

Croix de Guerre™



ASL MODULE 10



The Avalon Hill
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STRANGERS IN A STRANGE LAND

ASL SCENARIO 75



VICTORY CONDITIONS: The French win if they are the only side with an unbroken MMC in building 22F4 at the end of any Game Turn.

TURN RECORD CHART

⚡ GERMAN Sets Up First	⊙ 1	2	3	4 ⚡	5	6	7	8	END
⊙ FRENCH Moves First [147]									

ELVEGÅRDSMOEN, NORWAY, 13 May 1940: At 0100 hours, in the arctic twilight, the 13th Demi-Brigade of the French Foreign Legion and five Hotchkiss tanks were successfully put ashore by British landing craft near Bjerkvik, northeast of Narvik at the head of the Herjangsfjord. After overcoming the local German defenses, one Legion battalion and two tanks moved north about two miles to Elvegårdsmoen, a mobilization and supply center for the Norwegian 6th Brigade captured by elements of the 2nd Mountain Division on the initial day of the German invasion. Liberating the weapons depot would provide much-needed arms and ammunition for the Norwegians, who were continuously engaged in mountain warfare with the Germans as part of the Allied attempt to regain control of Narvik.

BOARD CONFIGURATION:

BALANCE:

- ⊙ In the Victory Conditions, change "unbroken" to "Good Order".
- ⚡ Exchange the French 9-2 for a second 9-1.



18	
	22

(Only hexrows B-P on board 22, and R-FF on board 18, are playable)



Elements of Gebirgsjäger Regiment 139 [ELR: 4] set up on board 22, using HIP if in Concealment Terrain; however, only one MMC (plus any number of SMC/SW) may be set up per building: {SAN: 3}

4-6-8	2-4-8	1-1	1-1	5-12	3-8	50" [2-13]	1-12
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2

3

2

Enter on Turn 4 along the south or east edge of board 22:

4-6-8	1-1	3-8	30-1
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4



Elements of the 1er Bataillon, 13ème Demi-Brigade de Légion Étrangère, and of the 342ème Compagnie Autonome de Chars de Combat [ELR: 5] enter on Turn 1 along the west edge of board 18 (see SSR 5): {SAN: 2}

4-5-8	2-4-8	9-2	9-1	8-0	20"	811 2-8	60mm	12 4 4 37* -12*/*
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11

3

2

2

2

SPECIAL RULES:

- Weather is Ground Snow (E3.72), with Wet EC and no wind at start.
- All roads are unpaved and plowed. All buildings are wooden. The stream is Dry. Grain does not exist; treat it as normal Open Ground. The bridge on board 18 does not exist.
- Kindling and Entrenching Attempts are NA.
- All Germans are considered Commandos for Scaling (B23.424) purposes only.
- All French MMC [EXC: crews] have their printed broken-side Morale Level increased by one. The normal Inherent MF (A4.11; A17.2), and printed MP, allotment of all French units is halved during their Turn 1 MPH.
- No AFV may enter any hex of building 22F4.

AFTERMATH: In a swift attack, supported by the tanks which successfully dealt with a number of German machine gun posts, the Legionnaires—some 120 strong—stormed the depot building by building and drove the defending mountaineers into the surrounding hills. One hundred machine guns, along with ammunition and other equipment, were liberated from the depot and shortly thereafter turned over to the Norwegians. Two weeks later, in the first significant Allied victory of the war, Narvik would be recaptured by a combined French, Norwegian and Polish attack supported by British ships and aircraft.

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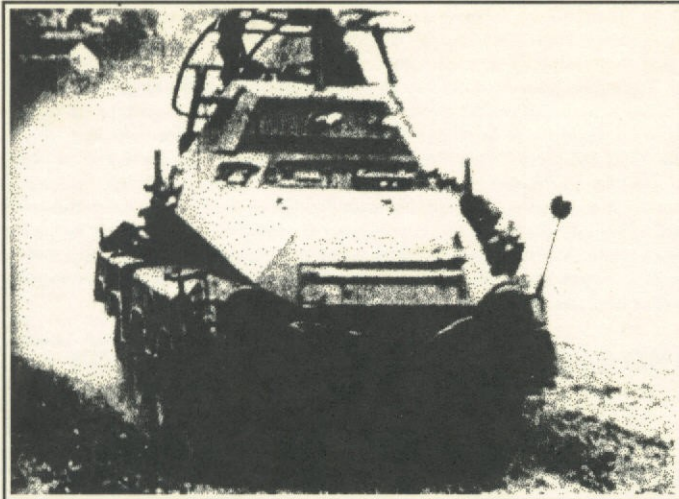
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END OF THE NINTH

ASL SCENARIO 76



VICTORY CONDITIONS: The French win if at game end they have amassed ≥ 9 Exit VP. They receive Exit VP only for each Good Order French leader Exited off *any* south-edge road hex (see also SSR 6). In addition, each Good Order French leader in hex(es) 41V6/V7 at game end counts as double Exit VP, while the non-doubled VP value of each French leader held prisoner at game end is subtracted from the Exit VP total.

TURN RECORD CHART

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	8	9	END
⚡ GERMAN Moves First [0]										

LE CATELET, FRANCE, 18 May 1940: The French command reacted slowly to Rommel's breakthrough at Avesnes. 1st Army Group ordered the 9th Army to move its headquarters to Le Catelet. The newly assigned 9th Army commander, General Giraud, moved to rendezvous with General Picard, whose 1st Light Mechanized Division was detraining at Solesmes in preparation for action. Taking advantage of the sluggish French reaction, the Germans refueled and rearmed their Panzers; and on May 18th they advanced toward Le Catelet. Colonel Véron, given the task of defending the indefensible, prepared the small village garrison and the 9th Army's headquarters staff to meet the expected German thrust. Despite the many disasters of the previous days, General Giraud remained optimistic about his army as he and his personal staff approached Le Catelet along roads patrolled sporadically by roving German armor.

BOARD CONFIGURATION:

BALANCE:

- ⊙ In the Victory Conditions, change " ≥ 9 " to " ≥ 7 ".
- ⚡ Add a second SPW 251/1 to the German reinforcements.



17	St3
	41



Elements of the Gardes Mobiles and 9ème Armée HQ [ELR: 2] set up, using HIP, in building Locations ≤ 8 hexes from 41V7: {SAN: 4}

4-3-7	2-2-8	10-2	9-2	9-1	8-0	6+1	HMG 3 B11 6-12	MMG 2 4-11	LMG 1 B11 2-6	INF 37* [60]
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5

2

3

2

2

Elements of the 6ème Cuirassiers, 1ère Division Légère Mécanique, set up in road Locations ≤ 8 hexes from 41V7:

28
25LL -1/4/2*

4



Elements of Aufklärungs Abteilung 57 enter on Turn 1 along the north edge:

35
20L(4) -1/5

6

Elements of Kampfgruppe von Ravenstein, Panzer Division 6 [ELR: 4] enter on/after Turn 3 along the north edge; all, some or none may enter on each allowed turn: {SAN: 2 (see SSR 4)}

4'-6-7	8-1	8-1	8-0	0-1	LMG 1 3-8	ATB 1-12	Radio 8	16 15PP AAMG -1/-3	16 7PP+ CMG -1/7*3*
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11

2

2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place Overlay St3 on 17J5-K5.
- A two-lane stone bridge exists in hex 17oJ6.
- The German Sniper counter is not placed onboard until the start of Turn 3.
- The Germans receive one module of 80+mm battalion mortar OBA that can fire HE and Smoke.
- No French unit may exit the playing area before Turn 8.

AFTERMATH: In the middle of the day French recon units spotted their German counterparts advancing on Le Catelet from the north. A group of Panhard armored cars fought back against the lead units even as German infantry moved into position for an assault on the headquarters in the town hall. Shells called down on the village set fire to the signal station. Soon afterward, German infantry stormed the HQ. The 9th Army Chief of Staff, General Thierry d'Argenlieu, was killed along with General Augereau and a dozen other officers. Many others were captured. General Giraud, just arriving at the outskirts of Le Catelet, saw that his army's headquarters had been obliterated. Turning away from the scene of the disaster, he climbed into a ditch to burn his papers, and ordered his personal staff to fend for themselves. The General, who had been in command of the rapidly disintegrating 9th Army for only three days, would be captured the next morning by a cook from the 6th Panzer Division.

