowing that now was the time to take them out—before they could offer serious resistance. Of the entire battalion, only a handful of men survived. The attack on Heraklion had failed.

ON SILENT WINGS

ASL SCENARIO 98

This scenario was previously issued as A102 and has been updated.

Scenario Design: Rick Troha



VICTORY CONDITIONS: The Germans win at game end if they Control building 1116 and all 4 British AA Guns have been captured/eliminated.

South of CANEA, CRETE, 20 May 1941: Lieutenant Alfred Genz's 1st Company had two objectives in the airborne assault on Crete. First, to neutralize the anti-aircraft battery located south of Canea and, second, to capture a nearby wireless station. Losing one glider over the sea, and with three more landing at Canea itself, the rest successfully touched down near their first target. One glider landed practically on top of the guns of the 234th Heavy Anti-Aircraft Battery. The Germans swiftly scrambled from their gliders and rushed toward the gun positions.

BOARD CONFIGURATION:

BALANCE:

- Add one British *Carrier A* to the British Turn 5 reinforcement group.
- ✚ Add one 5-4-8 and one Glider to the German OB.



19	
18	
17	

TURN RECORD CHART

● BRITISH Sets Up First [0]	1	2	3	4	5	6	7	8	9	END
✚ GERMAN Moves First [143]										

Elements of 234th Heavy Anti-Aircraft Battery [ELR: 2] set up in non-road hexes ≤ 3 hexes from 19Y6 (see SSR 3): {SAN: 2}



2-4-7	2-2-8	7-0	LMG 1 2-7	1 94*	2 76*
2	4		2	2	

Ad hoc elements of Mobile Naval Base Defense Organisation, and 1st Rangers Regiment enter on Turn 3 along the south edge:

4-5-7	2-4-7	9-1	8-1	1 2-7	1 2-7
6	2		2	2	2

Elements of 1st Welsh Regiment enter on Turn 5 along the west edge of board 19 (see SSR 5):

16 0 0	16 0 0
2 4PP T10++ 4/-	1 4PP T10++ 2/-*
2	2

Abteilung Genz, Bataillon I, Luftlande-Sturm-Regiment 1 [ELR: 4] enter on Turn 1 by Glider (E8.) (see SSR 4): {SAN: 2}



5-4-8	9-1	8-1	8-0	1 3-8	1 3-8	1 3-8	GL
11				3			11

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the southwest.
- All buildings are stone. All Grain and Orchards are Olive Groves (B14.8).
- Each AA Gun must be set up in AA Mode (E7.5), fully manned, and Emplaced [EXC: HIP is NA]. Guns may not Bore Sight, nor may they fire, change CA, or have their AA counter removed until the beginning of British Player Turn 1. British non-crew MMC (and any SMC/SW set up with it) in suitable terrain may set up entrenched (B27.1).
- The ILH (E8.2) of all Gliders must be on board 19.
- British Carrier inherent HS are 2-4-8s.

AFTERMATH: The German troops had little trouble subduing the AA battery as the gun crews were only lightly armed and still recovering from the half-hour dive-bombing which had preceded the gliders. Having overrun their first objective, the airborne troops then started toward the wireless station. As they moved toward their second target, however, they ran into a scratch force of Royal Marines and British infantry from the 1st Rangers Regiment, supported by covering fire from the *Bren Carriers* of the Welsh Regiment's 1st Battalion. The Allied counterattack drove the Germans back to the AA gun positions where they held on for the rest of the day with mounting casualties. At nightfall the survivors of Genz's company—less than thirty men—slipped away into the dark in an attempt to link up with other German units.

PROBING LAYFORCE

ASL SCENARIO 99

This scenario was previously issued as A43 and has been updated.



VICTORY CONDITIONS: The Germans win at game end if they have ≥ 17 VP (calculated as exit VP; A26.23) of Good Order Infantry on board 9 on/west-of hexrow Q.

BABALI HANI, CRETE, 28 May 1941: First Norway, then France, then Greece, and now Crete. Once again the British forces had suffered defeat and were in retreat, streaming towards the beaches at Sfakia and evacuation by the Royal Navy. The pursuing German mountain troops were pressing hard, and had to be checked. Already, elements of the German 5th Mountain Division had overrun the weakened 2/8th Australian Battalion. The commandos of Layforce were ordered to stop and act as a rearguard, even though too lightly equipped to operate as regular infantry. Lieutenant Colonel Young of D Battalion, Layforce, decided to make his stand where the only road over the White Mountains—dividing Crete into north and south—passed through a narrow valley thickly covered with olive groves. And he had even been promised armor support. Unfortunately, the enemy arrived first.

BOARD CONFIGURATION:

BALANCE:

● Delete one LMG and one 50mm MTR from the German OB.

✚ Delete one 9-1 from the British OB.



2
15
9

TURN RECORD CHART

● BRITISH Sets Up First [155]	1	2	3	4	5	6	7	8	9	10	END
✚ GERMAN Moves First [228]											



Battalion D, Layforce [ELR: 5] set up on board 15: {SAN: 5}

6 ² -4-8	9-2	9-1	LMG 1 2-7
7	2	3	

Armor from 7th Battalion, Royal Tank Regiment sets up on any road hex on board 9:



Remnants of 2/8th Australian Battalion [ELR: 4] set up on board 9:

4 ² -5-8	2-4-8	8-1	MMG 2 4-12	LMG 1 2-7	Sangar 15 or 6in OBA: +3* Other: +1*
4					5



Elements of Bataillon II, Gebirgsjäger Regiment 85 [ELR: 4] enter on Turn 1 along the north edge on/between hexes 2X0-2Z0: {SAN: 3}

4 ² -6-8	2-4-8	9-2	8-1	8-0	dm HMG 3-8	dm HMG 3-8	LMG 3-8	dm MTR 8 in 80mm	ATR 1-12	Radio 8
16	4		2	2			5	2	2	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All buildings are stone and single story [EXC: buildings 15R8 and 15H5]. All Woods are Olive Groves (B14.8). All Grain is Vineyard (B12.7). Only the 2Y1-2Y2-2U2-2U7-15Y2-15R9-9R3-9A5 road exists; all other roads are tracks (F9.).
- The British AFV immediately Bogs any time it crosses a non-road hexside (or uses the non-road movement rate).
- All entrenching attempts receive a +2 DRM.
- The Germans receive one module of 80+mm Battalion Mortar OBA (HE and Smoke only).
- British 6-4-8s/3-3-8s are Commandos (H1.24).

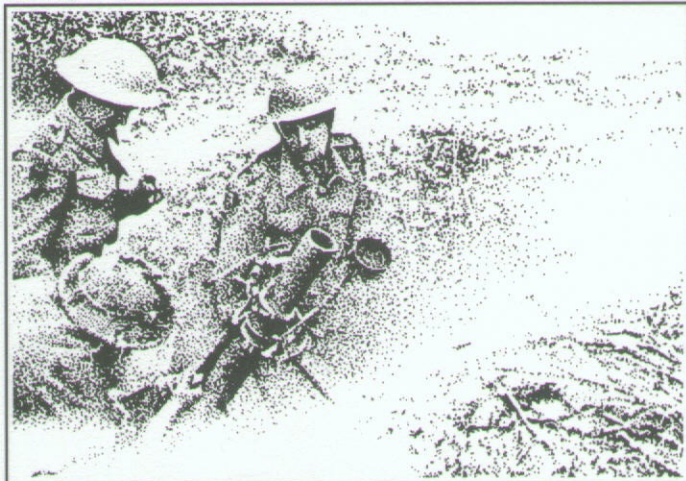
AFTERMATH: Despite the limitations of their equipment, the commandos put up a stiff resistance. Under heavy mortar fire, the British—and remnants of the 2/8th Australians, who had been co-opted by Young to guard his rear areas—withstood several German probing attacks. Meanwhile, Lieutenant J.F.G. Terry in his surviving *Matilda* (the others having been destroyed as they were abandoned en route to Babali Hani) arrived in the valley and positioned himself astride the road, “firing at everything that moved” on the slopes above. Towards evening, the Germans, frustrated at the delay, at last mounted an encircling swing on the left. The Australians, in the fading light, managed to hold off this thrust long enough for the commandos to withdraw. Then, they too fell back into the darkness, passing through defensive positions established by the 4th New Zealand Brigade. Although casualties among the *Gebirgsjäger*s had been heavy, the commandos had lost but 15 men. This respite was only temporary, however. The next day, the weary Commonwealth troops continued their retreat.

REGALBUTO RIDGE



ASL SCENARIO 100

This scenario was previously issued as A24 and has been updated.



VICTORY CONDITIONS: The Germans win at game end if they have more Good Order squad-equivalents than the British on hill hexes of board 2 [EXC: Good Order MMC on Level 3 hill hexes count double].

REGALBUTO, ITALY, 31 July 1943: Since the 12th, the British XXX Corps had been battling through the hills and valleys of central Sicily, protecting the flank of the 13th Corps' advance on Catania. Instrumental in that scheme was clearing Agira and Regalbuto. After days of bitter combat in the barren countryside, the Canadians had seized Agira on the morning of 29 July. Now it was up to the Devonshire and Dorsetshire battalions of the 50th Infantry Division to take Regalbuto. Dominating the town was the massive ridge that ran southwest of it, and that was held by the grenadiers of the Hermann Göring Division. In a brilliant night march and attack, elements of the Devons swept up and took the heights. But early the next morning, as the British had come to expect from their tenacious German counterparts, the weary Tommies had to face a sharp counter-attack spearheaded by combat engineers.

BOARD CONFIGURATION:

BALANCE:



3	2
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• Shorten the game length by one full Turn (to 6 Turns).

✚ Delete two LMGs from the British OB.

TURN RECORD CHART

• BRITISH Sets Up First [190]

✚ GERMAN Moves First [286]

1	2	3	4	5	6	7	END
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Elements of 50th Infantry Division [ELR: 3] set up on Hill 621: {SAN: 4}



4-5-8	2-2-8	9-2	9-1	8-1	8-0	4-12	2-7	51 [2-11]	76* [8-30] [3-63] 82+
14				2			6		



Elements of Panzer Division Hermann Göring [ELR: 4] set up on board 3 (see SSR 4): {SAN: 2}



8-3-8	4-6-8	2-2-8	8-2	8-1	8-0	8-0	5-12	3-8	8	81* [2-60]
6	14			2	2	3		5		

SPECIAL RULES:

1. EC are Dry, with no wind at start.

2. All Woods are Brush.

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

4. One German 8-0 possessing the radio must set up HIP to direct the fire of a single offboard 75* *leIG 18* INF Gun (German Ordnance Note 15). Radio Contact must be gained/maintained normally, but Battery Access is NA. The 8-0 serves as a spotter (C9.3) and all principles of spotted *indirect* fire (C9.3-.31) apply [EXC: Gun malfunction is NA], including ROF decrease (C3.33) and target acquisition. For TH# determination purposes, range is counted from hex 3A5.

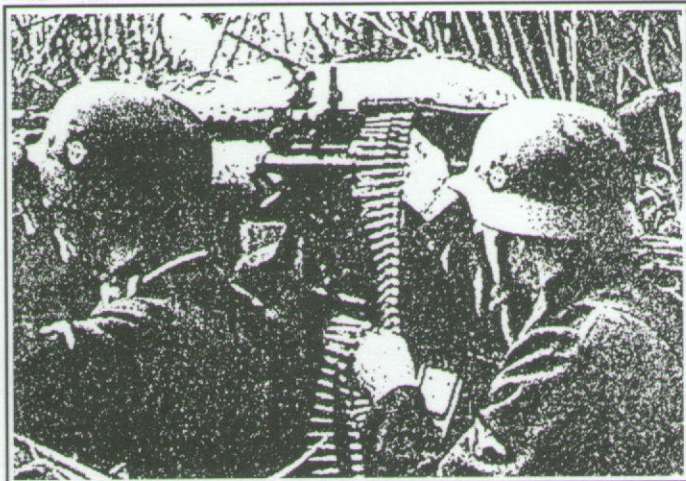
5. Kindling is NA.

AFTERMATH: The Germans had managed to reach the foot of the slopes untroubled, and now boiled up from ravines and gullies covered by smoke placed by their engineers. The action quickly became one of close quarters, and a fierce struggle ensued among the rocks and scrub. For a time the position looked critical for the British but, with great courage and dash, Lieutenant E. Helps—a Dorset officer in the Brigade Support Group attached to the Devons—organized and led a platoon-sized counterattack at a crucial moment. This turned the tables on the Germans and the surviving attackers retreated. Thanks to the actions of Lt. Helps, the Devons had firmly re-established their hold on Regalbuto Ridge. Unfortunately, Helps was killed leading the attack—another unsung hero of the invasion of the “soft underbelly of Europe.”

THROWING DOWN THE GAUNTLET



ASL SCENARIO 101



VICTORY CONDITIONS: The Canadians win at game end if they have amassed ≥ 33 VP. CVP are awarded normally. In addition, the Canadians receive 3 VP if they Control the pillbox and 1 VP per building hex they Control within the German setup area.

VARAVILLE, FRANCE, 6 June 1944: At 0100 hours, an advance party from the 3rd Parachute Brigade descended over the Normandy countryside between the Orne and Dives rivers—the Allied invasion of Europe had begun. The main objectives of the Brigade were to secure drop zones and cut off lines of German reinforcement. One of the tasks for the 1st Canadian Parachute Battalion, on their first airborne mission, was to neutralize a strongpoint near Varaville which threatened the landing zones.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add one 4-4-7 and one German LMG to the German OB.
- ⦿ Add one British LMG and one British DC to the Canadian OB.



88	21

TURN RECORD CHART

✚ GERMAN Sets Up First

⦿ CANADIAN Moves First

1	2	3	4	5	6	7	8	END
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Elements of 711th Bodenständige Division [ELR: 2] set up ≤ 6 hexes from 17Q1 (see SSR 4): {SAN: 4}



 4-4-7	 4-3-6	 2-2-8	 8-1	 8-0	 7-0	 5-12	 3-8	 50* [2-13]	 11	 75L	 1+3+5
---	---	---	---	---	---	--	---	---	--	---	---

6

3

12
factors

 Trench OVR, OBA: +4 Other: +2	 Foxhole 5 OVR, OBA: +4 Other: +2	 MPh/RPh: dr = MF CC: +1/-1
---	---	--

3

5



Company C, 1st Canadian Parachute Battalion, 3rd Parachute Brigade [ELR: 4] enter on Turn 1 along the north/west/south edge(s): {SAN: 2}



 6-4-8	 9-2	 8-1	 8-0	 27	 8-3
---	---	---	---	--	---

9

SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the east. The 33GG5-33Y10-17Y1-17GG5 road is a stream with the road depiction in each hex serving as the stream artwork (B20.2) [EXC: hexes 17GG6 and 33GG6 are open ground]. The stream is Deep (B20.43).
- The 33I1-33L4-33L5-33Q9-33Q10-17R4-17Y10 road is paved.
- Night Rules (E1.) are in effect. Base NVR is 3 hexes with Overcast Cloud cover and a Full Moon. The Canadians are the Scenario Attacker. The Germans are the Scenario Defender. The Majority Squad Type of the Canadians is Stealthy while that of the Germans is Normal.
- Wire/Mines may not set up in road hexes.

AFTERMATH: While C Company assaulted the strongpoint, elements of Brigade HQ and the 3rd Parachute Squadron, Royal Engineers took up positions around Varaville in support. From there, they cut off German reinforcement attempts. There were heavy casualties on both sides, including the loss of C Company's commander, Major Murray MacLeod. The Canadians managed to hold their objectives despite constant mortar and shell fire. They also managed to take 42 prisoners and liberate four compatriots. The fighting lasted until 1030 hours that morning when the Germans had all been killed or captured. C Company was finally relieved late in the afternoon by commandos from the 1st Special Service Brigade.

POINT OF THE SWORD

ASL SCENARIO 102

This scenario was previously issued as G31.

Scenario Design: J.D. Frazer



VICTORY CONDITIONS: The British win immediately when they Control ≥ 2 buildings containing Fortified Locations (see SSR 2).

LANGRUNE-SUR-MER, FRANCE, 6 June 1944: The Allied landings at Normandy were quickly followed by advances into the villages that lined the coast. A detachment of Brigadier B.W. Leicester's 4th Brigade Commandos pushed into the sleepy village of Langrune-sur-Mer from Sword Beach and met stiff resistance from the veterans of General Feuchtinger's 21st Panzer Division. The commandos radioed for assistance from a French-Canadian unit to the west. This unit had just taken Saint-Aubin-sur-Mer after three hours of hard fighting, without tank support. With help on the way, the commandos pressed the attack.

BOARD CONFIGURATION:

10

BALANCE:

✚ Add one 4-6-8 and one German MMG to the German OB.

⊙ The British reinforcements enter on Turn 3.



TURN RECORD CHART

✚ GERMAN Sets Up First [122]	1	2	3	⊙ 4	5	6	7	8	END
⊙ BRITISH Moves First [140]									



Elements of Bataillon II, Panzer Division 21 [ELR: 4] set up on/south-of hexrow R: {SAN: 4}



4-6-8	2-4-8	9-1	8-1	8-0	HMG 3 7-16	MMG 2 5-12	LMG 1 3-8	MTR 3 50* [2-13]
9							3	



Advance elements of Leicester's 4th Brigade Commandos [ELR: 5] set up on/north-of hexrow J: {SAN: 4}



6-2-4-8	9-2	8-1	7-0	1-4-9	LMG 1 2-7	MTR 2 51 [2-11]	DC 30-1
10					3		4

Elements of Régiment de la Chaudière [ELR: 4] enter on Turn 4 along the west edge on/north-of M10:

4-2-5-8	9-1	8-0	HMG 3 1-1	LMG 1 2-7	MTR 2 51 [2-11]
12			2	4	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- The Germans *must* Fortify (B23.9) one Location in three different stone buildings (tunnels are NA). The different hexes of a Rowhouse structure (B23.71) are considered a single building for setup (and VC; A26.14) purposes.
- The Germans may use HIP for $\leq$ one squad-equivalent (and any SMC/SW set up with it).
- British 6-4-8s/3-3-8s are Assault Engineers (H1.22) and Commandos (H1.24). All British mortars have a Smoke Depletion Number of 9.

