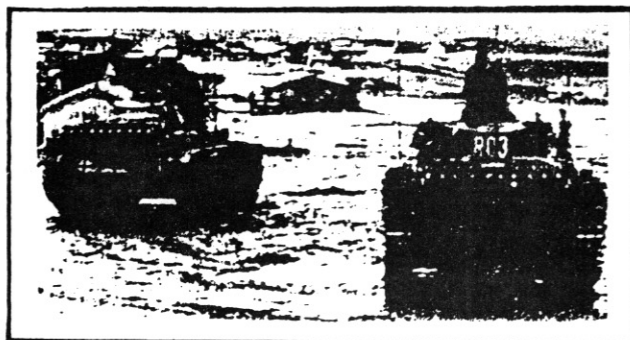


UNTERNEHMEN WINTERGEWITTER



LinCon 87

ASL SCENARIO 1



WERCHNE JABLOTSCHNIJ, 12 December, 1942:
"Unternehmen Wintergewitter", Field Marshal von Manstein's attempt to relieve Stalingrad, is about to begin. The 6th Panzer Division, full-strength and newly transferred from France, is facing the battered remnants of a Russian cavalry corps, equipped with everything from camels to tanks. Col. Unrein, CO of the 4th Panzergrenadier Regiment, orders his Kampfgruppe, one of the division's four, forward against the Russian defenders, who are prepared to fight to the last man.

BOARD CONFIGURATION:

◀ N

3		
	12	4

VICTORY CONDITIONS: The Russian player receives Casualty VP's normally. The German player receives half normal Casualty VP's and double normal Exit VP's for units exited off the north edge of the mapboard. The player with most points win.

TURN RECORD CHART

★ Russian Sets Up First [168]	★ 1	★ 2	3	4	5	6	7	8	9	10	END
✦ German Moves First [196]											



Scattered remnants of 4th Cavalry Corps [ELR: 2] set up anywhere on Board 3 and/or 12 with no more than one MMC per hex: {SAN: 5}

 4-4-7	 5-2-7	 9-1	 9-0	 7-0	 MMC 2 4-10	 LNG 2-8	 ATR 1-12
10	5				2	2	2

Cavalry Company of 4th Cavalry Corps
enter on north edge of Board 3 on Turn 1:

 12	 4-4-7	 9-1	 9-0	 LNG 2-8	 ATR 1-12
9	9			3	3

Tank Platoon of 4th Cavalry Corps
enter on north edge of Board 3 on Turn 2:

 45L -7A
3



Kampfgruppe Unrein of 6th Panzer Division (elements of 4th Panzergrenadier Regiment and 11th Panzer Regiment) [ELR: 4] enter anywhere on south edge of Board 4 on Turn 1: {SAN: 2}

 4-4-7	 2-2-8	 10-2	 9-1	 9-1	 9-0	 7-0	 MMC 2 7-10	 MMC 2 5-12	 LNG 3-8	 ATR 5-12
18	2		2	2			2	2	6	2

 T10 OPP 30	 15PP AANG 16	 75 -7A 16	 37L T10 16	 20L 14	 75L 14	 9-1
6		2	2	4		

SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with no wind at start. Kindling is NA.
2. There are no hills. All hills are treated as Level 0 Terrain.
3. All Woods hexes are treated as Brush.
4. All buildings, except 12U5, are treated as Single Story Houses.

AFTERMATH: Everything went according to plan. The Russian forces, who had been in constant battle for several weeks, were unable to stop a full-strength Panzer Division. The 4th Cavalry corps was almost completely eliminated, but their sacrifice would not be in vain however. It took a couple of days to break through the defences, days when reinforcements could be brought forward. Ultimately, the Germans would be stopped short of their target. von Manstein would never reach Stalingrad.

FRONTAL ATTACK!

ASL SCENARIO LINCON 89:1



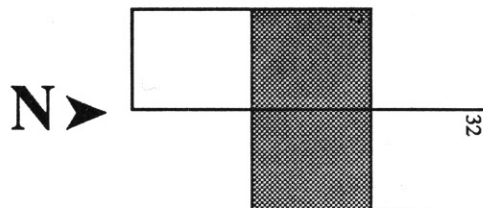
VICTORY CONDITIONS: The Finnish player must have 3 good-order squads (or equivalents) adjacent to the 32Y1-32Q7 road.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	★ 2	★ 3	4	5	6	END
♠ FINNISH Moves First							

TOLVAJÄRVI, FINLAND, 13 December 1939: The advance of the 139th Rifle Division was halted east of the lake Tolvajärvi, it was time for the Finns to take the initiative. On the 12th, Lt. Colonel Pajari, CO of the 16th Infantry Regiment, had begun his double pincer movement north of the lake and over the southern part of the lake. But the Russians had begun their own flanking maneuver to the north, and checked the advance over the ice in the south. Pajari then decided on a bold frontal attack over the ice of the frozen lake instead.

