

RIPOSTE AT DUSK

ASL SCENARIO ASLOKI

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VICTORY CONDITIONS: The New Zealanders win immediately upon gaining control of all multi-hex buildings on board 10.

GALATAS, CRETE, May 25, 1941: The 25th had seen the start of the final German offensive to smash the British line and capture Cania and Suda. It had been a bloody day for both sides, but in the end the British lost Galatas—the key to maintaining a solid defensive line. Colonel Kippenberger had just barely managed to stop a total rout as he ignored the crack of bullets and crash of mortar rounds to walk among the 18th Battalion troops shouting, "Stand for New Zealand!" Now a final desperate counterattack to restore the line was to be made by the only fresh troops left: C & D Companies, 23rd Battalion. They were joined by volunteers from 18th Battalion and the two remaining light tanks of 3rd Hussars.

BOARD CONFIGURATION:



BALANCE:

- Replace the German 9-1 with a 9-2.
- Replace the British MMG with a British HMG.

(Only because 8-0G on board 10 and A-P on board 42 are playable)

TURN RECORD CHART

● GERMAN Sets Up First [145]	①	1	2	3	4	5	6	7	END
○ NEW ZEALAND Moves First [269]									



Elements of Gebirgsjäger Regiment 100, Gebirgs Division 5 [ELR:4] set up on board(s) 10/42 west of the 42A5-42P3 road: {SAN: 4}



4-6-8	2-4-6								
10	3					3	2		



Elements of C & D Companies, 23rd Battalion and remnants of 18th Battalion, 5th New Zealand Brigade [ELR:4] enter on Turn 1 along the east edge: {SAN: 4}



20						4	

Remnants of C Squadron, 3rd Hussars enter on Turn 1 along the east edge:

10-2		
2		

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. To represent the gathering darkness, a dusk LV Hindrance, calculated as heavy rain (E3.51; and applying within buildings) is in effect throughout the scenario. All Concealment dr receive an additional -1 drn.
3. The New Zealand player (only) may declare Hand-to-Hand CC (J2.31).
4. All Buildings are stone. All Orchard hexes are Olive Groves (F13.5). All Grain hexes are Vineyards (F13.6).

AFTERMATH: A determined shout issued from the 200 men as they moved forward; a shout heard by the tank crews within their noisy compartments and by German units several miles away in the Pison Valley. The New Zealanders charged into the town taking the mountain troops by surprise. A furious struggle ensued in the failing light. Grenades were tossed through windows, gun flashes lit the street, and dim figures struggled in hand-to-hand combat in doorways. The New Zealanders were not to be denied and soon the Germans were fleeing from the town. For a little while longer Galatas would remain in British hands.



Victory Conditions:

The Germans win if at game end they have \geq one mobile AFV with functioning main armament with an LOS to hex 3Q3, provided there are no good order American MMC in building 3M2

Board Configuration:



Villers-laBonne-Eau, Belgium, 31 December 1944:

Even as Patton's 4th Armored Division fought through Assenois to relieve the siege of Bastogne on Dec 26th, the Battle of the Bulge was far from over. During the final days of 1944, the Sixth Panzer Armee was making every last effort to close the breach and retake Bastogne in order to give Hitler at least a small victory in the Wacht am Rhein offensive. The remnants of the tired 1st SS Panzer Division moved down from the northern shoulder, and placed the King Tigers of the SS Schwere Panzerabteilung 501 in support of the 5th Fallschirmjagers' New Year's eve attack. On the American side, III Corps was trying to expand the corridor south of Bastogne, and the two forces met near Luttrebois.

Special Rules:

1. EC are moist with no wind at start. Kindling is NA.
2. No hex may contain more than one U.S. MMC at start. No U.S. MMC may set up adjacent to any other MMC.
3. All US units use 'special ammunition and depletion numbers as if the scenario takes place in 1945.
4. The German 4-4-7 / 2-3-7 battle harden to 5-4-8 / 2-3-8.

