



ENCOUNTER AT POCHEP



Russia, August 25, 1941.
Informed that Guderian's main blow would fall upon his northern front; the Commander of the Briansk Front was caught by surprise as Panzer Group 2 swept southward.



Weather is moderate with no wind.

VICTORY CONDITIONS: To win, the German player must exit 24 Victory Points (A26.2 - .3) off the east edge and/or north edge east of Y1 (incl.).

TURN RECORD CHART

★ Russian sets up first	1	2	3	4	5	6	7
✠ German moves first							

For COI - GI use the following Victory Point Schedule:

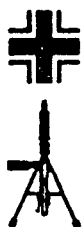
AC & Htrks	- 5 pts. ea.
4-6-7s	- 2 pts. ea.
Half Squads	- 1 pt.
9-1 & 8-1	- 2 pts. ea.
8-0	- 1 pt.
Motorcycles	- none
Crews not in Veh	- 2 pts. ea.

Elements of the 280th Rifle Division set up east of hexrow E. [ELR 2] {SAN 6}



4-4-7	2-2-8	1-1-1	1-1-1	4-10	2-2	1-12	?	Trench OVL.MA: +4 Shor: +2	ART M8
6					2		8		

Elements of the 63rd Infantry Regiment enter on the west edge on turn 1. [ELR 4] {SAN 3}



4-4-7	1-1-1	1-1-1	1-1-1	4-12	3-3	35 20L(4) -/3	16 81* -/3*	16 15PP AABG -/3	18 T6 16PP	24 M9 3PP
8					4			2	2	3

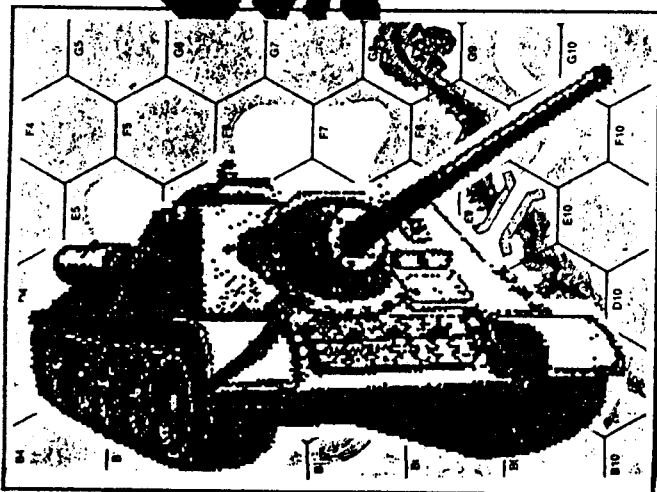
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SPECIAL RULES

- The Russian player may set up two squads and the leaders/SW stacked with them using HIP.
- If set up in a woods hex, the location of the Trench counter need not be revealed until its hex is entered/searched by a German unit, or until its positive DRM is used to influence the outcome of a combat result.

AFTERMATH: Surprise was on the side of Panzer Group 2 as it pushed its way southward to Novogorad - Severski where it established a bridgehead across the Desna River and threatened the entire eastern flank of the 21st Army.

Designed, developed and playtested by the Southern California ASL Club.



Charlottenburg, April 26, 1945.

Berlin was being crushed in a Soviet vise. The situation looked hopeless but Hitler believed that Wenck's 12th Army could disengage from the Americans on the Elbe and race over the Havel River to save the stricken city. To facilitate this operation the Führer ordered a thousand Hitler Youth and the 18th Panzergrenadier Division to hold open the bridges and an east-west corridor into the capital. Suddenly, Soviet spearheads drove through Grünwald, the City Park, striving to close the gap and completely surround Berlin.

23		
	9	S

VICTORY CONDITIONS: To win, the Soviet player must exit 40 points (A26.3) off the north edge by game's end.

TURN RECORD CHART

German sets up first {129}	1	2	3	4	5	6	7	8
★ Russian moves first {150}								



Elements of the 18th Panzergrenadier Division - set up anywhere. [ELR 2] {SAN 7}

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

 2-2-8	 75L	 105L m	 12 14 17
3	2		3



Elements of the 3rd Guards Tank Army enter on the south edge, east of the water obstacle. [ELR 4] {SAN 2}

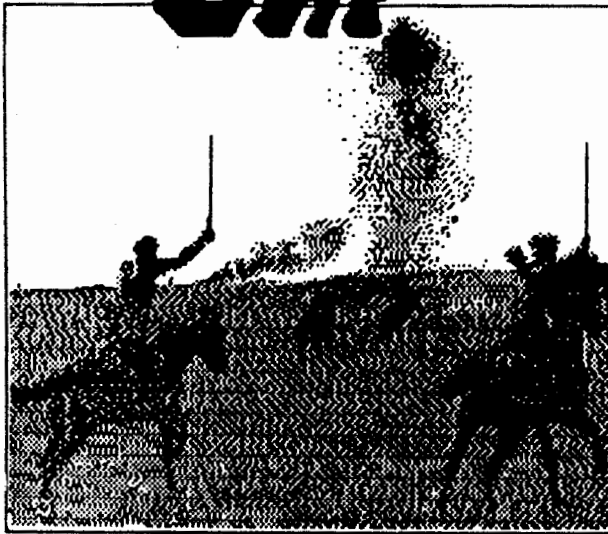
 6-2-8	 5-2-7	 4-4-7	 2-4	 6-12	 10-2	 9-2	 8-1	 8-0	 16 11 4	 15 11 4	 13 11 4	 16 11 4
2	6	12	6						2	2	2	4

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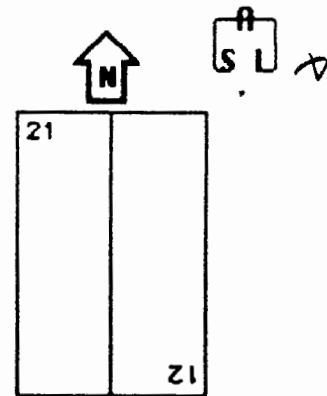
SPECIAL RULES

1. Environmental conditions are Moist (B25.5) with no wind.
2. Three German squads may set up as half squads.
3. German AFVs may set up Hidden (A12.3).
4. Allocate PF shots in the following manner: 3 to each elite squad, 2 per line squad, and 1 per conscript (C13.31).

AFTERMATH Even though tremendously outnumbered, the defenders were able to halt the advance of the 3rd Guards Tank Army for another day. The corridor shrank but the way was still open for Wenck to save Berlin. The 12th Army was engaged on so many different fronts that while units did succeed in reaching as far as Potsdam it could move no closer to Berlin.



Romny, September 18, 1941. As Guderian pushed his Panzers southward, one weak gap on his left flank was struck by a coordinated Cavalry/Tank assault.



Environmental Conditions:
Dry (B25.5) with no wind.

TACTICAL OBJECTIVE: The Russian player must control (A26.12) 7 of the multi-hex stone buildings between hexrows 2 thru 8 (incl) on board 21 to win.

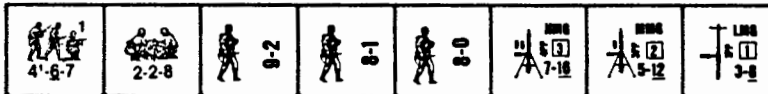
TURN RECORD CHART

✚ German sets up first (140)	1	2	3	4	5	6	7	8
★ Russian moves first (182)								

Adapted to ASL
by John Letts.



Elements of the 10th Motorized Division [ELR 3] set up anywhere. {SAN 3}



10 5 2

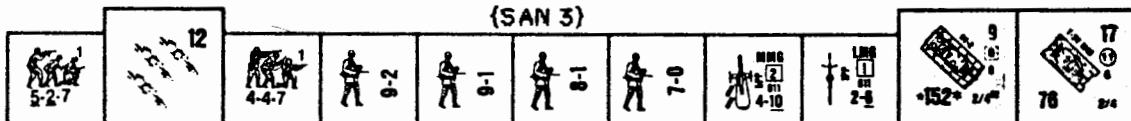


2



Elements of the 9th Cavalry Division and 31st Tank Battalion [ELR 2] enter turn 1 east edge (bd 12).

{SAN 3}



10 10 16 2 3 4

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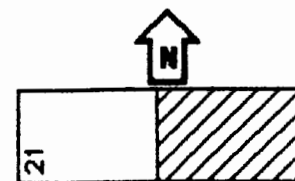
Playtested by: Robert Orf, Art Douglas, & J.R. Fulbright.

SPECIAL RULES

- Optional - The German player may set up 1 MMC, 1SW and 1 leader using HIP (A12.3).

AFTERMATH: The appearance of a heavy tank force on their exposed flank caused considerable concern for the Germans. The Russians managed to penetrate as far as the suburbs where they encountered German anti-aircraft weapons. They withdrew after losing half their armor force.

Stalingrad,
October 6, 1942.



See SSRS 1 & 2.



ORIGINS '86 ON ALL FRONTS ASL TOURNAMENT

RUSSIAN OBJECTIVE: To have undisputed control (A26.12) of as many of the following buildings (AA2, AA6, Z5 (SSR 6), X2, & X5 (SSR6)) as possible. Each building is worth a number of points equal to its ground level hex size. Victory Schedule on page 8.

TURN RECORD CHART

German sets up first {142}	1	2	3	4
Russian moves first {207}				

Adapted for ASL play by John Letts from the scenario "The Guards Counterattack".



Elements 389th Infantry Rgt. & Pioneer Section set up west of hexrow BB. [ELR 4]



4-6-7	5-4-8	2	2	2	2	2	3-4	5-12	7-18	30-1
9	4			2			8			

{SAN 3}



Elements 308th Rifle Div. [ELR 2] and elements 37th Guards [ELR 4] set up east of hexrow BB (may set up in same hexes).



4-4-7	2	2	4-10
9			

5-2-8	2
12	

{SAN 5}

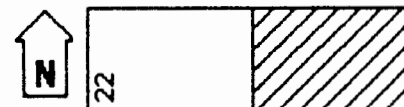
SPECIAL RULES

- Only hexrows R-GG (incl.) are in play.
- Terrain Changes:
Hexes CC4 & EE6 are Open Ground.
Hexes BB2, CC3, & CC4 contain Shellholes.
Hexes EE3, CC5, AA4 & AA8 are Rubbled.
All levels of hex CC5 are Rubbled.
- One German Leader, one German MMC and one support weapon may set up using Hidden Initial Placement.
- Germans have control of the five buildings until lost to Russian Undisputed Control (A26.12).
- Environmental Conditions are moderate with no wind.
- Building Z5 includes hexes Z5-Z7. It is still a rowhouse, but is considered one building for victory purposes. The same applies to building X5 which includes hexes X5-Z8.
- Building Point Values:
AA2 = 6
AA6 = 2
Z5 = 3
X2 = 2
X5 = 5
Total = 18 points.



Udarnik, Russia, October 18, 1941.
As Group von Roques attempted to break out between Novgorod and Chudovo, Regiment 269 of the Spanish Blue Division forced the Volkhov River. Soon after a beachhead was established the Russians counterattacked.

ORIGINS '86 ON ALL FRONTS ASL TOURNAMENT



Environmental Conditions:
Moderate with no wind. Only
hexrows R-GG are in play.

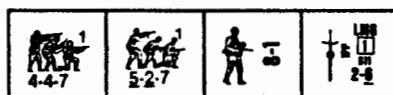
RUSSIAN OBJECTIVE: To discover (1 point) and destroy (2 points/SSR 6) the supply depots (SSR 3) of the Spanish Blue Division. Victory schedule on p.11.

TURN RECORD CHART

German sets up first	1	2	3	4
Russian moves first				



Elements 2nd Battalion, 848th Regiment enter on any **ONE** board edge (north, east, or south). [ELR 2]

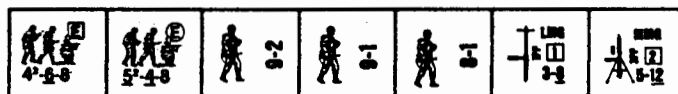


{SAN 3}

8 2 2 2



Elements 2nd Co., 269th Regiment set up anywhere between hexrows R - Z, inclusive. [ELR 4]



{SAN 3}

4 2

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SPECIAL RULES:

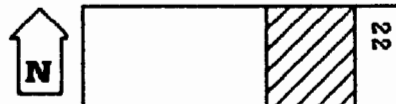
1. All buildings are wooden. Building W8 is a two story house (B23.22 - 1½ level).
2. The river (R7-W10) does not exist; it is a gully instead.
3. The Spanish player **SECRETLY** designates 4 building hexes between hexrows R-X (incl) as supply depots. The Spanish player must inform his opponent when he enters a depot hex. All depots are on ground level.

4. Russians have MOL capability (A22.6).
5. One Spanish MMC, one leader and one support weapon may set up Hidden.
6. A Flame (B25) must exist in a depot hex for it to be considered as destroyed.

AFTERMATH: The counterattack was repulsed and 27 prisoners were taken.



Muravji, Russia, October 28, 1941. Having taken the town of Dubrovka, Major Osés of the Spanish Blue Division decided to exceed his orders in order to "improve his position" and turned his attention to a strong stone building quickly termed, "The Barracks".



TACTICAL OBJECTIVES: To have undisputed control (A26.12) of as many hex levels of the barracks (building F4) as possible. The total number of hex locations (levels) is 21.

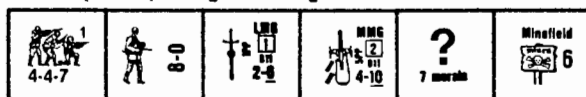
Victory Schedule on page 8.

TURN RECORD CHART

Simultaneous set up - SSR 2	1	2	3	4
German moves first				



★ Elements, 1000th Rifle Regiment set up anywhere on hexrows C-H (incl). [ELR 2]

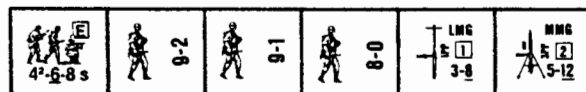


8 2 2 6 3

{SAN 5}



✚ Elements 250th Mobile Reserve Battalion set up anywhere on hexrows C-K (incl) but not in or adjacent to building F4. [ELR 3]



8 4

{SAN 4}

Playtesters: Mark Chinn, Paul Lewis, Paul James and Mark Jones (UK)

SPECIAL RULES

1. Terrain: Hexes F7, G7, and H6 contain shellholes.
2. Simultaneous set up: Each player writes down his set up. Then the units are placed on board and any resulting close combat (or mine attacks) are resolved before turn 1 begins. Concealment counters are negated in the event that both sides set up in the same hex.
3. Mine factors may not be traded for Booby Traps.
4. Mines may not be placed on paved road hexes.
5. Neither side may make smoke.
6. Environmental conditions are wet with no wind.



South of Pratulin, Poland, 22 June 1941. For many German units, Operation Barbarossa began with the crossing of the Bug River. For the 17th and 18th Panzer Division this crossing was accomplished by specially modified tanks that could travel underwater to depths of 10 to 15 meters. Originally designed for Operation Seelowe (the invasion of England) they were now deployed in Army Group Center's opening move across the Bug River.

EC: Moderate with no wind.



VICTORY CONDITIONS: To win, the German player must exit 20 points (A26.3) off the east edge.

TURN RECORD CHART

Germans move first {120}	1	2	3	4	5	6	7	8
Russians set up first {70}								



Mixed elements of the 14th Mechanized Corps, set up east of hexrow M (incl).

<td><td><td><td> [ELR 2] </td></td></td></td>	<td><td><td> [ELR 2] </td></td></td>	<td><td> [ELR 2] </td></td>	<td> [ELR 2] </td>	[ELR 2]
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{SAN 5}

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Mixed elements of the 1st Infantry Battalion and Motorcycle Detachment, 18th Panzer Division enter on any west edge hex.

<td><td><td><td> Reinforcements, 18th Panzer Division enter turn 5 on any west edge hex. </td></td></td></td>	<td><td><td> Reinforcements, 18th Panzer Division enter turn 5 on any west edge hex. </td></td></td>	<td><td> Reinforcements, 18th Panzer Division enter turn 5 on any west edge hex. </td></td>	<td> Reinforcements, 18th Panzer Division enter turn 5 on any west edge hex. </td>	Reinforcements, 18th Panzer Division enter turn 5 on any west edge hex.
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 14 3 12 37L 2/0	 14 3 12 75* -/0
2	2

[ELR 3]

{SAN 2}

AFTERMATH: The initial German thrust outside of Pratulin was quite successful. The Russian frontier guards were completely surprised. Russian armored cars, however, had shown up and were harassing the German infantry's bridgehead until the amphibious tanks crossed the Bug River and attacked. Several armored cars went up in smoke while others fled. The Germans had successfully expanded their bridgehead by the end of the first day.

Credits: Original design by Jeffrey Shields. ASL adaptation by John Letts. Playtesting by the Southern California ASL Club.



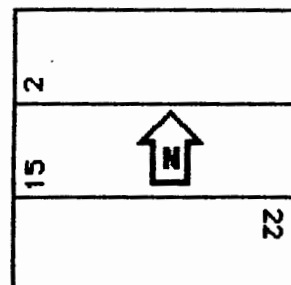
ON ALL FRONTS

SMASHER KARL

by J.P. Werbaneth



Seelow, Germany, April 16, 1945.
With a large bridgehead across Oder around Küstrin, the 1st Belorussian Front was ready to drive on Berlin. Opposing them was the 56th Panzer Corps commanded by Lieutenant General Karl Weilding a capable and highly decorated panzer leader known to his friends as "Smasher Karl".



VICTORY CONDITIONS: To win, the Soviet player must control (A26.12) three multi-hex buildings on board 22 at game's end. German player wins by avoiding Soviet victory conditions.

TURN RECORD CHART

German sets up first {178}	★	1	2	3	4	5	6	7	8	Playtested by Vic Provost and Tom Morin.
★ Russian moves first {244}										



Elements of the 8th Guards Army enter anywhere along the north edge of board 2; on turn 1. [ELR 4]

{SAN 3}

 4-5-8	 2-2-8	 4-4-7	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2
8	6	14				3		2	3	120	4	

Playtested by Vic Provost and Tom Morin



Elements of the 56th Panzerkorps [ELR 2].

{SAN 2}

Group A set up anywhere on boards 22, 15, and on 2 south of hexrow 4 (incl).

 4-4-7	 4-4-7	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2	 2-2
14	4			2		4	SSR 4	16	3			

Group B set up anywhere on boards 22 and 15.

 2-2-8	 2-2-8	 2-2-8	 2-2-8
3	2	3	3

Reinforcements enter anywhere along south edge on turn 4.

 13	 13
2	2

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SPECIAL RULES

1. Environmental Conditions are Moderate with no wind.
2. Ignore all CRAGS.
3. Treat all ORCHARDS as MARSH hexes.
4. 80+ module with scarce ammunition.
5. Two German MMCs (w/SWs) may set up HIP.

AFTERMATH: The 8th Guards Army advanced into a hornet's nest. The 56th Panzer Corps pinned down the Soviets in the most crucial sector for 48 hours until the night of the 17th when, in the face of superior numbers, they conceded the Heights.



Seelow, Germany, April 17, 1945.
Not all units in the forward defense lines of Army Group Vistula buckled under the onslaught of the superior Soviet forces. DORA II, a commando company of the 500th SS Dewahrungs Battalion, even though armed only with light anti-tank weapons, was determined to resist at all costs. In order to eliminate this threat the Soviets decided to attack in force.



VICTORY CONDITIONS: The Soviets must break, eliminate, or have locked in Melee all SS MMCs at game's end.

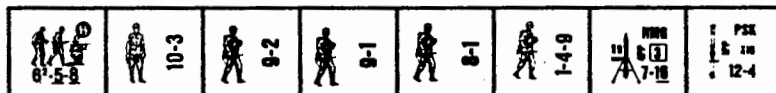
TURN RECORD CHART

Germans set up first {180}	1	2	3	4	5	6	7	8	9	10
Russians move first {209}										



Elements of the DORA II Commando Company,
500th SS Dewahrungs Battalion set up west of row
J, inclusive. [ELR 5]

{SAN 7}



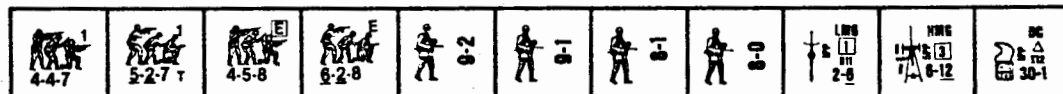
12

3

4

Elements of the 8th Guards Army enter east edge. [ELR 4]

{SAN 3}



12

8

3

3

5

5

6

2

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SPECIAL RULES

- Environmental Conditions are Moist (B25.5) with a Heavy Wind blowing to the Northeast.
- The Germans must undergo Preparatory Bombardment (C1.8) and (J2.5).
- Buildings C4 and D2 are factories; all other buildings are level 1.

AFTERMATH: The Soviet tanks attacked first and six were quickly destroyed. Then the infantry assaulted but were thrown back in confusion by accurate machine gun fire. The SS had lost many men but had repulsed the attacks of several Soviet Battalions. Once the battle subsided they marched west to avoid being encircled.

ON ALL FRONTS

THE LAST CROSSROAD by M. Lindstedt

Bavaria, May 2, 1945: The night before, a mixed group of German infantry, artillery, engineers, auxiliaries, and a transport column had been cut off by an American force holding an important road junction. Colonel Hauk took over command of the remnants and ordered an attack on the crossroad, ostensibly to get the transport and refugees to safety, but really to preserve his personal loot. Under pressure Lt. Asch agreed to provide artillery support hoping that in the confusion he and his men could escape to their native town and await the end of the war.



VICTORY CONDITIONS: The German player must exit at least nine vehicles off the east edge of the mapboard.

TURN RECORD CHART

☆ U.S. sets up first	1	2	3	4	5	6	7	8	9	10
✚ German moves first										



Elements of the 7th Army set up within three hexes of Q6. {SAN 3}
[ELR 4]. Tanks must set up on road hexes. Reinforcements-SSR 4.



3	6	2	2	2	2	2
3	6	2	2	2	2	2



Elements of Henrichsen's Battalion, Luschke's "Panther" Division [ELR 2] set up in non-open hexes east of hexrow S0-S10 (incl).

{SAN 4}

3	6	2	2	2	2	2
3	6	2	2	2	2	2



Elements of Asch's 3rd Troop, "Panther" Division [ELR 3] set up in or behind the wood line running from S1 to W7, including V4.

Truck convoy enter as per SSR 3.

4	2	2	2
4	2	2	2

6	5	30
6	5	30

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SPECIAL RULES:

See other side of page.

Balance:

American: German must exit 10 vehicles.
German: German must exit 8 vehicles.

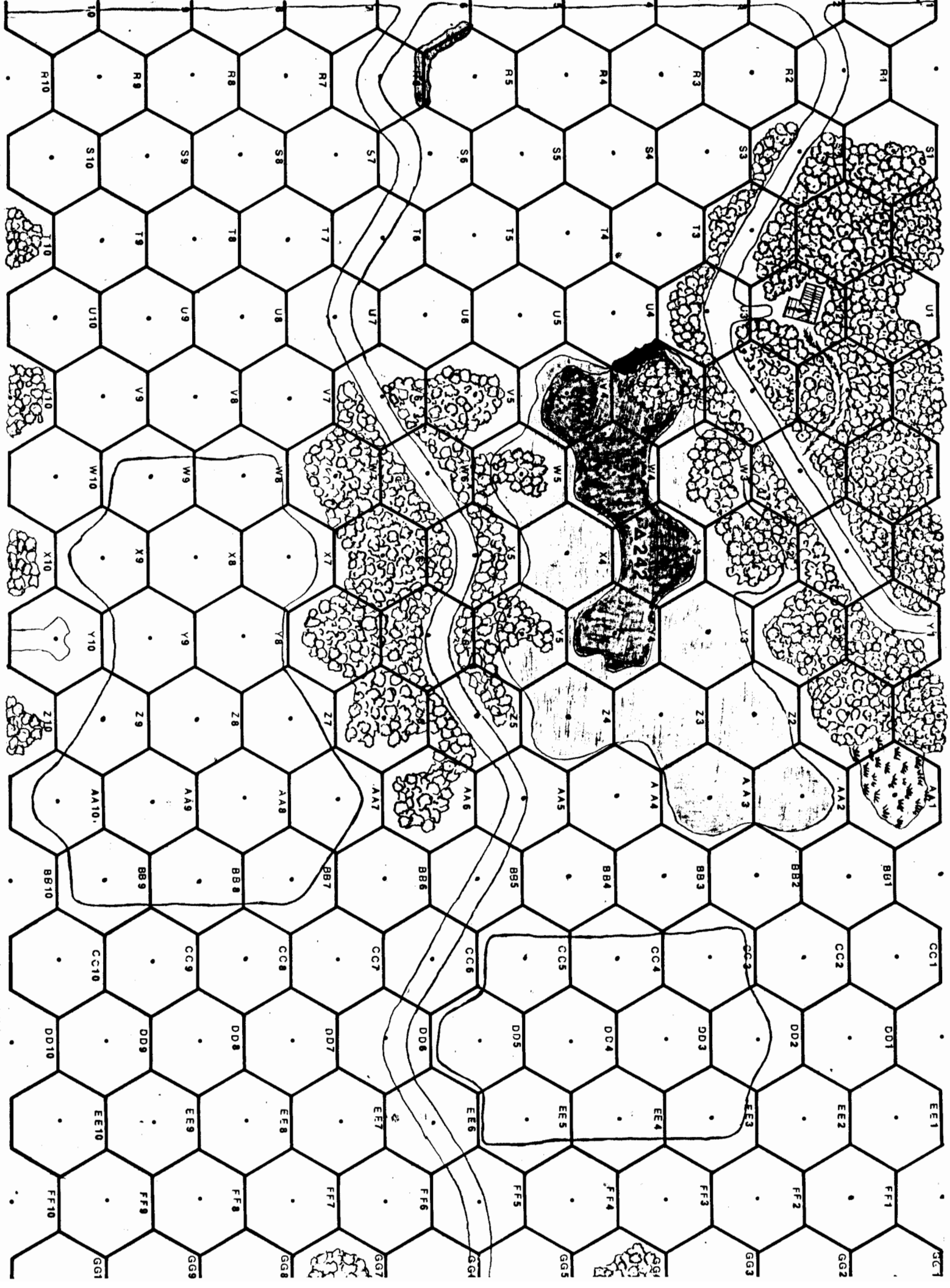
Crossroad - Scenario Special Rules:

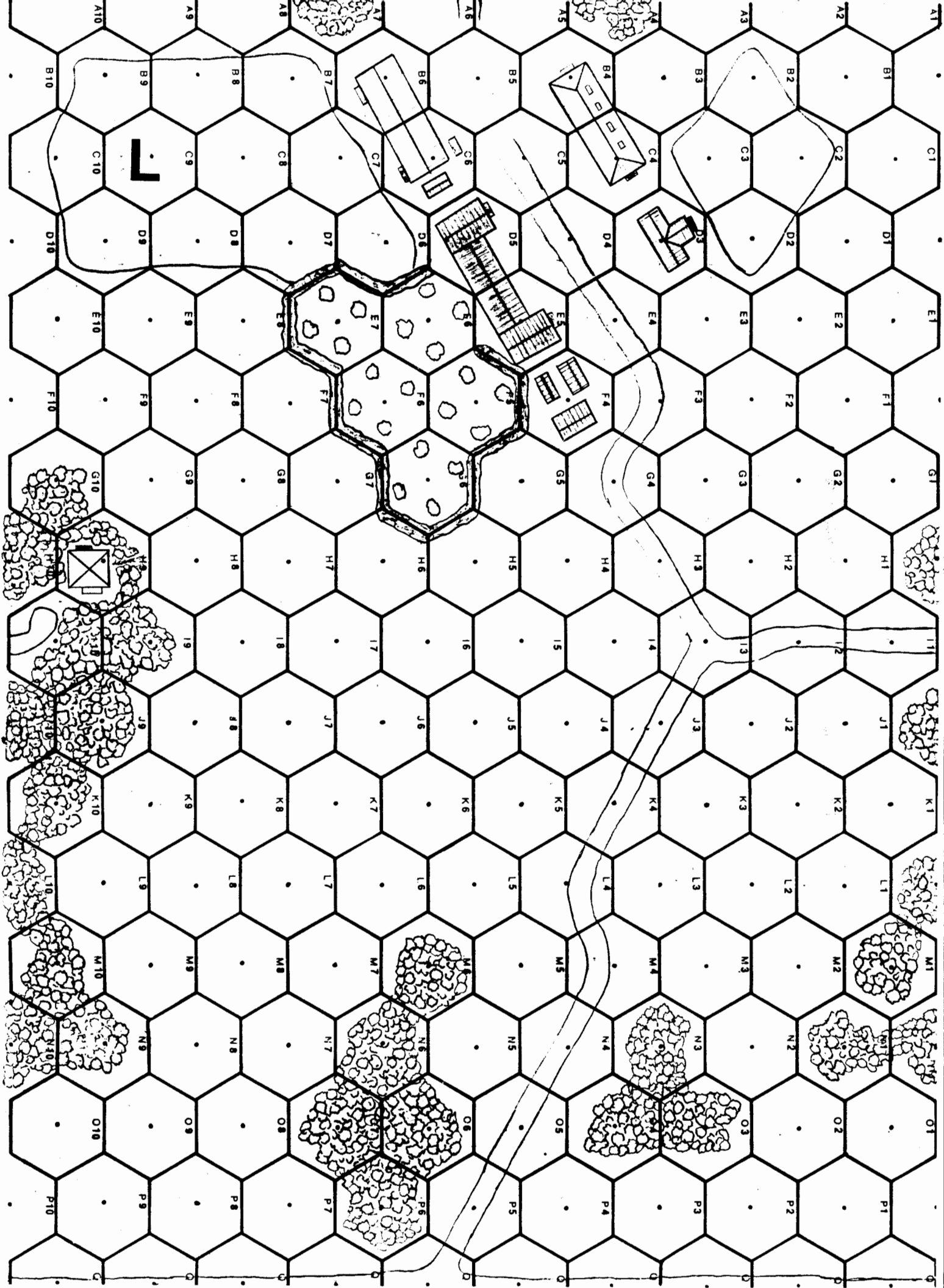
1. ECs are moist, with no wind.
2. The German player suffers from an Ammunition Shortage (A19.131).
3. The German convoy may appear on turn one at Y1, but with the option of delay indefinitely. Vehicles must stay on the road. Base MP cost for a convoy vehicle is 2 MP per road hex, but use actual MP cost if over 2 MP per hex is expended. Convoy will use rule D14, Radioless AFV Movement, to determine movement procedure. However, convoy may not use non-platoon movement. If the 6+1 leader is a passenger in the staff car, the staff car may use non-convoy movement but will be credited toward vehicle exit victory conditions.
4. At the start of his Player Turn Rally Phase the American player may make a DR for reinforcements. After subtracting two from the DR, if the DR is $\leq$ the current player turn, the American player receives 6-6-6 squads equal to the number on the white die. Any leader received is dependent on the arrival of at least one 6-6-6 squad and is determined by the combined reinforcement DR as follows: 9+DR equals a 9-1, an 8 = 8-1, a 7 or 6 = an 8-0, a 5 = 7-0, a 4 = 6+1, and <4 = none. The American may receive random armor support upon a successful reinforcement DR. If the colored dr = 5 then the American will receive one M4/76(a) tank in addition to the infantry reinforcements. On a colored dr of 6 the American player receives two M4/76(a) tanks. These

reinforcements appear on the north or south edge of the mapboard west of hexrow N0-N10 inclusive.

5. All the roads are dirt surfaced. All buildings are wooden except for E5. The hexside markings are stone walls. Hill 242 is a second level hill with a cliff hexside in V3 and double crests in V3 and V4. Woods paths occur in V1 and H9. Due to wartime conditions the wheatfields in C2, C7, W8 and DD2 are not plowed. (Note: The American player may receive more than one set of reinforcements.)

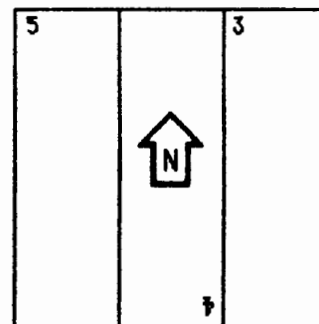
AFTERMATH: On signal the mortars opened fire, raining a barrage of shells and smoke upon the surprised Americans. Major Henrichsen went berserk and the German infantry charged across the open ground toward the crossroad, heedless of casualties. The Americans quickly rallied and the tanks lumbered forward. Asch's AT troop, at the edge of the woods, opened fire. The first tank went up in flame with the twelfth shell and burned out. The second tank turned, badly hit, after the eighteenth and fled the crossroad. The Americans were overrun and the Germans held the crossroad. Colonel Hauk raced the convoy through the crossroad before the Americans counterattacked. The Americans retook the crossroad and drove in circles around the woods. The Major surrendered his battalion to the Americans soon afterwards. Lt. Asch disbanded his troop, and under cover of darkness they made their way in small groups toward their native town.







Near the Rog River, August 25, 1941. As the advance toward Tula progressed, every town became a battleground.



VICTORY CONDITIONS: To win, the German player must control 4 stone buildings (A26.12) on board 3 by game's end.

5 stone bldgs. = Decisive Ger. Victory	3 stone bldgs. = Russian Victory
4 stone bldgs. = German Victory	2 or less = Decisive Russ. Victory

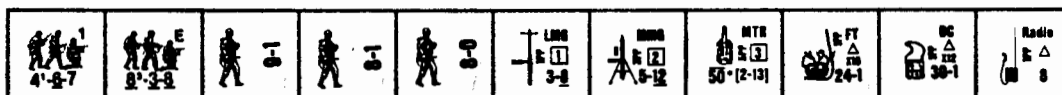
TURN RECORD CHART

★ Russian sets up first {152}	1	2	3	4	5	6	7	8	Playtesters: R. Orf, A. Douglas J. B. Fulbright
♠ German moves first {168}									

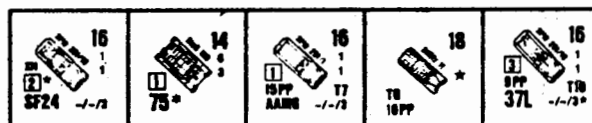
Playtesters:
R. Orf,
A. Douglas
J. R. Fulbright

Elements of the 63rd Infantry Regiment set up on any
hexes on board 3. [ELR 4]

{SAN 3}



12 3 2 2 2 8 2 2 2 80mm*



44

* (Note: Maintenance DR/-2 for mortars C1.22)

Elements of the 56th Rifle Division set up anywhere on board 3. {SAN 4}
[ELR 2]



20 2 2 2 2

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SPECIAL RULES:

1. ECs are Dry with a mild breeze blowing towards the east.
2. Russian ATG, HMG & MMGs may be boresighted.

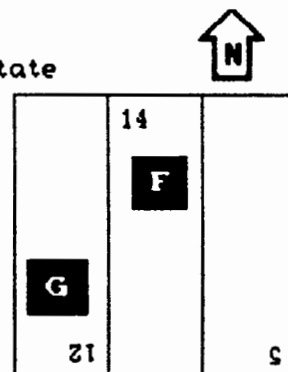
AFTERMATH: Using smoke and flames against a disorganized defense, the Germans reduced the town to ashes within hours. The following morning they set off for Tula.

ON ALL FRONTS

THE STRUGGLE BEGINS



Pruzana, Russia, June 22, 1941. The Russians were in a total state of upheaval as the Panzers poured across the border. Ill-trained, ill-equipped troops reinforced by available tanks attempted to stem the onslaught. For General Guderian's tankers, this was the first tank battle of the campaign.



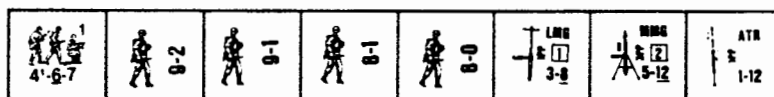
VICTORY CONDITIONS: To win, the German player must accumulate 25 more points (A26.2) than he loses through the elimination of Russian units and the exit of his own AFVs (only) off the east edge. Any casualty points sustained by the German forces are subtracted from his total victory points.

TURN RECORD CHART

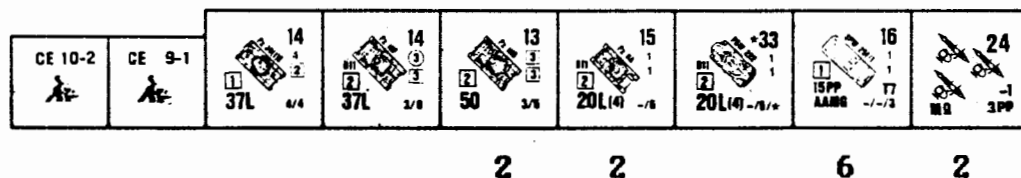
★ Russians set up first	★ 1	2	3	4	5	6	7	8	Playtesting and Development by the SCASL Club.
✚ Germans move first									



Elements of the 18th Panzer Division enter turn 1 on the west edge of bd 12.

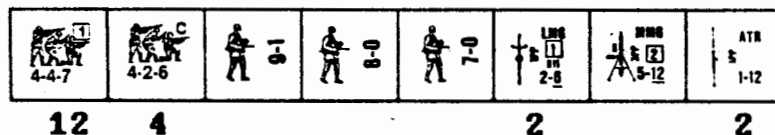


[ELR 4]
SAN 2

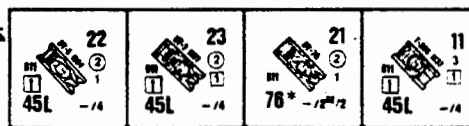


Elements of the 27th Infantry Div. set up on any whole hex on board 12.

[ELR 2]
SAN 4



Elements of the 33rd Tank Division enter turn 1 on the east edge of board 5.



See SSR 4.

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SPECIAL RULES

1. ECs are moderate with no wind.
2. Place overlay G normally on board 12.
3. Place overlay F normally on board 14.

4. Russian AFV crews are inexperienced (D3.45).

AFTERMATH: It was an uneven battle for the inexperienced Russian tankers as they lumbered toward the Panzers.

RESUPPLY AT SAMRÉE

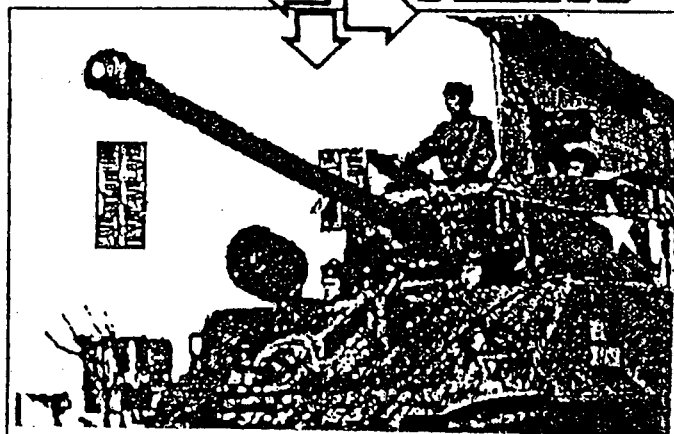
by David Deresinski

Samrée, Belgium, December 20, 1944:
On the third day of the Wac am Rhein offensive, the LVIII Panzerkorps abruptly changed its course resulting in a disruption of the supply lines. On the next day elements of the Korps passed Houffalize and moved northwest along the north bank of the Ourthe River. In their path was Samrée, the main supply depot of the 7th Armored Division.



10	17
A	←

ON ALL FRONTS



Elements of the 60th Regt., 116th Pz. Gdr. & the 1129th Regt., 560th Volksgrenadier Div. enter turn 1 on any east edge hex(es) [ELR 3]

{SAN 3}

5-4-8	4-6-7	10-2	9-1	8-1	8-0	7-0
-------	-------	------	-----	-----	-----	-----

8 8

3-5	5-12	12-4
-----	------	------

5 2

9-1	16-17	16-17	13-14	15-16
-----	-------	-------	-------	-------

2 2 2



Scattered units from supply trains of the 7th Armored Div. set up on or west of row G of both boards. [ELR 3]

{SAN4}

5-6-7	5-6-6	2-2-7	9-1	8-1	8-0	7-0
-------	-------	-------	-----	-----	-----	-----

3 11 2

8	4-19	60-13-45	8-4	7 marks
---	------	----------	-----	---------

3 4 10

5-15	15-16	15-16
------	-------	-------

3

Elements of Task Force Tucker, 3rd Armored Division CCR enter as per SSR 6.

8-1	15-16
-----	-------

4

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VICTORY CONDITIONS: The German wins if he is able to trace a continuous road from the east edge of the playing area to the west edge of board 10 which is neither occupied nor adjacent to any unbroken U.S. MMCs (not AFVs) and exit 10 victory points off of 10GG5.

TURN RECORD CHART

☆ U.S. sets up first {163}	1	2	3
✠ German moves first {164}	1	2	3
① 4	③ 5	⑤ 6	⑥ 7
8	9	10	

SPECIAL RULES:

- ECs are snow. There is no wind. There is no road movement bonus. Entrenchment attempts are at +2. Wood hexes are level 2 obstacles.
- Place Overlay A normally on board 10.
- Grain hex depictions are to be considered soft ground (costs vehicles 2MP and they must make a bog check as per D8.23).
- The radio represents one battery of 81mm mortars with scarce ammo. Radio contact may not be made until U.S. player turn 3.

SPECIAL RULES:

5. The bazookas may be hidden (by recording the carrying MMC) and are exposed when the carrying unit is eliminated or the Bazooka is fired. The U.S. player may use HIP (A12.3) for two squads plus whatever leaders/SW are stacked with them. No bore-sighting is allowed.

6. The U.S. player makes a dr during each of his rally phases in an attempt to bring reinforcements on board. The dr must be $\leq$ the circled # on the turn record chart for that game turn. Entry location is determined by a dr. 1-2 Choose (if a non-Stunned/Shocked friendly AFV is on board. If not, reroll), 3: 10Y10, 4: 10GG5, 5: 10Q10, 6: 17GG5.

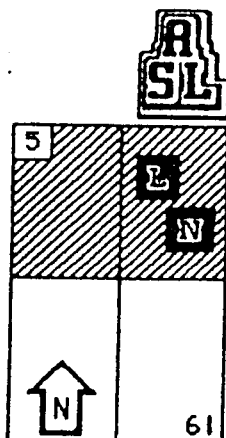
AFTERMATH: The 60th Panzer Grenadier Regiment entered Samrée and began to sweep aside the limited defenses. Soon, however, a detachment of Task Force Tucker from Dochamps, rushing to help defend the village, entered it from the north. Nineteen year old Gefreiter Seileman of the 560th Volks Grenadier Division destroyed five Shermans within 18 minutes. The captured supplies, whose existence was a surprise to the Germans, proved to be a godsend. Without them they would have been stalled. Instead the Germans were able to move on. •A

FLIGHT FROM BRYANSK

by Vic Provost

The Bryansk Pocket, October 9, 1941. The twin encirclements at Vyazma and Bryansk which had trapped close to 650,000 Russian troops were so huge that they could only be thinly held in some areas by small recon units. Between the villages of Sisemka and Shilinka, units of the 13th Army violently attacked the German 293rd Infantry Division in a bid to break out.

ON ALL FRONTS



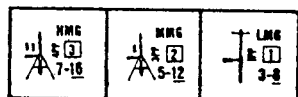
Elements of the 293rd Recon Battalion, 293rd Infantry Division set up east of and within 3 hexes of but not including 19Y6. [ELR 4]

{SAN4}



2

3



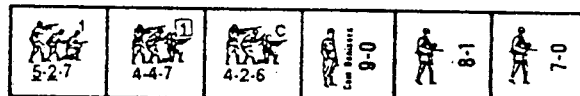
2

2



Remnants of the 132nd and 137th Infantry Divisions enter as per SSR 3 on turn 1. [ELR 2]

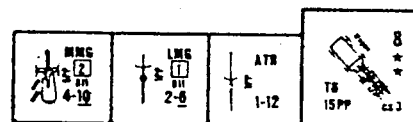
{SAN 3}



7

8

11



2

VICTORY CONDITIONS: The Russian player wins if he accumulates 28 victory points by the end of the game by exiting units off the east edge at 19Y10 and by causing German casualties.

SPECIAL RULES:

1. ECs: MUD with no wind, (E3.6).
2. The Road Block is set up on Hexside 19Y6-Y7.
3. Russian Units must enter at 5P5 on turn 1 in column formation (E11.5 & E11.7).
4. Only hexrows A-P on board 5 and R-GG on board 19 are in play.
5. Place overlay "L" with M5 on 19CC4 and M6 on 19DD4. Place overlay "N" with V2 on 19Z6 and V3 on 19AA7.

AFTERMATH: The right wing of the 293rd Infantry Division was heavily attacked and thrown back through Sisemka and Shilinka but only a relatively small number of Russians succeeded in breaking free across the Seredina Buda-Sevsk road.

TURN RECORD CHART

German sets up first	1	2	3
Russian moves first			

4	5	6	7
---	---	---	---

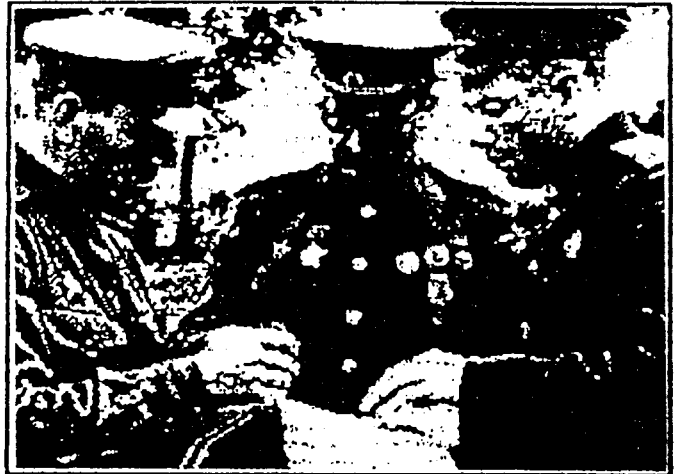


ORCCON '87 ASL Tournament OPERATION BAGRATION

June 29, 1944, Bobruisk. Beginning on June 22, four Soviet Army Groups slammed into Germans at six separate points along a 450 mile front in Belorussia. Hitler had ordered that the four heavily defended towns of Vitebsk, Orsha, Mogiler and Bobruisk be held to the last man and bullet.

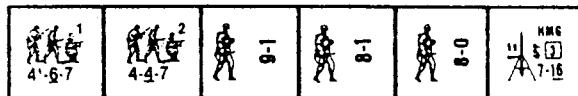


22



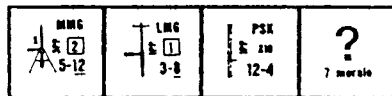
Elements of the Ninth Army, 41st Panzer Corps set up west of the stream and east of hexrow AA (not incl). [ELR 3]

{SAN 5}



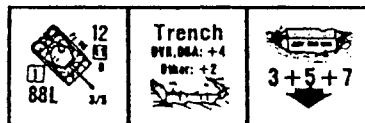
6

4



3

12



4



Elements of the Soviet Third Army set up east of the stream. [ELR 4]

{SAN 3}

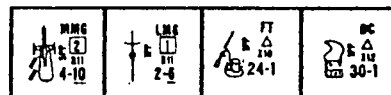


4

4

10

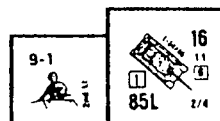
2



3

3

Elements of the Soviet 1st Guards Tank Corps [ML 8] enter turn 1 on the east edge.



2

VICTORY CONDITIONS: To win, the Russian must control (A26.11) 17 of the 33 building hexes/fortifications in the German set up area at game's end. Fortified building hexes are worth two points each. Tunnels are controlled only if a player controls both the entrance and exit hexes.

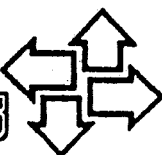
TURN RECORD CHART

German sets up first {88}	1	2	3	4
Russian moves first {162}				

SPECIAL RULES:

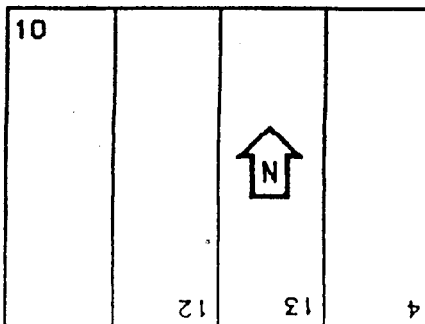
1. Conditions are moderate with a light breeze blowing to the northwest.
2. Hedges do not exist, and the stream is dry.
3. The German may set up one squad and any leaders/SW stacked with it using HIP.
4. The Russian 6-2-8 squads are Assault Engineers (H1.22).
5. German may fortify two hex locations.

ON ALL FRONTS

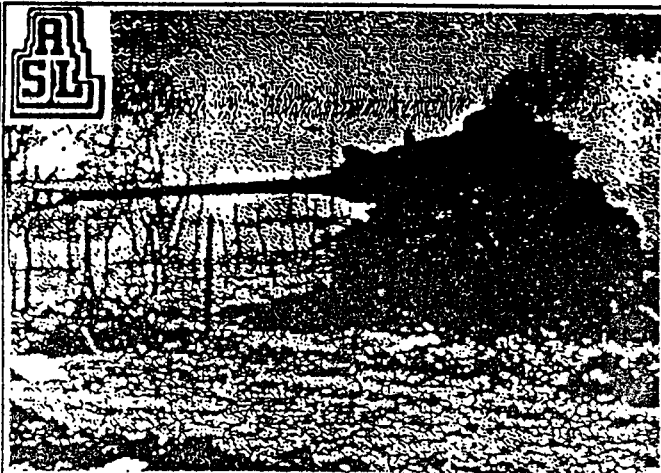


Modlin, 20 miles north-west of Warsaw, Oct. 10, 1944: The ensuing lull around Warsaw ended abruptly when the Soviet Fifth Guards

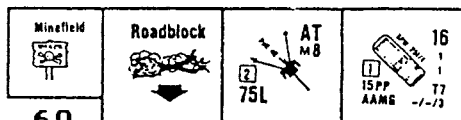
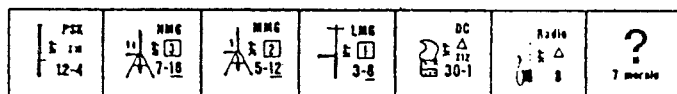
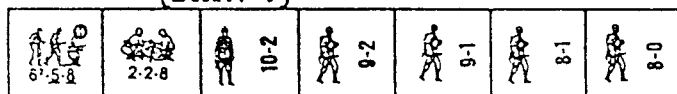
Tank Army launched yet another offensive that compelled the Fourth SS Panzer Corps to withdraw to the confluence of the Bug and Vistula Rivers. Designed by Michael Balsai.



THE FÜHRER'S FIREMEN



Elements of SS Panzergrenadier Regiment 6, "Theodor Eich", 3rd SS Div. set up on boards 13, 12, & 10 as per SSRs 2 & 3. [ELR: 5] {SAN: 6}

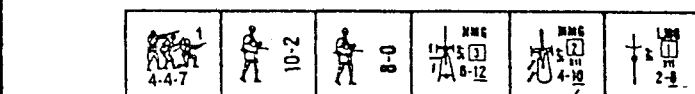


Factors

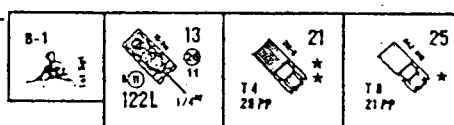
Reinforcements: See SSR 1.



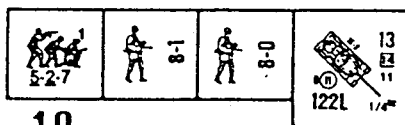
Elements of the 5th Guards Tank Army. All Soviet forces enter on the east edge of board 4. [ELR: 4] {SAN 3}



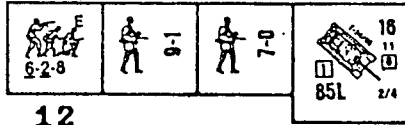
Turn #1



Turn #3



Turn #5



VICTORY CONDITIONS: To win, the Russian player must exit ≥ 75 victory points (A26.22) off the west edge of board 10.

SPECIAL RULES: On next page.

BALANCE:

Russians do not receive Sturmoviks.

Germans cannot roll for reinforcements prior to turn 5.

TURN RECORD CHART

Germans set up first {257}	1	2	3	4	5	6
Russians move first {396}	7	8	9	10	11	12
						13

SPECIAL RULES:

[1] Starting on German Turn 2, Rally Phase, the German player rolls two dice. If the roll is less than or equal to the turn number, the German player receives his reinforcements (Note: German player may opt not to roll for his reinforcements on turn 2, but, once he starts, he must continue to attempt to get them from then on. **Reinforcements arrive upon the turn they are received!** When reinforcements arrive the German player rolls two dice again and consults Table 1.

EE2, DD2, CC4, G2, F1, E1, D1, C3, B3, A4.

[3] All German positions are well camouflaged at the game's start. Place a "?" counter on each potential German position. German units are kept off board until "?" is exposed, as per cloaking rules E1.4. Some "?" counters may note "dummy" positions but each actual German position must bear a "?" counter (ex: SPW 251/1, 75L ATG and crews are Hidden).

[4] Environmental conditions are clear and moist.

[5] All bridges across the stream are stone, single lane (B6.43) and

turn 1, one for each friendly fire phase, as he sees fit. This continues until all these bridges have had their explosives set off. If this 8-0 leader is KIA or otherwise eliminated the bridge demolitions cannot be set off. In addition, this 8-0 leader or any other units can attempt to place the DCs provided with the turn 1 German force (Note: these DCs are in addition to those set on the bridges). For activating bridge demolitions, follow rule A23.7, except the 8-0 leader does not need to be within 6 hexes of any bridge and does not need a LOS to

TABLE 1

If the COLORED die is 1 or 2 (Elements of SS Panzer Regt. 3), and the WHITE die is 1 or 2 - Enter (5) Mk VG Panthers.

If the WHITE die is 3 or 4 - Enter (3) Mk VG Panthers and (3) Mk IVH.

If the WHITE die is 5 or 6 - Enter (2) Mk VG Panthers and (4) Mk IVH.

If the COLORED die is 3 or 4 (Elements of SS Panzerjager Abteilung 3), and the WHITE die is 1 or 2 - Enter (4) JagPz V and (2) JagPz IV 70.

If the WHITE die is 3 or 4 - Enter (4) JagPz IVL.

If the WHITE die is 5 or 6 - Enter (5) JagPz 38(t).

If the COLORED die is 5 or 6 (Elements of SS Sturmgeschutz Abteilung 3), and the WHITE die is 1 thru 6 - Enter (6) STUH-GL.

SS armor reinforcements may enter on road hexes 12GG5, 12GG6, or 12A5, or 10Q10 and/or 10X10.

[2] The German on board forces (i.e., those set up on turn 1) set up west of the stream, and/or west of "non-stream" hexes (exclusive): 13GG4, FF4,

are set with demolitions. The German 8-0 leader doubles as a demolitions expert and he may attempt to explode the demolitions for each bridge, starting on

any bridge to set off the charges on the bridges.

[6] The Soviet player gets random Sturmovik support after turn 3, but must roll $\leq$ current
(continued on page 10)

SSRs (cont. from pg. 8)
turn number to receive the aircraft that turn. Roll for bombs normally (E7.21); no 132mm rockets and no 37L wing mounted ATG, but planes may choose between 82mm rockets, PTAB, or 150HE.

[7] All SS infantry are equipped with camouflage smocks and qualify for a -1 DRM to its concealment (A12.122) dr when in woods, brush, grain, orchard, or marsh hex. A +1 modifier may be claimed for brush, grain, orchard, or marsh, when fired into by opposing units, but not in addition to any other DRM.

[8] German player may bore sight (C6.4).

[9] German player receives one module of 80mm Mortars OBA support.

[10] Before the German player places his "?" counters, the Soviet player may select one board (i.e. 13, 12, or 10) for a BOMBARDMENT (C1.8). The German then places his turn 1 markers on the board and the Soviet may resolve his BOMBARDMENT before regular play commences. The German player must reveal any units affected as per C1.82, 1.821, & 1.822. Any lost mine factors are duly recorded by the German player.

[11] German ATGs are EMPLACED (C11.2) and may be set up hidden along with any crews.

[12] All buildings on board 10 are of wooden construction. The Marketplace (B23.73) on board 12 is actually a one story wood building. Building 12U5 is a three story building in hex 12U5 only; the other hexes of building 12U5 are two stories. The following buildings on board 12 are stone: AA7, T7, U6, U5, V4, V5, V2, S5, & R2.

[13] Roadblocks may not block bridges on bd. 13.

[14] Before game starts (including set-up), roll one die; a 1-3 denotes a deep stream (B20.43), 4-6 denotes a shallow stream (B20.42).

[15] Hexes 13GG4, FF4, A4, B3, C4, C3, are all marsh (B16), and when brush or woods is present it is a wooded marsh or brush marsh hex. There are no clear areas through the marsh areas; rather, they are continuous with each other and the pond and/or stream.

[16] There is no elevated road anywhere on board 13.

[17] German SPW 251/1s may set up Hidden in any woods hex.

[18] Any German infantry units (except

ATG crews) which begin set up in woods, brush, grain, or orchard may have foxholes (B27.1) with them at start.

[19] Germans have ATM (C13.7) capability and must use rule C13.311 for PF usage. Each 6-5-8 SS squad (or one of its two HS equivalents), **MUST** be equipped with at least one PF.

AFTERMATH: The front stabilized when the Russians could not punch through the German lines to envelop and thereby destroy the SS divisions. After persistent and fruitless bludgeoning of the well entrenched and camouflaged SS Panzer Korps, the Fifth Guards Tank Army gave up its attack and another calm settled over the shaky front held by the Germans, northwest of Warsaw. The Totenkopf Division's exceptional combat performance did not escape their Führer's attention. Hitler claimed that if he had a few more extra battalions to send SSTK, the situation might improve, because, "whenever one sent them reinforcements (they) always counter-attacked successfully".

Playtested by: Mike Balsai, Walt Harrar and Frank Vernucci. •A

SL RALLY '87 Tournament

North of Stalingrad, Russia,
August 24, 1942. The German
6th Army had just driven an
armored spearhead (16th Panzer
Division) almost to the Volga
River above Stalingrad. Its
line of communication was
tenuous, however, with the
3rd and 60th Motorized Divisions
spread over some 22 miles.
Before it could be consolidated
the Russians launched an attack.

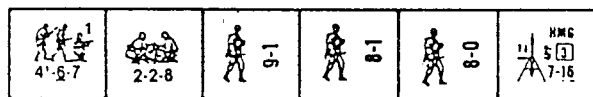


5 pts.	5 pts.
5 pts.	5 pts.

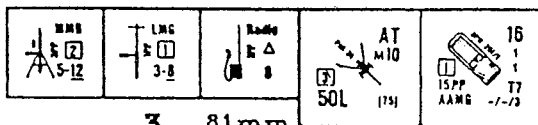
THE ROAD TO STALINGRAD



Elements: 3rd Motorized Division
set up anywhere on boards 4
and 14. [ELR 4] {SAN 4}



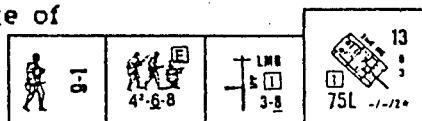
8 2 2



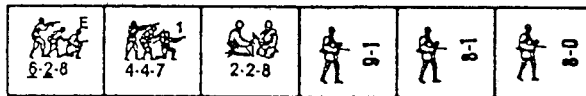
3 81mm

2

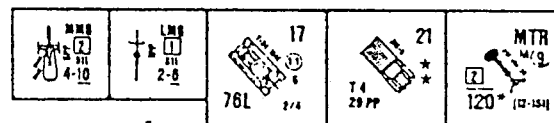
Enter turn 3 on
the west, north
or south edge of
bd 14.



Elements of the 35th Guards
Division enter on the east edge.
[ELR 3] {SAN 5}



8 4



4 6

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VICTORY CONDITIONS: The Russian
player receives 5 points for each section
of the mapboard (SSR 6) that he clears
of all unbroken German squads, half
squads and AFVs. He must accumulate
15 points to win.

SPECIAL RULES:

1. ECs are dry with no wind at start.
2. Place overlay F normally.

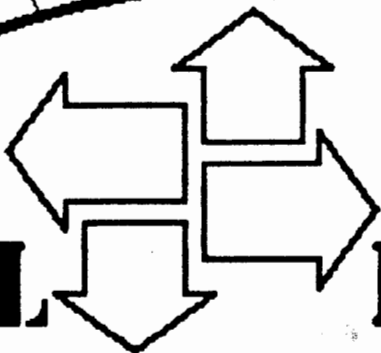
TURN RECORD CHART

German sets up first {109}	1	2	3	4	5	6
Russian moves first {130}						

3. Place overlay B with BB1 on 4Y4 and EE4 on 4BB6.
4. There are no sunken roads.
5. The German player may deploy any
number of squads prior to set up.
6. Board sections are:
Bd 14 hexrows GG-R
Bd 14 hexrows Q-A
Bd 4 hexrows GG-R
Bd 4 hexrows Q-A.

AFTERMATH: Stunned at first, the
Grenadiers managed to
hold the line.

**ON
ALL**



FRONT'S

OCTOBER 1987

ISSUE # 59

FOR THE WARGAMER WHO PLAYS SL

**PARTISAN
LEADER**



RUSSIAN PARTISANS

by M. Balsai

Partisan Leader simulates an important but relatively unfamiliar aspect of the Russian-German war of 1941-45. It is focused in the Bryansk region because this area was very much a hotbed for Partisan activity, due, in large part, to the swampy, heavily forested Pripyet Marsh which provided excellent terrain for guerilla operations, and its proximity to Moscow.

The time period (Summer, 1942) encompasses a time of growth for the resistance movement in this area. Even if not rigidly defined, the organization and composition of Partisan bands showed a certain pattern. They were jointly commanded by an Army Commander (usually) and a Commissar who were often specially trained for guerrilla warfare. "Higher up" there was an attached HQ company (with NKVD section). The "working" small unit was called

(continued on page 7)

Volume 6 Number 2 Issue 59

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PARTISAN LEADER

Level: ASL (BEYOND VALOR)

Partisan Leader is a game of Partisan warfare on the eastern front. It is presumed to take place in the Bryansk region of the Soviet Union during the Summer of 1942, and involves the movement of a German convoy across seven scenarios until it reaches its final destination. The game is lengthy and will require several periods of play to complete.

The German player is in command of a convoy of supplies which is escorted by an ad hoc security company with light AFVs for support. Crouching in the shadows are the Partisans waiting for the Germans who must try to get through.

The Partisan player generates a new force for each scenario and sets up hidden.

Sequence of play:

Begin with Scenario #1.

Set up sequence (page 8).

Partisan generates his guerrilla band.

Partisans set up.

Germans enter.

Play until turn 8/10.

Determine and record score.

Begin next scenario, etc.

At the conclusion of the 7th scenario determine your ranking on the Victory Point Schedule (which is based on the number of convoy point values which cross the finish line - taking into account any penalties).

Credits: ASL adaptation by Michael Balsai. Playtesting and development by Michael Balsai and Walt Harrar.

Cover art by William G. Locy.

GAME SPECIAL RULES

Applicable to Both Players:

[1.] Prior to set up in each scenario, each player rolls one die. If the Partisan player's number is higher then the scenario is a night action (determine NVR as per E1.11). If the German player's die roll is higher then it is a day action. If both players roll the same number, the action occurs at twilight and the Partisan player rolls one more die; a dr of 1-3 is AM, 4-6 is PM. In twilight scenarios the first NVR dr sets the base visibility limit, and for subsequent die rolls (E1.12 is modified for twilight as follows: For AM white dr ≥ 4 raises NVR to the maximum of 6; for PM ≤ 3 lowers NVR to the minimum of 0. Other results have no effect).

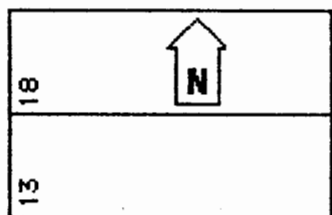
[2.] All Night rules (E1) are in effect during night scenarios.

[3.] Environmental Conditions are moderate. Wind is generated by the use of E3. Roll on Table E3 for each scenario. (Time is June-July-August). Roll normally for wind change.

[4.] If the German player fails to exit his convoy by turn 8/10 (ex: scenario 7) assume they eventually exit. Progress to the next scenario. However, the Russian player receives 5 bonus victory points (which are not to be considered as convoy casualties).

[5.] If the German player loses $\geq 50\%$ of his "convoy" (as per convoy points) during any scenario then the game ends in an automatic Partisan decisive victory.

[6.] All 3-board scenarios are 10 turns. All 2-board scenarios are 8 turns.



GERMAN SSRS

[1.] Convoy rules (E11) apply to trucks (except E11.3 which does not apply). Other vehicles may

start any scenario in convoy, but are not obligated to remain with it. All vehicles in convoy are subject to convoy rules (EX E11.3). See page 11 for convoy composition and notes.

[2.] During Night or Twilight scenarios, any German unit (including CE AFV crews) may use starshells.

[3.] 4-6-7 squads (and 2-4-7 HSs from same) are Sappers as per B28.8.

[4.] German 4-6-7s (not HSs) may generate grenade bundles (12FP) if in good order and stacked with a leader during any PF, DF, or AF Phase.

 Grenade bundles (GB) are always thrown (A23.6) but have no adverse effects on German infantry in an adjacent hex (including the attacking unit). German player keeps record of all units which have used their GB capability. Each squad may generate one GB per scenario and they are treated as DCs in all respects (except A23.2 does not apply).

Note: A Battle Hardened squad which used a GB in a previous "incarnation" (i.e. as a 4-6-7 or better) cannot use a GB in their new Battle Hardened form, but any Battle Hardened 4-4-7 may now do so one time as above.

[5.] All German units may use all SWs normally as per squad type.

[6.] Halftracks and armored cars may be used to clear roadblocks using the same procedure as per B24.76 and uses Bulldozer

DRM. All participating AFVs roll for Bog D8.2.

[7.] (This rule applies to Heroic Leaders and Battle Hardened squads



and half squads.) German leaders (A18.2) and Heroes generated during play may be kept and used in subsequent scenarios. Captured SWs may be kept and used, but may not be repaired if malfunctioned.

[8.] If Partisans are taken prisoner they might reveal information regarding regional Partisan activities. Partisans may be interrogated (E2) during the scenario of their capture by using the Special Partisan Interrogation Benefit Table (page 10). Prisoners need not be retained from one scenario to the next, and may be dispensed with on any friendly Fire Phase (A20.4). Such prisoner elimination is subject to A20.3 and A20.4 for the duration of the scenario only.

[9.] Prior to start of the next scenario, the following occurs:

a. All SWs and AFV weapons which malfunctioned, or were disabled, are automatically repaired or replaced (except captured weapons). All troops rally (ELR is restored to the normal level). All destroyed (wrecked) AFVs, infantry units and trucks remain so.

b. Excessive Speed Breakdowns are repaired on a DR ≤6; if failed, the vehicle is removed from play but does not count for Victory Conditions. Any such AFV(s) may be scrounged of their MGs, which are represented by MGs of equal FP (dm) as per D10.5.

c. Recalled AFVs are not returned.

d. Bugged trucks are automatically unbogged. Permanently immobilized trucks may attempt repair as per 9b above. If the truck fails this repair attempt, it may either be destroyed (considered lost for VPs), or towed by another truck. Each truck being towed in convoy adds 2MP to the first hex entered by the convoy.

e. All other vehicles become automatically unbogged.



PARTISAN SSRS

[1.] All Russian units are defined, in this campaign, to be PARTISAN FORCES or PARTISAN UNITS but only

the 3-3-7 squads (and 1-2-7 HSs) are PARTISAN SQUADS/HSs. Only Partisan Squads/HSs, all leaders, Partisan heroes, and commissars are subject to A24.25 and have the following SSR abilities: Stealth (A11.17), and move through woods, brush, and grain with 1MP/hex. 4-4-7s, 4-2-6s (and Battle Hardened equivalents), and heroes (EX: commissars) do not have these abilities unless stacked with units that do possess them.

[2.] All 4-2-6 Russian squads/HSs are inexperienced (A19.3). All Partisan Squads/HSs, are subject to rule A19.33 and A19.34.

[3.] Battlefield Integrity rules (A16) apply in amended form to Partisan forces only:

a. The instant the Partisan losses exceed 50% (this is not surrender for VP purposes) they stop fighting. The scenario ends and the Germans are considered to have traversed the map (Partisan forces retreat); go to the next scenario. See the Point Values For Partisan Battlefield Integrity table on page 8.

Note: When "a" occurs, the German player does not receive VPs for the Partisan forces which "stop" fighting. These are considered to have "melted away" into the countryside.

b. Point values are located within the charts and tables on page 8.

c. The Partisan player may lose Victory Points if his losses are too great. When Partisan losses exceed 30%, the German player receives 1 VP for each additional 2% of the Partisan force eliminated, exited, or captured. The Partisan player must keep track of these losses and reveal them to the German player following

the scenario's end.

[4.] Partisan forces may exit the map at the owning player's option. Once exited they may not reenter, and are counted as losses for Battlefield Integrity calculation. Partisans may exit any map edge on their Movement or Advance Phases, and on any Rout Phase.

[5.] During Night/Twilight scenarios, all Partisan units are Fanatical on the first turn that they are involved in combat (including CC). The Partisan player keeps a record of which units have received this bonus vs those that did not until all have done so.

All other rules pertaining to Partisans are in effect (incl H1.27).

[6.] Partisans may Bore Sight as per C6.4.

[7.] Each Partisan and Russian leader may use a starshell once per scenario.

[8.] All Partisan units generate Heroes normally (Note: Hero type forms from squad type, normally).

[9.] All Partisan units are subject to A25.2 (cannot deploy but can combine HSs). The Partisan force has an announced ELR of 2.

[10.] All Partisan squads and HSs operating SWs (except DCs) may not split SW and infantry FP. Partisans are also subject to A19.34 (PAATC). Partisan squads may not self rally.



Using the Generation Tables:

The Partisan player generates his forces at random prior to the start of each scenario. In addition, there are several predeployment options which may be available to the Partisan.

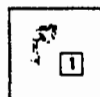
The first four die rolls (Table 1) define the troop portion of the band by quantity (total number), quality (**percentage of non 3-3-7 squads**), and the number of leaders present. Troop percentages are cumulative; therefore, a given band may be up to 50% non 3-3-7 squads.

Table 2 is used once for each leader to determine leadership quality; roll once for each leader. Every other die roll yields a Partisan leader (instead of a Russian Army leader).

Table 3 determines the category of equipment available (light, medium, heavy or special). Partisans must always make a die roll for all 3 categories of Category #4. (Note: Category #4 must always be rolled).

Categories #4 - #7 determine SW availability based on the type of SWs received in Table 3. (See Partisan Pre-Set Up Options.) When making these DRs, the columns chosen should be recorded with DRs. If a "-" result is obtained the die roll for that column may not be applied to another column.

Category #8 die rolls determine the types and quantities of prepared positions available. In scenarios 1 through 4, 6 and 7, the Partisan player may choose to roll on any two columns. In scenario 5 the Partisan player may roll on any three columns.



All Partisan units have MOL (A22.6) with a special dr<6 which is rolled after all other Generation DRs.

PARTISAN GENERATION TABLES

Table #1 Squad Generation					Table #2 Leader Quality
DR #1	DR #2	DR #3	DR #4		
# of Sqds	% of 4-4-7s	% of 4-2-6s	# of Ldrs		
DR 2 = 6Sqds	5% FRD	5% FRU	4 leaders		DR 2 = 7-0
3	6	10	2		3 = 9-1
4	7	15	3		4 = 7-0
5	8	20	2		5 = 8-1
6	9	15	3		6 = 9-1
7	10	10	2		7 = 8-0
8	11	15	3		8 = 7-0
9	12	20	3		9 = 8-0
10	13	15	2		10 = 8-1
11	14	10	3		11 = 8-0
12	15	5	4		12 = 8-1

Table 2 Notes:

- When "rolling" for leader quality, every other DR (2nd, 4th, etc.) results in a Partisan leader; otherwise the result is a Russian (Army) leader.
- Commissars (A25.22) and Russian (Army) leaders can affect both Partisan and Russian (Army) squads.
- You may substitute a 9-0 Commissar for an 8-0 Russian (Army) leader or a 10-0 Commissar for an 8-1 Russian (Army) leader. You cannot have two Commissars in one band/force.

Table #3 Support Weapons

On a 2	Go to	7-4
DR of 3	Categories	6-4
4		5-4
5	Category	4
6		4
7		4
8		4
9		4
10	Categories	5-4
11		6-4
12		7-4

Category 4

Roll once for each.
Refer to Table #4 for
number of SWs.

DR		{SAN }
2	A	7
3	A	6
4	B	5
5	B	5
6	B	4
7	C	3
8	C	4
9	C	5
10	C	5
11	C	6
12	-	7

Category 5

Roll once for each.
Refer to Table #4 for
number of SWs.

DR		
2	A	A
3	B	B
4	B	B
5	C	C
6	C	-
7	C	-
8	C	C
9	-	-
10	-	-
11	-	-
12	-	C

Category 6

Roll once for each.
Refer to Table #4 for
number of SWs.

DR		
2	B	C
3	B	C
4	C	C
5	C	-
6	C	-
7	-	-
8	-	-
9	-	-
10	-	-
11	-	C
12	C	C

Category 7

Roll once for each.
Refer to Table #4 for
number of SWs.

DR		
2	A	C
3	A	C
4	B	-
5	B	-
6	-	-
7	-	-
8	-	-
9	-	-
10	B	C
11	B	C
12	C	C

* Incl. 2-2-8 crew.

TABLE #4 SUPPORT WEAPONS

A = 1 SW per 3 squads or fraction.

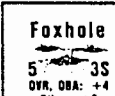
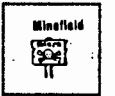
B = 1 SW per 5 squads or fraction.

C = 1 SW per 7 squads or fraction.

"-" = None.

Category 8 Roll for any two types

when playing scenarios 1-4, 6 or 7. Roll
for any 3 types when playing scenario 5.

DR				
2	1 **	3 *	2	12
3	1	2	1	8
4	-	2	1	8
5	-	2	-	6
6	-	-	1	-
7	-	-	1	6
8	-	-	1	-
9	-	-	-	6
10	-	2	1	8
11	-	2	1	8
12	1	1	1	12

* 3 squad foxholes can be broken down
to 1 squad equivalents but cannot exceed
the total number of Partisan and Russian
squads.

** Bunkers are wooden (brown side).

Russian Partisans (from page 2)

OTRYAD (detachment) and consisted,
more or less, of three 100 man rifle
companies (2-3 platoons) and there
usually was an additional 400 man
support company formed around the
experienced, seasoned veterans of the
band. Bands were made up of a
number of "classes" of people, rang-
ing from Red Army stragglers and
escaped POWs, to CPSU officials and
NKVD men, to women and former
HIWIs. The vast majority were con-
scripted peasants who were usually
more fatalistic in outlook than politi-
cally motivated. Bands were held to-
gether by Draconian discipline, with-
summary executions being a fairly
common punishment.

Units were equipped moderately
well, and often by air. They usually
had the latest in Soviet military
small arms and were particularly
fond of automatic weapons. By
December 1942, it was estimated that
as many as 130,000 well-armed Par-
tisans could be found behind German
lines.

Partisans almost never willingly
participated in a standup fight with
regular German Army units, but
could usually hold their own against
their customary opponents: poorly
trained and equipped second line
army units, police units and "native
volunteers". Partisan activity usually
consisted of sabotage, disrupting
(continued on page 11)

Example - Generating a Partisan Band.

The Partisan player makes four die rolls on Table #1: (7, 6, 10 & 4).

These will produce the following:

- 7 = 10 squads (total)
- 6 = 15% (FRD) 4-4-7s = 4-4-7 (x1)
- 10 = 15% (FRU) 4-2-6s = 4-2-6 (x2)
- 4 = 3 leaders

On Table #2 he rolls the following:

- 6 = 9-1 (Russian Army)
- 2 = 7-0 (Partisan)
- 11 = 8-0 (Russian Army) or substitute a 9-0 Commissar.

For SW category availability (Table #3) he rolls a 9 for Category 4 (only).

On Category 4 he rolls the following:

- 5 = B...1 LMG per 5 squads or fraction (= 2 LMGs)
- 10 = SAN 5

All Partisan units can have MOL (A22.6) with a special dr<6 rolled after all other generation DRs.

Thus, the band is as follows:
4-4-7 (x1), 4-2-6 (x2), 3-3-7 (x7),
9-1 (Russian), 7-0 (Partisan), 8-0
(Russian), LMG (x2), and SAN 5.
(Note that the die rolls for Category 8
were omitted.)

PARTISAN PRE-SET UP OPTIONS.

After force generation and prior to set-up, the Partisan player may exercise one or more of the following:

- a. If the Partisans receive a weapons category other than Category 4, die rolls for weapons availability may be made on lesser columns.
- b. Any mines received may be claimed as any type desired. Mines are received in terms of anti-personnel factors.
- c. If the Partisans receive DCs they must be assigned to any leader or

squad (which may not move prior to setting off the DC). DCs must be placed as per A23.7 and may be hidden in any non-marsh/water hex.

d. If received, the 37 Infantry Gun has a 2-2-8 crew (self rally applies). A1.123 applies to crews and the crew is not affected by A25.24.

SET-UP SEQUENCE

1. Consult the map diagrams to determine which boards will be used, their configuration, and any modifications included.
2. The Partisan player generates his band of Partisans.
3. Both players determine the time of day of the scenario.
4. The Partisan player sets-up.
5. The German player moves first in all scenarios, and has complete control over entry of his units.
(Note: German may not unload infantry from trucks (only) until a Partisan fires or is spotted.)

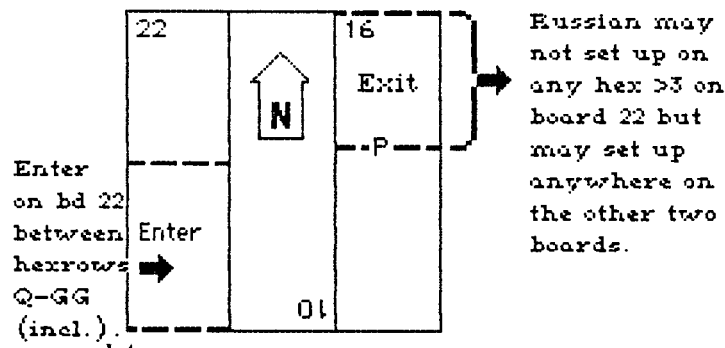
MAP INSTRUCTIONS

The arrows indicate the directions of entry onto, and exit from, the map. The lines on each side of the arrows (when present) define the limits within which (inclusive) the Germans must enter and exit. If no boundary lines are present, the German may enter and exit anywhere along the map edge indicated. Partisans may not deploy within four hexes of any German entry area; or within three hexes of, or east of, the finish line (last scenario only).

POINT VALUES FOR PARTISAN BATTLEFIELD INTEGRITY

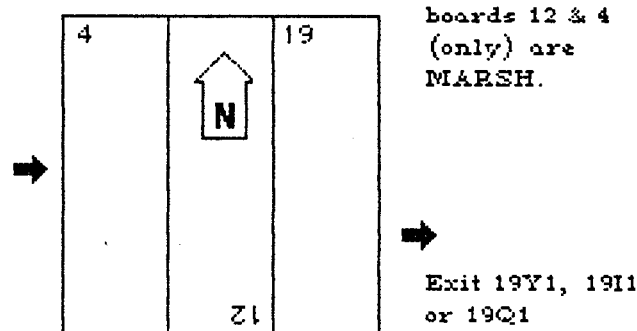
- 3-3-7 = 6 pts (HS = 2)
- 4-3-6 = 4 pts (HS = 1)
- 4-4-7 = 7 pts (HS = 3)
- 4-5-8 = 11pts (HS = 5)
- Battle Hardened

Scenario #1 10 Turns



Scenario #2 10 Turns

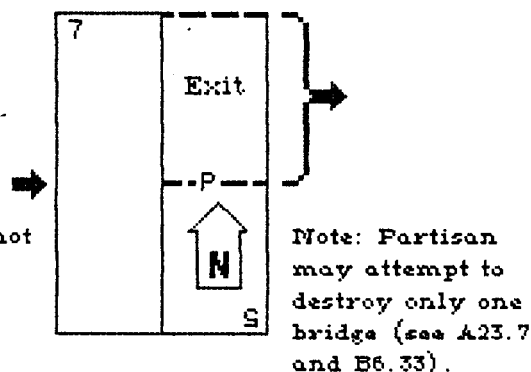
Wheatfields on boards 12 & 4 (only) are MARSH.



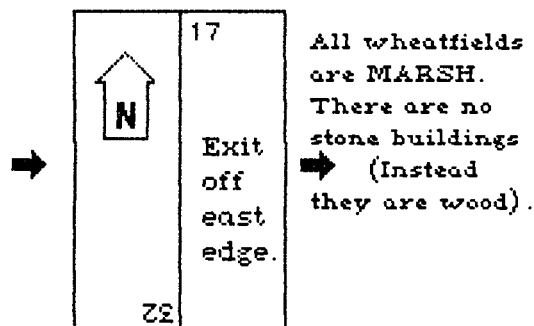
Scenario #3 8 Turns

Bridges at 7AA6-8 & 7Q4-9 are two lane stone.

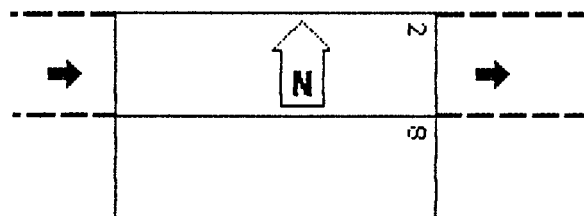
Islands do not exist.



Scenario #4 8 Turns



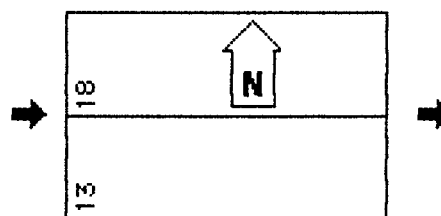
Scenario #5 8 Turns



Bd 2: Shellholes do not exist.

Bd 8: Buildings AA6, V6, W6 & X7 do not exist. There are no hills. Instead level 2 hills are MARSH and level 1 are BRUSH. Islands do not exist.

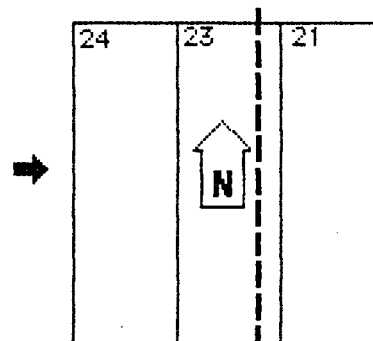
Scenario #6 8 Turns



All wheatfields are BRUSH on both boards.

Scenario #7 Finish line

10 Turns hexrow 2.



For vehicles - canal must be crossed by bridges. Depth rolled as per B21.22 but canal has no current.

For all scenarios:

1. Shellholes do not exist.
2. Roll stream's depth as per B20.4.
3. River as per B21.121 & B21.122.
4. All 3 board scenarios are 10 turns.
5. All 2 board scenarios are 8 turns.
6. All bridges printed on any map are one-lane stone and may not be destroyed by the Partisan player.

PARTISAN INTERROGATION BENEFIT TABLE.

This table is used instead of E2.2. All other rules in E2 apply normally. **Note:** Select any higher final DR. If equidistant occupied hexes, choice by interrogated player. Automatic right of inspection (A12.16) regardless of LOS is allowed of any non-concealed unit.

Die Roll (Use E2.2 DRM Cause Chart)
-1, -2 Collaborates; entices comrades to surrender. All Partisan units within 5 hexes lower morale by one for duration of PLAYER TURN. Morale may not be lowered by more than one. Units stacked with leaders are not affected by this result.

0 Collaborates; leads captors through one mined hex. Such movement is at double MF cost (no Assault Movement possible), and captors must accompany prisoners.

1 Collaborates; leads captors through woods at Partisan MF cost (during scenario of capture only) to nearest hidden or concealed Partisan unit out of German LOS. Upon arrival, hidden/concealed status is lost (hidden becomes concealed and concealed units are exposed).

2 Informs captors of presence of nearest mined hex.

3 Informs captors of nearest hidden heavy or special weapons and owning troops.

4 Informs captors of nearest hidden prepared position (one hex) and any troops therein.

5 Informs captors of nearest hidden MG and owning troops.

6 Informs captors of nearest hidden Partisan occupied hex.

7 No information.

Rules E2.3 & E2.4 apply and Table 2.42 is used normally.

Note: A Partisan sniper will "prefer" any collaborators in a target hex above any enemy snipers or exposed

AFV crews. All results (i.e. dr 1 or 2) against collaborators is a 1 step reduction (squad→HS, HS→Elim). If eliminated while performing "0" or "-1" this is now lost at the point of elimination; sniper is performed before any hidden/concealed units exposed.

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THE CONVOY

[ELR 4]

{SAN 2}

					
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7 4 2

 7-0	 MTR 5-3 50-[2-13]	 des HHH 5-1 3-2	 des HHH 5-1 3-2	 LRG 5-1 3-2	 DC 5-112 30-1
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5 3

 33 20L(4) -/4	 16 15PP T7 AANG -/-/2	 30 1 15PP AANG -/-/8*	 28 77 21PP	 24 1 19 3PP
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2 2 12 2

CONVOY POINT VALUES

German infantry loaded (trucks may convey and load/unload infantry normally) in trucks may use cloaking.

Opel counters - use Opel counters A-F and Buessing-Nag counters A-F (for cloaking purposes Buessing-Nag counters equal G-L). All trucks are considered as Opels.

Squads/HSs

4-3-6 = 2pts each (HS = 1pt)
4-4-7 = 2pts each (HS = 1pt)
4-6-7 = 2pts each (HS = 1pt)
(Battle Hardened squads = 2pts
HSs = 1pt)

Leaders

9-1 = 2pts, 8-1 = 2pts, 8-0 = 1pt and
7-0 = 1pt (Hero = 0)

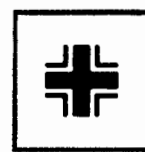
Leaders created via A18.2 and/or A15.2 derive VP value via A26.21.

Vehicles

PSW 222 = 3pts ea (+2 if crew is KIA)
SPW 251 = 3pts ea (+2 if crew is KIA)
Kfz 4 = 2pts
Trucks = 4pts each
Motorcycle = 0 each
A26.22 is in effect. Any AFV recalled
does not return for next scenario.

VICTORY POINT SCHEDULE

95+	Decisive
94-90	Major
89-85	Moderate
84-80	Minor



79-75 Stalemate

74-70	Minor
69-65	Moderate
64-60	Major
59 or less	Decisive



The number of convoy points across the finish line (7th scenario) determine the type of victory. Consult the Victory Point Schedule (above) for the final outcome.