LE HÉRISSON

ASL SCENARIO 77



VICTORY CONDITIONS: The Germans win if at the end of any Player Turn they Control ≥ 11 multi-hex buildings on board 20, provided the French have amassed ≤ 25 Casualty VP. See also SSR 4.

HANGEST, FRANCE, 5 June 1940: By June 5th, Rommel's 7th Panzer Division had established a small bridgehead across the Somme, but the construction of a pontoon bridge was prevented by interdicting fire from the nearby town of Hangest. Here a company of black troops from the 5th Colonial Division, following the new general order to turn each town, village and woods into a fortified "hedgehog" (*hérisson*), prepared to hold out as long as possible in an attempt to blunt the lightning German thrusts which had proven so devastating in the preceding weeks. Against Hangest the Germans first committed a tank battalion, but this attack failed when most of the vehicles became immobilized trying to negotiate a steep hill as they approached the town. Next, self-propelled howitzers were brought forward to bombard the defenders, and an assault by motorcycle infantry was launched. The attackers slowly fought their way into Hangest, but the colonial infantry resisted fiercely even in the face of point-blank fire from the SP guns.

BOARD CONFIGURATION:

BALANCE:

- ⊙ Exchange the French 7-0 for an 8-1.
- ⊕ Exchange one German LMG for a German MMG.



22	
	20

(Only hexrows A-P on board 22, and R-GG on board 20, are playable)

TURN RECORD CHART

⊙ FRENCH Sets Up First [81]	1	2	3	4	5	6	7	8	END
⊕ GERMAN Moves First [104]									



Elements of the 5ème Compagnie, 44ème Régiment d'Infanterie Coloniale [ELR: 3] set up on board 20: {SAN: 4}

1 4-5-7	1 2-3-7	9-1	8-0	7-0	3 B11 6-12	2 4-11	1 B11 2-6	?	7 morale	
9	3					2		12		2



Elements of Kradschützen Bataillon 7 and sIG Kompanie 705 [ELR: 4] set up on board 22 in hexes numbered ≥ 5 : {SAN: 2}

1 4-6-7	1 2-4-7	10-2	8-1	7-0	3 7-16	1 3-9	12 150*
12						3	3



SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All buildings are stone. The stream is Dry.
- The French suffer from Ammo Shortage, may designate one building *hex* as Fortified (tunnels are NA), and may use HIP for one squad-equivalent (and all SMC/SW stacked with it).
- Buildings 20U8 and 20BB8 are each considered one building for victory purposes, but otherwise are treated as Rowhouses.

AFTERMATH: Ordered to hold to the last, the colonial defenders of Hangest did just that. In building after building they fought desperately throughout the day and into the evening. However, with casualties mounting and ammunition supplies dwindling, their situation slowly but steadily deteriorated. Finally, with all ammunition exhausted, they were left with no choice but to surrender. One of the last buildings to fall was the town's school. As in Hangest, furious resistance was offered in other villages such as Franleu, Quesnoy, Airaines and Hornoy—some of which held out for several days. The Germans were forced to bypass the French hedgehogs, known collectively (and somewhat grandiosely) as the Weygand Line, but the delay incurred proved only temporary; in a few days the Panzer columns were once again streaming into and through the French rear areas, wreaking havoc wherever they appeared. Sadly, a number of the black troops manning the hedgehogs were later found to have been summarily executed by angry Germans for having held out "too long".

ENCOUNTER AT CORNIMONT

ASL SCENARIO 78



VICTORY CONDITIONS: The Germans win immediately if they Control $\geq$ 14 stone buildings north of the stream, provided the French have amassed $\leq$ 35 Casualty VP.

TURN RECORD CHART

☉ FRENCH Sets Up First [107]	1	2	3	4	5	6	7	8	9	10	END
⚡ GERMAN Moves First [0]											

CORNIMONT, FRANCE, 20 June 1940: After having attained the Swiss border on the 17th, Gruppe Guderian turned its attention to the three French armies trapped against the Maginot Line. In the area of the French 8th Army in the Vosges mountains, scattered defending forces were committed piecemeal in an effort to slow down the swift German advances that were cutting the defenders into ever smaller pockets. In Cornimont, Commandant Pasquier, in charge of the 158th Engineer Battalion, had hoped to wait quietly for the armistice—but his hopes were dashed when an order to defend the town arrived. Deploying his available troops, he chose a battery of three truck-mounted 75mm AA guns and two sections of pioneers to defend the village; other pioneers occupied the slopes of hill 862 nearby, and a contingent of engineers dug in on hills 980 and 981.

BOARD CONFIGURATION:

BALANCE:

☉ Add one 4-5-7 and one 4-3-7 to the force that sets up on/north-of hexrow Q.

⚡ Exchange both PSW 221 for two PSW 231(8R).



2	41
St1	



Elements of the 418ème Régiment de Pionniers, 158ème Bataillon du Génie, and 5ème Groupe du 403ème Régiment d'Artillerie de Défense Contre Avions [ELR: 2] set up as indicated (see also SSR 4 and 5): {SAN: 2}

On/between hexrows R and V:

1 4-5-7	G 4-3-7	8-1	7-0	LMG 8-1 2-6	?	7 morale	12 *12 *75	20 29PP
3	2				6		3	3

On/north-of hexrow Q:

1 4-5-7	G 4-3-7	1 2-3-7	8-1	6+1	HMG 8-1 6-12	?	7 morale	Foxhole 5 1S OVR. OGA: +4 Other: +2
4	6					6		6



Forward elements of Kampfgruppe Krüger, Panzer Division 1 [ELR: 4] enter on Turn 1 on/adjacent-to 2GG6: {SAN: 4}

1 4-5-7	9-2	9-1	8-0	dm HMG 3-8	LMG 3-8	ATR 1-12	34 CMG -5/*	33 20L(4) -5/*	24 M9 3PP
9					3		2	3	9

Elements of KG Krüger enter on Turn 2 on/adjacent-to 2GG6, or on Turn 3 on/adjacent-to 41GG9:

1 4-5-7	2-4-8	2-4-7	8-1	8-0	dm HMG 3-8	LMG 3-8	ATR 1-12	dm MTR 8-50mm	28 T7 21PP	30 T10 9PP
6						2			4	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place Overlay St1 on 2W6-2W5 (consider hexside 41V9-41W10 a stream hexside). A two-lane stone bridge exists in hex 2oW1.
- All hexes of hill 538 are woods hexes as well; the Level 1 hill Crest Line also represents the extent of the woods.
- Before the French set up, the German player must record the turn on which his second group of units will enter.
- The French trucks are Ammo Vehicles (E10.) for the Autocannons de 75 mle 13/34; see French Vehicle Note 23.
- Kindling Attempts and Bore Sighting are NA.
- If a German AFV with any manned and functioning armament, and/or Good

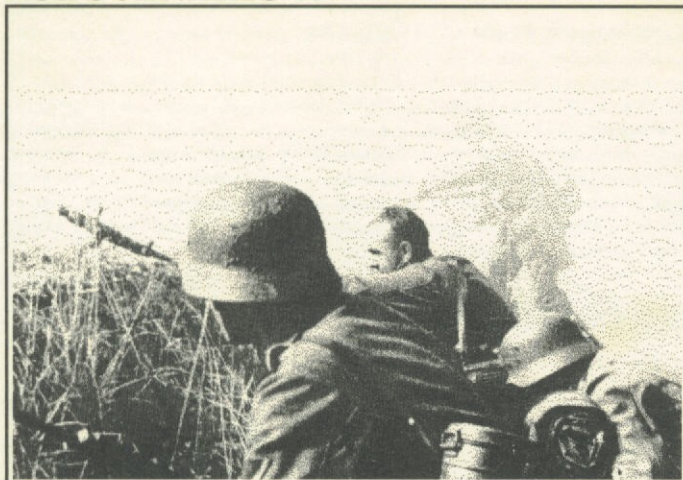
Order German squad/HS, that is unconcealed occupies hex 205 at the start of any Player Turn, all Autocannons and Ammo Vehicles immediately suffer Recall as if they were AFV with disabled MA (D3.7).

