

URBAN GUERILLAS



ASL SCENARIO J1

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Russians win at game end if they Control two of the three buildings: 23Y7, 23AA3, or 23CC2.

VIENNA, AUSTRIA, 9 April 1945: With the Allied armies closing on the crumbling Reich, most Germans, especially those in the Waffen-SS, were occupied with one goal: escape from the Russians and surrender to the Western Allies. This included Sepp Dietrich's Sixth Panzer Army which intended to hold the way open to the very last minute, regardless of the threat of encirclement. In Vienna, with its many canals parallel to the Danube, this was especially problematic. The 2nd SS-Panzer Division, "Das Reich," would form the rear guard as Tolbukhin's Fourth Ukrainian Front closed in on the beautiful city.

BOARD CONFIGURATION:



BALANCE:

✚ Add one 6-5-8 to the German OB.

★ Increase the game length to 7-1/2 turns.

(Only hexrows A-P on Board 22 and R-GG on Board 23 are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First [158]	1	2	★ 3	4	5	6	7	END
★ RUSSIAN Moves First [142]								



Elements of Regiment "Der Fuhrer", SS-Panzer Division 2 "Das Reich" [ELR: 5] set up on board 22 in hexes numbered ≥ 7 and/or on board 23 south of the canal: {SAN: 4}

 6-5-8	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1
10														



Set up on board 23:



Elements of the 5th Guards Mechanized Brigade [ELR: 3] set up on board 22 in hexes numbered ≤ 6 : {SAN: 6 (see SSR 5)}

 4-5-8	 2-4-8	 8-2	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1
12	2													



Elements of the 30th Guards Heavy Tank Regiment enter on Turn 3 along any one edge (east, west, or south) of the playing area, south of the canal:

 6-2-8	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1
5								

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays X15 on 22D10-D9 and X8 on 22M10. Building 23Y7 (St. Stephen's Cathedral) is considered a Factory (B23.74).
- Contrary to Russian Multi-Applicable Vehicle Note J, the T34/85s have unlimited sD capability.
- Crews may not voluntarily Abandon their vehicles.
- All Russian sniper attack dr of "3" or "4" generate Partisan units; the type of Partisan unit is determined by a subsequent dr: with "1-3", a 1-2-7 HS is generated; with "4-5", a hero; and with "6", a 7-0. The Partisan unit is placed in the closest eligible Location as determined by a Random Location DR (A14.2: the sniper counter, however, is not moved from its current hex). Eligible Locations are ground level Locations of building, woods, or sewer hexes that do not

contain enemy units. If ≥ 2 eligible Locations are equidistant, the unit is placed in the Location with the highest TEM; if the Location is still undetermined, the Russians choose from those equidistant Locations. Newly placed units are marked with a TI counter. Partisans may not form FG with Russian units and are Allied Troops (A10.7). Partisan units have PF capability as if

AFTERMATH: Although Das Reich had no desire to sacrifice itself for the rest of the German Sixth Panzer Army, it was not about to surrender to the Russians either. One area of bitter fighting was around the picturesque Prater Park with St. Stephen's Cathedral overlooked by the Florisdorf Bridge. The people of Vienna did not want their beautiful city to suffer the same fate as Warsaw and Budapest. So the local leaders made a deal with the Russians: help would be available if the artillery bombardment was called off. As the Red Army upheld its end of the bargain, partisan activity would remain a constant thorn in Dietrich's side during the last weeks of the war. Nonetheless, many SS troopers were able to break out to the west and surrender to the Americans. In an ironic twist of fate, they would ultimately be turned over to the Russians anyway, most to disappear forever.

BATTLIN' BUCKEYES

ASL SCENARIO J2

Scenario Design: Pete Shelling



TACONDO BARRIO, LUZON, 29 January 1945: Many of the Japanese troops defending Clark Field were less than front-line quality. Lieutenant Colonel Seikuke Eguchi, however, scrounged for them every available machine gun from the destroyed aircraft littering the runways. As the 37th and 40th Infantry Divisions of General Griswold's XIV Corps were pushing the remains of Kembu Group into the foothills of the Zambales Mountains, Eguchi decided to counterattack.

BOARD CONFIGURATION:



(Only hexes R-GG are playable)

VICTORY CONDITIONS: The Japanese win at game end if they Control ≥ 22 building Locations on board 41. For each Japanese AFV eliminated/Recalled, this required total is increased by one; for each American AFV eliminated/Recalled, the required total is decreased by one.

BALANCE:

☆ Increase the game length to 7 turns.

● American reinforcements enter on Turn 3.

TURN RECORD CHART

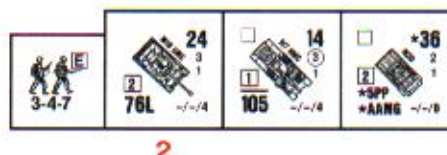
☆ AMERICAN Sets Up First [151]	●	1	2	3	4	5	6	7	END
● JAPANESE Moves First [213]									



Elements of the 3rd Battalion, 129th Infantry Regiment [ELR: 4] set up on board 41: {SAN: 4}



Elements of Cannon Company, 3rd Battalion and 637th Tank Destroyer Battalion enter on Turn 2 along the east edge of board(s) 4/41:



Elements of Eguchi Detachment [ELR: 3] set up on board 4: {SAN: 4}



Elements of the Yanagimoto Detachment enter on Turn 1 along the west edge of board(s) 4/41



SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads exist, but are unpaved; all bridges, however, remain Fords per G.1]. The stream is dry (B20.41).
2. No hills exist; other terrain in these hexes exists normally at Level 0.
3. All buildings are wooden, and no building contains an upper level. All row-houses (B23.71) are considered Single Story Houses; the thick black bar separating such houses is considered Open Ground (making Snap Shots between the houses possible) but is not sufficient to allow VBM.
4. Contrary to G1.631, the Japanese may not utilize HIP. The Japanese have a Level B Booby Trap capability (B28.9).

5. Crews may not voluntarily abandon their vehicle [EXC: the M20 Crew].

AFTERMATH: After clearing Clark Field the "Battling Buckeyes" of the 37th pushed into the ruins of Fort Srotsenburg. On the morning of the 29th, Eguchi's infantry hit the American defenses, and were repulsed. Another counterattack led by six tanks of the Yanagimoto Detachment struck the right flank at Barrio Tacondo. Initially, the GIs had only machine guns and a self-propelled howitzer—promptly knocked out—to defend the barrio. With help from the remainder of the cannon company and assisting tank destroyers, however, the soldiers of the Buckeye Division repulsed the Japanese attack. Four Japanese tanks were destroyed at the cost of two additional tank destroyers. Soon the area around Clark Field was secured and American Fifth Air Force planes were flying from its runways.

A SUNDAY STROLL

ASL SCENARIO J3

Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Americans win at game end if they Control ≥ 11 buildings.

CAUMONT, FRANCE, 12 June 1944: As the result of confusion within the German High Command and its indecision concerning the main Allied invasion effort, defensive units not already on the front lines received a series of conflicting movement orders. One such unit was the 2nd Panzer Division, which finally received orders to move towards the beachhead in a frantic attempt to stem the Allied tide. The 2nd Panzer moved out in the late afternoon of the 9th, marching throughout the nights and laagering at day. Upon reaching Caumont, the 2nd's reconnaissance battalion immediately deployed to cover the town's approaches. A half-hour later, a jeep full of men from the 26th Infantry Regiment rounded a bend in the road, and quickly pulled back after receiving fire from a 37mm anti-tank gun. This seemed to signal an American attack as several Shermans immediately began firing high explosive shells into the town from long range. When the shelling ceased, the Americans began marching up the road into Caumont as if on a Sunday stroll.

BOARD CONFIGURATION:

BALANCE:

✦ Decrease the game length to 7 turns.

☆ Add one 7-0 to the American OB.



	OG1	24
G1	Wd1	

TURN RECORD CHART

✦ GERMAN Sets Up First	☆	1	2	3 [✦]	4	5 [☆]	6	7	8	END
☆ AMERICAN Moves First [131]										



Elements of Aufklarungs Abteilung 2 and Panzerjäger Abteilung 38, Panzer Division 2 [ELR: 3] set up on/east-of hexrow Y: {SAN: 4}

4'-6-7	2-4-7	2-2-8	5-1	8-0	7-0	5-12	3-8	16 AAMG 7-7	75 AT 12	37 AT 12
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6

2

2

Enter on Turn 3 along the east edge:



Elements of the 26th Infantry Regiment, 1st Infantry Division [ELR: 3] enter on/after Turn 1 along the west edge: {SAN: 3}

6'-6-6	5-1	8-0	4-10	13 BAZ 45 2/4/4	37 T10 9PP
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12

2

2

Enter on Turn 5 along the west edge:



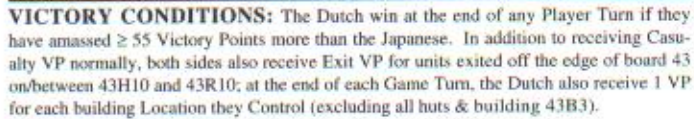
SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place overlays as follows: **G1** on DD5; **OG1** on Z9; and **Wd1** on U6.
3. The board 24 valley is treated as a Level 1 hill; the other terrain in these hexes exists normally at Level 1 [EXC: non-gully cliffs do not exist]. As per B10.2, units may trace a LOS through a Crest Line that is in an adjacent hex provided that adjacent hex is at a lower elevation (for hex oU6, hexsides T5-oU6 and T6-oU6 are considered to be Crest Lines). Range to a Crest Line is counted to the higher level hex of the two hexes forming that Crest Line hex-side.
4. The Germans may utilize HIP for two squad-equivalents (and all SMC/SW stacked with them).
5. To represent the gathering darkness, a dusk LV Hindrance, calculated as Mist (E3.32; and applying within buildings) is in effect at scenario start. At the start of Game Turn 3, this LV Hindrance is increased per E3.51. Beginning

on Turn 6, the dusk LV Hindrance no longer applies and Night rules (E1) are in effect including SAN increase (E1.72) [EXC: Scenario Defender, Freedom of Movement, ELR Loss, and Cloaking rules are not in effect]. The initial Base NVR is 5 hexes with Scattered Clouds and No Moon. The Majority Squad Type of both sides is Normal.

AFTERMATH: The forward outposts, taking advantage the American's poor tactics, proceeded to rip the column of infantry apart with deadly, well-aimed machine gun fire. Other elements of the "Big Red One," however, managed to enter the town under the growing cover of darkness. With the flash of gunfire all around, the reconnaissance and anti-tank battalions of the 2nd Panzer were slowly forced out of their positions as American firepower and numbers began to take their toll. Not content with just inflicting brutal punishment on the advancing American infantry, the Germans launched a counterattack. After a huge effort supported by Puma armored cars from the recon battalion, the Germans finally managed to regain some lost ground. Despite the skillful and professional defense mounted by the 2nd Panzer, though, repeated massive U.S. attacks were wearing the defenders down. The German's positions were being manned by fewer and fewer soldiers with no corresponding loss of American men or materiel. So, when the American armor again pressed the attack, the ever weakening Germans were finally dislodged from Caumont. Such series of events would repeat themselves throughout the Normandy campaign until its inevitable conclusion.

Scenario Design: *Philippe Leonard*

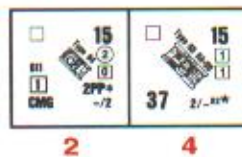
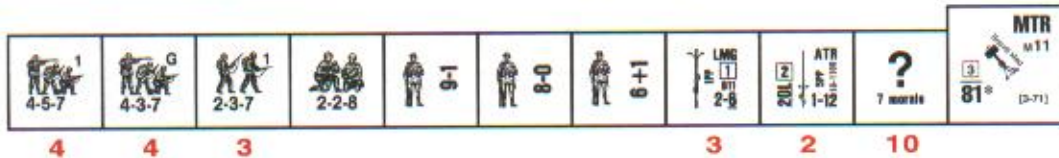


BOARD CONFIGURATION:

- Add one Type 94 Tankette to the Japanese Turn 1 OB.

43	RP5	O3	RP4
33	O5		

DUTCH Sets Up First [72]											
JAPANESE Moves First [0]	1	2	3	4	5	6	7	8	9	END	



Enter on Turn 2 along the west edge on/between hexes 33GG5 and 43GG6:



1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads *do* exist].

2. Place overlays as follows: **O3** on 43P1-O2; **O5** on 33S8-R8; **RP4** on 43H1-I1; and **RP5** on 43O4-N4.
3. All Grain hexes are considered Irrigated Rice Paddies (G8.12), and all hex-sides of such hexes are considered Banks (G8.21). All non-Hut buildings are wooden and no building has an upper level.
4. The Dutch may use HIP for one squad-equivalent (and all SMC/SW stacked with it), and may not Bore Sight.

5. The Japanese Sniper counter is not placed onboard until the start of Turn 2.

AFTERMATH: Suddenly, a fast moving Japanese tank column appeared on the road leading into the city. An anti-tank rifle, commanded by Sergeant Vonk, immediately opened fire and knocked out one of the four lead vehicles. The armored force reacted decisively by sending its light, machine gun armed tanks to the front to suppress the Dutch defenders. Sergeant Vonk was hit and killed almost immediately—his crew, formed of Java natives, fled. Sergeant J. F. Boek then manned the *tankshuiken* and managed to damage two more light tanks. Meanwhile, Japanese infantry had spread out and begun to hazardingly trundle through the surrounding area of large, irrigated rice paddies—sawahs—that surrounded Bacoena.

Scenario Design: Curt Schilling

TURN RECORD CHART

BOARD CONFIGURATION:

✚ In the Victory Conditions, change "45 VP" to "40 VP".



(Only hexrows A-Y
are playable)

[illegible]

8	2							3	6



 6-5-8	 2-2-8	 9-2	 8-1	 7-0	 des MMS 3-8	 LMS 3-8	 PSK X13 12-4	 des MMS 12-4
12	2	2	2	2	2	2	2	2

AFTERMATH: The Germans drove their tanks and halftracks into a wooded hollow and began pouring fire into the foxholes dug under the pine trees. Vehicles mounting 20mm *flak* cannons jockeyed back and forth, spraying the American positions with their exploding rounds. Meanwhile, deadly marksmen of the 501st picked off all the Germans in their sights. It was a blood bath for both sides. Lieutenant Joe MacGregor, who had miraculously returned from the hospital after being shot in the head outside Veghel, gathered a bazooka and a couple of assistants and knocked out several enemy vehicles. The 2/501st would not be dislodged this day.

ST. BARTHELEMY BASH



Scenario Design: Eric Miller

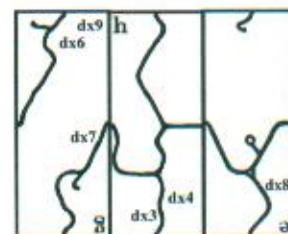
ASL SCENARIO J6



VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 5 fully tracked AFV with functioning MA off the north edge from hA3.

ST. BARTHELEMY, FRANCE, 7 August 1944: Following the disaster at St. Lo, four German panzer divisions were hastily assembled for a desperate counter-attack. The ultimate objective of the German plan was to penetrate the American flank all the way to Avranches, thereby isolating advancing American units in southern France. The main drive was spearheaded by the 2nd Panzer Division, trailed by the 1st SS-Panzer Division through St. Barthelemy to Juvigny-le Terre and exploiting onward to Avranches. The only thing standing in their way was the newly arrived 30th Infantry Division and the attached elements of the 823rd Tank Destroyer Battalion.

BOARD CONFIGURATION:



BALANCE:

☆ Add one 9-1 to the American OB.

✚ Add one 8-1 Armor Leader to Group B in the German OB.

TURN RECORD CHART

☆ AMERICAN Sets Up First [116]	1	2	3	4	5	6	END
✚ GERMAN Moves First							



Elements of Companies A and C, 1st Battalion, 117th Infantry Regiment and of 3rd Platoon, Company B, 823rd Tank Destroyer Battalion [ELR: 4] set up ≤4 hexes from hG3: {SAN: 4}



Elements of SS-Panzer Division 1 "Leibstandarte Adolph Hitler" [ELR: 5] enter on Turn 1 (see SSR 5); all Personnel must enter as Passengers: {SAN: 2}

Group A:

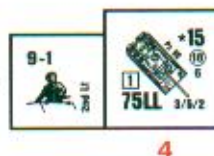


Group B:



Group C:

Elements of Panzer Division 2 enter on Turn 2 (see SSR 5):



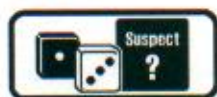
SPECIAL RULES:

- EC are Moist, with no wind at start.
- Place overlays as follows: dx3 on hN3, dx4 on hM1-M2, dx7 on gC5-B5, dx8 on gJ4-J5, dx9 on gN4-M5, and dx6 on gN3-N4.
- No Level 2 hill hexes exist; other terrain in these hexes exists normally at Level 1. All sunken roads are Sunken Lanes (B4.43). All hedges are Bocage (B9.5).
- An extremely heavy mist is present. Mist (E3.32) is in effect with the exception that the mist is an LOS (not LV) Hindrance and the DRM is +1 for each hex range (also +1 for fire in the same hex).
- Prior to American setup, the Germans must secretly record one entry hex (either gA3, hO3, eA3, or eH5) for each of the three groups in their OB; only

one group may enter on each hex.

- The American force is Elite (C8.2). American AT guns may neither Bore Sight nor set up Emplaced, but may utilize HIP.

AFTERMATH: Lieutenant George Greene's platoon of towed 3-inch anti-tank guns arrived at dusk on 6 August with no time available for them to be situated in decent positions. The vacated spots left by the 1st Division's self-propelled guns were unsuitable for the 823rd's towed guns. At 0500 hours a German attack stepped off with an ineffective artillery barrage that only served to warn the Americans. The bulk of the attacking 2nd Panzer Division bypassed the stout resistance it encountered around St. Barthelemy. This resulted in the trailing 1st SS-Panzer driving almost head on into a town it assumed was cleared. Greene's A-T guns claimed several Panthers early in the battle with point blank fire, while bazooka teams laid in wait by the roadside hedges for blundering tanks to roll out of the dense fog. Heavy and confused fighting ensued as the German troops infiltrated the 823rd's position and turned back American attempts to relieve the battalion. By noon, Greene realized the futility of his position and ordered his troops to fall back after spiking their last gun.



Mission r4

Assault On Red Barricades

BRIEFING: You are ordered to assault and breach the enemy's defenses. You will thereby break the stalemate and our lack of forward progress on this section of the front.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

German SAN DR SAN#	Russian SAN DR SAN#	Enemy AC# dr AC#	Enemy RE dr RE#s	Friendly RE dr RE#s
≤ 4 4	≤ 3 7	≤ 2 2	1 6/7	≤ 2 5/6
5-8 3	4-5 6	≥ 3 3	2-3 5/6	3-4 4/5
≥ 9 2	6-7 5		4-5 4/5	≥ 5 3/4
	≥ 8 4		6 3/4	

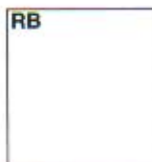
ELR	Russian
German: 4	Booby Trap Level
Russian: 3	dr Level
	≤ 4 A
	5 B
	6 C

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: The entire *Red Barricades* Mapboard is in use.

EBE: If ENEMY is German, EBE is the North and West edges.
If ENEMY is Russian, EBE is the South and East edges.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Each multi-hex building Location is a VPO location (see VP Schedule for the VP value of each Location).

S? PLACEMENT/ENTRY (4.):

S? are placed as per 4.1 case a.

SEQUENCE:

S? are set up first ≥ 6 hexes from the FBE. FRIENDLY units are then set up ≤ 3 hexes from the FBE and/or offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.



MISSION END (see also 12.5):

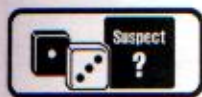
At the end of Game Turn 10, and at the end of each Game Turn thereafter, make a DR. If the result is ≤ 2 the Mission ends immediately. There is a -1 DRM for each complete Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6, 9.41):

- Each side gains VP for control of VPO Locations equal to the fortification's highest TEM (for direct fire) times its normal Infantry stacking capacity. (EX: a 1S foxhole is worth two VP (2x1); a Fortified stone building Location is worth 12 points (3x4); a 2+5+7 pillbox is worth 14 points (7x2).)
- The ENEMY gains VP for Casualty VP earned.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV/Gun eliminated or currently captured at Mission end.

MISSION SPECIAL RULES:

- EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5.)
- If the FRIENDLY side is German the date is October 1942 and the Historical DRM (O11.6161) is -1. If the FRIENDLY side is Russian the date is November 1942 and the Historical DRM is +0.
- Each FINAL even DR on the ENEMY Activation Table (A1) indicates a possible fortification Activation (as if "F" were listed in the Table A1 result; 5.74); make a subsequent DR on the A5 Fortification Table.
- There is a +2 DRM to each DR on Table A1, a -1 DRM to each DR on Table A5, and a -1 DRM to the colored die of each DR on Table A11 and x9.
- FRIENDLY at start forces are 50 CPP purchased per O11.619-11.622. All purchases are automatically available either on board or as reinforcements [i.e., extra CPP costs per O11.6194 a) and b) are NA].
- Randomly determine the applicable FBE for the hex rosettes found on Table A4b for each Move Command or advance that uses the hex rosettes (1-3: North/South, 4-6: West/East).



Mission r3

Hold The Factory

BRIEFING: Your Company must hold the factory at all costs. You have not been told when, or if, you will receive reinforcements. To add insult to injury, headquarters is unable to tell you the size of the expected attack.

PREVAILING ATTITUDE (3.2): See MSR 8.

MISSION TABLES (12.32):

German SAN		Russian SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s
≤ 4	5	≤ 3	7	1	2	≤ 2	5/6
5-7	4	4-5	6	2-4	3	3-4	4/5
≥ 8	3	6-8	5	≥ 5	4	≥ 5	3/4
		≥ 9	4				

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only the *Red Barricades* map section identified by a dr is in use:

dr	Map Section
1-3	North Map Section
4-6	South Map Section

EBE: If ENEMY is German, EBE is the West edge.
If ENEMY is Russian, EBE is the East edge.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

All non-rooftop, non-sewer Locations of the Factories determined in MSR 3.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to 1.5 times the total US# (A1.6) of all FRIENDLY units in the player's at start OB. Onboard S?, separate from the offboard pool, are placed ≤ 7 hexes from the EBE per 4.1 case a.

S? ENTRY: At the start of each ENEMY RPh in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR+4. This sum is the number of S? from the offboard pool which enter during the ENEMY MPh along the EBE.

SEQUENCE:

FRIENDLY units are set up first in any non-sewer Locations of the Factories determined in MSR 3.

The ENEMY side moves first.



MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6; 9.41):

- FRIENDLY side gains VP for Casualty VP earned and 1 VP for each at start factory Location still in FRIENDLY Control at Mission end.
- ENEMY side gains VP for Casualty VP earned and 2 VP for Control of each at start FRIENDLY Factory Location at Mission end.

MISSION SPECIAL RULES:

1. EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5).
2. If the FRIENDLY side is German the date is October 1942. If the FRIENDLY side is Russian the date is November 1942.
3. To determine FRIENDLY set up locations draw two lettered chits and refer to the chart below:

Chit	North Map	South Map
A	Factory L12	Factory L24
B	Factory L18	Factory L27
C	Factory O6	Factory R25
D	Factory O10	Factory R29
E	Factory S17	Factory R33

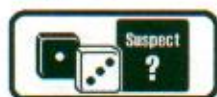
4. FRIENDLY at start forces are 16 CPP purchased per O11.619-11.622. All purchases are automatically available either on board or as reinforcements [i.e., extra CPP costs per O11.6194 a) and b) are NA].
5. Roll a die on the following chart to determine additional FRIENDLY at start FPP:

dr	FPP Received
1-2	90
3	80
4	70
5-6	60

6. Once FRIENDLY setup is complete, determine the number [A6e] of Artillery Strike(s) (8.7) the ENEMY receives commencing on the ENEMY Player Turn of Game Turn 1.

7. There is a +1 DRM to the colored die of each roll on Table A11 and x9.

8. The S? initially onboard are in Hold Attitude. The S? entering from offboard are in Advance Attitude. All Activated ENEMY units are in Advance Attitude.



Mission r2

Breakout!

BRIEFING: As the fighting in Stalingrad has intensified you have found yourself surrounded by superior enemy forces. The enemy has thus far ignored you, but that situation is not likely to continue much longer. In your sporadic last contact with HQ, you were ordered to attempt a breakout. You must reach friendly lines with as much of your force intact as possible. You are not sure if you will receive any support from HQ. Good Luck!

PREVAILING ATTITUDE (3.2): Hold (A2b)

MISSION TABLES (12.32):

German SAN		Russian SAN		Enemy AC#		Enemy RE		Friendly RE	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#	dr	RE#
≤ 4	4	≤ 3	5	≤ 5	3	≤ 2	5/6	≤ 3	4/5
5-8	3	4-8	4	6	4	3-4	4/5	≥ 4	3/4
≥ 9	2	≥ 9	3			≥ 5	3/4		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only the *Red Barricades* South Map Section is in use.

EBE: If ENEMY is German, EBE is the West edge.
If ENEMY is Russian, EBE is the East edge.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the mission with a pool of S? equal to twice the total US# (A1.6) (FRD) of FRIENDLY units in the player's at start OB. After FRIENDLY units have been set up on board, the S? set up in Building Locations outside and ≥ 3 hexes from, but closest to, the FRIENDLY setup area (one S? per Location) in a manner that leaves all FRIENDLY forces surrounded.

SEQUENCE:

All FRIENDLY at start forces must set up onboard inside the P28 and/or S25 Factories. S? are then set up.

The FRIENDLY side moves first.



MISSION END (see also 12.5):

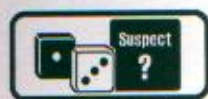
At the end of Game Turn 7, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 7.

VP SCHEDULE (12.6; 9.41):

- The FRIENDLY SIDE gains VP for each Infantry unit exited off the FBE.
- The ENEMY gains VP for Casualty VP earned.

MISSION SPECIAL RULES:

1. EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5).
2. If the FRIENDLY side is German the date is October 1942. If the FRIENDLY side is Russian the date is November 1942.
3. FRIENDLY at start forces are 18 CPP purchased per O11.619-11.622. All purchases are automatically available on board [i.e., extra CPP costs per O11.619 a) and b) are NA].



Mission r1

Assault on the Assembly Hall

BRIEFING: The struggle for control of Stalingrad has been the bloodiest fighting we've seen. After repeated assaults and counter-assaults, we have lost control of the Assembly Hall. You have been selected to take back the Assembly Hall. You must take and hold the factory at all costs!

PREVAILING ATTITUDE (3.2): Hold (A2b)

MISSION TABLES (12.32):

German SAN		Russian SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#
≤ 3	4	≤ 3	7	≤ 2	2	≤ 2	5/6
4-6	3	4-5	6	≥ 3	3	3-4	4/5
≥ 7	2	6-8	5			5	3/4
		≥ 9	4			6	2/3

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only the Red Barricades North Map Section is in use.

EBE: If ENEMY is German, EBE is the North edge.
If ENEMY is Russian, EBE is the South edge.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

All locations of Q15 Factory (Assembly Hall).

S? PLACEMENT/ENTRY (4.):

S? are placed as per 4.1, cases a and c.

SEQUENCE:

S? are set up first. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on Turn 1.
The FRIENDLY side moves first.



MISSION END (see also 12.5):

At the end of Game Turn 8, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1, the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 8.

VP SCHEDULE (12.6; 9.41):

• The FRIENDLY side wins only if all Locations of the Assembly Hall are FRIENDLY Controlled at Mission end.

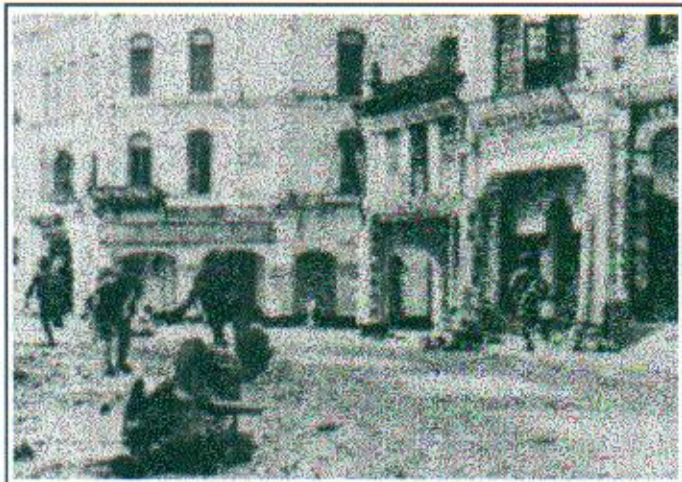
MISSION SPECIAL RULES:

1. EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5).
2. If the FRIENDLY side is German the date is October 1942 and the Historical DRM (O11.6161) is -1. If the FRIENDLY side is Russian the date is November 1942 and the Historical DRM is +0.
3. There is a +2 DRM to each DR on Table A1, and a -1 DRM to the colored die of each DR on Table A11 and x9.
4. All non-Rooftop, non-Sewer Locations of the Assembly Hall are Fortified. O11.4 CG11 applies to all ENEMY Personnel units.
5. FRIENDLY at start forces are one Pioneer/Assault Engineer Coy RG (Full) (O11.6194) and 26 CPP purchased per O11.619-11.622.

JUNGLE FIGHTERS

ASL SCENARIO J12

Scenario Design: Steve Petersen and Brian Youse



VICTORY CONDITIONS: The Japanese win immediately upon exiting ≥ 11 Exit Victory Points more than the British off the south edge.

JAHORE BAHRU, MALAYA, 31 January 1942: The Malayan Campaign was nearly complete with the goal of Singapore just a few short miles away from the Japanese lines. Knowing that further resistance on the mainland could result in troops being cut off, Percival—commander of the British force in Malaya—ordered a withdrawal across the causeway crossing the Singapore Straights from Johore to Singapore Island. Elements of the 8th Australian Infantry Division and the remainder of the tattered Argyll and Sutherland Highlanders formed a rear-guard while troops filed across the causeway.

BOARD CONFIGURATION:



45

(Only hexrows M-GG are playable)

BALANCE:

- Add one 4-5-8 to the British OB.
- Add two 3-4-7s to the Japanese OB.

TURN RECORD CHART

○ BRITISH Moves First [158]	○	1	2	3	4	5	6	END
● JAPANESE [220]	●							



Elements of the 8th Australian Infantry Division and the Argyll and Sutherland Highlanders Regiment [ELR: 3] enter on Turn 1 along the north edge: {SAN: 4}



4 ² -5-8	4 ² -5-7	9-1	8-0	7-0	4x MGC = 5x	1x LMG = 2-7	1x ATR = 1-12
6	7				2		



Elements of the Konoe Imperial Guards Division [ELR: 5] enter on/after Turn 1 along the north edge: {SAN: 4}



2x 3-4-7	2x 2-2-8	9-1	9-0	8-1	4x MGC = 5x	1x LMG = 2-8	1x MTR = 1-12
20	2				2	4	4

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the southwest.
2. All Orchards are Palm Trees (G4.).
3. No British units are Stealthy (A11.17).
4. The Japanese force is Elite (C8.2).
5. Sniper counters are not placed on board until the start of Turn 2.

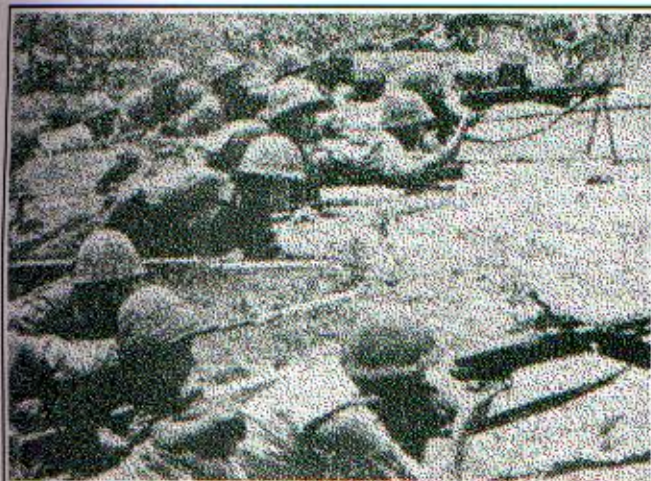
AFTERMATH: Japanese troops poured into Johore Bahru, the capital of Johore Province, knowing that one more bold move could capture the majority of troops assigned to the Straights. Leading the attack was the Konoe Imperial Guards Division, a ceremonial unit which was poorly trained but performed with great elan during the campaign. As the lead elements of the Guards charged into the city, the Australians held them off with rifle and machine gun fire until it was their turn to cross the causeway. The final unit to cross the causeway was the remnants of the Argyll and Sutherland Highlander Regiment, which had been fighting since the beginning and whose ninety remaining men were piped across the causeway just prior to a gap being blown in the seventy foot wide passage. The Japanese could now watch British soldiers patrolling on Singapore Island—Britain's greatest defeat was close at hand.

IN THE OLD TRADITION



ASL SCENARIO J11

Scenario Design: Steve Petersen and Brian Yousse



VICTORY CONDITIONS: The British win at game end if they Control all Level Two hill hexes.

KAMPAR, MALAYA, 31 December, 1941: The British had continued their withdrawal to Kampar, a position of considerable strength. Two high, jungle-covered ridges bordered a relatively open area consisting of nearly one thousand yards of open paddies and fields, giving the British excellent fields of fire for the first time during the Malayan campaign. The Japanese continued to press the attack, however, providing the British little time to prepare the position and rest their troops. Following a barrage of artillery, the Japanese attacked the Commonwealth line on a broad front, and were repulsed everywhere with the exception of a strategic hill called Thompson's Ridge. Here the Japanese had managed to take the ridge and began penetrating the British line.

BOARD CONFIGURATION:



(Only hexrows E-O are playable)

BALANCE:

- Add one 4-4-8 and one Japanese LMG to the Japanese OB.
- ⊙ Remove one 2-2-8 and one MMG from the Japanese OB.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	END
⊙ BRITISH Moves First [84]							

Elements of the 5th Division [ELR: 4] set up on the hill and/or in orchard hexes adjacent to the hill: {SAN: 4}

 4-4-8	 4-4-7	 2-2-8	 8-0	 8-0	 4-11	 2-8	 50" (1-16)"	 OVR. OBA: +4 Other: +2	 5 OVR. OBA: +4 Other: +2
2	3	2			2	2		3	3

Elements of the 3rd Tank Brigade enter on Turn 3 along the north edge on/west-of eK5:



Elements of the Sikh Company, 1/8th Punjab, 15th Indian Brigade [ELR: 3] enter on Turn 1 along the east or south edge (see SSR 3 and 4): {SAN: 3}

 4-4-7	 10-2	 8-1	 7-0	 2-7	 1-12
12				4	

SPECIAL RULES:

1. Weather is Overcast, with Wet EC and no wind at start.
2. PTO Terrain (G.1) is in effect [EXC: Brush remains brush]. No hedges or walls exist. Place overlays as follows: dx3 on hL4; dx4 on eF2-G3; and dx7 on hF1-hG1. All Trenches must be set up in Level Two hill hexes.
3. Prior to Japanese setup, the British must secretly record which edge of the playing area, east or south, they will enter on.
4. The British may declare Human Wave (A25.23) as if Russian. On Turn One, regardless of LOS, all British units must enter the map using a single Human Wave, with any Level Two hill hex as the target of this Human Wave. The ML of all British units utilizing a Human Wave is increased by 2.

5. Boresighting is NA.

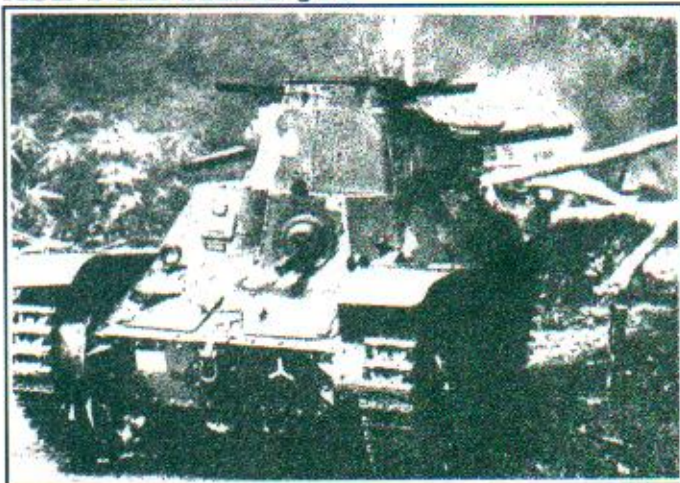
AFTERMATH: Recognizing the significance of Thompson's Ridge, the British needed to counterattack. The British reserves were exhausted and out of position, however, so the commander of the Sikh company, Captain Graham, ordered his unit to charge. In the old style, the Sikhs rushed the ridge through a hail of machine gun and artillery fire. During the charge, Captain Graham was mortally wounded, but his second in command continued the charge. Following fierce hand-to-hand fighting, the Japanese were forced from the ridge, though at a huge cost to the Sikhs. Only thirty men would survive the assault. That evening, due to Japanese movements south of the Kampar position, the British were forced to withdraw yet again. The Japanese advance was at the half way point in their quest to take Singapore.

ARMORED FIST



ASL SCENARIO J10

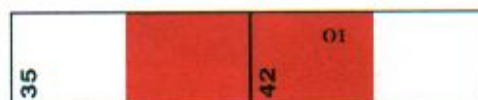
Scenario Design: Steve Petersen and Brian Youse



VICTORY CONDITIONS: The Japanese win immediately upon Exiting $\geq$ 15 Victory Points (excluding Prisoners) off the east edge of board 42.

TROLAK, MALAYA, 6 January 1942: The Japanese continued boldly down the trunk road, assaulting and flanking any British position which tried to block the road. At Milestone 62, the British nearly stopped the Japanese cold, until they discovered some long-overgrown "loop roads" which allowed them to flank the British through the dense jungle one more time. This time, a small detachment of four tanks and a platoon of infantry boldly sped down the road, penetrating the British positions during the confusion at Milestone 62 all the way to Trolak, just six miles north of the crucial Slim River bridge. Here they ran into the Argyll and Sutherland Highlanders, who had thrown up a hasty roadblock and committed their regimental armored cars to try and crush this penetration.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 35 and A-P on board 42 are playable)

BALANCE:

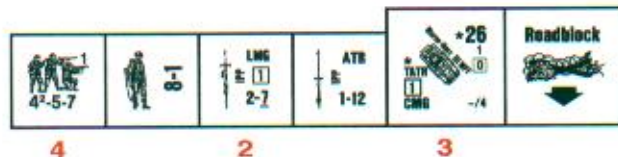
- Add one 4-5-7 and one British ATR to the British OB.
- Remove one Marmon-Herrington III MFF from the British OB.

TURN RECORD CHART

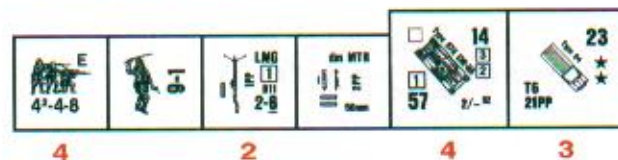
● BRITISH Sets Up First	1	2	3	4	5	6	7	END
● JAPANESE Moves First								



Elements of the Argyll and Sutherland Highlanders [ELR: 3] set up on/east-of Hex Grain 35Y1-35Y10: [SAN: 3]



Elements of the Ando Regiment, 5th Infantry Division and the Shimada Tank Company, 3rd Tank Brigade [ELR: 4] enter on Turn 1 along the west edge of board 35: [SAN: 3]



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place overlay O1 on 42J3.
3. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: the road that runs 35R5-35Z4-42G4-42P3 does exist]. All buildings are wooden. All walls are hedges.

AFTERMATH: The Japanese tanks swept aside the roadblock and began engaging the vastly outclassed armored cars, which were quickly knocked out. The Argyll's were forced to hide while the Japanese continued down the road—taking the Slim River bridge shortly thereafter.

A STIFF FIGHT



ASL SCENARIO J9

Scenario Design: Steve Petersen and Brian Youse



VICTORY CONDITIONS: The Japanese win at game end if there is no unbroken British MMC on/adjacent-to a road hex that is on/between hexes T5 and CC6.

ASUN, MALAYA, 12 December, 1941: At the start of the Malayan Campaign, the British War Department implemented Operation Matador, a thrust into Thailand with the intent of capturing strategic points to deny them to the Japanese. Once the Japanese landed at Kota Bharu, however, the British realized that they would soon be flanked and recalled their troops. All this useless movement weakened the British lines at Jitra, where the Japanese finally attacked and soon overran the initial British units, forcing them to withdraw. Near dawn on the 12th, the Japanese forced a detachment of tanks and infantry down the trunk road directly into a Punjab unit acting as a rearguard. The Punjabis had never even seen a tank and quickly broke and fled into the jungle, allowing the Japanese to exploit this hole in the British line and overrun an anti-tank unit while its guns were still limbered and its crews huddling under rubber trees seeking protection from the rain. The Japanese blitz continued until, on the outskirts of Asun, the lead tank was knocked out and a Gurkha position was discovered blocking the road.

BOARD CONFIGURATION:

BALANCE:

- ⊙ In the British OB replace the 8-0 with one 8-1 and increase the number of Wire counters to five.
- Add one Type 97A CHI-HA to the Japanese OB.



(Only hexrows P-GG are playable)

TURN RECORD CHART

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	END
● JAPANESE Moves First								



Elements of the 2/1st Gurkhas [ELR: 5] set up on/south-of hexrow T: [SAN: 3]



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



Elements of the Saeki Detachment and the 3rd Tank Brigade [ELR: 4] enter on Turn 1 along the north edge: [SAN: 3]



4-4-8	4-4-7	2-2-8	8-0	8-0	2	2-6	57	14
4	4	2			2	3	3	3

SPECIAL RULES:

1. Weather is Overcast (E3.5), with Wet EC and no wind at start.
2. PTO Terrain (G.1) is in effect [EXC: the P5-X5-GG6 road does exist and is paved].
3. No more than two Wire counters may be placed in road hexes.

