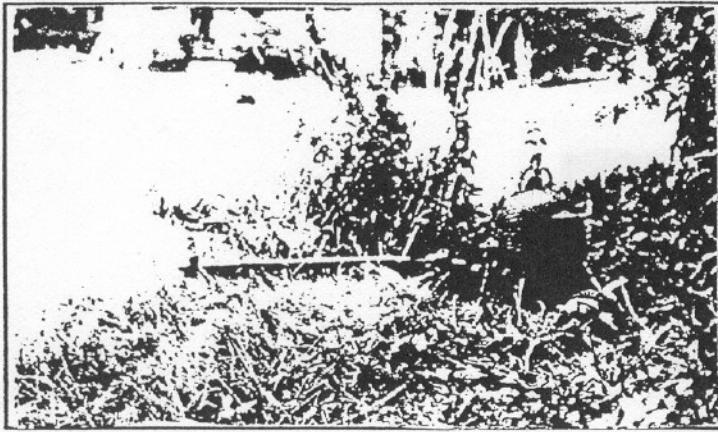


THE CAUQUIGNY BRIDGEHEAD



Normandy, June 6, 1944 : early in the afternoon, following some disastrous decisions, only a handful of paratroopers and their officers remain in the village of Cauquigny. At that time, a company of the 1057th Grenadier rgt supported by some tanks (100th Pz) launch an attack on the thinly held town.

BOARD CONFIGURATION:

◀ N

12

VICTORY CONDITIONS

The German player wins, at the end of the game, if he controls the building in S5 and all the multi-hexes buildings or if there's no unbroken US unit on the board.

TURN RECORD CHART

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

Elements of the 507 & 508th airborne rgt [ELR: 5] set up between rows Y and R (included) [SAN: 4]

3-3-7	8-2	8-1	8-1	1-4-9	4-10	8-4	30-1	5 1S OVR, OGA: +4 Other: +2
2			2				5	2

Elements of the Balkers' company of the 508th airborne rgt enter between A1 and I1 (included) - see SSR

7-4-7	8-1	7-0	4-10	8-4
-------	-----	-----	------	-----

Elements of the 1057th Pz Grenadier rgt and 100th Pz [ELR: 3] enter on turn 1 on the south edge [SAN: 3]

4-4-7	4-3-6	8-1	8-0	3-8	3-8	37* 8-12
5	5	2	2			4

SPECIAL RULES

1. Environmental conditions are moderate with no wind at start. All the hexes included in the Z0/Z4/CC6/GG4/GG1 (included) zone are mud hexes (MP and MF X 2 + bog check)
2. There's no second level in the buildings. The multi-hexes buildings have an inherent staircase in each hex.
3. Bocage rules are in effect (B 9.5)
4. Place overlay N with U3 on Y2 and V2 on X1

5. The US reinforcements enter on turn 4 with a dr of 1 or 2, or on turn 5 with a dr of 3 or 4 and automatically on turn 6.

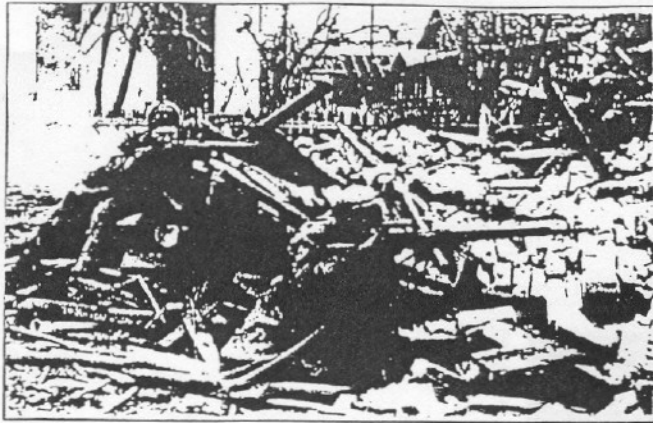
6. The US may use HIP

7. The Pz 35 must use the red TH numbers and may not use its MA if not stopped.

AFTERMATH

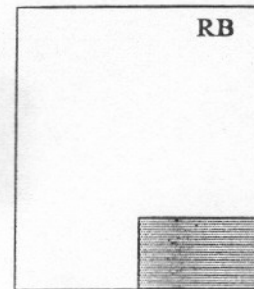
The lts Levy and Kormylo held back the assault heroically as long as they could ; 3 panzers were destroyed but, despite the arrival of reinforcements, the paratroopers left Cauquigny in a rush.

CLOSE TO THE EDGE



Stalingrad, October 29, 1942. What's left of the Russian bridgehead on the western side of the Volga is reduced to a narrow strip of terrain. Between the Barricade and Red October factories, the German assault groups are only at 400 meters from the Volga and already threaten the crossing of the Soviet reinforcements from the eastern bank. To buy time, the Lt-General Chuikov (62nd Army) decides to launch a counterattack with three salvaged wrecked tanks and about fifty riflemen from various HQs and sanitary units.

MAP :

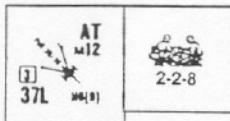


VICTORY CONDITIONS : the Russian player wins at the end of the game if he maintains at least 10 VPs west of row X. The Russian player wins immediately if he gains at least 15 Casualty VPs.

Only hexrows M to JJ are playable on hexes numbered ≥ 36



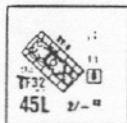
Elements of the 14th Panzer division [ELR : 3] may set up west of row CC [SAN : 2]



18 CPPs
20 FPPs



Elements of the 62nd Army [ELR : 2] may set up east of row GG and/or enter anywhere along the eastern edge of the playing area [SAN : 2]



18 CPPs

SPECIAL RULES :

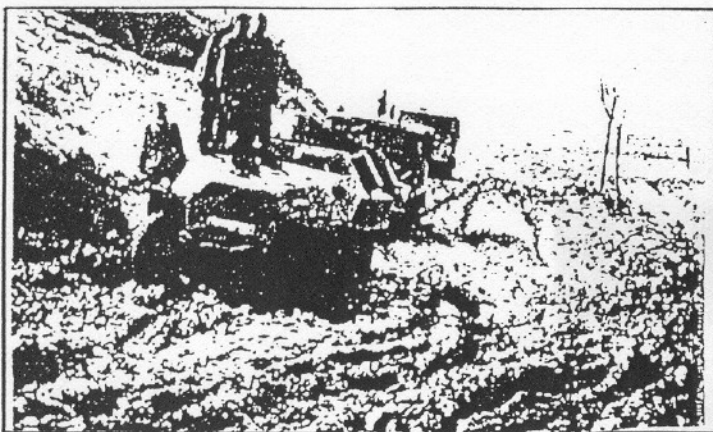
1. This scenario must be played like a new Red Barricades Campaign Game except that it is only one scenario long !. Initial OB's and CPPs are provided. Normal CG1 maximum numbers of purchases are applicable as are most of the standard RB CG rules (see SSR2). Most rules of the RePh processes are not applicable since there's only one scenario in the "campaign".
2. Among the standard CG special rules (O11.4) only the following ones are to be applied : CG2 (all RB SSR are used), CG4 (random game end), CG5 (Guns), CG6 (OBA), CG11 (Russian fanaticism), CG15 (Concealment), CG16 (miscellaneous) and CG18 (sewer restriction).
3. EC are moderate with no wind at start.
4. Initiative status : Russian Assault (see 11.6233). However the Night Assault option may not be selected. German sets up first and Russian moves first.
5. Before start of play, both players must use their allotted CPP total to purchase Reinforcement Groups. Apply O11.619 (-.6197), O11.620 (-.622). All purchased *Russian Infantry RGs* are automatically depleted and furthermore, the number of squads of each such RG must be halved (FRU). Roll normally for SWs and leaders.
6. All playable eastern map edges are Friendly Entry hexes for the Russian. Any hex on an edge of the playing area

that's west of row X is a Friendly Entry hex for the German player.

~~7. O11.6245 (recon inspection) may be applied.~~

AFTERMATH : With these patched-up tanks and rag-tag riflemen, chuikov won a whole day's respite. The German radio crackled for hours with reports of attacking Soviet tanks.

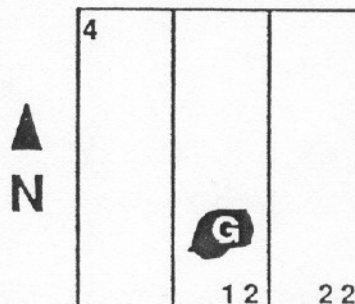
BREAKTHROUGH TOWARDS TARNOPOL



HORODYSZCE, Galicia, April 11, 1944.

At the beginning of April 44, the 9th SS Panzer Division received the order to move off the town of Tarnopol, with the purpose of breaking the encirclement around two infantry divisions entrenched in the city. But its progress, while rendered difficult because of the mud, ran through several points of resistance, heavily defended by the Soviets. It was the case at Horodyszce, a village 25 kms away from Tarnopol and nestled in a bend formed by the river Wosuszka.

BOARD CONFIGURATION:



VICTORY CONDITIONS

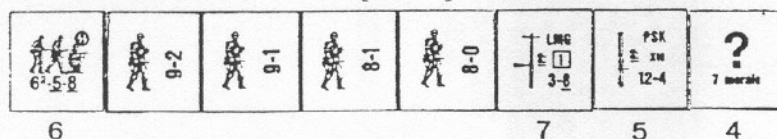
The German player wins if he scores 20 VPs. The VPs are obtained by controlling (A 26.12) the buildings on boards 22 and/or 12. Each building gives a number of VPs equal to its number of ground level hexes. All the buildings are considered occupied by the Soviets at start.

TURN RECORD CHART

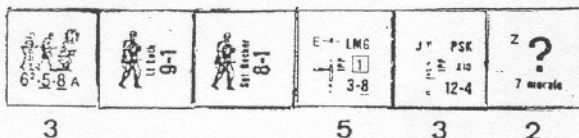
RUSSIAN Sets Up First [123]	1	2	3	4	5	6	7	8	9	END
GERMAN Moves First [186]										



3rd Co, 19th rgt, 9th SS Pz Division. [ELR: 5]. 1st and 3rd sections set-up on board 4 south of row U, on hexes numbered 3 or more. [SAN: 4].

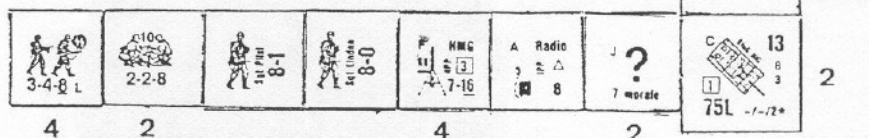


2nd section set-up on board 4 north of row L, on hexes numbered 3 or more.

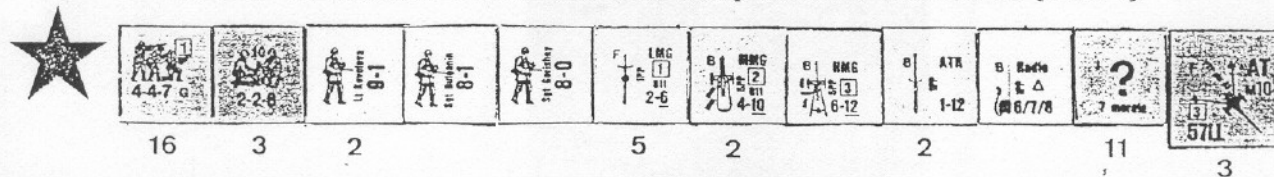


4th section and armored elements set-up on board 4 between rows U and L and on hexes numbered 3 or more

120 mm mortar module, scarce ammo



Elements of the 135th Inf Division [ELR: 3] set up on boards 12 and/or 22 [SAN: 7].



one 120 mm mortar, plentiful ammo

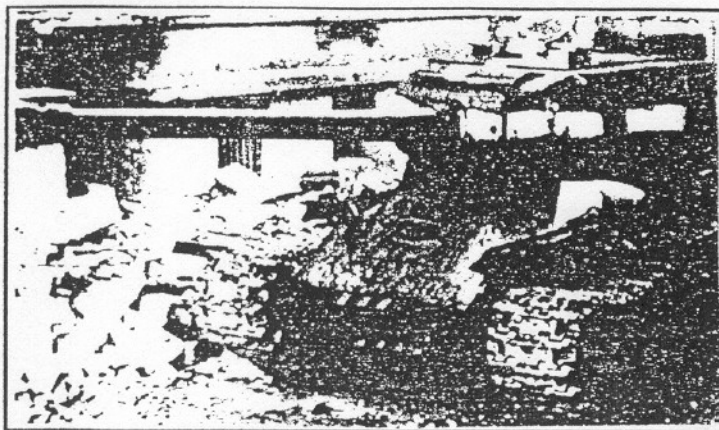
SPECIAL RULES

1. All the roads are considered "dirt roads".
2. environmental conditions are Mud with no wind at start. Mud doubles MP and MF costs (+ bog) except in buildings. No smoke is available.
3. 1 SMC and 1 radio of each side may use HIP.
4. All SS squads may deploy at will before set-up.
5. Place the overlay G normally on board 12.
6. The OBA may not be used before turn 4 (for each side).
7. The stream is deep and is connected to the gully in 12K10/22K1.

AFTERMATH

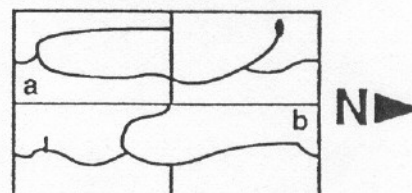
By the 11th, in the morning, one company supported by 2 StuG and the divisional artillery, rushed to the village. The Germans saw at once that they would meet a fierce resistance and indeed, the town resisted 3 days more before occupation by the SS. They never reached Tarnopol.

JUST ANOTHER BRIDGE



BERLIN, April 30, 1945. It's nearly the end in Berlin. No more than 400 meters separate the Landwehr canal where the 8th Guards Army stands from Hitler's last refuge. The bridges and the approaches to them are heavily mined and covered by MG fire. Against the enemy fortifications, the Soviets concentrate a devastating artillery fire. Through smoke, dust, flames and a hail of fire, a small Soviet assault group will storm the mined Mockern bridge...

BOARD CONFIGURATION:



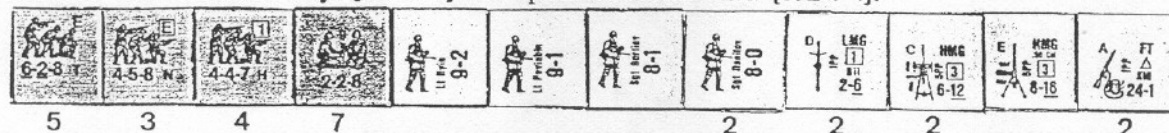
VICTORY CONDITIONS

To win, the Soviet player must clear all the hexes included in the zone north of the canal and at the north-west of the bJ2-bH1-bA3 road from unbroken German units and AFVs with MA in function.

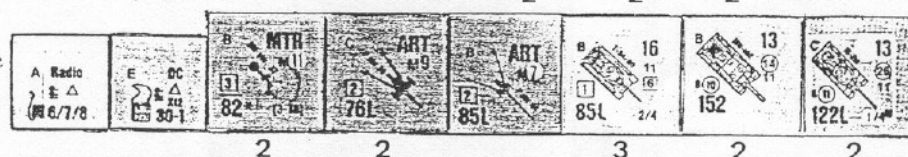
TURN RECORD CHART

RUSSIAN Moves First [163]	1	2	3	4	5	6	7	8	END
GERMAN Sets Up First									

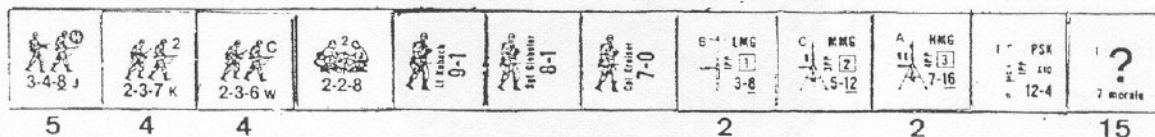
Assault detachments of the 220th rgt 79th Division 8th Guards Army with elements of the 1st Guard Tank Army. [ELR: 4]. Set-up south of the canal. [SAN: 4].



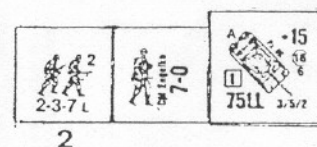
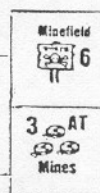
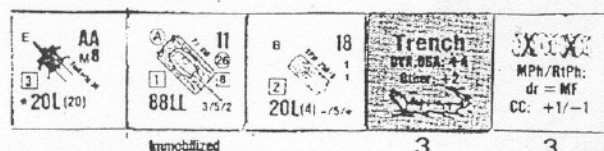
120 mm mortar module
plentiful ammo



Elements of the Muncheberg Division, SS Pz aufklarung Abt 11, 11 SS Pz Grenadier Division Nordland and SS Pz rgt 11. [ELR: 2] ([ELR: 5] for SS). Set-up north of the canal (included). The AA guns and the vehicles may use HIP. [SAN: 5].



+ 4 Fortified Building hex



enter on turn 5 on the north edge

SPECIAL RULES

1. No road bonus.
2. Environmental conditions are moderate with a mild breeze blowing to the south-west.
3. All the buildings are of stone construction. Rooftops are usable.
4. The Germans suffer from ammo shortages except SS troops and vehicles (A 19.131). All German leaders are SS.
5. The aH0-aH5-bH5-bJ2-bO3 represents the Landwehr canal. A two-lane stone bridge occupies aH4 (same outline as the road).
6. Sewer movement is available to the Germans (the sewer on the bridge is not usable).
7. Before the set-up, the German player must choose 3 build-

ings hexes that are reduced to ground level rubble and 3 more hexes where he places shellholes in. Thereafter the Soviet player must choose to transform 4 two levels high buildings hexes and 4 more one level high building hexes in ground level rubble.

8. There's no German turn 8.
9. the Soviet 4-5-8 are Sappers

AFTERMATH

The first attempt to rush the bridge failed. Flanking fire from HMGs and AA guns, panzerfausts ambushes and repeated blows from a dug-in Tiger far back in the Postdammer Strasse shot anything that moved. However, as smokescreens were laid, Soviet troops began to pour in the Tiergarten. Total victory was near!

HEROES OF MTSENSK

MTSENSK, october 10, 1941.



VICTORY CONDITIONS : the german player wins if he gains at least 50 VPs. These VPs are obtained by accumulating the VP values of the GO (or with functioning MA) units maintained north of the canal at the end of the game.

23	N ↓
22	

TURN RECORD CHART	german moves first	1	2	3	4	5	6	7	8	9
	russian sets up first									



Elements of the 4th Panzer Division [ELR : 3] [SAN : 2] enter on turn 1 or later on the south edge of board 23 east of row K

4'-6-8	4'-6-7	4-4-7	2-2-8	4 AT 66 Mines	3-9	8-1	8-1	9-2	9-1
2	3	4	4		2		2		2



50	50	37L	75*	15PP AAMG	16PP	T-4 19PP	88L	105
5	3	2	2	2	2	2	2	2

enter on turn 5 as the first group :

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

Elements of the 4th tank brigade [ELR : 3] [SAN : 3] set up on board 23 north of the canal



2-2-6	DC 30-1	25	15
		AAMG -/-/16*	*76LL

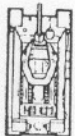
set DC

2

2



enter on turn 2 on the south edge of board 23 west of row W



76L	9-1
6	2

Group 3. Enter on turn 3 on the south edge of board 23 west of row W

76L	76
5	3

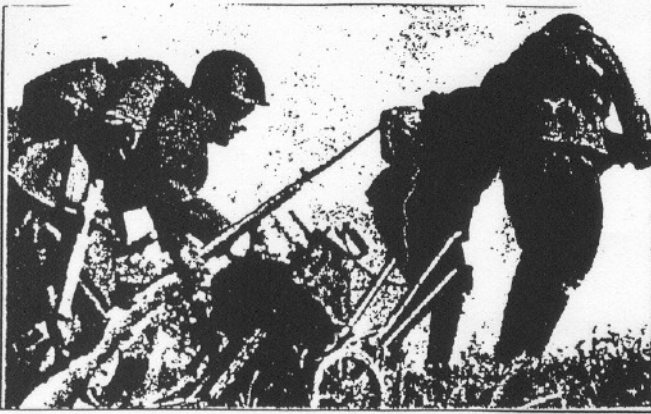
Group 4. Enter on turn 4 on the north edge of board 22 (see SSR 4).

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

enter with group 3 and 4. 6 squads min per group

SSR : voir page suivante.

RESCUE BEHLE



On 8/27/1941, the Germans were too weak to attack any further. They fortified their positions 2 km to the north of Uulantoinwaara. By this time, the Russian 104th Division advanced between the 2 Axis forces to destroy the remnants of the German unit.

VICTORY CONDITIONS : To win, the Russian player must control Behle's HQ at the end of the game.

TURN RECORD CHART

BOARD CONFIGURATION :

32	19	18

↑
N

German sets up first [115] [140]	1	2	3	4	5	6	7	8
Russian moves first [291]								

Elements of 104th Div [ELR 3] [SAN 4] set up on board 18 and 19 (east of row 5)



 4-5-8	 4-4-7	 2-2-8	 9-1	 8-1	 8-0	 7-0	 6-1	 6-12	 4-10	 2-6	 107 [10-13]
--	--	--	--	--	--	--	---	---	---	--	--

12

21

2

2

2

5

2



I/379 (KG Behle) [ELR 2] [SAN 3] set up on board 32 and 19 (west of row 6 inclusive)



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

8

5

2

2

6



6th Finnish ID [ELR 4] enters on turn 2 on board 18 from the east and/or south edge

 6-4-8	 5-3-8	 10-1	 9-0	 3-8
--	--	---	--	--

5

5

3

SSR :

- 1 Before play, the German must secretly record 1 hex of the following ones as Behle's HQ : 32Y8, 32N8, 32F4, 32E5.
- 2 Wheatfields do not exist
- 3 Two Stukas arrive on turn 6
- 4 EC are wet with no wind at start
- 5 The German MMCs may have foxholes in allowed terrain
- 6 All buildings are wooden and upper levels do not exist

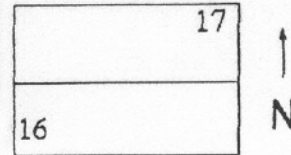
AFTERMATH : The Russian attack progressed as expected but with the Finnish in their backs, they had to split their forces. By the time the Germans began to rout, the arrival of Stukas pinned the Russian attack.

WINTER HELL



North west of Moscow, December 6, 1941. The winter, the attrition of long war months and finally the dramatic resistance of the Russians have stopped the German offensive on Moscow. Between the river Sestra and the Moscow lake, 5 battalions of the German 36th Motorized Division are scattered among several villages and groups of houses. At 6 a.m. on the coldest day of the winter (- 40 deg Celsius) the Russian counteroffensive is launched all along the front. In an undescribed hamlet, one German infantry company supported by an adhoc AT detachment is assaulted.

BOARD CONFIGURATION :



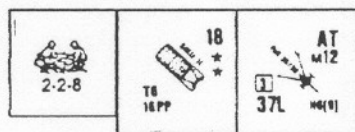
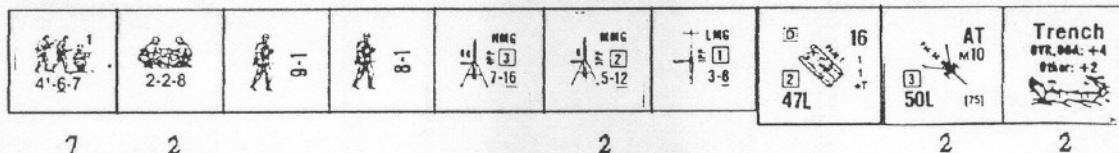
VICTORY CONDITIONS : the Russian wins if he exits at least 15 VPs on the west edge and if he controls the 2 stone buildings at the end of the game.

TURN RECORD CHART

Russian moves first	*	1	2	3	4	*	5	*	6	7	8
German sets up first											



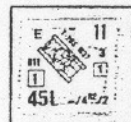
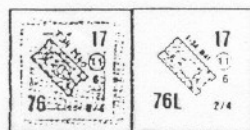
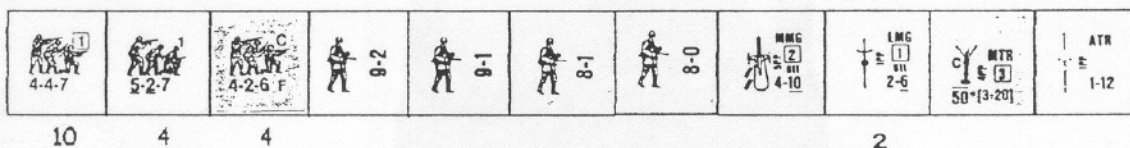
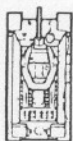
Elements of the 36th Motorized Division [ELR : 2] [SAN : 2] set up anywhere west of row J (board 17) and X (board 16).



enter on the west edge on turn 6.



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



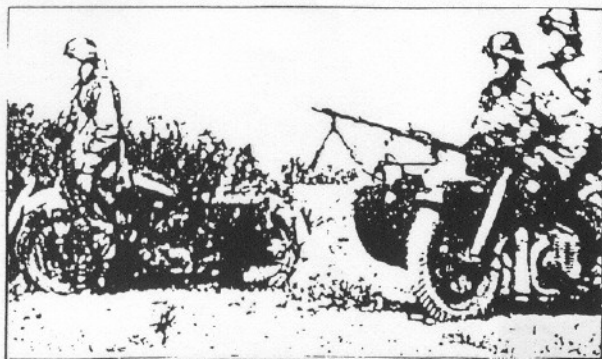
enter on turn 5 on the south edge east of row H

SSR :

- EC are extreme winter [E 3.74] and deep snow [E 3.73 and D 8.23]. A heavy wind is blowing from the north east.
- Snow drifts [E 3.75] must be used
- The Russian has winter camouflage [E 3.712] and his units may mount the tanks.
- No boresight.
- The A5/6-G7-R4-Y10-DD4-GGS/6 road on board 17 is a plowed road.

AFTERMATH : at top speed, 4 tanks mounted by ten to twenty men stormed the village, ejected the first company from the houses and tried to overrun the AT guns. 3 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 apt to contain the assault with small arms and MG fire. Suddenly, 2 more tanks appeared from the south in search for the remaining AT guns. Having destroyed one of these tanks, a 50 mm AT gun malfunctioned at the moment of being overrun. The last Russian tank crushed the piece 3 times before being destroyed by the last AT gun. Too meager reinforcements and fire blazing everywhere in the village imposed a German withdrawal. The Russian constant attacks made this retreat a nightmare and the 36th Mot Div was nearly destroyed in the process.

MOTORCYCLES AT ZJITOMIR



ZJITOMIR, July 8, 1941. On the road to Kiev two German reconnaissance vehicles detected a garrison unit of mediocre quality at Zjitomir, a town west of Kiev. The HQ of the 13th Panzer division ordered its motorcycle battalion to clear the road to Kiev as soon as possible.

BOARD CONFIGURATION :

17
10

1
N

VICTORY CONDITIONS : to win, the German must control 6 multihex buildings on board 10 at game end

BALANCE :

- ✦ delete one 426 of the reinforce.
- ★ delete the armor leader.

TURN RECORD CHART

Russian sets up first [48 + 26]	1 ✦	2 ★	3 ★	4	5	6	7	END
German moves first [146]								



2nd Co, 43rd Kradschutzen Bat, 13th Panzer Division [ELR 3] [SAN 3] enter on turn 1 on road hexes 17Y10 and / or 17 GG5/6

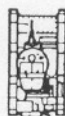


1 4-6-7	2-2-8	9-2	8-1	8-0	7-0	LMG 1-1 3-8	MMG 1-1 5-12	BC 1-1 30-1	ATR 1-12
13	2					4			
9-1	M9 24 3PP	M10 28 1 OPP	20L(4) 35 -1/8	T10 30 9PP	AT M12 37L M6(9)				
	9	4	2	2	2				



Elements of Zjitomir training and recruitment center attached to the 5th Army [ELR 2] [SAN 3] set up within 5 hexes of 10Y5 with a maximum of 1 squad per hex (plus any SMCs)

1 4-4-7	C 4-2-6	8-0	8-1	MMG 2 4-10	LMG 1 2-8	ATR 1-12
4	5					



Reinforcements enter on turn 2 (or later) on 10GG5/6

1 4-4-7	C 4-2-6	7-0
2	3	

Reinforcements enter on turn 3 (or later) on 10GG5/6

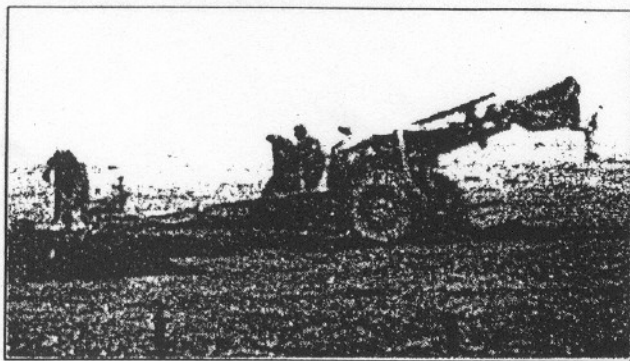
1 45L	12 1-1
2	

SSR :

- 1 EC are dry, with no wind at start
- 2 There's no Russian 7th turn.

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. Suddenly a detachment supported by 2 tanks coming back from a shooting exercise counterattacked. The German advance was momentarily halted before the first enemy tank was hit by an AT gun and the second retired. At noon, Zjitomir was cleared and many prisoners were taken. German losses were found acceptable.

LEAPFROG

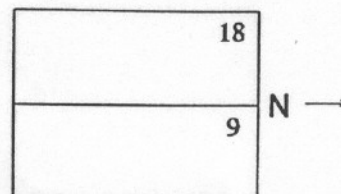


VICTORY CONDITIONS : the German player wins by exiting at least 15 VPs through any south / west road hex of board 18. He may deduct 2 VPs for each non vehicular US gun destroyed or disabled (and 4 VPs for capturing it) from this victory margin.

TURN RECORD CHART

German moves first [190]	1	☆ 2	3	4	☆ 5	6	7
US sets up first							

BOARD CONFIGURATION :



BALANCE :

✦ delete one MMG from the US OB

☆ delete one mortar and crew from the German OB



Battery A 107th Field Art. Bat., battery A 108th Field Art. Bat. and elements of 109th Rgt 28th Inf. Div [ELR 3] { SAN 2 } set up west of the Skyline Drive (see SSR 2). Guns of the same type (i.e. same caliber) must set up adjacent to each other.

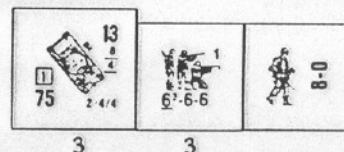
							
2	6		2		3	2	4



Elements of the 447th AA Art. Bat enter on turn 2 on 9GG5/6

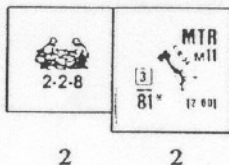


Elements of the 707th Tank Bat. enter on north edge of board 9 on turn 5.



2nd bat 915th Rgt 352th Volksgrenadier Div. [ELR 3] set up east of the skyline Drive (see SSR 2) between rows A and P (included). { SAN 4 }

									
9	12		2	2		2	3	5	4

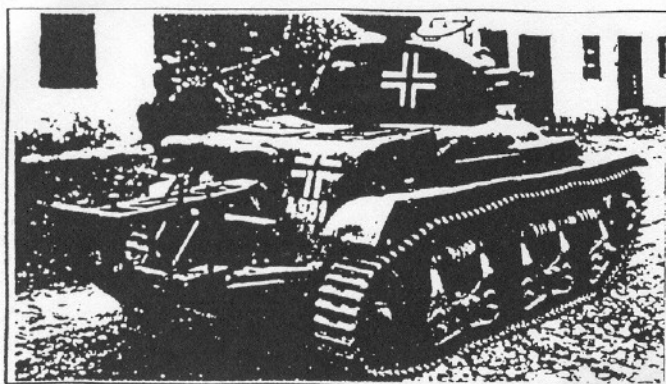


SSR :

- 1 No wind at start. EC are wet.
- 2 The 9A5/6 to 9GG5/6 road is paved and represents the Skyline Drive.
- 3 Building 9DD3 does not exist. Treat it as open ground. All crag hexes are wood hexes ; these hexes are covered with woods on their highest level only. Craggs do not exist anymore.
- 4 The US player gets one 105 mm OBA module.

AFTERMATH : by midafternoon the Germans were pressing in on the US batteries emplaced at the north west 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 Hoescheid garrison, came back into the fight rolling down on the enemy. The batteries were saved but the positions were clearly no longer tenable.

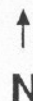
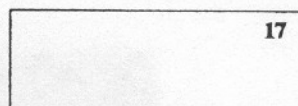
THE PORT-FILLIOLET CROSSROAD



VICTORY CONDITIONS : to win the German player must control at the end of the game six of the seven buildings within a radius of 3 hexes of R4.

Port-Filliolet, Normandy, June 7, 1944. Following the D-Day drop, Colonel Shanley painfully succeeded in reassembling the main body of the 508th Parachute Regiment on hill 30. However the regiment had suffered so severely that it could not achieve its mission that was to blow off a bridge at Etienville. Shanley therefore decided to hold its current position until relieved ; a roadblock was established at Port-Filliolet to protect the road running through the marsh area towards Chef-du-Pont. Hardly was the roadblock settled that it was attacked by a company of the 1057th Grenadier Regiment supported by a few tanks.

BOARD CONFIGURATION :



BALANCE :

♣ add one Renault tank to the German OB

☆ replace the American HMG by a .50 cal HMG

TURN RECORD CHART

german moves first	♣	1	2	3	4	5	6	7
US acts up first								



Elements of the 508th Parachute Regiment [ELR : 5] [SAN : 3] set up within a radius of 5 hexes maximum of R4

 7-4-7	 9-1	 8-1	 7-0	 6-12	 60 [13-45]	 8-4	 Mines	 7 morale	 5 1S CYR. OBA: +4 Other: +2	
4						2	3	4	3	



Elements of the 1057th Grenadier Regiment , 91st Air Landing Division and tanks of the 100th Panzer Replacement Battalion [ELR : 3] [SAN : 5] enter on turn 1 between X10 and FF10 inclusive.

 4-4-7	 9-2	 8-1	 8-0	 3-8	 3-8	 50L 1/3	 37+ -72
10					2		

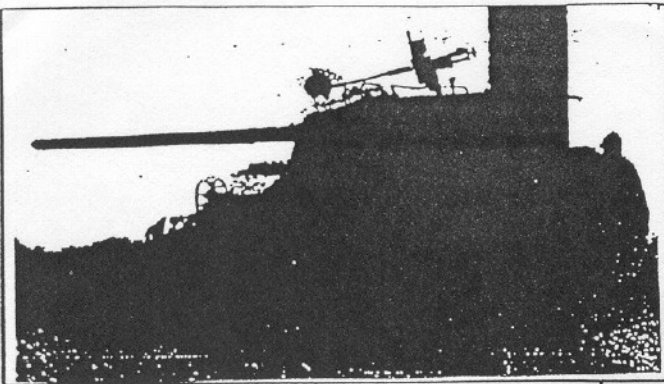
SSR :

1. EC are mud with no wind at start. Despite mud, the roads Q1/Y10 and A6/R4 are existing and therefore are not considered open ground (EXC : FFMO is applicable) for movement purposes when following the road.
2. All grain hexes are considered marsh. All walls and hedges are considered bocage. Hexes W3 and W4 are considered open ground.
3. The US squads may be freely deployed before starting up the game.
4. The Renault tank must use the red TH numbers.

AFTERMATH :

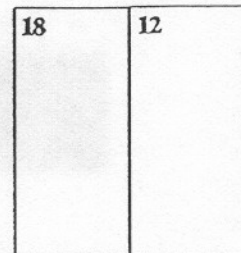
the first assault was repulsed and one Mark III tank disabled. The next attack reached the last farm of the village where it was eventually stopped. The American losses were however too heavy and the paratroopers left the crossroad in German hands. The Shanley's group would be further besieged for 3 days on hill 30.

BLOODY CHRISTMAS !



Champs near Bastogne, December 25, 1944 around 4 a.m. One more time, the Germans try to break through the American lines in a desperate attempt to reach Bastogne that is besieged for a week. This time, the attack is launched on the northwestern sector where the A Co of the 502nd Parachute Infantry holds the village of Champs. Soon after a fierce bombardment, a bloody house-to-house fighting erupts.

BOARD CONFIGURATION :



VICTORY CONDITIONS : the German player wins at the end of the game if he controls 10 buildings on board 12 between rows M and V included

TURN RECORD CHART

german moves first [194]	1	2	3	4	5	6	7
US sets up first							

A Co, 1st bat, 502nd Rgt, 101st Airborne and elements 705th TD Bat (SP) [ELR : 5] set up anywhere on board 12 and/or on board 18 south of row P [SAN : 4]

7-4-7	2-2-7	0-2	0-1	0-0	8-4	4-10	60" (3-45)	?
9	3		2		4	4	2	6
37LL	57L	76L	1S					
2		2	10					

Elements of the 1st bat, 77th rgt, 26th Volksgrenadier Division [ELR : 2] set up on board 18 north of row P [SAN : 2]

4-6-7	4-4-7	0-0	0-0	3-8	12-4	?
2	3			3		5

Enter on turn 1 or later on north and/or west edge of board 18 between A1 and P10 (included).