8. Despite being a 1MT Type, the PSW 221 must be CE to fire its MA.

AFTERMATH: The trucks, armored cars and motorcyclists of *Kampfgruppe Krüger* had forded the Moselle near Le Thillot and slowly followed the mountain road to Cornimont, disposing of several small roadblocks along the way. At about 1700 hours they launched their attack on the town. After about half an hour of fighting, the French *autocannons*, declaring that enemy infantry had gotten behind them, suddenly withdrew without warning. This uncovered the defenders' right flank, which was then overwhelmed. Many of the pioneers began to surrender, and the engineers on the nearby heights retreated, covered by a small rearguard. The Germans did not engage in vigorous pursuit; having gained their objectives, both men and machines needed rest.

BRIDGE OF THE SEVEN PLANETS

ASL SCENARIO 79



VICTORY CONDITIONS: The Germans win if they Control hex 40oP5 at the end of any Player Turn, provided the French have amassed ≤ 25 Casualty VP.

TURN RECORD CHART

⊙ FRENCH Sets Up First [126]	1	2	3	4	5	6	7	8	9	END
⚡ GERMAN Moves First [112]										

LES SEPT-PLANÈTES, FRANCE, 3 June 1940: On June 1st, the defense of the bridges along a stretch of the Bergues canal south of Dunkirk was entrusted to the *compagnie d'accompagnement* (heavy weapons company) of the 1st Battalion, 224th Infantry Regiment, supported by miscellaneous troops including several mobile 155mm coast-defense guns manned by naval crews. Two days later, in the early morning, the position at the Seven-Planets bridge three miles south of Dunkirk was probed by the Germans. The outlying French infantry drew back somewhat closer to the bridge so as not to be cut off; and shortly thereafter, a truck appeared on the Coudekerque road east of the bridge and unloaded German infantry in front of the Hennebel farm.

BOARD CONFIGURATION:

BALANCE:

⚡ German ELR is "4".

⊙ $\leq$ two French squad-equivalents (and all SMC/SW stacked with them) may use HIP.



40	X16
X11	
OG4 OG5	
X7	
St1	
X12	
X18	
	91



Reinforced elements of the 224ème Régiment d'Infanterie, 68ème Division d'Infanterie [ELR: 2] set up as indicated: {SAN: 2}

West of the river:

1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	HMG B11 6-12	LMG B11 2-6	AT M12 25LL [45]
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2 4 2 2

In building 40oD1:

7-0	2-2-8	MMG B11 4-11
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2

East of the river and west of road 16A5-16N4-16Y4-16GG5, but not in building 40oD1:

1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	MMG B11 4-11	LMG B11 2-6	AT M12 25LL [45]	ART M-1 155
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3 3 2 (see SSR 6)

West of road 16A5-16N4-16Y4-16GG5, but not in building 40oD1:

9-1	8-1	8-0	Foxhole 5 OVR. OBA: +4 Other: +2
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10



Reinforced elements of Infanterie Division 18 [ELR: 3] enter as indicated: {SAN: 3}

On Turn 1 along the east edge of board 16:

1 4'-6-7	1 2-4-7	9-2	8-1	7-0	dm HMG B11 3-8	LMG B11 3-8	dm MTR B11 50mm	T7 21PP
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10 3 2 3

On Turn 3 along the east or south edge of board 16:

1 4'-6-7	2-2-8	8-1	8-0	dm HMG B11 3-8	LMG B11 3-8	dm MTR B11 50mm	dm MTR B11 50mm	Radio B11 8	INF M10 75*	28 T7 21PP	15 20L(4) -/5
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9 2 2

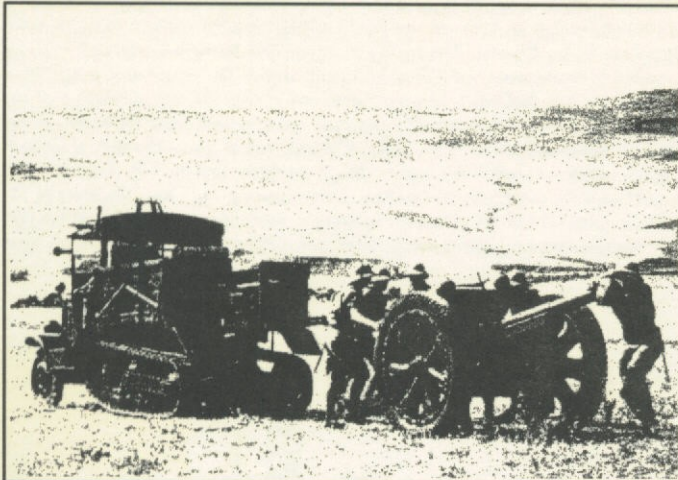
SPECIAL RULES:

- EC are Moderate, with no wind at start. The river is Deep. Hill 486 does not exist, but all other terrain thereon does. 16O3 and 16O4 are orchard—not building—hexes. Kindling Attempts are NA.
- Place overlays as follows: St1 on "offboard hex 40S11"—S10; OG4 on 40O8-N7; OG5 on 40O4-P4; X7 on 40P5 (with the "1" against hex oP4); X11 on 40I5-J4; X12 on 40T5-U5; X16 on 40D1-D2; and X18 on 40W5-W4.
- No building has an upper level [EXC: building 40oD1 retains 1st and 2nd levels]. No unit may enter or exit building 40oD1 (which represents Fort Castelnau).
- Two-lane stone bridges exist in hexes 40Q2-40Q3 and 40oS5.
- All roads are paved. Each road hex adjacent to the west bank of the canal, from hex 40A8 to 40P3 inclusive, is assumed to contain an unarmored, "0" Target-Size wreck that may not be Scrounged.
- The 155mm Gun may not be set up in a building, and suffers from Ammunition Shortage (A19.131). It is considered a ST—not NT—Gun and may change its CA

accordingly; however, all other aspects of RFNM (C10.25) apply unchanged. The 155 may not fire at a bridge hex that contains no German unit.

- The Germans receive one module of 100+mm OBA that can fire HE and smoke.

AFTERMATH: The Germans immediately opened fire with machine guns. Even as the French responded in kind, other German infantry that had crept forward undetected through the grainfields attacked. A bit later, as more Germans approached from the south along the east bank of the canal, the defenders were forced to pull back to immediately in front of the bridge. Weapons that could not be moved quickly were rendered useless and abandoned. After a time the relentless pressure of the attack compelled a complete withdrawal across the bridge to the canal's west bank, where the defenders regrouped amongst a long line of destroyed British vehicles on the canal road. Here they were able to hold the Germans for a while, but the continuous rain of artillery, mortar, machine gun and small arms fire eventually caused so many casualties that the French were forced to give up altogether their hold on the bridge. However, their stubborn resistance had helped prevent a German breakthrough, thereby providing precious extra time for the extrication of Allied troops across the Channel.



VICTORY CONDITIONS: The French win immediately if they Control $\geq$ five buildings in the U.S. setup area prior to the start of Turn 8, or at game end if they have amassed $\geq$ 30 Casualty VP.

TURN RECORD CHART

☆ U.S. Sets Up First [123]	1	2	3	4	5	6	7	8	9	10	END
⊙ VICHY Moves First [72]											

MEHDIA, MOROCCO, 8 November 1942: On D-Day of Operation Torch the 2nd Battalion Landing Team (BLT) of the 60th Infantry Regiment, 9th Infantry Division, had in part the critical mission of capturing the coastal defenses of Mehdi before daylight. These consisted of several coast artillery positions and a large stone fortress known as the Kasba. Unfortunately the Vichy French resisted the landings, prompting the code-word "Batter Up" to be sent to the operation's commander offshore. Shortly thereafter came the reply: "Play Ball"—the signal to return fire. During the ensuing fight the GIs, due to inexperience and confusion, were unable to halt their own naval gunfire support and thus could not close with the defenders. Later in the morning the BLT, still extremely disorganized, was ordered to renew its attack—but a misunderstanding caused part of the green and shaken unit to mistakenly advance about a thousand yards eastward into a small village. Shortly afterward it came under counterattack by westward moving French reinforcements.