Aftermath:

Cos K and L of the 137th Infantry Regiment slashed into Villers la Bonne-Eau alone, and were soon cut off. The mammoth Tigers maneuvered into the village, using their 88-mm cannons to blast the GIs out of their houses and foxholes from point-blank range. When German paratroops advanced with flamethrowers, many more GIs broke and ran. By the end of the day, over 200 men of the 137th Regiment had either been killed or captured. However, the fallschirmjagers had taken heavy losses as well, and could not maintain their hold on Villers la-Bonne-Eau against the rising tide of George Patton's advancing Third Army.

Elements, Co K and L, 137th Infantry Regiment [ELR:3] set up anywhere (see SSR 2).



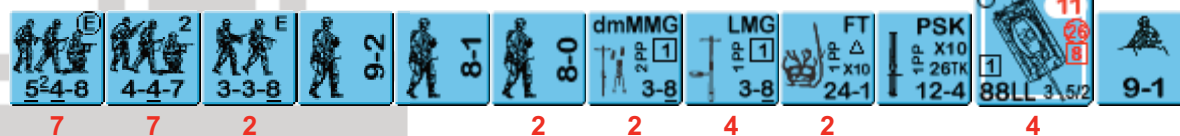
Elements, 654th TD Battalion enter turn 4 along the west edge:



{SAN:4}

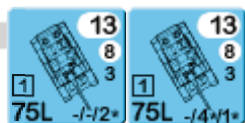
Balance: Reinforcements (M-36 TDs) enter on turn 3

Elements, 14th Fallschirmjager regiment and SS Schwere Pz Abteilung 501 [ELR:3] enter turn 1 along the east edge.



Enter turn 4 along the south edge.

StuG IIIG StuG IIIG(L)



{SAN:3}

Balance: Add one 5-4-8 and one PSK

AMERICAN sets up first

GERMAN moves first

1	2	3	4	5	6	7	8	END
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SCENARIO CREDITS:

Scenario Designed by: Pete Shelling
Scenario Card Layout by: Dave Childs
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BORDER CLASH

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ASL SCENARIO ASLOK2



VICTORY CONDITIONS: The side with the most Good Order units (calculated as DVP, F3) on board 28 at Game End wins.

OLANKHUKUK, MANCHUKUO, 12 February 1936: The Soviet Union and Japan had both established puppet states on the Mongolian-Manchurian border. The Mongolian Peoples Republic was the Soviet client state and Manchukuo was the Japanese client state in Manchuria. In the desolate and desert-like border between these two countries, periodic clashes occurred between MPRA units and Manchukuoan border guards during January 1936. In early February, Lt.Col. Sugimoto Yasuo was ordered to form a detachment and clear the Olankhukuk region of MPRA intruders. Sugimoto put together a truck-borne force consisting of Japanese cavalry, supplemented with tankettes, cavalry guns and Manchukuoan cavalry. On 12 February, the Sugimoto force attacked an MPRA cavalry unit estimated at 140 horsemen with light artillery, machine guns and 3 vehicles.

BOARD CONFIGURATION:



26	27	28	29
	H4	H2	H1
H4	H3	H5	

BALANCE:

★ Add one BA-20 AC to the MPRA OB.

● Replace two 4-4-7s in the initial Japanese OB with 4-4-8s.

TURN RECORD CHART

★ MPRA Sets Up First [103]

● JAPANESE Moves First [182]

1	2	3	4	5	6	7	8	9	END
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


Elements of the Mongolian Peoples Republic Army (MPRA) [ELR: 2] set up on boards 28/29: (SAN: 3)

 4-4-7	 2-2-8	 1-1	 1-1	 1-1	 1-1	 1-1	 1-1	 1-1	 1-1	 1-1	 1-1
13	2				4		2	2		2	13

Elements of 14th Cavalry Regiment [ELR:3] and attached Manchukuoan Cavalry [ELR: 2] enter on Turn 1 along the west edge (SAN:2):

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

Enter on Turn 4 along the south edge of boards 26, 27, and/or 28

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

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the north at start. Place overlays as follows: H1 on 29G2/H1, H5 on 28V3/W3, H2 on 28H7/I8, H6 on 27K7/L6, H3 on 27T4/U5, and H4 on 26Z5/AA5.

