

ATLANTICON '93 ASL SCENARIO 1 FAUGH A' BALLAGH

SINAGOGA, ITALY, May 16, 1944: The approach to Monte Cassino was agonizingly slow. The commanding heights gave the Germans superb observation and fire positions. In the valleys, small rearguard groups ensured that each hamlet had its bloodprice. For the Allies, the very narrowness of the battlefield ensured the maximum support for each assault. The Irish Brigade's attack on Sinagoga was preceded by a full divisional bombardment. In the thunder of the barrage, many of the small stone houses of the picturesque village were quickly destroyed. Sinagoga's defenders were not.

ORIGINAL SCENARIO: Scenario N, The General

BOARD CONFIGURATION:

	10
N	

VICTORY CONDITIONS: The British must control (A26.12) any six of the seven multi-hex buildings at the end of any game turn.

BALANCE:

British: Delete the MMG from the German OB.

German: The Germans may use HIP for one MMC and accompanying SMC/SW.

8 Game Turns. Germans set up first. British move first.

GERMANS: Elements of the 305th Infantry Division [ELR: 3] set up on/between hex rows U and EE: {SAN: 4}
6x4-6-7 2-4-8 9-1 8-1 3xLMG MMG PSK JgdPz IV

BRITISH: Elements of the Irish Brigade of the 78th Infantry Division with elements of the 16/5th Lancers attached [ELR: 4] enter on Turn 1 on/between A1 and O1: {SAN: 2}
10x4-5-8 9-2 9-1 8-0 2xLMG MMG (dm) 3xChurchill VI

SPECIAL RULES:

1. Environmental conditions are moderate with no wind at start.
2. Boresighting is not allowed.
3. All buildings are stone and single-story, but rowhouse rules still apply where applicable. Wheatfields are in season.
4. Prior to setup, the British player must make a DR for every building hex on/between hex rows Q and EE. A DR $\leq$ 7 reduces the building hex to rubble. Such a rubble hex is still considered part of its building for victory condition purposes.
5. The buildings had a large amount of stone, which tended to bunch up and block the narrow streets. Place a roadblock on each road hexside that connects two non-adjacent rubble hexes (the roadblock counter can be placed in either hex at the German player's option). EX: If X6 and W8 are rubble, then hexside W7/X7 has a roadblock; if only hexes BB1, BB2, BB3, AA4, AA5 and BB5 were rubble, no roadblock would be placed. If only hexes BB1 and DD2 were rubble, then there is no roadblock. If only hexes BB5, DD4, and DD5 were rubble, hexside CC5/CC6 would have a roadblock.
6. Battlefield Integrity (A16) is not in effect.

AFTERMATH: Soon after the barrage lifted, the "Faughs" (so-called for their battlecry "Faugh a' Ballagh") stormed the shattered village. The bombardment had knocked out all the mines and fixed antitank weapons but had left the German troops and armor unaffected. Their fire, and the piles of rubble, so slowed the Irish assault that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in Irish hands.

ATLANTICON '93 ASL SCENARIO 2 LAST DEFENSE LINE

BOUVELLEMONT, FRANCE, May 15, 1940: By dusk of the 14th, the Germans had three bridgeheads across the Meuse River. The 15th brought the next stage, the breaking of the last major elements of resistance which stood between them and the great plains of France. One point in this last line was the village of Bouvellemont. Here, one regiment of the 15th Division was "to hold at all cost". Being one of France's finest units, the defense put up by the 15th Division appeared too much for the German 1st Infantry Regiment and the attack soon bogged down. With more than half their officers killed and many of the companies at half strength from fatigue as well as losses, the regimental commander Colonel Balck realized that for the attack to continue, he would have to lead the final assault himself.

ORIGINAL SCENARIO: Scenario 205

BOARD CONFIGURATION:

			4
<N	-----		
	3		

VICTORY CONDITIONS: The German victory conditions and game length are determined randomly before the start of play. The German secretly draws a chit (card) numbered 1 - 4 (Ace - 4) to determine the victory conditions for the scenario. The chit (card) is not revealed to the French player until the end of the game.

Chit #1: Eliminate 12 CVP of French units (counting prisoners as double CVP as usual) at the end of the game. The game ends at the end of Turn 8.