BOARD CONFIGURATION:

BALANCE:

- ☆ French ELR is "2".
- ⊙ Exchange three 4-3-7s for 4-5-8s.



17	4
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Elements of the 2nd Battalion Landing Team, 60th Infantry Regiment [ELR: 2] set up on board 17 on/between hexrows L and W: {SAN: 3}

2 5-4-6	2 2-3-6	1 8-1	1 8-0	1 7-0	3 6-12	2 4-10	1 8-4	3 60* [3-45]
15	6	2			2		2	



Reinforced elements of the 2ème Bataillon, 1er Régiment de Tirailleurs Marocains [ELR: 3] enter as indicated: {SAN: 2}

Group A on Turn 1 along the east edge of board 4:

1 4-5-7	1 9-1	1 8-0	1 2PP	1 B11 2-8
9				

Group B on Turn 2 along the north edge of board 4:

1 4-5-7	1 4-3-7	1 8-1	1 7-0	1 2PP	1 B11 2-8	1 60mm
3	5					

Group C on Turn 4 along the east edge of board 4, or on Turn 5 along the north edge of board 17:

1 4-5-7	1 2-2-8	1 8-0	1 B11 2-8	1 M8 75	1 T2 5PP
3	2			2	4

Group D on Turn 6 along the east edge of board 4, or on Turn 7 along the north edge of board 17:

1 37* -12*/*
3

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. All woods are brush. Grain and orchards are in season.
3. Bore Sighting and Kindling Attempts are NA.
4. All buildings are stone. No building has an upper level [EXC: Rooftops are in play for multi-hex buildings; a unit on such a rooftop is considered to be at Level 1].
5. The French receive one module of 70+mm OBA (HE and Smoke) with Scarce Ammunition, directed by an Offboard Observer at Level 1 in a north- or east-edge hex of board 4 secretly recorded prior to U.S. setup.
6. The BAZ counter may remain offboard until the unit that set up possessing it loses Good Order status or fires/drops/Transfers it.
7. No Good Order unit of either side may refuse the Surrender of an enemy unit,

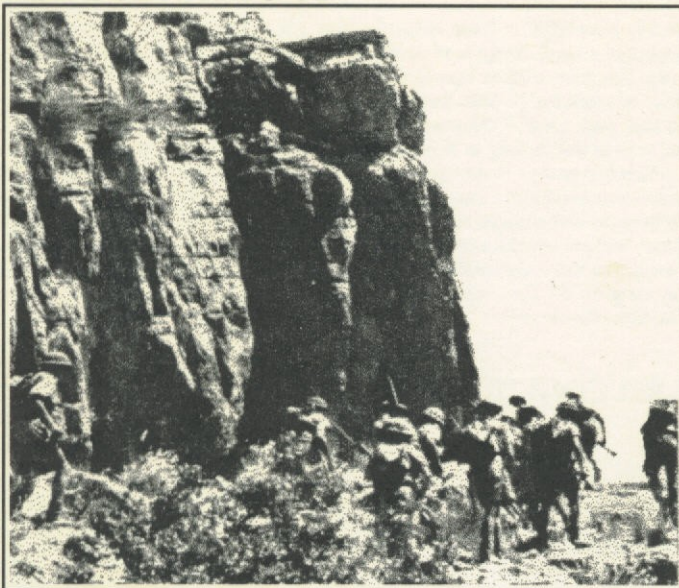
nor conduct a Massacre.

8. Beginning on Turn 8, Good Order U.S. Personnel (and their prisoners, if any) may exit off the west edge of board 17 without being counted as eliminated.

AFTERMATH: The Americans, who had been hoping for only token resistance to their landings, and still suffering from the morning's chaos, were forced to defend themselves against a determined attack. The tempo of the French assault grew as the day wore on, with infantry, artillery—and later, three R35 tanks from the 1st African Chasseurs—brought to bear against them. With neither reinforcements nor artillery support materializing, the GIs fought on for a time, and even managed to knock out two of the tanks. But eventually they found themselves in danger of being cut off, whereupon they began to withdraw in groups to the more prepared position whence they had come. The French followed, harassing them and taking a number of prisoners. The green American landing force would require another two days to seize the Kasba.

FRATRICIDAL FIGHTING

ASL SCENARIO 81



VICTORY CONDITIONS: The Allies win immediately when they Control hex 25BB5 and hex(es) 25Y2/25BB8, provided they have amassed ≥ 25 Casualty VP and the Vichy French have amassed ≤ 30 Casualty VP.

TURN RECORD CHART

⊙ VICHY Sets Up First [140]	1	2	3	4	5	6	7	8	9	END
‡ ⊙ ALLIED Moves First [223]										

6 miles south of DAMASCUS, SYRIA, 20 June 1941: The Allied invasion of Syria and Lebanon, conducted primarily by the 7th Australian Division, the 5th Indian Infantry Brigade and the brigade-strength Free French Division, had begun on June 8th. The phase-one objective of the latter two formations was the capture of Damascus. A week later they were only about ten miles south of the city, but facing strong Vichy defenses along the all-important road through the last rugged hills before the capital. In the next four days the veteran Indian brigade broke through and advanced to the very outskirts of Damascus, only to find itself cut off and sorely pressed, while on its right the Free French seized all of the steep, boulder-strewn Djebel el Kelb save for Hill 740 which prevented them from coming to the Indians' assistance. On the 20th the Free French made another attempt to overcome this last barrier. By now both they and the Vichy troops defending the hill were weary, and disheartened at having to fight their erstwhile brothers-in-arms.

BOARD CONFIGURATION:

H2		H1
H3		
6Z	25	28

BALANCE:

⊙ Exchange three 4-3-7s for 4-5-7s.

‡ Both 51mm mortars have "s8".



2ème Compagnie, 29ème Régiment de Tirailleurs Algériens, and elements of the 17ème Régiment de Tirailleurs Sénégalais [ELR: 3] set up on/north-of hexrow V within 12 hexes of 25V5: {SAN: 4}

1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	1-9	8-1	8-0	HMG B11 6-12	MMG B11 4-11	LMG B11 2-6	MTR B11 3-42	INF B11 37*	? 7 morale
------------	------------	------------	-------	-----	-----	-----	--------------------	--------------------	-------------------	--------------------	-------------------	---------------

10 5 3 3 2 8

AT M12 25LL [45]	Sangar 15 or Gun ORA: +3* Other: +1*	Foxhole 5 1S ORA: +4 Other: +2
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2 8 4



Elements of the 1er Bataillon, 13ème Demi-Brigade de Légion Étrangère, and of the 1ère Compagnie de Chars de Combat [ELR: 3] set up on board(s) 25/29 on/south-of hexrow Q: {SAN: 3}

4-5-8	2-4-8	9-1	8-1	8-0	MMG B11 4-12	LMG B11 2-7	MTR B11 2-11	8-1	12 4 4
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12 5 2 3 2 4

A-T Commando platoon from the 5th Indian Infantry Brigade sets up as per SSR 6:

6-4-8	8-1	ATR B11 1-12	DC B11 30-1
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3

SPECIAL RULES:

- EC are Very Dry, with no wind at start.
- Place Overlay **H1** on 28S2-T1, **H2** on 29W8-X8 and **H3** on 29O3-P3.
- Broken Terrain (F13.1) is in effect for all non-hill (thus including hillock) hexes.
- A continuous paved road runs 29A3-25Q1, and thence to 25V3 and 25GG5 in the printed road hexes. No other road exists.
- Vichy "?" may be set up in any terrain.
- British (i.e., "Indian Brigade") units and SW use the same setup area, ELR and SAN as the Free French. British and Free French are considered different nationalities [EXC: see F.8A for SW usage], and no unit or SW assigned by the OB to either

such nationality may be stacked-with/possessed-by the other at start. Multi-Location FG that contain both Free French and British MMC (/SW manned by those MMC) are NA. British units are *not* considered Commandos. For Free French, see also F.8-8A and F.8C.