Note: If the German player fails to exit all vehicles after 8/10 turns then he is penalized 5 victory points (subtract 5 convoy points from his final score). If, at any time, he loses ≥ 50 convoy victory points (not taking into account any penalties) then it is an automatic decisive victory for the Partisan player.

Russians (continued from page 7)

supply lines and gathering intelligence. They preferred to carry out their activities at night with great speed and then rapidly disappear back to their forest hideouts, frustrating German pursuit.

While their effects on the conduct of most major German operations were minor, the misery they inflicted on the German soldier generated the adage "Russians ahead, Russians behind, and in between, shooting". •▲

Note: German infantry in trucks may not dismount until some part of the column is fired upon (including AFV lead elements), but motorcycle, Kfz 4, SPW, PSW units may fire, dismount, etc. at any time whether fired upon or not.

Recon Leader: Part 1

by Terry Treadaway

Recon Leader is a multi-faceted scenario game system using ADVANCED SQUAD LEADER rules. There are five situations, the first of which starts with this issue (the other four will follow in sequence).

It should be stated at the outset that Recon Leader is not meant to be rigidly historical in content although it is loosely based on an actual clash of U.S. and German recon forces in December 1944 and the units are based on available TO&Es of that period.

Secondly, Recon Leader was designed to fill that void while gamers are awaiting the publication of new scenarios.

Now during that time, instead of leafing through old scenarios, you can pull out Recon Leader and roll up a **NEW** scenario. Situation #1 has over 900 possible scenario combinations alone (and there are four others)!

Third, it was designed to be played as a series of games (like a tennis match) with the most number of wins determining the winner. This will give the system a chance to "even out". I recommend ten games.

It is also meant to be challenging. In some instances your opponent will have a distinct advantage. When that happens you better dig deep into your bag of tactical tricks, and you better find his weak points and discover your strengths. A scenario is not worth playing unless it challenges your knowledge of tactics and rules. However, if things seem too grim both players can decide not to play a certain situation or you can "Bail Out" (Option B).

While the system should be played when completed I know that you'll want to "dig in" right away so here is a situation from our "Playtesters' File" that provided a lot of excitement.

Situation 1: The Village.
U.S. Force #5/#1
(moved first)
Ger. Force #4
Center board - 12
U.S. board - 19
Ger board - 7
U.S. Final Score - 10
Ger Final Score - 11

If you want to start "rolling up" scenarios using only Situation #1 go ahead, but remember this system is meant to be played when completed. What

I would suggest is that you play a series of 10 games since the more games you play the better are your chances of "things evening out". (At a minimum I'd recommend the best 4 out of 7.) Also, ignore any sizeable disparities in final scores. A players' record sheet is included (p.11) to help you keep score over what I hope will be many weekends of good gaming. **-A**

RECON LEADER

Before starting play there are certain steps that must be followed to create the game's tactical situation.

- Part 1: Choosing Sides.
- Part 2: Selecting Your Recon Force.
- Part 3: Selecting The Scenario.

Part 1: Choosing Sides.

Both players roll one die. Even die roll is the U.S. player; odd die roll is the German. If both die rolls are the same roll again until there is one even and one odd die roll.

Part 2: Selecting Your Recon Force.

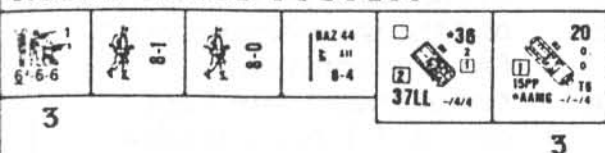
See the Recon Force Table on page 4. The number rolled corresponds to the force selected (dr 3 = Recon Force #3).

(continued on page 5)

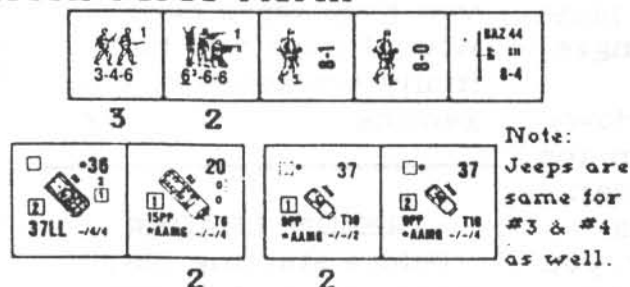
U.S. RECON FORCE



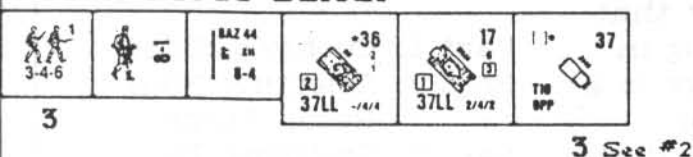
DR 1 ELA 4 / SAN 3 #1
Recon Force Provost



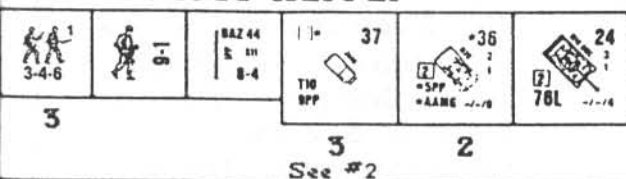
DR 2 ELA 4 / SAN 3 #2
Recon Force Morin



DR 3 ELA 4 / SAN 3 #3
Recon Force Balsai



DR 4 ELA 4 / SAN 3 #4
Recon Force Harrar



DR 5 ELA 4 / SAN 3 #5
Roll again and make the following substitutions: (6-6-6s = 6-6-7s), (8-1s = 9-2s), (8-0s = 8-1s), (3-3-6s = 3-4-7s) & (Jeeps = M2s).

DR 6 ELA 4 / SAN 3 #6
Your choice of #1, #2, or #3. Plus add one

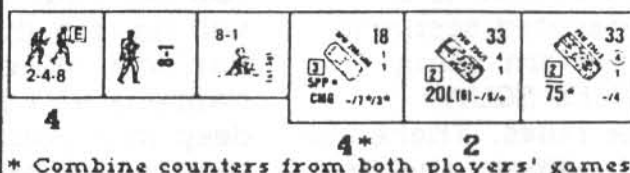
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GERMAN RECON FORCE

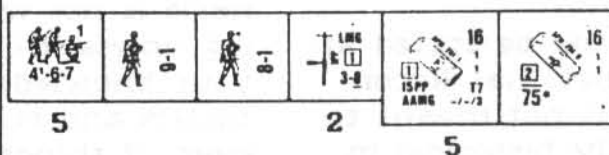


DR 1 ELA 5 / SAN 4 #1

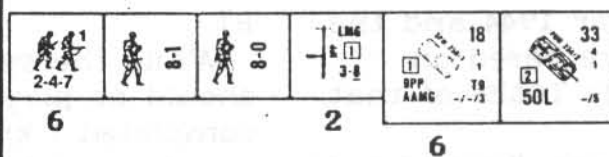


* Combine counters from both players' games.

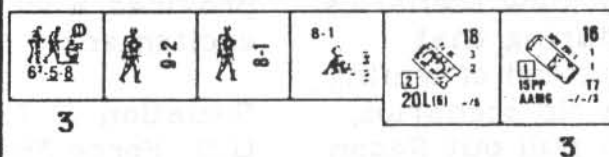
DR 2 ELA 3 / SAN 4 #2



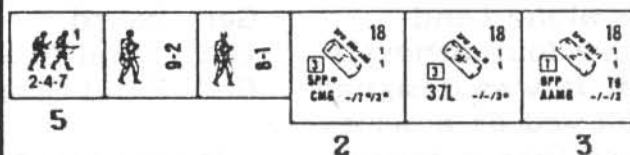
DR 3 ELA 3 / SAN 4 #3



DR 4 ELA 5 / SAN 4 SS



DR 5 ELA 3 / SAN 4 #5



DR 6 - Roll again and make Recon Force SS with an ELR of 5.

PF Availability: C13.31 is not in effect. Allocate PFs as follows: Ger Force #1 has 1PF, #2/ 2PFs, #3/2PFs, #4/2PFs, and #5/1PF. Germans have no ATMM (C13.7) capability.

Recon Ldr. (continued from p.3)

An option for limited intelligence (keeping your Recon Force secret) will be included later.

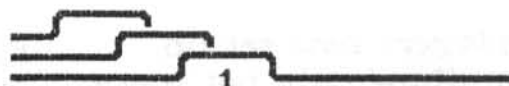
Part 3: Selecting the Scenario.

Both players roll one die. High die roller rolls again for scenario selection. *

- On a die roll (dr) of 1 go to -
Section 1: The Village.
dr of 2 go to - Section 2: The City.
dr of 3 go to - Section 3: Road
Junction.
dr of 4 go to - Section 4: Meeting
Engagement.
dr of 5 go to - Section 5: Mountain
Pass.
dr of 6 - Your choice.

Options: Once you have selected your scenario you must then decide which options will be used. Options are to be used only upon agreement by both players.

* The other situations will appear, in sequence, in subsequent issues.



Section 1: The Village

Center Board is 10/12. Both players roll one die. If the combined number is even then use board 10; if odd then board 12.

Step 1. Low die roller (from above) now positions the center board with the board number on his left (facing south) or his right (facing north). U.S. player sits on the west edge of the mapboard and the German player on the east edge.

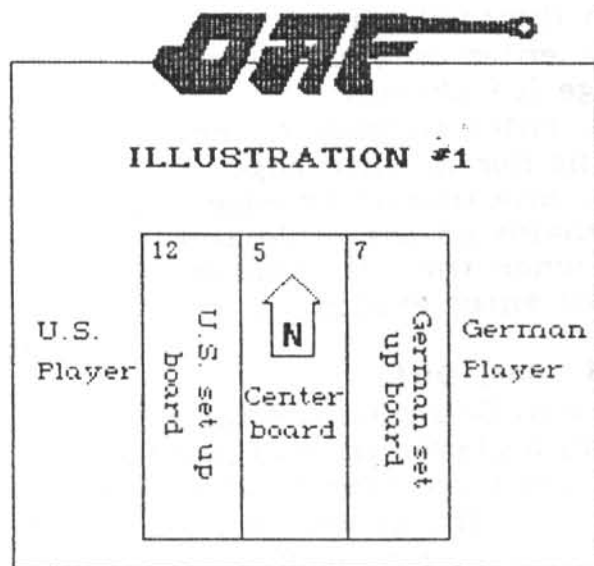
Step 2. Each player now rolls one die (simultaneously) to determine his set up board.

U.S. Player:

- dr 1 = bd 14 with overlay "F"
placed normally.
dr 2 = bd 18
dr 3 = bd 5
dr 4 = bd 19
dr 5 = roll again
dr 6 = your choice

German Player:

- dr 1 = bd 4
dr 2 = bd 18
dr 3 = bd 15
dr 4 = bd 7 with a one-lane vehicular
bridge from 7AA6 to AA8.
dr 5 = roll again
dr 6 = your choice



Players choose direction (north/south) of their set up boards. All boards abut lengthwise. You will always be facing your opponent across the width of three boards (see illustration #1). The boards should be set up in this configuration. The only difference being whether the board numbers face north or south.

Step 3. Both players now set up their forces simultaneously not more than 6 whole hexes from their friendly board edge (West for U.S. - East for German). Vehicles may set up in motion. You can sit in front of the mapboard and write down your set up (after which both players place their counters on board at the same time) or you may take a duplicate board to another part of the room where you cannot see your opponent's set up (and vice versa) and place your units thereon; return and place that board (with your units) next to the center board facing in the correct direction.

Victory Conditions: Player with the highest final score wins. Ties are decided in favor of the player who moved second.

Turns: There are 7 turns. High die roller moves first with ½ MPs.

The Date: September 1944.

ECs are moderate with a slight breeze (roll for direction).

To determine your score subtract your casualty points from your victory points (A26.2). The remainder is your score. Add to it any bonus points to arrive at a final score. Any units exiting the mapboard are considered as casualties.

Bonus Points: For each building that you control (A26.12) on the **CENTER BOARD** at game's end you receive 1 point for each mapboard hex it occupies. For example, 12M5 is worth 1 point, 12R7=4 points, & 10W4 is worth 2 pts.

TURN RECORD CHART

High die moves first.						
☆ U.S. ☒ Germans	1	2	3	4	5	6

Example: At game's end you control buildings 10EE5, EE7, DD2, and DD7. Your bonus points would be, in order, 4, 1, 1, 1, for a total of 7pts.

Note #1: On Board 10. All multi-hex buildings are Rowhouses (B23.71) except 10Z6 which is a factory. The following one-hex buildings are stone: 10Q7, R6, R7, X6, BB1, BB3, and BB7. The remaining one-hex buildings are wood. All multi-hex buildings are stone and level 1, except 10Z6. It is recommended that you use the new edition of board 10.

Note #2: Rowhouses are considered as a combined multi-hex building but you must control all segment hexes to gain the multi-hex value. (For example, you must control 10DD3, DD4, DD5, & EE5 to gain the multi-hex value of 4 pts. for building 10DD4.)

Note #3: On Board 12. 12P3 and O6 are Rowhouses.

Option A: Delayed Entry.

Part of your force may be withheld for later entry. Write down on a piece of paper the units withheld, the turn number and entry hex(es) on which they will enter.

Turn 1-2: enter on your friendly board edge (east/west).

Turn 3-4: enter on your friendly edge or the north/south edge.

Turn 5-6: any mapboard edge. The paper remains on the table and is revealed when the forces enter. All units must enter exactly as recorded.

Option B: Bail Out.

Starting with Game Turn 4 (and thereafter) a player may decide to withdraw his force (and in effect end the game). If he does so his opponent is credited with a "win".

•A

Game #____, Date _____

Name	U.S.	Force #(s)	Moved 1st (✓)	Sit. #1-#5	↑↓ BOARDS ↑↓		Options	Final Score	W/L
	Ger				Center	Set up			

Game #____, Date _____

Name	U.S.	Force #(s)	Moved 1st (✓)	Sit. #1-#5	↑↓ BOARDS ↑↓		Options	Final Score	W/L
	Ger				Center	Set up			

Game #____, Date _____

Name	U.S.	Force #(s)	Moved 1st (✓)	Sit. #1-#5	↑↓ BOARDS ↑↓		Options	Final Score	W/L
	Ger				Center	Set up			

Game #____, Date _____

Name	U.S.	Force #(s)	Moved 1st (✓)	Sit. #1-#5	↑↓ BOARDS ↑↓		Options	Final Score	W/L
	Ger				Center	Set up			

Game #____, Date _____

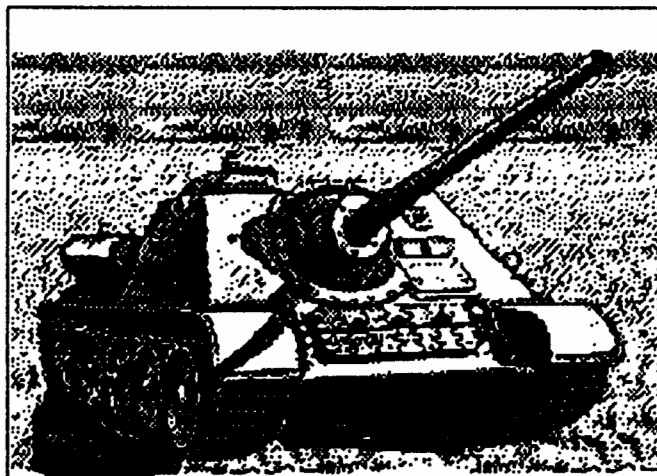
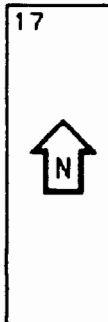
Name	U.S.	Force #(s)	Moved 1st (✓)	Sit. #1-#5	↑↓ BOARDS ↑↓		Options	Final Score	W/L
	Ger				Center	Set up			

DAF SL RALLY '87 ASL Tournament

KING'S PAWN TO...

July 20, 1950, near the airfield at Taejon, Korea. As a team from C Company, 3rd Engineer Combat Battalion took their positions at a vital road intersection leading to the Taejon Airfield, they were issued the 3.5 Rocket Launcher. Soon they would learn whether it was the answer to the heretofore unstoppable T34 or face the fate of those that had gone before.

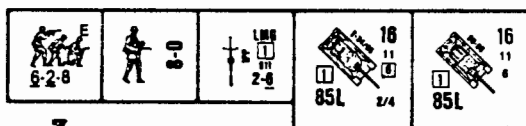
Scenario Design by T. Treadaway



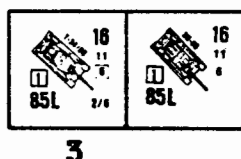
Elements of the 5th Infantry Regiment, of the North Korean 5th Division. [ELR 4]

{SAN 3}

Enter turn 1, north edge of mapboard on road hex A6.



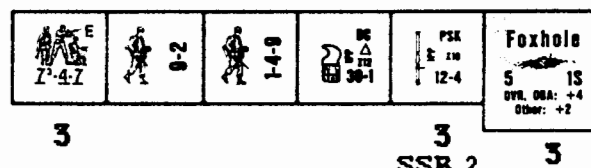
Enter turn 3, north edge of mapboard on road hex A6.



Elements of C Co., 3rd Engineer Battalion, 24th Division. [ELR 5]

{SAN6}

Set up HIP on any whole hex south of hexrow L (incl).



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VICTORY CONDITIONS: To win, the KPA player must exit 4 fully functional AFVs off the south edge at GG5.

SPECIAL RULES:

1. ECs are dry with no wind.
2. PSK represents the newly issued 3.5 Rocket Launcher. Use PSK rules and tables with this exception - B12, R dr 1-3.
3. KPA AFV crew morale is 7.
4. All 1 hex buildings are Korean huts with no 1st level (GL only) and are open one room structures with a +1 TEM. Backblast (C13.8) does not apply if a RL is fired by a HS (equivalent or less) which

is the sole occupant. All other buildings are treated normally.

5. U.S. may deploy 1 MMC prior to set up.

AFTERMATH: The team found a tank at the road intersection and promptly set it afire with rockets. They then took up positions and waited for more.

TURN RECORD CHART

★ KPA moves first	1	2	★ 3
☆ U.S. sets up first			

4	5	6
---	---	---

ON ALL FRONTS

SL RALLY '87 GI Tournament

DEAD MAN'S CORNER

St. Come du Mont, Normandy,
June 7, 1944: The Normandy invasion
was a day old when Colonel Robert F.
Sink decided to push off south to his
objectives, St. Come du Mont and the
Carentan Bridges. The fighting in the
hedgerows took its toll and by mid-day
Sinks drive had ground to a standstill.
By a stroke of luck, however, he
bumped into Dog Company of the 506th
Regiment. Suddenly revitalized by his
find, Sink decided to have another try
at St. Come du Mont before nightfall.

Scenario Design by M. Thompson



VICTORY CONDITIONS: The U.S. player wins if there are no unbroken German units on or adjacent to the road from W9 to R6. The German player wins by avoiding the U.S. victory conditions.

TURN RECORD CHART

✚ German sets up first	1	2	3	4
☆ U.S. moves first				

Elements of the 3rd Battalion, 1058th Grenadier Regiment, 91st Inf. Div. set up on or adjacent to the road from W9 to R6 and within the hedgerow area (R2 - X5 - X8 - V9 - R9).



 4-7	 4-7	 1-2	 1-2	 LMB 2-8 B12	 43a 1	 1-8-8	 Entrench 5
4				3	3		4

Dog Company, 2nd Battalion, 506th Regiment, 101st Airborne Division enter on turn one from X10 to AA10. [ELR 4].

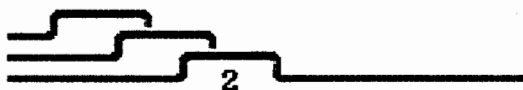


 7-4-7	 1-2	 1-2	 37mm 17
8			

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SPECIAL RULES:

- Environmental conditions are moderate with no wind.
 - Only hexrows R through GG (inclusive) are in play.
 - Treat all walls as hedgerows and hedges as bocage.
 - The sniper may set up anywhere within the hedgerow area.
 - American infantry may delay entry until the advance phase.
- AFTERMATH:** The units soon became separated. While waiting for Sink's units at a crossroad the light tank was destroyed by a rocket. Sitting upright in its turret was a dead man; and the crossroads soon became known as "Dead Man's Corner".



Section 2: The City

Center Board 20/21. Both players roll one die. If the combined number is even then use board 20; if odd then board 21. After having selected your Recon Force proceed with the following steps.

Step 1. Low die roller now positions the center board with the board number on his left or right. U.S. player sits on the west edge of the mapboard and the German player on the east edge.

Step 2. Each player now rolls one die (simultaneously) to determine his set-up board.

U.S. Player:

- dr 1 = bd 23
- dr 2 = bd 22
- dr 3 = bd 17
- dr 4 = bd 14
- dr 5 = roll again
- dr 6 = your choice

German Player:

- dr 1 = bd 12
- dr 2 = bd 19
- dr 3 = bd 8 (2 lane vehicular bridge at 8Q3-Q8.)
- dr 4 = bd 15
- dr 5 = roll again
- dr 6 = your choice

Players choose direction (north/south) of their set-up boards. All boards abut lengthwise. You will always be facing your opponent across the width of three boards. (See Illustration #1 in Issue #60, p5).

Step 3. Both players now set-up their forces simultaneously (See Option A, p.5) not more than 6 whole hexes from their friendly board edge (West for U.S. - East for German). Vehicles may set-up in motion. You can sit in front of the

mapboard and write down your set-up (after which both players place their counters on board at the same time) or you may take a duplicate board to another part of the room where you cannot see your opponent's set-up (and vice versa) and place your units thereon; return and place that board (with your units) next to the center board facing in the correct direction.

Victory Conditions: Player with highest final score wins.

Turns: There are 7 turns. High die roller moves first with $\frac{1}{2}$ MPs.

The date is September 1944.

ECs are moderate with a slight breeze (roll for direction). To determine your score subtract your casualty points from your victory points (A26.2). The remainder is your score. Add to it any bonus points to arrive at a final score. Any units exited off the mapboard, voluntarily or not (e.g. Recall), count as casualties.

Bonus Points (if board 20 is used):

5 points each for control of the following buildings (see Note #2, p.5): 20BB5, CC7 CC9. 3 points each for control of 20FF6, E9, or Z8. 2 points each for control of Z7, BB9, EE4, EE5, and EE10.

Extra bonus points of 10 points for control of 6 of the 11 buildings listed above, or 20 points for control of 8 of the 11 buildings listed above, or 40 points for control of all 11 buildings.

Bonus Points (if board 21 is used):

5 points for control of 21J4, G2, G4, G7, F9, J1 or J9. 2 points for control of 21G3, I3 or I8. 30 points extra if there are no enemy MMCs or armed vehicles (not abandoned or immobilized, functioning main armament with a crew in good order) between hexrows E-K (incl). •A

MICHICON ASL TOURNAMENT JUNE 1987



12	24
	N



A PARTISAN RAID July 1942, Russia.



German set up: One HS must be placed on each bridge. The squads, SMCs and SWs must be placed in one building.

Consider contiguous rowhouse hexes to be one building for this purpose.
[ELR 3] {SAN 2}

2-3-7	4-4-7	7-0	7-0	3-5
3	4			2



Partisans may enter from any board edge or edges.
[ELR 5] {SAN 4}

3-3-7	7-0	7-0	2-4	30-1
7				2

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VICTORY CONDITIONS:

The Partisans win instantly if they destroy any bridge, on either board. If the Partisans set and detonate a DC on a bridge but do not destroy it, then they may still win by scoring more casualty points than the Germans by game's end.

Designed by Rick Troha
Special Thanks to Mark Nixon.
Playtesters: Bill Conner, Bill Sisler, Kurt Nordquest, Ed Schroeder, Russ Hall and Troy Galloway.

TURN RECORD CHART

Germans set up first	1	2	3	4	5	6
Russians move first						

SPECIAL RULES:

1. ECs are moderate with no wind at start.
2. No German may move or advance until the first legal IFT (may not fire at an empty hex) or CC attack of the game, except any unit that has a LOS to a Partisan unit.
3. The DCs cannot be set underneath the bridge, only on the bridge.
4. All buildings on board 12 are ground level only.
5. The German may deploy 10% at set up without counting the three HSs.
6. Apply SW rules (e.g. Transfer, recovery, random destruction) to the abstract detonator held by the unit that set the DC.



Section 3: Road Junction

("Recon Leader" first appeared in the November 1987 issue, #60. Situation #2 appeared in the December, #61 issue.)

Center Board #17.

Step 1. Both players roll one die. Low die roller now positions the center board with board number on his left or right. U.S. player sits on the west edge of the mapboard and the German player on the east edge.

Step 2. Each player now rolls one die (simultaneously) to determine his set up board.

U.S. Player:

- dr 1 = bd 13
- dr 2 = bd 14 (Overlay F - normally)
- dr 3 = bd 16
- dr 4 = bd 19
- dr 5 = bd 15
- dr 6 = your choice

German Player:

- dr 1 = bd 18
- dr 2 = bd 5
- dr 3 = bd 7 (vehicular bridge
from 7AA6-AA8)
- dr 4 = bd 23
- dr 5 = 15
- dr 6 = your choice

Players choose direction (north/south) of their setup boards. All boards abut lengthwise. You will always be facing your opponent across the width of three boards. See Illustration #1 (Issue #60, page 5). The boards are now set up.

Step 3. Both players now set up their forces simultaneously (also see Option A on page 6, Issue #60) not more than 6 whole hexes from their

friendly board edge (West for U.S. - East for German). Vehicles may set up in motion. You can sit in front of the mapboard and write down your setup then place your units on the mapboards simultaneously or you may take a duplicate board to another part of the room and place your units thereon; return and place that board next to the center board facing in the correct direction.

Victory Conditions: Player with highest final score wins.

Turns: There are 6 turns. High die roller moves first with ½MPs.

The date is September 1944.
ECs are moderate with no wind.

To determine your score subtract your casualty points from your victory points (A26.2); the remainder is your score. Add to it any bonus points to arrive at a final score. Note: Any units exited off the mapboard, voluntarily or not (e.g. Recall), count as casualties.

Bonus Points:

10 points for control of 17P4.

5 points each for control of S4, R5, and S6.

2 points each for control of O6, P2, U5 and W3.

30 points extra if there are no enemy MMCs or "armed vehicles" (not abandoned, immobilized, has functioning main armament with a crew in good order) within four hexes of 17R4.

OPTIONS: Option A-Delayed Entry & Option B-Bail Out (Nov. issue, #60, page 6). Option G-Limited Intelligence (Dec issue #61, page 4). Option C-Overlays (this issue, p.4). Option D-Night/Dawn/Dusk in the next issue. •A

RECON LEADER #4

Section 4: Meeting Engagement.

Center Board 6/14. Both players roll one die. If the combined number is even then use board 6; if odd then board 14.

Step 1. Low die roller (from above) now positions the center board with the board number on his left or his right. U.S. player sits on the west edge of the mapboard and the German player on the east edge. ("Recon Leader" first appeared in the November 1987 issue, #60. Refer there for set up diagram and force selection procedure.)

Step 2. Each player now rolls one die (simultaneously) to determine his set up board.

U.S. Player:

- dr 1 = bd 7 - with a one-lane vehicular bridge at 7AA6-AA8
- dr 2 = bd 7 - with a one-lane vehicular bridge at 7Q4-Q9
- dr 3 = bd 16
- dr 4 = bd 17
- dr 5 = roll again
- dr 6 = your choice

German Player:

- dr 1 = bd 16
- dr 2 = bd 22
- dr 3 = bd 19
- dr 4 = bd 8 - with a one-lane vehicular bridge at 8Q3-Q8
- dr 5 = roll again
- dr 6 = your choice

Players choose direction (north/south) of their set up boards. All boards abut lengthwise. You will always be facing your opponent across the width of three boards. See Illustration #1 on page 4. The boards are now set up.

Step 3. Both players now set up their forces simultaneously (See Option A, p.5) not more than 6 whole hexes from their friendly board edge (West for U.S. - East for German). Vehicles may set up in motion. You can sit in front of the mapboard and write down your set up (after which both players place their counters on board at the same time) or you make take a duplicate board to another part of the room where you cannot see your opponent's set up (and vice versa) and place your units thereon; return and place that board (with your units) next to the center board facing in the correct direction.

Victory Conditions: Player with highest final score wins.

Turns: There are 6 turns. High die roller moves first with $\frac{1}{2}$ MPs.

The date is September 1944.

ECs are moderate with a slight breeze (roll for direction).

To determine your score, subtract your casualty points from your victory points (A26.2). The remainder is your score. Add to it any bonus points to arrive at a final score. Any units exited off the mapboard, voluntarily or not (e.g Recall), count as casualties.

Bonus Points:

If board 6 is used then award victory points (as per A26.21) for each good order MMC in the Chateau, and for each "armed vehicle" (not abandoned or immobilized, has functioning main armament with a crew in good order) adjacent to it.

If board 14 is used then award victory points (as per A26.21) for each good order MMC and "armed vehicle" on or adjacent to the airfield.

•A

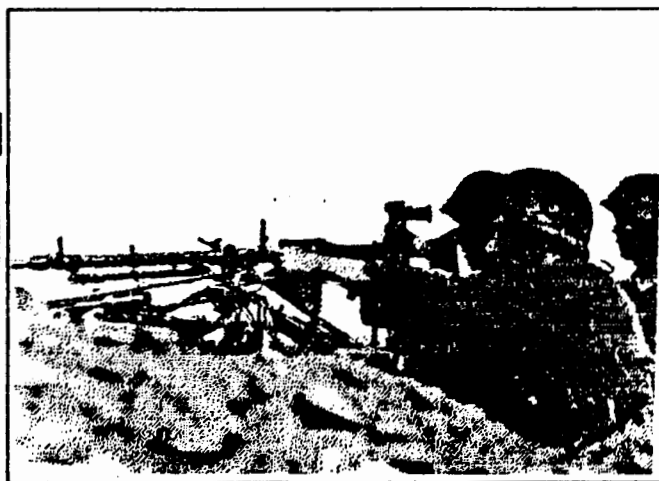
N.O.W.S. CON

1986 ASL Tournament Scenario #1

Kromatorsk area, May 17, 1942.

On May 12th the Soviets made their second attempt to recapture Kharkov. Missing their initial opportunity, they committed their second echelon troops. Unfortunately for them, it was too late as the Germans counterattacked to the south.

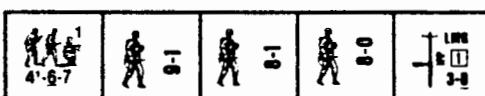
Scenario Design by Bill Sisler.



Elements of the German XVII Army enter the south edge of the board on turn 1.

[ELR 4]

{SAN 2}



8

2

3



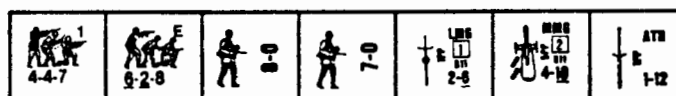
Reinforcement enter as per SSR 3.



Elements of the Soviet 9th Army set up north of all hexes numbered 5, exclusive.

[ELR 3]

{SAN 3}



4

2

2

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VICTORY CONDITIONS: The German player must exit 15 points (A26.3) off the north board edge by game's end. Any other result is a Russian victory. Also read SSR 3.

SPECIAL RULES:

1. Only hexrows R-FF (incl) are playable.
2. All grain hexes are treated as clear terrain.
3. On game turn 3, the German player may bring on the StuG IIIB on the south board edge for support. He must bring it on turn 3 or not at all. If he does bring it

on, he must exit 19 points instead of 15.

4. Concealment of Russian units at the time of set up is not allowed.

AFTERMATH: The 9th Army was not prepared to throw back a German attack. The Germans threw the Soviets back with superior forces. On May 23rd, Army Group "Kleist" joined up with the 6th Army to cut the Soviets off from the east. The Kharkov offensive had failed.

TURN RECORD CHART

✚ Germans move first	1	2	✚ 3	4	5	6
★ Russians set up first						

RECON LEADER

Section 5: Mountain Pass

Center Board #15.

Step 1. Both players roll one die. Low die roller now positions the center board with board number on his left (facing south) or right (facing north). U.S. player sits on the west edge of the mapboard, and the German player sits on the east edge.

Step 2. Each player now rolls one die (simultaneously) to determine his set up board.

U.S. Player:

dr 1 = bd 16
dr 2 = bd 19
dr 3 = bd 17
dr 4 = bd 18
dr 5 = roll again
dr 6 = your choice

German Player:

dr 1 = bd 7 one-lane
vehicular bridge at
7Q4-Q9.
dr 2 = bd 8 one-lane
vehicular bridge at
8Q3-Q8
dr 3 = bd 17
dr 4 = bd 16
dr 5 = roll again
dr 6 = your choice

Players choose direction (north/south) of their set up boards. All boards abut lengthwise. You will always be facing your opponent across the width of three boards. See Illustration #1 on page 4. The boards are now set up.

Step 3. Both players now set up their forces simultaneously (See Option A, p.5) not more than 6 hexes from their friendly board edge (West

for U.S. - East for German). Vehicles may set up in motion. You can sit in front of the mapboard and write down your set up (after which both players place their counters on board at the same time) or you may take a duplicate board to another part of the room where you cannot see your opponents set up (and vice versa) and place your units thereon; return and place that board (with your units) next to the center board facing in the correct direction.

Victory Conditions: Player with highest final score wins.

Turns: There are 6 turns. High die roller moves first with ½MPs.

The date is September 1944.

ECs are moderate with a slight breeze (roll for direction).

To determine your score subtract your casualty points from your victory points (A26.2). The remainder is your score. Add to it any bonus points to arrive at a final score. Any units exited off the mapboard, voluntarily or not (e.g Recall) count as casualties.

Bonus Points:

10 points - If there are no enemy MMCs or armed vehicles (not abandoned or immobilized, has functioning main armament with a crew in good order) between hexrows S and V, inclusive

10 points - for control of hill 714.

10 points - for control of hill 783 (both hexes 15N4 & 15N5). •A

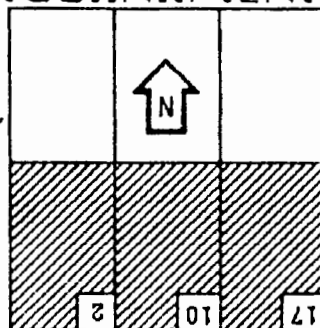
(This completes the series. RECON LEADER is also available in booklet form. See ad on page 8.)



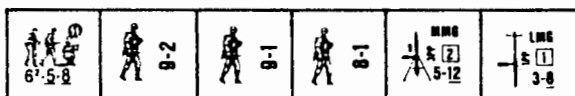
SL RALLY '87 ASL TOURNAMENT

JUST BEFORE BREAKFAST

September 11, 1944.
Arnaville, France. Forced
to evacuate Dornot at night,
XX Corps struggled to
reinforce the sole remain-
ing foothold it had across
the Moselle at Arnaville. At
dawn the Germans
launched a strong
counterattack.



Elements of the 3rd and 17th
SS Panzer Grenadier Division
set up on board 17 east of
hexrow 2 (incl). [ELR 5] {SAN 3}

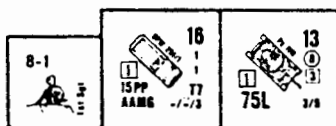


10

2

2

4



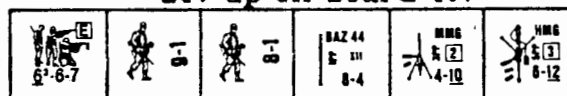
2

3



Elements of the 1st Battalion,
5th Division. [ELR 4] {SAN 3}

Set up on board 10.

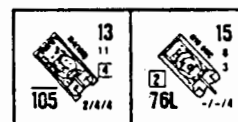


9

2

2

Set up on board 10 and/or 2.



2

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VICTORY CONDITIONS: To win, the
German player must control 5 of the 7
multi-hex buildings on board 10 at
game's end.

AFTERMATH: At dawn a strong
counterattack was launched against
the 1st Battalion. Accurate fire from
artillery and tank destroyers
emplaced above the the village of
Arnaville managed to drive the
attackers back.

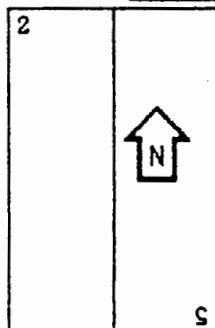
TURN RECORD CHART

☠ Germans move first	1	2	3	4	5	6
★ U.S. sets up first						

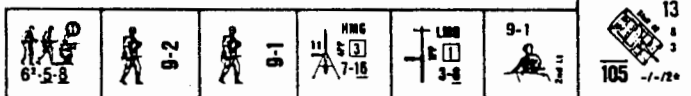
SPECIAL RULES:

1. ECs - Moderate with no wind (at start).
2. Only hexrows Q-GG (incl) are in play.
3. 10DD4, AA5, W3, W4, W8, and U5 are
1st level Rowhouses.
4. 10Z6 is a Factory.
5. 10T8, U3, W1, Z1, AA8, BB2, DD2, DD7
and EE7 are wood houses.
6. SS AFVs do not have Schuerzen (D11.2).

The Ardennes, December 21, 1944.
Peiper's Kampfgruppe had penetrated deep behind the American lines far ahead of its supporting units and now found itself surrounded and out of fuel. Mohnke, the commander of the 1st SS Pz., ordered them to break through to Peiper's beleaguered column. The 82nd Airborne Division was the focus of the attack.



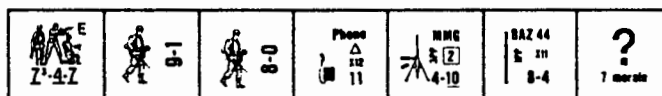
Elements of the 2nd PzGr. Regt. 1SS Pz. Div. enter turn 1 on any east edge hex(es) of board 5 from 5L10 to 5B10 (incl.).
{SAN 3} [ELR 5]



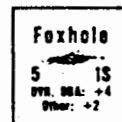
9 2 4 2



Elements of the 2nd Battalion, 505th Parachute Regt., 82nd Airborne Division set up anywhere on board 2 and board 5 west of row 3 (incl).
{SAN 4} [ELR 5]



8 2 SSR 3 4 10



6

Adapted for ASL by Tom Morin.

VICTORY CONDITIONS: To win, the German player must exit 14 victory points off the west edge of board 2 between hexes 2Z10 and 2P10 by game's end. At least half of those victory points must be infantry.

SPECIAL RULES:

- ECs are moderate with no wind (B25.5).
- All hexes of hill 538 will be treated as ground level woods.
- The American radio represents one module of 105mm OBA.
- The American may not attempt an Artillery Request until turn 3.

- Units may not attempt an entrenchment DR due to frozen ground.

AFTERMATH: Infantry teams equipped with bazookas knocked out the assault guns as they advanced but sustained heavy losses. Finally artillery support was called in which disrupted and ended the German advance.

TURN RECORD CHART

 Germans move first		1	2	3		
 U.S. sets up first						
4	5	6	7	8	9	10

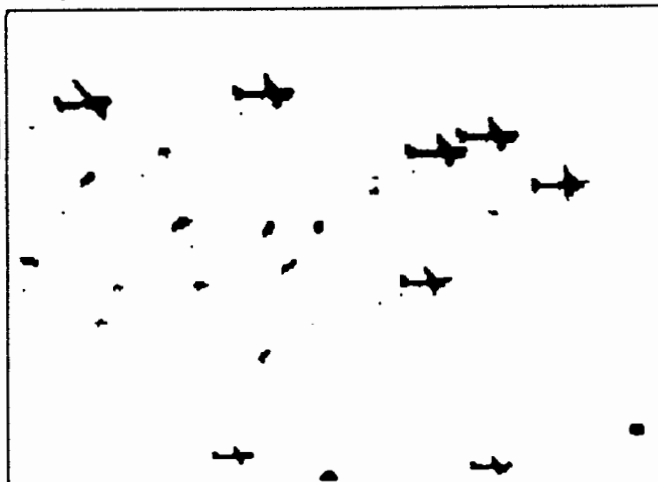


GAVIN'S NORTHERN ASSAULT

N.O.W.S CON

1986 ASL Tournament Scenario #2

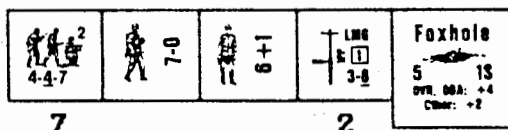
Near Nijmegen, September 18, 1944.
General Gavin's paratroopers were attempting to capture the bridge at Nijmegen and link up with the British XXX Corps.



Elements of the German 217th Infantry Battalion set up on any hex numbered 5 or less.

[ELR 3]

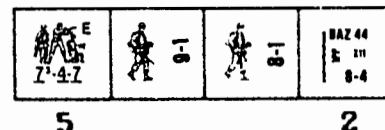
{SAN 5}



Elements of the 504th Parachute Regiment set up on any hex numbered ≥ 8 .

[ELR 4]

{SAN 4}



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Scenario Design by David Sisler

VICTORY CONDITIONS: The U.S. player must score 15 victory points (casualties or exited off the east edge) to win.

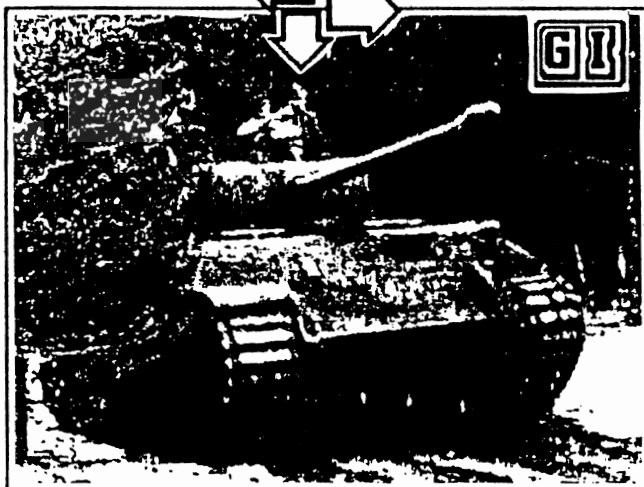
AFTERMATH: Gavin's combat hardened paratroopers pushed forward under light resistance and mopped up the German defenders. One day later they linked up with General Dempsey and the British XXX Corps at Nijmegen bridge.

SPECIAL RULES:

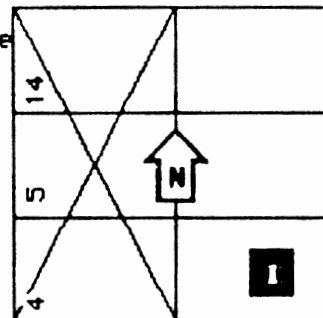
1. The stream is flooded.
2. ECs are wet with no wind.
3. A ford exists in hex T4, along the S5-U4 hexsides.
4. Only hexrows R-FF (incl) are in play.

TURN RECORD CHART

Germans set up first	1	2	3	4	5	6
U.S moves first						



December 23, 1944. North of Houffalize, Belgium. The crossroads at Baraque-de-Fraiture, previously neglected, was recognized for its importance by Major A.C. Parker III. Acting on his own initiative, and using what forces he could muster, he quickly established a defensive position. On December 23, 1944, the 2nd SS Panzer Div. tested the resolve of those defenders.



Only hexrows Q-GG are in play.

VICTORY CONDITIONS: The German player wins if there are no unbroken U.S. squads within a five hex radius of 5Y10 at game's end. U.S. wins by avoiding those conditions.

TURN RECORD CHART

☆ U.S. sets up first	1	2	3	4	5	6	7	8
✚ German moves first								



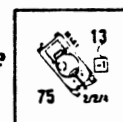
Elements of the 325th Glider Inf., 87th Calvary and 589th Field Artillery Bat. set up first on any board. [ELR 5]

7-4-7	2-3-7	9-2	9-1	8-1	8-0	8-20 B12	4-12 B12	X11+	60 11-11 1PP	5
10	4	2	2	2	2	2	4	30		



37L 100 12/1	37L 100 12/1	105	5	2
2	2	3	6	2

Elements of Task Force Kane enter turn 3 on road hex 4Y10.



3

Elements of the 4th SS Panzer Grenadier Regiment of the 2nd SS Panzer Div. enter turn 1 on the north edge of board 14.



8-5-8	9-2	9-1	8-1	8-0	4-12 B12	2-8 B12	3	7 B12	15	13
16	2	2	3	8	6	SSR 3	3	4		

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SPECIAL RULES:

- Gullies and bridges do not exist. Treat all such hexes as open ground (ground level).
- Snow (not deep Snow) rules are in effect.
- Germans receive one module of off-board artillery (81mm) with scarce (107.423) ammo.
- Place overlay I on board 4, normally.

AFTERMATH: Under a hail of murderous point-blank fire the Americans suffered heavy casualties but managed to stave off onslaught after onslaught until finally ordered to abandon the crossroads.

Stalingrad, September 16, 1942.

The 6th Army, pushing into the center of the city, had just seized Hill 102, known to the Russians as "Mamayev Kurgan". Due to its immense tactical importance, Chuikov's 62nd Army was determined to wrestle it back from the Germans. Aided by a fierce artillery bombardment the Soviets attacked.



	15	20
	↑ N	
Only hexrows A-P on bd 12 and R-GG on bds 15 & 20 are in play. Z1		



Elements of the 295th Inf. Div. set up on any hill hexes on bd 15. [ELR 4]

{SAN 3}

4-6-7	9-2	9-0	8-0	5-10	5-12	3-8
10	2	2	2	4		
					50-12-13	2-2-8
					2	3
						81-11
						13
						5-13

Reinforcements: 295th Inf. Div. enter turn 5 or later anywhere on west edge of board 12. [ELR 4]

4-6-8	10-2	8-0	5-12	3-8	14-11
6			2		2
					75-11

VICTORY CONDITIONS: To win, the Russian player must control hill hexes W6, X5, X6, Y5, Y6, Y7, Z4, Z5, & Z6 at game's end. Otherwise it is a German victory.

SPECIAL RULES:

- ECs: Moist with no wind (B25.5).
- Hexes R3 thru R6 and S5 on bd 15 are considered as ground level.
- Cliff hexsides do not exist - treat as double crests (B10.52).
- Crag hexes do not exist - treat as shellholes (B2.0).
- Place wood rubble in hexes 15EE10, FF9, X1, 20AA9, X10, and V10.
- Place shellholes in hexes 15CC9, BB8, Z6, AA6, CC3, DD1, DD2, EE2, 20AA10 and Z10.



Elements of the 416th Regiment, 112th Rifle Division set up on any whole hex of board 20. [ELR 3]

{SAN 5}

4-4-7	5-2-7	8-0	8-0	7-0	5-12	5-10
9	10					
					82-11	78-11
					3	2
					2-8	1-12
					3	2

Elements: 42nd Regt., 13th Guards Rifle Div. enter turn 1 on north edge of bd. 15 and/or hexes R7 to R10 on bd. 20 [ELR 3]

4-5-8	8-2-8	2-2-8	10-0	8-0	5-10	2-8
6	9					3

50-12-13	1-12
2	

Scenario Design by Tom Morin
© Copyright 1988 M.C.C.

- Place stone rubble in 15R4, R5, S5 & R8.
- After set up but prior to play, all units on bd 15 undergo Bombardment (C1.8).
- There are no 2nd level buildings. All multi-hex buildings have a ground floor and a 1st level. All others have ground floor only.

Germans set up first {100}	1	2	3
Russians move first {307}			
4	5	6	7
8	9	No German turn 9.	

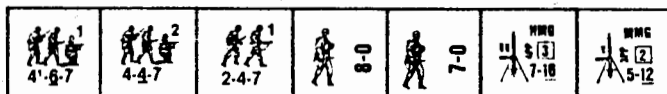


Germany, February 24, 1945. After XX Corp's 94th Infantry Division and elements of the 10th Armored Division had established bridgeheads on the east bank of the Saar River, plans were made to continue driving east and capture the town of Zerf. In a move to expand the bridgehead by encouraging a German withdrawal, the 5th Ranger Battalion was ordered to infiltrate the German front line and cut the main road leading to the German rear.

SURPRISE AT KALFERTSHAUS



Elements of the 136th Regiment, 2nd Mountain Division set up north of hexrow H (incl).
[ELR 2] {SAN 4}

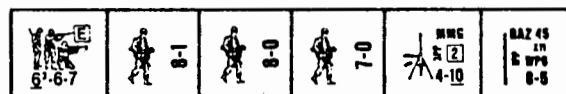


2

2



Elements of B Company, 5th Ranger Battalion enter turn 1 anywhere on the south edge of board 16.
[ELR 4] {SAN 2}



10

2

2

Scenario Design by Art Douglas.
Playtested by; Art Douglas, Robert H. Orf and J.R. Fulbright.

VICTORY CONDITIONS: The U.S. player must control (A26.12) both buildings south of hexrow Q without losing more than two squads or their equivalent by the end of the game.

SPECIAL RULES:

1. ECs are moist with no wind at start.
2. Night Rules (E 1) are in effect. NVR is 4.
3. Rangers are Stealthy.
4. Only hexrows A-Q are in play.

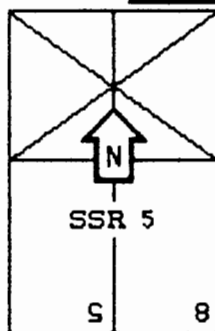
AFTERMATH: As the Rangers approached the objective B Co. came under fire from a farmhouse. Not wishing to bypass a German stronghold they attacked. Just as the Germans were being overrun, a machine gun in a hidden pillbox opened up, pinning the Rangers. A flanking maneuver around the pillbox, combined with a rush of the farmhouse, gave the Rangers the upper hand. All the Germans either surrendered or were killed.

TURN RECORD CHART

Night Scenario

✠ Germans set up first	1	2	3	4
☆ U.S. moves first				

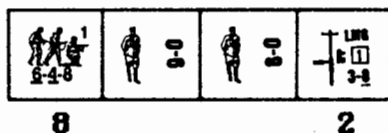
1986 ASL Tournament Scenario #3
Near Lake Ladoga, August 4, 1941.
Mannerheim's plan to recover the Karelian Isthmus took the indirect approach. First his left wing would clear the area north of the river Vuoski, outflanking Vipuri, and then turn towards the Gulf of Finland to cut the Russians off from Leningrad. By the 4th, the Russians were trapped against Lake Ladoga.



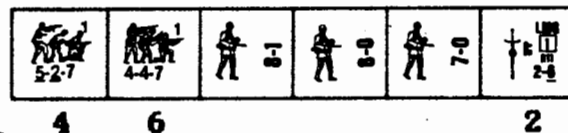
BATTLE AT LAKE LADOGA



Elements of the II Finish Corps
set up on any whole hex of
board 5.
[ELR 4] {SAN 2}



Elements of the 198th Rifle Div.
set up on any whole hex of
board 8.
[ELR 3] {SAN 4}



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Scenario Design by Bill Sisler

VICTORY CONDITIONS: To win, the Finnish player must control (A26.12) 4 of the multi-hex buildings on board 8 by game's end or cause 14 casualty points.

SPECIAL RULES:

- ECs are moderate with no wind.
- The east bank of the river on board 8 does not exist. It is considered to be all water.
- The lake (river) is deep with no current.
- All buildings are level 1.

- Only hexrows A-P (incl.) are in play.

AFTERMATH: With the Russians trapped against the lake they once again fought a skillful rear-guard action. The Russians were able to evacuate most of their men. By August 23 the Finns had cleared the whole north bank of the Vuoski River.

TURN RECORD CHART

✠ Finns move first	1	2	3	4	5	6
★ Russians set up first						

**SL Rally '88
ASL Tournament
Round #1**

MEETING ENGAGEMENT

September, 1944.

A special tournament adaptation of "Recon Leader" Section 4: Meeting Engagement.

17	6	
		
		91



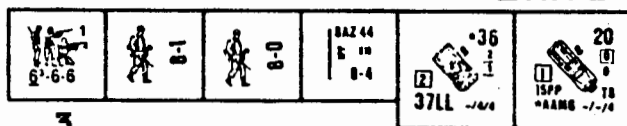
U.S. Recon Force enter at 17Y10
with 1/2 MPs.



German SS Recon Force enter at
16Y10 with 1/2 MPs.

ELR 4

SAN 3

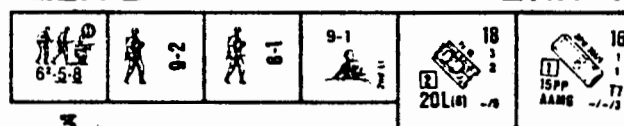


3

3

ELR 5

SAN 4



3

3

* of PFs.

See SSR #4.

2

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VICTORY CONDITIONS: To win, the German player's final score must be three (3) points more than the U.S. player's. To determine your score: subtract your casualty points from your victory points (A26.2-.22). The remainder is your score. Add to it bonus points for the following to arrive at your final score.

BONUS POINTS are awarded as per A26.21 for each good order MMC in building 6N4 and for each "Manned AFV" (SSR 3) adjacent to it.

SPECIAL RULES:

1. ECs are moderate with a Mild Breeze blowing toward the northeast.
2. ESB is not allowed during Game Turn 1.
3. "Manned AFV" - not abandoned or immobilized - has functioning MA with a crew in good order.
4. While C13.31 (PF Availability) is not in effect the Germans do have some PFs. The German player secretly assigns a PF to a unit and records the unit's ID.

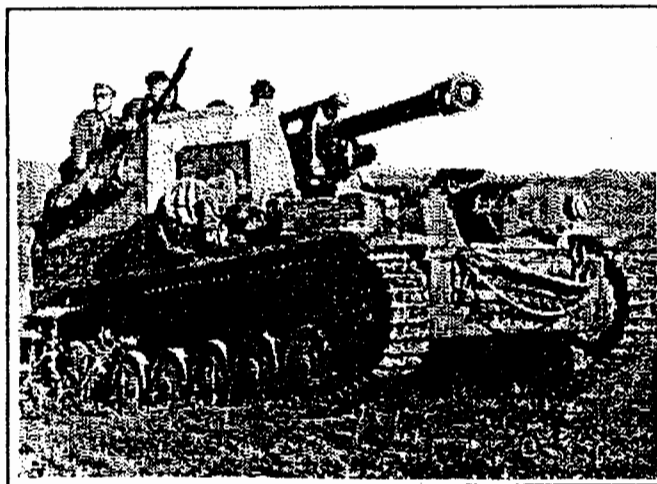
TURN RECORD CHART

☆ U.S. moves first	1	2	3	4	5	6
✚ German moves 2nd						

Prokhorovka, Russia, July 12, 1943.
The Battle of Prokhorovka was in full wing as the 2nd SS Pz. Corps grappled with the 5th Guards Tank Army. A sizeable force of Soviet tanks managed to penetrate the flank of the 1st SS Pz. Division and ranged deep into the rear echelons until they ran into the German artillery positions. A fierce struggle then ensued.

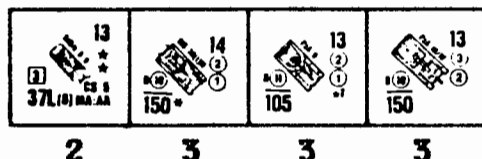
Scenario Design by Tom Morin.

18



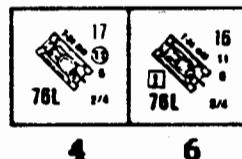
Elements of the 1st SS Panzer set up as per SSR #2.

{SAN 0}



Elements of the 5th Guards Tank Army enter on the north edge of board 18 with 1/2 MPs on turn 1.

{SAN 0}



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VICTORY CONDITIONS: To win, the Russian player must exit 3 AFVs off the south board edge.

SPECIAL RULES:

1. ECs are moderate with no wind (B25.5).
2. The German artillery units must set up on any hill hexes under the following restrictions: each of the artillery units must set up in groups of three of the same type and must be adjacent to each other (this represents battery fire). The covered arc of all artillery units must face the NE hexspine (i.e. a unit in 18X5 has a CA of W5/X4). The flak units set up normally.
3. The Germans may not set up concealed.

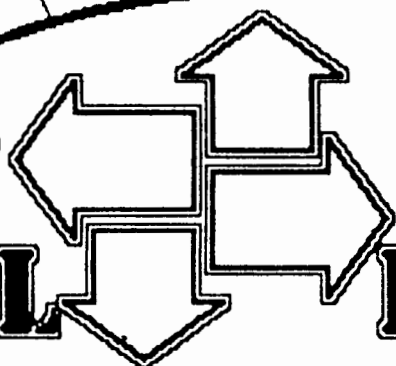
4. The Germans are considered elite and their depletion numbers are one higher. (C8.2).
5. All Russian AFVs are considered to be radio equipped.

AFTERMATH: The surprised German gunners used direct fire on the Russian tanks, extracting a deadly toll and halting the breakthrough. The Russians had stirred up a veritable "bees' nest" and paid dearly for it, leaving behind many burnt out wrecks as they withdrew.

TURN RECORD CHART

✚ Germans set up first	★	1	2	3	4	5
★ Russians move first						

**ON
ALL**



FRONTS

SEPTEMBER 1988

ISSUE #70

6th

Anniversary Issue

Armor Leader - Kursk



The Battle of Prochorovka

by Michael Balsai

On July 12, 1943, an overcast day punctuated by occasional showers and periods of sunshine, Paul Hausser's II SS Panzer Corps began their "Death Ride". This was the commencement of the now famous Prochorovka battle, known to be the single largest day-long tank battle of World War II. This battle is, perhaps, also the best known of the various engagements which collectively constituted "Operation Citadel" or the Kursk campaign. Details of this battle are difficult to flesh out, due to the difficulty of English translations of reliable Soviet sources and the obfuscation of German sources. While many sources were consulted, many important bits of information were obtained from Krogfus (1984) and Madeja (1987).

Since many primary sources for this battle were written sometime after the battle, apocryphal details crept into many descriptions. One glaring example appears in many otherwise reputable sources. That is, the claim that the Soviets deployed SU-85s during the Kursk battles, including Prochorovka. Major authoritative sources on World War II Soviet

(continued on page 9)

6th Anniversary Issue.

Volume 7 Number 1 Issue 70

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Credits:

Game Design by Terry A. Treadaway
Ramming Rules by Michael Balsai.
Playtesting by: Vic Provost, Tom Morin,
Michael Balsai, Walt Harrar,
C.B. Blackard and Terry Treadaway.
Cover Art by William G. Locy.

Armor Leader - Kursk (ASL)

Three Important Points:

First, choose which game you want to play (Basic, Intermediate or Advanced). Play all six actions of THAT game. Do not switch from one game to another.

Second, after choosing sides you remain the German or Russian Armor Leader THROUGHOUT the series of six actions.

Third, once you have selected an armor force in a particular game IT MAY NOT BE USED AGAIN. Each of the six different game forces will be used only once.

Set Up Sequence:

Basic thru Advanced.

* Step 1: Choose sides. You remain the German or Russian Armor Leader for all six games.

* Step 2: Select your AFV Force

Basic Game	- page 3
Intermediate	- page 10
Advanced	- page 11.

Advanced Game SSRs & Victory Conditions are on pages 6-9.

Each force may be used only once.

* Step 3: Select your mapboard sections. German rolls for his entry board (Table 1). Russian player rolls for his entry board. Only one half of a mapboard is used ("A" or "G").

* German player makes a dr on Table 2 to determine the mapboard configuration (Step 3c).

* Step 4: Players then set up.

* Step 5: Play commences.

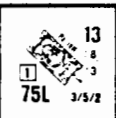
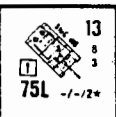
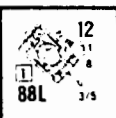
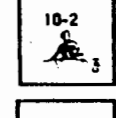
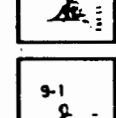
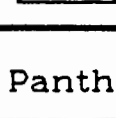
Now you are about to take your part as the leader of an SS or Russian tank company somewhere in that cauldron of death and destruction. Can you survive and become "The Hero of Kursk"? *A

STEP 1: Choosing Sides. Each player rolls one die (until there is one even and one odd die roll). The player with the even dr commands the Russian Force. Odd dr commands the German Force. You remain the German (or Russian depending on the die roll) throughout the series of six games.

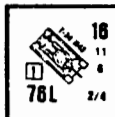
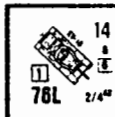
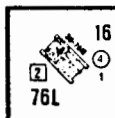
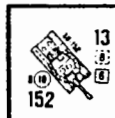
STEP 2: Creating your Armor Command. Each player makes a dr on his respective Table to determine the composition of his command for each game. Once a force has been used it may not be used in subsequent games (cross out its dr # to indicate its ineligibility).

BASIC GAME

Elements 2nd SS Panzer Div., Das Reich [ELR 5] {SAN 0}

dr	1	2	3	4	5	6
 14 75L 3/5	3	3	3	3	3	3
 13 75L 3/5/2	3	3	3	3	3	3
 13 75L -1/2*	2	3	3	2	2	2
 15 75LL 1/5	1*					
 12 88L 3/5				1	1	1
 10-2				1		
 9-2	1				1	1
 9-1		1	1			

Elements of 5th Guards Army [ELR 4] {SAN 0}

dr	1	2	3	4	5	6
 14 45L -1/2	3		2		3	
 17 76L 2/4	3	3	6	3	3	3
 16 76L 2/4	3	5	3	5	3	3
 14 76L 2/4*	2				2	2
 16 76L 1		2		2		3
 13 152		1		1		
 8-1		1	1		1	1

* Panther - see note F on page H17.

T34-M41s are radio equipped.

STEP 3: Mapboards.

a.) **The German player** now makes a DR on Table 1 to determine his entry mapboard. Roll two dice.

b.) **The Russian player** now makes his DR on Table 1 to determine his entry mapboard. Roll two dice.

The colored die (C) represents the columns; the white die (W) the rows. Cross index your DR to determine your entry board. "A" means hexrows A-Q (incl) of the mapboard. "G" indicates hexrows Q-GG (incl). Only one half of a mapboard is used by each player. (Example: The German player's DR is 4(C) and 2(W). This means hexrows A-Q (incl) of board 17) are in play.

c.) **Both players** enter from off board on turn 1. Both sides enter with 6 MPs per vehicle (if entering on hexrow A or GG) or 4 MPs per vehicle if entering on hexrows 1 or 10.

TABLE 1

	C 1	2	3	4	5	6
W 1	11A	12A	24G	4G	4G	14A
2	5A	16G	13A	17A	17G	13A
3	24A	13G	17G	18G	19G	4G
4	4A	4A	18A	16A	19G	24A
5	12A	14G	13A	19A	12A	5A
6	17A	19A	4A	24A	16A	11G

Terrain Notes:

1. Place overlay F on board 14.
2. Board 13 (Russian player makes a dr). On a dr of 1-3 the stream and pond are dry (B20.41). On a dr of 4-6 the stream is shallow/fordable (B21.41).

"A"	"G"
☐ A-Q	☐ Q-GG

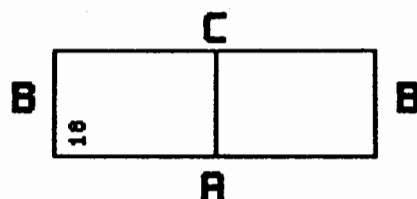
Explanation: Part "A" of the mapboard represents hexrows A-Q (incl). "G" represents hexrows Q-GG (incl).

d.) **Board Configuration:** German player makes a die roll on Table 2 which shows how the mapboard edges are to be connected.

TABLE 2			★ (N)	☐ (S)
dr	Mapboards	Russian & German		
1	Join board edges	A	with	A
2	" " "	C	with	A
3	" " "	B	with	B
4	" " "	B	with	B
5	" " "	C	with	C
6	" " "	A	with	C

★ (North) ☐ (South)

Table 2: Explanation.

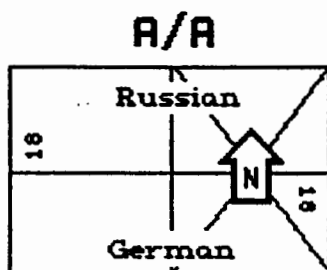
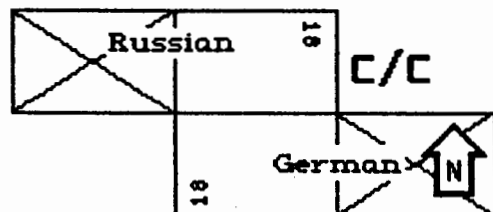
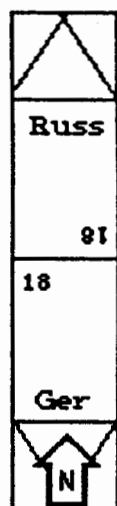
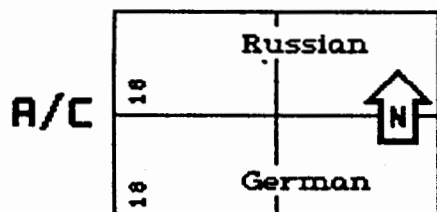
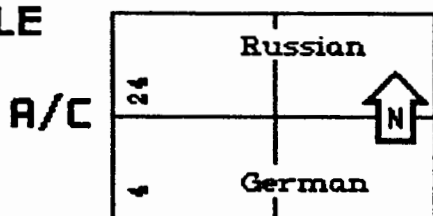


Side "A" of a mapboard is hexrow 10. Side "B" is hexrow A or GG (depending on which half is in play). Side "C" is hexrow 1.

Example: The German player rolled a 6 on Table 2 which means that the Russian mapboard edge A (hexrow 10) joins the German mapboard edge C (hexrow 1). See Example #1 on page 5.

EXAMPLE

#1



Half hexes: When joining mapboard edges - the whole hexes created by clear half hexes and wood half hexes now become wood hexes.

Mapboard Configurations.

North/South direction is always determined by where the players sit. Where the Russian player sits is always the north edge and where the German player sits is always the south edge.

Step 4: Set Up.

Both players place their vehicles as per A2.51 OFFBOARD SETUP. Delayed entry - see SSR #2.

Step 5: Commence Play.

Game is five turns. High die roller moves first.

Victory Conditions: The player who exits the requisite Victory Points (Russian 20 / German 18 - A26.21) off his opponent's board edge wins automatically and the game ends at that point. If either side fails to exit the required victory points THEN the side which has destroyed twice as many vehicles as it lost (A26.21) is the winner. If there is still no winner then it is considered a draw.

Special Rules:

[1.] ECs are Dry with no wind for the entire game.

[2.] Either side may delay entry of up to half his armored force for any number of turns. However, all such vehicles must still enter on the same board edge (North/South respectively) but do so with full MPs.

[3.] **Game Turns 4 & 5.** Starting with Game Turn 4 Special Radioless AFV rules are in effect for **BOTH** sides. After Prep Fire but **BEFORE** movement the phasing player must make a dr on Table 3 to determine how many of his eligible vehicles may move for that turn. Vehicles with an armor leader may always move and are not subject to the Table 3 die roll.

TABLE 3
Radioless AFV

Roll one die.
dr 1 or 6 = All eligible AFVs can move.
dr 2 or 3 = Half*
dr 4 or 5 = Third*
* FRU.

(Note: The Radioless AFV Rule is really a misnomer. The rule is meant to reflect the loss of command control that actually occurred as the battle turned into a swirling mass of tanks involved in individual life and death struggles.)

ADVANCED GAME

Proceed as usual following Steps 1-5 pages 2 thru 5 **EXCEPT** as amended below; also, you must select your armor forces from the Advanced Table on page 11.

VICTORY CONDITIONS:

Player with the most points is the winner. It is a Marginal Victory if your victory points are less than twice ($<2x$) those of your opponent. It is a Tactical Victory if your victory points are twice ($2x$) those of your opponent, and it is a Decisive Victory if your victory points exceed your opponent's by $\geq 3x$.

SPECIAL RULES:

All Special Rules apply (page 5) except as amended below.

[AG-1] EC: Overcast (check for Rain E7.51).

[AG-2] The 10-2 represents the Panzer Command Leader. He may choose to attach the other Tiger tank from Force #6 to his command (if it has not already been committed). If he does so that Tiger is no longer a part of Force #6 and when that Force is "rolled" it will enter minus that vehicle.

[AG-3] Both sides enter with $\frac{1}{2}$ MPs. ESB is not permitted during turn 1. There is no road movement bonus.

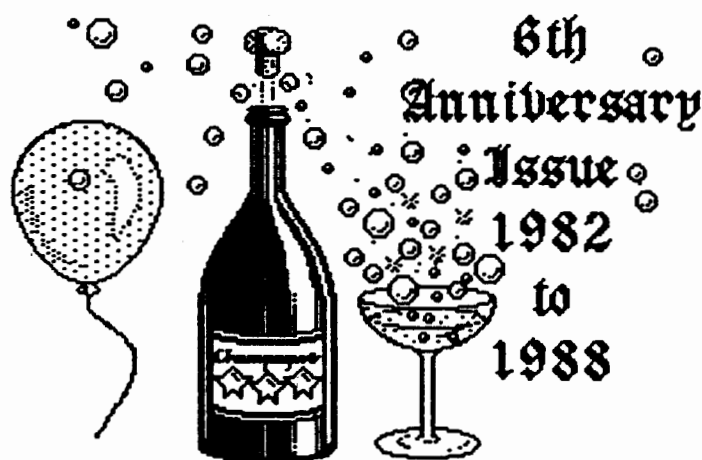
[AG-4] Roll for Schuerzen on Table H1.32 (D11.2 - D11.23, page D16).

[AG-5] Ramming Rules.

RAMMING RULES:

NOTE D14: AFVs attempting to ram other vehicles, especially other AFVs, was an infrequent event but these incidents did occur. Such incidents were especially likely among concealing hedgerows, during street fighting or wherever a concealed AFV could suddenly surprise a foe before its opponent could bring his ordnance to bear accurately. During the battle of Prochorovka there were a fair number of such instances of ramming due to the close-in swirling nature of this combat. One particularly famous incident occurred between a T-34 from the VIII Tank Corps and a Tiger tank (probably from SS Liebstandarte). This T34 was attacking down the left bank of the Psel River when it encountered a small group of Tigers (which were stationary). Captain P.A. Skripkin's tanks closed on the Tigers rapidly, hoping to get in close before they were seen, thereby obviating the significant armor advantage of the Tiger. Skripkin shot one Tiger in the side but another blasted Skripkin's tank with two side shots, wounding him in the process and killing the gunner. A. Nikolaev, the driver of Skripkin's tank, as well as the radio operator, dragged their wounded commander from their blazing tank to a nearby shell hole. Nikolaev observed the Tiger bearing down on them. He ran back to his burning wreck, started it, and charged the Tiger. The startled Tiger halted, but it was too late. The T34 impacted with the German AFV at full speed causing both to explode with "ground shaking force"! A nasty business indeed.

D3.81 **RAMMING**: An AFV may attempt to ram an opposing non-motion status vehicle (only) if it is located within 2 hexes and no greater



than 8 MPs from the target vehicle, and if the attacking vehicle has not PF or moved prior to attempting to initiate the ram attack. Additionally, an AFV may always attempt a ram attack from an adjacent or same hex as the target vehicle (providing it has not PF or moved prior to its ram attack). If a ram attacking vehicle is expending more than 2 MPs to enter the target vehicles hex (EXC the 1 MP to start is not counted toward this 2 MP total) then this attacking vehicle must take an ESB check with modification to the roll for each MP over 2 used to enter the target vehicle's hex (NOTE: modify roll by table D2.5) with any immobilization taking effect after a ram attack attempt is resolved. Additionally, an AFV may move no further after making a ram attack attempt and thereby occupies the same hex as its target vehicle. Any MPs expended for movement outside VCA are counted against the first 2 MP expenditure of the attacking AFV. Any vehicle that attempts a ram attack may not claim motion status and need not expend one MP to Stop. Additionally, all surviving AFVs are Bugged (D8.2) and must "unbog" to move.

Once a Ram Attack is declared it must occur and the Ram Attacking AFV may not perform any activity other than the Ram Attack.

D3.811 VS UNARMORED VEHICLE:

When an AFV attempts to ram attack an unarmored vehicle (EXC This does NOT include AFVs with an unarmored front, side or rear facing) such as trucks, jeeps, motorcycles, etc., and it outweighs the defending vehicle by $\geq$ twice as much, the defending vehicle is automatically eliminated with NO PRC survival. Place a wreck when applicable. This wreck cannot be scrounged (place scrounged

marker). The attacking vehicle rolls for bog (Table D8.21) with a +3 DRM in addition to any other applicable bog DRMs (D8.2).

D3.82 ATTEMPTING RAM ATTACK:

Any AFV attempting to ram attack another AFV (EXC. D3.811) must first pass a normal TC. If a ram attacking AFV is hit and "killed" by defending vehicular ordnance fire (i.e. from the target AFV) and the ram attacking AFV is adjacent or in the same hex as the target vehicle, the ram attacking vehicle may still successfully attempt the ram attack if the following conditions are met:

(a) Must be in same or adjacent hex to target vehicle.

(b) Must first pass crew survival roll (CSDR +1 if attacking vehicle is burning) - Note: This is the only instance a burning AFV makes a CS DR and this only allows the attacking AFV to successfully conduct the ram attack. This crew will not bail out and is eliminated after the attack regardless of the final result.

(c) Crew must not "bail out" prior to the resolution of the ram attack. The crew of a "killed" AFV must pass a +2 TC to successfully carry out the ram attack after a successful CS attempt and will bail out instead of ramming if it fails. The crew of the burning AFV must pass a +3 TC to conduct a successful Ram Attack. If it fails the attack does not occur and crew does NOT "bail out" (i.e. it is KIA).

Whenever an AFV rams an opposing AFV a dr is made and the RAMMING TABLE (D3.82) is consulted to derive a result to the ram attack. The dr is modified by the difference between the attacking AFV's facing armor (Hull AF) factor modifier and the target AFV's facing armor (hull) factor for the hexside facing receiving

the ram attack (attacker specifies which area of the defending AFV is hit when in the same hex, depending upon facing of both AFVs in the hex). Additionally, there is a -2 drm if the ram attack is conducted across a wall/hedge or in an orchard. There is a +2 drm if the attacker rams the defender from across higher terrain and a +1 drm if ramming AFV across lower terrain (or if attacking AFV was concealed/hidden as it executed its ram attack). All DRMs are cumulative. Ram attacks are prohibited in or across the following terrain:

Woods (EXC if via bypass which has a -1 DRM), wood and/or stone buildings (EXC if via bypass, has a -1 drm), graveyard, rubble, & bocage, (EXC AFVs fitted with Culin device or

Dozer blade may ram attack through bocage if starting adjacent to the bocage hexside and have their attack modified by -1).

Example: A T34-M43 rams a PzKpffw VIE on the side from across a slope (T-34 going from higher to lower level). T34's frontal armor factor is 11, Tiger's side armor factor is 8. Thus $11-8=3+2$ (from higher to lower terrain drm) = +5 as final drm. A dr of 1 is rolled to which is added the +5 giving a final result of 6 which from the table is both AFVs are eliminated. Both AFVs make a 2nd dr. The T34's is even and the Tiger's is even. Therefore both AFVs are burning.

D3.83 EFFECTS ON SURVIVING

AFVS: Immediately after any successful ram attack, each surviving AFV must make a DR for additional damage. A white 6 immobilizes the AFV (4-6 if checking AFV is rammed on the side). A colored 6 disables the MA (4-6 if checking AFV is rammed or ramming across the CA of the MA).

D3.84 EFFECTS OF EXTREME PROXIMITY ON DEFENDING AFV TO HIT:

a defending AFV firing ordnance at an AFV attempting to ram attack incurs the following penalties.

If the attacker is attempting to ram from the same or adjacent (providing attacker expends NO MPs changing CA) hex at target vehicle:

Case J (Table C6).

Case A (Table C5) without benefit of Case L (Table C6). If the ramming AFV is approaching from outside the defender's CA.

Case K will be applied if the attacking AFV was concealed/hidden; and Case R if a ram at-

D3.82 RAMMING TABLE

dr	Result
≤2*	Ramming AFV is eliminated. Roll for CS where applicable. Place wreck.
3,4	Both ramming AFV and target AFV roll for possible shock.
5	Target AFV is shocked. Ramming AFV rolls for possible shock.
6,7*	Both ramming and target AFVs are eliminated. Roll for CS where applicable. Place wrecks.
=8*	Target AFV is eliminated

* Roll 1 die. If even, AFV burns; if odd, roll for CS, etc.

* Roll 1 die for each AFV. If even, AFV burns; if odd, roll for CS, etc.

Note: Schuerzen is always lost on successful ram attempt.

tack occurs WITHIN an orchard, grain, or brush hex.

D3.85 TC REQUIRED TO DF AT AFV ATTEMPTING TO RAM FROM ADJACENT OR SAME HEX IF OUTSIDE DEFENDER'S CA:

A defending AFV must pass a TC to fire at an AFV attempting to ram attack if the attacking AFV is approaching from outside the defending AFV's main armament CA (It must pass a TC +1 if attacked in the same hex no matter what the defender's CA). Failure to pass this TC results in a ram attack proceeding before the defending AFV can DF. If the defending AFV survives the ram attack it may DF at the attacking AFV normally thereafter if it so chooses. If it remains unharmed (EX: D3.83) in any way.

D3.86 RAMMING DURING FIRST FIRE/DEFENSIVE FIRE:

Any AFV which gains motion status via rule D2.401 (Motion status during opposing player turn) may attempt a ram attack against the enemy AFV which caused the "motion" status, providing: (a) the AFV which just gained motion status passes a TC +1, (b) providing the enemy AFV (i.e. the one to receive the ram attack) is adjacent or in the same hex as the AFV which intends to ram, (c) the AFV which is to be ram attacked must be "stopped" (i.e. non-motion status), and (d) all conditions for rules D2.401 and D3.81 are met normally. The ram attack attempt then occurs prior to any bounding fire or any other offensive action by the AFV receiving the ram attack, and all results are immediately applied before any attack can be made by the "target" of the ram attack. *A

Battle (continued from page 2)
armor (e.g. Milsom, 1970; Zaloga & Grandsen, 1984) established that the SU-85 did not enter production until August 1943. This type of problem occurred myriad times, but what follows will hopefully be as reliable an account as can be had at this point. It should be noted that the "Panther" tank was apparently not among the SS OB by this time since all had been lost earlier or had broken down (the "teething" problems of the Panzerkampfwagen V tank during this period are well known). It also seems that the three SS divisions engaged at this battle had a mere 12 "Tiger" tanks between them (Das Reich had a meager two!). The SS fought this battle mostly with Panzer IIIs (91), Panzer IVs (90), and "Stugs" (70) and, interestingly, the Das Reich Division fielded 12 T-34 tanks on this day against their Soviet foes. The Soviets were opposing the SS mostly with T-34s and a large number of T-70s (about 1/3 their force), as well as a very minor sprinkling of KV-1s, SU-76s and even 35 lend-leased "Churchills". No SU-152s were present at this battle. The 1st SS Division (Liebstandarte Adolf Hitler) occupied the center position, with the 2nd SS Division (Das Reich) to the right and the 3rd SS Division (Totenkopf) on the left. Opposing Hausser's Corps were elements of the Fifth Guards Tank Army and Fifth Guards Army. The Soviet XVIII Tank Corps, the XXIX Tanks Corps, and the II Guards Tatzinsk Tank Corps, all parts of the Fifth Guards Tank Army bore most of the fighting that day.

Continued in next month's issue.

ON ALL FRONTS

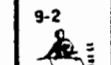
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Charles S. Roberts Award

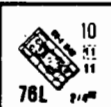
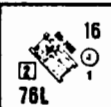
Best Amateur Wargame Magazine 1987.

INTERMEDIATE GAME

Elements 2nd SS Panzer Div., Das Reich [ELR 5] {SAN 0}

dr	1	2	3	4	5	6
	3	3	3	3	3	3
		3		3		3
	3		3		3	
	2	3	3	2	2	2
				1		1
	1				1	
				1		
	1				1	1
		1	1			

Elements of 5th Guards Army [ELR 4] {SAN 0}

dr	1	2	3	4	5	6
	3		2		3	
	3	3	6	3	3	3
	3	5	3	5	3	3
	2					2
			3		2	
		2		2		3
		1		1		
		1	1		1	1

ARMOR LEADER - KURSK SCORE CARD - EXAMPLE

Force * Bd * Bd Cfig. Pts W/L/D

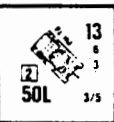
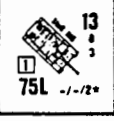
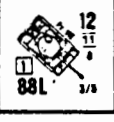
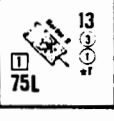
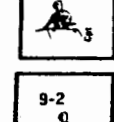
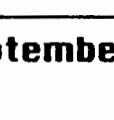
6	5	5A	C/A	15	Won
1					
A	6	4G		41	Lost

Quick Reference

Vpt. Chart (A26.21)

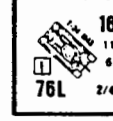
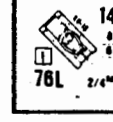
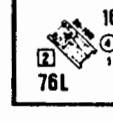
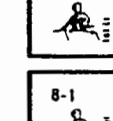
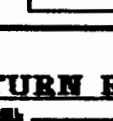
AFV Veh	= 1 pt.
MA	= 1 pt.
AF	= 1 pt./5AF
crew	= 2 pts.

Elements 2nd SS Panzer Div., Das Reich [ELR 5] {SAN 0}

dr	1	2	3	4	5	6
 13 50L 3/5	3		3	3	3	3
 13 50L 3/5		3	3	3	3	
 14 75L 3/5	3			3	3	3
 13 75L 3/5		3	3	3		
 13 75L 3/5	3	3	3		3	2
 12 88L 3/5				1		1
 13 75L 3/5	2			1		
 14 75L 3/5		2		2		
 15 75L 3/5			1			2
 10-2				1*		
 9-2	1				1	1
 9-1		1	1			

ADVANCED GAME

Elements 2nd Guards Tatzinsk Tank Corps. [ELR 4] {SAN 0}

dr	1	2	3	4	5	6
 14 45L 3/5	3	3	3	3	3	3
 17 76L 3/5	3	3	6	3	3	2
 16 76L 3/5	3	5	3	5	3	2
 14 76L 3/5					2	2
 11 76L 3/5	2					1
 10 76L 3/5	2					1
 16 76L 3/5		2		2	3	3
 16 122 3/5		1		1		
 9-2	1					
 8-1		1	1		1	1

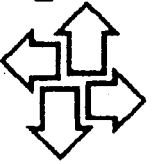
TURN RECORD CHART

SSR #3

 High dr	1	2	3	4	5
 moves 1st.					

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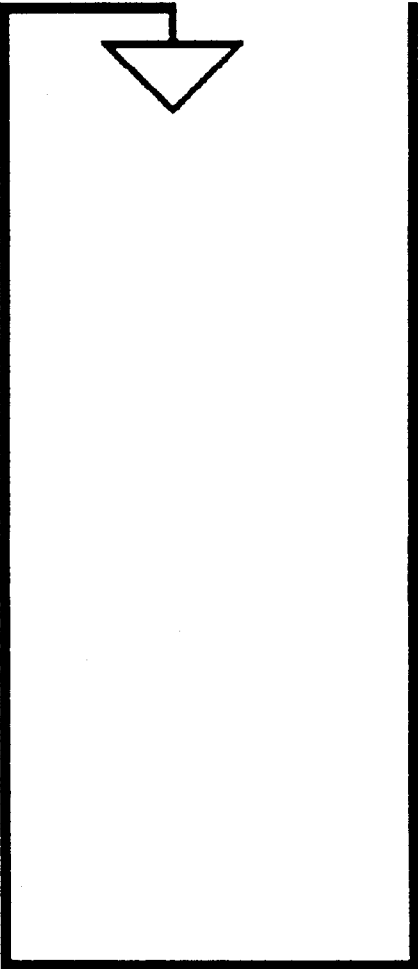
EXAMPLE

Force #		Bd # Config.		Pts. W/L/D	
G	5	5A		15	Won
R	6	4G	C/A	41	Lost

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6th

Anniversary
Issue



ARMOR LEADER - KURSK
SCORE CARD

Name	Final Score
#	★

1	G	Force #	Bd #	Bd Config.	Pts	W/L/D
R						
2	G	Force #	Bd #	Bd Config.	Pts	W/L/D
R						
3	G	Force #	Bd #	Bd Config.	Pts	W/L/D
R						

4	G	Force #	Bd #	Bd Config.	Pts	W/L/D
R						
5	G	Force #	Bd #	Bd Config.	Pts	W/L/D
R						
6	G	Force #	Bd #	Bd Config.	Pts	W/L/D
R						



A DAY ON THE FARM



Scenario
Design
Contest

#1

6



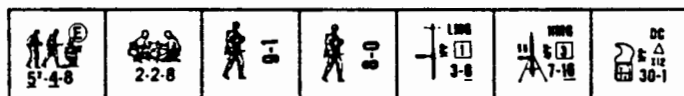
November 25, 1942. Coxen's Farm, Tunisia. Elements of the 1st Battalion, commanded by Lt. Col. Waters, were making rapid progress in their drive toward Bizerte and Tunis. At 0700 hours they seized a road junction south of Mateur and then pushed east across the Tine River toward the Chouigui Pass. Two miles northwest of the pass contact was made with German Parachute Engineers. The Germans fell back to a walled French farm.



Elements: German Parachute Engineers set up east of hex-row X (incl), within the walled confines of the farm.

[ELR 4]

{SAN 4}

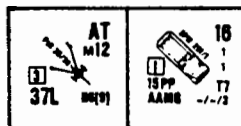


7

2

2

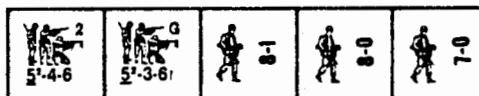
2



2



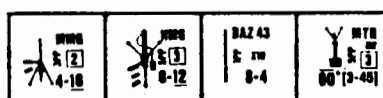
Elements: 1st Battalion, 1st Armored Regiment enter turn 1 on any west edge hex. [ELR 2] {SAN 2}



5

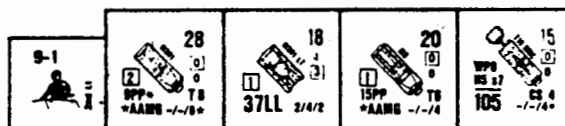
10

2



2

2



5

2

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VICTORY CONDITIONS: To win, the U.S. player must control building 6N4 at game's end.

SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling fires is NA.
2. One tank of the U.S. player's choosing has a functioning Gyrostabilizer. The inherent passenger of the the M3A1 Scout car is a 2-2-7 crew.
3. Germans may not boresight.
4. The Pak 35/36 represents an Italian 47mm ATG. Use Pak 35/36 values.

AFTERMATH: The inexperienced U.S. forces were unable to dislodge the German Paratroopers. However, when a U.S. Reconnaissance Company outflanked the farm and advanced east toward Djedeida, the Germans were forced to withdraw to Mateur during the night.

Play and rate this scenario using the "Score Card" on page 12.

TURN RECORD CHART

 Germans set up first	1	2	3
 U.S. moves first			
4	5	6	7



THE MOTTI OF SUOMUSSALMI

December 1939: Suomussalmi, Finland. The Winter War was going badly for the Russians and no more worse than at Suomussalmi where the 163rd Infantry Division had been trapped. The 44th Motorized Infantry Division had been sent to rescue their desperate comrades but they themselves were about to be entrapped, as well.