4-6-7	4-4-7	2-2-8	0-0	0-0	0-0	3-8	5-12	7-16	12-4	81"
6	11			2		3	2			

SSR :

- 1 Weather is ground snow (E3.72) with Wet EC and no wind at start.
- 2 Night rules are in effect. The base NVR is 6 without cloud cover and no moon. Due to the German set up on board, there is neither Scenario defender nor Scenario attacker. Majority Squad type is normal for both sides.
- 3 Germans have winter camouflage (E3.712).
- 4 A bombardment (C1.8) must be resolved by the German player, after set up and before starting up the game. Whenever a DR = 12 is made when checking bombardment MC for a building, all occupants are eliminated along with any SWs/guns and the whole building is set ablaze. This result takes precedence over possible rubble creation.
- 5 Despite night conditions, the SAN of both sides is not increased.

AFTERMATH :

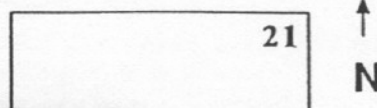
The Germans succeeded in occupying some houses but the Americans despite their heavy losses were never dislodged from the village. It was nevertheless one of the most dangerous attacks towards Bastogne during the encirclement period.

GO YOUR WAY



Sartene, Corsica, September 13, 1943. Because of the armistice signed between the Italians and the Allies, the Germans are forced to retreat from Sardinia to Italia via Corsica. Meanwhile everywhere in Corsica they are attacked by partisans and Italians who are now their enemies. On this particular morning, a German patrol reaches Sartene to probe a way through the town. However Sartene proves to be already in partisan hands and very soon the SS are under fire erupting from every house.

BOARD CONFIGURATION :



VICTORY CONDITIONS : the German player wins if he gains at least 10 VPs. VPs can be obtained by casualties and exit through the enter area (see SSR 3) on or after turn 4. At least 5 VPs must be casualties VPs.

BALANCE :

⊕ Civilian interrogation is in effect (the population is hostile)

⊙ change Partisan SAN to SAN 5

TURN RECORD CHART

⊕ german moves first	⊕ ⊙	1	2	3	4	5	END
⊙ partisan sets up first							



Reconnaissance elements of the 1st Reichsfuhrer brigade [ELR : 5]
enter on turn 1 as SSR 3 { SAN : 2 }.



 6-5-8	 8-1	 8-1	 LMG 3-8	 24 M9 3PP	 23 37L(II)
5			2	5	2



Partisan elements of Sartene [ELR : 5]
set up in any building hexes { SAN : 4 }



 3-3-7	 8-1	 LMG 2-8	 7 morale
3			2

enter as SSR 4

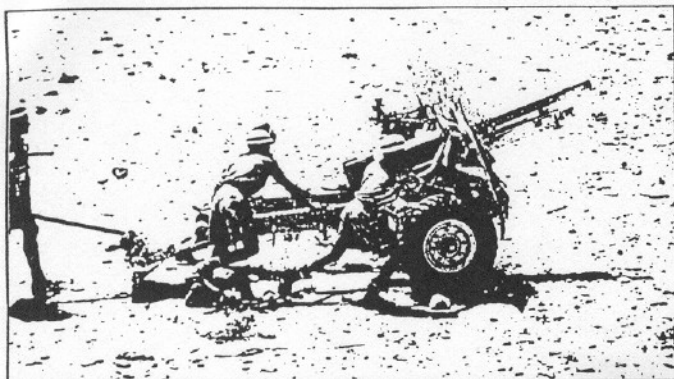
 3-3-7	 8-1	 7-0	 LMG 2-8
7			2

SSR :

- EC are moderate with no wind at start.
- Partisans may not participate in multi-location Firegroups. They use Russian SWs with no capture penalties.
- Before set up, the German player must predesignate one of the following entrance roads : I10, Q10 or Y10. All German elements must enter on the choosen road hex or adjacent to it. The infantry must be mounted on sidecars.
- On each turn the partisan player may decide to enter any part of his available reinforcements on any one board edge (North, South, West or East). The entry board edge may vary from turn to turn. However to get any reinforcement during his player turn, the partisan player must secretly predesignate, at the start of the RPh of the preceding German player turn, the units that will enter and the entry board edge they will use.

AFTERMATH : the fighting was short but bloody. The German patrol eventually succeeded in its withdrawal thanks to the support fire provided by the Flak trucks. However about 20 Germans were killed or prisoners so that it seemed obvious that Sartene should be avoided in the future.

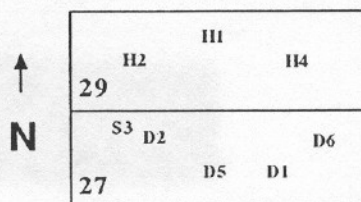
INDIAN SACRIFICE



VICTORY CONDITIONS : The German player wins at the end of any player turn if he has already exited 4 tanks through the south edge *and* if he has gained more casualties DVPs than the British.

Deir el Shein, July 1st, 1942 in early afternoon. Tobruk had been overrun. The entire British Eighth Army had fallen back towards El Alamein where the defense against the Axis advance finally settled down. To the south of the El Alamein railway station, and about 8 miles from it at the western end of Ruweisat Ridge, is the beginning of a depression in the desert known as Deir el Shein. On June 29, the 18th Indian Infantry Brigade arrived from Iraq to defend the "box". The Brigade worked intensively to set up a strong defensive line complete with wire and minefields. Supporting artillery and AT guns from 121 & 79 Field Rgt RA arrived very late in the day on June 30 and they could not all be dug down especially the 6-pdrs "en portée". On the following day, after about one hour of heavy shelling, the Germans, aided by a dust storm and the dust raised by their artillery, lifted the mines between the Essex and Gurkha positions in the North East corner of the box and pushed in some infantry and machine guns. German tanks then pushed through the gap and formed up behind the Essex and the Gurkhas.

BOARD CONFIGURATION :



BALANCE :

⊕ British ELR drops to 2

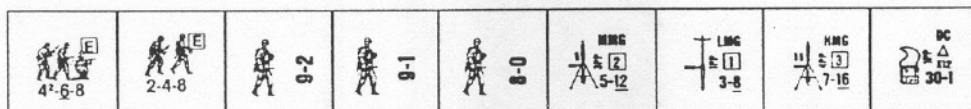
⊙ The German player must exit 5 tanks to win.

TURN RECORD CHART

german moves first ⊕	⊕	1	2	⊕	3	⊙	4	5	6	7	8	END
British sets up first ⊙												



Elements of the 21st Panzer Division [ELR : 4] { SAN : 2 } set up on board 29 on any hex of hillock H4



7

4

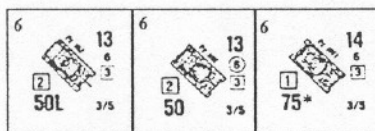
2

2



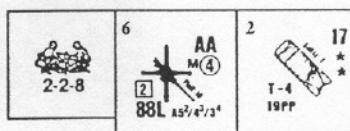
enter on turn 1 on North and/or east edge of board 29 between R0 and GG10

enter on turn 3 on North and/or East edge of board 29 between R0 and GG10



6

6



3

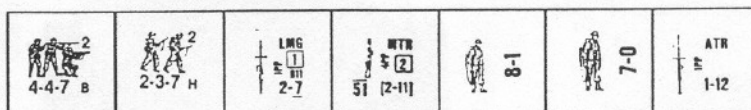
3

3



Elements of the 18th Indian Infantry Brigade [ELR : 3] { SAN : 2 }

elements of 2nd bat 5th Essex rgt set up on board 29 west of row Q



9

2

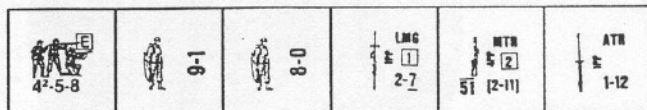
2

2

2



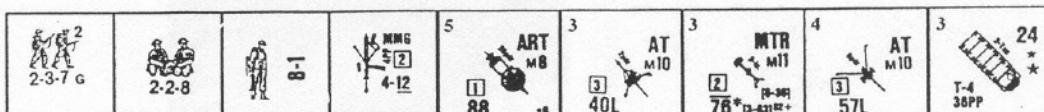
elements of Co C, 2nd bat, 3th Gurkha Rifles set up on board 27 east of row Z



6

2

set up anywhere on board 27



2

8

2

2

2

2

2 *

2 *

42 RTR elements enter on turn 4 on south edge



3

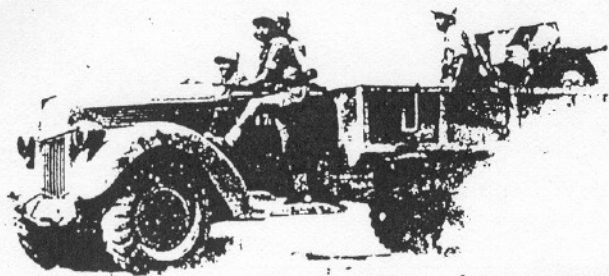
* see SSR 4

SSR :

1. EC are very dry with heavy winds blowing from the South West. Moderate dust is in effect.
2. At set up the British player may place up to 10 sangars counters and 6 foxholes IS anywhere he wants in his set up areas.
3. Place overlays as follows : D1 on 27S7-T6. D2 on 27G3-H3. D5 on 27L4-M4. D6 on 27W4-V3. S3 on 29E10-F9. H4 on 29W6-X6. H2 on 29E6-F6 and H1 on 29M7-L7.
4. Only the British 458 squads and their corresponding HS and leaders are considered Gurkhas. At start of the game, the British 6 pounders guns must be in portée on the 3-tons lorries with their crews.

Aftermath : The Essex AT guns and 25-pdrs engaged the tanks at short range and rapidly knocked out two but these fired back with such accuracy that most of the guns of the battalion were knocked out. After silencing the guns the German tanks closed in on the Essex and forced its surrender while some others poured a devastating fire both on the Gurkhas and on the center of the box. Suddenly, out of the still dense fog, the German crews recognized the unmistakable outlines of British Matildas. It was fortunate that their attendant AT batteries, including three 88mms, had escorted them closely. The whole battle lasted for about 5 hours and when it was over, the smoking wrecks of a dozen panzers attested that 21st PZ Div's striking power had been reduced by nearly a third. Only one Indian infantry battalion survived the attack but the stand made by the Brigade certainly gained valuable time for the organization of the El Alamein line generally.

THE PURSUIT



March 14, 1942 between Bir El Tengeder and Bir El Harmani about 100 km to the west of Bir Hakeim, Lybia. In February 1942, the 1st Free French Brigade (1 BFL) was attached to the 30th British Army Corps and was sent to cover the south flank of the Eighth Army, far in the desert, at what seemed to be the most desolate place in the world: a place called Bir Hakeim. While fortifications were built around the new position, orders were received to organize mobile columns to regularly investigate the large no man's land to the west. These light patrols were named "Jock Columns" following its British inventor, Jonathan "Jock" Campbell. The French troops, mostly légionnaires, quickly learned the basic lessons of recon missions in the desert and were eventually allowed to take more aggressive actions against surprised enemy forces. The hindrance created by the Jock columns was so disruptive that Rommel gave the order to wipe them out whenever possible. On March 14, some forward elements of a French patrol ambushed an Axis convoy and destroyed two Ansaldo Fiat and two Mark IIIs using their new self-propelled AT gun prototype, the BB3. That gun was simply the standard French 75mm gun set up "en portée" on a Chevrolet truck. The Germans reacted by launching a strong counterattack using tanks, infantry and artillery. Threatened to be encircled and crushed by 155mm shells, the small French detachment fled attempting to rejoin the rest of the column back to the east.

BOARD CONFIGURATION :

↑	27	26
N	29	28

BALANCE :

- ⊕ Exchange one German 9-1 armor leader for a 9-2
- ⊙ Exchange one German 9-1 armor leader for a 8-1

VICTORY CONDITIONS : The German player wins at the end of the game if he has gained more casualty DVP than the Free French player but the German player loses instantly if forced to break the pursuit (see SSR 7)

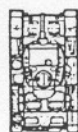
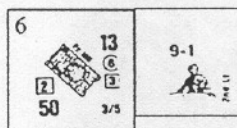
TURN RECORD CHART

German moves first ⊕	1	2	3	4	5	6	7	END
Free French sets up first ⊙								

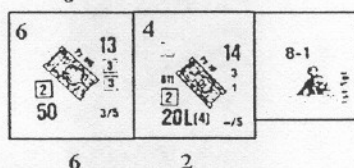


DAK Panzer elements { SAN : 0 }

Tank Group 1 : enter on turn 1 on West edge of board 27 with only half of their MP

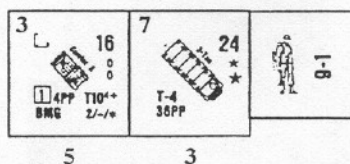


Tank Group 2 : enter on turn 2 on west edge of board 29 (see SSR 4)

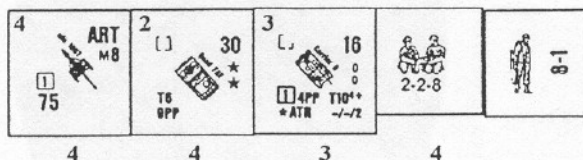


Elements of the 1ère BFL (1st Free French Brigade) [ELR : 4] { SAN : 2 }

set up in motion on board(s) 27 and/or 29. See SSR 2



set up west of row Q on board 26. See SSR 3.



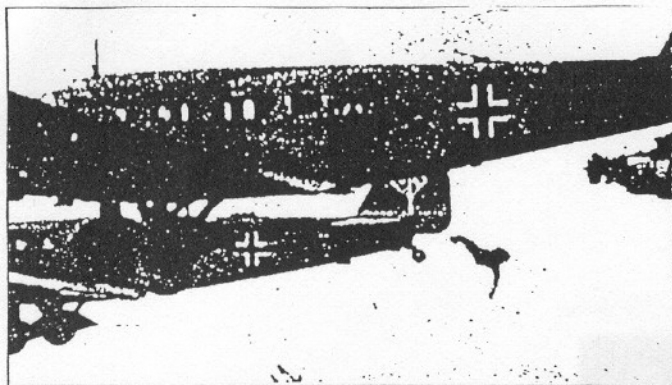
SSR :

1. EC are moderate with no wind at start.
2. Each of the 3-ton trucks carries an inherent crew and a 75mm ART gun (canon de 75 Mle 1897. See British ordnance notes) "en portée" facing the rear VCA. The cs7 of the truck becomes CS7 for the inherent crew. The 75 guns "en portée" may fire from the trucks but may not use bounding (first) fire nor moving fire. Normal ROF and ammo is retained. These guns may not be unloaded from the trucks.
3. The "on board" 75mm ART guns (not the ones "en portée") have no AP ammo. These guns may not set up in tow. You might use a US 75mm ART gun to represent the 4th gun counter.
4. All Panzer IIIs are the H-type. Ignore armor factors of the G-type and replace by adhoc H-armor factors.
5. Any Free French units may exit through the east edge without being counted as casualties only if these units are all exiting on the same player turn.
6. Whenever a vehicle enters a new hex, it must chance a bog DR for the entire MPH. The Bog DR is handled by the opposite player just as if Mud/deep snow were in effect (EXC: the Mud/deep snow DRM is not used).
7. Each time a tank group suffers a recalled/imobilized/destroyed tank, a NTC must be made for that group based on the highest crew morale of that group. If failed, the entire group is recalled (but not counted as casualties). When both groups are recalled, the pursuit is broken.
8. ALL INHERENT HS OF THE FREE-FRENCH BREN-CARRIERS ARE 2-4-8.

AFTERMATH:

Two groups of German tanks chased the fleeing French vehicles. When they appeared in the sights of the artillery battery of the Jock column several kilometers farther to the east, the commanding officer, Cpt Quirot ordered to fire smoke in front of the attackers to protect the flight of the unit. As soon as the smoke barrage was laid, the guns were set in tow and the whole column tried to escape. At that moment, an artillery tractor ran straight into the fech-fech (soft sand) and got bogged. The crew promptly set up the gun back in position and prepared to fight while another tractor trying to help also got stuck in the sand. The German tanks were approaching, the range being less than 1 km. Suddenly, a solid shot came from behind the French crew and hit the first panzer; a BB3 AT truck had decided to stand fast! The artillery gun also fired and scored a critical hit on another German tank that erupted in flames. Demoralized the other tanks turned back and abandoned the pursuit. The two tractors were then safely recovered as the Free French were very short in vehicles.

TUMULT FROM THE CLOUDS



Sola-Stavenger, Norway, April 9, 1940 : The airfield of Sola-Stavenger, situated on the south-west of Norway, is one of the first objectives of the invasion, having to serve as main airbase against British shipping. The task of seizing it is given to Lieutenant von Brandis' third company. Despite the very heavy fog that covers the north of Germany, the operation is not cancelled and after a long blind flight over the sea, 11 Ju 52s are emerging from the fog in sight of the coast. At 09:20 AM, the paratroopers are dropped from 400 feet above the field.

BOARD CONFIGURATION:



Only hexrows A-P are playable

BALANCE:

✂ Exchange one Norwegian 8-0 for a 9-1

✂ Subtract one pillbox from the total required to fulfill the Victory Conditions.

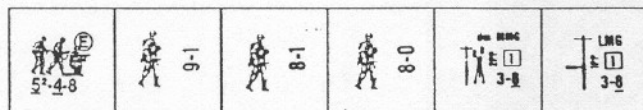
VICTORY CONDITIONS : the Germans win at the end of the game if they control the two pillboxes and all buildings adjacent to the runway hexes.

TURN RECORD CHART

German moves first	✂	1	2	3	4	5	6
Norwegian sets up first	✂						



3 rd Co, 1 st Fallschirmjäger Regiment [ELR : 3] enters by Air Drop (E.9) on Turn 1 { SAN : 0 }

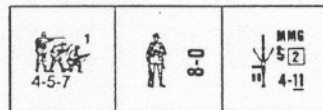


11

2

2

Airfield garrison [ELR : 2] sets up anywhere using HIP { SAN : 0 }



6

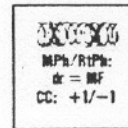
2



set up on E5



set up on P5



6

set up on runway hexes

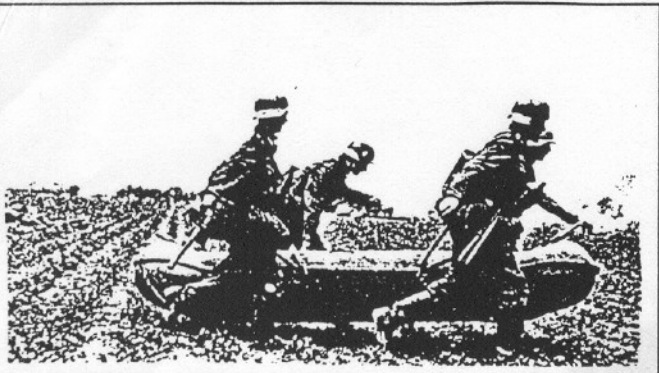
SPECIAL RULES:

1. EC are moderate with no wind at start.
2. German Air Support is available in the form of 2 Fighterbombers without bombs under the usual entry conditions (E7.2), starting on turn 2.
3. Buildings L5, L7, K8 and I9 are of stone construction, all the others are wooden.

AFTERMATH :

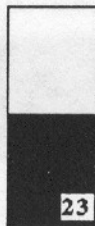
At first, the Germans were pinned down by accurate machine gun fire but help came from above in the form of 2 Me 110s of Lieutenant Gollob's 3./ ZG 76 that neutralized the pillboxes. The paratroopers were then quick to take control of the field and, half an hour later, the runway had been cleared of all obstacles and was fully operational in German hands.

LONG MINUTES



Selzaete, Belgium, May 23, 1940. After several successive withdrawals inside the country, the Belgian Army tried once more to stabilize the front line by setting up a defense behind the canal going from Gand to Terneuzen. The northern part of that line, near the frontier with Netherlands, was the responsibility of the 2e Guides that was the 1st Régiment de chasseurs portés of the Belgian Cavalry Corps (motorized). The regiment arrived late on the 22nd to occupy the positions formerly defended by the 1st Carabiniers battalion along the canal, at Selzaete. The bridge had been destroyed as some German troops were already sniping from the houses of the eastern bank. On the 23rd, in the morning, the chasseurs were waiting for the assault to come, somewhere along the overextended front line (1500m). At 11 a.m., a heavy bombardment signaled the beginning of the attack while stukas added their sirens and bombs to the hammering. After two hours of this preparatory shelling and after experimenting the counterbattery fire from the Belgian artillery, the German infantry attack was launched.

BOARD CONFIGURATION :



N

BALANCE :

- Add a 237 and a 50mm light mortar to the Belgians
- ⊕ Exchange one German 8-0 for a 8-1

Only hexrows R to GG are playable

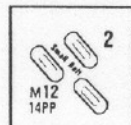
TURN RECORD CHART

German moves first ⊕	1	2	3	4	5	6	END
Belgian sets up first ○							

Elements of the 256th Infantry Division [ELR : 3] set up east of the canal, at least 2 hexes away from the canal (SAN : 3)



4'-6-7	2-4-7	2-2-8	8-1	8-0	8-0	LMG 3-8	MMG 5-12	MMG 7-10	MTR 50* [2-13]	INF M10 75*
12	3			2	5	2				

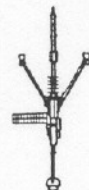


9

Elements of the 2nd escadron, 1st groupe, 2e Guides [ELR : 3] set up ^{West} east of the canal (SAN : 3)



4-5-7	2-3-7	2-2-8	8-1	8-0	LMG 2-8	MMG 4-11	? 7 morale	Foxhole 5 IS DVB, DVA: +4 Other: +2	AT M12 47
9	4		2		3	4	8	4	see SSR 5

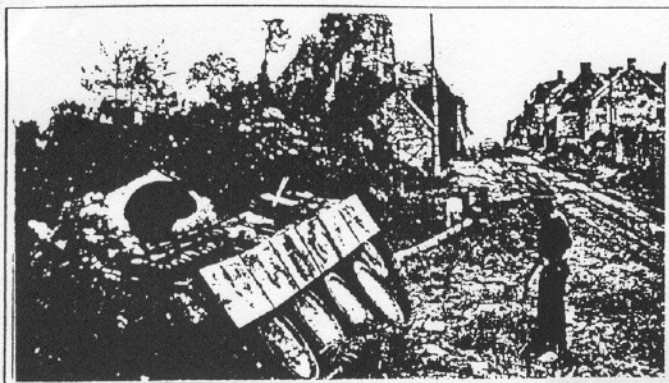


SPECIAL RULES :

- EC are moderate with a mild breeze blowing from the north-east.
- The canal is deep and flowing to the north. Current is slow. There are no bridges.
- All the hexes at the south-east of X0, X1 and R4 (all included) are at level 1. The hedge running all along that perimeter does exist and also delimitates the crest line. These hedges are considered hillside hedges (F 10). Woods still exist in that zone.
- The optional rule described in footnote 18 page A42 must be used.
- Use an Italian 47mm AT gun counter to represent the Belgian 47mm FRC gun. All features are considered identical.
- The Belgian player may use HIP for 1 squad (+ any SW/leader)

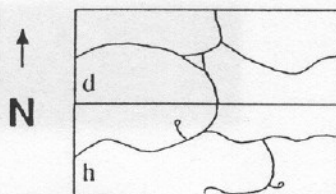
AFTERMATH : from the houses and factories of the eastern bank, all along the canal, the Germans opened fire. However most of this firing was intended to keep the defenders busy while the real crossing attempt took place at the southern end of the positions in front of the last houses of the village near the dunes. About a hundred German riflemen carrying small boats ran towards the canal while others tried to silence the Belgian positions with MG fire. The backfire from the FMs (automatic rifles) supported by one MG section forced the Germans to withdraw and to abandon their boats. Later in the afternoon after renewed artillery fire and still another unsuccessful assault, the attackers eventually succeeded their crossing farther in the south. A furious fighting erupted in the surroundings of the blazing village. The night came and forced the Belgians to another retreat.

LEHR SANCTION



Lingèvres, Normandy, June 14 1944. Elements of the 50th British Infantry division supported by tanks of the 4/7 Royal Dragoon Guards and preceded by a heavy naval and aerial bombardment finally succeeded in taking the village of Lingèvres previously held by units of the Panzer Lehr division. That attack was part of a large manoeuvre to outflank and encircle the German positions in and around Caen by striking across the Odon and from the east of the Orne. However the Germans had no intention to give up the position so easily. Three hours after their retreat from the village, the PanzerGrenadiers counterattacked suddenly, with Panthers and SP guns coming from everywhere.

BOARD CONFIGURATION :



BALANCE :

- German sets up and moves first
- ✚ Add one 9-1 armor leader to the German OB

VICTORY CONDITIONS : the German player wins if he controls more buildings of board d than the British player, at the end of the game.

TURN RECORD CHART

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



Elements of 9th Durham Light Infantry, 151st brigade, 50th Infantry Division and of 4/7 Dragoon Guards Rgt, 8th Armoured brigade [ELR : 4] set up on board d {SAN: 4}

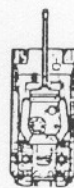


 4 ⁺ 5-8	 4 ⁺ 5-7	 8-1	 8-1	 6-14	 4-12	 2-7	 8-3	?	 13 *75 2/4/4	 13 76LL -/4
3	4					2	2	7	2	

Enter on turn 3 on west edge of board d

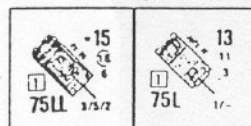


Elements of PanzerGrenadier rgt 902 and of Panzer rgt 6, Panzer Lehr Division [ELR : 4] set up south of the road running from hA3 to hO3 {SAN : 3}

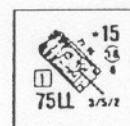


 4 ⁺ 6-8	 8-2	 8-1	 8-0	 7-10	 5-12	 3-8	 12-4	 15 75LL 3/5/2
9					2	3	2	2

enter on turn 2 on the east edge of board d



enter on turn 3 on the west edge of board d

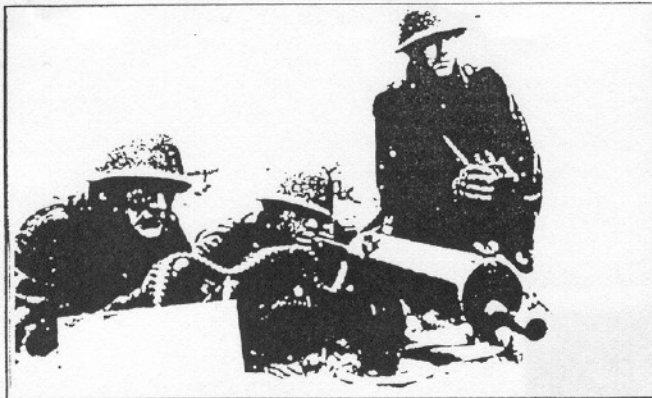


SPECIAL RULES :

1. EC are moderate with no wind at start.
2. All buildings are considered as being of stone construction. Convert building dL5 into ground level stone rubble.
3. All multi-story buildings (B 23.23) are considered to be two story houses (B 23.22) so that each such hex has a level 1 and an inherent staircase.
4. All hedges are bocage (B 9.5). The cliff along the gully of board d does not exist.
5. All Shermans V(a) have Gyrostabilizers (D 11.1). The JgPz IV has Schuerzen (D 11.2)

AFTERMATH : the combat became rapidly very confused. While a house-to-house fighting was raging in the village, Shermans and Panthers were engaged in a "cat and mouse" game in the streets, firing at each other at point blank range. The British eventually emerged from the struggle having lost 3 Shermans against 6 Panthers destroyed. However, it was not before the following day that they could secure the Lingèvres area and resume their encircling manoeuvre of Caen.

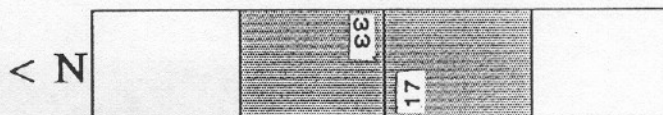
FIRST CONTACT FIRST DEFEAT



VICTORY CONDITIONS : the German player wins immediately when he exits at least 30 VP's off the south edge.

North of Mława, Poland, September 1, 1939. The German Third Army in East Prussia had received the difficult mission to break through the Polish defenses north of Warsaw. At start of the afternoon, the German 11th Infantry Division supported by tanks of the Kempf Panzer Division began its attacks on the Mława stronghold. However Mława was one of the few locations where the Poles had any significant fortifications and, due to lack of time, the Germans just had made very poor scouting. Their tanks unexpectedly ran into the Polish line and could not cross the huge antitank obstacles while under heavy fire from the defenders. The Kempf Panzer Division was consequently broken up into a number of smaller components to support the infantry advances. It soon became clear to the overconfident Germans that the invasion was not as easy as they had been told it would be...

BOARD CONFIGURATION :



Only hexrows A to P are playable on both boards.

TURN RECORD CHART :

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

BALANCE :

✚ Add a Kfz 1 (no MG) to the German OB

✚ Add a 46mm Light Mtr to the Polish OB



Elements of Panzer Regiment 7 and 11th Infantry Division [ELR : 3] set up on board 33 north of row L included [SAN : 2]

4-6-7	8-1	8-1	8-0	5-12	3-8	50-2-13	15-1	15-1
12					2	2		4



Elements of the 20th Infantry division [ELR : 4] set up on board 17 and/or 33 south of row 33B included [SAN : 3]

4-5-7	2-2-8	8-1	8-0	4-11	25LL [45]	5	1S
9	2				2 *		6



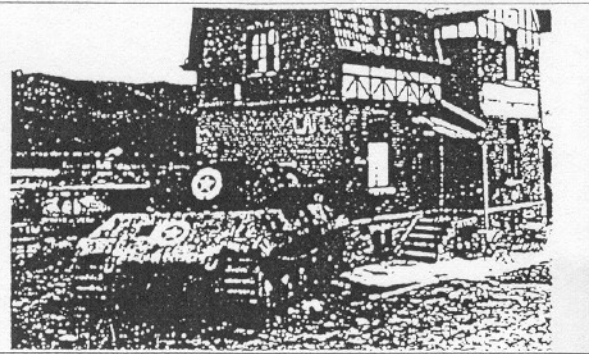
* see SSR 6

SCENARIO SPECIAL RULES :

1. EC are moderate with no wind at start. Kindling is not allowed.
2. Treat all brush hexes as marsh hexes.
3. The Polish player may use HIP for all his MMC (and leaders/SW stacking with them) setting up in concealment terrain. The roadblock may also set up using HIP but it must be placed in full view as soon as a German unit has a LOS to it.
4. All vehicles may set up in motion. All vehicles must start the game CE.
5. Interrogation rules (E 2) must be used.
6. Use British OQF 25mm Hotchkiss AT counters.

AFTERMATH : while some Panzers tried to suppress the defenders, some others desperately searched for a breach in the line, driving parallel to the front, without any terrain cover and offering their sides to the Polish antitank guns. Heavy losses were endured. Although the German backfire eventually destroyed some of the Polish guns, the fortifications were too strong for the German Panzers to crush and the marsh area at the eastern end of the defense line too difficult to cross. The attack soon became impossible to continue without receiving vain and heavy losses so that the Germans had no choice but to withdraw. The Kempf Panzer Division was transferred the next day to the Wodrig Corps in hopes that it might skirt the troublesome defensive positions.

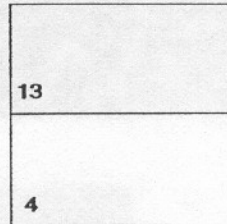
TROJAN HORSES



VICTORY CONDITIONS : the German player wins if there is no US unbroken unit within a radius of 7 hexes of B37, included, at the end of the game.

Malmédy, Belgium, 21 December 1944. Only two days after the beginning of the Battle of the Bulge, Colonel Skorzeny realized that his commando effort had failed. There was no point in sending anymore American-uniformed SS commandos into the void and there would be no more opportunity to send his 150th SS Brigade raging deep into the American rear in guise of an US armored unit as one potential scenario contemplated it at first. Therefore the commando leader volunteered his brigade for a suitable conventional assignment. His proposal was accepted by the 6th SS Pz Army HQ and the 150th SS Brigade received the mission to capture the town of Malmédy. This would offer a vast new road net through which Kampfgruppe Peiper could be sustained and massively reinforced. The attack was planned for the 21st December, at dawn. Skorzeny divided his brigade into two groups. The first group, attacking at the south edge of the town, was easily repulsed. The second one, the strongest, with Panthers disguised as American tanks and covered by a fog floating out from the Warche river, rolled along a secondary road which would bring it west of Malmédy with the Malmédy-Stavelot crossroads as main objective.

BOARD CONFIGURATION :



BALANCE

☆ Add one M3A1 halftrack to the US OB.
It is Abandoned (D5.4) but unscrounged at game start.

⊕ Add one MMG to the German OB.

TURN RECORD CHART

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

Elements of Co K, 3rd Battalion, 120th Regiment, 30th Infantry Division and of 825th Tank Destroyer Battalion [ELR : 4] set up anywhere on board 13 { SAN : 3 }

5-6-6	3-4-7	2-2-7	8-1	8-0	1-4-8	MMG 5-16	BAZ 44 8-4	Radio 8	Minefield 11	?	7 morale
2		3			4		3		36	4	

2

Elements of the Kampfgruppe X, 150th SS Panzer Brigade [ELR : 5] set up on board 4, on hexes numbered > 4 { SAN : 3 }

5-4-8	1-0	8-1	7-0	Radio 8	MMG 7-16	MMG 5-12	LMG 3-8				
11							3				

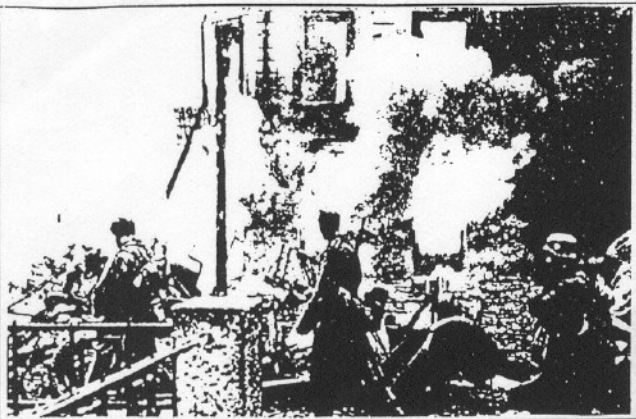
5

SSR :

- 1 BC are Wet with no wind at start. Mist (E3.32) is in effect. However, the Mist Hindrance DRM is +1 at <= six hexes and is increased by +1 for each multiple of six hexes beyond the initial six-hex range. The stream is Deep.
- 2 All US squads may be freely deployed at game start.
- 3 There are no Elevated Roads. These roads are considered at level 0.
- 4 The road B A5/A6 - B H7 - B Q1 is a Paved Road.
- 5 There is a Two Story House (B23.22) covering hexes B3 L3 - B M3. This building is considered Inherent Terrain (B.6) and is of stone construction. All LOS traced along the hexsides of these two hexes are blocked, this including a LOS traced along the B M3 / B N2 wall hexside. Place 1st level counters in these hexes as a reminder.
- 6 The Germans receive one module of 120-mm Battalion MTR OBA with Scarce Ammunition. The Americans receive one module of 80-mm Battalion MTR OBA with Plentiful Ammunition.
- 7 Due to the terrible effects of a new US artillery ammunition (VT-fused), all German units have their morale level lowered by one as long as they are in the Blast Area of the US OBA using HE (including Harassing Fire).

AFTERMATH : As the German attack developed, the vanguard tank nosed into the edge of one of the minefields that the engineers had spent days emplacing and one of its tracks set off a powerful antitank mine. The entire tank burst into flames that flared up to reveal to the defenders from the company K, 120th Infantry, 30th Division the otherwise fogbound troops following close behind. It was the setting of a violent fighting, that would mainly occur around the building of a paper-mill controlling the crossroads area, in which a handful of infantry men, supported by 76mm AT guns from the 825th Tank Destroyer Battalion, would resist for hours the German efforts to control the vicinity of the crossroads. Determined GIs, armed with bazookas, disabled two Panthers and the AT guns destroyed two others, while the German infantry, who were beset by the effects of the brand new VT-fused artillery ammunition and by the deadly fire of several .50 machine guns, were unable to sustain their panzers efficiently. In the early afternoon, leaving over two hundred of his men dead and five Panthers in the fields around Malmédy and caring for scores of wounded commandos, Skorzeny ordered the survivors to fall back to a defensible position.

THE SHORTEST WAY



Kalinin, Russia, October 14, 1941. Overrunning all the shattered Russian defenses, the 1st Panzer Division had taken Subzoff on October 11 and Staritz on the 12th; the Volga had been reached although all the bridges had been blown up before the Germans could intervene. The remaining fuel and ammunition were at once gathered to send Eckinger's Bat forward with armor support. Sharing the same roads as the panic-stricken Soviet troops during day and night and surrounded by the relics of the retreating Red Army, the German spearhead finally reached the outskirts of Kalinin, an industrial city, 90 miles to the north west of Moscow. On October 14, order was given to launch the attack and to take the road bridge across the Volga at 2 kilometers inside the city.

BOARD CONFIGURATION :



8	
	23
20	
	21

Only hexrows A to P are playable on boards 8 and 20 while only hexrows R to GG are playable on boards 23 and 21

VICTORY CONDITIONS : the German player wins at the end of any *game turn* if he has Good Order units/mobile vehicles on the Northern side of the river, on board 8, which potential exit value would be at least 15 VPs.