AFTERMATH: The Gurkhas, showing significantly more mettle than the Punjabis, halted the Japanese as a stiff firefight ensued. The mobility and initiative of the Japanese, however, allowed them to dictate the terms of this firefight, and they were soon assaulting the front and flanks of the Gurkha position. Eventually, the Gurkhas were broken into pockets and the road was cleared position by position, although many of the Gurkhas were able to retreat into the jungle and make their way back to the British lines to fight again.

BLOCK BUSTING IN BOKRUISK



ASL SCENARIO J8

Scenario Adaptation: MMP



BOKRUISK, RUSSIA, 29 June 1944: During the destruction of Army Group Center, many of Hitler's "Fortified Localities" were cut off and surrounded by the Russian advance. These moves were an almost perfect copy of the German blitzkrieg. Bokruisk was just such a city. The city had become a fortress with pill-boxes and old tank turrets being used throughout. In covering the city from the east, a fixed system of trenches and other earthworks were in evidence but the Russian attack came from the northern and southern flanks where the Germans were least able to cope with the threat. After successfully breaking through the fixed outer defenses, the Russian attack turned into bloody street fighting.

BOARD CONFIGURATION:



(Only hexrows A-P on board 1 and R-GG on board 3 are playable)

VICTORY CONDITIONS: The Russians win at game end if they Control ≥ 4 of the five multi-hex stone buildings south of hexrow O on board 1.

BALANCE:

✦ Delete SSR 4.

★ Remove an 8-0 from the German OB.

TURN RECORD CHART

✦ GERMAN Sets Up First [122]	1	★ 2	3	4	5	6	7	8	END
★ RUSSIAN Moves First [98]									



Elements of Panzergrenadier Division 20, Armee 9 [ELR: 3] set up on board 1 as indicated: {SAN: 4}

On/south-of hexrow I:



5

2

On/north-of hexrow J:



6

2

Anywhere on Board 1:



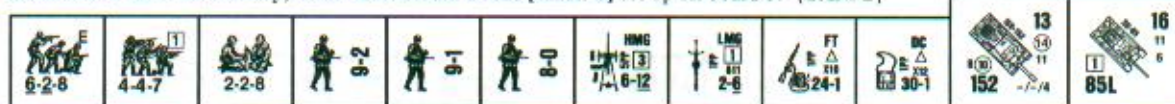
2

12

3



Elements of the Third Army, First Belorussian Front [ELR: 4] set up on board 3: {SAN: 2}



3

8

2

2

2



Enter on Turn 2 along the south edge of board 3:



2

6

2

2

2

2

2

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Vehicles may not set up in woods/buildings.
3. All Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22).
4. The Russian force is Elite (C8.2).

AFTERMATH: By the end of the 29th Bokruisk had fallen with heavy losses on both sides. The German lost nearly 80 percent of their Ninth Army, including eight divisions that had ceased to exist. But more importantly, five entire German units had been surrounded and eliminated. No one had learned more from the Germans than the Russians.

SLOW AND STEADY



ASL SCENARIO J7



HUKAWNG VALLEY, BURMA, 5 March 1944: Ever the hammer to the Merrill's Marauders anvil, the Chinese 22nd Division, supported by Colonel Brown's American-equipped 1st Provisional Tank Group, was tasked to advance down the Hukawng Valley along its only good tracks—the Kamaing road—with its flank protected by the battered 38th Infantry Division. General Tanaka, commander of the only Japanese forces in the valley, recognized that the two Chinese divisions were not well coordinated, and felt that each could be dealt with in detail at his leisure. Throwing blocking units into the Chinese path, Tanaka committed the bulk of his forces attacking the Marauders.

BOARD CONFIGURATION:

BALANCE:

- Add one 2-2-8 and one Japanese ATR to the Japanese OB.
- ⊗ In the Chinese OB, replace the 7-0 with one 9-1.



	G1
	9C
37	

VICTORY CONDITIONS: The Chinese win immediately upon exiting ≥ 16 Exit Victory Points (excluding prisoners) off the south edge of board 37.

(Only hexrows A-H on boards 36 and 37 are playable)

TURN RECORD CHART

● JAPANESE Sets Up First [153]	1	2	3	4	5	6	7	8	9	END
⊗ CHINESE Moves First [135]										

Elements of the 18th Infantry Division [ELR: 3] set up south of the 36K1-36H2-36K10 stream: {SAN: 4}

4-4-8	4-4-7	2-2-8	10-0	9-1	3	2	1	1-12	50-1-10	30-1
2	7	3					2		2	3



Elements of the 22nd Infantry Division, and the 1st Provisional Tank Group [ELR: 3] set up north of the 36K1-36H2-36K10 stream: {SAN: 3}

5-3-7	8-1	8-0	7-0	2	1	50-1-10	6-7-8	9-1	17
15				2	4				3



SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect [EXC: the road running 36N5-37H4-37N5 still exists; the 36H4 bridge becomes a Ford as per G.1].
- Place overlay G1 on 36G10.
- Kindling attempts are NA.
- The Chinese receive one module of 70+mm OBA (HE only).

AFTERMATH: What Tanaka had not counted on was the calculated and methodical Chinese attack. Always pressing forward—they slowly and steadily pushed the blocking force until a breakthrough occurred on 5 March. Unfortunately for Tanaka, the breakthrough occurred directly in the path of his divisional headquarters, splitting the Japanese force which had already been committed to attack the Marauders at Walabum. With Colonel Brown's tanks operating on the tracks Tanaka had planned on using to continue his attacks on Walabum, Tanaka was now forced to withdraw his forces further into the valley, to prepare another defensive line against the hammer and anvil tactics of Merrill's forces.

KAKAZU'S TOMBS



ASL SCENARIO J16

Scenario Design: Dan Dolan



VICTORY CONDITIONS: The Japanese win immediately upon exiting $\geq$ 12 Exit VP (excluding Prisoners) off the north edge of the playing area.

KAKAZU RIDGE, OKINAWA, 13 April 1945: As night fell on April 12, Sgt. Beaufort Anderson and the members of his mortar platoon occupied several of the many tombs dotting the area between Kakazu Ridge and Kakazu West. Good things seldom happen when one is forced to sleep with the dead. This night would prove to be no exception as elements of the Japanese 272nd Independent Infantry Battalion launched a counterattack straight at Sgt. Anderson's position.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 8 and ≤ 18 on between hexrows F-N are playable.)

BALANCE:

☆ In the American OB, replace one MMG in A Company with a .50 cal HMG.

● In the Japanese OB, replace one 8+1 with a 9-1.

TURN RECORD CHART

☆ AMERICAN Sets Up First [209]	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First [310]									



Elements of C Company, 1st Battalion, 381st Regiment and Mortar Platoon [ELR: 3] set up on/east-of hexrow J in hexes numbered ≤ 13 : {SAN: 5}

 6-6-7	 6-6-6	 2-2-7	 8-1	 8-1	 1-4-9	 8-15	 4-10	 60-13-45	 1+4+6
3	5	2					2	2	



Elements of A Company, 1st Battalion, 381st Regiment set up on/west-of hexrow H in hexes numbered ≤ 14 :

 6-6-7	 2-2-7	 8-2	 8-1	 6-12	 4-10	 8	 1+4+6
6	2				2		2



Elements of Akiyama Tai and Shimuzu Tai of the 272nd Independent Infantry Battalion [ELR: 3] enter on/after Turn 1 along the south edge [EXC: see SSR 5]: {SAN: 2}

 4-4-7	 2-2-8	 8-1	 8-0	 8-1	 3	 2	 2-8	 1	 30-1	 1+4+6
20	5		2	2	2	2	2	3		(see SSR 5)



SPECIAL RULES:

1. EC are Moderate, with no wind at start. See KR SSR. Night rules (E1.) are in effect. Base NVR is 2. The Americans are the Scenario Defender and the Japanese are the Scenario Attacker. The Majority Squad Type of both sides is Normal.

2. American units use caves as if they were Japanese [EXC: Cave Complexes (G11.2) are NA]. Japanese units may not enter a cave which currently contains an unbroken enemy MMC.

3. The OB-given American hero is exempt from Wound Severity the first time he becomes Wounded during the scenario. In addition, if in a hex containing an American 60mm mortar, he may elect to make a special Thrown Mortar Round attack in lieu of any other attack as if using a SW. A Thrown Mortar Round attack requires no TH roll, has a Multiple ROF of 3, and attacks with 4 FP; a CH occurs if the colored die roll of the IFT DR is a 1. The maximum range is one hex; an attack against a higher elevation attacks the hero's Location instead if the colored die of the IFT DR is a 6.

4. No Japanese MMC are stealthy.

5. The Japanese cave counter represents one Spigot Mortar Cave which is not part of a Cave Complex. Prior to American setup, the Mortar cave and one Japanese crew from the Japanese OB must be set up using HIP in a hex numbered ≥ 16 .

6. The American player receives one module of 80-mm battalion mortar OBA (HE, WP, and IR only).

AFTERMATH: The Japanese attack burst out of the village of Kakazu and up onto the slopes of the hill into the saddle between Kakazu and Kakazu West. Sgt. Anderson and the men holding this area found themselves fighting for their lives with the Japanese ferociously trying to batter their way past the American front lines into the rear areas. Action became so heavy that at one point Sgt. Anderson began throwing mortar ammunition at the onrushing Japanese after arming the rounds by pounding them on rocks. Over 170 Japanese dead were counted when dawn finally came. Sgt. Anderson was subsequently awarded the Congressional Medal of Honor for his heroism.

TURNING OFF THE SPIGOT

ASL SCENARIO J15

Scenario Design: Dan Dolan



VICTORY CONDITIONS: The Americans win at the end of any Player Turn upon Controlling all existing Mortar Caves.

KAKAZU RIDGE, OKINAWA, 11 April 1945: After the failure of the "power-house attack" to dislodge the Japanese from Kakazu Ridge earlier in the day, the Americans tried a series of attacks in battalion strength against various portions of the ridge. The 3rd Battalion of the 383rd made one such attack. Part of the battalion's objective was to eliminate several of the huge Japanese 320mm spigot mortars that had been hurling garbage-can-sized shells at the attacking Americans over the past several days. Aerial reconnaissance had discovered the location of a pair of these weapons in a small series of caves on the eastern end of Kakazu Ridge.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 12 on/ between hexrows T-BB are playable.)

BALANCE:

- Add one 1+5+7 pillbox and one Japanese LMG to the Japanese OB.

- ☆ In SSR 4, change "80+mm OBA (HE and WP)" to "100+mm OBA (HE and SMOKE)".

TURN RECORD CHART

● JAPANESE Sets Up First [164]	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [221]									

Elements of the 14th Independent Battalion and 32nd Army Artillery [ELR: 3] set up anywhere (see SSRs 2 and 3): {SAN: 5}

4'-4-7	2-2-8	10-1	9-0	8-1	6-14	4-11	2-6	5-16*	1+5+7	1+4+6	
8	6				2	2	3	3	2	12	

Elements of the 3rd Battalion, 383rd Regiment [ELR: 3] enter along the north edge on/after Turn 1: {SAN: 3}

7'-4-7	6'-6-7	6'-6-6	2-2-7	8-2	8-1	7-0	6-12	6-12	4-10	24-1	30-1	8	
4	4	8	3		2	2	2	3	3	3	6		

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the southwest. See KR SSR.
2. The Japanese may use Kakazu East, Kakazu Front, and Kakazu Reverse KR Cave Complexes (SSR KR6) as well as one additional Cave Complex.
3. Two of the Cave counters in the Japanese OB are Spigot Mortar Caves (SSR KR 5). The Mortar caves must set up on board ≤ 3 hexes from W15
4. The American receives one module of 80+mm battalion mortar OBA (HE and WP only); the first Radio Contact Attempt is automatically successful and the first Battery Access draw is automatically black (remove one black chit from the draw pile).

AFTERMATH: The attack ran into immediate and furious Japanese resistance. Mortar fire from hidden units and machine gun fire from caves and pillboxes ripped into the advancing Americans. After several attempts to flank the mortar caves the Americans were forced to admit failure. The spigot mortars would continue their deadly fire on American positions on the front side of Kakazu Ridge.

Scenario Design: Dan Dolan

**BOARD CONFIGURATION:**

(Only hexes numbered ≥ 8 and ≤ 15
on/between hexrows E-K are playable)

BALANCE:

- Remove the FT from the American OB.
- ☆ Remove two 4-4-7 squads from the Japanese OB.

● JAPANESE Sets Up First [280]	1	2	3	4	5	6	END
☆ AMERICAN Moves First [198]							



Elements of the 14th Independent Infantry Battalion [ELR: 3] set up anywhere within the playing area (see SSR 4): [SAN: 4]



 4-4-7	 2-2-8	 9-1	 8-0	 8-1	 HMG 3 6-14	 HMG 2 4-11	 LMG 2 2-6	 MTR 2 50-1-100*	 DC 2 30-1	 1+4+6
20	2		2				3	3	2	12



L Company, 3rd Battalion, 383rd Regiment [ELR: 3] set up on/north-of the (alternate) Hex Grain
D11-E11-F11-G11-H10-J10-K10-L9: {SAN: 4}



10	2						2			5	

Elements of C Company 1st Battalion 383rd Regiment
set up in hexes numbered 10 on hexrows K or L:

 1 6-6	 8-1	 7-0	 3 6-12	 2 4-10	 30-1
--	---	---	---	---	--

1. EC are Moist, with no wind at start. See KR SSR.

2. The Americans receive one module of 80+mm battalion mortar OBA (HE and WP only).
3. The Japanese may use the Kakazu West KR Cave Complex (SSR KR 6), and may set up one additional Cave Complex.
4. The only Japanese units which can set up in an American setup area are ones IN cave. No Japanese unit or cave may use HIP in an American setup area.

AFTERMATH: L Company found itself atop the northern knoll of Kakazu West and out of contact with friendly forces on either flank as the rest of the American assault on the ridge floundered in a storm of Japanese fire. Lieutenant Mitchell rallied his troops throughout the day against numerous Japanese attacks—ranging from platoon to company strength—with the cries, “Watch out! Here comes the Hoss!” and “God’s on the Hoss’ side.” The men of L Company held out for the rest of the day before retreating under the cover of a smoke barrage once it became obvious to all that the position was untenable. The Japanese main defenses on Okinawa had been found.

THE GORGE



ASL SCENARIO J13

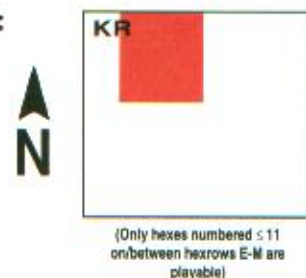
Scenario Design: Dan Dolan



VICTORY CONDITIONS: The Americans win at game end if they have Good Order units worth ≥ 15 CVP on Level 1 or higher hex(s).

KAKAZU RIDGE, OKINAWA, 9 April 1945: The 3rd Battalion had been given the task of pushing onto Kakazu Ridge by advancing through the series of stream beds that lay in front of the hill. The Japanese had placed some defenses in the approaches to the ridge, covering this route with mines and fire from several 320mm spigot mortars.

BOARD CONFIGURATION:



BALANCE:

- In SSR 4, change "100+mm OBA (HE and SMOKE)" to "80+mm OBA (HE and WP)".

☆ Add one U.S. HMG to the American OB.

TURN RECORD CHART

● JAPANESE Sets Up First	☆	1	2	3	4	5	6	7	8	9	END
☆ AMERICAN Moves First [192]											

Elements of the 14th Independent Brigade [ELR: 3] set up south of the gully running E2-K3-M3 (see SSR 4): {SAN: 6}

4'-4-7	2-2-8	9-0	8-1	3-6-14	2-4-11	1-2-6	6-2-10	30-1	18	1+5+7	1+4+6
6	7			2	4	2	2	2		2	10

Elements of I Company, 3rd Battalion, 383rd Regiment [ELR: 3] set up north of the gully running E2-K3-M3 and/or enter along the north edge on/after Turn 1: {SAN: 3}

7'-4-7	6'-6-6	2-2-7	9-1	8-1	8-0	7-0	3-6-12	4-10	8-5	24-1	30-1
2	12	6						4	3	2	6

SPECIAL RULES:

1. EC are Moderate, with no wind at start. See KR SSR.
2. The Japanese may use the Kakazu Saddle and Kakazu West Cave Complexes (SSR KR 6) for those portions of the ridge in play and may set up one additional Cave Complex. The Japanese also receive four tunnels (in addition to those automatically received with pillboxes as per G1.632).
3. The Americans receive one module of 100+mm OBA (HE and SMOKE), directed by an Offboard Observer (C1.63) at Level 4 in a hex along the north edge of the playing area secretly recorded prior to Japanese setup. The module

receives one Pre-Registered hex and the Battery Access draw for Turn 1 is an automatic black chit (remove one black chit from the draw pile).

4. One of the Cave counters in the Japanese OB is a Spigot Mortar Cave (SSR KR 5).

AFTERMATH: As the attack jumped off, I Company plunged into the tangled terrain of the gorge. Although I Company was delayed and began its attack well after dawn, it actually reached the top of Kakazu West first. Meanwhile, I Company had discovered the hard way that the defenses of this unobtrusive hill contained more than originally met the eye. Running into minefields covered by fire from numerous machine guns and mortars, I Company spent the rest of the day clearing the approaches to the ridge.

MERZENHAUSEN ZOO



ASL SCENARIO J19

Scenario Design: Chas Smith



VICTORY CONDITIONS: The Americans win at game end if they Control ≥ 38 stone building Locations within the German setup area.

MERZENHAUSEN, GERMANY, 22 November 1944: After six days of fighting, XIX Corps believed it was ready for a quick push to the Roer. Although, intelligence reports showed some German units withdrawing, Merzenhausen was expected to be the best defended town the Division would face west of the Roer. Because the town was the key to the defenses west of the Roer River and protected the north-south communications link, and in preparation for the Ardennes offensive, the Germans had to hold it at all costs. The 246th Volksgrenadier Division had been involved in heavy fighting and was undergoing a relief in place by the 340th Volksgrenadier Division. Task Force 1/66, with an attached battalion from the 30th Infantry Division soldiers and British tanks, launched an attack before the relief was completed. Its assault ran headlong into the 246th Volksgrenadier Division and elements of LXXXI Corps.

BOARD CONFIGURATION:

BALANCE:

✦ In the Victory Conditions, change "≥38" to "≥40."

☆ In the Victory Conditions, change "≥38" to "≥34."



OG1	O1
O1	43

TURN RECORD CHART

✦ GERMAN Sets Up First [151]	☆	1	2	3	4	5 [✦]	6	7	8	END
☆ AMERICAN Moves First [204]										

Elements of Volksgrenadier Division 246, SchwereAbteilung 506, and LXXXI Corps [ELR: 3] set up on board 10 on/east-of hexrow P and/or on board 43 on/east-of hexrow R in hexes numbered ≥ 5 : [SAN: 4]



5 ⁺ 4-8	4 ⁺ 6-7	4 ⁺ 4-7	2-2-8	8-1	8-1	8-1	8-1	7-15	5-12	3-8	12-4	7 morale
4	4	5	3					2	2	4	2	6

13 8 3	13 8 2	11 14 3	10 10
2			

Enter on Turn 5 along the east edge of board 10 and/or the north edge east of hexrow V:

5 ⁺ 4-8	4 ⁺ 6-8	8-1	8-1	3-8	12-4	9-1	11 14 3
3	3			3			2

Elements of 1/66 Armored, 1/119 Infantry, 30th Infantry Division, Squadron B Fife and Forfar Yeomanry [ELR: 4] enter on Turn 1 along the west edge of board 10: [SAN: 3]



6 ⁺ 6-7	6 ⁺ 6-6	8-2	8-1	8-1	4-10	8-4	7 14 11	8 14 11
2	6				2	2	2	

Enter on Turn 1 along the south edge of board 43:

6 ⁺ 6-6	8-1	8-1	8-1	3-8	4-10	8-4	8-1	17 8 3	15 8 4	15 11 4	12 18 8
10								2	2	2	2

SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling (B25.11) is NA. Place overlays as follows: OG1 on 10G8, O1 on 10H6. No buildings are Rowhouses. Rowhouse (i.e., black bar) hexsides are treated as normal building hexsides for all purposes.
2. The board 10 path (B13.6) is considered an unpaved road (for the purposes of A4.132, the brown path artwork forms the "road depiction"). Additionally, the following hexsides are considered unpaved road hexsides: 10E4/D4, 10D4/C5, 10G6/oH6, 10oH6/H7, 10I1/I2, and 10J1/I2 with an unpaved road running between them.
3. The Germans may use HIP for ≤ 1 squad-equivalent and all SMC/SW set up with it.
4. Immediately prior to the start of play, all non-hidden German Infantry must take a NTC. Failure of this NTC results in the unit(s) being pinned throughout American

Player Turn 1, loss of concealment (regardless of LOS), and loss of any Boreighting for SW/Guns possessed by the unit. Each Dummy stack takes this NTC with a single DR and has a combined morale of "7."

5. The American player may secretly record two eligible vehicles as having functioning Gyrostabilizers (D11.). American units (only) are considered Elite (C8.2).

AFTERMATH: Upon seeing Crocodiles, many Germans raised their hands in surrender. Suddenly, one of the Crocodiles exploded when hit by an AP round. This rejuvenated the defenders, who quickly remanned their positions. The fighting was intense and both sides took heavy casualties. The G.I.s pressed their attack and fought their way into the town. The assault was halted when two Tigers, with supporting infantry, counterattacked. The Germans pushed the Americans back to the western edge of Merzenhausen. The Americans maintained a toehold, though, and launched a renewed attack the next day with fresh troops from the 41st Armored Infantry Regiment.

THE PINNACLE

ASL SCENARIO J18

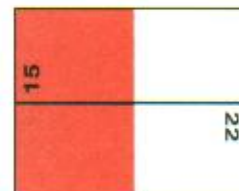
Scenario Design: Dan Dolan



VICTORY CONDITIONS: The Americans win at game end if they Control building 22X7, and hexes 15N4 and 15N5.

IE SHIMA, 21 April 1945: The 1st Battalion of the 306th pushed through the town of Ie and had reached positions near the Government House and the lower slopes of the Iegusugu Pinnacle. The Pinnacle was the nerve center of the Japanese defenses on the island, with fire from it causing the Americans many casualties in the preceding days. After beating off several fierce Japanese attacks during the night, the 306th was ready to attack the final Japanese bastion on Ie Shima.

BOARD CONFIGURATION:



(Only hexrows A-P on board 15 and R-GG on board 22 are playable)

BALANCE:

- Add two 3-3-6s to the Japanese OB.
- ☆ Delete both the roadblocks and the three AT Mine factors from the Japanese OB.

TURN RECORD CHART

● JAPANESE Sets Up First [215]	☆	1	2	3	4	5	6	7	8	END
☆ AMERICAN Moves First [276]										



Elements of the 1st Battalion, 2nd Infantry Unit, 44th Independent Mixed Brigade (Igawa Unit) [ELR: 4] set up on/north of any board 22 hexes numbered ≥ 4 (see SSR 3): [SAN: 5]

1 4-4-7	2 3-4-7	C 3-3-6	2-2-8	10-1	9-0	8-1	HMG 3 6-14	MMG 2 4-11	LMG 1 2-6	MTR 50*(1-16)*	DC 310 30-1	?
3	7	6	7				2	3	4	2	10	
Minefield 11	1 AT Mine	ART M 150*	INF M12 70* (130*-70)	AA M 25LL (12)	1+5+7	1+4+6	Roadblock					
18 factors	3 factors			2	3	7	2					



Elements of Companies A and B, 1st Battalion, 306th Regiment, 77th Division [ELR: 4] set up on board 22 in hexes numbered ≤ 3: [SAN: 3]

E 7-4-7	1 6-6-6	9-2	9-1	8-1	8-0	7-0	HMG 3 6-12	MMG 2 4-10	MTR 60*(1-16)*	BAZ 45 311 8-5	FT 310 24-1	DC 310 30-1
4	20						2	2	3	4	2	4
Elements of the 306th Regimental Cannon Company and 706th Tank Battalion enter on Turn 1 along the South edge of board 22:												
15 33 75	24 3 76L	17 6 75*										
2	2											

SPECIAL RULES:

1. EC are Dry with no wind at start. Coral Soil (G13.82) is in effect. The 22R7 bridge does not exist. Kindling attempts are NA.
2. The stream is Dry. Hexes 15F2, 15F3, and 15G3 are considered Level 2 hill hexes. The Cliff depictions along hex 15F2 still exist.
3. The G11.91 subtractions for Upper Cliff caves (G11.113) are NA. Pillboxes may not set up on hill hexes. A-P mines may not be exchanged for A-T Mines/Daisy Chains.
4. The Americans receive one module of 120-mm NOBA (G14.6; HE and WP), directed by a 2-2-7 crew which is this battery's Shore Fire-Control Party

(G14.61); all LOF (G14.62, 11.84) for this battery is traced through 22Y1.

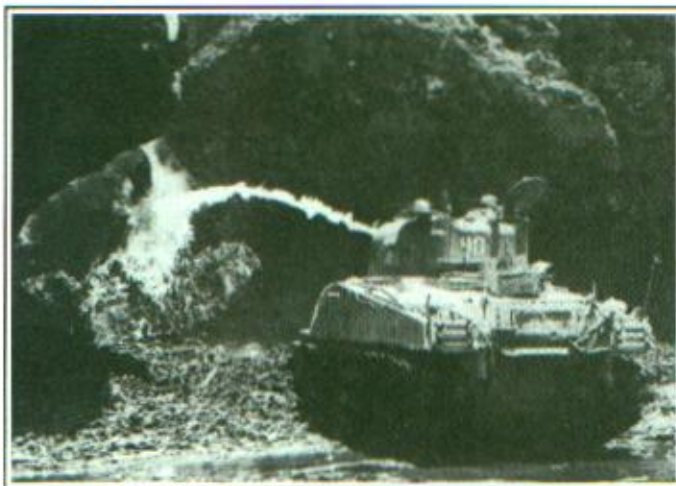
5. The American 7-4-7s/3-3-7s are Assault Engineers (H1.22). American AFVs may not enter Level 3 or 4 hill hexes.

AFTERMATH: The attack jumped off just after dawn supported by naval gunfire and self-propelled guns. The Government House was captured and then used as a MG position to support the troops' final assault on the Pinnacle. The Pinnacle rose sharply 600 feet from the surrounding countryside and the Japanese had dug numerous caves into its imposing structure. The men of the 306th scaled the sheer sides and, using demolition charges and flamethrowers, managed to raise the American flag atop the hill at 1025 hours. While the Japanese would use the many tunnels dug into the surrounding area to infiltrate and harass the Americans for several days to come, Ie Shima was on its way to becoming a vital air base for U.S. operations against Okinawa and Japan.

CLEARING KAKAZU

ASL SCENARIO J17

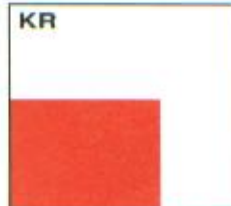
Scenario Design: Dan Dolan



VICTORY CONDITIONS: The Americans win at game end if they Control ≥ 22 building/rubble hexes.

KAKAZU RIDGE, OKINAWA, 24 April 1945: During the night of April 23 and early morning of April 24, a heavy Japanese bombardment masked the withdrawal of most of the remaining defenders of the Kakazu pocket. Several small units were left behind to delay the American pursuit. At the same time, General Hodges was forming a special task force to eliminate the Japanese forces still holding out in the pocket. Four battalions from the 7th, 27th, and 96th Divisions were assembled, designated Task Force Bradford, and assigned this unenviable job. The attack stepped off at 0730.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 14 between hexrows A-W are playable)

BALANCE:

● Remove the .50 cal HMG and the 7-0 from the American OB.

☆ Add one 7-4-7 squad to the American OB.

TURN RECORD CHART

● JAPANESE Sets Up First [157]	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [166]									



Rearguard elements of the 13th Infantry Battalion [ELR: 3] set up using HIP on/west-of hexrow V and south of the road that runs L21-I16-K16-N16-P17-T16-V17: [SAN: 5]



 4'-4-7	 2-2-8	 9-0	 8-1	 10 6-14	 4-11	 2-6	 50-1-10	 30-1	 11	 1+4+6
9	4				3	2		2	12	2



Elements of Task Force Bradford [ELR: 3] enter on/after Turn 1 along the north edge: [SAN: 3]



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

Enter on/after Turn 1 along the east edge:

 13 11 4 75 2/4/4	 13 11 4 TF32 2/4/4	 8-1
2		

SPECIAL RULES:

1. EC are Overcast, with no wind at start. See KR SSR. At the start of play, Rain (E3.51) is falling.
2. The Americans receive one module of 100+mm OBA (Smoke and HE).
3. The Japanese have MOL capability (A22.6), may fortify $\leq$ three building Locations in their setup area, and may use one DC as a Set AT DC (G1.6121).
4. The Japanese may use the Kakazu Village KR Cave Complex (SSR KR6).

AFTERMATH: The battalions of Task Force Bradford pushed right over Kakazu Ridge and swept through the stragglers and small rearguard units left behind by the Japanese withdrawal during the previous night. Within two hours, all American units had reached their objectives. By the afternoon, the 96th and 27th Divisions had linked their division boundaries at the foot of the Urasoe-Mura escarpment. Over 600 Japanese dead were counted in the Kakazu area and there were further signs of mass burials and other dead sealed in the numerous caves that riddled the ridge. The course of the war had passed through and left behind a burnt and decimated Kakazu.

THE GUNS OF NARO

ASL SCENARIO J20

Scenario Design: Chas Smith



North of NARO, SICILY, 11 July 1943: The attack on Sicily was underway. U.S. forces had broken out of the Gela bridgehead. Armored forces were rapidly advancing against weak opposition—mostly delaying units who would simply fire a few token shots then fall back to new defensive positions. After successfully capturing Naro on 11 July, recon elements of the 2nd Armored Division received the order to move on to Canicatti.

BOARD CONFIGURATION:



(only hexrows A-P are playable)

BALANCE:

III In the VC, change "≥ 32" to "≥ 34."

☆ In the VC, change "≥ 32" to "≥ 30."

VICTORY CONDITIONS: Provided the Italians do not have ≥ 1 Gun possessed by an unbroken crew and/or have not amassed ≥ 32 CVP (prisoners and captured equipment do *not* count double), the Americans win at game end if the Italians do not have Good Order units with LOS to any hex of the A5/A6-P3 road that are capable of applying ≥ 10 FP (including SW and PBF, but disregarding Multiple ROF and treating TPBF as PBF) to a hypothetical attack vs those same hex(es).

TURN RECORD CHART

III ITALIAN Sets Up First [80]	☆ 1	☆ 2	III 3	4	5	6	END
☆ AMERICAN Moves First							



Elements of the 207th Coastal Division [ELR: 3] set up in hill hexes on/north-of hexrow C (see SSR 4): {SAN: 3}



 3-4-7	 1-3-7	 2-2-7	 1-0	 8-0	 7-0	 3-3-12	 2-2-10	 2-1-12	 1-1-12	 1-1-12	 1-1-12
7	6										4

Elements of 82nd Recon Battalion, 2nd Armored Division [ELR: 3] enter on Turn 1 on/between A5-A7 (see SSR 2): {SAN: 2}



 3-4-7	 7-0	 1-0	 19-0	 17-0	 37-0	 37-0	 37-0	 37-0
3			2	2				

Elements of G Company, 41st Infantry Battalion and D Company, 66th Armored Battalion enter on Turn 2 along the south edge (see SSR 2):

 6-6-7	 8-2	 8-1	 1-0	 1-0	 13-0	 13-0
6					3	3

SPECIAL RULES:

- EC are Moderate, with no wind at start. Boresighting is NA.
- All American Personnel must enter as PRC. The Turn 1 units (82nd Recon) may use the road rate in either of hexes A5/A6, regardless of which offmap hex is used. Jeeps may form firegroups as if they were armored HTs (D6.64).
- The Italians receive Air Support (E7.) in the form of two '42 FB with bombs which arrive automatically on American Player Turn 3. If still in play, the FBs are automatically recalled (E7.24) at the end of American Player Turn 4.
- Italian units (and SW stacked with them) setting up in suitable terrain may begin the game entrenched (B27.1).

- Malfunctioned Italian Guns repair on a dr ≤ 2.

AFTERMATH: Coming upon a narrow pass, two light tanks proceeded slowly through. A curve in the road was defended by four large caliber guns. The entire recon force came under intense machine gun fire, and two assault guns were ordered to the front to help provide covering fire. Using skill and maneuver, the recon force evaded the trap and the infantry was called in to assist in clearing the blocking forces. Tanks from Company D, supporting infantry from Company G, made slow progress against the dug in Italians. In the midst of this, German aircraft began strafing the advancing troops. Despite the setbacks, the 2nd Armored Division continued to move steadily forward. As night fell, the enemy pulled back—leaving Canicatti in Allied hands.

SCOBIE PRESERVES



ASL SCENARIO J21

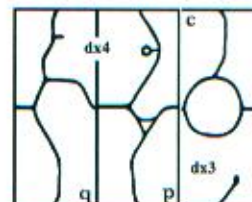
Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Partisans win at game end by amassing more VP than the Indians. Each side receives VP (calculated as Exit VP, but excluding prisoners) for unbroken Infantry and/or mobile AFV with any functioning MA/MG on/adjacent-to the dA3-F3-H2-O3 road.

PIRAEUS, GREECE, 6 December 1944: As the Germans pulled out of Greece in the fall of 1944, every Greek fringe group and partisan organization saw the opportunity to secure its own agenda. The Soviet-backed communists, Ethnikos Laikos Apeleftherotikos Stratos (ELAS), translated as "Greek People's Liberation Army," was the first group to exert their influence by force. Not ready to see Greece become a Russian satellite, Churchill immediately ordered General Scobie to treat Athens "like a conquered city". What would follow would later be considered by some as the first battle of the upcoming Cold War.

BOARD CONFIGURATION:



BALANCE:

- Add one 2-4-7 HS to the Indian OB.
- Add one 7-0 leader to the Partisan OB.

TURN RECORD CHART

● INDIAN Sets Up First [104]	1	2	3	4	5	END
■ PARTISAN Moves First [96]						



Elements of the 4th Indian Division [ELR:3] set up on board d (see SSR 5): {SAN: 3}



 4 ² -5-7	 2-4-7	 8-1	 8-0	 7-0	 4-12	 2-7	 2-11	 13 (H) 2/4	 33 (H) 2/4
10					2				



Elements of the ELAS Partisan Division "Roumeli" [ELR: 5] set up on boards c and/or b in hexes numbered ≤ 4: {SAN: 5}



 3-3-7	 8-1	 8-0	 7-0	 2-9	 Roadblock
16				3	3

(see SSR 5)

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: **dx4** on dN1-bN5, **dx3** on cL5.
- Partisans suffer from Ammunition Shortage (A19.131) and may neither Deploy [EXC: A20.5] nor form multi-Location firegroups. The Partisans have MOL Capability (A22.6) and use Russian LMG without captured weapon penalties.
- The Partisans have special CC attack capability in the form of "Scobie Preserves". Usage is limited to CC attacks versus Infantry or Riders. The availability and mechanics of use (including penalties) is governed by the ATMM rules (C13.7) as if the Infantry target(s) were a vehicle. The CC DRM of a "Scobie Preserve" is -2.
- Prior to all setup, the Partisan player may place up to three roadblocks in the

playing area (HIP is NA). The Indian infantry must set up in buildings with ≤ one MMC per building. The Indian AFVs may not set up within three hexes of one another.

- Surrender may not be refused (i.e., a surrendering unit may not be eliminated thereby invoking No Quarter (A20.3) [EXC: Berserkers still refuse Surrender]).

AFTERMATH: With General Scobie besieged in the center of Athens, the Fourth Indian Division was brought over from Italy along with part of an armored brigade. However, Roosevelt wanted nothing to do with "Churchill's little problem" and the American press loudly denounced the entire endeavour. Stalin was taking a wait-and-see attitude. And the ELAS were improvising—they put together homemade bombs nicknamed "Scobie Preserves" because they were made from empty tomato cans filled with dynamite and broken glass, nails, etc. Regardless of these improvisations, the military situation would stabilize after about two weeks; the political situation would remain fluid. Greece would not see the end of civil war until 1948.

OH JOY!

ASL SCENARIO J22

Scenario Design: Brian Youse



VICTORY CONDITIONS: The Russians win at game end if they amass ≥ 20 VP provided they amass ≥ 10 CVP more than the Germans and control ≥ 1 Location containing a trench. In addition to earning CVP normally, the Russians also earn 3 VP for each Location containing a trench which they Control.

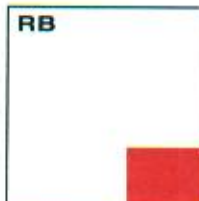
STALINGRAD, RUSSIAN, 28 October 1942: The Russians in Stalingrad were stretched to the limit, their forces so thin that shifting units from anywhere along the line would mean leaving a gap. Although desperate to buy time to allow the 45th Division to be ferried across the Volga at night, the Russians had no more reserves. During the 27th, the shattered 118th Rifle Regiment had a bit of luck. To their surprise, they recovered three tanks from the front lines, one with a functioning flamethrower. Anxious to buy time and spread their newfound joy, the Russians threw together these tanks, thirty men just released from the field hospital, and a dozen members of the 62nd Army's staff, and sent this hastily-formed armored reserve to counterattack.

BOARD CONFIGURATION:

BALANCE:

✚ SSR 4 is NA.

★ Exchange the Russian 9-1 for a 9-2.



(Only hexes on/east of hexrow W and numbered ≥ 38 are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
★ RUSSIAN Moves First							



Elements of Infantry Division 79 [ELR: 3] set up on/west-of hexrow BB: {SAN: 3}

 5-4-8	 4-6-7	 4-4-7	 8-1	 7-0	 5-12	 3-8	 1-12	 30-1	 7 morale	 12	 1
3	5				3				8	12	1
 13	 14	 16	 37L	 75	 37L	 37L	 37L	 37L	 37L	 37L	 37L
2	2	2	2	2	2	2	2	2	2	2	2



Remnants of 118th Rifle Regiment [ELR: 3] set up on/east-of hexrow CC: {SAN: 4}

 4-5-8	 4-2-6	 7-0	 4-10	 7 morale
3				6

Scratch force, 62nd Army Staff and 118th Rifle Regiment Headquarters set up on/east-of hexrow GG:

 6-2-8	 5-2-7	 4-4-7	 8-1	 7-0	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1	 8-1
2											
 17	 14	 14	 14	 14	 14	 14	 14	 14	 14	 14	 14
2	2	2	2	2	2	2	2	2	2	2	2

SPECIAL RULES:

- See RB SSR (found on the reverse of scenario RB5). A +1 LV Hindrance (E3.1) applies due to pre-dawn conditions. Campaign Game SSR CG15 (O11.4) is in effect.
- After setup but prior to the start of play, each German Infantry unit must take a NMC; TEM vs. OBA is applied as a negative DRM to this NMC. All markers placed as a result of the NMC remain in play for the start of the first Player Turn and are removed normally as dictated by the Sequence of Play.
- The OB-given Russian 5-2-7 and 4-4-7s are considered Walking Wounded (WW). A WW MMC has a 3MF allotment which is never increased for any reason, even while routing or berserk [EXC: while being carried by any form of conveyance], its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes, while all CC attacks against it receive a -1 DRM. Two WW HS may recombine into a WW squad as per

A1.32. If a non-WW HS and a WW HS recombine, the resulting squad is considered WW.

4. Exchanging A-P minefield factors for A-T mines (B28.5) is NA.

AFTERMATH: Supported by artillery and katyusha batteries, the Russians launched their attack in the pre-dawn twilight. Such a small force was unable to advance far, but by using the light tanks to overrun Germans in their forward trenches and the flame-throwing tank to hunt German armor, the Russians did manage to capture a few trenches and destroy three German tanks. The impact of this attack was far more than recapturing a few yards of Stalingrad—the German radios lit up with tales of the unexpected Russian armored counterattack and the exhausted German troops used this as an excuse to stop and reorganize. The ad-hoc counterattack had bought the Russians in Stalingrad another day to continue ferrying the 45th Division across the Volga.

KAMPFGRUPPE AT KARACHEV

ASL SCENARIO J23

Scenario Design: Vic Provost



VICTORY CONDITIONS: Provided the Germans do not amass ≥ 38 CVP, the Russians win immediately by amassing ≥ 25 CVP or by exiting ≥ 32 Exit VP off the south edge on/between 37GG3-32A6, or at game end if they Control all buildings in the German setup area.

KUSMENKOVO, RUSSIA, 28 July 1943: After Hitler had called off Operation Zitadelle, new orders from OKH saw Panzergrenadier Division Grossdeutschland shifted from the southern region of the Kursk salient to the region northwest of Orel. This was in response to the increasing pressure of the Soviet offensive to take Karachev and sever the rail link between Bryansk and Orel, thus cutting off large segments of Model's 9th Army. In order to foil the Soviet plans, the division was split into several kampfguppen and sent into the villages in the forest to the northeast of Karachev.

BOARD CONFIGURATION:



(Only hexes R-GG on board 37 and A-P on board 32 are playable)

BALANCE:

✚ In the VC, change " ≥ 32 " to " ≥ 34 ."

★ In the VC, change " ≥ 32 " to " ≥ 30 ."