Place Overlay K with G9 on 32C1 & H9 on D1.
Place Overlay M with D6 on 32C4 & F7 on E3.

32



Scenario
Design
Contest

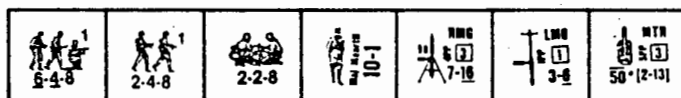
#2



Elements of Finnish 9th Inf. Div. set up on or west of hexrow P.

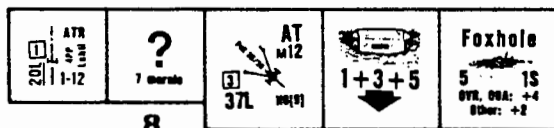
[ELR 4]

{SAN 7}



3

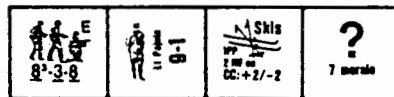
2



8

4

Col. Siilasvuo's SISSI Ski Commandos



2

3

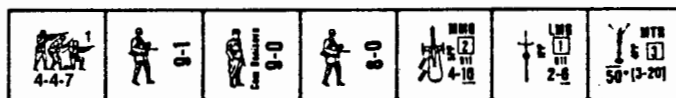
enter turn 5 on ANY board edge.
[ELR 5]



Convoy of Russian 44th Mot. Inf. Div. set up in Convoy formation (E11) (Infantry loaded in trucks) on road U5-W5-Y10.

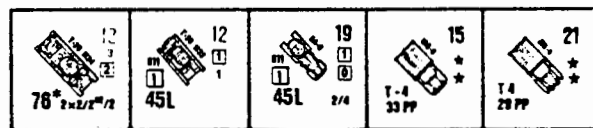
[ELR 1]

{SAN 2}



15

2



3

2

3

3

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AFTERMATH: On page 10.

VICTORY CONDITIONS: The Russian is awarded Victory Points (A26) for either exiting his units off the WEST edge at A4, A5, A6, or A7 and/or eliminating Finnish units. The Victory Levels are as follows:

- 25+ = Decisive Russian Victory
- 20-24 = Moderate Russian "
- 15-19 = Minimal Russian "
- 10-14 = Minimal Finnish Victory
- 5-9 = Moderate Finnish "
- 0-4 = Decisive Finnish "

SPECIAL RULES:

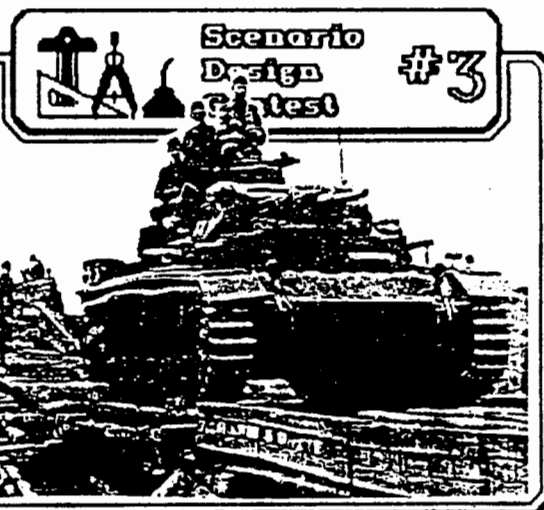
1. EC - Deep Snow (E3.73) & Extreme Winter (E3.74) with Heavy Winds (B25.63) blowing to the Southeast. Snow Drifts also occur as per (E3.75).
2. All Finnish Infantry are equipped with Winter Camouflage (E3.712). The Finns may

set up one MMC and any SMC/SWs with it, HIP (A12.3). In addition, all Finnish Fortifications may set up HIP as per A12.33.
3. All Finnish Infantry are armed with Klorihartsi Pipe Grenades which are used exactly like Anti-Tank Magnetic Mines (C13.7). The SISSI Ski Troops are armed with Molotov Cocktails (A22.6) as well as the Klorihartsi Pipe Grenades.

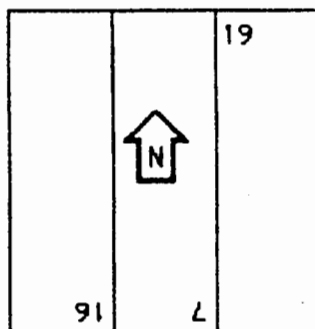
Play and rate this scenario using the "Score Card" on page 12.

TURN RECORD CHART

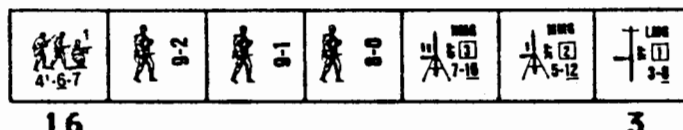
Finns set up first		1	2	3	
★ Russians move first					
4	5	6	7	8	9



October 16, 1941. Russia.
After the breakthrough near Llyinskoye the 19th Panzer Division advanced quickly until its arrival at the Istya River where a bridge was found intact but furiously defended. Then the order is given, "all weapons, fire - and get across that bridge".

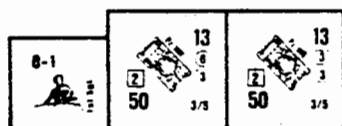


Elements of the 19th Panzer Division set up on any non-bridge hex west of the river. Tanks must set up on road hexes. [ELR 4] {SAN 2}



16

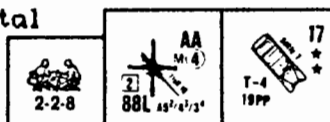
3



2

3

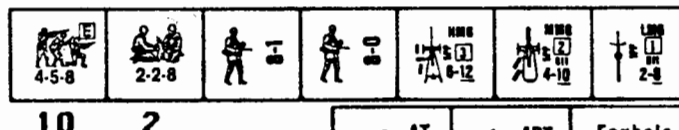
Elements of Regimental Artillery enter turn 1 anywhere on west edge of board 16.



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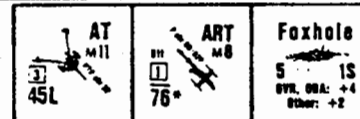


Elements of Cadet School set up concealed on any non-bridge hex east of the river. [ELR 2] {SAN 4}



10

2



6

Reinforcements enter on turn 5 as per SSR 4.

Additional dummy concealment counters. Make a secret die roll. dr equals number of additional counters.



VICTORY CONDITIONS:

See SSR 3 on page 8.

SPECIAL RULES:

See page 8.

AFTERMATH: Once over the bridge, the first tank was destroyed and then the second. The third spotted the gun and destroyed it. By this time the 88 was set up and started firing. It wasn't too long afterwards that the advance overwhelmed the Russian defenders.

Play and rate this scenario using the "Score Card" on page 12.

TURN RECORD CHART

German move first	1	2	3	4	★5	6	7	8	9	10	11	12
★ Russians set up first												

Letters to the Editor



Dear Sir:

I am interested in purchasing the PBM booklets. Could you please tell me how much they are.

M. Markley, PA

Life never ceases to amaze me. I give something away and suddenly people want to buy it!??!

The PBM booklets are not for sale; but don't worry, we will continue to offer them free when you resubscribe (or with special orders - see "Bulletin Board" in the last issue). We have enough in stock so that there should be enough to go around for quite awhile. *A

Bulletin Board

OPPONENTS WANTED

PBM opponents wanted for SL-GI, also FTF in the Bay area.

Dave Connell

747 Rainbow dr.

Mtn. View, CA 94041

ANNOUNCEMENT

Want to Run a tournament at
SL Rally '89?

You'd better write to us soon. Now is the time we make up the schedule for June's Rally. Once we release the announcement in the February issue things are pretty well locked in and there is very little chance that we will change our schedule to squeeze in your tournament.

Want to run one of our tournaments? Just let me know. There will be more events (including games other than ASL) in '89 and we could probably use your help.

(continued from preceding page)

SPECIAL RULES:

1. ECs are moderate with no wind at start.
2. River is deep with moderate current.
3. Before the game starts, the German player may change the orientation of board 7. In addition, before the Russian sets up, he can choose where to place a two-lane stone bridge on board 7. After this, but before the Russian set up, he must choose one of the following victory conditions:
 - (A) Exit 15 victory points off the east edge.
 - (B) Automatic Victory: Have more good order squads on board 19 than the Russian, and have earned 18 victory points. Game ends at this point irrespective of turn #.

- (C) Clear board 19 so that there are no Russian MMCs, in good order, west of hexrow 3, inclusive. The German player loses automatically, if he loses all his AFVs (includes Recall).

Halftrack does not apply.

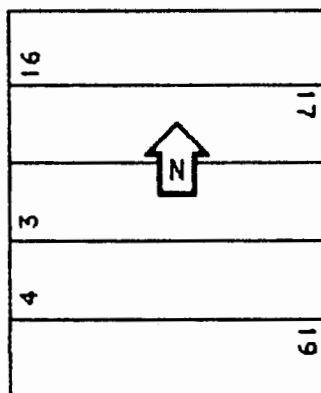
4. Starting on turn 5, the Russian player may roll once per game turn during his RPh for reinforcements which arrive on any dr that is at least four less than the current turn number. The reinforcements are a number of 4-5-8 squads equal to the turn number in which they arrive, plus a 7-0 leader.
5. Six Russian squads may set up in foxholes.
6. Road hexes exist between 19Q10 and 19Q6. 19Q9 is a forest road hex.

*A



PANZER ARMEE POPOV

December 12, 1942, Verkhniy Imnskiy, Russia. The German Fourth Panzer Army was responsible for directing the relief of Stalingrad. Forward elements of the 6th Panzer Division had established a bridgehead across the Aksay River while eight miles away lay the Russian Third Tank Army. They quickly launched a violent counterattack.



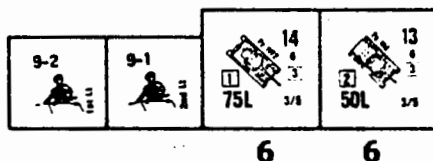
Scenario
Design
Contest

#4

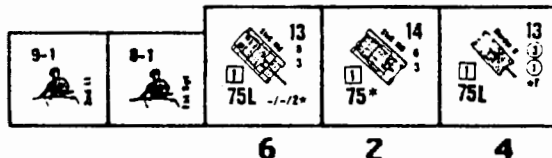


Elements: 6th Panzer Division enter anywhere along the south edge on the turn indicated.
{SAN 0}

Turn 1.



Turn 2.

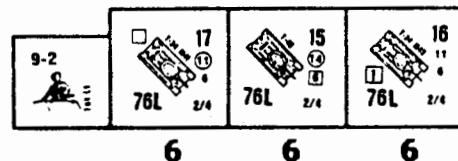


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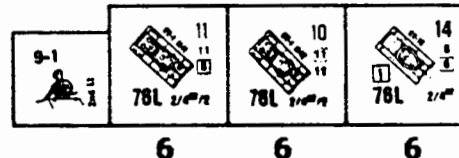


Elements: Third Tank Army enter anywhere along the north edge on the turn indicated.
{SAN 0}

Turn 1.



Turn 2.



VICTORY CONDITIONS: To win - The German player must earn 24 vpts. The Russian player must earn 16 vpts. Each enemy tank eliminated is worth one victory point. Each enemy tank immobilized is worth 1/2 of a point. In order to win, each player must achieve their respective victory conditions while preventing their opponent from doing the same. Any other result is a draw.

SPECIAL RULES:

- ECs are Moderate with no wind at start. Woods do not exist; treat as open ground. Orchard and brush exist normally.
- At the conclusion of the game any Shocked AFV must resolve their Shocked status by continuing to roll a die as per the normal rules.

AFTERMATH: A furious tank battle ensued during which the village changed hands repeatedly. When it became obvious that the Russians were concentrating numerically superior forces the Germans were forced to withdraw back to the Aksay River. The Russians, however, had suffered such heavy losses that they did not pursue, but rather contented themselves with establishing defensive positions.

Play and rate this scenario using the "Score Card" on page 12.

TURN RECORD CHART

Germans move first		1	2	3
4	5	6	7	8



Scenario
Design
Contest

#5



November 15, 1941, northeast of Rzhev. Earlier in the day, and under cover of a heavy snowfall, the Russians captured Hill 747 which endangered the right flank of the 464th Regiment. At 2200 hours, after moving up to their jump over positions under cover of night, the Germans counterattacked. Shouting loudly, they broke into the Russian positions on the hill.



+

Elements of G Co., 2nd Battalion, 464th Inf. Rgt. set up west of the road running from 2A6-V3. [ELR 4] {SAN 2}

						
4-6-7	0-2	0-2	0-2	0-2	3-4	5-12
15					4	2

Play and rate this scenario using the "Score Card" on page 9.

★

Elements of an undisclosed Russian unit of the Kalinin Front set up anywhere on Hill 621. [ELR 1] {SAN 3}

						
4-4-7	2-2-8	0-2	0-2	8-12	4-10	2-8
12	2				2	

MTR will
3 82+ (p-74)

Foxhole
5 15
OVR. OBA: +4
Other: +2

2

9

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VICTORY CONDITIONS: The German player wins by controlling all level 3 hill hexes at game's end.

SPECIAL RULES:

- Deep and Falling snow are in effect. The falling snow is high intensity (E3.71) at start. No wind at start.
- Only hexrows A-V (incl) are playable.
- Night rules are in effect. It is overcast with no moon. The base NVR is 2 hexes. The Russian is the Scenario Defender and the German is the Scenario Attacker. Both the Russians and the Germans are Lax. The German player may make a Recon dr (E1.23).
- Prior to scenario set up, the German player must record any two hexes as targets for his Pre-registered OBA. One hex each for two separate 100MM OBA modules. The German player must also

record a single hex anywhere on Hill 621 as his Objective hex. At the start of any friendly PFPh/DFPh in which the German's best Good Order leader occupies his Objective hex he may make a special Starshell Usage dr. All of the normal Starshell procedures apply. This special Starshell Usage attempt must be pre-designated as the OBA signal flare prior to making the dr. If the leader fails the dr he is free to try again in a succeeding PFPh/DFPh. If the dr is successful the German player may resolve both modules, utilizing the pre-registered hexes as their initial target hexes. This OBA is resolved immediately as an FFE:1 (i.e. there is no SR) and it cannot be corrected. The signal flare dr replaces all Radio Contact and Battery Access procedures. Initial Accuracy is resolved normally. Both FFEs remain on board until the CCPh following the resolution of their FFE:2. Once successful, no other OBA can be activated.

♣ Germans move first

★ Russians set up first

1	2	3	4	5
---	---	---	---	---

AFTERMATH - page 8.

Bulletin Board

SCENARIO AFTERMATH

"A Midnight Stroll" - The attack confused the Russians who were taken by surprise. Caught unawares, the Russian artillery remained silent throughout the battle. When the signal flare went up, the German artillery opened fire on the Russian-held side of the hill. Russian machine guns covering the flanks put up fierce resistance before being put out of action in hand-to-hand combat. After 45 minutes, Hill 747 was completely in German hands. About 60 prisoners were taken and in the morning 70 Russian dead were found on the hill. Of the five German casualties only one was seriously wounded.

"Mission Accomplished" - The German column was preceded by a small advance guard which the Americans ambushed from their hidden positions. Hearing the gunfire the

Wish to contact other ASL groups in NC, SC, TN and VA for regional get together.

Raymond Woloszyn
7162 Mantlewood LN
Kernersville, NC 27284

NOTICE

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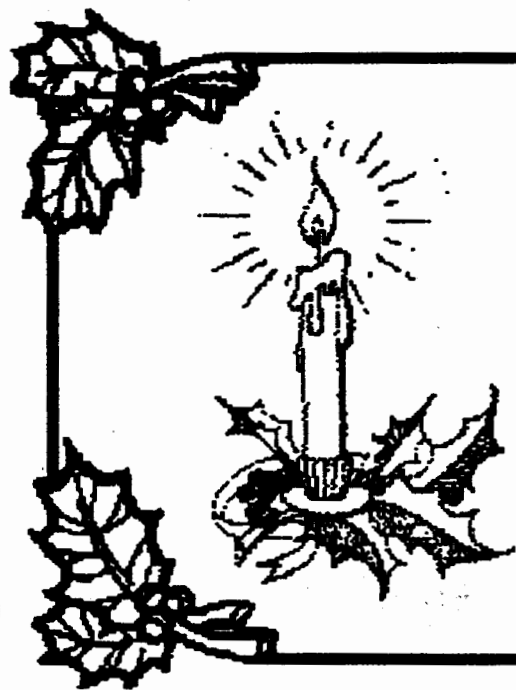
Germans deployed their infantry and advanced. The paratroopers maintained their concealment until the Germans approached to within 100 yards. They then opened fire and pinned the Germans in the open. German tanks rushed forward, but these were driven off with accurate bazooka fire. Most of the German infantry was killed or captured and the armor was forced to withdraw.

*A

(continued from page 2)

While we are on the subject of "yearly" things I am happy to announce that we will continue both

the "Scenario Design Contest" and the "Best Article Award" (for 1989). Each will continue to receive cash prizes. Why? Hey! Aren't you worth it? *A

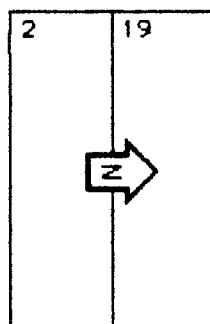


It is our sincere wish that the true meaning of this Christmas Season will bring you happiness and peace, and that the coming New Year will be one of good health and well-being for you and your loved ones.



MISSION ACCOMPLISHED

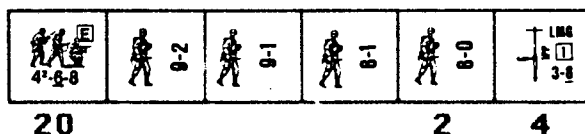
July 10, 1943. Sicily. It was D-Day and Operation Husky was in full swing. The 1st Battalion of the 505th Regimental Combat Team had the mission of blocking the route to the invasion beaches of the U.S. 1st Inf. Div. at Gela. They were deployed in a valley astride the road leading from Niscemi to Gela when, at about 0700 hours, a column of the Western Kampfgruppe, Hermann Goering Division approached.



Elements of the Western KfGrp, Hermann Goering Div. enter anywhere along the northern board edge on turn 1.

[ELR 4]

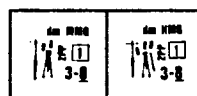
{SAN 2}



20

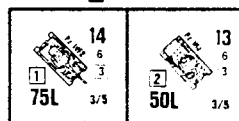
2

4



2

Reinforcements enter on hex 19Y1 as per SSR 4.



2

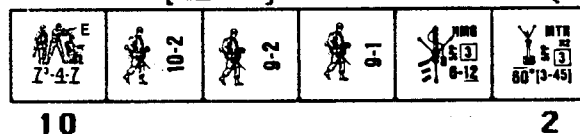
2



Elements of the 1st Bat., 505th RCT, 82nd Airborne Div. set up on or south of hexes numbered 3 on board 19, as well as anywhere on board 2, as per SSR 2.

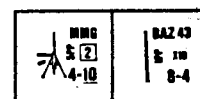
[ELR 5]

{SAN 5}



10

2



2

4

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VICTORY CONDITIONS: The German player must exit 37 Victory Points (A26.3) off the southern board edge within five hexes of 2Y10.

SPECIAL RULES:

- ECs are Dry with heavy winds blowing to the northeast. Only hexrows R-GG, inclusive, are playable. All woods are treated as brush. Building 19X6 does not exist; treat as open ground. Kindling fires is not allowed.
- All U.S. forces setting up in suitable terrain may utilize HIP (A12.3). The

U.S. player may Deploy (A1.31) all of his squads at start.

- All U.S. units that set up in suitable terrain may set up in foxholes. Foxholes that are solely occupied by hidden units are not revealed until an occupying unit loses its hidden status. The U.S. player need not reveal the fact that he has claimed a hidden foxhole's protective TEM; if by doing so the occupying units are able to maintain their hidden status.
- Commencing on turn 3, the German player may make a RPh reinforcement dr. If this dr is less than the current turn number the German reinforcements will enter during the next MPH.

Play and rate this scenario using the "Score Card" on page 9.

TURN RECORD CHART

✠ Germans move first	1	2	3	4	5	6	7
☆ U.S. sets up first							

AFTERMATH
on page 8.

Bulletin Board

SCENARIO AFTERMATH

"A Midnight Stroll" - The attack confused the Russians who were taken by surprise. Caught unawares, the Russian artillery remained silent throughout the battle. When the signal flare went up, the German artillery opened fire on the Russian-held side of the hill. Russian machine guns covering the flanks put up fierce resistance before being put out of action in hand-to-hand combat. After 45 minutes, Hill 747 was completely in German hands. About 60 prisoners were taken and in the morning 70 Russian dead were found on the hill. Of the five German casualties only one was seriously wounded.

"Mission Accomplished" - The German column was preceded by a small advance guard which the Americans ambushed from their hidden positions. Hearing the gunfire the

Wish to contact other ASL groups in NC, SC, TN and VA for regional get together.

Raymond Woloszyn
7162 Mantlewood LN
Kernersville, NC 27284

NOTICE

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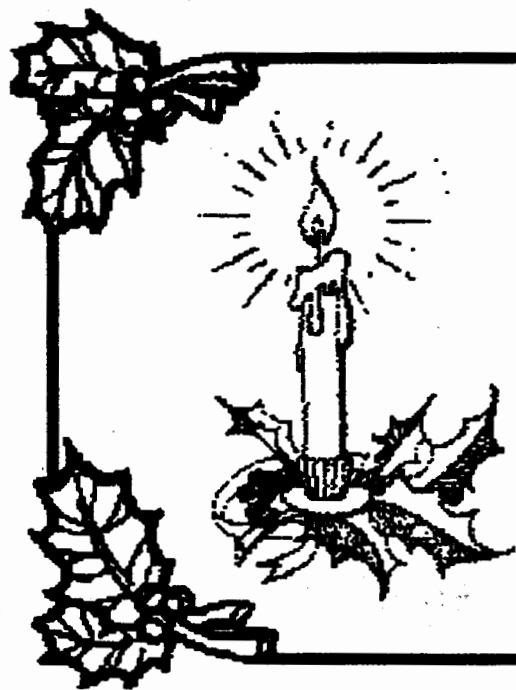
Germans deployed their infantry and advanced. The paratroopers maintained their concealment until the Germans approached to within 100 yards. They then opened fire and pinned the Germans in the open. German tanks rushed forward, but these were driven off with accurate bazooka fire. Most of the German infantry was killed or captured and the armor was forced to withdraw.

*A

(continued from page 2)

While we are on the subject of "yearly" things I am happy to announce that we will continue both

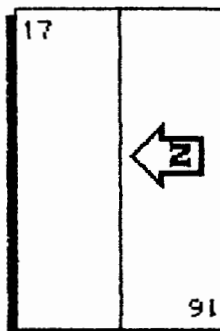
the "Scenario Design Contest" and the "Best Article Award" (for 1989). Each will continue to receive cash prizes. Why? Hey! Aren't you worth it? *A



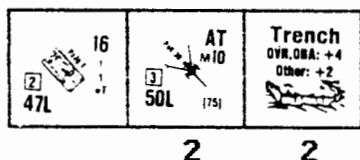
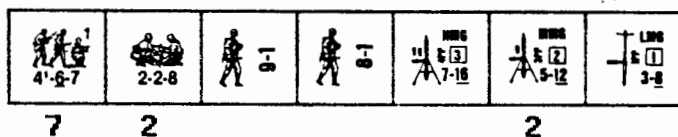
It is our sincere wish that the true meaning of this Christmas Season will bring you happiness and peace, and that the coming New Year will be one of good health and well-being for you and your loved ones.

"Rencontres ASL 88"

Saturday, December 6, 1941, northwest of Moscow. The winter, the attrition of long months of war and finally the dramatic resistance of the Russians have stopped the German offensive on Moscow. Between the river Sestra and the Moscow lake, five battalions of the German 36th Motorized Division (See **WINTER** on page 10)



Elements of the 36th Motorized Div. set up anywhere west of hexrow J (bd 17) and X (bd 16).
[ELR 2] {SAN 2}



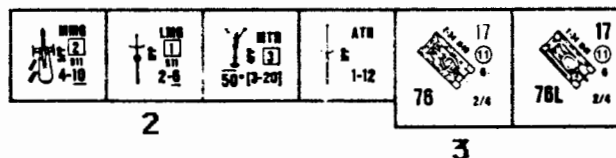
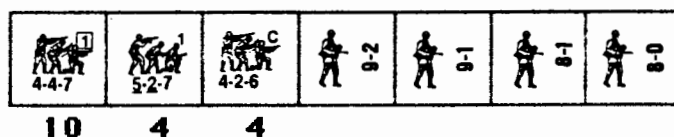
Enter west edge on turn 6.



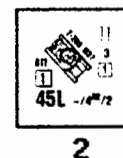
© Copyright 1989 M.C.C.



Elements of the 30th Army enter turn 1 on the east edge.
[ELR 2] {SAN 2}



Enter turn 5 on the south edge of hexrow H.



VICTORY CONDITIONS: The Russian player wins if he exits at least 15 VPs off the west edge and if he controls the 2 stone buildings at the end of the game.

SPECIAL RULES:

1. ECs are extreme winter (E3.74) and deep snow (E3.73 & D8.23). A heavy wind is blowing from the northeast.
2. Snow drifts (E3.75) must be used

3. The Russian has winter camouflage (E3.712) and his units may mount the tanks.

4. No boresight.

5. The A5/6 -G7-R4-Y10-DD4 GG5/6 road on board 17 is a plowed road.

AFTERMATH: At top speed, four tanks mounted by ten to twenty men stormed the village, ejected (continued on page 10)

★ Russians move first	1	2	3	4	★ 5	✠ 6	7	8
✠ Germans set up first								

IN THIS ISSUE (continued from p. 6)

At a time when *ON ALL FRONTS* is read in more countries by more readers than ever before it is more important than ever to make certain that there is no misconception of what we do or who we are. It is also important to understand that we are totally independent. We are not associated with (nor supported by) any game company. Nor do we follow in lockstep behind any game company.

The content of this "amateur" periodical is determined by you. If you are disappointed because you are not seeing what you want that's because others are not doing what you want. They're doing what they want to do (and don't ask me to do it either because I'm doing what I want to do, too).

If you are doing something new and interesting with the game you ought to be able to tell others about it and not have your ideas or material rejected simply because they do not adhere to a certain philosophy or are not professionally written. It's your game. You paid for it (paid a lot) and you are free to do with it whatever you like within the parameters of the law, reason and good taste and you ought to be able to communicate with others who are interested in what you are doing.

That's what we do here. We communicate and we do new and interesting things.

If you are a subscriber then you are a part of that. You are a part of an organization of players that put out the first SL newsletter, held the first nationwide tournaments, brought round robin style tournaments to the GI and ASL Origins tournaments, did new rules, counters, mapsheets and a lot more. Be proud of that. I am. *A

SCENARIOS-CONTINUED

RUNNING (continued from page 9)

Germans had taken the town thus threatening the only bridge the 82nd controlled at that time. Colonel Ekman quickly rallied all available forces and attacked Mook.

STRATEGICON, May 1988

WINTER (continued from page 11)

are scattered among several villages and groups of houses. At 6 A.M., on the coldest day of the winter (-40° Celsius), the Russian counteroffensive is launched all along the front. In an nondescript hamlet, one German infantry company supported by an ad hoc AT detachment is assaulted.

AFTERMATH (continued from p. 11)

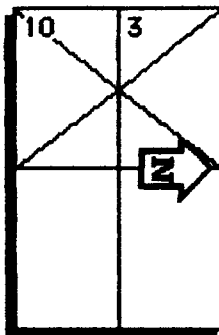
the first company from the houses and tried to overrun the AT guns. Three of the tanks were soon destroyed in close fights but the Russian infantry now attacked from the woods following the artillery barrage. Despite heavy casualties, the Germans were able to contain the assault with small arms and MG fire. Suddenly, two more tanks appeared from the south in search for the remaining AT guns. Having destroyed one of those tanks, a 50mm AT gun malfunctioned at the moment of being overrun. The last Russian tank crushed the piece three times before being destroyed by the last AT gun. Too meager reinforcements and fires blazing everywhere in the village imposed a German withdrawal. The Russians' constant attacks made this retreat a nightmare and the 36th Motorized Division was nearly destroyed in the process.

"Rencontres ASL 88", Belgium

*A

STRATEGICON, May 1988

Wednesday, September 20, 1944, Mook, Belgium. Operation Market Garden was in its third day and already 24 hours behind schedule. Nijmegen bridge still was not in Allied control. German pressure on the airborne corridor was increasing daily. In Mook, the (See **RUNNING** on page 10)

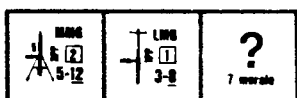


Elements of the 6th Parachute Div. set up on or south of any board 10 hex numbered 3 or greater. [ELR 3] {SAN 6}



5

4

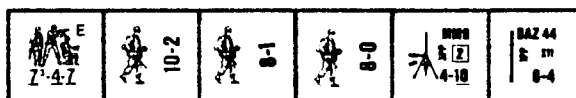


3

7



Elements of the 505th Parachute Regt., 82nd Airborne Div. set up on any whole hex on board 3. [ELR 5] {SAN 5}



11

2

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VICTORY CONDITIONS: In order to win, the American player has to Control (A26.12) five of the seven multi-hex buildings on board 10 at the end of turn six. The American player must do this without losing 10 Casualty Victory Points (A26.2).

SPECIAL RULES:

1. ECs are moderate with no wind.
2. Only hexrows R-GG are in play.
3. No Rowhouses exist (B23.71).
4. Germans may not set fires (B25.11).
5. German player may use HIP for

one squad plus any leaders/SWs stacked with them (A12.3).

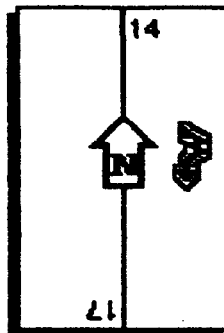
AFTERMATH: General Gavin recognized the importance of Mook and asked for help from the Cold Stream Guards. Meanwhile, Colonel Ekman attacked and, in an all-day house-to-house engagement, slowly pushed the Germans back out of Mook just as the Cold Stream Guards arrived.

☆ U.S moves first	1	2	3	4	5	6
● Germans set up first						

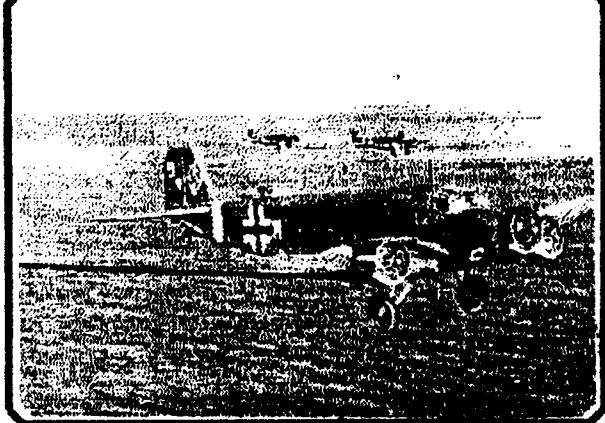
CRETE #1 - THE AIRFIELD

Tuesday morning,
May 20, 1941.
The Maleme Airfield, Crete.

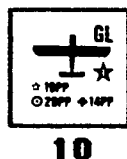
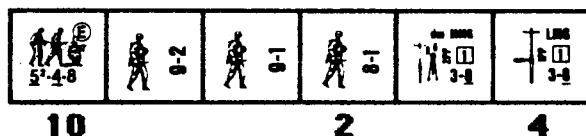
Note: The historical settings for the following three scenarios is contained in the article on page 3, "Battle For Crete, 1941".



ON ALL FRONTS



Elements of Lt. Wulff von
Plessen's Glider Detachment.
enter as per Glider rules (E 8).
[ELR 4] {SAN 3}

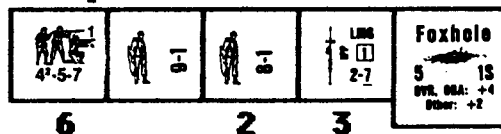


Elements of C Co., 22 NZ Batt.

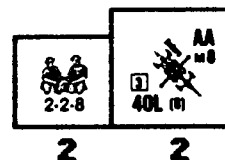
[ELR 3]

{SAN 4}

Set up on board 14 on hexrows A-P (incl).



Set up within 3 hexes of
the airfield on board 14.
May not set up on the
airfield.



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TACTICAL OBJECTIVES: The German player receives 5 Victory Points for each building, adjacent to the airfield, he controls by the end of the game. Additionally, he receives 5 Victory Points for each AA gun he destroys (malfunctions do not apply) by the end of the game

SPECIAL RULES:

1. ECs are moderate with no wind at start. Wind direction is north to

south for glider landing purposes.

2. Neither side has smoke making capability.

3. One NZ squad with SW weapon may set up HIP (The AA guns may not set up HIP).

Important Rules:

1. AA IFE range is 16 hexes (C2.29)
2. AA IFE, E7.51 AA and E7.511.
3. Emplaced C11.2.
4. Concealment loss, A12.34.



Germans move first



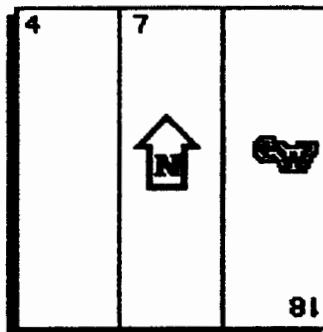
NZ sets up first

1 2 3 4 5

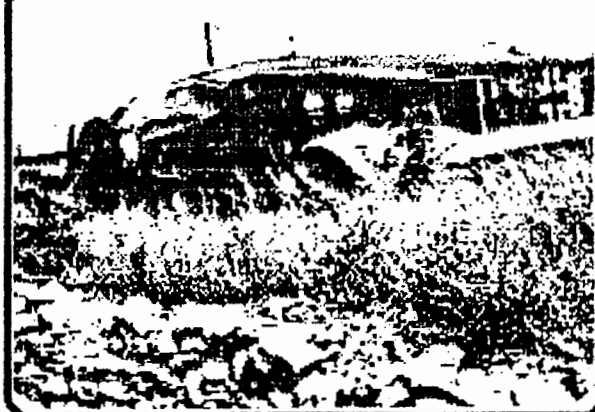
CRETE #2 - THE BRIDGE

Tuesday morning,
May 20, 1941.
The Tavronites Bridge.

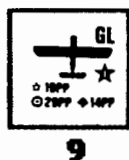
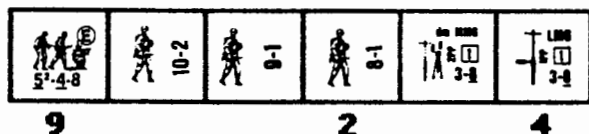
[Optional variant: Upon agreement by both players British sets up one (or both) AA guns HIP and increases the number of turns by 1 (or 2).]



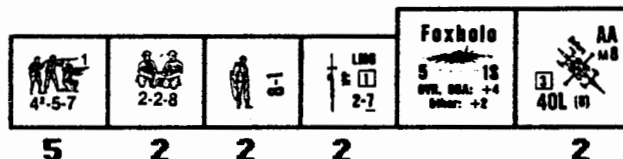
ON ALL FRONTS



Elements of Major Walter von Braun's Glider Detachment enter as per Glider rules (E 8).
[ELR 4] {SAN 3}



Elements of D Co., 22nd NZ Battalion and AA Detachment set up on board 7. AA guns may **NOT** set up in river hexes.
[ELR 3] {SAN4}



TACTICAL OBJECTIVES: The German player receives 10 Victory Points for each AA gun he destroys by the end of the game.

SPECIAL RULES:

1. ECs are moderate with no wind at start. Wind direction is from east to west for glider landing purposes.
2. A bridge exists between hexes 7AA5 and 7AA9.

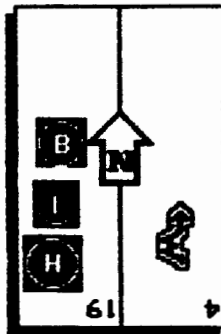
3. The German player may deploy any number of squads prior to landing.
4. The river is Dry. All blue hexes are -1 Open Ground. Marsh hexes do not exist. They are Open Ground instead.
5. Bofors AA guns may not fire into level -1 hexes as they lacked gun depression.
6. Neither side has smoke capability.
7. One British squad with support weapon (not AA gun) may set up HIP.

Germans move first	1	2	3	4	5
NZ sets up first					

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CRETE #3 - THE HILL

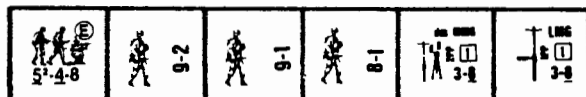
Tuesday, May 20, 1941.
Kavsakia Hill (Hill 107), a short distance from the airfield at Maleme, Crete.



ON ALL FRONTS



Elements of Major Koch's
Glider Detachment enter as
per Glider rules (E 8).
[ELR 4] {SAN 3}



10

2

2

4

4



10



Elements of A and B Companies,
22nd NZ Battalion set up on
overlays (H, I, & B) on board 19.
[ELR 3] {SAN 4}

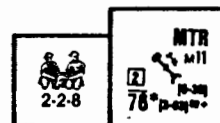


6

2

5

Foxhole
5-13
DVL: 0-4
Other: +2



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TACTICAL OBJECTIVE: The German player receives 5 Victory Points for each level 2 hill hex he controls at the end of the game.

SPECIAL RULES:

- ECs are moderate with no wind at start. Wind direction is south to north for glider landing purposes (e.g. B1-C2-D2).
- Neither side can make smoke.

3. One British squad with SW weapon (not 76* Mortar) may set up HIP.

4. Overlay Placement:

"H" with K5 on 19C6 & F7 on 19H8.

"I" with T7 on 19L3 & X4 on 19Q5.

"B" with CC1 on 19R7 & DD4 on 19V8.

Credits: Scenario and Game Design by T. A. Treadaway. Playtested by M. Balsai, C.B. Blackard, T. Morin, Vic Provost and T. A. Treadaway.



Germans move first



NZ sets up first

1

2

3

4

5

Riders On The Storm

Terry Treadaway

Before proceeding to the scenarios you and your opponent should decide now which version you want to play:

- (1) The 3 Scenarios
- or (2) The Free Form.

Both USE the same: Victory Schedule, Tactical Objectives, set up and entry restrictions and Special Rules, etc. The only difference is: in one version (The 3 Scenarios) you are given the forces in each situation and in the other you can allocate them yourself, in whatever manner you choose.

One other thing. No matter which version you choose to play, you must decide beforehand which force you will command. You will remain the German or British player for the entire game of three scenarios.

To decide forces, each player rolls one die. The player with the even die roll is the British player; the one with the odd die roll is

the German player (keeping rolling until there is one even and one odd die roll).

How To Play The 3 Scenarios:

After choosing sides proceed to the first scenario; play it, and then the German player records his result. Do the same for the second and third scenario. At the end, the German player totals his three scores and compares it with the Victory Schedule listed below to determine the final outcome.

How To Play The Free Form:

After choosing sides proceed to page 7. There you will see the forces listed for both sides. The British player is required to place two AA guns with their crews in Scenario #1, two AA guns (with crews) in Scenario #2, and the 76* mortar with its crew in

Scenario #3. Each player divides up his total force among the three situations (record the numbers on the lines provided). In this way, you are like opposing commanders on the eve of battle deciding where to attack and defend and trying to outguess your opponent. Then proceed to play each scenario in turn but using the forces you have allocated to attack or defend the tactical objectives.

Remember the forces allocated for each scenario set up and enter as directed in the scenario. Also, the Special Rules, Victory Points, & Tactical Objective remains the same for both versions.

After each situation is completed the German player records his score and at the end of the last situation he totals his score and compares it to the Victory Schedule listed below to determine the final outcome.

Finally, in case it needs to be said. Use a separate sheet or photocopy this one and cut it in half so that your opponent cannot see

where you have placed your forces.

*A

Victory Schedule Paratroop Leader - Crete					Note: The type of victory achieved is based on the Total German Score for all three scenarios/situations.
British			German		
Decisive	Tactical	Draw	Tactical	Decisive	
0-30	31-44	45-65	66-85	86+	



 5-4-8	29
 10-2	
 9-2	
 9-1	5
 8-1	6
 3-8	6
 3-8	12
 GL 10PF 20PF + 10PF	29

#1 #2 #3 Total
The Airfield The Bridge The Hill

—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—
—	—	—	—

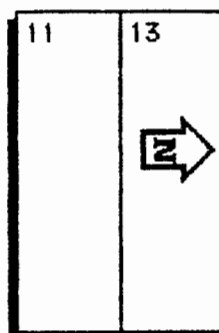


 4-5-7	17
 9-2	
 9-1	
 8-1	6
 8-14	
 4-12	
 2-7	5
 2-11	
 Foxhole 5 DVR, DRA: +4 Other: +2	7

 2-2-8	 40L (8)	 2-2-8	 40L (8)	 2-2-8	 MTR 78 (2-30)
2	2	2	2		

HUNGARIAN GOULASH

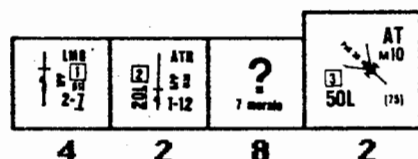
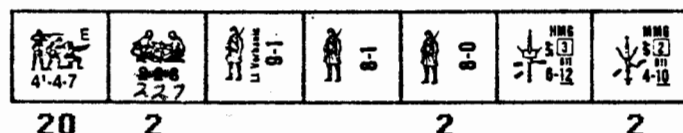
Sunday, October 8, 1944,
50km SW of Debrecen,
Hungary. The Russian's
"Operation Group Pliev", a
cavalry/mechanized force,
began its thrust northward
to capture the city of
Miskolc and cut off the
retreat of "Armeegruppe
(continued on page 9)



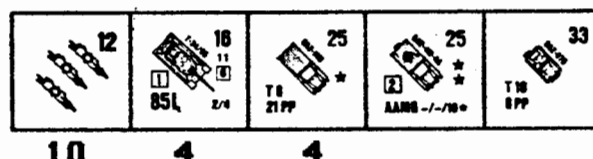
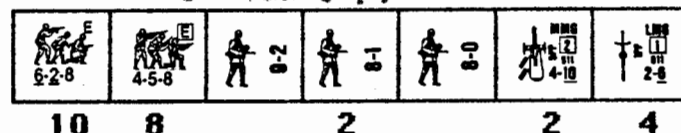
ON ALL FRONTS



Elements of the Hungarian 4th
Infantry Division set up on
boards 11 & 13 at least 4 hexes
from the south edge.
[ELR 1] {SAN 4}



Elements of the 83rd Marine
~~Brigade set up on board 5.~~
6th Guards Cavalry Corps
[ELR 4] {SAN 2}
Enter the south edge of board 11
on turn 1.



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Note: Ownership of ASL Module #4,
PARTISAN!, is required.

VICTORY CONDITIONS:

To win, the Russian must exit 40
Victory Points (A26.3) off the north
edge of board 13 between hexes I1
thru Y1, inclusive, by game's end.
Failure to do so results in a win for
the Hungarian player.

SPECIAL RULES:

1. ECs are wet with no wind.
2. The stream is deep (B20.4).

3. Hungarians are Axis Minors and must use red TO HIT numbers, must pass a 1PAATC, and all breakdown numbers are lowered by one (A19.32).
4. Two Hungarian MMC and leaders/SWs stacked with them may use HIP. Hungarians in suitable terrain may set up in foxholes (not to exceed 12 one squad counters or equivalent).
5. All Russian units must enter mounted on either vehicles or horseback.

★ Russians move first	
✠ Hungarians set up first	

1 2 3 4 5 6

SL Rally (continued from page 4)

SPECIAL BONUS: Finally, pre-registration makes things so much easier for us here "at the Front" that I'm going to make it worth your while (for those having had the patience to read this far).

First, you will receive your own personalized (your name on it) SL Rally Button (See Special Bonus on page 5). They are a **ONE OF A KIND** item.

Second, you will receive a Discount Coupon worth **20% OFF** the already discounted price of resubscribing to *ON ALL FRONTS*.

Y'all come to the Rally, ya hear. We're going to have us some fun.*A

GOULASH (continued from page 10)

Wholer". Only weak Hungarian infantry barred the way and they would be sorely tested to hold the Soviet advance long enough to allow the German Panzer Divisions to mount a counterattack.

AFTERMATH:

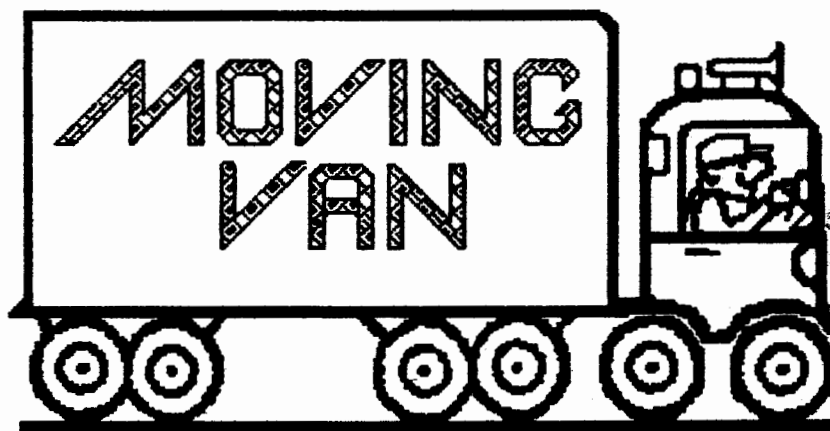
The Hungarian blocking forces were brushed aside by the Russian mobile force which raced northwards deep into the Germans rear. They soon found that they had overextended themselves as they were cutoff by counterattacking German Panzers and had to fight their way out of the encirclement. The Hungarian sacrifice had not been in vain.

Scenario design by Tom Morin.

*A

MOVING?

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Street

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City

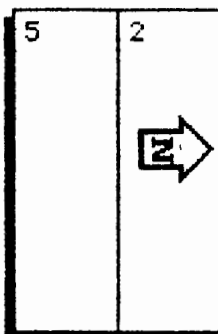
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Zip

ATTACK ON HILL 307

N.O.W.S. CON 1986

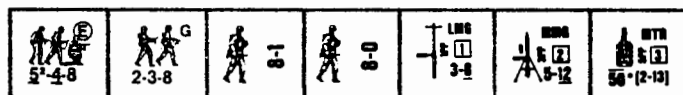
Novorssisk area, Monday, February 8, 1943. After a three-day buildup of the beachhead, the Soviets made an attempt to expand it. One objective was Hill 307. From here they could dominate the Novorssik-Glebouka road.



ON ALL FRONTS



Elements of the 73rd Inf. Div. set up on board 2, north of all hexes numbered 7, inclusive.
[ELR 4] {SAN 3}



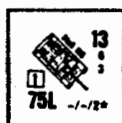
8

2

2



Enter north edge of board 2 on turn 1.



Elements of the 83rd Marine Brigade set up on board 5.

[ELR 4]

{SAN 2}

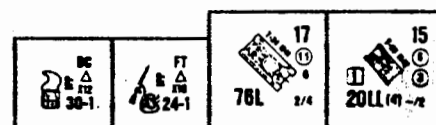


10

3

2

2



2

2

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VICTORY CONDITIONS: The Russians must be the last to occupy, uncontested, all level 3 hexes on board 2 by the end of the game.

SPECIAL RULES:

1. ECs are moist with no wind.
2. The Russian tanks are not subject to the rules governing tanks without radios.

AFTERMATH: The Soviets pushed up Hill 307, straddling the road just in time to meet a German counter-attack led by the newly-arrived German 125th Division. Pushed off of Hill 307, the Soviets dug in and received reinforcements. By February 14th, the rain began to fall, slowing all offensive operations to a crawl.

Scenario design by W. Sisler.



Russians move first



Germans set up first

1

2

3

4

5

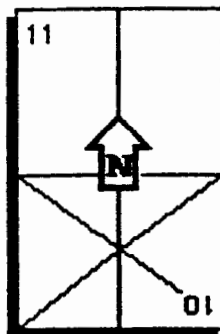
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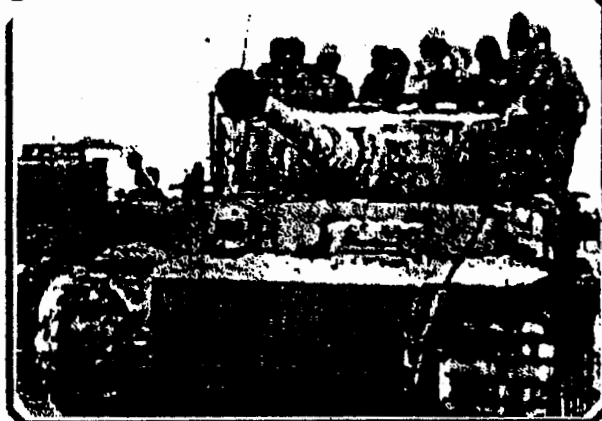
THE SLEDGEHAMMER

N.O.W.S. CON 1986

The Ardennes, Sunday, December 24, 1944. Jochim Peiper's troops were cut off and his supplies were dwindling. His only chance was to break out through the vital crossroads at Stavelot. The only problem was that it was defended by the 82nd Airborne.



ON ALL FRONTS



Elements of Kampfgruppe Peiper enter, turn 1, on the west edge.
[ELR 5] {SAN 3}



12



4

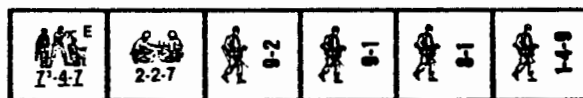
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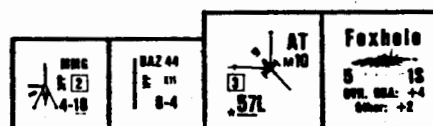
Elements of the U.S. 82nd Airborne Division set up anywhere on board 10.
[ELR 5] {SAN 6}



12

2

2



2

4

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VICTORY CONDITIONS: The Germans win if they are the sole occupants of building 10Z6 at the end of the game.

SPECIAL RULES:

1. Ground Snow (E3.72) is in effect.
2. The Germans have no PF capability.
3. Grain hexes are treated as woods.
4. The American units in building 10Z6 are fanatic.
5. The SS infantry are subject to

ammunition shortage.

6. Only hexrows A-P (incl) on board 10 and GG-R (incl) on board 11 are in play.

AFTERMATH: After a bloody fight the SS withdrew, leaving the grim paratroopers in control of the town. Further attempts would prove successful, but at a high cost.
Scenario design by Dave Sisler.

☛ Germans move first.

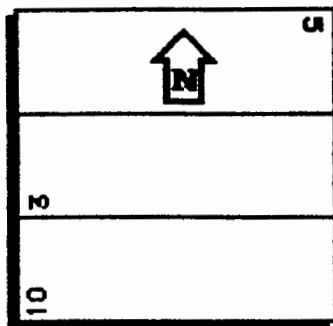
★ U.S. sets up first.

1 2 3 4 5 6 7 8 9

HELL'S FURY AT MUENCHEBERG

Muencheberg, Germany,
Thursday, April 19, 1945.
Zhukov's 1st Belorussian
Front had finally broken
through the German
defenses on the Seelow
Heights and began to
advance on Berlin, only to
find the 56th Panzer Corps
barring the way.

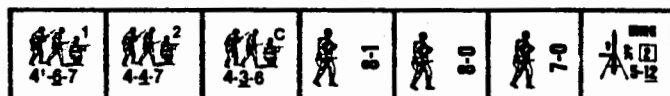
Scenario by Tom Morin.



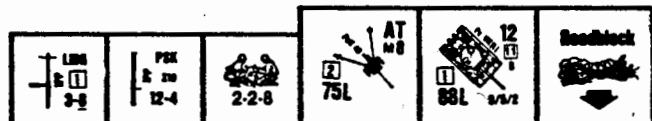
ON ALL FRONTS



Elements: 56th Panzer Corps set
up on board 3, west of row Z
(incl). [ELR 2] {SAN 4}



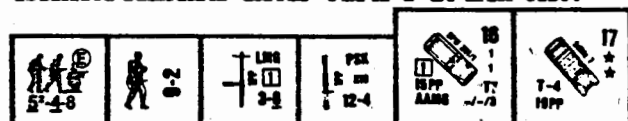
6 6 4 2 2



3 2

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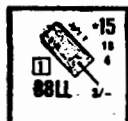
Reinforcements enter turn 1 at hex 3A6.



3

2

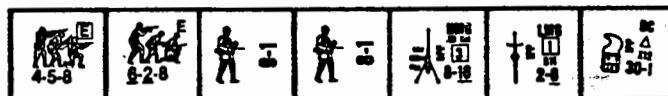
Reinforcements enter
turn 2 at hex 3A6.



2



Elements: 82nd Guards Rifle Div.
enter turn 1 east edge of bd. 3.
[ELR 4] {SAN 3}

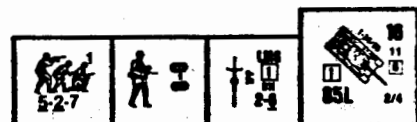


9 3 2 3 2



2

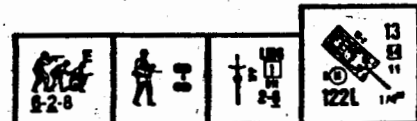
Elements: 11th
Tank Corps enter
turn 1 at 5Q10.
[ELR 4]



3

3

Elements: 11th
Guards Tank
Corps enter turn 1
at 10Q65. [ELR 4]



3

3

VICTORY CONDITIONS: The Russian
player wins if he controls all the multi-
hex buildings on board 3 at game's end.

SPECIAL RULES:

1. ECs are normal with no wind.
2. All hexes of hill 547 and hill 534 will be treated as ground-level woods.
3. Russian 6-2-8s are Assault Engineers (H1.22) except units arriving with the 11th Guards Tank Corps.
4. The German must undergo a Bombard

ment (C1.8) prior to start of play on board 3, only.

AFTERMATH: The German's valiant effort was futile as the Russian attack finally enveloped and crushed the defenders.

☛ Germans set up first	1	2	3
★ Russians move first	★		

4	5	6	7	8	9
---	---	---	---	---	---

PARATROOPERS HIT BACK

Sadzot, Belgium. December 31, 1944.
The German offensive in the Ardennes was at its climax; everywhere the Germans were trying to achieve a breakout. On the northern shoulder of the bulge, the 2nd SS Division was driving towards the much-valued Erezee-Manhey road. When two SS Battalions hit Sadzot in the middle of the night they completely destroyed

(Continued on page 9)



LI

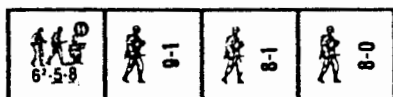
ON ALL FRONTS



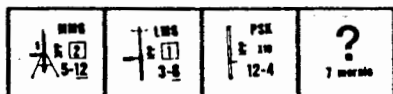
Elements of the 2nd SS Grenadier Battalion, 2nd SS Division set up on or north of hexrow G.

[ELR 3]

{SAN 4}



7



2

2

6



A Company, 509th Independent Parachute Battalion set up on or south of hexrow E.

[ELR 5]

{SAN 4}



9

2

2

2



2

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VICTORY CONDITIONS: The American player must capture four buildings (A26.12) or inflict eleven casualty points (A26.21) on the SS player at the end of seven turns.

SPECIAL RULES:

1. ECs are Ground Snow (E3.72).
2. Neither player may set fires (B25.11).
3. All Brush hexes are woods.
4. The German player may set up

one squad or two HSs using HIP (A12.3) along with any SW or leader to be placed with the squad or HS.

5. The German player has no PF capability (C13.3).
6. The German player must set up in building hexes, except for one squad.

Aftermath on page 9.

Scenario design by Stephen Brasseur and Aaron Allen.



U.S. moves first.



Germans set up first.

1

2

3

4

5

6

7

Letters to the Editor



Dear Terry,

..... Many thanks for continuing to provide an excellent 'zine. The five years of subscription service I have received from you have been top-notch. Keep up the good work!

E. Jackson, KS

Thanks for your letter. Every now and then I like to print one of them so that you and the rest of our friends out there know that their kind words are received and appreciated.

Here are some of the reasons why a lot of our readers are so pleased.

>In continuous publication since 1982. We are now in our 7th year.

>Published monthly in a magazine format. Mailed on time.

>There have been at least 2 scenarios (sometimes more) in each issue since 1984.

>Published the ORIGINS SL, COI, GI & ASL scenarios from 1983 to 1986.
You still can't get these scenarios anywhere else!

>During the past 6 years (1982 to 1988) ON ALL FRONTS has published:
Book Reviews;

3 New **ASL** Game Systems:

PARTISAN LEADER,

RECON LEADER,

ARMOR LEADER-KURSK;

175 articles;

4 PBM systems (includes ASL);

164 scenarios including those about the Pacific (Japanese), Korea, Vietnam, Japanese vs Russians, Italians, and U.S. vs USSR;

4 replays;

NEW counters;

NEW terrain overlays;

NEW mapboards;

NEW ASL RULES - Sturmoviks (includes AT rockets) & AFV Ramming Rules;

>Scenario Design Contest (\$50 in cash prizes);

>Best Article Award (\$50 in cash prizes);

>have held tournaments in many cities (Baltimore, Chicago, Dallas, Los Angeles, St. Louis, Tulsa and Trenton) across the United States, including 3 ORIGINS Tournaments;

> awarded cash prizes at our own SL Rally for the past three years in a row;

> and finally, if you put all the twelve issues you received for your subscription for 1988 together you would have received a -

144 page SL thru ASL booklet that contained over 21 articles and 32 scenarios (plus one new ASL game system).

FOR ONLY \$13.95!!!

That my friend is what you call
a **B..A..R..G..A..I..N!** *A

PARATROOPERS (cont. from p. 10)
the mortar company stationed there. Major Tomask, the Commander of the 509th, heard the fighting and against orders sent two of his companies to retake Sadzot.

AFTERMATH: The Germans, after facing stiff opposition from the mortar men, were in no mood to establish proper defensive positions. They spent most of their time looting the village and getting warm. When the paratroopers showed up with tanks there was a fierce but short-lived defense. *A

AMBUSH

Two miles south of Ponteolvio, July 11, 1943. The Paratroop landings on Sicily were scattered some 25 miles from the target and confused. Nonetheless, the 82nd Airborne was a thorn in the Germans' side with their continuous ambushes on coastal defenses, rear area units and communications. On the morning of July 11th, Gavin found himself in a position to strike the rear of the German counterattack on the Gela beachhead.



S

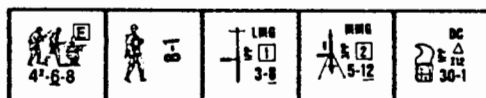
ON ALL FRONTS



Elements of the XV Panzer Grenadier Division enter turn 1 on hex Y10 (infantry must be mounted in halftracks).

[ELR 4]

{SAN 3}

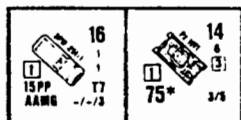


8

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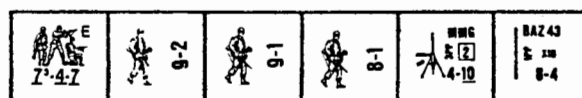
8



Elements of the 505th Regimental Combat Team set up on any non-open hex using HIP.

[ELR 5]

{SAN 3}



8

2



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VICTORY CONDITIONS: The German must exit 25 points off the south edge or earn 16 casualty points by game's end.

SPECIAL RULES:

1. The U.S. player may set up using Hidden Initial Placement. The roadblock sets up hidden and is placed on board as soon as a German unit has a line of sight to it.

2. All German units must enter on turn 1. No German unit may fire, except to remove the roadblock, until the phase after the U.S. fires for the first time. The German also may not move off the road or disembark until the U.S. fires.
3. No kindling is allowed.
4. Vehicles may not overstack.

AFTERMATH: Colonel Gavin's paratroopers ambushed the German halftracks with great effect. After a short but brutal firefight, the German reinforcements withdrew and thus blunted the counterattack on the US 1st Infantry at Gela.



Germans move first.



U.S. sets up first.

1	2	3	4	5
6	7	8	9	10

I ONCE HAD A COMRADE

STRATEGICON '88

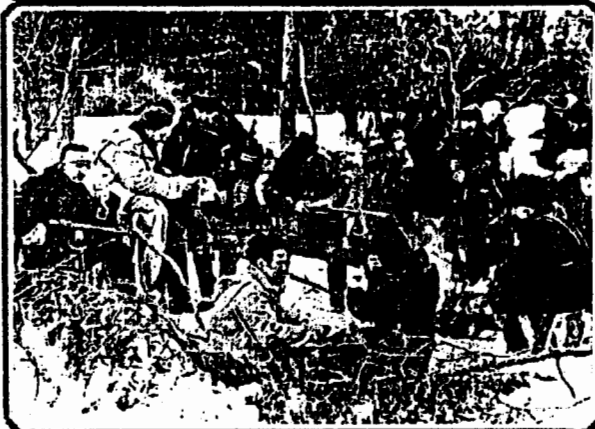
South of Karhov, December 2, 1942.
Stalingrad was surrounded. General Paulus' 6th Army was slowly withering under both Zukov's armies and the Russian winter. The Vikings were to take part in von Manstein's relief drive. During the rail trip, the Norland Regiment's train was stopped and attacked by a band of partisans.

Scenario Design by Stephen Brasseur.

5

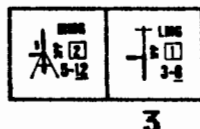
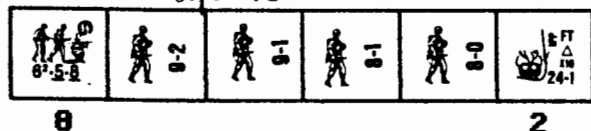


ON ALL FRONTS



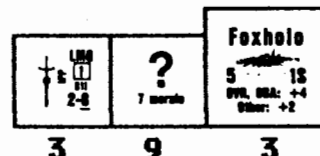
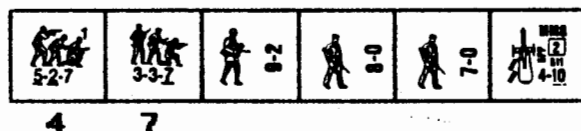
Elements of the Norland Rgt.,
5th SS Division set up on road
hexes between I4 and P5 with
no more than one squad per
hex. [ELR 5] {SAN 2}

Setup 1st



Elements of a Russian Partisan
Band set up on the south side of
the road within 3 hexes of the
road.

[ELR 5] Moves 1st {SAN 4}



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VICTORY CONDITIONS: The Partisan player must exit 17 or more points off the mapboard, ^{WEST} east of hexrow J, on the south side of the mapboard. The Partisan player scores points in the following manner: 4 points per squad, 2 points per HS and 3 points per leader (exited off the mapboard).

SPECIAL RULES:

1. ECs are Ground Snow (E3.72).
2. All counters on the road (5I4-5P5) receive a +2 TEM (in train).

3. No Quarter is in effect (A20.3).
4. Partisans may set up one squad HIP with a leader and/or SW.
5. No player may set fires (B25.11).
6. Partisans are Stealthy (A11.17).
7. Voluntary breaking (A10.41) is NA for the German player.
8. Only hexrows A-Q are in play.

AFTERMATH: Being jolted awake, the SS came under intensive fire. Overcoming their initial shock they were quick to break up the partisan attack. Although many of the partisans made good their escape, others were not so fortunate.



Partisans move first.



Germans move first.

1 2 3 4 5 6

SEARCH AND DESTROY

"Rencontres ASL 88"

Russia, April 12, 1944. The Wosuszka River was one of the numerous obstacles met by the 9th SS Panzer Division in its attempt to reach Tarnopol. The Engineers of the Division were prevented from establishing a bridge over the river by gunshots emanating from a T-34 dug on top of hill 367. An assault group was instructed to eliminate this threat.

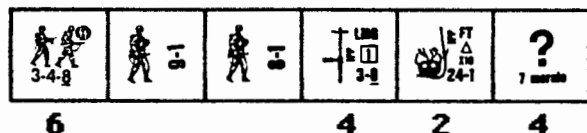
Scenario Design by Y. Barette.



ON ALL FRONTS

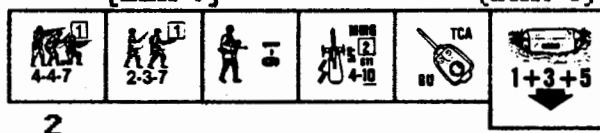


Assault Group: Elements of 9th SS Panzer Division set up west of hexrow I (inclusive).
[ELR: 5] {SAN 2}



Elements of the 135th Infantry Division set up east of hexrow K (inclusive) on hill hexes. All units may use HIP except the armored cupola.

[ELR 3] {SAN 4}



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VICTORY CONDITIONS: The German player wins if he destroys the armored cupola and if the bunker has been cleared of any unbroken Russian armed unit at the end of the game.

SPECIAL RULES:

1. ECs are mud (E 3.6) and no wind at start.
2. The armored cupola is a dug-in T-34 M43 tank. The tank is considered HD.
3. The SS may not recombine HSs into squads.

4. Only hexrows A-P are playable.

AFTERMATH: At the moment the men of the assault group almost reached their goal, they were surprised by the presence of a bunker that repulsed them. However a second assault was more successful, destroying both the dug-in tank and the bunker.



Germans move first.



Russians set up first.

1 2 3 4 5 6

YOU DIE, MARINE

G1

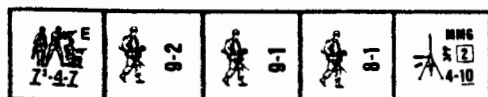
Page 11

Guadalcanal, **Saturday** night, September 12, 1942. Major General Kiyotaki Kawaguchi's 35th Infantry Brigade, veterans of Borneo, were ordered to capture Henderson Field. The fall of which would constitute a disaster for the U.S. worse than Bataan. After a long overland march only one thing stood in their way, the Marines on (then) Edson's Ridge. At nine o'clock the first assault began.

ON ALL FRONTS



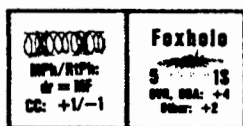
Units of the 1st Marine Parachute Battalion set up on "Bloody Ridge" (SSR 8).
[ELR 5] {SAN 3}



11

2

2

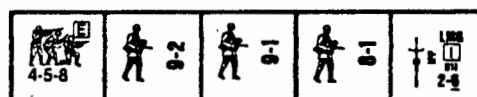


2

8



Units of the Kawaguchi Brigade set up anywhere except on the ridge or adjacent to U.S. units.
[ELR 4] {SAN 6}



25

2

2

6

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VICTORY CONDITIONS: To win, the Japanese player must control 7 of the 9 clear hexes on the ridge (SSR #6) at game's end.

SPECIAL RULES:

1. ECs are wet with no wind.
2. This is a night scenario. The NVR is 3 throughout the entire game.
3. U.S. units are considered Fanatic (A10.8).
4. Battlefield Integrity does not apply.
5. The Brush actually represents the tall grass of the island. Treat as

Grain for LOS/LOF purposes.

6. The Ridge is composed of those hexes circumscribed by the dark crest line on the mapsheet on page 11.

7. The Japanese:

- >Use Russian counters to represent Japanese units and SWs.
- >Banzai Attack - use Human Wave (A25.23).
- >Japanese units are not subject to DM.

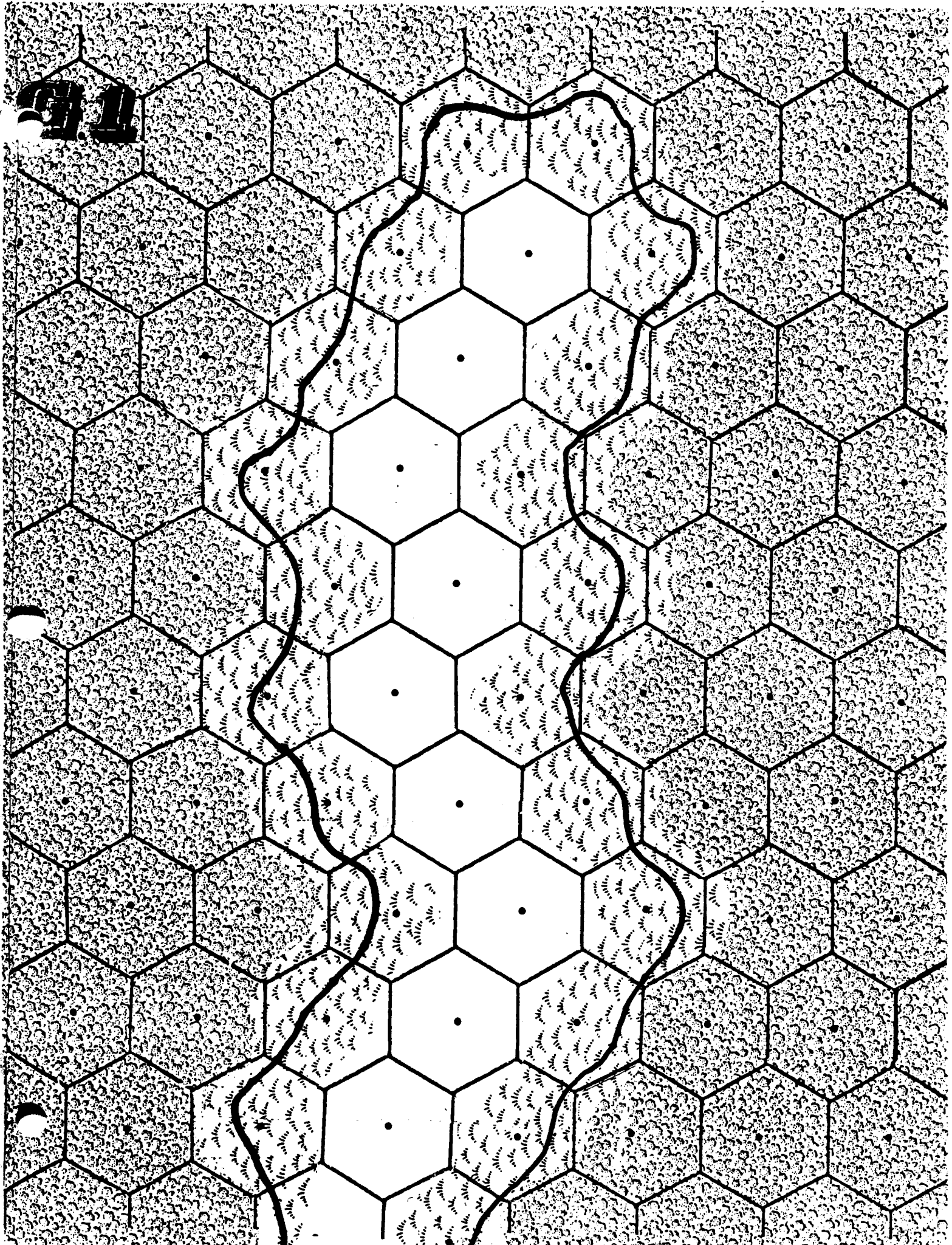
AFTERMATH: After repeated Banzai attacks and horrendous losses, the Japanese failed to take the ridge. The

defensive line had been bent but it did not break.

TURN RECORD CHART

☆ U.S. sets up first	1	2	3	4	5	6	7
* Japanese move first							

11

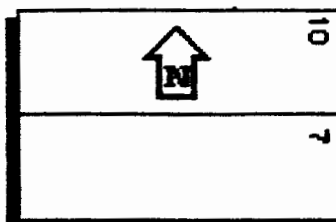


THE DRIVE INTO POLAND

HOWS CON 1986

Sandomierz, August 14, 1944. While the Germans were counterattacking a Soviet bridgehead to the south, the Soviets launched an attack to the north in the area of Sandomierz.

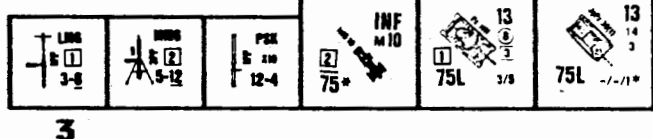
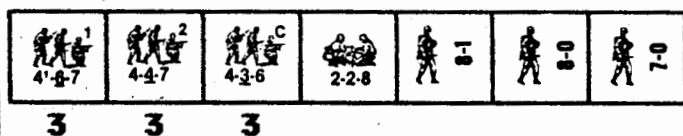
Scenario design by Dave & Bill Sisler



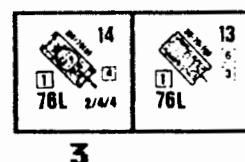
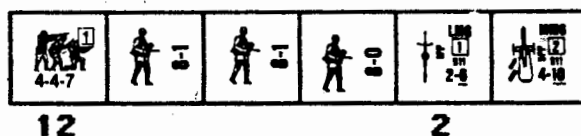
ON ALL FRONTS



Elements of the IV Panzer Army set up west of hexrow U (incl).
[ELR 3] {SAN 4}



Elements of the 13th Army and the 1st Guard Tank Army set up east of hexrow O (incl), north of the river.
[ELR 4] {SAN 2}



VICTORY CONDITIONS: The Russians must exit 20 points off board hex 7Y1 or be the last to occupy 5 of the 7 multi-hex buildings on board 10 by the end of the game.

SPECIAL RULES:

1. The ECs are moist with no wind.
2. There is a one-lane wooden bridge in hexes 7AA4-7AA8.
3. All buildings are wooden.
4. The river is shallow with no current.

It may only be forded between hexrows X and CC, inclusive.

AFTERMATH: By August 18th the Russians had liberated the town of Sandomierz and surrounded two German divisions to the north of the town. The Soviets continued to beat back German counterattacks and expand the beachhead until by the end of August it was about 47 miles wide and 30 miles deep.

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Russians move first.



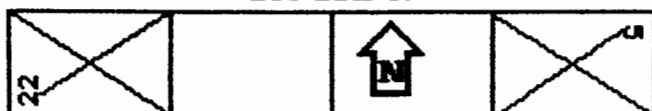
Germans set up first.

1 2 3 4 5 6 7 8

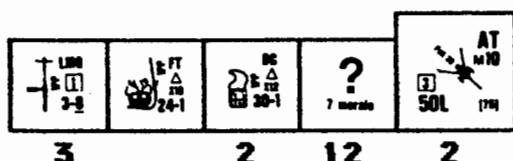
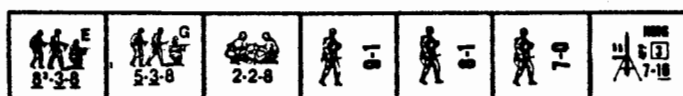
STAND AT SHESTAKOV

Thursday, December 17, 1942, near Stalin-grad. The 57th Panzer Corps' attempt to relieve Stalingrad had reached the river Aksay, only 45 miles away from the besieged 6th Army. The 23rd Panzer Division, severely weakened by the intense (continued on page 8)

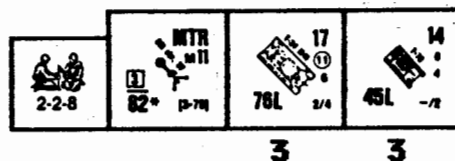
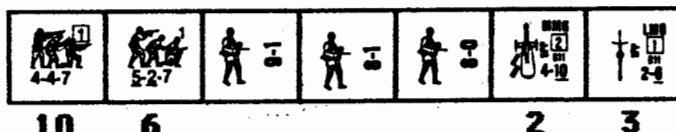
See SSR 4.



Remnants of the 23rd Pioneer Btl. 23rd Pz. Div. set up anywhere between hexrows R-FF (incl) on board 22. [ELR 3] {SAN 3}



Elements of the 87th Rifle Div. and the 13th Tank Bde. set up east of hexrow Z (incl) on Bd. 5 or IN any gully hex on Bd. 5. [ELR 3] {SAN 2}



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VICTORY CONDITIONS: The Soviet player needs 15 victory points at game's end to win. Each multi-hex building on board 22 is worth points equal to the number of hexes it occupies. Each squad/equivalent or AFV with functional MA exited through 22R7 lowers the victory requirement by one.

SPECIAL RULES:

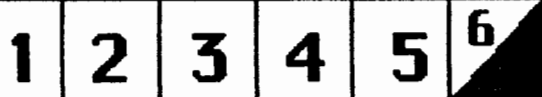
- ECs are Ground Snow. No wind. Roads are not plowed. All buildings except 22W8 are single story. Kindling and set demos are NA.

- Due to their exhausted condition, the 8-3-8s have an ELR of 3 and are subject to ELR replacement. They are replaced by (Finnish) 5-3-8/2-3-8s. The 5-3-8s are treated as German in all respects but are considered to be Green troops and are penalized accordingly. All Germans are Assault Engineers for Close Combat purposes.
- All Soviet AFVs are radio equipped. The 82mm mortar has no smoke.
- Only hexrows R-GG, on both boards, are in play.

Scenario Design by Tom Morin.

★ Russians move first

☒ Germans set up first



THE DEVIL'S HARVEST

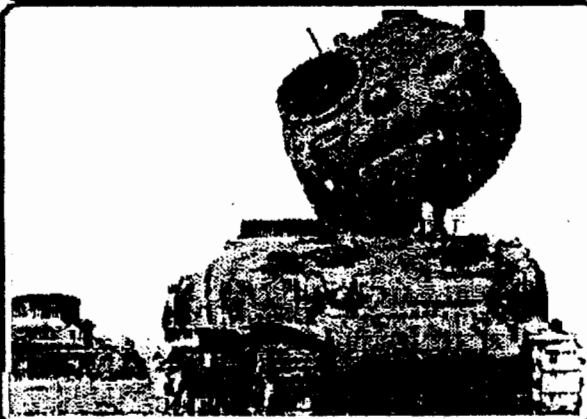
Sunday, June 11, 1944 near the village of Le Mesnil-Patry, Normandy, France.

Read article on page 7.



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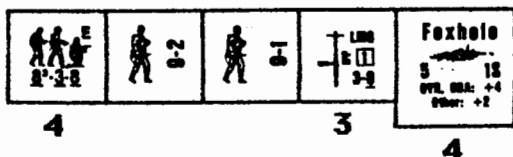
ON ALL FRONTS



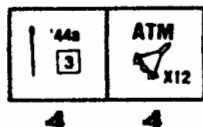
Elements of the Engineer Bn, 12th SS Division set up HIP on board 16 west of hexrow Z, incl.

[ELR 5]

{SAN 4}



Secretly designate which squads possess PFs and ATMs. Use of old G.I. counters is optional.

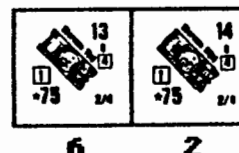
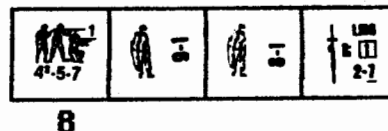


Elements of "B" Squadron, 6th Royal Tank Regiment and "D" Company, Queen's Own Rifles enter as per SSR #2.

[ELR 4]

{SAN 3}

Enter mounted on AFVs.



Vehicle Notes: Only 3 Sherman V(a)s are gyro-stabilized. WP is not available.

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VICTORY CONDITIONS: To win, the Canadian player must exit 30 victory points (See SSR #5) off the west edge by game's end.

SPECIAL RULES:

1. EC are moderate with a Mild Breeze blowing from the west.
2. Canadian units enter, turn 1, on the east edge of board 16. All infantry units must enter mounted and remain so until the German player fires.
3. German Engineers had cut fire lanes through the wheatfields. Therefore, there

- is no LOS/LOF hindrance to wheatfield hexes which are ADJACENT to hexes where the German units set up. The 8-3-8s are considered Assault Engineers (H1.22).
4. Place overlay "N" with V2 on 16T2 and V3 on 16T3 and U3 on 16S3.
5. Each Canadian AFV exited (with functioning MA) is worth 5 victory points (without = 4vpts). Only "Good Order" MMCs and leaders exited count toward victory points as per A26.3.
6. **IMPORTANT:** Foxholes are not considered a Fortification in this scenario and retain their HIP status until their occupants fire or a "Good Order" enemy unit moves adjacent.



Canadians move first



Germans set up first

1

2

3

4

5

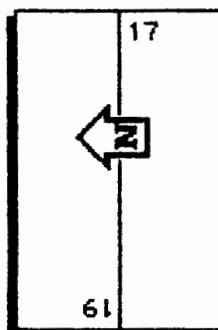
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SL RALLY '89 - SCENARIO #2

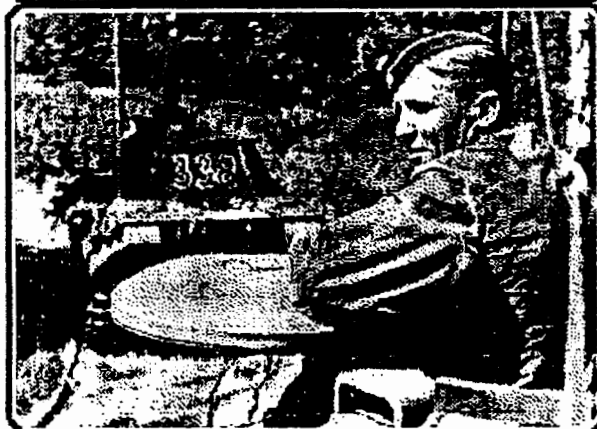
THE GRIM REAPER

Sunday, June 11, 1944
near the village of
Le Mesnil-Patry, Normandy,
France.

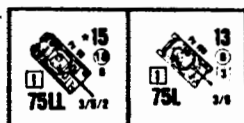
Read article on page 7.



ON ALL FRONTS



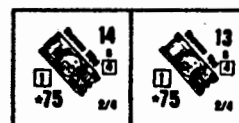
Elements of the 2nd Battalion
(SS-Sturmabannführer Prinz),
12th SS Division enter on the
south edge of board 17.
[ELR 5]



3



Elements of "C" Squadron, 6th
Royal Tank Regiment set up on
road hexes 19GG5-19X5.
All vehicles may set up in motion.
[ELR 4]



6

2

Vehicle Notes: All Sherman V(a)s are
gyrostabilized. WP is not available.

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VICTORY CONDITIONS: To win, the
Canadian player must exit 3 fully
functional AFVs off the west edge by
game's end. Any German AFV de-
stroyed, abandoned, or recalled
counts as a Canadian AFV exited.

SPECIAL RULES:

1. EC are moderate with a Mild
Breeze blowing from the west.
2. German player: Only those show-
ing an AArm possess one.
3. British vehicles may not
Boresight.

TURN RECORD CHART

	Germans move first	1	2	3	4	5	6
	Canadians set up first						

ON ALL FRONTS

November 1989

Issue #82

For The Wargamer Who Plays SL-ASL

Published Since 1982

ARMOR LEADER - NORMANDY

An Operational Level Game for ASL

June 7, 1944



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Victory Conditions	p 7
Operational Counter Sheet	p 8
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Canadian OB	p10
Operational Mapsheet	p11

Nothing like it has ever been done before.

ARMOR LEADER

NORMANDY

Introduction

GOING UPTOWN: The most exciting thing about AL-N is that now, for the first time, you can play ASL on an Operational Level. AL-N also gives you the basics for recreating your own large-scale battles.

Basically, what you are doing is playing an Operational level game but resolving combat not with a die roll, but with a scenario.

FOR THE INQUIRING MIND: Why does AL-N look like it does? Simple, it was designed so that two opponents could play a large-scale ASL game on a card or dining room table with only a handful of counters and a minimum of rules and mapboards.

You do not need a large area to set up and play this game; nor do you have to keep it continually set up; nor do you need to combine two or three counter sets. Since each force is standard you can use the same force (Continued on page 7.)

Back Issue Prices: Effective June 1, 1989.

Booklet #1.....\$5.00
(Contains Issues #1-#4)
Issues # 5 - #11.....\$1.50 each
Issues #12 - #21.....\$1.85 each
Issues #23 - #81.....\$2.25 each
Issues #22, #30, #37, #55, #59 & #70 are \$4.00 each. Walker File Back Issues (#1 - #4) are \$5.00 each. Order Form on page 12.

Volume 8 Number 2

Issue 82

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ARMOR LEADER - NORMANDY

by Terry A. Treadaway

Operational Counters.

Each player's OB is divided into separate "Forces". Each force is represented by one counter. Each counter has two sides which show whether the "Force" is moving or set up.

Example: Operational Counters



German Operational Counters

Moving / Set Up

Moving / Set Up



British Operational Counters

Moving / Set Up

Moving / Set Up

Operational Countersheet on page 8.

Pre-Game Set Up.

Before the game starts, both players place their Operational Counters in their respective "Staging Area" boxes as shown on the Operational Map on page 11.

TURNS.

There are 15 Operational Game Turns.

Operational Game Turn.

Each turn consists of a Movement Phase and a Tactical Phase where combat is resolved in the form of a 7-turn scenario. The British player moves first in each Operational Turn.

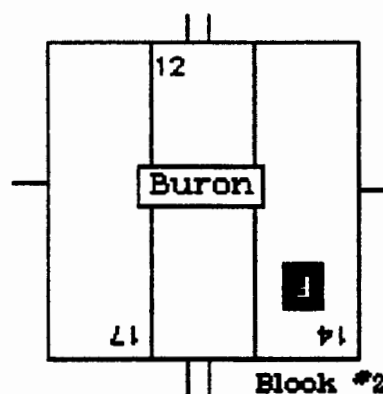
1. Movement Phase.

During the Movement Phase each player can either move one counter (or stack of two) or rearrange a counter (or stack of two) in the following manner.

Movement: Using the Operational Mapsheet (page 11) each player moves one

Operational Counter or stack (of two counters) at a time from one Mapboard Block (MPB), composed of 3 mapboards, to another that is connected by a main road (=), a country road (-), or cross-country access (-*-*) route. Note: The British player may never move through the German Staging area (from MPB #6 to #9) and, conversely, the German player may never move through the British Staging area.

Example: Mapboard Block



Rearrange: Turn one counter (or stack of two) over to the "set-up" side to show that the units are now set-up.

Turn one counter (or stack of two) over to the "movement" side so that they may move together in the next Operational Turn.

Split arrangement - In a stack of two you may (during an Operational Turn) turn one counter over to the "set-up" side and leave the other with the "movement" side up but they are now no longer considered a stack. You may turn a counter to its "movement" side and form a Stack with another counter (on the same mapboard block) which also has its movement side "up".

Stack: A Stack may be composed of two and only two Operational Counters which both have their "moving" side facing up.

Stacking: There are no stacking limits. Any number of Operational counters may occupy a Mapboard Block.

After the Movement Phase is completed combat takes place on each Mapboard Block on which there are opposing counters present. If more than one combat is to take place then the players decide the order in which they are to be resolved. The players then proceed to the Tactical Phase to resolve the "Combat" in a scenario format of 7 turns.

Operational counters may not move again until the opposing force occupying the same Mapboard Block has been eliminated. See "Locked" on page 6.