2. Use Axis Minor counters for the 3-4-7s, 8-0, and 7-0 in the initial Japanese OB. These troops are Allied Troops (A10.7) to all Japanese units and are considered Axis Minor (A25.8) for all purposes. A19.32 applies to Manchukuoans using Japanese SW (not A21.11).

3. Boreighting is NA.

AFTERMATH: After the initial exchange of fire, the MPRA guns fell back. However, when the Japanese tankettes launched an attack, the MPRA guns stopped retreating and opened fire. One Japanese APV was set afire and another damaged. The Japanese attack was held in check until a reserve unit launched a flanking attack against the MPRA forces. After two hours of difficult fighting, the MPRA unit was forced to retire.



Victory Conditions:

The American player wins if at game end he controls either building 21Z2 or 20Z3.



Board Configuration:



Elements, 36th Volksgrenadier Division and 21st Panzer Division [ELR:3] set up on/east of hexrow L:

GERMAN

Elements: 4²6-8, 4¹6-7, 4-4-7, 2-2-8, 9-1, 8-0, 7-0, MMG (3 pp, 2), LMG (1 pp, 1), PSK (1 pp, X10, 26TK, 12-4), ? (7 morale), AA (M4, 2, 88L).

6 6 2 2

AT M10 (3, 50L, [75]), Trench (OVR, OBA: +4, Other: +2), Roadblock, 1+5+7, 2+5+7, 3+5+7.

5 (see SSR 2) 3 (see SSR 2)

{SAN:4}

Balance: The German player may battle harden one squad and one leader prior to play.

Enter turn 4 along the east edge:
PzKfw VG (15, 6, 15LL, 3-5/2), PzKfw IVJ (13, 8, 13, 3-5/2), StuG IIIG (13, 8, 13, 3-5/2), 8-1.

Elements, 377th Infantry Regiment and 778th Tank Bn. and 607th TD Bn. [ELR:3] set up on/west of hexrow K:

AMERICAN

Elements: 7-4-7, 6-6-6, 9-2, 8-1, 8-0, 7-0, MMG (3 pp, 2), BAZ44 (1 pp, X11, 16TK, 8-4), DC (1 pp, X12, 30-1), FT (1 pp, X10, 24-1).

5 10 2 3 2

M36GMC (15, 8, 90L, 1-14), M4A3(75)w (15, 4, 75, 2/4/4), M4A1(76)w (13, 4, 76L, 2/4/4).

2 2

{SAN:3}

Balance: Exchange 3 x 6-6-6s for 6-6-7s at start.

Fraulatern, Germany, 10 December 1944.

The Western Allies had been trying to penetrate and exploit beyond the Siegfried Line for four months, and by early December they looked like they just might succeed. The XX Corps established bridgeheads around Dillingen-Pachten, brushing aside the local Volksturm units by December 6th. General Balck raced to plug the gap with several infantry and two panzer divisions, which allowed time to fortify the West Wall and conceal many pillboxes-including some concrete structures that were three stories deep and comprised up to seventeen separate rooms. With the banks of the Saare rising due to a recent thaw the, XX Corps was beginning to experience supply difficulties as well. With their bridgehead now being squeezed between the Germans and the rising river, the only way out of trouble for the 90th Infantry Division was to attack forward into the heavily fortified villages around Saarlautern.

Special Rules:

- EC are wet with no wind at start. Kindling is NA.
- Prior to setup, the German player may exchange roadblocks for fortified building locations (tunnels are NA) and may exchange trenches for wire. Some, all or none may be exchanged at the German player's option.
- The U.S 7-4-7 and their 3-3-7 HS are considered assault engineers. In addition, they have a -1 CC DRM vs. units in a pillbox.