TURN RECORD CHART :

German moves first	♣	1	♣ 2	3	4	5	6	7	8	END
Russian sets up first	★									

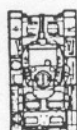
BALANCE :

- ★ In the Victory conditions, change 15 VPS to 20 VPS
- ♣ In the Victory Conditions, change 15 VPs to 10 VPS



Reinforced elements of 1st Co, Kradschützen Bat 1 [ELR : 3]
set up on board 21 [SAN : 3]

4'-6-8	4'-6-7	0-1	0-2	0-3	7-16	5-12	3-8	24-1	13 3/5	14 3/5	16 3/5
3	9	2			5				3	2	



reinforced 3rd Co, I/Schutzen Regiment 113 enter on west edge south of 23GG4 as per SSR 3

4'-6-7	0-2	0-3	13 3/5	16 3/5	16 3/5	16 3/5
4			2			

Elements of Moskow AA defenses, motor-cycle Cies, MG squads [ELR : 2] and Kalinin factory workers [ELR : 5] set up on boards 8, 23 and/or 20 (see also SSR 4) [SAN : 4]

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

82* [3-78]	37L (8)	1+3+5
2	2	

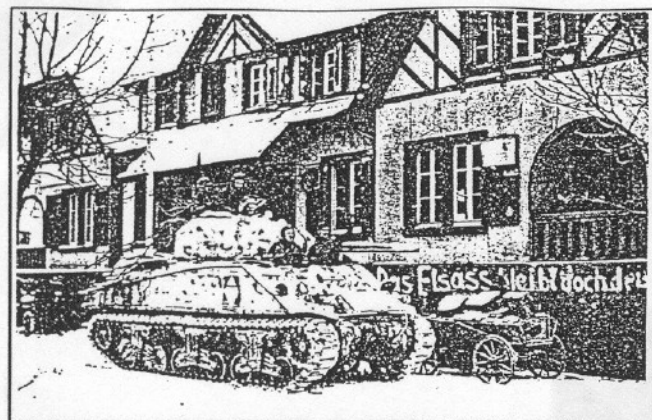
SCENARIO SPECIAL RULES :

- EC are wet with no wind at start
- No unit may enter any water obstacle hex except on a bridge. A two-lane stone bridge goes from 8I5 to 8I9. Buildings 20C6 and 20H3 are factories.
- Starting on turn 2, the German player may make a dr at start of his RPh to enter his reinforcements. If the dr < turn number, his reinforcements must enter on that player turn.
- All Russian partisan units must set up in the factories and may use
- Roof tops are usable. Hex 23Y7 is open ground (level 0).
- Hex 8I4 is an open ground hex with no orchard nor any hedge on any hexside but it is crossed by a paved road hex linking 8I3 and 8I5

AFTERMATH : The attack was considerably slowed by the furious resistance of the Russians. Despite the use of flamethrower tanks and firers on the rooftops to reduce the enemy strongholds, the frontal assault stalled. The workers of the factories who had formed militia engaged the Germans into heavy street fighting while Russian antitank guns and mortars inflicted ever increasing casualties to the attackers. Meanwhile, the few elements of the SPW bat led by Eckinger who was reputed for always using the shortest way infiltrated the western suburbs and came suddenly in sight of the 250 meters long bridge across the Volga. Without waiting for the other fighting German units far back inside the city, the lone infantry Co supported by two Pz III, one FlammPz and some SPWs assaulted the enemy MG nests before being suddenly stopped by an unexpected obstacle : a canal was separating them from the objective. After having found a small bridge, German mortars quickly fired a smoke screen and the canal was crossed in front of a Stadium where some Soviet field artillery and antitank guns were located. The 36 remaining men of Oblt. Feig's Co stormed the Volga bridge while the dispirited enemies fled. The demolition charges wires were cut off and Eckinger's SPW followed by a Pz III came in time to secure the bridgehead. It was to be the lone Volga bridge to be won by the Germans during the whole war.

FREEDOM FIGHTERS

RENCONTRES ASL91 ROUND 4



Near ELSSENHEIM, FRANCE, 30 January 1945: Only two days after the failure of Operation "Sonnenwende", the German attempt to seize the town of Strasbourg, the Allies retook the initiative in the Alsace campaign. On January 15, the 1st Army launched a powerful offensive intended to totally reduce the Colmar salient south of Strasbourg. Fifteen days later, this objective was nearly completed. However, here and there, some pockets of resistance remained, as at Elsenheim. On January 30, the 1st D.F.L. (1ere Division française libre) was ordered to take this village. But before they could reach their objective, they had to trace their way through the wood of Wusmatten, located on the western sector of Elsenheim and steadily defended by elements of the 2nd Gebirgsdivision (composed at 80 % of Austrians), well entrenched in their foxholes and wooden pillboxes. At 4 p.m. this day, 2 assault companies launched an attack to dislodge the enemy from his positions.

BOARD CONFIGURATION:



N	32
↑	34

BALANCE:

⊕ Add three "7" to the German OB.

⊙ Substitute a second 8-1 leader for the 8-0 SMC in the Free French OB.

TURN RECORD CHART

⊕ GERMAN sets up first	1	2	3	4	5	6	7	8	END
⊙ FREE FRENCH moves first									



Elements of B.M. 21st, 4th Brigade, 1st D.F.L. and of 2nd D.B. [ELR : 4]
set up on any board(s), west of row X: {SAN : 3}



4-5-8	2-4-8	9-1	8-1	8-0	7-0	E MMG (4) 5-16	C MMG (4) 4-10	A12.44 (4) 8-4	15 1 4 75 2/4/4
12							2	2	2



Elements of 2nd Gebirgsdivision [ELR : 4]
set up on any board(s), east of row S (see also SSR 6): {SAN : 5}

5-4-8	9-2	8-1	MMG 3 7-16	MMG 2 5-12	LMG 1 3-8	? 7 morale	1+3+5	Foxhole 5 1S OTR, OBA: +4 Other: +2
8					2	5	4	4

SPECIAL RULES

1. Weather is Ground Snow (B3.72) with Wet EC and no Wind at start.
2. Germans have Winter Camouflage (B3.712).
3. Free French squads have Assault Fire (A7.36) and the A25.45 immunity to cowering does not apply to them (F.8). Moreover, the Free French Inherent crews are considered British when determining their morale as per D5.1 (F.8B).
4. The stream is considered Deep (B20.43) and is a frigid Water Obstacle as per B20.7. Since the stream is not frozen, Ice rules are not activated (B21.6); however all other effects of E3.722 are in application.
5. The bridges in hexes 32P9 and 34V5 are pontoon Foot Bridges (B6.44). The bridge in hex 32S6 exists normally (i.e., it is a two-lane bridge of stone construction).

6. Any/all occupant(s) of a pillbox setup in a Concealment Terrain may use HIP and remain hidden even if the pillbox is revealed as per A12.33.

7. The last two Game Turns take place in gathering darkness, which adds a +1 LV Hindrance DRM to all LOS/fire. This LV Hindrance does not negate the Open Ground status for any purpose (A10.531).

Aftermath: The two rifle companies, supported by armored elements of the 2nd D.B., were rapidly engaged in a fierce fighting against the nicknamed "Edelweiss Division". They were stopped for a while in front of a bridge crossing the Scheidgraben river. But soon, this obstacle was bypassed thanks to a foot-bridge and the Free French resumed their advance in the snow. However progress was still slow and the forest was not completely cleared until the evening. The "Freedom Fighters" took cover for the night in a mill at the edge of the wood while their "invaders" left Elsenheim to withdraw to Colmar. For the Free French of the 1st D.F.L., Wusmatten would be the last fight in the frame of the Alsace campaign; the liberation of their homeland was nearly achieved.

TRICKS OF WAR



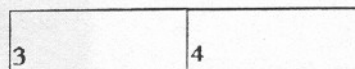
VICTORY CONDITIONS : The German player wins immediately when he has exited 7 VPs off the west edge of the playing area. Only German vehicles and/or personnel (i.e. infantry on motorcycles/sidecars) exited give VPs.

TURN RECORD CHART :

Sequential set up (SSR5)	1	2	3	4	5	6	7	END
♣ moves first								

Heumen, Holland, May 10, 1940. It's 4 A.M. when a group of 30 civilians led by 4 policemen of the 'koninglijke marechaussee' present themselves at the bridge of Heumen. The Marechaussees claim to escort German deserters behind the lines. After giving the correct password as well as having their papers examined thoroughly, the bridge is dropped and the group is let through. The bridge is taken up again as the newcomers proceed down the road to have a closer look at these deserters. As the group passes bunker n°8, one of the Marechaussees turns to one of his companions and asks for a light... Suddenly all hell breaks loose.

BOARD CONFIGURATION :



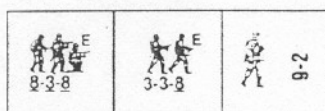
Only hewrows A to P on board 4 and R to GG on board 3 are playable.

BALANCE :

- ♣ The bridge starts down
- ▽ There's a set DC in the bridge hex. It can be detonated only by the 9-1 Dutch leader from hex 3EE6.

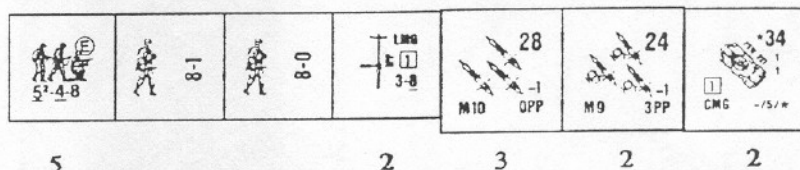


Elements of Division ZBV 800 Brandenburg [ELR : 5] set up on any two adjacent road hexes between 3EE6 and 3AA6 included [SAN : 2]



3

Elements AufklarungsAbteilungs SS-Verfugungs Division enter on turn 4 on 4II



5

2

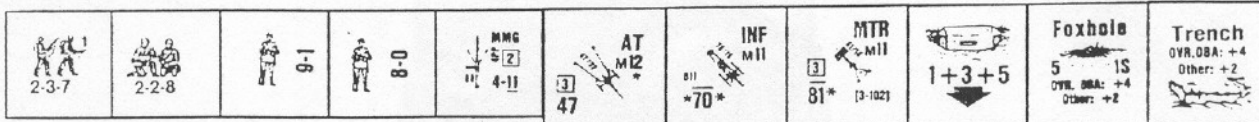
3

2

2



Elements of 3rd Co, 1st Battalion, 26th Infantry Regiment and supporting divisional units [ELR : 3] set up west of the canal (see SSR 2) using sequential set up (see SSR 5). All MGs must be in the pillboxes at start. All fortifications must be occupied by at least one Dutch MMC but no more than 1 HS (+ any SMC, SW, gun) may be set up per hex. Foxholes IS may not be exchanged for higher capacity entrenchments. Entrenchments must be set up ADJACENT to the pillboxes and each pillbox must be ADJACENT to at least one entrenchment. Note that 3 Dutch HS will be set up by the German player (SSR 5) [SAN : 2]



13

4

2

6

2

6

4

2

SPECIAL RULES :

1. EC are dry with no wind at start.
2. Hill 498 is open ground at level 0. Hill 522 is Brush at level 0 (EXC : woods still exist, at level 0). All Wheatfields are Brush. All hexes of row FF on board 3 are impassable Canal hexes ; any terrain feature in such hex is deleted.
3. The drawbridge. There is a wooden bridge counter across the canal in hex 3FF5. Place a bridge counter in that hex as a reminder. When front side is up, use it as a normal bridge. When the back side is up, no passage is possible for vehicles or motorcycles ; infantry movement cost is 2 MF ; otherwise use it as a normal bridge. The UP/DOWN stams may only be changed by an unbroken infantry unit, in the bridge hex, during its PFFh ; the unit immediately becomes TI for the rest of the player turn. At the start of the scenario, the bridge starts with its back-side up. The drawbridge is considered Inherent Terrain ; it has +1 TEM and is a LOS Hindrance.
4. Pillboxes must be placed in hexes 3EE8, 3AA7, 3EE5, 3BB5, 3CC4 and 3DD1. The CA of each pillbox must include hex 4E4 (as if LOS exist barring any LOS obstacles).
5. Sequential set-up. a)The Dutch player sets up all his units except 3 HS. b)The German player sets up all his units. c)The German player sets up the last 3 Dutch HS on any road hexes between 3EE6 and

3AA6 included.

6. No kindling is allowed.

7. The guns used by the Dutch player are represented by Italian counters. Normal features of these weapons apply but no capture use penalties.

AFTERMATH : the German intention was to quickly break through the Dutch positions in order to capture Grave-bridge intact, an essential factor for a rapid breakthrough of the 9th Panzer Division towards the paratroopers which were to seize the Moerdijk bridges. In the initial surprise, bunkers #8, #9, #10 as well as several Dutch soldiers were captured. But, as the Dutch began to organize their defence, resistance became extremely tough and the Brandenburgs began to lose ground. Finally the bridge was captured and rolled down by the onstoming SS-infantry. However all assaults to cross the bridge once and for all were pinned down by remaining MG- and especially accurate mortar-fire. Elements of 'Gruppe Grave', which had been unable to capture any other bridges over the canal, eventually managed to overwhelm the Dutch defences at around 1700. By that time, the bridge at Grave was at the bottom of the river and the 9th Panzer on the look-out for an alternative route for its progression.

BOARD CONFIGURATION:



17	18
----	----

BALANCE :

⊙ Exchange the *German* 9-2 for a 9-1.

♣ GERMANS sets up first	⊙	1	2	3	4	5	6	END
⊙ BRITISH moves first								



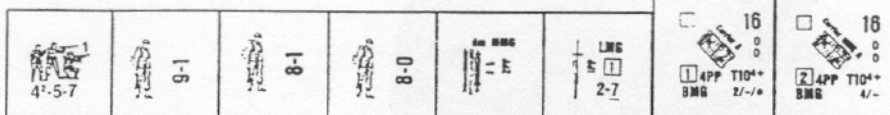
 5-2-48	 9-2	 9-1	 9-1	 9-1	 9-1
---	--	--	--	--	--



6

2

2

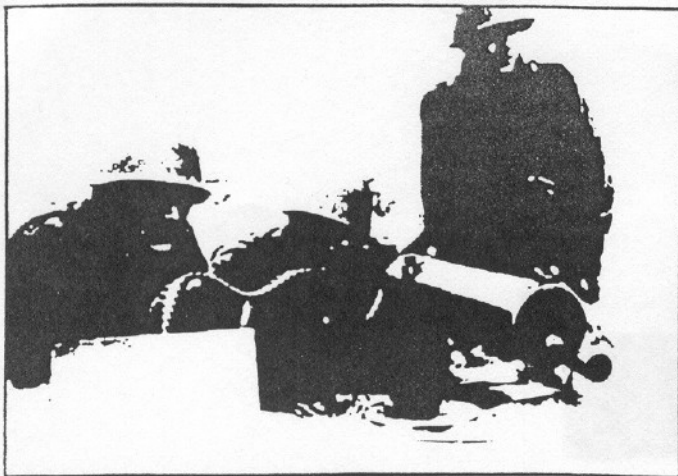


12

3

3

Aftermath: The Hussars attacked on foot, accompanied by some Bren Carriers. Outnumbering the Germans and driving hard, they smashed the invaders in a few hours. With ammunition running low, the few survivors had no choice but surrender.



Pilatka-Ilza, Poland, September 9, 1939: At dawn, as part of the encirclement of the Pole in the area of Radom, the 3° Light Division sends a KampfGruppe towards the town of Ilza. The remnants of the Army Prussy have been located in the vicinity of that town heading East for the Vistula along the only good road of the region. Around noon, KG Dittfurth arrives at the village of Pilatka, a few miles from Ilza. They must stop there; a heavy fire falls on the Schützen from the heights of the "Old Redoubt", a point less than a mile East of Ilza, while the Pole Artillery fires endlessly from Height 241, a point 2 miles West of the town that dominates the entire battlefield. At once, the first elements of infantry, quickly deploying, started their advance towards the "Old Redoubt" thru' the hilly terrain.

BOARD CONFIGURATION:



18

Victory Conditions: see SSR 4

BALANCE:

- Change Pole 8-0 Leader into a 8-1
- + Change Pole 9-2 Leader into a 9-1

TURN RECORD CHART

POLE Sets Up First	1	+ 2	3	4	5	6	END
+ GERMAN Moves First							

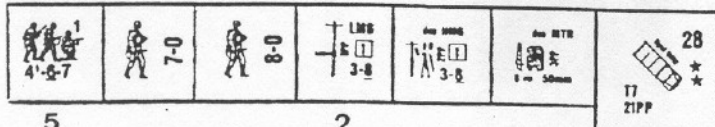
Elements of 9.Schützen-Regiment, 3.Lichte Division (Motorisiert) (ELR:3)
set up East of/on hexrow L ; {SAN:2}



10

3

Enter from East on turn 2

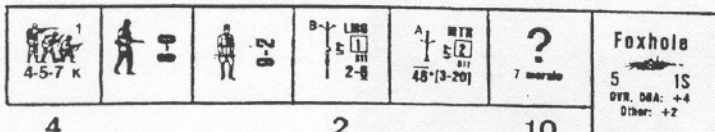


5

2

3

Elements of 163rd "KOP" Regiment, 36th Division (ELR:3)
set up West of/on hexrow R ; {SAN:4}



4

2

10

4

Enter from West on turn 3



3

SPECIAL RULES:

- 1) EC are dry with no wind at start.
- 2) The Pole uses the set up method given in footnote A.18. All Pole mmc may be deployed and one Pole MMC+ any SW/Leader stacking with it may set up using HIP.
- 3) The Pole receives OBA in the form of one module of 105mm Howitzer with an Offboard Observer (C1.63) present at level 3 of any hex from hexrow GG (Pole player choice), and receives a second module of 105mm OBA the player turn after having lost his first module; both modules with plentiful ammo.
- 4) The German wins if he controls:
 - hex X5 at the end of turn 3, or
 - hexes X5 and Y7 at the end of turn 4, or
 - hexes X5, Y7 and Z7 at the end of turn 5, or
 - hexes X5, Y7, Z7 and BB7 at the end of turn 6.
- 5) Use of the IIFT (found in ASL Annual'89) is recommended.

AFTERMATH

The fire became so intense that the progress was soon measured in yards and the Germans were finally stopped a hill short of the redoubt. Meanwhile, elements of infantry and a battery of 20mm Flak guns were sent forward to consolidate the front, just in time to repulse a first counter-attack of Pole Infantry supported by a few T7Pjw tanks.

TURNCOATS



Victory Conditions : The romanian player wins if there are no good order German units on the map at game's end.

TURN RECORD CHART :

☛ sets up first	1	2	3	4	END
☛ moves first					

Bucharest, Romania, August 24, 1944. Summer 1944 found the German south-eastern front with its back against the Balkans. On the 20th of August the Russian steamroller opened up again, with the Jassy-Kishinev offensive, pushing onto Romanian soil. This was the signal for the Romanians to finally end their steadily deteriorating alliance with the Germans. On August 23, the switch of sides was officially proclaimed. The Romanian Army immediately seized the opportunity to mop up the 800 German strongpoints throughout the country. One such strongpoint was the German military air mission in Bucharest. At 4.30 a.m. on the 24th, elements of the 2nd Cavalry regiment were ordered to seize the building.

BOARD CONFIGURATION :



Only hewrows A to P are playable.

BALANCE :

☛ Add one hero to the German OB

☛ Add one MMG to the Romanian OB



Elements 2nd Cavalry regiment and variable popular support [ELR : 2] set up according to SSR 3 {SAN 3}

 3-4-7	 8-1	 8-0	 7-0	 2-7	 3-3-7
14				3	?

See SSR 2



Rear echelon elements, fifth air fleet [ELR : 2]. All units (incl. minefields) set up in any hexes of building IK5. {SAN : 2}

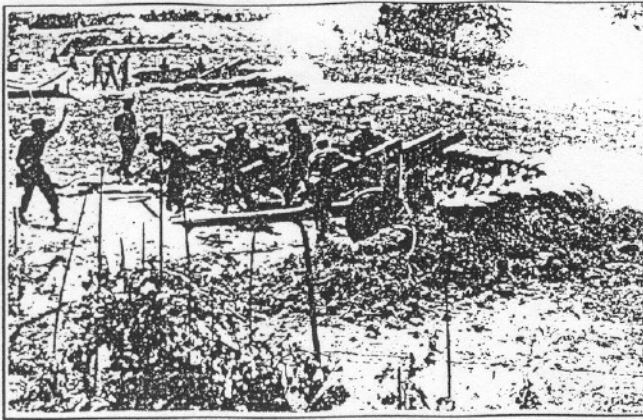
 4-4-7	 4-3-6	 8-1	 6-1	 3-8	 11
4	3				24

SPECIAL RULES :

1. EC are moderate with no wind at start.
2. Before starting the game but after choosing sides, the Romanian player rolls a die. The result is halved (FRU) and indicates the number of 337 partisan squads that will be received. These partisans units may not form firegroups, use all weapons as captured and are considered different nationality for rallying purposes.
3. Romanian regular units set up as follows : for each MMC roll three dr and find the corresponding set up building in the chart below. SMC, SW and popular support (337) may set up freely in any building except IK5.
3 => M2, 4 => N2, 5 => N3, 6 => M4, 7 => L6, 8 => K7, 9 => I7, 10 => H7, 11 => H5, 12 => H3, 13 => G4, 14 => J2, 15 => K2, 16 => P7, 17 => G1, 18 => D8.
Note that if the number of MMC assigned to a building exceeds the normal stacking capacity, reroll for the MMC in overstacking as long as necessary.

AFTERMATH : the attack opened up at 0430. Romanian regular units, civilians and Germans were locked in a vicious firefight which lasted until about 11 a.m. when the Germans surrounded and cut-off as they were decided to throw in the towel. Scenes like these were to be repeated throughout the country.

AN ABORTED COUNTERATTACK



VICTORY CONDITIONS: The Americans win immediately upon Controlling 4 of the multi-hex buildings on board 3.

TURN RECORD CHART

III ITALIAN sets up first	1	2	3	4	5	6	7	8	END
☆ AMERICAN moves first									

FAVAROTTA, SICILY, 11 July 1943: After stopping the Axis counterattack on the day of the invasion, American units started moving inland. This was not always an easy task, as the terrain of Sicily was mountainous and only traversable via a few roads. On 11 July, the objective of the 15th Infantry was the encirclement of Campobello. Under Colonel Johnson's plan of attack, the 3rd Battalion would move directly up the Highway 123 to capture the high ground west of the town. Meanwhile, in the vicinity of Favarotta, Colonel Venturi, commander of the 177th Bersaglieri Regiment, finding some scattered remnants of other units, organized them into a tactical group with his regiment and ordered a counterattack down the same highway to recapture Licata. The two forces were fated to bump against each other.

BOARD CONFIGURATION:

N



3
15
9

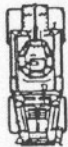
BALANCE:

☆ Substitute four 6-6-7 for four 6-6-6 MMC in the American OB.

III Add a second 45mm MTR & 1-3-7 HS to Italian OB.



Elements of Gruppo Venturi [ELR : 2] set up on board(s) 3/15: {SAN : 4}



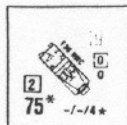
 3-4-7	 1-3-7	 2-2-7	 8-1	 7-0	 HMG 3-3 6-12	 MMG 2-2 4-10	 LMG 1-1 2-5	 MTR 45° [2-13]	 ? morale
12	2	2				2		12	
 10 80L-0	 14 47	 30 20L(4) -u/2	 ART M8 75*						
2	2	2							



Elements of 3rd Battalion, 15th Infantry Regiment [ELR : 3] set up on board 9: {SAN : 2}

 6-6-6	 3-4-6	 9-1	 8-1	 8-0	 7-0	 HMG 3-3 8-16	 HMG 3-3 6-12	 MMG 2-2 4-10	 Radio 8	 MTR 60° [3-45]	 SAZ 43 E xiv 8-4
16	2							2		2	3

Elements of Regimental Cannon Company enter on turn 2 along the south edge of board 9:



3

SPECIAL RULES

1. EC are Dry, with no wind at start.
2. All buildings are stone. All orchards are Olive Groves (FB.5).
3. The Americans receive one module of 105+mm OBA.
4. One SMV 47/32 may be used as an ammo vehicle for the SMV M41M. See SMV M41M vehicle note.

Aftermath: In view of Favarotta, the leading elements of the 15th Infantry ran into Group Vitturi which was moving to its objective. For four hours the Americans and Italians battled in the mountainous terrain around Favarotta. American artillery hit with tremendous effect the Italian armor and artillery. Colonel Johnson of the 3rd Battalion ordered three halftracks of the 15th Infantry Cannon Company to come forward and lend support, which they did with some difficulty, due to the return fire of the Italian artillery and the tortuous road. However, with the added firepower of the 75mm halftracks the Italians were overwhelmed and forced to withdraw.

A PUSH IN THE BUSH

EL WAK, SOMALILAND, 16 December 1940: Chosen by Cunningham for the first attack against Italian East Africa was El Wak, a frontier outpost deep in the bush. To take this position by surprise, it had to be reached by virtually bulldozing through the bush for a hundred miles. The battle was calculated to give the Commonwealth raw troops an easy success and the officers a preliminary exercise to the move into Somaliland. After a night drive, the troops of two brigades were debussed. The 1st South African Brigade started a three miles walk to cut the road of retreat further east, while 24th Gold Coast Brigade, consisting of 1st Gold Coast Regiment supported by the 51st Gold Coast Light Battery and the armoured cars of the 1st Light Tank Company launched the attack against El Wak, sited about two miles north.

BOARD CONFIGURATION:



17
37

BALANCE:

III Add a MMG to the Italian OB.

⊙ British 4-5-8s are Stealthy (A11.17).

VICTORY CONDITIONS: The British win if at game end they Control 8 building Locations inside of the Italian perimeter (SSR 3) or if they Control 7 building Locations with no Good Order Italian MMC in the other building Locations inside of this perimeter.

TURN RECORD CHART

III ITALIAN sets up first	⊙ 1	⊙ 2	3	4	5	6	7	END
⊙ BRITISH moves first								



Elements of Askari Garrison [ELR : 1] set up inside of the perimeter (see SSR 3 and SSR 4): {SAN : 4}



20	6					2	2	6
4	2	4	6					



Elements of 24th Gold Coast Brigade [ELR : 3] enter along any edge(s) of board 37 on/after Turn 1: {SAN : 2}



18					4	4	2	4
2								

Enter along any edge(s) of board 37 on/after Turn 2:

SPECIAL RULES:

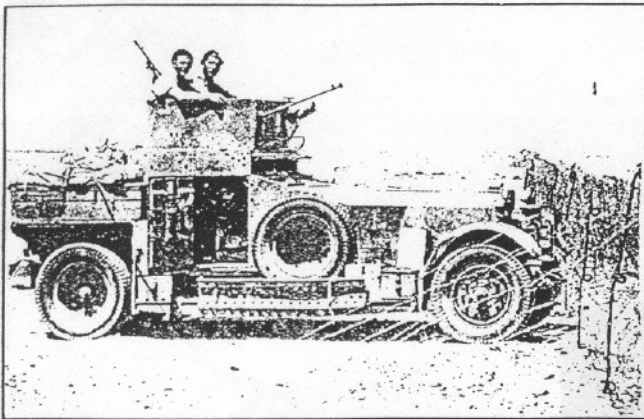
1. EC are Moderate with no wind at start.
2. All grain, marsh and water hexes are considered Open Ground. All wood hexes are treated as brush. All buildings are single story wooden barracks (no level 1). The walls and hedges do not exist nor any roads on board 37.
3. Place a Wire counter in each of the following hexes: Hex Grain 17J0 to 17J6 and 17X0 to 17X6; hexes with a coordinate of 7 from K to W on board 17. The wires delimit the perimeter of the Italian camp. For Victory Conditions and placement, all hexes numbered <=6 between Hexrows K to W (included) on board 17 are considered inside of the Italian perimeter.
4. No more than 3 Fortifications counters of the Italian OB may be setup in a single Hexrow and none may be on a road hex (EXC: Wire). A maximum of 6 squads and any leaders/SW that stack with them (plus the 6 crews/guns) may set up outside of the buildings.
5. The British Marmon-Herrington MKIII MFF represent an old type of Rolls-Royce armoured cars used by the South-African.

These vehicles were deprived of TATR, the sole armament being the CMG.

6. The British receive one module of 80+mm MTR OBA directed by an Offboard Observer at level 2 along the playing area's south edge.
7. No vehicle may enter a Wire Location (B26.43 is NA).

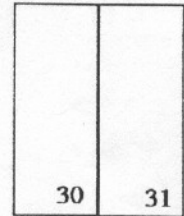
Aftermath: The El Wak commander had pulled out two companies of Italians, leaving the black troops and no protection for artillery. The armored cars swept along the barbed wire frontage with Vickers guns blazing, so close in they could see startled enemy gun-crews serving artillery pieces. But the light tanks could not pierce the wire. Second Lieutenant Christopher Ballenden was ordered to get a Bangalore torpedo to the wire and blow a passage. Men were hit and the bomb was dropped short of the tangle of wire, the time fuse burning, without hesitation Ballenden lifted it and rushing forward through machine-gun fire, placed it in position. Seconds later it blew, hurling him off his feet. The gap was blown. The light tanks clattered through followed by the Gold Coasters with fixed bayonets. Hutments were set afire and tanks crashed down the sturdier structures. Admitted Italian losses were eight white officers and two hundred colonial troops killed and 12 guns, a radio station and much war matériel for two South African killed.

ACROSS THE WIRE



Near Nezzet Ghirba, Lybia, 16 June 1940. Two troops of C Squadron, 11th Hussards, were rambling around the Lybian side of the fontier Wire when one of the troops saw an Italian column of twelve L3 tanks and thirty lorries, loaded with infantry, moving North along the track towards Fort Capuzzo. He reported it by radio to the Squadron HQ, while at the same time, the leader of the second troop reported another forty trucks and 17 L3 east bound on a course apparently converging with the first. Withdrawal was ordered at once, but somewhat late for the leader of the first troop (with only two cars on that morning), 2nd-Lt Gape, who had already driven up the first column and opened fire.

BOARD CONFIGURATION:



Victory conditions : the British player must have amassed 6 DVPs more than the Italian at the end of the game in order to win.

BALANCE:

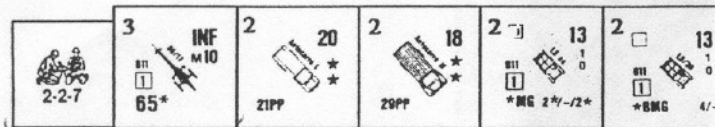
⊙ British reinforcements enter on turn 3

III All Italian reinforcements enter on turn 3

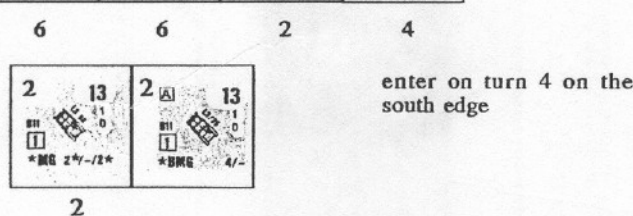
TURN RECORD CHART

III Italian sets up first	⊙ 1	2	III 3	⊙ 4	5	6	END
⊙ British moves first							

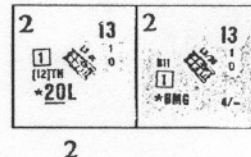
Elements of the 1st Lybian Division set up as per SSR4 {SAN: 0}



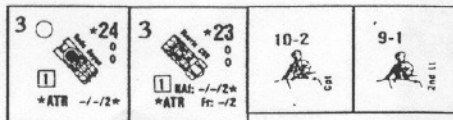
*en portee
See En route
ASL W 18*
enter on turn 3 on the south edge



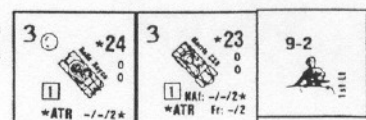
enter on turn 4 on the south edge



Elements of C Squadron, 11th Hussards enter on turn 1 on any one board edge except on the south {SAN: 0}



enter on turn 4 on any one board edge except from the south



2

SPECIAL RULES

- EC are Dry, with no wind at start. Intense Heat Haze (F 11621) and Light Dust (F 1171) are both in effect.
- A track is running in all hexes of board 30 numbered 10.
- F 4 must be applied for Italian vehicles
- All the Italian vehicles must set up in Motion on the track hexes between 30A10 and 30R10 (included) with all VCA facing North. No concealment is allowed nor any vehicle dust counter behind the Italian vehicles.
- All Italian AFV crews are inexperienced.
- Starting on game turn 2, the Italian trucks may exit the mapboard through the south edge (only) without being counted as Casualties.

Aftermath: the noise of the battle reached 2nd-Lt. Dier, the troop CO, who was already driving back to the Wire but promptly turned towards the sound of the guns. By the time Dier arrived, Gape had knocked-out two of the L3s but was harried by the rest who had punctured a tyre on his second car. Dier now opened fire, knocking out another L3 and frightening the others off. However an Italian field gun concealed in the column had come into action and both Hussar troops wisely fled to the shelter of a small rise from which position Gape radioed back the latest developments.

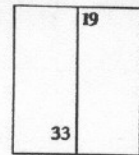
STATE FARM 41



Near OSIPOVITCHI, RUSSIA, 9 July 1941: German Army group center has conquered a bridge across the Berezina river, of Napoleon's fame. Pressing the attack deeper into Russian territory along the Moscow highway, the leading Panzer formations have left numbers of Russian units behind and isolated. These included fully defended strongpoints with tank support available. One such group operating from the Osipovitchi area has caused heavy German administrative losses along the Minsk-Bobruysk highway. KampfGruppe Heilman is assigned the mission of destroying the Russian combat troops in, and around state farm 41.

BOARD CONFIGURATION:

N



BALANCE:

★ Delete SSR 4.

✦ Add a 9-2 Armor Leader to the reinforcement group.

VICTORY CONDITIONS: The Germans win if they Control State Farm 41 (see SSR 2) at the end of the game.

TURN RECORD CHART

RUSSIAN sets up first	1	2	3	4	5	6	7	8	9	END
GERMAN moves first										



Elements of 2nd Rifle Battalion, 75th Rifle Division [ELR : 2] set up within 4 hexes from 33Q10: {SAN : 4}

 4-4-7	 5-2-7	 2-2-8	 1-5	 8-1	 7-0	 1-6-12	 2-4-10	 1-2-6	 1-12	 82* (3-78)	 451
7	4	2						2			

Elements of the 30th Independent Tank Brigade and 3rd Rifle Battalion enter on Turn 4 along the south edge:

 4-4-7	 7-0	 1-2-6	 76 1/1 2/4
3			3



Elements of Kampfgruppe Heilmann [ELR : 4] enter on Turn 1 or later along the north edge: {SAN : 2}

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

 14 75*	 16 47L
---	---

Elements of 18th Panzer Division enter on Turn 2 along the east edge:

 13 50 3/5
--

3

SPECIAL RULES

1. EC are Moderate, with no wind at start.
2. The State Farm 41 is represented by buildings 33R6, S8, R8 and P8.
3. The Russian player may fortify any one building location within his setup area. All Russian MMC and any SMC/SW stacked with them may set up in foxholes if in suitable terrain.
4. Russian AFV crews are considered Inexperienced (D3.45).
5. Bore-Sigthing and Kindling are NA.

6. The German 4-6-8's represent Assault Engineers (A1L5 & H1.22).

Warning : this scenario has been designed following the data given by Wargamer's Digest, Feb 1984. These seem fairly historical and detailed but we haven't been able to find the original source report of the firefight.

DEATH AND RUINS



SILLEGNY, FRANCE, 19 September 1944: For two days, CCR of the 7th Armored Division attempted to take the town of Sillegny, in order to guard the right flank of CCA which had to encircle and capture Metz. At last, in the afternoon of 19 September, the Americans entered the town that the enemy had evacuated. But immediately, they received a deadly shelling from the German batteries on the high ground overlooking the town. The enemy now moved to counterattack with infantry and tanks. Though the bulk of the column was dispersed by an aerial attack, a few tanks reached the town and supporting infantry filtered in behind them.

BOARD CONFIGURATION:

N



10	
	18

BALANCE:

- ☆ Add a 3-4-7 and a MMG to the US OB.
- + Increase German SAN to 4.

VICTORY CONDITIONS: The Americans win if they maintain at least 3 Good Order squads (or equivalent) in their setup area at game end. They win automatically when 4 of the 5 German AFV's are Immobilized, Destroyed or Recalled.