BOARD CONFIGURATION:



Elements of 16th Infantry Regiment [ELR: 3] set up in wood hexes West of the lake: {SAN: 3}

1
 6-4-8

2-2-8

1-1

1-1

2
 5-12

1
 3-8

2
 1-12

1
 81*
 [2-40]

10

3

Elements of 139th Rifle Division [ELR: 1] set up East of lake: {SAN: 3}

1
 4-4-7

7-0

2
 4-10

1
 50* [3-20]

?
 7 morale

5

8

Enter on turn 2 along the North mapedge East of the stream.

1
 4-4-7

1-1

1
 2-8

5

2

12
 1
 45L
 -/4

Enter on turn 3 on hex 32Y1

SPECIAL RULES:

- EC are Snow, with no wind at start. Extreme Winter (E3.74) and Deep Snow (E3.73) is in effect. Roads East of the lake are plowed.
- The board 7 river is the lake Tolvajärvi. No islands exist, treat those hexes as frozen lake (B21.6).
- Finnish Troops are ski-equipped (E4) and have Winter Camouflage (E3.712)
- The Finnish 9-1 leader is previously wounded, which only effect is that he must add the +1 drm on any Wound Severity DR (A17.11). He must also lead the attack over the lake, i.e. he may not prep fire on the first Player Turn.

AFTERMATH: The Finnish attack was spearheaded by a company led by a wounded lieutenant. When the fight was over only eight men were still fit for fight. But the attack led to a great victory for the finns - the total annihilation of russian forces in the Tolvajärvi area. Ten days later the fresh 75th and the 139th division had been virtually destroyed by seven Finnish battalions in continuous fighting along the Tolvajärvi-Ägläjäarvi road. Captured equipment included 60 tanks, 30 fieldguns and lots of small arms and ammunition, things desperately needed in the illequipped Finnish army.

PARIS FIGHTS!

ASL SCENARIO LINCON 89:2



VICTORY CONDITIONS: The German player must control building Z3 at game end.

TURN RECORD CHART

⊙ FRENCH Sets Up and Moves First	1	2	3	4	5	6	END
⊕ GERMAN Sets Up Second							

PARIS, FRANCE, 19 August 1944: The Tricolor flew over Paris again, after four years of occupation. The FFI, Forces Françaises de l'Interieur, had struck in the morning of the 19th in an effort to liberate the French capital. At the Policeprefecture the policemen managed to repulse the first German reaction. Some trucks with infantry were set on fire with molotov cocktails, and the infantry shot down while bailing out. But the Germans came back at 3.30, this time with panzers in support.

BOARD CONFIGURATION:



(Only Hexrows R-GG are playable)



Elements of 5th Sicherungsregiment [ELR: 3] set up south of Hexrow EE inclusive : {SAN: 2}

 4-4-7	 1-6	 8-9	 1-2 5-12	 3-8	 15 75LL 3/8/2	 8 37* -/2
9		2		2	2	



Elements of FFI [ELR: 5] set up north of Hexrow DD inclusive: {SAN: 6}

 3-3-7	 5-6	 7-9	 2 4-11	 7 mortars
9			2	12

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. All Orchard hexes are considered Open Ground.
3. The French have Molotov capability (A22.6) and may use Sewer movement (B8). Use Allied Minor SW for the MMGs; Captured-weapon penalties do not apply to such use. Partisans may not form multi-Location FG. Partisans in building Z3 are Fanatic (A10.8).
4. The Germans have no PF capability.
5. The French may secretly record the units possessing the MMGs. Place the MMGs onboard after the owner becomes a known enemy unit.

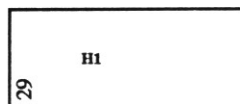
AFTERMATH: The panzers initially caused panic among the poorly equipped policemen, but they rallied. In the cellar Vichy champagne was poured on the floor to make bottles available for molotov cocktails. The position held until five, when the fighting diminished for the night. During the night the Swedish Consul General, Raoul Nordling, negotiated a cease-fire between General Dietrich von Choltitz and the FFI to prevent a certain bloodbath on the following day. This wrecked Hitler's plans for the destruction of Paris.

ASL SCENARIO LINCON 89:3



TURN RECORD CHART

BIR HACHEIM, LIBYA, 9 June 1942: Another blistering desert day. The Gazala battles had raged since the 26th of May and Rommel was tired of the well dug-in position of the 1st Free French Brigade on his supply route. Although bombarded for days by Stukas and artillery the French resistance had not faltered and heavy casualties were inflicted on the attackers. At 1300 hours on the 9th the Germans attacked the northwestern sector again with support of tanks and 50mm guns.