Aftermath:

The rising Saare was not the least of their troubles, as the GIs of the 377th Regiment fought through German pillboxes, 88mm guns and roving packs of tanks and assault guns. Fortunately, the GIs had an ace in the form of the 320th Combat Engineer battalion. Veterans of four month's fighting on the Siegfried line, these specialists had perfected effective methods of dealing with heavy fortifications. The suburb of Fraulatern saw nasty house-to-house fighting, with a climatic hand-to-hand struggle in the ballroom of the resort town's largest hotel. The grit and desperation of the 377th's dogfaces held the day, but one thing was becoming clear: the battle of the West Wall would not be won by sweeping armored thrusts or airborne drops; only many more small but costly battles like the one for the Saarlautern bridgehead would crack the tough nuts along the frontier of the Third Reich.

GERMAN sets up first

AMERICAN moves first

1

2

3



5

6

7

8

END

SCENARIO CREDITS:

Scenario Designed by: Pete Shelling

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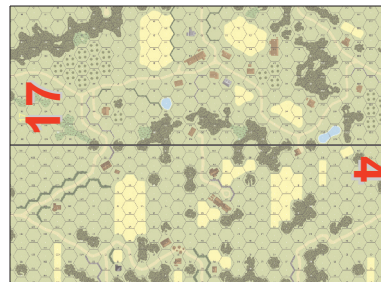


Victory Conditions:

Provided the Russian has scored less than 40 CVP, the German player wins if at game end no gun is possessed by a good order Russian MMC, and they control building 4P6.



Board Configuration:



Dzerzhenin, Poland. 5 October 1944.

The only way to stop Poland from being overrun by the Red Army was to counterattack the Soviet bridgeheads before they could reinforce. One such bridgehead was located along the Narev at Dzerzhinin. The 65th Army's 105th Rifle Corps had already begun to dig in around the village as guns of the 921st Artillery regiment were emplaced in support. Before more heavy weapons could be brought across the Narew, the salient was attacked by the 25th and 3rd Panzer Divisions, which were recently reinforced with the King Tigers Schwere Pz abt 505. Surprised at the rejuvenated offensive capability of the panzerwaffe, the Russian infantry in the forward positions ran from their foxholes, terrorized by the massive Tigers and the speed and coordination of the German assault. This was no beaten enemy they were facing. This was blitzkrieg with a second wind.

Special Rules:

1. EC are moderate with no wind at start. Bore sighting is NA.
2. Prior to all set-up, place 6 rubble counters in 17Q5 and roll direction/distance. Place rubble of the appropriate type on the ground level of the nearest building hex, rolling for random selection if more than one building hex is selected. (Ignore rubble locations already created.) Roll for falling rubble normally.
3. Russians may setup in foxholes in allowable terrain, but the guns may not utilize HIP.

Aftermath:

By 10 AM, the German attack had severed the first line of resistance along the boundary between the 194th and 354th Rifle Divisions. As the Russians fell back through the rubble village, their artillery engaged the panzers over open sights. With only a single trench line remaining before the river, Lt. Colonel Vorobev rallied enough troops to secure the bridgehead just in time for reinforcements to arrive, beginning with Stalin heavy tanks of the 16th Guards Tank Regiment followed by fresh infantry. The blitzkreig counterattack had been stopped, but the 65th Army's advance into Poland had also been contained.

RUSSIAN

Elements, 1023rd Rifle Regiment [ELR:3] set up between hexrows I and Y inclusive:



Elements, 16th Heavy Tank Rgt. enter turn 3 along the east edge:



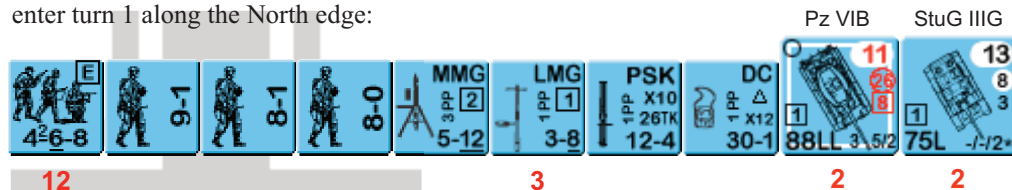
Elements, 921st Art. Rgt. set up on board 4 between hexrows I and Y inclusive:
obr.31