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	★	1	2	3	4 ⁺	5	6	7	END
★ RUSSIAN Moves First [134]									



Elements of Bataillon II, Panzergrenadier Regiment Grossdeutschland, Panzer Grenadier Division Grossdeutschland [ELR: 4] set up on/south-of (alternate) Hex Grain 37X10-32J5-L6-K8-K9-J10: {SAN: 4}

5-4-8	4-6-8	2-4-8	2-2-8	1-1-8	1-1-8	1-1-8	3-7-10	5-12	3-8	50* (2-10)	?
2	5	2							2		6



2 AT	AT M8
Mines	75L

2
(see SSR 5)

Elements of Assault Pioneer Bataillon Grossdeutschland and Sturmgeschütz Abteilung Grossdeutschland enter on Turn 4 along the south edge:

8-3-8	1-1-8	3-8	30-1	13
2			2	



Elements of the 31st Guards Infantry Division [ELR: 4] enter on Turn 1 along the north edge on/between 32P3-32P6 with all AFV having expended 8 MP: {SAN: 3}

6-2-8	4-5-8	9-2	8-8	3-7-10	3-8	30-1	?	16	9-1
2	10	2		3	2	4	4		



SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling (B25.11) is NA.
- All buildings are wooden and Single Story. Cellars (B23.41) are NA. Roads on board 37 do not exist; treat all board 37 woods-roads as paths (B13.6) with no Open Ground in the woods-road portion of the hex.
- German 8-3-8s/3-3-8s and Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22) and are Fanatic (A10.8) while possessing (or placing (A23.3)) DC. They receive a -1 DRM to DC Placement vs AFV DR (C7.346).
- Assault Engineers and German 5-4-8s/2-3-8s may use ATMM (C13.7) [EXC: a $dr \leq 2$ is need for usage and the CC vs AFV DRM is -2].
- The German AT mines are two Daisy Chains (B28.531) of 2 AT factors each and may only be possessed by 5-4-8s/2-3-8s at start. During German

setup, the German player may secretly record which units possess the Daisy Chains. The presence of these Daisy Chains must be revealed when the possessing unit is no longer in Good Order, or if it performs any of the following actions in LOS and within 16 hexes of an unbroken enemy unit: places the Daisy Chain, transfers the Daisy Chain, or drops possession of the Daisy Chain. Once revealed, Daisy Chains may not regain hidden status.

6. Both sides are Elite (C8.2).

AFTERMATH: July 28th saw the initial test of the newly established German positions. The Soviets, with the aid of heavy artillery support, managed to take Alisovo, but ran into stiff resistance from elements of Grossdeutschland at Kusmenkovo. The Soviets pressed ahead with tanks in support and the village was contested for an entire morning. It was not until the local reserve of pioneers arrived that the situation was stabilized. With the stiffening of the line at Karachev, the Soviets called off the attack to regroup for the next round of probes to the west at Krasaskiye and Novogorodskiye.

SMASHING THE 3RD

ASL SCENARIO J24

Scenario Design: Chas Smith



South of WOLOMIN, POLAND, 3 August 1944: The success of Operation Bagration allowed a number of Russian units, including the Soviet 3rd Tank Corps, to make deep penetrations through the German lines. On 31 July, the German 9th Army believed it was in position to cut off and destroy the Soviet 3rd Tank Corps near Wolomin. The Hermann Göring Division, en route from Italy, would play a significant role in the counter-offensive. The counterattack began as elements of the division were sent south to fight in the Warka-Magnuszew area. Meanwhile, on 2 August, the main body of Hermann Göring comprised of the 1st and 2nd Parachute-Panzer-grenadier Regiments, Bn I Parachute-Panzer Regiment, Bn III Parachute-Panzer Artillery Regiment, Armored Recon Bn, Parachute-Panzer Assault Bn, Parachute-Panzer Pioneer Bn, and assorted flak elements set out from the Warsaw-Wolomin rail line to the western outskirts of Wolomin. Their task was to break through and join with the 4th Panzer division to complete the encirclement.

BOARD CONFIGURATION:

BALANCE:

- ★ In the Victory Conditions, change "≥ 100" to "≥ 107."
- ✚ In the Victory Conditions, change "≥ 100" to "≥ 93."



17
44

VICTORY CONDITIONS: The Germans win immediately upon amassing ≥ 100 VP. The Germans receive Exit VP for units exited along the east edge and CVP [EXC: Prisoners are worth 0 CVP]. In addition, the Germans receive VP at game end for building Control. Each building Controlled is worth a number of VP equal to the number of hexes it occupies (i.e., a total of 23 building VP are possible).

TURN RECORD CHART

★ RUSSIAN Sets Up First [83]	+	1	2	3	4★	5	6	7	END
✚ GERMAN Moves First [180]									

Elements of Soviet 3rd Tank Corps [ELR: 3] set up on/east of hexrow X: {SAN: 3}



11

2

3

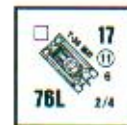


5

5

2

Enter on Turn 4 along the east edge:



5



Elements of Hermann Göring Division [ELR: 2] enter on Turn 1 along the west edge: {SAN: 3}



5

5

5

2

2

4

10

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Contrary to D1.84, no PzIVH is equipped with an AAMG.

AFTERMATH: The Hermann Göring Division pressed the attack south of Wolomin throughout the day and into the next. By the end of 3 August, the division had succeeded in smashing through the 3rd Tank Corps' lines and, in conjunction with the 4th Panzer Division, encircled and destroyed a large number of enemy armored vehicles—76 Soviet tanks were reported destroyed. The remainder of the 3rd Tank Corps was cut off and systematically eliminated. In the end, the Soviets had suffered heavily—losing 192 tanks and 45 guns by 6 August. Subsequently, the 3rd Tank Corps was withdrawn from combat and reformed in October as the 9th Guards Tank Corps.

THE WEIGH IN

ASL SCENARIO J25

Scenario Design: Curt Schilling



VICTORY CONDITIONS: Provided the Polish have not amassed ≥ 50 CVP, the Germans win at game end if they Control all buildings on board 44 east of hexrow Q.

PIOTRKOW, POLAND, 5 September 1939: With Armies Modlin and Pomorze in full retreat, September 5th found the Polish High Command focusing on the tactical situation in the Piotrkow sector, roughly 150km southwest of Warsaw. Officials in Warsaw feared the German 1st and 4th Panzer Divisions would overrun Piotrkow unless someone, or something, could slow down the German blitzkrieg, so ordered a local counterattack for late on the 5th. As these forces were taking preliminary actions to mount an attack, the Germans appeared. The 1st Panzer Division, believing both the road and city to be wide open, expected little resistance. Two Battalions of the Polish 19th Infantry Division were tasked with defending the approaches to the city and were the first to engage the German assault force.

BOARD CONFIGURATION:

BALANCE:

■ Add one 7TP/jw to the Polish OB.

⊕ Increase game length by 1/2 turn (from 8 to 8.5 turns).



33	
44	X14 X18 X11 X15

TURN RECORD CHART

■ POLISH Sets Up First [135]	+	1	2	3	4	5	6	7	8	END
⊕ GERMAN Moves First [215]										



Elements of the 19th Infantry Division, Army Prusy [ELR: 2] set up on board 44 on/east-of hexrow L: {SAN: 4}

4-6-7	4-3-7	2-2-8	9-1	7-0	6-12	4-11	1-12	? morale	81* [3-7]	75
8	6	5		2			2	10		2
37L	5	15	5							
2	5	5								

Supporting armor from the 2nd Light Tank Battalion enter on Turn 3 along the south edge of board 44:

14
37L
2



Elements of Panzer Regiment 2, Panzer Division 1 [ELR: 4] enter on Turn 1 along the north edge: {SAN: 2}

5-4-8	4-1-7	9-2	8-1	7-0	3-8	3-8	1-12	2	2	24-1	30-1
5	15		2	2	2	4	2	2	2		3
14	15	15	23	34	16	9-1					
2	4	4	2	2	2						

SPECIAL RULES:

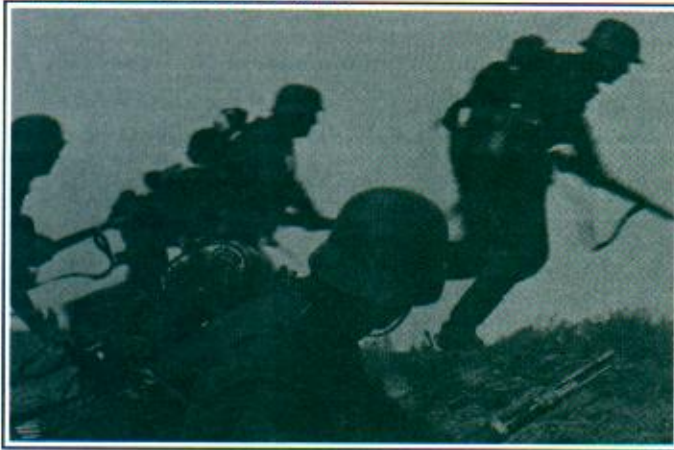
- EC are Moderate, with a Mild Breeze from the northwest at start.
- Place overlays as follows: X11 on 44X5/X6, X15 on 44V7/W7, X14 on 44R3/S3, and X18 on 44U5/V5.
- The German 5-4-8s/2-3-8s are considered Assault Engineers (H1.22).
- Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.
- Vehicular crews may not voluntarily abandon (D5.4) their vehicles.
- Interrogation (E2.; not E2.4 Civilian Interrogation) is in effect.

AFTERMATH: The infantry and guns of the 19th Infantry Division repulsed the initial German advance while suffering relatively light casualties. A second advance by the Germans was also repulsed, this time with the aid of 7TPjws of the 2nd Light Tank Battalion. Fighting continued throughout the day as the Bofors anti-tank guns of the 19th kept the tanks of the 1st Panzer Division at bay. In the late afternoon, German scouts managed to find a gap in the Polish defense line. The Germans immediately exploited this gap and eventually encircled the units defending the city. This preliminary action foreshadowed the outcome of the further rounds of fighting still to come in the Polish campaign.

ROUND TWO

ASL SCENARIO J26

Scenario Design: Vic Provost



VICTORY CONDITIONS: Provided the Polish have not amassed ≥ 50 CVP, the Germans win immediately upon amassing ≥ 100 VP. CVP and Exit VP (for German units exited off the west edge)[EXC: prisoners do not count double] are awarded normally. VP are also awarded at game end for Control of multi-hex buildings within the Polish setup area. Each non-Factory multi-hex building is worth VP equal to the number of at-start building Locations it contains and Factory oBB8 is worth 15 VP.

TURN RECORD CHART

POLISH Sets Up First [137]	1	2	3	4	5	6	7	8	END
GERMAN Moves First [233]									

SOCHACZEW, POLAND, 14 September 1939: As the drive on Warsaw continued, the 4th Panzer Division, with the SS Leibstandarte Adolph Hitler Regiment attached, was given orders to attack through the Warsaw suburbs of the Bzura sector in the bend of the Vistula River. The Germans hoped to seal off the western approaches that the desperate Polish High Command was trying to keep open for reinforcements fighting through to the east. Occasionally the Polish defense crystallized in localized hedgehogs that slowed, and sometimes stopped, the increasing momentum of the German blitzkrieg. One such formed in Sochaczew when elements of the Polish 17th Infantry Division decided that the German onslaught must be stopped.

BOARD CONFIGURATION:



X17	46
X21	
X16 O2	

BALANCE:

- In the Polish OB, replace the 10-2 with a 10-3.
- Add one 5-4-8 and one DC to the German OB.

Elements of the 17th Infantry Division [ELR: 3] set up on/west of hexrow R: {SAN: 5}

4'-5-8	4-5-7	4-3-7	2-4-8	2-2-8	10-2	8-1	8-8	7-7	HMG 3 6-12	HMG 2 4-11	ATR 1-12
4	6	4	2						2	2	2

MTR 46-13-28	Phone 11	? 7 morale	AT M12 37L	Roadblock
2		16		2

Elements of Bataillon 1, SS Regiment (mot.) Leibstandarte Adolph Hitler and Panzer Regiment 36, Panzer Division 4 [ELR: 3] set up on/east of hexrow P: {SAN: 3}

5'-4-8	4'-6-8	2-4-8	9-2	8-1	8-1	8-8	7-7	HMG 3 7-16	HMG 2 5-12	LMG 3 3-8	ATR 1-12
3	13	2						2	2	4	2

MTR 50-12-13	DC 30-1	Radio 8	9-1	13 1 1 75*	12 1 1 37L	15 1 1 20L(4) -/5	15 1 1 20L(4) -/5*
2	3					2	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling (B25.11) is NA.
- Place overlays as follows: X16 on CC2/CC1, X17 on BB8/CC9, X21 on V3/W3 and O2 on W1/X1. Buildings oDD1, CC7, and EE4 contain RB Cellars (O6). Building oBB8 is a 2 1/2 level Factory (B23.74) with a vehicular entrance and rooftop access point in oCC9. Rooftops are in play only for building oBB8 and are considered Concealment terrain for all purposes.
- The Poles may fortify (B23.9) $\leq$ five ground-level building Locations (tunnels are NA).
- Vehicular crews may not voluntarily abandon (D5.4) their vehicles.
- Polish Elite and 1st Line squads have Assault Fire (A7.36) and MOL (A22.6) capability. All Polish MMC in the same Location as the Polish 10-2 leader are Fanatic (A10.8) as long as the current morale level of the leader is "10".
- The first Polish MMC to pass a MC unpinning and in Good Order Battle Hardens and creates a Hero (A15.2).
- The Poles may use HIP for $\leq$ two squad-equivalents and any SMC/SW set up with them. The Polish SMC initially possessing the field phone may set up HIP. The Poles receive one module of 70+mm OBA (HE only) with Plentiful Ammunition.

- The Germans receive one module of 150+mm OBA (HE & Smoke) with Plentiful Ammunition and one Pre-Registered hex. Radio Contact and Battery Access are automatic at the start of Turn 1 Prep Fire Phase (remove one Black Chit). The first fire mission must take place on Turn 1 Prep Fire Phase with either a Smoke FFE or Smoke Barrage (E12) in the Pre-Registered hex; Accuracy is determined normally (C1.73). The German leader initially possessing the radio may set up HIP.
- The German 5-4-8/2-3-8s are Assault Engineers (H1.22), must possess the DCs at start, and are the only German MMC qualified to use the DCs without a +1 DRM IFT penalty for non-qualified use, are considered to have an underlined Morale Number, and are considered SS for all other purposes.
- The Germans receive Random Air Support in the form of one Stuka DB with Bombs [EXC: contrary to E7.2, it enters play on a ≤ 2 less than the current turn number and is automatically Recalled at the end of the first Player Turn in which it passes a Sighting TC].

AFTERMATH: The fighting raged on until noon on the 14th as the town changed hands three times. The Germans ran head long into a heavily defended urban battlefield held by determined, and in some cases, fanatic troops. The Polish matrix of roadblocks and fortified strongholds forced the SS to fight for every block of the town. Eventually, the combined weight of the regimental artillery and attached panzer support forced the Poles from Sochaczew. Later that night, the Germans themselves had to abandon the town under heavy artillery shelling. The shattered remnants of Sochaczew were retaken the next day and the drive on Warsaw resumed.

HIGH TIDE AT HEILIGENBEIL

ASL SCENARIO J27

Scenario Design: Chas Smith



VICTORY CONDITIONS: The Russians win at game end if they Control building J3.

HEILIGENBEIL, EAST PRUSSIA, 24 March 1945: In February, seven Soviet Armies encircled the German 4th Army, which included the Hermann Göring Parachute-Panzer Corps, in the Heiligenbeil Pocket. The pocket contained 120,000 combat and 30,000 support troops, which could now only be supplied by sea. Ground activity decreased at the beginning of March, but Russian aircraft still attacked soldiers and civilians alike. The HG Parachute-Panzer Corps contained the HG 2nd Parachute-Panzer Grenadier, the Grossdeutschland Panzergrenadier, and the 562nd Volksgrenadier Divisions. The Corps was responsible for the defense of the northern sector of the line where, beginning on 13 March, the Soviets launched a series of heavy assaults. The HG 2nd Parachute-Panzer Grenadier Division was the focal point of several of these attacks. As the strong Soviet offensive continued, the men of HG put up a determined defense, but were forced to give up ground. A particularly determined Soviet attack began on 24 March.

BOARD CONFIGURATION:

BALANCE:

✚ Delete a 5-2-7 from the Russian OB.

★ Delete a 2-4-7 from the German OB.



TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	★ 3	4	5	6	7	END
★ RUSSIAN Moves First [98]								



Elements of 2nd Hermann Göring Parachute-Panzer Grenadier Division [ELR: 2] set up west of hexrow S [SAN: 4]:



 4'-6-7	 2-4-7	 2-2-8			 7-10	 5-12	 3-8	 7 morale	 75L -/-/2*	 37L (B)	 75*
7	2	2			2	2	8				



Elements of Soviet 28th Army, 3rd Belorussian Front [ELR: 4] set up east of hexrow S [SAN: 3]:



 4-4-7	 5-2-7			 4-10	 2-6	 1-12	 76L
10	4			2	3	2	4

SPECIAL RULES:

1. EC are wet, with no wind at start. Kindling (B25.11) is NA.
2. The Russians receive air support (E7.) which automatically arrives on Turn 3 in the form of two 1944 FB with bombs.
3. No German ordnance may fire HEAT or Smoke ammunition.

AFTERMATH: A powerful Soviet force broke through the defenses and into the city. Bloody street fighting reminiscent of Stalingrad erupted. Driving forward, the Soviet juggernaut fought to control the area surrounding the Gneisenau Barracks. Stiffening resistance slowed the assault, but the supporting fire from a number of 76mm assault guns finally drove the defenders back. By nightfall, the Germans had been forced out of the city, and held only the Balga Peninsula, a small area of about 50 square miles. On the night of 30 March, the shattered remnants boarded ships and put out to sea. Of an initial force of nearly 24,000 men, the Hermann Göring Parachute-Panzer Corps took only 6,000 home to Germany.

Scenario Designer: Chas Smith



BOARD CONFIGURATION:



✚ Add one 2-4-8 to the German OB.

☆ Add one 7-4-7 to the American OB

GERMAN Sets Up First	☆					☆				
☆ AMERICAN Moves First [140]	1	2	3	4	5	6	7	END		



Elements of 9th Panzer Division [ELR: 3] set up anywhere (see SSR 3); {SAN: 4}



Elements of Combat Command "Romeo" [ELR: 4] enter on Turn 1 along the north edge: {SAN: 3}



Enter on Turn 1 along
the east edge:



Enter on Turn 5 along
the north edge:



1. EC are Wet, with no wind at start. Kindling (B25.11) is NA. All buildings are wooden [EXC: building P6 is stone and all of its ground level Locations are Fortified; B23.9].

2. Prior to setup, the Germans must place a wooden rubble counter in each of 4 building hexes [EXC: no rubble counters may be placed in any hex of building P6]. Falling Rubble (B24.12) is NA.

3. The German player may set up no more than 6 *counters* in Locations not in building P6. All German units *in* building P6 are Fanatic (A10.8) [EXC: beginning with the American Turn 6 Prep Fire Phase and lasting until the end of the game, this benefit is NA and all German units have their ELR lowered by 3 (to a minimum of 0)].

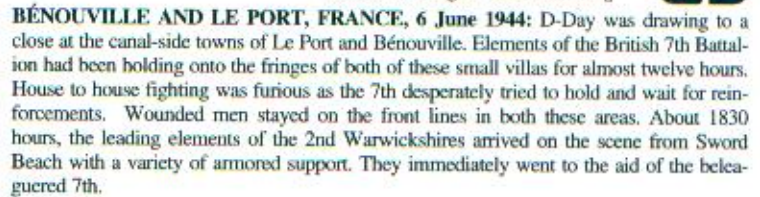
4. For purposes of special ammunition availability and inherent SW use, the scenario is considered to take place in 1945.

5. The Germans may use HIP for $\leq$ one MMC and any SMC/SW set up with it.

6. Vehicular crews may not voluntarily abandon their vehicles. The CS# (D5.6) of the British Crocodiles is considered to be 0. Any crew forced to abandon a Crocodile is automatically broken. British crews treat American leaders as Allied (A10.7).

AFTERMATH: The U.S. infantry continued to assault the chateau, but its thick walls afforded the defenders too much protection. In a display of joint cooperation, CCR requested the assistance of some nearby British flamethrowing tanks. Two Crocodiles arrived to support the attack. A fiery display of their power encouraged the defenders to quietly put down their arms and surrender.

Scenario Design: *Curt Schilling*

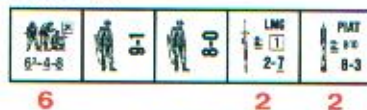
**BOARD CONFIGURATION:**

PB

- ✦ Add one *PzKpfw IVH* to either German set up area.
- 🎯 Add one *Sherman III DD(a)* entering on Turn 1 on/adjacent-to TT16 to the British OB.

[illegible]

				
3	2			



 5-4-8	 4-5-8	 9-2	 8-1	 MNG 8-12	 LNG 2-7	 PLAT 8-3	 MTR 8-1
3	2						



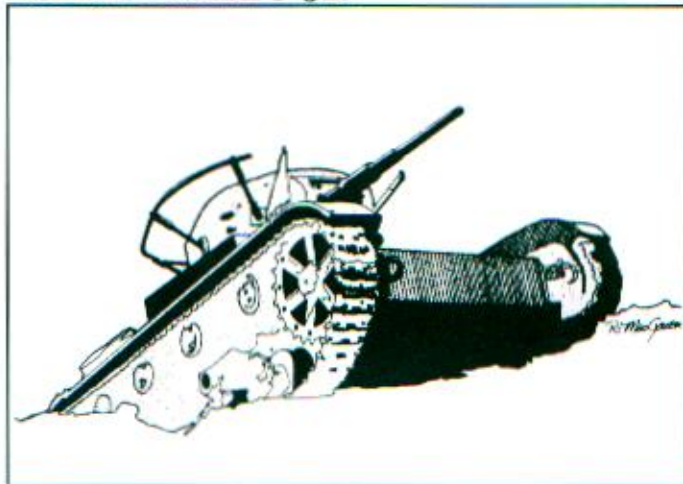
2. The British 9-2 which sets up between hexrows L and W begins the scenario wounded (A17). Three British 6-4-8 squad-equivalents which set up between hexrows L and W begin the game as Walking Wounded MMC (CG SSR 17).

AFTERMATH: Upon arrival, the 2nd Warwickshires wasted no time entering the fray. Their first task was to relieve the Le Port garrison thus allowing them to evacuate the wounded. This done, they moved into Bénouville to face the remnants of the German units who were weakened from their day-long struggle with the 7th. The influx of fresh British forces spelled the end of this last battle around Pegasus Bridge. The remaining German armor in Bénouville tried to provide support for the *grenadiers* and *panzerpioniers*, but the crack tankers from the 27th Armoured Brigade, supported by the "Warks", would win this day, and the struggle for the Pegasus Bridge would come to a close.

THE CAPTURE OF BALTA

ASL SCENARIO J29

Scenario Adaptation: Jim Stahler



VICTORY CONDITIONS: The Axis win at game end if there are no unbroken Russian MMC on/adjacent-to hexes 3Y1, 3Y2, 3Y3, 3Q1, 3Q2, and 3Q3.

TURN RECORD CHART

★ RUSSIAN Sets up and Moves First [234]	1	2	3	4	★ 5	6	7	8	9	10	END
✚ GERMAN [192]											

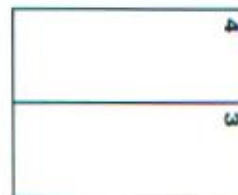
BALTA, UKRAINE, 3 August 1941: The 11th Army, advancing on the right side of Army Group South, skirted the Rumanian border with the Black Sea port of Odessa as its primary objective. The small town of Balta, located 120 miles northwest of Odessa, had changed hands several times during recent fighting, but was currently held by the Russians in battalion strength. As the German 239th Infantry Division attacked to the east of the town, and the Rumanian 6th Infantry Division attacked to the west, the 744th Engineer Regiment, less one company, was ordered to take Balta, preparatory to building a 24-ton highway bridge across the Kodyma River just south of the town. At the time, Company C, 744th Engineers under command of Lieutenant Ehrhart, was temporarily attached to the 239th, repairing vehicular bridges east of Balta. Upon learning that his parent unit was encountering difficulty reaching Balta, Lt. Ehrhart, on his own initiative, decided to take the town with a surprise attack from the east.

BOARD CONFIGURATION:

BALANCE:

★ Remove two LMG from the onboard German OB.

✚ Remove two 2-2-8 crews from the Russian OB.



Balta Garrison [ELR: 2] set up as indicated: (SAN:4)

On board 3 on/west-of hexrow L with ≤ 1 non-HIP MMC per hex; all MMC [EXC: crews possessing an Emplaced Gun] must set up in buildings:



On boards 3/4 stacked with any MMC:



On board 4 on/west-of hexrow L in hexes numbered ≥ 4 and ≤ 7 with ≤ 1 MMC per hex; all MMC must set up in 1S foxholes:



On board 3 on/west-of hexrow Q:



Enter on Turn 5 along the south edge on/west-of hexrow Q:



Kompanie C, Pioneer Regiment 744 [ELR: 4] set up concealed (regardless of terrain and LOS) on board 3 on/east-of hexrow G: (SAN: 2)



Enter on Turn 3 along the north edge on/west-of 4110:



Elements of the Rumanian 6th Infantry Division [ELR: 2] set up on board 4 in hexes numbered 10:



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. No hills exist; other terrain in these hexes exist normally [EXC: cliffs] at level 0 except as follows. All terrain within the contour of hill 534 is considered level 0 grain [EXC: building 3110 still exists but all terrain outside the building depiction is grain], all terrain within the contour of hill 547 is considered level 0 marsh.
3. The Russians receive one module of 100+mm OBA (HE only); radio contact may not be attempted until Russian Player Turn 5.
4. During Russian Player Turn 1, the only units that may perform any actions

are the Russian AFV [EXC: Axis units may conduct defensive fire/CC attacks against those AFV; units of both sides may Rout normally, but may not use Voluntary Break (A10.41)]. No Russian AFV have optional armament (i.e., AAMG or Rear MG).

AFTERMATH: As C Company prepared for its assault, it was attacked by two Russian tanks. The company's engineers, with help from a commandeered assault gun, eliminated one of the tanks and chased off the other. The attack on the town was soon delivered, catching the bulk of the garrison by surprise. Three hours after the attack started, C Company held the entire southern half of the town, after destroying additional Russian tanks with demolition charges. Reinforced by elements of its own regiment attacking from the north, Company C proceeded on schedule with its assigned task of clearing the proposed bridge sites of mines.

NOCTURNAL ATTRITION

ASL SCENARIO J30

Scenario Design: Roger Best



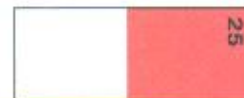
SIDI REZEG, LIBYA, 26 November 1941: On 21 November, four reduced-strength companies of British infantry had dashed across the Sidi Rezeg airfield to capture the key point of the Sidi Rezeg escarpment, which overlooked the whole vital area. But four more days of swirling tank and infantry battles in the area had left the Italian 9th Bersaglieri in possession of the section of the escarpment overlooking the airfield, with General Freyberg's 6th New Zealand Brigade precariously hanging on in the section to the east. The Bersaglieri were one of the few Axis units preventing Freyberg's men from linking up with the slow moving breakout from the textbook encirclement, and British plans for November 26th called for the link-up to be completed. Accordingly, units of 1st Essex and 32nd Tank Brigade took the Ed Duda feature just to the northwest during the day. Meanwhile, Freyberg held a brigade conference in the open desert, each officer flat on his stomach with maps spread in front of him to avoid the usual intense enemy fire upright movement attracted. Once again the plan was for a straightforward night attack, westward along the crest of Sidi Rezeg. Bayonets fixed, the 24th and 26th Battalions set out at 2300, weary, but glad to not be "spending the night shivering in shallow holes."

BOARD CONFIGURATION:

BALANCE:

III In the New Zealand OB, replace two 4-5-8s with 4-5-7s.

⦿ Add one LMG to the New Zealand OB



(only hexrows A—P are playable)

VICTORY CONDITIONS: Provided the Italians have not amassed ≥ 15 CVP, the New Zealanders win immediately upon amassing ≥ 15 CVP, and/or at game end if they Control hexes L6 and P6. Prisoners do not count double for VC purposes.

TURN RECORD CHART

III ITALIAN Sets Up First	1	2	3	4	5	6	END
⦿ NEW ZEALAND Moves First [115]							



Elements of 9th Bersaglieri Division [ELR: 2] set up on/west-of hexrow L: {SAN: 4}



 3-4-7	 2-2-7	 9-2	 8-1	 7-0	 4-2 4-10	 1 2-9	 45+ [2-13]	 47	 5 15 OVR. OBA: +4 Other: +2	 15 on floor OBA: +3+ Other: +1*
8	2					2		2	2	2



Elements of the 24th Battalion, 6th New Zealand Brigade [ELR: 3] set up on/east-of hexrow H: {SAN: 2}



 4-5-8	 4-5-7	 9-1	 8-1	 8-0	 2-7
5	5				3

SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the northwest.
- Night Rules (E1.) are in effect. The initial Base NVR is 1 hex with Scattered Clouds and a Half Moon. The Base NVR may never be reduced below 1.
- The New Zealand player is the Scenario Attacker; the Italian player is the Scenario Defender. The Majority Squad Type of both sides is Normal.

AFTERMATH: The night was so dark that the Kiwi platoons were forced to travel in close formation to maintain contact. The defending Bersaglieri opened fire at close range, filling the air with tracers and flares. The tired attackers pushed on through heavy machine-gun, mortar and AT gun fire, heedless of frightful losses, to close on the Italian line. The Bersaglieri fought with skill and nerve, keeping their guns in action to the last, but were shown no mercy by the determined Kiwis, who cleared every position with grenades and bayonets. The end of the battle found the New Zealand battalions in complete control of the escarpment, and the Bersaglieri destroyed as a fighting unit. Still, the New Zealanders considered it the hardest, bloodiest and most deadly attack ever staged by their unit and—although successful—retaking the escarpment was even more costly than the fight for Point 175 only three days earlier.

LOVAT FIRST SIGHT

ASL SCENARIO J31

Scenario Concept: Tim Van Sant



BENOUVILLE AND LE PORT, FRANCE, 6 June 1944: Fighting continued in Benouville and LePort as the British 7th Battalion continued to hold the towns against repeated German assaults. The Ox and Bucks, on the other hand, had been placed near the canal bridge as a reserve to the British airborne in the event of the Germans breaking through. The first major use of the canal bridge was scheduled for approximately 1100 hours when Lord Lovat's commandos, coming up from Sword Beach, would cross the bridge to reinforce the remainder of the 6th Airborne east of the Orne River. In the confusion of D-Day, however, Lord Lovat's commandos were late.

BOARD CONFIGURATION:



PB

BALANCE:

- ✦ In the Victory Conditions, replace "24 CVP" with "20 CVP".
- ⦿ If eliminated, the Sherman III DD does not count towards the CVP limit in the Victory Conditions.

VICTORY CONDITIONS: The British win at the end of any player turn when they have ≥ 25 VP of Good Order Commando (see SSR4) infantry (calculated as Exit VP) east of the Canal provided the Germans have not amassed ≥ 24 CVP (prisoners count double immediately for this purpose).

TURN RECORD CHART

✦ GERMAN Sets Up First [212]

⦿ BRITISH Moves First [412]

1	2	3	4	5	6	7	END
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Elements of Panzerpionier Kompanie 2, Infanterie Division 716, and Panzergrenadier Regiment 125, Panzer Division 21 [ELR: See SSR PB12] set up on/north of hexrow F, in hexes numbered ≤ 10 , in/adjacent-to building hexes: {SAN: 6}

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



Elements of Panzerpionier Kompanie 1, Infanterie Division 716, and Panzergrenadier Regiment 125, Panzer Division 21 [ELR: See SSR PB12] set up on/south-of hexrow M, west of the canal:

4'-6-8	4'-6-7	4-4-7	8-0	8-0	7-0	5-12	3-8	5-13	7 morale	9-1
2	6	6			2		4		15	



13	13	10	10	23	24
2	2	2	2	2	2



Elements of 7th Battalion, 5th Parachute Brigade, 6th Airborne Division [ELR: 5] set up as follows (see SSR2 & 3): {SAN: 3}

Set up on/north of hexrow EE in hexes numbered ≥ 9 , in/adjacent-to building hexes:

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

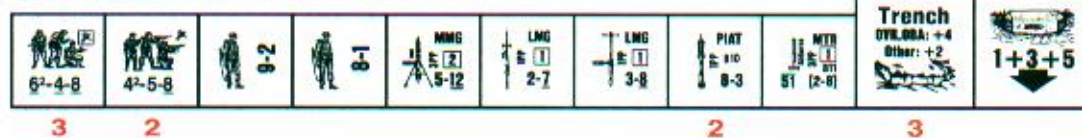


Set up on/between hexrows N and W, west of the canal:

6'-4-8	9-2	8-0	2-7	8-3	7 morale
6			2	2	10



Elements of Companies B and D, 2nd Oxfordshire and Buckinghamshire Light Infantry set up east of the canal and ≤ 3 hexes from X21 (See SSR PB14; SSR 3):



Anti-tank elements of the 6th Airborne Division set up east of the canal:



Elements of Lord Lovat's Commandos [ELR: 5] enter on Turn 1 on/adjacent to TT17 with the Infantry in Column (E11.5)(see SSR4 & 5):



SPECIAL RULES:

1. See PB SSR.

2. The British 9-2 which sets up on/between hexrows N and W begins the scenario Wounded (A17.). Four British squad equivalents which set up west of the canal begin the scenario as Walking Wounded MMC (CG SSR 17).

3. The pillbox sets up in Z21 (CA: Y22/Z22) and the three trench counters set up in W21, X21, and Z21. All Ox and Bucks MMC (and any SMC/SW stacked with them) may set up entrenched (B27.1) if in suitable terrain.

4. The British infantry entering on Turn 1 are Lord Lovat and his Commandos. These MMC are non-Airborne (SSR PB 13) and (contrary to H1.24) cannot Scale and are not Stealthy.

5. Contrary to E11.53, the Column is required to Disband due to having a LOS to a Known enemy unit only if such unit is within 16 hexes. The Column may not use Irrigation Ditch (Q1.) TEM.

AFTERMATH: At approximately 1300 hours, the beleaguered defenders heard a cheerful sound—bagpipes. Lord Lovat had arrived, marching his commandos in formation to the music of bagpipes—their prearranged signal with the airborne. Major Howard responded with a signal that the bridge was in their hands, but under fire. The commandos nonchalantly marched across the Pegasus Bridge, losing several men to sniper fire in the process, and continued on to reinforce the 6th Airborne.

PANZER GRAVEYARD



ASL SCENARIO J32

Scenario Design: Chas Smith



VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 20 buildings within the British setup area (rowhouses are treated as one building for VC purposes).

MINTURNO, ITALY, 21 January 1944: On 13 Nov 1943, 1st Company Hermann Göring Parachute-Panzer Regiment had been sent to support the 94th Infantry Division, and worked with the 267th Grenadier Regiment guarding the coast. 7th Company HG Parachute-Panzer Regiment was supporting the 274th Grenadier Regiment, and was engaged near Minturno. 1st Company was given the mission of guarding the Santa-Infante-Minturno Road. 7th Company tanks were already in the area and its 1st platoon, under the command of Lieutenant Lentz, was ordered to move up in support of the infantry near the Minturno Cemetery. The PzKpfw III tanks of 1st Platoon and infantry of the Grenadiers successfully repulsed several attacks. Finally, the order came for the 1st and 7th Companies, along with the 200th Grenadier Regiment, to counterattack.

BOARD CONFIGURATION:



		46
X25	X14	
X11		
18	Hi5	

BALANCE:

- In the Victory Conditions, change " ≥ 20 " to " ≥ 22 ."
- ✚ Reduce the game length by 1/2 turn (from 6 to 5.5 turns).

TURN RECORD CHART

● BRITISH Sets Up First [122]	1	2	3	4	5	6	END
✚ GERMAN Moves First [90]							



Elements of British 5th Infantry Division [ELR: 4] set up north of the 46Q10-46Q7-46X3-46Y2-18I1-18A6 road: {SAN: 4}

4'-5-7	2-2-8	1-2-7	1-8	8-8	7-0	5-14	4-12	2-7	8-3	7 mortar
10	2							2	2	14



57L 2/4	75 2/4	57L 2/4
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Elements of 1st and 7th Companies, Hermann Göring Panzer Regiment, and 200th Grenadier Regiment, 94th Infantry Division [ELR: 2] set up south of the 46Q10-46Q7-46X3-46Y2-18I1-18A6 road: {SAN: 3}

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



Set up on hill hexes within the German set up area:

13 3/5

4

SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling (B25.11) is NA. To represent the gathering darkness, beginning on Turn 6, a +1 LV Hindrance (E3.1) applies to all non-CC attacks.
- Place overlays as follows: X14 on 46U3/T2; X11 on 46V1/W2; X25 46W3/V3; Hi5 on 18G5/H5.
- The PIATs in the British OB must begin the game possessed by 1-2-7 crews.
- All German MMC are Lax.
- Vehicular crews may not voluntarily abandon (D5.4) their vehicles.

AFTERMATH: In support of the operation, 1st Platoon was reinforced by four PzKpfw IV tanks. The MkIIIs would provide fire support from positions on the heights. The attack, intended to capture the hills surrounding the cemetery and to push further into the town, was launched at 1710 hours. Feldwebel Lubke wheeled his PzIV around the corner at the cemetery and came face to face with a Sherman, which he knocked out with the first shot. Meanwhile, Lt. Lentz engaged and destroyed an antitank gun and a Churchill tank. British antitank teams were present in the town, but the armor provided the shock necessary for the less experienced German infantry to press forward. As twilight settled in, the vehicles pulled back to the cemetery and the infantry consolidated the gains. The following day, the infantry would successfully storm the last British stronghold, leaving the town in German hands. However, after being wounded, Lt. Lentz refused to leave the battlefield, and was subsequently killed by an artillery shell.

THE SLAUGHTERHOUSE

ASL SCENARIO J33

Scenario Design: Chas Smith



VICTORY CONDITIONS: The Russians win at game end if they Control buildings 20H3 and 22F4.

GRAUDENZ, WEST PRUSSIA, 22 February 1945: The bridgehead position at Graudenz was declared a fortress on 27 January 1945. The fortress defense was manned by the remaining elements of Division Hermann Göring, as well as various other Wehrmacht, Luftwaffe, Police, and Fortress units. The Russians relentlessly pressed the attack, inflicting staggering casualties on the defenders. By February 22nd, very few artillery and antitank guns remained functioning within the fortress. There were, however, still a large number of dangerous flak guns. In an attempt to remove these threats, the Russians resumed the attack the following morning reinforced by armor and supported by fire from nearly an entire artillery division.

BOARD CONFIGURATION:



20	22
----	----

BALANCE:

✚ Increase German ELR from 2 to 3 and delete SSR 4.

★ In the German OB, replace the 9-2 with a 9-1.

TURN RECORD CHART

✚ GERMAN Sets Up First [205]	1	2	3	4	5	6	7	END
★ RUSSIAN Moves First [226]								



Reinforced Elements of 2nd Regiment, Hermann Göring Training and Replacement Brigade [ELR: 2] set up on/north of hexrow L: [SAN: 4]:

8-3-8	5-4-8	4-6-7	4-3-6	2-2-8	9-2	8-1	8-0	5-3-10	5-2-12	3-8	24-1	12-4
2	7	3	4	3	2			2	2	4		
7 morale	24	4	88L 40-5-2-3	20L (20)	6/7/8							
9	24	4			4							



Reinforced Elements of 37th Guards Infantry Division [ELR: 4] set up on/south-of hexrow M: [SAN: 3]

6-2-8	4-5-8	10-2	8-1	8-0	7-0	5-3-10	5-2-12	3-8	30-1	24-1	6/7/8
6	14			2			2	4	2		
122L 11-1-2-4	85L 2-4										
3	3										

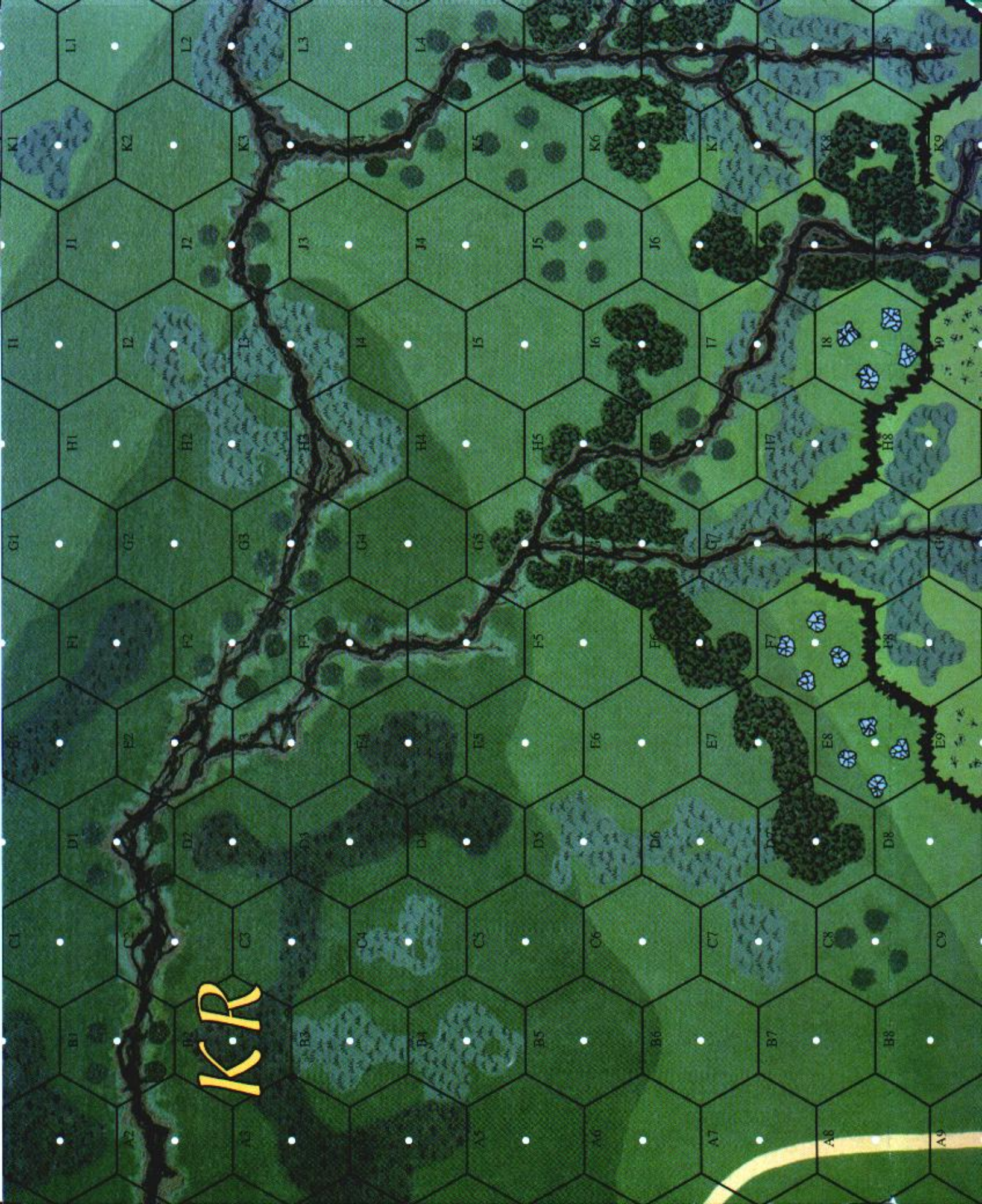
SPECIAL RULES:

- EC are Snow (E3.7), with Ground Snow (E3.72) and no wind at start. The stream is dry. Kindling (B25.11) is NA.
- Buildings 20H3 and 22F4 are Factories (B23.74) and despite the square staircase symbols are only 1.5 Level LOS obstacles.
- Hand-to-Hand CC (J2.31) may be declared by both sides.
- All German units have an ELR of 2. The Morale Number of German 8-3-8s/3-3-8s is *not* considered underlined.
- The Germans have Level C Booby Trap capability (B28.9) which may not be increased. Exchanging A-P minefield factors for A-T mines (B28.5) is NA.