Chit #2/3: Control (A26.12) any three of the following five buildings at the end of the game: 3X3, 3Y8, 3S3, 3CC5, 3U6. The game ends at the end of Turn 9.

Chit #4: Exit 12 VP off the west edge of Board 3. The game ends at the end of the German Player Turn 10.

BALANCE:

French: The French may use HIP for one squad and accompanying SMC/SW.

German: Replace the 10-2 with a 10-3 leader.

8-10 Game Turns. French sets up first. Germans move first.

FRENCH: Elements of the 152nd Regiment, 14th Infantry Division [ELR: 3] set up anywhere on Board 3; and on Board 4 on any hex with a numerical coordinate of 3 or less: {SAN: 3}

8x4-5-7 2x2-2-8 9-1 8-1 8-0 2xMMG 2xLMG 60* MTR
2x1S Foxhole 2x65* INF

GERMANS: Elements of the 1st Infantry Regiment, 1st Panzer Division [ELR: 3]

enter Turn 1 on the east edge of Board 4: {SAN: 2}
12x4-6-7 10-2 9-1 8-1 2x8-0 MMG (dm) 4xLMG Radio

SPECIAL RULES:

1. Environmental conditions are moderate with no wind at start.
2. Wheatfields are in season.
3. Only hexrows A-P on Board 4 and R-GG on Board 3 are playable.
4. Because of the exhausted condition of their troops, no German unit may Double Time.
5. The Germans have OBA of 80mm MTR.
6. Note that the game length depends on the German Victory Condition chit/card.

AFTERMATH: The presence of Colonel Balck carried the day for the Germans. By nightfall of the 15th the French had abandoned Bouvellemont and were falling back towards Rethel with the loss of over a third of their men. For his leadership that day Balck was awarded the Ritterkreuz. Even though the stiff resistance at Bouvellemont did help check the advance of the 1st Panzer Division, the 2nd Panzer Division smashed through the French 53rd Division to the north to close with the XLI Panzer Corps at Montornet. What used to be three isolated birdgeheads on the 14th became one continuous pocket on the 15th. The route westward now lay open.

ATLANTICON '93 ASL SCENARIO 3 THE LONG ROAD

SOUTH OF ANDRIBA, MADAGASCAR, September 16, 1942: The King's African Rifles with detachments of A Squadron, 1st Armoured Car, had worked their way from the port of Majunga halfway to the capital city Tananarive. The Vichy defenders were handicapped both by the limited means at their disposal and the mixed emotions of many of their men. The Commonwealth troops at once represented both the best hope for a revived France and invaders of French soil. After a number of false starts and a series of minor demolitions the Vichy decided to block the major road to the capital as a matter of honor.

ORIGINAL SCENARIO: Scenario L, The General.

BOARD CONFIGURATION:

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N	5	

VICTORY CONDITIONS: The British player must exit 16 VP (excluding prisoners) off the south edge of Board 5 on/adjacent to hex Y10.

BALANCE:

British: Replace three Vichy 4-5-7 squads with 4-3-7 squads.
French: Replace one Vichy MMG with a HMG.

8 Game Turns. French set up first. British move first.

FRENCH: Vichy forces [ELR: 2] set up using HIP (A12.3) on/east of hexrow Q on any hex numbered 3 or greater: {SAN: 5}
6x4-5-7 9-1 7-0 2xMMG 4xWire

BRITISH: Commonwealth forces [ELR: 3] enter on or within two hexes of any one north edge road: {SAN: 2}
10x4-5-7 9-1 8-1 7-0 3xLMG 2xMH III ME Armored Cars

SPECIAL RULES:

1. Environmental conditions are moderate with no wind at start.
2. The Vichy forces suffer from Ammunition Shortage (A19.131).
3. All bridges do not exist.
4. French units may set up HIP IN nonwoods Gully hexes, but are placed on board concealed the instant that any British unit has LOS INTO that hex.

AFTERMATH: In the face of substantial fire the Commonwealth troops attacked "with gusto". Gusto notwithstanding, the combination of Vichy fire and hastily constructed abatis forced the African units to find a detour. The Commonwealth flanking maneuver permitted the advance to continue in the morning. On November 5th the Vichy units in Madagascar formally surrendered.