AFTERMATH: A furious fight was put up by both sides and soon the battle was reduced to a bitter exchange of bullets between the houses and gardens of the village. The Germans were in fortified positions, forcing the commandos to use demolitions to breach the buildings. The Germans gave way inch by inch as the commandos continued to push into the village. When advance elements of the crack Régiment de la Chaudière arrived on the scene, the commandos let out a cheer. The Canadians had heavy weapons which dealt out a murderous rain of fire on the German positions. After several hours of fighting, the Germans finally broke and routed. Many were taken prisoner, but many more lay dead in the surrounding streets and buildings.

A DAY BY THE SHORE

ASL SCENARIO 103

This scenario was previously issued as G22 and has been updated.



VICTORY CONDITIONS: Provided the Germans possess *no* Good Order assembled HMG, the British win immediately if they Control the pillbox and more multi-hex buildings on boards 8 and 20 than the Germans.

FRANCEVILLE-PLAGE, FRANCE, 7 June 1944: In the original *Overlord* landing plan, 45 (Royal Marine) Commando's first task after crossing the Orne was to capture a heavily defended gun battery at Merville—if the battery had not already been captured by the 9th Parachute Battalion. The paratroops had attacked the battery, but one gun was still firing and, in the confusion, two groups of Number 3 Commando were sent to finish the job. 45 (RM) Commando was then reassigned to secure the coastal town of Franceville-Plage. While advancing across open ground to their objective, the much-reduced force came under intense mortar and sniper fire. Worse, its HQ was ambushed leaving only three officers unwounded. Following a short naval bombardment, two troops entered the main street of the town.

BOARD CONFIGURATION:

BALANCE:

- ✚ The German reinforcements enter on/after Turn 2.
- 🎯 Add two 51mm mortars to the initial British OB.



8
20
4

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	1	2	3	4	5	6	7	8	9	10	END
🎯 BRITISH Moves First [168]											

Elements of Bataillon I, Grenadier Regiment 736 [ELR: 3] set up in hexes indicated IN a Trench or pillbox: {SAN: 4}



8Z1:



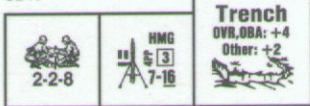
8S2:



8P2:



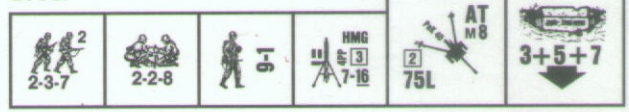
8I4:



20U1:



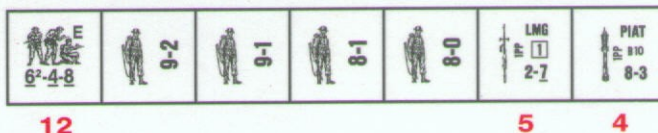
20Y2:



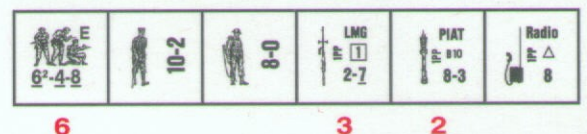
Enter on/after Turn 3 along the east edge of board(s) 8/20:



Troops B and E, 45 (Royal Marine) Commando, 1st Special Service Brigade [ELR: 5] set up on board 4 in hexes numbered ≥ 4: {SAN: 3}



A Troop enter on/after Turn 3 along the south edge:



SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the southwest at start. All hexes north of the south bank of the river are water obstacles.
- All German HMG are considered to be mounted in static mounts. German HMG may move only if dismantled. Dismantled HMG may only be reassembled if IN a trench/pillbox.
- The pillbox has a CA of X2-Y3.
- The British receive one module of 70+mm Battalion Mortar OBA (HE and Smoke only).

5. No Good Order German unit may move/advance prior to German Player Turn 3.

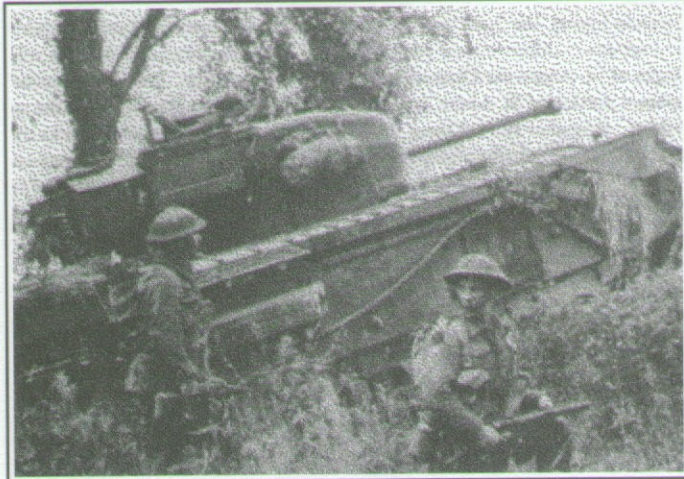
AFTERMATH: The whole of the main street, nicknamed "Piccadilly" by the commandos, was dominated by a huge pillbox. Despite inadequate weaponry to tackle this formidable obstacle—and the anti-tank gun inside it—the British attacked. The fighting was bitter and intense. A group of Germans making a stand in a ditch were forced out only when the fighting became hand-to-hand. Major Beadle of E Troop engaged the pillbox with a PIAT, but mortar and machinegun fire forced him and his team back. As ammunition began to dwindle, the Germans counterattacked in strength, trying to force the commandos onto the guns of the beach defenses. A running battle ensued as the British retreated down "Piccadilly" and the Germans dashed down a parallel street trying to cut them off. Able Troop, which had been in support, delayed the Germans long enough to allow the commandos to escape.

HILL OF DEATH

ASL SCENARIO 104

This scenario was previously issued as G36.

Scenario Design: Vince Lewonski



VICTORY CONDITIONS: The Germans win at game end if they have more VP than the British. Both sides receive VP (calculated as exit VP; A26.23) for *unbroken* units (excluding prisoners and Immobile AFV) on Level 2 hill hexes at game end.

Hill 112, near CAEN, FRANCE, 11 July 1944: Hill 112 had a commanding view over its surrounding fields and several small villages. It dominated the area south of Caen and, thus, attracted the best units of both combatants. Since June 27th, it had been the focus of repeated attacks and counterattacks, with such heavy shelling that trees became shattered stumps. On July 10th, a British combined tank and infantry force had wrested the hill from its SS defenders. After anti-tank guns were brought up and emplaced, the tanks withdrew for the night. That same evening, the hill was subject to an intense bombardment, then a sharp counterattack by *SS-panzergrenadiers*. The British defenders were able to drive back the SS with pointblank fire. Estimates placed the number of German assaults that night at fourteen. With daylight, Tiger tanks joined the fray. The weary defenders quickly discovered that their hellish nightmare was not yet over.

BOARD CONFIGURATION:

BALANCE:

- In the German OB add one 6-5-8 and one German LMG to the initial forces and replace one reinforcement 9-1 Armor Leader with a 9-2 Armor Leader.
- Add one *Churchill IV* to the British reinforcement OB and delete the last sentence of SSR 6.



	9	16
EE		

TURN RECORD CHART

GERMAN Sets Up and Moves First [179]	1	2	3	4	5	6	7	8	END
BRITISH [224]									



Elements of SS-Panzer Divisions 9 and 10 [ELR: 5] set up on board 16 (including half-hexes adjoining board 9): {SAN: 4}

6-5-8	3-4-8	9-1	8-0	5-12	3-8	12-4	7 morale
11	2	2	2		4		22



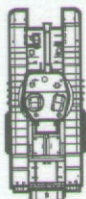
Kompanie 1, Schwere SS-Panzer Abteilung 102 enter on Turn 1 along the east edge:

9-1 2nd Lt	12 88L 3/5/2
2	6



Elements of 5th Duke of Cornwall Light Infantry, 214th Brigade, 43rd Wessex Division [ELR: 3] set up on board 9: {SAN: 4}

4-5-8	4-5-7	2-2-8	9-2	8-1	8-0	7-0	6-14	4-12	2-7	8-3	51 [2-11]	7 morale
6	13	2		2				2	3	3	2	12



Squadron A, 7th Royal Tank Regiment, 31st Tank Brigade, 11th Armored Division and anti-tank elements of the Wessex Division enter on Turn 2 along the west edge:

57L	5 OVR, OBA: +4 Other: +2	2-2-8	75	57L	30	76LL
2	17	2	4	3	2	2

SPECIAL RULES:

- EC are Moist, with a Mild Breeze from the northwest. Kindling is NA.
- All terrain within the contour of any Level 3 and Level 4 hill hex is Level 2 grain with the crest line serving as the outline of the grain depiction [EXC: woods hexes contain no grain]. All Crag are Shellholes. Cliffs are NA (treat as Double-Crest hexsides where applicable). All hedge and (previously) cliff hexsides are Bodge.
- Prior to setup, place a rubble counter of the appropriate type at the base level of each building hex. Place a Shellhole counter in hexes 9B3, 9F7, 9G6, 9H7, 9I7, 9N4, 9R5, 9T2, 9U7, 9W9, and 9BB5. Place one Burnt-Out Wreck (O11.4; RB SSR CG7) in each of hexes 9M1, 9N2, 9T7, 9X6, 9CC5, and 9CC7.
- British Guns may not use HIP (but may set up concealed if Emplaced).
- OB-given "?" counters may be set up in non-concealment terrain.

6. The British receive one module of 80+mm OBA (HE and Smoke only) directed by an Aerial Observer (E7.6) [EXC: radio contact may not be attempted prior to Turn 5].

AFTERMATH: The Tigers rolled up the hill, clearing a triangular wooded area of anti-tank guns as they did so. The *Churchills* broke formation and drove for the hill. They were no match for the Tigers, however, and the armored duel was a sadly uneven one. The remaining *panzergrenadiers* had taken to ground when the British artillery began shelling the area. But the impervious Tigers had continued on alone and began butchering the infantry in their foxholes. In desperation, the British called down smoke to cover them as they pulled back. The Tigers simply drove through it and decimated the withdrawing troops. One Tiger was lost, but the hill was once again in German hands. The DCLI was relieved at the end of the day, having lost all of its anti-tank guns and more than half of its men. The Hill 112 saga would continue however. The area would continue to be the scene of bitter fighting until August 2nd.

GOING TO CHURCH



ASL SCENARIO 105

This scenario was previously issued as G35.

Scenario Design: Kevin Meyer



VICTORY CONDITIONS: The Canadians win immediately when there are no unbroken German MMC in building 23F3.

ST. MARTIN-DE-FONTENAY, FRANCE, 1 August 1944: In the days following Operation *Spring*, the 2nd Canadian Infantry Division conducted several short but sharp engagements to improve their positions. One such position was the adjoining villages of St. Andre-sur-Orne and St. Martin-de-Fontenay. The Canadians held the southeast portion of St. Andre and all of St. Martin except the church on the southern outskirts. Brigadier H.A. Young wanted the church taken. Several attacks by Le Régiment de Maisonneuve failed. Les Fusiliers Mount-Royal relieved them and took up the attack. Young believed the objective could be taken by a company of infantry supported by engineers.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add six "?" to the German OB and shorten the game by 1/2 Turn (to 5 1/2 Turns).
- ⦿ Add one 2-4-8 and one British MMG to the Canadian OB.



(Only hexrows A-P are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
⦿ CANADIAN Moves First							



Elements of SS-Panzer Division 9 [ELR: 4] set up ≤ 3 hexes from 23E4: {SAN: 4}



4

2



Elements of Les Fusiliers Mount-Royal [ELR: 4] set up on/north-of hexrow L: {SAN: 2}



8

2

2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. All Hedges are Walls.
3. All canal/river hexes are Level 0 open ground. Bridges do not exist, but road depictions in bridge hexes do.
4. The Germans may freely Deploy during setup.

AFTERMATH: Careful planning for the attack paid off. The sappers moved on the church about an hour before dawn and were driven back by German machinegun fire. The Fusiliers, led by Major J.A. Dextraze, had an alternate plan ready and promptly reacted to this minor setback. Sweeping around the side of the church and then over the wall, the company poured into the churchyard with guns blazing. Resorting to grenades and bayonets at close range, the assault lasted barely an hour. Most of the defenders were killed, with a half-dozen or so taken prisoner and less than ten escaping across the fields. The Germans showered the church with mortar and artillery fire, but the Fusiliers held on—using the church as a base for future operations.

KANGAROO HOP

ASL SCENARIO 106

This scenario was previously issued as G43 and has been updated.

Scenario Design: Shawn Kenny



VICTORY CONDITIONS: The Canadians win at game end if they Control all Level 3 hill hexes.

MONT LAMBERT, outside BOULOGNE, FRANCE, 17 September 1944: As the Cinderella force of the Allied assault on Fortress Europe, the Canadian Army was generally assigned tasks at the whims of her sister armies. One such task during the Normandy campaign was to clear the coastal belt and capture the English Channel ports. These harbors were critical to maintaining momentum during the drive from Normandy. One of the key French ports was Boulogne. It was dominated by the surrounding terrain to the east and the south. Mont Lambert, which offered a vantage point over the town and its open approaches, was the key to the defense of Boulogne. After an extensive aerial and artillery bombardment, the 3rd Infantry Division's 9th Brigade, following tanks of the 10th Armoured Regiment (the Fort Garry Horse), pressed the attack. They advanced in Kangaroos of the 1st Canadian Armoured Personnel Carrier Squadron.

BOARD CONFIGURATION:



BALANCE:

✚ The British AVREs enter on Turn 2 along the west edge.

⦿ In the German set up delete "using HIP (regardless of terrain)" and delete SSR 5.

TURN RECORD CHART

✚ GERMAN Sets Up First

⦿ CANADIAN Moves First

1	2	3	4	5	6	END

Elements of Bodenständige Division 326 [ELR: 2] set up using HIP (regardless of terrain) in hexes numbered ≥ 2: {SAN: 3}



4-4-7	2-2-8	8-1	8-0	7-0	3-8	8	11	75 811	50L [75]	2+5+7
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7

2

3

18
factors

2



1+3+5		MPH/RtPh: dr = MF CC: +1/-1
-------	--	-----------------------------

2

6

4

Elements of North Nova Scotia Highlanders, 1st Canadian Armoured Personnel Carrier Squadron, Fort Garry Horse, and 87th Squadron, Royal Engineers [ELR: 4] enter on Turn 1 along the west edge with all personnel entering as Passengers: {SAN: 2}



4-5-8	2-4-8	8-1	8-0	2-7	24-1	9-1	76LL 13 8 4	*75 13 8 4	*MAVH CC 8 14 11	*18PP 14 8 4
-------	-------	-----	-----	-----	------	-----	-------------	------------	------------------	--------------

7

3

2

6



Enter on Turn 2 along the west edge:



SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Prior to setup, the Canadian must secretly pre-record which (if any) of his AVREs will enter with fascines (British Vehicle Note 37).
- During setup, each Kangaroo may be covered by a 1/2-inch "?", with that vehicle's actual Passengers (if any, and including SW) placed out of the opponent's view in a Cloaking Box corresponding to that "?"'s ID. Such a "?" does not itself bestow concealed status on the vehicle or Passenger(s), but does prevent the opponent from inspecting that vehicle's contents, and is removed (and replaced by the vehicle's actual contents if any) as per the normal rules for "?" loss [EXC: not for being in enemy LOS unless within three hexes of a Good Order enemy unit, nor for movement of the vehicle]. Passengers are also revealed if they pass a Crew Survival DR (D6.9); i.e., if eliminated outright they need not be revealed. The Canadians may deploy freely during setup.
- After all setup, each German unit must take a PTC; the TEM of each unit's

Location is added to its PTC DR as a negative DRM as per C1.82. Failure of this PTC results in that unit being placed onboard, unconcealed, and pinned.

5. Hidden German Infantry in non-concealment terrain are placed on the map, concealed, as soon as any Good Order Enemy unit has LOS to its Location (regardless of range).

6. The Germans receive one module of 100+mm OBA (HE and Smoke only).

AFTERMATH: A "dummy" pass at the end of the bombing run forced the German defenders to ground for the critical period when the Canadian assault had to cross the open two kilometers which separated their objective from their start line. Halfway up the slope, mines and craters forced the infantry to continue their advance on foot. Most of the opposition came from machinegun nests which were in turn covered by intensive anti-tank gun fire. Once the gun positions and artillery were put out of action, Crocodiles lumbered forward to clear the remaining pockets of resistance. Usually just the appearance of the flame-throwing tank was enough to break the enemy. By evening, Mont Lambert was in Canadian hands with the North Nova Scotias preparing for their assault on Boulogne.

TETTAU'S ATTACK



ASL SCENARIO 107

This scenario was previously issued as A33.



VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 3 VP (excluding prisoners) off the east edge.

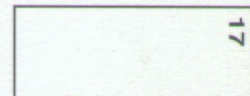
West of ARNHEM, HOLLAND, 18 September 1944: The Germans responded quickly to the British presence at Arnhem. Walter Harzer's 9th SS Panzer *Hohenstaufen* Division was ordered to mop up the paratroopers west and north of the town. And the commander of the Netherlands, General Christiansen, was directed to send in his rag-tag forces—a mixture of static defense and training battalions—under the command of Lt. General Hans von Tettau to aid the *Hohenstaufen* by threatening to overrun the British drop zones. British Brigadier Philip Hicks and his 1st Airlanding Brigade happened to have the not-so-glamorous task of defending these LZs, which Shawn Hackett's 4th Parachute Brigade and resupply missions were to use throughout the following days. That first night, the King's Own Scottish Borderers staved off a series of uncoordinated attacks as the motley collection under von Tettau's command harassed the perimeter. As dawn broke on the second day of the battle, yet another attack—this one overseen by von Tettau himself—sought to collapse the Red Devils' flank.

BOARD CONFIGURATION:

BALANCE:

✚ In the German OB, replace the 8-1 with a 9-1.

⦿ Add one 3-3-8 to the British OB.



TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10	11	END
⦿ BRITISH Moves First												



Elements of Eberwien's SS Depot Bataillon and of the Amersfoort Concentration Camp SS Bataillon [ELR: 2] set up on/west-of hexrow Z: {SAN: 2}



 4'-6-7	 4-4-7	 4-3-6	 8-1	 8-0	 7-0	 2 5-12	 1 3-8
8	2						3



Elements of 7th King's Own Scottish Borderers [ELR: 5] set up on/east-of hexrow S: {SAN: 2}



 6'-4-8	 9-2	 9-1	 8-0	 2 4-12	 1 2-7
4					2

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. No German units are considered SS (A25.11).

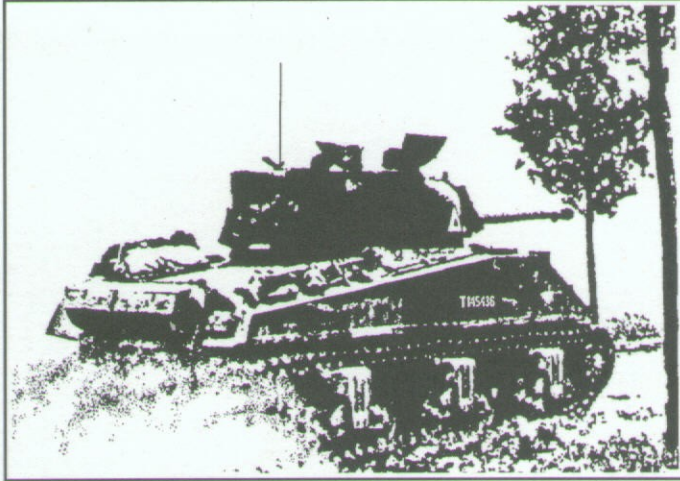
AFTERMATH: Neither Hicks, nor his officers, nor their men, had managed more than two hours sleep. Yet they soldiered on. The Germans first tried setting a patch of woods afire in the hopes of burning out the British defenders. But the Red Devils responded by slipping in behind the enemy and, with bayonets fixed, routing them. This was followed immediately by a frontal assault on another nearby portion of the perimeter, one that was turned back only through the heroic actions of a lone machinegun crew composed of some glider pilots. With that, the last concerted German attack of the day on the landing zones west of Arnhem collapsed, although skirmishing continued through another long afternoon and night. But Hicks' continuing fear was the impending arrival of German armor to drive him off the exposed drop zones. Yet he had no other option but to hold until relieved, or until the British reinforcements and supplies were safely down.

GUARDS ATTACK



ASL SCENARIO 108

This scenario was previously issued as A35 and has been updated.



VICTORY CONDITIONS: The British win at the end of any Player Turn if they solely occupy either hex-pair 17P4-Q4 and/or 17Q6-Q7.

Near AALST, HOLLAND, 18 September 1944: Stiff German resistance had thwarted Horrocks' plan to smash out of the XXX Corps' bridgehead on Sunday and link with the Americans in Eindhoven in less than three hours. By nightfall on the 17th, Lieutenant Colonel Vandeleur's tanks had only reached Valkenswaard—six miles short of the day's objective—where orders to halt the advance were received. To the east of the highway, heather-covered dunes cut by small streams made the area barely negotiable for armor. To the west, the wooden bridges were too frail to support Shermans. Unaware of the destruction of the highway bridge at Zon, his men had spent the night chafing at the seemingly unreasonable delay by their commanders. Cheers went up from the Irish as orders finally came to move out. Although the scouting patrols of the Household Cavalry had warned of Germans in good defensive positions up ahead, Vandeleur's force met little opposition as they neared the village of Aalst, halfway to Eindhoven.

BOARD CONFIGURATION:



(Only hexrows A-Q are playable)

BALANCE:

☙ The German Gun may use Bore Sighting.

🎯 In the British OB, replace the 9-1 Armor Leader with a 9-2 Armor Leader.

TURN RECORD CHART

☙ GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
🎯 BRITISH Moves First									



Elements of Fallschirmjäger Regiment 6 [ELR: 4] set up on board 17: {SAN: 3}



 8-3-8	 4-6-8	 4-6-7	 4-4-7	 2-4-8	 2-2-8	 10-1	 8-2	 LMG 3-8	 AT M10 50L [75]	 Foxhole 5 OVR, OBA: +4 Other: +2	 Roadblock
				2				3		4	2



Elements of Irish Guards Armoured Regiment [ELR: 5] enter on Turn 1 on hex 13Q1: {SAN: 2}



 4-5-8	 9-1	 8-1	 LMG 2-7	 9-1 2nd Lt	 13 76LL 1/4	 13 75 2/4	 24 T-4 36PP
7		2	2			3	2

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. The stream is flooded (B20.44).
3. British Inherent crews have a morale of 9.
4. Bore Sighting is NA.

AFTERMATH: There, from pinewood forests flanking the highway, a hail of infantry fire engulfed the head of the column. A lone German AT gun, firing down the roadway to which the British armor was confined, engaged the tankers' attention. Immediately the British vehicles halted, and the "Micks" jumped from the tanks and trucks they were

riding to fight back. The German force was an element of the 6th Parachute Regiment, freshly equipped and reinforced after its retreat through France, one of the best of the hodge-podge of units available to Kurt Student as he strove to halt the British thrust. During the night they and their fellows had moved to establish roadblocks and ambushes along the length of the route to Eindhoven. Although this detachment was overcome rather quickly, time and again for the rest of the day a handful of well-sited German tanks and guns, covered by small infantry forces led by battle-wise officers, would check the Irish advance. The entire XXX Corps column of 20,000 vehicles—stretching back to nearly the Belgian border—was stalled. It would be mid-afternoon before the Irish Guards reached Eindhoven, and not until 1900 would advance units reach Robert Sink's paratroopers at Zon. The delicately-synchronized Allied timetable, which allowed little margin for error, was in a shambles.

DREIL TEAM



ASL SCENARIO 109

This scenario was previously issued as A37.



VICTORY CONDITIONS: The British win immediately by exiting ≥ 8 VP (excluding prisoners) off the north edge.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	END
BRITISH Moves First [140]										

South of DREIL, HOLLAND, 22 September 1944: On 21 September, General Sosabowski's 1st Polish Parachute Brigade at last made its much-delayed drop. In the dark, early hours of the 22nd, a troop of armored cars from the Household Cavalry, taking advantage of a heavy fog and back roads not suitable for tanks, slipped past the west flank of the German defensive screen to reach them. That same Friday morning General Thomas was to break his 43rd Wessex Division out of Nijmegen and strike north. The 7th Somersets, lead battalion of the 214th Brigade, was to push through Oosterhaut and link with the Polish paratroopers at Dreil. But the 7th had failed to find its way through the traffic chaos in the city. The advantage of Thomas' planned pre-dawn attack had been lost. Nevertheless, the link-up could not be delayed. The British across the Rhine were in desperate straits by now. The Germans had been bolstered during the night with a headquarters infantry battalion and a company of Panthers. They were alerted by the recon unit's drive through their lines and now, in the full light of day, were prepared to give the British a bloody fight.

BOARD CONFIGURATION:

22

BALANCE:

✚ British set up first and move first.

⦿ In the British OB, replace one MMG with a HMG.



Elements of II SS-Panzer Corps HQ [ELR: 4] set up north of the stream: {SAN: 4}



4 ² -6-8	4 ¹ -6-7	5	3-8	15 75LL 3/5/2
3	3	2	2	



Elements of 7th Somerset Light Infantry, 43rd Wessex Division [ELR: 4] set up on/south-of hexrow Y: {SAN: 3}



4 ² -5-7	9-2	8-1	8-0	2 4-12	1 2-7	2 51 [2-11]	8-3
14				2	2		4

SPECIAL RULES:

- EC are Wet, with no wind at start.
- The stream is flooded (B20.44) [EXC: hexes 22W10 and 22K1 are deep (B20.43)].
- The German Inherent vehicle crew has a morale of 9.

AFTERMATH: As the 7th Somerset Light Infantry approached the village of Oosterhaut, fire from a Panther pinned down its vehicles. The infantry deployed quickly, but the commander of the lead company was killed while he was devising a plan to deal with the Panther. The British then made several unsuccessful attempts to probe the banks and ditches

surrounding the village which concealed the true strength of the German defenses. It was "rather like being once more in the thick of the Normandy bocage" as they tried to localize the German defenders' positions. The enemy armor proved too tough for the infantry alone. Time slipped away. It was not until near midday that Thomas could organize a deliberate attack to overcome the resistance. With the support of several batteries, all divisional artillery assets, and two troops of tanks, the Somersets were finally able to deal with their foe. At 1630 they at last entered the smashed ruins of Oosterhaut. This slow success was quickly exploited, however, as infantry companies from the 5th Duke of Cornwall's Light Infantry mounted tanks of the 4th/7th Dragoon Guards and covered the remaining ten miles to the Rhine in under 30 minutes. The convoy met no opposition and entered Dreil as the sun set on another long day of battle.

NORTH BANK

ASL SCENARIO 110

This scenario was previously issued as A38 and has been updated.



VICTORY CONDITIONS: The Germans win at the end of any Player Turn if they solely occupy hexes 8I4, 8J4, and 8K5.

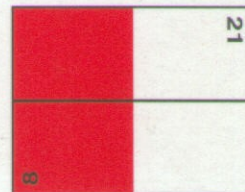
OOSTERBEEK, HOLLAND, 24 September 1944: By Sunday, D-plus-7, the beleaguered British 1st Airborne had contracted into a tight knot around the village, anchored by positions on the north bank of the Lower Rhine. Just across the water were friendly forces, but their every attempt to reach the Red Devils had failed. Within the shrinking perimeter the situation was critical. Ammunition was short and for every three men fit for combat, there were two seriously wounded. At 1030 hours, a truce was arranged for the transfer of British wounded into German care. Dr. Graeme Warrack and Major Egon Skalka, divisional medical officers, who together had arranged the chivalrous cease-fire, now coordinated clearing *der Hexenkessel*—as the Oosterbeek perimeter had come to be called—of some 450 wounded. No sooner had this operation been completed, than the shelling began anew. With it came a determined German attack intended to push the paratroopers away from the riverbank and, consequently, their tenuous link with Allied troops to the south.

BOARD CONFIGURATION:

BALANCE:

- Add one 3-3-8 to the British OB.

- ✚ Delete the eight “?” counters from the British OB.



(Only hexrows A-P on board 8 and R-GG on board 21 are playable)

TURN RECORD CHART

● BRITISH Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First									



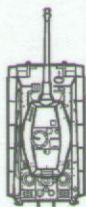
Remnants of 2nd South Staffordshires [ELR: 4] set up north of the river: {SAN: 6}



6 ² -4-8	2-2-8	10-3	9-2	9-1	1-4-9	LMG E 1 2-7	PIAT E 10 8-3	? 7 morale	AT M10 3 57L
4	2					2	3	8	



Elements of SS-Panzer Division 9 and sPzAbt. 506 [ELR: 5] enter on Turn 1 along the north edge: {SAN: 4}



6 ² -5-8	9-2	9-1	7-0	LMG E 1 3-8	TIGER E 11 88LL 3/5/2
7				3	2

SPECIAL RULES:

- EC are Wet, with no wind at start.
- The river is flooded (B20.41) with a heavy current to the east. Prior to setup, place stone rubble counters at ground level in hexes 21FF3, 21EE4, and 21Y8; place wooden rubble counters at ground level in hexes 21CC4, 21T4, 21S4, and 8H2. In all cases, falling rubble (B24.12) is NA.
- British units suffer from Ammunition Shortage (A19.131).
- Bore Sighting is NA.
- Prior to play the British player may secretly record which units possess PIATs. The presence of a PIAT will be revealed when the possessing unit fires/transfers/drops the PIAT in LOS and within 16 hexes of an unbroken enemy unit, or is no longer Good Order.

AFTERMATH: The might of the German attack fell upon the area around the Dolderen laundry, along the perimeter held by the exhausted men of the South Staffordshire Regiment. German troops, taking advantage of the truce, had infiltrated and then came more panzergrenadiers with Tiger tanks in support. In the midst of the fight was “Temporary” Major Robert Cain, attached to the South Staffordshires from his own regiment (the Royal Northumberland Fusiliers) as an observer. Cain had assumed command of one of the rifle companies. Over the past week, he had become something of a legend for his personal heroism and remarkable leadership. When the whirlwind struck, Cain raced for the AT gun set up nearby. With but a single gunner as an assistant, he managed to disable one Tiger. In the process, however, the gun’s recoil mechanism was damaged. Taking up a PIAT, Cain continued to fight, inspiring his command. Through the efforts of this doughty handful of paratroopers, the German threat was turned back yet again. Robert Cain would later be awarded the Victoria Cross for his actions during the defense of the Oosterbeek perimeter. His heroism, and that of those like him, would still not be enough to change the reality of the Arnhem debacle. The next morning the decision was made to withdraw the battered survivors of the Arnhem drop from their bridgehead. *Market-Garden* had failed.

BALKAN SIDESHOW

ASL SCENARIO 111

Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Hungarians win at game end if there are no Good Order Yugoslavian MMC ≤ 3 hexes from a bridge hex.

TURN RECORD CHART

YUGOSLAVIAN Sets Up and Moves First [0]	1	2	3	4	5	6	7	8	9	10	END
HUNGARIAN [0]											

SZENTTANAS, YUGOSLAVIA, 13 April 1941: Now it was Yugoslavia's turn to be the center of the German *blitzkrieg*. Operation "Merita" had begun and the country was attacked on all sides. Joining the invasion from the northeast was the Hungarian 3rd Army and its "Mobil Corps." Ostensibly, the Hungarians justified their involvement as defending the Hungarian ethnic minority in the Voivodina area. As "Group Sandor" advanced through abandoned Yugoslavian positions, it was ordered to push ahead and seize the town of Szenttanas. Retreating Yugoslavian forces were moving across a river bridge into the relative safety of this fortified town. Following closely on their heels were two Hungarian *Csaba* armored cars, commanded by First Lieutenant Laszlo Beldy.

BOARD CONFIGURATION:



40
49

BALANCE:

- Yugoslavsians may use HIP for ≤ 1 squad and any SW/SMC stacked with it.
- Add two 3-4-7 squads and two squad Horse-counters to the 2nd Armored Cavalry Battalion Turn 2 reinforcements.

Elements of the Yugoslavian "Potiska" Division [ELR: 2] set up on board(s) 40/49 (see SSR 2): {SAN: 4}



1 4-5-7	G 4-3-7	2-2-8	8-1	7-0	2 4-11	7 morale	1 Mine	3 37L	dr = MF CC: +1/-1	1+3+5
2	6				2	12	4		2	2

Enter on Turn 1 along the north edge:

1 4-5-7	G 4-3-7	8-0	6+1	1 2-6
4	6			



Armored Car Company of the Hungarian 2nd Cavalry Brigade [ELR: 3] enter on Turn 1 along the north edge: {SAN: 2 (see SSR 3)}



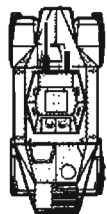
8-1	34 20L 1 -4
	2

Elements of the 2nd Armored Cavalry Battalion enter on/after Turn 2 along the north edge with all Personnel mounted as Riders:

1 3-4-7	8-1	8-0	7-0	1 2-7	17 20L 1 -4/*	13 1 0 *BMG 4/-	12
14				2	2	3	14

Elements of the 12th Cyclist Battery and Engineer Platoon enter on/after Turn 2 along the north edge (see SSR 3):

E 4-4-7	2-2-7	9-2	7-0	2PP	X10 24-1	X12 30-1	1 *105	26 T5 21PP
8	2			2			2	2



SPECIAL RULES:

- EC are Moist, with a Mild Breeze blowing from the northeast at start. A two-lane stone bridge exists in hexes 40Q2-Q3.
- Boresighting is NA. The AT mines must be set up on a bridge hex(es).
- The Hungarian Sniper counter is not placed onboard until the start of Hungarian Player Turn 2. The Hungarian Turn 2 reinforcement 4-4-7 squads are Assault Engineers (H1.22) and Sappers (H1.23).
- Cavalry may swim (E6.5). The current is slow, flowing to the east.

AFTERMATH: As the two *Csabas* approached the town, a well-concealed anti-tank gun knocked out both of them. Apparently, the Yugoslavians intended to stop and fight at this spot. First Lieutenant Laszlo Maklary quickly brought up one of his howitzers into an open firing position and silenced the Yugoslav gun. A second gun was brought up and helped suppress pillboxes guarding the bridge. Under covering fire of tanks, the cavalry forced its way across the bridge while engineers cleared away anti-tank mines that had been laid there. Finally, after some sharp house-to-house fighting, the Hungarians were able to secure the town.

OUT OF COWARDICE

ASL SCENARIO 112

Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Hungarians win at game end if they Control $\geq$ the number of building Locations required in SSR 5.

SENTA, YUGOSLAVIA, 13 April 1941: Immediately after Yugoslavian regent Prince Paul signed the Tripartite Pact to join with Germany and Italy, military leaders overthrew the regime, rescinding the agreement. Hitler then launched Operation Punishment as a lesson on the costs of defying Germany, and he urged other members of the Pact to join the attack. In Hungary, Admiral Horthy was "all fire and flames" to send his troops down the Danube in support of the Germans at the first opportunity. Prime Minister Count Pal Teleki objected, however, as he had signed a pact of "eternal peace and friendship" with Yugoslavia. Horthy toned down his rhetoric, but on April 11th five Hungarian Brigades crossed the border. The Yugoslavian Army put up little resistance to the Hungarians.

BOARD CONFIGURATION:

BALANCE:

⊕ Partisans may use MOL normally.

⊞ Delete SSR 2.



(Only hexrows A-Q are playable)

TURN RECORD CHART

⊕ YUGOSLAVIAN Sets Up First [see SSR 5]	1	2	3	4	5	6	END
⊞ HUNGARIAN Moves First [66]							

Elements of the Yugoslavian 1st Army [ELR: 1] set up on/between hexrows J-O: {SAN: 5}



 4-3-7	 8-0	 7-0	 LMG 1 911 2-6	 ? 7 morale	 Foxhole 5 OVR, OBA: +4 Other: +2
9	3	12	2		

Voivodina Civilian Defenders [ELR: 5] set up in buildings with either (1 squad and 1 "?") or (2 "?") per hex (see SSR 4 and SSR 5):

 3-3-7	 9-1	 7-0	 ? 7 morale
?	?	?	?