TURN RECORD CHART

☆ AMERICAN sets up first	+ 1	2	3	4	5	6	7	8	END
✚ GERMAN moves first									



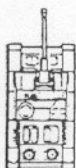
Elements of CCR, 7th Armored Division [ELR : 4] set up on board 10, between rows Q and GG included, infantry in building hexes, at ground level only: {SAN : 4}



 5-6-7	 3-4-7	 1-6	 8-1	 8-0	 6-12	 4-10	 8-4	 13 76L 2/4/4
10	2			2			3	2



Elements of the 106th Panzer Brigade [ELR : 4] enter on Turn 1 along the east edge: {SAN : 3}



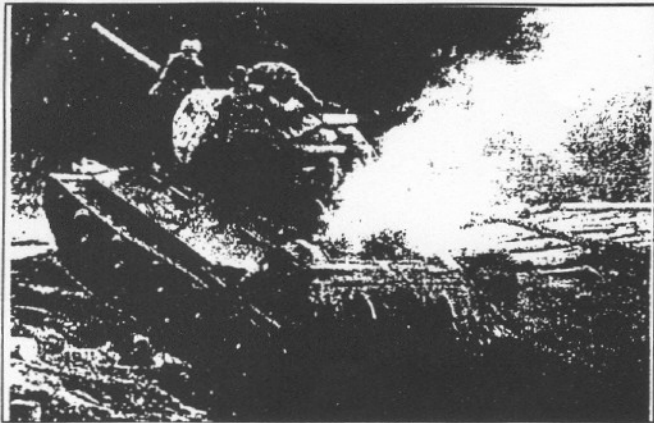
 5-4-8	 1-6	 8-1	 3-8	 3-8	 12-4	 13 75L -1-2*	 15 75LL 3/5/2
9	2			3	2	2	3

SPECIAL RULES

1. EC are Moist, with no wind at start.
2. After the initial setup, but before the start of play, board 10 is subject to a Bombardment (C18).
3. Bore-sighting is NA.
4. At the start of their first movement phase (only), each M4A1 crew must pass a MC, failure of which is considered as a Recall result, the west edge being the Friendly Board Edge from which they must exit the playing area (D5.341).

AFTERMATH: Two American tanks, which had come in earlier, knocked out the leading German tank; then, finding that their own infantry had taken refuge in cellars or left the town, they hurriedly pulled out to avoid the enemy bazookas. By 18.30, the Germans were once again in possession of the ruins of Sillegny.

PAPER TIGERS



VICTORY CONDITIONS: The Germans win immediately upon exiting 3 AFV's with functioning MA and at least one infantry squad (or equivalent) from 16GG6. Destroying the Russian AFV counts as one German AFV exited.

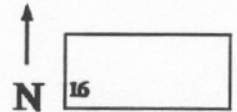
TURN RECORD CHART

★ RUSSIAN sets up first	⊕ 1	2	3	4	5	6	7	END
⊕ GERMAN moves first								

OGLEDOW, SOUTHERN POLAND, 12 August 1944: The Soviet summer offensive, Operation 'Bagration', had already rolled over Army Group Centre and finally spent itself on the banks of the Vistula. Several bloody tank versus tank actions were fought as the Soviets moved west. One such encounter occurred when Junior Lieutenant Oskin of the 53rd Guards Tank Brigade went to reconnoitre the village of Ogledow and establish the whereabouts of the Brigade's 2nd Battalion, only to find the place swarming with Germans. With no sign of the 2nd Battalion, Oskin was told to stay put and observe enemy activity. Concealing his T-34 in the tall corn nearby, his squad of veteran 'tank marines' camouflaged the tank and made two more dummy haystacks to render their deployment less conspicuous. Next morning, three King Tigers carrying infantry rolled down the road towards the waiting Soviets but the latter's camouflage proved effective until Oskin betrayed his position.

BOARD CONFIGURATION:

BALANCE:



★ The Russian infantry squad needs not set up within 2 hexes of the AFV.

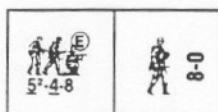
⊕ The T34/85 is subject to the normal APCR depletion rules. Ignore SSR 5.



Elements of 53rd Guards Tank Brigade [BLR : 4] set up using HIP anywhere on board 16, the infantry must set up within 2 hexes of the AFV: {SAN : 0}

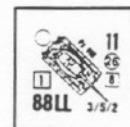


Elements of the IV Panzer Army [BLR : 4] enter on Turn 1 on Hex 16A6 (see SSR 1); {SAN : 0}



3

Elements of 501st Schwere Panzer Abteilung
(see SSR 2)



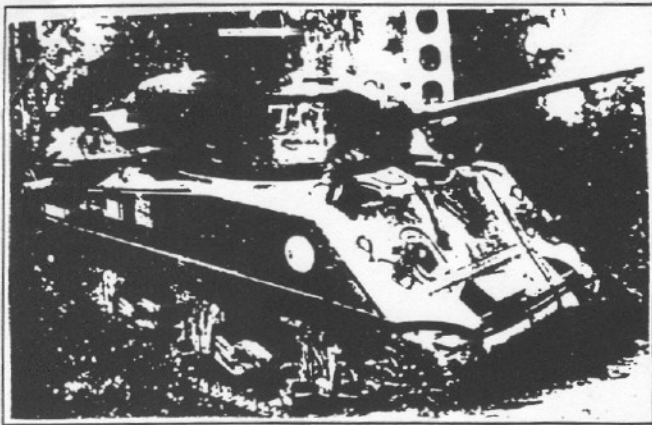
3

SPECIAL RULES

1. EC are Dry, with no wind at start.
2. The German AFV's must enter in Convoy (E11.1), with all Personnel as Riders. No Rider may Bail Out voluntarily as long as Convoy Movement remains in force.
3. No PF are available to the German infantry.
4. The Russian T34/85 has non-depletable APCR.
5. The Russian T34/85 has Smoke Dischargers fitted as per Russian Vehicle Note J.
6. Bore-Sigthing is NA.
7. Russian infantry in suitable terrain may begin play in foxholes.

AFTERMATH: Remembering vague reports of a new German heavy tank, and aware that the panzers were not Tiger Is or Panthers, Oskin ordered his gun crew to load APCR. The middle King Tiger was destroyed with four hits in the side, and three more rounds then bounced off the leading panzer's frontal armor before another penetrated along the turret ring - just as its own gun was about to bear. Hampered by the smoke from the wrecks, the third King Tiger reversed off the road but Oskin gave chase after detonating his own smoke dischargers to provide a little extra cover. One shot through the rear disposed of this last behemoth, and Oskin then used his last APCR round to set his only partially-burned first victim alight again. Two of the panzers eventually exploded, while the other was shipped to Moscow for evaluation. Oskin withdrew with a few prisoners, and was later awarded the Hero of the Soviet Union distinction for his exploit. It was an inauspicious start to the King Tiger's combat career.

SEIZE PARIS



VICTORY CONDITIONS: The Free French win at the end of any Game Turn if they exit at least 3 times more VP (2 times in situation 2) than they have lost in Casualty VP. To be valid, exit must be made off any road hex(es) of the north/east edge(s) of board 17 or 2.

Near JOUY-EN-JOSAS, south of PARIS, FRANCE, 24 August 1944: For several days the forces of the French *résistance* of Paris have launched strikes and eventually committed themselves by seizing some key buildings by the force of their few weapons. These courageous actions were inspired by the approaching Allied armies but they were undoubtedly far too premature given the available power of the German troops in France's capital city. It was only the surprise and Von Cholditz' hesitations amidst of the confusion that saved civilians to be crushed. However, when General Leclerc, commander of the 2nd Free French Armored Division, learned of the insurrection, he decided instantly to intervene despite the initial American decision to bypass Paris. The order to seize Paris suddenly sounded like magic for the units of the 2nd D.B. The men threw their machines in a bold race to overrun the inevitable German defences.

BOARD CONFIGURATION:

17
16
11

Situation 1



2
23
11

Situation 2

BALANCE:

✦ Add one PSK to the German OB.

⊙ Exchange any one leader (even Armor Leader) for the next higher quality leader.

TURN RECORD CHART

✦ GERMAN sets up first	⊙ 1	2	3	4	5	6	7	8	END
⊙ FREE FRENCH moves first									



Elements of defence of der Gross-Paris [HLR : 3] Before play begins, secretly record which units will set up on Situation 1 maps and which ones on Situation 2. After the Free French player has announced which situation he will play, set up the corresponding forces anywhere on the maps of the chosen situation. The other units will not be used (HXC: reinforcements): [SAN : 5]



4'-6-7	2-2-8	8-2	8-1	8-0	7-16	5-12	3-8	11	?	7 marks	15 3-5-2	33 4-1
9	9				2	3	3	18	10			

81* 12-60	75 11	20L (8)	88L 15-2-3-4	5 1S DVR. OBA: +4 Other: +2
2	4	2	2	2

enter on Turn 4 along the north/east edge(s) of board 17 or 2:

7-0	2-2-8	88L 15-2-3-4	17 19PP	30 110 9PP AANG -/-12
-----	-------	--------------	---------	-----------------------------



Elements of GTL, 2nd D.B. [HLR : 4] Before set up, the Free French player must choose 40 counters (30 if using Situation 2) among the following. These units may enter on Turn 1 or later on south edge of the map configuration chosen. Only 20 counters may enter on a given turn: [SAN : 3]

4'-5-8	2-4-8	9-2	9-1	8-1	8-0	11 8-4	60* 13-45	8	13 2-4-4	14 2-4-4	13 2-4-4
10						3	2		6	6	3

37 110 AANG -/-14	15 8-4	20 16	20 16	20 16	20 16	9-2
2	2	2	8	2*	2*	

* see SSR 5

SPECIAL RULES

1. EC are Wet with no wind at start. Weather is Overcast and rain is falling at start (E3.5).

2. Civilian Interrogation (E2.4) is available to the Free French. Population is friendly.

3. Before play begins, the Free French must secretly record which situation he will play (Situation 1 or 2) and accordingly which units he will choose to play with. After the German player has also recorded what units will be used on each set of mapboards, the Free French reveals what situation will be played and setup begins (units left out will not be used).

4. All hills on Board 2 are at level 1 with no cliffs and each such hex is considered to be fully covered by woods (same outline as the hill itself).

5. Each Free French halftrack MMG/HMG contains a 4-5-8 MMC (U.S. Vehicle Note 30). Therefore, each such halftrack counts as 2 counters.

6. The Free French receive one module of 105mm OBA.

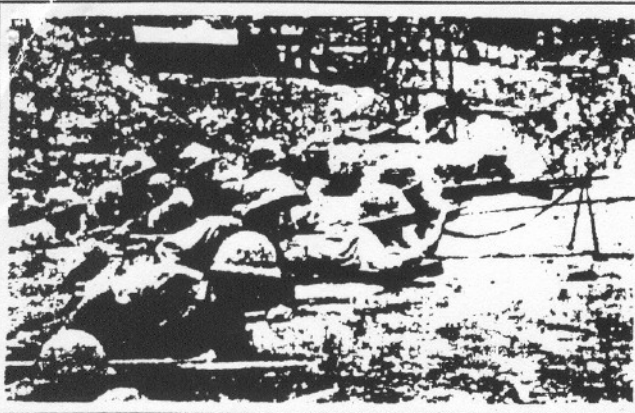
7. PF are available as per Optional Rule C13.11.

8. Prior to share out his units among the two situations, the German player may freely deploy as many of his MMC as desired.

9. All roads are paved. All canal and river hexes of Board 23 represent a Railway with the same outline. The cost is 2MP/IMP. It provides no TEM and requires no Bog Check DR. The Railway is considered at level 1 from the west edge to Hex P7 included. Except for the vehicular movement cost, all rules pertinent to Elevated Roads (B5.) are applicable to this section of the Railway. Bridges BB5 and X3 are railway bridges. Ground-to-ground LOS through the road depiction exists normally. Bridge P7 does not exist. Bridge H4 represents a level-crossing with normal road cost.

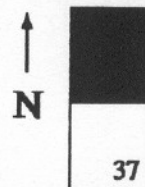
AFTERMATH: Several *groupements tactiques* were constituted using parallel avenues of approach. Two task forces led by Massu and Minjonnet formed the *groupement tactique* Langlade directed toward Versailles. The orders were to continue without stopping to mop up the pockets of resistance. The units rushed themselves through the rain crossing muddy wheatfields and making use of the informations given by the helpful civilians to locate the German strongpoints. However, when Massu neared Les Loges-en Josas, 3 Sherman were destroyed in quick succession by 88 Flak guns hidden at the edge of the forest. Unable to deploy, he decided to fall back and called for artillery to silence the enemy guns. Meanwhile, a mile to the east, Minjonnet threw his subgroup cross-country bypassing defended crossroads and his tanks with all weapons blazing. While the infantry tried to suppress some well-sited MG's nest along the railway, small forays were sent along the roads leading north through the forest. There, other German Flak guns blocked the way but they had been hastily set up and were mostly without infantry support. Despite more French losses, the defence finally collapsed in the confusion. On the evening, the French crossed the Seine river and entered Paris.

NOT TO LOSE FACE



1 mile north of TWINGON, BURMA, 18 April 1942: The battle in the strategic oilfields area of Yenangaung took a dramatic turn on 16 April. The beleaguered troops of 1st Burma Division and 13th Indian Brigade found themselves encircled when the Japanese captured the vital village of Twington and set up a roadblock over the Pin Chaung ford, a mile further north, the only line of retreat and the only source of water. Numerous attempts to clear the roadblocks and capture Twington failed, but new hope arose with the arrival of the Chinese 38th Division led by Lt. Gral-Sun-Li-Jen. A new plan of attack was worked out. While the 1st Burma Division was to break out to the north, the Chinese, supported by tanks from the 7th Armoured Brigade and all available British guns, would attack the roadblock at the Pin Chaung ford. It was the first time that British tanks had been commanded by a Chinese General, but Brigadier Anstice willingly agreed to it. Major M.F. Rudkin, commanding "C" Squadron of the 2nd R.T.R., reported to the Chinese for the order to attack but it seemed most unlikely that the attack could start on time. Rudkin asked the British liaison officer with the Chinese what was happening and he was informed that as the Chinese realized that they would not be ready to attack at 0630AM, they had put their watches back one hour, so that officially they were still attacking at right time. They had, therefore, not "lost face" by being late.

BOARD CONFIGURATION:



(Only hexrows Q-GG are playable)

VICTORY CONDITIONS: The Chinese win at game end if they prevent the Japanese from maintaining ≥ 6 VP (Good Order friendly SMC/MMC only) in/adjacent to any Jungle or Road hex of the Japanese set-up area and they have eliminated or last controlled all roadblocks (the control of a roadblock is assumed when both hexes formed by a roadblock hexside are controlled as per A26.11).

BALANCE:

- The Japanese Gun (if friendly manned) may add its standard VP value (A26.2) to the total required by the Victory Conditions.
- Chinese ELR is "3".

TURN RECORD CHART

● JAPANESE sets up first	1	2	3	4	5	6	7	END
○ CHINESE moves first								

Elements of 214th Regiment, 33rd Infantry Division [ELR : 4] set up on/between hexrows T-X: {SAN : 5}

E 4'-4-8	1 4'-4-7	2 3-4-7	3 2-2-8	10-1	9-1	9-0	4-11	2-8	50-1-10-4	7 morale
5	6	3	3				2	3	4	8

enter on Turn 5 on/adjacent to road hex 37Q5:

1 4'-4-7	9-0
3	

75*	5 OVR. OBA: +4 OBA: +2	2
12		2

Elements of 38th Chinese Division and subordinated British 'C' Squadron, 2nd R.T.R. [ELR : 2] set up on/north-of hexrow BB with all AFV in Motion: {SAN : 3}

E 4'-4-7	1 3-3-7G	9-1	8-0	2-7	2-7	7 morale	18 +37LL 2/4/2
8	10	2	2	2	6	3	

enter on Turn 1 along the north edge:

E 4'-4-7	1 3-3-7	9-2	8-1	7-0	2-7	2-7	18 +37LL 2/4/2	8-0	8
11	7	2	2	3					

SPECIAL RULES:

1. EC are Very Dry, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1); however all roads exist and all marsh/swamp hexes are brush hexes. Brush remains brush. Ponds do not exist. All Kunais are Open Ground/Shellhole hexes which require a Bog Check DR for entering/changing VCA.

2. The Chinese receive one module of British 88mm OBA with Scarce Ammunition. Only the British leader may serve as Observer for this OBA module. The British OBA Access chits availability number is used and all AFV crews are British.

3. In each Impulse, all units of a Banzai Charge/Human Wave must move closer (in hexes) to the enemy unit which permitted the declaration of this Banzai Charge/Human Wave (A25.23). At the moment that at least one charging unit enters the Location of this

particular enemy unit, the other participants of this Banzai Charge/Human Wave may ignore it and charge (as required above) another enemy unit in LOS. If no other enemy unit is in LOS, all remaining units of a Banzai Charge/Human Wave must attempt to enter the Location of the last enemy unit which was considered their Designated Target. All the other rules pertinent to Human Wave (A25.23) and Banzai Charge (G15) remain applicable.

AFTERMATH: After some hitches the attack was launched with a Chinese interpreter running alongside the tanks. Before long the leading tank was hit by a 75mm gun concealed just north of Pin Chaung. The north bank was, however, cleared, but the roadblock remained firmly in enemy hands. Some of the tanks were almost through when they got bogged down in the soft sand of the river bed and General Sun announced that he need time to prepare for a fresh assault. The Chinese had fought with skill and bravery, but their casualties had been high, especially among the officers who led from the front.

BEFORE THE GHIBLI COMES



VICTORY CONDITIONS: The Germans win if they amass at least 13DVPs.

North of Bir Hacheim, Lybia, 2 June 1942. The deception created by Rommel in front of the British VIII Army was a success: the Allies were believing in a frontal assault while the Axis forces were actually moving south to come again in the back of the enemy and take Tobrouk. The most southern point of the British line was a fortified position held by the First Free French Brigade, the 1re BFL, at Bir Hacheim. However the attack of that critical position by the tanks of the Italian Ariete division on 27 May was stopped cold by the French defenses so that the Axis move was threatened to be cut off. Rommel was thus forced to eliminate the French stronghold before going on and as the movements of encirclement initiated by the Axis divisions was perceived by the British as a retreat, an Allied counteroffensive was at once initiated. On 31 May, the 1re BFL was ordered to send detachments to the north-west to take Rotonda Segnali and to be ready to move. During that time, the Axis forces traced a route through the minefields north of Bir Hacheim, restoring their supply lines and destroyed the 150th British brigade at Got el Oualeb. The French detachments became mangled with the enemy units in a quite confuse situation. In the morning of June the 2nd, the German 90th leichte Div reinforced by recon regiments closed the ring around Bir Hacheim. A small party of German recon motorcyclist was slowly advancing in the thick mist when they saw French vehicles moving north on the track.

BOARD CONFIGURATION:



			29
	D6	SD1	
W1			30
S5		SD8	D1
	SD7		26
	SD3	H2	D2

TURN RECORD CHART

† GERMAN sets up first	1	2	3	4	5	END
† FREE FRENCH moves first						

BALANCE:

- † exchange the German HMG for a MMG
- ‡ exchange the German MMG for a HMG



Elements of 1re B.F.L. [BLR : 4] enter in Convoy (E11) on Turn 1 on Hex 29Q10 (see SSR 4) {SAN : 0}



2	2-4-8	2-4-8	8-1	LMG(?) 12 8-11 2-6	2 26 T9 14PP ★	3 25 2 37* -22*
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Elements of the 90 leichte Division [ELR : 4] set up anywhere except on the track (see SSR2). All units must set up within 5 hexes of each other {SAN : 0}



4	2-4-8	8-2	8-0	LMG 12 3-8	MMG 12 5-12	HMG 12 7-16	?	24 M9 2PP
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SPECIAL RULES

- EC are Very Dry with Intense Heat Haze. There's a Mild Breeze blowing to the southwest. Weather is Gusts (E 3.4). A +1 Mist LV hindrance DRM per hex (EXC : 0 DRM if firing within the same hex) but whenever Gusts are in effect, the Mist LV DRM is changed to +1 per 2 hexes range (FRU) and each new occurrence of Gusts will change the mist accordingly (i.e. +1 per 3 hexes on second Gusts and so on)
- Dunes are Low. There's a track running from 29Q10 to 26Q1, in straight line.
- Bore Sighting is NA.
- The Free French vehicles have a normal transport capacity despite being in Convoy. The Convoy vehicles must keep moving on the track at fastest speed until allowed to exit Convoy. The Free French vehicles may exit through the south edge without being counted as casualties.
- Place the following Overlays : W1 on 30 AA8/BB8 ; S5 on 30 DD4/EE5 ; SD7 on 30 T3/T2 ; SD3 on 26 S9/T8 ; H2 on 26 K7/J7 ; D2 on 26 F5/E5 ; D1 on 30 O7/N7 ; SD8 on 30

O7/N7 ; SD1 on 29 L1/K1 and D6 on 29 U1/U2.

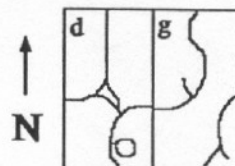
AFTERMATH: The Germans just phoned to their parent unit following them several kilometers up in the north to warn them for the upcoming French column. Thereafter they hid their sidecars in a nearby d'ear, set up their MG in ambush position and just waited for the French to come back. After hearing the sound of gunfire some times later, they knew they had met the main German force and that they would come back soon. The heat was so intense and the wind so gusty that some veterans already new that a Ghibli, a sand storm, was arriving. Suddenly, they heard the sound of the vehicles tracing their way through the mist. An automitrailleuse Dodge appeared spraying sand all around. The four MGs opened fire instantly and although the French vehicles seemed to go on unscathed, the AM Dodge stopped across the track and began to burn while soldiers where unloading from the following truck. The Germans finished off the French infantry but a French truck was escaping already disappearing behind a low dune. Two Germans took their sidecars and began the pursuit among the undulating landscape that offered many hiding positions to both adversaries. With the wind suddenly blowing faster, the fog lifted and the firefight was resumed at the bottom of a slight depression. The French truck was finally stopped and all its occupants killed while one of the pursuing German motorcyclists was wounded. Far to the southwest, a gigantic purple wall of clouds was arriving at full speed.

A BUSH ACROSS THE STREET



DJERGLJETZ, RUSSIA, 15 August 1941: While German Army Group North was fighting its way towards Leningrad, strong Soviet counterattacks punched a hole through its left flank, south-west of the Ilmen-See. The railway line between Dno and Staraja-Russa was soon cut off by the Russians what heavily disturbed the German supply lines. General Manstein was ordered to send both the 3 ID (mot) and SS-Totenkopf Division to restore the situation. First to be dispatched, the SS-TK Aufklärungsabteilung reinforced by elements of the Panzer Jäger Abteilung reached the enemy lines. Spähtrupp Luttmisch supported by one halftrack from FlaK-Zug 5/47 was about to enter the village of Djergetz when two German Me 110 aircraft flew over the column and fired on friendly units before disappearing. With prudence, the 2-cm AA halftrack followed the bend of the road, slowly entering the seemingly abandoned village.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans win at game end if they have amassed > 11 Casualty VP. However, each Casualty VP amassed by the Russians is subtracted from the German Casualty VP total.

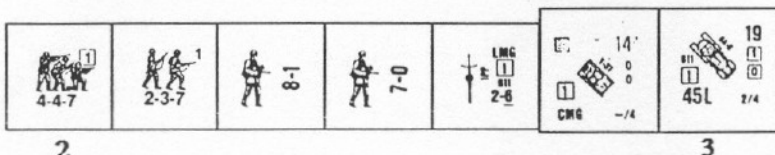
TURN RECORD CHART

★ RUSSIAN sets up first	1	2	3	4	5	6	END
⊕ GERMAN moves first							

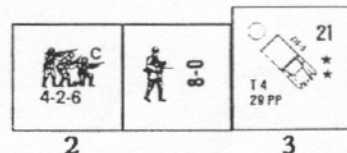
BALANCE:

- ★ Exchange the Russian LMG for a MMG.
- ⊕ Russian AFV crews are Inexperienced (D3.45).

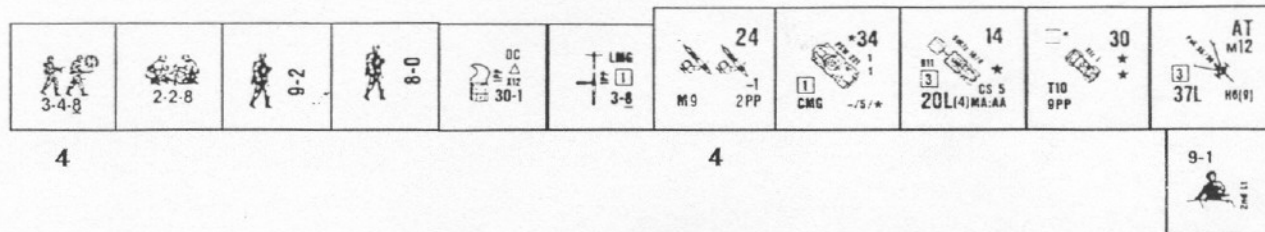
Elements of 34th Army [ELR: 2] set up north of row K. No AFV may set up adjacent to any other AFV: {SAN : 2}



set up north of the stream:



Spähtrupp Luttmisch, SS-Aufklärungsabteilung "Totenkopf" [ELR: 5] enter on Turn 1 on/adjacent to hex dO3. Infantry must mount sidecars and the gun is towed: {SAN : 2}



SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. All roads are unpaved. All buildings are wooden, and have ground-level Locations only. The gully is a shallow stream that connects with the stream of board g (consider hexside g15-J5 a stream hexside). Brush/woods do not exist in hexes dC5, dD4, dJ0.
3. German repair attempts may be modified by the Armor Leader (only) if present in the vehicle. The gun/weapon will not be disabled on a repair attempt dr = 6 if Armor Leader is available.
4. Bore Sighting is NA.
5. Each Russian truck is worth 2VP if destroyed/immobilized and 4VP if captured. These trucks may not move during the scenario.
6. The Germans receive Air Support (E7.2) automatically arriving on Turn 1, which consists of two FB without bombs. These fighters are automatically recalled at the end of the second game turn.

AFTERMATH: Hundred meters farther on the road, a strange obstacle was barring the road: a bush! When a soldier appeared from that bush, the alerted Germans immediately directed a volley of fire on the strange object. A Russian armored car appeared under the camouflage and it was even able to fire a couple of defensive shots before being set ablaze. At that time, the supporting motorcyclists spotted another Russian armored car coming from the left through the gardens, with all weapons blazing. It was quickly destroyed too despite a quick repaired malfunction of the 2-cm gun at the most critical moment. Further down the road, the advancing motorcyclists discovered a small armored vehicle that they destroyed with explosives. Finally the last opposition came from a MG firing from a barn but it was also easily eliminated. The German infantry secured the village and captured about 55 Russian soldiers and 12 trucks fully loaded with ammunition. The Soviet counterattack was soon over.

TIME TO BURN



VICTORY CONDITIONS: The British win if at game end all multi-hexes buildings are devoid of Good Order German MMC.

FRASSELLT, GERMANY, 8 February 1945: Operation 'Veritable' had been designed by the Allies to break the Siegfried Line defences and to capture a bridge over the Rhine at Wesel before the enemy could recover. Massive bombardments and infantry assaults well supported by tanks were under way. Following Gen. Eisenhower, the basis of the operation was to be 'speed and violence'. The 15th (Scottish) Division was to break through to capture Cleve. Enemy resistance was first softened by the greatest barrage the war had yet seen. However the weather conditions could hardly have been more unfavorable: the thaw had set in, making the ground soft and water-logged so that recovery vehicles were posted, according to plan, to tow every succeeding tank through the gaps. Flail tanks worked furiously to clear a way through minefields which were supposed to protect the German frontier but it later transpired that they did not contain a single mine. Despite the mud and the poor state of the roads, the 15th Scottish Division right wing was soon on schedule and going well. After the first assigned objectives were reached, the 9th Cameronians were to pass through and secure their final goal for the first day: the Galgensteeg ridge and the village of Frasselt. Meanwhile, the enemy had taken shelter in the cellars of the houses of Frasselt. By 5.15 p.m. all was ready and Company C, the Cameronian's reserve company, commenced their advance over the 800 yards of open ground separating them from the village.

BOARD CONFIGURATION:

BALANCE:

⚡ Exchange the German 9-1 for a 9-2.

⊙ German ELR is "2".



11		24
		33

TURN RECORD CHART

⚡ GERMAN sets up first	1	2 ⚡	3	4	5	6	7	8	9	END
⊙ BRITISH moves first										



Elements of the 84th Infantry Division [ELR: 3] set up on/east of the Hex Grain 24A10-33P2-33A10, in or adjacent to any building hex(es) [EXC: mines may be placed anywhere in the setup area]: {SAN: 3}

 1 4-6-7	 2 4-4-7	 9-1	 8-1	 7-0	 7-16	 5-12	 3-8	 12-4		 7 morale
4	5						3	2	18	9

 2-2-8	 105
2	2

enter on Turn 2 along the north or east edge of board 24:

13 14 3
75L -/-/1*



Elements of C Company, 9th Cameronians, 15th Scottish Division supported by elements of the 1st Squadron, Coldstream Guards and 79th Armoured Division [ELR : 3] set up on board 11, north of row Q: {SAN : 2}

 1 4-5-7	 1 2-4-7	 9-1	 8-1	 8-0	 4-12	 2-7	 51 [2-11]	 8-3	 8 11 75	 7 14 75 BF36 2/4
11	3		2			2	2	2	4	2

SPECIAL RULES

1. Weather is Overcast (E3.5) and Mud (E3.6 and D8.23; see also A24.6 for effect on SMOKE), hence EC are Mud, with a Heavy Wind blowing to the northeast (B25.63).
2. All German units may set up concealed in concealment terrain in addition to the allotment the dummy counters. Use of the method given in footnote A.18. is required.
3. All British AFV may set up in Motion.
4. A +1 LV Hindrance must be applied due to dusk conditions.

AFTERMATH: The attackers found the Germans too shaken to resist, but half-way to the village, Sgt. Christer's tank went up on an unexpected mine. He stayed where he was to give covering fire, while Lt. Anson jumped from his tank, collected the infantry into clearing parties, breached the mine-belt and directed the rest of the Churchill tanks squadron and a troop of flame-thrower tanks forward to attack Frasselt. When the Crocodiles commenced breathing their fire on the houses, the defenders showed little inclination to continue the fight. By 6.30 p.m. the village was captured along with some German field-guns. Forty-eight prisoners were taken and many more German killed. Lt. Anson was awarded the Military Cross.

SAUVE QUI PEUT



VICTORY CONDITIONS: The Germans win at game end if they have amassed ≥ 40 Casualty/Exit VP (see SSR 7). At least 20 VP must be Casualty VP. Prisoner VP are not doubled at game end.

TURN RECORD CHART

☆ AMERICAN sets up first	1	2	☆ 3	4	5	6	7	8	9	END
♣ GERMAN moves first										

Company E, 2nd Battalion, 505th Parachute Infantry Regiment [BLR: 5] sets up on board 17, on/within 3 hexes from any road hex(es) (see SSR 3): {SAN: 4}

 7-4-7	 3-3-7	 9-1	 8-1	 8-0	 8	 4-10	 8-4	 Mines	 5 OVR, OGA: +4 Other: +2
9	3		2		3		6	4	10

Elements of Company F must enter on Turn 3 on hex 5Y10:

 7-4-7	 3-3-7	 2-2-7	 9-2	 8-0	 8	 8-4	 37 T10 9PP	 M10 57L
8					2			

Elements of Bataillon III and SS-Panzer Jaeger Abteilung 1, SS-Panzer Grenadier Regiment 1, with elements of 13rd (IG) Company, 1st SS-Panzer Division [BLR: 5] enter on/after Turn 1 along the east edge, on/between hexes 17A1 and 17S1; some, all or none may enter each turn: {SAN: 3}

 6-5-8	 3-4-8	 9-2	 9-1	 8-1	 8-0	 3-8	 3-8	 3-8	 14 150*	 11 75LL
18	3		2		2		2	4	2	4

SPECIAL RULES

- EC are Wet with no wind at start. There is a Mist (E3.32).
- Place overlays as follows: Wd1 on 17P2; Wd2 on 17P4-Q4; Wd3 on 17N6-O6; Wd4 on 17R5-S6 and Wd5 on 17S5-S4.
- Only the road 5Y10-5H3-17G7-17R4-17Q1 does exist. Bridges 5EE2 and 5Z9 do not exist. All Grain hexes are woods.
- The Americans receive one module of 80+mm MTR OBA (HE and SMOKE).
- All vehicles must make a Bog Check DR in each non-road hex they enter. The Soft Ground DRM (D8.21) must be applied to each Bog Check DR (cumulative with any other applicable DRM).
- Bore-Sighting is NA.
- For VP purposes, the Germans are awarded Exit VP only for units exiting the playing area off the west edge. Americans may exit off the west edge without counting as Casualty VP for the German side, but only on/after Turn 8. Any infantry unit must, before exiting the playing area on/between 5A10 and 5X10, pass a NTC (leadership NA), failure of which pins the unit in its present Location. The vehicles may exit the playing area only on/between hexes 5Y10 and 5GG10.

East of TROIS-PONTS, BELGIUM, 21 December 1944: Arrived in the vicinity of Werbomont in the night of December 18, the 82nd Airborne Division was ordered to tie in with the 30th Division to the north and cover the rear of the 7th Armored Division that was still holding out at St. Vith. While the 504th was assigned to face the entrapped Kampfgruppe Peiper to the north, the 505th, facing east, would cover the front along the Salm River from Trois-Ponts to Rencheux. Meanwhile, the other elements of the 1st SS-Panzer Division were determined to open a way to the Kampfgruppe Peiper. While Kampfgruppe Sandig attempted to recapture the vital bridge of Stavelot, Kampfgruppe Hansen was reassembling east of Trois-Ponts. The initial German attack was thrown in the night of December 20 against E Company which had organized a small bridgehead east of Trois-Ponts on the high ground above the river a few hours before. Two vehicles were rapidly put out of action by mines and bazookas teams but shortly after dawn, an infantry battalion supported by armored elements hit the E Company position head on.

BOARD CONFIGURATION:



5	17
	Wd3
	Wd2
	Wd1
	Wd4
	Wd5

BALANCE:

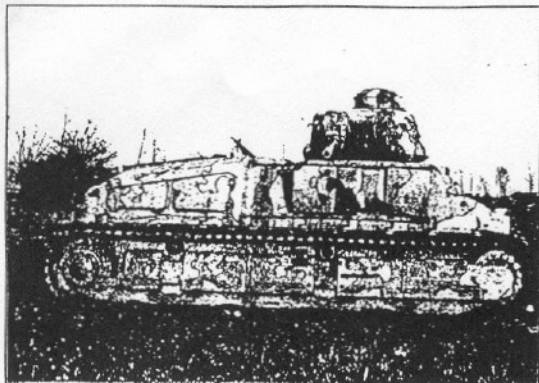
☆ The Jeep is armed with a 4FP AAMG (.50 MG).

♣ All JgPz IV/70 are equipped with Schuerzen.

AFTERMATH: Fortunately, the German vehicles were mostly confined to the road by soggy ground but the infantry was, of course, not so restricted and began an out-flanking movement. For a while, thanks in large part to Lt. L. Cooper who came forward to direct deadly mortar fire, the paratroopers succeeded in containing the German attack. Gradually however, the enemy force pressed on and finally overran the forward positions. The permission to withdraw, which would have been impossible had not the battalion commander dispatched Company F across the river to support them, finally arrived to the men of Company E. With the grenadiers on their heels, the Americans extricated themselves, many of them leaped off the cliff into the river. It was a real case of *saue qui peut*. About a company of Germans tried to rush the town by wading the river, but they were repulsed by deadly fires of 50 caliber machine guns emanating from the west bank. In the following days, the grenadiers of the Kampfgruppe Hansen made several other attempts to cross the Salm River but each time the paratroopers drove them back. Nobody was getting through to help Kampfgruppe Peiper.

ROLLING THUNDER

ASL News Scenario 40



VICTORY CONDITIONS: The German wins at the end of any Player Turn when he has amassed >75 CVPs. Each Stone Building hex currently controlled by the German counts as 1 German VP. The German loses immediately if he has lost > 100 CVPs.

Marilles, Belgium, 13 May 1940: On the 12, contact with the enemy had been made by the "Corps de Cavalerie Prioux" in the vicinity of Hannut and meeting engagements took place in Crehen, Thisnes and Wansin. A defensive line was established in the evening along the line Neerheysschen-Jandrain-Merdorp by the 3rd DLM while the 2nd DLM took position farther east. The morning of the 13 found the two DLMs facing two Panzer and three Infantry Divisions (3. and 4. Pz; 7., 18. and 31. Inf.). The 2nd Battalion of the 11th RDP had been placed in hedgehog defensive positions with a first line in the villages of Pellaines, Maret and Orp, along the Gette stream, and a second line in Marilles and Noduwez. At 11:00, an artillery barrage followed between 12:00 and 12:30 by air strikes started the German attack; then, at 12:45 the panzers start rolling. The panzers and grenadiers of the 3rd Panzer Division were soon submerging the valiant Dragoons posted in the twin village of Orp, and, while the bulk of the Germans continued its drive in the fields between Jauche and Jandrain, two strong parties were detached to the right flank. At 14:00, about 35 panzers were sighted coming from the east straight towards Marilles. The *Dragons* of the 2nd Bn supported by the 11/76th Artillery Regiment immediately asked for more support as their 6 H35s couldn't hold for long by themselves. Two sections of the 1st Cuirassier's 4th Escadron sited nearby hurriedly joined in the fight with 9 H39s, while a section of 5 S35s were rushed in from Jauche.

BOARD CONFIGURATION:

BALANCE

- ⊙ Add a 8-0 leader to the French OB
- ✚ The SOMUAS enter on Turn 5



19		16
	33	11
10		17

Hexrows A-R on Boards 11-16-17 are not in play.