AFTERMATH: Soon after the barrage lifted, the "Faughs" (so-called for their battlecry "Faugh a' Ballagh") stormed the shattered village. The bombardment had knocked out all the mines and fixed antitank weapons but had left the German troops and armor unaffected. Their fire, and the piles of rubble, so slowed the Irish assault that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in Irish hands.

ATLANTICON '93 ASL SCENARIO 4 IN ROMMEL'S WAKE

ON THE MEUSE, May 17, 1940: In the confusion following the 7th Panzer Division's breakout, isolated French units still held crossings across the Meuse while the German infantry struggled to catch up. Now elements of the XIV Panzergrenadier Corps, on the basis of Fieseler Storch recon, hoped to grab another bridgehead into France from what appeared to be a platoon strength guard before French reinforcements could arrive. In this heavily wooded region air reports are unreliable but time is of the essence.

ORIGINAL SCENARIO: Scenario 29, COD.

BOARD CONFIGURATION:

			5	
N		7		
		2		

VICTORY CONDITIONS: The Germans must have 12 Victory Points of units on the south side of the river at the end of any game turn with at least one bridge still intact.

BALANCE:

French: Add 2x1 Squad Foxholes to the French.

German: Replace one German LMG with a dm MMG.

5 - 10 Game Turns. French set up first. Germans move first.

FRENCH: Elements of the 12th Regiment, 3rd North African Division [ELR: 3] set up first on the south side of the river using HIP for all units except the Bridge Guard. The Bridge Guard consists of one squad, one SW, and one SMC, and must set up unconcealed. The French player randomly selects a chit (card) numbered 1 - 4 (Ace - 4) to determine the game length and the French forces. {SAN: 4}

#1: (Turn 5) 6x4-5-7 2x8-0 2xLMG MMG 2xDC
 #2: (Turn 6) 7x4-5-7 8-1 2x8-0 2xLMG 2xMMG 2xDC
 #3: (Turn 8) 7x4-5-7 8-1 2x8-0 2xLMG 2xMMG DC Set DC
 #4: (Turn 10) 8x4-5-7 2x8-1 8-0 2xLMG 2xMMG DC Set DC

GERMANS: Recon elements of the 71st Regiment, 29th Panzer Grenadier Division [ELR: 3] enters on 5Y10 on Turn 1 with infantry mounted on bicycles: {SAN: 2}
 9x4-6-7 9-2 9-1 8-1 4xLMG 2xPSW 222 9xSquad Bicycles

SPECIAL RULES:

1. Environmental conditions are moderate with no wind at start.
2. The river is deep and running at normal level with a moderate current flowing west. However, marsh hexes are considered mud flats (B16.7).

3. A One-Lane (B6.431) vehicular stone bridge extends from 7I2 to 7I8 and a One-Lane vehicular wooden bridge extends from 7AA6 to 7AA8 (use pier counters for the wooden bridge if necessary). A land hex containing a bridge counter is treated as Open Ground.
4. The chit/card drawn by the French player is not revealed to the German player until the French player declares the game over, at the end of the turn indicated by the chit/card.
5. If the French OB includes a set DC (A23.7), it must be set up in a bridge hex. The Set DC may only be detonated by an 8-0 leader who has been predesignated by the French player, and a detonation attempt cannot be made until that leader has had a LOS to an enemy unit. A detonation attempt is not a concealment loss activity, but if HIP, the leader must be placed on board concealed. A detonation attempt may be made during the enemy's MPh as First Fire, as well as during a friendly DFPh, PFPh, or AFPh, but only one detonation attempt may be made per Player Turn. The other DC may be set during play or placed/thrown normally.
6. The German motorcycle counters represent bicycles (D15.8).
7. The French may not Bore Sight.

AFTERMATH: Only French command blunders had prevented the bridges from being blown earlier. Certain French elements remained north of the river and there was a question as to exactly when the bridges should be blown. The bridges were held very lightly due to the presence of heavy reserves nearby, but even so the bridges were in the process of being wired for demolition when an audacious rush by German scout cars and a lead platoon of bicycle mounted infantry captured the wooden bridge intact. Supported by German LMG fire from the north side of the Meuse the Germans held the bridge until reinforcements from Division arrived.