6. The Russians receive one module of 120-mm OBA (HE only) with Plentiful Ammunition (C1.211). The Russian leader initially possessing the radio may use HIP.

7. The Russians may exchange one eligible leader for a Commissar (A25.22) as if the scenario were set in 10/42.

AFTERMATH: The battle was an extremely hard-fought affair. Several Russian units were accompanied by political officers to "encourage" battlefield performance. Bitter fighting for control of the tobacco factory and slaughterhouse ensued with the slaughterhouse changing hands several times. The heroic efforts by the defenders could not stem the Russian onslaught and they pushed past the factories, eventually reaching the railway station in the heart of the city. The doomed fortress would continue to hold out until 5 March, but at an exorbitant cost in men and material.



KR



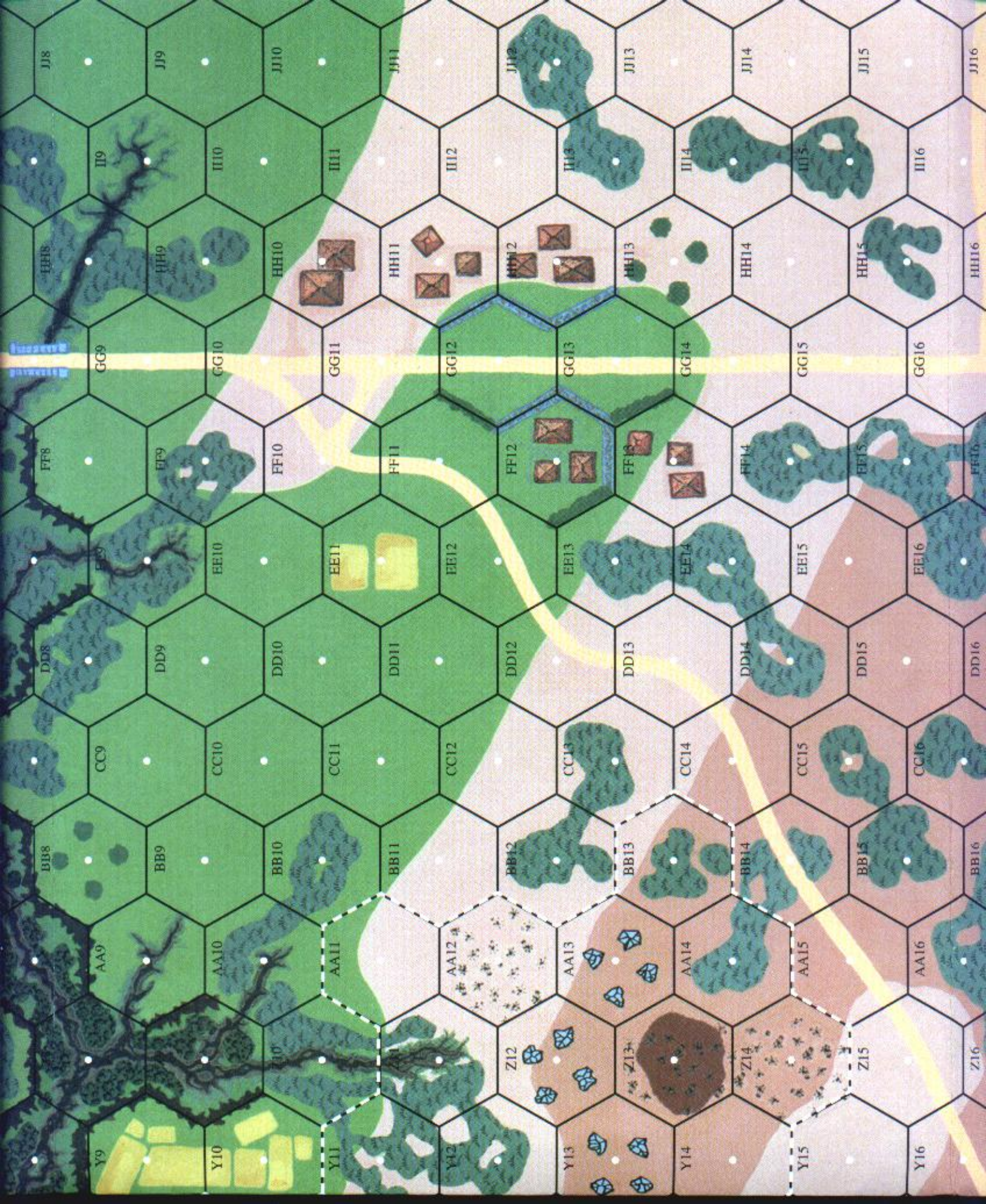


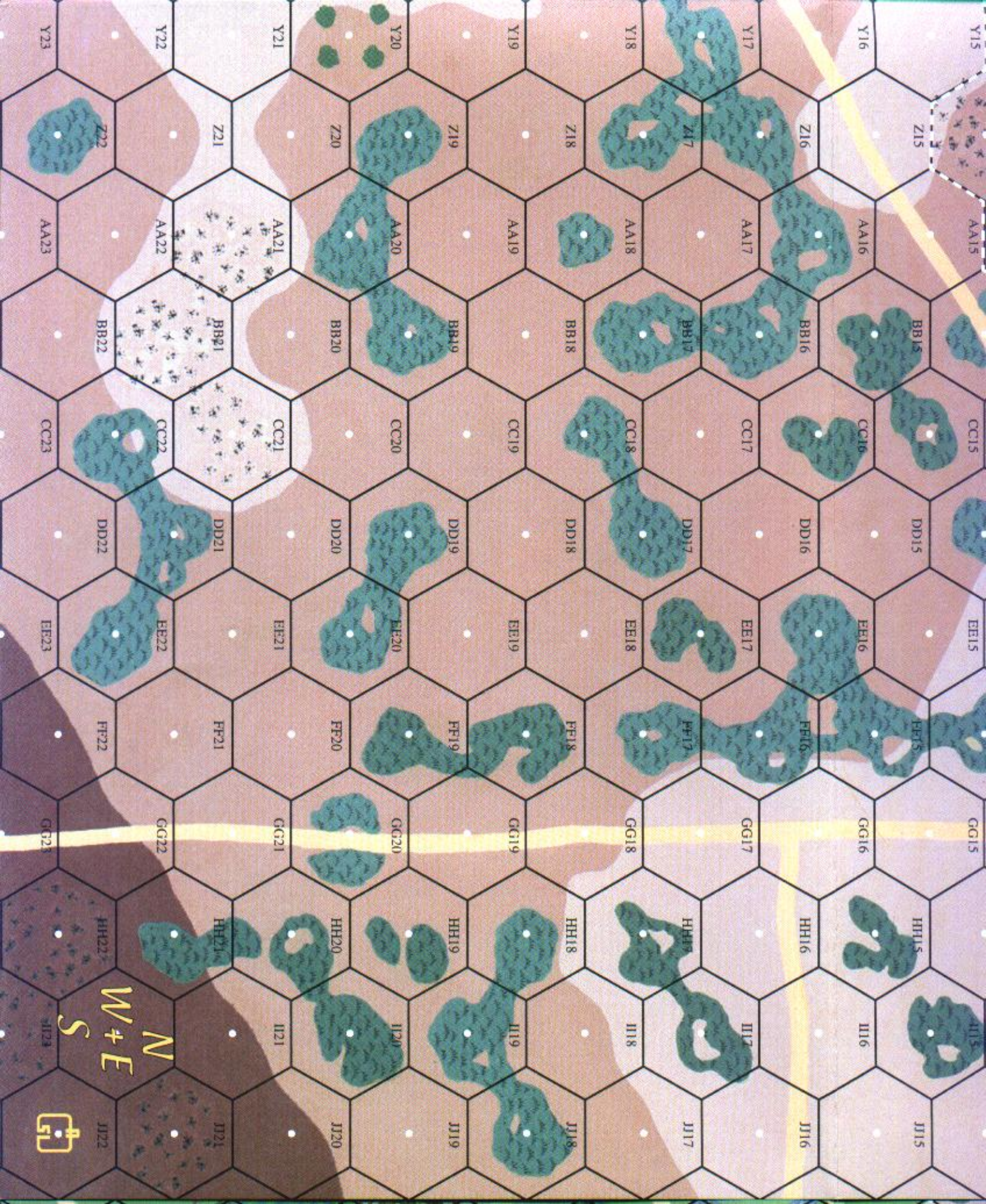














Mission Design: Todd Hively

Mission JM1

Hoch! Hoch!

BRIEFING:

SALERNO, ITALY, 11 September 1943: The Commando Brigade, made up of No. 2 Army Commando and No. 41 Royal Marine Commando, is guarding the left flank of the Allied beachhead. The Commandos are attempting to hold the high ground near the small village of Dragonea. Elements of the 2nd Battalion, 1st Panzergrenadier Regiment of the Hermann Göring Panzer Division, are attacking the Commando positions, yelling their battle cry of "Hoch! Hoch!" (Onward! Onward!) as they charge forward. At first, the Panzergrenadiers were slaughtered by the steady fire of the veteran Commandos, but with the aid of an intense mortar barrage, the Germans broke through, surrounding A and B Troops of the Royal Marine Commandos. Q Troop, which had been held in reserve, along with other HQ Troop elements, is about to counterattack to break through the German lines and rescue the trapped Commandos in Dragonea.

PREVAILING ATTITUDE (3.2): Advance {A2a}

MISSION TABLES (12.32):

Enemy SAN	Friendly SAN	Enemy AC#	RE Numbers
DR SAN#	DR SAN#	dr AC#	dr RE#
≤ 4	5	≤ 5	4
5-9	4	≤ 3	3
≥ 10	3	≥ 4	4
			No Random
			Event dr
			are made

MAPBOARD CONFIGURATION:



15	3	9
	Wd4 Wd5	Wd2
	Wd3	O3

VPO LOCATIONS (14.):

Board 15: N5, W6

Board 3: I7, W5 (both ENEMY-Controlled at start), P5, R3, R5

Board 9: O5

The value of each VPO is determined at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

Place one S? in each concealment terrain Location ≤ 3 hexes "outside" of the perimeter formed by the 3N4-Q3-R2-U3-Q8-N4 road.

Place one S? in each ground Level concealment terrain Location from hexrow G to the EBE on all boards. Place two S? in each ground Level concealment terrain Location of hexrow H on all boards.

Place No Move counters under S? in the following hexes: 3K7, 3O1, 3R10, 3T9, 3U8, 3W1, 3W5, 3W7, 3X1, 3X3, 9V10.



Place one additional S? in the No Move locations. The S? in these locations may not move. Any units activated from these S? will not voluntarily leave their set up location, and barring a Panic result on their action DR will have a Fire command. If an activated S? generates an F result on Table A1 the only fortification possible is a 1S or 2S Foxhole depending on the number of squads/HS activated by the Table A1 DR. If activated ENEMY are forced to leave the No Move Locations (by becoming Berserk, or by being forced to rout away), they will be free to move as other ENEMY units do upon returning to good order.

SPECIAL S? MOVEMENT INSTRUCTIONS:

S? beginning the Mission in concealment terrain Locations on/between hexrow H and the EBE will follow normal S? movement rules for Advance Attitude S?.

Unrestricted S? starting the mission ≤ 3 hexes from the road perimeter 3N4-Q3-R2-Q3-Q8-N4 (Dragonea) will move toward the closest (in hexes) FRIENDLY-Controlled VPO within this perimeter during the MPh and APh. Make a Random dr to determine which hex to enter if the most direct route to the closest FRIENDLY-Controlled VPO is unclear.

ACTIVATED Advance Attitude ENEMY MPh INSTRUCTIONS:

Normal SASL MPh movement rules are to be followed except for ENEMY units that begin their MPh ≤ 4 hexes from any FRIENDLY-Controlled VPO and receiving a Move Command. Instead of following the {A4b} Move Command that other ENEMY units follow, ENEMY units ≤ 4 hexes from any FRIENDLY VPO will Assault Move toward the closest FRIENDLY-Controlled VPO. Follow the most direct movement route toward the VPO; make a Random dr to determine the next hex to enter if necessary. If all VPOs become ENEMY-Controlled, resume normal ENEMY move command procedures (9.2). There are no changes to ENEMY APh procedures. Automatic actions (6.3) are unaffected by these instructions.

SEQUENCE:

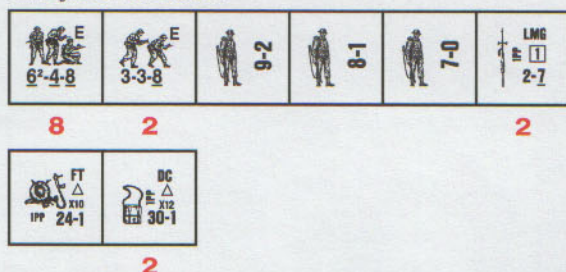
FRIENDLY units are placed as follows:

The ENEMY side moves first. During Turn 1 FRIENDLY units on board 15 may not voluntarily move [EXC: Q Troop]. FRIENDLY units on board 9 may not voluntarily move on Turns 1 and 2.

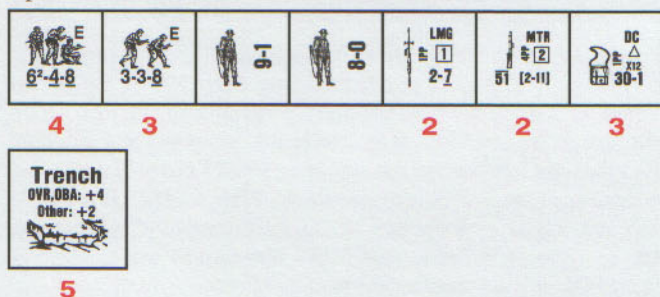
1) Elements of Number 41 Royal Marine Commando A&B Troops: set up within the 3N4-Q3-R2-U3-Q8-N4 road:

6	7					2

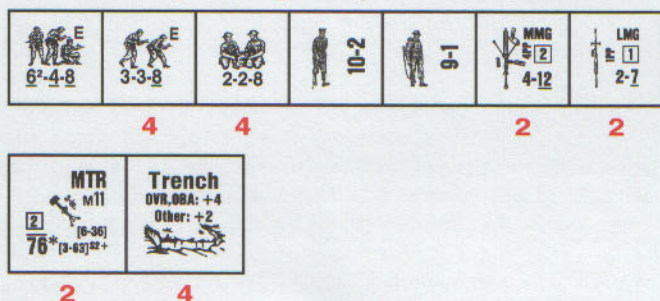
Elements of Number 41 Royal Marine Commando Q Troop: set up in/adjacent to 15DD4:



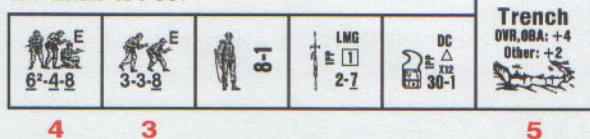
Elements of Number 41 Royal Marine Commando C Troop: set up ≤ 3 hexes of 15M5:



Elements of Number 41 Royal Marine Commando Headquarters and Heavy Weapons Troops: set up ≤ 3 hexes of 15Y6:



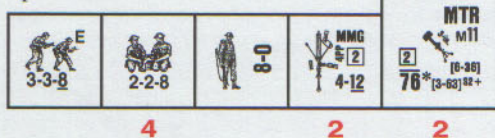
2) Elements of Number 2 Army Commando Number 1 Troop: set up ≤ 3 hexes of 9O5:



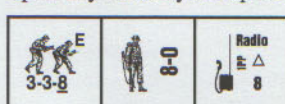
Elements of Number 2 Army Commando Number 3 Troop: set up ≤ 2 hexes of 9Y6:



Elements of Number 2 Army Commando Heavy Weapons Troop: set up ≤ 4 hexes of 9AA4:



Elements of Number 2 Army Commando Headquarters Troop: set up in any Friendly set up area on board 9:



MISSION END (see also 12.5):

At the end of Game Turn 7, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 2 the Mission ends immediately. There is a -1 drm for each Game Turn completed after Game Turn 7.

VP SCHEDULE (12.6; 9.41, 17.1321):

- Each side gains VP {A10b} for Control of VPO.
- Both sides gain 1 VP for their Control of each VPO within the 3N4-Q3-R2-U3-Q8-N4 road at the end of each FRIENDLY Player Turn.
- The ENEMY gains 1 VP for *each* ENEMY EVP Exited off the FBE (9.41).
- The ENEMY gains 1 VP per 10 CVP of losses inflicted upon the FRIENDLY side.

MISSION SPECIAL RULES:

1. The British radio represents one module of OBA with Plentiful Ammunition. Make a dr to determine type after setup:

dr	Module
1-4	70mm+ (HE, Smoke)
5-6	80mm+ (HE, Smoke)

2. All FRIENDLY units are Commandos (H1.24).
3. No AFV may be activated, replace Table A1 DR results 1 & 2 with the results of DR 3.
4. Replace 6-5-8s/3-4-8s on Table G2 with 5-4-8s/2-3-8s. All non-Elite ENEMY units are Lax. Place the ENEMY Sniper in 3Q5. ENEMY ELR is 4.
5. On an ENEMY Wind Change DR ≥ 9 , an ENEMY Artillery Strike (8.7) will take place during the immediately following PFPh. Determine the number of FFEs {A6g}. The type of OBA is determined as follows (8.72 NA):

dr	Module
1-4	80mm+ OBA (HE, Smoke)
5-6	120mm+ OBA (HE, Smoke)

If an ENEMY FFE impedes the ENEMY progress toward a FRIENDLY VPO, the player must cancel the FFE after the next ENEMY PFPh if it would be to the ENEMY's advantage.

6. Place Wooden Rubble counters in hexes 3K7, 3L4, 3L7, 3M5, 3N4, 3T6, 3U6, 3W5, 3W7, 9G4, and 9H5. Place overlays as follows: **Wd2** on 9E1-E2; **Wd3** on 3R9-S10; **Wd4** on 3O9-P9; **Wd5** on 3M2-N1; **O3** on 9P10-Q10.

AFTERMATH: Q Troop and elements of Headquarters Troop Commandos battled through the German defenders and into the village. Fighting was hand-to-hand, with both sides suffering severe losses. Finally, with support from the *H.M.S. Nubian* and other artillery support, the German attacks against the hilltop positions and the village were repulsed. As evening approached, elements of the 46th Division arrived to reinforce the Commandos whose ranks had been decimated to a mere 50 men and 3 officers. The German panzergrenadiers, however, had suffered many more casualties and had also failed to break through to the beaches.

THE BRIDGE OF VERDALSÖRA

ASL SCENARIO J36

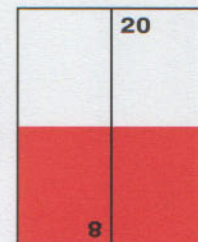
Scenario Design: Philippe Naud



VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 20 Exit VP *and/or* CVP, provided the Allies amass ≤ 12 CVP. Prisoners are only worth double CVP to the Germans. The Germans only score Exit VP by exiting units off the south board edge east of the river.

VERDALSÖRA, NORWAY, 21 April 1940: After the landing at Namsos, the British goal was to push south to retake Trondheim. Contact with the Norwegians was planned at Verdalsöra where a strategic bridge over the Inna River was defended by a detachment of Norwegian Dragoons equipped with heavy machine guns and supported by a Royal Engineers platoon. On the morning of 21 April, a German destroyer landed a company of Gebirgsjäger on the shore of the Beitidsfjörd, north of Verdalsöra, while other elements coming from Trondheim attacked along the road.

BOARD CONFIGURATION:



(Only hexrows A-P on board 8 and R-GG on board 20 are playable)

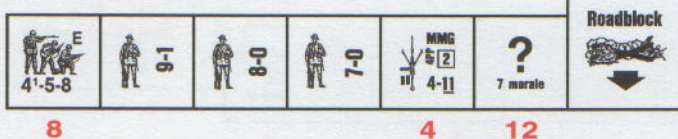
BALANCE:

- Add one British 4-4-7 to the Allied Turn 1 reinforcement OB.
- Any C1.21 extra chit draw for the first OBA Fire Mission (only) is automatically considered to be black.

TURN RECORD CHART

• ALLIED Sets Up First [0]	1	2	3	4	5	6	END
• GERMAN Moves First [164]							

Elements of Machine Gun Squadron, 2nd Dragoons [ELR: 3] set up east of the river, on/south-of hex grain 8N9—20T0: {SAN: 4}



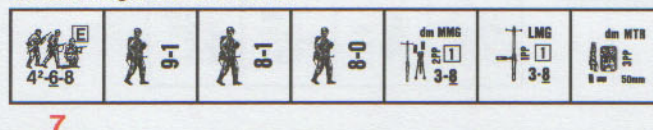
Elements of 55th Field Company, Royal Engineers [ELR: 3] enter on Turn 1 on/between hexes 20X0—20Z0:



Elements of 1st Battalion, 138th Gebirgsjäger Regiment [ELR: 4] set up west of the river: {SAN: see SSR 3}



Elements of the 138th Gebirgsjäger Regiment enter on Turn 2 along the north edge, east of the river:



SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling is NA.
2. A two-lane stone bridge exists between hexes 8I5-8I9. Hex 8I4 is an orchard road (B14.6) with hexsides 8I3/I4 and 8I4/I5 as road hexsides. The 8I4/I5 hedge does not exist. All buildings are wooden. Orchards are not in season.
3. The German SAN is 2 at start. It automatically increases to 4 on Turn 2 as soon as the first German reinforcement unit enters the map (even if the German SAN was previously reduced to < 2).
4. The Germans receive one module of 70+mm OBA (HE and Smoke). The

first mission has automatic Radio Contact and Battery Access (permanently remove one black chit from the draw pile).

5. Allied Minor MMG are B11. Norwegian and British units are Allied Troops (A10.7).

AFTERMATH: Caught in a vise, the Norwegian gunners were forced to retreat east. At the last moment, the Royal Engineers were ordered not to blow the bridge, so they helped defend it instead. After beating back many attacks, the Allied troops fell back in the direction of Stikeland, leaving the bridge to the Germans.

TRETTEIN IN FLAMES



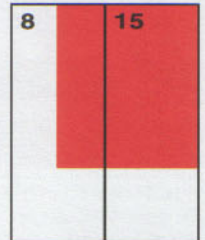
ASL SCENARIO J37

Scenario Design: Philippe Naud



TRETTEIN, NORWAY, 23 April 1940: The first Allied land operations conducted in April 1940 to stop the German invasion of Norway had been a complete failure. Indeed, the fighting in the valley of the Gudsbrandsdal River had demonstrated the might and *elan* of the invaders in the face of the ill-equipped, ill-led, and poorly coordinated Anglo-Norwegian troops. The Allies suffered defeat upon defeat. Nonetheless, at Tretten, on 23 April, they made one last attempt to stem the advance of General Pellenghar's soldiers. The battle quickly turned into a disaster. German infantry, supported by ski troops, tanks and artillery, surrounded the forward positions of the British 148th Brigade. Still, the Norwegians managed to retreat. In Tretten, Colonel German, CO of the 1/5th Leicesters, tried to assemble his brigade's last units in order to resist.

BOARD CONFIGURATION:



(Only hexrows A-Y, east of the river are playable)

BALANCE:

● Reduce the Game Length by ½ turn (to 5 turns).

⚡ Replace the German 9-1 leader with a 9-2 leader.

VICTORY CONDITIONS: Provided the British amass ≤ 11 CVP (Prisoners do not count double), the Germans win at game end if they control ≥ 20 building hexes on/north-of hexrow O.

TURN RECORD CHART

● BRITISH Sets Up First	1	2	⚡ 3	4	5	6	END
⚡ GERMAN Moves First [121]							



Elements of 1/5th Leicesters, Headquarters Company of the 1/8th Sherwood Foresters, and 148th Brigade Headquarters [ELR: 2] set up on/north-of hexrow O (see SSR 3): {SAN: 3}

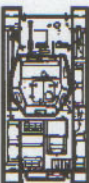


 4 ² -5-7	 4-4-7	 9-1	 7-0	 6-1	 1-4-9	 LMG 2-7	 ATR 1-12	 ? 7 morale
4	5					2		4



Elements of 196th Infanterie Division [ELR: 3] set up on/within perimeter 15V8-15V10-8Y1-15Y10: {SAN: 2}

Set up in 15Y6 (see SSR 2):



 4 ¹ -6-7	 4-4-7	 2-4-7	 8-0	 8-0	 7-0	 dm MMG 3-8	 LMG 3-8	 dm MTR 8-0
4	6							



Elements of 138th Gebirgsjäger Regiment [ELR: 4] set up on/within perimeter 15V0-V3-Y2-Y1:

Elements of PanzerAbteilung Zbv40 enter on Turn 3 on 15Y2:

 4 ² -6-8	 8-0	 LMG 3-8	 Ski 2-2-8 CC+2/-2
3			3



SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect at Level 0 and Deep Snow (E3.73) is in effect on Hill hexes. Alpine Hills (B10.211) apply. All buildings are wooden. Prior to setup, the German player must select one building hex ≤ 3 hexes from 15K10; place a Blaze counter in each Location of the selected hex. Orchards are not in season, and all Grain is Open Ground.

2. The German s/G 33 may not change Locations.

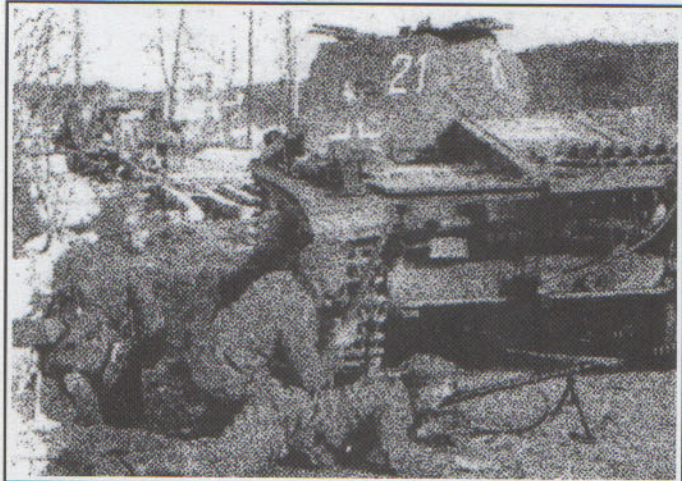
3. All British units set up in Concealment Terrain may do so Concealed; OB-given "?" are meant for use primarily as Dummies.

AFTERMATH: The Germans installed heavy guns in the positions they had captured from the British during the afternoon and opened fire on Tretten, starting a number of fires. The landers then launched an assault, but ran into heavy resistance. Sergeant-Major Shepperd, CO of the Leicesters' mortar troop, did not hesitate once his pieces had run out of ammunition. He ordered his men to fight alongside the riflemen. It was only when the fires threatened them that the men abandoned their positions. In any case, the arrival of panzers had put an end to the defenders' hopes. At dusk, they evacuated a Tretten illuminated by the light of the fires.

BITTER DEFENSE AT OTTA

ASL SCENARIO J38

Scenario Adaptation: MMP



VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 14 VP off the north edge of board 2.

GUDBRANDSDAL VALLEY, NORWAY, 28 April 1940: As the fight in southern Norway moved into the highlands, the German tactics developed into a somewhat uniform pattern. Largely restricted by the surrounding terrain and weather conditions, any line of advance had to parallel the existing road system. Taking advantage of these restrictions, the Allies based their defense on a series of roadblocks supported by flanking fire from surrounding high ground. The Germans, quick to learn, would answer this defense in classic style by pinning the defenders with heavy fire while conducting a flanking maneuver with the main force. After being forced from a number of positions in this manner, Allied troops once again formed a hasty defense near the village of Otta on the Laagen River with units of the newly arrived British 15th Brigade.

BOARD CONFIGURATION:

BALANCE:

● In the Victory Conditions, change "14" to "17".

✚ Delete the last sentence of SSR 4.



	2	
L		S

TURN RECORD CHART

● BRITISH Sets Up First [136]	1	2	3	4	5	6	7	8	9	10	restart on turn 11 (1)
✚ GERMAN Moves First [146]					END						



Elements of Company C, 1st Green Howards, 15th Brigade [ELR: 3] set up east of the river on/north-of hexrows 7I—5I: {SAN: 4}

 4 ² -5-7	 2-2-8	 8-1	 8-1	 8-0	 7-0	 HMG 6-14	 MMG 4-12	 LMG 2-7	 ATR 1-12
12	2							3	2

 MTR M11 76* [8-36] [13-63] 12+	 AT M12 25LL [45]	 Roadblock	 Foxhole 5 OVR, OBA: +4 Other: +2
	2		2



Elements of "Gruppe Pellengaler", 196th Division, and Panzer Battalion 40 [ELR: 3] enter on Turn 1 along the south edge east of the river: {SAN: 2}

 5 ² -4-8	 4 ¹ -6-7	 9-2	 9-1	 8-0	 MMG 5-12	 LMG 3-8	 Ski IPP 2 CC: +2/-2	 15 BT 2 20L(4) -/5
2	13		2		2	5	2	2

Enter along the west edge per SSR 4:

 4 ¹ -6-7	 8-1	 LMG 3-8	 M12 14PP
6	2		6

SPECIAL RULES:

- EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.
- All woods hexes on board 5 and on board 2 which are connected via contiguous woods hexes to board 5 are Pine Woods (B13.8). All level 2 hill hexes on Hill 538 are considered Level 1 woods hexes with the crestline representing the woods depiction. The river has a slow current to the south. All Marsh are Woods.
- Each AFV must make a Bog Check each time it changes elevation. German 5-4-8s/2-3-8s (and any SMC stacked with them) are Ski Capable (E4.2) and are the only units which may utilize the skis (i.e., ski-use dr is NA; E4.21).
- Prior to setup, the German player must secretly select one (only) of the following entry areas where the reinforcements will enter: Zone 1 (hexrows

I-O); Zone 2 (hexrows Q-W); or Zone 3 (hexrows X-DD). Each friendly RPh, the German player must make a dr. On a result $\leq$ the current Game Turn the reinforcements must enter that Turn. The number of the zone selected serves as a positive drm to this dr.

5. The British may use the French 25LL AT Gun without Captured Use penalties (A21.).

AFTERMATH: Occupying commanding positions on the heights around Otta, the British troops had little difficulty driving off the initial German attack. The next attack proved more effective, this time coordinated with a flanking move from the east by tanks and ski troops, and by a river crossing in rubber boats from the west. The river assault, made too close to the British positions, suffered almost total annihilation. The infiltration through the wooded area met with less opposition and nearly succeeded. Only after the timely redeployment of their troops, and the help of a borrowed French anti-tank gun, were the British finally able to pin the German flanking move and prevent the envelopment of their position. The defense at Otta would turn out to be the most tactically successful action fought by British land forces in Norway.

INDEED!

ASL SCENARIO J39

Scenario Design: Jean Devaux and Philippe Naud



VICTORY CONDITIONS: The Germans win at game end by exiting more Exit VP [Prisoners NA] off the east edge than the Allies.

HEMNESBERGET, NORWAY, 10 May 1940: Early in May 1940, the Allies had been forced to evacuate central Norway. From then on, there were no obstacles to a German advance from Trondheim to Narvik. As early as the 5th, the first elements of the 2nd Gebirgsjäger Division moved north with only a few Norwegian units in the way. The same day, five British Independent Companies landed between Bodø and Mosjøen. These units were comprised of volunteers recruited from the Territorial Army, and their mission was to use guerilla tactics to slow the German advance. These companies were lightly equipped, self-sufficient and, in theory, able to function in Norway's rugged terrain. On 10 May, south of Mosjøen, two platoons from the 5th Independent Company along with Norwegian soldiers laid a deadly ambush for a German motorcycle vanguard. The Allies then retreated to the Hemnesberget area with the aim of delaying the Germans there for a time. But the Germans had launched an audacious attack which was to wreak havoc with their enemies' plans.

BOARD CONFIGURATION:

BALANCE:

- ☉ Delete one German 4-6-8 from the initial German OB.
- ✚ In the German OB, replace all three 50* MTR with German LMGs.



8	X7 X9 X13 OG1
	12

(Only hexrows R-GG on board 21 and A-P on board 8 are playable)

TURN RECORD CHART

SEQUENTIAL Set Up (see SSR 3)	☉ 1	☉ 2	☉ 3	☉ 4	5	6	7	8	END
✚ GERMAN Moves First [0]									



Elements of 1st Independent Company [ELR: 3] set up first on board 21 including half-hexes of board 8: {SAN: 4}



6



Elements of Hemnesberget Garrison [ELR: 2] set up last on board 21 including half-hexes of board 8:



3



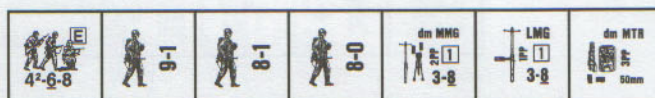
Reinforced elements of 1.Kompanie, I/138th Gebirgsjäger Regiment [ELR: 4] set up second in hexes numbered ≥ 2 on board 8 (see SSR 3): {SAN: 2}



4



Elements of I/138th Gebirgsjäger Regiment enter as per SSR 3:



12

2

2

2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- Place Wooden Piers (G13.7) in 8C4, 8H4, and 8O4. All buildings are wooden. All multi-hex buildings on board 8 are Factories (B23.74). Walls/Hedges along the river on board 8 [EXC: H4-I4] do not exist. Orchards are not in season. All Rowhouses are Single-Story Houses; treat all black bars as Open Ground allowing bypass and LOS. Place overlays as follows: OG1 on 21R0; X13 on 21S1-T0; X9 on 21V0; and X7 on 21Z0.
- The British set up first, then the Germans, then the Norwegians. Before British setup, the German player secretly records one of the piers as an entry hex. During each of Turns 1, 2, 3, and 4, three German squads and one leader

(and ≤ 1 MG and/or ≤ 1 MTR stacked with them) "land" on this hex as if entering from offboard across a pier hexside. Treat pier hexes as non-Open Ground for Rout purposes.

- Norwegian and British units are Allied Troops (A10.7).

AFTERMATH: On the morning of May 10, Norwegian coastguards reported sighting a troop-laden German ship steaming north in the Ranfjörd. The Royal Navy intervened too late and around 1900 hours, the Germans, on the heels of a detachment flown in by two seaplanes, landed at Hemnesberget. The small garrison—made up of a platoon of the 1st Independent Company and a few Norwegians—put up a spirited defense, but could not prevent the attackers from enlarging their beachhead.

MIGHT MAKES RIGHT

ASL SCENARIO J40

Scenario Design: Philippe Naud and Laurent Closier



VICTORY CONDITIONS: Provided the Norwegians amass ≤ 10 CVP (Prisoners do not count double), the Germans win at game end if they Control ≥ 13 Building hexes on board 10.

FINNEID, NORWAY, 11 May 1940: When they invaded Norway on 9 April 1940, the Germans acted boldly and quickly, taking full advantage of the element of surprise. Allied reactions were confused and ineffective. Early in May, German troops began marching on Narvik. They planned an operation, code-named "Wildente", whose objective was to catch the Anglo-Norwegian units off-guard by barring their way south of Ranfjord. To do so, the steamer *Nord Norge* edged its way under the nose of the Royal Navy, sailed up the fjord and landed 300 men and two guns in the small port of Hemnesberget. The small garrison was overwhelmed. Two British ships sank the *Nord Norge*, but the Germans firmly held Hemnesberget. What's more, they could be resupplied by air and they threatened the Allied rear. The only solution lay in a counterattack by the 400 British and Norwegian soldiers holding the village of Finneidfjord, at the end of the Hemnessøy peninsula, some ten kilometers east of Hemnesberget.

BOARD CONFIGURATION:



(Only hexrows A-P on board 18 and R-GG on board 10 are playable)

BALANCE:

✚ In the Victory Conditions, change " ≥ 13 " to " ≥ 16 ".

✚ Extend the game length by $\frac{1}{2}$ turn (to $7 \frac{1}{2}$ Turns).

TURN RECORD CHART

✚ NORWEGIAN Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First [153]									



Elements of 5th Brigade [ELR: 3] set up on/between hexrows 10DD-18K: {SAN: 3}

 E 4-5-8	 1 4-5-7	 G 4-3-7	 2-8	 7-0	 4-11	 2-6	 7 morale
2	3	3			2		12



Elements of 1.Kompanie, 138th Gebirgsjäger Regiment [ELR: 4] set up on hexrow P on board 18: {SAN: 2}

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

Elements of 1.Kompanie, 138th Gebirgsjäger Regiment enter on/after Turn 1 along the west edge:

 E 4-6-8	 E 2-4-6	 3-8	 3-8	 3-8	 3-8	 3-8	 50mm
8							

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- All buildings are Wooden and Single Story. Alpine Hills (B10.211) are in effect. Orchards are not in season, all Grain is Open Ground. Although not in play, hexes west of hexrow P on board 18 are considered to contain their terrain features as printed for purposes of offboard movement/entry.
- Allied Minor MMG are B11.

AFTERMATH: Panicked by the boldness of the enemy landing, the British High Command decided to evacuate by sea its units presently south of the Ranfjord. At the same time, the 1st Independent Company, in position at Finneidfjord, was ordered to retreat north. The Norwegians were on their own. On the 11th, they did not hesitate and attacked with a few machine guns as their sole support. Led by a spirited Danish officer, Captain Ellinger, they reached the first few houses of Hemnesberget. However, a violent German counterattack forced them to fall back to their starting point at Finneidfjord.

BY OURSELVES

ASL SCENARIO J41

Scenario Design: Philippe Naud



FINNEID, NORWAY, 11 May 1940: In 1940, the Norwegian army was a force completely unable to resist the Nazi war machine. Its equipment and training were mediocre. Furthermore, the German aggression took its High Command by complete surprise; such was the case of Colonel Sundlo, commanding officer in Narvik, who surrendered to General Dietl's troops without ordering even one shot fired! Nevertheless, throughout the campaign, numerous Norwegians vigorously fought the invaders despite an obvious lack of weapons, their arms depots having been captured early on. Their knowledge of the terrain and their ability to move great distances on skis made them very useful, although British commanders did not hesitate to criticize the lack of soldierly skills of their Nordic allies. On 11 May, after they had vainly defended together the village of Hemnesberget on the previous day, the Anglo-Norwegian troops installed in front of Finneid went their separate ways. The British retreated north while the Norwegians attacked Hemnesberget on their own.

BOARD CONFIGURATION:

BALANCE:

✚ In the Victory Conditions, change "≥ 16" to "≥ 20".

✚ German reinforcements enter on Turn 4 instead of Turn 3.



	18
22	

(Only hexrows A-P on board 22 and R-GG on board 18 are playable)

VICTORY CONDITIONS: Provided the Germans amass ≤ 10 CVP (prisoners do not count double), the Norwegians win at game end if they Control ≥ 16 Building Locations on board 22.

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	1	2	3 [✚]	4	5	6	END
✚ NORWEGIAN Moves First [120]							



Reinforced elements of 1.Kompanie, 138th Gebirgsjäger Regiment [ELR: 4] set up on board 22 and/or in hexes numbered 10 on board 18: {SAN: 4}

 4 ² -6-8	 2-4-8	 8-0	 5-12	 3-8	 50*[2-13]	 7 morale	 5 OVR, OBA: +4 Other: +2
3	2				2	8	3

Elements of 138th Gebirgsjäger Regiment enter on Turn 3 along the west edge:

 4 ² -6-8	 8-0	 8-0	 3-8	 3-8
6				



Elements of 5th Brigade [ELR: 3] set up on board 18 in hexes numbered ≤ 5: {SAN: 3}

 4 ¹ -5-8	 4 ¹ -5-7	 9-2	 8-0	 7-0	 4-11	 2-6
6	6				2	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- All buildings are wooden and single story. Building 22F4 is a Factory (B23.74). Alpine Hills (B10.211) apply. Orchards are not in season, and Grain is Open Ground.
- Allied Minor MMG have B11.