AFTERMATH: Two Foreign Legion companies, supported by a few Hotchkiss tanks and a British "anti-tank commando", made the assault. In an hour of bloody fighting, the Vichy positions were captured or neutralized one by one, until finally the remaining defenders surrendered. The road to Damascus was now open—but unfortunately too late for the 5th Indian Brigade, whose survivors had run out of ammunition and were forced to surrender that same afternoon. The Vichy forces would abandon the capital that night, leaving behind only a small rearguard which the Free French would brush aside the next morning.

FOR HONOR ALONE

ASL SCENARIO 82



VICTORY CONDITIONS: The Germans win if they Control buildings 16O3 and 16L6 at game end.

TURN RECORD CHART

⊙ FRENCH Sets Up First [130]	1	2°	3°	4	5	6	7	8	9	END
⊕ GERMAN Moves First [188]										

SAUMUR, FRANCE, 20 June 1940: Angered and dismayed by Marshal Pétain's call on June 17th for an armistice, the officers and cadets of the Cavalry School had vowed to fight on for their own honor and that of France. Though not actual combat troops, they—along with the remnants of several other formations retreating south but still determined to fight—prepared to defend the crossing points along a fourteen-mile stretch of the Loire River. The initial assaults of the German 1st Cavalry Division on the 19th were repulsed (ironically, neither side had any horses at this point in the campaign), but on the 20th they succeeded in crossing the river on both sides of Saumur. Southeast of the city, about one kilometer south of the Loire, lay the Aunis Farm, a French command post and staging area. Through a misunderstanding, the cadets positioned there had not advanced to the river when the Germans began their crossing attempt, so now they hurriedly prepared to defend the farm in an effort to contain the enemy bridgehead. They had hardly finished when enemy mortar rounds began landing around them.

BOARD CONFIGURATION:

BALANCE:

- ⊙ Exchange the French 9-1 for a second 9-2.
- ⊕ Exchange any German MMG for a German HMG.



6L	9L



Cadets of the École de Cavalerie [ELR: 2] set up on board 16 on/between hexrows H and T, and/or on board 19 on/between hexrows H and T in hexes numbered ≥ 8: {SAN: 4}

E 4'-5-8	E 2-4-8	9-2	9-1	8-0	HMG 3 8-11 6-12	MMG 2 4-11	LMG 1 8-11 2-6	?	Trench OVR, OBA: +4 Other: +2
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10 2
Elements of the 19ème Dragons, 1er Groupe Franc de Cavalerie, enter on Turn 2 on/between hexes 16A6 and 19A6:

12 4 37* -12°/+	9-1 2nd LI
-----------------------	---------------

2 10 8
Cadets of the St-Maxient École d'Infanterie enter on Turn 3 along the south edge of the playing area:

E 4'-5-8	1 4-5-7	9-1	8-1	8-0	LMG 1 8-11 2-6
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Elements of Schwadron 3, Kavallerie Regiment 1 [ELR: 4] set up on board(s) 16/19 on/north-of hexrow Z, and/or on board 19 in hexes numbered ≤ 3: {SAN: 3}

E 4'-6-8	2-2-8	9-2	8-1	8-0	HMG 2 5-12	LMG 1 3-8	ATR 1-12	MTR 50* [2-13]	MTR M11 3 81* [2-80]	AT M12 3 37L HQ[9]
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Elements of Kavallerie Regiment 1 enter on Turn 2 along the west edge of board 19:

E 4'-6-8	9-1	8-1	8-0	dm MMG 1 3-8	LMG 1 3-8	ATR 1-12	dm MTR 8 = 50mm
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Elements of Kavallerie Regiment 1 enter on Turn 3 along the north edge of the playing area:

2-2-8	AT M12 3 37L HQ[9]	28 T7 21PP
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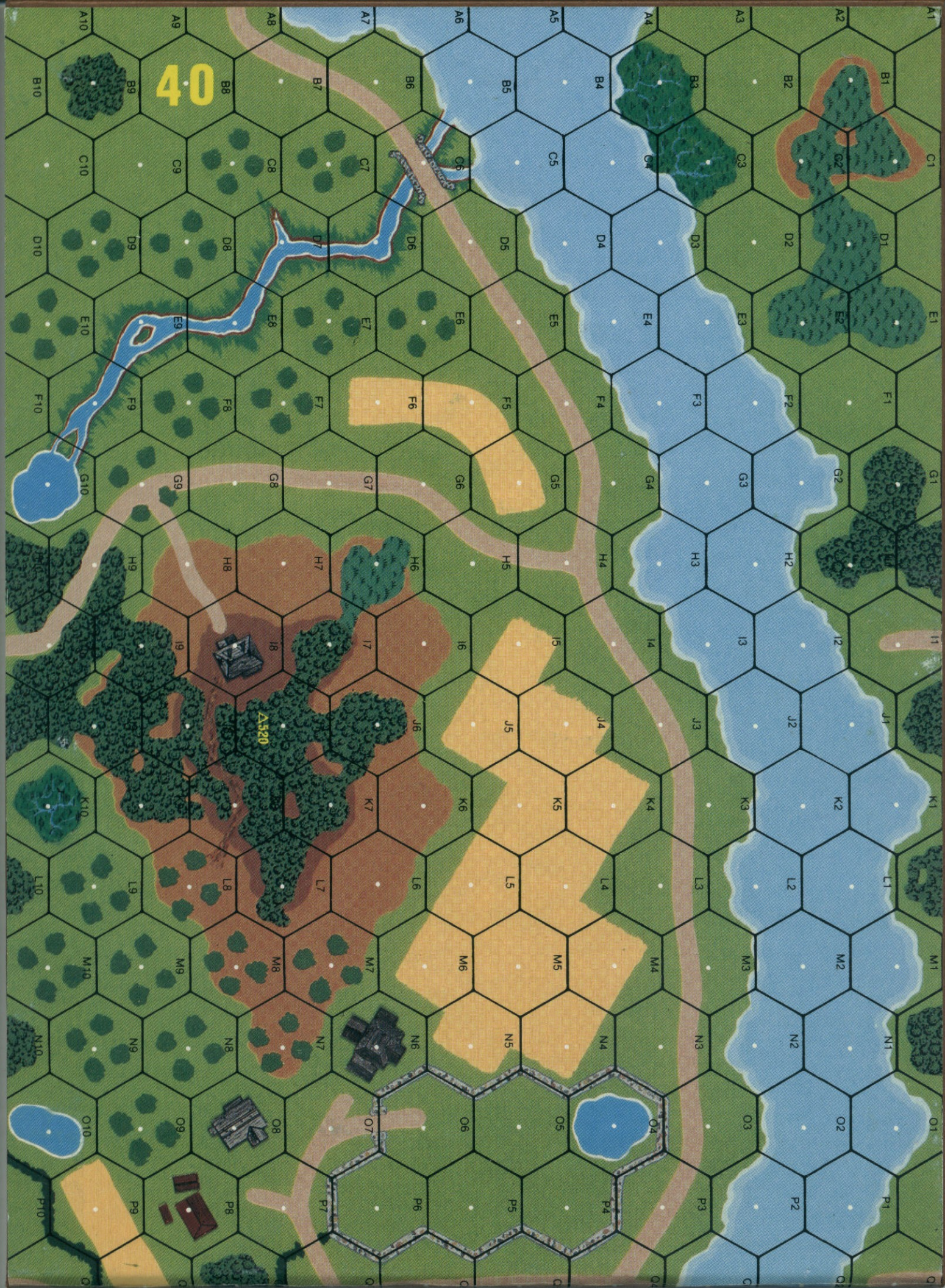
SPECIAL RULES:

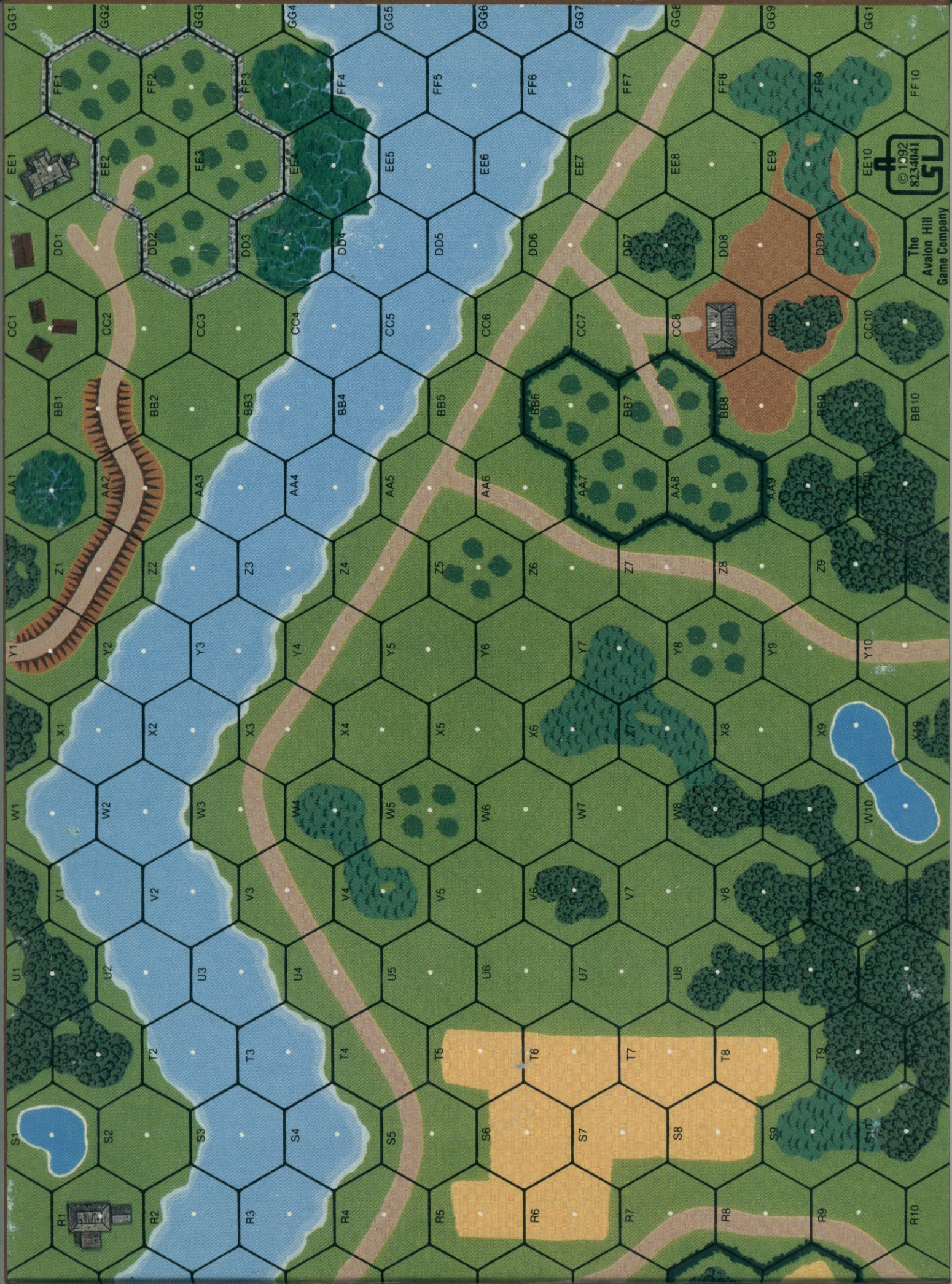
- EC are Moderate, with no wind at start.
- All buildings are stone. Building 19I8 begins play Ablaze. Kindling Attempts are NA.
- German Guns may set up neither Emplaced nor hidden.
- The Germans receive random Air Support (E7.2), which will consist of one FB with no bombs.

AFTERMATH: The farm's defenders, led by Capt. de St-Blanquat, opened fire with every weapon at the rapidly approaching Germans, halting their advance. A stalemate developed, and the German cavalymen tried attacking from different directions to find a weak spot in the defenses. Mortar fire continued to pound the farm, setting several buildings alight, yet the cadets held out defiantly. Then from the south appeared four Hotchkiss tanks, followed by a company of infantry cadets. The latter, shouting with elation as they crossed the fields, made it to the farmhouse; but the tanks were not so fortunate, and had to retreat in the face of intense anti-tank fire that quickly knocked out two of them. Despite the reinforcements, it became apparent that it was only a matter of time before the Germans, whose numbers south of the river continued to mount rapidly, would prevail. Ultimately de Blanquat was forced to withdraw with his survivors before being completely cut off. When the Germans finally entered the farmhouse they found only the seriously wounded, who were carried out between German guards standing at attention.