Elements of the Hungarian 3rd Army [ELR: 2] enter on Turn 1 along the north edge: {SAN: 2}



 3-4-7	 8-1	 7-0	 LMG 1 911 2-7	 17 2 1 +20L -4/*	 34 1 1 20L -4
11	2	3	2		

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA. Although not in play, hexes north of hexrow Q are considered to contain their terrain features as printed for purposes of off-board movement/entry.
- All vehicles are subject to Mechanical Reliability (D2.51) [EXC: a DR $\geq$ 11 results in immobilization]. A Mechanical Reliability DR is also required by a motion vehicle at the beginning of its MPH; if immobilized, it spends all its MP to stop.
- Partisans may attempt MOL checks vs AFV only (A22.612), may not form multi-Location fire groups, and treat all SW as captured. Partisans treat Yugoslavian leaders as Allied (A10.7).
- Partisan leaders set up using HIP. The Partisans (only) receive no free concealment despite the off-board Hungarian setup (A12.12). The only concealment counters that may be placed with Partisan units during setup are those provided by the SSR 5 dr.
- Prior to setup the Yugoslavian player makes a secret dr to determine the Partisan forces and the Victory Conditions via the following chart. The number in the

VC column reflects how many building Locations the Hungarians must Control at game end to win.

dr	3-3-7	Leaders	VC	"?"	BI (A16.)
1	2	none	7	12	[66]
2	3	7-0	6	11	[72]
3	4	7-0	5	10	[78]
4	5	9-1	4	9	[84]
5	6	9-1	3	8	[90]
6	7	9-1, 7-0	2	7	[96]

AFTERMATH: While the Hungarians matched their German counterparts in their fervor to attack a helpless opponent, their military planning lacked the usual German thoroughness. As Hungarian forces reached the small village of Senta on the third day of the advance, their motorized units began to run out of gas and were forced to obtain critical fuel at local chemist's shops, the indigenous equivalent of a filling station. Resistance coalesced briefly as civilians—hastily armed with little more than antiquated rifles—bitterly fought back. Count Teleki, his views more and more unpopular, shot himself rather than acquiesce in collaborating with the Germans. His final message to Admiral Horthy read "out of cowardice, we have allied ourselves with scoundrels." This warrior's gesture proved to be one of the few Hungarian casualties of the Yugoslavian campaign.

LIBERATING BESSARABIA

ASL SCENARIO 113

Scenario Design: Paul Kenny



VICTORY CONDITIONS: The Romanians win at game end if they Control ≥ 6 multi-hex buildings.

BRANZENI, BESSARABIA, 5 July 1941: At the onset of Barbarossa, Romania's primary goal was recapturing from the Russians its lost lands in Bessarabia and northern Bukovina. Although the Russians successfully resisted the initial assaults in this area, by the end of June the Axis had succeeded in establishing a small bridgehead over the Prut River, near Falcu. A major offensive was planned for July 2nd. The main blow was to be delivered by the experienced 11th German Army. Under its command were the best motorized and most experienced Romanian units available—the Romanian Cavalry Corps with the 1st Armored Division, two Cavalry Brigades, and the 6th Infantry Division. They were to advance toward Moghilev together with the German 11th Corps.

BOARD CONFIGURATION:

BALANCE:

★ In the VC, change " ≥ 6 " to " ≥ 7 ".

✱ Exchange two 4-4-7 squads for two 4-2-6 squads in the Russian OB.



(Only hexrows A-Q are playable)

TURN RECORD CHART

★ RUSSIAN Sets Up First [65]	✱	1	2	3	4	5	6	7	8	END
✱ ROMANIAN Moves First [84]										



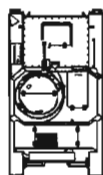
Elements of the 74th Infantry Division and supporting armor [ELR: 2] setup east of the 49A5-49F7-49I8-49Q8 road: {SAN: 3}

 4-4-7 7	 4-2-6 4	 9-1 2	 7-0 2	 MMG 4-10 2	 LMG 2-6 2	 ATR 1-12 6	 ? 7 morale 2	 22 37L 2	 19 45L 2
---	---	---	---	---	--	---	---	--	---



Elements of the 1st Tank Regiment and the 3rd Motorized Vanatori Regiment [ELR: 3] enter on Turn 1 along the west edge: {SAN: 2}

 3-4-7 14	 9-1 2	 8-0 3	 7-0 2	 dm MMG 2PP 2	 LMG 2-7 3	 dm MTR 60mm 2	 8-1 1st Sgt 2	 14 37 4	 13 CMG 2
--	---	---	---	---	--	--	--	---	---



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. The board 22 stream is dry. All buildings are wooden.
3. Vehicular crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The attack started with the Romanian 1st Armored Division crossing the river Prut and advancing eastward. Between July 4th and 5th, the 1st Armored fought its way into Branzeni against the 74th and 176th Infantry Divisions and their armored support. Despite desperate close quarters action, and a number of strong counterattacks, the Romanians seized the city, where they were greeted as liberators. By July 8th they had reached the Dniester River, and by the end of July the Red Army was completely expelled from Romanian soil.

CAUTIOUS CRUSADERS

ASL SCENARIO 114

Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Slovaks win at game end if they Control building 49E8 and ≥ 6 additional multi-hex buildings.

LIPOVIC, UKRAINE, 23 July 1941: After the Germans annexed Czechoslovakia in 1939, they granted independence to a nominally "sovereign" Slovakia. In return, Slovakian leaders agreed to join Germany's "Crusade against Bolshevism." The only major action, however, was fought for the small village of Lipovic when the newly formed "Mobile Group" crossed the border into the Ukraine. Leading the attack were the bicyclists and tanks of the Motorized Reconnaissance Group. As they appeared, a picket line of entrenched Russians opened fire against their "Slavic brothers."

BOARD CONFIGURATION:



Hi2	48
Hi5	
RR6	49
RR4	

BALANCE:

★ Shorten game length to 8 Turns.

⊕ The Slovakian OBA has Plentiful ammunition and receives one Pre-Registered hex. Its initial Battery Access draw is automatically a *black* chit (remove one *black* chit from the draw pile).

TURN RECORD CHART

★ RUSSIAN Sets Up First [107]	⊕	1	⊕ ★	⊕ ★	4	5	6	7	8	9	END
⊕ SLOVAKIAN Moves First [0]											

Elements of the 305th Infantry Regiment, 44th Siberian Mountain Division [ELR: 3] set up IN foxholes and/or buildings on board 48: {SAN: 3}

1
4-4-7

C
4-2-6

9-0

7-0

LMG
B11
2-6

ATR
1-12

MTR
50* [3-20]

?
7 morale

Foxhole
5
OVR, OBA: +4
Other: +2

Enter on Turn 2 along the east/west/south edge(s) of board 49:

2-2-8

AT M12
3
37L

T8 9PP
12
0

Set up on board 49:

1
4-4-7

2-2-8

8-1

7-0

HMG
5
6-12

ATR
1-12

Phone
X12
11

AT M12
3
37L

T8 9PP
12
0

Enter on Turn 3 along the east/west/south edge(s) of board 49:

1
4-4-7

8-1

MMG
2
4-10

Elements of the Motorized Reconnaissance Group and 3rd Armored Company [ELR: 3] enter on Turn 1 on/between hexes 48A10-48Q10 (see SSR 4): {SAN: 2}

E
4-4-7

8-1

7-0

CMG
14
3
1
*37
4/4

M10
18
0
0
*18
2/2

MTR
28
-1
OPP

Enter on Turn 3 along the north edge on/between hexes 48A10-48Q10:

E
4-4-7

8-1

dm MMG
1
2-7

LMG
B11
2-7

dm MTR
1
50mm

Enter on Turn 2 along the north edge on/between hexes 48A10-48Q10:

E
4-4-7

8-1

7-0

LMG
B11
2-7

CMG
14
3
1
*37
4/4

CMG
15
3
1
*37L
4/4

Enter on Turn 3 along the north edge on/between hexes 48A10-48Q10:

E
4-4-7

8-1

dm MMG
1
2-7

LMG
B11
2-7

dm MTR
1
50mm

SPECIAL RULES:

- EC are Very Dry, with a Mild Breeze from the northeast at start. Kindling is NA.
- Building 49E8 is a Factory (B23.74). Place Overlays as follows: **Hi2** on 48R6/R7; **Hi5** on 48E3/F3; **RR6** on 49C8/B7; **RR4** on 49B3/B2.
- The Russians receive one module of 80+mm OBA (HE only).
- The Slovaks receive one module of 70+mm OBA (HE and Smoke) directed by an Off-Board Observer (C1.63) at Level 2 in a hex along the

north edge of the playing area secretly recorded prior to Russian set up. The cycles in the Slovakian OB are Bicycles (D15.8).

AFTERMATH: With the bicyclists pinned down, the armor rushed forward to assist. Russian artillery fire covered the roads leading into town, forcing the lead tanks to cross open ground. Once past the pickets, the Slovaks pushed into town where the fighting was house-to-house at close quarters. With additional armored support the Slovaks were able to occupy the railway station. Despite determined Russian counterattacks, Lipovic fell the next day. The Slovakian Brigade lost numerous men and vehicles. The remaining tanks were withdrawn due to dubious "repair problems" under guidance from the Army's strong anti-Fascist contingent. Thus ended Slovakian participation in the "Crusade."

HUNS OF STEEL



ASL SCENARIO 115

Scenario Design: Brian Martuzas



VICTORY CONDITIONS: Provided the Russians amass ≤ 90 CVP, the Hungarians win at game end if there are no Good Order Russian MMC/AFV with functioning MA on/adjacent to any of the following hexes: 43L5, M6, N6, X3, V4, and W4.

URIV, RUSSIA, 18 July 1942: The German Army had failed to take the city of Voronezh by early summer as planned. Three Russian bridgeheads remained in strength on the west bank of the Don River posing a threat to the entire front. With the German attention now turned towards Stalingrad and the Caucasus, the Hungarian Army was entrusted with clearing these bridgeheads. Outside the small river town of Uriv, the newly arrived 1st Armored Field Division, freshly equipped with German-made tanks, sallied forth in hopes of clearing the Russians from the west bank.

BOARD CONFIGURATION:



		43
		Rv1
44	48	

BALANCE:

★ Add one 7-0 leader to the Russian initial OB.

☐ Add one 40M Nimrod to the Hungarian Turn 3 reinforcements.

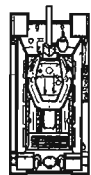
TURN RECORD CHART

★ RUSSIAN Sets Up First [120]	1	2★☐	3	4	5★	6	7	8	9	END
☐ HUNGARIAN Moves First [144]										

Elements of the 293rd Division [ELR: 3] set up on board(s) 43/48 {SAN: 4}



4-4-7	4-2-6	2-2-8	1-1-1	1-1-1	6-12	4-10	2-6	50*[3-20]	1-12	?
14	4						2	2	3	10



76L		dr = MF CC: +1/-1
2		8

Elements of 10th Tank Division enter on Turn 2 along the east edge:

10 6 2 40L	18 4 3 *37LL 2/4/2
2	4

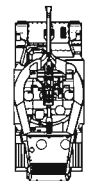
Enter on Turn 5 along the east edge:

17 6 2/4 76L
3

Elements of 1st Motorized Infantry, 7th Light Infantry Division and 30/3 Heavy Company, 1st Armoured Field Division [ELR: 3] enter on Turn 1 along the west edge, with all Personnel mounted as Cavalry/Motorcycle Riders (see SSR 3): {SAN: 3}



4-4-7	3-4-7	1-1-1	1-1-1	1-1-1	2-6	2-7	50mm	9-1	14 6 3 75L	14 4 2 *37L	17 2 1 *20L -1/4/*
12	8	2			2	3	2		3	3	3



28 -1 OPP	12
8	12

Elements of 30/1 Tank enter on Turn 3 along the west edge:

14 6 3 75L	14 6 3 75*	15 1 *40L (8)
2	3	2

SPECIAL RULES:

- EC are Dry, with a Mild Breeze blowing from the northwest at start. Kinding is NA.
- Place overlay **Rv1** on 43F4/E5. The river is deep, with a moderate current flowing south. Place Pontoon Bridge counters (B6.41) on hexes 43oN5, oO5, oU3, and oV3. Contrary to B6.41 the Pontoon Bridges are not One-Lane.
- Only Elite units may enter as Cavalry.
- Place a "BMG Disabled" counter on the *LT vz 38(t)Es*. Use German counters for the *PzKpfw IVF2*, and treat them as Hungarian with a crew Morale

Level of 7 and Depletion Numbers of A4 and s7 and a "(g)" identifier (as if Axis Minor Multi-Applicable Vehicle Note E applied).

AFTERMATH: Leading the first wave was Captain Laszlo Maklary in his Mk IV tank. Taking advantage of their German training, the Magyar tankers maneuvered their Mark IVs with skill, firing at the sides and rears of the T-34s and Lend-Lease Valentines and Stuarts, knocking out many. The infantry cleared the bridgehead, routing out defenders house by house. Unfortunately, the Germans were slow to re-supply the Hungarian tanks with badly needed ammunition, and the armor was forced to withdraw. Russian reinforcements then retook the bridgehead in a nighttime counterattack, erasing the Hungarians' hard-won gains. Despite more attempts at the bridgeheads, the Russians did not budge. A few months later the Russians would pour out of these same positions at the start of the Stalingrad counteroffensive.

THE SIXTH BLOW

ASL SCENARIO 116

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Russians win at game end by exiting more VP off the west edge than the Axis. The Russians do not receive Exit VP for Partisan units and prisoners do not count double. The Axis do not receive Exit VP for German units. Units exited as Cavalry count double for both sides.

SKOPCE, POLAND, 12 July 1944: The success of Operation Bagration had the German Army Command scrambling to prevent a disaster along the Vistula. Meanwhile, the might of the Red Army turned towards the south. General Harpe's Army Group North Ukraine still had some intact panzer divisions, and he was counting on the defensive terrain in the Carpathian Mountains. This range had formed a natural boundary between Poland, Russia, and Hungary for centuries, and was important symbolically as well as strategically. The STAVKA operational plan for 1944 called for successive assaults to retake all the territory lost to the Nazis. While the "fifth blow" of the plan (against Army Group Center) was winding down, Marshal Konev's First Ukrainian Front assembled around Brody to deliver the sixth blow.

BOARD CONFIGURATION:

50	47	2
----	----	---



BALANCE:

★ Add one *SU-85* to Group B.

✚✚ Remove one *Sherman III(a)* from the Russian OB.

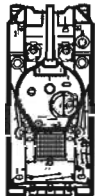
TURN RECORD CHART

★ RUSSIAN Sets Up and Moves First [0]	★ 1 ♣	★ 2	3 ♣	4	5	6	7	8	9	END
♠ ♣ AXIS [98]										



Partisans [ELR: 3] set up on board 47: {SAN: 2}

3-3-7	8-0	7-0	?	Minefield
8			12	40



Elements of the Cavalry Mechanized Group Pliev enter on Turns 1 and 2 along the east edge per SSR 4:

Group A (30th Cavalry Division):

4-4-7	8-1	8-0	LMG 1 BT 2-6	ATR 1-12	12
12			2	2	12

Group B (219th Tank Brigade):

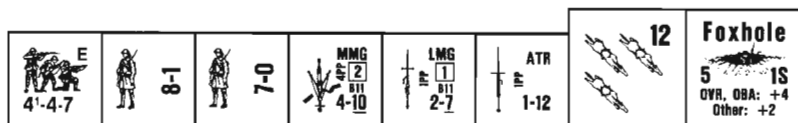
5-2-7	9-1	7-0	LMG 1 BT 2-6	dm MTR 2 50mm	8-1 1st Sgt	14 8 4 *75 2/4/4	16 11 6 85L	28 0 0 9PP* *AAMG -/-/6*
6			2	2		4	2	2

THE SIXTH BLOW (continued)

ASL SCENARIO 116 (continued)



Elements of the First Royal Hungarian Cavalry Division [ELR:2] set up on board 2 hill hexes (see SSR 4) {SAN: 4}



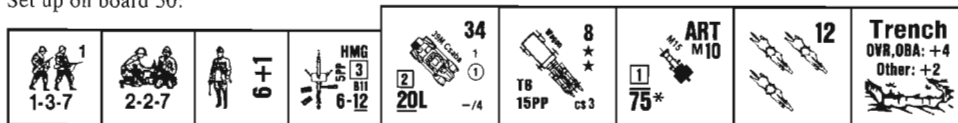
9

2

9

6

Set up on board 50:



4

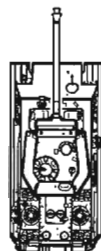
3

3

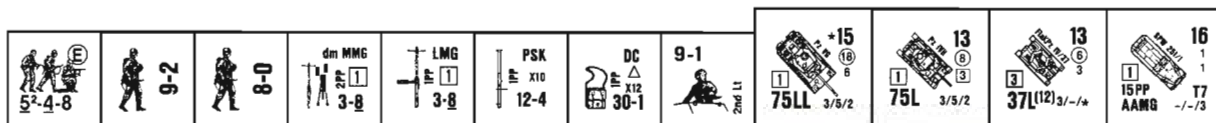
2

2

3



Elements of the 35th Panzer Regiment, 4th Panzer Division [ELR:3] enter on Turn 1 along the west edge:



6

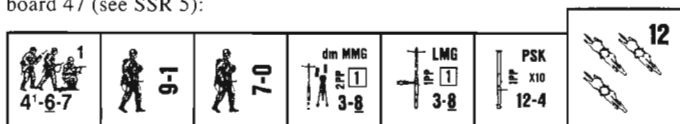
2

2

2

2

Elements of the 4th Cavalry Brigade enter on Turn 3 along the north or south edge of board 47 (see SSR 5):



6

2

2

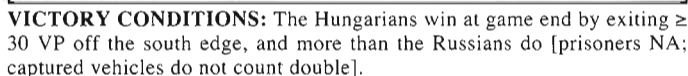
6

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze blowing from the northeast at start.
2. The Russians receive random Air Support (E7.2) in the form of 2 1944 FB with bombs. In addition, if air support has not yet arrived, a 120mm rocket OBA (HE) Fire Mission will occur somewhere on board each of the first three turns during the Russian PFPh. If the cdr of the Wind Change DR is odd, place an AR in hex J5 and resolve error normally. If the cdr is even, place the AR in hex X5. Use board 2 on Turn 1, board 47 on Turn 2, and board 50 on Turn 3.
3. Hungarian units may exit along the west edge beginning on Turn 6.
4. Hungarian personnel may not set up in the same hex as a horse counter. During set up, the Russian secretly records one group to enter on Turn 1 and one group to enter on Turn 2. Russian units entering on Turn 1 do so having already used half of their inherent-MF/printed-MP allotment.
5. The Axis must declare which board edge their Turn 3 reinforcements will enter along prior to play (but after on-board setup).
6. Partisans may neither Deploy [EXC: A20.5] nor form a Fire Group with Russian units, and use all SW with captured weapon penalties.
7. The inherent crew of the M3A1(a) Scout Cars are 2-2-8, and the inherent passengers are 2-3-7 HS. The MA may be removed as a dm .50-cal MG, and the SA may be removed as a Russian LMG.