AFTERMATH: After a few initial successes, the Norwegians had to retreat in the face of the Germans' vastly superior numbers and firepower, and were eventually scattered, captured, or became casualties. Captain Ellinger gathered a few machine gunners and managed to reach the British lines, where once again the Allies prepared to face renewed German attacks.

ASL SCENARIO J42

GREBBE END

Scenario Design: Kevin Meyer



VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 4 buildings in the Dutch setup area.

GREBBE HILL, HOLLAND, 13 May 1940: The Grebbe Line was the principal defensive position denying entry into Fortress Holland from the east. The position was anchored on the southern end by a series of low wooded hill complexes, collectively known as Grebbe Hill, which abutted the Lower Rhine. Occupying the southern part of the hill was the 1st Battalion, 8th Infantry Regiment, commanded by Major Willem Landzaat. A line of trenches with casemates every 3-4000 meters made up the main position in this area. To the front was an outpost line and extensive inundated areas designed to slow down an attacking enemy. To the rear was the Ouwehands Dierenpark, an animal park, which had not been completely vacated of its former occupants. Following a preparatory bombardment, the outpost line was attacked at sunrise on 11 May and the defenders slowly fell back to the trenches on the hill. The front line proper was not penetrated by the Germans until the afternoon of 12 May, setting the stage for the final assault the next day.

BOARD CONFIGURATION:



32
B3
O5

BALANCE:

▽ In the German OB, replace the 8-1 with an 8-0.

✚ Add one 2-3-7 and one 50* MTR to the German OB.

(Only hexrows A-P are playable)

TURN RECORD CHART

▽ DUTCH Sets Up First

✚ GERMAN Moves First [91]

1	2	3	4	5	6	END
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Elements of 1st Battalion, 8th Infantry Regiment [ELR: 2] set up on/north-of hexrow K: {SAN: 4}



 4-5-7 5	 4-3-7 4	 0-2 0-2	 8-0 8-0	 HMG 6-12	 LMG 2-6	 ? 7 morale	 Foxhole 5 OVR, OBA: +4 Other: +2 4
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Elements of 1st Bataillon, 322nd Infanterie Regiment, 207 Infanterie Division [ELR: 4] set up on/south-of hexrow O: {SAN: 3}



 4'-6-7 6	 4-4-7 4	 2-3-7 2-3-7	 0-1 0-1	 8-1 8-1	 7-0 7-0	 MMG 5-12	 LMG 3-8	 MTR 50*[2-13]	 20L 23 20L(4) -4 2
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SPECIAL RULES:

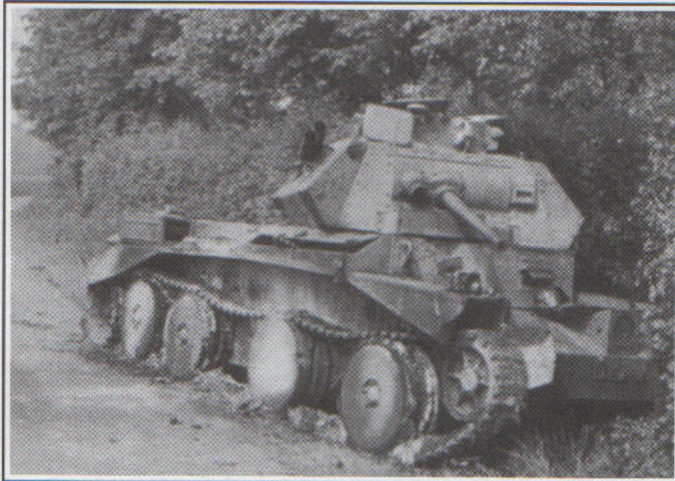
1. EC are Moderate, with no wind at start. Kindling is NA.
2. Place overlays as follows: B3 on J8-K9 and O5 on N2-M2.
3. The Stream is Dry. Treat Pond hexsides (K5-L5/K5-L4) as Open Ground.

AFTERMATH: The German attack on the Grebbe Line renewed on the morning of the 13th and had made no gains until a key position on the northern part of the hill had been taken. The 1st Battalion was pushed back to the animal park and at 1000 the Germans launched a major attempt supported by armored cars. The bitter fighting lasted until 1300, with Major Landzaat taking turns operating a heavy machinegun. As ammunition ran out, Landzaat sent wounded personnel to the rear. Despite the desperate efforts put up by the Dutch, the position eventually fell. Landzaat stood to the end, his fallen body found outside the last building, facing the enemy.

3rd RTR IN THE RAIN

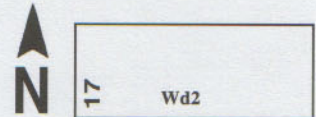
ASL SCENARIO J43

Scenario Design: Stephen Johns



GUINES, FRANCE, 23 May 1940: In their attempts to stem the German advance to Calais and other port cities, the British dispatched the 3rd Royal Tank Regiment and the 30th Infantry Brigade, composed of the 2nd King's Royal Rifles and the 1st Queen's Victoria Rifles. On 23 May these units sallied aggressively out of Calais, attempting to breach the German line and hit the 10th Panzer Division in the flank.

BOARD CONFIGURATION:



BALANCE:

- ✚ Add one 4-6-8 to the German at start OB.
- ⊙ Add one 4-5-7 to the British at start OB.

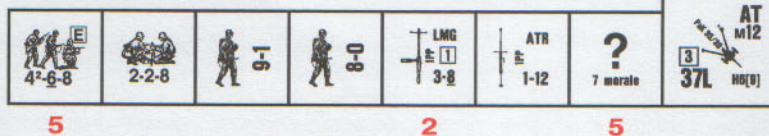
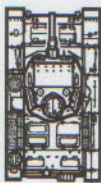
VICTORY CONDITIONS: The British win at game end if they Control ≥ 6 buildings on/between hexrows O-W.

TURN RECORD CHART

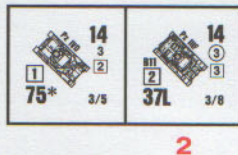
✚ GERMAN Sets Up First	1	2	3	4	5	6	END
⊙ BRITISH Moves First							



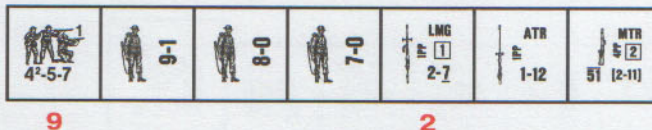
Elements of Panzer Aufklärung Abteilung 5, Panzer Division 10 [ELR: 4] set up on/east-of hexrow N: {SAN: 3}



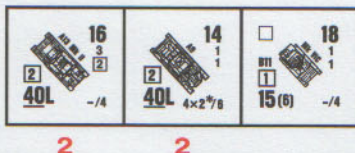
Elements of Panzer Regiment 4 enter on Turn 1 along the east edge:



Elements of the 1st Queen's Victoria Rifles [ELR: 3] set up on/west-of hexrow I: {SAN: 2}



Elements of the 3rd RTR enter on Turn 1 along the west edge having already expended $\frac{1}{2}$ of their printed MP allowance:



SPECIAL RULES:

- EC are Wet, with no wind at start. A Heavy Rain (E3.51) is falling [EXC: rain intensity will not change during play].
- Place overlay **Wd2** on 17P9-Q10. All buildings are Wooden. All Hedges are Walls.
- The minimum vehicular road entry cost is 1MP. AFV crews may not voluntarily Abandon (D5.4) vehicles.
- The *A13 Mk II* tanks have a 6 FP CMG (only) for Machine Gun armament.

AFTERMATH: In Guines, elements of a recon unit had already taken up positions with the support of an anti-tank gun. In a steady rain, the British attempted to clear this force and continue their drive eastwards. A tenacious German defense—bolstered by the arrival of supporting panzers—forced the British to break off the attack and retreat into Calais with only the loss of 13 cruiser tanks to show for their efforts.

AUDACITY!



ASL SCENARIO J44

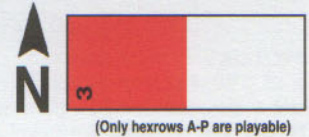
Scenario Design: Philippe Naud



VICTORY CONDITIONS: The Germans win immediately by amassing ≥ 19 CVP and/or at game end provided the French Control ≤ 9 building hexes on board 3..

ANKENES, NORWAY, 28 May 1940: By the end of May 1940, the catastrophic unfolding of the battle for France caused the Allies to evacuate Norway. Nevertheless, it was decided to take Narvik in order to close the campaign on a victory and lessen the earlier humiliations. The offensive was to be launched at midnight on the 28th, both north and south of Narvik. According to the plan, General Bohucz-Szysko's Polish troops were to capture the town of Ankenes and thus control the Beisfjord south of Narvik. French and British artillery, the guns of the Royal Navy and a few tanks were to support this attack. The only direct route to Ankenes was a narrow road to the northwest, between cliffs and steep wooded hills. All attempts by the Poles during the preceding weeks to move forward through the mountains in the south had been brutally stopped by the Germans, who were far fewer in number but very determined. The small garrison of the town itself was a mere 60 men or so, including a few sailors. On the 28th, after an artillery barrage, a company of the 2nd Battalion of the Podhalanska Light Infantry and a pair of H-39s attacked along the coastal road.

BOARD CONFIGURATION:



BALANCE:

⊙ Add one French MMG to any one group.

⊕ In the Victory Conditions, change " ≥ 19 " to " ≥ 15 ".

TURN RECORD CHART

SEQUENTIAL Set Up		1	2	3	4	5	6	END
⊕ GERMAN Moves First ⊙ FRENCH Moves Second [125]								

Elements of 2nd Battalion, Chasseurs de Podhale [ELR: 3] set up/enter as indicated: {SAN: 2}

Set up second in hexes 3I1, 3K1, and/or 3L4:

E
4-5-8

7-0

3

Set up third on road hexes on/between 3I5—3G6:

E
4-5-8

LMG
E1
B11
2-6

3

Enter on Turn 1 along the West edge:

E
4-5-8

2-4-8

8

LMG
E1
B11
2-6

dm MTR
60mm

4

Elements of 2nd Battalion HQ and 342ème C.A.C.C. enter on Turn 2 along the West edge with the vehicles having already expended $\frac{1}{2}$ of their printed MP allowance:

E
4-5-8

1
4-5-7

9-1

12
4
37* -1/2*/*

2 2 2

Elements of 4th Battalion, Chasseurs de Podhale enter on Turn 3 along the West edge with all personnel/SW as passengers:

E
4-5-8

8

dm MMG
2PP

LMG
E1
B11
2-6

23
TS
14PP

3 3

Elements of 2.Kompanie (reinforced), 137th Gebirgsjäger Regiment and Marine Battalion Freitag-Loringhollen [ELR: see SSR 3] set up first on board 3 on/east-of hexrow M: {SAN: 4}

E
4-2-6-8

2
4-4-7

2
2-3-7

2-2-8

8

7-0

MMG
E2
4-11

LMG
E1
B11
2-6

ATR
E
1-12

MTR
E3
50* [2-13]

? 7 morale

AT
Mines

37L
AT M12
NO[9]

2 4 8 4

Stosstruppe Rieger set up last on Hill 534:

E
4-2-6-8

9-2

LMG
E1
3-8

2 2

SPECIAL RULES:

1. EC are Mud, with no wind at start. Mud (E3.6) is in effect. Kindling is NA.

2. Treat all hexes of Hill 547 as ground level Open Ground (Cliffs are NA). All buildings are wooden and single story. Alpine Hills (B10.211) are in effect. For movement purposes (only) roads are considered paved [EXC: the minimum cost for crossing a road hexside is 1 MP and Road Bonus (B3.4) is NA]. Grain is Open Ground.

3. Germans may use French MG without captured use penalties. All German units may set up concealed. All elite German units have an ELR of 4. All other German units have an ELR of 3.

4. Treat French Infantry as Allied Minor for Heat of Battle (A15.1) purposes (only). French Infantry suffer captured use penalties (A21.) when using any MG. All French MMG are B11.

AFTERMATH: One tank quickly broke down and the infantrymen moved on alone. Their advance was fast but disorganized. A platoon had reached the first houses of Ankenes when a violent German counterattack forced the company to retreat. The Poles believed they had come under attack by a large unit, but their attackers were only 15 men led by a bold officer, Oberleutnant Rieger. He pushed on until he reached the headquarters of the Polish 2nd Battalion where he was wounded and captured along with several of his men. Ankenes would be captured by the Poles the next day, after its defenders evacuated it to the east. Its capture was relatively painless, although one tank had been lost to mines. General Bohucz-Szysko's men would link with the Legionnaires coming from Narvik and pursue the Germans for a few days before the final evacuation of the Allies.

THE LAST ROADBLOCK

ASL SCENARIO J45

Scenario Design: Philippe Naud



Near ORNESET, NORWAY, 28 May 1940: On 24 May, faced with the deteriorating situation in France, the Allies decided to evacuate Norway. However, before the evacuation, the Anglo-French commanders wanted to retake Narvik, the initial objective of their intervention in Norway. For that operation, the main attack would come from the north and be conducted by Lt-Colonel Magrin-Vernerey's 13th Demi-Brigade of the Foreign Legion. The unit was to land on 28 May on the Orneset beach and create a beachhead up to Hill 457, thus opening the way for the Norwegians tasked with liberating Narvik. The landing took place shortly after midnight and achieved total surprise, overwhelming initial German resistance. The Franco-Norwegian second wave, however, landed under enemy gunfire. This delayed until 0430 hours the deployment of the detachment ordered to take Hill 457. The Legionnaires were to cover the attack by their allies.

BOARD CONFIGURATION:

BALANCE:

- ☉ In the Allied OB, replace one 9-1 with a 9-2.

- ✚ German units set up in suitable terrain may do so entrenched (B27.1).



(Only hexrows A-P on board 18 and R-GG on board 9 are playable)

VICTORY CONDITIONS: The Germans win immediately by amassing ≥ 25 CVP (Prisoners do not count double) and/or at game end if they Control $\geq$ the number of Level 3 and Level 4 hexes on Hill 740 than the French. The Germans may count building hexes Controlled on board 18 as hill hexes.

TURN RECORD CHART

☉ ALLIED Sets Up First [223]	✚	1	2	3	4	5	6	END
✚ GERMAN Moves First [166]								



Elements of 2ème Company, 13ème Demi-Brigade de la Légion Etrangère [ELR: 5] set up as indicated: {SAN: 2}

Set up in/adjacent to 9U9:

Set up in/adjacent to 18I8:

Set up in/adjacent to 9CC9:

Set up anywhere on board 18:



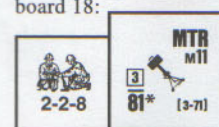
4



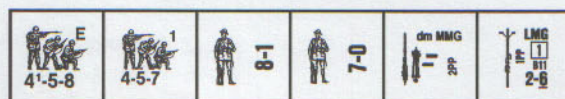
5



3



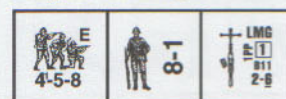
Elements of II/15th Infantry Regiment [ELR: 3] set up on board 18 on/west-of hexrow E in hexes numbered ≤ 8 :



2

6

Elements of 3ème Company, 13ème Demi-Brigade de la Légion Etrangère [ELR: 5] enter on Turn 3 along the north edge:



Elements of 1st Kompanie, 137th Gerbirsjäger Regiment [ELR: 4] set up as indicated: {SAN: 5}

Setup ≤ 2 hexes of 9Y6:

Set up ≤ 2 hexes of 9Y6 or ≤ 2 hexes of 9CC4:

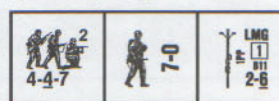
Elements of Marine Kompanie Diest [ELR: 3] set up ≤ 2 hexes of 9CC4:



2



8



4

Elements of 1st Kompanie, 137th Gerbirsjäger Regiment [ELR: 4] enter on Turn 1 on/between 18P7 and 9R7:



2

SPECIAL RULES:

- EC are Mud, with no wind at start. Mud (E3.6) is in effect.
- Building 9DD3 does not exist. Alpine Hills (B10.211) are in effect. For movement purposes (only), roads are considered paved but Road Bonus (B3.7) and the C10.2 DRM for crossing a road hexside are NA. Orchards are not in season and Grain is Open Ground. Although not in play, hexes east of hexrow P on board 18 and east of hexrow R on board 9 are considered to contain their terrain features as printed for purposes of offboard movement/entry.
- The Germans use Allied Minor MGs without Captured Use (A21.) penalties. The Germans Control all hill hexes $\geq$ Level 3 at the start of the game.
- French non-crew MMC have an underlined morale and their broken-side morale level is increased by 1. The French receive one module of 70+mm (HE

only) OBA directed by an Offboard Observer at level 4 in a hex along the north edge (secretly recorded by the Allied Player prior to setup). Battery Access may not be attempted prior to Turn 3.

5. Allied Minor MMG are B11. The French and Norwegian units are Allied Troops (A10.7).

AFTERMATH: A company of Gerbirsjäger launched a violent counterattack against the 2nd Company of the 13th Demi-Brigade. The assault, supported by machine gun and mortar fire, forced platoon Garoux to fall back. Captain de Guittaut, CO of the company, was mortally wounded. Lack of coordination caused total confusion between the French and Norwegians. Nevertheless, stubborn resistance by Platoon Jouandon and individual heroism managed to slow down the enemy. Still, the situation remained worrying and Lt.-Colonel Magrin-Vernerey ordered a counterattack. The 2nd Company, reinforced with elements from the 3rd Company and supported by artillery, managed to push the Germans back. From then on, the Norwegians were able to secure Hill 457 (known as Taralviksfell), the last German roadblock before Narvik. At 1900 hours, the city was liberated.

STRONGPOINT 11

ASL SCENARIO J46

Scenario Design: Kevin Meyer



VICTORY CONDITIONS: The Japanese win at game end if they Control all Level 2 Hill hexes on board 2.

TARAKAN, NEI, 11 January 1942: The Japanese offensive against the Dutch East Indies was designed to gain control of the rubber and oil production facilities found on the many scattered islands in the region. Tarakan Island, off the east coast of Borneo, produced 6 million barrels of crude oil per year prior to the war. The Royal Dutch Indies Army (KNIL) had garrisoned the island with Infantry Battalion VII and a number of coastal batteries, under the overall command of Lt.-Colonel S. de Waal. The main job of the Dutch was to ensure the destruction of the oil wells and installations in the event of an attack. The defense was organized by "Fronts" protecting the port area, the airfield, and the main oil wells at Pamoesian on the east side of Tarakan city. This latter position was referred to as the "Eastern Front". This area contained a series of built up strongpoints, centered around automatic weapons in concrete bunkers. The Japanese landed early on the 11th on the east coast of the island and aggressively pushed inland. By mid-morning, they had heavily engaged the line of strongpoints of the "Eastern Front".

BOARD CONFIGURATION:

BALANCE:

▽ In the Dutch OB, replace two 4-3-7s with 4-5-7s.

● In the Victory Conditions, change "game end" to "the end of any Player Turn".



2	35

(Only hexrows R-GG are playable)

TURN RECORD CHART

▽ DUTCH Sets Up First

● JAPANESE Moves First [163]

1	2	3	4	5	6	END
---	---	---	---	---	---	-----



Elements of Infantry Battalion VII [ELR: 2] set up concealed on board 2: {SAN: 3}

1 4-5-7	G 4-3-7	8-1	7-0	3 6-12	2 4-11	1 2-6	1+3+5 ↓	Trench OVR, OBA: +4 Other: +2
4	5					2	2	7



Elements of 1st Battalion, 146th Infantry Regiment [ELR: 3] set up on board 35 in hexes numbered ≤ 2: {SAN: 3}

1 4-4-7	2-2-8	10-0	9-1	9-0	2	1 2-6	2	30-1
11	2				2	3	2	



SPECIAL RULES:

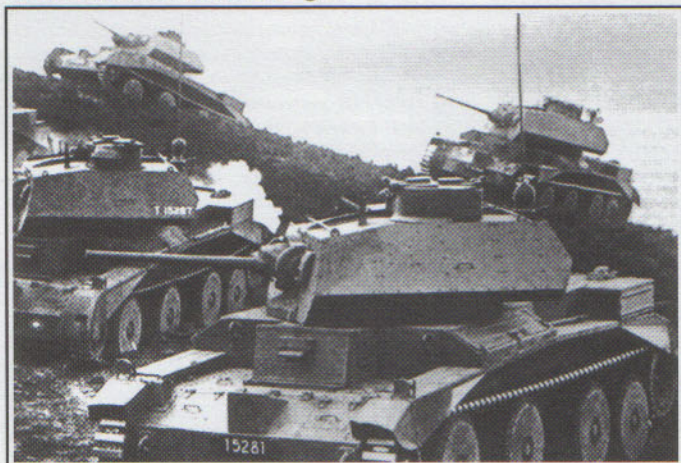
1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads do exist]. All hill hexes not part of Hill 538 are Level 0 Palm Trees.

AFTERMATH: A brief interruption in the fighting occurred around 1030 when a fierce rainstorm swept through the area. The Japanese attack resumed quickly after the rain stopped. The defenders of Strongpoint 11 held onto their position even though Strongpoints 8 and 9 and eventually 10 were abandoned. The secondary line was manned by 1800, with Strongpoint 11, still manned, isolated to the front. In order to recapture the lost strongpoints, a plan was devised for a night counterattack against the Japanese, which never materialized as most of the colonial recruits deserted their positions. At 0730 on the 12th, being vastly outnumbered, Lt-Col de Waal decided to surrender his remaining forces. The Dutch defense on Tarakan had lasted a little over 24 hours, enough time for extensive damage to be done to the oil facilities, denying their use to the Japanese until repaired.

"THEY'RE HERE! REVERSE!"

ASL SCENARIO J47

Scenario Design: Curt Schilling



BEDA FOMM, NORTH AFRICA, 8 February 1941: The famed Desert Rats were on the move. Heading for the African coast through the Saleh/Beda Fomm area, they planned to set up ambush positions against large Italian motorized columns retreating from Benghazi towards Tripoli. The lead armor elements of this force consisted of the three armoured regiments of the British 4th Armoured Brigade. The 2nd Royal Tank Regiment took up positions on a large hillock bisected by the only road to Tripoli and dotted with graveyards. A short time after their arrival, two single decker buses appeared on the road from Benghazi. They were stopped, the civilians were sent away, and the buses positioned as roadblocks.

BOARD CONFIGURATION:

BALANCE:

● Add one 8-1 Armor Leader to the British OB.

⚡ Add two L5/40s to the Italian OB.



29	26
H1	H4

VICTORY CONDITIONS: The Italians win at game end if ≥ one hillock is devoid of any British non-crew MMC and the Italians Control the Hillock Summit hex of that hillock [EXC: vehicular hex Control (A26.13) is NA].

TURN RECORD CHART

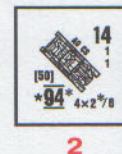
● BRITISH Sets Up First	⚡	1	2	3	4	5	6	END
⚡ ITALIAN Moves First [72]								



Elements of the 2nd Royal Tank Regiment, 4th Armoured Brigade [ELR:3] set up on/adjacent-to any hillock/graveyard hex (See SSR 2): {SAN:3}

1 4 ² -5-7	9-1	7-0	2 4-12	1-12	9-1	16 40L -/4	16 40L -/8	16 94 ⁵⁰ -/4
6						4	2	2

Enter on Turn 4 on hex 29CC10 having expended ½ their printed MP allotment:



2



Elements of the 1st Ariete Armored Division [ELR:2] enter on/after Turn 1 between 26A5 and 26F0: {SAN:2}

1 3-4-7	2-2-7	8-0	8-1	2 4-10	1-12	11 47 4 ⁷ /4	14 20L (4) -/2	29 CMB -/4/*	16 T10 9PP	20 21PP
10	3	2			2	12	2	2	3	4
						47	37L			
						2				

SPECIAL RULES:

- EC are Dry, with a Mild Breeze blowing from the west. Intense Heat Haze (F11.621) is in effect.
- Place overlays as follows: H4 on 29Y1/Z1, H1 on 29R2/S2. Place one Burnt Out wreck in hex 26R10 and 29S1. There is a Ground Level paved road running from 26A2-29GG8. All hexes west of the line formed by hexes 29A3-29P10 are sand. All scrub/hammada hexes on/between hexrows T-PF on board 26 are graveyard hexes (B18) [EXC: fully tracked vehicles do not incur the +3 Bog DRM for entrance/exit of such hexes].
- All Italian Anti-Tank Guns must enter in Tow (C10.1).
- British MMC (and any SMC/SW stacked with them) set up in a hillock hex may set up sanged (F8.). A British Armor Leader's -1 modifier may be used to modify the colored dr of any TH DR (for ROF purposes only) in lieu of modifying the MA To Hit DR (D3.44); in order to claim this ROF modifi-

er, the Armor Leader must be CE and the British player must declare its use prior to making the TH attempt.

- AFV crews may not voluntarily Abandon (D5.4) vehicles.

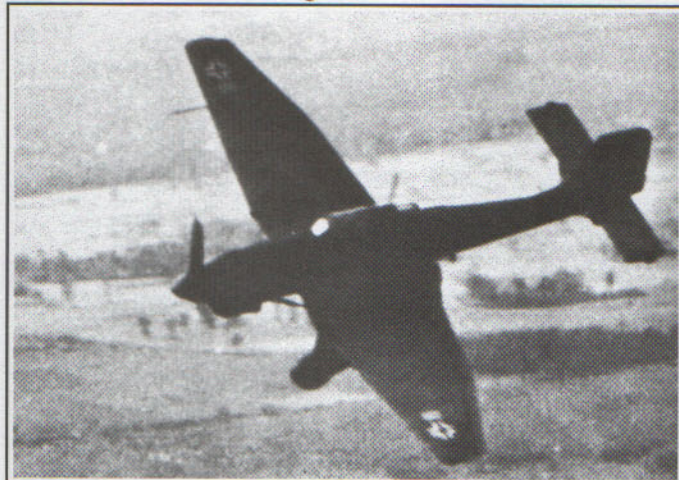
AFTERMATH: When the Italians arrived, two groups of tanks attacked. Major Norman Plough, commander of A Squadron yelled, "They're here! Reverse!" to his driver. The first group was destroyed without loss to the British, and the second group arrived about 40 minutes later. Wrecks littered the barren landscape as hulldown M13s began pressing the ambushers. At times the British tankers began to feel overwhelmed, pulling back to the 'pimple' when things got too hot on the desert floor. The tankers were nearly out of ammunition when more armor from the 2nd RTR arrived, pursuing Italian tanks as they pulled away from the mound. At the same time, some Italians had managed to clear the buses and began moving through the roadblock but the British immediately re-engaged. The Italians finally gave up, abandoning tanks, vehicles and artillery pieces. Plough estimated that 2nd RTR knocked out 79 M13 tanks, his own gunner claiming 19. The 2nd RTR suffered 3 lost tanks but amazingly not a single casualty.

BLOOD ENEMIES



ASL SCENARIO J48

Scenario Design: Kevin Meyer



VICTORY CONDITIONS: The Yugoslavs win at game end by amassing more VP than the Croats. VP are awarded normally [*EXC: prisoners and captured weapons do not count double*]. In addition, each stone building hex is worth 1 VP to the side that Controls it.

MOSTAR, YUGOSLAVIA, 13 April 1941: The conglomerate nation of Yugoslavia was formulated in the post-WWI power struggle to carve up the Austro-Hungarian Empire. Croats, hoping to become an independent nation, were dissatisfied with being part of a government largely controlled by the Serbs. On 27 March, 1941, Yugoslav military officers overthrew the pro-Axis regime led by Prince Regent Pavle. Adolf Hitler viewed this coup as a potential pro-Western threat to Germany's secure Balkan flank, and signed a directive ordering an invasion of Yugoslavia. The German assault on 6 April gave the Croats in the Yugoslav Army the opportunity to openly show their dissension towards the current government. Many Croats either threw away their arms, provided no resistance or surrendered en masse to the advancing German forces. In some areas the Croats clashed with their former brothers-in-arms.

BOARD CONFIGURATION:

BALANCE:

- ✚ Add 6 "?" to the Croatian OB.
- ✚ In the Yugoslavian OB, replace the Allied Minor MMG with an Allied Minor HMG.



24

TURN RECORD CHART

✚ CROATIAN Sets Up First [68]	1	2	3	4	5	6	7	8	END
✚ YUGOSLAVIAN Moves First [80]									



Croatian Defectors [ELR: 2] set up on/north-of hexrow M: {SAN: 4}



1 3-4-7	1 1-3-7	2-2-7	8-1	7-0	2 4-10	1 2-7	3 50* [2-13]	10 65*
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10

3



Elements of Mostar Garrison [ELR: 2] set up on/south-of hexrow I: {SAN: 3}



1 4-5-7	G 4-3-7	8-1	7-0	6-1	3 6-12	2 4-11	1 2-6	5 -14
------------	------------	-----	-----	-----	-----------	-----------	----------	----------

4

8

2

2

SPECIAL RULES:

- EC are Wet, with no wind at start.
- No Quarter (A20.3) is in effect for both sides.
- Croatians automatically receive Air Support (E7.) on Croatian Turn 4 in the form of two 1939 DB (Stukas; E7.403) with bombs. If still in play, both Stukas are automatically recalled (E7.24) at the end of the Croatian Turn 6 CCPh..
- AFV may setup in Motion.
- Neither side suffers Captured Use Penalties (A21.) for SW/Guns.

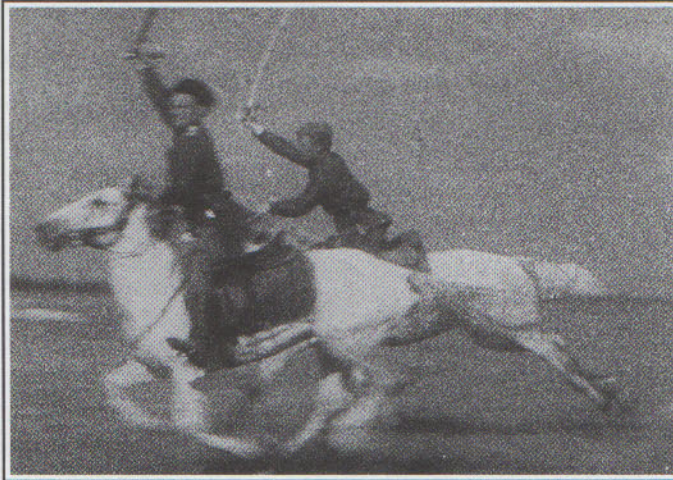
AFTERMATH: One location where the defectors clashed with loyalists was on the outskirts of Mostar, where Croatian troops broke away from the Yugoslav command and seized control of many key installations around the city. Serb troops loyal to the Yugoslav government moved in to eliminate this threat. On 13 April, the situation got desperate for the Croats as the Yugoslavs pressed their attacks. A call for help went out to the German Army, which diverted air support to help their beleaguered new ally. Flights of Stukas blasted Serb troops for 3 hours allowing the Croats to hold on until the arrival of German ground forces. Conflicts between Serbs and Croats spread throughout Yugoslavia, and didn't end with the formal surrender of the Yugoslav government, as former comrades had become blood enemies.

DESPERATE DASH



ASL SCENARIO J49

Scenario Design: Pete Shelling



ZHEREBETSO, RUSSIA, 28 November 1942: Attacking across a broad front, the Soviet winter offensive known as Operation Mars had some early penetrations far behind the lines of the German 9th Army. Many of these breakthroughs could not be supported in the face of tough German resistance, often resulting in large formations being cut off and chopped to pieces. One such force was the 3rd Guards Cavalry Division under Colonel M.D. Iagodin. Due to poor communications, Iagodin's four cavalry regiments began their attack on the morning of the 28th, in full daylight.

BOARD CONFIGURATION:



44	Wd4 OW1 B2
	17

BALANCE:

✚ Apply a -1 drm to each SSR 4 reinforcement dr.

★ Delete the 8 "?" counters from the German OB.

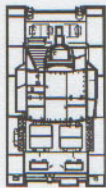
VICTORY CONDITIONS: The Russians win immediately upon Exiting $\geq$ 22 VPs [EXC: Prisoners & Captured Equipment] off the east edge. Each AFV eliminated/recalled reduces the required number of Exit VP by three, and all units which exit as Cavalry/Passengers count as double.

TURN RECORD CHART

✚ GERMAN Sets Up First	★ 1	✚ 2	✚ 3	4	5	6	END
★ RUSSIAN Moves First [138]							



Elements of 215th Grenadier Regiment [ELR: 3] setup on/east-of hexrow Z on board 17 and/or H on board 44: {SAN: 4}



1 4-6-7	2-2-8	8-1	7-0	5-12	3-8	50* [2-13]	7 morale	2 75*	5 OVR, ODA: +4 Other: +2
7					2		8		4

Enter on Turns 1-3 along the east edge per SSR 4:

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

Enter on Turn 3 along the east edge:

14 6 3 75*
2



Elements of 10th Guards Cavalry Regiment, 3rd Guards Cavalry Division [ELR: 3] enter on Turn 1 along the west edge: {SAN: 2}



4-5-8	2-2-8	8-1	8-1	8-1	6-12	4-10	2-6	50mm	1-12	30-1
12					2	3				

82* [3-78]	12	6 CS 4 T7 15PP
	9	4

Enter on Turn 2 along the west edge:

4-5-8	8-1	2-6	50mm	1-12	30-1	12
8		2				8

SPECIAL RULES:

- EC are Ground Snow (E3.72), with no wind at start.
- Place overlays as follows: OW1 on 44T5/S5; Wd4 on 44X5/X6; and B2 on 44BB5/CC6.
- Germans receive Air Support (E7.) at the beginning of German Player Turn 2 in the form of one 1942 FB with bombs. There is an additional +2 DRM to all sighting TC/TH attempts and the MG FP of this aircraft is only 2.
- At the beginning of each of the first three German Player Turns, the Germans make a dr and receive reinforcements as follows: dr = 0-1: 4-4-7, 2-3-7,

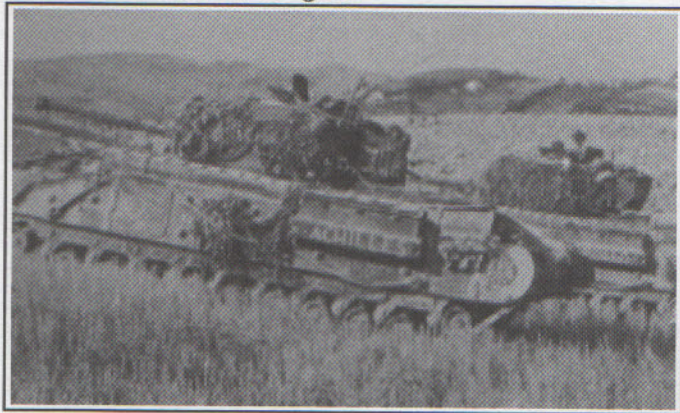
and a LMG; 2-3: 4-4-7, LMG; 4-5: 4-4-7; 6: 2-3-7. The German 8-1 may enter on any Game Turn, but may utilize its leadership DRM to modify the reinforcement dr as long as it remains off-map.

AFTERMATH: The two lead regiments of the 3rd Guards Cavalry began their advance between the German strongpoints of Malov, Kropotovo, and Podosinovka, and were immediately taken under fire by German artillery. By the time the 10th Regiment neared the German lines, Lt. Col. Riessinger of the German 215th Regiment had gathered scratch forces to plug the gaps in his sector. The furious Russian charge bore down upon these stragglers just as they were manning defensive positions. Combined with a few assault guns and a wayward Ju-88, these ad-hoc reinforcements were able to repulse further attacks, completely wiping out the 10th Guards Cavalry Regiment.

THE CACTUS FARM

ASL SCENARIO J50

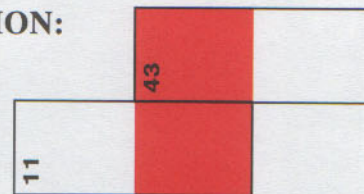
Scenario Design: Chas Smith



VICTORY CONDITIONS: The British win at game end by Controlling ≥ 6 building Locations ≤ 2 hexes from 43M8 provided the Germans have amassed ≤ 14 VP. VP are awarded to the Germans as follows: 1 per building Location ≤ 2 hexes from 43M8 Controlled by the Germans; 1 per Exit VP of Good Order German units (including possessed Guns) on Level 2 hill hexes.

HILL 107, TUNISIA, 29 April 1943: The Germans were defending Hill 107, a key piece of terrain that denied the Allies a direct route into Tunis. After numerous attacks, the Germans still held the northern ridgeline and the Cactus Farm area on 29 April. The 12th Brigade of the British 4th Armored Division was given the order to clear the area, and its commander assigned the 2nd Royal Fusiliers to the task. The Fusiliers were fresh from their first taste of combat on 24 April, when they had been handily defeated. At 0600 on the morning of 29 April, the Fusiliers attacked, supported by Churchills from the 12th Royal Tank Regiment.

BOARD CONFIGURATION:



(Only hexrows 43A-Q and 11Q-GG are playable)

BALANCE:

✚ Add one 5-4-8 and a German LMG to the German OB.

⦿ In SSR 3 change "Plentiful" to "Normal" and add a second 8-1 Armor Leader to the British OB.

TURN RECORD CHART

✚ GERMAN Sets Up First [138]	⦿ 1	2	3	⦿ 4 ✚	5	6	7	END
⦿ BRITISH Moves First [148]								



Elements of 4th Kompanie, 5th Jäger Regiment, Hermann Göring Division [ELR: 5] set up on board 43 on/east-of hexrow G and/or on board 11 on/east of hexrow R: {SAN: 3}

5-4-8	2-3-8	2-2-8	9-2	8-1	1-4-9	2-5-12	3-8	30-1
8	2	3				2	2	2

30 9PP AAMG TIO -/-/3	40LL AT M11	20L (6) AA M10	4 Trench OVR, OBA: +4 Other: +2
2			4



Elements of 2nd Royal Fusiliers, 4th Infantry Division and 12th Royal Tank Regiment [ELR: 3] enter on Turns 1/2/3 along the west edge of board 43: {SAN: 3}

4-2-5-7	4-4-7	9-1	8-1	8-0	3-6-14	2-4-12	2-7	51 [2-11]	8-1	9 9 2/4	10 11 8 -/4
12	4		2		2	2	2	2		7	2

SPECIAL RULES:

1. EC are Dry, with no wind at start. All walls/hedges are Cactus Hedges (B9.7). All Orchards are Cactus Patch (B14.7). Grain is Open Ground. The 11Z5 Grain patch (8 hexes) is a Level 2 hill whose crestline conforms with the Grain outline. Kindling is NA.

2. A Known minefield extends from 43D0 to 11T4. Each minefield hex has a strength of 3 AT mines. After German setup, the British player places one TB (B28.61) each in hexes 11T3, 43D7, and 43D2. It costs an AFV 4MP plus COT to enter a minefield hex using a TB, and a wreck or Immobile AFV does *not* remove the TB. There is a special -1 TH DRM versus vehicles on a TB in a minefield.

3. The Germans receive one module of 100+mm OBA (HE and Smoke only) with Plentiful Ammunition directed by an Offboard Observer at Level 4 in an

east edge hex of board 11 secretly recorded during setup. Battery Access may not be attempted prior to German Player Turn 4.

4. German MMC may use ATMM (C13.7) as if the scenario were set in 1944.

5. The British automatically receive Air Support (E7.) on Turn 4 in the form of one 1942 FB without bombs.

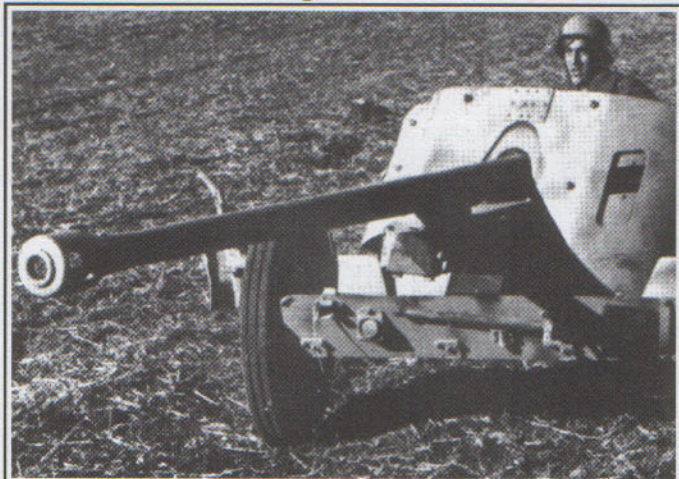
6. If necessary, use a *Churchill V* to represent the extra *Churchill IV*.

AFTERMATH: During the morning hours, the British cleared three lanes through the minefield. The German anti-tank guns waited until the Churchills started through the trailbreaks in the minefield and then picked them off at close range, stripping the Fusiliers of their cover. After several Churchills slipped through, the Germans called in artillery fire on their own position, breaking the British attack and retaining command of the battlefield.

CANICATTI

ASL SCENARIO J51

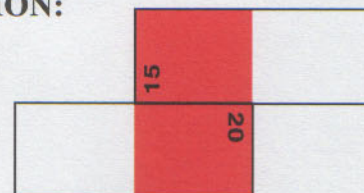
Scenario Design: Chas Smith



VICTORY CONDITIONS: The Americans win at game end if there are no Good Order German MMC on any hill hexes at $\geq$ level 2 provided $\leq$ 4 American AFV are Immobile/Recalled/Eliminated.

CANICATTI, SICILY, 12 July 1943: The attack on the "soft underbelly of Europe" was rolling north at full steam. On 11 July, Combat Command A captured the city of Naro and was ordered to secure Canicatti and the high ground to the north before the Germans and Italians could consolidate their forces. As the Americans planned their drive to the north, a small garrison of Italians entered Canicatti while the Germans of the 15th Panzergrenadier Division dug in on the high ground north of town.

BOARD CONFIGURATION:



(Only hexrows A-Q are playable)

BALANCE:

✚ Delete the 9-1 Armor Leader from the U.S. OB.

☆ In the American OB, replace the 9-1 armor leader with a 9-2 armor leader.

TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	END
☆ U.S. Moves First									



Elements of Kampfgruppe Fulfriede, 15th Panzergrenadier Division [ELR: 3] set up on board 15: {SAN: 4}

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



 3 50L [75]	 OVR, OBA: +4 Other: +2	 1+3+5
2	4	



Elements of Company H, 66th Armored, and G & H Companies, 41st Armored Infantry, 2nd Armored Division [ELR: 3] enter on Turn 1 along the south edge per SSR 4: {SAN: 2}

 6 ² -6-7	 9-1	 8-1	 8-0	 4-10	 2/4/4	 75 2/4/4	 75 2/4/4
9				2		4	3



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Boresighting is NA.
3. All buildings are Single Story and Stone.
4. All American Infantry/SW must enter as Riders. Armored Assault is NA. The $\frac{1}{2}$ MP road movement rate is NA. American squads may freely deploy during setup. All American AFV have a Rider capacity of 15PP.
5. German crews are Fanatic (A10.8) while manning a Gun.

AFTERMATH: Resistance in the town itself was quickly swept aside. The infantrymen boarded the tanks and continued the advance to the north edge of town. There they ran into concentrated anti-tank fire. Captain Perkins' tank took a hit to the muzzle, breaking his arm and wounding the rest of the crew. Refusing to leave the battlefield, he mounted another tank and continued to lead the assault. The Americans were inexperienced at combined arms assault tactics, however, so a few heavy machine guns managed to slow the entire assault. It would take the remainder of the day to clear the initial ridge north of Canicatti. The Americans reorganized overnight and drove the remaining Germans from the hills north of Canicatti the following day.

DRESS REHEARSAL

ASL SCENARIO J52

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Germans win at game end if they have exited ≥ 40 EVP off the north edge (prisoners do not count double) *and/or* if there are no Good Order Russian MMC ≤ 3 hexes from 48Q5.

KOMSOMOLETS STATE FARM, RUSSIA 10 July 1943: As SS division Totenkopf was unable to breakout of its bridgehead on the north side of the river Psel, the job of point to Hausser's spearhead fell to LAH on the south side. Joined first by Das Reich and later Totenkopf, LAH swiftly pierced the first line of Russian defenses, flexing its armored muscle all along the main road to Prokhorovka. Constant Soviet tank attacks slowed, but did not stop, the advance. The first objectives north of the Psel were Hill 241.6 and the Komsomolets State Farm, soon to be the scene of some particularly bitter fighting.

BOARD CONFIGURATION:

BALANCE:

✚ Add one SPW 251/sMG to the German Turn 1 reinforcements.

★ The Russian player may choose the two chits which enter on Turns 1 and 2.



	48
	X10
81	

TURN RECORD CHART

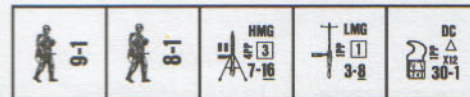
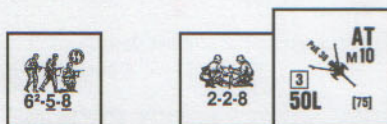
✚ GERMAN Sets Up First	★ 1 ✚	★ 2	3	4	5	6	END
★ RUSSIAN Moves First (See SSR 4)							



Advance elements of II SS Panzer Corps [ELR: 5] set up on/between hexrows I and Y: {SAN: 3}

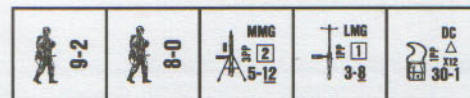
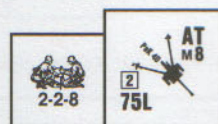
Anti-Tank Battery choose one:

Choose one Leader/Support Weapon Group:

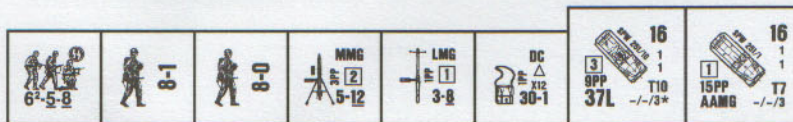


or

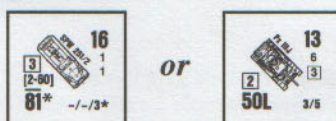
or



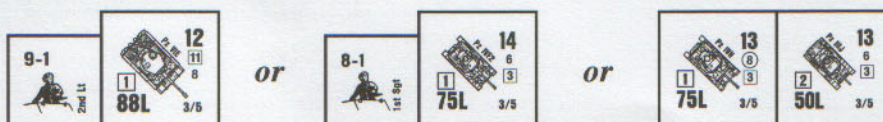
Elements of 2nd SS Panzergrenadier Regiment enter on Turn 1 along the south edge:



Artillery support element choose one (see SSR 4):



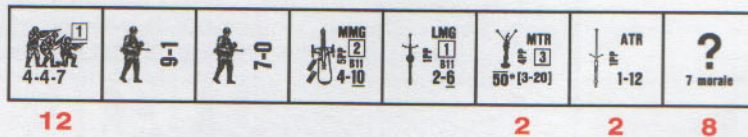
Armor support elements choose two:



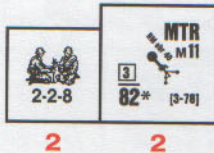
DRESS REHEARSAL



Elements of 183rd Rifle Division [ELR: 3] set up on/north-of hexrow 18AA/48G: {SAN: 3; see SSR 5}



Artillery support element choose one (see SSR 4):



or



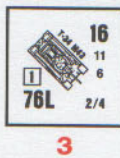
Set up on non-road hexes in the German setup area:



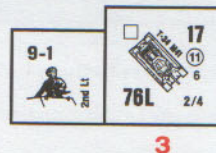
8 factors

Elements of 99th Tank Brigade choose four chits and enter on the north edge on Turns 1 and 2 per SSR 5:

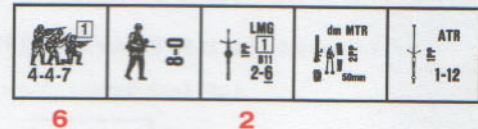
Chit #1:



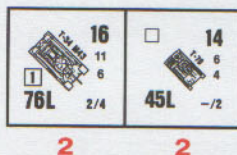
Chit #2:



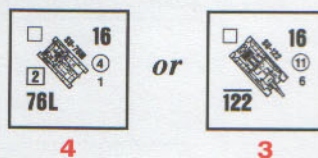
Chit #3:



Chit #4:



Chit #5:



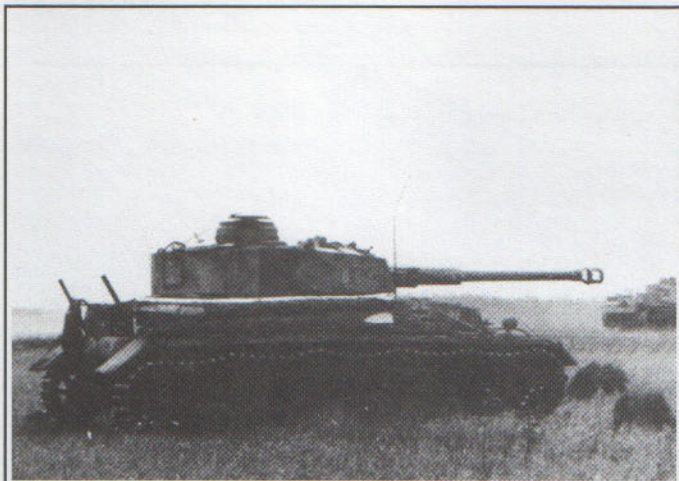
Chit #6:



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Weather is Overcast (E3.5). Kindling is NA.
2. Place overlay X10 on 48L8. All gullies are wadis (F5). Crews may not voluntarily Abandon (D5.4) vehicles.
3. All Order of Battle choices must be made prior to the start of play and are made without the knowledge of the opposing player.
4. If the Russian player selects the Radio and Observer, the Russians receive one module of 70+mm OBA (HE and Smoke) with Plentiful Ammunition. If the German player selects the OP tank (H1.642), the Germans receive one module of 100+mm OBA (HE and Smoke).
5. Prior to setup, the Russian player first may either select Level A Booby Traps (B28.9) on board 48 or may increase the Russian SAN to 4 and then must complete the Russian OB by secretly choosing four chits. From these four chits, randomly draw two to enter on Turn 1, with the remaining two entering on Turn 2.

AFTERMATH: Deploying his four tank brigades along the road, Red Army Marshal Popov advanced his 2nd Tank Corps to meet the SS assault just as the 10th Tank Corps was retreating from it. As the panzers from SS Panzer Division Das Reich joined Liebstandarte's panzergrenadiers, Popov's tanks would be supported by the remnants of the 183rd Rifle Division. Fighting was confused and costly for both sides, but by day's end the SS prevailed. They would have little time to rest, however, and would face fresh Russian reserves the following day.



VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 45 VP off the north edge on/between 33Q10 and 33G6 (prisoners do not count double), and/or at game end by controlling ≥ 3 multi-location buildings.

OKYTABERSKII STATE FARM, LUTOVO, RUSSIA, 11 July 1943: By the 10th of July, Hausser's II SS Panzer Corps had penetrated the Voronezh front northward almost to Prokhorovka. With each defensive line breached, however, the SS Panzergrenadiers would barely find themselves able to regroup before assaulting the next. Yet Vatutin needed every pillbox, mine, and foxhole to slow the German advance in order to give Rotmistrov's 5th Guards Tank Army a chance to assemble east of the town. The Oktyabrskii State Farm and Hill 252.2 were the last Russian strongpoints in Hausser's way, and on the morning of the 11th his armored columns assaulted out of the ripening grainfields.

BOARD CONFIGURATION:



X12	33
Wd3	
X13	44

BALANCE:

★ The Russians get all six SW (instead of choosing four) in their initial OB.

✚ Add one SPW 251/sMG to the German Turn 3 reinforcements.

TURN RECORD CHART

★ RUSSIAN Sets Up First

✚ GERMAN Moves First

✚ 1	★ 2	✚ 3	4	5	END
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Elements of 3rd Battalion, 26th Guards Airborne Regiment [ELR: 5] set up on board 33 and/or on board 44 in hexes numbered ≥ 7 : {SAN: 4}

4-5-8	2-2-8	0-2	8-1	8-0	4-10	7 morale	5 OVR, OGA: +4 Other: +2
10	2					12	4

Support Elements choose one of the following groups (see SSR 5):

7	11	or	2-2-8	8-10
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Choose four of the following support weapons:

2-6	2-6	50+ [3-20]	1-12	1-12	30-1
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Artillery Support Elements choose one of the following groups:

45LL	or	45LL	82* [3-78]
2			

Choose 30 points of the following fortifications, they are listed as cost/maximum-#-allowed:

6	8	1 Mine	2/5	5/3	1/6
3/3	4/2	1/6	2/5	5/3	1/6

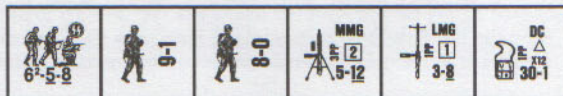
Elements of 57th Heavy Tank Regiment choose one to enter on Turn 2 along the north edge:

76L 2/4 ¹²	or	8-1	76L 2/4 ¹²
4			4

SETTING THE STAGE



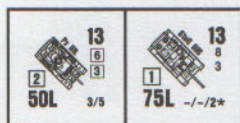
Elements of 2nd SS Panzergrenadier Regiment [ELR: 5] enter on/after Turn 1 along the south edge: {SAN: 3}



6

3

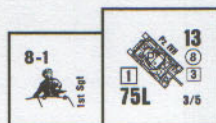
Armor Support Elements choose two of the following groups:



2

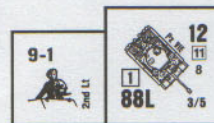
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or



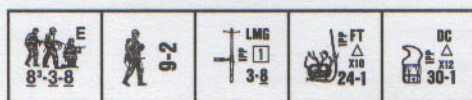
3

or



2

Assault Engineer Elements choose one of the following groups:



3

2

or

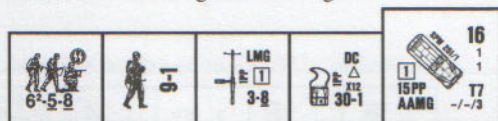


2

2

2

Enter on Turn 3 along the south edge:



3

2

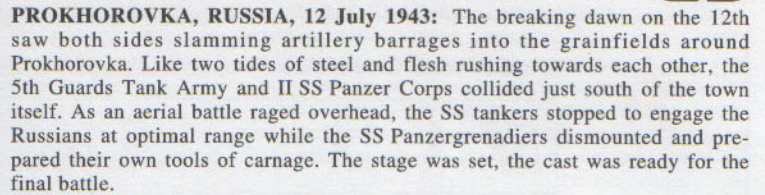
3

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the NE.
2. Place overlays as follows: **X12** on 33N8/O8; **X13** on 44AA10/BB10; **Wd3** on 33I4/J4.
3. A DLV Hindrance equivalent to Moderate Dust (F11.72) applies to all To Hit attempts made by an AFV..
4. All Order of Battle choices must be made prior to the start of play and are made without the knowledge of the opposing player.
5. Russian units set up in buildings may use HIP. If the Russians player selects the 7-0 leader and Field Phone, they receive one module of 80+mm (HE and Smoke) OBA with Plentiful Ammunition and one Pre-Registered hex.
6. German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s are Assault Engineers (H1.22), have their broken Morale Level increased by one, have underlined morale, and are considered SS for all purposes (A25.11).

AFTERMATH: Following heavy aerial and artillery bombardments, the momentum of Liebstandarte's armor carried the division to within several hundred meters of the state farm, stopping only long enough to allow the SS troopers to pour out of their armored halftracks. Initially thrown back by machinegun fire from Colonel Sazonov's paratroopers, by day's end the 1st and 2nd SS Panzergrenadier Regiments had taken both strong-points, setting the stage for the big show which would follow.

Scenario Designer: Pete Shelling



N ➤



(Only hexrows A-P on boards 4, 44, and 46
and R-GG on board 19 are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First [0] ★ RUSSIAN [0]

See SSR 4 to Determine Who Moves First

1	2	3	4	5	6	END			



 3-4-8	 8-1	 MMG 2 5-12	 14 3 1 2 20L(4) -/5	 18 1 1 9PP AAMG T9 -/3
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 6 ² -5-8	 1-5	 1-5	 dm MNG	 LMG	 DC	 18
 6 ² -5-8	 1-5	 1-5	 dm MNG	 LMG	 DC	 18

9-1

2nd Lt

12
11
8
3/5

1
88L

or

8-1

Test 3pt


14 6
1 3
75L 3/5


13 6
2 3
50L 3/5

2

or

75L **13**
3/5

3

									
6-5-8	1-6	1-6	dm HMG 1-3-8	LMG 1-3-8	DC X12 30-1	16 1 3 9PP 37L	16 1 1 T10 -/-3*	16 1 1 15PP AAMG -/-3	16 1 1 T7 -/-3

5

2

4

or

 6 ² -5-8	 5 ² -4-8	 10-2	 8-0	 LMG 1 3-8	 FT X10 24-1	 DC X12 30-1	 16 1 1 2 75*	 16 1 1 1 15PP AAMG T7 -/3
--	--	---	--	--	--	--	---	--

3

2

3

2

4

9-1

2nd Lt


1
75L -/-/2*

3

or

3

or

 6²-5-8	 9-2	 dm HMG  1 3-8
---	---	---

2

or

 8-0	 Radio $\pm \Delta$ 8
---	--

9-1
2nd Lt

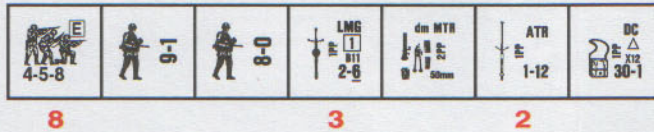
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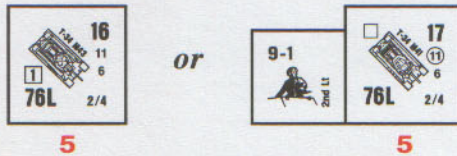
62-5-8



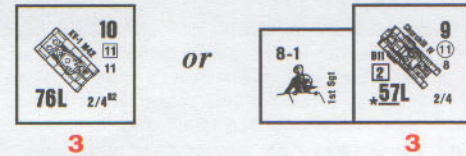
Elements of 5th Guards Tank Army [ELR: 3] enter on Turn 1 along the north edge (see SSR 4): {SAN: 3}



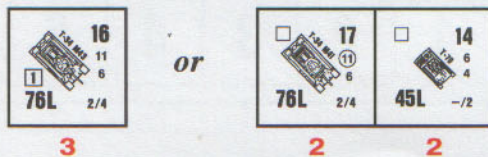
Medium Tank Company Support choose one group to enter on Turn 1 along the north edge:



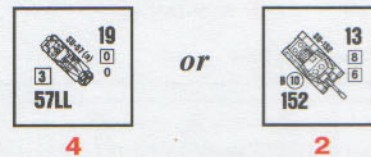
Heavy Tank Company Support choose one group to enter on Turn 1 along the north edge:



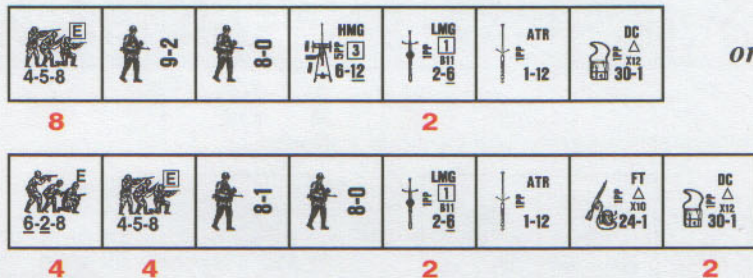
Medium Tank Platoon Support choose one group to enter on Turn 2 along the north edge:



Assault Gun Platoon Support choose one group to enter on Turn 2 along the north edge:



Infantry Company Support choose one group to enter on Turn 2 along the north edge:

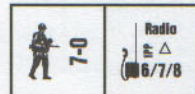


Bonus OB set up/enter per SSR 4:

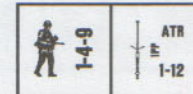
Chit #3 enter on Turn 1 along north edge (Airpower enters normally):



Chit #2 enter on Turn 1 along north edge:



Chit #1 enter on Turn 1 along north edge:



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Mist (E3.32) is in effect. All BP CG SSR are in effect.

2. Place overlays as follows: **OW1** on 19FF10/GG10; **RR13** on 4K8/J8; **RR4** on 4B9/C9; and **RR6** on 4N3/O3. Treat all Level 2 hill hexes as Level 1. Any RR hex which is also a hill hex is considered a SuRR (B32.1) with a Base Level of 0; all other RR hexes are EmRRs [EXC: all LOS traced exclusively along RR hexsides is considered to be at the level of the embankment].

3. German 5-4-8s/2-3-8s and Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22). If the Russian player selects the 7-0 leader and radio, they receive one module of 70+mm OBA (HE and Smoke). If the German player selects the 8-0 leader and radio, they receive one module of 80+mm Battalion Mortar OBA (HE and Smoke).

4. After setup but prior to the start of play, players bid for the Turn order (i.e., who moves first) by secretly choosing a chit numbered from 0-3. The player who bids the highest moves first, while the second player adds forces to his OB based on the chit chosen by the player moving first. In the event of a tie, the German player moves first and the Russian player receives the additional forces. A bid of zero risks no additional forces.

5. Use British Churchill IV counters to represent Russian Lend-Lease Churchills.

6. If selected, the Russians receive one 1942 FB with bombs and one 1942 FB without bombs. The selection of MOL as a bonus OB means that all Russian personnel receive MOL.

7. German 5-4-8s/2-3-8s have their broken Morale Level increased by one, have underlined morale, and are considered SS for all purposes (A25.11).

AFTERMATH: At approximately 0930, the German tankers saw the purple signal flare dropped by the Luftwaffe. Russian tanks were headed over the railroad embankments! Racing at full speed with all weapons blazing, infantry-laden T-34s closed the distance between the Germans and Russians. One German tanker later described the action as "hand-to-hand combat but with tanks instead of men". The battlefield was soon covered in oily smoke, as tank after tank was destroyed. Infantry and aircraft of both sides joined in the melee which would last until late in the afternoon. As dusk fell, so fell the final curtain for the Panzerwaffe's offensive capability—it lay shattered at Prokhorovka.

BALANCE:

✦ Add one SPW 251/SMG to the German Turn 2 reinforcements.

★ Add one Russian FT to any one group.

MATSUMOTO'S CHARGE

ASL SCENARIO J55

Scenario Design: Chuck Powers



VICTORY CONDITIONS: The Japanese win at game end if there are no unbroken American MMC on/adjacent to hex K9.

NHPUM GA, BURMA, 6 April 1944: Among the many volunteers making up Merrill's Marauders were Japanese-Americans known as the Nisei. Many of the Nisei were utilized in the I&R Platoons because they spoke and understood Japanese. One such Nisei was Roy Matsumoto of the 2nd Battalion. He would sneak up to the enemy lines at night to learn where the Japanese planned to attack the next day. Starting on the 4th of April, the Japanese started increasing the intensity of their attacks at Nhpum Ga. On the night of the 5th, Matsumoto had found out that the Japanese planned to attack a U.S. salient on McLogan's Hill. With this information, the Marauders were able to prepare a little surprise for the Japanese.

BOARD CONFIGURATION:

BALANCE:

☆ In the Japanese OB, replace the 10-1 with a 9-0.

● Delete the MMG from the U.S. OB.



(Only hexes numbered ≥ 6 on/between hexrows G-O are playable)

TURN RECORD CHART

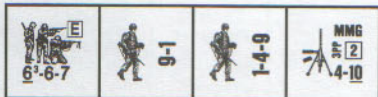
☆ AMERICAN Sets Up First

● JAPANESE Moves First

●	1	2	● ☆	3	4	5	END
---	---	---	-----	---	---	---	-----

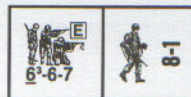


Elements of Green Combat Team, 2nd Battalion, 5307th Composite Unit (Provisional) [ELR: 5]
set up ≤ 3 hexes from K9: {SAN: 4}



4

Enter on Turn 3 along the east edge:



Elements of 114th Infantry Regiment [ELR: 4] enter on Turn 1 along the west edge: {SAN: 3}



3

2

Enter on Turn 3 along the west edge:



2

2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1) [EXC: interior jungle hexes are Dense Jungle]. A dawn +1 LV hindrance for all non-CC attacks is in effect. Kindling is NA.

2. All American units are Stealthy (A11.17) and may set up entrenched (B27.1) if in suitable terrain.

3. The Americans may use HIP for one squad-equivalent (and all SMC/SW set up with it).

4. At the start of each Japanese PFPh, the OB-given American hero may specify any/all Known Japanese MMC that are currently within his LOS to immediately take a 2TC (modified by any Leader stacked with them). Each unit which fails this TC is marked with a Banzai counter, may not conduct any PFPh actions, and must conduct a Banzai Charge in the upcoming MPH. Units thus forced to Banzai and which are ADJACENT to each other must be combined into a single charge. Additionally, any Japanese unit ADJACENT

to ≥ 1 unit forced to Banzai may voluntarily be added to the Charge. Selecting Japanese units for this TC is a concealment-loss activity if ≥ 1 Japanese unit passes the TC.

5. The Americans have a Level A Booby Trap capability (B28.9).

AFTERMATH: During the Japanese attack, it was easy for Matsumoto to shout out commands in Japanese, which confused the enemy. Often Matsumoto would have the lead elements of the attack Banzai into the waiting guns of the Marauders. Suffering terrible casualties through the ill-coordinated Banzai attacks, the Japanese withdrew.

A BURNT OUT CASE



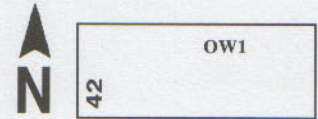
ASL SCENARIO J56

Scenario Design: Richard Weiley



Southwest of SMORGON, BYELORUSSIA, 6 July 1944: Following the capture of Minsk and the destruction of the bulk of the Fourth Army, the 5th Guards Tank Army pushed westward towards Vilnius and the Polish frontier. The only troops available to Army Group Center were security and second line detachments filled out with stragglers. Luftwaffe flak units were called upon to provide heavy weapons support to these desperately ill-equipped troops. North of Minsk, several of these emergency reserve units were assigned the nearly impossible task of imposing a brake on the fast-advancing spearheads of the Russian offensive.

BOARD CONFIGURATION:



BALANCE:

✚ Add a German MMG and a Trench to the German OB.

★ In the Victory Conditions change "game end" to "the end of any Player Turn" and increase the game length by ½ Turn (to 7 Turns).

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	4	5	6	7	END
★ RUSSIAN Moves First									



Elements of 221st Security Division [ELR: 2] set up ≤ 4 hexes from 42G5 [EXC: the Gun, Pillbox, and Trench set up ≤ 3 hexes from 42G5] (see SSR 3): {SAN: 4}

4-4-7	1-2-7	8-1	7-0	3-8	7 morale	HS[0] AA M8 37L (8)	1+3+5	Trench OVR, OBA: +4 Other: +2	MPH/RtPh: dr = MF CC: +1/-1
6				2	4			2	

Armored Car picket set up on/west-of hexrow W (see SSR 6):



Elements of 5th Guards Tank Army [ELR: 3] enter on Turn 1 on any east edge road hex with all Personnel entering as Passengers/Riders: {SAN: 2}

6-2-8	4-5-8	9-1	2-8	30-1	8-1	14 6 4 45L -/2	16 4 1 76L	28 6 0 2 9PP+ *AAMG -/-/6+	25 8 21PP
4	3	2	2			2			3

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All buildings are Wooden. Kindling is NA. Place overlay OW1 on 42W1-X1.
- Only one ⅜" counter may set up per hex. Neither the AA Gun nor the Trench may set up in a road hex.
- The Inherent crew of the M3A1 Scout Car (a) is a 2-2-8, and the Inherent passenger is a 3-2-8 HS. The MA may be Removed (D5.41) as a dm Russian .50 cal HMG, the SA may be Removed as a Russian LMG. Use the Yugoslavian M3A1 Scout Car (a) (Common Allied Minor Vehicle Note 34).
- Prior to setup, the Russian may designate ≤ 2 6-2-8 squads as Assault Engineers (H1.22).

6. The French AMD 35 is equipped with a radio and is considered a German vehicle [EXC: uses red TH numbers]. It may set up HIP/? status as if it were an Emplaced Gun, provided it does not change Locations, VCA, expend a Start MP, or make a Motion attempt.

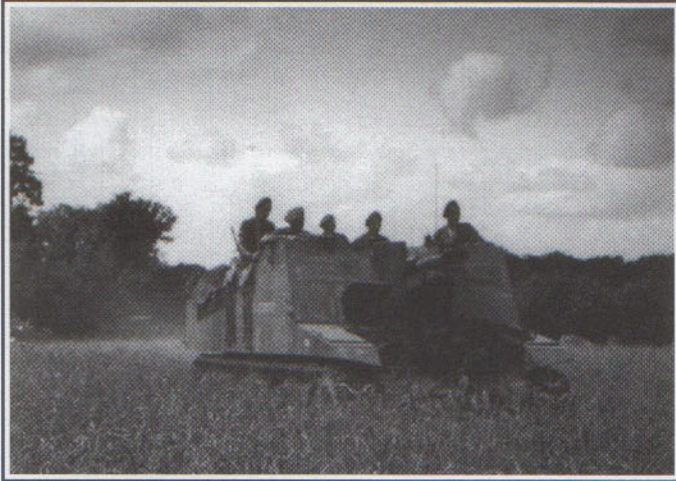
7. Each truck is immediately Recalled (D5.341) when it no longer contains any PRC.

AFTERMATH: During the course of the day, the 221st Security Division was surrounded and attacked from all sides. The survivors managed to break out and fall back to Zhuprany, but this town also fell during the afternoon. Limited counterattacks by elements of the 5th Panzer Division temporarily stabilized the situation south of Smorgon. To the north, Soviet forces continued their westward advance unchecked. Army Group Center was in no condition to stop them. The powerful force which had marched into the Soviet Union three years ago was now just a 'burnt out case.'

GUARDS ARTILLERY

ASL SCENARIO J57

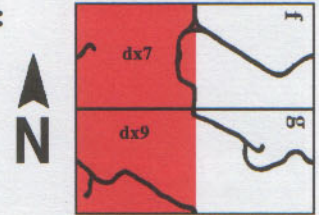
Scenario Design: Ian Daglish



VICTORY CONDITIONS: The Germans win immediately when they have amassed ≥ 16 Casualty Victory Points.

POINT 176, MAISONCELLES, FRANCE, 3 August 1944: Following a night advance to Point 176, the self-propelled artillery regiment of the Guards Armoured Division formed its gun lines in the small fields west of Maisoncelles. At approximately 0845 hours, guns began to engage targets and the battery captains sent reconnaissance patrols out to the flanks and forward of the undefended position. These patrols ran into an attack by Panther tanks and a company of panzergrenadiers.

BOARD CONFIGURATION:



(Only hexrows H-O are playable)

BALANCE:

- Add one British hero to the C Troop OB.
- ✚ In the German Turn 1 reinforcement OB, replace one 3-4-8 with one 6-5-8.

TURN RECORD CHART

● BRITISH Sets Up First	✚ 1	● 2	3	4	5	END
✚ GERMAN Moves First						



Elements of C Troop, 153rd Field Regiment (Leicester Yeomanry), Royal Artillery [ELR: 4] set up as indicated: {SAN: 3}

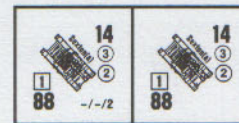
Set up on any whole hex of board g on/north-of the gI5-gO2 hexrow:



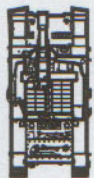
3

2

Set up as per SSR 3:



3



Elements of A Troop, 94th L.A.A. Regiment, Royal Artillery: set up in any whole hex of board f:

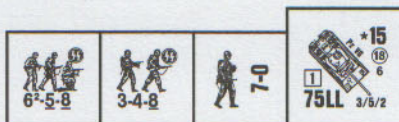


Elements of C Troop, 21st Anti-Tank Regiment, Royal Artillery: enter on Turn 1 on hex f03:



Elements of 9th SS Panzer Division "Hohenstaufen" [ELR: 5] enter as indicated: {SAN: 3}

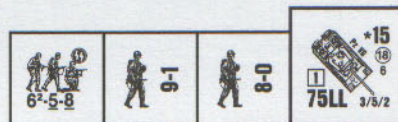
Enter on Turn 1 on hex gH0:



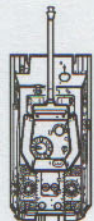
2

2

Enter on Turn 2 on hex gH0:



3



SPECIAL RULES:

- EC are Dry, with no wind at start. Streams are shallow and all marsh is woods. All hedges (but not walls) are Bocage (B9.5). Kindling is NA.
- Place overlay dx7 on fK4-J3 and dx9 on gK5-gJ4.
- The British *Sextons* must set up unconcealed, in hexes g(o)L4, gL5, gM4, and gM5. The *Sextons* may perform no actions during the first German Player Turn (other than Crew Survival). The inherent HS in the Carrier is a 2-3-7.
- Self-destruction of SW (A9.73) and Vehicles (D5.411) is NA.

AFTERMATH: Last to abandon the position was "Q" Battery, whose "C" Troop attempted to cover the Regiment's withdrawal. Panther tanks and infantry began to emerge from the gully in the "triangular wood" where many soft skinned vehicles had been lost trying to escape. Engaging at 100 yards range, AP and HE rounds were ineffective against the Panthers, though airbursts into the trees held back the German infantry. Just in time, elements of 21st Anti Tank Regiment arrived to stop the panzers, and "C" Troop fell back behind their own smoke screen.

No. 8 PLATOON OVERRUN

ASL SCENARIO J58

Scenario Design: Eddie Zeman and Steve Dethlefsen



ARNHEM, HOLLAND, 18 September 1944: One of the few units near the bridge not attached to the 2nd Parachute Battalion was Platoon No. 8 of the 3rd Parachute Battalion. Accompanied by men from the Headquarters Defense Platoon, Platoon No. 8 probed outward into the factories of the industrial district east of the bridge. The group set up a perimeter and organized a plan to ambush any passing Germans. They would simply stay put throughout the evening and reconnoiter further under cover of darkness. As the men took up their positions, they suddenly came under intense attack from tanks and troops from Kampfgruppe Knaust.

BOARD CONFIGURATION:



(Only hexes numbered ≥ 13 on/between hexrows S-JJ are playable)

BALANCE:

⦿ SSR 2 is NA.

⚡ All German MMC are Fanatic (A10.8).

VICTORY CONDITIONS: The Germans win at game end if they have amassed ≥ 15 Victory Points, provided they have amassed more VP than the British. The British amass CVP normally. The Germans receive one VP for each stone building within the British setup area that they Control at game end [EXC: buildings AA17, T16, T19, T20, S17, S18 are each worth 2 VP].

TURN RECORD CHART

⦿ BRITISH Sets Up First [153]	1	2	⚡ 3	4	5	6	END
⚡ GERMAN Moves First [191]							



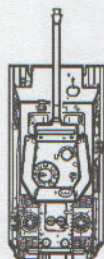
Platoon No. 8, 3rd Parachute Battalion and Elements of Brigade Headquarters Defense Platoon [ELR: 4] set up west/south-of the AA13-AA15-AA16-BB15-CC16-II16-II18-JJ18 road: {SAN: 4}



6 ² -4-8	4 ² -5-8	2-2-8	9-2	9-1	8-0	7-0	4-12	2-7	8-3
7	3	2					2	2	
8	?	57L							
	8								



Elements of Kampfgruppe Knaust, SS-Panzer Division 9 [ELR: 3] set up north/east of the AA13-AA15-AA16-BB15-CC16-II16-II18-JJ18 road: {SAN: 6}



6 ² -5-8	5 ² -4-8	9-1	8-1	8-0	7-16	5-12	3-8
9	4		2				2
15 3/5/2	13 3/5/2	13 3/5/2	2nd Lt				
2							

Enter on Turn 3 along the east edge of the playing area:

SPECIAL RULES:

- EC are Moist, with no wind at start. See ABtF SSR.
- The 57mm OQF 6pdr may not set up HIP (even if Emplaced), but may set up concealed.
- The British receive one module of 80+mm OBA (HE only) with Scarce Ammunition (C1.211). The first Battery Access draw is automatically black (permanently remove one black chit from the draw pile). A British Leader initially possessing the radio may set up HIP.

4. The Germans receive one module of 100+mm OBA (HE and Smoke) directed by an Offboard Observer (C1.63) at Level 2 in any east edge hex of the playing area (secretly recorded prior to British setup).

AFTERMATH: Captain Knaust directed an attack in company strength. Supported by three tanks and one assault gun, the SS troops attacked with surprising ferocity. A Panther advanced to point blank range and began firing armor piercing and high explosive shells directly into the bays and machinery rooms occupied by the Paras. Charging into the factories alongside Panzer IV tanks, the men of *Hohenstaufen* steadily drove the British back. As night fell, Platoon No. 8 was embroiled in bitter hand-to-hand fighting in the factories reminiscent of Stalingrad. By dawn the following morning, Platoon No. 8 had been completely overrun and was no more.

FRIDAY THE 13th

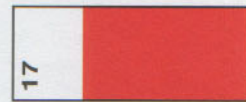
ASL SCENARIO J59

Scenario Design: Chas Smith



PLEINE-PLAKISHKAN, EAST PRUSSIA, 13 October 1944: In July of 1944, the Hermann Göring Assault Gun Battalion began receiving shipments of *JagdPanzer IV* tank-destroyers. The intent was to utilize these tank-destroyers in company strength as the backbone of the new *Panzerjäger* units. In October, the 1st Company, Hermann Göring Fallschirmpanzerkorps Panzerjäger Battalion received 16 new *JagdPanzer IV* vehicles. Their mission was to act as a mobile fire brigade for the panzerkorps.

BOARD CONFIGURATION:



(Only hexrows 1—GG are playable)

BALANCE:

★ Add a 2-3-7 to the Russian OB.

✚ Add a German MMG to the German OB.

VICTORY CONDITIONS: The Germans win at game end by Controlling all buildings ≤ 4 hexes from 17R4.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✚	1	2	3	4	5	6	END
✚ GERMAN Moves First [130]								



Elements of Soviet 39th Army [ELR: 3] set up ≤ 6 hexes from R4: {SAN: 4}

 4-4-7	 2-3-7	 2-2-8	 7-0	 7-0	 MMG 3-3-10	 LMG 1-1-2	 AT 1-12	 ? 7 morale
8	2					2	5	

 AT 57LL	 Foxhole 5 OVN, OMA: +4 Other: +2	 MPH/RUPh: dr = INF CG: +1/-1
4	2	



Elements of Hermann Göring Panzerjäger Kompanie and Hermann Göring Sturm Bataillon [ELR: 3] enter on Turn 1 along the west edge: {SAN: 2}

 5-4-8	 7-0	 8-1	 7-0	 LMG 3-8	 PSK 12-4	 13 75L 1/-
10				4		3

SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling is NA.
- German 4-4-7s created through Unit Replacement (A19.1) retain Assault Fire (A7.36) capability. German 4-4-7s/2-3-7s Battle Harden to 5-4-8s/2-3-8s.
- Russian 4-2-6s/2-2-6s Battle Harden to 4-4-7s/2-3-7s.
- AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: On Friday, 13 October, elements of the 1st Panzerjäger Company attacked in support of elements of the Hermann Göring Assault Battalion. Their objective was to thwart the Soviet advance on Army Group North. One *JagdPanzer* was knocked out by a Latvian AT gun from a range of approximately 200 meters, but the remainder swarmed the crossroads. From mutually supporting firing positions, they succeeded in halting the Soviet advance.

BAD LUCK



ASL SCENARIO J60



VICTORY CONDITIONS: The Germans win at game end if they have more Good Order squad-equivalents on board 18 (a vehicle with functioning MA counts as two squads) than the Americans, provided the Germans do not amass ≥ 19 CVP.

MERZIG, GERMANY, 21 November 1944: As part of the Third Army's encirclement of Metz and attack on the Saar Heights, Combat Command B of the 10th Armored Division was ordered to strike east towards the Saar River at Merzig to secure the Army's flank. Although attacking a lightly-defended sector, the Americans advanced cautiously until they eventually held the hills overlooking the river and the approaches to Merzig. Fearing that this was the main attack to roll up the Saar region, the Germans took advantage of the Americans' slow advance and launched a quick counterattack.

BOARD CONFIGURATION:



18	
OG1	
	OW1 77

(Only hexrows R-GG on board 18 and A-P on board 44 are playable)

BALANCE:

☆ Add a 9-1 armor leader to the U.S. OB.

✚ In the Victory Conditions, change "19 CVP" to "21 CVP".

TURN RECORD CHART

☆ AMERICAN Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First [116]									



Elements of Task Force Cherry, Combat Command B, 10th Armored Division [ELR: 4] set up on board 18 and/or on board 44 in hexes numbered ≤ 3 : {SAN: 4}



6-6-7 2	6-6-6 6	3-4-6 2	8-1 2	8-1 2	7-0 2	4-10 2	8-4 2	60*(3-45) 6	7 morale
------------	------------	------------	----------	----------	----------	-----------	----------	----------------	----------

13 76L 2/4/4 2	13 75 2/4/4 4	5 OVR, OGA: +4 Other: +2
----------------------	---------------------	--------------------------------



Elements of 1 Abteilung, 21st Panzer Division and the 25th Panzergrenadier Division [ELR: 3] enter on/after Turn 1 along the east edge of board 44: {SAN: 2}



4-6-7 10	2-2-8 2	9-2 2	8-1 2	3-8 2	12-4 2	15 75LL 3/5/2	13 75L 3/5 2	16 7PP* CMG -/12/3*
-------------	------------	----------	----------	----------	-----------	------------------	--------------------	------------------------

SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling is NA. The ground is Soft (D8.21).
- Place overlays as follows: OG1 on 18R2, OW1 on 44F6-F7.
- Vehicular crews may not voluntarily Abandon (D5.4) vehicles [EXC: SPW 251/sMG].
- American AFV are Elite (C8.2).
- Mist (E3.32) is in effect on Turns 6 and 7.

AFTERMATH: To help the 25th Panzergrenadier Division in the attack, General Von Luck sent part of his 21st Panzer Division into the battle. On the afternoon of the 21st, the powerful German force smashed into part of Task Force Cherry, which was guarding the left flank of the CCB. The Americans put up a stiff fight, but were eventually forced back after losing a platoon of tanks. The delaying action bought enough time, however, for the rest of the CCB to mass its strength for a charge across the Saar at Merzig. As the Americans were preparing to cross, the Germans blew up the bridge.

IN THE BAG



ASL SCENARIO J61

Scenario Design: Chas Smith



VICTORY CONDITIONS: The Americans win at game end if they Control all multi-hex buildings on board 24 *and* have exited ≥ 75 VP (excluding Prisoners) off the south edge on/between 2GG6-39A5. HTs must have a functioning MA *and/or* Passengers to count as Exit VP.

CELLES, BELGIUM, 25 December 1944: The 2nd Panzer Division had made the most progress during the Ardennes offensive, and was positioned a mere 6 kilometers from the Meuse River. General Harmon, the 2nd Armored Division Commander, contacted headquarters for permission to attack and, after a convoluted series of messages, received permission for a limited counterattack. Harmon responded, "The bastards are in the bag."

BOARD CONFIGURATION:

2	24	
		OG1 6€



BALANCE:

✚ In the VC change "75" to "80".

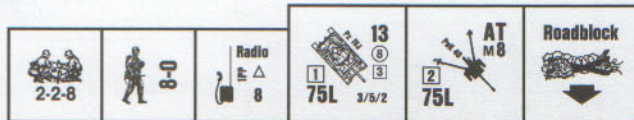
☆ In the VC change "75" to "70".