2. Tactical (Scenario) Phase.

Scenario Special Rules:

1. EC are wet. No wind at start.
2. Neither side has WP.
3. Only one Armor Leader per Tank Force is allowed.
4. British AFVs are not gyrostabilized.
5. Each scenario is 7 turns.
6. All Streams are shallow.
7. Pz IVHs in the 3rd Kompanie are equipped with Schuerzen D11.2.
8. Whenever a successful Sniper Check occurs on a MPB, reduce the Sniper Activation Number for that "block" only. Use the higher SAN upon entry of another "friendly" infantry force. Tank regiments have no SAN.
9. Neither side may ever set up HIP.
10. Neither side may ever Boresight.
11. Place overlays normally as indicated.

Artillery.

Artillery Fire is resolved during the Tactical Phase.

German Artillery - The German player has ONE module each of 155mm, 105mm and 81mm. The German Regimental Artillery Officer is an Offboard Observer (C1.63). He has an LOS to ALL Mapboard Blocks. To discern the LOS for each

individual Mapboard Block use the following:

Blocks #1, #2, #3, #4, & #7: Determine LOS as if there was a two-story building (B23.22) on hexes 16EE2, 14C8, 4P8, 13FF7 and 19Q9/33S1; with the spotter on the highest level (not rooftop).

Blocks #5, #6, #8, & #9: Determine LOS as if there was a three-story building on hexes 19C9, 6P9, 22DD5 and 17P2, respectively.

British Artillery - The British player has ONE module of 105mm (normal). The British Artillery Observer is placed as directed on page 10.

Beginning The Scenario.

How opposing forces enter the Mapboard Block during a scenario, who moves first, and who sets up first is determined by the position of the Operational Counter at the end of the Movement Phase of the Operational Turn.

How forces enter during a scenario is determined by how the Operational Counter entered the Mapboard Block during the Movement Phase (via a main road, country road or by a cross-country access route).

How forces are placed on a mapboard block is determined by the status of the Operational Counter (moving / set up) at the end of the Movement Phase.

How to Set Up:

Part A.

If your Force counter shows the set up side at the end of the Operational Turn then your "Force" may set up prior to your opponent entering the Mapboard Block. Your Force sets up first within seven hexes of hex Q6 of the Center Board of the Mapboard Block. Your opponent moves first.

The German player may set up concealed where applicable.

He may roll normally for concealment and for entrenchment.

The British player suffers a penalty in that he may not set up normally for concealment due to the presence of the German Offboard Observer.

He may roll normally for entrenchment attempts.

If your Force counter shows the set up side during the Operational Turn then your "Force" may set up prior to your opponent entering the Mapboard Block. Your Force sets up first within seven hexes of hex Q6 of the Center Board of the Mapboard Block. Neither side may ever set up Hidden. Your opponent moves first.

Trucks do not have to be set up onboard in this instance but are considered to be "parked" somewhere offboard. However, if you choose to set up some or all of your trucks on the MPB then they risk elimination just like any other unit and should be so recorded on your OB sheet.

How to Set Up:

Part B.

If your Force counter was already present on the Mapboard Block, showing the "moving" side up (had moved there in a previous turn but had not been flipped over to the set up side), and an opposing counter now enters (moves first) the mapboard block then your force sets up first with the infantry loaded on trucks on the half of the center board on which you entered previously (hexrows B-N or T-FF, respectively). All counters must set up on or adjacent to the road.

How To Enter (See Figure 1):

When two opposing Operational counters are placed on the same Mapboard Block during the same Operational Turn both their forces enter the Mapboard Block on turn 1 to begin the Tactical (Scenario) Phase. The Operational counter which was placed on the Mapboard Block first moves first.

Entering on a Main Road (=)

If entering from the north or south, place mapboard #16 so that hexrow "A" abuts with the center board of the

Mapboard Block. Set up your units anywhere on the hexrows G-R, inclusive.

If entering from the east or west, place mapboard #16 so that hexrow "10" abuts with the side mapboard of the Mapboard Block. Set up your units anywhere on hexrows numbered 5 or less.

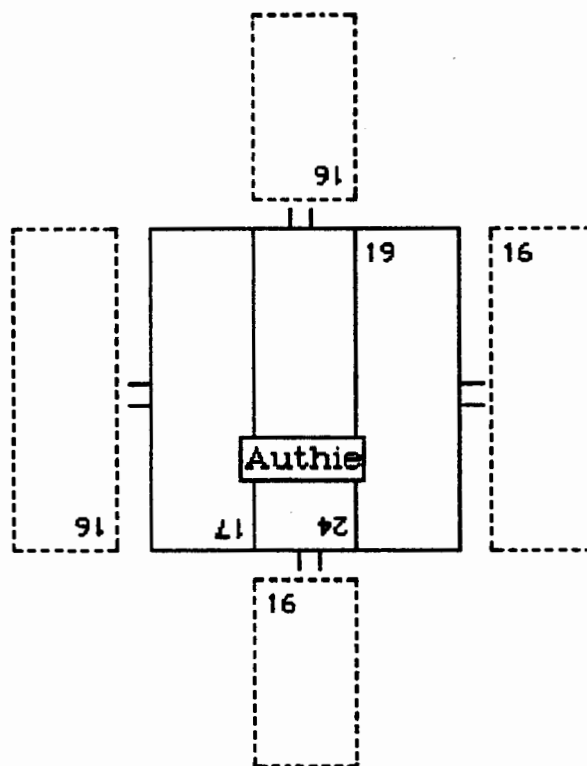
In both instances all vehicles are considered in motion and all have full MPs. The mapboard is removed after turn 2 and any units remaining thereon are considered eliminated.

Entering on a Country Road ()

If entering from the north or south, place mapboard #19 so that hexrow "A" abuts with the center board of the Mapboard Block. Set up your units anywhere on the hexrows G-R, inclusive.

If entering from the east or west, place mapboard #19 so that hexrow "10" abuts with the side mapboard of the Mapboard

Figure 1
Example: Off board entry.



Block. Set up your units anywhere on hexrows numbered 5 or less.

In both instances all vehicles are considered in motion and all have 1/2 MPs. The mapboard is removed after turn 3 and any units remaining thereon are considered eliminated.

Entering from Cross-Country (-*)

If entering from the east or west, place mapboard #4 so that hexrow "10" abuts with the side mapboard of the Mapboard Block. Set up your units anywhere on hexrows numbered 5 or less.

If entering from the north or south, place mapboard #4 so that hexrow "A" abuts with the center board. Set up your units anywhere on hexrows G-R, inclusive.

The mapboard is removed after turn 4 and any units remaining thereon are considered eliminated.

In both instances all vehicles are considered in motion and all have 1/2 MPs.

Trucks and what to do with them.

Players may move their trucks off the MPB (after unloading the infantry) back onto the "phantom" mapboard (#16, #19 or #4) where they await the outcome of the scenario in safety.

They are considered to have re-entered when, during the Operational Turn, you flip your Operational Counter over to the "mounted" side.

Ending the Scenario

At the end of the 7th turn one of two things happens:

A.) **Eliminated** - One side is removed if it has suffered casualties that have reduced it to the level that it is no longer a Combat Effect Force.

To the right of each force is a bracket with two numbers separated by a slash. The number to the left is the starting Casualty Point number (A26.21). The one on the right is the ending number. When its Casualty points are reduced to that point it is eliminated and removed from play.

Remove the Operational counter from the mapboard block. An Infantry Force's number is based solely on the number of infantry units, not trucks.

Note: Each force is considered a separate entity. Remnants of one force may not join with another to escape its fate (i.e. Elimination).

Also, if not enough trucks are available to move the infantry units then over stacking by a HS per truck is permitted. Infantry units may also ride tanks and use captured trucks.

The surviving player now adjusts his Force's OB to reflect its losses. He also has an extra Rally Phase in which to attempt to repair and rally units (normally).

B.) **Locked** - Both forces remain onboard. Both forces are still locked in combat and will "fight again" during the next Operational turn. There is no extra Rally Phase, in this instance. Both sides will continue the same struggle at the end of the next Operational Turn. (They will pick up exactly where they left off for another 7-turn scenario so be sure to record the location and status of all counters for future reference.)

The scenario ends on the last turn and the players move on to the next scenario or to the next Operational turn if there are no more "conflicts" to resolve.

Keep a record of the losses to each "Force" by indicating the changes on your own OB chart (page 9 or 10, respectively).

3. Victory Conditions.

Victory is determined at the Operational level. The side which is the only one to have an Operational Counter on three of the four center Mapboard Blocks (#2, #5, #8, & #9) at the end of the Operational Game is the winner. If neither side has three, then it is a draw. Ω

AL-N takes ASL where it has never been before.

**TIGER: THE HISTORY OF A
LEGENDARY WEAPON
1942-45 by Kleine/Kuhn**

Translated from German
it is now available for the first
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it is a story told by the people who fought
inside the Tiger from 1942 to the very last
days. A story that spans the Eastern Front,
Africa and Europe, and includes The Panzer
Tiger I & II as well as the Tank Hunters and
Sturmtiger.



The book is hardbound
11 3/8" by 9" printed on glossy
page. There are 270 pages
with 392 photos and numerous
maps and diagrams. At first
this may seem a little mislead-
ing, but when you consider
that the ACTUAL size of the
book is DOUBLE that of your
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that it would be about 540
pages, in relative terms.

Nit-Pickers will find some flaws, but for
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gamer whose curiosity leads him beyond the
counter, this is the book you must get. Your
WWII library is just not complete without it.

Also available from ON ALL FRONTS.
While quantities last, \$54 (USA only). Includes
shipping, and you may even use your Special
ON ALL FRONTS Discount Game Coupon.
See order form on p.12. Ω

Introduction (from p. 2) to play each suc-
ceeding scenario and you only need to have
three mapboards on the table at any one
time.

**Unlike most "monster" games you can play
AL-N with one counter set.**

The Mapboards - If you used map-
boards to cover the entire battle area in-
volved you would have needed something
like 112 mapboards (16 mapboards wide and
7 and 1/2 deep). Now, you only need 27!

**PLAYING JUST THE OPERATIONAL
GAME.** Since you must now think tactically on
two different levels, it is recommended that
you first play several turns or even a game or
two at the "Operational" level and do not
play any resulting scenarios. This will give
you a feel for moving the different forces and
the tactics and strategies that are now appli-
cable. To help you we've devised a rudimen-
tary combat resolution system for the Opera-
tional level.

**OPERATIONAL GAME COMBAT
RESOLUTION.** The OGCR Chart on page 8 is
a simple way to resolve combat when
opposing counters are on the same
Mapboard Block. Each player rolls one
(no matter how many of his counters are on
the MPB). Modify the dr according to Table
A on page 8 and consult the Table B on page
8 for the result.

Important! Once again, this is not a
"tried and true" game system. It is merely a
device for you to use to get the "feel" of an
operational level of play.

GOING BEYOND: In AL-N you are giv-
en the basics. After playing it, you will want it
to do more and you will start to experiment
with new rules, different battles, OBs, etc.
When you send us your variants be sure to
include your playtest results. Ω

**You don't need a garage and a ping pong
table to set up AL-N.
You don't need 4 or more players to play
AL-N.**

Operational Game Combat Resolution Chart (See page 7)

Table A: Die Roll Modifiers				Table B: Combat Results Table	
Unit Type	Die Roll Modifier				
	Moving	Set Up Country	Set Up Village		
Recon	0	0	0	If both drs are equal then all the counters are locked. This means that all the counters involved may not move during the next turn but must engage in combat again.	
Infantry	-1	1	2	Locked	
Lt. Tanks	0	0	0	If one dr is 1 or 2 more than the other then all counters are locked.	
AFVs	0	1	1	Locked & Reduced	
Pz VG	0	2	1	If one dr is 3 or 4 more than the other then all counters are locked and all of the lower dr counters are Reduced.	
Add 1 to the dr if using an Artillery module.				Eliminated	
Add 1 to the dr for each additional friendly unit present on the MPB.				If one dr is 5 or more than the other then all the lower dr counters are removed from play.	
(-1) Subtract 1 from the dr for each force that is reduced.					
Note: Locked and Reduced counters are provided on the counter sheet below.					

Left Side Operational Counters (Front-Moving) Right Side

Arty #1	#1	#2	#1	#2	R Reduced -1	R Reduced -1
Recon	#3	#4	#3	Lt.	R Reduced -1	R Reduced -1
Recon	#1	#2	Pz VG	Pz IVH	Locked	Locked
Arty #1	#3	Arty #2	Pz IVH	Pz IVH	Locked	Locked

Right Side Operational Counters (Front-Moving) Left Side

Locked	Locked	#2	#1	#2	#1	
Locked	Locked	Lt.	#3	#4	#3	Recon
R Reduced -1	R Reduced -1	#1	Pthr	#2	#1	Recon
R Reduced -1	R Reduced -1	#3	#2	Arty #3	#3	

OPERATIONAL COUNTER SHEET

Instructions.

Cut out each block. Paste them on the front and back of a piece of cardboard or posterboard. Be careful to make sure they are aligned properly and that the front of the counter matches the back. Then cut out each individual counter.

AL-N. You can play a monster game with a handful of counters and three mapboards.

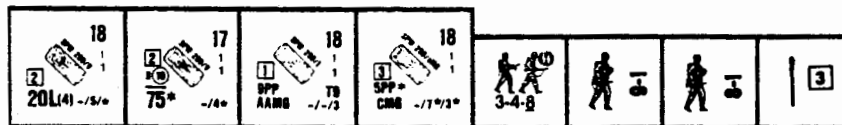
Credits:

Game Design by Terry A. Treadaway. Playtested by Vic Provost, Tom Morin, Bob Wyar, Larry Foti, C.B. Blackard & T.A. Treadaway. Graphics by T-Mac Graphics. Cover Art by Louie Tokarz.

ARMOR LEADER - NORMANDY GERMAN OB

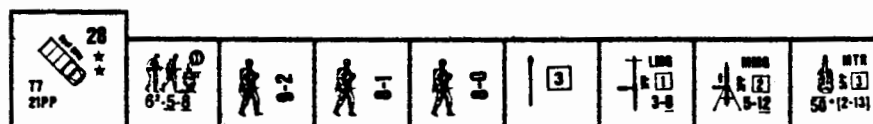
Elements of the 25th Regiment, 12th SS Panzer Division. [ELR: 5] {SAN: 4}

Operational Counter Armored Reconnaissance Co. [50/11] * Has its own inherent HS (3-4-8).



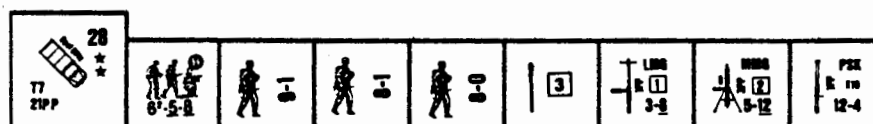
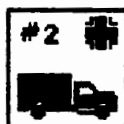
3 3* 3

1st Kompanie [25/6]



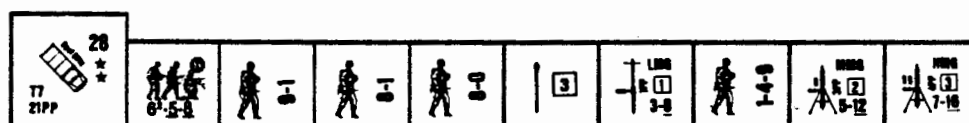
6 9 2 6 3 2

2nd Kompanie [25/6]



6 9 2 6 3 2

3rd Kompanie [24/6]



6 9 2 6 3

Elements of SS-Pz Rgt 12 [42/10 each]

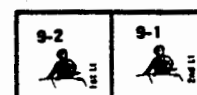
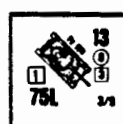
1st Kompanie

2nd

3rd

1st Plt.,

1st Abteilung [40/12]



6 6 6 5 3

PLAYTESTER'S JOURNAL

New from ON ALL FRONTS

Ever wanted to try your hand at playtesting? Now you can with no pressure and at your own pace and level of play. Each issue of "Playtester's Journal" contains scenarios (and only scenarios) that are in need of further playtesting. You can try your hand at all, some or none. You are not required to playtest anything. Send in only those results that you want to.

Go ahead, try it. You might surprise yourself and besides what have you got to lose?!

Published three times a year. 12-page booklet. Mailed 1st class.

Subscription rates: USA-\$10 year. Canada-\$11. Overseas (airmail)-\$14.

Use order blank on page 12. Offer expires December 17, 1989.

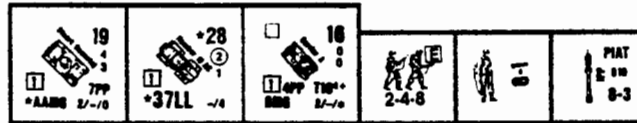
ARMOR LEADER - NORMANDY CANADIAN OB

Elements of the 9th Brigade, 3rd Canadian Infantry Division. [ELR: 4] {SAN: 3}

Operational Counter

Elements of the 7th Recon Rgt. [47/11]

*Carries the HSs without penalty.

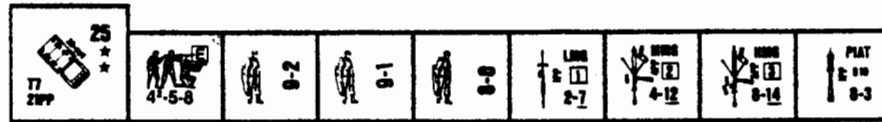


3

4*

4

1st Co. [26/7]

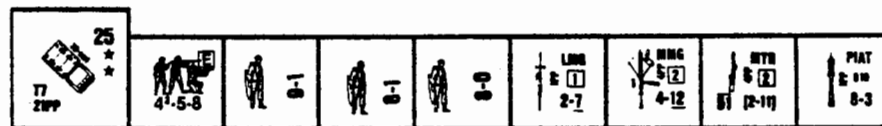
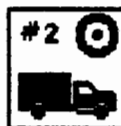


6

10

3

2nd Co. [26/7]

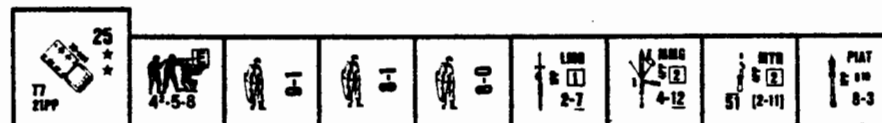


6

10

3

3rd Co. [26/7]

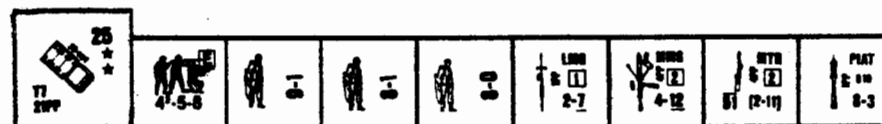


6

10

3

4th Co. [26/7]



6

10

3

Elements of the 27th Tank Regiment

1st Co. [70/21]

2nd Co. [70/21]

3rd Co. [70/21]

4th Co. [48/16]



4

6

4

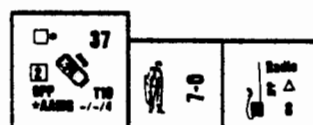
6

6

4

6

4

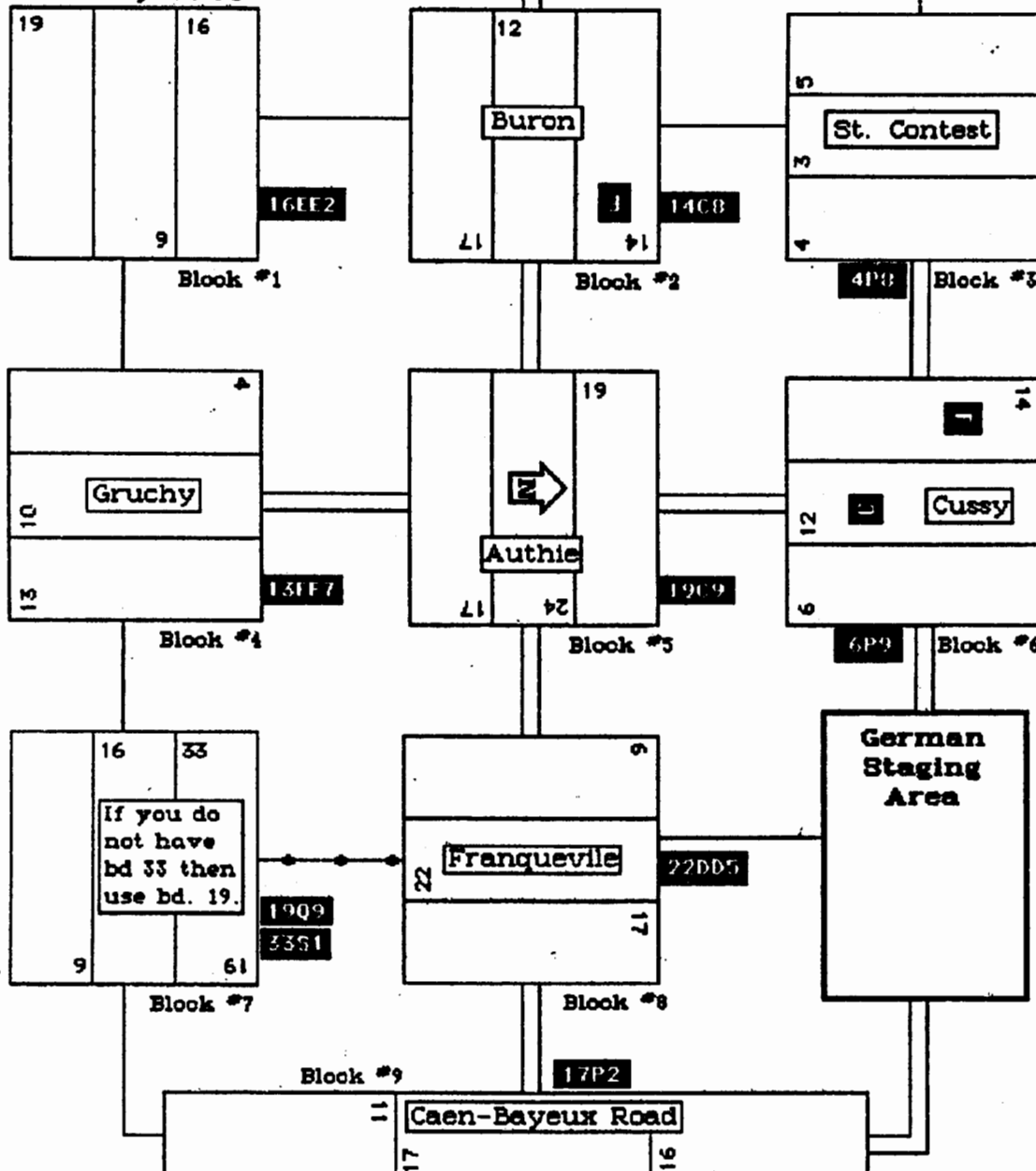


Artillery Forward Observer. Place these counters with any of the Infantry Companies listed above. Once placed they remain with that Company throughout the game.

Operational Mapsheet

Armor Leader Normandy

June 7, 1944



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Scenario Turn Record Chart.

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

Operational Game Turn Record Chart

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15

10	
	17

A high-contrast, black and white photograph showing the ruins of a city. In the foreground, two figures are seated on the ground amidst rubble. The background features tall, damaged stone structures, possibly remnants of a castle or fortified city.



2

4



4

2

2

2

★



5

Reinforcements enter on turn 3 (or later) on 10GG5/6.



3



AFTERMATH: The Russians were caught by surprise by the quick attack. German guns were already unloaded and the infantry had reached the first buildings when the Soviets finally opened fire. Even though reinforcements arrived, Zjitomir was in German hands by noon.

SPECIAL RULES

1. EC are dry with no wind at start.

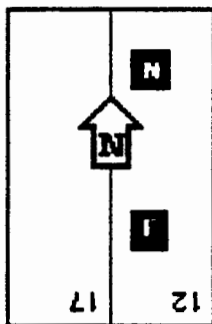
2 There's no Russian 7th turn.

♠ Germans move first {146}	1	★ 2	★ 3	4	5	6	7
★ Russians set up first {48+26}							

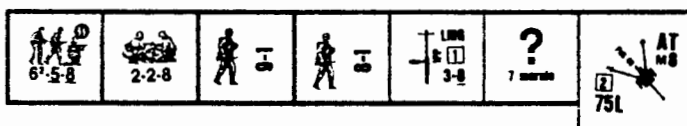
ON ALL FRONTS SL RALLY '89 - SCENARIO #3

A TIME TO DIE

Sunday, June 11, 1944.
The village of Rots, in the Mue Valley, Normandy, France.
See "Nerves of Steel" in the September issue for prologue and aftermath.

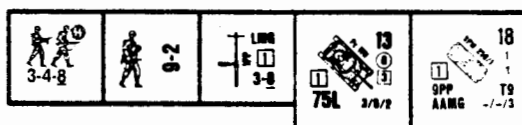


Elements of the 12th SS Panzer Division. [ELR: 5] {SAN:4}.
1st Co. set up on board 12.



5 3 6

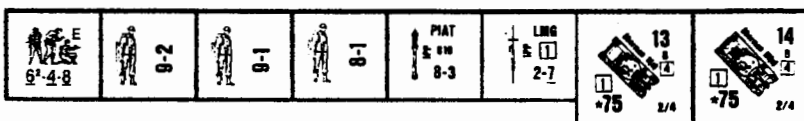
SS-Obersturmführer Fritz Guntrum's Divisional Escort Company enter turn 3 on the east edge.



5 2 3 3



Elements of the 10th Canadian Armored Regiment and the 46th Royal Marine Commando set up on board 17 west of hexrow 7 (incl.). [ELR: 5] {SAN: 3}



9 3 3 3

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VICTORY CONDITIONS: To win, the Canadian player must control (A26.11) all of the following building hexes on board 12: 12O3, Q2, R2, O4, P3, & Q4.

SPECIAL RULES:

1. EC are moderate with no wind at the start of the game.
2. Germans roll for PF & ATM availability.
3. Place overlay "N" with V2 on

- 12CC2 and V3 on 12BB2. Place overlay "F" with M6 on 12I4 and G8 on 12C6.
 4. 12P3 and 12O6 are Rowhouses (B23.71).
 5. All multi-hex buildings on board 12 are stone. Single-hex buildings are wood.
 6. WP is not available to either side.
 7. All Sherman V(a)s are gyrostabilized.
- Scenario designs by Terry Treadaway. Playtested by: V. Provost, T. Morin, M. Balsai, W. Harrar & C.B. Blackard.

Canadians move first	1	2	3	4	5	6
Germans set up first						

LEAPFROG (continued from page 10)

the Sure and Our rivers and make limited advances westward to take blocking positions south of Bastogne. The 352nd Volksgrenadier Division, composed mainly of ex-Luftwaffe and Kriegsmarine soldiers, had to assault a sector defended by the 109th US Infantry Regiment. On December 16th after the opening artillery barrage, the 915th Volksgrenadier Regiment crossed the Our and pushed aside the American outposts achieving a fast penetration up to the northeast of Diekirch. However, the other sister regiment was pinned on the river banks by the well-directed fire of the US artillery batteries emplaced near Diekirch. On the 17th, the Germans, hampered by US counterattacks, spread through the rear areas near the ridgeline road that the Americans called the "Skyline Drive". There they threatened the gun positions of the US Field Artillery batteries.

SPECIAL RULES

(cont. from page 10)
woods on their highest level only. Crags do not exist anymore. (Note: If several levels are present in the same hex, only the highest part is wooded. If only one

level is present; woods cover the entire hex.

4. The US player gets one 105mm OBA module.

AFTERMATH: By mid-afternoon the Germans were pressing in on the US batteries emplaced at the northwest of Diekirch. The gunners fought as infantry while the fire from a neighboring battery blasted the woods east of the road in which the enemy assembled. Hard pressed, the gunners were relieved by two friendly counterattacks.

Two AA halftracks raced up the Skyline Drive and drove squarely into the files of German infantry on the road, their quad 50s blazing. While one was destroyed by enemy fire, the other one fought its way to help the batteries. Moreover, one tank platoon with supporting infantry, previously sent to the north to help the Hoscheid garrison, came back into the fight rolling down on the enemy. The batteries were saved but the positions were clearly no longer tenable. Ω

ANNOUNCEMENT

If RED BARRICADES is available you can order it from *ON ALL FRONTS*.

Use your *ON ALL FRONTS* Discount Game Coupons if you have 'em.

Exciting News (cont. from page 2)

Armor Leader release. If you would like to participate write now and let us know. You will be compensated for your efforts.

Plus, more interesting articles.

Plus, new, different and exciting scenarios.

It's going to be a terrific year so buckle up and hang on because we're gonna pop this baby's clutch and burn rubber.

Screeeeeeeech!!!

ON THE COVER

Our cover art is entitled Norway 1940 and depicts a scene and counter art for a French Foreign Legion scenario and counters designed by William G. Locy. The scenario (with counters) was playtested at the 4th Annual SL Rally in 1989 and both scenario and counters appear in issue #2 of the "Playtester's Journal".

[For those who subscribed: "Playtester's Journal" #2 was mailed the first week of January, 1990.]

GONNA BE LATE

Before I forget. The new publishing schedule has pushed back the release of certain articles and scenarios and I want to thank the authors and designers for their patience.

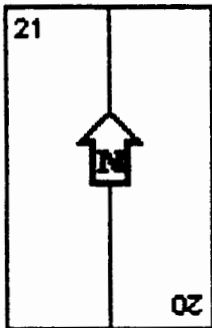
Ω

ON ALL FRONTS

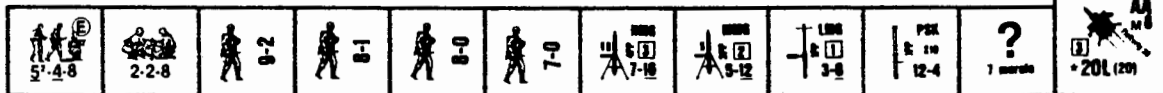
NRS #3 October 1944.

Instructions: Each player rolls one die. High dr is the German player. U.S. units exited:

Note: The presentation of this scenario is purely for the enjoyment of our readers and is not meant, in any way, to be an infringement upon the rights or copyright of the original designer or publisher (Avalon Hill).



German forces set up north of hexrow W (bd 21) and K (bd 20). [ELR:3] {SAN:6}



12

2 2 3 2 14

U.S. Forces set up south of hexrow W (bd 21) and K (bd 20). [ELR: 4] {SAN: 2}



23

2

4

4

3

VICTORY CONDITIONS: The US player receives victory points as per A26.3 for Good Order units exited off the north edge between 21A6 and 20GG6 (incl) by game's end.
See victory schedule on page 7.

two German squads with SWs and leaders may use HIP.

3. 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.

4. Prior to set up, the German player may place up to ten rubble counters at ground level anywhere on the map board. 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.

SPECIAL RULES:

1. EC are Wet with no wind at start. Hexes 21S8 and 20Z7 are third-level buildings.
2. The German Flak gun with crew, and

US moves first										
German sets up first	1	2	3	4	5	6	7	8	9	10

cut out a square space, creating a stencil in a sense, which allows only the image to be exposed, and place the two sheets face down on the copier. The copier only sees the image, and not the other information on the page. The colored page with the new image comes out surrounded by blank colored paper which can be reused. Tan paper works for several nationalities, Butternut for Japanese and Blue for French (there is a perfect blue available at most quick-copy stores for them).

5. I am now able to cut the counter images out with an X-acto knife and paste the paper square onto an old counter using the butt of the knife to press firmly around the edges. Use very little paste.

The flip side of the counters is handled in the same fashion, but for me generally, in a simpler and less careful manner because they aren't seen as frequently (Except the counters that I usually command!).

The final optional step includes brushing an artist lacquer over the "typing paper dull" surface of the new counters to give them that shiny professional look.

It is important to have a good copier with the ability to reduce and lighten

copy. With the ability to reduce you may draw your own images, make modifications to enlarged squad or leader counter images, and type names and values, which may all be reduced to a size compatible with the standard ASL counters, and which are used in process #3 above.

Your possibilities are limited only by your imagination. This technique, while being fun and useful in its own right, comes into best play when combined with other DY0 projects involving new maps, scenarios, and other theatres of war. Ω

NRS (cont. from p. 5)
force another Sherman (lost to a Psk when it tried to move on).

At this point the US player thought he had it made but all the fire and smoke had made him forget about the AA gun that had remained quiet and hidden during the proceedings. When a US squad moved adjacent as it attempted to exit, the AA gun opened up and the counter flew off the mapboard. In turn, it was destroyed by a Sherman two hexes away during Advancing Fire.

The path now clear, the US player managed to exit

the following: A Sherman (7pts), 8-1(2), 8-0(1), 5-4-6(2), and 6-6-6s (x5=10pts) for a total of 22 Victory Points.

Playing time: 6 hours (approx).

After playing the scenario on page 11 consult the schedules below to determine how well you did.

VICTORY SCHEDULE

US Player Score

(Based on US units exited)

46+ = Good to Excellent

20-45 = Fair to Good

0-19 = Poor to Fair

Top US Score was 69.

German Player Score

(Based on US units NOT exited)

55+ = Good to Excellent

29-54 = Fair to Good

0-28 = Poor to Fair

Top German Score was 74.

How did you do? Pretty good? Now want to try it for real? Ω

Final NRS 1989 Ratings

(1400-1000)

Top Ranked

1400-1330

Second Ranked

1329-1218

Third Ranked

1217-1120

Fourth Ranked

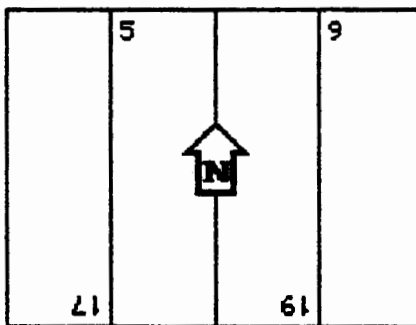
1119-1000

ON ALL FRONTS

THE MAORIS RETREAT

Near Platanias, Crete. May 24, 1941: Maleme airfield had fallen and the Germans were flying in ME-109s, artillery and a mountain division. Crete was doomed.

(cont. on page 9).



Elements of the 28th Maori Bn., 5th NZ Brigade enter turn 1 on the west edge.

[ELR: 3] {SAN: 4}



13

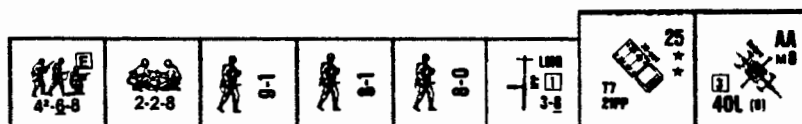
3

3

10

Elements of the 5th Mountain Division enter turn 1 or later on the west edge

[ELR: 4] {SAN: 2}



16

2

2

6

2

2

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VICTORY CONDITIONS: The British must have 25 victory points at game's end to win. Victory Points are received for German casualties and for good order British units east of hexrow 6 on board 19, in any terrain that gives a positive TEM (including that due to height advantage).

SPECIAL RULES:

1. EC are Dry. The weather is Clear with no wind at start.
2. The main north-south road on board 5 does not exist. It is considered to be a shallow stream. Bridges do not exist at 5Y8 and 5Z9. The stream is the road hexes from 5A5/6 to Y10-EE6-GG5/6. (Further clarification on page 9.)

3. The German can receive Air Support (E7). When it arrives it will be in the form of one 1939 FB with no bomb load. Due to the fluid battle lines, the fighter has a ML of 7 for Sighting TCs. Should a Sighting TC reveal a unit to be a dummy, the aircraft may not choose another target for that player turn.
4. The British are Stealthy (All.17) but suffer from Ammunition Shortage (A19.131).
5. The trucks and AA guns are Captured Equipment (A21).

AFTERMATH: See page 9.

Scenario Design by V. Lewonski.

Playtested by A. Cantatore, R. Heinlein, D Leeman, & W. Wiesing.

	British move 1st.	1	2	3	4	5	6	7	8	9	10
	Germans moves 2nd.	11									

9th BRIGADE (from p. 7)

3. 3 tank squadrons.

1. HQ troop (4ea Sherman V).
2. 4 tank troops with
-3 ea Sherman V tanks.
-1 ea Sherman Vc tank. Accounts of the battle indicate that the Firefly was available on the 27th.

It is also possible that the 3rd British Division was involved. It consisted of the 8th, 9th and 185th Brigades. Only the 2nd Battalion of the 185th was involved:

1. The King's Shropshire Light Infantry. (TO&E found above).

Possibly the Royal Marine Armoured Support Group was involved. The 1st & 2nd

Royal Marine Armoured Support Regiments worked in close support of troops.

1. Troop Commander - Sherman V(a)
 2. Support Troop - 4 ea Centaur IV. See British note 18 (rulebook) for availability.
- 33 ea landed with 3rd British and 3rd Canadian Divisions.

Bibliography:

1. Avalon Hill Advanced Squad Leader Rules.
2. Hastings. Overlord, D-Day and the Battle for Normandy. 1984
3. Ellis. Victory in the West. Volume 1. The Battle of Normandy. 1962
4. McKee. Caen-Anvil of Victory. 1964
5. Keegan. Six Armies in Normandy. 1982

MBT (continued from page 6)
match ups is from several vehicles per side to battalion versus company.

If you have made it this far then you are probably to the point of getting out the checkbook. Based on comments and purchases at a recent convention, MBT could be the game for the next year as it appears to have grabbed the attention of the gaming community at large. But is it SQUAD LEADER for the 1990's? Yes and no. The scale is basically the same but the approach is different. The minute level of detail of ASL is missing but the feel is similar. Squad Leaders will find comfort in the differing unit capabilities but will have to unlearn some habits. Hint: overrunning modern infantry is a very quick way to lose a lot tanks! Ω

RETREAT (cont. from p.10)

The entire 5th Brigade was ordered to fall back to a new defense line while the 28th Maori Battalion acted as rearguard. The exhausted Maoris would have to make for the new line while being pursued by fresh German mountain troops.

SPECIAL RULES

SSR2. Road hexes 5A5/6-H3-Y10-EE6-GG5/6, inclusive, are considered to be a shallow stream. Bridges do not exist at 5Y8 and 5Z9. Roads 5I1-H2, 5Q1-R1, 5Q10-X9, 5Y1-EE5, plus all roads on boards 17, 19, and 9 exist normally. The bridge at 5EE2 still exists.

AFTERMATH: The Maoris skillfully held back the Germans while withdrawing. Messerschmitts and captured Bofors AA guns rained bullets and shells on them. The last obstacle was an open field which they charged across while AA guns and small arms fire raked

them. The Maoris had reached the safety of the ridge. The next day they were again ordered to withdraw.

PARATROOPERS (continued from page 11) Several days earlier, a group of paratroopers had taken cover in an olive oil factory. Now, with the help of a tank and three artillery pieces, Colonel Campbell was determined to take that factory.

SPECIAL RULES
and may not set up hidden or concealed, if in the LOS of a German unit.

5. The Germans have MOL (A22.6) but are subject to Ammunition Shortage (A19.131). All German units may set up concealed.

AFTERMATH: The point-blank fire from the artillery pieces proved to be too much for the Germans and after a short time they surrendered. Ω

Games For Sale

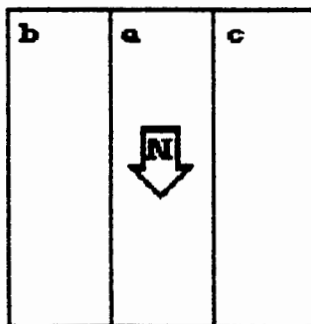
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(VG) OPEN FIRE	Price \$32

ON ALL FRONTS

PARATROOPERS IN OIL

Stavromenos, Crete. May 25, 1941. Although the British position in Crete was eroding there were still areas where they were enjoying local successes. One such place was the area around Rethimnon where the Germans were actually on the defensive. (continued on page 9)



Elements of the 2nd Paratroop Regiment, 1st Battalion, 7th Airborne Division set up in building aJ1. [ELR: 4] {SAN: 3}

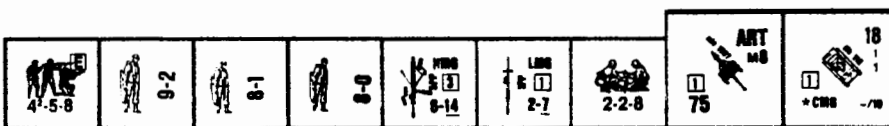


8

3



Elements of the 11th Australian Battalion set up anywhere but at least three hexes, inclusive, from building aJ1. [ELR: 3] {SAN: 3}



13

2

2

3

3

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VICTORY CONDITIONS: The British must force the Germans to surrender by the end of the game to win. The Germans will surrender at the end of any player turn in which there are more Good Order British than German squads/equivalents in the factory. They will also surrender at the end of any player turn in which the British have a 2.5:1 advantage in Good Order squads/equivalents and the ranking German Good Order leader fails a surrender TC.

SPECIAL RULES:

1. EC are Dry with no wind at start.
2. Building aJ1 is a Factory (B23.74) and is completely fortified. The wall surrounding it does not exist. Buildings aK1 and aM1 are open ground.
3. The British are Stealthy (All.17).
4. The British artillery pieces are not emplaced. They may not fire smoke (continued on page 9)

Scenario Design by V. Lewonski.
Playtested by C. Damour and S. Kyle.

German moves first	1	2	3	4	5	6	7	8
German sets up first								

9th BRIGADE (from p. 7)

3. 3 tank squadrons.

1. HQ troop (4ea Sherman V).
2. 4 tank troops with
-3 ea Sherman V tanks.
-1 ea Sherman Vc tank. Accounts of the battle indicate that the Firefly was available on the 27th.

It is also possible that the 3rd British Division was involved. It consisted of the 8th, 9th and 185th Brigades. Only the 2nd Battalion of the 185th was involved:

1. The King's Shropshire Light Infantry. (TO&E found above).

Possibly the Royal Marine Armoured Support Group was involved. The 1st & 2nd

Royal Marine Armoured Support Regiments worked in close support of troops.

1. Troop Commander - Sherman V(a)
 2. Support Troop - 4 ea Centaur IV. See British note 18 (rulebook) for availability.
- 33 ea landed with 3rd British and 3rd Canadian Divisions.

Bibliography:

1. Avalon Hill Advanced Squad Leader Rules.
2. Hastings. Overlord, D-Day and the Battle for Normandy. 1984
3. Ellis. Victory in the West. Volume 1. The Battle of Normandy. 1962
4. McKee. Caen-Anvil of Victory. 1964
5. Keegan. Six Armies in Normandy. 1982

MBT (continued from page 6)
match ups is from several vehicles per side to battalion versus company.

If you have made it this far then you are probably to the point of getting out the checkbook. Based on comments and purchases at a recent convention, MBT could be the game for the next year as it appears to have grabbed the attention of the gaming community at large. But is it SQUAD LEADER for the 1990's? Yes and no. The scale is basically the same but the approach is different. The minute level of detail of ASL is missing but the feel is similar. Squad Leaders will find comfort in the differing unit capabilities but will have to unlearn some habits. Hint: overrunning modern infantry is a very quick way to lose a lot tanks! Ω

RETREAT (cont. from p.10)

The entire 5th Brigade was ordered to fall back to a new defense line while the 28th Maori Battalion acted as rearguard. The exhausted Maoris would have to make for the new line while being pursued by fresh German mountain troops.

SPECIAL RULES

SSR2. Road hexes 5A5/6-H3-Y10-EE6-GG5/6, inclusive, are considered to be a shallow stream. Bridges do not exist at 5Y8 and 5Z9. Roads 5I1-H2, 5Q1-R1, 5Q10-X9, 5Y1-EE5, plus all roads on boards 17, 19, and 9 exist normally. The bridge at 5EE2 still exists.

AFTERMATH: The Maoris skillfully held back the Germans while withdrawing. Messerschmitts and captured Bofors AA guns rained bullets and shells on them. The last obstacle was an open field which they charged across while AA guns and small arms fire raked

them. The Maoris had reached the safety of the ridge. The next day they were again ordered to withdraw.

PARATROOPERS (continued from page 11) Several days earlier, a group of paratroopers had taken cover in an olive oil factory. Now, with the help of a tank and three artillery pieces, Colonel Campbell was determined to take that factory.

SPECIAL RULES
and may not set up hidden or concealed, if in the LOS of a German unit.

5. The Germans have MOL (A22.6) but are subject to Ammunition Shortage (A19.131). All German units may set up concealed.

AFTERMATH: The point-blank fire from the artillery pieces proved to be too much for the Germans and after a short time they surrendered. Ω

Games For Sale

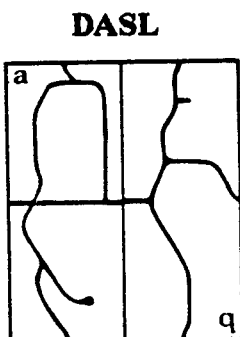
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ON ALL FRONTS

ASL Tournament
NanCon 1989
Houston, TX

ITALY
December 1943.



Germans: . Set up north of hexrows a-L and b-D. Must set up outside of the wall.
[ELR: 4] {SAN: 4}



											
4'-5-8	4'-5-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7
8	4	2	2	2	2	2	2	2	2	2	2

Canadians set up on or south of hexrows a-L and b-D. May also set up ANYWHERE inside of wall. [ELR: 4] {SAN: 3}



											
4'-5-8	4'-5-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7	4-4-7
18	2	2	2	2	2	2	2	2	2	2	2

Note: (#14) DYO AFV/Ordance number listed in Chapter H.

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VICTORY CONDITIONS: The Canadian player wins at the end of any game turn in which he has 20 VP. Otherwise the German player wins. VPs are as follows:

Canadian control of the following buildings:

b-E4, F3, G3, H2.....+10VP each.

b-M4, N4.....+6VP each.

a-G2, G3, F2.....+6VP each.

a-D2, D3, C2, C3.....+6VP each.

Casualties:

Each German HS (eq) killed or captured.....+1 vp

Each German leader killed or captured.....+1vp

(+leader modifier)

Each Canadian HS(eq) killed or captured...-1vp

Each Canadian leader killed or captured....-1 vp

(also minus leader modifier)

Each Canadian tank destroyed...-4vp

Each Canadian tank crew killed or captured...-1vp

SPECIAL RULES:

1. EC are wet and a mild breeze is blowing to the west.

2. Be sure to read rule B23.711 (BREACH).

3. Interrogation rules are used. Area is considered neutral to both sides.

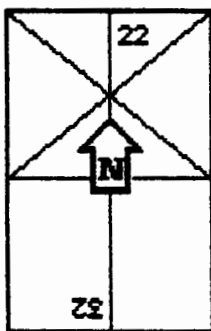
4. The German player may exchange the 14 minefield factors for a fortified location. The German player need not inform the Canadian player of his decision.

Scenario design by Chris Kolenda & John Anderson.

	Canadians move 1st {234}	1	2	3	4	5	6	7
	Germans set up 1st {158}							

**ASL Tournament
NanCon 1989
Houston, TX
Semi-Final Round
RUSSIA (FINLAND)
November 1941.**

Note: Only hexrows A-Q on board 32 and Q-GG on board 22 are in play.



2

3

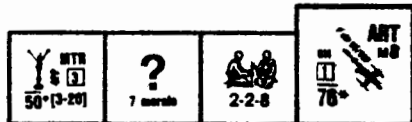
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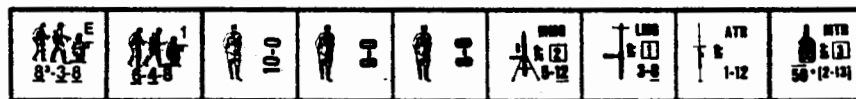


2

15

(#13)

**Reinforcement enters on east edge,
on game turn 2. (#6)**



3

14

4

2

Enter on west edge, on game turn 1.



3 (#3)

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VICTORY CONDITIONS: The Finnish player wins at the end of any game turn in which he has 35 VP. Otherwise the Russian player wins. VPs are as follows:
Finnish control of the following buildings:
Building 22X7, X8, W8.....+20VP each.
Each multihex wood building on board 22..+6VP
Continued on page 9.

Designers' note: In order to win the Finnish player cannot afford many casualties. He will have to be cautious and use his better quality forces carefully.

**Note: (#13, #6 & #3) DYO AFV/Ordnance number listed in Chapter H.
Scenario design by Chris Kolenda & John Anderson.**

3 Finns move first {261}	1	★ 2	3	4	5	6	7	8
★ Russians set up first {114}								

Tournament (from p. 3) bid by awarding him 4 points for a victory while giving the non-bid side only 3 points in victory. The winner of the bid side also received a "Luck Chit" which he could use to reroll any one roll but upon doing so passed the chit to the other player. (This was used to reduce the luck factor present in many scenarios.)

This made for some extremely competitive bids as the good players, wanting to get the 4 points, would tend to bid low on a scenario versus a weaker opponent. This resulted in very few walk-overs and made for many close scenarios. One went to the last die roll on the last turn in CC.

We gave them a choice of 6 scenarios for the three game round robin so any particular tastes could be satisfied. There were two deluxe scenarios, two all infantry scenarios, one all armor scenario, and a mechanized assault. The semi-final and final were both combined arms.

Out of all this came our winners:

1st Place:

Gary Fortenberry

2nd Place:

Tim Cooper

Each went 3-0 in the Round Robin but Gary earned 12 points for top seed in the

playoffs while Tim earned 9 points for second seed. (Gary won with the bid side each time while Tim won with the non-bid side in every scenario.)

The tournament was held at the Ramada Inn Northwest in Houston, Texas, over the Labor Day weekend. If you would like information about next year's tournament or any other ASL activities in the Houston area, feel free to call myself, John Anderson at (713) 332-5754 or Chris Kolenda at (713) 342-1928.

Editor's Note: Two tournament scenarios, Italy & Russian/Finland (the one used in the semi-final round), appear in this issue. The third, Russia-July 1942 will appear in the next issue.

Ω

David (cont. from p. 4) maps, pictures (then and now) and an order of battle for both US and German forces. 48 pages.

Order form on page 12. Limited quantities (and I do mean limited). No orders after May 30, 1990.

Price: \$14.00 Ω

Bloody (from page 8)

Regiment lost 300 dead, wounded and missing. Prinz's Panzer Battalion lost 27 dead, 21 wounded, as well as 12 Panzer IVs lost and others damaged.

During the night the 25th Ss Regiment improved their positions and its 3rd Battalion occupied Buron. At daylight both sides were prepared to resume their struggle.

Major sources for this account were:
John Keegan's Six Armies in Normandy (Viking Press, NY. 1982, 365p.).
Craig W.H. Luther's Blood and Honor: The History of the 12th SS Panzer Division Hitler Youth 1943-1945 (R. James Bender Publishing, CA. 1987, 272p.).
Stephen A. Patrick's The Normandy Campaign: June and July 1944 (Gallery Books, NY. 1986, 192p.)

Scenario (continued from page 11) Casualties:

Each Russian HS eq/Crew (killed or captured)...+2VP
Each Russian leader (killed or captured).....+2VP (+ modifier)
Each Russian Gun destroyed or captured.....+2VP
Russian tank destroyed.....+8VP
Each Finnish HS eq/Crew (killed or captured)....-3VP
Each Finnish leader (killed or captured).....-3VP(- modifier)
Each Finnish tank destroyed.....-9VP

SPECIAL RULES:

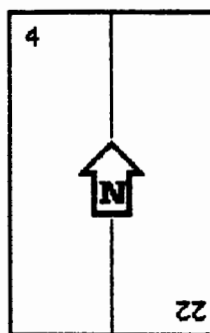
1. EC are Ground and Falling Snow. No wind.
2. Finns and Russians have winter camouflage.
3. Interrogation Rules are used. Area is considered friendly to Finns.
4. Please note that the Russian gun cannot set up in a building since it is an ART type.

ON ALL FRONTS

ASL Tournament

Contrary '89

Counterattack At Kustrin
March 22, 1945. A very desperate Hitler had scraped together the last of the 9th Armie's Panzer reserves and sent them in an assault to eliminate the Soviet bridgehead on the west bank of the Oder River around Kustrin.



Armored Spearhead of Chuikov's 8th Guards Army enter on the east edge of board 22 on turn 1. {SAN: 0}



6

4



Ad Hoc Panzer reserves of the 9th Army, attached to 25th Panzer Grenadier Division, Fortress Kustrin set up on any whole hex of board 4. {SAN: 0}



3

3

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Victory Conditions: The Soviet Player must accumulate ≥ 85 victory points by exiting AFVs with functioning Main Armament off the west edge of board 4 and/or causing German casualties as per A26.2.

Special Rules:

1. EC are Moderate with No Wind at start. B25.63.
2. Bore sighting is not allowed for the German player. C6.4.
3. The Stream is Deep. B20.43.

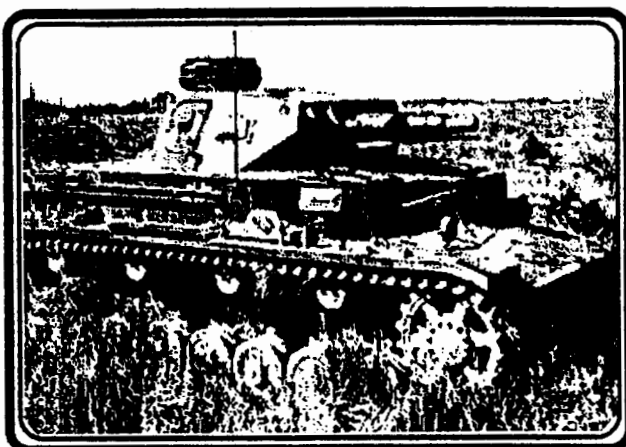
Scenario Design by Vic Provost

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

ON ALL FRONTS

ASL Tournament
NanCon 1989
Houston, TX
RUSSIA
July 1942.

17



Russians set up on or east of hexrow O. [ELR: 3] {SAN: 3}

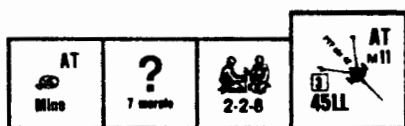


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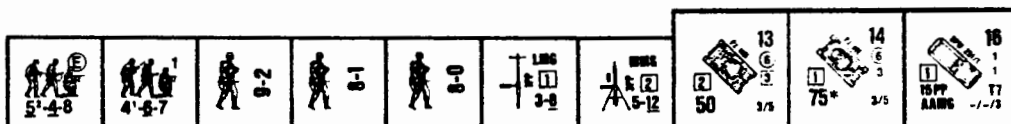
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18

(#8)

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Germans set up on or west of hexrow G. [ELR: 4] {SAN: 2}



4

8

2

4

2

2

2

4

DYO AFV/Ordnance numbers listed in Chapter H:

(#13)

(#21)

(#4)

Victory Conditions: The German player wins at the end of any game turn in which he has 20 VPs. Otherwise the Russian player wins. VPs are as follows:

German control of:

Each multihex building ... 5 vps each

Each stone building ... 2 vps each

(Total possible = 14 pts.)

Casualty:

Each Russian HS eq./crew killed or captured ..+1vp

Each Russian leader killed or captured ..+1vp + mod

Each Russian ATG captured/destroyed .. +2 vp

Each German HS eq./crew killed or captured -1vp

Each German leader killed or captured -1vp -mod

Each German halftrack destroyed..... -1vp

Each German tank destroyed-4vp

Exited German unit from GG5 or GG6

Each German HS eq./NOT crew+1vp

Each German leader+1vp + mod

Each German halftrack +1vp

Each German tank +1vp

Continued on page 8.

German moves first {132}

Russian sets up first {104}

1

2

3

4

5

6

7

Play By Mail (continued) to give PBEM a try. This is the wave of the future. For those of you that do try PBEM, I'm sure you will become rapidly addicted to it. Perhaps it is early and I admit the number of PBEM-ers is quite small yet but it is increasing. As I read the editorial sections of wargame periodicals I keep seeing a recurring lament, the diminishing hope for the hobby. I think PBEM presents an opportunity to attract new interest in the hobby. Ω

Contrary (from page 3) 2nd Place (and Travelers Honors) went to John Driescher who made the two hour drive from Chelmsford (Massachusetts) and 3rd Place went to Kiri Naiman, another longtime hobby enthusiast who heads the Grenadier Society at the University of Massachusetts. One and all had a great time as we met some great new friends and opponents. Tom and I ran a demonstration game of ASL as the Tournament took place and had several interested onlookers give us their names for future get-togethers of our group. All-in-All passing grades for this first time out with bigger and better plans for next year.

(Part 2. Possible scenario strategies in the next issue.)

Ω

Panzerletters (from p. 4) WF Issue #2-Fall '88 Six Spanish Civil War scenarios (COD) and two eastern front scenarios (COI).

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CWG - Convention '90
207 Bernard Drive NW
Calgary, Alberta
Canada T3K 2B6

Scenarios

Partisan Keep (continued from page 10)

to move he may exit any edge of the playing area without counting as casualty points.

4. Russian 5-2-7s and their 2-2-7 HS retain their printed strength and broken morale factors and have an underscored morale (A19.13) and otherwise are treated as firegroups, and use Russian SWs for their equipment without captured weapon penalties.

5. Only Tito is immune to sniper fire while in the cave. Ω

Russia 1942 (continued from page 11)

SPECIAL RULES:

1. No wind. EC are moderate.
2. All buildings are ground level only.

3. Interrogation rules are used.
4. The A-T minefields cannot be converted to AP and cannot be placed in GG5 or GG6.

5. The Russian player is also provided with 4 "dummy" A-T minefield hexes. When a German vehicle enters/exits one of these hexes, the Russian player makes an open die roll per normal minefield rules but all results are no effect.

Scenario design by Chris Kolenda & John Anderson. Ω

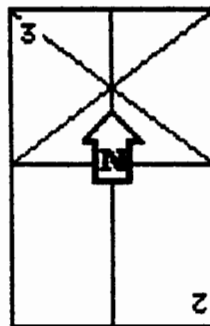
ON ALL FRONTS

ASL Tournament

Contrary '89

Partisan Keep

May 25, 1944. Drvar, Yugoslavia. The Germans had devised a plan to eliminate Josef Tito, head of the Yugoslavian Partisans.



Elements of Tito's JANL Partisans set up on any whole hex of board 2.

[ELR: 5] {SAN: 6}

 3-3-7	 5-2-7	 =	 =	 =	 =	 8-10	 4-10	 2-4	 3-25	 Trench OVL: +4 Dist: +2	 Foxhole 5 OVL: +4 Dist: +2
12	4							3		4	4



Elements of the 500th SS Parachute Battalion set up on any whole hex of board 3.

[ELR: 5] {SAN: 3}

 6-5-8	 =	 =	 =	 =	 3-4	 20-1	 24-1
12					4	2	

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Victory Conditions: The German player wins by eliminating Tito otherwise he wins by controlling the cave at game's end. The Partisan player wins by avoiding the German victory conditions.

Special Rules:

1. EC are moderate with no wind. No Quarter is in effect (A20.3)
2. The "cave" is located at level 1 in hex 2M5. All LOS/LOF and movement must be traced across the L4-L5 hexside only. It is treated as a stone building location for all purposes (i.e.

movement, TEM, stacking, rout, rally, etc.). All other terrain above and around it still exist. Place units that are in the cave on a level 1 marker and units on the hill on a level 3 marker.

3. Tito is represented by the 10-0 Commissar and retains all the benefits of a Commissar except adversely affecting units that he fails to rally (A25.222). Tito must set up in the cave and may not move until a German unit is within 2 hexes (exclusive) of the cave. Once free
(continued on page 8)

Scenario Design by Tom Morin

 Germans move 1st	1	2	3	4	5	6
 Partisans sets up 1st						

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Partisan Keep (continued from page 10)

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Russia 1942 (continued from page 11)

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Scenario design by Chris Kolenda & John Anderson. Ω

ON ALL FRONTS

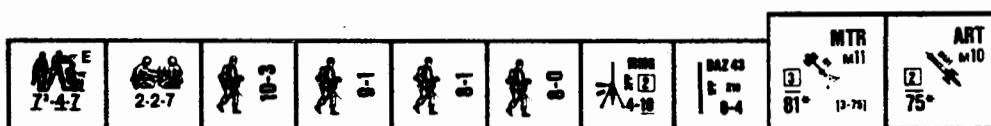
ASL Tournament - Contrary '89

Stonewall Gavin

July 11, 1943. Sicily. The 82nd Airborne had parachuted into Sicily with one major objective - to prevent the Germans from attacking the beachheads until the bulk of the 1st and 45th Infantry Divisions were ashore.



Elements of the 3rd Bn, 505th Regt., 82nd Airborne Division set up between rows V-GG (incl) on board 2. [ELR: 5] {SAN: 6}



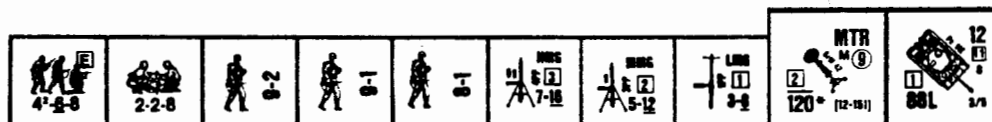
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Elements of the 1st Panzergrenadier Regiment of the Herman Goering Fallschirm-Panzer Division set up west of row Y (incl) on board 4. [ELR: 4] {SAN: 2}



12

2

2

3

2

3

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Victory Conditions: The German wins by controlling 11 of the 12 level 2 hill hexes at game's end. The German loses the instant that all 3 Tiger tanks are either eliminated, recalled or immobilized. The US wins by avoiding the first condition or fulfilling the second condition.

Special Rules:

1. EC are moderate with no wind.
2. All US MMCs and leaders/SWs stacked with them in suitable terrain may set up entrenched.

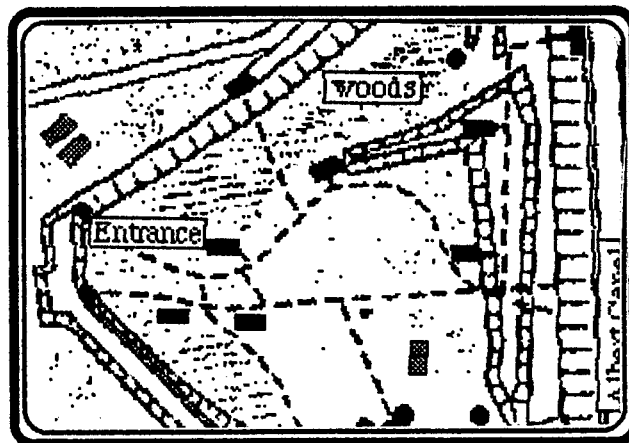
Aftermath: The Germans attack, accompanied by a hail or mortar fire, almost succeeded in pushing the Paras off the ridge. Fighting from reverse crest positions the Paras put up a determined defense and even succeeded in disabling several Tiger tanks with bazookas by firing at the exposed undercarriage of the tank as it came over the crest of the hill. The German attack then began to falter and was finally halted by the timely arrival of naval gunfire coupled with the arrival of elements of the 45th Division. An ensuing counterattack led by Col. Gavin overran the forward German positions forcing the Panzergrenadiers to retire and thus ending the threat to the beachhead.

Scenario design by Tom Morin.

☛ German moves first.	1	2	3	4	5
☆ U.S. sets up first.					

ON ALL FRONTS

The Cupola Smashers of Eben Emael
Fort Eben Emael, Belgium. May 10, 1940. The swift seizure of the bridges over the Albert Canal was essential to the advance of the German Army. The powerful guns of Fort Eben Emael dominated these crossing points and as a result had to be neutralized first. The task was given to a specially trained group of Fallschirmjäger who would make a surprise glider assault on the unsuspecting defenders at first light. (Mapsheet on pages 6&7).



Elements of the Eben Emael Garrison. [ELR: SSR #3] {SAN: 4}. Set up as follows.

Buildings M1/L1 with 1 MMC per hex.

Hexes J10, I11, G10 & H9 with 1 MMC per hex.

Hexes G9, H9, F10 & G11.



4



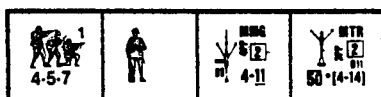
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4

Elements of the Eben Emael Garrison enter on turn 3 and later as per SSR #4.

Elements of the 2nd Grenadier Rgt., Belgian 7th Infantry Division enter on turn 5 along the north or west edge between hexes S1 thru AA1 and/or AA1 thru AA7 (incl.).



≤ 20 ? ? ?



8

Set up in each of the following hexes with the appropriate increased covered arcs (which are also indicated by arrows in hex).

Hex E12 - CA E13/D12/D11
Hex E4 - CA E3/D3/D4
Hex J1 - CA K1/J0/I1/I2
Hex P4 - CA O4/P3/Q4/Q5

Set up in each of the following hexes with the appropriate increased covered arcs.

Hex E8 - CA D7/D8
Hex N7 - CA M7/N6/O7/M8
Hex Q10 - CA R9/R10/Q11/P10
Hex T10 - CA U10/U11/T11/S11



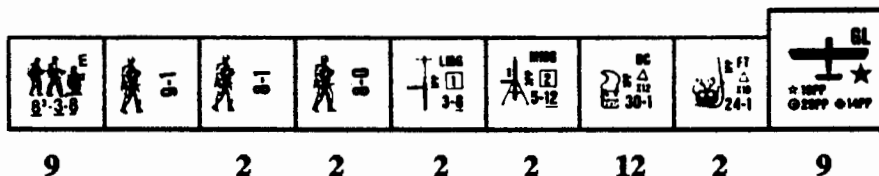
Hex K9 - Cupola Type A.
Hex K5 - [CA K4/L4/L5/K6], Cupola Type B.
Hex M11 - [CA M10/L10/L11/M12], Cupola Type B.
(continued on page 11)

See SSR #2.

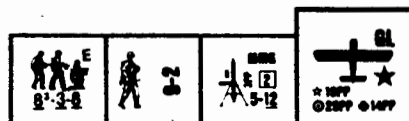
Note: AT/AA guns are all Italian counters.

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Sturmgruppe "Granite", Para-Assault Battalion Koch enter on turn 1 as per Glider rules.
[ELR: 5] {SAN: 2}



Late arriving glider enter on turn 5 per Glider rules



VICTORY CONDITIONS: The German player needs ≥ 45 victory points at game's end to win **AND** he also must destroy all type "A" and "B" cupolas. The Belgian wins by avoiding these conditions. Victory points are awarded as follows:
3 vpts. for each type "A" or "B" cupola destroyed.
2 vpts. for each type "C" cupola destroyed.
1 vpt for each type "D", AA gun or AT gun destroyed. 1 vpt for each pillbox without a manned functioning HMG at game's end. 1 vpt for each German squad/equivalent remaining on the fort at game's end and every 4 Belgian casualty points equals 1 vpt (FRU). Note: cupolas, AA/AT guns do not count towards casualty point totals.

SPECIAL RULES:

[1.] EC are moderate with no wind. Wind direction is east. The canal is deep with moderate current flowing north. The moat (Q4-Y8) is deep; no current. The stream is shallow. An anti-tank ditch exists G1-C3-C13-F14 elevated roads exists on N7-Q9-Q10-J13 and S8-T8-S9. All off-board terrain is treated as level 0 for purposes of determining a glider's ILH (ignore rule E8.221). Any glider that lands offboard is eliminated.

[2.] All rules for Cupolas are in effect. Use the CE side of counter to represent a wreck. Type "D" cupolas leave no wreck and cupolas in the same hex as a pillbox are in a separate location. An immobilization result during close combat vs a cupola is treated as shock instead. Historically the 2 type "C" cupolas in hexes S8 and U9 turned out to be dummy installations which fooled the Germans. To simulate this the Belgian must make a secret dr or chit draw prior to play. On a 1-3 the cupola is real. On a 4-6 it is a dummy. The Belgian player need not reveal this until it changes CA, fires, is discovered by search, or destroyed. the HMGs in the pillboxes may be removed but only as a LMG.

[3.] To simulate the surprise achieved by the Germans, all Belgian units are frozen until the Belgian player turn 2. They may not move or fire except rout or close combat (and includes no sniper activation). The AA gun and crew in Hex H9 are exempt from this rule and may function normally. All Belgians are Lax and all Belgians have assault fire bonus. All elite Belgian units have an ELR: 4. All others have an ELR: 3.

(continued on page. 8)

Cupola continued from page 10.

Hex H6 - [CA H5/I6/I7/H7], Cupola Type B.
Hex H3 - [CA H2/G3/G4/H4], Cupola Type B.
Hexes E8, J13, S8 & U9. Cupola Type C.
Hexes N7 & Q10. Cupola Type D.

Cupola Chart

Type A - 122L, ROF: 2, ST, AF: 14.
Type B - 75L, ROF: 3, ST, AF: 8.
Type C - 75L, ROF: 2, ST, AF: 8.
Type D - CMG 6, ROF: 3, T, AF: 8.

Type B cupolas have a restricted field of fire as defined by their covered arc (and arrows on the map).

Scenario design by Tom Morin.

Germans move 1st	Belgians set up first	1	2	3	4	5	6	7	8	9
------------------	-----------------------	---	---	---	---	---	---	---	---	---

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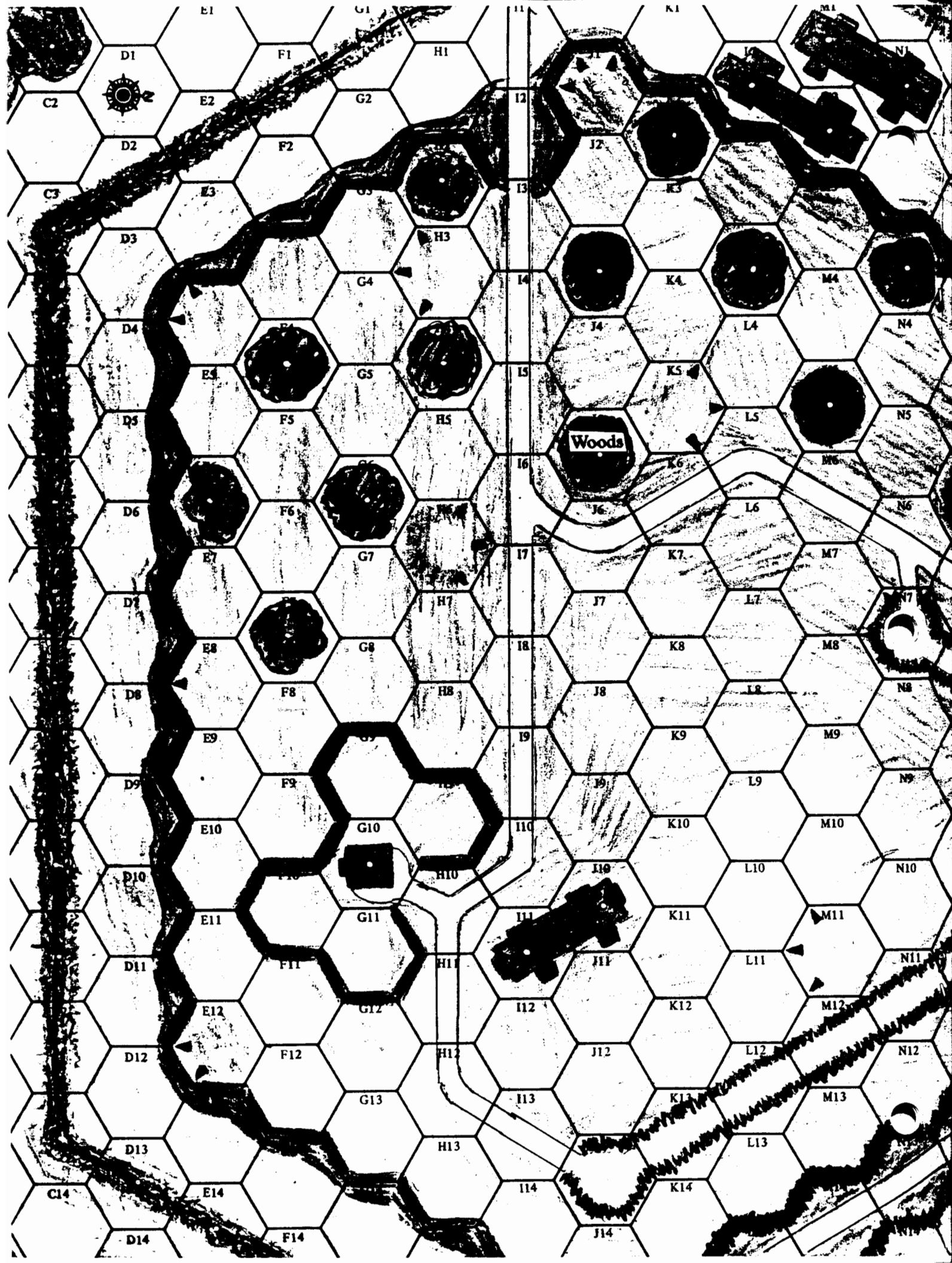
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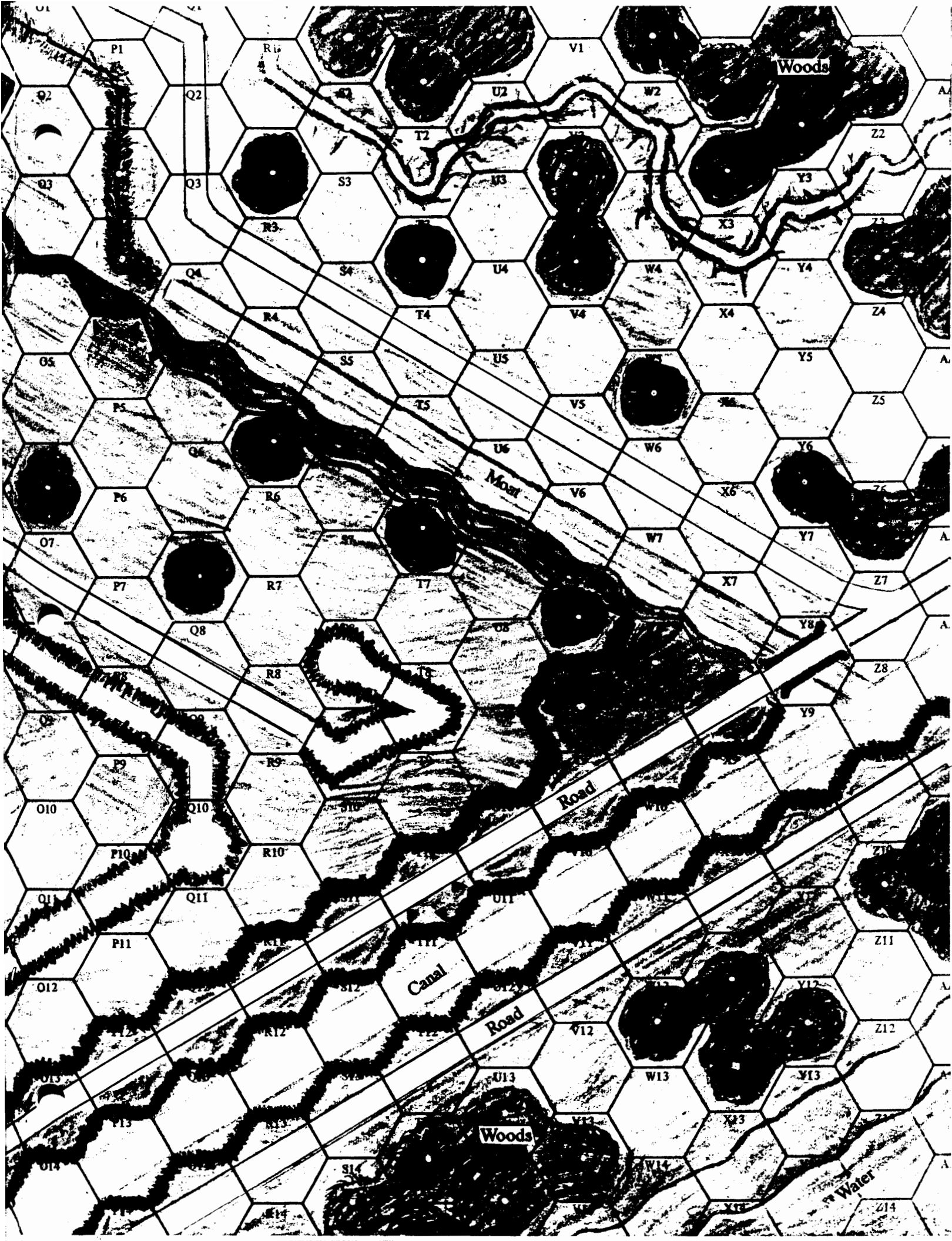
Cupola Smashers SSR (cont. from p. 11)
[4.] Beginning with turn 3 the Belgian will make a reinforcement dr. He will receive a number of 4-5-7 squads equal to that dr, up to a maximum of 20 for the scenario. In addition, if the dr is ≥ 4 he will receive 1 support weapon and 1 leader. On a subsequent dr of 1-3 he will receive a MMG, on a 4-6 a 50mm mortar. To determine the leader use A18.2 (leader creation table). The first leader that appears will also have a radio for a module of 70mm OBA (HE only) with normal ammo. These reinforcements appear during the movement phase in any tunnel exit. Tunnels exist in all building and pillbox hexes. Use normal tunnel exiting rules. Any unit in a tunnel exit hex that is forced to rout is removed from play and will not count towards casualty point totals.

[5.] Any/all German squads may deploy at start. All Germans are treated as assault engineers for CC purposes. Due to the high level of training achieved by the paratroopers they are immune to PAATC and also receive a -1 DRM for demo charge placement. The German sniper may not be activated until the AFPh of their first turn. The

German will receive random air support in the form of Stuka(s) w/bombs. Determine entry and number of aircraft received as per E7.2-7.21. The number of Stukas received will determine the number of turns they may remain on board. One Stuka is recalled after 3 turns, 2 after 2 turns and 3 after 1 turn.

[6.] Unfortunately, it was necessary to exceed countermix limits on several items. If Italian guns are not available, use Russian 45L AT gun and German Flak 30 AA instead. For the extra HMGs needed use Italian or Axis minor or Russian HMG. For extra DCs use any. For extra 3-3-8 HSs use Finns. If the Belgian garrison reinforcements should require a leader and none are available (all in play) then use the next available leader of lesser quality. If no medium machine gun or mortar is available then use the other in its place. **Addenda:** The river is deep w/moderate current flowing north. The A-T ditch also exists in hexes O1-P1-P3. Remember, the 70mm OBA may only use HE and the type "B" cupolas have a restricted field of fire as defined by their covered arc and arrows on the mapsheet. Also see page 12. Ω





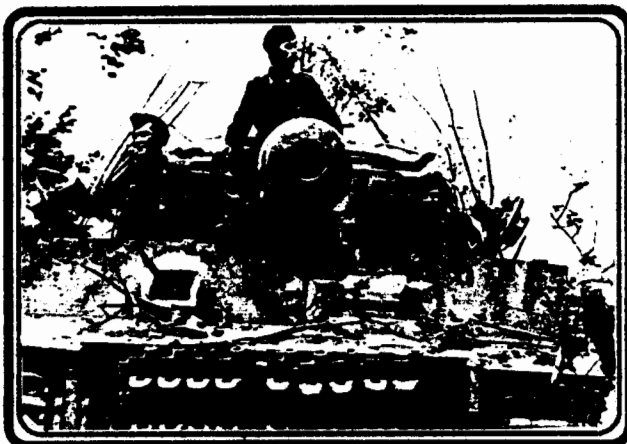
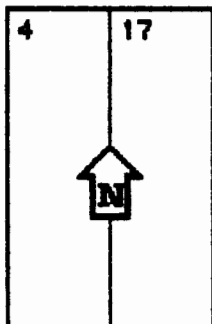
ON ALL FRONTS

ASL Classic #1

Tiger By The Tail

July 6, 1943. Near the fortress of Syr'yevo in the Kursk Salient.

Scenario pictures courtesy of J.J. Fedorowicz Publishing. See ad on page 9.

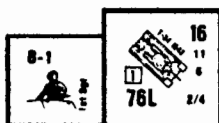


Elements of the 13th Co., Grossdeutschland Panzer Regiment set up on or south of hexrow "Y" (incl.).. [ELR: 5] {SAN: 0}



4

Elements of the 3rd Mechanized Corps, 1st Tank Army enter turn 1 on the north edge with 1/2 MPs. [ELR: 3] {SAN: 0}



10

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TACTICAL OBJECTIVE:

To win, the German player must exit two Tiger tanks (with functioning MA) off the north edge.

SPECIAL RULES:

1. EC are Dry with no wind.
2. ESB is NA on turn 1.

Players Note: Because of the cumbersome tournament point scoring system the scenario was modified to play according to a much simpler win/loss system.

Hunting The Tiger - Some important rules for the scenario on page 11.

CC vs an AFV A11.5
Veh without MG (11.51)
CCV A11.5 (CCV is ??)
Thrown DC affects thrower (+3DRM)
DC versus AFV (C7.346)
FT versus AFV (C7.344)
Be sure your opponent is not using the AA gun to fire AP. AA ordnance fires High Explosive only. AA vs AFV resolved on chart C7.34.

Scenario designs by Terry A. Treadaway
Playtesters: M. Balsai,

Vince Lewonski,
Tom Morin,
Vic Provost and
Jack Webster III

★	Russian moves first
☒	German sets up first

1 2 3 4 5

ON ALL FRONTS

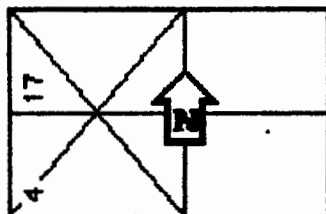
SL Rally 1990

ASL Classic Tournament

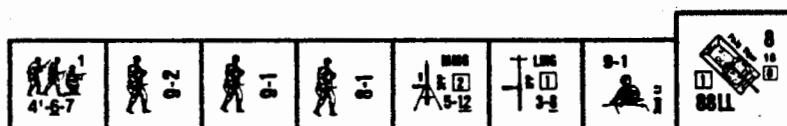
Tiger Hunt

July 5, 1943. Bobrik in the Kursk Salient.

Only hexrows Q-GG (incl.) are in play.



Elements of the 20th Pz Div. and PzJag Abteilung 654 set up on any whole hex on board 4 numbered ≥ 3 . AFVs may set up in motion. [ELR: 4] {SAN: 3}



8

2

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Elements of the 321st Rifle Rgt., 15th Rifle Div. set up on any WHOLE hex on board 17. [ELR: 3] {SAN: 4}



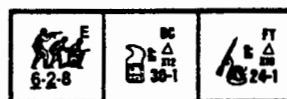
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2

Special Tank Killer Teams set up HIP on any whole hex on board 17. [ELR: 5] See SSR 2.



3

2

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Victory Conditions: To win, the German player must exit two PzJag Tigers off the north edge. Those AFVs exited at 17Y1, W1 or BB0 count as two AFVs exited instead of one.

SPECIAL RULES:

1. EC are Moderate with no wind.
2. These specially trained Tank Killer

teams need not take a PAATC in order to attack a German AFV. They are also considered as Assault Engineers but have no smoke exponent.

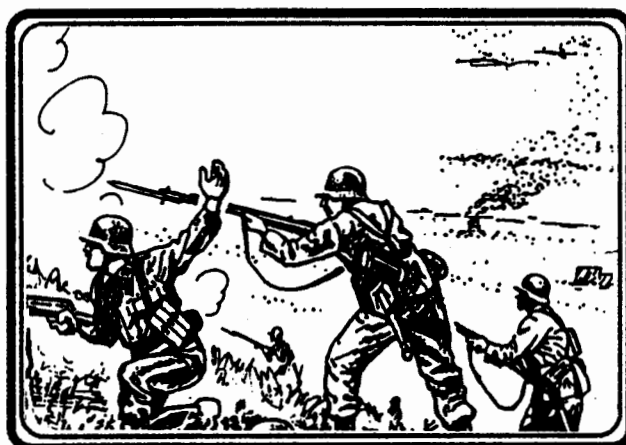
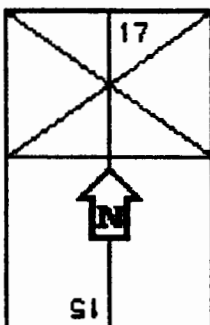
3. The PzJag Tiger may not carry passengers.
4. DCs may not be set (A23.7).
5. Russian ordnance is placed on board after it fires without benefit of the concealment counter (not as per A12.152). See page 10 for some important rules.

	Germans move first	1	2	3	4	5
	Russians set up first					

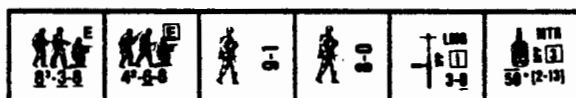
ON ALL FRONTS

GALATAS

Galatas, Crete. May 25, 1941.
The British had just been thrown out of the small village of Galatas. Two tanks made a quick recon, and were then ordered to lead a counterattack. As the light faded, screams for vengeance rose from the British column. The mountain troops would feel their wrath.
See SSR #7.



Elements of the 100th Mountain Regiment set up in buildings on board 15, no more than one squad per hex. [ELR: 4] {SAN: 4}



2 12 3 4



Elements of the 23rd N.Z. Battalion, 10th Brigade and remnants of miscellaneous units set up as per SSR 2. [ELR: 3] {SAN: 3}



19 6 3 2 3 2

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VICTORY CONDITIONS: To win, the British must control all buildings on board 15, east of hexrow 4.

SPECIAL RULES:

1. EC are Dry with no wind at start.
2. The British must set up on the road that runs from 17Y10 to 17Y1. Every hex that they set up in must contain at least two MMCs. They are not considered to be in a Column.
3. The ponds on board 17 are ground level brush. All buildings are stone. Hex 15G5 is ground level only while 15H5 contains a ground level and a level 1.
4. This scenario takes place at twilight and there is a +1 LV Hindrance DRM (E3.1). However,

no night rules are in effect.

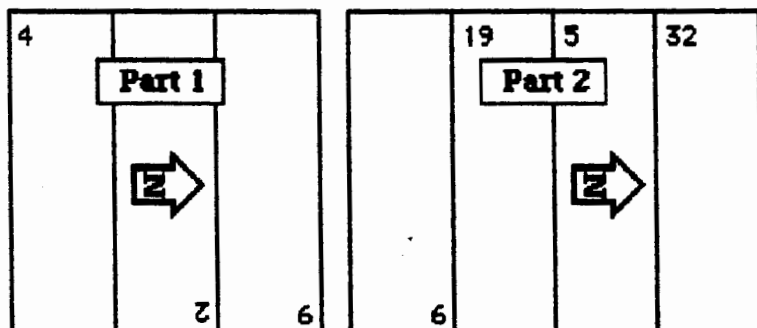
5. No Quarter (A20.3) is in effect for both sides.
6. The British may make Human Wave attacks (A25.23). All British elite and 1st line units are Stealthy (A11.17).
7. Only hexrows A-P on board 15 and hexrows R-GG on board 17 are in play.

AFTERMATH: The Germans thought that the day's fighting was over when the tanks withdrew and were surprised when the New Zealanders tore into them. In vicious house-to-house fighting, the Germans were destroyed. As darkness fell, Galatas was once again in British hands.
Scenario Design by V. Lewonski.
Playtested by P. Boinske.