AFTERMATH: The rugged geography of the Carpathians helped General Harpe compensate for the overwhelming numerical superiority of the Russian. Not to be denied, Marshal Konev reorganized his operational units into Corps-sized Cavalry-Mechanized Groups in which the Tank Brigades supported the horse cavalry in their deep penetrations. Harpe's attempts to respond in kind were frustrated since most of his mounted troops were Hungarian Hussars. Hungary's shaky political situation and the increasing proximity of the war to her borders meant that these once reliable troops could no longer be counted on to hold their positions. Harpe had to throw his best troops into the gaps created by the retreating Hussars, who stopped only when they reached the Hungarian border—and then often only long enough to disband.

Scenario Design: Brian Martuzas



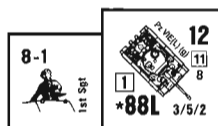
BOARD CONFIGURATION:

	Hi9	9	P1
	Hi8		
50	Hi12		

✚ Exchange one *Turan I* for one *PzKpfw IVH(g)*.

- ★ Exchange one *T-34 M43* for one *T-34/85* in both the Turn 3 and Turn 5 reinforcements.

HUNGARIAN Sets Up and Moves First [120]														
RUSSIAN [0]	1	2	3	4	5	6	7	8	9	10	11	END		



 ^E 4-4.7	 ¹ 3-4.7	 9-1	 8-1	 8-0	 7-0	 dm HMG 1/1 3PP	 dm MMG - 2PP	 LMG 1PP 011 2-7	 dm MTR 3PP 50mm
--	--	--	--	--	--	---	---	---	--

 13 8 3 *75L 3/5	 15 6 4 75* 4/4	 16 6 4 40L 4/4	 13 8 3 *75L -/-/2*	 15 1 1 *40L (8)	 22 ★ ★ T0 20PP	 26 ★ ★ T5 21PP	 30 ★ ★ T9 11PP
--	---	---	---	---	--	--	--

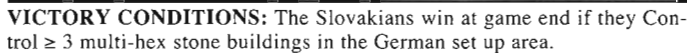
	1-6		1-8
☐ 14  45L		☐ 16  76L	
☐ 28  9PP* *AAMG -/6*		☐ 33  T10 9PP	

 4-4-7	 8-0	 7-0	 LMG 1 B11 2-6	 25 ★ ★ T 8 21PP
--	--	--	---	--

8-1  1st Sgt	 16 11 6 85L 2/4	 16 11 6 76L 2/4
---	---	---

AFTERMATH: Mobile Russian forces were close behind the retreating column, threatening to turn the orderly withdrawal into a rout. The two Tigers were well up to the task of defending the narrow mountain roads, however. Within half an hour, Lt. Matyas Eszes and his fellow Tiger commander accounted for fourteen kills. With the Russian pursuit slowed, the Hungarians were able to safely reach their new fighting positions.

Scenario Design: Brian Martuzas



BOARD CONFIGURATION:



(Only 42A-P, 46A-P, 50A-P, and 41R-GG are playable)

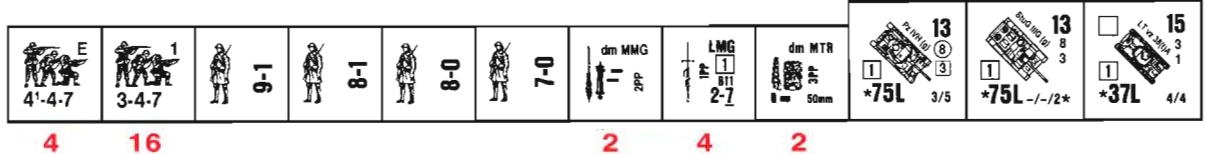
✚ Add one Panzerschreck to the initial German OB.

⊕ Add one LT vz $38(t)A$ to the initial Slovakian OB.

GERMAN Sets Up First [88]										
SLOVAKIAN Moves First [128]	1	2	3	4	5	6	7	8	9	END



 4¹-6-7	 9-1	 8-0	 2P 1 3-8	 1MG 1 3-8
8			2	



 3-3-7	 9-1	 7-0	
12			3

AFTERMATH: Well-concealed anti-tank guns quickly knocked out the armor support. The attack pressed on nonetheless, and Klacany was taken in spite of heavy losses. Before the insurgents could penetrate into Vrutky, however, German reinforcements arrived. With both sides bloodied, a stalemate ensued. The uprising had lost its momentum.

ANCIENT FEUD

ASL SCENARIO 119

Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Romanians win at game end if they Control ≥ 10 stone buildings on board 49.

APAHIDA, east of CLUJ, TRANSYLVANIA, 11 October 1944: For centuries Transylvania had been fought over by Hungarians and Romanians. The "Vienna Award" of 1940 had placed a large portion of the region under Hungarian rule at the expense of the Romanians. Having switched sides to join with the Allies, the Romanians now saw their chance to recover this territory. After some initial setbacks, and now bolstered by Russian support, the Romanians went on the offensive to clear Transylvania of Hungarian opposition. An ad hoc armored detachment struck at the town of Apahida where the 2nd Hungarian Army was defending the Aranyos River line. Hungarian armored forces then counterattacked in an effort to contain the Romanian advance.

BOARD CONFIGURATION:

Hi8 Hi12	42
Hi9	49
	40



BALANCE:

- ☒ Add one roadblock and four 1-squad fox-holes to the initial Hungarian OB.
- ✱ Add one 5-3-7 squad and one SPW 251/1(g) to the Turn 2 reinforcements.

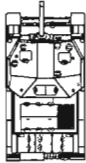
TURN RECORD CHART

☒ HUNGARIAN Sets Up First [110]	☒ 1	☒ 2	☒ 3	4	5	6	7	8	END
✱ ROMANIAN Moves First [96]									

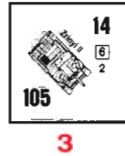
Elements of the Hungarian 25th Infantry Division [ELR: 3] set up on board(s) 42/49: {SAN: 4}



 4-4-7	 3-4-7	 2-2-7	 1-6	 8-8	 7-0	 6-12	 4-10	 2-7	 50* [2-13]	 7 morale	 40L H7[9]
4	10	3			2		2	2	2	14	2



Elements of the 10th Assault Artillery Battalion enter on Turn 1 along the north edge:



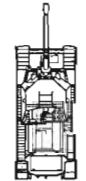
Enter on Turn 3 along the north edge:



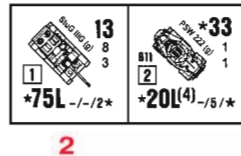
Elements of Romanian Armored Group Nicolescu/Matei [ELR: 3] set up on board 40: {SAN: 4}



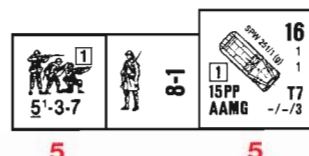
 3-4-7	 2-2-7	 9-6	 8-0	 7-0	 4-10	 2-7	 60* [13-42]	 13 3/5/2	 26 T5 21PP	 75L
14	2				2	3	2	2	2	2



Enter on Turn 1 along the south edge:



Enter on Turn 2 along the south edge:



Enter on Turn 3 along the south edge:



SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: **Hi12** on 42Z3/Z2; **Hi8** on 42S5/T4; **Hi9** on 49U1/T0. Place Pontoon Bridge counters (B6.41) on hexes 40Q2 and 40Q3.
- No Quarter (A20.3) is in effect for both sides. Hand-to-Hand CC (J2.31) is allowed.
- StuG IIIG(g)* have no APCR.
- Vehicular crews may not voluntarily Abandon (D5.4) their vehicles [EXC: SPW 251/1(g) crews may abandon prior to Turn 7].

AFTERMATH: The fighting was furious as these ancient enemies clashed. Both sides suffered heavy casualties, but eventually the Romanians took the town. They had to struggle to expand their bridgehead, as the Hungarian armored forces engaged in a true fighting retreat. This duel would become the Hungarians' most celebrated action of the war.

RETURN TO SENDER



ASL SCENARIO 120

Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Bulgarians win at game end if they Control all Level 3 and Level 4 Hill hexes on Board 50.

Near KOCANE, East of NISH, SERBIA, 14 October 1944: The Bulgarian surrender and subsequent re-entry into the war on the side of the Allies left the German positions in the Balkans in disarray. Army Group E in Greece and Albania saw its avenue of retreat restricted to the Morava River valley, and all roads led through Nish. Army Group F was entrusted with keeping this withdrawal route open and elements of the 7th SS Prinz Eugen Division took up positions in the Rabicka Gora Mountains east of the Morava River. Before long, the familiar whine of German 105mm artillery could be heard, but this time the shells were incoming. The Bulgarians, armed and trained by the Germans, were now turning German-made weapons against their former ally.

BOARD CONFIGURATION:



	18	
Hi12		
09		11

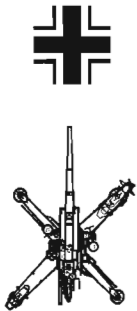
BALANCE:

- ☛ Shorten game length to 9 Turns.
- ☒ Delete one 1-2-7 crew, one *Flak 18* 88L and one Trench from the German OB.

TURN RECORD CHART

☛ GERMAN Sets Up First [219]	☒	1	2	3	4	5	6	7	8	9	10	END
☒ BULGARIAN Moves First [198]												

Elements of the 3rd Co. (Flak) 7th Panzerjäger Bataillon and 3rd Bataillon, 13th Regiment, 7th SS Division *Prinz Eugen* [ELR: 3] set up on board 18 and/or on hexes numbered ≤ 7 on board 11: {SAN: 4}



5 ² -4-8	2-2-8	9-1	8-1	3-16	5-12	3-8	50* [2-13]	30-1	7 morale
14	2	2		2	4	2	2	16	

Remnants of the Ploesti Area FlaK Detachment set up on board 50 (see SSR 4):

20L (6)	3	5 OVR, OBA: +4 Other: +2
2	3	8
1-2-7	88L A5 ² /4 ² /3 ⁴	OVR, OBA: +4 Other: +2
3	3	3

Elements of the Bulgarian 2nd Army [ELR: 2] enter on/after Turn 1 along the east edge: {SAN: 2}



5 ¹ -3-7	3-4-7	9-1	8-1	8-0	7-0	2P	9-1	50mm	7
6	24			2	3	4	3		



13 3/5	16 1 1 T7 21PP	26 ★
6	3	6

SPECIAL RULES:

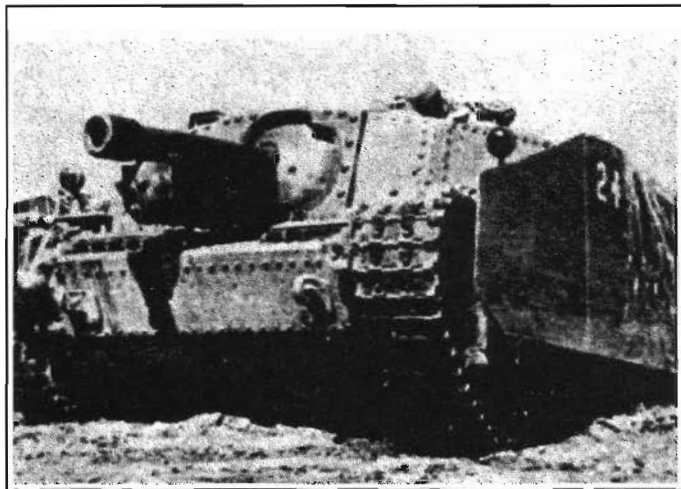
- EC are Wet, with a Mild Breeze blowing from the northwest at start. Beginning with the Bulgarian Rally Phase of Turn 5, the weather becomes Overcast (E3.5).
- Place overlay as follows: **Hi12** on 50F4/F5.
- The Bulgarians automatically receive Air Support (E7) at the start of Turn 2, in the form of two '42 FB with bombs. These are automatically Recalled at the end of German Player Turn 4. The Bulgarians receive one module of 100+mm OBA (HE only).
- The Germans may use HIP for ≤ 2 squad-equivalents (including any SMC/SW that set up with them). German 5-4-8s/2-3-8s are SS, with a broken morale level 1 greater than normal and are subject to Replacement (A19.13) normally. PF and ATMM availability are NA. The *Flak 18* 88L AA Guns and their 1-2-7 crews must use Red TH numbers. Empty trenches must set up in Concealment Terrain.

AFTERMATH: One veteran of the *Prinz Eugen Division* recalled: "The first enemy infantry formations moved out from the direction of Nishka Banja. One, two, three, then four tanks rolled along the road. They were German panzers, but with Bulgarian markings unfortunately. Trucks with mounted infantry accompanied the tanks." Fortunately for the *Prinz Eugen Division*, it had been augmented with German "88s" that had been withdrawn from the Ploesti oilfields after Romania's defection to the Allies. Despite the gun crews' inexperience in ground fighting, they were able to destroy five Bulgarian Mark IVs before fleeing from German-built fighter-bombers displaying Bulgarian roundels. Losses for the SS were so heavy that Russian reports proclaimed the destruction of the division. As rain and night fell, the survivors destroyed many of their heavy weapons and made their way across the Morava River. Their mission to hold open the escape route had been accomplished but at a high price.

END STATION BUDAPEST

ASL SCENARIO 121

Scenario Design: Brian Martuzas



VICTORY CONDITIONS: The Romanians win at game end if there are no Good Order Hungarian non-crew MMC in hexes (including rubble hexes) of building 45K2.

BUDAPEST, HUNGARY, 15 January 1945: The 2nd Ukrainian Front, augmented by the allied 7th Romanian Corps under the command of General Nicolae Sovas, had reached the Danube. Hitler ordered that beautiful Budapest be made a "fortress city" even as the 3rd Ukrainian Front encircled it. The Romanians, ill equipped for city fighting, found themselves locked in close quarters fighting for the Eastern Railroad Station. Facing them were their old nemesis—the Hungarians—who intended to exact revenge for the pillaging of their capitol in 1921. For years their feud had festered, and now no quarter was expected or granted.

BOARD CONFIGURATION:

BALANCE:

☐ Add one 38M Toldi IIA to the Hungarian Turn 1 reinforcements.

✱ Remove four Wire counters from the Hungarian OB.

45	RR14
	X12 15 RR1 RR5



TURN RECORD CHART

☐ HUNGARIAN Sets Up First [124]	☐ 1	☐ 2	☐ 3	4	5	6	7	8	9	10	END
✱ ROMANIAN Moves First [204]											



Elements of the 10th Hungarian Division [ELR: 3] set up on/west of row AA on board 45, and/or on/west of row G on board 51: {SAN: 5}

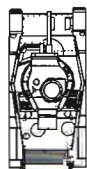
4'-4-7	3-4-7	9-2	9-1	8-0	7-0	3-12	2-10	2-7	50' [2-13]	7 morale	?	15 +40L (8)
8	10					2	3	2		16		

Elements of Group Billnitzer enter on Turn 1 along the west edge:

17 40 -4/*

Enter on Turn 3 along the west edge:

14 105



Elements of the 2nd Romanian Division [ELR: 3] enter on/after Turn 1 along the east edge: {SAN: 3}

4'-4-7	3-4-7	2-2-7	9-1	8-1	8-0	7-0	3P	2P	2-7	80mm	45L
12	18					2		2	3	3	

Enter on/after Turn 2 along the east edge:

5'-3-7	9-2	7-0	2P	24-1	30-1
6				2	

Enter on/after Turn 3 along the east edge:

2-2-7	45L	11PP
-------	-----	------

45L	30 T9 11PP
-----	---------------

SPECIAL RULES:

- EC are Moist, with no wind at Start. Kindling is NA.
- Building 45K2 is a Factory (B23.74). Place overlays as follows: X12 on 51G10/H10; RR1 on 51G9/F8; RR5 on 51A7/B6; and RR14 on 45O6/P6.
- Both sides may declare Hand to Hand CC (J2.31). No Quarter (A20.3) is in effect for both sides.
- The Romanians may fire ≤ 8 Panzerfausts in the course of the scenario. The 5-3-7 Squads (and their associated HS) in the Romanian OB are Elite, and have a broken Morale Level 1 greater than printed. The 5-3-7 Squads are also Assault Engineers (H1.22).

- Prior to set up, each player alternates placing stone rubble counters on any building hex until 18 are placed. Falling Rubble (B24.12) DR are NA for these placements. The Romanian player places first. No more than two rubble counters may be placed per building.

AFTERMATH: From building to building, across track after track, the savage fighting raged into the ruined station until the exhausted, out-numbered defenders were finally overcome. The Romanians—now astride the wide Elizabeth Ring Road and close to the Danube—were denied the final victory, however. Russian Army commander Malinovsky, frustrated at the Romanian talent for eliciting a fanatic response from the otherwise demoralized Hungarians—pulled the 7th Corps out of Budapest.