TURN RECORD CHART

✚ GERMAN Sets Up First [134]	☆	1	2	3	4	5	6	7	8	END
☆ U.S. Moves First [294]										

Elements of 2nd Panzer Division [ELR: 2] set up as indicated: {SAN: 3}

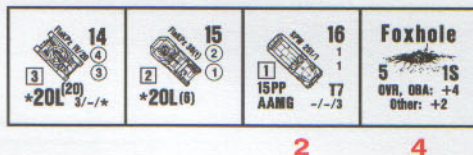
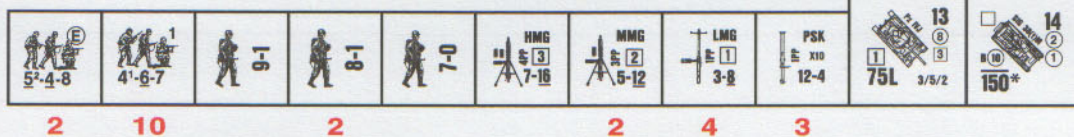
Set up on board 39 on/south-of hexrow X:



Set up on board 2 on/south-of hexrow J [EXC: Only 2 vehicles may set up on Hill 621]:



Set up on boards 2/24 on/south-of hexrow J, and board 39 on/south-of hexrow X:



Set up Immobilized on board 24 on/south of hexrow J, adjacent to a building hex:



Enter on Turn 5 along the south edge:



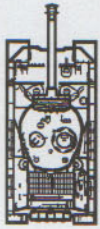
U.S. OB on back

SPECIAL RULES:

1. EC are Moist, with no wind at start. Kindling is NA. Place overlay OG1 on 39A4.
2. No German AFV may make a pre-game HD Maneuver dr (D4.22). All *PzKpfw IV* and *JagdPz IV/70* are equipped with Schuerzen (D11.2). The Germans receive one module of 80+mm OBA (HE and Smoke). The German 8-0 may setup HIP if it initially possesses the Radio.
3. The Americans receive one module of 100+mm OBA (HE and Smoke only). The 60mm MTRs cannot be exchanged for an OBA module.
4. The Americans receive Air Support (E7.) in the form of 3 1944 FB with bombs which automatically arrive on American Player Turn 1. They are automatically recalled at the end of German Player Turn 2.
5. This scenario is considered to take place in 1945 for all purposes. Two eligible U.S. vehicles may be secretly recorded as having Gyrostabilizers (D11.1). The Inherent squad of each *M3 MG* Halftrack is a 6-6-7. American 7-4-7s/3-3-7s are Assault Engineers (H1.22).

6. The Germans suffer from fuel shortage. Any time a German vehicle expends a start MP, use the hidden DR method of D8.23 to determine if the vehicle runs out of fuel, which occurs on a DR ≥ 11 . Out of fuel vehicles are immediately Immobilized (Immobilization TC NA).
7. All American Personnel must enter as Passengers/Riders.

AFTERMATH: Task Force A attacked along the high ground to the west of Celles. Task Force B drove along the eastern ridges. Task Force A made solid progress until it was stopped cold by a section of Panthers, which quickly knocked out three half-tracks. The Panthers were chased away by a flight of fighter-bombers from the 370th Tactical Fighter Group. Task Force B was opposed by isolated guns, tanks, roadblocks, and mortar fire and made steady progress. The task forces closed the pincers around Celles while fighting off a counterattack from the main body of the 2nd Panzer Division. Having displayed no real zeal to defend the town, an entire *kampfgruppe* was caught in the bag.



Elements of Task Force A [ELR: 4] enter on/after Turn 1 along the north edge of board 2 (see SSR 7): {SAN: 3}

8			2	2		3	3		2	6

Elements of Task Force B enter on/after Turn 1 along the north edge of board 39 (see SSR 7):

8		2				3		3	

2	6

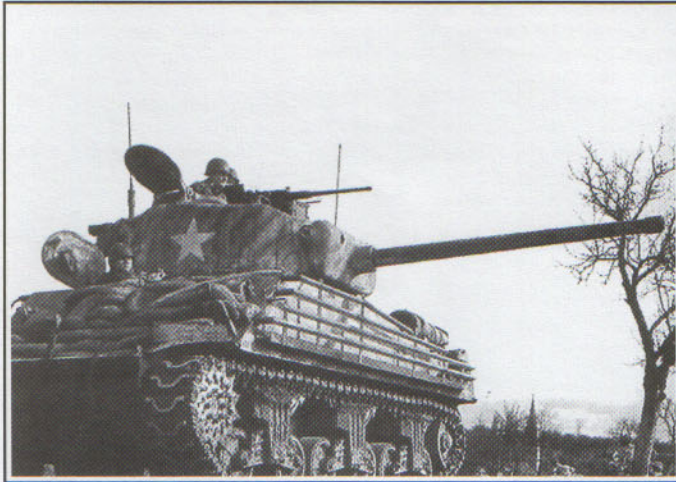
Enter with either Task Force (see SSR 7):

3			2		2	2	3

LEE'S CHARGE

ASL SCENARIO J62

Scenario Design: Chas Smith



VICTORY CONDITIONS: The Americans win immediately by exiting ≥ 24 VP (excluding prisoners) off the south edge.

COROIE, BELGIUM, 3 January 1945: On January 3rd, VII Corps launched its offensive to reduce the Bulge salient. The drive, with the 2nd Armored Division as a key element, headed towards Houffalize. Over a foot of snow covered the ground; the armored columns were forced to follow passable roads. Task Force 1-67's attack began inauspiciously when one tank was knocked out by artillery fire and D Company was slowed when it ran into an unmarked friendly minefield.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

BALANCE:

✚ In the Victory Conditions, change "24" to "26".

☆ In the Victory Conditions, change "24" to "22".

TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	4	5	6	END
☆ U.S. Moves First								



Elements of 560th Volksgrenadier Division [ELR: 2] set up on/south-of hexrow AA: {SAN: 3}

 1 4-6-7	 2 2-3-8	 3 8-9	 4 8-9	 5 7-10	 HMG 7-16	 MMG 5-12	 LMG 3-8	 PSK 12-4	 Radio 8	 Foxhole 5 OVR, OBA: +4 Other: +2
4	5						2			3



Elements of Company D, 67th Armored, and Company C, 41st Armored Infantry, 2nd Armored Division [ELR: 4] enter on Turn 1 along the north edge: {SAN: 2}



 1 6-6-7	 2 8-9	 3 8-9	 MMG 4-10	 9-1 2nd Lt	 15 76L 2/4/4	 15 75 2/4/4	 13 75 2/4/4
7			2		2	2	2

SPECIAL RULES:

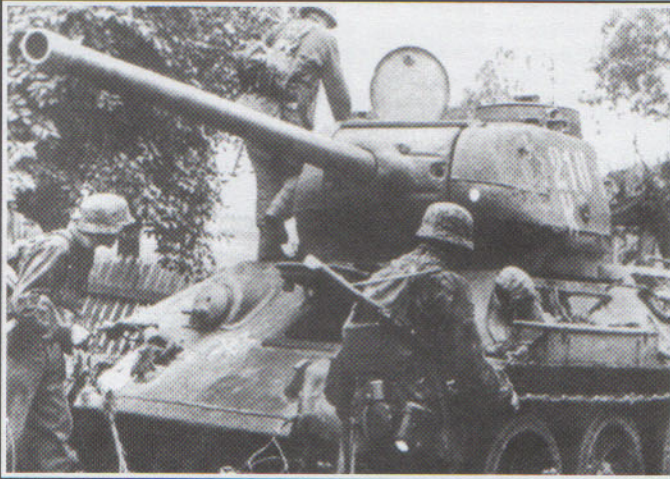
- Weather is Deep Snow (D8.23 & E3.73); EC are Wet, with no wind at start. Snow drifts (E3.735) are NA. The GG5-R6 road is plowed. Place overlay X9 on U5. All buildings are Fortified.
- Prior to setup designate one M4A1 as an OP Tank (H1.46) with one module of 100+mm OBA (HE only).
- The Germans receive one module of 70+mm OBA (HE only).
- To simulate ad hoc armor applied to the vehicles, the American player may designate two of his AFV as being equipped with Schuerzen (D11.2).

AFTERMATH: Captain Robert E. Lee, D Company's commanding officer, found a path for his company through the minefield, accompanied by two platoons of infantry emerging from the woods on the right. Lt. Pendleton observed two houses to his front as he rode forward, when suddenly a panzerfaust struck but expended itself on the sandbags strapped to his tank for added protection. Enemy machine gun fire ripped into the attackers and forced the infantry to take cover. Despite their infantry being pinned down by fire, Captain Lee was ordered to attack regardless of enemy fire. Captain Lee personally moved forward to direct the assault when a large flash of fire temporarily blinded those nearby. The turret of Lee's tank was blown off by a panzerfaust, killing the entire crew immediately. This effectively stopped the assault for the day while the armor waited for the infantry to clear the houses of the enemy.

SILESIA INTERLUDE

ASL SCENARIO J63

Scenario Design: Chas Smith



South of OPPELN, UPPER SILESIA, 19 March 1945: On the 15th of March, Marshall Koniev's 1st Ukrainian Front attacked to seize Upper Silesia all the way to the Czechoslovakian frontier. He planned to use two assault forces to trap the Germans in the Oppeln Bulge. The Front successfully encircled one Oppeln group, linking up at Neustadt. Meanwhile, elements of the Hermann Göring Parachute-Panzer Division were hurriedly transported by rail to the area, and began detraining on the 17th. They were immediately committed to the XXXX Panzer Corps sector on the 18th.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

VICTORY CONDITIONS: The Germans win at game end by Controlling all four board 38 buildings and exiting ≥ 11 VP [EXC: Prisoners do not count] off of the east edge of board 38.

BALANCE:

★ In the Russian OB, replace the T-34/85 with an IS-2.

✚ In the German OB, replace the German PzKpfw IVJ with a PzKpfw VG.

TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	✚	1	2	3	4★	5	6	END
✚ GERMAN Moves First [136]								



Elements of 10th Guards Tank Corps, 4th Tank Army [ELR: 3] set up on/east-of hexrow Y: {SAN: 3}

4-5-8	5-2-7	2-2-8	8-1	8-2	4-10	2-6	1-12	7 morale
-------	-------	-------	-----	-----	------	-----	------	----------

6

2

2

6

13 14 11 122L 1/4 th	16 11 6 85L 2/4	45LL	Foxhole 5 OVR, OBA: +4 Other: +2
------------------------------------	--------------------	------	--

5

Enter on Turn 4 along the east edge:

5-2-7	15 11 6 100L
-------	-----------------

2

2



Elements of Hermann Göring Parachute-Panzer Division [ELR: 3] enter on Turn 1 along the west edge of board 38: {SAN: 3}

5-4-8	4-6-7	2-4-7	8-1	8-1	8-2	3-8	3-8	12-4	15 10 6 75LL 3/5/2	13 8 3 75L 3/5/2
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4

8

2

4

3

SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling is NA.
- Board 38 ponds are Level 0 Open Ground.
- AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: The Hermann Göring was initially committed on the 18th of March in a piecemeal fashion with little ammo and even less success. They regrouped and resupplied that night, resuming the attack the next day against the 10th Guards Tank Corps. This attack started well, until the Russians committed heavy tank destroyer units to the battle. This attack, as well as others by the German Army, faltered and eventually over 15,000 Germans were caught in the Oppeln Bulge, although several divisions did manage to escape to continue fighting.

AMERICAN TRAGEDY

ASL SCENARIO J64

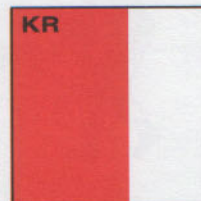
Scenario Design: Jeff Coyle, Dan Dolan, and Matt Noah



VICTORY CONDITIONS: The Americans win at game end if they have amassed ≥ 17 VP more than the Japanese. The Americans earn VP at game end as follows: 3VP for Controlling hexes G11/G12/H11; all other Level 2 and Level 3 hexes are worth 1VP each if Controlled; Pillboxes are worth 2VP each if Controlled/Eliminated. The Japanese earn 1VP per hex, per Turn at the conclusion of Turns 4, 5, and 6 for Controlling hexes G11/G12/H11.

KAKAZU RIDGE, OKINAWA, 11 April 1945: Starting at 0700, the 1st Battalion, 381st Regiment attacked across the saddle between Kakazu West and Kakazu Ridge. Although dubbed the "powerhouse attack," the offensive immediately stalled as the men came under heavy fire from Japanese positions on Kakazu Ridge and mortars from the south slopes. At 1300, the 3rd Battalion, 383rd Regiment attacked the ridge again, with the depleted 1st Battalion in support. This attack came under heavy fire from the southern slope of Kakazu West, which was still in enemy hands. Lt. Col. Edward W. Stare, commander of the 3rd Battalion, decided his assault needed support from the 2nd Battalion on the northern slope of Kakazu West.

BOARD CONFIGURATION:



(Only hexrows A-Q are playable)

BALANCE:

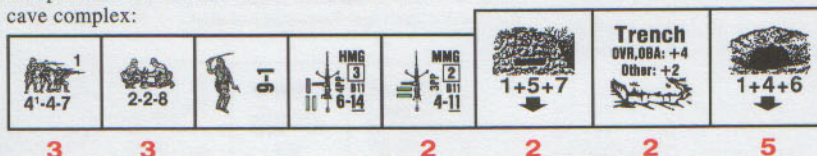
- Add one light mortar to any two setup groups.
- ☆ Add one 3-3-7 to each of the American setup groups.

TURN RECORD CHART

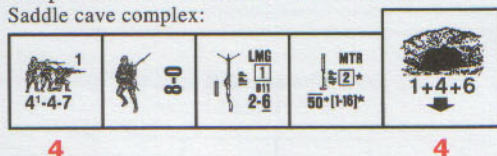
● JAPANESE Sets Up First [249]	1	2	3	4	5	6	7	END
☆ U.S. Moves First [336]								

Elements of 14th Independent Brigade [ELR: 3] set up as indicated [EXC: no Japanese unit/Fortification may set up in an American setup area] (see SSR 2, SSR 3, and SSR 4): {SAN: 6}

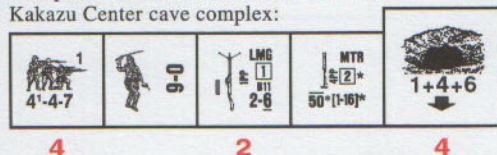
Setup within the boundaries of the Kakazu West cave complex:



Setup within the boundaries of the Kakazu Saddle cave complex:



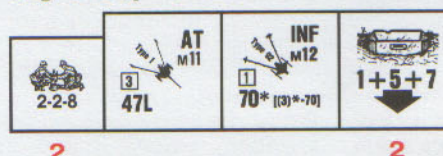
Setup within the boundaries of the Kakazu Center cave complex:



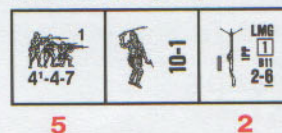
Setup within the boundaries of the Kakazu Village cave complex:



Elements of Heavy Weapons Company, 14th Independent Brigade set up ≤ 3 hexes from G20::



Reinforcements enter IN Kakazu West Cave Complex after making a secret Friendly RPh reinforcement $dr \leq$ the current Turn number. The dr cannot be attempted prior to Game Turn 3:



AMERICAN TRAGEDY

ASL SCENARIO J64



Elements of 1st Battalion, 381st Regiment (1/381) [ELR: 3] set up on hexes J10/K10/K11/L10/L11/M11 (see SSR 5): {SAN: 3}

 6-6-7	 6-6-6	 3-3-7	 9-1	 8-0	 4-10	 24-1	 30-1	 8-5
2	4	2				3	2	

Elements of 3rd Battalion, 383rd Regiment (3/383) set up on hexes M9/M10/N8/N9/O8/O9 (see SSR 5):

 7-4-7	 6-6-7	 6-6-6	 3-3-7	 8-1	 7-0	 6-12	 4-10	 24-1	 30-1	 8-5
4	5	3					2	5	2	

Elements of 2nd Battalion, 381st Regiment (2/381) set up Concealed ≤ 2 hexes from G9 (see SSR 6):

 6-6-7	 6-6-6	 3-3-7	 10-2	 9-1	 7-0	 8-16	 6-12	 4-10	 30-1	 8-5
3	4	2							3	

SPECIAL RULES:

1. EC are Moderate and Overcast, with a Mild Breeze from the northwest. See KR SSR (in Journal Issue 2).

2. The Japanese may utilize all KR Cave Complexes (KR SSR6) within the playing area. All of the Kakazu West caves must be setup facing a southerly direction (hexside direction 3, 4, or 5). All units not setup in a Cave/Cave Complex must be ≥ 2 hexes from all American setup areas. Pillbox tunnels on Kakazu West must connect to the Kakazu West cave complex.

3. During setup, the Japanese player must secretly record two hexes along the south edge to serve as "mortar hexes." Located at Level 5 ten hexes offmap is a fully-crewed Type 97 81mm MTR for each "mortar hex." These MTRs will never malfunction, cannot use Intensive Fire or Opportunity Fire, fire HE only, cannot fire during Turn 1, and trace LOS from Level 5 in its respective "mortar hex." Range (including range to obstacles for Blind Hex determination; A6.4, B10.23) is calculated by determining the distance from the obstacle/target-hex to the "mortar hex" and adding ten. Otherwise, normal To Hit procedures apply, including ROF possibility (C2.24) [EXC: these MTRs have no CA (i.e., Case A TH DRM is NA)].

4. One of the Cave Counters in the Kakazu Village setup area of the Japanese OB is a Spigot Mortar Cave (KR SSR5).

5. Units of the 1/381 and 3/383 battalions may not start the scenario concealed.

6. All units of the 2/381 battalion must be marked with a No Move counter. The No Move counters are removed if 1) a Japanese unit moves adjacent to any 2/381 unit, or 2) at the start of American Turn 3. The American 10-2 and 9-1 in the 2/381 OB must set up in hex G10.

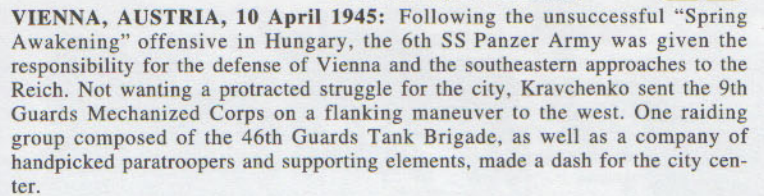
7. At the start of play, neither player controls hexes G12 and H12.

8. Assault Engineers are Fanatic when possessing a FT/DC.

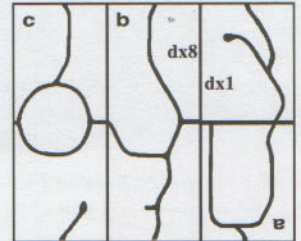
9. At the end of Game Turn 7, continue to roll for all existing melees until they are completely resolved.

AFTERMATH: Under heavy fire, Lt. Col. Stare made his way across the front of Kakazu Ridge to plan the attack with the 2/381 commander, Lt. Col. Russell Graybill. No sooner did this attack begin than the Japanese counterattacked on Kakazu West. The 2/381 Battalion was barely able to hold its original positions, and Lt. Col. Stare called off the attack. The Americans had claimed the front of Kakazu, but the ridge itself remained firmly in Japanese hands. The next day, word quickly spread on both sides of the line that President Roosevelt had died.

Scenario Design: Pete Shelling



AN

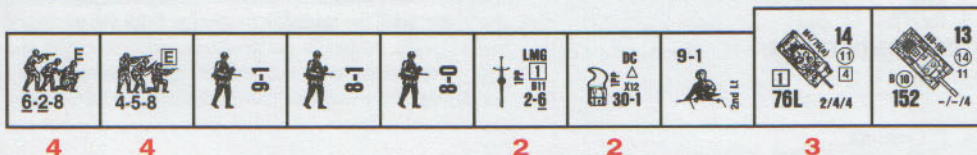
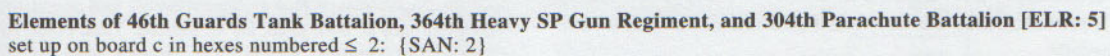
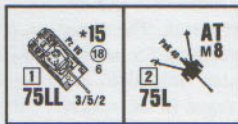
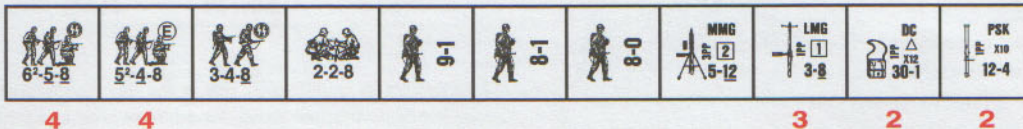
**BALANCE:**

★ Add one *ISU-152* to the Russian OB.

✚ GERMAN Sets Up First

★ **RUSSIAN** Moves First

1	2	3	4	5	6	END
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1. EC are Wet, with no wind at start.

2. Place overlays as follows: **dx8** on bC1/B1; **dx1** on aK1. The rowhouse on board b is considered one building and entirely stone for Victory Condition purposes only.

3. Russians may deploy per A1.31 as if non-Russian. One M4/76(a) may be secretly recorded as having a Gyrostabilizer (D11.1). Russian AFV are Elite (C8.2).

4. Russian AFV may claim the TH case Q (C6.8) DRM if in bypass of a building.

5. German 5-4-8s/2-3-8s have their broken Morale Level increased by one, have underlined morale, and are considered SS for all purposes (A25.11).

AFTERMATH: After breaking through the outer German defenses, Guards Captain Dmitri F. Loza led his lend-lease Emchas through town, seemingly oblivious to the normal workday civilian populace. Seizing the culturally important area around the Parliament Building, Art Museum, Opera House, and Academy of Sciences would certainly please STAVKA, but the Nazis were just as determined to retain the treasures within. As the resistance and counterattacks from "Der Fuhrer" grew stronger, Loza instructed his vehicle commanders to hide among the archways and alleys, darting out only to fire. Unable to regain the city center, and with time and supplies running short, Das Reich faded across the Danube.



KGP Campaign Game IV: **PRAYERS IN THE DARK**

CG Days: 20 PM - 21 PM [4 CG Dates]

Stoumont, Belgium, 20 Dec 1944: Silence descended on the Stoumont battlefield. The scars of the previous day's fighting could be seen everywhere in the village and its nearby surroundings. Like animals separated after a fierce fight, both sides were licking their wounds and plotting for the inevitable rematch. To regain the initiative, the U.S. intended to close the net on *Kampfgruppe Peiper* from the west and north using two different forces. Task Force Jordan, part of 3rd Armored Division's CCB, was hastily dispatched to the Ardennes from the Aachen region to probe the German defense along the northern road leading to Spa. In the west Task Force Harrison, composed mostly of the still-fresh 1/119 of the 30th Infantry Division and supported by the rag-tag tank collection of the 740th Tank Battalion, would trace its way back along the winding road through thick woods leading to Stoumont. The village itself seemed abandoned; indeed, Peiper had withdrawn most of his battered units to La Gleize, leaving only a few defensive strongpoints along the entry roads to delay any U.S. foray. One such strongpoint watched over the western road entry—the St. Edouard Sanatorium, a large brick building used as a rest house for sick children and the elderly. In its cellars, 250 children, nuns, and other civilians waited anxiously, praying all day in the dark.

MAP GROUP: "St"

CG IV VICTORY CONDITIONS: The Americans win immediately upon amassing ≥ 35 CG LVP and/or if they finish at least two scenarios (not necessarily consecutive) with a CG LVP total $\geq$ the CG LVP schedule (see CG SSR), provided they do not finish two scenarios below the same CG LVP schedule.

INITIAL SCENARIO VICTORY CONDITIONS: The Americans win at scenario end if their current LVP total is ≥ 3 .

ATTACK CHIT LIMITS: U.S. 2; German 2

INITIAL SCENARIO SETUP SEQUENCE: German Sets Up First; U.S. Moves First



INITIAL GERMAN OB:

Elements of *Kampfgruppe Peiper* [ELR: 5; *EXC: see KGP SSR II*] set up using HIP (if in Concealment Terrain and not in Reserve) on/south-of hexrow RR: {SAN: 4}



INITIAL U.S. OB:

Elements of Task Force Jordan and Task Force Harrison [ELR: 3] enter on/after Turn 1 through eligible entry areas (see SSR I.3 and I.4): {SAN: 2}

RG: Med Tank Pltn I

RG: Inf Pltn x2

50 CPPs

INITIAL SCENARIO SPECIAL RULES:

I.1 See KGP SSR. Weather is Very Heavy Mist (SSR KGP3).

I.2 Place rubble in hex H21. Place one Burnt-Out Wreck in H20. Place 3S Foxholes in I22, J22, L22, Q25, and G18.

I.3 All RGs given in the initial U.S. OB (not purchased) must enter through the TT19 (Theux) Entry Area.

I.4 All RGs purchased by the U.S. (not OB given) enter on/after Turn 2.

CAMPAIGN SPECIAL RULES:

For purposes of CPP replenishment, CG Maximums, etc., this CG is played as if it were CGI with the following exceptions:

1: SSR CG14 (8.4): The German may declare all his personnel as Fanatic for only one scenario.

2. Initial Scenario purchases do not apply to CG Maximums.

3. During the 20 December Night scenario, the Germans may automatically release all units still under reserve/No-Move status at the start of German Player Turn 5.

CG Accumulated LVP Schedule:

20PM: 3

20N: 10

21AM: 20

21PM: 35

AFTERMATH: Relief came late in the day on the 20th when infantry of Task Force Harrison attacked along the northern road and finally took the sanatorium against light resistance. Meanwhile, Task Force Jordan had quickly suffered some tank losses from direct fire and minefields and did not push very far. When night came, so did the German counterattack. The American infantry in the sanatorium were savagely assaulted by screaming SS panzer-grenadiers hurling themselves against the building while Panther tanks fired point blank through the windows. Vicious close quarters combat raged in the wrecked building, with wounded soldiers thrown to their death from the windows. In the confusion, the U.S. infantry, having suffered 50% casualties, managed to withdraw while armored thrusts from both sides tried to exploit down the N.33 and regain lost ground. All to no avail. On the gloomy morning of the 21st, the Germans still held their positions in and around the fortress that was St. Edouard. Not much happened that day in the Stoumont area as both sides lay exhausted. Task Force Jordan, reinforced by elements of 2nd battalion, 30th Infantry, began a large enveloping movement through the forest, with the intention to emerge from the north and cut off the N.33 leading to La Gleize. Although the area around La Rochette and Chapelle Ste Anne saw only scattered fighting, this was enough to threaten the German line, forcing the *kampfgruppe's* withdrawal during the night to La Gleize.

CG Design: Philippe Leonard

CG Playtest: ASL News

RG: Pz V Sect x2
A-P Mines x36

RG: SS PzGr Pltn x2
1S Foxhole x6

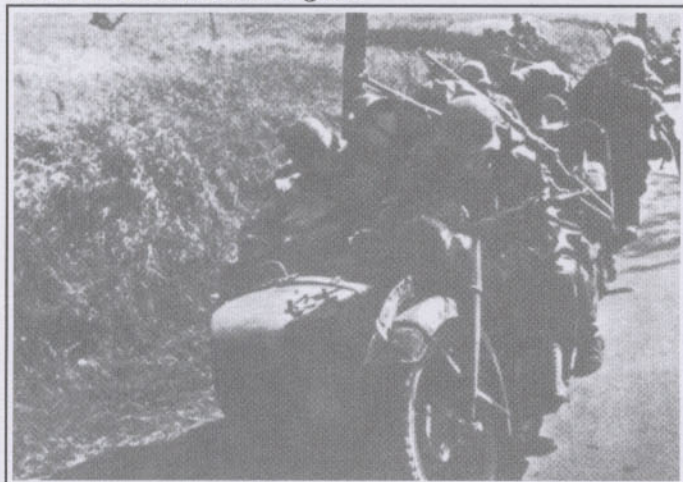
RG: SS MG Pltn x2
30 CPPs

SOUND RETREAT



ASL SCENARIO J66

Scenario Design: Ian Daglish



NINOVE, BELGIUM, 19 May 1940: On the day that General Martel received orders to prepare for a counter-offensive around Arras, his 25th Brigade had already begun to fall back from its forward positions on the high ground overlooking the River Dendre. As the infantry regiments marched off, their rear and flanks were covered by a screen of their own Carriers and the light tanks of the cavalry regiment supporting 50th Infantry Division.

BOARD CONFIGURATION:



16	18	
		11

BALANCE:

- German reinforcements enter on Turn 4.
- In the VC change "16 Exit VP" to "11 Exit VP".

VICTORY CONDITIONS: Germans win immediately upon amassing ≥ 23 CVP or by exiting ≥ 16 Exit VP from the west edge (Prisoners do not count for Exit VP).

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First [108]								



Elements of 25th Brigade rearguard including Carriers of 1st Royal Irish Fusiliers and 2nd Essex with 50th Division's supporting cavalry light tanks [ELR: 4] set up first on board 18: {SAN: 0}



2	3	3	3
18 1 1 *CMG -/10	16 0 0 14PP T104+ *ATR -/2	16 0 0 14PP T104+ BMG 2-/6	



Lead elements of 6th Army [ELR: 4] enter on Turn 1 along the east map edge: {SAN: 0}



10	2	2	2
4'-6-7 1 AT M12 37L HQ(0)	2-2-8 M9 24 -1 3PP	8-1 M10 28 -1 OPP	7-0 dm MMG 3-8 LMG 3-8 dm MTR 1 m 50mm 25 0 AAMG -/4
2	6	2	2
			20L(4) -/4 *23 BT 2

Enter on Turn 3 along the east map edge (see SSR 4):

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Carrier A BMG MA may not be repositioned as AAMG.
- British may exit off the west edge without being considered eliminated.
- German reinforcements enter having already expended half of their MPs.

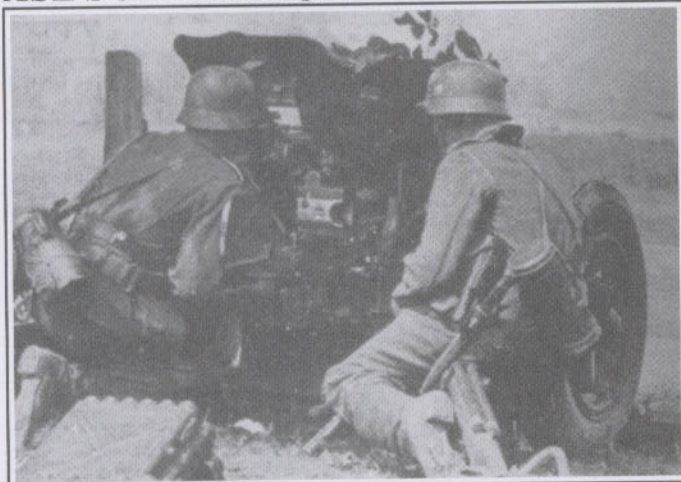
AFTERMATH: The retreat progressed satisfactorily, in spite of roads increasingly filling with civilian refugees. As was to happen many times in the days ahead, the mobile rearguard fought a spirited action in an exposed and difficult position. One cavalry commander noted in particular that the Germans had "an unpleasant little anti-tank gun... which could shoot through our cavalry light tanks as if they were made of cardboard."

THE LAWLESS ROADS



ASL SCENARIO J67

Scenario Designer: David Longworth



le BEAU MARAIS, FRANCE, 24 May 1940: As the British troops in Calais were preparing to defend the town, Brigadier Nicholson, the force commander, received orders from the War Office. They were to escort a column of ten-ton lorries loaded with rations for the British at Dunkirk. The Rifle Brigade was to escort the convoy to the halfway point between Calais and Dunkirk. As the lorries were loaded, a composite force of infantry and tanks was made up under the command of Lt. Hamilton-Russel of the Rifle Brigade. Unfortunately, by the time the convoy moved out at 0400 hours, units of the 1st Panzer Division were already present in strength in the area.

BOARD CONFIGURATION:



Hd10
Hd5 X11
Hd2

12

BALANCE:

- ✚ Add one 4-6-7 and six "?" to the German OB.
- 🎯 The Turn 1 reinforcements instead begin the scenario set up on/west-of hexrow AA.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
🎯 BRITISH Moves First [100]							



Elements of 1st Panzer Division [ELR: 3] set up on/between hexrows M and W: {SAN: 4}

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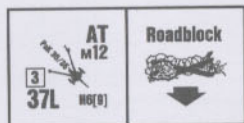
7

2

2

2

4



2

2



Elements of B Company, 1st Battalion, The Rifle Brigade [ELR: 3] set up on/west-of hexrow AA: {SAN: 3}

 4-5-7	 9-2	 8-1	 7-0	 1 2-7	 2 51 [2-11]
---	---	---	---	--	--

10

2

4



Elements of 3rd Royal Tank Regiment enter on Turn 1 along the west edge:

 10 3 2 40L -/4/2	 18 1 1 15 (6) -/4	 18 1 1 *CMG -/10	 16 0 1 14PP T104+ BMG 2/-/4
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2

2

SPECIAL RULES:

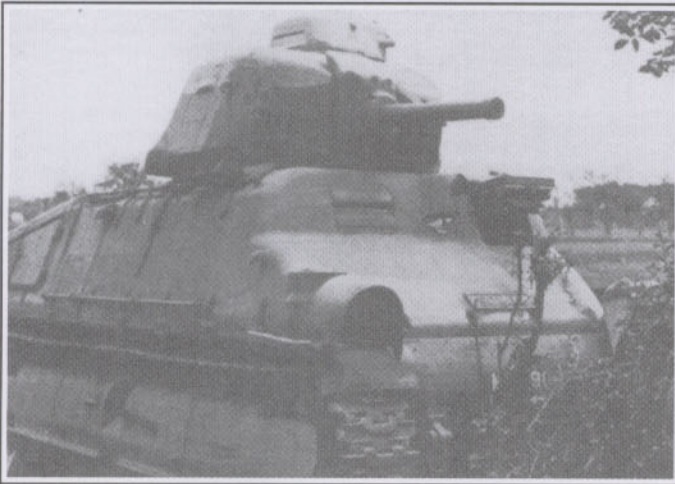
- EC are Moderate, with a Mild Breeze from the north.
- All buildings are single story. R7, the Marketplace, is open ground. All Graveyard hexes are Orchards. Place overlays as follows: **X11** on W6-V6; **Hd2** on W2-W1; **Hd5** on X6-Y7; and **Hd10** on T7-U8.
- A Bog check is required for any vehicle crossing a Wall or Hedge hexside. The north and south hexsides of hex X5 may not be bypassed by vehicles.

AFTERMATH: Halfway between le Beau Marais and Marck, three miles outside of Calais, the column met a strong German blocking position. The road was blocked, with infantry and anti-tank guns positioned in the houses and allotments. A spirited action ensued, with the riflemen attempting to work their way around the German flanks, although the tanks were forced to stop. By daybreak, it was clear that the position was too strong to force, and continued action would lead to the British force being surrounded. Hamilton-Russel reluctantly withdrew his troops back to Calais. This was the last attempt by the troops in Calais to break through to the BEF—the road to Dunkirk was closed.

UNLUCKY THIRTEENTH

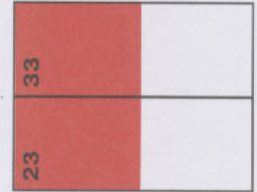
ASL SCENARIO J68

Scenario Design: Ian Daglish



AVALETTE, near BÉTHUNE, FRANCE, 25 May 1940: For four long days the 1st Battalion, Royal Irish Fusiliers ("The Faughs") had held the line of the Canal de la Bassée. So tenacious was their stand that Generalmajor Rommel visited the scene to see for himself what was holding up 7th Panzer Division. Detached from C Company to cover the battalion's extreme right flank, 13 Platoon held the isolated village of Avalette, supported by a single gun of 25th Infantry Brigade's own Anti-Tank Company.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

- Delete one squad from the German reinforcements.

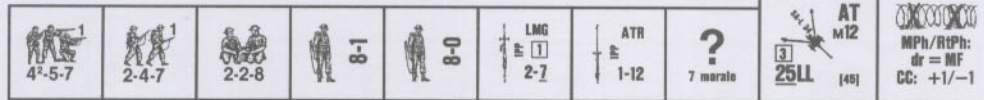
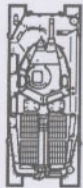
- The S35 has an Inexperienced Crew (D3.45).

VICTORY CONDITIONS: The Germans win at game end if they Control all buildings north of the canal.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First [0]							

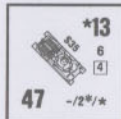
Elements of 13 Platoon, 1st Royal Irish Fusiliers [ELR: 4] set up first on board 23 North of the canal: {SAN: 3}



3

8

Survivors of 1st D.L.M. set up Immobilized in either hex 23I4 or hex 23P6 (see SSR 5):



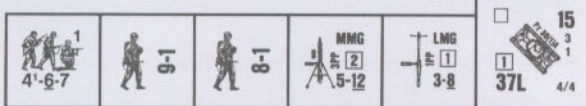
Remnants of Fusiliers' Carrier Platoon enter on Turn 4 as directed (see SSR 4):



2

4

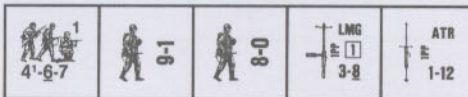
Elements of 7th Panzer Division [ELR: 4] set up on board 23 south of the canal: {SAN: 2}



5

2

Enter on Turn 3 as directed (see SSR 4):



5

2

SPECIAL RULES:

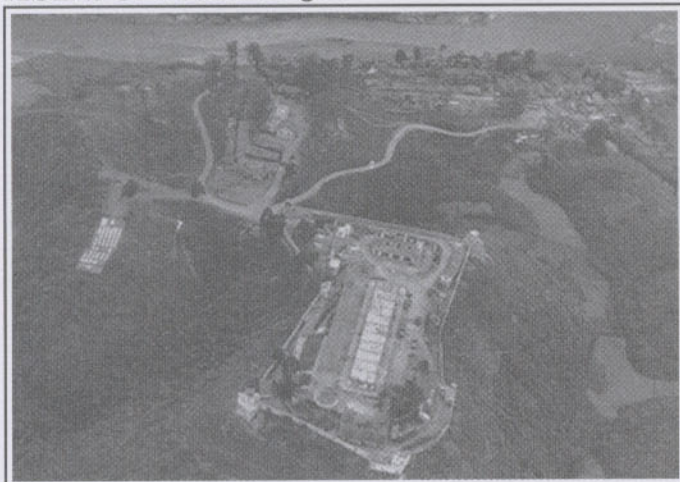
- EC are Moderate, with no wind at start.
- Carrier A BMG MA may not be repositioned as AAMG.
- All buildings are single story.
- Before setup, each player secretly notes an entry option for his reinforcements. German reinforcements must enter on or between *either* (23A3 to 33A6) *or* (33P3 to 33P6). British reinforcements must enter on or between *either* (33G1 to 33K1) *or* (33O1 to 33P4). If a player fails to record an option, this is selected by the player's opponent on the entry turn.
- The French S35 sets up already immobilized, and the adjacent bridge hex is marked as a foot bridge (B6.44).

AFTERMATH: In the afternoon of the 25th, Colonel Gough was dismayed to learn that the expected relief of 13 Platoon by French troops had not occurred. In fact, the only help they had received was from retreating French tanks, one of which could limp no further than the lip of a demolished canal bridge. This tank valiantly stood its ground for twenty minutes before it blew up. Meanwhile, the Colonel sent 2nd Lieutenant O'Farrell with the remnants of the Faughs' Carrier Platoon to assist the 13th. But destroyed bridges made the journey difficult, and towards dusk the Carriers were stopped short of Avalette by concentrated machine gun and anti-tank rifle fire. 13 Platoon had utterly disappeared, presumed overrun.

THE ARMY at the EDGE of the WORLD

ASL SCENARIO J69

Scenario Design: Laurent Closier



VICTORY CONDITIONS: The Japanese win if at game end they control hexes 2oM5 and 2oN5 and/or there are no Good Order French MMC on or adjacent to the 35 A5-P5 road.

NA CHAM BORDER POST, FRENCH INDOCHINA, 25 September 1940: In order to interdict the Chinese supply lines, the Japanese Canton Army wished to take control of French Indochina, which had been left isolated and without direction by the defeat of France in June of 1940. After several weeks of diplomatic pressure and border "incidents" an agreement was signed which allowed Japanese troops to enter the country, but maintained French sovereignty and military presence. On the day of the signing, Japanese troops attacked border posts from the north and attempted to disarm French garrisons. On September 23, at Na Cham, a Japanese column tried to break through to Colonial Road 4. With no precise order from his superiors, the local commander decided not to give in and to interdict the movement. The next day, a strong Japanese attack was beaten back with heavy losses to the attackers. That night a platoon led by Lt Séguin left the Na Cham fort and crossed CR 4 to establish itself on the rocky outcrop of Ban-Tich, in anticipation of a Japanese attack the next day.

BOARD CONFIGURATION:



15	
	35
	2
	X11

(Only hexrows 2A-P, 35A-P and 15R-GG are playable)

BALANCE:

- Delete SSR 5.
- Japanese SW need not enter dm.

TURN RECORD CHART

● FRENCH Sets Up First [85]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [231]								



Elements of 10th Company, du 9th Régiment d'Infanterie Coloniale et Tirailleurs Tonkinois [ELR: 3] set up on board 2 (see SSR 4): {SAN: 3}

1 4-5-7	G 4-3-7	2-2-8	9-2	8-0	7-0	4-11	2-6	3-42	3-7	5 OVR, OBA: +4 Other: +2
6	5					2				4

Lieutenant Séguin's platoon set up at ≥ Level 2 on Hill 714 on board 15:

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



Elements of 5th Infantry Division, Army of Canton [ELR: 4] enter on/after Turn 1 on/between 35A1-35A10: {SAN: 3}

1 4-4-7	2 3-4-7	2-2-8	10-1	9-0	8-0	2-6	2-6	2-6	30-1
7	12	2			2	2	3	2	

SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the south-east. Weather is Overcast (E3.5). Orchards are Palm Trees (G4.). Only roads on board 35 exist.
- Place overlay as follows: X11 on 2N5/M5. Hexes 2oM5 and 2oN5 are at Level 3. The hexsides form the crest line. Hexsides 2L4/2oM5 and 2L5/2oM5 are cliff hexsides.
- All buildings are Single Story buildings. Buildings 2oM5 and 2oN5 are Fortified.
- French foxholes may not use HIP. Bore Sighting is NA.
- The French suffer Ammunition Shortage (A19.131).
- Kindling is NA.