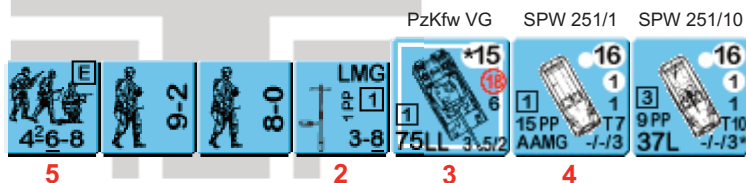
Balance: Russians may use MOL (A22.6)

GERMAN

Elements, 25th Panzer Division and Sch. Pz. Abt. 505 [ELR:3] enter turn 1 along the North edge:



Elements, 3rd Panzer Division enter turn 4 along the west edge of board 4:



Balance: Exchange both StugIIIIG for MkIVJ.

RUSSIAN sets up first

GERMAN moves first

1 2 3 4 5 6 7 END

SCENARIO CREDITS:

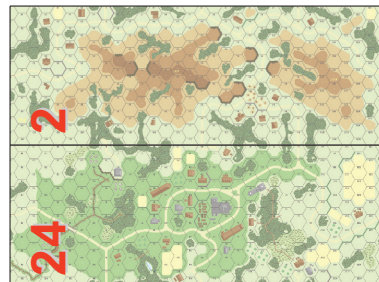
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Board Configuration:



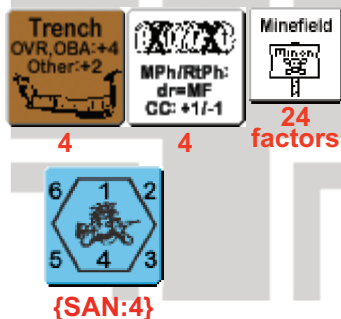
Victory Conditions:

The Russians win if at game end they have scored > 10 points more than the Germans. The Germans score three points for each level 3 hill location and one point for each stone location controlled at game end. The Russians score EVP for units (EXC:prisoners) exited between 24Y10 and 24I10 inclusive.

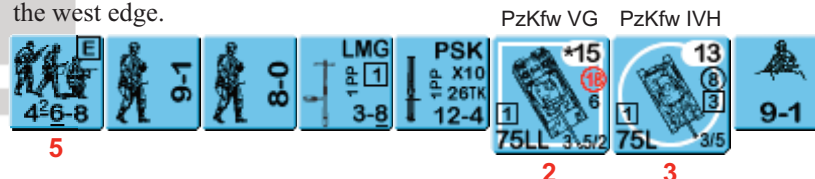
Elements, 208th Infanterie Division [ELR:3] setup on board 24/any board 2 hex numbered > 7



GERMAN



Elements, 8th Panzer Division enter turn 3 along the south edge OR turn 4 along the west edge.



Balance: delete one T-34/85 from the Russian OB

Elements, 12 Guards Tank Corps and 305th Rifle Division [ELR:3] enter turn 1 along the north edge



RUSSIAN

enter turn 3 along the north edge:



Balance: exchange the 88L Flak 18 for a 75L PaK 40

Nizna Pisana, Slovakia,
October 25th, 1944:

STAVKA plans for the series of offensives throughout the summer of '44 included attacks through the Carpathians. This way, they could separate Hungary from the rest of the Reich, and finish carving up the last of Germany's Eastern European allies. As the Slovak uprising would secure the northern flanks, several Mechanized Corps would proceed through the passes and valleys to support the assault on Budapest. When the uprising stalled, German forces secured the bottlenecks such as the Dukla pass. Wanting to keep the Slovaks in the fold a bit longer, Hitler ordered the Carpathians to be fortified along the Arpad Line, and armored reserves were moved in from Poland. Throughout the months of September and October, little Slovakia would be the scene of some bloody fighting.

Special Rules:

- EC are moist with no wind at start. Ground Snow (E3.72) is in effect. Kindling is NA.
- The Germans may use HIP for one squad-equivalent and any SMC/SW stacked with it.