THE BORDERS ARE BURNING

ASL SCENARIO 123

This scenario was previously issued as A10.



VICTORY CONDITIONS: The Russians win immediately upon Exiting ≥ 45 VP off the west edge via any single road hex.

KUHMO, FINLAND, 30 November 1939: Along the Karelian Front, as the Soviets crossed the borders the Finnish forces executed a planned withdrawal to the Mannerheim Line. In the north, however, the Finns were ordered to oppose the Russian advance at every opportunity. At Kuhmo, the 54th Russian Rifle Division led by Major-General Gusevski advanced along the Repola-Hukkajarvi road. The 13th Finnish Reinforced Battalion, numbering some 1200 reservists led by Lieut. Kaarjala, sought to block its advance. At 1030 hours, a mere nine hours after the Soviets renounced their non-aggression pact with Finland, the lead Russian elements encountered the Finns in prepared positions.

BOARD CONFIGURATION:



2
5

BALANCE:

☞ Finns may use HIP for all units and SW.

★ Finnish mines may be set up in road hexes only in hexrows P and Q.

TURN RECORD CHART

☞ FINN Sets Up First [180]	1	2	3	4	5	6	7	8	9	10	Restart on Turn 1(11)
★ RUSSIAN Moves First [182]				END							



Elements of 13th Reinforced Battalion [ELR: 4] set up on/between hexrows B and Q: {SAN: 7}



6-4-8	10-1	9-0	3 7-16	2 5-12	1 3-8	1 1-12	11	12 dr = MF CC: +1/-1	2
12					3	2	24 factors	12	2



Elements of 81st Rifle Regiment [ELR: 2] set up on/east-of hexrow T: {SAN: 2}



4-4-7	10-2	9-1	8-1	8-0	3 6-12	2 4-10	1 2-6	11 3 1 45L -/4	11 3 1 45L -/4 1/2	11 3 1 45L -/4 1/2	25 T 8 21 PP
26						3	6	2	2		6

SPECIAL RULES:

- EC are Snow, with no wind at start. Deep Snow (E3.73) is in effect; however, a vehicle moving across a road hexside does not risk Bog (disregard E3.7332). All Finnish units have Winter Camouflage (E3.712).
- Up to six Finnish squads (and all SMC/SW that stack with them) may use HIP. All remaining Finnish units set up Concealed regardless of terrain.
- Finnish MMG and HMG may be Bore Sighted.
- All Finnish units in suitable terrain may begin play in foxholes.
- To simulate the Finns' use of *Kloriharts* pipe grenades, Finnish units may utilize ATMM (C13.7); however, placement of one adds only a -2 DRM to CC resolution.
- Prior to Finnish setup, the Russian player may secretly select and record

any four hexes (regardless of LOS) as initial targets for his artillery preparation. During the first Russian PFP, resolve four separate 120mm Harassing Fire (C1.72) FFE. No accuracy dr is made; each FFE must be placed after normal resolution of direction and extent of error dr (C1.31), utilizing the pre-selected hex as the Artillery Request. Such fire may not be corrected nor held for later use; FFE counters are removed immediately after resolution of the FFE:C.

7. AFVs using Platoon Movement (D14.2) need make one Bog check (D8.23); should Bog occur, use Random Selection to determine which AFV is affected.

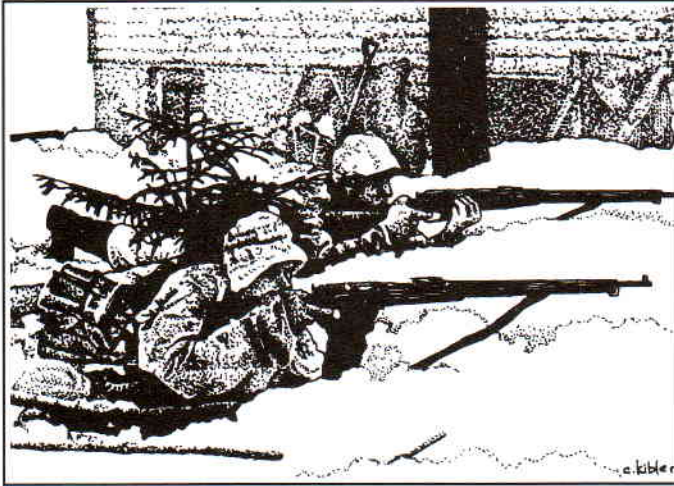
AFTERMATH: After a brief firefight in which the Russian point troops took heavy casualties, Gusevski committed 35 tanks, Kaarjala, having no heavy anti-tank weapons available (although several enemy AFVs were immobilized by make-shift weapons), withdrew his battalion into the deep forest. The 54th Rifle Division continued its drive along the road, attaining its modest first-day objectives.

ON THE BORDERLINE



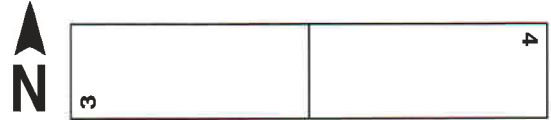
ASL SCENARIO 124

This scenario was previously issued as A16.



ARTAHUHTA, FINLAND, 30 November 1939: The Soviet 139th Rifle Division—20000 troops supported by 147 artillery pieces and 45 tanks, under the command of General I.B. Belyayev—crossed the border on all available roads leading to Tolvajarvi, a key road junction defended by 4200 scattered Finnish reservists. Cavalry Reserve Lt. Toivianen was celebrating his forty-fifth birthday that grim morning at Artahuhta, near the border post of Myllyjarvi. His men had gathered to congratulate him and to present him with a new fountain pen. The lieutenant had just made his acceptance speech when the sound of heavy artillery echoed from the direction of the border. Mounting immediately, Toivianen and his squadron galloped to join the fifteen border guards defending the post.

BOARD CONFIGURATION:



BALANCE:

☞ To claim victory, in addition to Control of four stone buildings, the *Russian* must have $\geq$ ten Good Order squads (or equivalent) on board 3.

★ Add a BA-6 and a 7-0 leader to the Russian OB.

TURN RECORD CHART

☞ FINN Sets Up and Moves First [176] ★ [182]	1	2	3 END	4	5	6	7	8	9	10	Restart on Turn 1(11)
---	---	---	----------	---	---	---	---	---	---	----	-----------------------------

Elements of Myllyjarvi Detachment, Border Guards [ELR: 3] set up within four hexes of 4X1, using HIP: {SAN: 5}

2

4th Reserve Cavalry Squadron set up within three hexes of 3N1:

10 2 10

★

Elements of 364th Rifle Regiment [ELR: 2] set up on/east-of hexrow I on board 4: {SAN: 2}

26 2 2 2 4 2 2 2

19
45L 2/4

SPECIAL RULES:

1. Weather is Ground Snow (E3,72) with Wet EC and no wind at start.
2. Treat all shellholes as the other terrain in the hex; shellholes do not exist. All hills on Board 3 are considered woods rising from level 0, with the outline of these woods conforming to the outline of the printed hill masses.
3. Hexrow N on board 4 represents the Russo-Finnish border, which Finnish units had strict orders not to cross. Therefore, Finnish units [EXC: escaped prisoners] may not be east of Hexrow N at any point in the course of the game (they are considered destroyed immediately if they violate this rule). Finnish units may, of course, fire at targets east of the border.

4. The Russians receive two offboard artillery modules of 100+mm OBA (HE and Smoke). Russian SRs and FFEs, however, may be directed *only* into hexes wholly on board 4.

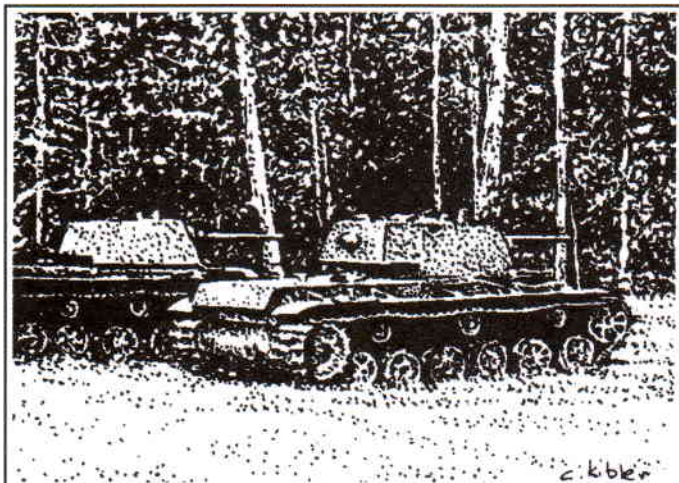
AFTERMATH: The Finns were unable to halt the initial onslaught and retreated to Artahuhta, out of the Russian artillery barrage. There the Finnish reservists were confronted by a solid mass of Red Army troops, ordered to seize the village with all speed. The fire was deadly, with troops often separated by only a few yards. One cavalryman infiltrated the enemy positions, killed a Soviet machinegun crew, took their place and fired the weapon at the Russians the entire night before he was discovered and overwhelmed. Artahuhta was held by the battered reservists for two days and two nights before a retreat to prepared defensive positions near Tolvajarvi was authorized.

FIRST CRISIS AT ARMY GROUP NORTH



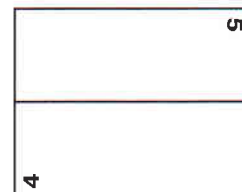
ASL SCENARIO 125

This scenario was previously issued as M and has been updated.



Northeast of RASEINIAI, LITHUANIA, 25 June 1941: When Army Group North moved toward the River Daugava (renamed Dvina by the Soviets), the Russian command responded by detailing the 3rd Mechanized Corps to meet and destroy Manstein's units. On June 24th, the Soviet armored force made contact with the 6th Panzer Division, the spearhead of XLI Panzer Corps. Over a hundred of the Soviet tanks were the new super-heavy KV models. The size and power of these stunned the panzer crews and baffled the AT gunners: neither seemed to possess a gun that could penetrate the armor of their opponents. The German advance was halted and the 6th Panzer Division cut off. The following day, the 1st Panzer Division was ordered to relieve and reinforce the 6th, while the Soviet force moved to continue its advance. These two efforts immediately collided.

BOARD CONFIGURATION:



BALANCE:

✚ The German 37mm AT may set up normally (ignore SSR 2).

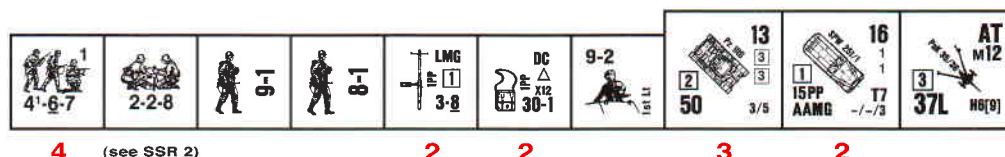
★ Increase Game Length to 9 Turns.

TURN RECORD CHART

✚ GERMAN Sets Up First	★ 1	2	3	4	5	6	7	8	END
★ RUSSIAN Moves First									



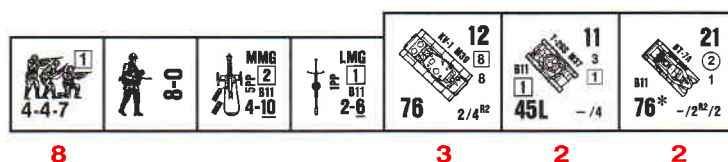
Elements of Panzer Division 1 [ELR: 4] set up on/west-of hexrow Q: {SAN: 3}



Enter on Turn 1 along the west edge:



Elements of 2nd Tank Division [ELR: 3] enter on Turn 1 along the east edge: {SAN: 2}



SPECIAL RULES:

- EC are Moderate, with no wind at start.
- The German crew must set up as a Passenger in a SPW 251/1, with the 37mm AT in tow.
- No unit may use Road Bonus (B3.4) nor the half-MP road rate.
- Bore Sighting is NA.

AFTERMATH: The Soviet heavy tanks outclassed the German defense and simply drove through the German units toward their objectives. The German armor commanders responded with careful maneuver and precision fire, turning their tanks around to follow the Russian advance while the infantry attempted to close assault the Russian behemoths. These tactics eliminated a few Russian vehicles, but the rest continued their steady advance until they ran into German AA and artillery positions in the rear. Unlike the AT and tank guns, these weapons had a fair chance of penetrating the thick armor of the Russian tanks. The Soviet advance ground to a halt. A rapid German counterattack threw the confused Russians back about two miles and ended the crisis.

COMMANDO SCHENKE



ASL SCENARIO 126

This scenario was previously issued as A80 and has been updated.



VICTORY CONDITIONS: The Germans win immediately if they Control building 1X4 at the end of any *Player Turn*, or at the end of any *Game Turn* if there are no unbroken Russian Personnel units in building 1X4.

LIEPAJA, LATVIA, 28 June 1941: By the evening of 24 June, Infanterie Regiment 505 had drawn within seven miles of the fortified town of Liepaja in Latvia. Colonel Lohmeyer, in command of the regiment which had been reinforced by a contingent of naval commandos—an element of Naval Assault Detachment 530—under Lieutenant-Commander Schenke, attempted the next day to take the medieval town by surprise. The assault failed, however, despite the determination and courage of his men who attempted to storm the walls of Liepaja across the narrow peninsula which linked it to the mainland. Worse, the Russian garrison took advantage of the German disorganization immediately following the retreat to launch an armored counterattack which reached positions that threatened the German artillery before being turned back. On the morning of 27 June, the Russians again staged a massive sortie, which tore a gap in the German encirclement and broke through to the coast highway in strength. Only a furious German counterattack closed the gap around noon and carried on to the gates of the town. After a slow and costly advance, the Germans finally broke into and cleared the southern portion of the port. The next day, so Lohmeyer ordered, the German infantrymen and commandos were to complete the capture of Liepaja. Frustrated by the bloody street-fighting, the naval troops were in a particularly nasty mood.

BOARD CONFIGURATION:

BALANCE:

★ Add a 5-2-7 to the Russian OB.

⚡ Extend game length to 7½ Turns.



TURN RECORD CHART

★ RUSSIAN Sets Up First [91]	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First [180]								

Elements of the Liepaja Garrison [ELR: 2] set up on/north-of hexrow P [EXC: ≥ 6 MMC must set up on/south-of hexrow U]: {SAN: 3}



 4-4-7	 5-2-7	 8-1	 8-0	 2 4-10	 1 2-6	 7 morale
11	3			2		13

Elements of Infanterie Regiment 505, Infanterie Division 291 [ELR: 4] set up in woods and/or building hexes on/south-of hexrow N: {SAN: 2}



 4-6-7	 9-1	 8-1	 7-0	 3 7-16	 2 5-12	 1 3-8
10					2	

Elements of Kriegsmarine Sturmabteilung 530 [ELR: 5] set up in woods and/or building hexes on/south-of hexrow N (see SSR 4):

 8-3-8	 10-2	 8-0	 X10 24-1	 X12 30-1
5			2	4

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- All multi-hex buildings are Two-Story Houses (B23.22) with an inherent stairwell in each hex.
- All locations of building 1X4 are Fortified (B23.9).
- All Personnel units of Sturmabteilung 530 are Assault Engineers (H1.22). Units of Sturmabteilung 530 may not set up in the same Location as a unit(s) of Infanterie Regiment 505.

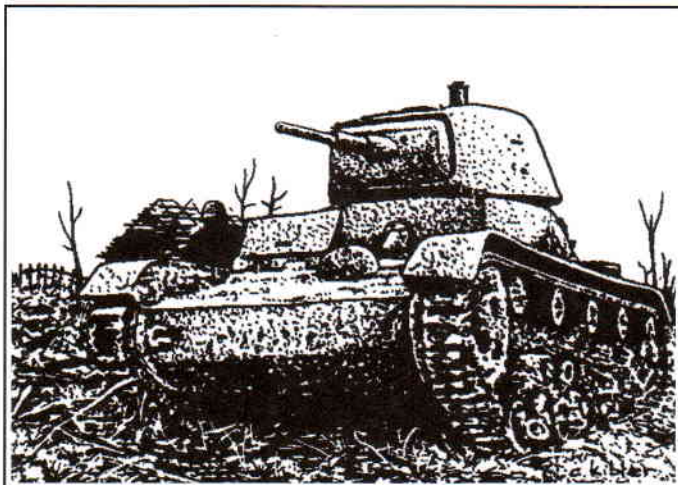
AFTERMATH: The town proved to be extremely difficult to reduce. The Soviets had fortified scattered buildings throughout Liepaja to serve as focal points for their resistance. These, combined with the historic tenacity of Russian troops, foreshadowed the German experiences in many other urban areas across Russia. Despite the close cooperation of the German infantry and commandos, the northern half of Liepaja had to be taken block by bloody block. Indeed, eventually the Germans faced a handful of isolated fortresses that stoutly resisted all their attacks. Cleverly camouflaged Russian machine-gun posts in barricaded buildings caused frightful casualties among the commandos attempting to storm the structures. The commander of the regiment finally found it necessary to call upon the company artillery to pound these strongpoints. The near-continuous bombardment was interspersed with attacks by assault troops to slowly wear down the defenders. Even with such a concentrated effort, however, it would be two days before the last Soviet pocket in Liepaja had been eradicated.

LAND LEVIATHANS



ASL SCENARIO 127

This scenario was previously issued as Q.



LIPKI, RUSSIA, 3 July 1941: Under pressure from Stalin to hold Smolensk, Yeremenko was desperate to halt the German offensive. On 1 July, he committed his sole armored reserve: the 1st Moscow Motorized Rifle Division under Major-General I.G. Kreyzer. It was a crack unit, the pride of STAVKA. Equipped with the new T-34 and KV-2 tanks, the division moved off to meet and defeat the 18th Panzer Division, the spearhead of Guderian's 2nd Panzergruppe. On 3 July at Lipki, six miles east of Borisov, contact was made.

BOARD CONFIGURATION:



	N
3	
4	

BALANCE:

✚ Add one MMG to the German OB.

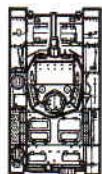
★ Substitute a 9-2 armor leader for the 9-1 in the Russian OB.