BOARD CONFIGURATION:

† FREE FRENCH Sets Up First	1	2	†3	4	5	END
‡ GERMAN Moves First						

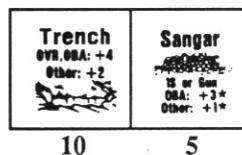


 4 ² -6-8	 2-2-8	 9-2	 8-1	 8-0	 5-12	 3-8	 1-12	 50 * [2-13]	 50	 50L	 AT M10
--	--	--	--	--	---	---	---	--	---	--	---



 1 4 ² -5-7	 2-2-8	 8-1	 8-8	 HHS 3 6-14	 LMS 1 2-7	 ATR 1-12	 MTR 3 58-13-45	 Minefield H	 ATR M8 1 75	 ATR M12 3 25LL [48]
6	2	(see SSR 2)								

	7-0	☐  16 00	☐  16 00	☐  16 00
		☐ 1APP T10 ⁺ BMG 2/-/0	☐ 1APP T10 ⁺ ★ATR -/-/2	☐ H11 1APP T10 ⁺ ★BMG 4/-/2



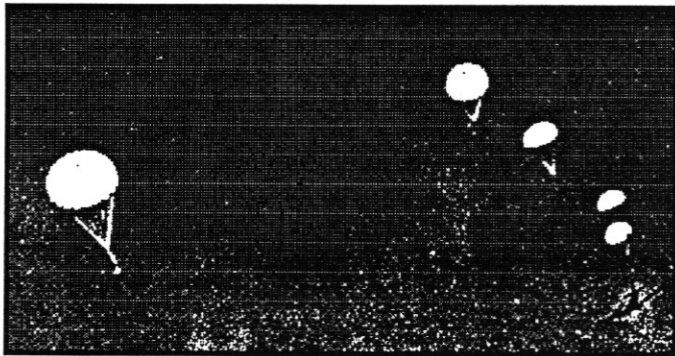
SPECIAL RULES:

1. EC are Dry, with no wind at start. Intense Heat Haze (F11.621) and Light Dust (F11.71) is in effect. Place overlay H1 on N6-N7.
2. Hexrow Q is a known minefield with 3 A-T factors per hex. Additionally the French player may secretly record up to 5 hexes in hexrow Q to contain 6 A-P factors each. There are no dummy fields.
3. The German player receives a bombardment of the southern half of the playing area (hexrow Q inclusive).
4. The Germans may secretly record 2 squads or equivalents as Sappers (B28.8). The Pak 38 may not set up emplaced.
5. The carrier half-squads are elite.

AFTERMATH: The Germans fought their way forward doggedly, and managed to drive a wedge between two companies of the Bataillon de Marche. There was a whirl of ugly hand-to-hand fighting; one German soldier was shot down only a few yards from a 75. For a moment it seemed as if the African troops would crumble under the tremendous pressure. When collapse seemed inevitable, there was a roar and clatter from the rear as one of the Legions Bren carrier sections rushed up. The légionnaires were relatively fresh, and they plugged the gap, forcing back the enemy infantry. At dawn though, point 186 had fallen, giving the Germans control of the high ground inside the perimeter. The French had to break out which they did the following night, after another day of heavy fighting.

ASSAULT AT SOLA

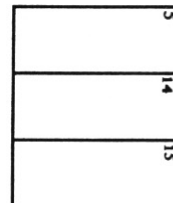
ASL SCENARIO LINCON 89:4



SOLA AIRFIELD, SW OF STAVANGER, NORWAY, 9 April 1940: The airfield at Sola was important to the Germans during Weserübung. They had to secure it as a forward base to support and protect the naval forces shipping troops and equipment to Norway and to challenge the British control of the North Sea. Relying on surprise and skill they sent only light airborne forces, one company of paratroopers.

BOARD CONFIGURATION:

N ➤



VICTORY CONDITIONS: The German wins at game end if there are no manned functioning Norwegian AA-guns at all, and no good order Norwegian Squads/HS adjacent to any Runway hex.

TURN RECORD CHART

♣ NORWEGIAN Sets Up First	♣ 1	2	3	4	5	6	7	END
♣ GERMAN Moves First								



Elements of 1st Fallschirmjäger Regiment [ELR: 4] enter by Air Drop (E9.) on turn 1: {SAN: 2}

 4-6-8	 10-2	 6-1	 8-1	 5-12	 3-8
12		2			4



Garrison of Sola Airfield [ELR: 2] set up according to SSR 3: {SAN 3}

 4-3-7	 2-2-8	 2	 2-8	 40L (8)	 20L (8)
5	3		2		2

SPECIAL RULES:

1. EC are Moderate, with no wind at start
2. All buildings are considered Wooden.
3. The Norwegian player first set up his AA-guns under concealment within 4 hexes of any Runway hex, but not on one. Then the German player records his Drop Points (E9.12). Thereafter the Norwegian player set up his remaining units.
4. Use British counters to represent the Norwegian AA-guns. The Norwegian player may not move his AA-guns.

AFTERMATH: The airfield was defended by some one hundred men with light AA-guns and machineguns. There were also some bombers left on the ground but most had taken off earlier. The attack began with four fighters strafing the ground, destroying one Norwegian aircraft, without any losses from the AA-fire. The other bombers managed to take off and get away. Then the Junkers arrived and dropped their living cargo of paratroopers. The Germans took some casualties in the drop from AA-fire, but regrouped quickly and attacked. A Norwegian MG-team caused the attackers some additional losses, but resistance was quickly overcome and the airfield secured. A while later two battalions of infantry landed on the cleared airfield, and the field was readied to receive Luftwaffe airunits.