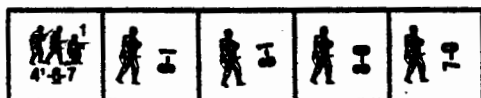
	British move first	1	2	3	4	5	6
	German sets up first						

ON ALL FRONTS

On The Road To Kanev



Part 1.
 Advance guard of the 1st Bn. 169th Inf. Rgt. enter anywhere along the south edge of board 4, on turn 1. [ELR: 3] {SAN: 2}



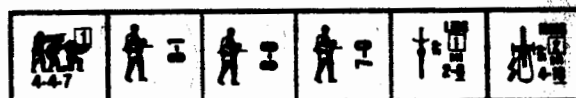
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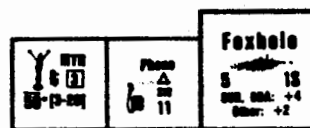
Part 1.
 Outpost positions set up on boards 2 and 9 with no more than 5 MMCs per board. [ELR: 2] {SAN: 5}



8

4

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2

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Part 2.
 Elements of the 1st Bn., 169th Inf. Rgt. set up on board 9. [ELR: 3] {SAN: 2}



20

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2

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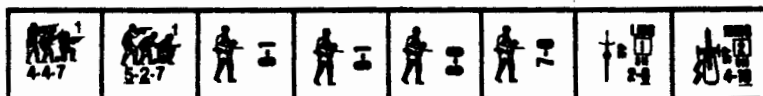
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★ Elements of Russian Bn. set up on or north of hexrow 5 on boards 19, 5, & 32. [ELR: 2] {SAN: 5}



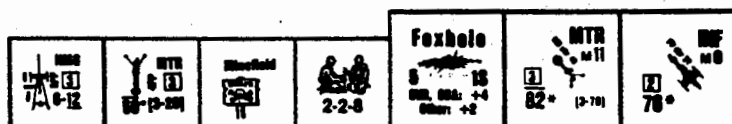
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2

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48

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24

2

2

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pinpointed targets for their artillery, under cover of which the infantry slowly advanced. When they finally cleared the second ridge they were unable to advance in the face of the heavy fire emanating from the Russian positions in the forest. While the German battalion reorganized for the final thrust against the Russian main line of resistance, the battalion commander requested a dive-bomber

attack against the Russian nerve center at the crossroad. As the German artillery joined in the fray, the 1st Battalion resumed its advance. Entering the forest the Germans found dead Russians and many discarded weapons. Tree snipers fired on the Germans so the German machine gunners sprayed the treetops. The 1st Battalion mopped up the forest as far as the crossroad

and then turned east along the road to Kanev. A number of Russians defending the rear areas managed to escape. One commissar, who had been shooting his retreating comrades, killed himself with a hand grenade as some Germans closed in on him. The Russian minefields failed to delay the Germans; all were either detonated by artillery fire or betrayed by prisoners. Ω

On The Road To Kanev: Victory Conditions and Special Rules

Victory Conditions: The German player must win both Parts 1 & 2, in order to win the scenario; otherwise, it is a Russian victory. In order to win Part 1, there can be no Good Order Russian squads (or their equivalent) on any hill hex of boards 2 or 9. The Germans win Part 2 if they control the crossroad (32W5) and the six hexes surrounding the crossroad, and there is no Good Order Russian MMC with a LOS to any of those hexes at game's end.

Special Rules:

1. EC are moderate with no wind at start. The stream is dry.
2. In Part 1 the Russian receives only one module of 80mm OBA even though he has two Field Phones. They receive no OBA in Part 2.
3. In Part 1 the German receives one module of 100mm OBA. In Part 2 the German receives one module of 80mm and one module of 100mm OBA (Which can be used as a Creeping Barrage E12.7).
4. STUKAS. On turn one of Part 2, the German player receives air support in the form of three Stukas with bombs.

5. Any German units/SWs (except the radio) that survive Part 1 may be added to the German order of battle for Part 2 as long as they are not Wounded or Disabled. All surviving units/SWs are considered in Good Order and functioning even if broken/malfunctioned at the end of Part 1. Any Battle Hardening effects on heroes are retained.

6. Battlefield Integrity is in effect for both Parts I & II (exc. Battlefield Integrity does not apply to the Russians in Part 1).

Part 1

☛ Germans move 1st	1	2	3	4	5	6	7	8	9	10
★ Russians set up 1st										

Part 2

☛ Germans move 1st	1	2	3	4	5	6	7	8	9	10
★ Russians set up 1st	11	12								

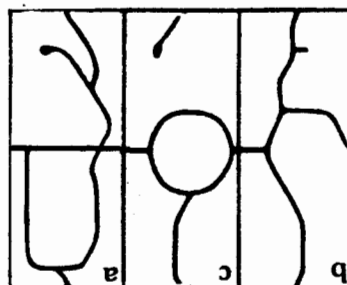
ON ALL FRONTS



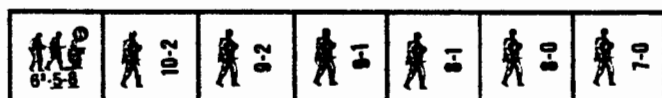
Kharkov #1: Battle For The Square.

Kharkov, March 11, 1943. In accordance with their orders, the "Leibstandarte" penetrated the city of Kharkov. The 3rd Battalion, 2nd SS Panzer Grenadier Regiment, commanded by Max Hansen, pushed through to the Red Square, encountering ferocious street fighting all the way.

Scenario Design by Michael Balsai. Playtesters: Gracie Frederick, Walt Harrar, J. Hass, A. Lassner, Vince Lewonski and William Weising.



Elements of the 3rd Battalion, 2nd SS Panzer Grenadier Regiment enter on the west edge of mapboard "a". [ELR: 5] {SAN: 3}



26

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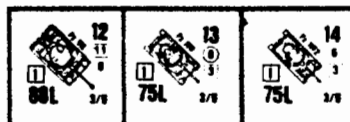
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SSR #7

Elements of the 1st SS Pz Rgt. enter on the west edge of board "a", on turn 5.



2

2

4



Elements of the Soviet 3rd Tank Army set up on any whole hexes of mapboard "b" and/or "c". [ELR: 3] {SAN: 5}



21

12

9

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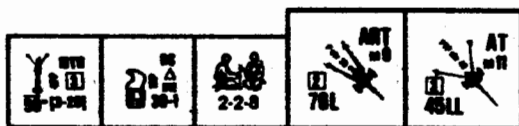
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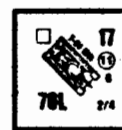


2

4

2

Enter on east edge of board "b", on turn 3.



6

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Victory Conditions: To win, the German player must completely clear all whole hexes of board c of all Good Order Russian units. The Russian player wins by avoiding a German victory.

SPECIAL RULES:

1. EC are Wet with no Wind.
2. SS squads have Assault Engineer capability.

3. Russian 6-2-8s have Assault Engineer capability.
 4. Russian T-34s are radio equipped.
 5. There is no Russian Turn 10.
 6. The Russian player may boresight: HMGs, MMGs, ATG (45LL) and ART (76L).
 7. 80mm mortar, plentiful.
 8. Optional Battlefield Integrity.
- Germans (390) and Russians (402).
Aftermath on page 4.

Germans move first	1	2	★ 3	4	5	6	7	8	9	10
★ Russians set up first										

sion (located in the northern part of the city) were in imminent danger. At 1:00 PM Hausser ordered the retreat of his troops. They fought their way through the Udy sector of the city, with street fighting occurring in the southwestern and southern parts of the metropolis, as well. Twenty-four hours later, the rear guards of "Das Reich" had bashed their way through the burning town. "Gross-deutschland" Division had left their positions in the northwest of the city and fought their way through it, in the wake of Hausser's troops. As the last German troops were whizzing through deserted streets, they came under sniper attacks from the now infiltrated Russian troops. In the Red Square, partisans raised the Soviet banner. Kharkov was now temporarily lost, but Hausser's disobedience saved the two SS divisions in his Corps, as well as the famous "Gross-deutschland" Division for further action. Additionally, the Russians misjudged this action as proof of the collapse of the German front, as they presumed that the vaunted SS would never retreat against their Führer's orders. This mistake encouraged "reckless" action on the part of the Soviet Front commanders as well as Stalin and STAVKA.

On February 17th, the Soviets were within

sight of Manstein's headquarters at Zaporozhe. Manstein's plan for "drawing out" the enemy forces seemed to be working very well, indeed. On the 21st, the German counter-thrust began. The Germans enjoyed excellent coordination with the Luftwaffe for their efforts, and this certainly assisted the success of the counterattack. Between February 28 and March 3, 1943, the 1st SS Panzer Corps completely enveloped elements of the Soviet 6th Army (ironically). These Russians found themselves caught between the "Das Reich" Division, and the "Totenkopf" Division ("Totenkopf" had joined the 1st SS Panzer Corps on February 19th) and were forced back into the waiting armor (including Tiger Tanks) of the "Leibstandarte Adolf Hitler". This maneuver cost the Soviets much in men, tanks, and supplies, and also removed the main obstacle between the Germans and Kharkov.

On March 5th, Manstein ordered the 1st SS Panzer Corps to coordinate (and was subordinate to) with the 4th Panzer under the command of Col. General Hermann Hoth. Manstein and Hoth planned to capture Kharkov by encirclement and coup de main, and thereby not waste strength in costly street fighting within the city. The "Das Reich" Division reached the western outskirts of

Kharkov by March 5th after encountering "light" resistance. At this point 1st SS Panzer Corps was to continue in an arc that would have carried it around the northern edge of Kharkov and then east to the Donetz River. Hausser, on the other hand, decided that he would like to take the metropolis by storm, thereby getting a "great" victory for his Corps. "Das Reich" was ordered to halt and regroup in the western suburbs and "Totenkopf" was sent around the northern edge to cut off any Russian retreat. Ω
Continued in next issue.

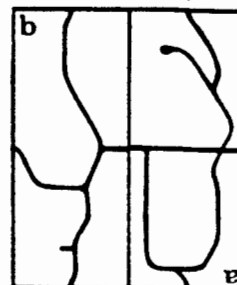
AFTERMATH from page 10. Despite encountering ferocious resistance at Red Square, the Germans with the assistance of some Mark IVs and Tiger tanks squashed all resistance in the city's center.

AFTERMATH from page 11. The final ferocious battle for Kharkov began as the SS troopers assaulted the tractor plant. With the aid of some armor, flamethrowers, and demolition equipment the Germans blasted their way into the Russian defensive positions. After some savage hand-to-hand fighting Soviet resistance within the city ceased. By late afternoon the battle weary German survivors trudged out of the tractor works and for the third time the beleaguered city of Kharkov changed hands. Ω

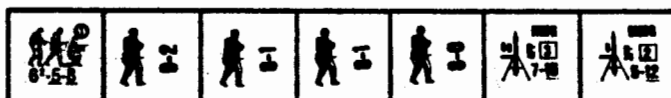
ON ALL FRONTS

Kharkov #2: Collapse Of The Tractor Factory.

March 15, 1943: After six days of fierce street fighting in Kharkov the men of the Leibstandarte Adolf Hitler Division had finally isolated the last pocket of Soviet resistance to a large tractor plant. As the Germans prepared for attack they knew a fierce, final grim battle awaited them. Then the order came. Eliminate this last pocket of resistance! Scenario Design by Michael Balsai. Playtesters: Gradie Frederick, Walt Harrar, Vince Lewonski and William Weising.



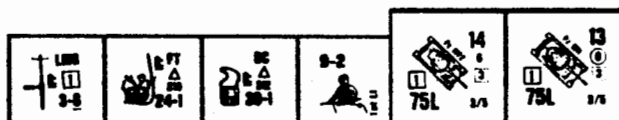
Elements of the SS Leibstandarte Adolf Hitler Division set up west, south, and /or east of road (not inclusive) bA3, bH1, aH1, aH4, aL4, aO3. [ELR: 5] {SAN: 3}



24

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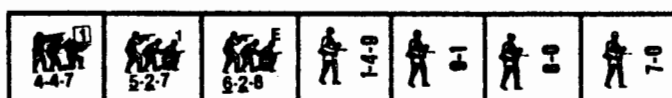
2

2

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Elements of the 3rd Tank Army set up within (but not inclusive) limits of road bA3, bH1, aH1, aH4, aL4, aO3. [ELR: 3] {SAN: 5}



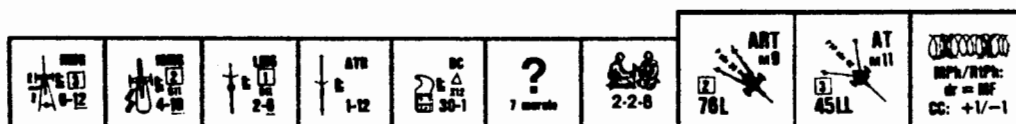
20

8

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2

Player's Note: One Concealment Counter applies to any number of counters in the same hex location.



2

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12

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8

Victory Conditions: To win, the German player must clear the factory (building aJ1) completely of Good Order Russian units. The Russian player wins by avoiding a German victory.

SPECIAL RULES:

1. EC are Wet with no Wind.
2. SS squads have Assault Engineer capability.

3. Building aJ1 is a Stone Factory with 2 1/2 levels.
4. Trenches exist in hexes bG1, bD0 and aM2.
5. All ground level hexes (only) of the factory are fortified (B23.9). Note Fortification DRM also applies to fire within the factory.
6. Russian units within the factory are fanatic (A10.8).
7. Optional Battlefield Integrity.
Russians (254). Germans (360).
Aftermath on page 4.

Germans move first	1	2	3	4	5	6	7	8	9	10
Russians set up first	11	12								

sion (located in the northern part of the city) were in imminent danger. At 1:00 PM Hausser ordered the retreat of his troops. They fought their way through the Udy sector of the city, with street fighting occurring in the southwestern and southern parts of the metropolis, as well. Twenty-four hours later, the rear guards of "Das Reich" had bashed their way through the burning town. "Gross-deutschland" Division had left their positions in the northwest of the city and fought their way through it, in the wake of Hausser's troops. As the last German troops were whizzing through deserted streets, they came under sniper attacks from the now infiltrated Russian troops. In the Red Square, partisans raised the Soviet banner. Kharkov was now temporarily lost, but Hausser's disobedience saved the two SS divisions in his Corps, as well as the famous "Gross-deutschland" Division for further action. Additionally, the Russians misjudged this action as proof of the collapse of the German front, as they presumed that the vaunted SS would never retreat against their Führer's orders. This mistake encouraged "reckless" action on the part of the Soviet Front commanders as well as Stalin and STAVKA.

On February 17th, the Soviets were within

sight of Manstein's headquarters at Zaporozhe. Manstein's plan for "drawing out" the enemy forces seemed to be working very well, indeed. On the 21st, the German counter-thrust began. The Germans enjoyed excellent coordination with the Luftwaffe for their efforts, and this certainly assisted the success of the counterattack. Between February 28 and March 3, 1943, the 1st SS Panzer Corps completely enveloped elements of the Soviet 6th Army (ironically). These Russians found themselves caught between the "Das Reich" Division, and the "Totenkopf" Division ("Totenkopf" had joined the 1st SS Panzer Corps on February 19th) and were forced back into the waiting armor (including Tiger Tanks) of the "Leibstandarte Adolf Hitler". This maneuver cost the Soviets much in men, tanks, and supplies, and also removed the main obstacle between the Germans and Kharkov.

On March 5th, Manstein ordered the 1st SS Panzer Corps to coordinate (and was subordinate to) with the 4th Panzer under the command of Col. General Hermann Hoth. Manstein and Hoth planned to capture Kharkov by encirclement and coup de main, and thereby not waste strength in costly street fighting within the city. The "Das Reich" Division reached the western outskirts of

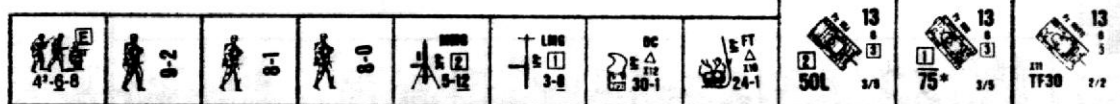
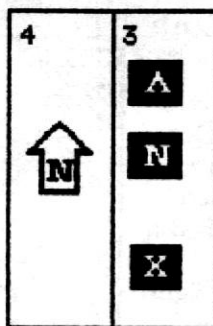
Kharkov by March 5th after encountering "light" resistance. At this point 1st SS Panzer Corps was to continue in an arc that would have carried it around the northern edge of Kharkov and then east to the Donetz River. Hausser, on the other hand, decided that he would like to take the metropolis by storm, thereby getting a "great" victory for his Corps. "Das Reich" was ordered to halt and regroup in the western suburbs and "Totenkopf" was sent around the northern edge to cut off any Russian retreat. Ω

Continued in next issue.

AFTERMATH from page 10. Despite encountering ferocious resistance at Red Square, the Germans with the assistance of some Mark IVs and Tiger tanks squashed all resistance in the city's center.

AFTERMATH from page 11. The final ferocious battle for Kharkov began as the SS troopers assaulted the tractor plant. With the aid of some armor, flamethrowers, and demolition equipment the Germans blasted their way into the Russian defensive positions. After some savage hand-to-hand fighting Soviet resistance within the city ceased. By late afternoon the battle weary German survivors trudged out of the tractor works and for the third time the beleaguered city of Kharkov changed hands. Ω

July 7, 1943. The village of Dubrova in the Kursk Salient. ASL Classic scenario designs by Terry A. Treadaway. Playtesters: M. Balsai, Steve Blum, Walt Harrar, Vince Lewonski, Tom Morin, Lindsey Morillo, Vic Provost, and Jack Webster III. Overlay X is on page 11.



12

2

3

Reinforcements enter on the north, west, or south edge on turn 4.



3

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E 6-28	2-28	8-1	8-1	8-0	8-19	4-19	2-6	Minefield 	AT M II 45LL
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8

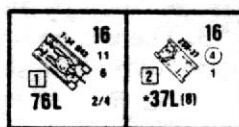
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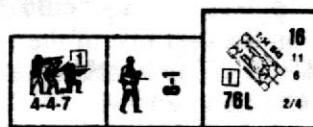
16

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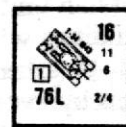
Russian player: Choose one of the three forces to enter as reinforcements on the east edge on turn 3.



OR



OR



4

4

4

6

VICTORY CONDITIONS: To win, the German player must control (A26.11) 5 of the 9 buildings inside the road (U3, Q3, N4 - Q8) on board 3 at the end of the game.

SPECIAL RULES:

1. EC are Moderate with no wind.

2. Place Overlay "A" normally. Place "N" with V2/3N1, U3/3M2 and "X" with EE2/3W2, Z5/3X7 and Y2/3T6.

3. Each German leader may place smoke (not WP) once (and only once) during the game. No dr is required.

4. AP mines can be traded for AT mines but NOT for Booby Trap Capability.

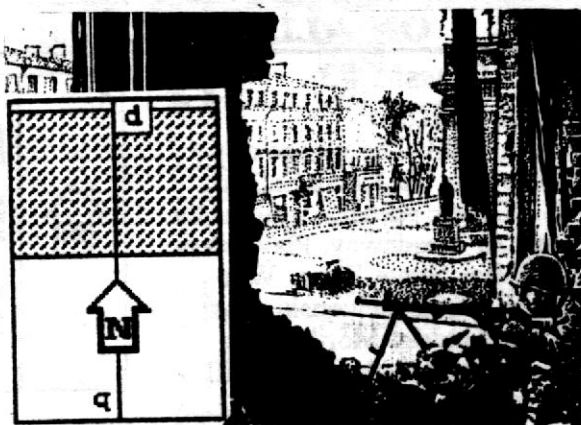
 Germans move first	1	2	 3	 4	5
 Russians set up first					

ON ALL FRONTS

Kharkov #3: Fight For The Anti-Tank Ditch.

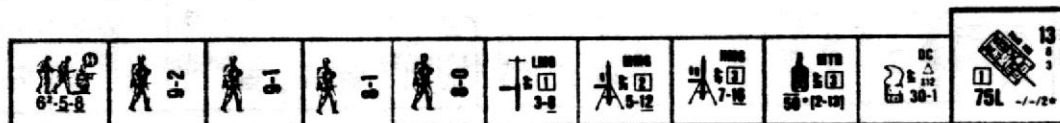
Kharkov, March 11, 1943. On the west edge of Kharkov the third battle for Kharkov was in full swing when the 16th Company of the SS ("Der Führer") Panzer Grenadier Regiment came upon a 16-foot wide, 7-foot deep anti-tank ditch protected by Russian defensive positions. A critical decision had to be made.. to fall back or cross the ditch.

Scenario Design by Michael Balsai. Playtesters: Walt Harrar, Vince Lewonski, J. Cotugno, G. Ashton, William Weising, and Gradie Frederick.



Elements of the 16th Co., SS ("Der Führer") 4th Panzer Grenadier Regiment and elements of SS Sturmgeschütz Abteilung 2 set up on any whole hexes of board "b".

[ELR: 5] {SAN: 3}



15

3

3

Elements of the 3rd Soviet Tank Army set up on any whole hexes of board "d".

[ELR: 3] {SAN: 5}



17

4

2

2

7

Player's Note: One Concealment Counter applies to any number of counters in the same hex location.

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Victory Conditions: To win, the German player must completely clear of all Good Order Russian units and hold the two stone multi-hex buildings which are on the east side of the anti-tank trench (SSR #2). The Russian player wins by avoiding a German victory.

SPECIAL RULES:

1. EC are Wet with no Wind.
2. The Gully on board "d" is an anti-tank trench (B27.56). Hex dB5 should contain an AT trench counter which is defined as continuous from the gully and crosses dB5, dC5, to bN5, bO5. The Gully in dC5 continues in a straight line to dB5, dC5 to join the trench counter. In

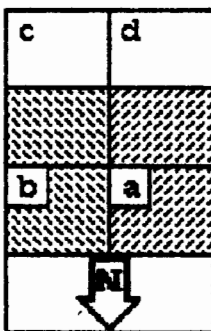
other words, the gully on board "d" completely bisects that board and cannot be bypassed or crossed by any vehicle on either side.

3. There is no bridge or road symbol in hex dE3.
4. All buildings are one story (i.e. Ground Level, only).
5. No cliffs exist in hexes dF1 or dG1.
6. Hexrows dA/bO are not in play nor are those south of dH/bH, inclusive.
7. Russians have MOL (A22.6)
8. No AFVs start in woods or buildings
9. SS have Assault Engineer capability.
10. Optional Battlefield Integrity.
Russians (167). Germans (225).

	Germans move first	1	2	3	4	5	6
	Russians set up first						

School Daze

Only hexrow H of boards c/d thru
row G of boards b/a are playable.



Elements of the 1st Parachute Squadron, Royal Engineers set up on/north of hexrow M of board c/d.[ELR: 5] {SAN: 2}

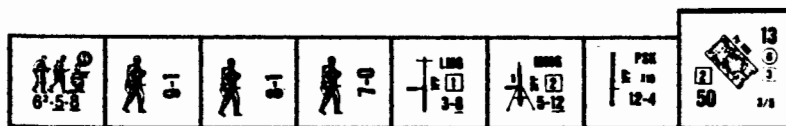


8

2



Elements of the 10th SS Reconnaissance Battalion and Boccholt Training Battalion enter turn 1 between cJ5-cH2, (incl). [ELR: 4] {SAN: 4}

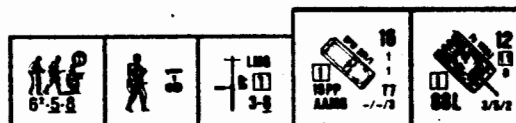


9

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2

Reinforcements: 10th SS Recon with elements of Panzer Bn 506 enter turn 3 on dH2 with 1/2 MPs.



4

2

4

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VICTORY CONDITIONS: The British player wins by having one or more Good Order MMC(s) in building aC3 at game's end.

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. Rowhouses do not exist. Treat as normal two-story house.

3. The Gully does not exist. Treat as open ground.
4. No Boresighting is allowed.
5. British suffer Ammunition Shortage (A19.131), and may use HIP for 1 squad/equivalent and any SMC/SW stacked with them.
6. There is an additional +1 drm to Flame Clearance Attempt DR.
7. Prior to ALL set up, roll for Rubble, Flame, and Balze Placemnt.



Germans move first



British set up first

1

2

3

4

5

6

1

Roll 4 dice.
Continued on
page 9.

A
Charles S. Roberts
Awards Ballot
for 1990
is included
so you can vote for
the best game, etc.
and
Amateur Wargame
Magazine.

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Board Wargame

Best WW2
Board Wargame

Best Post-WW2
Board Wargame

Best Pre-20th Century
Computer Wargame

Best 20th Century
Computer Wargame

Best Game Review/
Design Analysis/Play Analysis
(Name Magazine, issue & author)

CSR AWARDS 1990

This is the Official Awards
Ballot for the Charles S.
Roberts Awards for calendar
year 1990. The CSR Awards
are designed to honor the best in the
wargaming hobby and game industry.

(1) Please list three titles or names in
each category; (2) The five titles/names
earning the most votes in each category
will be declared the nominees; and (3)
the title/name in each category receiv-
ing the most overall votes will be de-
clared the winner. The winners will re-
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Please note the name of the magazine
the ballot is from and return your
signed ballot. The nominees and
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Thank you for taking the time to show
your concern and interest in your game
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Rodger B. MacGowan

Best Historical/Opinion/ Variant-
Scenario/ Interview Article
(Name Magazine, issue & author)

Best Wargame
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(Board, Role Playing, Card, Com-
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The James F. Dunnigan Award
PLAYABILITY &
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Graphic Artist or a specific Game
for outstanding achievement in
Playability in 1990)

The Clausewitz Award
HALL OF FAME
(A career award presented to an
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for excellence in their field)

Best Professional
Wargame Magazine

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Wargame Magazine

Signature _____ Date _____

Ballot from which magazine, issue # _____

Please sign and return your ballot to:
© Rodger B. MacGowan
CSR Awards Chairman
2210 Wilshire Blvd., Suite 239
Santa Monica, CA 90403 USA

School Special Rules (cont. from page 10.)

1st dr: Indicates which boards.

dr 1-3, bds = c/d. dr 4-6, bds = a/b.

2nd dr indicates which whole hexrow,
counting north to south.

3rd-4th dr indicates which hex west to east, including
1/2 hexes. Reroll if DR = 11 or 12 (if needed).

Rubble: Roll 4 dice, 6 times for placement.

Flame: Roll 4, dice, 3 times for placement.

Blaze: Roll 4 dice, 2 times for placement.

If the target hex is N/A, use closest hex meeting
requirement. If there is more than one hex, use
Random selection to determine which hex(es).
Flame, Blaze, and Rubble are placed at Ground
Level (remember to check for Falling Rubble
(B24.12)). Building aC3 is exempt from all
placement rolls. Ω

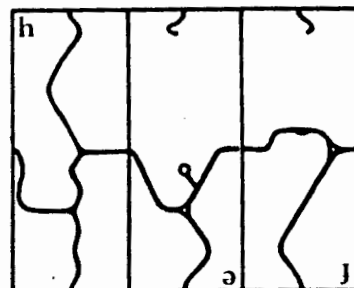
ON ALL FRONTS

Counterattack On Martinville Ridge

Martinville Ridge, Normandy, France. July 16, 1944: The constant bocage fighting had eroded the fighting strength of the 20th Infantry Division but they slowly pushed on, anxious to reach St. Lo. Today would be a day of rest for the men of the 116th Regiment. Until assault guns and mortar fire ruined it...

Scenario design by V. Lewonski.

Playtested by J. Cotugno, G. Frederick and L. Murillo.



Elements of the 1st Bn., 116th Rgt., 29th Inf. Div. set up east of hexrow 2 (inclusive) on board "h". No more than six squads/equivalents may start on any one board. Units on shared half hexes are considered to be on board "e". [ELR: 3] {SAN: 4}

															
5	11	2													



Elements of the 3rd Fallschirmjaeger Division enter on turn 1 on the west edge. [ELR: 3] {SAN: 3}

									
7	3	3							

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Victory Conditions: To win, the German player must have 14 more CVPs than the American player at the end of the game. For scenario purposes Prisoners do not count double for either side.

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. All hedges are Bocage (B9.5). All Level 2 hexes on A 108 are considered to be Level 1. Other terrain on these hexes exists normally.
3. No boresighting is allowed.
4. The StuGs begin the game with S2 (D11.2).
5. The German has an Offboard Observer

(C1.63) with access to a module of 81mm mortar OBA with normal ammo. the Observer spots from Level 2 in hex h15.

AFTERMATH: The German paratroopers had infiltrated the line between the dispersed American units and had three assault guns for support - a rare occurrence in the bocage. The Americans took heavy casualties before the Germans withdrew. The last mile to St. Lo would not be easy.

 Germans move first						
 U.S. sets up first	1	2	3	4	5	6

ON ALL FRONTS

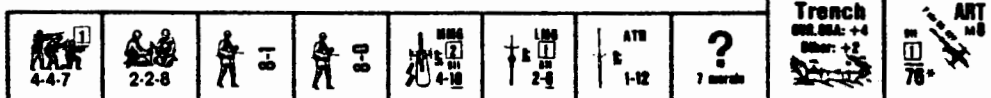
Desperate Measures

June 26, 1941. Von Manstein's rapid advance towards Leningrad had not been without difficulty. On the morning of the 26th the 8th Panzer Division was poised outside of Dvinsk desperate to seize its vital bridges across the Dvina River intact. Failure meant the advance would be stalled.

24



Elements of the 280th Rifle Div. set up east of hexrow E. [ELR: 2] {SAN: 5}



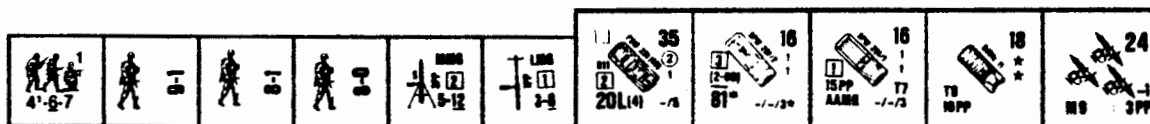
6

2

8

Elements of the Recon Bn, 8th Panzer Div. enter on the west edge on turn 1.

[ELR: 4] {SAN: 3}



8

4

2

2

3

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Victory Conditions: The German player receives victory points (as per A26.21) for each unit/vehicle exited off the east edge and/or north edge east of Y1, (incl). To win, he must exit 19 victory points and not lose more than 11 casualty points.

positive DRM is used to influence the outcome of a combat result.

AFTERMATH: By 8:00 a.m. fighting was still going on in the town but amazingly the bridges had been captured intact at the very moment the sentries were fumbling with the demolition charges. The following day the 3rd Motorized Infantry Division pulled off a surprise crossing of the river. The rapid advance had startled both the Russians and the Germans. The advance to Leningrad could now continue.

Scenario design and playtesting by the Southern California ASL Club. Historical setting by John Letts.

Special Rules:

1. EC are moderate with no wind.
2. The Russian may set up two squads and the leaders/SW stacked with them using HIP.
3. If set up in a woods hex, the location of the trench counter need not be revealed until its hex is entered/ searched by a German unit, or until its



Germans move first



Russians sets up first

1

2

3

4

5

6

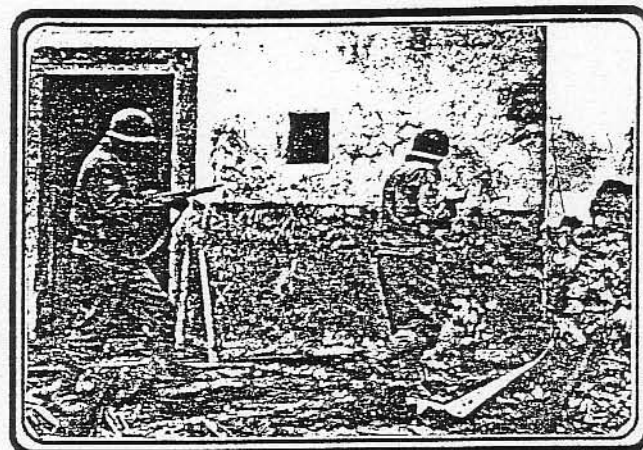
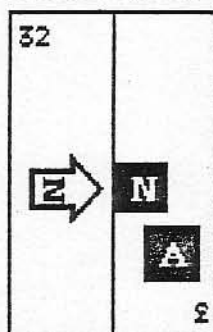
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ON ALL FRONTS

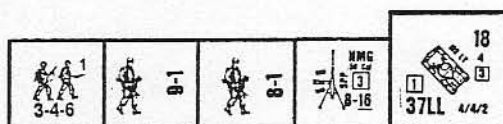
COLD FURY

Sadzot #1: Night Attack

December 27, 1944,
Wednesday Night.
See article on page 9.



Elements of Co. "B", 87th Mortar Bn, 3rd Armored Division set up on in the buildings on board 3 with no more than one MMC per building. [ELR:4] {SAN: 2}

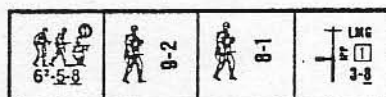


14 (SSR #2) 2

2 (See SSR #5)



Elements of the 25th SS Rgt., Kampfgruppe Krag set up on any whole hex of board 32. [ELR: 5] {SAN:4}



12

2

4

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Victory Conditions:

To win, the German player must control all of the 9 buildings within the road (Q23 - N4 - Q8 - U3) at game's end.

Special Scenario Rules:

1. EC are wet with Ground Snow (Also see E1.15). There is no Wind. It is a **Night Scenario** with Scattered Clouds and a Half Moon (E1.12). The NVR is 3 at the start of the game.
2. Counters represent the mortar crews and consequently HSs may not recombine into full squads.

3. Mapboard 32. The Stream does not exist; it is a Gully instead.

4. Mapboard 3. Place overlay A normally on hill 534. Place overlay N with U3 on 4N1 and V2 on 4N2. Hills 547, 522 & 498 do not exist; they are wood hexes instead.

5. A U.S. AFV is not placed on board until it is in LOS (as per Night Visibility rules) of an enemy unit.

Note: Playtested prior to the release of COB & Chapter E Clarifications. Therefore when playing Sadzot #1, Rule E1.54 applies and Chapter E Clarifications E1.54 does not.

Playtesters: Mike Balsal, Steve Frum, Walt Harrar, Bob Hewitt, Mike Black & Vince Lewonski.

Germans move first	1	2	3	4
U.S. sets up first				

ON ALL FRONTS

Wings of Death

May 25, 1944,
Drvar, Yugoslavia.
The 500th SS Para
Brigade land and
attempt to capture
an important center
of Partisan activity.
See article on p. 9.

17	24	19
	↑ N	



Elements of the SS 500th Para Brigade and "Daufganger" Group enter turn 1 as per Para drop and Glider rules. [ELR 5] {SAN: 3}



 6-5-8	 9-2	 9-1	 8-0	 3-4	 2 1/2 x wdr 2 1/2 x wdr	 5-4-8	 9-2	 3-4	 30-1	 18PP 20PP 14PP
7				3	7	3			3	3



Elements of Partisan Town Garrison set up on board 24 between hexrows T & M (incl) one MMC per building hex. [ELR: 5] {SAN 5}

 4-3-6	 9-1	 8-0	 2-7
11	2	2	

Use **British** counters. Tito's forces were trained and equipped by the British. Therefore Partisan rules do not apply and British counters are used.

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Victory Conditions: To win, the German player must gain control (A26.12. See SSR #5) of the Telephone Exchange, building 24R4 by turn 6.

SPECIAL RULES

- EC are moderate. Weather is clear with no wind. Wind Direction is NE to SE (for glider and paratroop purposes).
- Paratroopers were dropped from a low altitude. See E9.2.
- Partisan rules do not apply.

- No Quarter (A20.3) does apply.
- A SMC does not negate control (A26.12) in this scenario.

Scenario design by Terry A. Treadaway. Playtested by Michael Balsal, Walt Harrar and Vince Lewonski. My personal apology to the others whose names were lost but, as some playtesters already know, we have been experiencing a little trouble with a few computer files containing certain scenario designs.

 Germans move first	1	2	3	4	5	6
 Partisans set up first						

ON ALL FRONTS

Road To Leningrad

Scenario #3

Chance Encounters

The Village Of Mga, Russia. August 29, 1941. Forced to fall back under the weight of the German onslaught; scattered remnants of the 48th Army sought refuge and a respite in the village of Mga. They were to have neither as their pursuers were close on their heels.



See SSR #2



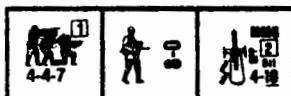
Scattered remnants of the 48th Army. Russian Forces #1-#6 are placed on board as per SSR #5. [ELR: 2] {SAN: 3}



dr = 1



dr = 2



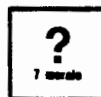
dr = 3



dr = 4



2



dr = 5



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6



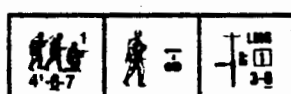
Advance elements of the 39th Army Corps. [ELR: 4] {SAN: 4}

Enter turn 1 on or adjacent to 22FF5.



3

Enter turn 2 on or adjacent to 22Y1.



3

Enter turn 3 on or adjacent to 22Q1.



3

Victory Points: To win the German player must "control" the village by game turn 5. Control is established when the German player has inflicted enough casualties (as per A26.21) to reduce the Russian force by half.

Special Scenario Rules on page 9.

Aftermath: Confusion reigned as chance threw together small groups of opponents in the unfamiliar confines of a strange village. Finally the village was in German hands, for a while.

Scenario design by T. A. Treadaway.

Playtested by John Loy, Joe LePard, John Leslie and Steve Barnett.

Germans move first	1	2	3	4	5

About The Scenarios

"Bloody Sadzot" was the second design in the trilogy. The first was the night attack by the SS (issue #95). The second one was the counterattack the following morning and the third was the pursuit of the survivors into the forest. As initially planned all three were to have been completed and released together so that players might follow the sequence of the actual events more closely. Unfortunately, time and circumstances altered the "master plan". For instance, the second design ran into problems and a better design by Vince replaced it but not after some nail biting as playtest results began to fluctuate somewhat and then even out.

Sadzot #3 also took an unexpected turn and it will, hopefully, appear in the next issue to complete the series.

Bloody Sadzot (from p. 11)

Aftermath: The paratroopers had to charge across an open field directly into the fire of the German machine guns. Luckily, due to the cold, most of the troopers had taken cover in the houses. Once across the field, the Village was cleared in house-to-house combat. Before the morning was over, 190 SS had fallen and Sadzot was again in American hands.

Chance Encounters Special Scenario Rules:

1. EC: Dry with no wind for the entire scenario.
2. Only hexrows M-GG are in play.
3. Russians suffer from Ammunition Shortage (A19.131).
4. Stream is Shallow (B20.42).
5. Russian units are placed on board randomly as per Steps 1-4.

Step 1. Each time a German force (either a MMC or stack) expends a MF during the MPh the Russian player makes an activation dr. If the **dr is ≤ the turn number** then a Russian force is activated. The number of Russian forces that may be activated during a turn may not exceed the turn number. Consequently, only one Russian force may be activated on turn 1, two on turn 2, three on turn 3, etc.

Step 2. The Russian player then makes a **second dr** to determine which force is activated (on a dr of 6, roll again) and places the corresponding force on board anywhere (but not adjacent) within four hexes (incl) of the German unit which activated it. All units comprising the Russian force **do not have to be placed in the same hex location**. They can be placed in adjacent locations or hexes. Russian player's choice. Note: Continue to roll for which force gets activated

if you roll the number of a force that has already been activated.

Step 3. Russian units placed on board **do not have to engage in combat** but may be placed under **"?" counters**. Russian player's choice. The Russian player is also allocated a certain number of additional **"?" counters** to be used as "dummies" which may be used in part or in total at that time.

Step 4. Once a Russian force is placed on board it may move and fire normally.

Russian units may only be activated and placed on board during the German movement phase. Ω

Tactics (cont. from p.7)

does the German "mop-up" these remnants? Mostly, it is essential to get the Russians on the board ASAP in order to have the maximum time to kill them. It is a good idea to try for prisoners, those double points can make the difference (6 pts. for that 9-2!)

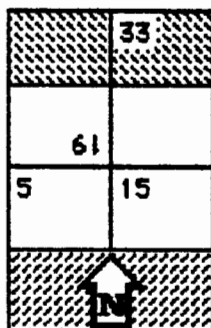
Summary: So is Mga a good time? Sure! Want to try some banzai? Charge down that road! Think you're a chess master or statistician? Calculate the odds of which force might appear and where. Any choice is possible and any or all might work. Solitaire can add to the enjoyment - Your best leader dead in the street because you rolled a "1" on turn 1? Set back up and start again! Enjoy over and over! Ω

ON ALL FRONTS

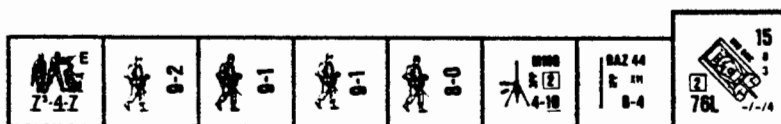
Sadzot #2

Bloody Sadzot!

December 28, 1944, Sadzot, Belgium. During the night, two companies of the 2nd SS Panzer Division had overwhelmed a small American mortar unit in the village. With first light, two companies of paratroopers counterattacked.



A & C Cos, 509th Parachute Inf. Bn. and elements of the 3rd Armored Div. set up on board 19 on/north of hexrow H, and on board 33 on/north of hexrow Z. [ELR: 5] {SAN: 3}



20

3

5

4

6



Elements of the 2nd Recon Battalion, 2nd SS Panzer Division set up on boards 5 & 15. No more than two squads, plus any leaders/SWs may set up in non-building hexes. At least one squad must set up in each victory building. [ELR: 3] {SAN: 4}



19

2

2

5

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VICTORY CONDITIONS: The Americans must be the last to control all buildings on board 15 west of hexrow 4.

SPECIAL RULES:

1. EC are Wet with no wind at start. Ground Snow (E3.72) is in effect. Both sides have Winter Camouflage (E3.712).
2. Germans suffer from Ammo Shortage (A19.131). Due to battle fatigue and lack of food, they are subject to ELR failure. A 6-5-8 will ELR to a 4-4-7.

3. All buildings are Ground Level only. All Hill hexes are Ground Level woods. Other terrain on the hills still exists. Place burned-out wrecks at 15B5 and 15G8.

4. Only hexrows A-P on boards 5, 15 and 19 and hexrows R-GG on board 33 are in play.

Scenario design by Vince Lewonski.
Playtested by M. Balsai, M. Black,
J. Hass, S. Kyle, A. Lassner, C. Mekash,
L. Murillo and J. Thompson.



U.S. moves first



Germans set up 1st

1

2

3

4

5

6

7

8

Aftermath
on page 9,
col. 1.

About The Scenarios

"Bloody Sadzot" was the second design in the trilogy. The first was the night attack by the SS (issue #95). The second one was the counterattack the following morning and the third was the pursuit of the survivors into the forest. As initially planned all three were to have been completed and released together so that players might follow the sequence of the actual events more closely. Unfortunately, time and circumstances altered the "master plan". For instance, the second design ran into problems and a better design by Vince replaced it but not after some nail biting as playtest results began to fluctuate somewhat and then even out.

Sadzot #3 also took an unexpected turn and it will, hopefully, appear in the next issue to complete the series.

Bloody Sadzot (from p. 11)

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Chance Encounters Special Scenario Rules:

1. EC: Dry with no wind for the entire scenario.
2. Only hexrows M-GG are in play.
3. Russians suffer from Ammunition Shortage (A19.131).
4. Stream is Shallow (B20.42).
5. Russian units are placed on board randomly as per Steps 1-4.

Step 1. Each time a German force (either a MMC or stack) expends a MF during the MPh the Russian player makes an activation dr. If the **dr is ≤ the turn number** then a Russian force is activated. The number of Russian forces that may be activated during a turn may not exceed the turn number. Consequently, only one Russian force may be activated on turn 1, two on turn 2, three on turn 3, etc.

Step 2. The Russian player then makes a **second dr** to determine which force is activated (on a dr of 6, roll again) and places the corresponding force on board anywhere (but not adjacent) within four hexes (incl) of the German unit which activated it. All units comprising the Russian force **do not have to be placed in the same hex location**. They can be placed in adjacent locations or hexes. Russian player's choice. Note: Continue to roll for which force gets activated

if you roll the number of a force that has already been activated.

Step 3. Russian units placed on board **do not have to engage in combat** but may be placed under **"?" counters**. Russian player's choice. The Russian player is also allocated a certain number of additional **"?" counters** to be used as "dummies" which may be used in part or in total at that time.

Step 4. Once a Russian force is placed on board it may move and fire normally.

Russian units may only be activated and placed on board during the German movement phase. Ω

Tactics (cont. from p.7)

does the German "mop-up" these remnants? Mostly, it is essential to get the Russians on the board ASAP in order to have the maximum time to kill them. It is a good idea to try for prisoners, those double points can make the difference (6 pts. for that 9-2!)

Summary: So is Mga a good time? Sure! Want to try some banzai? Charge down that road! Think you're a chess master or statistician? Calculate the odds of which force might appear and where. Any choice is possible and any or all might work. Solitaire can add to the enjoyment - Your best leader dead in the street because you rolled a "1" on turn 1? Set back up and start again! Enjoy over and over! Ω

Round #1.

32





6

2

12



10

2

3

3

3

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3. Russian infantry units (but not the AC) suffer from Ammunition Shortage (A19.131).

4. Stream is a Gully (B19). All Marsh (Pond-K5) hexes are Grain and are considered inherent terrain.

5. The Roadblock must be set up on the road running from K2 to R6.

Scenario design by Terry A. Treadaway.
Playtested by: Tom Morin, Vic Provost

Vince Lewonski, Jim Thompson, Bill Wiesing, Mike Balsat, Steve Frum, & Mike Black.

Special Scenario Rules:

1. EC are Dry with no wind for the entire scenario.

2. No deliberate fire setting is allowed.

 German moves 1st	1	2	3	4	5
 Russian sets up 1st					

Solitaire Scenario

ON ALL FRONTS

Sadzot #3 - Deadly Prey December 28, 1944.

The elite German unit had no intentions of abandoning its objective and sought to regroup in the woods. The Americans, likewise, had no intentions of allowing the SS to retake Sadzot. This conflict of wills was settled man-to-man in the forest outside the town.



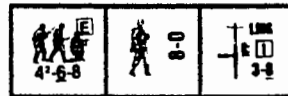
Retreating remnants of Kampfgruppe Krag are placed on board as per SSR #4. [ELR: 3] {SAN: 3}



dr = 1



dr = 2



dr = 3



dr = 4



dr = 5 or 6



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Elements of 509th Parachute Inf Bn enter on the west edge as indicated. [ELR: 5] {SAN: 2}

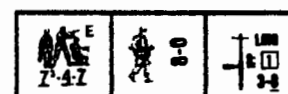


Enter turn 1 on
hex(es) A-F.



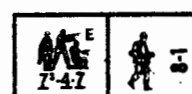
3

Enter turn 2 on
hex(es) G-K.



3

Enter turn 3 on
hexes L-P.



3

Victory Conditions: To win, the U.S. player must "control" the mapboard by game turn 5. Control is established when the U.S. player has inflicted enough casualties (as per A26.21) to reduce the German force by half.

Special Solitaire Scenario Rules:

1. EC are Wet with no wind for the entire scenario.
2. Only hexrows A-P (incl) are in play.
3. Stream is Frozen (B20.7).
4. See next page.

☆ U.S. moves first	1	2	3	4	5

About The Scenarios

"Deadly Prey" (Sadzot #3) took an unexpected turn when it became the second in the solitaire scenario series. Like "Chance Encounters" it was not specifically designed and playtested as a solitaire scenario but was to be the third in the series of 'regular' (Sadzot) scenarios and was intended to simulate the pursuit of the SS in the woods outside of the town following the U.S. counterattack. Since the scenario setting so closely resembled that of the solitaire format it was redesigned and playtested that way.

So there you have the story of the three Sadzot scenarios (Issues #95 and issue #96) and the rather unusual 'birth' of the third. One final note. Both the "Sadzot" and "Road To Leningrad" series were designed as possible Rally Tournament scenarios. I usually draft several designs for use at the Rally. Because some work. Some do not and some work very well. Thus, I am able to select what I feel are those which possess the highest enjoyment factor for the tournament players.

Now, let us turn our attention to 'Nasty Business', the second of the Road To Leningrad designs and the first scenario played in the ASL Classic Tournament at the 1991 SL Rally.

All four scenarios take place over a four-day period in and around the town of Mga, outside of Leningrad.

This town was not an objective of the German Army nor were any preparations made to defend it by the Russians - yet it was an important railroad center between Leningrad and Moscow. Its importance would soon be realized by both sides and the usual price would be paid for its possession, more than once. ♪

Some References

Breuer, W.B. (1990) Bloody Clash At Sadzot, NY, Jove Books. (PB)

MacDonald, Charles B. (1985) A Time For Trumpets, NY, William Morrow & Co. (HB)

Sadzot #3: Deadly Prey (continued from page 10)

Special Scenario Rules:

SSR #4. German units are placed on board randomly as per Steps 1-4.

Step 1. Each time a U.S. force, either a MMC or stack, expends a MF during the MPh (*In other words a stack expenditure of a MF counts as 1, not as the number of MMCs in stack times 1 MF each.*) the German player makes an activation dr. If the **dr is ≤ the turn number** then a German force is activated. The number of German forces that may be activated during a turn may not exceed the turn number. Consequently, only one German force may be

activated on turn 1, two on turn 2, three on turn 3, etc.

Step 2. The German player then makes a **second dr** to determine which force is activated (on a dr of 6, roll again) and places the corresponding force on board anywhere (but not adjacent) within four hexes (incl) of the German unit which activated it. All units comprising the German force **do not have to be placed in the same hex location**. They can be placed in adjacent locations or hexes - German player's choice. A German force may only be activated once. Therefore if you roll the number of a force that has already been placed on board continue to roll until a force which has not been activated is selected.

Step 3. German units placed on board **do not have to engage in combat** but may be placed under **"?" counters** - German player's choice. The German player is also allocated a certain number of additional **"?"** counters to be used as "dummies" which may be used in part or in total at that time.

Step 4. Once a German force is placed on board it may move and fire normally. German units may only be activated and placed on board during the U.S. movement phase.

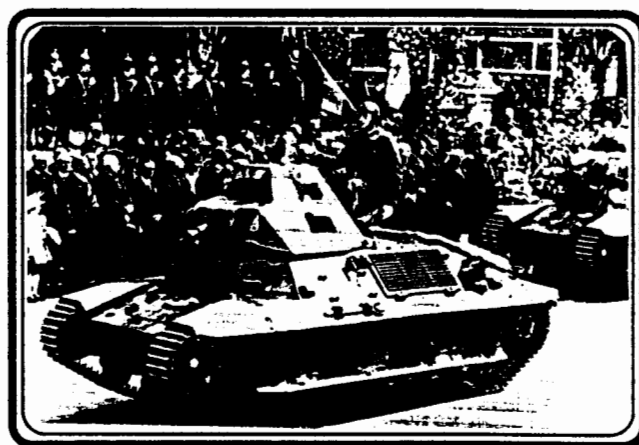
Credits: Scenario design by Terry A. Treadaway. Playtested by John Loy, Joe LePard, John Leslie and Steve Barnett.

REPOUSSAGE #1

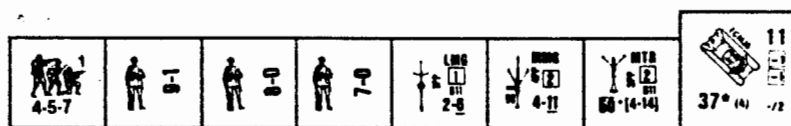
For playtest purposes only.

French COD to ASL
 "Chance D'une Affaire" #204
 May 14, 1940.
 Near Chehery, France .

Photocopy this page to make a working copy on which to record your changes.

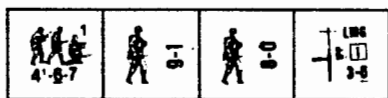


French enter turn one on any west edge hexes. [ELR: 3] {SAN: 4}. AFVs enter with 1/2 MPs. ESB is NA.



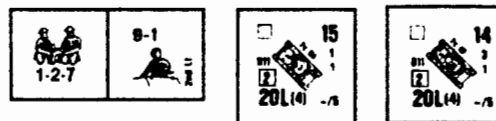
12 2 5 2 3

Set up within two hexes of building 6N4. [ELR: 3] {SAN: 3}



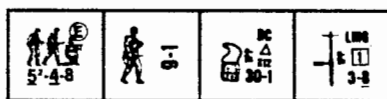
4

Crews set up in hex 6N4. AFVs set up in hexes 6K6 (L5/L6) and 6L2 (L3/M3).



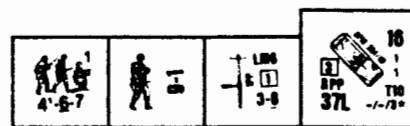
2

Enter turn 3 on any north edge hex. 5-4-8s represent Engineers.



3 2

Enter turn 5 on any north edge hex.



3

VICTORY CONDITIONS: The player who controls two of the following three buildings; 6V9, 6X8, and 6X5 at the end of the scenario wins. The German player is considered to control all buildings at the start of the game.

SPECIAL SCENARIO RULES:

1. EC are Moderate with no wind at start.
2. German AFVs are unmanned and therefore must be reoccupied by the crews to move or fire.

3. The number of turns the German AFVs may move is limited. Mix two sets of artillery chits together and pick one for each vehicle at the time it is reoccupied. This number indicates the number of movement phases the vehicle may move. The chit drawn does not have to be revealed to the French player until the scenario ends. Only movement to a new hex constitutes movement for this rule.

	French move first	1	2	3	4	5	6	7	8	9
	Germans set up first									

ON ALL FRONTS

SL Rally '91, Dallas, TX

Road To Leningrad

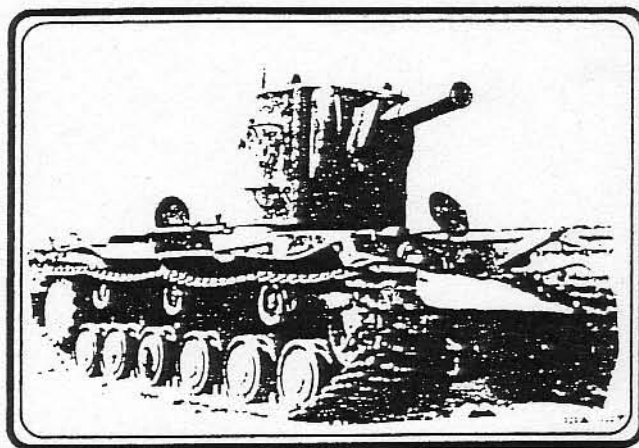
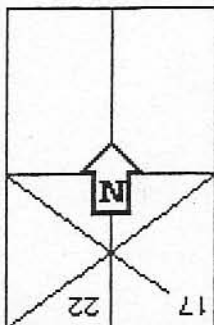
ASL Classic Tournament

Round #2

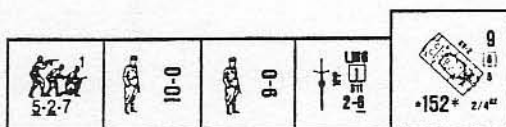
Scenario #4: Boom Town

The Village Of Mga, Russia

Sunday, August 31, 1941.



Elements of Colonel S.I. Donskov's NKVD Division enter on turn one on the north or south edge. [ELR: 4] {SAN: 3}



9

3

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Elements of 20th Panzer Division set up concealed on any whole hex of board 22. [ELR: 4] {SAN: 4}



9

2

12

Concealment counters are used in place of those provided as per A12.12. SSR #3.

Victory Conditions: To win, the Russian player must control 4 of the 6 multi-hex buildings on board 22 at game's end.

Special Scenario Rules:

1. EC are dry with no wind during the game.
2. Only hexrows R-GG are in play.
3. German Concealment counters are used in place of those provided as per A12.12.
4. Stream is Shallow (B20.41).
5. Cellars (B23.41) do not exist.

Scenario design by Terry A. Treadaway.
Playtesters: Mike Balsai, Mike Black, Steve Frum, Vince Lewonski, Tom Morin, Vic Provost and Jim Thompson.

The \$1, What A Great Idea This Is, Valuable Holiday Coupon.

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Coupon expires January 31, 1992.



Russians move first



Germans set up first

1

2

3

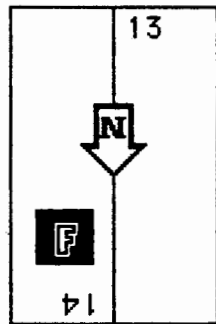
4

5

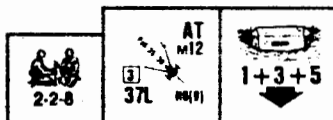
ON ALL FRONTS

The Stalin Line

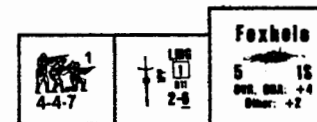
Near Rosenov, July 6, 1941.
When the Totenkopf Division penetrated the Stalin Line vicious fighting erupted among the system of bunkers, camouflaged machine gun nests, minefields and booby traps. Progress was measured by yards as every bunker and position had to be blasted open and the defenders rooted out.



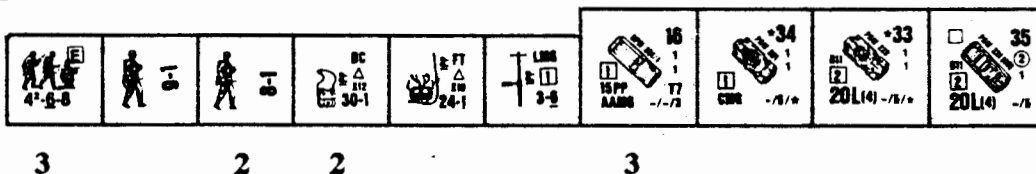
Elements of the Stalin Line appear on board 14 as per SSR (Tables A & C).
[ELR: 3] {SAN: 5}



Armored Cupola (D9.5) represents emplaced turrets from T-18 tanks.
MA 37mm. AF is 0. ROF 1.



Reconnaissance elements of the 3rd SS Division (Totenkopf) set up and enter as per SSR #2. [ELR: 5] {SAN: 2}



Note: 4-6-8s are considered Assault Engineers (H1.22).

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VICTORY POINTS: At the end of the game the German player is awarded victory points as follows:

Cupola destroyed = 5. Discovered = 3
Pillboxes destroyed = 5. Discovered = 3 and
Russian casualty points (as per A26.2) for occupants of Foxholes. From this total subtract your casualty points to arrive at a Final Score.

“Discovered” units are those Russian units left on board that have not been eliminated. “Destroyed” means the occupants have been eliminated.

Personal Combat Record on page 12.

BASIC GAME VICTORY CONDITIONS: To win, the German player must Destroy and/or Discover four Pillboxes and/or Cupolas. A Pillbox or Cupola is ‘Discovered’ when it is placed on the mapboard. A Pillbox or Cupola is considered to be ‘Destroyed’ when its crew has been eliminated or captured.

Special Rules on next page.

Germans move first	1	2	3	4
--------------------	---	---	---	---

ON ALL FRONTS

THE BLOODY SABER

September 16, 1939,
New Pinstov, Poland. The speed
and force of the German invasion
threw the Polish Army into
disarray. Although nearly crushed,
some formations proved
themselves more than equal to the
Germans. One such unit was the
12th Uhlan, which surprised a
German column.

19

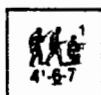


Elements of the 14th Army set up as indicated and as per SSR #2.
[ELR: 4] {SAN: 2}

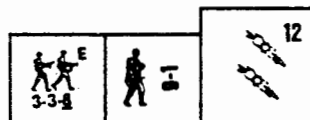
AA6



Z5



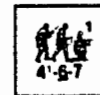
Y6



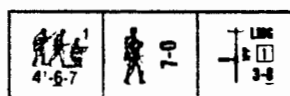
X5



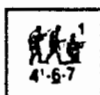
W6



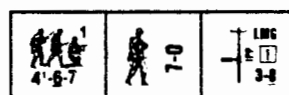
V5



U6



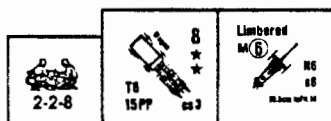
T5



S6 CA T5/6



R6 CA S6/7



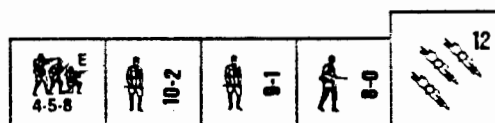
Q6 CA R5/6



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Elements of the 12th Uhlan Regiment
"Podolski", Wolynska Cavalry Brigade set up
mounted in wood hexes south of hexrow AA
with a coordinate of 3 or less. [ELR: 4]
{SAN: 2}



15

3

15

Victory Conditions: To win, the Polish player
must have at least twice as many CVPs as the
German. Any Pole which has not exited the
board at game's end is considered eliminated.
They need not be mounted and may exit off any
board edge but all must exit off the same edge.

Special Scenario Rules:

1. EC are Moderate with no wind at start.
2. All German infantry and SWs begin the game
Pinned and Marked with First Fire counters.
All wagons must be loaded and in Motion. All
units in Y6 must be mounted but are otherwise
unrestricted.
3. Hex X6 is Open Ground
4. No Quarter (A20.3) is in effect for both sides.

Aftermath on page 4.
Scenario design by Vince
Lewonski. Playtested by Vic
Provost and Tom Morin.



Poles move first



Germans set up first

1

2

3

4

5

A Pound Of (Horse) Flesh

by Vince Lewonski

The thunder of hooves, the glint of sunlight off of raised lances and sabers, the sight of a ton of horseflesh hurtling toward you at break-neck speed...these sights would make your average soldier quiver with fear.

Unfortunately, it won't make your average ASL player tremble with even the slightest anxiety. Considering that a single squad with no SWs will get three shots: First Fire, Subsequent First Fire, and Final Fire, all at -2 DRM, then this lack of concern seems justified. Small wonder that most players use horses like trucks with legs, dumping off passengers at the first opportunity. While many actions were conducted by dismounted cavalry, there were cases when mounted troops did wreak havoc. One such is portrayed in The Bloody Saber.

Polish Tactics - Most of the advantages are yours. SSR2 reflects the German's status as a disbanded column, while the First Fire markers reflect the surprise that the Poles accomplished. The first Polish turn will decide the game! Any Germans remaining after that will be harder to kill. There is more to a successful attack than just charging, however.

Remember that you can charge more than one hex if you have sufficient MPs.

Charge with a HS against a unit marked with a Final Fire counter; maybe a bad FPF roll will do your work for you. If you don't want to risk charging a hex containing Residual Fire or broken Poles, dismount next to it and use Advancing Fire or CC to "hurt" the Germans. Most importantly, make No Quarter work for you. With proper placement, most or all broken Germans can be eliminated for failure to rout.

German Tactics -

Truly a sad day for the Wehrmacht. Much of the pace of the game will be determined by the Polish player. Still, any CVPs you earn will make the Pole's job that much harder, and with a -2 DRM, you will get some. Shoot only at adjacent or same hex cavalry. You'll need a lot of residual fire counters, so try to spread them around. Build a "wall" of residual fire that the cavalry must pass through. Try not to smile when a 2 FP Residual breaks a 9-1 and a squad, especially when both fail their Bail out MCs. After the first Polish turn, shoot at any Poles who are still mounted. Either unload the wagons or try to run away with them. Consider yourself lucky if you get a gun unlimbered and get any shots with it. Still, the threat may make the Pole charge recklessly, giving you good shots

with the crew's small arms fire.

Rules clarifications:

1.) When charging, the horse is marked with a CX counter; this does not apply to the riders or their attacks. Already CX horses may **not** charge.

2.) Cavalry suffers a -1 DRM for attacks against them in CC and must add a +1 DRM to any attacks that they make in CC.

3.) Cavalry attacked by a fire attack or Residual Fire are not attacked again by any Residual Fire left in the hex should they unload/bail out.

4.) Wagons and other cavalry **are** legal targets for a charge.

Scenario sources: The Long Walk by Slavomir Rawicz and The Polish Campaign 1939 by Zaloga & Madej.

AFTERMATH (from page 10)

A scouting patrol had failed to detect the cavalry unit, which charged out of the woods at the column. Once past, they formed up again and charged back to complete the destruction before leaving the scene. However, their success had no effect in the long run. Warsaw surrendered on the 27th of September, and the Wolynska Cavalry Brigade was destroyed by the Russians on the same day. Ω

SPECIAL RULES:

1. EC are Dry with no wind during the game. Place overlay "F", normally on mapboard 14.
2. The German player divides his units into three forces, in any manner he desires. Force #1 sets up on the road 13Y10, Y9, etc. and enters board 14 on turn 1. Force #2 sets up on the road 13Q10, Q9, etc. and enters board 14 on turn 2. Force #3 sets up on the road 13I10, I9, etc. and enters board 14 on turn 3.

3. Play proceeds as follows:

Step 1 AFV Movement

a. **German MPH:** Prior to moving any AFV, make a DR. That DR is the amount of MPs that the AFV can expend.

b. Make a second DR. If the 2nd DR is > than the 1st DR, nothing happens; move the AFV normally. If the 2nd DR is ≤ the 1st DR, then an **EVENT** will occur as the AFV expends the last MP which equals the 2nd DR. This **EVENT** occurs at the moment the 2nd DR MP is expended, regardless of whether the vehicle is moving, changing its VCA, etc. If it lacks sufficient MPs to enter another hex and thus 'trigger' an event then the event occurs in its hex as it uses up its remaining MPs.

c. When an **EVENT** occurs, make a dr on the AFV Event Table (Table A). [Note: Events can only occur on board 14.]

d. During subsequent turns an entering Force always moves first. To load/unload a HT requires 1/4 of the DR/MPs. ESB is NA.

If a vehicle stops and ends its move with ≥ 4MPs remaining it may 'trigger' yet another event. Make a dr. If the dr is < 4 then make another dr on Table A.

e. **PLACEMENT:** Any number of Russian units may appear; those shown in the OB represent only the types of Russian units that can appear. If an **EVENT** calls for Placement of a unit exceeding the counter-mix, make the appropriate substitution.

Pillboxes/Cupolas/Foxholes are placed on board 14 as follows:

1. Make a Random Direction dr (B.8), starting from the German unit which caused the **EVENT**.

1a. Pillboxes (only) must be placed east of the target so that they face in a westerly direction. Therefore, only a Direction dr of 1, 2 or 6 applies. Consequently, a dr of 3 = 1, 4 = 2, and 5 = 6.

2. Place the Pillbox/Cupola/Foxhole in the nearest concealment terrain with an LOS (Hindrance DRM not ≤ 3) to the Discovering unit. If you are unable to place a Cupola/Foxhole in the

Location proceed to the next hex in a clockwise manner until it can be placed.

If still unable to place it. Then the target unit must make an additional Second DR as per Step 1b when it moves again.

Pillboxes/Cupolas are placed with their CA/TCA pointed toward the Discovering vehicle. These newly placed units fire immediately upon the unit which caused their Placement and will continue to do so until destroyed or out of LOS. In subsequent turns they will fire at any targets of opportunity (preferably AFVs, if in LOS).

Step 2 Dismounted Infantry Movement

German MPH: Prior to moving (EXC: Bailing Out D6.24, Loading D6.4 and Unloading D6.5) make a DR. If the colored die is ≤ the white die then an **EVENT** will occur. As soon as the unit/stack has expended one MF make a dr on Table C (Infantry Event Table). [Note: Infantry units retain their usual MF allotment.] Foxholes are placed as per Step 1, e. above. A Minefield attacks in the moving unit(s) current Location.

Table A (AFV Event Table). Roll one die.

dr1 or 6 = Hits mine. Make a DR as per B28.51-.52 on Table B.

dr2 or 5 = Pillbox with ATG.

dr3 or 4 = Armored Cupola (D9.5).

Table B (A-T Mine Factors per hex as per B28.51). Roll one die.

dr 1 or 2 = A-T Mine Factors per hex of 1.

dr 3 or 4 = A-T Mine Factors per hex of 3.

dr 5 or 6 = A-T Mine Factors per hex of 5.

Place A-T Mine counter in Location.

Table C (INF Event Table) - Roll one die.

dr1 or 6 = Mines. Make dr on Table D.

dr 2 or 3 = Foxhole, 2-3-7 & HMG.

dr4 = Foxhole, 2-3-7 & MMG.

dr 5 = Foxhole, 4-4-7 & LMG.

Table D (Mines vs Inf) - Roll one die.

dr 1 or 2 = Make a DR on column 4 (IFT).

dr 3 or 4 = Make a DR on column 6 (IFT).

dr 5 or 6 = Make a DR on column 8 (IFT).

Place appropriate Minefield Counter in Location.

The Telson Variant. The German player may replace one SPW 251/1 with a SPW 251/10 and a subsequent reduction of one squad to a HS.

Scenario Design by Terry A.

Treadaway. Playtested by Monroe Harden, Joe LePard, Steve Porter, Kelly Speelman and Mike Telson.



ON ALL FRONTS

SL Rally '91, Dallas, TX

Road To Leningrad

ASL Classic Tournament

Round #3, Scenario #2:

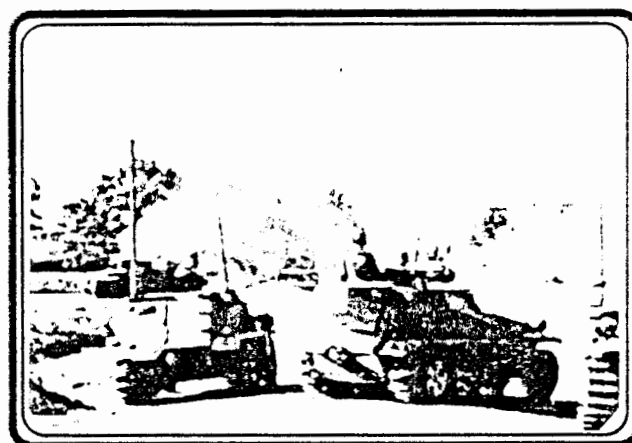
Ashes to Ashes

Defensive stand by Workers Militia
on the outskirts of Leningrad.

Friday, August 29, 1941.

(See About The Scenairo on page 6.)

22



Elements of the Izhorsk Workers Militia set up east of the stream
K1-W10. [ELR: 2] {SAN: 2}

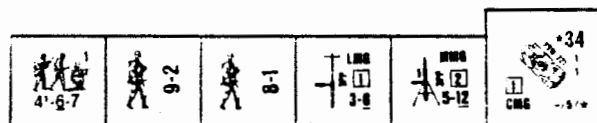


16

2



Advance elements of the 39th Army Corp set up west of the stream K1-W10.
[ELR: 4] {SAN: 3}



8

2

3

3

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Victory Conditions: To win, the German player
must control 3 of the 8 multi-hex buildings on
the east side of the stream.

Scenario Design by Terry A. Treadaway.
Playtested by: Mike Balsai, Vince Lewonski,
Tom Morin and Vic Provost.

Special Scenario Rules:

1. EC are Dry with no wind during the entire
game. The Stream is Shallow.

Germans move first	1	2	3	4	5
Russians set up first					

BLOOD SPECIAL SCENARIO RULES continued.

6. U.S. are Stealthy, the Japanese are not.

Step 1. Each time an American force (either a MMC or stack) enters a hex or location during the MPH make an activation dr. If the **dr is $\leq$ the turn number** then a Japanese force is activated. The number of Japanese forces that may be activated during a turn may not exceed the turn number. Consequently, only one Japanese force may be activated on turn 1, two on turn 2, three on turn 3, etc.

Step 2. Then make a **second dr** to determine which force is activated (on a dr of 6, roll again) and place the corresponding force on board anywhere (but not adjacent) within five hexes (incl) of the American unit which activated it. (Optional: Use a dr to determine distance). All units comprising the Japanese force **do not have to be placed in the same hex location**. They can be placed in adjacent locations or hexes. Player's choice. (Optional: Use a dr to determine if they stay and fight (1-4) or retreat back toward buildings (5,6). *Note: If you roll the number of a force that has already been activated then roll again. A force may only be placed on board once.*

Step 3. Once a Japanese force is placed on board it may move and fire normally. Japanese units may only be activated and placed on board during the American movement phase.

Step 4. ? Counter. The nature of the "?" counter is revealed as per the rules pertaining to Loss of Concealment. At that time make a dr:
dr 1 = Roll again.
dr 2-4 = nothing.
dr 5 = 3-4-7 w/LMG.
dr 6 = Roll again.

Seaplane Variant:

The seaplane variant is simply meant to put some "fun" in the scenario and is not historically correct. It also seems to have a certain unbalancing effect as, I suppose (or hope), some of our enthusiastic players pursue its destruction with considerable zeal. The sight of a burning seaplane does appeal to the imagination. What do you think?

During the Japanese MPH of turn 1 make a dr.

On a dr of 1: Place a Seaplane (glider counter) in hex 7D6. (Is not treated as a landing glider.)

On a dr of 2-5. No Seaplane appears.

On a dr of 6: Place two Seaplanes. One in hex 7D6 and the other in 7K6.

During the Japanese MPH of each turn make a dr. On a dr $\leq$ the turn number the Japanese Seaplane takes off (remove from board. Must survive any Defensive Fire) Destruction of Seaplane can be accomplished either by:
(A) MG fire on the Vehicle row of the IFT chart. A destroyed Seaplane is equivalent to control of one building for Victory purposes or (B) Control of seaplane hex. Ω

Credits: Scenario design by Terry A. Treadaway.
Playtesters were G. Roach, W.G. Locy, Tony Hutton, R. Bailey and K. Esherman.
Art Work: W.G. Locy.

A Bridge For Panthers (continued from page 9)

Hotton had one over the Ourthe River, held by the support staff of the 3rd Armored Division and a platoon of Engineers. It made a tempting target.

AFTERMATH: Mortar fire began falling on the village as the Panthers emerged from the woods. Two American tanks that had been awaiting minor repairs were quickly knocked out. However, fire from bazookas succeed in destroying two of the Panthers, and the Germans fell back to await reinforcements.

Credits:

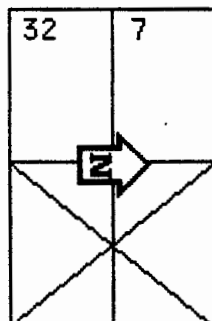
Scenario design by Vince Lewonski. Playtested by M. Balsai, W. Harrar, J. Hass, R. Heinlein and J. Thompson.

Designer's Notes: The source was A Time For Trumpets, by Charles MacDonald. The people who playtested it like it - I think because it has a lot of drama and what I call ugly choices! Use the OBA for smoke or HE? Hide two full squads and try to take out the German infantry, or four HS and hope for a shot at a tank? Put the tanks CE and risk a stun? Stuff like that builds tension and keeps you up until two in the morning. Ω

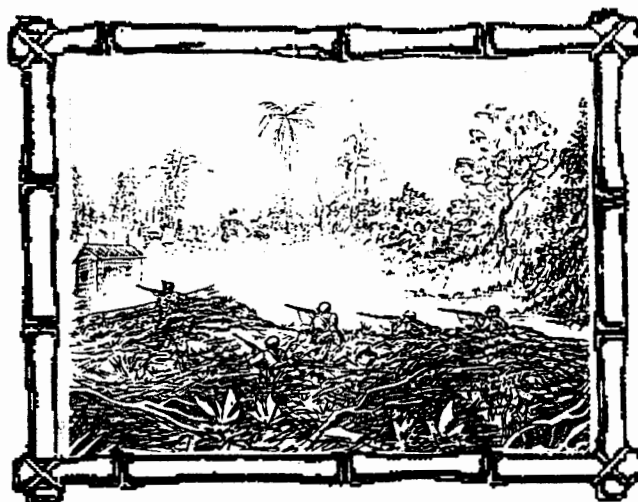
ON ALL FRONTS

Japanese Solitaire #1 FIRST BLOOD

August 7, 1942. Tulagi. This small island had been turned into a Seaplane base by the Japanese to provide long-range reconnaissance. While the 2nd Marine Division was landing on Guadalcanal Edson's Raiders landed on nearby Tulagi to eliminate the threat posed by the base.

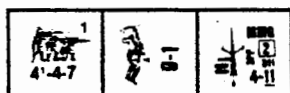


See SSR #2



Elements of the Yukohan Air Base Detachment. Forces #1-#6 are placed on board as per SSR #5. [ELR: 4] {SAN: 5}

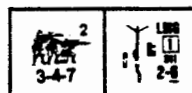
dr = 1



dr = 2



dr = 3



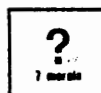
dr = 4



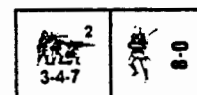
Optional variant. See next page.

2

dr = 6



dr = 5

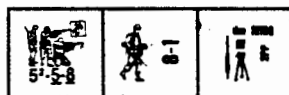


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Elements of Edson's 1st Raiders. Forces #1-#3 enter as per random selection on turns 1, 2, and 3 respectively. High dr enters turn 1, second highest on turn 2, etc. Re-roll in case of a tie. Only one force can enter each turn. [ELR: 5] {SAN: 4}.

Enter anywhere on hexes 32B10 to I10 (incl).



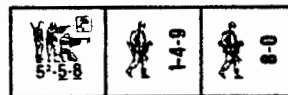
3

Enter anywhere on hexes 32J10 to Q10 (incl).



3

Enter anywhere on hexes 32Q1 to Q7 (incl).



3

VICTORY CONDITIONS: To win, the American player must control 5 of the 6 buildings between hexrows C-F of mapboard 32 by game's end.

SPECIAL SCENARIO RULES:

1. ECs are Moderate with no wind during the scenario. PTO terrain is in effect, including Light Jungle (G2.1). Treat all roads as roads.
2. Only hexrows A-Q are in play. Islands do not exist.
3. Stream is Shallow (B20.42)
4. All buildings are wooden single-story huts with no upper levels.
5. Japanese units are placed on-board randomly as per Steps 1-4.

☆ U.S. moves first	1	2	3	4	5

ON ALL FRONTS

DUEL IN THE DESERT

ConTrary '91
Tournament

Scenario

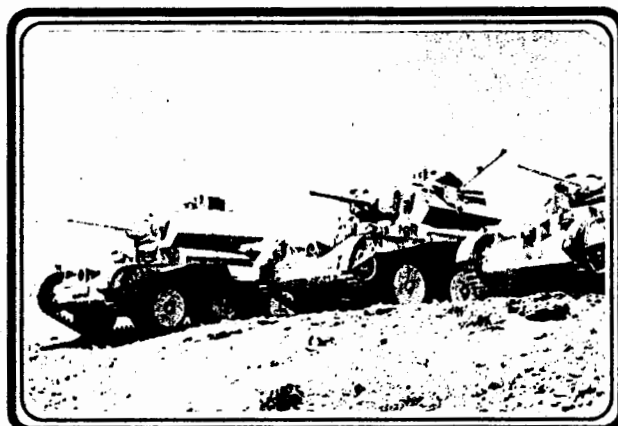
November 22, 1941.

Five miles to the south of
Sidi Rezegh.

(continued on page 12)



26	27	28
D1	SD3	SD4
	S6	
SD7	SD1 S7	D6



Elements of the 22nd Armored Brigade, 7th Armored Division enter as per SSR 3.
[ELR: 4] {SAN: 2}



8

2



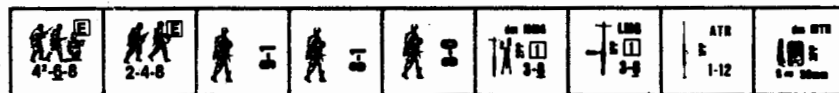
2

3

4

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Elements of the Panzer Regiment 5 and Infantry Regiment (Mot) 104 enter as per
SSR 3. [ELR: 4] {SAN 2}



6

2



2

2

2

2

VICTORY CONDITIONS: Both sides receive
DVPs (F.3) for casualty points and for exiting
off the opposite board edge. The side with the
most DVPs at game's end wins.

SPECIAL SCENARIO RULES:

1. EC are Dry with a mild breeze from the SE.
Light Dust (F11.71).
2. Place overlays as follows: SD1 on 27V6-U6;
SD3 on 27M6-L6; SD4 on 28K5-L5; SD7 on
26V4-V3; D1 on 26L4-L5; D6 on 28W6-W7; S6
on 27P9-O9; S7 on 27W1-X1.

Continued on page 12.

Simultaneous set up	1	2	3	4	5	6
High dr moves first (SSR 2)						

uel (continued from page 9)

Four days into Operation usader had seen the plans of both nningham and Rommel thrown o confusion by the chaos of this essert maelstrom. The 'Desert Fox' id finally been convinced of the riousness of the British offensive d ordered a counterattack on the n Armoured Brigade holding Sidi zzegeh. Panzers of the 21st Panzer vision began to maul the armor lding the airfield when word was nt to the two remaining brigades of 7th Armoured Division, the 4th d the 22nd, to rush immediately to e airfield. The Africa Korps then nt their own armored columns to et these new threats.

TERMATH: The reinforcements ived too late and the airfield was errun with the loss of over 100 tish tanks.
enario design by Vic Provost.

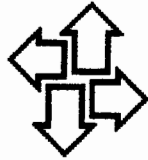
SPECIAL SCENARIO RULES

continued from page 9.

3oth sides set up off board simultane-ly, the Germans off the north edge t the British off the south edge. Stand unused board between the players to ck each other's view during setup. To ermine who moves first, each player s one die; high dr moves first and y only expend 2/3 of his MPs (FRU) his first turn. The other player moves ond with full MP allotment. All per-nel must enter as PRC.

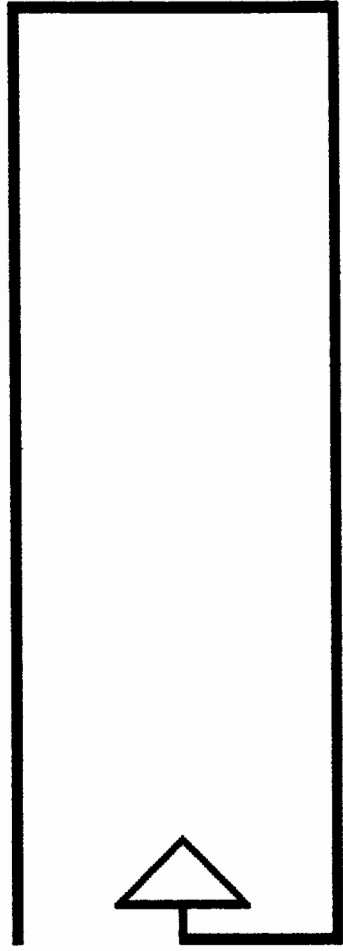
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INQUIRING MINDS LOOK AT "ACROSS THE MEUSE" by Steve Barnett

This scenario came in two versions. I hope the second one (Bon Accueil) will appear in **ON ALL FRONTS** as well. I think you will find it very interesting to be the French.

"Across The Meuse" (playtest title was Guderian Across the Meuse) is significant for a couple of reasons.

First, in a recent playtester poll (of the non-Japanese solitaire designs) the players ranked it first of all the designs.

I must say that I prefer it as well because it finally gave me a chance to play a river crossing scenario. Something that I have just not been able to do. Is there a river crossing scenario? Did I miss something? If I did it does not matter now.

Also, as with "Stalin Line", the training is worth it. I know that if I play another river crossing scenario I will be less likely to have to look up rules and more likely to know what to do, when and how. If my opponent has not played it then he is at a distinct disadvantage.

Second, the optional rule makes for an interesting second game. The players were pretty evenly split as to the use of the optional rule which I preferred. (In case you are interested in my opinion.) It gave me a chance to "see" just how effective the mobile artillery of the AFV

could be. Should I use HE or smoke? Both? Should I switch? When? Trial and error has taught me a lot and I would recommend reading John Loy's article about "Chance Encounters" (#96) because it pretty well defines what the solitaire scenario is all about and it is not all about winning or losing I can tell you that. It is more about developing your playing skills. You have a better idea of what to use, when and how.

Third, the use of an overlay. I hope that I do not offend anybody with this remark but why can't AH come up with stuff like this? I mean it is just so simple? It makes the "islands do not exist" rule just so much easier on the eyes. With all the overlays they have come up with why not one to blank out the islands on board 7???

Now for some really interesting playtester input.

Playtester Notes: by M. Harden

If an infantry unit enters a pillbox hex that has not been revealed the normal way then roll on Table A as if a boat was revealing it. Make the dr after the infantry has entered the hex.

Optional AFV rule. The pillbox occupants will also be revealed when AFV fire causes a result on the IFT. Ω

Across (cont.from p. 11)

Table A. Roll one die.

Pillbox Occupants

dr 1 = 1-2-6 crew & HMG

dr 2 = 1-2-6 crew & MMG

dr 3 = 3-4-7 & MMG

dr 4 = 1-2-6 crew & HMG

On a dr of 5 or 6, roll again.

Each Pillbox occupant may appear only once. There is no need to make a dr on the table if the Pillbox is already occupied. The Pillbox occupant will continue to fire on the Primary Target (use acquired target counters) which triggered its appearance until it or the target are destroyed. If the latter, it will then fire upon the closest enemy unit in its LOS which has reached hexrow 7.

3.1 Each time a German raft enters hexrow 5 it may activate further French units. Make a dr prior to resolving any Defensive Fire.

Table B. Roll one die.

dr 1 = 3-4-7, 8-1 Trench & LMG

dr 2, 3 = no unit appears

dr 4 = 3-4-7, 8-0 Foxhole

dr 5,6 = no unit appears

Place adjacent to a Pillbox as per A.9 Random Selection.

Each force will appear only once (EXC: a tie as per A.9).

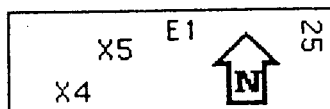
Roll again if a Force has already been placed.

Credits: Scenario design by Terry A. Treadaway.

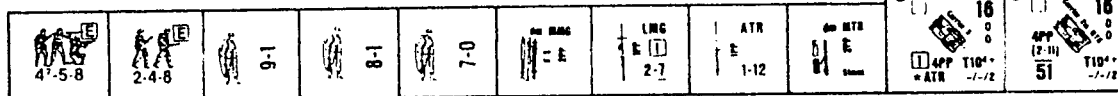
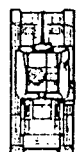
Playtested by Mike Telson, Monroe Harden, John Leslie and Steve Barnett.

January 21, 1941. Tobruk, Libya. The 6th Australian Division had commenced its attack on the 30,000 odd man Tobruk garrison at 0540 hours. Preceded by a bombardment the 16th Brigade forced a gap through the fortified outer perimeter through which the 19th Brigade moved to exploit towards the Bardia/El Adem

(continued on page 10)



Elements of C and HQ Companies, 2/8 Battalion and of the 6th Divisional Cavalry set up on level 4 hexes on/between hexrows O and Z (inclusive of IN/in wadis) with a maximum of 1 MMC/AFV per hex and no MMC/AFV may be adjacent to another MMC/AFV (SMCs and SWs stack freely); AFVs may set up in motion. [ELR: 4] {SAN: 3}



7

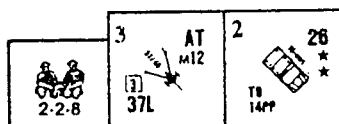
Captured Italian antitank gun enter
turn 1 along the east edge.