Aftermath:

The Carpathian Mountains were anything but tank country, and the autumn rain made the ground even more treacherous for the mechanized units of Konev's First Ukrainian Front. Nonetheless, the Dukla pass was cleared of Axis units by 6 October. Even as many Slovaks left to join the attackers and local partisan bands, the landers of Heinrich's First panzer Armee felt safe in their extensive fortifications. Thus were they surprised to see Soviet tanks bearing down from the ridgelines once the rain and fog cleared at the end of October. Counterattacked by the 8th Panzer Division, the Soviet onslaught was slowed long enough for German artillery to finish the job. The attack through the Carpathians was halted, but for all military purposes Slovakia was lost as an effective ally to the Reich.

GERMAN sets up first

RUSSIAN moves first

1

2

3

4

5

6

7

8

END

SCENARIO CREDITS:

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Scenario Card Layout by: Dave Childs

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Nov 2, 1944 Vlissingen, Holland The nerve center of the German defenses on Walcheren Island was the luxurious hotel Grand Britannia . Assaulting from the landward side, the 7/9 Royal Scots waded through knee-deep water just to get an element of surprise on the German garrison. Little did they know the extent of the defenses, as local intelligence proved faulty. The hotel had been turned into a fortress, with pillboxes, tunnels and AA guns on the roofs

MAP CONFIGURATION: :

N^A

[b]

[a]

VICTORY CONDITIONS: the British wins if there are no good order German MMC in building aJ2 (not counting rooftops) /he controls building aG2 and aD2.

German sets up first	1	2	3	4	5	6	END
British moves first							

Elements: Grenadier Regiment 1019 and Marine-Flak abteilung 810[ELR:2] set up on boards a/b south of the road that runs bA3-H1-J2-O3 (See SSR4 +5)(SAN:4)

5-4-8 2-3-8 2 x 4-6-7 4-4-7 3 x 2-3-7 2 x 4-3-6 2 x 2-3-6 9-2 7-0 6+1
HMG MMG 2 x LMG

Setup on any rooftop location of building aJ2: 2-2-8 20L flakvierling (note 28)

Balance: Add a 2-3-8 and 8-0 to the German OB

Elements 7/9th Bn, The Royal Scots [ELR: see SSR3] enter on/after turn 1 along the north edge(SAN:2)
East of hexrow G: 6 x 4-5-7 6-4-8 3-3-8 9-2 8-0 2 x LMG 2 x PIAT DC

West of hexrow G : 5 x 4-5-7 2 x 6-4-8 9-1 8-1 8-0 2 x LMG PIAT DC

Balance: exchange any 4-5-7 for a 6-4-8

SSRs:

SSR1: EC are wet with no wind at start. Place overlays **dx8** on bE1/F1 and **dx9** on bM1/N1.

SSR2 night rules are in effect, with cloud cover and no moon. Base NVR is 3 hexes. The British are scenario attacker, with majority squad type stealthy. Germans are scenario defender with majority squad type lax. German half-squads must add +1 to all starshell attempts, and the Germans may FIRE a maximum of 3 starshells per player turn.

SSR 3: 6-4-8/3-3-8s and all British SMC have an ELR of 5 and are commandos. Other British units have an ELR of 3.

SSR 4 : The German may 'spend' 10 fortification points according to the following table:

Unit type	Cost (each)	Maximum # allowed
2-3-7 HS	2	3
MMG	2	1
Trench	0.5	8
Fortified building location	1	4
Booby trap for all boards: level A/B/C	1/2/3	1
Flak 38 20L, (Note 26) 2-2-8 (must set up on board a)	5	1
2+3+5 Pillbox	1	2
3+5+7 pillbox	2	2
Tunnel	1.5	3

SSR5: Rooftops are in play. Only building aJ2 has a second level. All other multi-location buildings (EXC: rowhouses) are considered two-story houses.



20th September 1944 Bialy Potok, Slovakia. After the battle of Strecno Gorge the only German battle group left with enough energy to continue the advance was Kampfgruppe Shafer. As the Slovaks had been successful in bringing up their artillery into position to fire on the rail lines running through the valley, KG Shafer was given the mission of seizing the high ground.