40

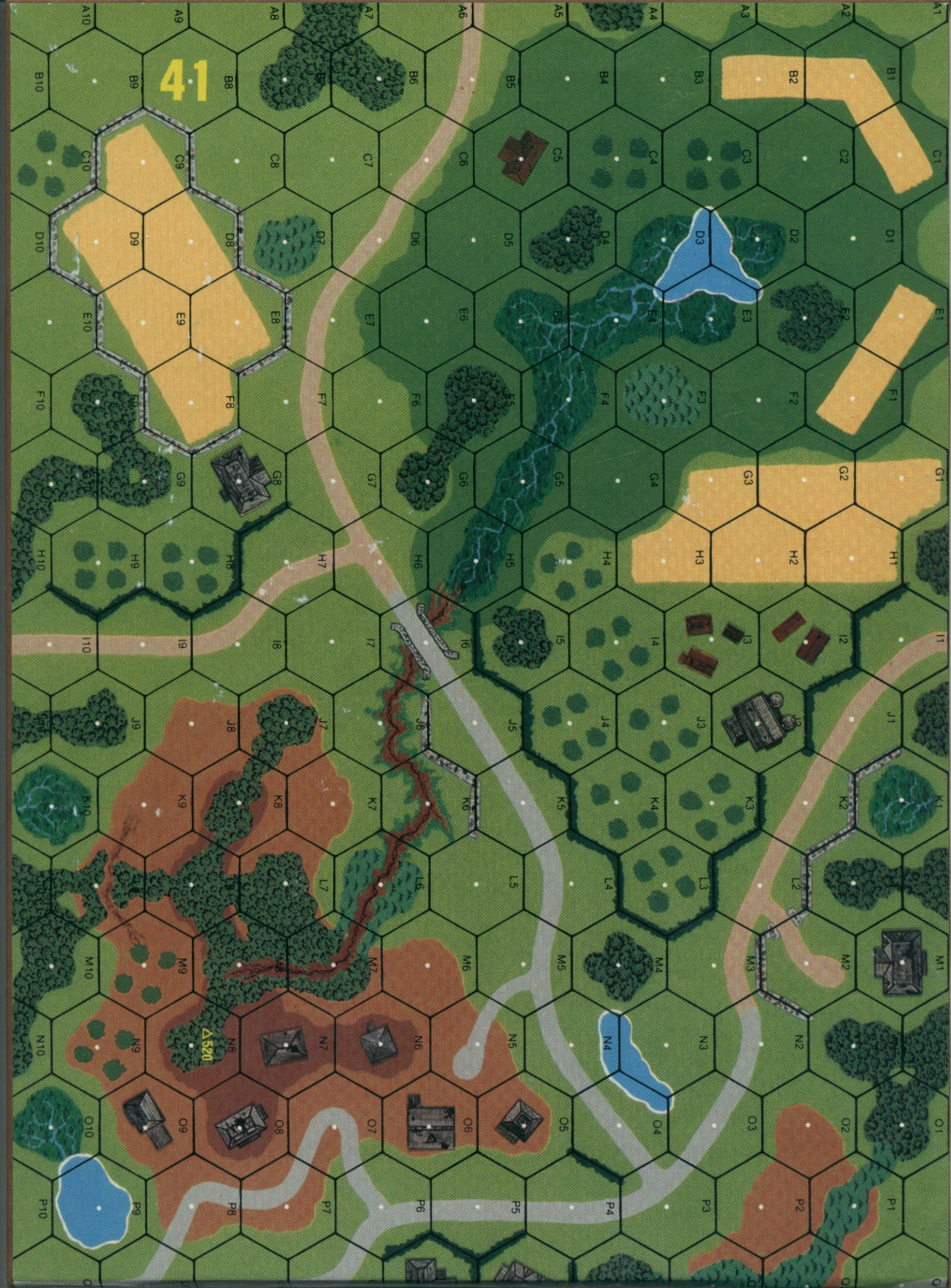
A520

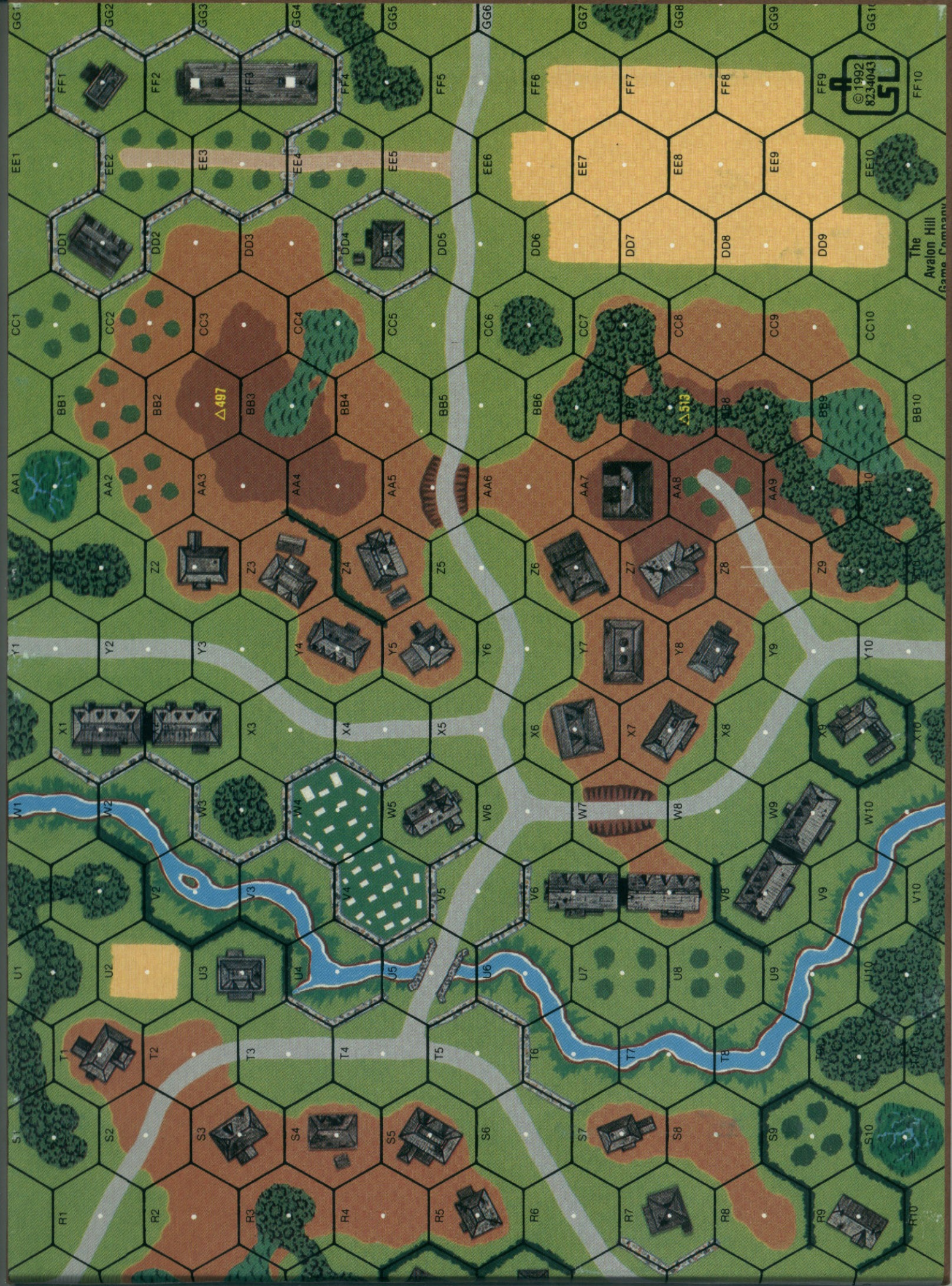




41

Δ520





[illegible]

[illegible]

ASL: French Vehicles, Ordnance & Misc.

B *11 8 6 875° 47 1/2°/s	E *12 8 6 875° 47 1/2°/s	E *19 8 6 875° 47 1/2°/s	F *19 8 6 875° 47 1/2°/s
A *11 8 6 875° 47 1/2°/s	A *17 8 6 875° 47 1/2°/s	D *19 8 6 875° 47 1/2°/s	A *19 8 6 875° 47 1/2°/s
FF *13 8 6 875° 47 1/2°/s	B *17 8 6 875° 47 1/2°/s	C *19 8 6 875° 47 1/2°/s	A *19 8 6 875° 47 1/2°/s
EE *13 8 6 875° 47 1/2°/s	C *17 8 6 875° 47 1/2°/s	B *19 8 6 875° 47 1/2°/s	B *19 8 6 875° 47 1/2°/s
B *12 8 6 875° 47 1/2°/s	D *17 8 6 875° 47 1/2°/s	F *19 8 6 875° 47 1/2°/s	C *19 8 6 875° 47 1/2°/s
D *12 8 6 875° 47 1/2°/s	E *17 8 6 875° 47 1/2°/s	E *19 8 6 875° 47 1/2°/s	D *19 8 6 875° 47 1/2°/s
F *12 8 6 875° 47 1/2°/s	A *19 8 6 875° 47 1/2°/s	D *19 8 6 875° 47 1/2°/s	E *19 8 6 875° 47 1/2°/s
E *12 8 6 875° 47 1/2°/s	B *19 8 6 875° 47 1/2°/s	C *19 8 6 875° 47 1/2°/s	F *19 8 6 875° 47 1/2°/s

A	12	4	4	4	37*	-12*	
B	12	4	4	4	37*	-12*	
C	12	4	4	4	37*	-12*	
D	12	4	4	4	37*	-12*	
A	25	2	4	4	37*	-2*	
B	25	2	4	4	37*	-2*	
C	25	2	4	4	37*	-2*	
D	25	2	4	4	37*	-2*	
A	15	0	0	0	25LL		
B	15	0	0	0	25LL		
C	15	0	0	0	25LL		
D	15	0	0	0	25LL		
A	26	0	0	0	75B1	-12*	
B	26	0	0	0	75B1	-12*	
C	26	0	0	0	75B1	-12*	
D	26	0	0	0	75B1	-12*	
A	31	0	0	0	25LL		
B	31	0	0	0	25LL		
C	31	0	0	0	25LL		
D	31	0	0	0	25LL		
A	37	0	0	0	81*		
B	37	0	0	0	81*		
C	37	0	0	0	81*		
D	37	0	0	0	81*		
A	47L	0	0	0	81*		
B	47L	0	0	0	81*		
C	47L	0	0	0	81*		
D	47L	0	0	0	81*		
A	57	0	0	0	81*		
B	57	0	0	0	81*		
C	57	0	0	0	81*		
D	57	0	0	0	81*		
A	67	0	0	0	81*		
B	67	0	0	0	81*		
C	67	0	0	0	81*		
D	67	0	0	0	81*		
A	77	0	0	0	81*		
B	77	0	0	0	81*		
C	77	0	0	0	81*		
D	77	0	0	0	81*		
A	87	0	0	0	81*		
B	87	0	0	0	81*		
C	87	0	0	0	81*		
D	87	0	0	0	81*		

A	LMG(f)	
B	LMG(f)	
C	LMG(f)	
D	LMG(f)	
E	LMG(f)	
F	LMG(f)	
A	MMG(f)	
B	MMG(f)	
C	MMG(f)	
D	MMG(f)	
E	MMG(f)	
F	MMG(f)	
A	HMG(f)	
B	HMG(f)	
C	HMG(f)	
D	HMG(f)	
E	HMG(f)	
F	HMG(f)	

E. HMG(I)	cm MTR(I)	3d	60mm
		3d	60mm
A. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
B. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
E. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
F. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
A. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
B. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
C. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
D. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm
E. MTR(I)	cm MTR(I)	3d	60mm
		3d	60mm