2 2

Elements of the 3rd Royal Horse Artillery enter turn 3 along the east edge.

2

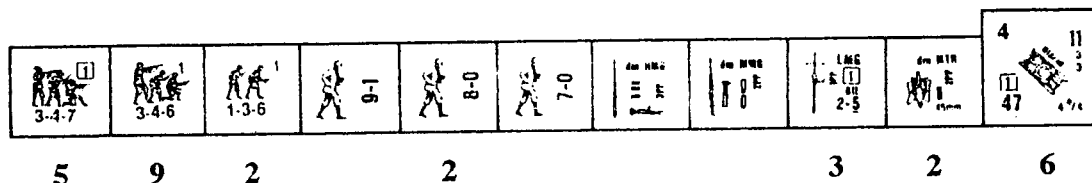
Elements of the 7th
RTR enter turn 5
along the east edge.



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Elements of the 31* and 32* Reggimento "Guardia a Frontieri" enter turn 1 along the west edge and/or the north edge from Y10 to GG10. [ELR: 2] {SAN: 2}



VICTORY CONDITIONS: Either player wins instantly upon amassing ≥ 35 casualty DVPs; otherwise, at game's end, the player with the most good order squads/equivalent on level 4 hexes (inclusive of IN/in wadis) east of (but not including) wadi U1-O10 wins. A good order fully-manned AFV w/Functioning MA is worth two squads; If MA is removed or malfunctioned it is worth one squad.

1. EC are Moist with no wind at start. Kindling is NA
2. Place overlays as follows: E1 normally on board 25. X4 on 25oY1; X5 on 25oX2. Broken Terrain (F13.1) is in effect. Treat all building hexes as Crag hexes. All Level 4 wadi cliff hexsides do not exist; all at lower levels still do. The Carriers contain 248 HS (as per D6.82). Australian infantry have assault engineer capabilities for CC purposes only. Captured equipment penalties apply normally to the captured Italian gun. **Scenario design by Tom Morin.**

4	5	6	7
---	---	---	---

 Australians set up first.	1	2	3	4	5	6	7
 Italians move first.							

road junction, which it did in spite of running into well-emplaced machine guns and dug-in tanks. It was now midday and the Brigade sent three of its battalions northeast towards Solaro and Ft. Pilastrino, hoping to find and destroy the Italian headquarters; the 2/4 was sent to Solaro, the 2/11 towards the harbor and the 2/8 to Ft. Pilastrino, and this in spite of RAF reports of a large Italian force assembling there. The 2/8 proceeded along the escarpment and suffered heavy losses from more dug-in tanks which it had to assault with grenades and antitank rifles (all its supporting armor had broken down), after which it blundered headlong into the Italian counterattack.

AFTERMATH: The Italian force numbered some 20 infantry and a dozen tanks of the M13/40 type which, even though considered to be obsolete, did quite well against the unsupported Australian Infantry, which tried gallantly to attack with the few carriers and Boyes antitank rifles they had. Help began to arrive however; first a captured Italian gun was pressed into service and shortly thereafter some antitank guns on portee mountings showed up, and finally when some Matildas from the 7th RTR came on the scene the Italian tanks beat a hasty retreat, not wanting to tangle with these heavily armored beasts. Though more hard fighting lay ahead, by the end of the day Pilastrino and Solaro had fallen and by early the next morning Tobruk had surrendered. Ω

ON ALL FRONTS

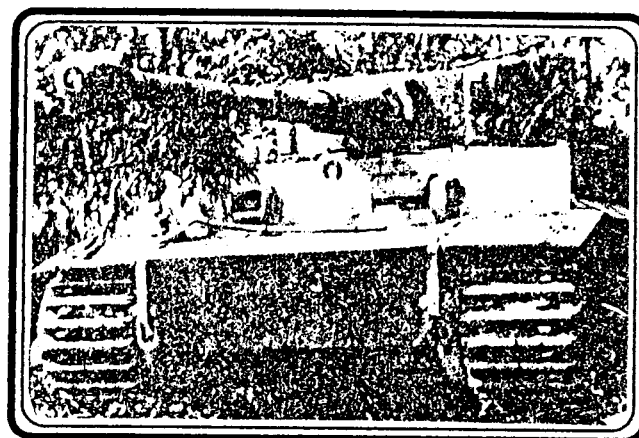
ASL Solitaire Scenario TACTICAL EXERCISE: TANK BUSTERS

JULY 5, 1943, Bobrik, in the Kursk Salient.

This scenario is meant to be a skill building exercise to help you learn the rules and tactics for Close Assault of AFVs (Reaction Fire D7.2).

Scenario design by T. Treadaway.

Playtested by M. Harden, S. Porter and M. Telson.



Elements of the 321st Rifle Rgt. set up as per SSR #4. Elite units with a DC or FT are considered Assault Engineers. [ELR: 3] {SAN: 4}.

Table A

The AFV may have entered a hex where an enemy unit has set up HIP.



- 1 Make a dr on Table B.
- 2 Nothing there.
- 3 Make a dr on Table B.
- 4 Nothing there.
- 5 Make a dr on Table B.
- 6 Nothing there.

Table B

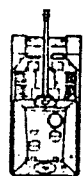
The AFV has entered a hex containing:

- 1 Nothing there.
- 2 6-2-8, DC.
- 3 Nothing there.
- 4 4-5-8, 8-1.
- 5 Nothing there.
- 6 4-5-8, FT.

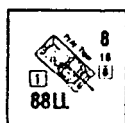
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Elements of the 20th Panzer Division, PzJab Abteilung 654 enter on turn 1 along the north edge as per SSR #3. [ELR: 4] {SAN: 0}.



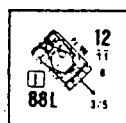
Game 1



4

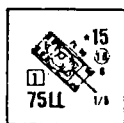
Optional Games:

Game 2



4

Game 3



4

Games 2 and 3.

Option A: Use 4 Tigers or 4 Panthers in place of the 4 Elephants.

Option B: Mix and match (German AFVs) for the 3rd game. Compose a force of 4 AFVs of the three types.

TACTICAL EXERCISE To win: you, the Russian player, must destroy 2 AFVs.

SPECIAL RULES:

1. EC are DRY with no wind.
2. Only hexrows FF-O are in play.
3. One German AFV enters on BB0 and moves along hexrow BB until it is destroyed or

exits at BB10. Another German AFV enters on W1 and moves along hexrow W until it is destroyed or exits at W9, X9, Y10. Another German AFV enters on U1 and moves along hexrow U until it is destroyed or exits at U10. Another German AFV enters on Q1 and moves along hexrow Q until it is destroyed or exits at Q10. Note: German AFVs will execute overruns.

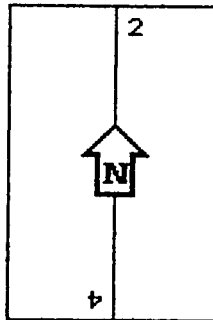
4. Each time a German AFV enters a hex which contains Concealment Terrain, make a dr on Table A.

	Germans move first	1	2
	Russians set up as per SSR		

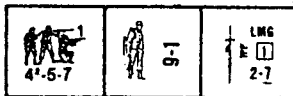
ON ALL FRONTS

NEW ALLIES (ASL version)

Island of Kos, Greece. October 3, 1943. German paratroopers landed at dawn on the beaches near Marmari after an air bombardment. Under the onslaught, Allied troops split into small groups and retreated toward the hills. A company of the DLI went westward and eventually linked up with a battery of 75mm Italian guns which were still in action although under attack. Continued on page 6.



Remnants of Co. A, 1st Bn, DL Infantry set up on hill hexes on bd 2. [ELR: 4] {SAN: 3}



4



Italian Artillery Battery set up board 2 as per SSR #6. [ELR: 2] {SAN: 0}



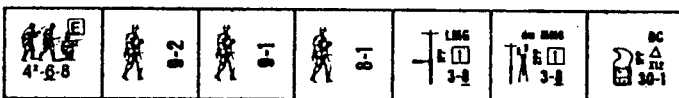
4

4

4 SSR #5

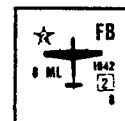


Elements of the German Landing Force enter on the east edge of board 4 on turn 1. [ELR: 5] {SAN: 2}



10

3



2 See SSR #4

Victory Conditions:

The German player must possess or have destroyed each gun of the artillery battery at/by scenario's end. Gun self-destruction (A9.73) by the Allies is NA

Special Rules:

1. EC are moderate. There is no wind.
2. Neither side may make nor fire smoke.
3. All buildings are wooden.
4. German Air Support enters on turn 3 and consists of two fighters ('42) without bombs. They remain on board for 2 game turns (#3 & #4).

5. The Italian Artillery must set up unconcealed and unhidden on the level 3 hexes of hill 621 or the level 2 hexes of hill 538 in such a way that there is a continuous line of units one hex wide. Once set up they may not be moved from their original set up hexes. Only the Italian crews may fire the Artillery pieces (even if captured).
6. The Italian Infantry sets up on any of the hill hexes of board 2.

Continued on page 6.

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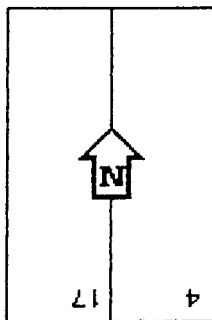
Germans move 1st	1	2	3	4	5	6	7	8	9
Allies set up 1st									

AFTERMATH: After helping the Italians to repel an attack by German Infantry. A Company withdrew under cover of darkness and made its way through enemy-occupied territory to the city of Kos.

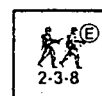
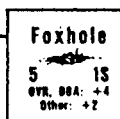
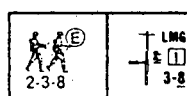
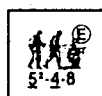
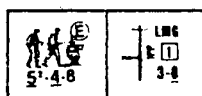
ON ALL FRONTS

ASL SOLITAIRE SCENARIO

ROUGH ROAD TO ARNHEM
Sunday, September 17, 1944. On the Oosterbeek-Wolfheze road (Leopard Rout) near the town of Wolfheze. After a successful glider landing, Major C. F. H. "Freddie" Gough's 1st Airborne Reconnaissance Squadron boarded their jeeps and proceeded toward Arnhem to seize control of the bridge. After proceeding a short distance they ran into an ambush.



Elements of the 9th SS Pz Division set up as per SSR #3.
[ELR: 4] {SAN: 5}

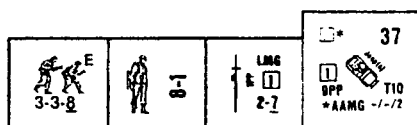


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Elements of the British 1st Airborne Reconnaissance Squadron enter on turns 1 and 2 on 4GG5/6. [ELR: 5] {SAN: 2}. All British Jeeps are considered to be armed with an AAmg.



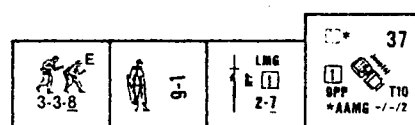
Enter turn 1.



3

3

Enter turn 2.



3

3

TACTICAL OBJECTIVE: To win, the British player must exit 3 vehicles and 3 HSs off the south edge by turn 4.

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. SS do not have PF or ATM capability.

3. German units are placed on board as per SSRs 3.1-.5.

3.1. Each time a British vehicle enters a "Y" lettered hex make a dr on Table Y.

Table Y. Roll one die.

- dr 1 = Nothing
dr 2,3 = 2-3-8 (Place as per 3.5)
dr 4-6 = Nothing

	British move first	1	2	3	4
	Germans set up as per SSR				

Continued on page 9.

ROUGH ROAD (continued from page 11.)

3.2 German set up. Each time a British vehicle enters a "V" lettered hex make a dr on Table V.

Table V. Roll one die.

dr 1-2 = Nothing
dr 3 = 5-4-8 with LMG
dr 4-6 = Nothing

3.3 German set up. Each time a British vehicle enters a "S" lettered hex make a dr on Table S.

Table S. Roll one die.

dr 1-3 = Nothing
dr 4 = 2-3-8 with LMG & Foxhole*
dr 5,6 = Nothing

3.4 German set up. Each time a British vehicle enters a "K" lettered hex make a dr on Table K.

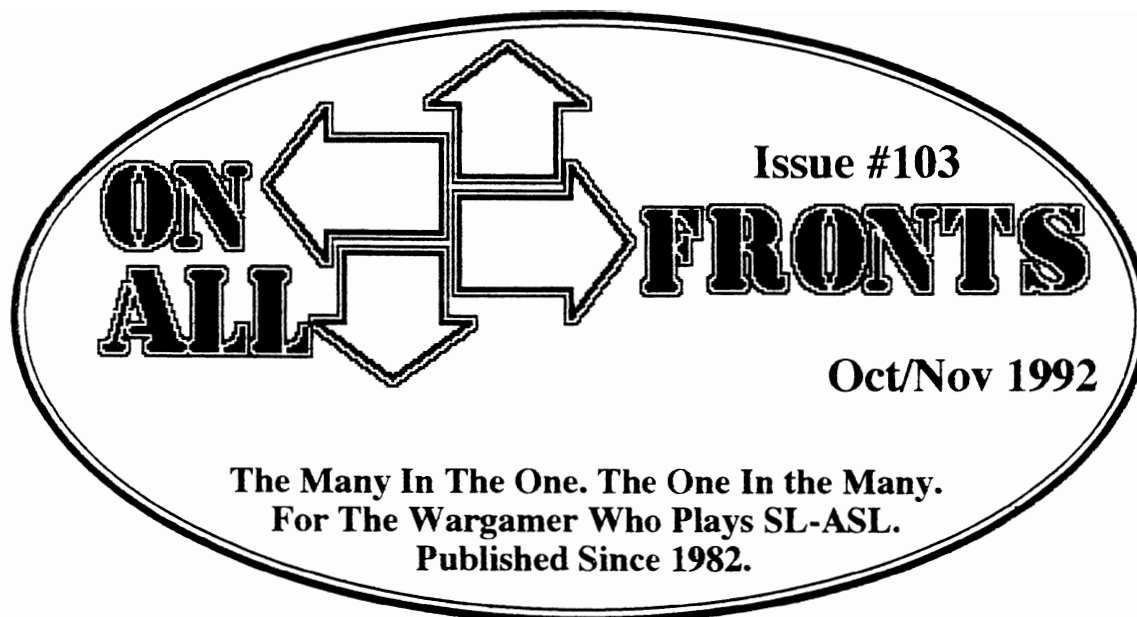
Table K. Roll one die.

dr 1-4 = Nothing
dr 5 = 5-4-8
dr 6 = Nothing

3.5 Place the German unit in nearest concealment terrain, even if adjacent (order of preference - building, woods, Grain/Brush). Place in Foxhole only if placement hex does not contain a building.

Each German unit may appear only once. There is no need to make a dr on a table if that German unit has already been placed on board.

AFTERMATH: Unable to proceed any further, due to the ferocity of the ambush, their fellow British paratroopers were left to their fate in Arnhem.



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Campaign
Game
for use with
RED
BARRICADES.**

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Mapsheet.**

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Weather Table.

EC Table.

**Reinforcement
Charts.**

**Designer
Notes.**

**Plus
Two
Stalingrad
Scenarios.**

CENTRAL RAILWAY STATION CAMPAIGN GAME FOR RED BARRICADES. Includes Mapsheet Insert.

DESIGNER'S NOTES: Fifty years ago the "mother" of all urban battles, Stalingrad, was just beginning. Using Charlie Kibler's excellent "Red Barricades" campaign game system we can focus on the struggle for the Central Railway Station, Stalingrad #1, where some of the main fighting in southern Stalingrad occurred. Due to the small area involved I was able to design a "RB" type campaign in miniature, reflecting the heroic stand of a small elite group of Russian Guards. The map was drawn using aerial photos and while definitely not "Kibler" quality, it gives you the general idea of the terrain involved. The RG charts reflect the actual orders of battle as closely as possible and while I didn't want to monkey with the "RB" rules, some changes were necessary for historical as well as play balance reasons. The automatic night rule and attack limit rules are due to the short game length and the probability that the Russian would normally get few if any chances to make any (night) attacks. The new "NKVD" company reflects

the fact that these units were comprised mostly of militia but did contain a cadre of NKVD personnel. The commissar rule assumes that the NKVD units would likely be commanded by such a political officer. The withdrawal rule eliminates the numerical edge the Russian would have as well as the presence of "substandard" troops, both being ahistorical. The VC are historical in that they force the Russian to defend the station at least until the 18th of September, after which he may fall back to the downtown area. A word on the initial scenario: I could have started this CG on the 15th with an all Guards OB but after all, this is a historical simulation of the fight for the station and it would not be complete without portraying the initial day's combat involving the "non-Guards" units and the obviously depleted German initial OB.

CREDITS

Design: Tom Morin
MVP: Kiri Naiman
Playtesters: Vic Provost, Allan
Loiselle, Bob Gillis and
Ralph McDonald.

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BULLETIN BOARD

ERRATA to Hide & Seek Issue #102

Corrections received too late for inclusion:

Under HIP (p.6) add:
Fortifications can always set up HIP but are usually revealed in the LOS of a Good Order enemy unit (A12.33). Therefore, a fortification can be set up HIP in the LOS of the opponent's units but won't be placed on board until game start. You may still want to pass on this HIP placement in favor of using the Fortification counters to temporarily hide the contents underneath (as mentioned earlier).

Add to end of 2nd to last paragraph: Try using a HIP squad ready to throw a DC into an adjacent hex or down a staircase. Or try setting up HIP MMC in building locations in the hopes of using Street Fighting on passing vehicles.

Dummy Stacks-add to 1st paragraph: In a scenario where your opponent does not set up on the board, any Concealment counters provided in the OB should be used for Dummy stacks since all of your units will be freely concealed. An important point to remember about Dummies is that they can't be set up in non-Concealment terrain. So if your opponent sets up a unit under a Concealment counter in, for example, a foxhole in Open Ground- you know that the unit must be real and not a dummy.

Remove "Non" from Non-Concealment Terrain. Page 10 1st line.



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CENTRAL RAILWAY STATION MAP

- 1.) ROADS - All roads are paved.
- 2.) THE SQUARE - Any hex containing a paved vertex [EX - hex H10] is part of the "square" and boulevard rules apply therein (B7.0). Only those hexes of the square that contain a sewer symbol have a sewer entrance.
- 3.) THE COMMON - Hex K10 represents a small park or common containing a fountain. For LOS/TEM/movement purposes the hex is treated as open ground surrounded completely by a hedge; LOS "through" the hex via the gaps in the hedge is NA [EX - a unit in J19 has LOS to L18 but is not treated as concealment terrain unless encircled. The hex does contain a sewer entrance.
- 4.) BUILDINGS - All multi-hex buildings are level 1 1/2 except O17 which is a 2 1/2 level structure. All hexes that contain multiple building depictions [EX - hex A4] are of wood construction as are buildings A20, I2, I4 and L4; all other buildings are stone. There are several instances where a portion of a building protrudes into a rubble hex [EX - hex B7]; this is only to show that some buildings are indeed multi-hex buildings and for LOS purposes the entire rubble hex is still a 1/2 level obstacle.
- 4.1) ROWHOUSES - Buildings B1, B4, A7, B8, O6, O7, O10 and O11 are rowhouses.
- 4.2) FACTORIES - Buildings I7, I13 and L9 are factories and each one contains several roofless factory hexes [EX - hex G7].
- 4.3) RAILWAY STATION TERMINAL - Building I7 is a unique type of factory as it has no vehicular entrances, and marketplace rules (B23.73) apply to hexes H5 and H8 (thus the rail embankments pass under them).

These locations may be entered per B23.73 or via one of the factory rooftop access points located in hexes G6, G8, I6 and I8. A unit wishing to enter such a location would first ascend to "quasi-level 1" and thence into the marketplace location. If any of the rooftop access points should become roofless or rubble then the adjacent marketplace location will no longer exist and should be replaced by rubble at ground level.

- 11.1) CAMPAIGN GAME - All "RED BARRICADES" CG SSR are in effect; those that have been amended are listed below.
- CG4.) GAME END - use "RED BARRICADES" turn record chart.
- CG6.) OBA - Russian field phone security area must be traced off the east edge; the German security area off the west edge.
- CG8.) SNIPERS - only one sniper counter is used.
- CG9.) REINFORCEMENTS - Russian RG may only enter on friendly controlled north, south and east edge hexes. German RG may always enter on any west edge hexes and may enter on friendly controlled north and south edge hexes.
- 11.6144 RUSSIAN WITHDRAWAL - Historically the remnants of the units defending the station were withdrawn for re-grouping after the units of the 13th Guards Division relieved them on the night of the 14th. To simulate this, during the RePh following the last September 14th scenario this special step is added. (11.6144): "All non-isolated, fully mobile units from the Russian at start OB (i.e. the 2nd NKVD Coys, SMG Coy and T-34) are withdrawn permanently from play, including all leaders and SWs received with them. Retained OBA modules and any purchased RGs are not withdrawn. For

MAP TERRAIN KEY

TERRAIN TYPE	EXAMPLE	TERRAIN TYPE	EXAMPLE
Directional Compass	hex H11	Rail Embankment	hexside C5/D5
Debris	hex D2	Shellholes	hex B2
Stone Rubble	hex B3	Stone Wall	hexside B14/B15
Wood Rubble	hex A3	Orchard Road	hex A2

HISTORICAL DRM CHART			HISTORICAL
DATE	GERMAN DRM	RUSSIAN DRM	MOON PHASE
14 Sept	+1	+1	Half
15 Sept	-1	-1	Half
16 Sept	-1	-1	Half
17 Sept	-2	0	Half
18 Sept	-1	+1	Half
19 Sept	-1	+1	Half
20 Sept	-2	+1	Half
21 Sept	-3	+1	Half

WEATHER TABLE		DRM
FINAL DR	RESULT	
≤2	Fog/Mist	-1 if the previous day was Overcast.
3-4	Overcast	
5-9	Clear	
≥10	Clear & Gusty	

EC TABLE		DRM
FINAL DR	RESULT	
≤1	Wet	-3 if the previous day was overcast.
2	Moist	-1 if the previous day was Fog/Mist.
3-4	Moderate	+1 month is September.
≥5	Dry	+1 if previous day was Dry.



every 6 (FRU) casualty points worth of units that are withdrawn the Russian receives 1 CPP and these CPP are added to those received in the subsequent CPP Replenishment phase. For casualty point purposes each SW withdrawn is worth 1cp; captured SW are not withdrawn.

- 11.617) ELR LOSS/GAIN - Change "-1 DRM Friendly side won yesterday's CG scenario" to read "-1 DRM per scenario won by friendly side on previous CG date".
- 11.6202) INFANTRY COY SW - NKVD Coy uses militia line on SW chart.
- 11.6205) LEADER DETERMINATION - NKVD Coy uses the +3 Militia DRM.
- 11.6206) COMMISSARS - The best quality leader received with each NKVD Coy is automatically exchanged for a commissar as follows: exchange 8-0, 7-0, 6+1 for 9-0; 8-1 or higher for a 10-0. The limit of 1 commissar for every 12 squads still applies.

- 11.6231) RUSSIAN ATTACK LIMITS - The normal restriction of 1 attack every 4 days does not apply; instead the Russian receives 4 attacks for the entire CG and may use them as he wishes, but may only use 1 per CG date.

- 11.62341) AUTOMATIC RUSSIAN NIGHT ASSAULT - At the end of any German assault scenario the Russian has the option of declaring an automatic night assault, which will generate a second scenario on that same CG date. The Russian must announce his intention to make this attack prior to step 11.612 of the RePh, after which the RePh is completed minus the following steps which are deleted:

- 11.612 NEW CG DAY - (date, SAN, BTC level remain same as previous scenario).
- 11.616 CPP REPLENISHMENT
- 11.617 ELR LOSS/GAIN - (remains same as previous scenario).
- 11.618 WEATHER & EC (remain same as previous scenario).

RAILWAY STATION CAMPAIGN GAME:
"STORMING THE STATION"
CG Days 14-21 September 1942

As elements of Infanterie Division 71 and Panzer Division 24 battered their way into downtown Stalingrad they came upon the Central Railway Station, STALINGRAD #1, the last major obstacle blocking their drive to the Volga. The Germans, decimated by the fierce house-to-house fighting, found themselves up against the remnants of the 10th NKVD Division and 6th Tank Brigade, units with orders to hold the station at all costs until the 13th Guards Division could cross the Volga and reinforce the shaky Russian defenses.

CG VICTORY CONDITIONS:

The German wins at the conclusion of any scenario prior to 19 September by controlling all stone locations west of row "M" or at the conclusion of any scenario by controlling all but any 5 stone locations on the map.

INITIAL SCENARIO VICTORY CONDITIONS:

The Germans must control ≥ 50 stone locations at scenario end.

INITIAL RUSSIAN OB:

Elements of the 10th NKVD Division and 6th Tank brigade [ELR:3] set up on or east of hexrow "C" {SAN:5}.

RG: NKVD COY x2 FBL x6
 RG: SMG Coy 10 CPP
 T-34M41 x1 40 CPP

Note: FBL- Fortified Building Location.

INITIAL GERMAN OB:

Elements of Infanterie Division 71 [ELR:4] enter along the west edge on/after turn 1 (also see SSR #2) [SAN:2]:

RG: Rifle Coy RG: Stuka
 RG: StuG B Pltn 13 CPP
 RG: Btl'n Mtr OBA w/Offb'd Observer (SSR #2)

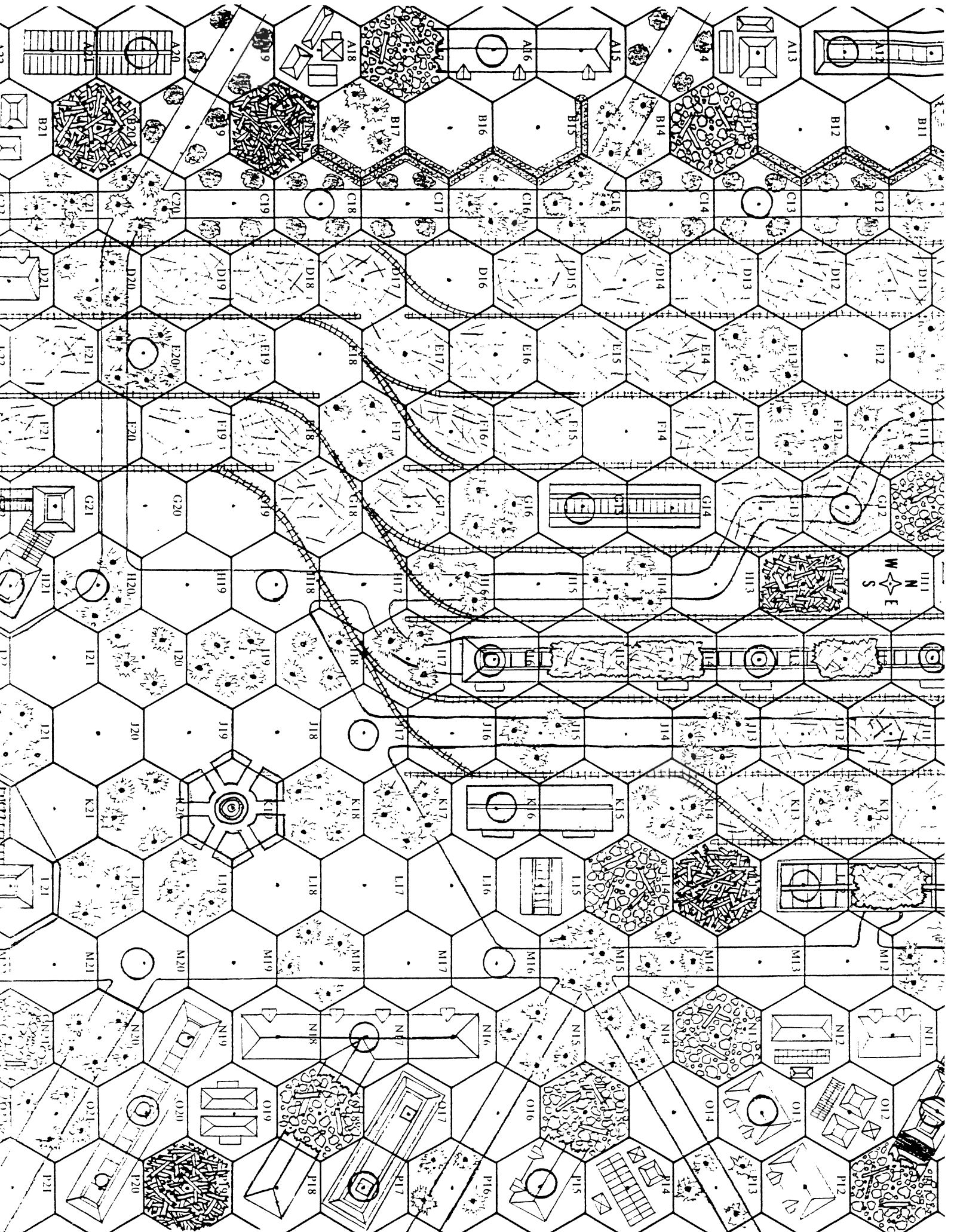
INITIAL SCENARIO SPECIAL RULES

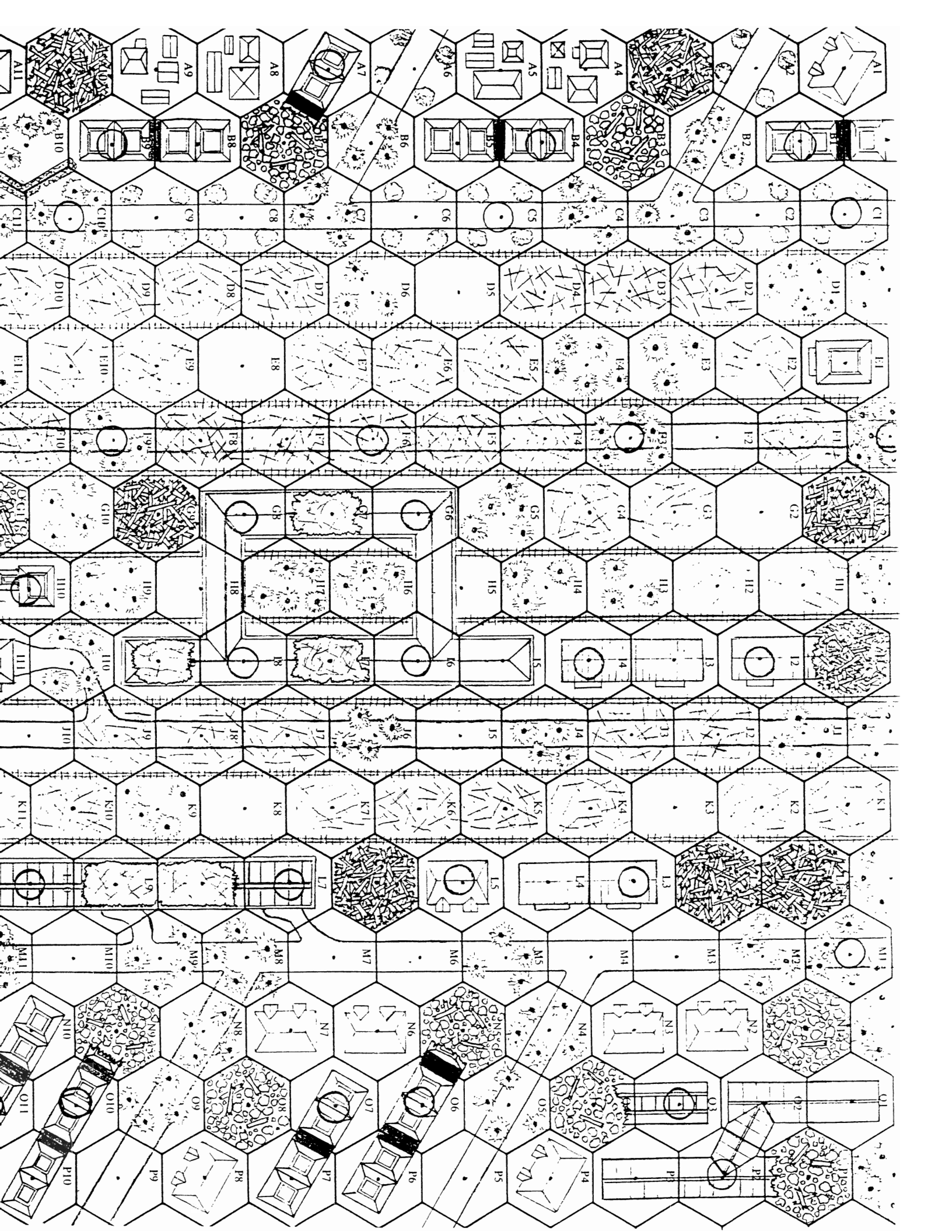
- 1.) EC are Dry; no wind. The weather is Clear.
- 2.) The German may not purchase SAN, Stuka, AT battery, INF battery, and pre-registered hexes, and the only fortifications that may be purchased are "?". The Offb'd Observer must be used for the OB given Mortar OBA. German may purchase early arrival DRM for the Stuka. German reinforcing RG infantry/AFV units enter on/after turn 2.
- 3.) The Russian may not purchase Med Arty, Hvy Arty, Katyusha, AT Battery. Infantry type ('I') RG may only be purchased as reserve RGs and must be retained off-map. The T-34 is not considered part of a platoon and thus is not subject to normal AFV platoon withdrawal nor may it roll for a leader.
- 4.) All west edge hexes are German controlled at start; all others are Russian controlled. Place

map edge markers accordingly.

- 5.) The Russian T-34 is not considered an AFV Pltn or part of an AFV Pltn and thus is not subject to normal AFV Pltn withdrawal (RB11.614) nor may the Russian player roll for an armor leader.

AFTERMATH: The Germans failed to break through on the 14th, but did manage to occupy several buildings which they were promptly chased out of later that night by the just arriving 1st Battalion of the 42nd guards Regiment. For the next few days the Guardsmen were subjected to ferocious attacks in which control of the station would change hands 4 or 5 times a day, but with the Guards hanging on at day's end. With the head-on assaults not working the Germans then attempted to cut in behind the station and the fighting raged around the station square and fountain and this foray was finally halted by the Russians at the "Nail Factory". On the 18th the Guardsmen, surrounded on three sides and their ranks thinned by the bloody hand-to-hand combat, finally abandoned the station and moved across the street to the "Nail Factory" which they had turned into a miniature fortress. Here they held out until the 21st when in one final massive assault the Germans overwhelmed and annihilated the remainder of the Guardsmen. Of the entire 1st Battalion, 42nd Guards Regiment, only seven men survived.





GERMAN REINFORCEMENT GROUP CHART



ID	GROUP TYPE	FULL/DEPL	UNIT TYPE	CPP Cost	Daily Max.	CG Max.
S1	Stuka	1-3	DB (see SSR RB9)	1b	1	7
A1	StuG B Pltn	3/2	StuG IIIB dlrw	4	2	2
A2	StuG G Pltn	3/2	StuG IIIG dlrw	5	1	2
A3	Pz IIH Pltn	3/2	Pz IIH dlrw	3	1	1
A4	Pz IIIL Pltn	3/2	Pz IIIL dlrw	4	2	2y
A5	Pz IVF1 Pltn	3/2	Pz IVF1 dlrw	5	1	1n
A6	Pz IVF2 Pltn	3/2	Pz IVF2 dlrw	6	2	2y
A7	Pz IIF Pltn	3/2	Pz IIF dlrw	3	2	2y
A8	PSW Pltn	4/3	PSW 222 (L) dlrw	3	1	1
A9	SPW Pltn	4/3	SPW 251/1 dgr	2	2	2
I1	Rifle Coy	12/9	4-6-7 dlr	7	2	8
I2	Sturm Coy	12/9	5-4-8 dlr	9	2	5
I3	Pioneer Coy	8/6	8-3-8 delr	14	2	2
I4	HW Pltn	2x HMG, 2x MMG, 2x 81*MTR acd		6	2	2
O1	Btln Mortar	80+mm Btln MTR OBA Module adp		2	2	7
O2	Med Arty	100+MM OBA Module adp		4	2	5
O3	Hvy Arty	150+MM OBA Module adp		6	2	3
O4	Offb'd Observer	Offboard Observer o		1	1	2
O5	Spotter Plane	Observation Plan (E7.6) s		1	1	2
G1	AT Battery I	50L Pak 38 x3 acd		3	1	1
G2	AT Battery II	75L Pak 40 x3 acd		4	1	1
G3	INF Battery	75* INF x3, 150* INF x1 acd		4	1	1
M1	Fortifications	20 FPP a		1	2	14
M2	Sniper	SAN increase +1		1	1	7

NOTE: All "Red Barricades" RG chart notes apply except as added/amended below.

n Not available until September 20th.

y May not purchase more than one of this type prior to September 20th.

o Offboard Observer is at level 3 (i.e. at the 2nd level) of any friendly controlled west edge hex. Secretly record the hex prior to Russian setup. Cost is per module. Each Offboard Observer is retained as long as the module he is assigned to has been retained (SSR CG10; 11.4).

RUSSIAN REINFORCEMENT GROUP CHART



ID	GROUP TYPE	FULL/DEPL	UNIT TYPE	CPP Cost	Daily Max.	CG Max.
I1	Gds Rifle Coy	12/9	4-5-8 dlr	9	2	3
I2	Gds SMG Coy	9/7	6-2-8 dlr	7	2	3
I3	SMG Coy	9/7	5-2-7 dl	NA	NA	NA
I4	Engineer coy	9/7	6-2-8 delr	12	1	1
I5	NKVD Coy	5-2-7 x4/3, 4-2-6 x8/6 dl		NA	NA	NA
I6	HW Pltn	MMG x2, HMG, 50cHMG, 82*mm MTR x2 acd		6	1	2
I7	MOL-P Pltn	3/2	MOL-P acd	2	1	2
O1	Lt Arty	70+mm OBA Module adp		1	2	4
O2	Btln Mortar	80+mm Btln MTR OBA Module adp		1	2	4
O3	Med Arty	120+mm OBA Module adp		3	2	2
O4	Hvy Arty	150+mm OBA Module adp		5	1	1
O5	Katyusha	200+mm Rocket OBA Module ap		3	1	1
O6	Offb'd Observer	Offboard Observer o		1	1	2
G1	AT Battery	45L AT x2, 45LL AT x2 acd		4	1	2
M1	Fortifications	40 FPP a		1	4	24
M2	Sniper	SAN Increase +1		1	1	8
M3	MOL Capability	MOL Capability amx		2	1	8

NOTE: All "Red Barricades" RG chart notes apply except as added/amended below.

c Each Gun/SW is accompanied by a 2-2-8 crew.

o Offboard Observer is at level 3 (i.e. at the 2nd level of) any friendly controlled east edge hex. Secretly record the hex prior to German setup. Cost is per module. Each offboard Observer is retained as long as the module he is assigned to has been retained (SSR CG10; 11.4).

ON ALL FRONTS

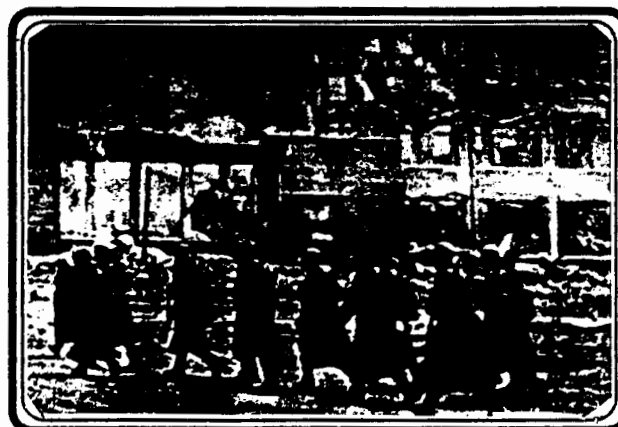
CONFIDENCE IS HIGH

The Central Railway Station,
14 September 1942:

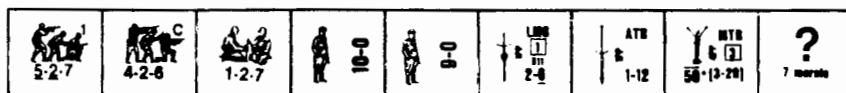
(Continued on next page.)



Only hexes with a coordinate of
≥12 are in play.



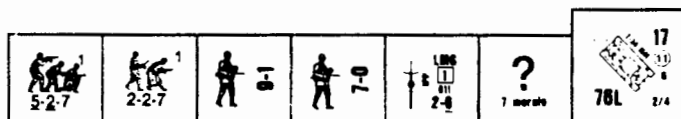
Elements of the 10th NKVD Division set up east of hexrow "C" in any hex that is ≥ 4 hexes from hex E20. [ELR: 3] {SAN: 5}



3 6 2 2 6



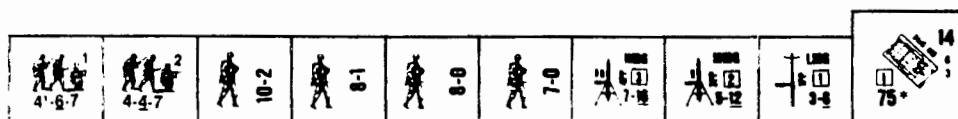
Remnants of the 6th Tank Brigade set up within 3 hexes of hex E20 (also see SSR #3).



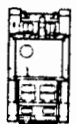
7 6

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Elements of Infanterie Regiment 194 enter west edge on turn 1. [ELR: 4] {SAN: 2}



6 7 2



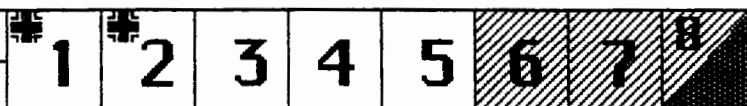
Elements of Panzer Division 24 enter west edge on turn 2.



4 2 2

★ Russians set up first.

✚ Germans move first.



CONFIDENCE IS HIGH

The Central Railway Station, 14 September 1942: The second day of the German assault on downtown Stalingrad saw elements of Infanterie Division 71 and Panzer Division 24 making rapid progress in their drive to reach the Volga. In spite of suffering heavy casualties in the fierce house-to-house fighting the Germans were highly confident they would capture the central landing stage by nightfall. This would split the 62nd Army in two and deny the Russians use of the main ferry landing on the west bank. General Chuikov was desperately trying to scrape together enough men to delay the Germans until reinforcements from the 13th Guards Division could arrive that night. All he had to accomplish this task were a few of Sarayev's NKVD militia and the last remnants of Major Khopko's tank brigade which consisted of some 100 men armed with tommy guns and a solitary tank which had been knocked out at the station crossing but could still fire its gun. Chuikov ordered these units to hold until relieved "...or else".

VICTORY CONDITIONS:

The German wins the instant he has exited ≥ 31 VP off the east edge; prisoners do not count towards the exit conditions.

BALANCE:

The Russians have an ELR: 2 and are suffering from Ammo shortage.

★ Change the game length to 6 1/2 turns.

SPECIAL RULES

1. EC are dry; no wind. Weather is clear. Kindling is N/A.
2. All "Red Barricades" SSRs are in effect ; [EXC: RB SSR#1] see back of scenario RB 5.

3. The T-34 is immobilized, and the crew will not be forced to abandon the vehicle per D5.34 unless all armament is disabled.

4. The Russian has Molotov capability, may use HIP for ≤ 2 squads (and SMC/SW stacked with them), and may fortify ≤ 3 building locations (tunnels NA). Russian units in a fortified building location (not a cellar) are considered Fanatic while therein.

5. Due to approaching darkness a +1 LV modifier will be in effect the last 2 1/2 turns (E3.1).

AFTERMATH: The Germans weren't so confident once they viewed the Central Railway station STALINGRAD-1 which stood directly in their path. Its concrete buildings and burnt out rolling stock presented a formidable obstacle and many a good hiding place for booby traps, ambushes and snipers which could quickly sap the strength of the already depleted German Infantry units. Seeking to avoid further casualties they decided to swing just south of the station where they became involved in heavy fighting with the defenders at the crossing. The Russians fought with a fanaticism born of desperation, and although they prevented a major breakthrough some German units managed to infiltrate through and occupy the "specialist's house" and several other buildings in the downtown area from which they could fire on the ferry landing. The Germans also took control of several of the station buildings but were pushed out later that night by Rodimstev's Guards. Nonetheless, as Chuikov stated, Khopko's men had "...carried out their task with honor", and their sacrifice allowed the Guardsmen enough time to get ashore and restore the situation.

THE VALOR OF THE GUARDS

The Central Railway Station, 17 September 1942: Since the night of the 14th the men of Rodimstev's 13th Guards Division had been involved in a bitter struggle over control of the station. The fighting raged day and night with the station changing hands four or five times each day but with the Guardsmen somehow managing to hold the upper hand. The morning of the 17th dawned with the usual appearance of the Stukas as they bombed and strafed the station, followed closely by an artillery bombardment which buckled the iron girders and blew apart the walls. The defenders barely had time to regain their senses when the German attack began; a large force of tommy-gunners supported by some twenty panzers rolled towards them, heralding yet another day of bloody hand-to-hand conflict amongst the smoldering piles of rubble and debris.

VICTORY CONDITIONS: The German wins at game's end by controlling ≥ 29 stone locations (of which ≥ 12 must be factory locations) on or east of hexrow "D".

★ **BALANCE:**
Add an 8-3-8 and a FT to the German OB at start.

✚ The Russian has a SAN:7 and may HIP an additional 2 squads (and SMC/SW) at start.

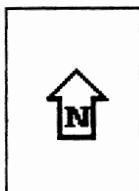
(Continued on page 12.)

ON ALL FRONTS

THE VALOR OF THE GUARDS

The Central Railway Station,
17 September 1942:

(Continued on page 12.)



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Elements of the Reinforced 1st Battalion, 42nd Guards Regiment [ELR: 3] set up on or east of hexrow "D" with at least 3 squads (or equivalent) in each factory {SAN: 6}.



 4-5-8	 6-2-8	 4-4-7	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-4-8	 2-4-8	 2-4-8	 2-4-8
10	10	8	7			2		2			2
 5	 2	 2	 36	 9	 15	 3	 2	 10	 3		

Reinforcements from the
13th Guards Division enter
east edge on turn 4.

 4-5-8	 6-2-8	 5-2-7	 2-2-8	 7-0	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
2	3	2			2	2				8

Assault elements of Infanterie Division 71 [ELR: 4] set up on or west of row "B" {SAN: 3}.

 8-3-8	 5-2-8	 4-6-7	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8	 2-2-8
5	16	14			2	3	3		3	4	7	5	2	
Elements of Panzer Regt. 24 enter west edge on turn 1.			 2			 3			Elements of StuG Abteilung 244 enter west edge on turn 2.			 4		
Reserves from Infanterie Div. 71 and StuG Abteilung 244 enter west edge on turn 4.			 3			 5			 3			 3		

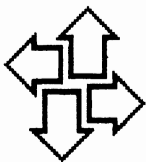
★ Russians set up first

✠ Germans move first

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

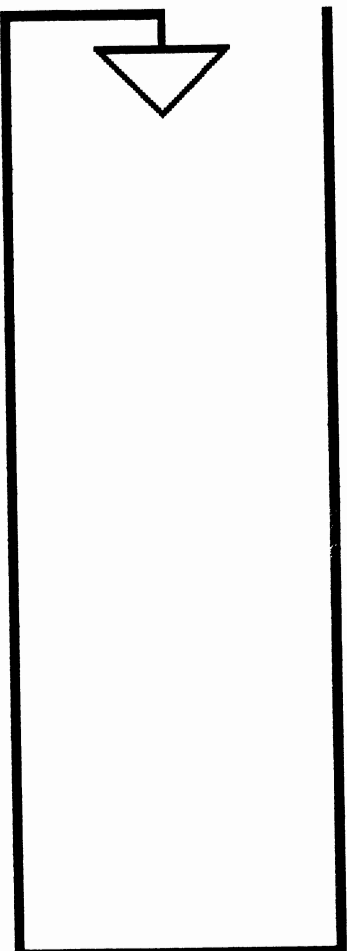
ON ALL FRONTES

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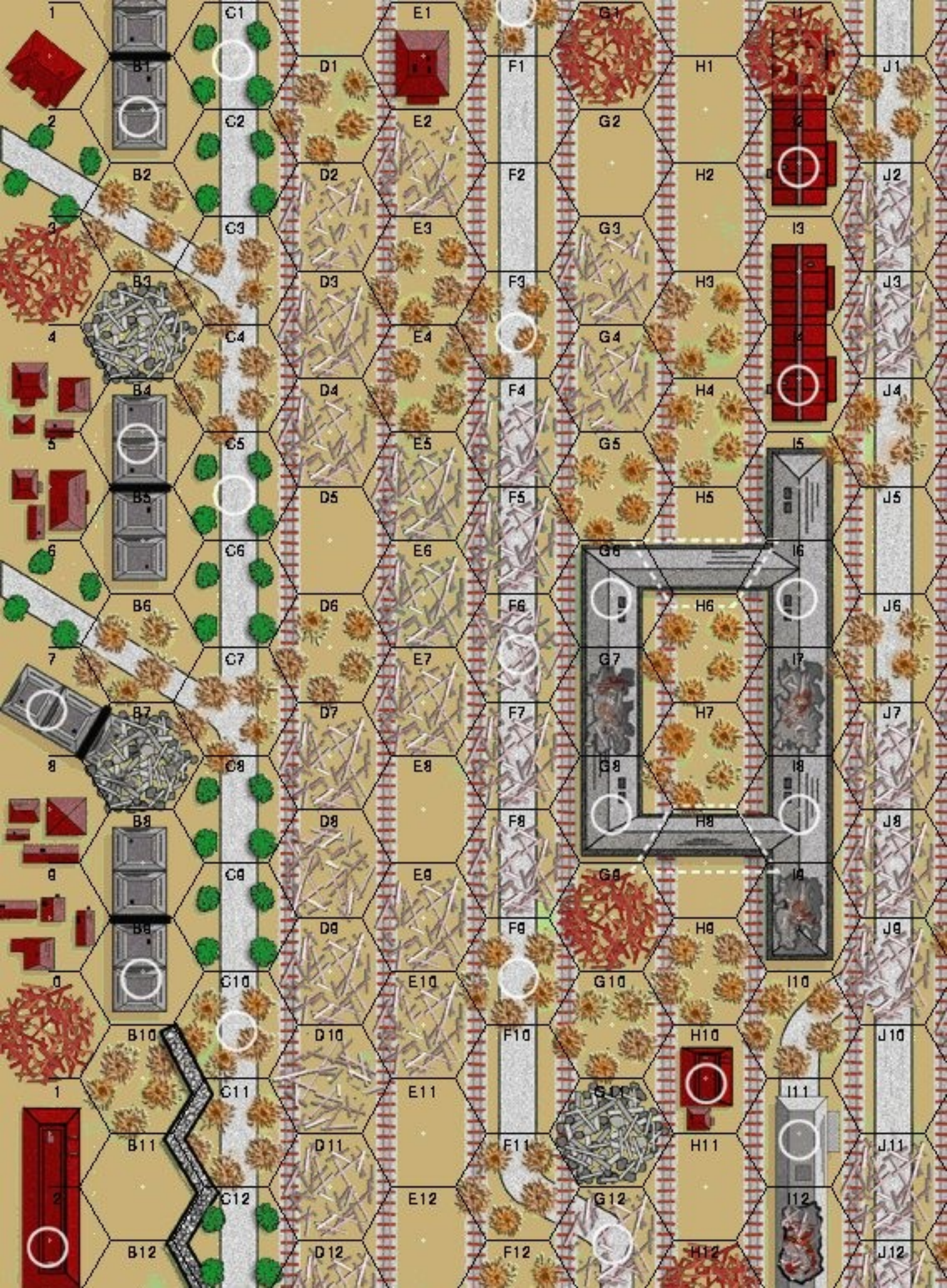


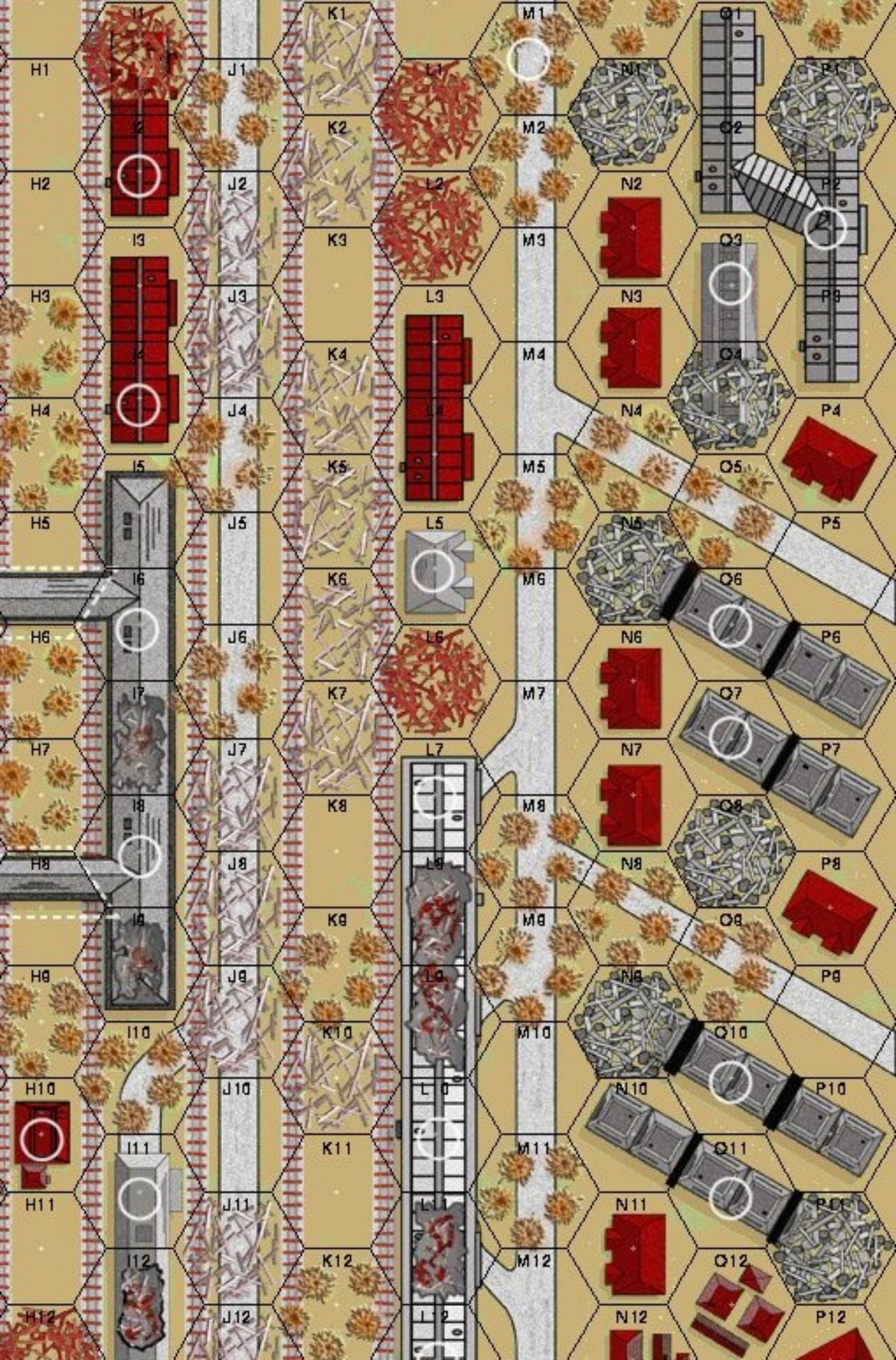
VALOR OF THE GUARDS SPECIAL RULES

1. EC are dry; no wind. Weather is clear. Kindling is NA.
2. All "Red Barricades" SSRs are in effect | EXC - SSR RB11 (see the back of scenario RB5) as are rules CG11 and CG15 (O11,4).
3. Factories I7, I13, and L9 are gutted. Place stone rubble in hexes H5 and H8.
4. The Russian has booby trap capability level "A" and Molotov capability, and may use HIP of ≤ 4 squads (and SMC/SW stacked with them). All factory hexes are fortified and the Russian may fortify an additional 10 building locations. Tunnels NA.
5. The German receives air support in the form of 2 Stukas with bombs under the usual entry conditions. The German also has available one module of 80mm mortar OBA w/normal ammo; the observer may set up using HIP.
6. Prior to setup, the German secretly records 4 pre-registered hexes (regardless of LOS) with at least 3 hexes between each one. After setup, but prior to play, an AR and a FFE:1 are placed on each pre-registered hex, accuracy and extent of error are determined and a 150mm HE concentration is resolved for each FFE:1;

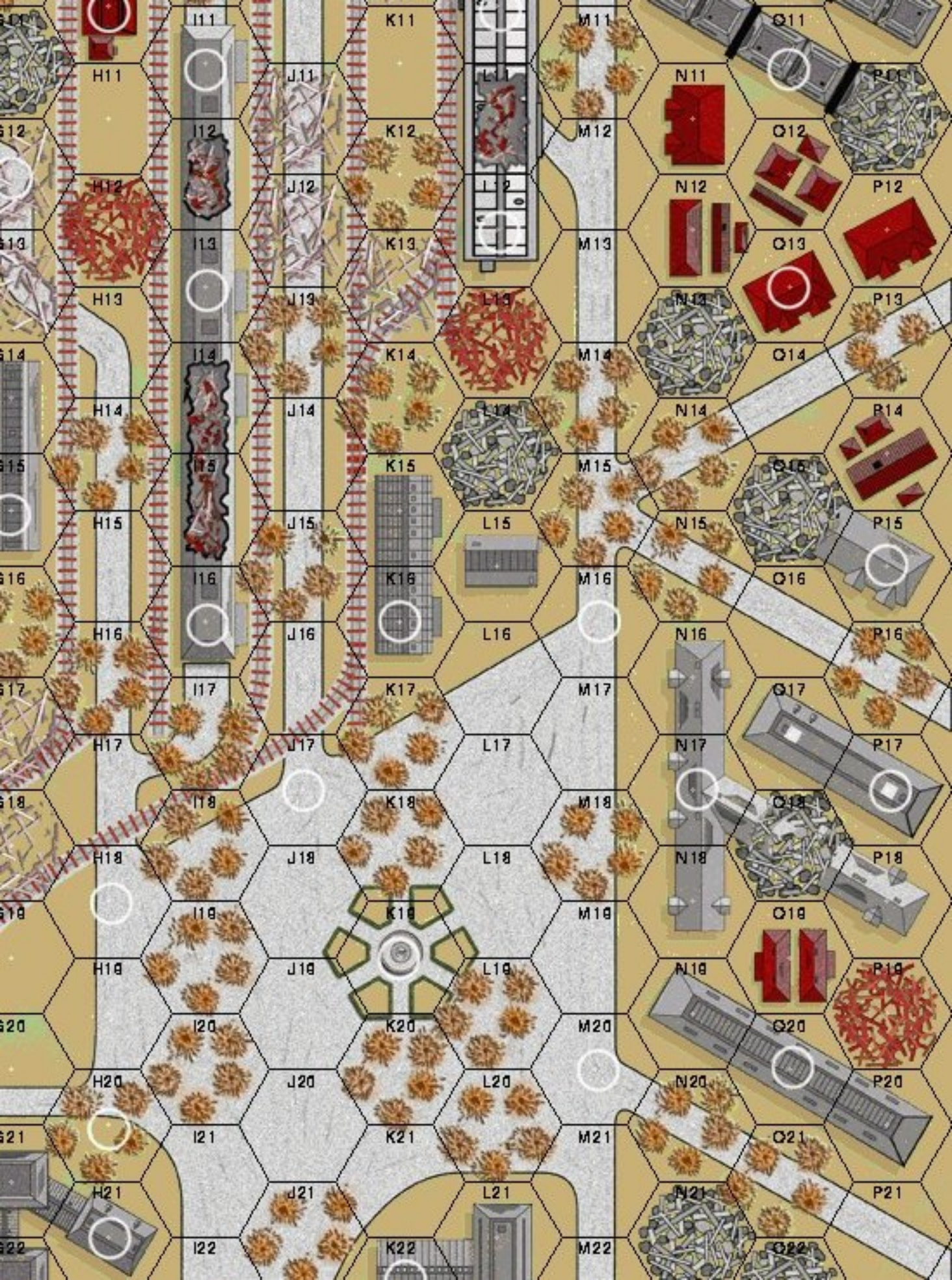
after which it is removed from play. Russian units that break during this attack may retain DM status after the RPh.

AFTERMATH: The fighting mirrored the previous two days with the station changing hands several times and both sides suffering horrendous casualties in the grim close quarter melee, but with the Russians again prevailing at the end of the day. The valiant Guardsmen could not sustain this effort much longer, for as their numbers continued to dwindle the Germans could keep throwing fresh formations into the battle until the Guards Battalion simply ceased to exist.







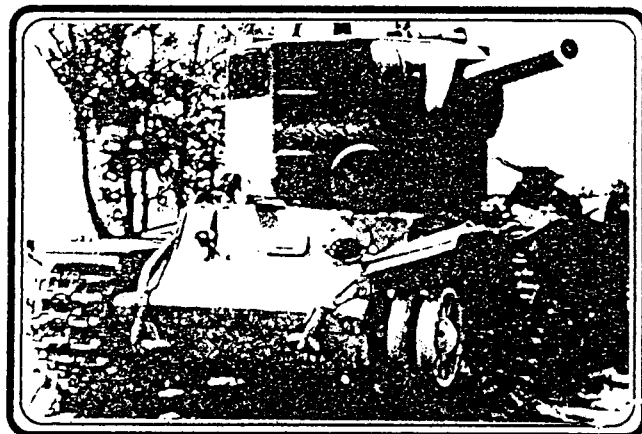
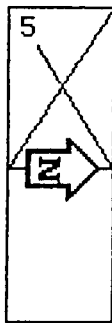


ON ALL FRONTS

ASL Solitaire Scenario

KLIM AND PUNISHMENT

July 8, 1941 in the area of Senno.
Elements of the Soviet 20th Army
versus 17th Pz Division.
Scenario design by Terry A.
Treadaway. Playtesters: Monroe
Harden, Joe LePar, Steve Porter and
Mike Telson.



See SSR #2. [ELR: 2] {SAN:0}

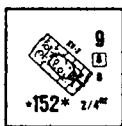
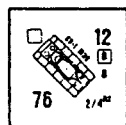


Table A - KV Placement Chart:

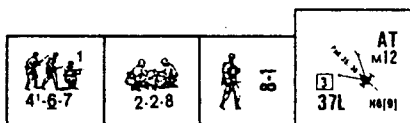
To place the KV make a dr.
CA is toward the west.

- dr 1 = EE7
- dr 2 = EE6
- dr 3 = EE5
- dr 4 = EE4
- dr 5 = EE3
- dr 6 = roll again.

Optional: You may place the KV yourself anywhere on or adjacent to the road hexes 5EE3-7 (incl) or perhaps use a dr to select the hex (EE3-7).



Set up west of hexrow Y.
[ELR: 4] {SAN: 0}.



3

Enter on the west edge as per SSR #3.

Table B - Choices:

1. 88L AA w/Sdkfz 7 and crews.
2. Two PZ IIIs. Make a dr for each. An odd number is a PzKpfw IIIG. An even number is a PzKpfw IIH.
3. One Pz IVC.
4. StuG IIIB.
5. SPW 251/1, 4-6-8 (Assault Engineers), 8-1 & DC.
6. Roll again.

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VICTORY SCHEDULE: To win, the German player must destroy the KV by game turn 4.

Destroyed by T1 - Lucky
Destroyed by T2 - Impressive
Destroyed by T3 - Average
Anything else - Amateur

RULES:

1. EC: Moderate with no wind at the start.
Only hexrows Q-GG (incl) are in play.

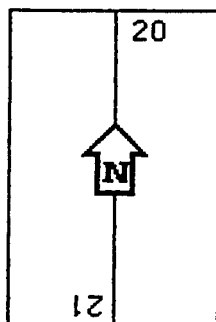
Germans move first	1	2	3	4
Russians set up first				

2. Make a dr. If even place the KV 1 (if odd place the KV 2). To place the KV use the KV placement chart. Once placed the KV cannot move to a new hex although it may change its VCA and TCA freely. The KV remains BU during the entire game. Ignore any RECALL (D5.341) effects.
3. One force (player's choice) from Table B enters on turn 1. At the start of the German RPh for each game turn thereafter the player makes a dr. If the dr is ≤ the turn number then another force may enter during the MPh. A force can only enter once. Therefore, roll again if the force is already present on the mapboard.

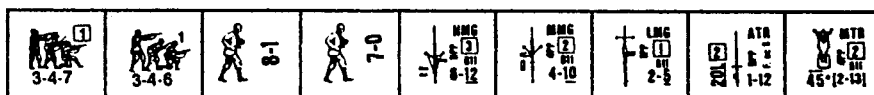
ON ALL FRONTS

SEND MORE PIGEONS

Avola, Sicily, July 10, 1943:
Avola was the objective of the British 50th Division, which was landing by sea to the south. However, a small group of American paratroopers, who had been dropped north of town by mistake, decided to attack. Apparently it didn't occur to them that taking a town of 22,000 would be tough with only 75 men.



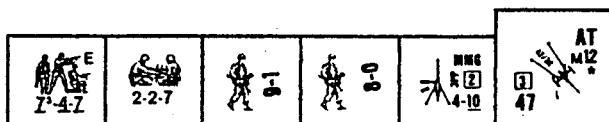
Elements of the 206th Coastal Division set up on boards 20 and 21 between rows D and DD (inclusive): [ELR: 2] {SAN: 5}



5 22 2 3 2 4 2



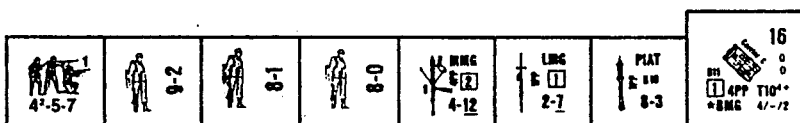
Elements of the 505th Parachute Regiment, 82nd Airborne enter on Turn 1 on the north edge. [ELR: 5] {SAN: 2}



6 2 2 2 2



Elements of the 50th Northumbrian Division enter on Turn 1 on the south edge. [ELR: 3] {SAN: 2}



12 3 2

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Victory Conditions: The Allied player wins if at the end of any game turn a British and an American Good Order squad occupy adjacent hexes.

SPECIAL RULES:

1. EC are Dry with a Mild Breeze blowing from the east..
2. All Woods are Brush. All Orchards are Olive Groves (F13.5). All buildings are stone. All 2nd level buildings are Ground Level only.

(Continued on next page.)

⊙ ☆ Allies move first.

≡ Italians set up first.

1 2 3 4 5 6 7

SPECIAL RULES:

3. Three Italian squads/equivalents plus any leaders/SW set up with them may use HIP.
4. The Italian SAN will increase by one when an American and a British unit are within six hexes (incl) of each other.
5. Interrogation (E2) is in effect.
6. If played as a three-player game, no communication is allowed between the Allied players. The American player goes first each phase.

AFTERMATH: Although the Italians were disenchanted with the war, they showed more spirit than the paratroopers gave them credit for. By mid-afternoon, the attack had stalled and they were pinned down by machine gun fire. Suddenly, a Bren carrier appeared and blasted the position causing the Italians to flee. Link up with British troops occurred moments later, but not before the British, who did not expect to see any paratroopers, had fired on them. Organized resistance in Avola was over, but the Italian commanders were ill-informed and out of touch. The following day, a carrier pigeon bearing a message from the 206th Coastal Division was intercepted. Part of the message read: "Heroic infantry and artillery still doing their duty ... Send more pigeons."

ON ALL FRONTS

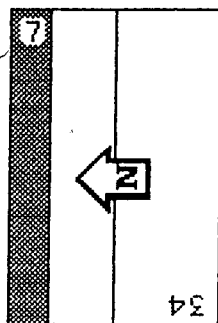
P02: Chesty Puller

To The Rescue

September 27, 1942, Point Cruz, Guadalcanal.

Original design by Bill Wilder.
ASL adaptation by Paul Kaster.
Playtested by Paul Kaster, Paul Kaster Jr., Bryon Kaster, Ted Bleck, Alan Freedman, Javon Garrett and Alan Bills.

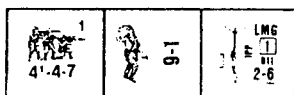
(continued on page 7.)



Elements of the 124th Infantry Division set up as indicated. [ELR: 3] {SAN: 5}



On board 7, west of hex-row 7BB or east of 7N.



4 2

On board 34, south of hexrow 4.

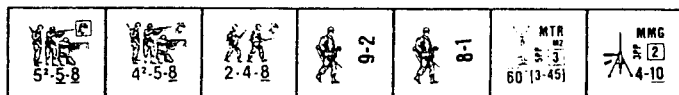


8 4 2 2 3 2

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1st Battalion, 7th Marine Regiment set up on any whole hex of board 34 [ELR: 4] {SAN: 3}



3 9 4 2 2 2

VICTORY CONDITIONS: The American player must evacuate (SSR #6) ≥ 12 points of Good Order Infantry on/after turn 5.

SPECIAL RULES:

1. EC are Moderate with a Mild Breeze from the south at start. PTO Terrain (G.1) is in effect. All building hexes are jungle hexes and walls and hedges do not exist. Hexrows south of row 5 on board 7 are not in play.

2. All Japanese units may use HIP.

3. The U.S. player may set up with only one MMC per hex.

4. On/after turn 5 at the end of the CCPh, any Good Order U.S. unit in a shore hex within the Evacuation Zone may evacuate. Evacuated units are removed from the board.

6. Beginning turn 5, the U.S. player receives one 80mm NOBA (G14.6) battery directed by Ship-board Observer (whose Ocean hex is declared at the start of the turn).

● Japanese set up first.	1	2	3	4	5	6	7
☆ U.S. move first.							

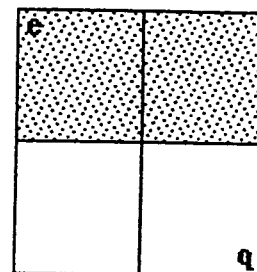
A GLEAM OF BAYONETS

DASL Scenario Design Contest



POPELEVO, June 29, 1941: The German 78th Infantry Division marched on the village of Popelevo where elements of the Russian 4th Armored Division had reformed.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans win if they control at least 8 buildings at game end. Otherwise, it's a Russian victory.

TURN RECORD CHART

★ RUSSIAN Sets Up First	♣ 1	★ 2	3	4	5	6	7	END
♣ GERMAN Moves First								



Elements of 4th Armored Division [ELR: 2] set up on board b and/or on east of hexrow 3 on board e {SAN: 4}:

 1 4-4-7	 1 5-5-8	 1 7-7-0	 2 4-10	 2 2-6	 3 50° (2-20)	 1 7 morale
---	---	---	--	---	---	--

6 Assault Engineer platoon [ELR: 2] enter Turn 2 on the east edge.

 3 5-2-8	 1 5-5-8	 1 24-1	 2 30-1
--	--	---	---



Elements of 78th Infantry Division [ELR: 3] enter Turn 1 on the west edge {SAN: 2}:

 1 4-4-7	 1 8-3-8	 1 10-2	 1 8-1	 1 8-0	 2 7-15	 2 5-12	 1 3-8
--	--	---	--	--	--	---	--

 3 50° (2-19)	 1 24-1	 2 30-1
---	---	---

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SPECIAL RULES:

1. EC are moderate with no wind at start. Kindling fires is NA.
2. No Bore Sighting is allowed.
3. Only Hexrow A - H on board e, and Hexrow H - O on board b is in play.

AFTERMATH: House-to-house fighting with bayonet and hand grenade ensued. The artillery was unable to intervene because friend and foe could not be separated. By afternoon the village was in German hands.

Scenario Design: Torbjörn Kuntze

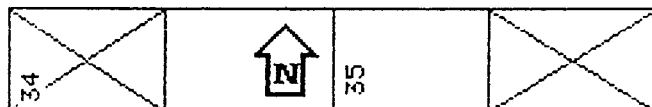
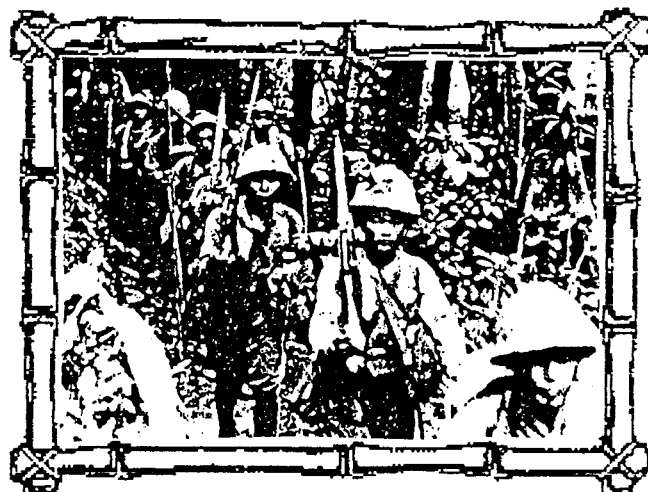
ON ALL FRONTS

1992 Scenario Design Contest

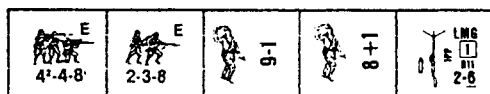
BRUSH BURN

Guadalcanal, August 19, 1942:

Native scouts had informed the Marines that a Japanese radio station was located at Gurabasu, to the east of the 12 day-old Marine beachhead. A patrol of about 60 men under Captain Charles H. Brush was sent to (continued below)



Elements of the 28th Infantry Regiment, "Ichiki Detachment" set up in/adjacent to 35B4 with a maximum of one MMC per hex. [ELR: 4] {SAN: 2}

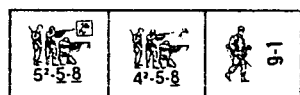


2

4

Scenario design by Chad J. Mekash.
Playtested by V. Lewonski, L.
Hedrick, J. Thompson, R. Winsor
and W. Harrar.

Elements of Company A, 1st Battalion, 1st Marines [ELR:5] {SAN: 3}.
Set up in/adjacent to 34EE6.



4



Set up in/adjacent to 35D7.

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VICTORY CONDITIONS: The American player wins by accumulating at least 6 more CVP (including prisoners) than the Japanese at game end. Hex 35B4 is worth 6 CVP to the last side controlling it.

SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
2. No Japanese units may set up using HIP.
3. Kindling is NA.
4. Only hexrows 34R-34GG and 35A-35P are playable.

● Japanese set up first.	1	2	3	4
☆ U.S. move first.				

investigate. About noon, Brush was informed by native guides that a 38-man Japanese patrol was heading west towards them along the coastal Government Track. The Japanese, under the command of Captain Shibuya, were heading to Alligator Creek to set up a communications point. They were part of the Ichiki Detachment which had landed during the night with the task of recapturing the island.

AFTERMATH: Brush quickly attacked and sent part of his patrol around the Japanese left flank. Shibuya's men were disorganized and caught largely by surprise. They had been laying wire and were not in combat formation. All but five Japanese were killed, the survivors escaping to the east. Brush lost three dead and three wounded.

ON ALL FRONTS

Défense de Doubler

12 Mai 1940

East of the village of Hannut.

Overlay X is on page 12.

Scenario design by T.A. Treadaway.
Playtesters: Vince Lewonski,
C. Mekash, J. Thompson, Vic Provost
and Tom Morin.



Elements of Prioux's Cavalry Corps [ELR: 3] {SAN: 4} set up on mapboards 4, 14, & 17 (at least 4 MMCS per mapboard) on any hex number ≤ 4 . Infantry units set up HIP. AFVs set up as per SSR #3.



 4-5-7	 2-2-8	 9-1	 8-1	 8-0	 MMG 4-11	 LMG 2-4	 AT M12 25LL (45)	 12 37* -12*
16	2	2	3	3	4	2	3	



Elements of Hoepfner's XVI Corps. [ELR:3] {SAN: 3}. The German player divides his units up into three separate forces, of at least 8 MMCs each. Each force enters turn 1 on the east edge of mapboards 4, 14, and 17. Not all units have to enter on turn 1 but each force must enter a separate mapboard

 4-5-7	 8-2	 8-1	 8-1	 8-0	 MMG 2 5-12	 LMG 3 3-8	 28 M10 -1 OPP	 24 M8 -1 3PP	 33 2 20L(4) -1	 14 3 2 20L(4) -1	 14 3 2 37L 1/1
24	2	3	3	2	8	13	11	3	2		

VICTORY CONDITIONS: To win, the German player must exit 50 vpts. The German player is awarded victory points (as per A26.3) for each unit exited off the west edge of mapboard 4 between hexes 4I1 to 4Y1 (incl), mapboard 17 between hexes 17K1 to 17Y1 (incl) and mapboard 14 between hexes 14I1 to 14Y1 (incl). If the German player fails to exit any units from a mapboard he is penalized 20 points (subtracted from his total).

SPECIAL RULES:

1. EC are moderate with no wind for the entire game.
2. Terrain: Place overlay X on board 14 with P3 on 14M6, P4/14M7, & K3/14H5.
3. The French player records the placement of his AFVs and places them on board when they fire or are in LOS of an enemy unit.
4. Units may not move from one mapboard to another.
5. Prisoners do not count for exit VPs.
6. Interrogation (E3) is in effect. French may only reveal information about their own boards.

 Germans move first.	1	2	3	4	5
 French set up first.					

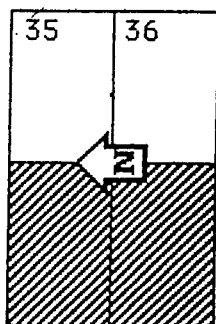
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ON ALL FRONTS

1992 Scenario Design Contest

Babe Ruth, Go To Hell!

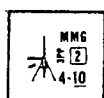
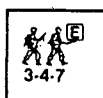
Guadalcanal, October 25, 1942: The 2nd Division under Gen. Sendai launched its belated attack on the Marine lines in the area near Edson's Ridge around midnight, soon after a torrential downpour began. The rain cut down on the attack's coordination.
(continued on page 8)



Elements of the 3rd Battalion, 164th Infantry Regiment set up within two hexes of 36K6 and/or 36F5.[ELR:3] {SAN:2}



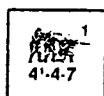
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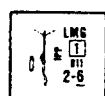
Elements of the 29th Infantry, Sendai's 2nd Division: [ELR: 4] {SAN: 2} Place Japanese units in an offboard "pool"; they are initially represented by Italian ? counters serving as Cloaking Counters.



8



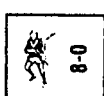
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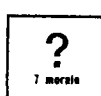
3



2



14



VICTORY CONDITIONS: The U.S. player wins if he controls $\geq$ of the two Victory Hexes (36K6/36F5) at scenario end.

SPECIAL RULES:

1. EC are Wet, Weather is Overcast, with No Wind at Start.
2. PTO Terrain, with dense jungle, is in effect. Treat all brush/marsh hexes as Jungle hexes.
3. Night Rules are in effect. Initial NVR is 4. Moon Phase is Full, Cloud Cover is Scattered. The Japanese are the Scenario Attacker. [EXC: Due to the fact that US units represent reserves being fed into the line, there is no HIP allotment

for US forces.]

4. Japanese forces are handled by the following Special Rules:

The 14 Italian ? counters represent Cloaked Japanese units. They re placed on mapboard 35, one in each hex with a coordinate of six. On turn 1 they begin moving towards the Victory Hexes on mapboard 36 (see SSR 5). The contents, if any, of each Cloaked Counter are determined whenever the Counter suffers Concealment Loss for whatever reason. When this happens, make a DR: if the cdr is ≥ 4 , then the Cloaked Counter is considered to be a Dummy and is removed from play. If the cdr is ≤ 3 then the wdr determines the exact composition of the Japanese force as per Table A, as follows:

(continued on page 8)

● Japanese move first.	1	2	3	4	5
☆ U.S. sets up first.					

During the remainder of the night repeated probes and charges were made, forcing "Chesty" Puller to call upon his reserves and use the 164th Infantry Regiment to plug growing gaps in his line, where the 1st Battalion of the 29th Infantry were attacking.

AFTERMATH: The US infantry units, although having been untested in battle, performed admirably after they were led, a small group at a time, to various positions shoring up the Marine line. Although the Japanese reported back to their superiors that they had taken Henderson Field, their attack was in fact ground to a complete halt, and most of Sendai's 2nd Division lay dead outside the wire perimeter.

TABLE A:

wdr	Unit
1	4-4-7 x2
2	4-4-8
3	4-4-7
4	4-4-7/LMG
5	4-4-7, 8-0
6	4-4-7, 9-1, LMG

The appropriate counters are taken from the offboard pool and placed onboard. If the last Cloaking counter is removed and there are still squads in the offboard pool, regardless of Placement DR, ≤ 3 squads will be placed in its hex. Also, the instant the last remaining squad is Placed, remove all remaining Cloaking Counters.

5. Japanese Actions:

A. Cloaking counters

Move/Advance towards 36K6 or 36F5 in the most direct manner, taking whichever route expends the least number of MFs. If two hexes are of equal cost and both are equally close to a Victory Hex, then choose randomly which hex the Cloaking counter will enter. [Note: the movement of Cloaking Counters is purposely intended to be as random as possible which will probably cause them to move directly into the LOS of U.S. units. This is okay.]

B. Uncloaked Japanese units will attempt to move directly toward the Victory Hexes, unless they move into the LOS of a Known Enemy unit, at which point they will begin a Banzai charge towards that unit (using any remaining MFs). This Banzai Charge begins after any desired Defensive Fire. If the Japanese unit survives CC with the U.S. Unit, in future turns it will continue its movement toward the Victory Hexes. If the U.S. unit which caused the Japanese unit to make a Banzai Charge leaves the

Japanese unit's LOS, the Japanese unit will continue its Charge until it enters the U.S. unit's original Location. If at this point the U.S. unit still isn't in LOS, the Japanese unit will resume its movement towards the Victory Hexes.

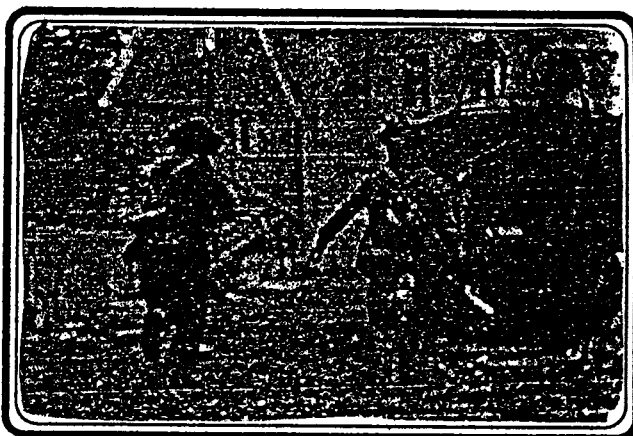
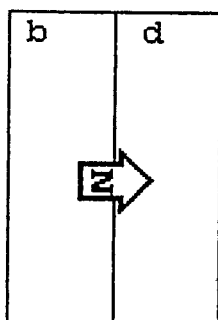
Upon entering the Victory Hex (es) Japanese units stop movement. [EXC: They will not Overstack. Instead "excess" units will begin moving towards the nearest U.S. unit, regardless of LOS.]

6. If the Wind Change DR = 2, then immediately determine the contents of ALL cloaking counters onboard, with a -1 drm to the cdr. Then, every Good Order Japanese unit begins to make a Banzai charge towards the nearest Victory Hex (regardless of LOS). A Japanese unit making this Charge will redirect its charge towards a U.S. unit only if it moves ADJACENT during its Charge.

ON ALL FRONTS

THE ZUID WILLEMS CANAL

's-Hertogenbosch, Holland, 24 October 1944: The British 53rd Division had begun their attack on the city two days ago. After a good start, the British had occupied the northern part of the city. (continued on page 11.)



Elements of the 712th Infantry Division set up south of the canal (see SSR 2) using HIP. [ELR:2] {SAN:4}



3

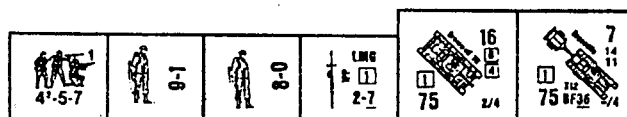
9

3

(see SSR 2)



Elements of Co. A, 7th Royal Welsh Fusiliers, with support from No. 14 Troop, 141 RAC and B Squadron, 5th Royal Inniskilling Dragoon Guards enter on turn 1 on dA3 and/or dH0. [ELR: 4] {SAN: 2}



10

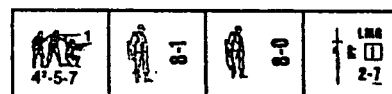
2

2

4

3

Co. B, 7th Royal Welsh Fusiliers enter on turn 6 on dA3 and/or dH0.



8

2

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VICTORY CONDITIONS: To win, the British player must clear all building locations within five hexes (inclusive) of bH1 of Good Order MMCs at game's end.

Special rules and Aftermath on page 11.



Germans set up first.



British move first.

1

2

3

4

5

6

7

8

9

THE ZUID WILLEMS CANAL

(continued from page 10).

's-Hertogenbosch had several major waterways, being intersected by two rivers, a moat and a canal. Although the German training battalions holding the canal line were weak and without heavy weapons, defending it was easy - especially after the canal bridges were blown. But the canal lock was intact, and so was the footbridge over it.

AFTERMATH: The Crocodiles flamed the houses on the far side of the canal, then laid down a smoke screen while the infantry removed the wire and began crossing the footbridge. The Germans who opened up on them drew tank fire and were flamed. After clearing the area, the infantry settled in. By the next morning, engineers had erected a tank bridge across the canal, and the last major defense line in 's Hertogenbosch had been breached.

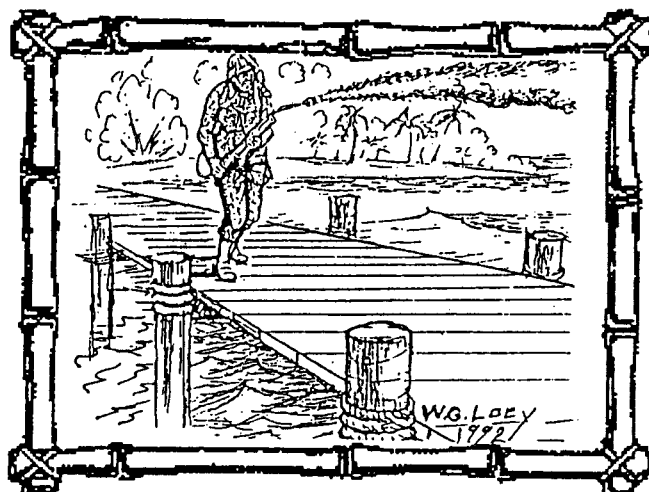
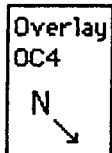
SPECIAL RULES:

1. EC are Moist with no wind at start
2. The road running from bA3-bH1-bJ2-bO3 is the canal. It is Deep. Hex bH1 contains a Foot Bridge (B6.44) and the wire counter, both at Level 0.
3. All 2nd Level buildings have a Ground and a 1st Level only. Walls do not exist.
4. The far side of the canal was at the limit of FT range, therefore the FTs have an X# of 11 and the FT FP is treated as not being underscored (A22.1).
5. Deliberate Kindling is NA.
6. British MMCs are Sappers (B24.7).
7. Germans have no Panzerfausts.