⊙ FRENCH Sets Up First	✚ 1	2	3	4	5	6	7	8
✚ GERMAN Moves First								



Elements of 2nd Battalion, 11th RDP, 3rd DLM [ELR:2] set up anywhere [SAN:3]

1 4-5-7	2 2-2-8	3 9-1	4 8-0	HMG B11 6-12	LMG B11 2-6	MTR 60° [3-42]	Radio 7	MTR M11 81° [3-71]	AT M12 25LL [45]	Foxhole 5 13 OVR. DBA: +4 Other: +2
12	4	2		2				2	2	2

Set up on Board 16 and/or 19

1 4-5-7	2 8-1	HMG 10 4 37* -12*/*	HMG 10 4 37 -12*/*
6		4	2

Elements of 1st Cuir, 3rd DLM enter on Turn 1 from West edge

HMG 12 4 37* -12*/*	HMG 12 4 37 -12*/*	8-1 1st Lt
6	2	

Enter on Turn 4 from South and/or West edge of Boards 11 and/or 17

HMG 13 6 47 -12*/*	9-1 2nd Lt
5	



Elements of 3rd Panzer Division [ELR:3] enter on/after Turn 1 from East edge, always with two MP / MF already spend [SAN:2]

1 4-6-7	2 9-2	3 9-1	4 9-1	5 9-1	HMG 3-8	HMG 3-8	LMG 3-8	MTR 9-1 50mm
24	2	2	2	2	4	4		
HMG 15 1 11 CMB -18*	HMG 15 1 20L(4) -18	HMG 14 3 20L(4) -18	HMG 14 3 37L 3/8	HMG 14 3 75* 3/8	9-1 2nd Lt			
6	6	10*	5	6	3			

* Use Pz IIL counters to represent the missing IIFs.

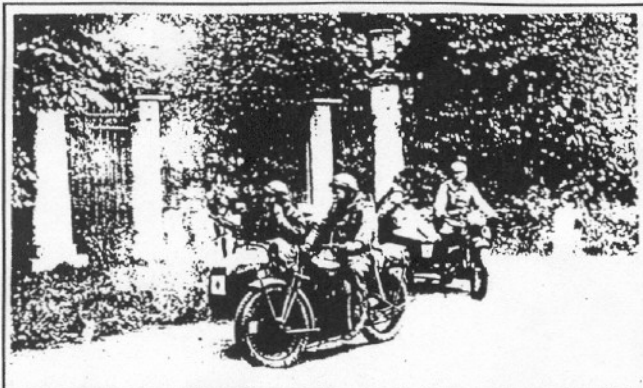
SSR

- EC are moderate with no wind at start.
- Place Shellholes counters in hexes 33R6-R7-R8, 19C3-18-K7-X6, treat these hexes as Open Ground with Shellholes.
- Consider all Woods hexes to be Brush. Grain exists despite the date.
- The French receives a module of 75mm (HE) OBA with plentiful ammunition.
- French reinforcement that does not enter play (voluntarily or not) automatically counts as normal CVPs for the German Victory Conditions. The French can exit play without counting as CVP, along the West edge of Board 17, starting on Turn 6.
- Kindling is NA. Boresight is NA.

AFTERMATH: The two Hotchkiss platoons under S-Lt Depinay and Aspirant Montmorin entered the fighting with a bad start for Montmorin's tank was at once knocked out and two more H39s disabled their guns. Rendered furious by this mishap, Montmorin took command of the last usable tank of his platoon and quickly destroyed six German panzers. That halted the German attack at a time when the *Dragons* had received the order to disengage from Marilles. The French withdrew their infantry while the Somuas helped in counter-attacking the Germans that were once again on the move. Combat ended with the withdrawal of the last French tanks, all their *Dragons* being safely away. Final countdown was heavy for the DLM: in Marilles alone they lost 3 Hotchkiss (at least) and 4 Somuas with a few more too damaged to be serviceable.

OBJECTIVE PRINCENHAGE

ASL News SCENARIO 41



VICTORY CONDITIONS: The Germans win at the end of any Game Turn if they have amassed at least twice the number of French VP with a minimum of 15 VP. Casualty VP are amassed in the normal manner; in addition, the German player receives one VP for each stone building of board 10 he currently controls.

TURN RECORD CHART

○ FRENCH sets up first	± 1	± 2	± 3	± 4	5	6	7	8	9	END
± GERMAN moves first										

PRINCENHAGE, HOLLAND, 13 May 1940: After the fall of the improvised Zuid-Willemsvaart Canal line and the total chaos that ensued, the role of the Dutch army in Brabant was played out. For the 9th Panzer, the way to Moerdijk and Rotterdam lay open. All hope was fixed on the French now. But primary, the mission of the Armée Giraud was to form a front to defend the Antwerp harbour, a plan which not completely stroked with the Dutch expectancy. On 12 May, French troops positioned themselves in and around Breda. Initially, the French were determined to stubbornly defend the city but the unexpected speed of the German advance in Belgium forced the plans to be changed. A retreat towards the Belgian border was ordered. It was to be covered by the mobile elements of the Groupement de Beauchesne. Early on 13 May, the Lelièvre detachment deployed along the secondary road from Ginneken to Princenhage, an avenue of expected enemy approach. While the northern wing of the 9th Panzerdivision raced on Moerdijk, the objective of its southern wing was the city of Breda. To block any French retreat from the city, the reinforced 1st Battalion of the 11th Regiment was sent on a southern enclosing movement towards Princenhage. In the early light of 13 May, the men of the leading company, full of confidence, resumed their advance.

BOARD CONFIGURATION:

BALANCE:

○ Reduce Game Length to 8 turns.

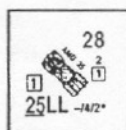
± SSR4 is NA.

N
↑

10
17
33
Wd3

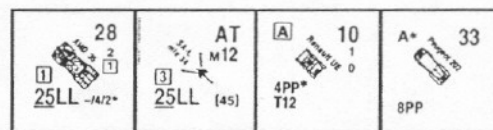


Détachement de découverte du Capitaine Lelièvre, 1ère DLM [ELR: 3] set up on board 17 on/west of hexrow O (see SSR 4): {SAN: 2}

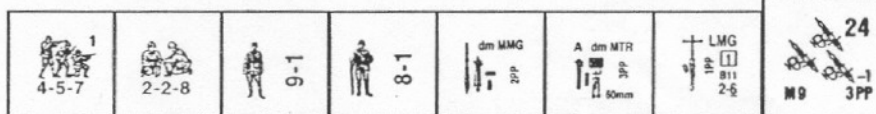


3

enter on Turn 1
along the north edge:



2



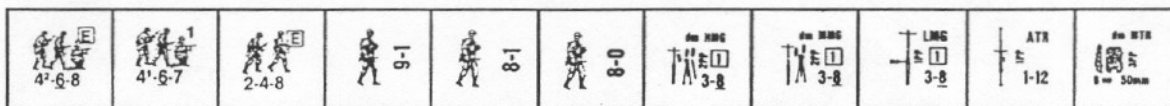
6

3

6



Kompanie 1, SR 11, 9th Panzer Division [ELR: 4] enter on Turn 1 on road hex 33I1 with all personnel as truck passengers; {SAN: 2}



3

6

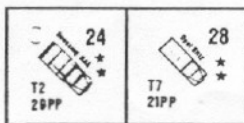
4

2

2

2

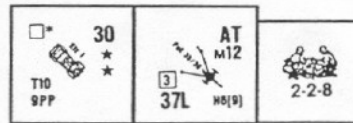
2



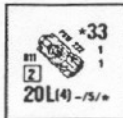
2

4

enter on Turn 2
along the south edge:

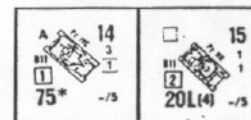


elements of Aufklärungs Rgt.9
enter on Turn 3 along the south edge:



2

enter on Turn 4
along the south edge:



2

2

SPECIAL RULES

- EC are Dry with no wind at start.
- Place overlay Wd3 on 33L6-L7.
- Bore Sighting and Kindling Attempts are NA.
- French Armored Cars may set up using HIP even if not in concealment terrain. However if they do set up in non-concealment terrain, they are immediately placed on board when they perform any action or when a Good Order German unit gains a LOS to their Location.
- Use of IIFT and of Footnote 18 is required.

AFTERMATH: For some time, there was no sign of the enemy. But suddenly, hidden French Armored Cars unleashed a terrifying crossfire on the column of trucks, causing several casualties. The grenadiers baled out and countered with fire from hastily set up machine guns. To make matters worse, the Panhards were reinforced by a group of motorcyclists. Their overconfident commander demanded the surrender of the Germans. He was instantly killed. After the loss of their leader, the French started a fighting withdrawal towards Princenhage. When a German AT Gun appeared on the scene, the Panhards too broke off the fight and retreated to the town. Acting more prudently, the Germans sent out a recon party of two Panzerspähwagen. Both were destroyed after a short but violent encounter in the streets of Princenhage. Then, four tanks were sent ahead. During a vicious engagement with the French armored cars, three were knocked out quickly but the sole remaining Panzer IV was able to destroy two Panhards before being crippled by a hit in its motor compartment. By this time, the German infantry reached Princenhage only to find out that the French had abandoned the town. With Princenhage in German hands, Breda would fall this same day after a short and uncoordinated resistance.

WELCOME TO VIETNAM

ASL News SCENARIO 42



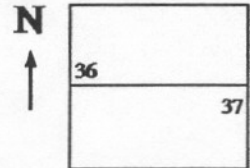
VICTORY CONDITIONS: The Japanese win immediately when they Control all Level 2 hexes containing triangulation points (36P8, 36U6, 36BB8, 36CC4).

TURN RECORD CHART

○ FRENCH sets up first	1	2	3	4	5	6	7	END
⊗ JAPANESE moves first								

NA CHAM FORT, INDOCHINA, 24 September 1940: By late 1940, the Imperial Japanese Army had a number of reasons compelling them to move into Northern Indochina. The ongoing policy of cutting off supplies to the Chinese demanded the occupation of Hanoi. Also, Vietnam was an immensely productive country with excellent infrastructure built by the French, including military useful airfields, which made it the obvious jumping-off point for the conquest of the islands to the south. These plans were promoted by the fall of France, but to the dismay of the 22nd (South China) Army HQ, the Japanese government and General Staff, and worst of all the Imperial Japanese Navy, wished to interfere with them. By September it appeared to the Army that there was real danger of French authorities agreeing to a bloodless annexation. With naval landing forces already steaming towards Haiphong, the 22nd Army desperately tried to forestall a peaceful occupation by purposely delaying orders from the despised General Staff in Tokyo. Even as the elite 5th Division crossed the border at the China Gates and overran border post at Dang Dang, news was received of a pact signed between Vichy France and Japan. Along with the directive to retire, 22nd Army was given permission to return fire to protect their own lives if fighting had broken out. Under this pretext, elements of 5th Division overran the outpost at Dang Dang and then turned to attack Na Cham Fort.

BOARD CONFIGURATION:



BALANCE:

○ Victory Conditions apply at game end.

⊗ Add a 8-0 to the Japanese OB



10ème Compagnie, III/9ème R.I.C. [BLR: 3] sets up on board 36 {SAN: 4}

E 4-5-8	1 4-5-7	2-2-8	0-2	0-1	0-0	1-4-9	HMG B11 6-12	MMG B11 4-11	LMG B11 2-6	ATR B11 1-12
7	8	3		2			2	2	2	2
MTR B11 60* [3-42]	INF B11 37* [60]	?	ART B11 75*	1+3+5	MPh/RtPh: dr = MF CC: +1/-1	Trench DVR, DBA: +4 Other: +2	Roadblock			
		6		2	10	9				



Elements of 5th Division [BLR: 4] set up on whole hexes of board 37, excepted on hexes numbered > 5, east of hexrow R: {SAN: 4}

E 4-4-8	E 2-3-8 G	2-2-8	10-1	10-0	9-0	8-0	HMG B11 4-11	LMG B11 2-6	MTR B11 50* [1-15]*	DC B11 30-1
15	4	3		2			2	5	4	4
MTR B11 90* [14-95]							HMG B11 16 37	LMG B11 2PP* -7/2	9-1	
							2	2		

Divisional Tankette Group:
enter on Turn 2 along the south edge:

SPECIAL RULES

- BC are Wet with a Mild Breeze blowing from the southeast at start. Weather is Overcast (E3.5). Wind Force and Direction changes are NA (RXC: for Rain purposes; E3.5).
- PTO Terrain (G.1) is in effect. However all Jungle, Swamp/Marsh and Bamboo are Brush while all Palm Trees are Crags. Ponds are considered Open Ground. The road 36Q1-R6-P5-37P5-Q1 and the bridges along this road do exist. All these road (not path) hexes are Open Ground (i.e. they do not contain Brush or Crags).
- Entrenching and Kindling Attempts are NA.
- If Rain occurs, note d of the G16.2 Chart must be applied. Thereafter, Soft Ground conditions are in effect and each vehicle must undergo a secret Bog Check DR (D8.23) even on road.
- The cost of moving to higher level terrain is increased for all units by 2MP/4MF.
- Trenches must be set up on level 2 hill hexes. All French units therein are exempt from Encirclement (A7.7).
- No Quarter is in effect for both sides.

AFTERMATH: The fort at Na Cham was violently attacked by the Japanese column, but commanded by Captain Carli, the tough colonial infantry repelled the assault. Two detachments, under Lt. Seguin and Sgt. Battaglia, manoeuvred along the tops of the weirdly-eroded limestone ridge, pouring flanking fire into their assailants. Eventually, here as elsewhere, the fighting petered out as the French defenders fought either to the last bullet or the last man, leaving 80 of their number dead upon the field.

SALAMANDERS INTO THE FLAMES

ASL News SCENARIO 43



VICTORY CONDITIONS: The French win at scenario end if they amass ≥ 30 Casualty VP, provided they have not lost ≥ 24 Casualty VP. The VP value of each French AFV exited through the south edge of board 2 may be deduced from the needed total.

TURN RECORD CHART

⊕ GERMAN sets up first	1	2	3	4	5	6	7	8	9	10	END
⊙ FRENCH moves first											

FLAVION, BELGIUM, 15 May 1940: Incredibly enough, the Germans had rather easily obtained a bridgehead across the Meuse River. "Panzer forwards" was the following order for pursuit and exploitation that the 7th and 5th Panzer Divisions received in the morning. However, the artillery and the heavy tanks of the latter division were forced to use the Bouvignes' bridge captured by Rommel's troops since their own bridge was not built yet and only pontoons were available. The roads leading west were excellent and deserted by the retreating French units although the relics of the columns destroyed by the LuftWaffe slightly impeded the movement. Amidst the scattered and gazed retreating poilus, more impressive French forces were attempting to organize the defense: the tanks from the 1ère DCR had finally arrived in the previous night, although without any infantry support. The H-39s and B1-bis had positioned themselves in a sector just to the north of the highway leading from Dinant to Philippeville, around the village of Flavion. In the morning, the forwards elements of the 7th Panzer Division following the same road were attacked by the French tanks but, despite some early losses, they just bypassed the opposition by shifting their forces through the woods in the south and then continued their route. Armored cars were dispatched to screen the northern flank while artillery was called to silence them. Actually the otherwise formidable B1-bis already lacked gasoline so that the immobile monsters were easily dealt with by the German artillery. Meanwhile, tanks from the 5th Panzer Division were also reaching Flavion and, warned of the presence of the enemy, took positions and prepare themselves to fight. In early afternoon, one company of B1-bis from the 37th BCC that had been able to refuel was sent to Flavion from the north.

BOARD CONFIGURATION:

BALANCE:

⊙ Increase allowable French losses in VC to ≥ 25 Casualty VP.

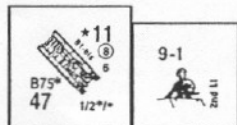
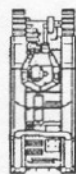
⊕ Two German tanks may use HIP.

N
↑

M5 St3	18
OG5 G5	11
2	



2ème Compagnie, 37ème BCC, 1ère DCR, 1ère DLM enter on Turn 1 along the north edge between 18Y10 and 18Q10 included: {SAN: 0}



5

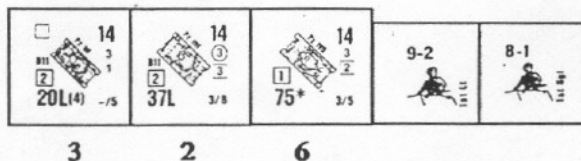
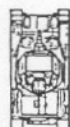
enter on Turn 3 along the north edge between 18Y10 and 18Q10 included:



2



Elements of Bataillon I, Panzer Regiment 31, 5th Panzer Division [ELR: 3] set up anywhere on boards 11/2 and/or on board 18 east of row P: {SAN: 0}



3

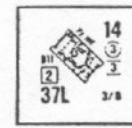
2

6

enter on Turn 3 along the south/east edge of board 2:



enter on Turn 5 along the south edge:



3

SPECIAL RULES

- EC are Dry with a Mild Breeze blowing from the southwest.
- Place overlays as follows: OG5 on 11Q4-Q3, G5 on 11Q7-Q8, M5 on 18Z9-Y9 and St3 on 18Z1-AA1. All gullies are considered shallow streams and are connected with any adjacent stream hex.
- There is no level 3 on hills. Consider these as level 2 hexes. The cliffs do not exist neither. All walls are hedges.
- Bore Sighting is NA.
- The Germans suffer from Ammunition Shortage (A19.131).
- The Germans receive one module of 100+mm OBA (HE and SMOKE) with Scarce Ammo.
- During his set-up, the German player may set up 2 burnt-out wrecks anywhere on boards 11/2. These wrecks may be concealed just as if they were German vehicles.

AFTERMATH: The first five B1-bis drove directly into the Germans positions and, from the woods, well hidden tank guns were soon blasting fire and steel at the seemingly impervious metallic giants. The first contact was rather terrifying for the Germans. Four of their tanks were rapidly destroyed and, worst of all, their advance had been so quick that ammunition was lacking. Inexorably the B1-bis continued to creep forward despite the fire of the heavy PzIVs aligned in the woods to the left flank of the French attack and the first shells that began to fall around. Finally, one by one, some of the monsters endured mechanical troubles or fell victims to the damages created by repeated blows and heavy artillery direct hits so that the three remaining ones gathered to fall back while still shooting at the enemy and destroying more German tanks in the process. On the way back to their lines, the retreating French tanks passed along the wrecks of the two B1-bis that were to be the support echelon of the first sections. After the battle, a German tank NCO declared that this engagement, that was the first real tank battle of the 5th Panzer Division, was a good preparation to the tough fighting against the Russian T-34s on the following year.

CORNERED TIGERS



OOSTERBEEK, HOLLAND; 24 September 1944: Following the disastrous attempt to reinforce Frost beleaguered 2nd Para the British high tide had been reached. Now it could only ebb. Major General Urquhart, the commander of 1st Airborne Division, ordered his remaining troops to withdraw and set up a perimeter north of the Lower Rhine at Oosterbeek. "Witches Cauldron-Der Hexenkessel" had been formed. To the Germans it would prove a very hard nut to crack. Fighting on the east side of the perimeter, Kampfgruppe Spindler (9th SS) only made slow progress. Despite four days of ceaseless attacks, it had only been able to clear a few blocks of British-occupied Oosterbeek. A stalemate developed; the battle had become one of attrition. To break this deadlock, the Germans called in reinforcements. Assault engineers from Pioneer Lehr Bn 9 were flown in. Also, a company of King Tigers from Schwere Panzerabteilung 506 was attached to Kampfgruppe Spindler. They began to make their presence felt at daybreak on 24 September. Although they produced a considerable psychological impact on the British side, they were far less effective than envisaged. These 68-ton colossi could barely negotiate the narrow winding streets of Oosterbeek; their turrets, restricted by the long 88 mm gun, could hardly revolve. German expectancy turned to dismay as the first one exploded in front of the Elementary school at the bottom of the Weverstraat; a mortar round had struck an air vent on the petrol tank ...

VICTORY CONDITIONS: The Germans win if they Control more multi-story -multi-hex buildings than the British at the end of the game. The Germans lose automatically if their three Tiger tanks are eliminated or recalled (or their original crews are eliminated/captured).

BALANCE:

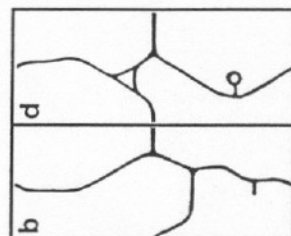
⊙ Add a Hero and a PIAT to the British OB.

⊕ Add a StuG IIIG (with Schuerzen) to the German OB.

TURN RECORD CHART:

⊙ British sets up first	1	2	3	4	5	6	7	8	9	END
⊕ German moves first										

BOARD CONFIGURATION:



Elements of 4th Parachute Brigade [ELR: 5] set up on/west of hexrow J: {SAN: 5}

	6-4-8	2-2-8	9-2	8-1	8-1	8-0	6-14	4-12	2-7	8-3	7 morale
	12	3							3	3	6
	76LL	57L	76 [7-3] 12+								

Elements of Kampfgruppe Spindler [ELR: 5] enter on/after Turn 1 along the east edge. Some, all or none may enter each turn but all units must have been entered by the end of Turn 4: {SAN: 3}

	6-5-8	6-3-8	8-0	7-16	5-12	3-8	12-4	30-1	24-1	8	9-1	11 88LL 3/5/7
	8	4	2	2	3	2	4	2				3
	10-2	8-1	8-1									

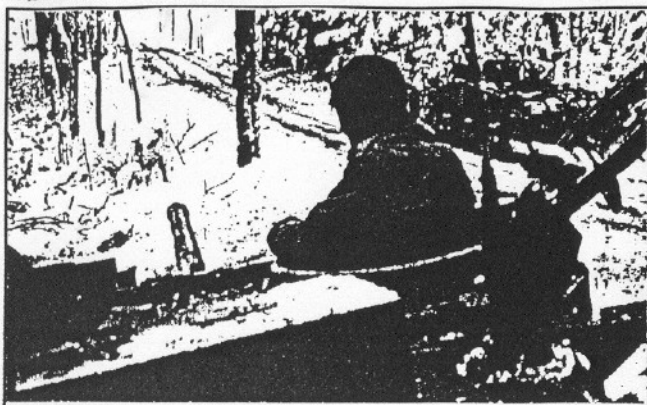
SPECIAL RULES:

- EC are Moderate with no wind at start. Kindling is NA.
- The Cliff on board d does not exist.
- The British player may fortify six building locations (no tunnels).
- The CA (both VCA and TCA) of a Pz VIB in a road hex and adjacent to a building hex on both sides of that road must always include an adjacent road hex. Moreover, these tanks may not conduct offroad movement.
- The Germans receive one module of 88 mm OBA (HE only).
- 8-3-8 Squads and their 3-3-8 HS are considered Assault Engineers.
- Bore Sighting is NA.
- This Scenario is playtested using the IIFT and the optional rule described in Footnote 18 (page A 42). Use of both is recommended.

AFTERMATH: The investment of Oosterbeek was taking on a medieval character. Artillery fire tore into the once prosperous middle-class suburb. Special street fighting teams had been formed to scale strongpoints. Tank guns fulfilled the role of battering rams, breaking fortified walls, followed up by assault engineers armed with flamethrowers. Whatever the courage of the defender, few could withstand the psychological horror and shock of attack by flame. Indeed, there was no effective antidote or physical defence to such an attack, apart from stalking and killing the flamethrower operator. It was a decisive close-quarter weapon, so violent in its effect that operators, if captured, rarely survived surrender. But the Red Devils still fought back and battled for every room and every house, for every piece of ground or garden, no matter how small it was - like cornered tigers. It was not until the afternoon of 25 September that the most effective assault yet mounted on the cauldron pierced the British perimeter on the eastern side. But the attack was finally brought to a halt a mere 500 meters from Hotel Hartenstein, the headquarters of 1st Airborne Division. However, despite some Polish reinforcements, the British were forced to evacuate the pocket on the night of 25-26 September. Steeped in the blood and emotion of overwhelming the cauldron, the Germans could hardly believe it was all over. For this time...

RED ON WHITE

ASL News SCENARIO 45



THIRIMONT, BELGIUM, 15 January 1945: By the end of 1944, the German offensive in the Belgian Ardennes was definitely stopped. But the Allies still had to push the Germans back behind the Siegfried Line before they could resume their strike into the Reich. The plan which was carried out called for an attack beginning in the west, then rippling eastward to eventually involve all of the troops facing north and south along the flanks of the bulge. By January 13-eleven days after it was launched the counteroffensive had expanded far enough to the east along the battle line to engage the US 30th Infantry Division into the fight, with the capture of St.Vith as first objective. The front of the 30th was formed by several wooded elevations south of Malmédy dominating the Malmédy-St.Vith highway. The initial task was to dislodge the Germans from their advantageous positions before completing the encirclement of St.Vith from the north. While its sister regiments were plowing south over the hills, the 120th Regiment was locked in a bitter three-day struggle for Thirimont, a ridge village which controlled the east flank of the attack. By irony of fate, this village was defended by the 1st Battalion of the 9th Fallschirmjäger Regiment, the same unit whom some elements, full of confidence while riding on the tanks of the powerful Kampfgruppe Peiper, had traversed Thirimont one month earlier on the way to the Meuse bridges. During two days, all the American assaults were repulsed because of awful weather conditions, numerous minefields and a stubborn German resistance. But Thirimont figured heavily in Division and Corps plans and the pressure was on. January 15 provided the climax of the battle. Both sides planned early attacks. At dawn, the Germans jumped off first and launched a violent assault against the 1st Battalion clinging to the outskirts of Thirimont.

BOARD CONFIGURATION:

BALANCE:

☆ All American infantry units have Winter Camouflage (E3.712).

⚡ German HMG and MMGs may be Bore-Sighted.

N →

4	41
	Q2
16	18

Only hexrows A-P on boards 16/18 are playable.

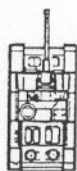
VICTORY CONDITIONS: The Americans win at game end if they Control all but any one multi-hex buildings (counting each multi-hex rowhouse structure as one building) and building 41W5 (EXC: see SSR 5).

TURN RECORD CHART

⚡ GERMAN sets up first	1	2	3	☆ 4	5	⚡ 6	7	8	END
⚡ GERMAN moves first									



Elements of Abteilung 1, Fallschirmjäger Regiment 9 and Panzerjäger-Abteilung 519 [BLR : 3] set up on board(s) 41/18 and in building 16O3. At least one leader and two squads (or equivalents) must set up in the latter. All AFVs must set up in Motion in any non-building hexes of board(s) 41/18: {SAN: 5}



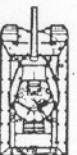
4-4-7	5-4-8	9-1	8-1	8-0	7-16	5-12	3-8	12-4	8	11
7	4					2	2	2		24
13										
2										

enter on Turn 6 or later along the north edge; all, some or none may enter on each turn (see SSR 5):

5-4-8	8-1	3-8
3		



Elements of 1st Battalion, 120th Infantry Regiment; B Company, 743rd Tank Battalion; B Company, 823rd Tank Destroyer Battalion and C Company, 105th Combat Engineer Battalion [BLR : 3] set up on board(s) 4/16 in hexes numbered >5: {SAN : 3}



6-6-6	6-6-7	10-2	9-2	8-1	8-0	6-12	4-10	8-5	30-1	60-13-45
15	2			2			3	4	2	2
8	13	15								
3	2									

enter on Turn 4 along the south edge (optional; see SSR 5):

6-6-6	8-1	8-0	4-10	8-5
6				

SPECIAL RULES

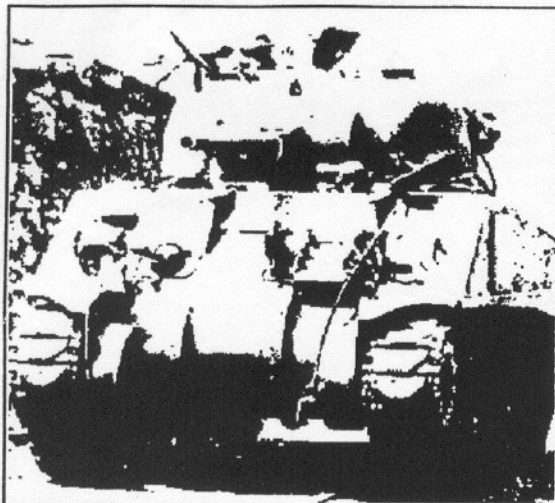
1. EC are Snow with no wind at start. Deep Snow (E3.73) is in effect.
2. Place overlay O2 on 41V4-W4. The bridge 41U5 and the stream do not exist; treat all these hexes as level 0 Open Ground. Building 41W5 is a single-hex Two-Story building (O4.). All level 2 hill hexes are considered level 1; however all other terrains still exist thereon.
3. In order to reflect the steep aspect of the area, each unit entering a (non in-season) Grain hex from a higher coordinated hex (e.g. from 4P3 into 4P2; from 4IDD7 into 4IDD6) must pay an additional 0.5MF/IMP.
4. The German may designate four Fortified Building Locations (EXC: no Location of building 41W5 may be fortified). Tunnels are NA.
5. Each German squad entered in play reduces by one the number of the multi-hex buildings to be controlled by the Americans, unless the American player has entered his own reinforcement group, in which case the entry of the German reinforcements has no effect on the VC. Offboard deployment is NA for the German units.
6. All American M4A1 tanks are equipped with Gyrostabilizers (D1L1).

7. The Americans receive one module of 100+mm OBA. The Germans receive one module of 80mm+MTR OBA (Scarce Ammo).
8. The American 6-6-7s are Assault Engineers (H122).

AFTERMATH: Fortunately for the Americans, by the morning of the 15th, the problem of getting tanks and self-propelled tank destroyers up into position to cope with the enemy strongpoints and assaults guns was solved, and after absorbing the German assault, the 1st Battalion and its attachments pressed slowly forward through the village while enemy artillery fire rained down on them. The unusual determination and fire power employed by the Germans in this action made it one of the fiercest in the Division's experience, and only by a high degree of teamwork were the Germans slowly driven out of their fortified houses. By early afternoon, the village was completely cleared. The fight for Thirimont and for control of the vital highway to the south was won, but the cost had been high. The 1st Battalion, numerically stronger, had just finished the bloodiest fight of its career and was critically exhausted. Everyone was cold, wet, miserable.

JUSTIFY THE LOSSES

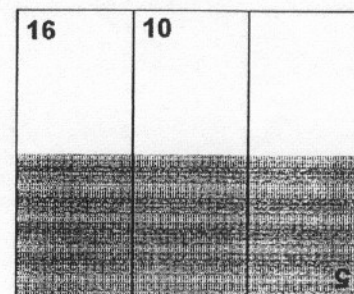
ASL News SCENARIO 46



LE HAUT DU BOSQ, NORMANDY, 26 June, 1944: Late in the first day of the Epsom battle, elements of 11th Armoured Division were at last released to support the infantry regiments struggling to hold the 'Scottish Corridor'. As A Squadron of the Fife and Forfar Yeomanry moved out to the north of le Haut du Bosq, C Squadron entered the devastated village.

BOARD CONFIGURATION:

Only hex rows R through GG of boards 16 and 10 and hex rows A through P of board 5 are playable.



BALANCE:



German sets up using HIP.



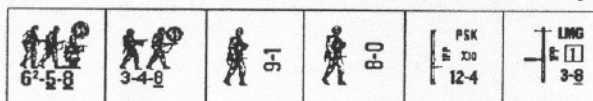
Replace all Pz IV H with Pz IV J.

VICTORY CONDITIONS: Either player must have more points at the end of the game to win. Both sides receive Casualty Victory Points; in addition British gain points for units exited off board 16 between hexes 16Y10 and 16GG5 inclusive.

TURN RECORD CHART

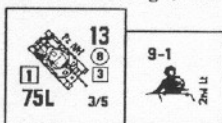
GERMAN Sets Up First [36]	1	2	3	4	5	END
BRITISH Moves First						

Remnants of HQ troops of 26 SS Panzer Grenadier Regt., 12 SS (Hitler Jugend) Panzer Division [ELR 5] set up on any whole hexes of board 10, with no more than one MMC per hex: {SAN 4}



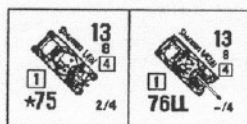
3

Elements of 3 Regt., 12 SS Panzer Division enter turn 1 on hex 16Y10:



4

Elements of C Squadron, 2nd Fife and Forfar Yeomanry, 11th Armoured Division enter turn 1 on hex 5P5: {SAN 0}



9

3

SPECIAL RULES:

1. EC are Wet with no wind at start.

2. All buildings are rubble except hex 10Y7 which has a rubble Level 1 location and 10Z1 which is a burning building. Rubble is treated as a building for Ambush (A11.4) and Street Fighting (A11.8) purposes. Reminder: rubble is Inherent Terrain (B.6) and a Half-Level LOS obstacle (including hexsides) (B24.2).

3. Use 3 Sherman III(a) counters to represent newly-overhauled V(a) tanks with increased MP allowance of 14. No Firefly tank has BMG.

4. All reinforcements must enter on the turn indicated.

AFTERMATH: C Squadron found the way ahead blocked by restrictive terrain plus a 'fire brigade' Company of panzers. Denied the support of 11th Armoured motorised infantry, the advance ground to a halt. Major Nicholls resisted direct orders to advance 'until the gains justify the losses'. As night fell, C Squadron inched back north to harbour, leaving behind nearly half their Shermans.

SHOUT FOR PIATS

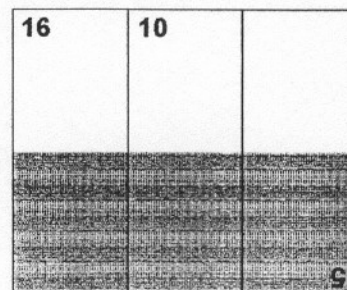
ASL News SCENARIO 47



LE HAUT DU BOSQ, NORMANDY, 27 June 1944: On the second day of the Epsom battle, 5th Duke of Cornwall's Light Infantry had moved forward to relieve the Cameronians. Failing to make contact with the Scots, the lead company of the DCLI was digging-in to a tiny orchard west of the devastated village when the right flank of 2nd Panzer Division's counter attack swept over them. With Panther tanks literally on top of the infantry's slit trenches, the shout went up for PIATs.

BOARD CONFIGURATION:

Only hex rows R through GG of boards 16 and 10 and hex rows A through P of board 5 are playable.



BALANCE:



Add {SAN 4} to the German OB.



Change German entry hex to 10R10.

VICTORY CONDITIONS: Either player must have more points at the end of the game to win. Both sides receive Casualty Victory Points; in addition Germans gain points for units exited off board 5 between hexes 5A5 and 5P5 inclusive.

TURN RECORD CHART

BRITISH Sets Up First [58]	1	2	3	4	5	END
GERMAN Moves First						

Elements of 5th Duke of Cornwall's Light Infantry [ELR: 3] set up in foxholes, with no more than one MMC per hex: {SAN 4} (See SS R 3)

4 ⁺ -5-7	2-4-7	5-1	6-1	7-0	5 ⁺ [2-1]	8-3	2-7	Foxhole 5 IS OVR. OBA: +4 Other: +2
5	2				2	2	2	7

Enter Turn 1 on hex 5P5

16	57L	2-2-8
2	2	2

Enter Turn 1 on South edge of board 5

4 ⁺ -5-7	9-2	1-4-9	8-3
			2

Elements of 2nd (Wien) Panzer Division enter on Turn 1 on hex 16Y10: {SAN 0}

15 75LL 3/3/2
6

SPECIAL RULES:

- EC are Wet with no wind at start.
- All buildings are rubble except hex 10Y7 which has a rubble Level 1 location. Rubble is treated as a building for Ambush (A11.4) and Street Fighting (A11.8) purposes. Reminder: rubble is Inherent Terrain (B.6) and a Half-Level LOS obstacle (including hexsides) (B24.2).
- British foxholes must be set up on hexes 10T9, 10U9, 10U10, 10V8, 10V9, 10W9, and 10W10. Infantry must set up Entrenched.

- All reinforcements must enter on the turn indicated.

AFTERMATH: The Panther tanks advanced unaccompanied, as among order and counter-order the infantry of Kampfgruppe Weidinger were left far behind. As PIATs arrived from neighbouring DCLI platoons, the British stalked the Panthers through the ruined village. The regimental 17 pounder Anti Tank platoon was wiped out before its could unlimber; later two 6 pounders were lost, and with them the battalion's commanding officer, Lt. Colonel Atherton, who had taken the place of a wounded loader. But by the end of 5th DCLI's first World War Two battle, five Panthers had been destroyed and one forced to withdraw.

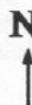
FOR ONE MORE HOUR

ASL News SCENARIO 48



CRUPET, Belgium, 12 May 1940: According to the plans and as soon as the 10 May, the French cavalry entered Belgium and crossed the Meuse River to counter the German Panzerdivisions in the Ardennes. Its mission was to fight a delaying combat to allow the defences of the Meuse to be secured. Further help was received from Belgian sappers who were in charge of numerous demolitions all along the roadnet, although they did create coordination problems with the fast-moving French cavalry. However the few détachements de découverte were too light opposition for the 5th and 7th Panzer Divisions and considering the general situation on the front line, the 4e DLC was ordered to retreat towards the Meuse on 12 May. Both German divisions simultaneously pushed their advantage and directly threatened some bridges across the Meuse. The race was on. While these armored spearheads cut deep into the lines in direction of Yvoir, the 5e (Mixt) Escadron from the II/4e Régiment de Dragons Portés, supported by some AT guns, took charge of the defence of Crupet, a small village just on the northern flank of the German thrust. The orders were to hold the village until one hour after the passage of the last retreating cavalryman.

BOARD CONFIGURATION:



11	St2	St1
		OG2
41		

BALANCE:

⊙ Exchange the three PzIIA for three PzIB in the German OB.

⊕ In the VC, change 15 VP to 20 VP.