VICTORY CONDITIONS: The Russians win immediately upon Exiting ≥ three AFV (with functioning MA) off the west edge.

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	✚	3	4	5	6	7	END
★ RUSSIAN Moves First										

Elements of Panzer Regiment 18 [ELR: 4] set up on board 3 on/west-of hexrow I: {SAN: 3}

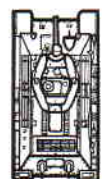


1 4-6-7	10-2	9-1	HMG 3 7-16	ATR 1-12	10-2	14 3 37L 3/8
6			2			3

Enter on hex 2GG5 on Turn 2:

9-2	14 3 75* 3/5
	2

Elements of 1st Moscow Motorized Rifle Division enter on hex 3GG5 on Turn 1: {SAN: 0}



9-1	9 8 *152* 2/4 ¹²	17 11 76 2/4	22 2 45L -/4	11 3 45L -/4 ¹² /2	11 3 45L -/4	12 1 45L	19 1 45L 2/4
			3	2	2		

SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- All buildings are wooden. All 3rd-level hill hexes are considered 2nd-level.
- All *Inherent* Russian crews have a morale of "9".

AFTERMATH: A number of light Russian AFVs, supported by a single KV-2 and a single T-34, advanced on the lead elements of the 18th Panzer Regiment. Stunned by the appearance of the two armored monsters not encountered before on the Army Group Center front, the German infantry scattered. A handful of German tanks were all that stood in the path of the Soviet advance. The T-26 and BT tanks were routed by the Pz IIIs. The German 37mm shells were unable, however, to affect the KV or T-34. Two panzers were quickly destroyed. At that point, several Pz IVs arrived to engage the KV-2, while the remaining Pz IIIs concentrated on the T-34's vulnerable tracks. Soon both Russian heavy tanks were out of action, the KV bogged on soft ground and the T-34 with its treads shot away. Without the threat of the KV or T-34, the infantry were able to hold their position. This incident reveals the cardinal sin of the Russian command: employment of their superior T-34 and KV types not in formation, but individually among light and medium tanks, or as support for the infantry. It was a mistake Soviet Russia was to pay dearly for.

THE DEFENSE OF LUGA



ASL SCENARIO 128

This scenario was previously issued as W.



South of LENINGRAD, RUSSIA, 19 July 1941: As the panzers drove deeper into Russia, intent on even greater encirclements, potentially dangerous Russian armored groups were bypassed. The German infantry, being primarily foot or horse bound, was forced to keep up as best they could to safeguard the panzer's lines of communication. Hence when the Russians attempted to break out, their armored attacks often had to be handled, not by their armored counterparts, but by infantry and anti-tank units. One such instance occurred at Luga, where elements of the German 269th Infantry Division were assigned to hold the western approaches to the German drive on Leningrad. Desperate to stop or delay the advance, bypassed remnants of the 21st Tank Division, 16th Rifle Division, and the 2nd DNO (a militia unit), were hastily declared Operational Group Luga and ordered to take the city.

BOARD CONFIGURATION:



BALANCE:

☛ Remove two 4-4-7 squads from the Russian OB.

★ Add a 10-0 Commissar to the Russian OB.

VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 16 stone buildings.

TURN RECORD CHART

☛ GERMAN Sets Up First [178]	★	1	2	3	4	5	6	7	8	9	10	Restart on Turn 1(11)
★ RUSSIAN Moves First [276]					END							



Elements of **Infanterie regiment 469** and detachment of **Divisional Artillery, Infanterie Division 269** [ELR: 4] set up on-south/of Hex Grain 4L0-3L10 (see SSR 2): {SAN: 4}



4'-6-7	2-2-8	9-2	9-1	8-1	3 7-16	2 5-12	1 3-8
13	6	2	3	2	2	4	
3 50L [75]	3 37L [80]	3 37L (8)	3 20L (6)				
2	2						



Elements of **Operational Group Luga** [ELR: 2] enter on Turn 1 along the north edge of board(s) 3/4: {SAN: 2}



6-2-8	4-4-7	4-2-6	9-1	8-1	8-0	7-0	2 4-10	1 2-6	1-12
5	24	12					2	4	
9 8	17 6	10 4	23 1	14 1	11 3				
152 2/4 ²	76 2/4	76* 2x2/2 ² /2	45L -/4	CMG -/8*	45L -/4				
		2	2	3	3				

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All German units may set up HIP if in Concealment Terrain.
- AFV crews may not voluntarily abandon their AFV. The T-34 is exempt from Platoon Movement restrictions (D14.2).
- All buildings on board 5 are wooden.

AFTERMATH: The Russian attack, though supported by an assortment of tanks, was stopped on the outskirts of the town. German anti-tank guns dispatched with relative ease the Soviet armor, which blundered forward piecemeal, while the Russian infantry, lacking solid leadership, were repulsed by far fewer Germans. The result was decisive, but had the Russians planned their assault better, it could easily have gone the other way.

SLAMMING OF THE DOOR

ASL SCENARIO 129

This scenario was previously issued as A7 and has been updated.



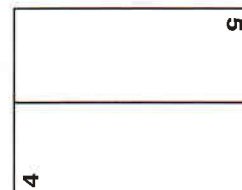
PANIKOVO FOREST, RUSSIA, 17 August 1941: In order to improve the flow of supplies to the German troops driving on Leningrad, the need for the great "Leningrad Highway" became apparent. A key position on the highway was the Soviet strongpoint prepared at Luga. To take the Luga position, the decision was made to drive past the highway behind Luga and take the strongpoint from the north. One of the actions, as the Germans attempted to roll up the Russian defenses covering the highway, was conducted by the 409th Infantry Regiment. The plan called for a crossing of the Oredez River and the securing of the village of Panikovo. The river crossing was completed with little enemy resistance. Patrols were sent out, and returned with reports of no sign of the Russians. At 1500 hours the 1st Battalion moved out toward the village. Soon, the Germans discovered the reason for the silence. A deadly trap had been laid; Russian infantry came rushing out of the woods along with tanks, striking at the exposed flank of the battalion. In an effort to speed its advance through the heavy forest, the battalion commander had neglected to bring along any anti-tank guns. He had little choice but to form a "hedgehog" and await relief.

BOARD CONFIGURATION:

BALANCE:

☛ All Russian AFV crews are Inexperienced (D3.45)

★ Exchange one Russian 8-0 for a 9-1.



VICTORY CONDITIONS: The Russians win at game end by amassing ≥ 16 Casualty VP. This required VP total is increased by a number equal to the circled number on the Turn Record Chart for the turn of entry of the German reinforcements. Once the German reinforcements have arrived, the Russians win if at the conclusion of any Player Turn they have the necessary number of Casualty VP.

TURN RECORD CHART

☛ GERMAN Sets Up First [104]	★ 1	2	3	4	5	6	END
★ RUSSIAN Moves First [115]							

Elements of Bataillon I, Infanterie Regiment 409 [ELR: 4] set up on board 4 in hexes numbered ≥ 3 and ≤ 8 (see SSR 3): {SAN: 4}

10 2

Reinforcements enter as per SSR 4 along the east or west edge of any one board:

75* 2nd LI

3

Regimental Elements of XLI Corps, 11th Soviet Army [ELR: 3] set up on board 5: {SAN: 3}

16 2 2

Armor Support enters on Turn 1 on hex 5Y10:

45L -/4 45L -/4 45L -/4 45L -/4

2 2

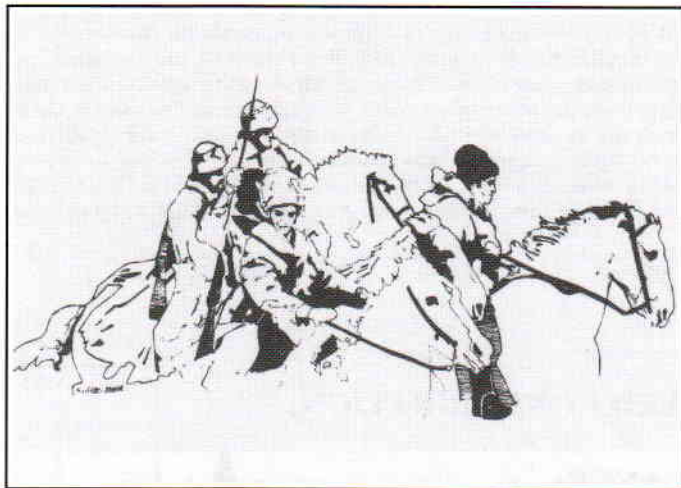
SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Grainfields do not exist; treat all such hexes as Open Ground.
3. The German player may initially set up no more than one MMC per hex; SMC/SW may stack freely.
4. The German player must make a dr at the start of each friendly RPh until he secures his reinforcements. If the dr is $\leq$ the circled number on the current turn of the Turn Record Track, all AFV must enter in the upcoming MPh.
5. Russian Personnel have MOL capability (A22.6).

6. The Germans receive one module of 80+mm Battalion MTR OBA (HE and Smoke) with Scarce Ammunition.

AFTERMATH: Fortunately for the German battalion, the Russian infantry was weak and it was possible to hold them off. Relief came just as resistance was weakening in the form of three self-propelled guns. Caught by complete surprise, several of the Russian tanks fell victim to the German SPG. The remaining tanks retreated in fast order. With the boost in morale offered by the AFVs, the remnants of the German battalion soon rallied and routed the now unsupported Russian infantry. The way was clear for the occupation of Panikovo on the following day.

This scenario was previously issued as A106.



Along the KIEV ROAD, KOROSTEN, 30 August, 1941: As the front spread with each German success, vast gaps were left in the main line. These gaps proved to be perfect avenues of approach for the far-ranging Russian cavalry. One such daring group, the 1st Regiment, 2nd Cavalry Division, rode deep behind the German lines to the map depot of the 6th Army, near the town of Korosten. Waiting until twilight, they drew their sabres and came sweeping across the steppes like the Cossacks of old.

AN

4	
5	3

✚ Add one German HMG to the initial OB.

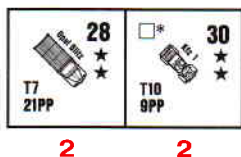
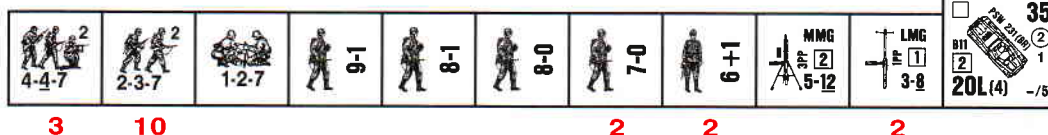
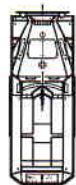
★ All Russian Cavalry are Fanatic.

✚ GERMAN Sets Up First

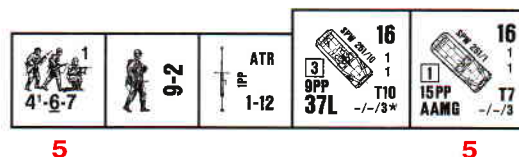
♣ GERMAN Sets Up First	1	2	3	4♣	5	6	7	8	9	END
★ RUSSIAN Moves First [126]										



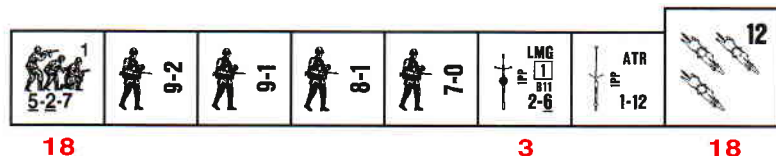
Rear echelon units of VI Armee [ELR: 3] set up per SSR 2: {SAN: 2}



Relief column from Infanterie Division 16 (mot.) enter on Turn 4 along the north edge of board 4; all Personnel must enter as Passengers:



Elements of 1st Regiment, 2nd Cavalry Division [ELR: 3] set up on board 5; no unit may set up with LOS to a German unit: {SAN: 2}



1. EC are Moderate, with no wind at start. All buildings are wooden and Single Story Houses (B23.21). A +1 LV Hindrance exists for the duration of the scenario.

Contrary to A12.12, the Germans may not place pre-game “?”.

3. No Quarter is in effect for both sides.

4. The German vehicles may not move or make Motion Attempts on Turn 1.

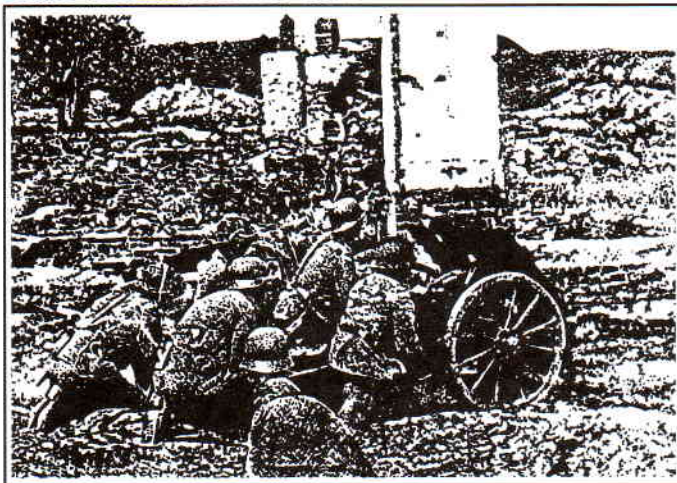
AFTERMATH: The German rear echelon troops were totally stunned, and many were indeed dispatched by the sword. Desperate calls for help to the nearby 16th Motorized Division succeeded in saving only a few dazed survivors—all that remained of the map depot by the time help arrived.

THE PENETRATION OF ROSTOV



ASL SCENARIO 131

This scenario was previously issued as A17.



ROSTOV, RUSSIA, 24 July 1942: With the German summer offensive of 1942, "Operation Blue", Hitler hoped to force a decision on the southern front. In an attempt to complete a large-scale encirclement of the Lower Don, the city of Rostov became the natural center of operations. The initial breach of the outer city defenses had been made by panzers of the III and LVII corps, but the city's center was the battlefield for assault parties and not armored formations. To make matters worse, the NKVD garrison was determined to defend Rostov to the last bullet. Functioning as the regime's guard against possible rebellion, the NKVD troops were familiar with street-fighting techniques. To defeat such a determined enemy, the Germans devised a careful plan of attack. The 1st and 3rd battalions, 421st Infantry Regiment were divided into three assault companies each. Each company, fighting in line abreast, was to advance down its assigned sector and secure each block therein. In this way, each company could protect its neighbors from flank attacks.

BOARD CONFIGURATION:

BALANCE:

- ★ The Russian may utilize HIP for $\leq$ two squads (or equivalent) and all SMC/SW that set up in the same Location(s).
- ✚ Armor reinforcement enters on a dr $\leq$ current turn number; ignore SSR 3.



VICTORY CONDITIONS: The Germans win immediately upon clearing all multi-story buildings (B23.23) of all unbroken Russian MMC.

TURN RECORD CHART

★ RUSSIAN Sets Up First [110]	✚	1	2	3	4	5	6	7	8	9	10	11	END
✚ GERMAN Moves First [176]													



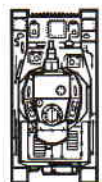
Elements of the Rostov NKVD Garrison [ELR: 3] set up on board 1 on/south-of hexrow BB in building Locations, with a maximum of two squads (or equivalents) per building (SMC/SW are not restricted so): {SAN: 6}



4-5-8	10-0	9-1	8-0	2-4-10	1-2-6	1-12	7 morale
10				2	4	2	18



Assault Company of Bataillon I, Infanterie Regiment 421 [ELR: 4] enter on/after Turn 1 along the north edge: {SAN: 2}



4'-6-7	2-2-8	9-2	9-1	8-1	1-3-8	1-3-8	1-3-8	18 16PP	18 15 cm M6 20	75*
16	2		2				3	2		

Elements of Panzer Division 13 enter along the north edge as per SSR 3:

14 6 3	75* 3/5
--------	---------

SPECIAL RULES:

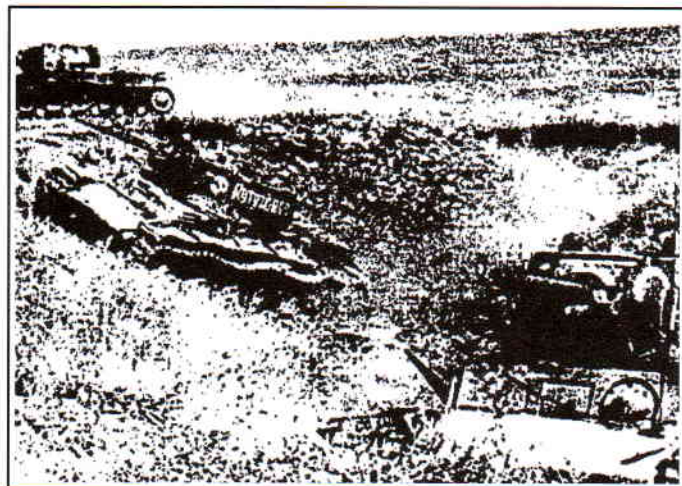
- EC are Moderate, with no wind at start.
- Russians have Level B Booby Trap capability, which can be activated only by German TC. Russians also have MOL capability (A22.6).
- The German tank may enter only if a dr of "1" is made during the German RPh.
- Kindling is NA.
- Russians may not Bore Sight any hex in hexrow GG.

AFTERMATH: The fighting was fiercest in the area around the Tagaurog road, which led straight to the Don bridge. The German attack was held up repeatedly as the infantry found it near impossible to pin-point the well-camouflaged NKVD troops. By using artillery for close support, along with a few tanks of the 13th Panzer Division, the assaulting companies began indiscriminate bombardment of suspected enemy positions. Soon they were able to work their way forward by zig-zagging along the streets, using the tanks for cover where possible. By the early morning of the next day, all of the companies of the 421st Regiment had reached the River Don. The Germans had forced the last enemy units out of Rostov. The gateway to the Caucasus had been opened.

ASL SCENARIO 132

HILL 253.5

This scenario was previously issued as T7.