ON ALL FRONTS

1992 Scenario Design Contest THE RUPTURED DUCK

Gilbert Islands, Tarawa Atol, Betio.
November 20, 1943: Before the first assault waves of Marines could approach their designated beachheads the pier had to be cleared of the few Japanese guarding it. The job went to 1st Lieutenant William D. Hawkins of the 2nd Scout Sniper Platoon which was a special unit from Regimental Headquarters, 2nd Marine Division.



Elements of the 2nd Marine Division enter turn 1 along the northwest edge of overlay OC4 between hexes 4147, 4156. [ELR: 5] {SAN: NA}



Optional: Replace with L.C.V.P. boat.

2



Elements of Admiral Shibasaki's 3rd Special Base Force set up HIP in fortified building locations (huts). [ELR: 5] {SAN: NA}.



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VICTORY CONDITIONS: The Marines must eliminate all Japanese from the pier by turn 5. Otherwise the Japanese win.

SPECIAL RULES:

1. EC are dry with a mild breeze blowing from the north.
2. The US side is conducting a Seaborne Assault (G14.1)
3. Place Pier counters on OC4 4001 to 4095 and 4096 to 4098 (G13.7).

4. Place Fortified Building Location counters (from RB) at ground level in hexes 4112 and 4109. These are considered huts for all intents and purposes (G.5).

5. A Submerged Reef exists from 41008 to 4145 and from 4086 to 4008 (G13.43).

AFTERMATH: Lt. Hawkins and his men captured the pier after setting fire to two shacks at the end of it with a flamethrower. Lt. Hawkins went on to lead his men in further attacks until mortally wounded.

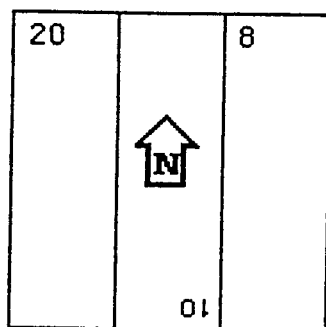
☆ U.S. move first.	1	2	3	4	5
● Japanese set up first.					

Scenario design by William G. Locy. Playtested by B. Locy, P. Locy and J. Lehw.

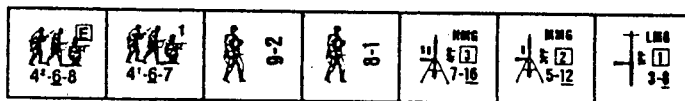
ON ALL FRONTS

TO THE FERRY

Stalingrad, Russia,
14 September 1942: The
Germans had begun a
strong attack with their
dwindling forces
desperately trying to push
to the Volga before
nightfall. Only small
groups of NKVD troops
(continued on page 12)

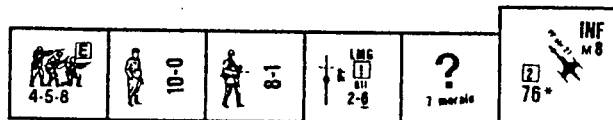


Elements of the 1st Bn, 194th Rgt., 71st Inf. Div. set up in buildings 20C6, 20H2, and rowhouses from 20D4 to I7. [ELR: 3] {SAN: 2}



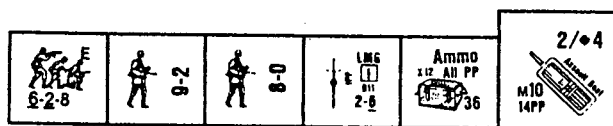
2 10 2 2 4

Elements of the 10th NKVD Division set up east of the road 20A5-I2-P1. [ELR: 3]{SAN: 4}



6 2 12

Elements of the 42nd Rgt., 13th Guards Div. enter on turns 4, 5, and 6 on 8I6. Only one boat may enter each turn. [ELR: 4]



9 2 (SSR 6) 3 (SSR 7) © Copyright 1993 by M.C.C.

VICTORY CONDITIONS: The German player wins by occupying 8I10 with a Good Order MMC at the conclusion of any player turn.

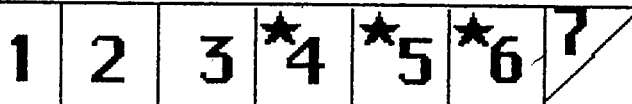
SPECIAL RULES:

1. EC are moderate with no wind for the entire game.
2. Only rows A-P on boards 8 and 20, and R-GG on board 10 are playable. Only hexrows 6-10

- on board 8 are playable.
 3. The river is Deep, with no current.
 4. Place Wood Rubble in all Grain hexes, 20K1 and 20K2. Buildings 20C6 and 20O8 are Factories (B23.74).
 5. Hex 8I10 is the ferry pier. All passengers may unload only across the I9/I10 hexside. Only one boat may unload per turn.
- (continued on page 12)

☞ Germans move first.

★ Russians set up first.



FERRY(cont. from p. 10) remained to stop them. But the Russians were heartened by the knowledge that the 13th guards Division was to begin crossing that evening. If they had a place to land...

AFTERMATH: The Germans had occupied several key positions only 750 yards from the river, including the five-story State Bank. Although the Germans could fire on the boats from this point, they could not break through the thin Russian line to capture the pier. As the Guards landed, they immediately went on the offensive, along with the resupplied NKVD troops. But the Germans held onto their key buildings, and the long stalemate had begun.

* Designer's note: Use the new version of board 10.

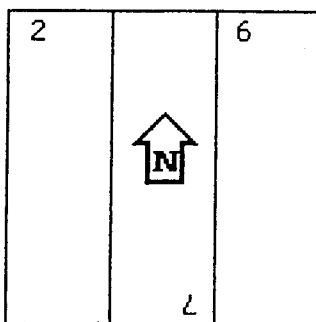
SSRs (cont. from p. 10)

6. The 10th NKVD Division units are Stealthy, but suffer from Ammo Shortage (A19.131). Ammo Shortage is relieved immediately when the Ammo Counter is unloaded ashore. The Ammo Counter is SPP, and has no other purpose in the game.
7. The Assault Boats have 4 MPs and an Inherent Driver. They have a capacity of 35PP.
8. Russians may not set fires.
9. There is no crew for the 76*INF.
10. LV (E3.1) is in effect.

ON ALL FRONTS

Assault at Wadelincourt

May 13, 1940, Wadelincourt, Belgium. The northernmost of three crossing attempts of the Meuse took place late in the day as advanced elements of the German 10th Panzer Division approached the river in the face of fierce crossfire from the western bank. As a preliminary to gaining a bridgehead, assault engineers would have to cross the river and silence the well-prepared French positions on the far side.



Elements of the 55eme Division d'Infanterie set up on board 2. [ELR: 3] {SAN: 3}

 4-5-7	 2-2-8	 8-1	 8-0	 7-0	 4-11	 8-11 2-5	 7	 *47L	 2+3+5	 1+3+5	 Trench OVR, OBA: +4 Other: +2
9					2	4				3	

Elements of the 86th Panzer Grenadier Regiment, 10th Panzer Division enter on turn 1 or later along the east edge. [ELR: 4] {SAN: 3}



 8-3-8	 4-6-7	 2-2-8	 6-2	 6-1	 8-1	 5-12	 3-8	 24-1	 30-1
6	6		2	2	2		6		4



 81* [2-00]	 14 75* -15	 28 T7 21PP	 2 M9 24PP	 2 M12 14PP
2				8

THANK YOU 3W

"Assault at Wadelincourt" was originally published by 3W who graciously allowed us to reprint our ASL version.

VICTORY CONDITIONS: The German player wins if at game's end he controls three of the four French bunkers.

3. The French player receives one module of 70+mm OBA.

SPECIAL RULES:

- EC are moist with no wind at start. The river is flooded, with a moderate current flowing north. There are no island hexes. Consider such hexes as open river instead.
- All buildings on board 6 are single-story and wood.

AFTERMATH: After a bitter and costly struggle, the Germans succeeded in scrambling a few men onto the west bank. These men managed to knock out one bunker and the tide then began to turn to the Germans' favor. By the end of the day, they had a firm foothold on the west bank and would eventually succeed in establishing a bridgehead.

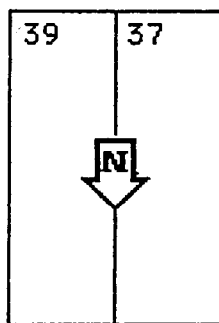
 Germans move first.	1	2	3	4	5	6	7	8	9	10
 French set up first.	11	12	13	14						

MIDNIGHT AT THE CHAMPS ELYSE'ES

OPEN PLAYTESTING

Strongpoint Elaine 2.
Dien Bien Phu,
French Indochina
March 30/31, 1954.
Continued on page 8.

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FFL and Moroccans use British counters. T'ais use Allied Minor counters.

Elements of the Moroccan 1st RTM, French 6th BPC and T'ai regulars set up on board 37, south of hexrow Q. Moroccan/T'ai ELR: 4. FFL ELR: 5. {SAN: 2}

Elements of 1st RTM and 6th BPC

4-5-7 6-4-8 2-2-8 10-2 9-1 M51 QUAD HMG(a) LMG MTR 60mm(a) Radio Field Phone
6 2 4 2 2 2 2

Note: M51 is .50 cal (U.S. counter) and Field phone land lines are laid to Governor's Mansion/HQ.

T'ai regulars

4-5-7 7-0 LMG WIRE Trench Bnkr 1+3+5 AP Mine Factors Dummy mines
3 2 7 10 30 (SSR #8) 7

The following French reinforcements arrive in the southwest corner between 37A7 and 37J1 on indicated turn. Enter turn 2, 1st PLT, 1er RCC

M24 (US counter) AL 8-1 100mm OBA
2

Enter turn 3, elements of 1st BEP
6-4-8 9-2 8-1 LMG
6 3

Enter turn 4, 3rd PLT, 1er RCC
M24 (US) AL 9-2
3

VICTORY CONDITIONS: The Viet Minh win if they control five of seven level two hill hexes on bd37oH/B and control or destroy the bunker or the Governor's Mansion (37oHI10) at the end of the game. The Viet Minh win automatically if they have accomplished all three tasks at the end of any game turn. Any other outcome is a French victory.

Special Rules

1. EC are Wet with a mild breeze blowing from the southwest at start. PTO Terrain is in effect with light jungle. All huts and hex 39B7 are shellholes. Grain hexes are open terrain. The

road from 37A6-370111 exists, all other roads are trails; Viet Minh use IMF to move through jungle/brush/marsh (reflecting recon efforts).

2. Place overlays as follows:

1 on 37N8, 37N9

H, HJ9 on 37o1G4, HG10 on 37o1J3.

Place Hillock Summit on HK7. Building HI10 is fortified (TEM +3). This represents the Governor's Mansion.

B, BEE4 on 37o1I3, BCC4 on 37o1K3. G5 on 37o1I9, 37o1IJ9.

C, CI8 on 39D1, CI7 on 39D2, hex C13 is Level zero.

I, IW4 on 39B3, IV4 on 39B4.

★ Viet Minh move first.	1	2	3	4	5	6	7	8
⊙ French set up first.								

VM use Japanese counters unless otherwise indicated.

Elements of the 316th Viet Minh Division (Le Quang Ba) and elements of the 351st Heavy Weapons Rgt. [ELR: 3] {SAN: 4}. VM units set up concealed.

Elements of 98th Rgt., 316th Div. set up east of hexrow 4 (excl.) on board 39.

										Sapper elements		
4-4-7	10-1	9-1	8+1	8-0	LMG	6-2-8	DC	FT	PIAT			
15					3	3	2					

Elements of the 176th Rgt., 316th Div. set up north of hexrow T on board 37 OR enter on east edge on turn 1.

										Sapper elements.		
4-4-8	10-2	9-1	8-0	LMG	6-2-8	DC	PIAT					
8				2	4	4	2					

Elements of 351st Heavy Weapons Rgt. set up in caves on "Old Baldy" (overlay I) or emplaced on "Phony Mountain" (Bd 39, Hill 779).

2-3-7	2-2-8	1-4-6	10-0	8+1	MMG	HMG	CAVES	1S	foxholes		
3	6				2		4		2		

75mm MTN Gun ('41) (IN caves on "Old Baldy" or "Phony Mountain")

2
TYPE 97 81mm MTR (emplaced on "Phony Mountain")

2
ZPobr 39 (Russian) 37L AA Gun (set up on 39oIU7, 39oIU8)

British PIAT represents US 57mm RCR (B10, WP5, H6/HEAT TK#11)

Year 41 TYUPE MTN Guns represent US 75mm Pac Howitzers (use info printed on counters, not US counters).

3. Night rules are in effect. Initial NVR is five hexes, with no cloud cover and full moon. Viet Minh are attacking, French defending. 1st BEP units are exempt from the freedom of movement restriction (E1.21). Viet Minh and T'ai are stealthy, Moroccans and FFL normal. The French receive one IR round independent of OBA as long as they maintain radio contact. (IR round represents French Air Force Flare aircraft.)

4. Viet Minh receive two modules of 100mm OBA (FFE1) which are executed after setup but prior to play. They are on target with a dr 1-3, direction and extent rolled for if needed. The final target hex cannot be corrected. The FFE1 and FFE2 effects last until the turn 1 French RPh. The French receive one module of 100mm OBA beginning turn 2.

5. The Viet Minh use Japanese rules. Viet Minh sappers are assault engineers, Fanatic, and use Russian 6-2-8 counters. Sapper step reduction is as follows 6-2-8> 2-2-8> 1-2-7x2BROKEN. Only sappers may utilize 57mm RCR and FT. Sapper and T-H heroes may utilize DC. T-H Heroes may use DC against any French unit

(ATMM not available). French (except T'ai) may use SW as normal.

6. T'ai regulars use normal Allied Minor rules except T'ai leaders may rally French troops without penalty (French NCSs led T'ai units.)

7. Viet Minh may fire MGs or Ordnance from jungle hexes without penalty or loss of concealment. This reflects the extensive Viet Minh battlefield preparations in camouflage and weapons emplacement. The caves may be placed on "Old Baldy" (overlay I) or "Phony Mountain" (Bd 39, hill 779). The caves are not interconnected. VM AAA may destroy the flare aircraft with a TH<3 and a TK DR <4. 351st Rgt. elements may bore-sight. Viet Minh units use red TH numbers.

8. All French AP/DUMMY minefields are placed on board 37, strength side down. This reflects Viet Minh recon activity.

9. M24 tanks have canister capability; C8, 20FP. FFL - French Foreign Legion.

Scenario design by Tony Hutton.

ON ALL FRONTS

FIRST IMPRESSIONS

South of Komaron, Hungary, March 23, 1945: The Russian offensive to capture Vienna was in its second week. The German 6th SS Panzer Army was retreating from the (continued below)

17	18	10	16
		N	



Remnants of the 2nd SS Panzer Regiment, 2nd SS Panzer Division:
Enter, turn 1, on west edge of board 17. {SAN: 0}



10-2 5	15 13 6 75LL 3/5/2	13 11 6 75L 3/5/2	11 14 9 75LL 1/-	15 18 6 88LL 3/-
-----------	-----------------------------	----------------------------	---------------------------	---------------------------

2

2

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Elements of the 2nd Guards Mechanized Corps:
Enter, turn 1 on east edge of board 16. {SAN: 0}



9-1 3	13 14 11 122L -7/4	15 14 8 85L 1/4	13 26 11 122L -7/4
----------	-----------------------------	--------------------------	-----------------------------

3

3

2

Scenario design by David Bradbury.
Playtested by: Vince Lewonski, Rich Winsor, Glenn Ashton, Cliff Welsh and Dave Angrisahi.

VICTORY CONDITIONS: The player with the most Casualty Victory Points wins: A tie is a German victory.

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the northeast.
2. No road bonus is allowed; minimum entry cost is 1 MP.
3. All Grain is soft ground, and requires a bog check upon entry.

Hungarian countryside towards the Austrian capitol. The last remaining tanks of the 2nd SS Panzer Division, Das Reich, met the latest Russian tanks in battle.

AFTERMATH: A brief firefight ensued; several AFVs were lost by both sides. The SS Panzertroops were impressed with the new IS3s. Despite the inconclusive results of the battle, the SS continued to retreat towards Vienna with the Russians in pursuit. Five weeks later Hitler's dream of a 1000-year Reich would come to an end.

✠ Germans move first.	1	2	3	4	5	6	7	8
★ Russians set up first.								

ON ALL FRONTS

1992 Scenario Design Contest TAKING POPELEVO

Popeleva, July 29, 1941: Operation Barbarossa was only eight days old and foot infantry were expected to seize and hold ground that the Panzers had overlooked. The German 78th Infantry Division was ordered to take the village of Popeleva where elements of the Russian 4th Armored Division had reformed.



Elements of the 4th Armored Division set up on any hex on board 3. [ELR: 3] {SAN: 4}



10

5

2



Elements of the 78th Infantry Division enter on any edge(s) except the east edge. [ELR: 4] {SAN: 3}



2

10

2

3

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VICTORY CONDITIONS: The Germans win by taking 16 buildings between hexrows L and V, inclusive.

SPECIAL RULES:

1. EC are Dry. There is no wind at start. Building M2 is open ground. Hills don't exist; treat as open ground unless wooded.
2. Russians may bore-sight only if stacked with the 8-1 leader.
3. Hand-to-Hand CC (J2.31) may be declared by the attacker. Elite squads are stealthy.
4. The German player has

one 82mm mortar module. This module may only be used beginning German PFPh Turn 3.

AFTERMATH: The artillery was unable to intervene in the close fighting. Bayonets and grenades were used to take buildings. Finally the town was captured that afternoon by the Germans. Another town down, many more to go on the road to Moscow.

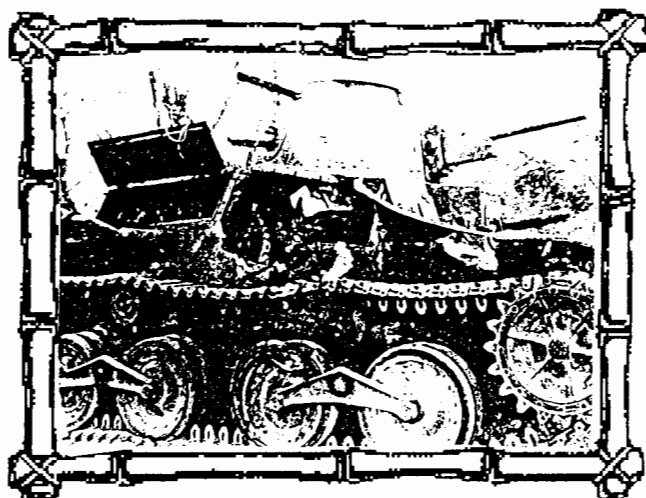
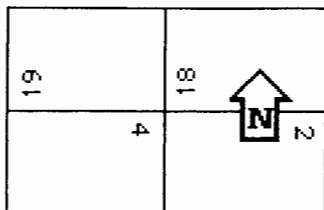
Scenario design by Martin Lindstedt.

Germans move first.	1	2	3	4	5	6
Russians set up first.						

ON ALL FRONTS

NIGHT OF THE KITCHEN SINKS

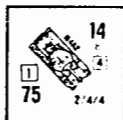
Saipan, June 17, 1944. Saipan had been invaded on the 15th, and already the 6th Marines had fallen behind schedule. Owing to troop estimates of half the actual number of Japanese, the day of the invasion had seen the 6th advance only halfway to their planned objective. The Japanese made an
(continued on p. 10.)



Elements of Company B, 1st Battalion, 6th Marine Regiment, 2nd Marine Division set up on boards 4 and/or 19. [ELR: 4] {SAN: 3}

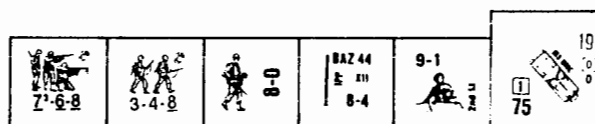
 7-6-8	 3-4-8	 2-2-8	 8-1	 8-1	 5-3 8-12	 4-10	 8-4	 60° [3-45]	 30-1	 5-15 DVR, ORA: +4 Other: +2	 37LL
7	2		2				3		2	8	

Enter on turn 3 on the west edge.



3

Elements of Company K and the Regimental Special Weapons Company enter on turn 7 on the west edge.:



2

VICTORY CONDITIONS: The Japanese must exit 24 VP's off of the west edge of board 19, and control 19T4 at game's end.

SPECIAL RULES:

1. EC are Moderate with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). Brush is still Brush. No roads exist; treat as open ground.

2. Only hexrows A-P on boards 4 and 18, and R-GG on boards 2 and 19 are playable. Place the following overlays:

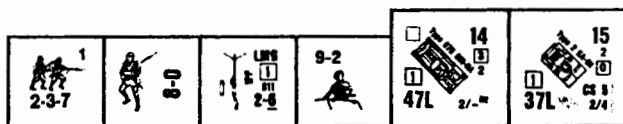
Wd4 - 406/P6 G5 - 19AA8/Z8 B3 - 19EE9/DD8 G4 - 19T7/S8 O4 - 19V3/U4.
Place a Stone Rubble counter in 19T4.

3. Night Rules (E1) are in effect. The Initial Base NVR is 6 hexes. The Marine player is the Scenario Defender; the Japanese player is the Scenario Attacker. The Japanese player receives Cloaking counters equal to the number of squads/equivalents entering on turn 3; the turn 1 Riders are not included in this total and no Cloaking counters are received for them. The Majority Squad Type of both sides is Normal. Note, however, that AFVs at night are always Lax. (continued on page 10.)

● Japanese move 1st.	1	2	3	4	5	6	7	8	9	10	11
☆ Marines set up 1st.											



Elements of the 136th Infantry Regiment, 43rd Division and the 9th Tank Regiment [ELR: 3] enter on turn 1 on the east edge of board 2. All infantry must enter as Riders, with no more than one MMC per AFV. {SAN: 2}



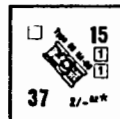
9

2

6

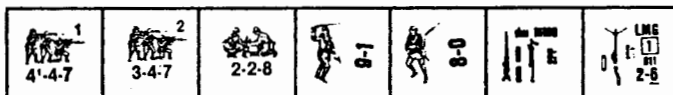
3

Enter on turn 2 on the east edge of board 2.



9

Enter on turn 3 on the east edge of board 2.



4

13

2

2

2

3

SSRS (continued from page 9.)

4. Any Straying Japanese AFV/Platoon that would have to enter a Bog hex as its next hex, or any Radioless AFV that fails its Non-Platoon movement TC must immediately Stop, become CE, and remain CE for the entire player turn. They may not BU in the Advance Phase of that player turn.

"Night Of The Kitchen Sinks" is an ASL adaptation of "Reach The Beach" by Bill Wilder. This adaptation is present here merely for the playing enjoyment of our readers and should not be in any way considered as an infringement upon the copyright of the original designer/publisher.

Scenario adaptation by Vince Lewonski.
Playtesters: W. Harrar, B. Hewitt, and J. Thompson.

Night (continued from page 9)

ill-fated night attack on the 15th, which cost them 700 casualties, but did not gain any ground. No progress was made by the Marines on the 16th, as the day was spent mopping up the remnants of the night action. Undeterred, Lt. General Yoshitsuga Saito ordered another night attack for the night of the 16th/17th. The

objective was the remains of the Saipan radio station, a quarter mile behind Marine lines. The 9th Tank Regiment, personally led by its commander, Colonel Goto, rolled down out of the hills in two waves, with infantrymen clinging to the sides of the tanks of the first wave. At the sound of the approaching tanks, derisively referred to as "kitchen sinks" by the Marines, Lt. Colonel Jones ordered a medium tank company to stand by. At 0330, starshells illuminated the first tank as it rounded a corner of the ridge. It signaled the beginning of the first large night tank attack of the Pacific war.

AFTERMATH: A cacophony of sight and sound greeted the tanks, as starshells, tracers, and anti-tank fire lit up the night. The Marines let the tanks roll over them, then hit them with bazookas, satchel charges and grenades. The burning tanks would illuminate others, and they too were hit. The Japanese tankers exhibited bizarre behavior. Occasionally, a tank would stop and the crew would jump out, sing songs, and wave swords. A bugle would be blown, and the crew would jump back in. Then a bazookaman would blow the tank apart. When the infantry following the tanks came up, they found themselves without the tank support that they had been counting on, and were cut down by the company's machine guns. Toward daybreak, (continued on last page)

DREADNOUGHT (continued from p.11)
AFTERMATH: The lead gun was only 600 yards away from the KV-2 when it began firing and soon it was joined by the others. The KV-2 was not in the least disturbed by a direct hit, nor by the six other rounds that struck in quick succession. It destroyed the first gun with a direct hit, followed by several more rounds that damaged the other guns. In the meantime an 88mm Flak gun from Flak. Abt. 298 was carefully pulled out of its emplacement near Raseynia and camouflaged with branches. The Sdkfz 7 towing it moved carefully behind the wrecked trucks for concealment. Spotting the activity of the crew hastily unlimbering the gun, the tank promptly destroyed it and its tractor with two direct hits at 900 metres. The road remained closed for another day.
 Scenario design by Michael F. Telson.

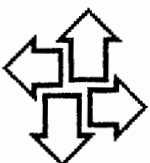
NIGHT (continued from page 10)
 Marine halftracks with 75mm guns arrived. With its first shell, one set a Japanese tank on fire. The halftracks then roamed around, finishing off the cripples and stragglers. Finally, the remainder turned and fled back into the hills. Of the 41 tanks which had begun the battle, only 12 were left by morning. Colonel Goto's was not among them. The unsuccessful attack had even failed to delay the Marine advance. At 0735, the 6th Marines jumped off to begin their assault on Mt. Tapotchau as scheduled. General Watson was quoted as saying, "I don't think we have to fear Jap tanks any more on Saipan. We've got their number." **Ω**

DISCLAIMER: The inclusion of the ASL version of the original scenario "Reach The Beach" is not meant to be an infringement on the original copyright of the author or publisher but is presented here merely for the enlightenment and entertainment of our readers.

ON ALL FRONTS

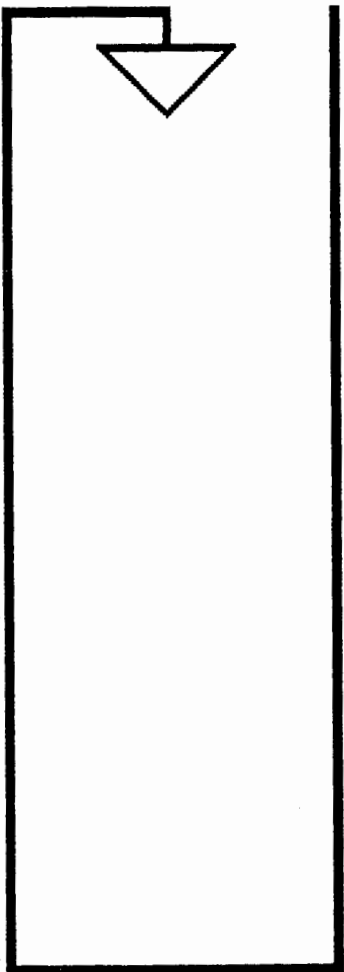
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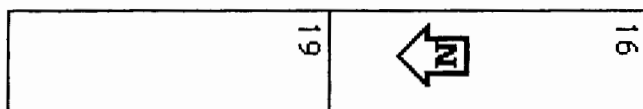
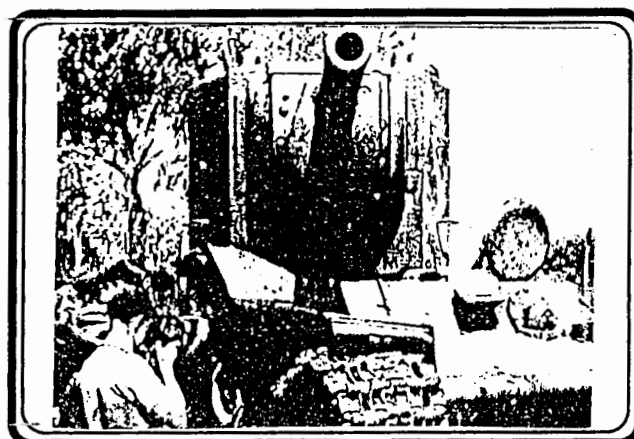
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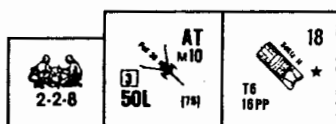
1992 Scenario Design Contest

THE DREADNOUGHT (Solitaire Scenario)

Rasyeinyia, Lithuania, 24 June, 1941: The Soviet 2nd Tank Division reached an area north of Rasyeinyia across the Dubissa River. Already the 6th Panzer Division had taken two bridgeheads across the river and action was needed. Gen. Solyolyankin sent a force to **(continued below)**

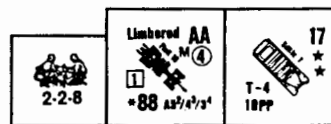


PAK 38 battery of Pz. Jg. Abt. 41 enters limbered through the south end of board 16 on turn 1. [ELR: 3] {SAN: 0}



4 4 4

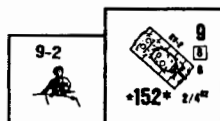
Elements of Flak. Abt. 298 enters limbered through the south end of board 16 on turn 5.



4



Elements of the 2nd Tank Division [ELR: 3] {SAN: 0} placed in hex 19W6 facing south (5-6) and CE. See SSR 3.



Editor's Note: Also see the solitaire scenario in issue #104 on page 9.
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VICTORY CONDITIONS: To win, the German player must destroy the KV-2.

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- All woods are orchards. Hedges, walls and grainfields DO NOT exist.
- The Russian tank does not move but will fire during the applicable PFPh and DFPh following these guidelines:
Primarily-Greatest threat:

- Gun, limbered or not, with the greatest bore size. Secondly -
- Nearest gun with a good order crew.

recapture a bridgehead. They were successful and a KV-2 and some infantry were sent past the German positions to sever the road connection north of the town. A relief column of 12 trucks went forth to the embattled bridgeheads only to be blown apart by this single tank. The next morning, Pz.Jg.Abt. 41 sent a battery of brand new Pak 38 50mm AT guns (only 15 belonged to the entire division) to deal with this threat. **(Continued on last page.)**

Germans move first.	1	2	3	4	5	6	7	8	9	10
Russians set up first.										

ON ALL FRONTS

RS3: ENTER THE DRAGON

The Central Railway Station, 14 September 1942:

(continued on last page)

MAP: Only hexrows A-K w/coordinates ≤ 13 are in play.

BALANCE:

G1 - Exchange six 4-5-8s for six 6-2-8s.

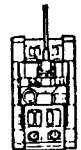
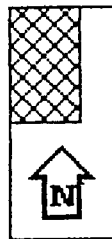
G2 - G1 and exchange HMG for .50cal HMG.

G3 - G2 and add a FT to storm group OB.

R1 - German may exchange 8-1 for 10-2.

R2 - R1 and add FT to reinforcement groupe #3.

R3 - R2 and exchange 50L AT for 75* INF.



Elements of Infanterie Regiment 194 [ELR: 3] set up in rows G-I in hexes with a coordinate # ≤ 12 with at least 1 squad/equiv per multi-hex building {SAN: 2}:

 1 4'-6-7	 2 4-4-7	 1 2-4-7	 2 2-3-7	 2-2-8	 8-1	 7-0	 HMG 7-16	 LMG 3-8	 MTR 50* [2-13]	 Phone 11	 AT 50L 175
2	5	2						2	2		

Reserves from Infanterie Regiment 194, Pionier Battalion 171 and StuG Abteilung 244 enter on/after turn 3 (see SSR #4)

groupe #1

				
4'-6-7	7-0	3-8	3-8	75L -1-12*
3				

groupe #2

			
4'-6-7	7-0	3-8	75L -1-12*
3		2	

groupe #1

				
8'-3-8	7-0	3-8	30-1	75*
2				

groupe #2

			
4-4-7	7-0	3-8	
3			



Storm group of 1st Coy, 1st Bn, 42nd Guards Rgt. [ELR: 3] enter turn 1 along east edge and/or south edge on/east of row "D" {SAN: 4}:

					
6-2-8	4-5-8	8-2	8-1	2-8	30-1
3	6			3	3

Reserve group of 1st Company enter turn 2 along the east edge and/or south edge on/east of row "D":

				
6-2-8	4-5-8	8-1	4-10	24-1
2				

Reinforcements from the 1st Bn, 42nd Guards Regiment enter at the beginning of any turn in which the Russian controls ≥ 6 hexes of building I7 or automatically on turn 5, anywhere along the east edge:

						
4-5-8	2-2-8	8-1	6-12	1-12	4-4	82* [3-78]
2	3			2		

VICTORY CONDITIONS: The Russian wins at game's end by controlling all non-rooftop locations of building I7 (all locations are

German controlled at start).

Special Rules on next page.

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ON ALL
FRONTS
February
1994
Page 9

★ Russians set up first	★ 1	★ 2	★ 3	★ 4	★ 5	★ 6	7	8
✚ Germans move first								

The Central Railway Station,
14 September 1942: Just after nightfall the men of Rodimstev's 13th Guards Division began ferrying across the Volga to reinforce the 62nd Army in the downtown area. Led by Yelin's 42nd Regiment the guardsmen splashed ashore, heavily armed with mortars, machine guns and anti-tank weapons, their artillery having been left on the east bank to provide fire support from their safer positions. Near the Army H.Q. General Chuikov spotted a young Lieutenant and asked him where his men were; the officer was Lt. Anton Dragan, commander of the 1st Company, 1st Battalion. Chuikov ordered him to take his men and "clear out the main railway station..." Dragan gathered his company, and heavily laden with grenades and machine guns they disappeared into the darkness.

AFTERMATH: As the guardsmen approached the station they found the remnants of Khopko's tank brigade near the crossing, a dozen men still clustered around their disabled T-34. They then moved to surround the station buildings, held by German units which had suffered badly in the day's fighting and moved in for hand-to-hand. The Germans broke and fled into the night, but soon afterwards Dragan's company was subjected to counterattacks from three different directions, all of which were repelled. This was merely the first chapter in what was to become some of the bloodiest fighting in all of Stalingrad. Ω

SPECIAL RULES:

1. EC are Dry: no wind. Weather is clear. Red Barricades rules (back of scenario RB5) and Railway Station rules are in effect [EXC; Russian units must pass a NTC to enter a sewer]. Kindling and Tunnels are N/A.

2. Night rules are in effect; base NVR is 4 hexes with 1/2 moon. The German is scenario defender and Lax; the Russian is scenario attacker and Stealthy.

3. Red Barricades rule CG11.0 [O11.4] is in effect. The Russian has Booby Trap capability level "A" and MOL capability.

4. Beginning turn 3 the German reinforcements may arrive, 1 gruppe per turn during set up, the German secretly records the turn of entry for each gruppe; the entry area is determined by a random dr as follows:
dr=1,2 enter ≤ 2 hexes from C1;
dr=3,4 enter ≤ 2 hexes from A6;
dr=5,6 enter ≤ 2 hexes from C13.
All reinforcements have complete freedom of movement.

ON ALL FRONTS

RS4: THE NAIL FACTORY

The Central Railway Station, 21 September 1942: (continued on last page)

MAP: Only hexrows I-P w/coordinates ≥ 12 are in play. Use mapsheet from issue #103.

BALANCE:

- R1 - Russian suffers from ammo shortage.
- R2 - R1 and German may fortify 1 location.
- R3 - R2 and German has a SAN:5.
- G1 - Russian may HIP 1 additional squad (& SMC/SW).
- G2 - G1 and add 3 A-T mine factors to Russian OB.
- G3 - G2 and exchange 1 MOL-P for 1 45LLAT.



Remnants of the 1st Battalion, 42nd Guards Regiment [ELR: 3] set up within three hexes of hex P16 (see SSR #2) {SAN: 6}



 6-2-8	 4-5-8	 4-4-7	 2-2-8	 9-2	 8-1	 8-0	 MMG 5-3 8-16	 MMG 5-3 4-10	 LMG 5-3 2-8	 AT 1-12	 MOL-P 4-4								
4	5	4	2		2				2	2	2								
<table><tr><td> ? 7 morale</td><td> Minefield</td><td> AT Mines</td><td> Roadblock</td></tr><tr><td>20</td><td>24</td><td>6</td><td></td></tr></table>												 ? 7 morale	 Minefield	 AT Mines	 Roadblock	20	24	6	
 ? 7 morale	 Minefield	 AT Mines	 Roadblock																
20	24	6																	

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Assault Kompanie of Infanterie Division 7 [ELR: 4] set up ≥ 4 hexes from hex P16 (see SSR #3) {SAN: 3}



										
4-6-7	2-4-7	2-2-8	9-1	8-1	8-0	MMG 5-3 7-16	MMG 5-3 5-12	LMG 5-3 3-8	DC 30-1	INF 150*
11	4				2	2	2	3	2	



Elements of "Kampfgruppe Edelsheim" (Pz Div. 24) enter turn 1 ≤ 2 hexes from M12 and/or M22 (AFVs w/1/2 MPs (FRU) remaining.

Elements of Pz. Rgt. 24 enter turn 2 from hexes I18 to I22 w/ 1/2 MPs (FRU) remaining.

					
8-3-8	8-0	8-0	DC 30-1	FT 24-1	14 75*
5			3	2	2

		
9-1	50L 13 3/5	14 75* 3/5
	2	

Elements of "Kampfgruppe Edelsheim" (Panzer Div. 24) enter on turn 3 on/between I18-I22 (AFVs w/1/2 MPS (FRU) remaining.

									
5-4-8	4-6-8	8-2	8-0	LMG 5-3 3-8	DC 30-1	33 20L(6) -75	16 15PP AAMG -7-73	16 SF24 -7-73	
2	6			2	2		2		

★ Russians set up first

✚ Germans move first

1	2	3	4	5
---	---	---	---	---

Victory Conditions and Special Rules are on page 10.
Page 11 February 1994

The Central Railway Station, 21 September 1942: Since the 18th the remnants of the 1st Battalion had been holding on to several well fortified buildings just off the station square, dubbed the "Nail Factory" by the guardsmen due to the large stores of nails they found there. This was a strong position from which they were able to control several of the key intersections leading to the main ferry landing. This fact was not lost on the Germans as they had been repeatedly trying to take the "Nail Factory", with the bitter close quarter fighting failing to dislodge the fanatic defenders. The 20th was relatively quiet and Lt. Dragan was informed by a civilian of a massive German buildup that was taking place. Joined by the remnants of Lt. Koleganov's and Lt. Azvodun's companies, Dragan ordered fortifications prepared, dispatched teams of volunteer tommy gunners to operate behind German lines, and formed detachments of men armed with anti-tank rifles and molotov cocktails to combat tanks. The storm finally broke on the 21st, preceded by the usual artillery bombardment.

AFTERMATH: The guardsmen exacted a fearful toll as the Germans pounded away furiously at the "Nail Factory". Many panzers fell victim to molotov and anti-tank rifle attacks, while artillery and machine gun nests were disrupted by the tommy gun detachments. Nonetheless the assault began to thin the ranks of the stout defenders, and the Germans finally broke through to the Volga after annihilating the 1st Battalion H.Q. in Red Square. This put the Germans behind the "Nail Factory" position and forced Lt. Dragan to order a withdrawal towards the river. They took up their last position guarding an intersection which they defended fiercely until the building was razed by panzers firing point blank. After nightfall Lt. Dragan and five other soldiers, all that remained of the battalion, crept out of the rubble and escaped across the Volga.

VICTORY CONDITIONS: The German wins at the end of any game turn by controlling ≥ 18 (or all whichever is less) stone locations in the Russian setup area, providing he has not lost ≥ 50 CVP.

SPECIAL RULES:

1. EC are Dry: no wind. Red Barricades rules (back of scenario RB5) and Railway Station rules are in effect (EXC: Russian units must pass a NTC to enter a sewer). Factories I14 and L12 are gutted. Kindling and Tunnels are N/A.

2. Russians are Fanatic; have BTC level "A"; have MOL capability; may use HIP for ≤ 2 squads/equivalent (and SMC/SW with them) and may fortify ≤ 12 building locations. A-P mines may not be exchanged for A-T mines (or vice-versa).

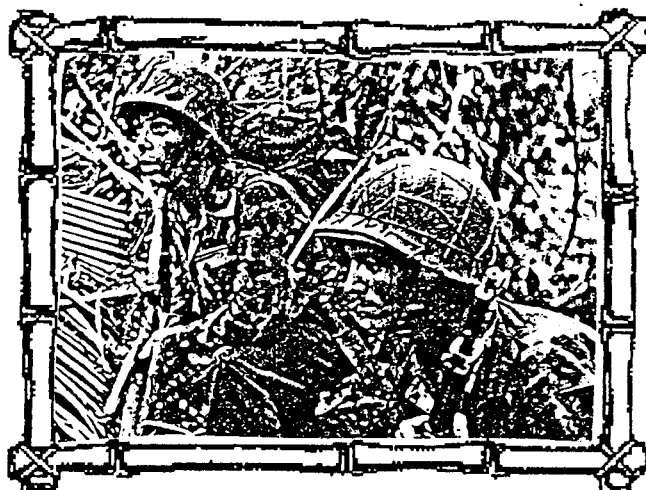
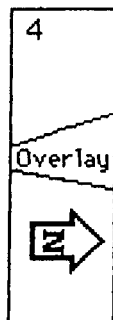
3. The German must set up so there is ≥ 1 squad/equivalent in/or adjacent to every hex of the German perimeter (which is defined as P12-L14-L18-P20).

4. After setup but prior to play, hexes numbered 14 to 19 in rows N-P will undergo a bombardment. To determine immune hexes use six cards #1-6; draw 3 cards per hexrow and add 13 to each card for the result; reshuffle and repeat process for each hexrow. Resolve bombardment per C1.82 [EXC: the bombardment is resolved as a 3MC vs. personnel (instead of a 2MC) and the roadblock has a morale of 11 for bombardment purposes].

ON ALL FRONTS

TAKE HENDERSON FIELD

August 21, 1942, the Ilu (mistakenly thought to be the Tenaru) River, near Henderson Field, Guadalcanal. The first major Japanese offensive to retake the island was designated as Operation KA. Commander Ichiki had carefully assembled his men in the jungle facing the American positions. After a short artillery and machine gun barrage, the Japanese fiercely charged across the sandbar at the mouth of the river.



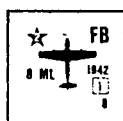
Elements of the 2nd Battalion, 1st Marine Regiment set up on any hex west of the river.
[ELR: 5] {SAN: 3}



 5-5-8	 4-5-8	 2-4-8	 2-2-8	 9-2	 8-1	 8-0	 HMG 5-3 8-10	 HMG 5-2 4-10	 MTR 5-3 60-13-45	 AT M12 37LL	 MPH/MPH dr = MP CC: +1/-1
4	9	4	2	2	2	2	2	2	2	2	3

Enter on turn 3 on hex A5 or A6:

 9-1	 37LL M12
2	18



See SSR #4

This scenario was originally designed and published by William Wilder. ASL Adaptation by Paul Kastor. Playtested by Bryon Kaster, Ted Bleck, Alan Freedman, Javon Garret and Alan Bills.

Elements of the Ichiki Attack Force set up east of the river: [ELR: 4] {SAN: 4}



 4-4-7	 3-4-7	 2-2-8	 8-1	 8-0	 HMG 5-3 8-14	 HMG 5-2 4-11	 LMG 5-1 2-8	 Radio 5-8	 MTR 5-2 50-13-45	 INF M10 75*
12	10	8	3	6	2	4	2	2	2	2

Enter on turn 2, along the east edge of board 4.

 4-4-7	 3-4-7	 2-2-8	 10-2	 9-1	 LMG 5-1 2-8	 ATR 20L 1-12
4	6	2	3	2	3	2

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VICTORY CONDITIONS: The Japanese win immediately if they have ≥ 12 points of Good Order Infantry on the west side of the river and there are no Good Order U.S. Infantry in hexes M1-M3 and N3-N7.

SPECIAL RULES: See page 8.

AFTERMATH: The attackers were slaughtered as they attempted to cross the river. Machine gun and rifle fire mowed them down. Fighters from Henderson Field mercilessly strafed them. It was a severe defeat for the Japanese.

Ichiki, in despair, burned his regimental colors and committed "hari kari"

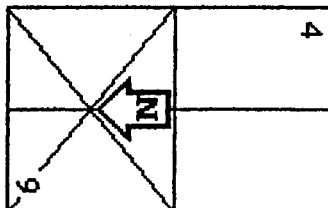
● Japanese move 1st.	1	2	3	4	5	6
☆ Marines set up 1st.						

ON ALL FRONTS

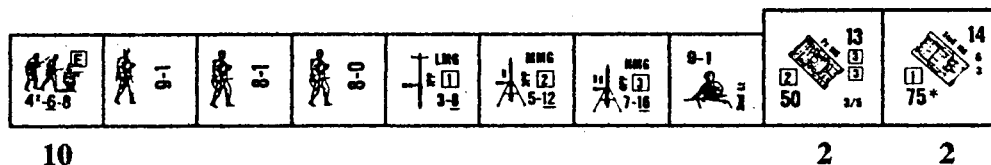
DEATH IN THE AFTERNOON

October 13, 1941. Smolensk-Moscow Highway.

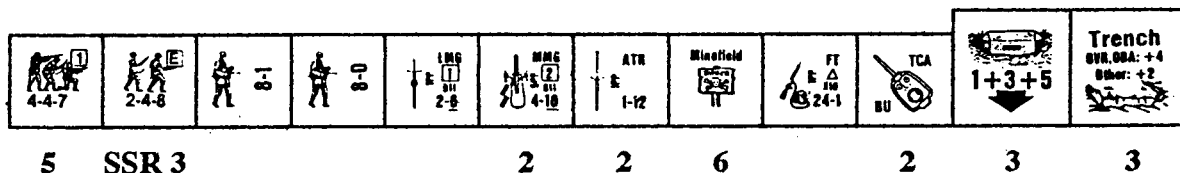
Russian defensive positions near Yelnya. Das Reich moved inexorably eastward on a broad front toward Moscow. Contact was soon made with Soviet units in a defensive position near Yelnya.



Elements of the "Der Führer" Regt., Das Reich Mot. Div., with attached units of the 10th Pz Div. set up on board 6 (whole hex). [ELR: 4] {SAN: 2}



Elements of the 2nd Battalion, 17th Rifle Regiment set up on any hex ≥ 4 on board 4. 2 MMCs with SWs may set up HIP. [ELR: 2] {SAN: 4}



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VICTORY CONDITIONS: To win, the German player must control all 3 bunkers/pillboxes by game's end or inflict >14 CVP.

SPECIAL RULES:

1. ECs are Moderate with no wind at the start.
2. German player may start the game with the HMG and MMG, DM.
3. The 2-4-8 may operate the FT without penalty.
4. **TERRAIN:** All Grain hexes are Brush.
5. Armored Cupolas (D9.5) represent (one each)

dug-in BT 7 M37 and T34 M41 tanks. Keep a side record. Only hexrows A-P on board 4 and R-GG on board 6 are in play.

6. SS morale: See Footnote 31 on page A43.

Note: CVP-Casualty Victory Points A26.21.

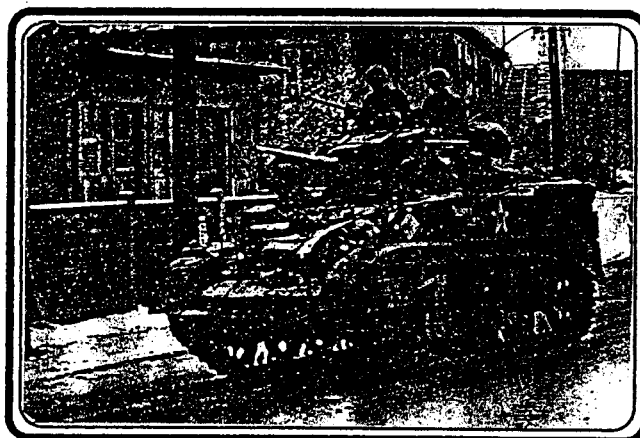
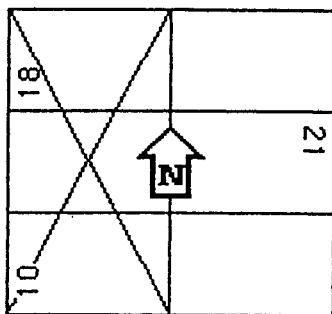
AFTERMATH: The Russian defenders, troops from Captain Romanov's 2nd Battalion, soon began scoring hits on the Panzers. Then, in turn, repulsed the SS Infantry. Only when outflanked on the next day would their position become untenable.

✚ Germans move first.	1	2	3	4	5
★ Russians set up first.					

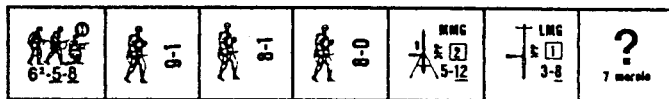
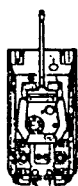
ON ALL FRONTS

BITING BEECK

Beeck, Germany,
November 30, 1944:
With the Siegfried Line
breached and the Allies
on German soil, the
German high command
was desperately trying to
find enough troops to
hold the line. The 10th
SS Panzer Division,
"Frunderburg", (continued)



Elements of the 22nd SS Panzer Grenadier Regiment, 10th SS Panzer Division set up outside the American set up area. [ELR: 3] {SAN: 5}



9

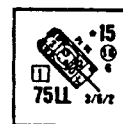
2

2

4

18

Enter on 18R8
on turn 6.



3



Elements of Co. B, 1st Bn, 335th Inf. Rgt., 84th Inf. Div. and elements of the 744th Light Tank Bn. set up south of the road running from 10R5-10Y10: [ELR: 3] {SAN: 2}



3

10

2

2

3

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VICTORY CONDITIONS: The American wins if, at the end of any player turn, there are no Good Order German full squads with a LOS to and within normal range/SW range of any hex of the road running from 10Y10-10V6-10X5-10Y4-21I1-21H5 (entire circle)-21H8-21I10- 19R8.

SPECIAL RULES:

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

2. Only hexrows Q-P on board 21 and R-GG on boards 10 and 18 are playable. Place Wood Rubble counters in 10W2.

X1, BB0, CC1 and 21L2. No building contains a 2nd Level; treat these buildings as Ground Level only. Level 1 buildings exist normally.

3. Two M5A1s are Gyrostabilizer equipped. (D11.1)
4. SS do not have their morale underscored, and will suffer Unit Replacement normally. (A19.132).
5. Treat all Grain depictions as Soft Ground. (D8.21)

Credits: Scenario design by V. Lewonski.
Playtested by W. Harrar, L. Hedrick, B. Hewitt, and J. Thompson.

☆ U.S. moves first.	1	2	3	4	5	6	7	8	9	10
☆ U.S. sets up first.										

BITING BEECK (continued from page 10) had taken heavy losses in the Arnhem fighting and had been pulled out of Holland for rest and reorganization. But the pressing demand of the front took precedence, and their only rest was the week it took the Americans to prepare the next assault. It fell on the Geilenkirchen area. Beeck was one of the nearby villages, and several attempts to capture it had failed. Finally, on November 29th, a company from the 84th Infantry Division had managed to occupy the southwest edge of town. As it was dark and the company was receiving a great deal of small arms fire, no attempt was made to clear the rest of the town. On the morning of the 30th, Co. B, with four light tanks for support, was to jump off from their toehold and take the western half of the village. Co. A would attack from the east.

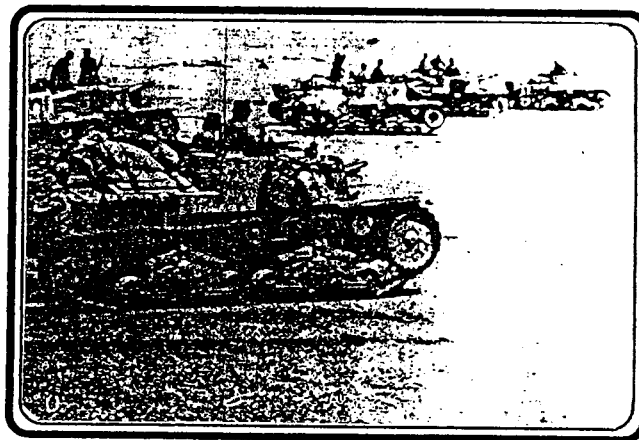
AFTERMATH: The SS had had all night to deploy machine guns and snipers to fend off the anticipated assault. Co. B's progress was slow. Meanwhile, heavy concentrations of artillery and mortar fire kept Co. A outside of town for the whole day. Co. B had advanced 250 yards by noon, then halted to regroup. Suddenly two Panthers drove into town on the road from Würm. The first knocked out a light tank, but was then damaged by bazooka fire and withdrew. The second moved up with fifteen or twenty supporting SS troopers. Another light tank was hit, but the Panther was disabled and the infantry were driven back. This broke the back of the German resistance, and when the company finally resumed its advance, only light resistance was encountered. By 1800, the G.I.s had dug in on the high ground outside Beeck. Co. A finally filtered into town after dark, and a cavalry troop reinforced the group the following day. Beeck was firmly held. Q

ON ALL FRONTS

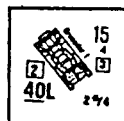
NONE CAME BACK

November 23, 1941: Five miles south of Sidi Rezegh. During Operation Crusader, the British 7th Armored Brigade was severely mauled by the German 21st Panzer Division. As the ten surviving Crusaders retreated, they were attacked by Italian tanks.

27

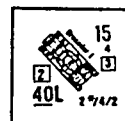


Remnants of the 7th Armored Brigade set up between hexrows S and V. {SAN: 0}



5

Reinforcement group enters on turn 2 along the east edge.



5

Elements of Ariete "Ram" Armored Division enter on the west edge. {SAN: 0}



12

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VICTORY CONDITIONS: The British player wins if there is no mobile Italian AFV on the board at game's end. The Italians win otherwise or if they amass 30 DVP or more.

SPECIAL RULES:

1. EC are Clear and Dry. No Wind.
2. Late Afternoon Sun Blindness (F11.612) is in effect.
3. Boresighting is NA.

4. All units must enter on the indicated turn. Use Crusader IIs for extra Crusader Is.

5. Vehicle Dust occurs, all other dust is NA at scenario start.

AFTERMATH: The Italians drove into the fray while the British moved to meet them. All Italian tanks were knocked out with no British losses.

1993 Scenario Design Contest Entry.

Scenario design by Jeff Harris.

Playtesters: Doug Coulson and John Skillman.



Italians move first.



British set up first.

1

2

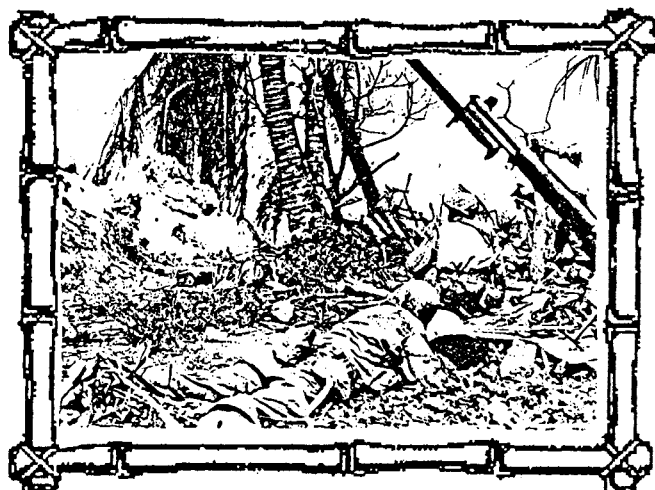
3

4

5

ON ALL FRONTS

ICHIKI'S FOLLY Guadalcanal, August 21, 1942: The first major Japanese attack against the American landing on the island was made by Colonel Kiyono Ichiki's crack 28th Infantry Regiment. If he failed to recapture Henderson Field, Ichiki was to set up a position nearby to harass the Marines and await reinforcements.
(continued on next page)



04 05	35
02	
	37



Elements of the 28th Infantry Regiment, 7th Infantry Division, "Ichiki Detachment" [ELR: 3] set up in whole Palm Tree hexes west of row Q on board 35: {SAN: 4}



 1 4-4-7	 2 2-2-8	 1-6	 0-6	 0-6	 2 4-11	 1 2-8	 2 50-1-10	?	 5 OVS, OVA: +4 Other: +2
16	2		2		2	4	2	18	10



Company A, 1st Bn, 1st Marines [ELR: 5] set up east of row Q on board 35: {SAN: 2}

 2 5-5-8	 2 4-5-8	 2 2-4-8	 1-6	 1-6	 0-8	 2 4-10	 2 60-13-45
2	7	2				2	2

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Company B, 1st Bn, 1st Marines set up west of row Q on board 37.

 2 5-5-8	 2 4-5-8	 2 2-4-8	 1-6	 0-8	 2 4-10	 2 60-13-45
2	7	2	2		2	2

Company B, 1st Marine Tank Bn enter on turn 4 on/between hexes 35GG5 and 35GG10:

 18 37LL 4/4/2
4

VICTORY CONDITIONS: The U.S. player wins by scoring ≥ 31 CVP while also outscoring the Japanese player by ≥ 10 CVP at game end.

SPECIAL RULES:

- EC are Moderate with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
- The Japanese player may use HIP for any two squads and all SMC/SW that stack with them.
- Place Overlays as follows:

O2 on 35BB4-CC5; O4 on 35AA7-BB7; and O5 on 35Z6-Z7.

- The Japanese are subject to Ammunition Shortage (A19/131).

AFTERMATH: The action was transformed into a hunt as each side stalked one another in the grove. A platoon of light tanks that could not accompany the battalion due to terrain instead crossed the sandbar at the mouth of Alligator Creek. Ordered simply to
(continued on next page)

 U.S. move first.	1	2	3	4	5	6	7
 Japanese set up first.							

On the night of August 20th, Ichiki launched repeated furious assaults against the prepared Marine defense at the mouth of Alligator Creek. His Banzai tactics failed to drive the Marines back and cost the Japanese dearly. Ichiki withdrew to a large coconut grove 200 yards to the east and, perhaps mindful of orders, chose to remain there at daybreak.

Lieutenant Lenard B.

Cresswell was ordered to take the initiative by maneuvering his reserve battalion inland to encircle and destroy Ichiki's entrenched position between Alligator Creek and the ocean.

AFTERMATH (cont.)

reconnoiter, the tank-platoon leader chose to engage the Japanese at point-blank range with canister and flushed out their positions for the Marines to mop up. One tank was wrecked by Japanese armed only with grenades and magnetic anti-tank mines. Groups of Japanese broke through the Marine's skirmish line in an attempt to escape but were annihilated. Realizing that his situation was hopeless, Ichiki burned his regimental colors and committed suicide. At least 777 Japanese died during the night attacks and the subsequent American encirclement.

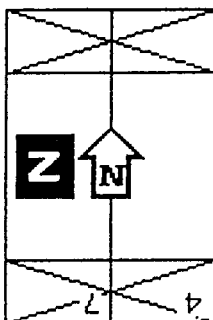
ON ALL FRONTS

SOLITAIRE SCENARIO

BON ACCUEIL

13 MAY 1940. Near Bazeilles, France. Guderian's 69th Pz Gd Regt., 10th Pz Div attempts to cross the Meuse River.

Only hexrows L-AA are in play.



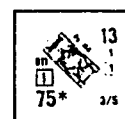
Elements of the 55th Division, LaFontaine, 10th Corps, French Second Army set up as per SSR #2. [ELR: 2] {SAN: 3}

 4-3-7	 1-2-7	 8-1	 8-0	 HMG B11 6-12	 MMG B11 4-11	 LMG B11 2-6	 1+3+5	 Foxhole 5 BVL OGA: +4 Other: +2	 Trench BVL OGA: +4 Other: +2
3	3			2	2		4		



Elements of the 69th Panzer Grenadier Regiment, 10th Pz. Div. set up as per SSR #3. [ELR: 3] {SAN: 2}

 4-6-8	 8-1	 8-0	 LMG B11 3-8	 DC B11 30-1	 M12 14PP
8	2	4	3	8	2



As per SSR #3

Note: 4-6-8s are Assault Engineers.

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VICTORY POINTS: To win, the French player must inflict 10 CVPts or more and not lose more than two pillboxes (no Good Order French units in or adjacent).

SPECIAL RULES:

1. EC are Moderate with no wind. The river is deep with a moderate current flowing to the south (B21.12). Place overlay Z, normally (or islands do not exist). Marsh hexes do not exist; treat as Brush. Only hexrows L-AA are in play.

2. Place French Pillboxes on board 7 as follows: L2 (L3/M3), P2 (P3/Q3 Note: The building at P2 does not exist), U2 (U3/V3) and on Z4 (Z5/Y5 Note: Z4 is not considered a Marsh

hex but Brush).

Place one crew with support weapon in each of the three Pillboxes. Place one 4-3-7 with MMG in the fourth. Then place the other Infantry units LMG, Foxhole and Trench adjacent to any Pillbox(es) of your choosing.

3. Make a DR on Table B to place each of the 8 rafts in the indicated hex. Occupants are determined when the raft is subject to an affect on the IFT or is beached (landed).

(continued on page 10)

 French move first.	1	2	3	4
 Germans-seeSSR #3.				

Table B. Raft Location

2 = AFV appears*	8 = V5
3 = O5	9 = T5
4 = N5	10 = S5
5 = Y5	11 = R5
6 = X5	12 = Q5
7 = W5	

Only one Raft per hex (re-roll if necessary).

* If you make a DR =2 then place a PZ IVA on hex 7Q10 and remove 2 rafts from the German OB. If your last DR is a "2" then use Random Selection to remove one raft.

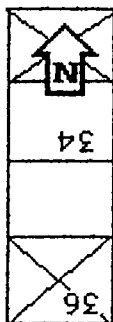
Table C. Raft Occupants. Roll one die for each and place the German Infantry units when the raft suffers an effect on the IFT or when it has landed (Beached). Each raft may have only one occupant.

dr 1	= 4-6-8 & DC
dr 2	= 4-6-8, 9-1, LMG & DC
dr 3	= 4-6-8 & LMG
dr 5	= 4-6-8
dr 6	= 4-6-8, 8-1, LMG & DC

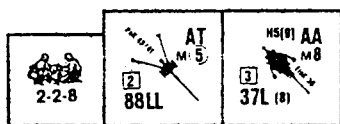
ON ALL FRONTS

THE GOLDEN LION'S FINAL SWIPE

Hill 536, The Ardennes, Belgium, December 19, 1944: The German attack in the Ardennes had taken the Americans by surprise, and whole units were wiped out or cut off. Two whole regiments of the green 106th Infantry Division, the "Golden Lions", had been trapped on the Schee Eifel. Pounded by artillery, running low on food and ammo, and with no relief force on the way, the men of the (continued on page 8)

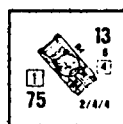


Elements of the 18th VG Division [ELR: 3] set up north of hexrow 36FF {SAN: 2}.



2

Enter on turn 2 on 34F6. See SSR 3.



Enter on turn 3 on the south edge.

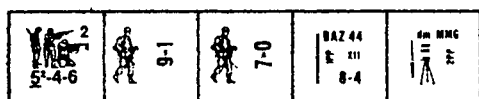


6

2



Elements of the 3rd Battalion, 423rd Infantry, 106th Infantry Division [ELR: 2] set up on road hexes from 36oDD5 - Z5, with two squads per hex {SAN: 2}.



12

2

2

2

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VICTORY CONDITIONS: The American must earn 24 VPs by game's end. VPs are earned for CVPs and for units exited off of the north edge (excluding prisoners). Prisoners/Captured Equipment do not count for double points.

SPECIAL RULES:

1. EC are Wet with no wind at start. Ground snow (E3.72) is in effect. Only hexrows W-GG on board 36 and A-F on board 34 are playable.

2. Place overlays as follows: 2- 36DD8/DD9 OG5 - 36EE7/FF6.

3. Germans have Winter camouflage (E3.712). The M4 is Captured Equipment (A21) and may not be fired on the player turn it enters. It will not suffer Recall due to disabled MA unless all MGs are malfunctioned/disabled.

4. Americans are Lax (A11.118). They are TI throughout German turn 1, and may not set up concealed.

☠ Germans move first.	1	☠	☠	4	5	6	7
☆ U.S. sets up first.		2	3				

106th were going to have to save themselves. But fatigue, casualties, unfamiliar terrain, and a lack of experience made them a less than ideal assault force. The orders of the 423rd Regiment called for the 3rd Battalion to move down the hill via a logging trail in column and assault Schoenberg. Captain Huyatt's company was in the lead, as they had suffered the fewest casualties and had a good supply of ammo. But the long, strung out column of tired, hungry soldiers was depending on luck and surprise. Before they even reached Schoenberg, they found out that they had neither, as a flak gun and an 88 opened up on them.

AFTERMATH: As the AA gun fired, the G.I.s lay on the road or in the ditch, trying to avoid the fusillade of shells above their heads. Suddenly Captain Huyatt heard tank tracks coming up the valley. "It's one of ours!" he shouted - just before it began firing HE shells at them. The German-manned tank drove past, then the sound of German voices coming from behind signalled further trouble. Huyatt and half of his remaining men charged back up the hill, firing from the hip, forcing the German infantry to withdraw. The exhausted men collapsed into their old foxholes at the top of the hill. When the next German attack came an hour later, they resisted a few minutes until their dwindling supply of ammo ran out, then surrendered. The other two companies withdrew and dug foxholes for the final stand. The best chance for a breakout had disappeared - and later the same day, so did the 106th Infantry Division, as they officially surrendered.

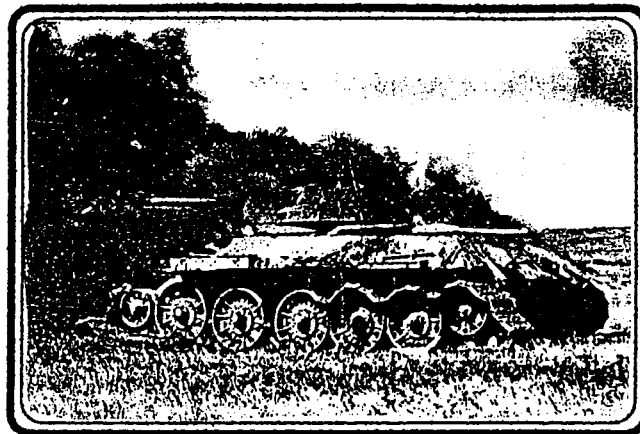
ON ALL FRONTS

SOLITAIRE SCENARIO

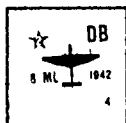
TANK BUSTER: Kursk

Kursk Salient. July 5, 1943 Hptm Rudel in a cannon-armed Ju87G, followed by the whole 1 Staffel loaded with bombs. attacked a Russian tank column. In the very first attack Rudel destroyed four Soviet tanks. By the end of the day his total was 12. Thus was born the first Ju87G tank busting Staffel.

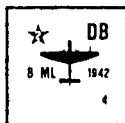
17



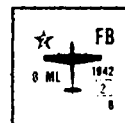
Elements of I Staffel: Enter as per SSR 3.



See SSR 4.
JU 87G



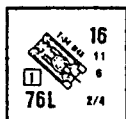
See SSR 4b.
JU 87



See SSR 4b.

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Elements of Russian tank column set up as per SSR 2. {SAN: 0}



6

VICTORY CONDITIONS: The German player wins if at the end of the game he has amassed ≥ 25 Casualty VPs. The German player loses the game automatically if any Stuka is shot down.

SPECIAL RULES:

1. EC are Clear and Dry.

2. Each game turn consists of the German player's DFPh. At the beginning of each turn 6 Russian AFVs are placed on board (BU & in Motion) as per Placement Chart A. Only 6 AFVs may be on the mapboard during any game turn. The random appearance is to simulate the movement of various elements of

the tank column.

CHART A

- dr 1 - set up on road hexes G7-B5.
- dr 2 - set up on road hexes T5-O5.
- dr 3 - set up on road hexes CC7-Y10.
- dr 4 - set up on road hexes CC4-Y1
- dr 5 - set up in orchard I5-E5. Two AFVs in E5 (All vehicles are Stopped and CE).
- dr 6 - Roll again.

Note: Wrecks are left on board and each subsequent force is minus the number of destroyed vehicles
(continued on page 8)

Scenario design by T. Treadaway.
Playtesting by Paul Kaster.

German moves first.	1	2	3
Russian sets up first.			

3. AIRCRAFT AVAILABILITY CHART.

Make a dr at the start of each game turn to select one aircraft.

dr 1 - JU 87G

dr 2 - FB with AT bombs (see 4b)

dr 3 - JU 87G

dr 4 - JU 87 w/AT bombs (see 4b)

dr 5 - FB with bombs

dr 6 - roll again

STRAFING AND POINT

ATTACKS (C7.401-.402) roll for

random direction using the hex

occupied by the middle (3rd)

Russian AFV and place on board

along that hex grain.

4. This represents a "Tank Buster" Stuka (JU 87G) with 37mm anti-tank guns mounted under its wings. It carries no bombs.

4a. There are two 37mm guns mounted so with each successful To Hit DR, two To Kill DRs are made. To Kill DRs are made on the C7.32 Table (APCR). The rate of fire is 3. Due to the excellent sights all disregard D3.9. Firer determines location. Attacking AFVs is done in the same manner as Strafing C7.401.

4b. The bombs carried are special "Tank Buster" armaments. A "Kill" is automatic if a successful To Hit DR is made. There are two bombs.

5. Only one aircraft is on board for each turn.

6. CE Status [EXC: dr 5 of Chart A]: At the start of **turn 1** make a dr for each Russian AFV. A dr of 1 or 6 grants CE status to that vehicle. At the start of **turn 2** make a dr for each Russian AFV that is BU. A dr of 1,4 or 6 grants CE status to that vehicle. During **turn 3** all vehicles are CE.

7. Optional AA vehicle.
Replace one T34/M43 with a SU 57(a).



ON ALL FRONTS

PLAYTEST SCENARIO



THE GRAIN ELEVATOR

September 18, 1942, Southern Stalingrad, Russia:

Mapsheet on next page.



Remnants of the 35th and 13th Guards Divisions set up east of any road(s). [ELR: 4] {SAN: 2}.

4-4-7	5-2-7	8-1	Hmg	Lmg	ATR
3	2				

Platoon from the 92nd Marines set up in a stack east of any road(s).

4-5-8	6-2-8	9-2	Lmg	DC
2				

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Elements of the 24th Pz. Div. set up in the "Y" of the road.

AL 9-1	Pz IV
-----------	-------

Elements of the Recon Bn., 24th Panzer Division enter turn 4 on south edge of board.

5-4-8	9-2	Lmg	PSW 223	PSW 222	PSW 221
3					

Elements of the 71st Infantry Division enter turn 6 on west edge of the board.

4-6-7	9-1	8-1	8-0	Hmg	Mmg	Lmg
-------	-----	-----	-----	-----	-----	-----

Credits: Map sheet and scenario design by William G. Locy.

VICTORY CONDITIONS: The German player wins by having at least one Good Order squad in the grain elevator by turn nine. The Russian player wins by avoiding these conditions but **MUST** destroy the Pz IV.

SPECIAL RULES:

1. EC are Dry with no wind at start.
2. The Grain Elevator and silos are considered level three buildings.
3. The number of stairwells equals the DrM for buildings. No # = normal DRM.

★ Russians set up first.				☠		☠			
★ Russians move first.	1	2	3	4	5	6	7	8	9

THE GRAIN ELEVATOR

September 18, 1942, Southern Stalingrad, Russia: The German Sixth Army entered Stalingrad at a higher cost than anticipated. Since September 13th they pounded away at the Russians who were defending their city street by street and block by block. The Russians made Stalingrad into a cauldron of fortresses and the Germans were learning the true meaning of street fighting.

One of those fortresses was the huge grain elevator in the southern part of the city. Its cement silos rose high above the plain making observation easy for the Soviet soldiers who occupied it. Since September 14th, a group of about 50 Russian troops had holed up in the corrugated metal sided tower and defied the guns of three German Divisions. Reinforced on the night of September 17th by the Soviet's 92nd Marines, the Russians fought on with renewed spirit. Lt. Andrei Khoysyanov and a platoon of marines smoked and joked as they joined their comrades in the elevator. German fire ricocheted and whistled through their fortress as they held off attack after attack. At one point a German tank pulled up under a white flag. Fascinated by this maneuver, the Russians allowed them to approach their position. An officer and interpreter cautiously asked for their surrender to the "Heroic German Army". The Russians promptly told them where to go and the marines blew up the tank.

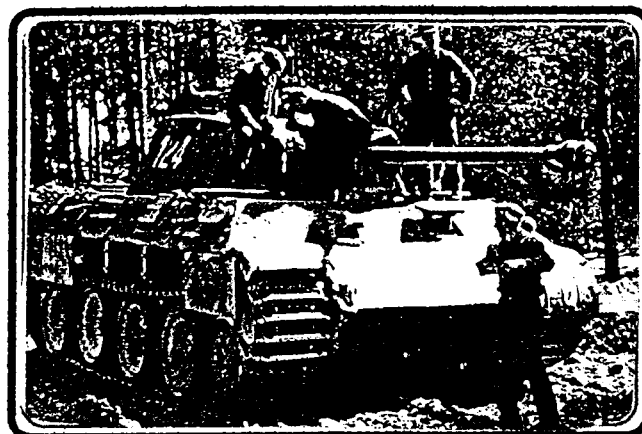
Scenario setting based on "Enemy At the Gates" by William Craig.

ON ALL FRONTS

PLAYTEST SCENARIO

HILL 920

West of Doblen, Russia, September 19, 1944: The Panthers of 1/Panzer Regiment 35 were taking part in the battles to re-establish contact with Army Group North. After the capture of Hill 920, the Panther commanded by Sergeant Christ developed a major oil leak. Consequently, when the rest of the unit moved off, there was nothing to do but wait for a tow back to the workshops. After a while, the rumble of (continued below)



Feldwebel Christ's Panther 1/35th Panzer Regiment, 4th Panzer Division and infantry support: Set up HIP south of row P on board 37. [ELR: 4] {SAN: 3}.

4-6-7	Lmg	AL 9-2	Pz VG
2			

Scenario design by David Bradbury



Elements of the 19th Tank Corps, 6th Guards Army:
Enter turn 1 along the north edge of board 37. {SAN: 0}

Reinforcements: Enter turn 3
along the north edge of bd 37.

T-43 76L
2

T-34 M43
7

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VICTORY CONDITIONS: The Russian player wins by earning ≥ 38 VPS by a combination of CVPs and Exit VPs. Only tanks exited off the south edge count towards VPs.

SPECIAL RULES:

1. EC are dry with no wind at start.
2. Place overlay I from (G1), as follows: IX8 on 27N6; IT7 on 37O10; IV4 on 37K10 and IX4 on 37J8.
3. The German tank may set up Hull down.
4. The German tank has only 8 MP per turn. This represents the oil leak.
5. The German squads may deploy automatically.
6. Use C13.311 for PF usage.

tanks could be heard and Christ, knowing that no German tanks remained in the area, decided to investigate. Some Panzergrenadiers told him they had seen some Russian tanks. Sergeant Christ confirmed this and nursed his tank into firing position.

AFTERMATH: Sergeant Christ and his crew engaged the Russians. After setting two T-43s ablaze, some T-34s appeared. The battle was furious and when the smoke cleared seven Russian tanks lay smoldering on the battlefield. Christ and his men received their reward that evening with a tow to the workshops and some much needed rest. It had been a busier day than usual.

★ Russian moves first.	1	2	3	4	5	
✠ German sets up first.						

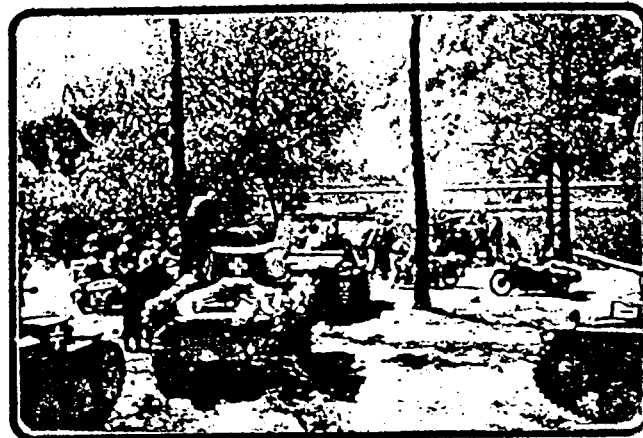
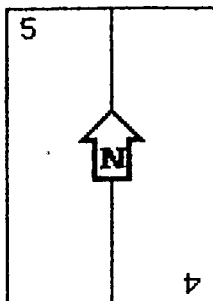
SUGGESTIONS:

1. Add 1 turn.
2. Reinforcements enter on turn 2.

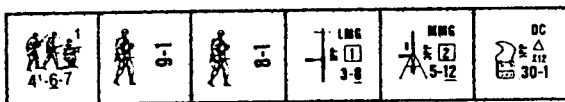
ON ALL FRONTS

WINDS OF WAR '90

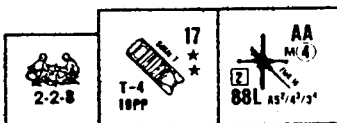
Tournament Scenario
WALTZING MATILDA
 Arras, France, May 20, 1940:
 Led by the seemingly impregnable A12 Matilda tanks, the British offensive against Rommel's strung-out spearheads was beginning to crest against a piecemeal defense by the Germans.



Elements of 7th Panzer Division [ELR: 3] set up on/south of hexrow Q:{SAN: 3}.



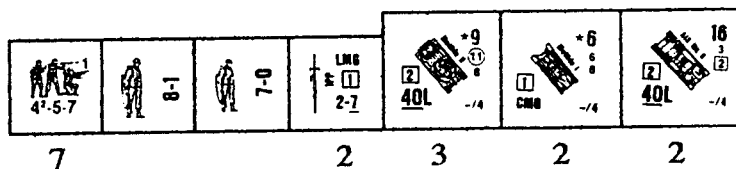
Enter turn 1 on the south edge.



in tow.

Scenario design by Ray Woloszyn

Elements of 4th Royal Tank Regiment and Durham Light Rifle Regiment [ELR: 3] enter on turn 1 on the north edge: {SAN: 2}



Balance: Remove German 9-2 Leader.
 Balance: SSR #3 is NA.

VICTORY CONDITIONS: The British win immediately upon exiting three AFVs with functioning MA off the south edge of the mapboard.

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. All buildings are of stone construction.
3. British AFVs are exempt from Radioless AFV penalties (D14).

AFTERMATH: The Germans, desperate to stop the British advance, were able to do so by deploying the legendary 88s (some of which were personally directed by Rommel himself) of nearby Flak units. Nonetheless, many Germans had suffered their first case of terminal "Matilda-itis".

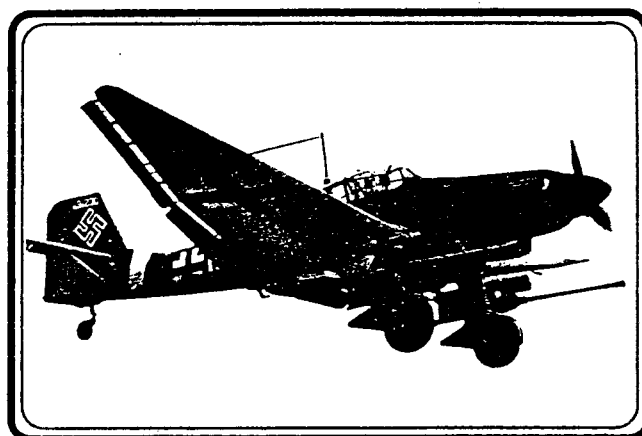
Disclaimer: This scenario was based on the ASL scenario 'M' "First Crisis of Army Group North". Its presentation here is merely for the enjoyment of our readers and is not meant, in any way, to be an infringement on the copyright of the original designer or publisher.

	British move first.			2	3	4	5	6	7
	Germans sets up first.	1							

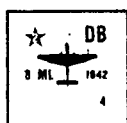
ON ALL FRONTS

SOLITAIRE SCENARIO

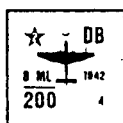
REVISED TANK BUSTER: Kursk
Kursk Salient. July 5, 1943. Hptm Rudel
in a cannon-armed Ju87G, followed by
the whole 1 Staffel loaded with bombs
attacked a Russian tank column. In the
very first attack Rudel destroyed four
Soviet tanks. By the end of the day his
total was 12. Thus was born the first
Ju87G tank-busting Staffel.
See letters on page 5.



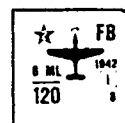
Elements of 1 Staffel: Enter as per SSR 3.



See SSR 4.
JU 87G



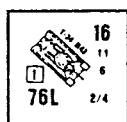
See SSR 3.
JU 87



See SSR 3.

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Elements of Russian tank column set up as per SSR 2. {SAN: 0}



6

Scenario development and playtesting
by Paul Kaster. Scenario design by T.
Treadaway

VICTORY CONDITIONS: The German player wins if at the
end of the game he has amassed ≥ 20 Casualty VPs more than
the Russian Player.

SPECIAL RULES:

1. EC are Clear and Dry.

2. Each game turn consists of the German player's DFPh only.
At the beginning of each turn Russian AFVs are placed on
board (BU, in Motion) and in Convoy (E11.) as per Placement
Chart A. Only 6 Mobile AFVs may be on the mapboard during
any game turn. Immobilized tanks or Wrecks from prior turns
remain in their hexes. The random appearance is to simulate the

movement of various elements of the
tank column.

CHART A

dr 1 - set up on road hexes G7-B5.
dr 2 - set up on road hexes T5-O5.
dr 3 - set up on road hexes CC7-Y10.
dr 4 - set up on road hexes CC4-Y1
dr 5 - set up in orchard I5-E5. Two
AFVs in E5 (All vehicles are Stopped
and CE).
dr 6 - Optional AA vehicle.
Replace one T34/M43 with a ZU 37.

	German moves first.	1	2	3
	Russian sets up first.			

(continued on last page)

3. AIRCRAFT AVAILABILITY CHART.

Make a dr at the start of each game turn to select one aircraft. Only one aircraft is on board each turn.

- dr 1 - JU 87G
- dr 2 - JU 87 with bombs
- dr 3 - JU 87G
- dr 4 - JU 87 bombs
- dr 5 - FB with bombs
- dr 6 - roll again

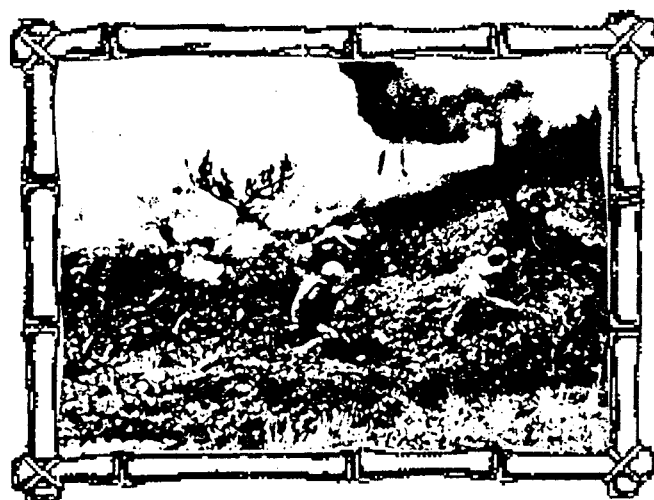
4. This represents a "Tank Buster" Stuka (JU 87G) with two 37mm anti-tank guns mounted under its wings. It carries no bombs but qualifies for multiple Hits (C3.8) on each successful To Hit DR. To Kill DRs are made on the C7.32 Table 37L (APCR). Attacking AFVs is done in the same manner as Strafing E7.401 and E7.41.

5. CE Status [EXC: dr 5 of Chart A]: At the start of **turn 1** make a dr for each Russian AFV. A dr of 1 or 6 grants CE status to that vehicle. At the start of **turn 2** make a dr for each Russian AFV that is BU. A dr of 1,4 or 6 grants CE status to that vehicle. During **turn 3** all vehicles are CE.

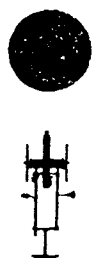
ON ALL FRONTS

THE MEAT GRINDER

March 1, 1945, Iwo Jima. Having secured the three airfields on the island, the Marines began to concentrate their efforts on the elimination of Japanese resistance. This would not be easy. One of the most difficult areas was Hill 382 with its maze of tunnels and bunkers. The only method of conquering this area was step-by-step battle with flamethrowers, demolition charges and bloody, hand-to-hand combat.



Elements of the 2nd Mixed Brigade, 108th Infantry Division set up on board 15
[ELR: 3 {SAN: 6},



 E 4-4-8	 1 4-4-7	 2 3-4-7	 2-2-8	 10-2	 8-0	 NMG 1 8-14	 NMG 2 4-11	 LMG 1 2-6	 Radio 8
3	4	2	10	3	2	2	4	2	
 37°	 AA M11 20L14	 AA M1 75	 2+3+5	 Trench OVR.OBA: +4 Other: +2	 1+4+6	Tunnel 20			
3			2	4	4				



Elements of the 2nd Battalion, 4th Marine Regiment enter along the west and/or south edge(s). [ELR: 5] {SAN: 4}



 7-6-8	 9-2	 9-1	 8-1	 8-0	 1-4-9	 FT 24-1	 DC 30-1	 Radio 8	 13 -TF32 2/4/4
25						2	6	2	2

VICTORY CONDITIONS: The American player wins, if at the end of the game he Controls all Bunkers and sustains less than 24 CVP.

SPECIAL RULES:

1. EC are Moderate with no wind at start. PTO Terrain (G.1) is in effect. All building hexes are jungle hexes and grain is Level 1 hills.
2. The Japanese player receives two modules of 100mm OBA.
3. The U.S. player receives two modules of 100mm OBA with Plentiful Ammunition.
4. The U.S. player receives one FB module with napalm.

AFTERMATH: The fiercest fighting of the conquest of Iwo took place in this area. The Japanese defensive positions, with strongly constructed bunkers, required superhuman effort on the part of the invading Marines. Neither artillery nor air support proved to be enough to dislodge the tenacious Japanese. Only hand-to-hand combat, combined with demolition charges, flamethrowers and grenades proved to be enough to overcome the defenders. It was rightly named the "Meat Grinder". Credits on page 12.

☆ U.S. moves first.	1	2	3	4	5	6	7
● Japanese set up first.							

ON ALL FRONTS

PLAYTEST SCENARIO

Not Without A Fight

Near Auw, Germany,
December 16, 1944: The
American 589th Artillery
Battery was in danger of
losing all contact with the
unit they supported just
after noon of the first day
of the Ardennes offensive.

The mission of the 18th Volksgrenadier Division was
to smash the battery and seal the trap.