VICTORY CONDITIONS : The French win at the end of the game if they still Control the 4IU5 bridge Location or if they have exited at least 15 VP off hexes 11A5/6 (see SSR4). However the French lose at the end of any game turn if the Germans Control the 4IU5 bridge before Turn 6.

TURN RECORD CHART

⊙ French sets up first	⊕ 1	2	⊕ 3	4	5	6	7	8	END
⊕ German moves first									



Elements of 5th Panzer Division and MG Btl 8 [ELR : 4] enter on Turn 1 or later on/between 41A10 and 41I10 : [SAN: 3]



 4'-6-7	 9-2	 9-1	 8-1	 8-3-8	 LMG 3-8	 ATR 1-12	 20L(4)	 M9 3PP
9				2	3	2	3	9

enter on Turn 3 as the first group:

 4'-6-7	 2-2-8	 8-1	 8-0	 8-3-8	 8-3-8	 LMG 3-8	 T7 21PP	 T10 9PP	 AT M12 37L HG(9)
5				2		2	4		



5th Mixt Escadron, 14th RDP, 4th DLC [ELR : 3] set up as indicated : {SAN: 2}

set up on board 41 east of row N:

 1 4-5-7	 2-2-8	 9-1	 8-0	 LMG 1P B11 2-5	 MTR 5P [3-42]	 *25 T10 9PP	 AT M12 25LL [45]	 24 -1 M9 3PP
6	2		2		2		2	6
 16 1 CMG -4	set up within 3 hexes of 11W9:	 18 1 12.7 (6) 8PP	set up within 3 hexes of 41X5:	 18 1 CMG -4	set up within 3 hexes of 41Y2 (see SSR6):	 2-2-7		
3		2		3				

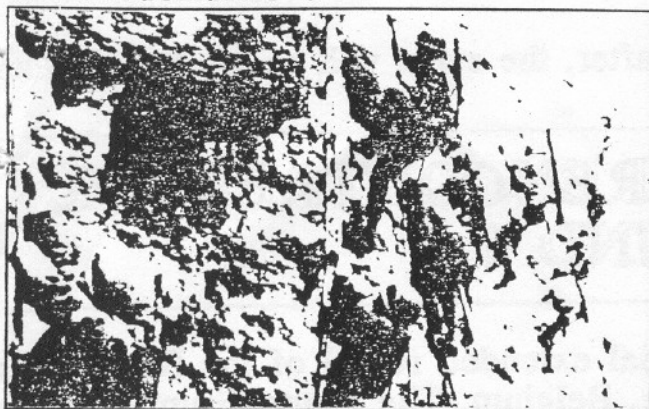
SPECIAL RULES:

- EC are Dry, with no wind at start.
- All Brush, Marsh and Grain hexes are Woods. Place the following overlays : St1 on 11R10/Q10, St2 on 11F7/G8 and OG2 on 41W1/W2. All streams are Deep. Stream hexes 41V3 and 41oV2 are connected as well as 11oL7 and 11oL8. A footbridge (B6.44) exists in hex 11oQ10.
- The valley does not exist; treat as level 0 while retaining all other terrain features therein.
- The French player may decide to exit units through 11A5/6 without being counted as casualties, starting on turn 5.
- No AFV may set up in buildings.
- The location of a Set DC (A23.7) must be secretly recorded by the French player on any one of the following road hexes: 11Y9/10; 41Y1/2/3; 41X3. The Set DC may only be triggered by the 2-2-7HS representing the Belgian demolition group (that is still treated as a French unit for all purposes). A Final KIA result on the Set DC attack creates a Roadblock along any one of the two road hexsides of the hex in which the Set DC was placed.
- The French may not have night. (Can see 4024)

AFTERMATH: In early afternoon, after the last refugees, some shaken elements of cavalry passed through the village and almost simultaneously sounds of gunfire erupted in the south. While the firing increased, the French HQ spotted enemy elements infiltrating up to the other side of the valley obviously trying to threaten the retreat route for the French. The rapidity of these moves executed with great elan surprised the defenders. Meanwhile two AMR were destroyed in the process along with many other losses in personnel and equipment. Even the Belgian demolition team joined the flight after their demo failed to explode. Commandant Pommarsès, the last to flee, escaped in sidecar after having set a Laffly tractor ablaze to cover his retreat.

ASSAULT ON POINTE-DU-HOC

ASL News SCENARIO 49



VICTORY CONDITIONS: The Americans win at game end if they Control 5 of the original Bunker hexes.

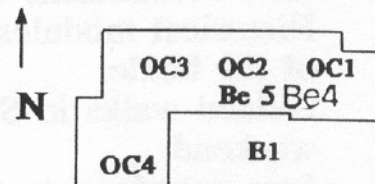
POINTE-DU-HOC, FRANCE, 6 June 1944: While the main assault was proceeding on Omaha Beach, three companies of the 2nd Rangers Battalion were sent 4 kilometers to the west to neutralize a battery of 6 French 155mm Howitzers sited near the cliffs of the Pointe-du-Hoc. The assault plan provided for landing at 0630. A naval bombardment starting 40 minutes earlier with the battleship USS Texas's 355mm guns was to be followed by a strike of 19 B-25 medium bombers of the Ninth Air Force. The Rangers came ashore in 12 British-manned LCAs, two of which transporting all the heavy equipment, the demolition charges and the extra ammo for the three companies; the other ten crafts were each fitted with three pairs of rockets that could lift a rope or a toggle-rope attached to a grapple. Four DUKWs also came in, two of these being fitted with 30-caliber extension ladders of the London Fire Brigade, each mounting a pair of Lewis guns (30cal) instead of the fire-hoists. Unfortunately one of the accidents of mis-direction befell the Rangers. The leading craft headed eastward so far that when the mistake was finally corrected, they had to approach on a course close to the shore under fire from strongpoints and, as aggravating circumstance, 40 minutes had been lost, which meant that the follow-up wave of Rangers was directed to Omaha Beach instead of the Pointe. So far, one LCA had been swamped, going down shortly after leaving the transport area, while the two supply LCAs sank within a quarter hour afterwards. Having departed from the rough sea zone the flotilla was approaching the narrow beach below the Pointe. A DUKW was hit and sunk by 20mm cannon-fire from the cliff position. Naval fire had been lifted since H-Hour and the enemy had been given time to recover and to man the trenches dominating the beach when the 9 surviving LCAs came in on a 400 meters front on the east of the Pointe.

BOARD CONFIGURATION:

BALANCE:

+ Substitute a HMG for one MMG in the German OB.

☆ German SAN is '5'.



TURN RECORD CHART

+ GERMAN sets up first	☆ 1	2	3	4	5	6	7	8	9	10	11	12	END
☆ AMERICAN moves first													



Elements of 832nd Coastal Battery and of 716th Infantry Division [BLR : 3] set up on Overlay E1: {SAN : 6}

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

set up (in Trenches) in the following hexes:

M7	I7	AA1
20L (6)	2-2-8	2-2-8

set up in the following hexes:

L2	M5	R6	T3	T5	U1	Y7
2+5+7	2+5+7	2+5+7	3+3+5	3+3+5	3+3+5	1+5+7

CA must include any east edge hex

CA must include any west edge hex

16 (see SSR2)



Elements of D, E, and F Companies [BLR : 5] enter on Turn 1 along the north edge, on/between hexes 1013 and 2011: {SAN : 3}

6-6-7	3-4-7	10-2	9-1	8-1	8-0	8-4	39PP	27-1	27-1
-------	-------	------	-----	-----	-----	-----	------	------	------

SPECIAL RULES

- EC are Wet with no wind at start. The US side is conducting a Seaborne Assault (G14.1) [EXC: A Watercraft only needs > 1/2 of its PP capacity taken by Passenger units/Equipment]. See also D16.
- No boards are used. Place the following overlays as indicated: OC1 with hexes 1144-1145 on 415-416; Be5 with 501-502 on 473-474; E1 with R7-S7 on 448-454; OC2 with 2001-2002 on 1147-1148; OC3 with 3001-3002 on 2144-2145; OC4 with 4002-4003 on CC1-CC2. Place stone Rubble counters in hexes 529, 536, 3027 and 3040; they represent level 3 Crags. Consider all Rubble and E1 hexsides common to a Beach or Ocean to be Cliffs; ignore all other Cliff depictions. Treat all Gullies as Trenches. Ignore the other terrain in Bunker hexes, treat it as Open Ground. Place Wire in the following hexes: N7, O8, P7, Q8, R7, S7, T7, U8, V7, W8, X7, Y8, AA6, AA7, AA8, BB5. Beach Slope is Steep. Note that highest level of escarpment is 4.
- Boresight is NA.
- Prior to play, the American player receives two Bombardments (C18) on the entire E1 and Beach overlays [EXC: there are no spared hexes, and Shellholes creation is automatic]; he also receives one module of 100mm NOBA with Shipboard Observer (G14.6).

5. The US Rangers are considered Commandos and have an underlined morale. See also B11433. Due to the use of ropes attached to mortar propelled grapnels (no relation to actual mortar counters), the Rangers can climb up 2 levels instead of one on an Original Climbing DR ≤ 7 .

AFTERMATH: The destroyers USS Satterlee and HMS Talylont observed the German movements and swept the cliff top with fire from all guns; nevertheless, scattered small-arms fire and 20mm fire from a flanking position caused about 15 casualties as the Rangers debarked on the heavily cratered strip of beach. Col Rudder, leading the three companies, was one of the first ashore. Germans appeared on the cliff edge and started to harass the Rangers directly below them with rifle fire and hand grenades. This show of resistance was promptly discouraged as BAR men picked off the exposed riflemen and the USS Satterlee did another concentration of fire during the next few minutes. The shells fell so close that Col Rudder got a great slab of the cliff brought down on him by the explosions. Despite some failures, a good number of the grapnels proved to be driven in the cliff firmly enough to allow for a climb. The escalade was not delayed. In less than five minutes, the first Rangers were getting to the top. The first men up waited no longer than it took for three or four of them to assemble, then moved out toward the gun pits. They found themselves in a sort of moonscape where all landmarks were gone. Only a few enemies were seen and these were driven to cover in a network of ruined trenches and dugouts. One after one the gun emplacements were reached, but all were found empty. The Rangers continued inland to their second objective: to reach and cut the main road between Vierville and Grandcamp. The 155mm guns were finally found and destroyed in a field nearby but the Rangers now had to establish a defensive perimeter as they had to wait relief from Omaha Beach. Meanwhile, the Germans resistance was stiffening and a counterattack was expected to take place soon.

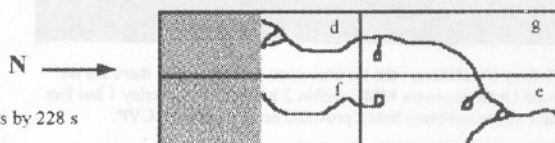
THE GRAIN OF SAND

ASL News scenario 50



Martinvast, south of Cherbourg, France, 18 June 1940. After the St Valéry-en-Caux victory and a much needed rest, Rommel's division was soon back on the offensive on the French roads. On 17 June, Rommel received the order to attack in direction of Cherbourg to cut off any retreat to the 157th British Brigade. The advance of the German recon elements was made at top speed, driving through retreating and quick surrendering scattered French troops, almost without any serious fighting. Meanwhile the French reinforced their roadblocks on the main roads. These were defended by whatever forces were available; mainly AA gun sections manned by sailors and supported by ill-equipped reserve troops. Two infantry platoons from the 2ème Cie of the Dépôt 33 arrived on the morning of the 18th on the bridge at Martinvast where two old 75mm AA guns were already in position and led by the *Enseigne de Vaisseau* Lévy. At about 9 am, the barricades made of old cars, planks and bundles of firewood were ready and troops were waiting. Soon, engine sounds became closer. Several armored cars and sidecars slowly advanced towards the roadblock and stopped to let the occupants unload.

Board Configuration :



Only hexrows A to G are playable on boards f & d

Balance :

⊙ replace both French 127s crews by 228 s

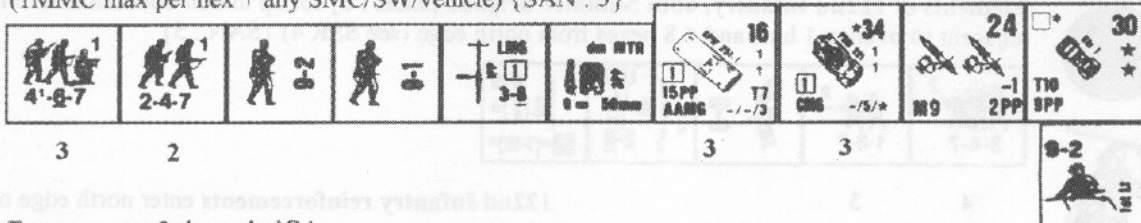
⊕ add a German 7th player turn

TURN RECORD CHART :

⊙	French moves first	1	2 ⁺	3	4	5	6	7	END
⊙	French sets up first								



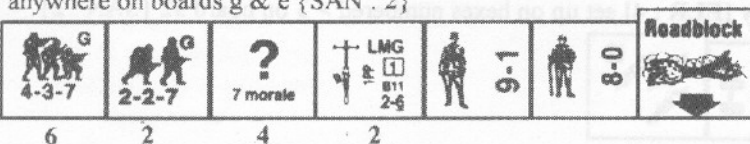
Elements of Schutzen Rgt 6, Aufkl. Abt. 37 & Pz Rgt 25 [ELR : 4] set up on road hexes of board d (1MMC max per hex + any SMC/SW/vehicle) {SAN : 3}



Enter on turn 2 through dG4



1ère & 2ème sections, 2ème Cie du Dépôt 33 & 1ère section of DCA mobile group [ELR : 2] set up anywhere on boards g & e {SAN : 2}



within 2 hexes of gI2



within 2 hexes of eD2

SSR :

- EC are moderate with no wind at start. All hedges (only) are Bocage.
- The French suffer from Ammo Shortage
- Any mobile non-Shocked/UK German AFV spending its entire player turn ADJACENT to the roadblock, without participating to any other action may remove the roadblock at the end of the player turn.
- During Prep Fire, Movement and Defensive First Fire phases (only), a GO unit must be in Control to fire any weapon/small arms or move (EXC : Motion attempt). Control is checked at the instant of execution of the planned action and, if in Control at that moment, lasts for the entire phase. Units entering play, Berserk, Dummies and GO Leaders are always in Control. Units in the same / adjacent hex to any friendly unit that's in Control are also in control. Armor Leaders give Control to the vehicle they command. Units in situations where Fire/Movement is mandatory are always in Control (Ex: units in motion, TPBF,...). Otherwise, Control is determined by a Command Control dr (one such dr per FG/stack/platoon). If the Final dr <5, the unit is in Control.

If the Final dr is >4, the unit is out of Control. In Prep Fire phase, cover this unit with an Opportunity Fire counter (EXC : vehicles may not fire in this phase). In MPh, no MF/MP expenditures are allowed. In Def 1st Fire, the planned defensive shot is NA but any further MF/MP expenditures by the Attacker will enable the Defender to roll

again the Cmd Ctrl dr. The Final dr is obtained by adding 2 (for the French) and 0 (for the German) to the original dr.

Making a Cmd Ctrl dr is not a Concealment loss action but HIP units must be placed on board under Concealment.

AFTERMATH : After hesitating, EV Lévy eventually recognized the vehicles as German and he ordered to open fire. Several armored cars and some SPWs of the 6th Schutzen Rgt were soon badly hit by the 75mm shells of the gun emplaced in an orchard near the roadblock and all these vehicles began to burn. Rommel himself who accompanied his forward troops tried to organize the attack; he was exasperated to see how his men were diving straight for cover instead of immediately replying to the enemy fire with their machine guns. The crew of his own *Gefechtsstafel* - his armored command car - was sent forward to direct the assault. However the defensive fire of the French was so heavy - even with their outdated equipment and low ammunition - that the German attack quickly lost all momentum. Since the German troops were far ahead of the main column, there was apparently no hope of achieving a quick breakthrough so that Rommel went back on foot hidden from view by the high hedges and soon ordered his troops to find another route to Cherbourg. In the afternoon, the Germans launched another attack supported by artillery on Martinvast and forced the French to temporarily abandon the first gun position after EV Lévy was wounded. Cherbourg was finally taken on the 19th but the Martinvast roadblock was still holding on.

FORWARD DEFENSE

ASL News scenario 51



Moron, Bataan, Philippines, January 16, 1942. After the grand retreat to Bataan, Wainwright's I Corps was responsible for the west section of the peninsula's defense, essentially an almost uninhabited region of impossibly thick jungle and other formidable natural obstacles. Just north of the 1st Division's (Philippine Army) main line of resistance lay the fishing barrio of Moron, a cluster of thirty or forty small huts, left undefended because of the invasion potential of the long sandy beach south of the town. From Moron to the south led the small but critical all-weather West Road. Given the even more difficult terrain inland, it was along the Moron-West Road axis that Wainwright expected the main Japanese effort. Sure enough, after a slow approach, the Kimura Detachment's 122nd Infantry opened this part of the campaign by crossing the Batalan River just north of the village and hitting the waiting 1st Infantry's I company. The Filipinos managed to stall the Japanese attack, and despite Moron's exposure, General Segundo decided to counterattack immediately. He sent a composite force of cavalry, engineers and infantry north to retake the village.

Board Configuration :

		34
	Wd5 1 Wd4	
	Rp4	
32		Rp5

Only hexrows A to P on board 34 and R to GG on 32 are playable

Victory Conditions : the Filipino wins if at game end there are no Good Order Japanese MMC within 2 hexes of any overlay 1 hut hex (incl. collapsed/blaze huts), provided he has lost < 26 CVP.

Balance : ★ Remove 3 ? from Japanese OB

● Delete SSR 4

TURN RECORD CHART :

★ Filipino moves first	1	2	3	4	5	6	7	8	9	END
● Japanese sets up first			●	★						

Elements of 122nd Infantry, 65th Summer brigade [ELR : 3] set up in non-concealment terrain adjacent to overlay 1 huts and < 8 hexes from north edge (see SSR 4) {SAN : 5}

4 3

122nd Infantry reinforcements enter north edge on Turn 3

11 2 2 6

Troop E-F, 26th Cavalry [ELR : 4] set up on hexes numbered > 3 on board 32 {SAN : 2}

7 7

Elements of 1st Infantry, 1st Division [ELR : 2] enter south edge on Turn 4

10 6 3

SSR :

- Ec are Moderate with no wind at start. PTO terrain is in effect with Light Jungle.
- A paved road runs 32Y10-W5-Y1-34oF4-oJ7-oP5. All other roads are paths. Paddies are Drained (G8.11) and the Stream is Deep (B20.43).
- Place overlays as follows : 1 on 34D2/D1, RP4 on 34C1/C2, RP5 on 32CC1/BB0, Wd5 on 34oK4/J4, Wd4 on 34oE6/F6.
- Two squads of the initial Japanese units must begin the scenario step-reduced.
- After both sides have set-up, make a dr for each overlay 1 hut. On a result < 3, that hut begins play Collapsed (G5.51).

Aftermath : A half-hour artillery barrage prepared the way for the attack, led by the mounted Scouts of the 26th Cavalry's E-F Troop under Captain Wheeler. The well-trained and rested Scouts trotted through rice paddies into a wooded area just outside of Moron, with Lt. Ramsey pushing a small advance guard into the half-shattered little town. Ramsey's group rushed through four abreast, surprising a number of disorganized Japanese, but suffered several casualties, prompting the bulk of Wheeler's force to dismount to continue the attack. The Scouts swept through the town and down to the beach, killing and chasing the enemy. But before they could consolidate their gains, more Japanese arrived and forced the Filipinos back out of town, cutting off a few Scouts guarding 25 of the troop's horses. Encouraged by the cavalry and the artillery support, the 1st Infantry in their turn drove the Japanese against the Batalan river and then across it out of Moron. The Filipinos' aggressive defense was successful, and a small patrol later rescued the cut off men and horses. But the next morning saw the again-reinforced Japanese drive back into the ruins. And that was the last Wainwright's men saw of Moron, which had already been outflanked by the Japanese advances on the impossible terrain farther inland.

TIME FOR LUNCH



Ligneuville, Belgium, December 19th 1944, 3PM: Locked at the bottom of a steep slope leading down from the sinister Baugez road junction, the little town of Ligneuville - known as Engelsdorf by the Germans - was occupied by the 49th AAA Brigade HQ along with company kitchens, supply trucks and some troops and tanks of the 9th Armored Division doing repair works on tank tracks. Suddenly in early afternoon, a tankdozer came flying down the hill at breakneck speed announcing imminent danger. As sounds of battle were heard coming from somewhere in the north, General E.J. Timberlake and his staff decided to leave at once. The incredulous officer in charge of the 9th Arm supply column went up the hill to investigate and ...was captured while standing face to face with the German tanks !

Board Configuration:

Balance:



Add a Bazooka 44 to the US OB.



US may bot boresight.



24

VICTORY CONDITIONS:

The German wins at game end if he controls the bridge location and has amassed more than 24 VPs.



American sets up first



German moves first

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



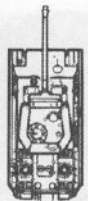
Elements of CCB, 9th Armored Division and 49th AAA Brigades HQ [ELR : 1] set up in valley hexes west of row X. All personnel & SW set up in buildings with any number of SMC / SW but only one MMC per building. No vehicle may set up in buildings or on roads. {SAN : 2}



 2-2-6	 5-4-6	 8-1	 7-0	 6+1	 MMG 4-10	 T10 9PP	 37	 32	 13	 15	 12
10					2				2		
									(SSR 4)	(SSR 4)	(SSR 4)



KG Peiper Panzerspitze remnants [ELR : 5] enter on turn 1 on 24Y1 with all personnel/SW as PRC {SAN : 2 — see SSR 6} *on adjacent to*



 6-5-8	 10-2	 LMG 3-8	 DC 30-1	 9-1	 16	 13
2					2	2

Elements of Kampfgruppe Peiper enter on turn 3 as the first group.

 6-5-8	 9-1	 LMG 3-8	 16	 15PP AAMG	 75LL
2			2		2

Scenario conception : Philippe Leonard & Pedro Ramis

SPECIAL RULES:

- EC are wet with no wind at start.
KGP SSR 5, 8, 9, 11, 14, 17 & 18 apply.
- The gully represents the Amblève river ; no unit may enter a gully hex except on the bridge.
All roads are paved.
- US units may exit the board through the South & West edges and do not count as casualties if they do so.
- The tankdozer must set up in Motion. Both M4 sherman tanks and the M-10 TD are immobilized.
- The 2 SS squads (and any derived HS) that enter the board on turn 1 are Assault engineers (H1.22).
- The German SAN is increased by 3, starting with game turn 3.

Aftermath: The remnants of Peiper's forward elements drove through the town without any problem and took their objective : the bridge across the Amblève. However when the German combat engineers began to check the bridge to remove any possible demolition charges, MG fire hit them, making several casualties. While the tanks reduced the rather light opposition, a few other German vehicles entered the town including Peiper himself riding in an halftrack. A Panther was suddenly hit and destroyed by an immobile Sherman hidden in a side street. Two halftracks were also destroyed before the troublemaker was eventually knocked out. Peiper himself had to hide when the halftrack he was riding entered the field of fire of the Sherman. Just nearby, in the Hotel du Moulin, the lunch was still hot on the tables and some jackets were still hanging on the chairs. 20 GIs had even been captured while trying to escape through the windows. All these events created so much chaos that the Kampfgruppe halted for several hours to regroup.

FUEL DEPOT #2



VICTORY CONDITIONS:

See SSR 3.

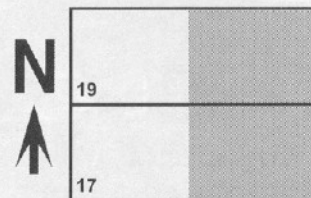
Cour, Belgium, December 19, 1944: The first battle at Stoumont was a clear victory for the SS, but the manoeuvring had only added to the Kampfgruppe's growing fuel supply problems. Unfortunately, Peiper did not yet know that the second and larger of the US First Army's depots, with more than 2 million gallons of gasoline, was located near Cour - just North of La Gleize. On December 18th the only American troops that stood in his way were from the HQ Coy of the 9th Armored Group: 5 halftracks, 3 assault guns, and some Belgian Fusiliers. During the night 90mm AA guns and trailer mounted Maxsons were added to the hastily organised defences. At about midday on the 19th, a small German reconnaissance patrol of six AFVs probed the

Board Configuration:

Balance:

✚ American sets up in hexes numbered ≤ 6 on board 19.

☆ Delete 1 LMG in the German OB.

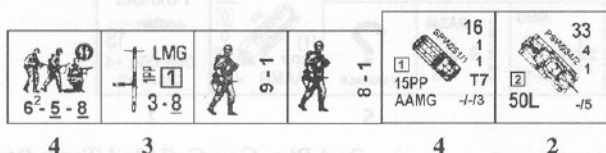


✚ German moves first

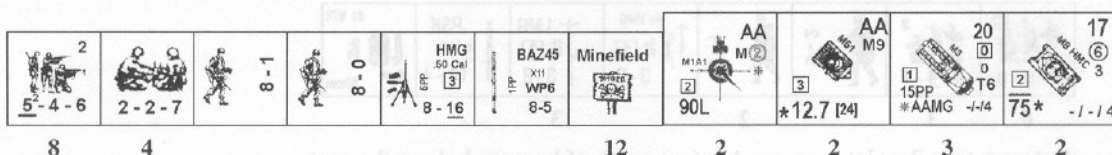
☆ American sets up first

1 2 3 4 End

Elements of KampfGruppe Peiper [ELR : 5] set up on board 17 with all personnel & SW as PRC. {SAN : 2}



Available elements of 9th Armored Group [ELR : 2] set up, using HIP, on board 19 (see SSR 2). {SAN : 2}



SPECIAL RULES:

- KGP SSR 2, 3, 4, 5, 7, 8, 9, 11, 16, 17 & 18 are in effect. Weather is Light Mist; time of day is PM. All roads are paved; Paved Road hexes which are not Woods/Road are Orchard/Road hexes.
- Prior to set up the US player must select 10 counters (only) in his OB, the remaining counters are unused in this action. Each mined hex counts as one counter regardless of the number/type of mine factors therein. Set up is otherwise normal.
- The German player must amass ≥ 50 VPs to win. VPs are awarded for :
 - Inflicting casualties [A26.4].
 - Exiting off the North and South edges. Units/Guns exited off the North edge count double their normal VP value.

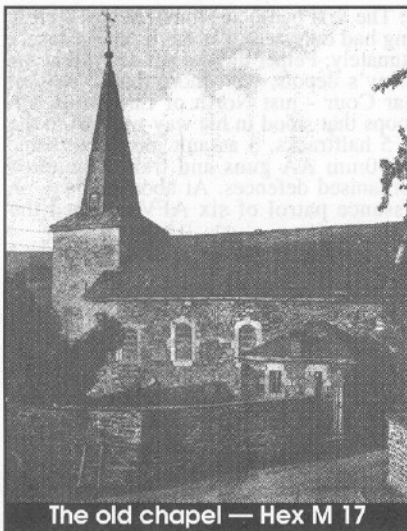
Scenario conception : Pedro Ramis & Philippe Leonard

- Gaining Information. 2 "Information VPs" are awarded for each US unit/minifield that loses its HIP status (regardless of LOS): an M3 ht that is either put under a concealment counter or entirely revealed awards the German 2 VPs. Under the same conditions, a 8-0 Leader and Crew with a bazooka and are awarding 6 VPs.

Aftermath:

At Cour, the Germans learned from the villagers the precise location of the huge dump. The recon column halted 500 yards from the depot, in front of a minefield. A .50 caliber MG opened up and in a moment or so everyone on both sides were blazing away. Finally, after 30 minutes of firing, the Germans withdrew - dashing their last hope for free gas. Fuel Depot # 2 was cleared out by 11 AM on the 22nd.

DEVILS IN THE GRAVEYARD



The old chapel — Hex M 17

VICTORY CONDITIONS:

The German player wins at game end if he has amassed more VP than the American. Both sides obtain VPs by causing casualties and/or controlling building/graveyard hexes. The control of each building hex is worth 1 VP while each graveyard hex is worth 2 VP.

Board

Configuration:



Only hexes numbered ≤ 19 in hexrows A-O are in play.



One Squad (or equivalent) and all SMC/SW stacked with it may set-up HIP.



Change Weather to "Very Heavy Mist"

STOUMONT — Belgium — Dec 19th 1994:

All the efforts of Peiper to open a route to the west for his Kampfgruppe had been successfully frustrated by the actions of a few US engineers who managed to blow up several bridges at the right moment. As the only way out of the Amblève valley was going through the village of Stoumont defended by the 3rd battalion, 119th infantry rgt, the confrontation was unavoidable. Even before dawn, the Germans manoeuvred around the village to prepare the morning assault. Coming from the village of Cheneux, to the south, some panzergrenadiers crossed the Amblève river on the railway viaduct and climbed the cliff-like slopes to attack Stoumont from the south-east. Few US units were actually covering this flank : a few squads shily aiming their machine-guns in the thick mist covered by a lone tank destroyer gun set up near the cemetery. At 7 am, a sherman tank platoon eventually arrived as support when the main German attack along the US resistance line had already begun at the eastern entry of the village.

☆ American sets up first.

✚ German moves first

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

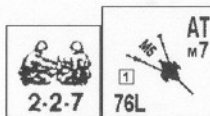


Elements of Coy I, 119th Infantry Rgt [ELR : 3] set up north of hexrow F, Each foxhole must be occupied by at least 1 MMC: {SAN : 3}

 1 6-6-6	 1 3-4-6	 1 9-1	 1 8-0	 HMG 6-12	 MMG 4-10	 BAZ45 11 WP6 8-5	 ? 7 MORALE	 20 0 15PP *AAMG -14	 Foxhole 1S OVR, OBA: +4 Other: +2
--	--	--	--	---	---	--	---	---	---

5

N° 6 Gun, Coy A, 823rd TD Btn
set up in any Open Ground hex,
north of hexrow F:



2nd Ptn, Coy C, 743rd Tank Btn
set upon any road hexes north of
hexrow F:



4



Elements of KampfGruppe Peiper [ELR : 5; Exc : KGP SSR 11] enter along the south edge on any hex(es) numbered ≥ 8 : {SAN : 3}

 1 6-5-8	 2 4-4-7	 1 9-2	 1 8-1	 dm MMG 3-8	 LMG 3-8	 PSK 12-4	 dm MTR 50mm
--	--	--	--	---	--	---	--

6

3

2

3

Enter on turn 3 or later on any hex(es) south of hexrow I along the east edge of the playing area:

 1 6-5-8	 2 4-4-7	 1 9-1	 LMG 3-8	 1 75LL 3/5/2	 1 75L 3/5	 1 15PP AAMG -1/3	 1 16 17 -1/3
--	--	--	---	---	--	--	---

2

SPECIAL RULES:

- See KGP SSRs. Weather is Heavy Mist; time of day is AM (SSR KGP 3)
- One American M4 tank must be secretly designated as equipped with a FT instead of the BMG (US Vehicle Note F)

Aftermath:

Small arms fire from grenadiers seemingly coming out of nowhere engaged the crew of No. 6 TD gun in a lengthy firefight in its position near the cemetery. Suddenly a panzer appeared around the southwest corner of the graveyard and blasted the stationary 3-inch gun with HE. However the intense fire laid by US machine guns - especially along the lane leading down to the graveyard - inflicted heavy losses to the Germans who painfully took the first houses of the town. Soon joined by the attacking forces coming from the east after having pierced the

US line along the main road, the Panzergrenadiers slowly pushed back the Americans inside the village where the battle turned into a vicious house-to-house fighting. The shermans gradually fell back trying to cover the infantry withdrawal by their fire. The final result was obvious but at a price for both opponents. The last house to be held by the US was the Monville farm, at the extreme south east corner of the village, where most defenders finally died on their weapons with only a few survivors surrendering.

ROADBLOCK AT STOUMONT



VICTORY CONDITIONS: The German wins immediately if he controls all the building hexes north of the river and has exited at least 25 VPs through A3. The German wins at the end of the game under the same conditions except that the VPs are gained only by inflicting casualties to the enemy (exited VPs do not count).

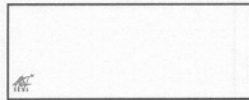
Stoumont's Station, Belgium, December 19, 1944, 3 PM: The survivors of the morning battle in Stoumont were fleeing west, covered by tank fire. Peiper wasted no time sending a probing force forward, on the heels of the retreating Americans. A few Panthers with Panzergrenadiere on halftracks rolled down the road toward the railway station, beyond the small Targnon hamlet. When the first Panther pointed its nose around a sharp bend in the road, it was immediately hit by a powerful 90mm shell fired by an AA gun from the 110 AAA. Artillery fire from the 197th FA bat soon added the power of its shells to the US defense forcing the German column to halt its progression. However when the crew of the US anti-aircraft gun finally withdrew after having destroyed the big weapon, the Panzergrenadiere advanced once again along the road.

Board Configuration:

Balance:

☆ Apply a -1 drm to the US reinforcement dr (SSR 3)

✚ Apply a +1 drm to the US reinforcement dr (SSR 3)



☆ US Sets Up first	* 1	2	* 3	4	5	6	7	8	End
✚ German Moves first									



Elements of "C" Coy, 1st Bat, 119th Rgt, & "A" Coy, 823rd TD Bat & 143 AAA [ELR : 3] set up North of the river West of hexrow EE {SAN : 4}.

 1 6-6-6	 2 2-2-7	 8-0	 7-0	 4-10	 8-5	 60	 7 MORALE	 20	 15 8 3 76L	 90L
4	2								4	

Elements of "C" Coy, 1st Bat, 119th Rgt & "C" Coy, 740th Tank Bat enter on/after turn 4 on/adjacent to A3 according to SSR 3.

 1 6-6-6	 2 5-4-6	 9-1	 8-1	 7-0	 4-10	 6-12	 8-5	 8	 13 8 4 75	 13 8 4 76L	 15 8 3 90L
4	3				2	1	2		6	2	



Elements of KG Peiper [ELR : 5] enter on turn 1 or later on/adjacent to GG3. {SAN : 5}.

 5 6-5-8	 9-2	 8-1	 12-4	 3-8	 9-1	 16 1 1 15PP AAMG	 15 8 3 75LL
5				3		5	3

Enter on/after turn 3 on/adjacent to GG3.