Near PONYRI, RUSSIA, 9 July 1943: Operation *Citadel* had begun, but instead of the desired lightning breakthrough, fighting had taken on the characteristics of World War I trench warfare. In four days of grueling combat, the XLI Panzer Corps had managed to penetrate the defenses of the Soviet 13th Army to a depth of only about five miles. The German corps, now being slowly forced onto the defensive by increasing enemy pressure, needed to secure a strong position on which to anchor its left flank and to free the mobile elements. Such a spot was the commanding height of Hill 253.5 near the village of Ponyri, about 40 miles north of Kursk, where some of the most intense fighting of the campaign was taking place. On 9 July, the Germans stormed and captured Hill 239.8 and, to exploit this success, an assault on 253.5 was ordered.

BOARD CONFIGURATION:

BALANCE:

★ One squad (along with all SMC/SW that stack with it) may use HIP in suitable terrain.

⚡ All 8-3-8s/3-3-8s are Sappers (B28.8).



2

VICTORY CONDITIONS: The Germans win at game end if they Control $\geq$ four Level 3 hexes of Hill 621, provided that no Level 3 hex is occupied by any Good Order Russian MMC and/or Russian AFV with any functioning armament.

TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	1	2	3	4	5	6	7	8	END
⚡ GERMAN Moves First [144]									

Elements of 307th Rifle Division [ELR: 3] set up south of road Q1-Y10 (see SSR 2): {SAN: 4}

★

2 6 3

2 2

Elements of Mechanized Brigade enter on Turn 4 along south edge:

3 3

40 factors

Elements of Panzer Division 18 and Panzerjäger Battalion 653 [ELR: 4] set up north of road Q1-Y10: {SAN: 2}

+

4 8

4 2 2

2 2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Russian wire and mines may be placed on/south-of the road Q1-Y10. Russian units in suitable terrain may be set up in foxholes.
- Russians have MOL capability.
- Each side receives one module of 80+mm Battalion MTR OBA (HE and Smoke) with Normal Ammunition.
- Each side receives random Air Support (E7.). Russian aircraft will be 1942 FB (without bombs); German, 1942 Stukas (with bombs). The Russians have a +1 drm to their Air Support Arrival dr.

AFTERMATH: The German formations, decimated and exhausted by five days of incessant fighting, attacked doggedly but didn't have the strength to seize or hold the hill. Indeed, the panzergrenadiers were soon on the defensive as continuous counterattacks forced the commanders to employ their last reserves merely to hold their own positions.

BLOCK BUSTING IN BOKRUISK

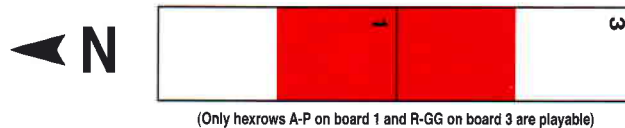
ASL SCENARIO 133

This scenario was previously issued as J8.



BOKRUISK, RUSSIA, 29 June 1944: During the destruction of Army Group Center, many of the Hitler's "Fortified Localities" were cut off and surrounded by the Russian advance. These moves were an almost perfect copy of the German blitzkrieg. Bokruisk was just such a city. The city had become a fortress with pillboxes and old tank turrets being used throughout. Covering the city from the east, a fixed system of trenches and other earthworks were in evidence, but the Russian attack came from the northern and southern flanks where the Germans were least able to cope with the threat. After successfully breaking through the fixed outer defenses, the Russian attack turned into bloody street fighting.

BOARD CONFIGURATION:



(Only hexrows A-P on board 1 and R-GG on board 3 are playable)

BALANCE:

✠ Delete SSR 4.

★ Remove an 8-0 from the German OB.

VICTORY CONDITIONS: The Russians win at game end by Controlling $\geq$ four of the five multi-hex stone buildings south of hexrow O on board 1.

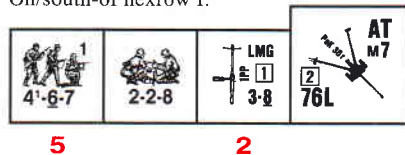
TURN RECORD CHART

✠ GERMAN Sets Up First [122]	1	★ 2	3	4	5	6	7	8	END
★ RUSSIAN Moves First [98]									

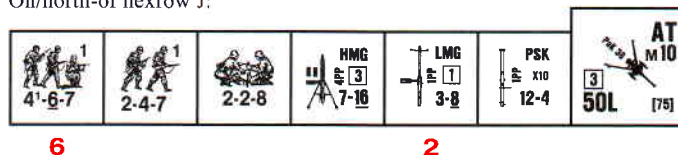


Elements of Panzergrenadier Division 20, Armee 9 [ELR: 3] set up on board 1 as indicated: {SAN: 4}

On/south-of hexrow I:



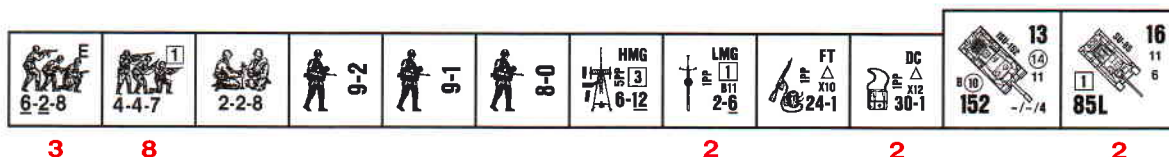
On/north-of hexrow J:



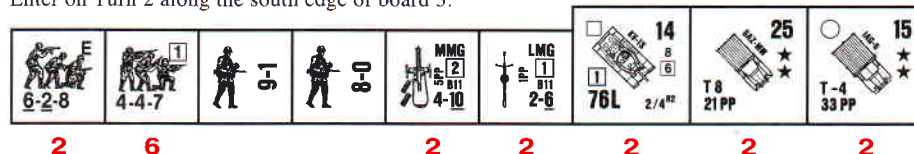
Anywhere on Board 1:



Elements of the Third Army, First Belorussian Front [ELR: 4] set up on board 3: {SAN: 2}



Enter on Turn 2 along the south edge of board 3:



SPECIAL RULES:

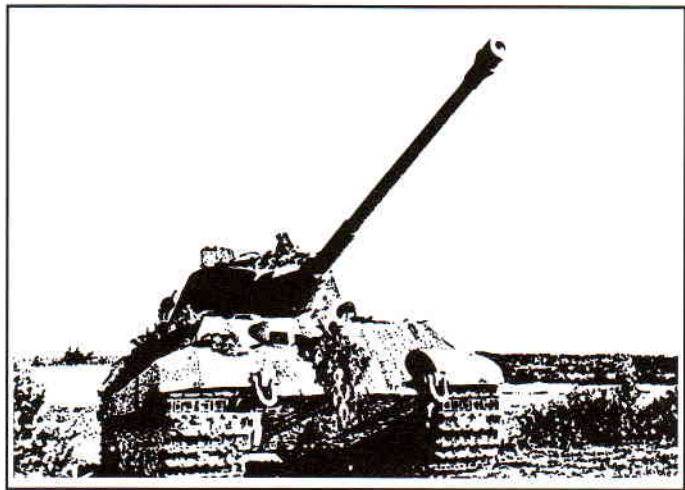
1. EC are Dry, with no wind at start.
2. Vehicles may not set up in woods/buildings.
3. All Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22).
4. The Russian force is Elite (C8.2).

AFTERMATH: By the end of the 29th, Bokruisk had fallen with heavy losses on both sides. The Germans lost nearly 80 percent of their Ninth Army, including eight divisions that had ceased to exist. But more importantly, five entire German units had been surrounded and eliminated. No one had learned more from the Germans than the Russians.

COUNTERATTACK ON THE VISTULA

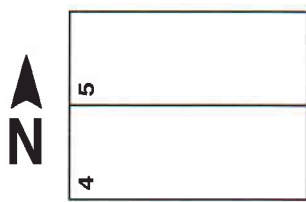
ASL SCENARIO 134

This scenario was previously issued as A21 and has been updated.



Near WOLA CHODKOWSKA, POLAND, 6 August 1944: As the Russian 8th Guards Army was expanding its bridgehead on the Vistula, they met with stiff German resistance. The Germans mounted a number of counterattacks in an effort to eliminate the Russian toehold on the west bank, leading with the Hermann Goering Division, which had just been brought up from Warsaw. After six German attacks failed to achieve the needed breakthrough, a seventh assault supported by Tiger tanks forced the situation to its inconclusive end.

BOARD CONFIGURATION:

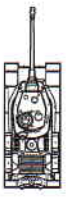


BALANCE:

- ★ Shorten Game Length to 8 Turns.
- ⚡ Increase allowable German losses in VC to ≥ 29 CVP.

TURN RECORD CHART

★ RUSSIAN Sets Up First [122]	⚡	1	2	3	4★	5	6	7	8	9	END
⚡ GERMAN Moves First											



Elements of the 220th Guards Rifle Regiment, 79th Guards Rifle Division [ELR: 4] set up on/east-of hexrow N: {SAN: 4}

 6-2-8	 4-5-8	 2-2-8	 5	 5	 5	 3 6-12	 1 2-6	 1-12	 57LL	 5 OVR, OBA: +4 Other: +2
4	6							2		2

Elements of the 3rd Tank Corps enter on Turn 4 on/between 5GG6 and 5Y1, having already expended six MP:

 13 11 122L 1/4 ¹²



Elements of Panzer Division Hermann Goering [ELR: 4] enter on Turn 1 along the west edge: {SAN: 2}

 5-4-8	 4-6-8	 9-2	 9-1	 7-0	 1 3-8	 1 3-8	 X10 12-4	 11 26 8 3/5/2	 16 1 1 T7 21PP	 28 ★
4	4					3		2	5	2

SPECIAL RULES:

- EC are Dry, with no wind at start.
- The woods in hexes 5W9, 5X8, and 5Z8 are considered Open Ground, although the gully therein exists normally. Building 4P6 is stone.
- Foxholes may not exist in Gully hexes.
- Russian squads have a PF availability number of “2” (HS/crew: “1”). Such SW are considered Inherent (as per C13.31); however, the +2 TH DRM of A21.12 applies normally. No more than four PF may be fired by the Russian player during the course of the scenario. All other rules for PF-usage apply normally.

AFTERMATH: With this last attack, the German tanks moved right up to the Russian positions and fired at point-blank range. Having few heavy anti-tank weapons available, the Russians countered with grenade bundles, mines, and previously-captured panzerfausts left behind by retreating German troops. The Guards soon found that these were no match for the combined arms assault and called for support, which arrived in the form of heavy Stalin tanks. By the end of the day the Germans had been halted and the bridgehead secured, but each side had suffered heavy losses.

ACTS OF DEFIANCE



ASL SCENARIO 135

This scenario was previously issued as A68.



BRESLAU, GERMANY, 27 February 1945: By 16 February, the encirclement of Breslau was complete. Acting on Marshal Konev's orders to secure the Silesian city, General Gluzdovsky ordered an attack against the crucial Gandau airfield, one of the city's last links with the west. Facing grim German Volkssturm and Hitler Youth battalions, the Russians were initially thrown back with heavy losses, and were unable to capture the field until 23 February. The 25th saw battle-hardened troops of Fallschirmjäger Regiment 26 arrive on a makeshift runway. The Russians were shocked to be facing these tough veterans instead of old men and boys. Still, the vice-like grip inexorably squeezed tighter on *festung* Breslau.

BOARD CONFIGURATION:



21		
20		
23		

(Only hexrows R-GG are playable)

BALANCE:

★ Substitute a 9-1 for the German 9-2.

✚ Add a 9-2 armor leader to the German OB.

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order Russian MMC within the Russian on-board setup area.

TURN RECORD CHART

★ RUSSIAN Sets Up First [100]	✚ 1 ★	2	3	4	5	6	END
✚ GERMAN Moves First [237]							

Elements of 6th Army [ELR: 4] set up *within* the area bounded by road network 20T9, Z6, DD8, FF5, FF2, Y2, T4, with ≤ 2 MMC per building [EXC: each AFV must set up in a road hex on or within network]: {SAN: 3}

★

Enter on Turn 1 along the south edge:

2 5 3 3 4 3

5 2

Elements of Battalion I Fallschirmjäger Regiment 26 and Infanterie Division 609 [ELR: 3] set up in any whole hex on board 21: {SAN: 5}

✚

Fallschirmjäger-Pioniere Companie set up in/adjacent-to 23FF1:

Hitler Youth (see SSR 4):

Assault Gun elements Gruppe Hartmann enter on Turn 1 along the north edge:

10 6 2 4 2

2 2 2 2

SPECIAL RULES:

- EC are Overcast and Moist, with no wind at start.
- Treat all woods as stone rubble and all hedges as walls. The canal is deep and may only be crossed at the two bridges. The bridges are one lane and stone.
- All multi-hex buildings north of the canal are 1½ levels. Prior to start the Russian player makes a DR for every hex of each building with a staircase symbol on board 20. (There are 4 of these, with 14 hexes total). On a DR ≥ 10 place an appropriate rubble counter at ground level and then roll for Falling Rubble (B24.12).
- The Hitler Youth must set up HIP in *any* Sewer hex on board 20, after rubble placement, but before the Russian sets up. This 2-3-7 is Fanatic and Stealthy and must use Sewer movement on Turn 1.
- The German 8-3-8s and 3-3-8s are Assault Engineers (H1.22) and have an ELR

of 5. The two 3-3-8 HS are controllers for the Goliaths. The Goliaths receive a -2 DRM to their effects DR in the occupied hex only.

6. Hand to Hand combat is in effect (J2.31). No Quarter is in effect for both sides.

7. The Russians receive one module of 120+mm OBA (HE and Smoke) with plentiful ammunition. The observer may set up HIP.

AFTERMATH: The Russians soon learned to find areas not held by veteran troops, and with massive artillery support blasted their way into the older, canal-lined sections of the city. One such attack had overrun a Volkssturm-held position, crossed a canal, and become a tiny toehold in the German perimeter. With typical reaction, a parachute company and ad hoc infantry units quickly counterattacked the new Soviet threat. Determined Hitler Youth quietly emerged from sewers, ambushing troops and tanks. Even as the Soviets were rushing reinforcements to the position, German assault engineers, using self-propelled demolition charges, blew the bridges over the canal. Left unsupported, and their retreat cut off, the Russians in this pocket were annihilated. Breslau itself would not surrender until 6 May, after a seventy day siege. Berlin lasted only nine.

THE AGONY OF DOOM

ASL SCENARIO 136

This scenario was previously issued as A8 and has been updated.



MUNCHEBERG, GERMANY, 19 April 1945: With the Third Reich in its death throes, the Soviet juggernaut began to pick up speed. The German defense line on the Oder had been broken; one town after another fell to the Russian armies as they advanced on Berlin. Hitler was determined not to fight the final battle in the city itself, but rather on the front of the IX Army. Throwing whatever troops were available into the path of the onrushing hordes, the Germans paid a bitter price for every day's delay. One such instance where heavy fighting occurred was in and around the little town of Muncheberg, where the Germans momentarily mounted a semblance of organized defense. Here, just 20 miles east of the capital, mixed units of the 56th Panzer Corps made a gallant effort to forestall the inexorable advance of the 8th Guards Army.

BOARD CONFIGURATION:



BALANCE:

✚ Add one HMG to the initial German OB.

★ German Turn 2 reinforcements enter on a dr < the current Turn number.

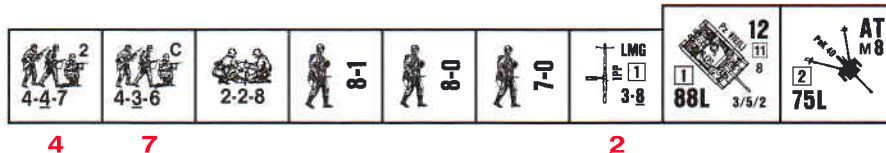
VICTORY CONDITIONS: The Russians win immediately by Controlling ≥ 4 multi-hex buildings.

TURN RECORD CHART

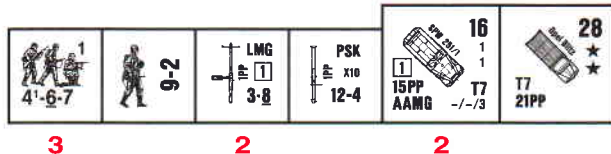
✚ GERMAN Sets Up First [71]	★	✚	✚										
★ RUSSIAN Moves First [127]	1	2	3	4	5	6	7	8	9	END			



Remnants of Panzer Korps LVI [ELR: 2] set up on board 3 on/west-of hexrow Z: {SAN: 5}



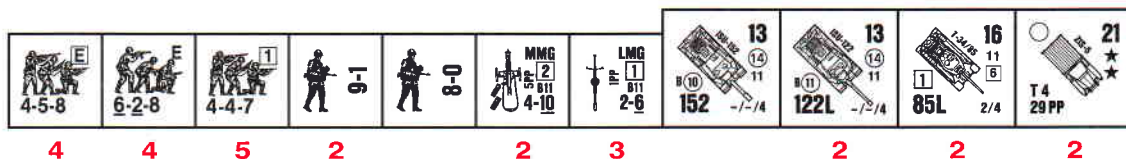
Reinforcements enter on Turn 1 on/between hexes 3P10 to 3S10:



Enter on Turn 2 on/between hexes 3A5 to 3K10:



Reinforced elements of the 242nd Rifle Regiment, 82nd Rifle Division [ELR: 4] enter on Turn 1 along the east edge: {SAN: 2}



SPECIAL RULES:

- EC are Moist, with no wind at start.
- All hexes of Hill 547 are considered woods rising from level 0; the outline of these woods conforms to the outline of the printed hill mass. All hexes of Hill 534 are considered level 0. Buildings and other terrain features on these two hill masses exist normally.
- German AFV may not Bore-Sight.

AFTERMATH: After making initial contact with the eastern perimeter, the Russians moved into the woods to the north from which they dispatched small groups of infantry, tanks, and SP Guns in repeated attacks on the village's flank and rear. After some determined street fighting, the German troops were finally driven from the buildings and routed. Muncheberg, like so many other German towns, became one more desolate signpost on the road to Berlin.