MAP CONFIGURATION: :

N^

5a

Victory conditions: Germans win if both guns are eliminated, captured/the gun's location is controlled by the Germans

Slovak sets up first	1	2	3	4	5	6	end
German moves first							

Elements, 6th Infantry Regiment [ELR:3] Set up on/north of hexrow D: (SAN:4)

10 x 3-4-7 8-1 7-0 HMG 2 x LMG 8 x ? 6 x TRENCH 4 x foxhole

Set up in brush hexes on/between G and K. Each gun must be within 5 hexes of the other:

2 x 2-2-7 2 x 150 mm Skoda M14 (note 66)

Balance: exchange four 3-4-7s for 4-4-7s

Elements Kampfgruppe Shafer; [ELR:2] enter along the south edge on/after turn1: (SAN:2):

6 x 4-6-7 10 x 4-4-7 9-1 8-1 8-0 7-0 2 x MMG 3 x LMG

Balance: add one 4-6-7 and one LMG to the German OB

SSRs:

1. EC are moderate with no wind at start.
Kindling is NA
2. Guns may not utilize HIP, but are considered emplaced at start.
3. Bore sighting is NA.

Aftermath: After 14 unsuccessful attempts to take the Slovak positions, KG Shafer ran out of momentum. Another delaying action bought the uprising some time, but more action would be needed to have any hope of success.

**Chistyakovo, Ukraine August 30, 1943**

The wastefulness of Operation Citadel was beginning to hit home for Heeresgruppe Sud. Stripped of many Panzer Divisions, these were replaced with worn –out infantry divisions such as the 258th, which formed a shallow crust around the transport hubs heading west towards the Mius river. With too few strongpoints and too much steppe between them, these strong points could not prevent penetrations into rear areas by roving battle groups of Soviet mechanized forces.

MAP CONFIGURATION: :

N[^]

63	
	56

(only hexrows I-Y are in play)

Victory conditions: the Russians win if at game end they have at least 15 VPs, and more VPs than the Germans. Both sides get 3 VP for each multi-location building controlled at game end, and 1 VP for every 2 CVP scored (FRD).

German sets up first	1	2	3	4	5	6
Russian moves first						

Elements, 2nd Guards Mechanized corps: [ELR:3] enter turn 1 along the east edge: (SAN:2)(See SSR 3)

10 x 4-4-7 4 x 6-2-8 8-1 8-0 7-0 3 x LMG ATR DC 4 x T-34M41 (note 14)

Balance: Exchange three 4-4-7 for 4-5-8

Elements: Infanterie Division 258 HQ [ELR:2] set up in buildings, with no (NON- HIP) units ADJACENT to another German unit (SAN:3)

4 x 4-4-7 4 x 2-3-7 8-0 6+1 HMG

Elements, Flak Regiment 24: set up WEST of hexrow Q:

88L AA (note 30) 20LL AA (Flak38- note 26)) 2 x 2-2-8

enter turn 2 along the west edge: (see SSR 4)

3 x 4-6-7 3 x 4-4-7 9-1 8-0 7-0 MMG(dm) LMG DC 81 * MTR (note 2) 2-2-8

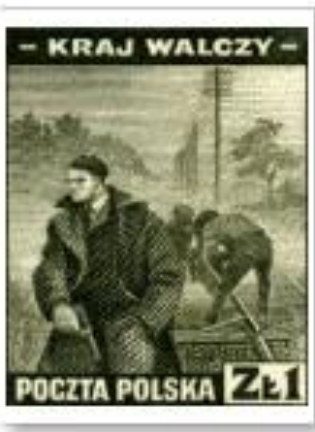
Balance: Exchange the German 6 +1 for a 7-0 and add a 2-3-7 to the German at –start OB.

SSRs:

- EC are wet with no wind at start. Kindling is NA
- Night rules are in effect. Base NVR is 2 hexes, with no clouds and a half-moon. German majority squad type is lax, Russian are normal. Neither Russian MMC, AFV nor German Half-squads may use starshells.
- Russian AFV are radioless, but recall is NA (treat any additional Stun results as SHOCK). 6-2-8s must enter as riders and may not disembark (EXC: bail out D6.24) until turn 3.
- German reinforcements may utilize cloaking, with a maximum of 7 cloaking counters.