 4 6-5-8	 9-1	 3-8	 3-8	 16 1 1 15PP AAMG	 15 8 3 75LL
4	2			4	2

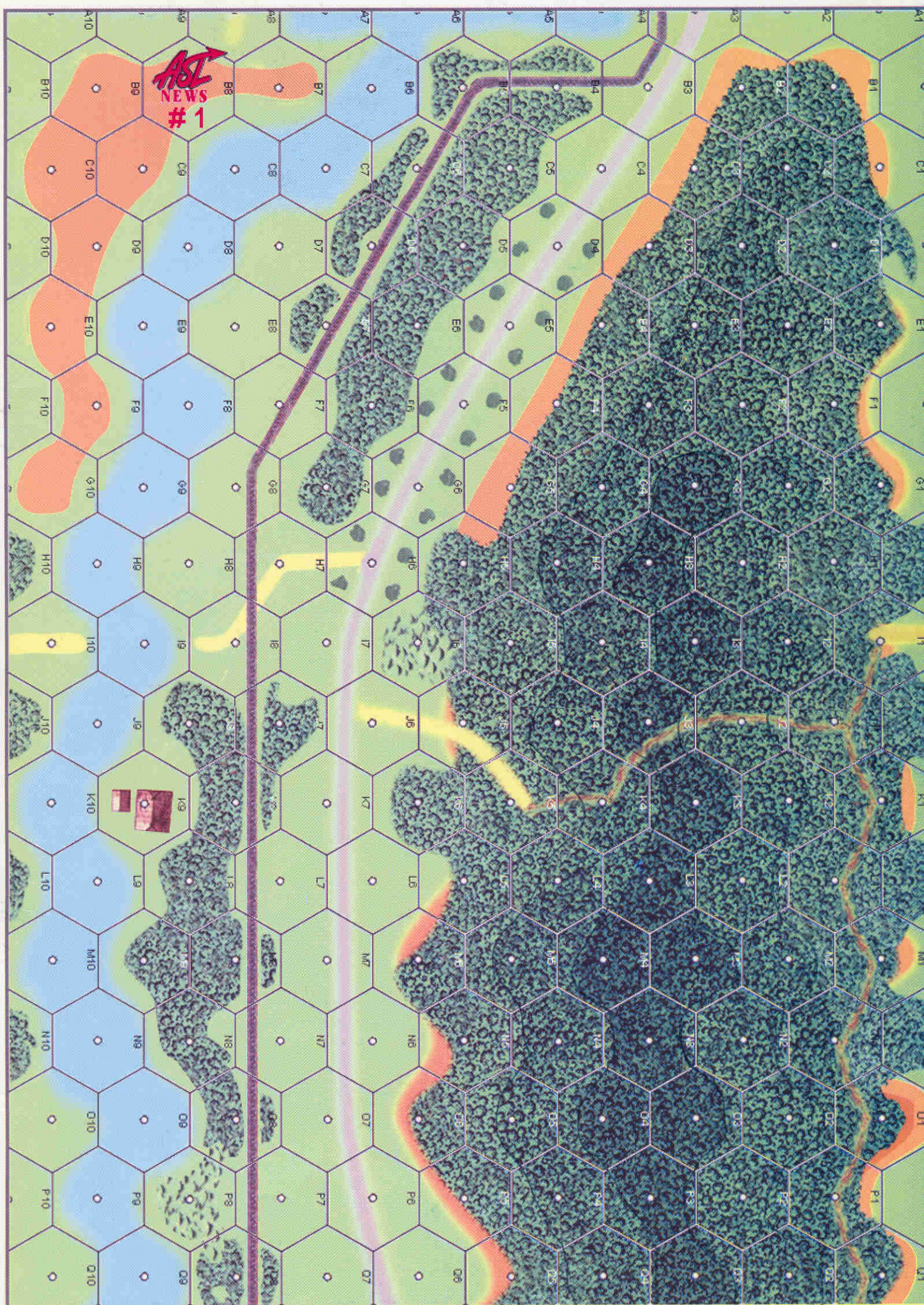
Scenario Special Rules :

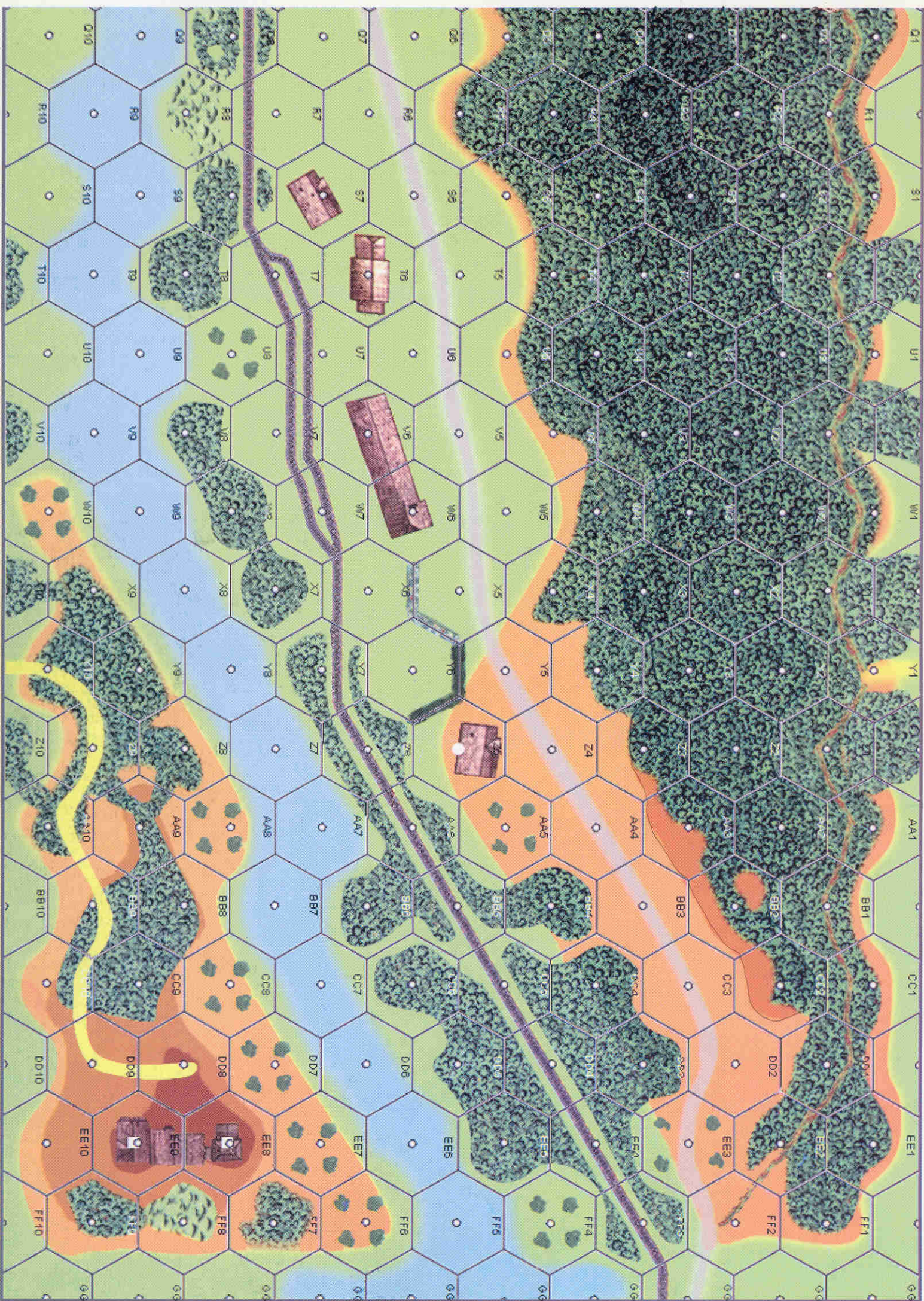
- EC are wet with Moderate Mist at start. Time of the day is PM. The Mist Density change DR is modified by +1 instead of -1.
- KGP SSR 2, 3, 4, 5, 7, 8, 9, 11, 16, 17 & 18 are in effect.
- The US player must make a secret dr at start of his player turn 4. If the (modified) dr ≤ 3, his reinforcements may enter on turn 4, otherwise they enter on/after turn 5. All the US reinforcement tanks are Radioless.
- The US gets a 105mm OBA module (HE + SMOKE).
- The M10 TDs (and their crews) may exit the map through A3 without being counted as casualties.

Scenario design: P. Léonard

Aftermath: The US forces around the railway station held a naturally formidable roadblock : the narrow winding road passed between a steep wooded hill and the river bank. A second 90mm AA gun emplaced near the station immobilized the first Panther appearing on the road ; a SPW immediately tried to bypass the clumsy wreck but exploded on a mine ; a second halftrack rushed toward the station but was knocked out by a round from a M10 tank destroyer hidden among the brush near the railway. While the SS infantry slowly mopped up the surroundings, the four M10s and the anti-aircraft gun crew withdrew. At 15.30, the US counterattack gained momentum when one infantry company supported by the ebastard tanks of the 740th Tank bat arrived on the scene. These tanks recovered on the previous day from a nearby tank depot were an adhoc force consisting of a weird collection of vehicles. In the fog swelling up from the river, the first sherman neared a curve in the road just short of Stoumont station when the huge silhouette of a Panther appeared. The sherman fired first and set the monster on fire by a lucky hit. Two more Panthers were destroyed in the same fashion, in less than 200 meters by the same sherman supported by a M36 TD. Enhanced by these quick results, the US infantry supported by artillery fire retook the terrain lost and 50 SS troopers fell among the smoking remains of the station. This action marked the farthest point west reached by the Kampfgruppe.

ASI
NEWS
#1





TUMULT FROM THE CLOUDS

ASL
NEWS

ASL News — Scenario N° 56 (16 bis)



SOLA-STAVANGER, Norway, April 9 1940 :

The airfield of Sola-Stavanger, situated on the south-west of Norway, is one of the first objectives of the invasion, having to serve as main airbase against British shipping. The task of seizing it is given to Lieutenant von Brandis' third company. Despite the very heavy fog that covers the north of Germany, the operation is not cancelled and after a long blind flight over the sea, 11 Ju 52s are emerging from the fog in sight of the coast. At 09.20 am, the paratroopers are dropped from 400 feet above the field.

Board Configuration:

Balance:



Only hexrows A to P are playable.

VICTORY CONDITIONS:

The German win at the end of the game if they control the two pillboxes and all buildings adjacent to the runway hexes.

✚ Exchange the 8-0 for a 9-1

✚ Subtract one pillbox from the total required to fulfill V.Cs.

✚ German moves first	1	2	3	4	5	6	End
✚ Norwegian sets up first							

3rd Coy, 1st FallschirmjägerRgt [ELR : 3] enters by air drop (E 9) on turn 1 {SAN : 0}

 5-4-8	 9-1	 8-1	 8-0	 dm MMG 3-8	 LMG 3-8
11			2		2

Airfield Garrison [ELR : 2] sets up anywhere, using HIP {SAN : 0}

 4-5-7	 8-0	 MMG 4-11	 1+3+5 set up in E5	 1+3+5 set up in P5	 MPh/RPh: dr = MF CC: +1/-1 6 set up on runway hexes
--	--	--	--	--	--

SPECIAL RULES:

- EC are moderate with no wind at start.
- German Air Support is available in the form of 2 Fighter bombers without bombs, under the usual entry conditions (E 7.2), starting on turn 2.
- All buildings are wooden.
- At start, both pillboxes must be occupied by at least one Norwegian squad.

Aftermath:

At first the German were pinned down by accurate machine gun fire but help came from above in the form of 2 ME 110s of Lieutenant Gollob's 3./ ZG 76 that neutralized the pillboxes. The paratroopers were then quick to take control of the field and, half an hour later, the runway had been cleared of all obstacles and was fully operational, in German hands.

Scenario conception : Pedro Ramis



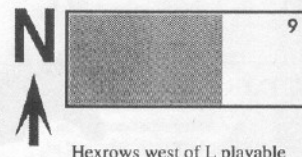
PINGHSING PASS, GREAT WALL, CHINA, 25 September 1937: During the early weeks of the Sino-Japanese war, the IJA moved into Mongolia in order to cut supply routes from Soviet Russia. After romping through weak Chinese resistance, Lt. Gen. Itagaki's 5th. Division turned to cross once again the Great Wall back into northern China, where growing Red Chinese guerrilla activity had become a problem. Complacency combined with poor roads, great distances and difficult terrain left the Japanese vulnerable to counterattack. Red Chinese general Lin Piao, ordered to take advantage of good intelligence, sent fast moving detachments to harass the 21st. Brigade of the 5th. Division from the rear and to interdict their advance, whilst deploying his 115th. Division in ambush along the mountain road between Pinghsing Pass and Laoyemiao. This road was in fact a gully with vertical walls over four meters high, created over the centuries by the eroding effects of iron-wheeled carts and strong winds. When the Japanese resumed their southward move, it was without the benefit of air cover or flank patrols. As soon as the support units at the rear of the brigade column had passed into the trap, the Reds launched their attack.

Board Configuration:

Balance:

● Allow random Japanese Air Support (one FB without bomb) from turn 4.

★ Add 2 3-3-7 Squads



VICTORY CONDITIONS:

Japanese win if they control the stone building or if they amass more VP by game end.

● Japanese sets up 1st.	1	2	3	4	5	6	7	End
★ Red Chinese moves 1st.								

Elements of HQ of the 21st Brigade, 5th Division [ELR : 4] Set up on road, no MMC with or adjacent to another, all SW are left unpossessed {SAN : 3}

3-4-7	2-2-8	10-1	10-0	9-1	9-0	8-0	8-1	dm HMG 50 Cal	dm MMG	dm INF	LMG B11 2-6
12	3	2			2						4

*MG 6"/12"	CMG 2 1/2"/42
15	14
2	

Elements of 115th Division [ELR : 5] Set up ≥ 2 hexes from Japanese {SAN : 4}

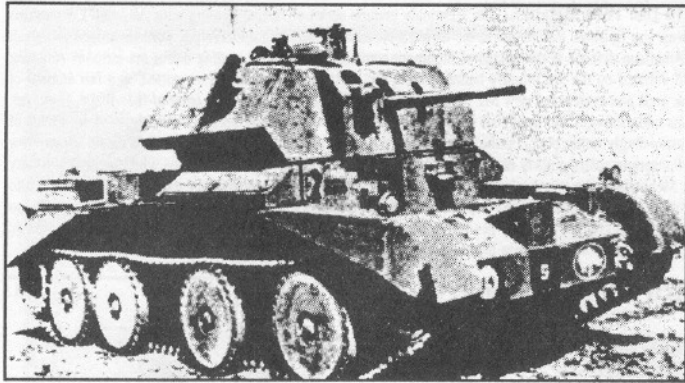
3-3-7	10-0	10-2	9-1	8-1	HMG B11 6-12	MMG B11 4-10	LMG B11 2-7	MTR [1] B11 50* [3-20]
21					2	3		

SPECIAL RULES:

- EC are Moderate. Heavy winds blow from the south-west. ETO in effect although Wooden Buildings are Huts. No Roads exist except A6 - R3 - Y9 - GG6. Each Road hex contains a non-removable/burnable Truck Wreck.
- No Quarter is in effect for both sides & Prisoners may not be generated.
- AFV are not considered radioless, and may not cross a non-road hexside.
- Japanese may amass Exit VP after turn 3 for exiting the east edge.
- The stone building is a two-hex Temple [G 9 F]. It is single Story.

Scenario conception : Andy Daglish

Aftermath: The head of the column was quickly destroyed, blocking the advance. With the exception of a group that attempted to storm Laoyemiao Temple, Japanese soldiers began to stream back, engaged by machine-gun fire from the hills and grenades tossed into the road. However, they were moving toward their headquarters and motorised transport units which were already surrounded. Disaster ensued. At first the Japanese refused to give in, but by the afternoon both brigades of 5th. Division were routing to the north [now also pursued by Nationalists], leaving thousands of dead and much equipment, including armour that the Reds did not know how to operate! This victory was the only large action fought by the Red Chinese against the Japanese, an early indication of the ability of General Lin Piao.



VICTORY CONDITIONS:

The New Zealanders win immediately upon exiting a Good Order MMC (not a Crew) off 12Q10.

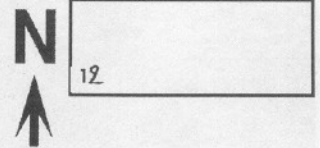
Brede village, East Sussex, 3 July 1940 : A brigade of cruiser tanks broke the deadlock of the battle of Cranbrook, turning the German left flank by a sudden advance from bottle. The British light armour swept forward unchecked behind the German front line, leaving pockets of determined German resistance to the following infantry. In the cauldron of action that mingled friend and foe throughout Sussex and Kent, no forces were more determined to eliminate the invader than the first New Zealand Brigade, supported by survivors of the great tank battle. Typical of the ferocity of these last actions on British soil was the defence of Brede village by a handful of mixed German troops. Ordered to hold the Brede River bridge crossing, their objective soon became survival.

Board Configuration:

Balance:

⊕ New Zealander enter on or adjacent to 12A5

⊙ New Zealanders enter on north map edge on/west of 12M1



⊕ German Sets Up First [74]	⊙	1	2	3	4	5	6	7	8	End
⊙ New Zealand Moves First [99]										



Mixed remnants of 16th army, including elements of tank detachment (Fl) 100 [ELR : 3] set up within 5 hexes of 12R6; {SAN : 4}

 5-4-8	 4-6-7	 2-2-8	 9-2	 8-1	 8-0	 LMG 3-8	 INF M10 75*	 BF24 16 3 12
2	4					2		



Elements of 1st New Zealand Brigade [ELR : 3] some or all enter turn one or later, on or adjacent to 12 I1 : {SAN : 2}

 4-5-8	 4-5-7	 9-1	 8-1	 8-0	 DC 30-1
3	6				3

Elements of 2nd Armoured Division enter turn 1 or later on 12 A5:

 40L 16 3 2 -16	 94* 16 3 2 -14
--	--



SPECIAL RULES:

- EC are dry with a Mild Breeze from the South West at start.
- All Gullies are streams (even hexes with only one stream hexside). Streams are deep.
- No quarter (A 20.3) takes effect for both sides as soon as a flame thrower attack is conducted against infantry without breaking down.
- Infantry units of both sides that start as Elite are Assault Engineers.
- Contrary to A 16 Battlefield Integrity may be used in this scenario, and is recommended for use by both sides.

Scenario conception : Ian Daglish

Aftermath:

By evening, the ruined remains of Brede village bore testament to the defender's desperate stand, and the vengeful fury of the New Zealander's assault. The following day, the Prime Minister's historic victory speech called for mercy to be shown to the German soldiers scattered across the woods and fields of Kent and Sussex, however justified the British people might feel in seeking vengeance for their burned villages and slaughtered civilians. But in Brede Village, vengeance was complete.



Stoumont, 19 Dec 1944, Belgium: The seemingly endless series of furtive fighting with the small US outposts blocking the way was finished. Before dawn, the forward elements of Kampfgruppe Peiper were regrouped to assault an organized American defence in the village of Stoumont commanding the road leading out of the tortuous Ambleve valley. The US counted on the 3rd infantry battalion from the seasoned 30th Division supported by a fair amount of tanks, anti-tank guns and even brand new M2 90mm AA guns to block the Germans in front of the village. However, the infantry was understrength and nearly all troops had to set up at night on any possibly suitable location. Fields of fire were correspondingly rather poor. Furthermore, artillery support was not available, yet. Before dawn, in very low visibility, the Panzergrenadiers quickly disposed of the up front badly sited 3 inches AT guns which were denied any mortar flares. Meanwhile, the two big anti-aircraft guns towed by their full-tracked M4 tractors were moving into position near the Robinson's house where a platoon of infantry had organized a roadblock. The crewmen were so nervous about their first combat that they got the prime mover entangled with one of the guns and mired in a ditch. Soon thereafter, the second line of defence heard the ominous rumble of the heavy panzers approaching.

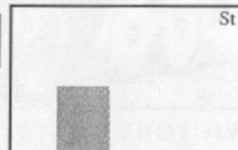
Balance:



Add a flamethrower (SW) .



Use HIP for one 76L AT gun.



Only hexes numbered > 17 and < 29
in hexrows A to T are playable.

The first player to reach a CVP total at least 30 higher than his opponent's CVP total *immediately* wins. For this purpose, each player must add the number of LVP he owns to his CVP total. Otherwise, the German wins at the end of the game, if he controls at least 5 LVPs.

[illegible]

Elements of 3rd bat, 119 Inf Rgt, of A Coy, 823rd TD bat, of 743rd Tk bat and Battery C of 143rd AA gun
 Bat [ELR : 3]: Robinson's house strongpoint : set up within 4 hexes of E21 {SAN : 3}.

 6-6-7	 6-6-6	 2-2-7	 9-2	 1-4-9	BAZ45 X11 WP6 8-5	 HMG 6-12	 MMG 4-10	AT  Mines	 3-4-6	 7 MORALE	AT M7  76L	AA M3  90L	20 0 0 T-4 13PP T6 15PP #AAMG -1-4	 18 0 0 T-4 13PP T6 15PP #AAMG -1-4	Foxhole 1S OVR, OBA: +4 Other: +2	
2	5				2			4		3	3					2

Elements of I & K Cies : set up on/between rows I & T on any hex numbered < 26.

Set up within 3
hexes of L21.

																																																																																																															
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Elements of KGP [ELR : 5 ; EXC KGP SSR 11] enter on turn 1 through the east edge between D28 and O28 and/or later on any east edge of the playing area (SAN : 3).



										
9	3	3	1	2	2	3	5			2

Scenario conception : Philippe Leonard

1. See KGP SSRs [EXC : KGP SSR 12 is not in effect]. Weather is Extremely Heavy Mist. Time of the day is AM (KGP SSR 3).
2. All foxholes must be occupied by at least one MMC and the Foxholes shown in the OB may not be exchanged for other capacity Foxholes counters.
3. One of the US M4 shermans must be secretly designated as being equipped with a FT instead of a BMG (US vehicle Note F).
4. None of the US 76L AT guns may set up HIP. These same Guns may not be set up in buildings. US may not boresight.
5. US units may freely exit the playing area through any west edge hex without being counted as casualties, starting on turn 5.
6. Hex M19, the schoolhouse, was historically chosen for the US HQ location. This location is therefore given a special I LVP value.
7. The 75L Pak 40 AT gun, in the US OB, can be used (by both sides) without any Captured Use penalties.

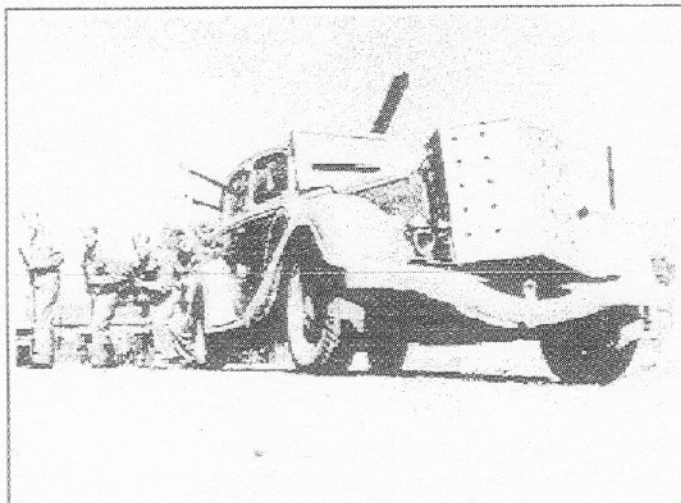
Aftermath:

The lead Panther stopped while a hastily placed mine barrier across the main road was removed with aid of flashlights. At the outpost covering the roadblock, Pvt Sanchez threw a grenade at the Germans working on the mines. Return fire from the accompanying grenadiers wounded Pvt Bunkoette and forced them to withdraw from the outpost's machine guns. Two men from the unfortunate AA gun crew volunteered to man a bazooka, for the first time in their lives ; they crept through the fog until they saw German tanks and shot them in the rear before falling back. Then, the monotonous fate of the immobile towed TDs all over the Ardennes was repeated yet again. The Panzers moved off the road and flanked the guns which were blasted or forced to withdraw, one by one. Returning to the road junction, while visibility increased as the sky lightened, the lead Panther was suddenly hit by a round from the remaining 90mm gun, which set it afire. The respite lasted only a few moments before the halftrack bringing ammunition to the AA gun went up in flames threatening the crew and forcing it to destroy the weapon. Inside Stoumont, near Col. Fitzgerald's CP in the schoolhouse, Coy I's leaders managed to stem the hegira ; the men of the 119th Infantry were resisting and even turned back Peiper's men , at some places. When the Germans finally recovered, however, their renewed assault forced a total collapse of the US defence, after three hours of fighting.

CALL THEM IRONSIDES

ASL NEWS SCENARIO 60 - Scenario conception : Ian Daglish

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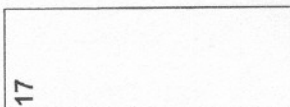
VICTORY CONDITIONS: The Germans win if at the end of any Player Turn they have exited 25 Exit Victory Points off hex 17A5.

FOUR THROWS, KENT, 2 July 1940: General Ironside, C. in C. Home Forces, planned a defence in depth to 'make every movement through the countryside impossible and to avoid the spectacle of France - having her guts torn out.' Local Defence Volunteers with shotguns and Molotov cocktails were to man roadblocks at key points. Troops of armed vehicles would serve in place of the armoured cars he lacked. These he christened 'Ironsides'.

The fall of Hawkhurst on Tuesday afternoon shocked the British. Churchill and the War Cabinet considered releasing stocks of mustard gas to Bomber Command; meanwhile von Rundstedt strove to support the breakthrough. As bombs fell on the now deserted beaches, all the supplies that the invaders could carry were being rushed forward.

BOARD CONFIGURATION:

N



BALANCE:



Add one Kfz 1 (with AAMG) to the German OB.

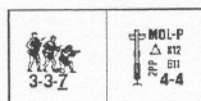


Add one Partisan 7-0 to the British villagers' OB.

TURN RECORD CHART

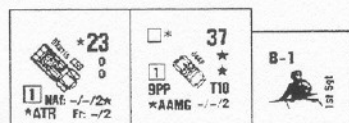
BRITISH Sets Up First [30]	1	2	3	4	5	6	7	8	END
GERMAN Moves First [52]									

Kentish villagers [ELR:5] set up within 4 hexes of 17S2: {SAN 5}



5

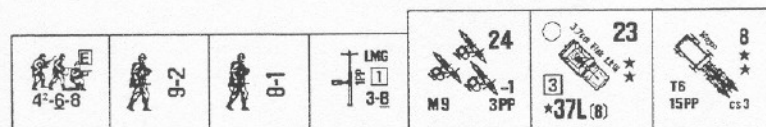
Troop of 'Ironsides': enter on any British Player Turn on a single entry hex: 17I10, or 17Q1, or 17GG5.



2



VII Corps supply and FlaK units, escorted by elements of Lehrregiment 'Brandenburg' special forces [ELR: 4] enter on 17Y10 on turns 1 and 2 (see SSR 6): {SAN 2}



4

2

4

8

SPECIAL RULES:

- EC are Dry with a Mild Breeze from the southwest at start.
- Partisans are Lax and may not form multi location FG.
- No Quarter (A20.3) is in effect for both sides.
- The British MOL-P is a Northover projector and Partisans are non-qualified users (A21.13). Partisans may use Molotovs (Albright and Wilson Phosphorous Grenades) and there is no +1 MOL Check drm for use vs a non-AFV target. Otherwise, A22.6 applies.
- British vehicles must use Platoon Movement. Morris CS9 has CMG (Vehicle Note 46). All British vehicular MG are Bren LMG. Jeeps represent armed civilian motor cars. All British vehicles have 8 Morale Level.

6. Wagons are Wehrmacht fuel tankers with no usable PP. Contrary to D 12.1, an eliminated wagon is always replaced with a burning wreck. Each wagon is worth 4 Exit Victory Points. Wagons' entry (only) may be delayed to German turn 2 but no later.

AFTERMATH: As in France, the Panzer spearheads swept through the country. But behind them, knots of resistance formed. In the villages 'sticky bombs' were handed out, along with crates of hurriedly manufactured half-pint Molotov bottles (red caps for throwing; green for the Northover projector). In the maze of country lanes, troops of Ironsides prowled.

Time and again, as at the Four Throws road junction, the defenders' sacrifice was to hinder the passage of vital and irreplaceable supplies.

ELUSIVE ARMOR



ASL NEWS SCENARIO 61 - Scenario conception : Philippe Léonard



Near Clark Field, Luzon, Philippines, 29 January 1945 at 1700.

In late '44, the fulfillment of Mac Arthur's vow to return to the Philippines set the stage for large ground combat with the IJA. Lt. Col. Richard McNelly's 637th Tank Destroyer Battalion was selected to provide support for the Luzon invasion force. After more than two years of waiting and training, the men of the battalion were finally going to have their baptism of fire. Their ships sailed into kamikaze infested Lingayen Gulf with the invasion force on 9 January 1945. After landing, the M18s of the 637th TD Bat. assembled and moved inland to support the American offensive to liberate Manila and recapture Luzon. However the campaign was to be the longest and the most difficult of the entire Pacific War. General Yamashita's 260,000 soldiers of the IJA were waiting to stop them ; Clark Field, the vast complex of pre-war, held by the Kembu group, had been fortified by the Japanese and literally sown with mines. The TDs were soon heavily engaged in providing direct fire support for the infantry. Meanwhile, Japanese tanks counterattacked and the TDs finally made contact with the elusive Japanese armor.

MAPBOARD CONFIGURATION :



	33
19	

VICTORY CONDITIONS :

The first player who accumulates at least 20 CVPs immediately wins, otherwise the Japanese player wins at the end of the game.

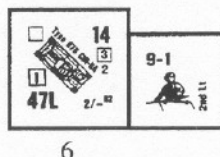
BALANCE :

- add a 9-2 AL to the Jap
- ☆ add a 9-1 AL to the TD group

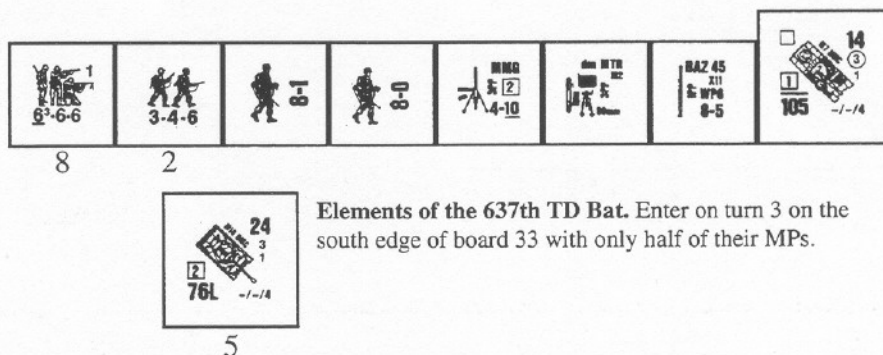
TURN RECORD CHART

US sets up first	●		☆					
Japanese moves first	1	2	3	4	5	6	7	END

I Coy, 10th Tank rgt. Must enter on turn 1 on the north and/or west edges between 19GG7 & 19AA1 (SAN : 0)



Elements of 37th Infantry Division [ELR: 3] set up *unconcealed* on board 33 on/between rows A & H on Open Ground hexes numbered 7 or more with only one MMC/vehicle per hex (+ any SMC/SW). The M7 Priest must set up in Motion. {SAN : 2}



Elements of the 637th TD Bat. Enter on turn 3 on the south edge of board 33 with only half of their MPs.

SPECIAL RULES :

1. EC are moderate with no wind at start.
2. PTO terrain is in effect. All buildings are huts (and single story) and all Woods are Light Jungle. All roads exist (unpaved).
3. Boresight is NA
4. Recall due to MA disablement is NA

AFTERMATH :

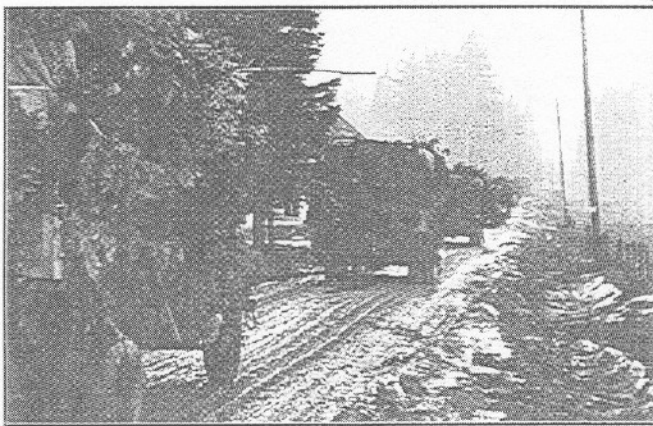
The M18s were busy engaging the heavily fortified positions around Clark Field on 29 January 1945 when, suddenly, six Type 97 Shinhoto Chi-has of the Japanese 10th Tank rgt. attacked from the northwest, blasting a M7 Howitzer motor carriage and inflicting heavy casualties on a company of infantry trapped in the open. There was no room for tactical maneuver. In spite of their eggshell armor, five M18s rushed to engage the Japanese tanks. trading shot for shot, the TDs destroyed four of the Shinhoto Chi-Has and chased the other two off. In return, two of the M18s had been hit ; one was repaired and later returned to action. In other less dramatic clashes, the 637th destroyed five more enemy during the campaign.

DOWN THE ROAD

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ASL NEWS SCENARIO 62 PA 9

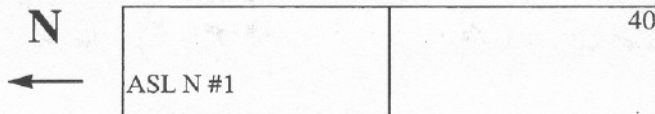
Scenario conception : Philippe Léonard



Coo-Biester, 20 December 1944, Belgium.

The strongest of the US 3rd Armored Division's Task Forces, named for its commander, Lt. Col. William Lovelady consisted of a battalion of tanks and a company of armored infantry. Ordered to move south to check the advance of the 1st SS Pz Div., it drove down the valley of the Roannay stream just east of La Gleize, without any incident, under cover of the mist. Although an enemy artillery observer detected the column from the Maréchal's Mill, the Germans did not intervene so that the US tanks eventually reached and cut the main road from La Gleize to Trois-Ponts, sealing Kampfgruppe Peiper's pocket even tighter. While some platoons were dispatched in support of the troops harassing the Germans dug in around the Maréchal's Mill, E Coy, under 1st Lt Hope headed south at full speed trusting the fact that the German's rear had already been cut off at Stavelot apparently ensuring a rather easy drive to the task force.

MAPBOARD CONFIGURATION :



VICTORY CONDITIONS :

The US player wins at the end of the game if he has destroyed/captured the King Tiger and he controls the 40H4-H5 and G6 road locations.

TURN RECORD CHART

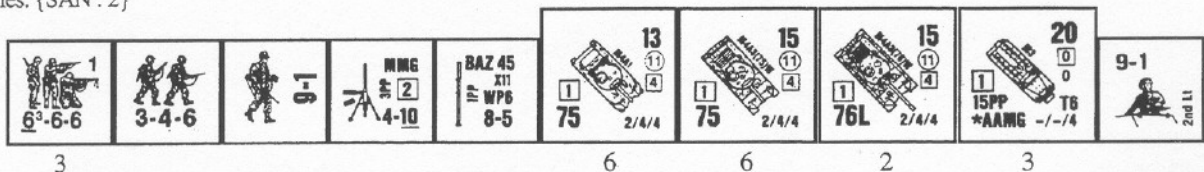
German sets up first	☆		☆						
Roll a dr to determine who moves first	1	2	3	4	5	6	7	8	END

BALANCE :

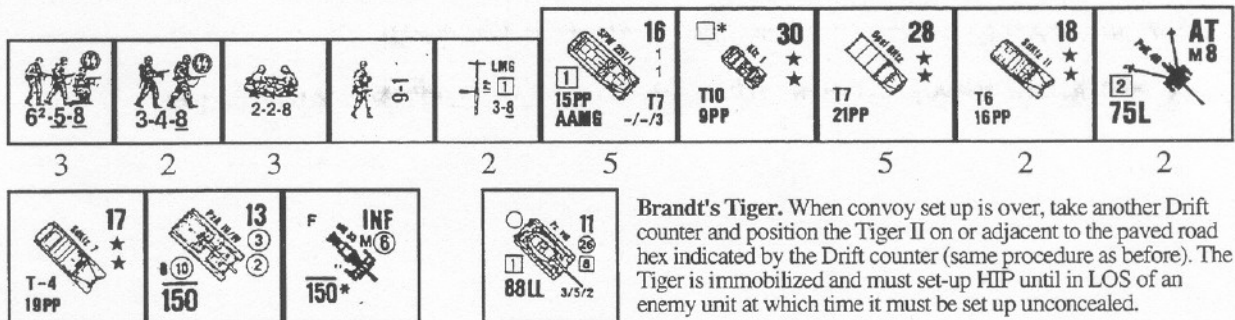
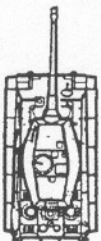
- ✦ Add a German 9-2 leader
- ☆ Add one M4A3E2 Sherman



E Coy, 2nd Bat., 33rd Tank Bat. Taskforce Lovelady [ELR : 3] The US player must split his forces into two convoys (at least 8 AFVs per convoy). The first one must enter on turn 1 on ASL N#1 A3 and the second on turn 3 or later, on the same hex. All infantry must be mounted on vehicles. {SAN : 2}



Elements of Pz Art Rgt 1, 1 SS Pz Div. [ELR : 5] The German player must split his forces in two parts and form two convoys (5 vehicles min per convoy) which will set up in Motion as indicated hereafter. All guns must be towed by SdKfz 7/11, which also transport the crews, and all infantry must be mounted in the SPWs (E 11.3 does not apply). To determine set up, draw one Drift counter (E 3.75) among the pile for each convoy and correspondingly position the convoy, on map 40, on the paved road hexrow indicated by the letter of the Drift counter. The Drift identity indicates where the last vehicle of the convoy must be placed, on the paved road, on the same hexrow as the Drift (if I or H Drifts are taken, choose anyone of the two possible hexes). The other vehicles of the same convoy must be placed on the paved road in a continuous line with the first one, further up to the north/west. If Drift A, B, C, D, E, F or G are taken, put the convoy, on map ASL N#1, on rows AA, BB, CC, DD, EE, FF or GG respectively. If the second Convoy ever happened to be in contact/overlapping the other one, it would instead enter play on 40I10 on turn 1, instead. All vehicles VCA must include the next (up to the north/west) paved road hex in line {SAN : 2}

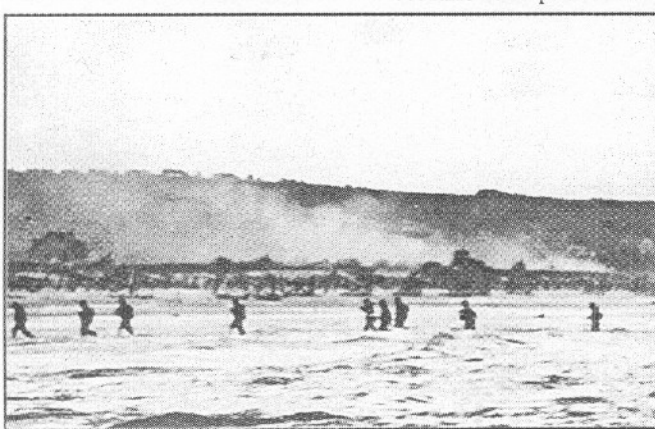


Brandt's Tiger. When convoy set up is over, take another Drift counter and position the Tiger II on or adjacent to the paved road hex indicated by the Drift counter (same procedure as before). The Tiger is immobilized and must set-up HIP until in LOS of an enemy unit at which time it must be set up unconcealed.

SPECIAL RULES :

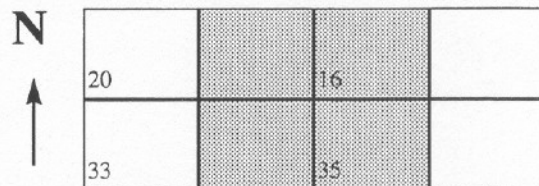
1. KGP SSR are in application (EXC : KGP SSR 1, 4, 12, 13). Time of the day is PM.
2. The river flows from the north and is Frigid Water Obstacle. The 40G10-C6 stream represents the same river (not a stream) and is therefore impassable. The bridge in 40C6 does not exist.
3. Place special ASL News overlays RR1 on 40M4-L4, RR2 on 40G5-F5, RR3 on 40B8-A9, RR4 on 40H6-H7, RR5 on 40I9-J9, and overlays X11 on 40Z5-Y5, X12 on 40V4-W4 and X7 on 40F7. Place (Railroad) bridge counters in 40H5-G6-D6 to connect the railway lines (these bridges are at level 1).
4. The 40GG6-DD6-AA5-Q4-H4-I10 road is paved. Furthermore, it is considered bordered by a railway line from 40GG6 up to N3 where the railway line is connected to the one depicted by the overlays.
5. The 40T5 patch of wheatfields represents open ground at level 1. The grainfield outlines are the crest lines.
6. All convoys must follow the paved road (towards the south if US, towards the north if German) at the fastest speed possible until authorized to disband.