2	4	12
	↑ N	



Elements of the 18th Volksgrenadier Division [ELR: 5] set up on board 12 {SAN: 3}.

4-6-8	10-3	9-1	8-1	8-0	MMG	LMG	radio	StuG III G(L)	StuH 42(L)	SPW 250/7 81mm
12					2	3	105mm	3		



Elements of Battery A, 589th Artillery Battalion, set up on any hex of hill 621 on board 2
or within 4 hexes (Incl) of a hill hex. [ELR: 2] {SAN: 2}

6-6-6	2-3-8	9-1	8-0	7-0	Mmg	Baz	ART 105	Fox 1sqd	Trk 2 1/2t
5							5		5

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VICTORY CONDITIONS: The German
player wins if there are no functioning Artillery
pieces attended by an unbroken enemy crew at
game's end. The U.S. player wins by avoiding
the German VCs or by exiting at least 4 artillery
pieces off the west edge.

SPECIAL RULES:

1. EC: Ground Snow with no wind at start.
2. Hill 538 on board 2 is Ground level.
3. Place Abandoned counters on the U.S.
trucks.
4. U.S. Vehicles may not set up in the same or
adjacent hex to an artillery piece.

AFTERMATH: Although the gunners of Battery A
were an intrepid lot they could not withstand the
onslaught. As the Volksgrenadiers charged the hill
they found the Americans had already left. Another
objective gained in their march westward.
Credits: ASL version by Bob Wyar of a G.I.
scenario design by R. Hilbert.

Suggestions:

1. Have the U.S. trucks enter on turn #?, west edge?
2. Have artillery pieces set up in adjacent hexes?
3. Replace German 105mm OBA with Rocket
OBA?
4. Adjust game length by one turn?
5. Use different mapboards?

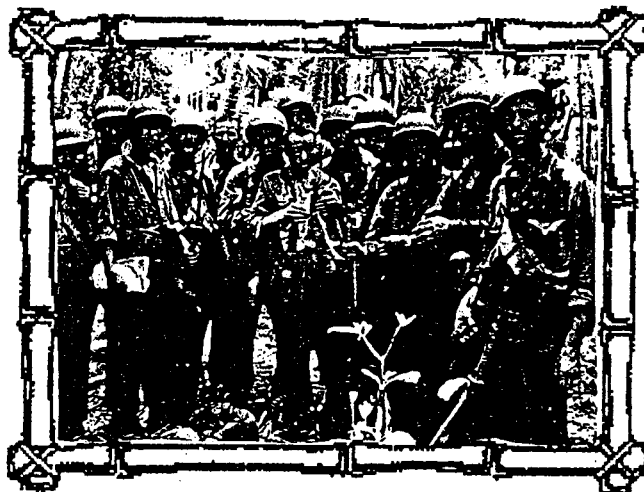
☆ U.S. sets up first.	1	2	3	4	5	6	7
✚ Germans move first.							

ON ALL FRONTS

PLAYTEST SCENARIO

A Bad Start

November 8, 1942, Reka, Guadalcanal. The Second Marine Raiding Battalion, commanded by Evans F. Carlson, were ordered by General Vandergrift, commander of the First Marine Division, to march across the island to intercept fleeing Japanese soldiers. Soon after beginning their cross-country trek, advance units of the Battalion were ambushed.



Elements of the 228th Infantry Regiment set up North of hexrow 7 (incl.) [ELR: 4] {SAN: 5}.

4-4-7	2-2-8	9-1	8-0	MMG	LMG	50 mtr
4	3		2		2	2



Elements of Company C, 2nd Raider Battalion and Native Auxilliary units enter along the South edge. [ELR: 5] {SAN: 3}

5-5-8	9-1	8-1	8-0	MMG
11		2	2	2

Natives	4-5-8	9-1
---------	-------	-----

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VICTORY CONDITIONS: The American wins immediately if he exits ≥ 10 points of Good Order infantry off the North edge and sustains less than 6 CVP.

SPECIAL RULES:

1. EC: Moderate with no wind at start. PTO Terrain (G.1) is in effect. Hexrows A-Q only are playable.
2. All Japanese units may use HIP.
3. Allied MMCs may not stack until a Japanese unit is sighted.

4. The U.S. 5-5-8s are Raiders (G17.111). Natives are British.

AFTERMATH: The Raiders were caught off guard in the carefully staged Japanese attack. They suffered badly, but quickly adjusted to the subtleties of jungle warfare.

Credits: ASL version by Paul Kaster of a G.I. scenario design from GUNG HO (a campaign game) by William Wilder.

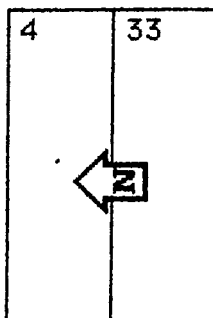
☆ U.S. moves first.	1	2	3	4	5
● Japanese set up first.					

ON ALL FRONTS

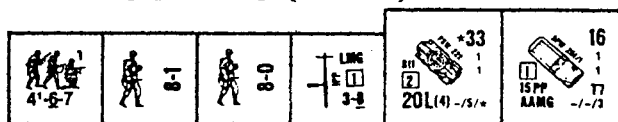
Back To The Beach

ASL Scenario WOW #2

France, May 28, 1940: Following the successful breakout from the La Basse Canal the leading elements of the 7th Panzer Division pushed north towards Lille from which elements of the B.E.B. were withdrawing to the Dunkirk perimeter. Attempting to seal off the western exits from Lille, deploying reconnaissance elements began to encounter the British exodus.



Elements of the 7th Panzer Recon Bn. set up within eight hexes of 33R8 but not on/east of hexrow Q. [ELR: 3] {SAN: 3}



8

Scenario design by Ray Woloszyn

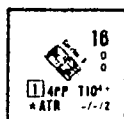
Elements of the B.E.F. set up east of hexrow I (incl). [ELR: 3] {SAN: 2}



12

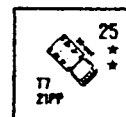
4

Elements of B.E.F. enter on turn 1 on the east edge.



2

Elements of B.E.F. enter on any one turn on east edge.



5

VICTORY CONDITIONS: The British player wins immediately upon exiting 3 trucks off the west edge of board(s) 4/33.

SPECIAL RULES:

1. EC are Moderate with no Wind at start.
2. All buildings are of stone construction.

Balance: BEF - increase to 8 turns.

German: Replace Ger LMG with HMG.

AFTERMATH: The Germans were confronted by a force of lorries under armed escort. Attempting to bypass the blocking force, the British lost a large number of lorries. Surviving passengers had to flee west on foot as the roads were no longer passable due to the interdicting Germans.

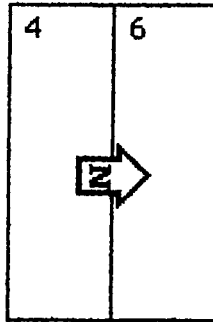
Disclaimer: This scenario was adapted for ASL play by Ray Woloszyn based upon the ASL scenario G7 "Bring Up The Guns" by AH for the "Winds of War '90" tournament. Its presentation here is merely for the enjoyment of our readers and is not meant, in any way, to be an infringement on the copyright of the original designer or publisher.

	British move first.	1	2	3	4	5	6	7
	Germans sets up first.							

ON ALL FRONTS

The Belgian Collapse

May 23, 1940, North of Kortrijk, Belgium. After suffering defeats at the Prince Albert Canal and on the Scheldt River, the Belgian 1st Army fell back to a position on the Lys River. The German 6th Army, of von Brock's Group B, launched a major offensive against the Belgian position. It was hoped that the offensive would punch through the line, drive North and trap the Allied armies against the (continued below)



Elements of 3eme Division d'Infanterie, 1er Belgie Armee, set up on board 4 or board 6, west of row Y. [ELR: 2] {SAN: 3}.



 4-5-7	 4-3-7	 2-2-8									
8	4	2									

Note: See Belgian Vehicle notes on page 4.

Elements of the 28th Regiment, 9th Infanterie, 1er French Armee enter turn 1, along the west edge. [ELR: 4]

 4-5-7					
5	2				

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Elements of the 28th Regiment, 9th Infanterie Division enter turn 1, along the east edge. [ELR: 4] {SAN: 2}



 4-5-7												
12												

VICTORY CONDITIONS: The Germans win if by game's end they control more multi-level building hexes than the Allies.

SPECIAL RULES:

1. EC are Moderate with a Mild Breeze blowing from the northwest at the start.
2. Kindling attempts and Bore Sighting are NA

coast. As the offensive began, desperate calls for help from the Belgians brought both French and British aid in an effort to shore up the Belgian defenses.

AFTERMATH: Despite strong French and British reinforcements, the Belgians began to give way on May 26. King Leopold saw no hope and sent an emissary to Berlin to ask the terms of an armistice. Though the terms were unconditional surrender, he deemed that he had no choice but to accept. On May 28, 1940, 500,000 Belgian troops laid down their arms. (Continued on page 4.)

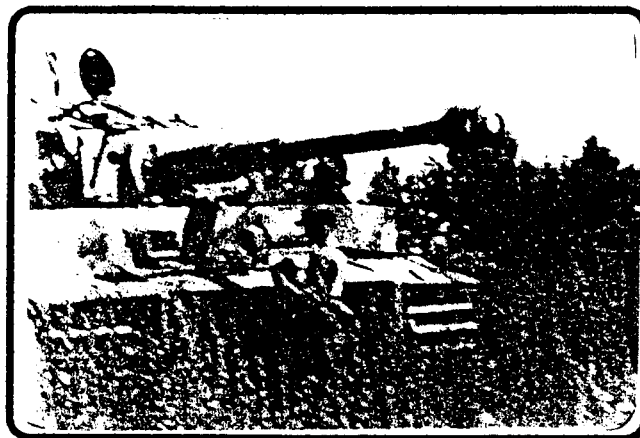
 Belgians set up first.	 1	2	3	4	5	6	7	8	9
 Germans move first.									

ON ALL FRONTS

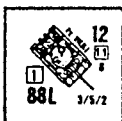
Deadly Encounter

March 2, 1945, Domagen, Germany.
"F" Troop of the 4th Cavalry Recon Squadron advanced on the town of Domagen encountering two Tiger tanks defending the town.

24

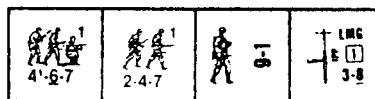


Elements of the 4th Company sPz. Abt. 506 set up on board 24 on any road hex greater than 2 and less than 8. {SAN: 0}

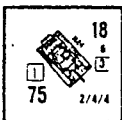


2

Supporting panzergrenadiers set up on any whole hex of board 24. [ELR: 3]



Elements of F Troop, 4th Cavalry Recon Squadron enter on turn 1 on board 24 from the north or south board edge. {SAN: 0}



5

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VICTORY CONDITIONS: The American player wins if, at the end of any player turn, both Tigers are eliminated and the Americans have not lost more than three M24s.

SPECIAL RULES:

1. EC are wet with no wind.
2. Due to severe fuel shortages, a secret DR is made by the American player each time a Tiger tank expends a start movement point or begins a movement phase in motion. If the movement point expenditure equals or exceeds the secret DR, the vehicle is immediately immobilized.
3. All M24s are gyrostabilized.
4. Boresighting is NA.
5. Treat all valley hexes as ground level.

6. The German player may HIP one MMC and any SW/SMC stacked with it.

AFTERMATH: The American M24s boldly flanked the surprised Tigers. Using speed to their advantage, the M24s were able to knock out the Tigers with several well placed shots.

Credits: Scenario design by Brian Abela.
Development by Vince Lewonski. Playtesters: Brian Abela, Chuck Pizbylski, Vince Lewonski and Jim Thompson.

☆ U.S. moves first.	1	2	3	4
✚ Germans set up first.				

ON ALL FRONTS

GC4:

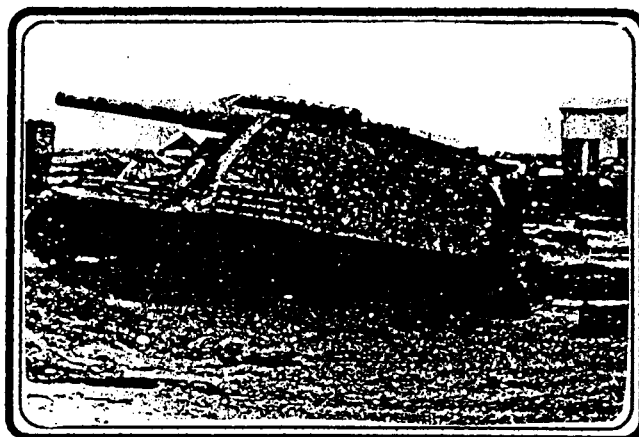
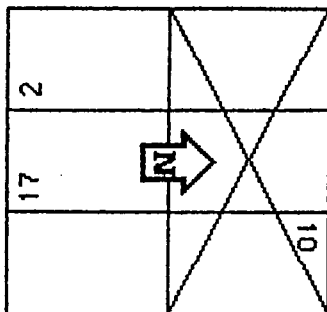
CEMETERY RIDGE

DO OR DIE.

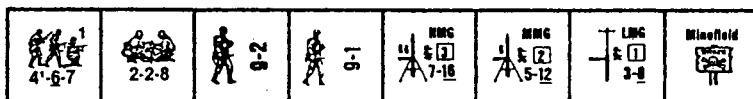
December 19, 1943 -

Near the village of
Surazh, Russia.

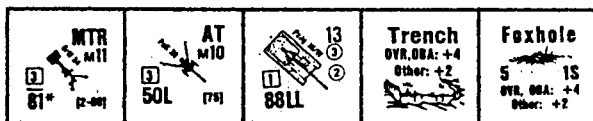
Only hexrows A-V on
boards 2 and 17 and
L-GG on board 10 are
in play. (See page 7 for
prolog and aftermath.)



Elements of the 14th Division, 3rd Panzer Army and 519th Heavy Tank Destroyer Bn. set up concealed on board 2. [ELR: 4] {SAN: 3}

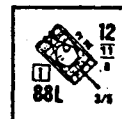


8 2 2 2 12

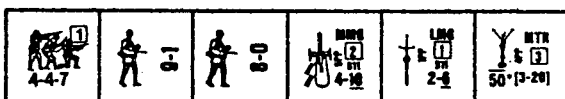


3 4 3

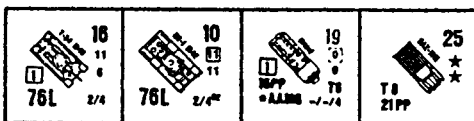
See SSR 2



Elements of the 4th Shock Army set up on board 10. Tanks must set up in Motion.
[ELR: 3] {SAN: 2}



12 4



6 2 4 3

Set up on board 17,
east of hexrow 7
(incl).



4

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TACTICAL OBJECTIVE: The Russian player must control Level 3 hill hexes on board 2 at game's end, (5=minor victory, 6=moderate, 7=total victory).

SPECIAL RULES:

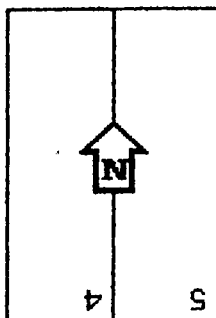
1. EC are Moderate with a slight breeze from the northwest.
2. German reinforcements enter on a dr < the current turn number anywhere on the west edge.

	Germans set up first.	1	2	3	4	5	6	7
	Russians move first.							

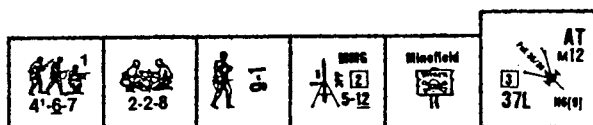
ON ALL FRONTS

DeGaulle Counterattacks

May 19, 1940, Ham, France.
After nine days of fighting, the 4th DCR had suffered heavy losses. Realizing the urgency to eliminate the bridgehead over the Somme, over which large quantities of supplies and German troops were racing west, General DeGaulle gathered as many tanks as he could find to augment those of his own division and sent them north.



Elements of 10th Panzer Division set up (See SSR #3.) on board 4 or 5.[ELR: 3] {SAN: 4}.

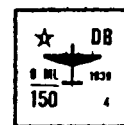


2

4

36

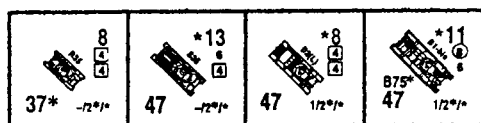
4



See SSR #4



Elements of the 4eme Division Cuirasee enter along the south edge. {SAN: 0}



8

2

2

3

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VICTORY CONDITIONS: The French win immediately when they have exited ≥ 5 tanks off the north edge.

SPECIAL RULES:

1. EC are Moderate with a Mild Breeze blowing from the northwest at the start. Kindling is NA.
2. Boresighting is NA.
3. The German may use HIP for all units.
4. The Germans receive random Air Support (E7.2) in the form of Stukas with bombs.
5. The number of French tanks required to exit is modified by the turn of arrival of the German Air Support; -1 for every turn before turn 4 and by +1 for every turn after.

AFTERMATH: The counterattack which hit the 10th Panzer could not have come at a better time. Most of the panzers had moved west. What remained in the vicinity of the bridgehead were in the repair shops or short of ammo and fuel. As the thin screen of anti-tank guns slowed the French attack, Stukas were called to stop the French armor.

Credits: Original scenario design by Jeff Cebula (see ON ALL FRONTS, issue #25).
Scenario adaptation by Paul R. Kaster.
Playtesting by Paul Kaster, Jr., Bryon Kaster, Ted Bleck, Alan Freedman, Javon Garrett and Alan Bills.



Germans move first.



Germans set up first.

1

2

3

4

5

6

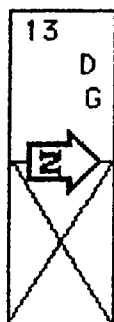
7

ON ALL FRONTS

PLAYTEST SCENARIO

Encounter

November 9, 1942, Binu, Guadalcanal. While continuing their mission to cut off fleeing Japanese forces, the Second Marine Raiding Battalion established a base in the jungle near Kinu and spread out to clear the area of nearby enemy units.



Elements of the 124th and 228th Infantry Regiments set up north of hexrow 7 as indicated. [ELR: 4] {SAN: 6}

Area A

4-4-7	3-4-7	8-1	LMG	AP mines
-------	-------	-----	-----	----------

6

Area B

3-4-7	8-1	LMG
-------	-----	-----

2

2

Area C

4-4-7	2-2-8	9-2	MMG
-------	-------	-----	-----



Elements of Companies C and E, 2nd Raider Battalion enter along the south edge. [ELR: 5] {SAN: 3}

Area A

5-5-8	9-1	radio
-------	-----	-------

4

Area B

5-5-8	9-2	radio
-------	-----	-------

4

Area C

5-5-8	8-1	7-0	4-5-8 Natives	9-1
-------	-----	-----	------------------	-----

3

VICTORY CONDITIONS: The American wins immediately if he eliminates ≥ 2 Casualty VP from EACH Japanese Area.

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the south at the start PTO Terrain (G.1) is in effect. Hexrows A-Q only are playable.
2. Place Overlays D on 13E5/13J8 by matching K5/P8 and G on 13 M1/13P3 by matching D6/E3.
3. The setup, entry and victory areas are:
Area A = Rows A-F inclusive.
Area B = Rows G-K inclusive.
Area C = Rows L-Q inclusive.

The Japanese are limited to the specified set up Areas and may leave only to Rout. The U.S. player is limited to the specified Areas and may move to another Area only when the VC are accomplished for its Area or to Rout.
4. The U.S. player receives two modules of 80mm OBA with Plentiful Ammunition.
5. The U.S. 5-5-8s are Raiders (G17.111). Natives are British.

AFTERMATH: Contrary to earlier experiences, the patrols were highly successful. Contact was made at numerous points with the enemy and the Marines inflicted many casualties for a minimum of their own.



U.S. moves first.



Japanese set up first.

1

2

3

4

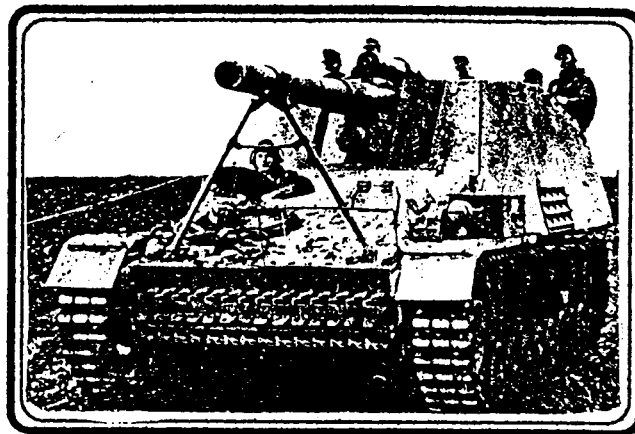
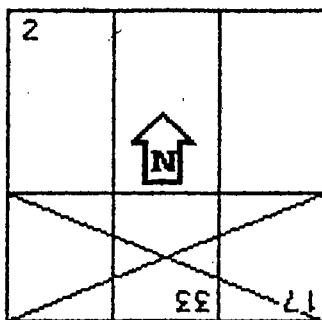
5

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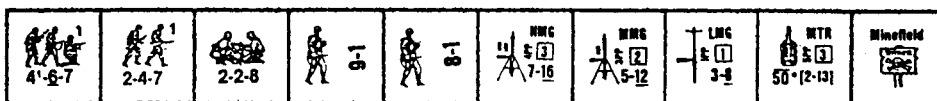
ON ALL FRONTS

GC4: CEMETERY RIDGE NO TURNING BACK

December 19, 1943 -
Near the village of
Surazh, Russia.
Only hexrows A-V on
board 2 and L-GG on
boards 17 and 33 are in
play. (See page 7 for
prolog and aftermath.)



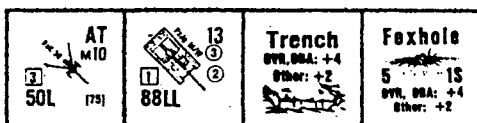
Elements of the 14th Division, 3rd Panzer Army and 519th Heavy Tank Destroyer Bn. set up concealed on board 2. [ELR: 4] {SAN: 3}



7

2

12



3

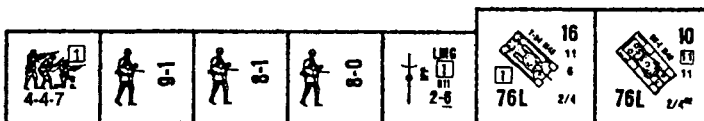
4

4

Balance: German - remove one KV.
Russian - Add two 2-4-7s and a
7-0 to initial force.



Elements of the 4th Shock Army set up on board 17. Tanks must set up in Motion.
[ELR: 3] {SAN: 2}



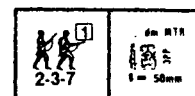
18

4

6

6

Enter on turn 1
on the east edge:



Credits: Scenario design by Terry Treadaway.
Revised by Vince Lewonski. Playtested by L. Jennings, J.
Thompson, J.R. VanMechelen & C. Welsh.

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VICTORY CONDITIONS: The Russian
player must have 7 Victory Points at game end.
2 points are received for each PzJg III/IV
destroyed, and 1 point for each level 3 hex that
is occupied by a Good Order Russian AFV or
MMC.

SPECIAL RULES:

1. EC are Wet with no wind at start. Ground
Snow (E3.72) is in effect.
2. LV (E3.1) is in effect.
3. There is an additional -2 drm to HD Maneuver
Attempts (D4.21) made during set up instead of
the normal -1 drm.
4. Russian AFVs may expend no more than 8 MPs
on turn 1.

	Germans set up first.	1	2	3	4	5	6	7
	Russians move first.							

ON ALL FRONTS

PLAYTEST SCENARIO

Forcing The Issue

November 11, 1942, Binu, Guadalcanal. The Second Marine Raiding Battalion had been successfully mopping up near their base camp for two days. At last they made contact with major enemy forces. A full battalion of Japanese were retreating from action with the main American forces at Mt. Austen.



Elements of Hoji Force enter along the north edge. [ELR: 3] {SAN: 3}



4-4-7	3-4-7	2-2-8	9-2	9-1	8-0	Mmg	Lmg	50 mtr
10	4	4			3	2	3	2



Elements of Companies C and E, 2nd Raider Battalion and Native Auxiliary units enter along the south edge. [ELR: 5] {SAN: 3}

5-5-8	9-2	8-1	8-0	Mmg	60 mtr
10		2		2	2

Natives	4-5-8	10-2
	2	

Enter turn 3 or after as per SSR 2.

5-5-8	10-2	9-1	Mmg	DC	FT
8	2	2	4		

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VICTORY CONDITIONS: The American wins if at game's end he Controls buildings M5, O5, R5 and T6.

SPECIAL RULES:

1. EC: Moderate with Heavy Wind from the south at start. PTO Terrain (G.1) is in effect.
2. Beginning with turn 3, the U.S. player makes a dr prior to his RPh. If the dr is < the current turn, his reinforcements may enter. The reinforcements automatically enter turn 5 and

may not be delayed.

3 The U.S. 5-5-8s are Raiders (G17.111). Natives are British.

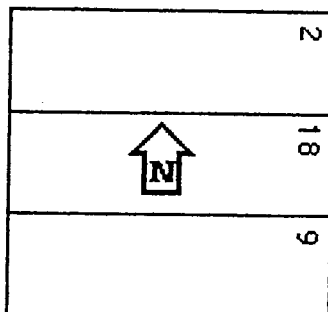
AFTERMATH: The attack was highly successful. The retreating Japanese were not expecting to run into Allied opposition behind them and sought cover in a native village. It was soon turned into a fiery death from tracer fire and demolition charges. The Japanese withdrawal turned into chaos with heavy loss of life.

● Japanese move first.	1	2	3	4	5	6	7
☆ U.S. moves second.							

ON ALL FRONTS

STORMING THE METAXAS LINE

April 16, 1941 - in the Nevrokop Basin, Greece. The first day of Operation Marita found the Greek Army well prepared. The defense depended heavily upon the strong fortifications in the mountains along the Bulgarian border and the dedication of the troops. Since the terrain limited maneuvering, a frontal assault was the only possibility.



Elements of the Elite Nestos Brigade set-up as indicated on board 9. [ELR: 3] {SAN: 5}

4-5-8	4-5-7	2-4-8	2-3-7	10-2	9-1	8-1	8-0	7-0	7 morale	8-14	8-12	4-11	2-8	30-1
12	6	2	2			2			8		2	3	4	2

2-5-7 Bunkers set-up in hexes B4, H5, O5, S7, X7, & Y6 with CAs facing NE or NW. Set-up one gun with crew in each stone Bunker or building hexes 9DD3/EE4. 1-3-5 Bunkers set-up within 2 hexes of each 2-5-7 Bunker. Trenches set-up with at least one adjacent to each Bunker/building 9DD3/EE4 hex.

2-2-8	2+5+7	1+5+7	47	75	75*	18
6	6	6	2	2	2	18

Set-up on eligible hill hexes on board 9.

3	3
---	---

Wire, AP Mines and AT Mines set-up on level 0,1, and/or 2 on board 9 hexes 5-10 and in hexrows A-L, and in hexrows M-V and in hexrows W-GG.

48	6	8
----	---	---

48	6	8
----	---	---

48	6	8
----	---	---

Use Italian ordnance for the Greeks until the Allied Minor guns become available. No mines/wire may set up in a hex with a bunker/trench. Mines are NOT convertible. All fortifications must be set-up only in allowable hexes.

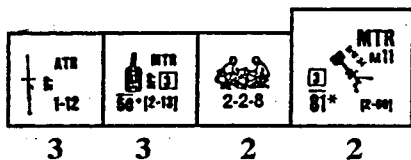
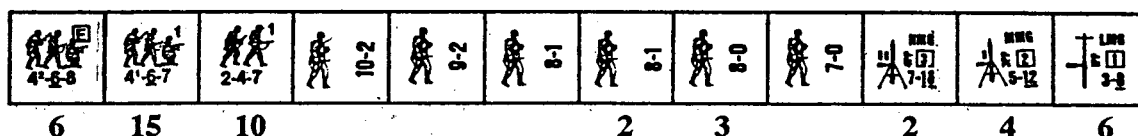
VICTORY CONDITIONS: The German player must eliminate or control all the stone bunker/building 9DD3/EE4 (or rubble if created) hexes OR he eliminates or controls 5 stone bunker/building 9DD3/EE4 (or rubble if created) hexes and exits ≥ 40 CVPs off the south edge.

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German moves first.	1	2	3	4	5	6	7	8	9	10
Greek sets up first.	11	12	End							



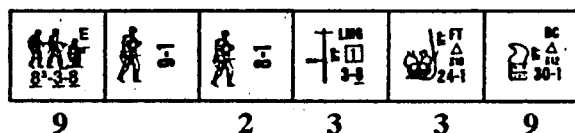
Elements of the 72 Infantry Division set-up on board 2. [ELR: 4] {SAN: 2}



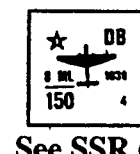
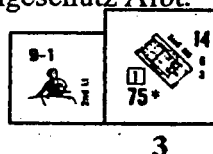
80mm Batt., Mtr.



Attached elements of the
171 Pioneer Battalion. [ELR: 5]



Attached elements of
Sturmgeschütz Abt:



Balance Provisions: (As per Australian Balance Provisions)

Greek Handicaps:

1. Greek personnel are fanatic only in Stone Bunker/ Building (9DD3/EE4).
2. #1 and add a 81 *Mtr and 2-2-8 crew to German OB.
3. Change the German 10-2 to a 10-3 plus #1 and #2.

German Handicaps:

1. Each German OBA module has only 1 Pre-Registered hex and normal ammo.
2. #1 and add a +2 drm to German random air support entry die rolls.
3. #1 and #2 and change the Greek 10-2 to a 10-3.

SPECIAL RULES

1. EC are Moist with a Mild breeze blowing from the NW. Kindling is NA. All Grain hexes are Vineyards and Brush are Olive Groves (F13.6 and F13.5).
2. Building 9DD3/EE4 is fortified on both ground and 1st levels and is directly connected to any ADJACENT Trench.
3. All MMC/SMC of both sides set-up in Concealment Terrain or Entrenchment may set-up concealed. In addition all Greek units set up in Bunkers may be recorded and left off map until they perform any concealment loss activity or take a PTC/MC of any kind. The Stone Bunkers each have an inherent tunnel, use normal tunnel rules except they MAY change levels and directly connect to another Bunker, Building, or Trench. The Greek ordnance

must set-up in either a stone Bunker or fortified building with a limit of one gun per hex. Also, ALL Greek Bunkers MUST set-up at full capacity in squad equivalents and a minimum of 3 squad equivalents and 1 SMC must set-up in fortified building 9DD3/EE4. All Greek personnel in either Bunkers/Trenches/Fortified building Hexes are fanatic. The first Greek Squad to pass a MC will create a Hero. All eligible Greek weapons may Boresight. Greek ordnance have HE and/or AP ammo only (NO Smoke/Heat).

4. The German player receives a Bombardment (C1.8) on board 9. He also has a module of 100mm Regimental Artillery OBA (HE only) with 2 pre-registered hexes and plentiful ammo. In addition he has 1 module of Battalion mortar 80mm OBA (HE and Smoke) with 2 pre-registered hexes and plentiful ammo. Both modules are Barrage Capable (E12) and for turn 1 Prep Fire receive automatic contact (for the 80mm Bn Mtr. use the Radio; for the 100mm Rgt. Art. use the Field Phone) and Battery Access. Also for turn 1 Prep Fire his on board ordnance may place a -2 Area Acquisition Counter for their initial To Hit attempt to place Smoke (ONLY). This Acquisition must be in LOS and within CA, and for this 1st shot their smoke depletion number is 2 greater than normal. Both OBA observers may set-up HIP.

5. All personnel of the 171st Pioneer Bn (including SMCs) have an ELR of 5 and underlined Morale. Record the identities of their leaders for ELR/ replacement purposes (including any substitute SMCs they may become). All personnel of this unit are

Assault Engineers and Sappers and all SMCs/SWs listed in this unit MUST set-up with/possessed by a MMC of this unit.

6. The German player receives Air Support on turn 1 in the form of 3 Stuka DBs with Bombs. They are recalled at the end of Game Turn 1. Beginning on his Player Turn 2 he may roll for random air support in the form of 3 Stuka DBs with Bombs under the usual entry conditions. Due to German Aerial reconnaissance all Greek Fortifications [EXC: Mines] must set-up on board.

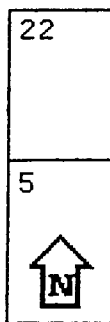
AFTERMATH: For three days the Germans pressed on into the well fortified position without a major breakthrough. The drive on Salonika was stalled with over 700 men killed and wounded. Only after the conquest of Yugoslavia was the Metaxas line threatened. Being outflanked the gallant Greek forces had to either withdraw or risk entrapment. Few made it back to friendly lines.

ON ALL FRONTS

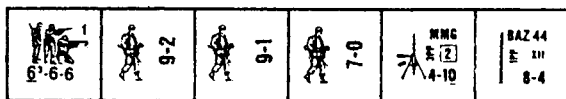
GC3: TOWN WITHOUT PITY

January 3, 1945 - Philippsburg, Alsace-Lorraine. In the early hours German units had forced the Americans out of Philippsburg. Several hours later they had reformed and were ready for a counterattack.

Only hexrows R-GG on board 22 and A-P on board 5 are in play.



Co. C, 1st Bn., 274th Rgt. 70th Inf. Div. set up on/south of hexrow 22BB. [ELR: 3] {SAN: 3}



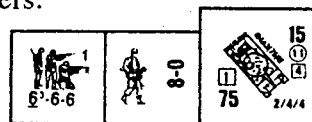
12

2

3

3

Co. B, 1st Bn., and 14th Armored Division enter on turn 1 on 5P5 with all infantry entering as Riders.

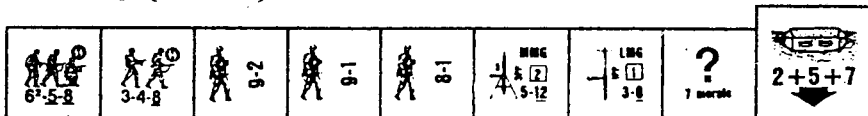


3

3



Elements of the 6th SS Mountain Division may set up on/north of hexrow 22Z. [ELR: 4] {SAN: 4}



7

2

3

14

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VICTORY CONDITIONS: The U.S. player must control all stone buildings and stone rubble locations at game's end.

SPECIAL RULES:

- EC are Wet with no wind during the entire game. Ground Snow is in effect. Roads are unplowed. Stream is frozen. Place **Stone Rubble** in 22W8, X7 and X8. Place **Wood Rubble** in 22Z4, Z5, Y7, W3 and W6.
- The German receives one 44 FB with no bombs which enters on American turn 1 and is Recalled at the end of American turn 2.

- Rubble is treated as a building for Ambush (A11.4) and Street Fighting (A11.8) purposes.

- Despite having an ELR of 4, the German Morale is still underscored, so that any squad who ELRs will break down to two HSs.

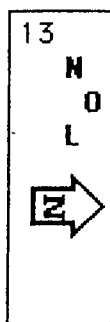
AFTERMATH: To the hail of fire from the Germans was added that of American warplanes as they mistakenly attacked U.S. units. Days later Philippsburg would be finally retaken. The toll would decimate both sides and leave the streets littered with frozen corpses.

☠ Germans set up first.	1	2	3	4	5	6	7
☆ U.S. moves first.							

ON ALL FRONTS

Hit 'Em Hard !

November 24, 1942, Mt. Austen, Guadalcanal. The Second Marine Raiding Battalion's pressure from behind the Japanese was a constant surprise. After two weeks, Japanese morale was suffering. The Raiders morale was good because their efforts were bringing them closer to the main U.S. Perimeter. They had been living off the land, but today stumbled upon a rear area supply depot.



Elements of the 16th Infantry Regiment set up within 3 hexes of hex 13J5 (incl.) [ELR: 2] {SAN: 4}

4-4-7	3-4-7	2-2-8	10-2	9-1	8-0	Hmg	Mmg	Lmg	75 INF	Trench	Supply Dump
4	3	4			2			3	2	2	SSR #4



Elements of Companies A and B, 2nd Raider Battalion and Native Auxiliary units enter along the south edge. [ELR: 5] {SAN: 3}

5-5-8	9-2	9-1	8-1	8-0	Hmg	Mmg	DC	Natives	4-5-8	10-2
8						2	4		2	

VICTORY CONDITIONS: The American wins immediately if he eliminates (Controls) the supply dump and the two artillery pieces.

SPECIAL RULES:

1. EC: Moderate with a Mild Breeze from the south at start. PTO Terrain (G.1) is in effect.
2. Night rules (E1.) are in effect. The Initial Base NVR is 3 hexes with Moderate Cloud Cover and a Half Moon. The U.S. Player is the Scenario Attacker. The Japanese Player is the Scenario Defender. The Majority Squad Type for the U.S. is Stealthy; that of the Japanese is Stealthy.

3. Place Overlays N on 13D8/13C8 by matching V2/U3; O on 13E6/13D6 by matching U3/T3 and L on 13I1/13M1 by match M4/L5

4. Use an Ammo All PP counter for the Supply Dump.
5. The U.S. 5-5-8s are Raiders (G17.111). Natives are British.

AFTERMATH: The attack was a complete success. The Japanese were confused in the darkness and fired on each other. The Raiders worked methodically with minimal losses and turned the supply dump into a burning shambles.

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☆ U.S. moves first.	1	2	3	4	5
● Japanese set up first.					

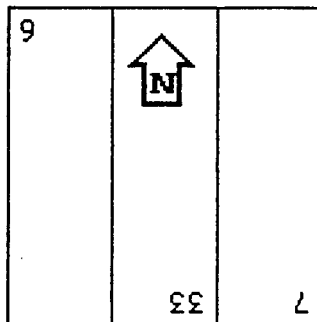
ON ALL FRONTS

PLAYTEST SCENARIO

Curtain Raiser On

The Imjin River

June 25, 1950. It is the first day of the Korean War and the Korean People's Army is advancing on Seoul. The 12th Regiment, ROK, is in full retreat toward the Imjin River, the only (continued on page 7)



Forward elements of the 1st Div, ROK. [ELR: 3] {SAN: 4}.



Elements of the 13th Rgt., ROK set up west of hexrow 5, board 9, ≤ 2MMCs per hex.

3-3-6	1-2-6
-------	-------

6 2

Elements of the 12th Rgt., ROK set up west of the Imjin River on board 33 or board 7.

4-4-7	2-3-7	9-1	7-0	DC	Mmg	Hmg .50c	MTR 60mm	Baz 45
18	4		2	4	3		4	2

Command Group, 1st Div., ROK enters on turn 4 on east edge.

2-3-7	10-3	9-1	DC	Jeep with AAmg
				2

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Lead elements of the 1st Div. and 105th Armored Bde., KPA enter on the west edge. Infantry may enter mounted. KV-85 counters represent T34-85s damaged earlier in the day. AF is as printed on t34-85. [ELR: 5] {SAN: 2}.

4-4-7	10-0	8-0	7-0	Mmg	Hmg	T34-85	KV-85	SU-76	10-0 Commissar (Russian) 7-0 (Chinese)
12						6	3	4	

VICTORY CONDITIONS: The KPA must exit 8 AFVs off the east edge and must suffer < half the CVPs of the ROK. ROK player must exit six of his squads off the east edge, including two squads from the 12th Regiment. Any other outcome is a draw.

woods are Brush. All grain hexes are rice paddies. Rice paddies are irrigated. Due to steep Korean terrain, all MF are doubled for increasing elevation. All wooden buildings are huts. A one-lane stone bridge exists from 7Q4-7Q9. Islands do not exist. The river is fordable with moderate current.

SPECIAL RULES:

1. EC: Moderate with no wind at start. All

2. Place overlay 3 (rice paddies) on 33DD8-DD9. (continued on next page)

ROK set up first.	1	2	3	4	5	6	7	8	9	10
ROK moves first.										

barrier between the Communists and Seoul. Elements of the 13th Regiment are holding the bridge over the river, with orders to destroy it as soon as the 12th Regiment is on the east bank.

SSRs (cont. from page 6)

3. 12th Rgt., ROK elements must take NMC after being placed but before beginning turn 1. Units failing NMC begin under DM status.

4. 13th Rgt., ROK elements who pass PAATC attack with ATMM,

5. A deliberately placed DC may be used to destroy the Imjin Bridge after turn 4.

6. ROK units use American M2 60mm mortar and Jeep counters with AAMG. Use Allied minor infantry counters. KPA units use Russian and Chinese counters indicated. All rules specific to these counters apply. CC utilizes red hand-to-hand values.

Balance:

KPA - delete ROK BAZs.

ROK - Increase KPA victory requirement to 10 AFVs.

AFTERMATH: The KPA's lead elements arrived at the Imjin bridge right behind the fleeing 12th Regiment. Soldiers of the 13th Regiment attacked the North Korean tanks with demolition charges, grenade bundles and small arms. Almost one hundred were killed without stopping the KPA juggernaut rolling toward Seoul.

Scenario design by Tony Hutton

ASL GAP MAIN MENU

BPV BASE ELR SAN

KPA	76	8	5	2
ROK	126	13	3	4

ASL GAP Modifications:

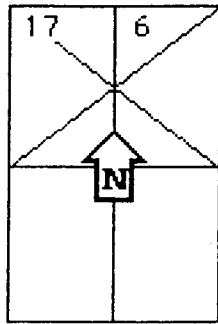
Huts exist (E)

IIFT in effect (J)

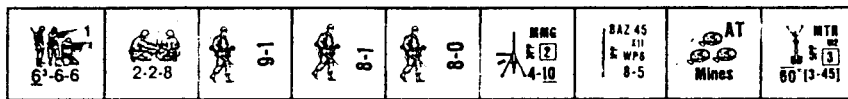
ON ALL FRONTS

GC2: RED SNOW

January 6, 1945 - Near Haguenau, Alsace-Lorraine. Two experienced German Armored Divisions were attempting to break out and link up with units in the Gambshiem bridgehead to surround and annihilate the U.S. 6th Corps. Disaster was on the march.



Elements of the 313th Regiment of the 79th Infantry Division and 14th Armored Division set up on board 17 on hexes ≤ 8 . [ELR: 4] {SAN: 4}.

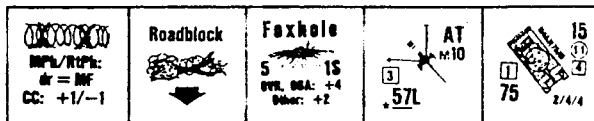


8

2

2

24

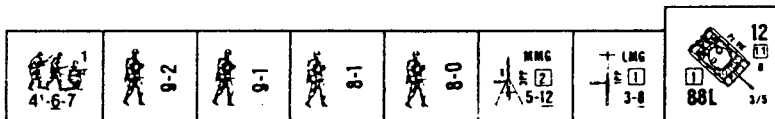


4

4



Elements of the 21st Panzer Division enter turn 1 on the east edge. [ELR: 3] {SAN: 3}.



16

2

4

3

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VICTORY CONDITIONS: The game ends when there are no Good Order U.S. MMCs in or adjacent to the four foxholes.

Special Rules

1. EC: Ground Snow with no paved roads. There is no wind at the start of the game.
2. The pond on board 17 (AA10/(BB9)) does not exist. It is Open Ground.

3. Only hexrows 17Q-FF and 6Q-FF are in play.

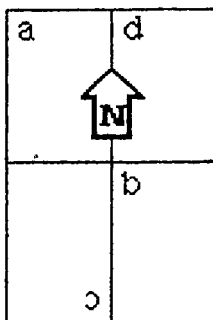
AFTERMATH: Everyone in the 79th was pressed into service including cooks and clerks who worked feverishly to improve their defenses, including a hastily laid minefield. At first, the Germans seemed unstoppable then as one German tank after another went up in flames the infantry began to fall back and the 6th Corps was spared a disastrous fate.

✚ Germans move first.	1	2	3	4	5	6	7	8
☆ U.S. sets up first.								

ON ALL FRONTS

APARTMENT HUNTING

March 11, 1943. Kharkov, in the Ukraine. The German counter offensive masterminded by Von Manstein had reversed the initial success achieved by the previous Russian assault. By easily sweeping aside the strung out, overconfident Russian forces back towards the Donets basin the Germans were once again astride the large metropolis. Disobeying a direct order of not getting committed in a (continued on next page)



Elements of the 19th Rifle Div. [ELR: 3] set up HIP anywhere ≥ 3 hexes from west edge (SAN: 5)



 4-4-7	 2-3-7	 2-2-8	 9-2	 8-1	 8-1	 8-1	 6-12	 4-10	 2-6	 1-12	 50 (2-13)	 4-4
14	2	3							2	2	2	
 45L												
2	2											

Elements of the 179th Armoured Brigade enter on turn 4 on or between bH0 and bO5.

 5-2-7	 8-1	 16 76L 2/4	 10 76L 2/4
6		4	2

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Elements of the 3rd Battalion, 2nd SS Panzer Grenadier Regt. of the 1st Pz Div., Leibstandarte Adolph Hitler, enter west edge any or all forces on turn 1, 2, or 3: [ELR: 5] (SAN: 2)



 6-5-8	 10-2	 9-2	 8-1	 8-1	 8-1	 7-16	 5-12	 3-8	 1-12	 24-1	 30-1
15			2			2	4	3		3	
 9-1	 16 16 PP AAMG 1-1/2	 16 SF24 1-1/2	 13 75L 1-1/2	 13 75L 1-1/2	 12 88L 1-1/2						
3			4	2							



Germans move first.



Russians set up first.

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

Apartment (continued from previous page)
costly city struggle and suffer needless heavy losses, Hausser sent his vanguard, the elite Leibstandarte Adolph Hitler into the city. Possibly motivated by prestige, the battle seasoned SS troopers now found themselves embroiled in severe fighting amongst the numerous apartment buildings.

AFTERMATH: Led by Max Hanson, the PanzerGrenadiers pushed right through to the Red Square in tough street fighting and so opened the access routes to the city center. As the deadly street fighting raged on, the bulk of the XLVIII Panzer Corps found itself pinned down to the south of the city on the Misha Stream. Col. General Hoth, a master of mobile operation, did not wish to be pinned down and employed the bulk of his forces in an encirclement movement around Kharkov. On the 15th of March the pocket was sealed, the same day resistance by the Soviets collapsed at the Kharkov Tractor works, the last bastion of resistance. The victory, however, was a pyrrhic one. Motivated by prestige rather than by a tactical necessity the casualties suffered by the Leibstandarte, always considered as the cream of the crop, were heedlessly high. Avenging an earlier pasting at Rostov in '41, the SS once again proved of what mettle they were made.

VICTORY CONDITIONS: The German player must control 12 of the 18 multi-hex stone buildings at game's end.

SPECIAL RULES:

1. EC is moist, no wind at start. Kindling is NA.
2. Prior to play and set up, the Russian and German player each place 2 rubble and 1 shellhole counters, alternating, for all four boards.
3. Russian player may not set up more than a total of 9 squad equivalents on boards a and c.
4. German player must record 3 SS squads as Assault Engineers.
5. German player has ATMM capabilities but with a +1 check dr.
6. Russian player has Mol capabilities for initial on board forces.
7. Rooftops and RB cellars are in effect, buildings cH2 and all are factories.

HANDICAPS:

R3: R1 & R2 and SS are Fanatic.

R2: R1 and exchange 10-2 for 10-3.

R1: Exchange 6-5-8 for 8-3-8 Assault Engineers.

G3: G1 & G2 and exchange 5-2-7 for 6-2-8.

G2: G1 and exchange 45LAT for 45LLAT.

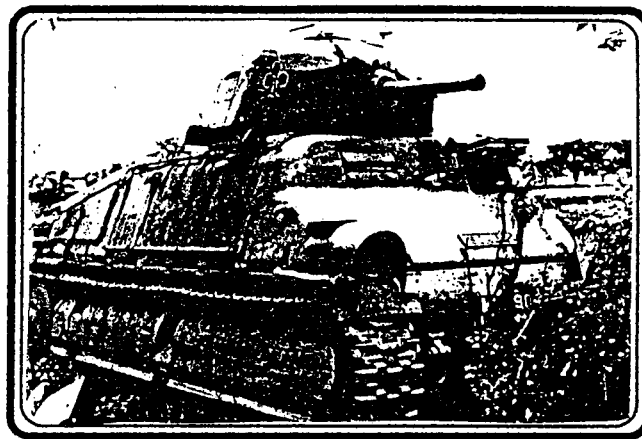
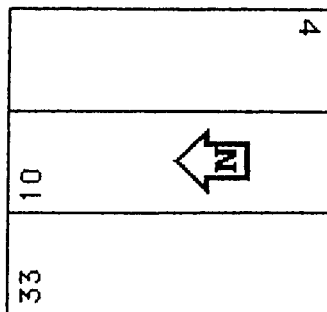
G1: 5-2-7 have Mol capabilities.

ON ALL FRONTS

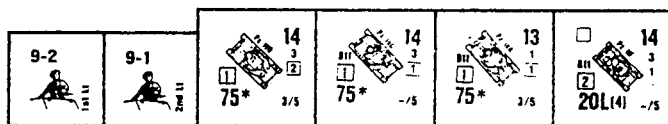
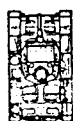
The Cork Defense

Boos, France, June 8, 1940. In an attempt to stop the German advance on Paris, small mobile combat teams were deployed to cover vital roadways. One such force, Groupe Franc, occupied the village of Boos and prepared a bouchon or cork defense.

The French officer in charge of the defense of Boos received a personal communication (continued below)



Heavy tank company of the 7th Panzer Division enters turn 1 from the North edge. (SAN: 0)

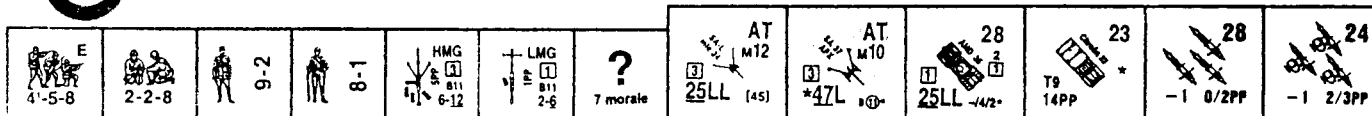


6 5 3 3

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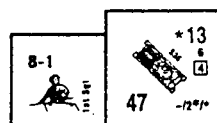
Groupe Franc set up on or south of hexrow Q. [ELR: 3] (SAN:2)



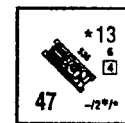
5 4 2 2 6 2 2 6 2

Reinforce Reserve elements of Groupe Franc enter:

Prior to set up the French player must pre-designate 1 entry hex for each of his turn 1 & turn 2 reinforcements.



3



2

VICTORY CONDITIONS: The German player wins by accumulating ≥ 40 CVP by exiting the south edge with AFVs with functioning MA and/or causing French casualties but must not lose ≥ 40 CVPs.

to allow any retreating tanks with white flags to pass through. Soon after fourteen tanks were spotted approaching Boos with hatches open and white flags displayed. (continued on page 5)

SPECIAL RULES:

1. EC are moderate with no wind.
2. German unit is Elite with all depletion #s increased by one.

	French set up first.		1		2	3	4	5	6	7	8
	Germans move first.										

AFTERMATH: A lone motorcycle was sent to identify the approaching armor. Halfway there the motorcyclist was shot at and the German tanks began firing onto the village. The French immediately returned fire from well-placed anti-tank guns scoring several hits. Five S-35s held in reserve approached the German tanks from two directions executing a small-scale pincer movement. The French force managed to destroy seven German tanks for the loss of one S-35 and one Panhard Armored Car. Scenario design by Brian Abela.

BALANCE:

German:

G1 - Delete 9-2 AL.
G2 - G1 & Delete 1 , Pz IIF.
G3 - G2 & Add S35 to French
turn 1 reinforcements.

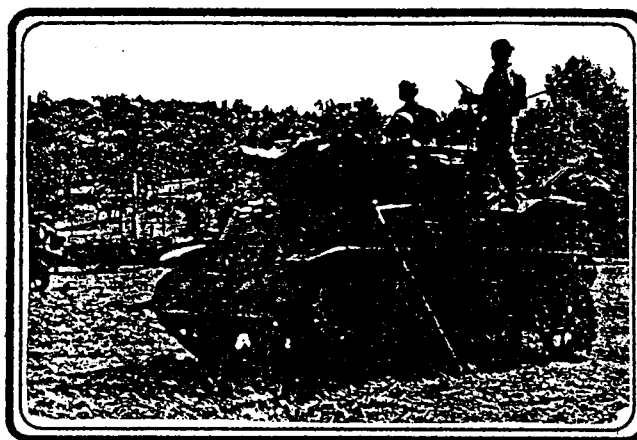
French:

F1 - Delete 8-1 AL.
F2 - F1 & French turn 1
reinforcements enter having
expended half their printed
MPs off board (FRU).
F3 - F2 & German receives
Random Air Support.

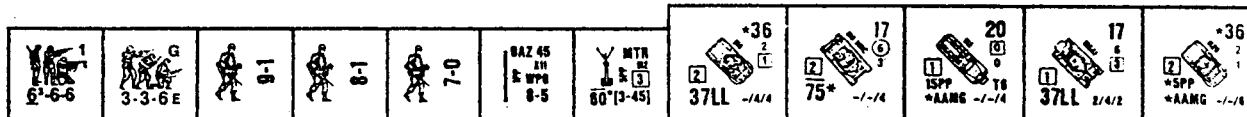
ON ALL FRONTS

GC1: SURROUNDED AT MOUTERHOUSE

January 1, 1945: Mouterhouse, Alsace-Lorraine. The beginning of the end for elements of Task Force Hudelson came in the early morning hours as the Germans began their last offensive of the war. The objective was to break out of the Bulge, link up with units in the Colmar Pocket and annihilate Deavers's 6th Army.



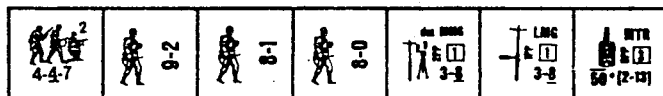
Elements of the 117th Cavalry Reconnaissance Squadron [ELR: 4] set up in hexrows M thru V (incl). {SAN: 2}. Infantry units (w/SWs) set up HIP.



3



Elements of the 361 Volksgrenadier Division [ELR: 3] enter as per SSR 6. {SAN: 3}:



3

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VICTORY CONDITIONS: The German player wins when he controls three of the four multi-hex buildings on board 24.

SPECIAL RULES:

1. EC: Ground Snow with no wind at start.
Roads are not plowed.
2. Germans have Winter Camouflage (E3.712).
3. U.S. Player may deploy any number of MMC prior to set up but may not abandon vehicles.
4. Terrain:
Valley hexes (B22.2) are N/A. All -1 level hexes are level 0. Therefore the building at V3/U4 is not located on different but the same elevation level.
5. PF Usage (C13.31) may not exceed 10.
6. Germans enter in the following manner:
Turn 1, enter anywhere along the east and/or

west board edge. German units may also enter on the north edge on turn 3.

7. All vehicles are TI until a known/concealed German unit is in LOS, or turn 2, whichever comes first.

AFTERMATH: The Germans attacked at 5:30AM in overwhelming numbers and without the warning of a preliminary barrage. They quickly engulfed the positions held by the units of the Task Force who found themselves cut to pieces, fighting desperately for their lives or in retreat. The 117th was surrounded; the 62nd was still fighting but withdrawing through Bannstein; and the 94th had simply disappeared.

**Australian Balance Conditions
on page 5.**



Germans move first.



U.S. sets up first.

8

ON ALL FRONTS

A Good Finish (Playtest Scenario)

December 4, 1942, Mt. Austen, Guadalcanal. The Second Marine Raiders were in a state of mental and physical exhaustion after almost a month of living off the dense jungles of the island. They had fought a dozen encounters during their mission to intercept the rear of the Japanese lines around Henderson Field. One last battle would be required of them before they returned to their lines. To go over Mt. Austen meant going over the Japanese defenders waiting for them

15



Elements of the 2nd Raider Battalion enter along the south edge. [ELR: 5] {SAN: 3}

5-5-8	10-3	9-2	9-1	8-1	8-0	Hmg	Mmg	60 mtr	DC	radio
15							3	2	4	2

Elements of the 16th and 124th Inf. Regts. enter along the north edge. [ELR: 4] {SAN: 5}

3-4-7	2-2-8	9-2	8-0	Hmg	Mmg	Lmg	50 mtr	radio	Type 94
10	5		3		2	3	2		2

Enter turn 4 along any two edges except the south.

4-4-8	4-4-7	2-2-8	10-2	9-1	8-0	Mmg	Lmg	DC
8	6				2		3	6

VICTORY CONDITIONS: The American wins if at game's end he controls all Level 4 hexes.

5. The U.S. player receives two modules of 80mm OBA with Plentiful Ammunition.
6. The U.S. 5-5-8s are Raiders (G17.111).

SPECIAL RULES:

1. EC: Wet with a Heavy Wind from the south at start. PTO Terrain (G.1) is in effect.
2. The Japanese reinforcements enter as a Banzai Charge (G1.5).
3. The Japanese player receives one module of 80mm OBA.
4. The U.S. player suffers from Ammunitions Shortage (A19.131 and may not Double Time.

AFTERMATH: Heavy fighting took place on the slopes of the mountain and the surrounding heights. After the initial shock, the Japanese resisted earnestly. They threw a last minute Banzai charge in the pouring rain at the Raiders to destroy them. This too failed. Over 100 Japanese died in the downpour. Within hours, the Raiders began to enter the Henderson Field perimeter.

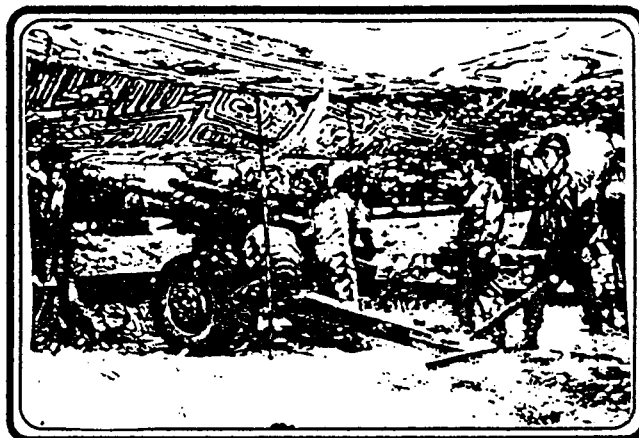
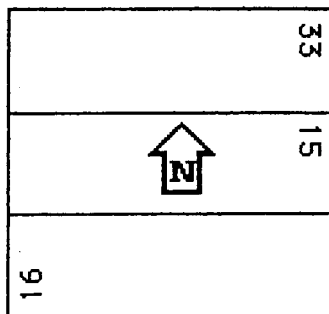
☆ U.S. moves first.	1	2	3	4	5	6	7
● Japanese moves 2nd.							

ON ALL FRONTS

Playtest Scenario Those Are T-34 Tanks, Sir

July 5, 1950. 3 miles north of Osan, Korea. "Those are T-34 tanks, sir, and I don't think they're going to be friendly toward us."

The first battle with American forces in the Korean Conflict began with this understatement (continued on next page)

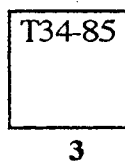
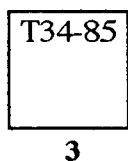
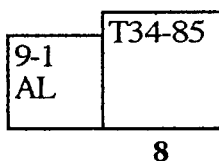


Elements of the 4th Div., Korean People's Army enter on the north edge. [ELR: 4] (SAN: 0)

Enter, turn 1.

Enter, turn 4.

Enter, turn 6.



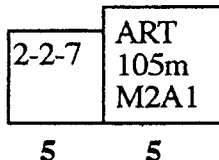
Use KV-85s as extra T34-85s. These substitute tanks utilize T34 AFs with lowered KV-85s MFs to simulate equipment wear after two weeks of continuous combat.



Task Force Smith, 1/21 Inf. [ELR: 3] (SAN: 3). B and C 1/21 Inf., set up HIP on boards 15/16.

5-4-6	1-2-7	9-2	9-1	8-1	7-0	Mmg	Baz 45	Mtr 60m	RCL 75m	Field phone	Foxhl 1Sqd
12	6		2	2	2	4	6	4	2		10

Elements 58th Field Artillery Bn., set up south of hexrow 6, board 16..



Task Force Smith elements are Inexperienced (A19.3 and D3.45) and suffer Ammunition Shortage (A19.131).

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VICTORY CONDITIONS: The KPA player wins automatically by exiting T-34s, with functioning main armament, off the southern edge on or before the indicated turns. Units exited from 16Y10 count double.

Turn 5: 4 T34s

Turn 8: 5 T34s

Turn 12: 6 T34s

SPECIAL RULES:

1. EC are moderate with no wind at start. All woods are Brush. All Grain are Rice Paddies. Rice Paddies are irrigated. Due to steep Korean Hills, all MF penalties are doubled for increasing elevation. All buildings are huts. The road from 33M6 is continuous to 33M4 and from 15Q2-15P2-15P3.

(continued on next page)

★ KPA moves first.	1	2	3	4	5	6	7	8	9	10
☆ U.S. sets up first.	11	12	End							

SSRS (cont. from page 6)

2. All overlays are ground level 0. Hill 783 borders with overlays are double crest hexes, where appropriate. Place overlays as follows:

Overlay 3 (rice paddies) on 33L8-L9

M5 on 33S8-R8, P1 on 33Q7

OG3 on 33N0-M1, P1 on

15O10, wd1 on 15M9

RP 2 on 33S1-15S10, G5 on

15T9-U9

G3 on 15P8-O8, OG2 on

15R6-Q6, OG4 on 15R8-Q8,

OG5 on 15Q5-Q4

G2 on 15R3-Q3, G4 on

15R2-R1, G3 on 16O1-N1, RP5 on 15U1-V1

O2 on 15X1-X0, RP4 on

15D2-C3, B5 on 15H4-I5

3. First turn T-34 enter in convoy. No MPs may be expended that would break up the convoy until US fires any weapon. Convoy road movement costs 1MF per hex.

4. Only one M2A1 howitzer has HEAT Ammo. This is secretly recorded before play begins.

5. Task Force Smith has 100mm MTR OBA (4.2 in M2) at start with one pre-registered hex. Ammo is scarce (add one red chit). Do not add the black chit for the pre-registered hex to the battery access pile.

(cont. from previous page)

by Sgt. Loren Chambers of B/1/21 Inf. His company was part of Task Force Smith, and their task was to halt a North Korean advance which battered its way through all opposition so far.

BALANCE:

US does not suffer ammo shortage and are not inexperienced.

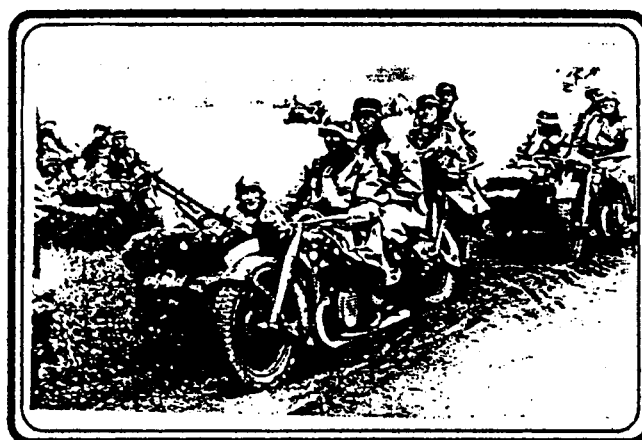
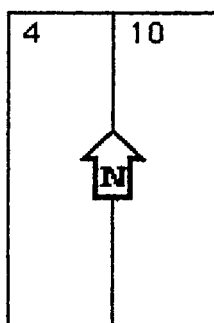
KPA adds 80mm MTR OBA with plentiful ammo and offboard spotter at level 2 on North edge.

AFTERMATH: During that terrible morning, thirty-three T34 tanks drove through the Task Force Smith blocking position in a period of two and a half hours. The Americans could not stop them. Eventually forced to retreat by the following KPA infantry, TF Smith scattered and made their way to American lines. This retreat would not stop until the battles of the Pusan Perimeter were fought and won.

ON ALL FRONTS

FLAMES OVER FLAVION

May 15, 1940, Belgium.
Following the 7th Panzer Division, Hartlieb's 5th Panzer Division crossed the Meuse River at Dinant. Both divisions then set out to expand their breakthrough. At Flavion, they encountered the French 1st Armored Division, which was
(continued on page 5)



Elements of 1er Division Cuirassée set up on board 10. Tanks must set up on hexes R8, S8, T6, T7, V6, W6, W7, X5, X7, Y8 or Y9. [ELR: 3] {SAN: 3}.

 4-5-7	 2-2-8	 9-1	 8-0	 HMG 1 11 6-12	 MMG 1 11 4-11	 LMG 1 11 2-8	 ATR 1 1-12	 12 37 -12"	 11 47 875° 12"	 ART 75 48	 14 76 *9PP
11			2			3		4	5		



Elements of the 31st Panzer Regiment, 5th Panzer Division enter on turn 1 on the south edge of board 4 [ELR: 4] {SAN: 2}

 4-5-7	 2-2-8	 9-2	 8-1	 8-1	 HMG 1 11 5-12	 LMG 1 11 3-8	 ATR 1 1-12	 DC 30-1	 AT 12 37L M12	 24 1 2/3PP	 28 17 21PP
16	2		3	2	8	3	4	2	6	2	

 10-2	 9-2	 14 75* 3/5	 14 37L 3/8	 12 37L 3/8	 14 20L(4) -/5	 15 11 CMG -/8"	 24 12 28PP
		2	3	2	5	3	2

VICTORY CONDITIONS: To win, the German player must have inflicted ≥ 20 CVP on the French while losing ≤ 5 CVP than the French. Captured Equipment counts normally, not doubled.

Special Rules

- EC are Moist. A Mild Breeze is blowing Northwest at the start of the game.
- All buildings are wood.
- Bore Sighting is NA.

4. German armor leaders can effect repairs on MA. A "6" Still disables.

5. The French player may move a limited number of tanks on Turn 1, only. During his RPh he makes a dr. The total is the number of tanks that may NOT move in the MPH.

6. French AFV crews are inexperienced.

BALANCE

French: Add 7-0.

German: Exchange MMG for HMG.

 Germans move first.	1	2	3	4	5	6	7	8
 French set up first.								

Flavion (cont. from page 8)

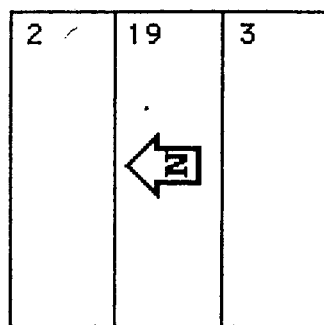
refueling. While Rommel led his division in a hooking movement, the 5th Panzer made for the enemy.

AFTERMATH: The green French tankers were overcome by Panic. During the confusion, the German gunners ripped apart the town leaving it in a blaze. When General Bruneau's Division limped off the battlefield that night, it had only 17 tanks left out of 175. The only unit capable of checking the advance of XV Panzer Korps had been virtually destroyed.

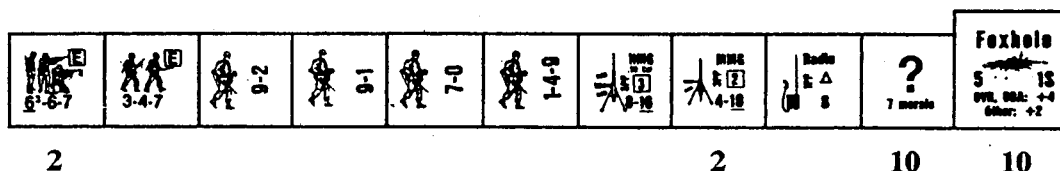
ON ALL FRONTS

THE I & R PLATOON

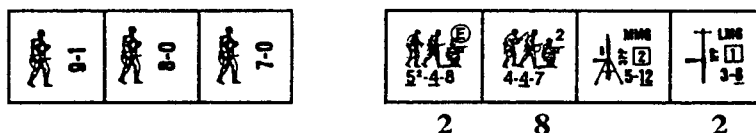
Lanzareth, Belgium, December 16, 1944: The Wacht Am Rhein offensive had caught the Americans with undermanned front lines. The hill overlooking Lanzareth had been occupied by a full
(continued on page 11)



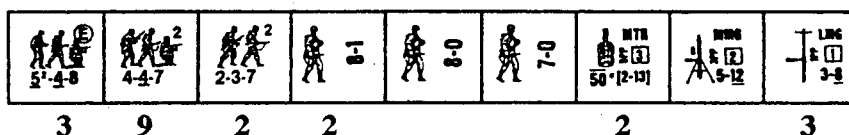
I & R Platoon, 394th Regiment, 99th Infantry Division [ELR: 4] set up on/north of hexrow 9 of board 19: {SAN: 5}.



Elements of the 3rd Fallschirmjaeger Division [ELR: 3] set up as indicated: {SAN: 2}.
Group A - in hex 19Y7: Group B - on hexes from 19Y6 to 19X2, 2 MMCs/hex:



Group C - on road hexes from 3Y10 to 3Y5, 2 MMCs/hex:



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VICTORY CONDITIONS: The German player wins if at game's end there is no Good Order American unit in normal range/SW range with LOS, or a Good Order leader with a functioning radio and LOS, to any of the road hexes running from 19Y6 to 2Y2.

Special Rules

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.

2. Americans are Stealthy, and may begin the game with any/all squads deployed.

3. The radio has access to a module of 80mm MTR OBA with plentiful ammo, but Radio contact may not be made prior to turn 7.

4. Germans must set up unconcealed, and are TI throughout American turn 1. Germans may not form multi-location firegroups.

BALANCE

German - exchange .50 cal for HMG.

American - 2 MMCs are Fanatic.

☆ American moves first.	1	2	3	4	5	6	7	8	9
✚ Germans set up first.									

I & R (continued from page 9)
company of the 2nd Infantry Division. Now it was held by 18 men of an I & R (Intelligence and Reconnaissance) platoon, led by the young Lt. Bouck, Jr. The hill overlooked Lanzareth and a crucial road junction. Roads from the junction led to Losheimergraben and Bucholz Station. Lanzareth itself was held only by a platoon of tank destroyers. This skimpy force was in the path of Sepp Dietrich and his troops. Should they fail to hold, the path was open to the 99th Infantry division's rear. A rolling artillery barrage in the early morning hours of the 16th did no damage, but foretold of action to come. To the dismay of the platoon, immediately after the barrage ended, the tank destroyers "bugged out", leaving them completely unsupported. Lt. Bouck spotted a huge column of German troops coming toward Lanzareth. He called for artillery fire on the road south of town but the request fell on skeptical ears, and no rounds were forthcoming. The Germans were marching in column to save time, as they believed that there were no Americans in the vicinity. From their well camouflaged positions, the 18 men of the platoon trained their weapons on the approaching Germans. Bouck let about three

hundred men pass by, close enough to see their faces. As a command group of three officers approached, a 13-year old Belgian girl stepped onto the road, pointed at the American positions, and yelled a warning to the surprised Germans.

AFTERMATH: Lt. Bouck hesitated before giving the order to fire out of concern for the girl. This allowed the Germans to dive into ditches alongside the road. The platoon fired relentlessly at the charging paratroopers all day, holding them at bay. Bouck begged for artillery support, only to be told that none was available, and to hold on at all cost. A German bullet smashed the radio, ending any chance of getting artillery. But still the few defenders held firm, cutting down the Germans as they charged out of Lanzareth. Finally, at dusk, with many of the men casualties and ammo running low, the Americans were outflanked and were pulled out of their foxholes at gun point. Lt. Bouck would celebrate his 21st birthday the next day as a POW, but the defense put up by him and his men cost the Fallschirmjaegers 200 dead and wounded.

ON ALL FRONTS

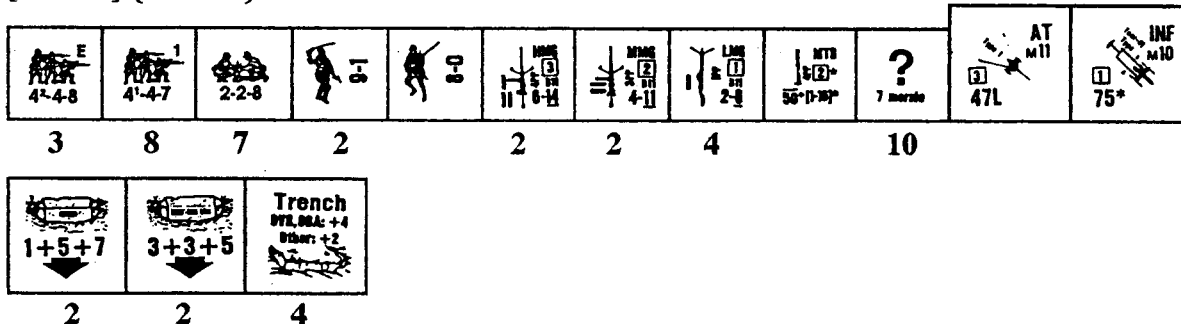
SLUGGING IT OUT

February 3, 1944, Kwajalain. After a surprisingly easy landing on the island, the Marines entered into a more serious confrontation on the second day. As units moved out they stared out at some of the most heavily fortified positions of the battle.

(continued on next page)



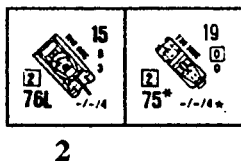
1st South Seas Detachment, 122nd Infantry Regiment set up east of hexrow K: [ELR: 4] {SAN: 5}



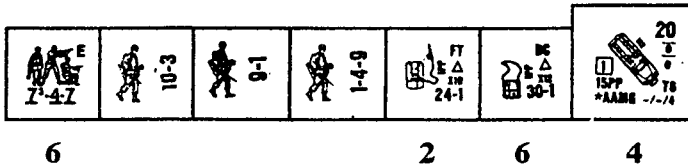
1st Bn, 184th Infantry Regiment set up west of hexrow G. [ELR: 4] {SAN: 3}



HQ Company, 767th Tank Bn, enter on turn 4 along the west edge.



13th Engineer Bn, enter Turn 6 along north or south edge, west of hexrow Q



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☆ U.S. moves first.	1	2	3	4	5	6	7	8	9
● Japanese set up first.									

VICTORY CONDITIONS:

The U.S. player wins if at game's end he Controls all Bunkers.

SPECIAL RULES:

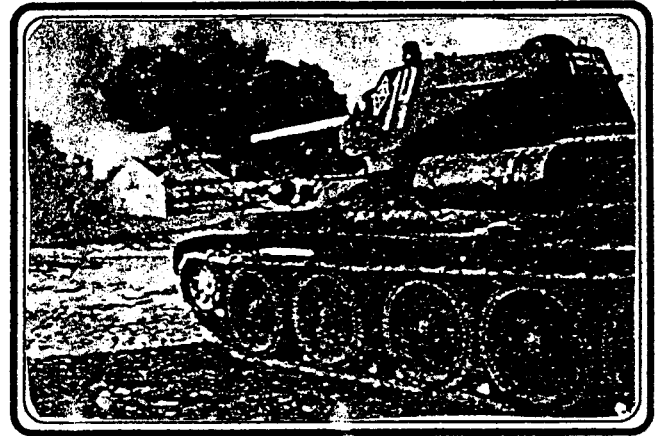
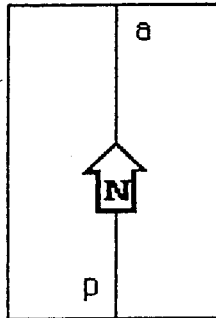
1. EC are Moderate with a Mild Breeze from the south at start. PTO Terrain (G.1) is in effect. All building hexes are jungle hexes and walls and hedges are Gullies.
2. Place Overlay G on hex K5 and E7 on hex S6.
3. The U.S. player receives two modules of 80mm OBA with Plentiful Ammunition.
4. The U.S. player receives one FB module. Napalm may not be used.

AFTERMATH: Tanks, air and artillery support were uncoordinated and largely ineffective against the stout Japanese defenses. At the middle of the day only 100 yards had been gained with high U.S. casualties. Finally, Engineer units moved and took the areas in a bloody struggle from bunker to bunker.

ON ALL FRONTS

PLAYTEST SCENARIO THE STRONGPOINT

November 3, 1944. Goldap, East Prussia. In the autumn of 1944, the Fourth Panzer Army found itself fighting a series of defensive battles and limited objective attacks in an attempt to stem the Russian onslaught. After losing the town of Goldap to the Soviet 88th Guards (continued on next page)



Elements of the 50th Infantry Division (ELR: 3) and GHQ Engineer Battalion (ELR: 5) set up south and east of the aH0-aH4-aK4-aO3 road. {SAN: 2}

8-3-8	4-6-7	4-4-7	9-1	8-1	8-0	Mmg	Lmg	DC	StuH 42	Stug III G
3	2	3	2				3		2	2



Elements of the 88th Guards Division (ELR: 4) set up north and west of the aH0-aH4-aK4-aO3 road {SAN: 5}.

6-2-8	5-2-7	4-5-8	4-4-7	2-2-8	9-1	8-1	8-0	Hmg	Mmg	Lmg	DC	MTR 82mm
2	2	2	2							2		

Mobile Reserve enters as per SSR 2:

AL 8-1	T34/85
3	

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Tactical Objectives: Both sides receive points by earning Casualty Points (A26.2) plus 2 points for each Good Order MMC or Leader and 1 point for each Good Order Half Squad inside the strongpoint (Building aK3) at game's end.

SPECIAL RULES:

- ECs are Wet, with a heavy wind blowing from SE to NW.
- Before the German Player sets up, the Russian Player must secretly choose one of the
- The German 8-3-8 engineers and the 3-3-8 half squads have an ELR of 5; all other German units have an ELR of 3.
- Two of the German AFVs must be set up in Motion (D4.2).
- Building aK3 is a Factory 9B23.74). German AFVs may not set up within the Factory.

Simultaneous Set-up.	1	2	3	4
★ Russians move first.				

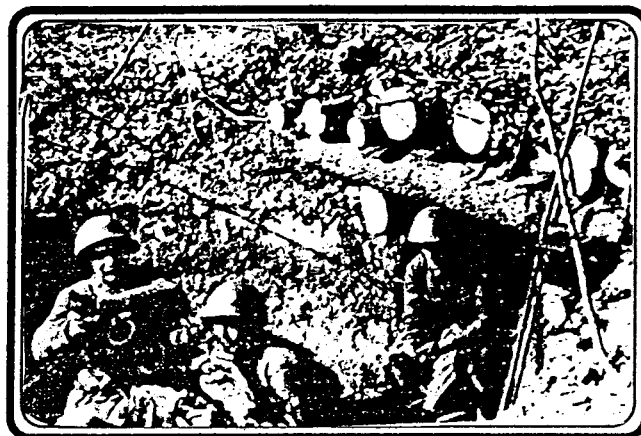
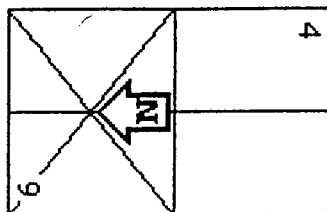
Division on October 21st the front stabilized until late that October, when a counter-attack was ordered to retake the town. The attack jumped off on November 3rd and ran into intense resistance from fortified enemy positions at the town's edge. With the aid of Stuka attacks and assault guns the German assault penetrated the Russian defenses in and around the brick factory. At this critical time the Soviet Commander committed his mobile reserve in an attempt to restore the situation. The T-34s and German assault guns met at close range in a violent exchange of fire.

AFTERMATH: In a matter of seconds, all but one of the assault guns were knocked out. Hand-to-hand fighting raged in and around the brick factory. The German advance was stopped, but the Russian attempts to retake their old positions were frustrated. Toward evening the intervention of the Fuehrer Escort Brigade closed the ring around the Russian Goldap garrison.

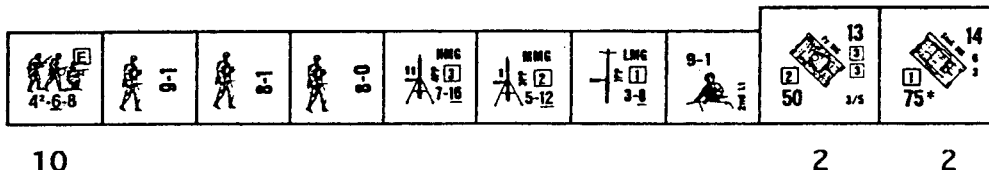
ON ALL FRONTS

DO OR DIE

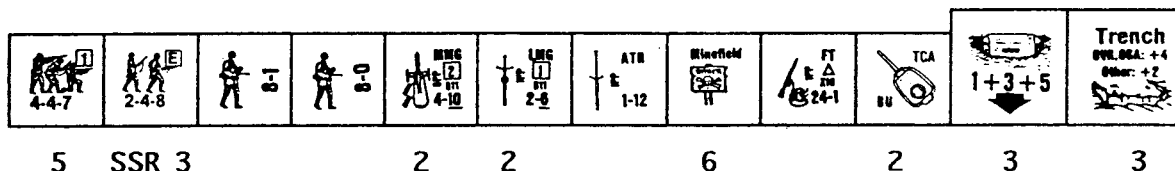
October 13, 1941.
Russian defensive
positions near Yelnya
along the
Smolensk-Moscow
highway.



Elements of the "Der Führer" Regt., Das Reich Mot. Div., with attached units of the 10th Pz Div. set up on board 6 (whole hex). [ELR: 4] {SAN: 2}



Elements of the 2nd Battalion, 17th Rifle Regiment set up on any hex ≥ 4 on board 4. Two MMCs with SWs may set up HIP. Each Bunker must be at least two hexes (excl.) from each other.. [ELR: 2] {SAN: 4}



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VICTORY CONDITIONS: To win, the German player must control all 3 bunkers/pillboxes by game's end or inflict >14 CVP exclusive of prisoners.

SPECIAL RULES:

1. ECs are Moderate with no wind at the start.
2. German player may start the game with the HMG and MMG, DM.
3. The 2-4-8 may operate the FT without penalty.

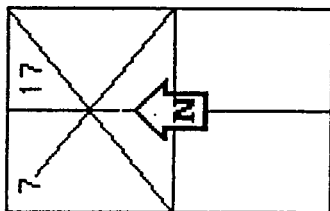
4. **TERRAIN:** All Grain hexes are Brush. Only hexrows A-P on board 4 and R-GG on board 6 are in play.
5. Armored Cupolas (D9.5) represent (one each) dug-in BT 7 M37 and T34 M41 tanks. Keep a side record. Each Cupola counts as two Casualty Victory Points.
6. SS morale: See Footnote 31 on page A43.

Germans move first.	1	2	3	4	5
Russians set up first.					

ON ALL FRONTS

FOLLOW ME!

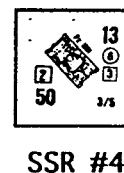
October 13, 1941.
Russian counterattack
attempts to eliminate
German bridgehead
across the Kolotchy
River on the
Smolensk-Moscow
highway.



Elements of the Motorized Div., Das Reich, set up on any hex on board 17 numbered ≥ 8 and anywhere on board 7. [ELR: 4] {SAN: 4}



 4-6-8	 2-2-8	 8-1	 8-0	 MKG E 2 5-12	 LNG E 1 3-8	 ATH E 1-12	 AT M12 37L MO(1)	 Foxhole 5 13 OVL, LSA: +4 DMR: +2
6			2		2			3



Elements of the 19th Tank Bde and 113 Rifle Regiment enter on the east edge, on turn 1.
[ELR: 2] {SAN: 2}



 4-4-7	 8-1	 8-1	 8-0	 LNG E 1 2-8	 MKG E 2 4-10	 76L 2/4
12				5		3

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VICTORY CONDITIONS: The German player wins if there are no Good Order Russian MMCs/AFVs in or adjacent to 7Y1 at game's end.

SPECIAL RULES:

- ECs are Moderate with no wind at the start.
- Only hexrows Q thru GG (incl) are in play.

- A one-lane stone bridge exists between 7AA8 and AA6.

- Elements of the 19th Panzer Div. enter turn 1, on the west edge of mapboard 7.

- SS morale: See Footnote 31 on page A43.

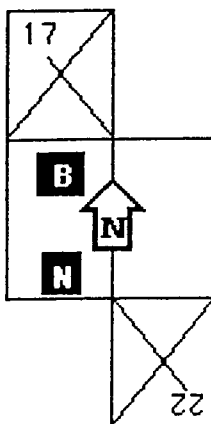
 Russians move first.	1	2	3	4	5
 Germans set up first.					

ON ALL FRONTS

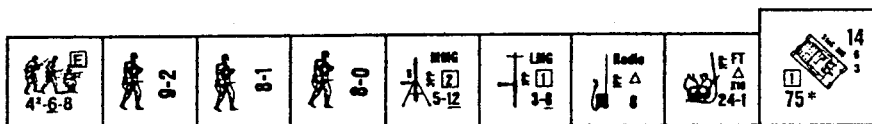
CLOSE RANKS

October 13, 1941.

The village of Yudinki near the Smolensk-Moscow highway is held against SS attacks by the elite Lenin Cadets.



Elements of the Motorized Div., Das Reich, and attached AG Bn. set up concealed on any whole hex of board 17 as per SSR #3. [ELR: 4] {SAN: 3}



12

2

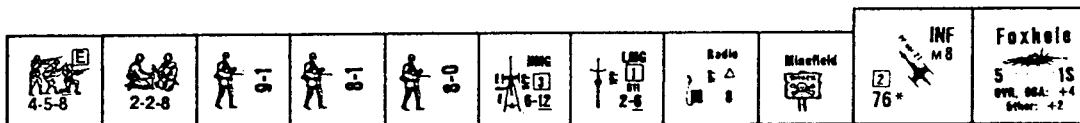
2

3

2



Elements of the Lenin Cadets set up concealed on any whole hex of board 22 as per SSR #3.. [ELR: 4] {SAN: 5}



9

2

3

12

2

3

VICTORY CONDITIONS: The German player wins if he controls any four buildings in any one of the three following areas of board 22.

Within the road 22G6-Y6-Y1 (5).

Within the road Y2-Y6-S7-T2 (7).

Within the road T2-S8-Q2 (4).

All buildings on board 22 are initially controlled by the Russian player.

SPECIAL RULES:

1. ECs are Moderate with no wind at the start.

2. Only hexrows Q-GG on boards 17 and 22 are in play. Place overlay N with V2 on 17FF1, U3/EE2 and V3/FF2. Place overlay B with BB2 on 17V2, EE4/S1 and CC1/U4.

3. Simultaneous setup. Each player sets up on his own board out of view of the other player. You may use a box lid or stand a mapboard between the two setup boards to block the view. When ready join the two mapboards together and commence the game.

4. The German player designates one MMC as Assault Engineers (H1.22).

5. The Russian field phone represents one module of 80+mm. The German one module of 100+mm. The German radio and SMC possessing it may set up HIP.

6. SS morale: See Footnote 31 on page A43.

Set up as per SSR #3	1	2	3	4
Germans move first.				

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