- All buildings are wooden and single-story. Place overlays: **X13** on 63P9/P10.

Aftermath. One such rear area included the headquarters of the 258th Infantry division, located at the village of Chistyakovo. Tank-borne Russians struck out of the dark night on August 30, causing mayhem and many casualties among the 258th's staff. Before the Russians could set up defensive measures, a counterattack was organized by the commander of by the division flak regiment, which was able to surprise the Russians and retake the town using AA guns brought forward along with a scratch force of artillery and rear-echelon troops. The paucity of armored reserves did not reduce the German knack for tactical initiative.



Czernikow district, Warsaw Poland
Sept 19, 1944 By mid-September, Berling's 1st Polish Army was on the western bank of the Vistula, and was giving hope to the Polish Home army fighting on the other side. With all of the bridges destroyed, the only way across was by boat, which the 8th Regiment of the 3rd Infantry Division attempted at 1600 on the evening of the 19th. With one bn across under smokescreen from their guns, the bridgehead was established as they waited for dusk to bring the remainder of the regiment to the far bank.

MAP CONFIGURATION: :

[20]

[z]

[8]

]

]

]

N>

Only hexrows A-Y are in play

VICTORY CONDITIONS:*The Germans win if at game end they have more good order EVP with LOS (within current NVR) to 8I4, J4 or K5 (and must have at least 1 unbroken MMC with LOS to each), provided they control buildings 2009 and ZL5.*

Pole sets up first	1	2	3	4	5	6	7
German moves first							

Elements, 1st Battalion, 8th regiment 3rd Polish Infantry Division. [ELR:2] set up west of the river on/south of hexrow S (See SSR 3) (SAN:3)

10 x 4-4-7 2 x 2-4-8 9-1 8-0 7-0 3 x LMG ATR DC (see SSR 6)

enter turn 1 on hex I10: (See SSR 5) 3 x 4-4-7 7-0 LMG 4 x small raft (3)

enter turn 2 on hex I10: 2 x 4-4-7 2-4-8 8-1 ATR 4 x small raft (3)

Elements, Polish Home Army:[ELR:5] Enter turn 3 along the west edge: 5 x 3-3-7 8-1
Balance: Add a 4-4-7 to Polish at –start OB

Elements Herman Goring Division. [ELR:3] , Enter on/after turn 1 along the north edge, west of the river: (SAN:2)

16 x 5-4-8 9-1 2 x 8-1 2 x 8-0 2 x MMG 3 x LMG 2 x DC 2 x Sdkfz 6/2 (Vehicle note 89)
Balance: add a Sdkfz 6/2 to the German OB

SSRs:

- 1) EC are moderate with no wind at start. The river is deep with a slow current flowing north.

2) Night rules are in effect. The Poles are the scenario defender and majority squad type is normal. (although elements of the Polish Home Army may enter using cloaking per E 1.4)The Germans are the scenario attacker and majority squad type is normal. Base NVR is 4 hexes, and will never drop below two hexes. All elements of the Polish 3rd ID are 1944 Russian for all purposes. All elements of the Polish Home army are partisans, (A 25,24) and suffer from ammunition shortage, but may use MOL (A22.6), and are not considered Allied troops (A 10.7).

3) Poles may FIRE a maximum of 4 starshells per player turn. Germans may FIRE a maximum of 3 starshells per player turn.

4) All hill hexes on the eastern side of the river are treated as level 1. One Polish squad equivalent and any number of ‘dummy’ counters may set up between hexrows T-X.
- 5) . Polish reinforcements may only ‘beach’ on hexes 8I4/J4 /K5.

6) Starting at the beginning of Polish turn 4 movement phase, any Polish units still under ‘No move’ may move by making a dr < the current turn number (Leadership DRM apply to this dr).
- AFTERMATH:** Night came, along with Fallschirm Pz Grenadier Regiment 2 of the Herman Goring Division. None of the 2nd Bn made it across, as German AA halftracks pulled up to river bank to shoot them. The 1st Bn fought through the night, but was surrounded and crushed by the Luftwaffe troops. This was as close to relief as the Warsaw uprising would come. It was not enough.