FIRE LANE A1	FIRE LANE B1	FIRE LANE C1	FIRE LANE D1	FIRE LANE E1	FIRE LANE F1	FIRE LANE A2	FIRE LANE B2	FIRE LANE C2	FIRE LANE D2	FIRE LANE E2	FIRE LANE F2
FIRE LANE A0	FIRE LANE B0	FIRE LANE C4	FIRE LANE D4	FIRE LANE E4	FIRE LANE F4	FIRE LANE A4	FIRE LANE B4	FIRE LANE C4	FIRE LANE D4	FIRE LANE E4	FIRE LANE F4

Front									
ASL: French Vehicles, Ordnance & Misc.	F 23 Ordnance  T9 14pp	B 20 Recon Vehicle  29pp	A 20 Recon Vehicle  29pp	C 20 Recon Vehicle  29pp	D 20 Recon Vehicle  29pp	E 20 Recon Vehicle  29pp	F 20 Recon Vehicle  29pp	G 20 Recon Vehicle  29pp	H 20 Recon Vehicle  29pp

A AT 8.45 m10 [3] *47L 81*	B AT 8.45 m10 [3] *47L 81*
F AT 8.45 m12 [46] [3] 25LL	C AT 75.45 m7 [1] 75 shield HE7
E AT 8.45 m12 [46] [3] 25LL	D AT 75.45 m7 [1] 75 shield HE7
D AT 8.45 m12 [46] [3] 25LL	E INF 8.45 m10 [2] 65* 81I
C AT 8.45 m12 [46] [3] 25LL	F INF 8.45 m10 [2] 65* 81I
C MTR 8.45 m11 [3-71] [3] 81*	A ART 75.45 m9 [1] 75*
B MTR 8.45 m10 [3-71] [3] 81*	B ART 75.45 m9 [1] 75*
A MTR 8.45 m11 [3-71] [3] 81*	C ART 75.45 m8 [1] 75*

E ART 105 L, min 13.5 105	F ART 105 L, min 13.5 105
D ART 105 C, min 35.5 105	A ART 105 L, min 35.5 105L
C ART 105 C, min 35.5 105	B ART 105 L, min 35.5 105L
B ART 105 C, min 35.5 105*	C ART 105 C, min 35.5 155*
A ART 105 C, min 35.5 105*	D ART 105 C, min 35.5 155*
F ART 75 min 1007 75	E ART 105 C, min 35.5 155
E ART 75 min 1007 75	F ART 105 C, min 35.5 155
D ART 75 min 1007 75	A ART 105 C, min 35.5 155

A Lunar phase 11 1 0 cs 3/2* 6+8pp*	D Lunar phase 11 1 0 cs 3/2* 6+8pp*
B Lunar phase 11 1 0 cs 3/2* 6+8pp*	C Lunar phase 11 1 0 cs 3/2* 6+8pp*
C Lunar phase 11 1 0 cs 3/2* 6+8pp*	F Lunar phase 11 1 0 cs 3/2* 6+8pp*
D Lunar phase 11 1 0 cs 3/2* 6+8pp*	E Lunar phase 11 1 0 cs 3/2* 6+8pp*
E AA M 9 Ca 11h 3h 25LL (6)	F AA M 9 Ca 11h 3h 25LL (6)
D AA M 12 Ca 9h 5h 20L (4)	E AA M 12 Ca 9h 5h 75L
C AA M 12 Ca 9h 5h 20L (4)	F AA M 12 Ca 9h 5h 75L
B AA M 6 Ca 9h 5h 12.7 (12)	A 33 Ca 9h 5h 33

MA Malfunction	SA Malfunction	SA Malfunction	Smoke +2 level 2	Smoke +2 level 2	Smoke +2 level 2	Smoke +2 level 2	TURN ★ ☉
MA Malfunction	SA Malfunction	SA Malfunction	Smoke +2 level 2	Smoke +2 level 2	Smoke +2 level 2	Smoke +2 level 2	Smoke +2 level 2

Trailer Passenger	Trailer Passenger	Trailer Passenger	Trailer Passenger	Smoke +2 level 2	Fire Lane level 1	Fire Lane level 1	Fire Lane level 1	Fire Lane level 1
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[illegible]

Cut out each overlay $\frac{1}{8}$ " outside of its exterior hexsides (i.e., approximately to the tip of the partial hexspines).
G.98-99D: If two or more overlays overlap—even if just along one of their exterior hexsides—each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay's (or topmost overlay's, should two or more overlap) hexsides and vertices—not those covered over by it—matter for rules purposes. In addition, treat any extraneous terrain (e.g., a sliver of wall/hedge/building not completely covered by the overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by the overlay.





OG4

OG1

XII

OG2

OG3

X10

X13

S1

S2

X15

X12

X16

X17

X18

OG5

St5

X9

X8

X7

X14

OG4

X18

X12

OG3

OG1

X17

X15

OG2

X11

St2

X16

X13

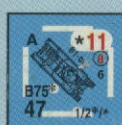
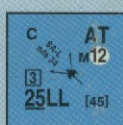


May 13th, 1940 ... In the chill of the Arctic spring, a French Foreign Legion battalion prepares a hasty assault on a supply depot north of Narvik. Currently in German hands, the depot holds small arms desperately needed by the Norwegians fighting in the mountains. In the face of Wehrmacht machine guns, audacity—and two Hotchkiss tanks—will be key to the legionnaires' success.

May 18th, 1940 ... The French 9th Army is disintegrating rapidly. Its headquarters, just setting up in the village of Le Catelet, is not sure how far the enemy has advanced. Suddenly the alarm is raised—Germans approaching from the north! Armored cars quickly take up positions to fight a holding action, while the small HQ staff and local garrison hurriedly make what defensive preparations they can. Their day promises to be desperate.

June 20th, 1941 ... Elements of the Free French must take the rugged, boulder-strewn strongpoint. The last Vichy position covering the road to the north. Tanks, guns and men stand ready amidst the broken ground, but no one is enthusiastic about the fight his erstwhile brothers-in-arms. Regardless of which side prevails, it is bound to be another sad day.

November 8th, 1942 ... The Americans have landed in Morocco, but in their ranks confusion reigns. They mistakenly advance in the wrong direction, and the village find themselves subjected to a steady attack made by Vichy infantry with tank and artillery support. The green GIs know they're in the wrong now—and, whether they like it or not, it's time to fight.



The Avalon Hill Game Company

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4517 Harford Road, Baltimore, MD 21214

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COMPLEXITY	VERY HIGH	SOLITAIRE
	HIGH	
	MEDIUM	
	LOW	

CONTENTS:

- 2 8" x 22" mounted Mapboards
- 350 1/2" Counters laminated on both sides
- 288 5/8" Counters laminated on both sides
- 8 ASL Scenarios
- 8 Revised Rulebook Pages
- 1 Chapter N Divider
- 1 Sheet of Terrain Overlays

Time Scale: Two minutes per Game Turn

Map Scale: 40 meters per hex

Players: Two (also suitable for solitaire and team play)

Unit Scale: Five to ten men with individual leaders, guns and vehicles

Playing Time: Variable based on scenario played; four hour average

Here, at last, is the long-awaited French addition to the ASL system. Compared to the old *Crescendo* gamette, *CROIX DE GUERRE* offers greatly improved coverage of the French, in terms of both combat and historical research. Contained herein is not only a complete ASL order of battle (all personnel, weapon and vehicle counters) for the French in 1939-40, but also a complete subsequent Vichy regime's overseas colonial units, as well as two new mapboards (#s 40 and 41), a sheet of building, stream and open-ground terrain, and revised rulebook pages for Chapters A, B and C, plus scenarios, and the usual detailed Chapter H Design-Your-Own information (including mapboard before published in the English language). In the least you'll find the Chapter N divider, which contains an updated Sequence of Play (incorporating the new G and O) and a standardized "check list" of functions for printed and DYO scenarios.

CROIX DE GUERRE is The Avalon Hill Game Company's trademark for its WWII Tactical Warfare Module for the ASL Game System.

CROIX DE GUERRE is not a complete ASL system. Ownership of ASL, BEYOND VALCO and WEST OF ALAMEIN is required.