AFTERMATH : The column quickly reached Coo and there it destroyed five trucks and two cars of a small, heavily camouflaged convoy. Indeed, unknown to the Americans was a small wooden bridge, at Petit-Spai near Trois-Ponts, through which the Germans were sending supply and reinforcements. Suddenly, another German convoy appeared around a bend in the road near a hamlet called Biester. That column consisted of a command car, two trucks carrying gasoline, five SPWs, a Hummel and three prime-movers towing guns. It was ripped to pieces by the Shermans but not after four of them were knocked out and Lt Hope was killed. The armored force nevertheless continued to the south. When reaching Trois-Ponts, it turned left toward Stavelot, but just 300 meters before the Petit-Spai bridge, solid shots fired by an immobilized King Tiger stopped cold the column advance, disabling the first six tanks. The Task Force pulled back organizing defense positions behind the railroad embankment. The Petit-Spai bridge collapsed on the morning of the 21st under the weight of a JagdPanzer IV/70



"Dog White", Le Hamel-au-Prêtre, Normandy, 6 June 1944 : The Special Engineer Task Force was a vital component of the initial assault along with the infantry teams and the armor fire support. The assignment called for creation of clear lanes through the obstacles on the tidal flat. The lanes were to be 50 yards wide with eight lanes allotted to each of infantry regiments in the initial assault and assigned to a Demolition team. Demolition Team n°1 was planned to land on the westernmost beach sector, Dog green, but, due to the easterly flowing tidal current, the actual landing was at least one beach sector off, placing them near the boundary of Dog White and Dog Red. As the ramp dropped, accurate small arms fire covered the craft but the team scrambled into the water and headed for the seaward row of obstacles which included Element C (or Belgian Gates). Team n°3, landing near the D-3 exit, took a salvo of artillery as its ramplower, its explosive detonated, and only one man survived unwounded. Team n°1 promptly fixed charges to the gates, set off a warning signal and fired the detonators, then work continued against the line of ramps, posts and hedgehogs. Enemy reactions were building at an alarming rate. Sherman DD tanks moved about the seaward of the obstacles while searching for targets ashore, attracting fire from shore. Fire was also directed at the engineers and casualties mounted rapidly. In the midst of these problems, the badly scattered assault teams of F Coy, 116th RCT, reached this beach sector, somewhat behind schedule, and drew more intense fire from defensive positions.

MAPBOARD CONFIGURATION :



Only hexrows V-GG of boards 20-33 and A-L of boards 16-35 are in play

VICTORY CONDITIONS :

The US player wins if there are two contiguous hexrows of Beach and Ocean completely devoid of Beach Obstacle (Roadblock/Element C are considered Beach Obstacles see SSR 4)

BALANCE :

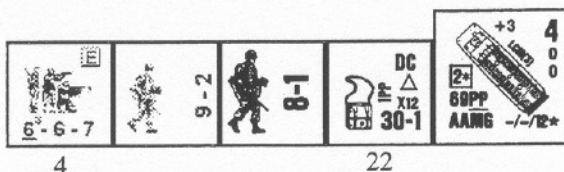
- ✚ Add an MMG and a 447 to the Wn 68
- ☆ Add a M4 Tankdozer to F Coy, 116th Group

TURN RECORD CHART

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



Team n°1, 146th Engineer Combat battalion [ELR : 3] set up in Shallow Ocean hexes devoid of obstacles (see SSR 6) {SAN : 3}



Elements of A Coy, 743rd Tank Battalion set up in Shallow Ocean hexes devoid of obstacles on/between 2041 and 2145



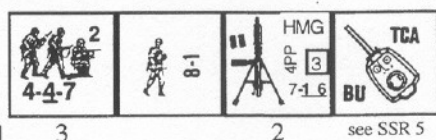
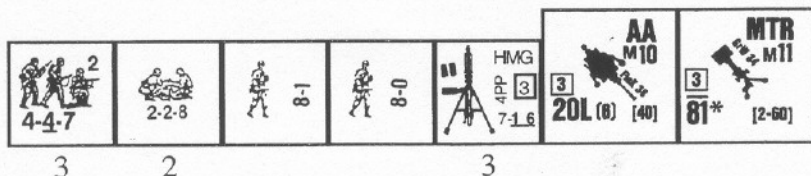
Elements of F Coy, 116th RCT, 29th Infantry division set up in Shallow Ocean hexes devoid of obstacles on/between 1002 and 1093



Elements of III/26th Infantry Division [ELR : 3]

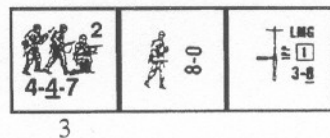
Part of the Wn 68 strongpoint set up within two hexes of 16L10 {SAN : 5}

Part of the Wn 70 strongpoint set up within 3 hexes of 330V3



see SSR 5

set up in any Hinterland (G 13.2) hexes



SPECIAL RULES :

- EC are Wet with a Mild Breeze blowing from the Southwest. Seaborne Assault rules G 14.3-52 (only) are in play.
- Place the following Overlays : W1 in 35J4-K4 ; W2 in 33CC1-BB1 ; Be4 with 401-402 in 16L7-L6 ; Be5 with 501-502 in 473-474 ; OC1 with 1001-1014 on 406-412 ; OC2 with 2001-2002 on 1145-1146 ; place Stone Rubble in hexes 16H9-H10-J10-K9-L10 and 35J1-K1 ; place a Wire counter in every Beach hex adjacent to a Hinterland hex ; place a Roadblock (see SSR 4) in every Shallow Ocean hex adjacent to a Beach hex. Twenty Tetrahedron counters must be placed on any Beach hexes at least two hexes away from any Wire counter. Place a Blaze counter in 16D10 and 35G1 (considered to be burning Brush hexes) and corresponding Dispersed Smoke. Beach Slope is moderate (G 13.22).
- All Grain and Wadi overlays hexes are considered Level 2 hills with the hillmass conforming to the outline of the Grain/Wadi overlay. Grain does not exist. There is no level 1 terrain. Treat the Wadi itself to be a Trench, ignore the cliff depictions ; all hexesides common to Beach-Hinterland hexes are considered a Low Seawall. Beach Slope is Moderate. All buildings are Stone and with floor level only.
- The Roadblocks represent "Element C" type of obstruction. These are considered Beach Obstacles, neither an Hindrance to LOS nor TEM but not Open Ground and Inherent Terrain impassable to vehicles. Infantry entrance costs is 1.5 MF and Normal Stacking Capability is reduced to two Squads equivalent. Removal is only possible through a DC attack - a Placed DC that does not

malfunction automatically eliminates the obstacle, while a Thrown DC necessitates a KIA result on the IFT.

5. The armored cupola represents a R-35 turret : MA=37* (no AP ammo restrictions, Red TH), CMG=2, Armor factors are 6/6.

6. Sherman DD tanks are considered Waterproofed. All the personnel of Team n°1 is considered Assault Engineers and Sappers.

7. The LCM (3) is placed in any eligible hex of the US player's choice and is considered Aground (G12.21) in that hex. The US player may then place any/all of the LC's passengers/SW in Shallow Ocean hexes in/adjacent to the LC's hex, and remove any Roadblock counters in these hexes. One Blazing LC Wreck may be placed in Shallow Ocean hex that is at least six hexes east of the LCM(3).

AFTERMATH : To compound the lane clearing task the infantryman of 'F' Coy used the obstacles as cover in their attempt to move forward. They made little progress and, in fact, became pinned down. As the remainder of charged obstacles were readied for detonation, leaders applied strong pressure to clear all troops out of the lane. After the smoke, debris and water spouts settled down, Team n°1 was pleased to see that the gap was blown clean and the 50-yard wide lane was ready for high tide. The task was complete in twenty minutes and the survivors then reached the shingle embankment where trenches were dug and lined with inflated life belts so to have a small bit of relief.

ASI
NEWS

UPA sets up first	1	2	3	4	5	6	7	8	END
Russian moves first									

34

3

2

Aftermath : fearing 'political contamination', the Bolsheviks engaged special NKVD brigades, relevant of the authority of the Ministry of Internal Affairs, and, - on Stalin's personal demand - supported by independent heavy tank regiments. The UPA soldiers - severely outnumbered - used their perfect geographical knowledge of the battlefield and a wide variety of weapons and physical obstacles to hold back the Russian impetuous attack, dealing with particular expertise with homemade explosives, grenades and antitank devices. Facing fanatic partisans, the NKVD policemen, though of ruthless brutality and armed with close assault equipment, had little or no military training and were an easy prey for the UPA's murderous ambushes. The operations terrain also proved totally inadequate to manoeuvres of heavy mechanised units.

Tremendous casualties were taken . The attack soon lost its coherence ; the struggle degenerated into guerrilla warfare and even tank units suffered unexpected heavy losses. By the end of the month, it became obvious that the Soviets had achieved no substantial gains, though UPA losses had been serious too, and they suspended offensive operations. Civilians had paid the highest toll, as always.

Not before 1952, with another Soviet crushing military engagement and the assassination of its leader, would the stubborn UPA be destroyed as an organised military force.

FRONTAL COLLISION

ASL News scenario 65



VICTORY CONDITIONS:

The Germans win if they control hex 13Y7 at game end.

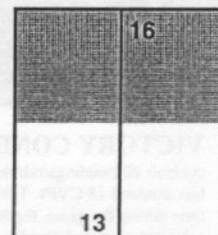
TURN RECORD CHART:

▽ ⊕ Simultaneous setup	1	2	3	4	5	END
⊙ FRENCH moves first						

MOERGESTEL, Holland; 11 May 1940:

After the fall of the Peel-Raam position and the improvised Zuid-Willemsvaart Canal line total chaos reigned among the Dutch army in Brabant province. All hope to stem the thrust of 9th Panzer for the Moerdijk bridges lied with the French, moving up from the south. But French objectives did not stroke with those of the Dutch as the primary mission of the Armée Giraud was to form a solid defense line to protect the all important Antwerpen harbour. To that effect, French forces were building up behind the Wilhelmina Canal from Oosterhout town to Tilburg and south of this city to the Belgian border. Late on the 11th, French activity was limited to a few reconnaissance efforts northeast of this freshly established line. At Dusk one of their "Détachments de Découverte" under command of Captain Dugognon was sent out to investigate the condition of the Reusel stream bridge at Moergestel, just east of Tilburg. At 23.00 contact was established with the Dutch unit responsible for the demolition of the artefact.

BOARD CONFIGURATION:



BALANCE:

- ▽ ⊙ One AMD 35 has an AAMG.
- ⊕ Replace the German 9-1 by a 9-2.

(Only hexrows A-P on board 16 and R-GG on board 13 are playable.)

Dutch Demolition group [ELR:2] set up on board 13: {SAN:2}

4-5-7	8-0	30-1	7 morale
-------	-----	------	----------

3

Détachement de Découverte Dugognon, 6^e Cuirassiers [ELR:3] enter turn one on 13Y1:

4-5-7	2-3-7	9-1	LMG 2-6	24 M9 3PP	24 M9 2PP	28 25LL -14
-------	-------	-----	---------	-----------	-----------	-------------

2

Elements of Aufklarungsregiment 9 [ELR:4] set up on road hexes 16N5-N2 with all Personell as Passengers/Riders and all vehicles in Motion: {SAN:2}

4-5-8	2-4-8	9-1	LMG 3-8	24 M9 2PP	24 T2 29PP	33 20L(4) -1/5
-------	-------	-----	---------	-----------	------------	----------------

2

3

scenario conception: Jan Himschoot

SPECIAL RULES:

- EC are Dry with no wind at start.
- All marsh is brush. The CC5 bridge does not exist. The elevated road is ground level. Place overlays as follows: X11 on 13Z4-Z5; X9 on 13Z6 (with the "1" vs AA6); X13 on 13X2-Y3; X18 on 13W5-X4; X12 on 13V2-V3.
- Night Rules are in effect. The Base NVR is 3 hexes with no cloud cover and no moon. Due to the Germans setting up on board, there is neither Scenario Defender nor Scenario Attacker and consequently rule sections E1.2-1.22 and E1.4-1.43 do not apply. The Majority Squad Type of both players is normal.
- The DC must be placed in hex 13Y8 and is considered a set DC (A23.7). (Exc: It can be detonated by the Good Order Dutch leader only - without preliminary NTC/Regardless of LOS to the DC - and only at the end of the first German AFPh.)

AFTERMATH:

Suddenly, out of the dark, a small German motorized column approached the stream crossing at high speed. Surprise was mutual, but the Dutch reacted first, igniting the demolition charge. Three armoured cars and some accompanying side cars slipped through as the bridge went up in the air with the truck carrying the hapless infantry. The leading armoured car, unable to stop, collided with a Panhard and bounced off, crushing two French sidecars parked by the roadside. During the ensuing confused engagement, including some fierce hand-to-hand combat, the entire German group was eliminated - Counting 20 killed and 4 captured. Surprisingly, the French suffered no casualties. After this nightly skirmish the Dugognon detachment returned to Tilburg to assist in the defence of the city. On 12 May, when the 9th Panzer attacked across the Wilhelmina Canal and into the city, the 6^e Cuirassiers retreated after a brief resistance. They fell back to Breda where a second defence line was established behind the Mark stream in another futile attempt to stop the German steamroll.

L'ABBAYE BLANCHE

ASL News scenario 66

ASL
NEWS



North of Mortain, France, 8 Aug. 1944. At dawn of the 7, Operation Lüttich, the German counteroffensive aimed at cutting off the 3rd US Army at Avranches, was in full swing. The Panzer troops progressed swiftly and started to encircle the small town of Mortain when they finally encountered stiff resistance from a roadblock established by a troop of TD guns along a ridge overlooking the roads near L'Abbaye blanche; at first only supported by a mere platoon of infantry, the US defense had been enhanced by dismounted halftracks crews manning scrounged .50cal MGs. While the Das Reich SS Division columns tried to bypass the opposition, its convoys suffered very heavy losses from the stubborn US outpost, for a total of 25 vehicles -incl. 2 Panthers and 5 Pz IVs - destroyed. The American TD guns had been dug in such a way that they seemed impervious to any German incoming fire. However, at first light of the 8, a German patrol was detected in the orchard just to the northwest of Lt Springfield's No. 3 & 4 guns. The GIs instantly opened fire with HMGs and bazookas and managed to kill 5 grenadiers while forcing the rest to fall back. The main assault followed a few minutes later when the Germans reappeared in the orchard, supported by armor.

MAPBOARD CONFIGURATION :

N

19			11
N #1			13

Only hexes W to GG are playable. N#1 stands for map ASL News #1 published in issue #28.

VICTORY CONDITIONS : The German wins by amassing 25 VPs. He receives CVPs normally, Exit VPs for exiting Panthers -only - thru' 11W7 and the VP value of any German unbroken unit in the original US set up areas, at game's end.

BALANCE :

✚ Add a Hero to the turn 3 Reinforcement :

★ Add a Hero to the US OB

TURN RECORD CHART

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



Elements of F Coy, 120th Inf. Rgt, 30th Inf Div., and 1st platoon of A Coy, 823rd TD Bat [ELR : 3] set up using HIP within three hexes of 19AA8 {SAN : 4}

 6-6-7 2	 1-2-6 2	 2-2-7 2	 1-5 2	 8-0 2	 HMG 6-12 2	 HMG 8-16 2	 BAZ 44 X11 8-4 24	 Minefield 2
--	--	--	--	--	--	---	--	--

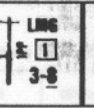
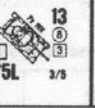
set up using HIP within three hexes of N#1CC3

 3-4-7 2	 2-2-7 2	 9-2 2	 HMG 8-16 2	 AT 76L 2	 Foxhole 5 OVR, OMA: +4 Other: +2 2	 Weapon Pit OVR, OVR: +3 Others: +2 2
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 Weapon Pit OVR, OVR: +3 Others: +2 2	 Foxhole 5 OVR, OMA: +4 Other: +2 4	 AT 76L 2
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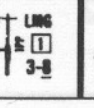
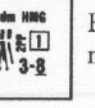


Elements of the Deutschland Rgt and of Pz Rgt, 2nd SS-Pz Div Das Reich [ELR : 5] Enter on turn 1 from the north edge of board 19 with all infantry units as PRC {SAN : 2}

 6-5-8 6	 8-0 2	 8-0 2	 HMG 3-8 2	 HMG 3-8 3	 13 75L 3/3 4	 16 15PP AAMR 77 -/-/3 4
---	---	---	--	--	--	--

Enter on turn 3 on 13Y1



 6-5-8 6	 3-4-8 2	 1-5 2	 HMG 3-8 2	 HMG 24-1 2	 HMG 3-8 2
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Enter on turn 3 from the north edge of board 19.

Scenario conception : P. Ramis

SSR :

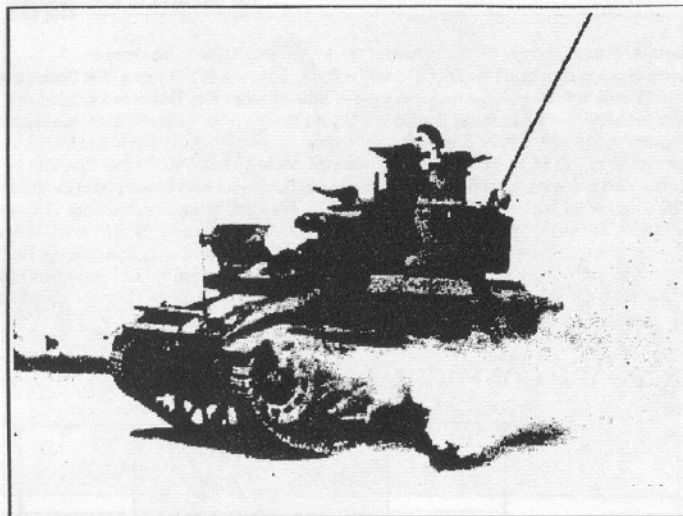
- EC are Moderate with no wind at start. Mist [E 3.32] is in effect
- Place the following overlays : St1 in 13EE7-FF6; O3 in 19CC1-CC2; O4 in 19CC3-DD2; O5 in 19FF1-FF2; OG3 in 19CC4-DD4; B3 in 19CC10-CC9; B5 in 19Z9-Z8; RR1 in 13FF8-EE9; RR4 in 13Z9-AA10; RR2 in 11V1-W1.
- All streams are considered linked together and form one Deep stream impassable to vehicles.
- All roads are unpaved. Railroad overlays (see ASL News # 30) are at level 0 (the embankments do not exist). Half hexes N#1GG4, GG6 and GG7 are Open Ground.
- A Weapon Pit is revealed only when its content loses HIP status.

AFTERMATH : Lt Springfield's gunners soon eliminated all seven attacking German vehicles (3 PZ IVs and 4 halftracks) of which 6 were effectively destroyed while one tank did retreat safely. The Germans pressed on their assault, nevertheless; the firefight continued for almost two hours, finally ending when Springfield led his five men 'strike' squad in a counterthrust which succeeded in killing the flamethrower operator. Surprisingly, the Germans then again tried to run vehicles up the hill past the bridge but two Panthers were soon destroyed by No. 1 & 2 guns.

THEIR DARKEST HOUR

ASL News scenario 67

ASL
NEWS



VICTORY CONDITIONS: The British win if at the end of play they can trace a continuous road clear of German Normal Range Small Arms Fire from 18A5 to any North edge road hex.

GUESTLING GREEN, EAST SUSSEX, 30 June 1940: The Fallschirmjaeger jumped at dawn, seizing the strongpoints they were to defend around the planned beachhead. Uncoordinated resistance was generally swept aside, but on the Hastings road, the Guestling Green L.D.V. had been on alert overnight. Even as the Hastings garrison formed an anti-parachute column to enforce Churchill's 'Principle of Vehement Counter Attack', the village of Guestling Green was already being contested.

BOARD CONFIGURATION:

N

	10
	19
18	

BALANCE:



Shorten Game Length to 9 turns.



Turn 5 reinforcements enter on turn 4.

TURN RECORD CHART

BRITISH Sets Up First [20]	1	2	3	4	5	6	7	8	9	10	END
GERMAN Moves First [195]											

2nd Platoon, Fairlight and Guestling Local Defence Volunteers [ELR: 3] set up anywhere: {SAN 4}



4-3-6	1-8	1-9	LMG 2-7
-------	-----	-----	---------

4

Elements of the Hastings garrison [ELR 3] enter turn 3 on 18A5: {SAN 4}

DMG 2-7	37 2-7	23 0-0	28 0-1	4-5-8	8-1
---------	--------	--------	--------	-------	-----

Enter turn 5 on 18A5:

18 1-1	30 1-1	ART 0-8	26 1-1	25 1-1	4-5-7	2-2-8	10-2	MMG 4-12	MTR 5-11
2	2	2	2	5	12	2			



Elements of 7th Fliegerdivision of Kesselring's Luftflotte 2 [ELR 4] enter by Air Drop (E9.) on turn 1: {SAN 2}

5-4-8	9-2	1-6	8-1	8-0	dm MMG 3-8	dm MTR 5-11	ATR 1-12	LMG 3-8
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15

2

2

4

4

SPECIAL RULES:

- EC are Moderate with a Mild Breeze blowing from the southwest at start.
- British may set up using HIP for all units in Locations containing a leader.
- Morris CS9 has coaxial LMG, as in France and Belgium (Vehicle Note 46).
- No Quarter (A20.3) is in effect for both sides.

AFTERMATH: The Germans landed in open fields outside the seemingly undefended village. Charging across open ground, they were surprised by fire from the inn guarding the crossroads, and moments later cut down by flanking fire from the treeline behind them. The commanding officer was among the first to fall. The loss of leaders and men, and of the time needed to dispose of the L.D.V. left the paratroops ill prepared for the onslaught of the professionals. Instructed not to spare civilian partisans, the invaders had given no quarter to the 'parashots', and they in turn were wiped out to a man. They were soon to be avenged.

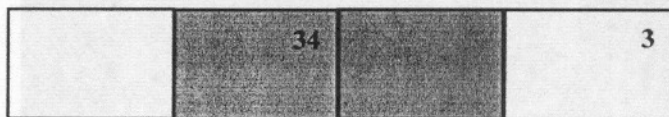


Mont-le-Ban, 10 May 1940, Belgium. Rommel's 7th Pz Div has bypassed the 3e Rgt de chasseurs ardennais and the German forward elements soon bumped into the southern flank guard. This lightly held part of the Belgian defense was the responsibility of the 10e Compagnie motocycliste which was scattered in three different strongholds : 2 facing the east and a third curiously facing south. The 3rd platoon led by 1st Lt Coeurderoy had set up on the edge of the forest near Mont-le-Ban while the 1st, supported by one T-15 tank, was defending a parallel route a bit farther to the south. The remaining forces of the company were located around the HQ, slightly at the rear, near Houffalize. At 14h40, the first German motorcyclists appeared on the road, immediately triggering the fire from the 4 fusil-mitrailleurs of 1st Lt Coeurderoy's platoon.

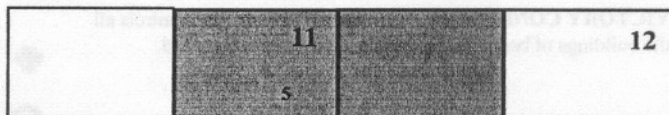
MAPBOARD CONFIGURATIONS :



Config. 1 :



Config. 2 :



Only hexrows A to P (on boards 11 & 34) and R to GG (on boards 3 & 12) are playable.

VICTORY CONDITIONS : The German player wins at the end of any game turn if he has scored at least 10 VPs at that time. VPs are gained by exiting units through the west board edge ; however any CVPs gained by the Belgian must be deduced from the German accumulated total. The VCs are the same for each map config.

BALANCE :



Add an ATR to the German OB

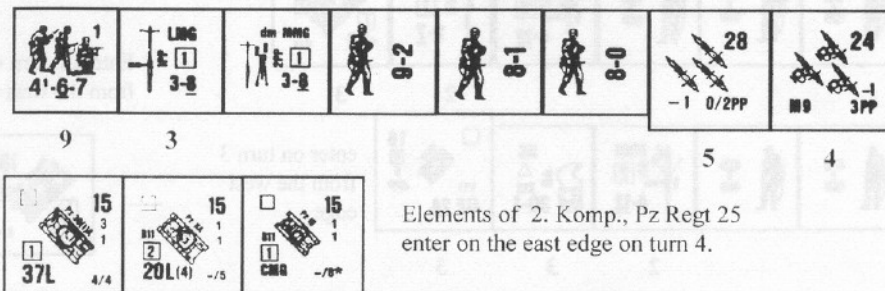


The Belgian may ignore the first red card drawn.

TURN RECORD CHART

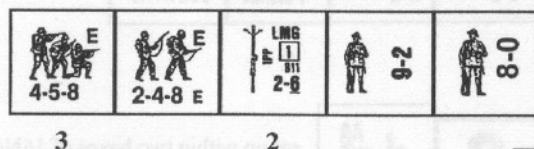
Belgian sets up first	+	1	2	3	+	4	5	6	7	END
German moves first										

Elements of the Kleinschmidt Komp., Krafradschutzen-Batl. 7. [ELR : 4] enter on turn 1 on any east edge road hex either on mapboard config 1 or 2. All the infantry must enter riding motorcycles/sidecars {SAN : 3}

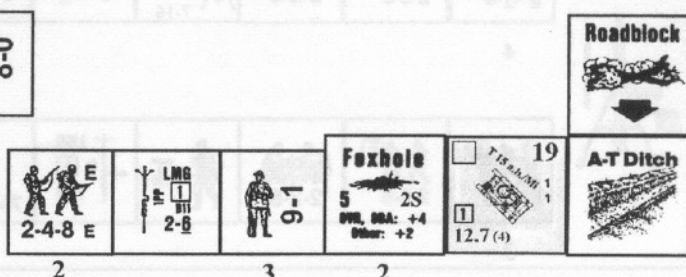


Elements of 2. Komp., Pz Regt 25 enter on the east edge on turn 4.

Elements of the 10eme Compagnie motocycliste, 3e Rgt de Chasseurs Ardennais [ELR : 3] The Belgian player receives *two identical sets* of the following units, to be used on each mapboard config with the modifications of SSR 4. All units set up using HIP within 5 hexes of 34E5 (if using Config.1) or 11oE5 (if using Config.2) {SAN : 3}



Pool of additional forces (see SSR 4) :



scenario conception : Ph. Léonard

SPECIAL RULES:

- EC are Moderate with no wind at start. All streams are shallow. All roads are paved. Shellholes do not exist. The AT-ditch may be placed on a road hex (not bridge).
- If using Config 1., place a (non-HIP) 1-3-5 Pillbox counter in 34A4 (CA : 34A5/3FF4). If using Config 2., place Overlay 5 on 11G9/G10.
- Germans receive Air Support in the form of one Fighterbomber without bomb under the usual entry conditions (E7.2). However this FB is limited to just one Belgian player-turn on board.
- Before any set-up, the Belgian player must determine his final OB for each mapboard config. From a deck of 10 cards (5 Red & 5 Black), he must secretly and randomly pick up 3 cards for each config. Each red card forces him to delete one counter from his original OB (owning player's choice). One black card allows him to add one counter chosen from the available pool. The cards must be taken one by one while pre-designating to which config they will be applied ; any consequence/choice of a card draw has to be made instantly ; the order of execution of this procedure is left to the player but the maximum purchases, as indicated in the Pool of Additional forces, must be respected. The scenario should be played two times, with the two final Belgian forces fighting the full German OB in each situation.
- No Boresight. Belgians may Deploy at will during set up.

Aftermath : The chasseur's stronghold was well set up, on both sides of the road which was further cut off by a roadblock and an anti-tank ditch. However Coeurderoy's platoon was understrength with only 17 men instead of 45. Rommel in his grand style exercise of command was right on the spot, among the front line troops. One motorcycle platoon was sent on a small hill at 300 m from the Belgians defenses to fix its fire while the two other platoons bypassed the position on the north. Rommel also directly intervened to send the three reluctant light tanks forward on the attack. A German aircraft soon came into the fray forcing the outmaneuvered and overwhelmed Belgians to a quick retreat. However even after this withdrawal, the Germans were still blocked, the road still being impassable. Rommel then ordered the battalion to use the forest fire cuttings to reach the main road. Despite numerous felled trees and bogs, the Germans soon were on their way to Chabrehez.

L'AMOUR, L'AMOUR, L'AMOUR

ASL News scenario 69



Near Schwanenhof, Germany, 19 February 1945. As a part of Operation Blockbuster, the 2nd Canadian Division had to push across the Goch-Calcar road. The Royal Hamilton Light Infantry objectives and positions were assigned to the left part of the frontline; C Cie, led by Major Pigott, was located at the extreme left flank of the attack. However the troop quality had so seriously dropped since Normandy, due to poor replacement, that the infantry was considered at least 60% green. Consequently, it had been judged necessary to enhance the offensive potential of the Canadian infantry by adding the regimental Demolition platoon and the Flame section as well as a section of the Toronto Scottish MG battalion and a tank squadron of the Fort Garry Horse to the leading infantry. Weather this morning was not very promising for an attack : quite cold with heavy clouds. It started with a few tanks bogged and a few more lost to mines, leaving only three shermans in support when the German counter-barrage of artillery fell in the midst of the advancing infantry whose losses started to rise.

MAPBOARD CONFIGURATION :

BALANCE :



The OBA is 105mm (HE and Smoke)



Delete the German 8-0



33	16

VICTORY CONDITIONS : The Canadian wins if he controls all the buildings of board 33 and building 16O3 at game's end.

TURN RECORD CHART

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

Elements of RHLI and of Fort Garry Horse [ELR : 3] Enter on Turn 1 from West Edge {SAN : 3}



4 ² -5-7	4-4-7	3-2	8-1	3-2	4-12	2-7	13 ¹ / ₄ 75 2/4
4	8				2	3	
6 ² -4-8	4 ² -5-8	3-2	8-1	4-12	30-1	16 ¹ / ₄ 75 2/4	
3	2			2	3	3	

Enter on turn 4 from the west edge



enter on turn 3 from the west edge.

Elements of 12th Recce Bn, 6th FSJ Div. [ELR : 3] Set up on whole hexes of board 33 {SAN : 4}



5 ² -4-8	2-3-8	2-2-8	7-16	3-8	3-2	8-1	7 morale	88L 12 ¹ / ₄ 75 2/4
4							4	
5 ² -4-8	2-3-8	2-2-8	8-1	3-8	3-2	8-1	7 morale	88L 12 ¹ / ₄ 75 2/4
3							2	

set up within two hexes of 16N4

Scenario conception : P. Ramis

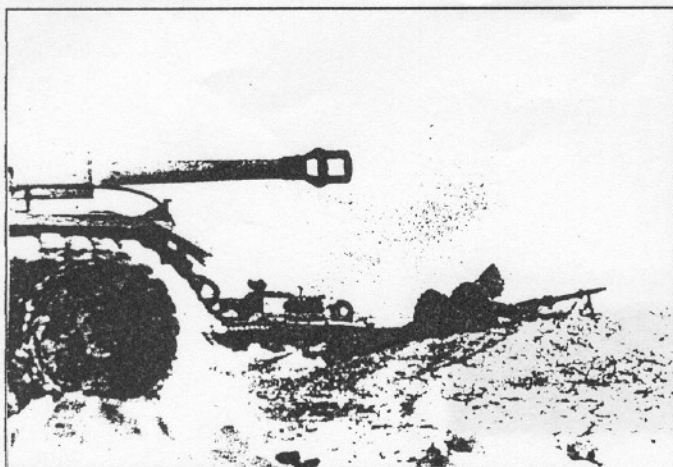
SPECIAL RULES:

- EC are Wet with a Mild Breeze blowing from the South-East.
- Treat all walls as hedges.
- All vehicles entering an open ground hex thru' a non-road hexside must pass a Bog Check for each such hex using the Soft Ground DRM as well as any other applicable ones.
- The Canadian 648 squads - and all the HS derived from them - are Assault Engineers and have an ELR of 5.
- The German receives an 80mm Barrage-capable OBA module (HE and Smoke) with plentiful ammo and directed by an Offboard Observer at level 3 of any East board edge hex. That hex must be secretly recorded before game starts. Five pre-registered hexes may also be recorded for use of that module. Usage of the OBA module on turn 3 is limited to an FFE:2/C resolution only: after which the module is automatically cancelled.

AFTERMATH : Halfway to the first objective, the first sherman brewed up in flames quickly followed by the two others, all victims of a single 88, in about 45 seconds. Then, at 150 yards short of the objective, C Cie came under such very heavy MG fire that the troops went to ground and the advance completely faltered. At this point, three Wasps, under Sgt Bolus, came up and attacked with their flame-throwers going full blast. It really demoralized the Germans and also triggered the Canadians to go on their feet again and make a dash to the buildings. The house and the barn had burnt out and the hedgerow was on fire when they captured it. Major Pigott was severely wounded, leaving only one officer - Lt Wight - in charge of the Demolition Platoon and the badly mauled C Cie. Wight quickly rallied his troops and continued the advance towards the final objective, the crossroads along the Goch-Calcar road, but there was still one more farm to reach, with another 88 sited nearby. A lone sherman tank arrived in support and its fire was of great help when Wight initiated an all-out assault with fixed bayonets, singing the Demolition theme song, *L'amour, l'amour, l'amour*. The men took up the song and charged the building while hurling grenades. The farm was finally taken as well as twenty German prisoners.

FALLEN LEADER

ASL News scenario 70



VICTORY CONDITIONS : To win, the Germans must recover Eicke's body (see SSR 4), and must control any 10 buildings on board 22 at game end. The Russians win if they ever recover Eicke's body, otherwise they win by avoiding the German VCs.

TURN RECORD CHART

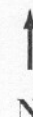
Germans move first	+	1	2	3	4	5	6	7	8	END
Russians set up first										

MAPBOARD CONFIGURATION :

BALANCE :

✚ Add one 658 to German OB

★ In the VC, change 10 to 11



N

19	22

Only hexrows R to GG are in play



★ **Elements of 6th Army [ELR : 3]** set up anywhere on board 22, and on any board 19 woods hex numbered > 8. Foxholes may not set up Hidden, and the AA gun may not set up in a building {SAN : 4}

4-5-8	5-2-7	4-4-7	2-2-8	1-1-9	1-1-10	9-12	4-10	2-8	1-12	50-[3-20]
4	4	9	2		2			2	2	2
7 morale	45LL	37L (8)		5-1S OVR. SNA: +4 Other: +2						
10				5						



✚ **Elements of SS-Recce Abteilung 3 [ELR : 5]** Set up on any board 19 woods/brush hex numbered < 6. Any/all Personnel may instead enter on turn 1 anywhere along the west edge {SAN : 2}

6-5-8	3-4-8	8-2	8-1	8-0	7-0	3-8	7-16	112 11	7 morale
10			2			5			12
14 6 3 75L 3/5	13 5 3 75L -/-12*								
3	2								

Elements of SS-Pz rgt 3, enter on turn 1 anywhere along the west edge.

Scenario conception : Bruce Bakken

SPECIAL RULES:

- EC are Ground snow with no wind at start. The stream is dry. All buildings are ground level only.
- The Germans receive one module of 80mm+ Mtr OBA with plentiful Ammunition. Battery Access is automatic for the first two Fire Missions (only; remove a black chit as each is resolved). Smoke FFE may be resolved anywhere in the observer's LOS, without the extra Battery Access draw of C1.211. At the start of the initial German RPh, the German player may place a SR anywhere in the Observer's LOS, which may then be converted/corrected normally in the following PFPh.
- After all set up but prior to play, each Russian MMC (and any SMC/SW stacked with it) not already in a hex containing any Foxhole counter, may attempt to entrench with a DR<7 if in suitable terrain. There are no penalties and no DRM for these pre-game Entrenchment attempts, nor do they cause loss of concealment nor incur Labor Status.
- Hex 19X6 is considered Open Ground. Place a glider counter blue side-up in hex 19X6 to represent the wreck of Eicke's Storch. treat it as an unarmored wreck for all purposes,

and it may not be destroyed in any fashion nor set ablaze.

5. Either side may recover Eicke's body by attempting a Clearance DR in the wreck location, as a Roadblock (B 24.76), with an additional -2 DRM to the DR. On a successful DR, the body is recovered and the glider is flipped to its green side (it is still considered an unarmored wreck). In addition, one participating HS/crew of the German player's choice must be immediately removed from play. Germans may freely Deploy to meet this requirement.

6. All SS units have Winter camouflage (E3.712). Crews may not voluntarily Abandon a Mobile AFV, nor may an AFV serve in any way to Control a building.

7. Russians have MOL, but only vs AFVs. Kindling is NA.

AFTERMATH : At 5:15 the next morning, a strengthened group from the SSK Pz Rgt attacked Artelnoye under cover of artillery fire. The group, consisting of two assault guns, three tanks, and a company of motorcycleists drove the Russians out of the village and recovered the charred, mutilated bodies of Eicke, his adjutant, and the pilot. Even though SSK would live up to the reputation it had earned under Eicke until the war's end, they had lost their spiritual leader.