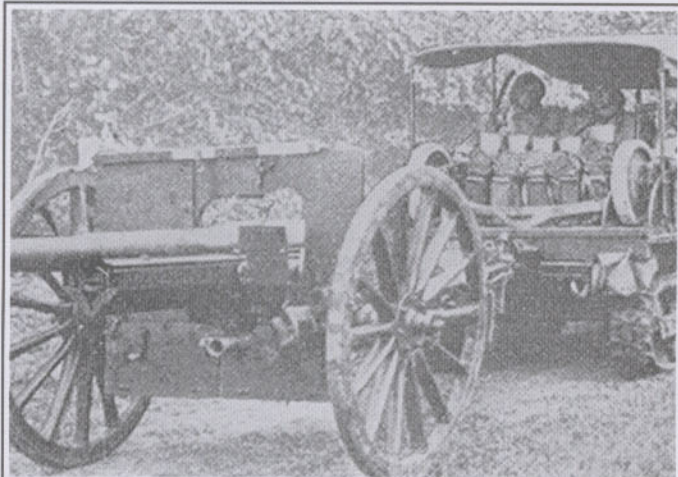
7. Japanese units may ignore for rout purposes French units on board 15 that are not within normal range.

AFTERMATH: Early in the morning Lt. Séguin saw two Japanese guns firing sporadically on the fort and about 30 trucks slowly unloading Japanese troops bound for the attack. Opening fire with precision, the submachine guns of the platoon neutralized the guns. The Japanese commander ordered his men to turn and attack the outcrop. However, across the road, the colonial troops of Na Cham reacted and their mortars opened up from behind on this movement. The Japanese quickly had enough and fell back to the north. Lt. Séguin's platoon used the lull to return to the fort. Despite this success, the situation of the border post was bad and ammunition levels were dangerously low. Late in the day, the commander decided to fall back, leaving the wounded behind in the care of a few volunteers. They were massacred by the Japanese who eventually captured the fort.

JUST AN ILLUSION

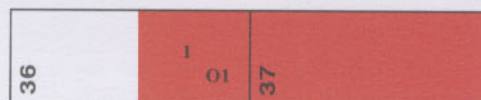
ASL SCENARIO J70

Scenario Design: Laurent Closier



PHUM PREAV, FRENCH INDOCHINA, 16 January 1941: The reverse suffered by the French Army at the hands of the Japanese aggression led the new Thai government to strongly reaffirm as early as the end of October 1940 its intention to reintegrate Laos and Cambodia into the motherland so as to unify the Thai population. The French refused and numerous incidents took place along the border, often sprinkled with air raids. This state of latent war came to a sudden end on 10 January 1941 when the Thai Army went on the offensive. In Laos, the Thai reached the Mekong with no real difficulty, but made no attempt to cross it. On Colonial Road 1, the main artery in Cambodia, the attack was more massive and the French troops had to fall back in order to establish a more solid defense line. Despite appearances, the French high command had made arrangements for just such an occurrence and it ordered an immediate counterattack on the Thai Army's left flank. Three battalions, under Colonel Cadoudal, were tasked with surrounding the enemy units in Yeang Dang Kum while another force, under Colonel Jacomy, was to tie down the rest of the Thai forces at Phum Preav.

BOARD CONFIGURATION:



BALANCE:

- Delete SSR 4.
- Add a 4-4-7 and LMG to the Thai OB.



(only 36R-GG and all of board 37 are playable)

TURN RECORD CHART

● FRENCH Sets Up First [154]	1	2	3	4	5	6	7	8	END
● THAI Moves First [112]									

Elements of 3rd Battalion du 5th Régiment Etranger d'Infanterie [ELR: 5] set up on/east of hexrow 37Q: {SAN: 3}

4-5-8	2-4-8	2-2-8	9-2	8-1	8-0	4-11	2-6	60° [3-42]	1-12	10	25LL [46]
8	2	2									

Forward platoon [ELR: 5] set up on/between hexrows 36GG-37C:

4-5-8	2-4-8	9-1	2-6
2	2		

Elements of Motorized Detachment of 11th Régiment d'Infanterie Coloniale [ELR: 4] enter on turn 3 along the east board edge:

4-5-7	8-0
2	

Elements of 2nd Infantry Division, Royal Thai Army [ELR: 3] set up concealed on overlay 1: {SAN: 4}

4-4-7	3-3-7	9-1	8-0	7-0	4-10	2-6	60° [3-45]
4	16			2		2	2

Enter on Turn 3 on 36R6:

15	37
	2/-2*
	3

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the northeast. PTO terrain (G.1) is in effect including Light Jungle (G2.1) [EXC: road 36R6-o36V4-o36Z7-37H4-37P5-37XS-37GG5/JG6 does exist].
2. Place overlay as follows: 1 on 36T2-T1, 01 on 36DD9. All ponds are Open Ground. Kindling is NA.
3. Use G.M.D. Chinese counters to represent the Royal Thai Army (including AFV crews). All applicable Nationality Distinctions (G18.) apply [EXC: Human Wave (G18.5), Dare Death Squads (G18.6) and Captured VP (G18.44) are NA]. Thai units use Japanese LMG/AFVs with no Captured Equipment penalties.
4. Random Air Support is available to the Thai starting on Turn 4 and if received will consist of one 1939 FB without bombs (use U.S. counter). Air support is automatically Recalled after 2 turns [EXC: it is never Recalled by this SSR before turn 7].

5. French Elite, non-crew MMC have an underlined morale and their broken side morale is increased by 1.

AFTERMATH: The two assault groups took position during the night on the eve of the attack. Intelligence on the enemy forces was all but non-existent and the terrain, a vast forest sprinkled with clearings, was not well suited to the use of artillery. At dawn, clashes began in front of the villages of Yeang Dang Kum and Phum Preav. Fighting was particularly fierce at Phum Preav. Well informed, Thai troops counterattacked Commandant Belloc's III/5th R.E.I. during its deployment. But he was soon reinforced by Captain Aguesse's Détachement Motorisé and a platoon of truck-borne antiaircraft artillery. Thai troops, momentarily stopped, went back on the offensive, supported by a tank company and their air force. Late in the afternoon, Colonel Jacomy's force had to break the action and fall back to regroup. The French counteroffensive had failed. It had at best delayed the progression of the Thai Army which had gone through a very trying day itself.

TOMFORCE



ASL SCENARIO J71

Scenario Design: Shaun Carter and Charles Markuss



VICTORY CONDITIONS: The British win at game end if they Control (A26.1) ≥ 6 of the 13 buildings on overlay 1.

BUKIT TIMAH VILLAGE, SINGAPORE ISLAND, 10 February 1942: Following a successful crossing of the Johore Causeway on 9 February, Japanese forces advanced toward Bukit Timah heights, literally translated as Tin Mountain. The surrounding villages held a number of vital supply dumps and the main road ran directly to Singapore. Tomforce, a hastily organized battle group comprised of elements of the newly arriving 18th Infantry Division, stood in the Japanese path. One unit of Tomforce, the 18th Reconnaissance Regiment, was ordered to secure Bukit Timah village and halt the enemys advance. The recce troops were ill-equipped. Most of their heavy weapons and equipment were lost when their transport ship *Empress of Asia* was sunk. Though many of the men were still suffering from rope burns from abandoning ship, they mounted their carriers and headed for the village center.

BOARD CONFIGURATION:

BALANCE:

- Add a 9-1 armor leader to the Japanese reinforcements.
- Replace the 8-1 leader with a 9-2 leader.



1	35	37
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TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	END
● BRITISH Moves First							



Elements of the 21st Infantry Brigade, 5th Infantry Division [ELR: 4] set up in building hexes on overlay 1 with ≤ 1 MMC per hex: {SAN: 0}



E 42-4-8	9-1	LMG 1 BT 2-6
-------------	-----	-----------------------

2

Elements of the 21st Infantry Brigade, 5th Infantry Division and the 1st Tank Regiment enter on Turn 3 along the south edge:

E 42-4-8	9-1	LMG 1 BT 2-6	14 3 2 57 2/-	15 1 1 37 2/-
-------------	-----	-----------------------	---------------------------	---------------------------

2

2



Elements of the 18th Reconnaissance Regiment [ELR: 3] enter on Turn 1 along the north edge with vehicles having already expended 6 MP: {SAN: 0}



8-1	7-0	*27 4PP BNG 2/-	*27 4PP *ATR	*26 4PP AAMG -/-2
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7

2

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. All Marsh is Woods. All buildings are wooden and Single Story. Place overlay 1 on 35D2/D1.
3. Use any convenient British Carrier counters to represent the additional IP Carrier Mk IIAs needed. British MMC may not use Double Time.
4. No Japanese unit may move/advance on Turn 1. No Japanese unit may set up using HIP.

AFTERMATH: Japanese antitank guns quickly knocked out several carriers as Tomforce moved into the village. Mortar, machine gun, and heavy artillery fire worked in concert to disrupt all British attempts to force the Japanese to withdraw. Overcoming this initial confusion about Japanese troop dispositions and intentions, the British altered their plans. 18th Recon Regiment moved into a blocking position along a railway embankment south of the village and awaited reinforcements and heavy weapons. The fall of Singapore was Britain's worst defeat of the war, in part brought about by poor communications, lack of effective antitank weapons, and a lack of fresh troops. Tomforce would be among 130,000 Allied troops captured days later.

CAHIER CARRIERS

Scenario Design: Ian Daglish



ASL SCENARIO J72



VICTORY CONDITIONS: The British win at Game End if there are no Good Order German units ≤ 2 hexes from 4308.

CAHIER, near GAVRUS, 16 July 1944: At the beginning of Operation Greenline, the 1st Ox and Bucks held the extreme right wing of 53rd Welsh Division. Starting at 0300 hours, their attack began disastrously. Both D and C Companies had heavy officer losses. B Company took the battalion objective, the hamlet of Cahier, only to be pushed out at dawn by a crushing counterattack. Only A Company remained to lead a renewed attack, with the Carrier and Mortar Platoons in support.

BOARD CONFIGURATION:



(Only hexrows A-AA are playable)

BALANCE:

✚ Add one 2-2-8 crew and one PSK to German Group 3.

⦿ British OBA is directed by an Offboard Observer at level 2 in 19GG10.

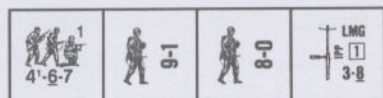
TURN RECORD CHART

✚ GERMAN Sets Up First [122]	⦿	1	2	3	4	5	6	7	END
⦿ BRITISH Moves First [120]									



Elements of 277 Infanterie Division [ELR: 2] set up first as directed with ≤ 1 MMC per Location (see SSR 3): {SAN: 4}

Group 1: set up ≤ 4 hexes from 4305



5

2

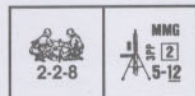
Group 2: set up ≤ 4 hexes from 19F4 (see SSR 3)



8

2

Group 3: set up on board 19 using HIP if in concealment terrain:



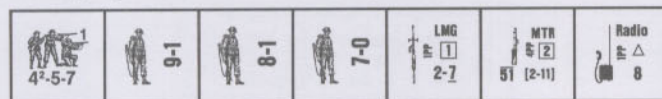
2

2



Elements of 1st Battalion (43rd) Oxfordshire and Buckinghamshire Light Infantry [ELR: 3] enter as directed: {SAN: 3}

A Company enter on/after Turn 1 along the south edge of board 19:

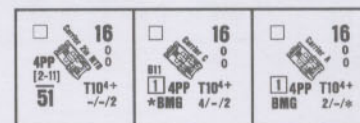


12

3

2

Elements of Carrier Platoon enter on Turn 1 along the east edge:



2

4

SPECIAL RULES:

1. EC are Dry, with no wind at start. Kindling is NA.
2. Carrier A BMG MA may not be repositioned as AAMG.
3. Pre-game Deployment (A2.9) and Bore Sighting (C6.4) are NA. Immediately following British offboard setup, 4 (only) MMC in German Group 2 are selected randomly. Those selected are Broken. No DM markers are placed at this time.
4. British receive one module of 70+mm OBA (battalion mortar, HE and Smoke only).

AFTERMATH: Unknown to the British, the German division, reduced almost to battalion strength, was tiring fast. A well planned left hook by A Company struck northwest out of the Odon valley, coordinated with aggressive action by two sections of the Carrier Platoon. The defenders were caught unprepared and by 1600 hours their resistance had crumbled. The Ox and Bucks held Cahier, but at a cost. Every company had officer losses, B Company losing all its officers; other ranks losses totalled 166 for the day. The regiment was relieved by the 2nd Monmouthshires and moved back to rest at 2300 hours.

TIRED AND UNSUPPORTED

ASL SCENARIO J73

Scenario Design: Brian Yousse



VICTORY CONDITIONS: Provided no Good Order German unit is on/adjacent to any road hex within 3 hexes of Z5, the Americans win at game end by Controlling (A26.1) all building hexes.

MONTREUIL SUR LOZON, France, 25 July 1944: The desired breakout from the Cotentin peninsula had still not occurred, and the Allied beachhead in Normandy was gradually filling up with men and materials that had no place to go. Despite being low on men, the Germans were taking full advantage of the natural defensive barriers provided by the Normandy bocage, combined with superior machine-guns and light anti-tank weapons to effectively bottle up the American forces. Nonetheless, the Allied high command believed that the German position was desperate, a thin line of troops with few effective reserves left to prevent a breakout. General Omar Bradley devised Operation Cobra with the simple goal of cracking the German lines and achieving a breakout. The American offensive was scheduled to begin with a bang—a carpet-bombing attack along a four-mile area of the German lines followed by an assault by “Lightning Joe” Collins’ VII Corps. After an abortive start on the 24th of due to weather concerns, Cobra began on the 25th with thousands of planes delivering their bomb loads with devastating effect. Collins’ units now had to follow up this attack before the Germans could regroup.

BOARD CONFIGURATION:

BALANCE:

✚ In the American OB replace six 6-6-7s with six 6-6-6s.

☆ In the American OB replace the 7-0 with a 9-2.

38



Hd3 Hd2
Hd5
Hd7
Hd10 Hd4

(Only hexrows R-GG are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First	☆	1	2	3	4✚	5	6	7	8	END
☆ AMERICAN Moves First [139]										



Elements of the 13th Fallschirmjäger Regiment [ELR: 4] set up anywhere: {SAN: 4}

2-3-8	7-10	5-12	12-4	7 morale
6	2	2		10

Secretly choose *one* group to set up:

9-2	7-0	or	9-1	8-1	8-0
	2				

Optionally enter on Turn 4 along the east edge (see SSR 2):

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



Elements of the 9th Infantry Division [ELR: 3] enter on/after Turn 1 along the west edge: {SAN: 2}

6-6-7	6-6-6	9-1	8-1	8-0	7-0	4-10	8-4	60 [3-45]
6	5					2	3	

SPECIAL RULES:

- EC are Moderate with no wind at start.
- At the end of Game Turn 1, the German player must secretly record if the reinforcement group will enter the game. If the reinforcements *do* enter the game, the Game Length is 7 1/2 turns. If the reinforcements *do not* enter the game, the Game Length is 5 1/2 turns.
- Place overlays as follows: **Hd2** on W4/W3; **Hd3** on U7/V7; **Hd4** on BB2/BB1; **Hd5** on X6/X7; **Hd7** on BB7/CC7; **Hd10** on AA5/BB4. All hedges are Bocage (B9.5).

AFTERMATH: The German reserves and rear areas were severely punished by the carpet bombing, losing roughly a third of their men and materials and with communications almost totally disrupted. The German front lines were relatively unaffected, however, as the bombers had to keep a safe distance from the American lines. The American 9th Infantry Division, tired from the recent battles just trying to get to Cobra’s jumping-off point, was committed without armor support on the first day against the untouched German lines. The results were predictable as the German defenders stopped the “Old Reliables” with minimal gains. General Collins noticed, however, that the Germans did not follow their tendency to counterattack after a successful defense. He correctly assumed that their reserves were gone, rendered ineffective by the carpet bombing. By committing his armor reserves with the assaulting infantry units the next day, he knew he could crack the line. The breakout from the Normandy beachhead had begun.

PRIESTS ON THE LINE



ASL SCENARIO J74

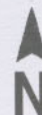
Scenario Design: Brian Youse



VICTORY CONDITIONS: Provided no Good Order American MMC/vehicles are within three hexes of 17R4, the Germans win immediately by exiting ≥ 8 VP (excluding Prisoners) off the south edge.

LA POMPE, FRANCE, 29 July 1944: By the fourth day of Operation Cobra, it was obvious to the German High Command that their forces were on the verge of being surrounded. They ordered the front line units to break out from the evolving pocket by moving south-east towards Percy. The Americans were moving south on the main road, and the retreating Germans had to fight their way through these exploiting units to escape. A series of firefights broke out along the road junctions formed by the main road, already in American hands, and the many small country roads which were being used by the Germans to move east. Near La Pompe, a column of armor from the 2nd SS Panzer Division, supported by infantry from two companies of the 6th Fallschirmjäger Regiment, ran into an outpost of the 4th Infantry Division manning one of these road junctions with M10 tank destroyer support.

BOARD CONFIGURATION:



11	
17	Hd7 Hd4 Hd5

BALANCE:

☆ Add one 3-4-7 and one 60mm MTR to the American OB.

✚ Add a dm MMG to the German OB.

TURN RECORD CHART

☆ AMERICAN Sets Up First	✚	1	2	3	4	5	6	7	END
✚ GERMAN Moves First [156]									



Elements of Company C, 82nd Recon Battalion [ELR: 3] set up on board 11 in hexes numbered ≥ 5 and/or on board 17: {SAN: 3}

6 ² -6-7	3-4-7	9-1	8-0	1-4-9	MMG 2 4-10	BAZ 44 11 8-4	15 8 3 76L -1/-4	*36 2 1 37LL -4/4
3	3						2	

Elements of Batteries B and C, 78th AFA Battalion, and 195th AAA Battalion set up within 5 hexes of 17R4:

14 3 1 105 -1/-4	19 0 0 *12.7 (14) TH	9-1 2nd LI
3		

Reinforcing elements of 41st Armored Infantry Regiment enter along south edge (see SSR 3):

6 ² -6-7	9-1	MMG 2 4-10	BAZ 44 11 8-4	20 0 0 15PP *AAMG -1/-4
4	2			4



Elements of 6th Fallschirmjäger Regiment and the 2nd SS Panzer Division [ELR: 3] enter on/after Turn 1 along the north edge: {SAN: 3}

5 ² -4-8	9-1	8-0	8-0	LMG 1 3-8	PSK 10 12-4	9-1 2nd LI	13 8 3 75L -4*/1*	17 1 1 75*	18 1 1 20L(4) -1/5/*
12				3			4	2	4

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: **Hd4** on 17W3/X3; **Hd5** on 17R7/R6; **Hd7** on 17P4/P3. All hedges and walls are Bocage (B9.5). Kindling is NA.
- If any Good Order American MMC are on board 11 and within 3 hexes of the 11I1-I5-R9-S9-Y10 road at the start German Game Turn 4, the American reinforcements enter on Turn 4, otherwise they enter on Turn 6.
- The OB-given American hero has a ROF of 1 when using Inherent FP.
- Bore Sighting is NA.

AFTERMATH: The armor and paratroopers quickly overran the small outpost of Americans, who were forced to fall back along the road to a field where the 78th Armored Field Artillery Battalion had its M7 "Priests" set up to provide indirect fire support. The "Priests" lowered their guns, and along with the remnants of the infantry engaged in a pitched firefight with the panzers until the latter were forced to break off the attack by the arrival of a mechanized infantry company. Similar firefights were occurring up and down the main highway, none of which were won by the Germans. The next morning, the Allied "Jabos" found the small country roads clogged with the bottled up German columns and began to seal the Germans' fate with sortie after sortie.

MY LONELY VALENTINE



ASL SCENARIO J75

Scenario Design: Shaun Carter and Charles Markuss



VICTORY CONDITIONS: Provided the Germans do not amass ≥ 30 CVP (Prisoners do not count double), the Russians win immediately by eliminating all 8 halftracks.

KUSTRIN-NEUSTADT, GERMANY, 31 January 1945: As the Soviet January offensive raced across Poland, the security of the German heartland was directly threatened. The Oder River was the last major water obstacle before Berlin. Therefore its defence became a priority. Both sides fiercely contested several bridgeheads on either side. One such bridgehead was at Kustrin-Neustadt, where troops of the 219th Tank Brigade, 1st Guards Mechanized Corps, 2nd Guards Tank Army clashed with detrainning elements of the 35th Panzer Grenadier and 25th Artillery Regiments of the Kurmark Panzergrenadier Division.

BOARD CONFIGURATION:



RR14

45

BALANCE:

✚ Add a second PSK to the German OB.

★ In the Russian OB replace all Valentine V with Valentine XI.

TURN RECORD CHART

✚ GERMAN Sets Up First

★ RUSSIAN Moves First

★	1	2	3	4	5	END
---	---	---	---	---	---	-----



Elements of the 1st Bataillon Artillery, 25th Panzergrenadier Division 'Kurmark' [ELR: 3] set up on/south-of hexrow AA: {SAN: 4}



4-4-7 2	4-3-6 4	2-2-8 5	8-1 2	8-0 2	3-8 2	12-4 4	19PP 4	37L (12) 4
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Elements of the 219th Tank Brigade, 1st Guards Mechanized Corps, 2nd Guards Tank Army [ELR: 4] enter on/after Turn 1 along the north edge on/between hexes GG6-GG10: {SAN: 2}



6-2-8 3	4-5-8 3	9-1 2	8-0 2	2-6 2	19PP 3	19PP 3
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SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. Place overlay **RR14** on O8-P8.
3. To represent railway wagons, place the 8 halftracks on the railway overlay in a continuous column in the same hexgrain so that each halftrack is adjacent to ≥ 1 other halftrack. These may not move and are otherwise treated as trucks for all purposes.
4. The 37L FlaK 43 and its manning crew must set up Emplaced in one of the following hexes: N5, O6, P6, Q7, R7, or S8.

AFTERMATH: As the Soviet tanks moved towards the railway station they were engaged by the anti-tank platoon of the artillery regiment. Armed only with panzerfausts and other light weapons they destroyed three of the six Soviet tanks including one Valentine and a Sherman. This fierce defense caused the withdrawal of the others. The remainder of the *panzergrenadiers* and reconnaissance troops were able to detrain and take up positions on the West Bank of the river. One threat to the Reich had been thwarted for the moment.

ULTIMATE TREACHERY

ASL SCENARIO J76

Scenario Design: Laurent Closier



VICTORY CONDITIONS: The Japanese win at game end if they Control (A26.1) ≥ 45 of the 74 building Locations in the French setup area provided the French amass ≤ 18 CVP.

BRIÈRE DE L'ISLE BARRACKS, HANOI CITADEL, FRENCH INDOCHINA, 10 March 1945: Since November 1944, tension had been on the rise between the Japanese occupation troops and the Indochina government. The Allied advance in Burma, the Philippines and on Iwo Jima worried the Japanese high command and created a climate of uncertainty. In mid-January, the 37th Infantry Division had withdrawn from China into Tonkin, despite objections on the part of the Governor General. French and Japanese troops were spread all over the country and their positions intertwined. The Japanese were well-equipped and experienced, after several years of war. Facing them the French had remained little changed from 1940; their equipment was worn out and they had not seen action in 4 years. They were isolated in their mountain positions or surrounded in their garrison barracks. As early as the end of February, the French intelligence service uncovered a Japanese plan for a general attack over the whole of Indochina at the end of the Tet celebrations. But the administration remained unconcerned and, when the French garrisons were attacked at 2015h on 9 March, surprise was total.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

BALANCE:

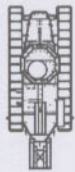
- Add one 8-0 leader to the French OB.
- Extend the game length one turn (to 5 1/2 Turns).

TURN RECORD CHART

● FRENCH Sets Up First [87]	●	1	2	3	4	5	END
● JAPANESE Moves First [178]							



Elements of 1st Battalion du 9th Régiment d'Infanterie Coloniale, of 1st Régiment de Tirailleurs Tonkinois and of the Détachement Motorisé de Hanoi [ELR: 2] set up north/west of hexes Z0-W2-W8-Z9-AA9-BB9-GG7: {SAN:3}



 4-5-7	 4-3-7	 2-3-7	 8-1	 7-0	 3 6-12	 2 4-11	 1 2-6	 1 -/4	 *5 1 0
6	6								



Elements of 21st Infantry Division [ELR: 4] set up south/east of hexes R1-U3-S4-S7-Z10 and/or enter on Turn 1 along the east edge: {SAN: 4}



 4-4-7	 3-4-7	 2-2-8	 10-1	 8-0	 8-1	 2 4-11	 1 2-6	 50* [1-10]*
6	8	2				2	2	2

SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Overcast (E3.5).
2. Place overlay as follows: O2 on EE10-FF9. All Woods/Orchards are Palm Trees (G4.).
3. Banzai (G1.5) is NA (including T-H Hero Banzai).
4. The French AFV crew may not voluntarily Abandon its vehicle unless immobilized (D8.1).
5. Kindling is NA.

AFTERMATH: The French high command was neutralized almost immediately after the attacks commenced. Most of its officers were captured while attending a dinner as guests of the Japanese, and other officers and cadre were taken prisoner at home, not having been confined to the barracks. In Hanoi itself, the Japanese captured several administration buildings and the military headquarters right away. Hanoi Citadel was then attacked from the southeast. General Massimi's men resisted throughout the night and the following morning. They were hoping to execute a sortie once night fell, but succumbed early in the afternoon under heavy Japanese pressure. The same story repeated itself throughout Indochina. Tragedy struck again in Langson, where 400 French prisoners were executed and then the wounded massacred. The survivors began a period of solitary wandering in the countryside, waiting for the Allied victory and liberation.

MOSES' BLAZES



ASL SCENARIO J77

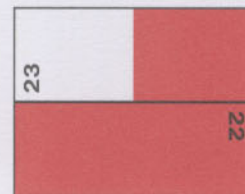
Scenario Design: Ian Daglish



VICTORY CONDITIONS: British win immediately by exiting a vehicle off the north edge of board 23 or upon amassing ≥ 10 CVP (Captured units/equipment do not count double).

RETHEM, GERMANY, on the ALLER RIVER, 10 April 1945: The defense of the Weser-Aller line was allocated to the Second Marine Infantry Division of the Kriegsmarine. This mixture of U-Boat crews, surface sailors, and dockyard workers had been hastily welded together into an effective defensive force, following their Führer's command to make the fall of Germany "a blaze seen around the world." Approaching Retheim from the west, 1/5 Welch had orders to secure a crossing of the River Aller. But progress was slow. With his rifle companies blocked by the grim defenders, Major Bowker risked a *coup de main* by two sections of Carriers, straight up the main road.

BOARD CONFIGURATION:



(Only hexrows 23Q-GG and all of board 22 are playable)

BALANCE:

✚ Add one PSK to the German OB.

⦿ Germans have {SAN: 0}.

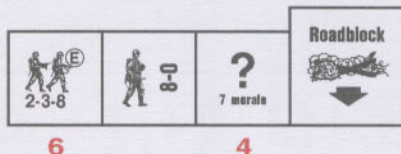
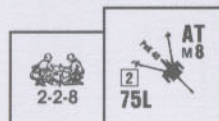
TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	END
⦿ BRITISH Moves First						

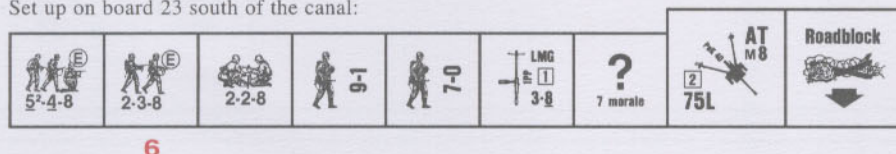


Elements of Marine Grenadier Regiment [ELR: 2] set up as directed (see SSR 2): {SAN: 3}

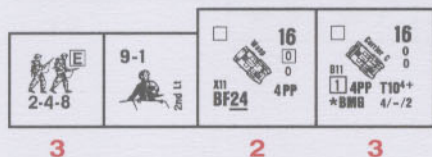
Set up unconcealed and pinned ≤ 2 hexes from 22AA10: Set up on board 22 north/east of the stream:



Set up on board 23 south of the canal:



Elements of Carrier Platoon, 1/5 Battalion, The Welch Regiment [ELR: 3] enter on Turn 1 along the west edge of board 22: {SAN: 0}



SPECIAL RULES:

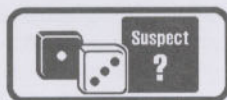
1. EC are Moderate with no wind at start. Every hex of the stream (22K1 to 22W10) is a deep Water Obstacle (B21.1). All buildings are single story. Non-playable hexes of board 23 exist for LOS determination (only). The 23P10 half-hex is also in play for movement purposes.

2. The Germans set up ≤ 1 MMC per building and no German MMC may set up adjacent to another German MMC. Boresighting is NA.

3. The Germans receive ≤ 14 PF.

4. British Carrier HS are 2-4-8s. All 2-4-8 HS in play qualify as Carrier HS (D6.82). All British Personnel must enter as PRC.

AFTERMATH: Led by Sergeant Moses, the Carriers rattled away up the cobble road. As they approached the Old Town, the Carriers fired flame and machine-guns to both sides of the road. Eventually, the Carriers were halted by a road block over the Alpe stream, 450 yards short of the Aller River. A German anti-tank gun was destroyed as was one of the Wasps, hit by a Panzerfaust. A second anti-tank gun was flamed as the Carriers returned to their lines. But the marine infantry still held the Aller crossing.



Mission Design: Daniel Zucker

Mission JM2

Bloody Omaha

BRIEFING: Your unit is in the first wave of this invasion. You must establish a lodgment by clearing the beach of all German forces. You can expect that the beach will be heavily defended. Establish a path off the beach and push inland to the individual objectives given to your company.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

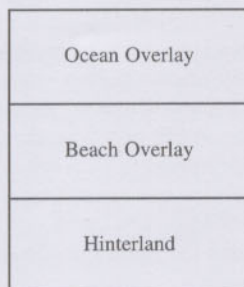
Enemy SAN	Friendly SAN	Enemy AC#	RE Numbers
DR	SAN#	DR	AC#
2-4	7	≤ 5	5
5-6	6	6-8	4
7-9	5	≥ 9	3
≥ 10	4		

MAPBOARD SELECTION & ACTIVATION (A9):

Only the mapboards listed below are used for this Mission. Select by DR one Hinterland map and set up as instructed. Any other mapboard that is available is then placed with the mapboard # to the west, this mapboard is used to orientate beach overlay Be4. No other mapboards may be activated.

DR	Map #	Alignment
2-4	15	Map # is placed west
5-7	11	Map # is placed east
8-10	2	Map # is placed west
11-12	9	Map # is placed by random dr: 1-3 East, 4-6 West

Mapboard Configuration:



Beach and Overlay:

Draw one letter chit M-FF only and place overlay **Be4** hex 401-402 in hexes 9 and 10 in that letter row on the beach mapboard. Place Ocean overlay **OC1** so that hex 1001-1002 is on hex Be405-406. Beach slope is slight, the sand is hard, and there are 4 hexes of shallow Ocean.



Playing Area:

The only playable hexes are the 12 hex wide strip of hexrows that are covered by the overlays and run from the FBE (North) to the EBE (South).

VPO LOCATIONS (14.):

Each Pillbox on board at the start of turn one is a VPO. The value of each VPO is determined only at mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

Place one S? in each Pillbox and trench and as per S4.1a and b [EXC: single woods/brush hexes and ≥ two connected woods/brush hexes may also be included in determining S? placement along with those being rolled for in S4.1b]. Treat all grain and orchard as if they are woods/brush hexes for S? placement.

SEQUENCE:

Mapboards and Beach Obstacles (MSR 6) are set up first. S? are then set up. American units are set up Offboard in LC; crew quality is then determined; Pre-mission bombardment is conducted. American's may enter anywhere along the FBE on Turn 1. American units may not conduct a Friendly Withdrawal (S12.5) and are conducting a Seaborne Assault (G14); all rules remain in force except as modified for this mission.

MISSION END (see also 12.5):

After the end of Game Turn 15 and the end of each player turn thereafter, make a dr. On a dr ≤ 1, the mission ends immediately. There is a -1 drm for each Game Turn completed after Turn 15.

VP SCHEDULE (12.6; 9.41; 17.321):

- The FRIENDLY side wins immediately at the end of any player turn in which there is neither any S? nor Good Order ENEMY unit on board.
- Each FRIENDLY unit to exit the EBE is worth double CVP.
- Both sides gain VP for VPOs controlled.
- The ENEMY gains 1 VP for each S?/unbroken-ENEMY-MMC on board at mission end.

MISSION SPECIAL RULES:

1. Weather and EC: Weather is Overcast with no wind at start. EC is Moist. Heavy-Surf/Rain/Fog/Mist are NA [EXC: per RE]. Kindling is NA. OBA will not start fires. The initial wind direction will be to the south. SMOKE is NA to either side in any form.

2. Both sides have a -1 drm to the colored die of each DR on Tables A11 and U9. Use the A1 Table below for this mission only.

A1 Table

DR Result

2	HW
3	S,S,L,F*,SW
4	S,L,F*,SW
5	HW
6	S
7	—
8	HS
9	S
10	S,HS,L,SW
11	S,HS
12	HW

HEAVY WEAPON Table

dr Result

1	75L AT/228
2	50L AT/228
3	50L AT/228
4	HMG/248/Leader (additional -2 DRM on table G3)
5	HMG/247/Leader (additional -1 DRM on table G3)
6	MMG/1277 81MTR/228 drm +1drm for S? in a Trench.

* No foxholes allowed—Fortification will be a Trench instead.

If the result is HW for Hold Attitude S? make a subsequent dr on the Heavy Weapon Table, for Advanced Attitude S? treat as a S,L,SW result.

3. ENEMY

The German is the ENEMY for this Mission. Any German Flank Attack and/or reinforcements will enter on EBE. The following German (Table A11) RE are NA (roll again): 05,06,15,16, 21, 24, 25,35,44,55, and 56. German Air support, vehicles, and SS generation are NA. The CA of all German HW generated must include ≥ 1 in-LOS beach/Ocean hex. If no beach or Ocean hex is in the HW LOS, the CA must then face the FBE. 3.1 German units have a "Stand or Die" order. A German unit receiving a Move command will actually move only if it can end the current MPh/APh in a Location with a TEM > than its current TEM provided it will have a Target.

4. FRIENDLY

The FRIENDLY side is an American Army Rifle Company (S18.57) for 1944.

4.1 Extra units include 2 leaders, 6 squads, and 3 SW teams. These extra units are not Temporary Attached (S17.132) and are subject to S18.4 at the end of the mission. These extra squads will receive one DC each and the SW teams are armed with 2 DC each.

4.2 All American DC are Bangalore Torpedo (B26.51). Bangalore Torpedoes may be used as DC at 1/2 FP. All US units are qualified to use Bangalore Torpedoes. The American starts with enough Landing Craft (LCVP) to carry all initial units/SW. When each Landing Craft is initially received, make a DR; if 12 the crew is Inexperienced (G12.113). American units in Landing Craft do not need to make a CMD DR to exit the Landing Craft. All American units have a ML of at least 8 [EXC: not for CMD DR] when in an Ocean or beach hex.

4.3 Before start of play the American player makes two DR on the Omaha A1 table (re-roll for a HW result) and receives those units as Assault Engineers. These units are also Sappers. Roll on the U3 table for Leaders and U4 table for SW (substitute a FT for Baz. and a DC for M2 Mrt.). Additional DC/FT are generated per the Chapter H DYO rules. These units enter from Offboard on turn 3 in a Deep Ocean hex, along the east (dr 1-3) or west (dr 3-6) edge in one LCVP. The player must remove from play any units/SW in excess of the LCVP's PP. This LCVP may ignore G14.21.

4.4 The following US (Table U9) RE's are NA [roll again]: 01, 06, 14, 15, 41, 42, and 43. Air support is NA. Any American RE that results in OBA is NOBA instead. Any RE that results in reinforcements of any type will enter on the FBE. Any RE that results in a Flank Attack will, on a subsequent dr of ≤ 2 , enter on a Deep Ocean hex along the east (dr 1-3) or west (dr 3-6) edge. All RE units/SW generated enter in Landing Craft with enough PP capacity to carry those units/SW (G14.21 may be ignored for one LCVP per RE group).

5. Each Hinterland-Beach hexside that has a road on the Hinterland hex leading to that hexside is termed a Draw. A Draw is a natural or manmade opening through a sea wall or cliff. A draw is treated like a road for movement cost, is on the same level as the hinterland hex and does not form a crest line. Each Hinterland-Beach hexside (G13.24) between a beach and level 1, or greater, hex is treated as a cliff hex-side only if the Beach overlay covers the hill crest-line terrain depiction. There is a low sea wall (G13.6) on each level 0 beach-Hinterland hexside [EXC: draw]. For each sea wall hexside made a dr, if ≤ 2 that hexside is marked with a breach counter. Grain is Brush. All buildings are Stone.

Map # Modifications

15	All Woods in hexes numbered 1-5 are brush.
11	All Woods in hexes numbered 6-10 are brush.
2	All Woods in hexes numbered 1-5 are brush.
9	All Woods are brush.

6. BEACH OBSTACLES

6.1 Tetrahedrons are possible in each Beach hex ≤ 2 hexes from a OCEAN hex and each OCEAN hex ≤ 2 hexes from a Beach hex. Prior to play and starting in the northeast, make a dr for each possible Tetrahedron hex not adjacent to an existing Tetrahedron. A dr ≤ 2 results in a Tetrahedron being present in that hex. On a subsequent dr ≤ 2 , Wire is also present with that Tetrahedron.

6.2 The Germans receive a number of pillboxes equal to the number of hill hexes with a theoretical LOS (ignoring all non-hill terrain obstacles) to ≥ 1 beach/Ocean hex, divided by 3 (FRD). The type of each pillbox is determined by dr, if 1-2 a 1+5+7; if 3-4 a 2+5+7; if 5-6 a 3+5+7 is placed. Pillboxes are placed on the Hill facing the beach see MSR 6.21. The CA must include ≥ 1 beach/Ocean hex. If more than one CA is available, randomly determine the CA.

6.21 Create a pool of letter chits representing the hexrows with hill hexes. Draw a letter chit from the pool and make a dr for each hill hex in that hexrow in which a pillbox could be legally placed with a theoretical LOS (ignoring all non-hill terrain obstacles) to ≥ 1 beach/Ocean hex. For that hexrow randomly select a single hill hex with a theoretical LOS (ignoring all non-hill terrain obstacles) to ≥ 1 beach/Ocean hex in which a pillbox can be placed and then place a pillbox in the hex. Once a chit is drawn it is removed from the pile and another chit is pulled. If all chits have been drawn and there are pillboxes still left, replace the chits, and draw again, until all pillboxes are placed.

6.3 One Trench is received for each pillbox. For every 5 (FRD) Trenches received the German will also receive 1 additional Trench (with a minimum of 1 Trench). All Trenches must be placed in or ADJACENT to a pillbox, to create a bunker (B30.8).

6.31 For each pillbox, randomly select a hex from among the adjacent hexes in which a pillbox can be legally set up and place a pillbox there. For the remaining Trenches, randomly select which pillboxes will get a second Trench and then randomly select an adjacent legal hex in which to place the Trench.

6.4 Each hex adjacent to a sea wall hexside [EXC: hexes on the hinterland side of a draw] may contain hidden mines. Each unit that enters such a hex must make a DR unless moving on a Trail Break or if the hex has been cleared of mines. A DR of ≤ 9 results in no attack and a Trail Break through the hexside entered from. A DR of ≥ 10 results in a minefield attack on the table below. Infantry roll for A-P mines only, Vehicles for A-T only. An A-P/A-T Minefield attack original DR of 12 will also remove that Minefield from the game after the attack is complete.

dr	A-P Mine Factors	A-T
1	6	1
2	6	2
3	8	3
4	8	4
5	12	5
6	12	5

6.5 Each Beach hex ≤ 2 form a Hinterland hex may contain a wire counter on a dr of ≤ 2 . No more than 2 wire counters can be placed adjacent to each other, excluding wire on a tetrahedron. Wire is placed prior to play starting at the northeast hex. Wire is possible in each Hinterland hex adjacent to a Beach hex. Prior to play determine if Wire is present in each such hex. A Random dr of ≤ 2 results in Wire being present in that hex.

6.6 Shellhole creation or any Original KIA/K# result from a HE FFE Concentration clears all possible mines/Wire in that hex. Place a Dummy Minefield counter to represent this clearance.

7. LANDING CRAFT PANIC and MOVEMENT

Landing Craft are prohibited from using Platoon Movement (D14). Each on-board LC makes a DR at the start of each MPh: if ≤ 10 the LC moves normally, if 11-12 the LC will Panic. When a LC Panics make a subsequent DR: the cdr determines the number of hexspines that LC's VCA will change in clockwise direction; move the LC one hex left (port) if the wdr is 1-3 or one hex right (starboard) if the wdr is 4-6, after which its MPh ends. If a LC AGROUND (G12.21) Original DR in ≤ 4 , it has hit a hidden tetrahedron; place a Tetrahedron in that hex and resolve the attack (there is no additional MP cost to the LC for the placement of this tetrahedron). Rather than exit the board or enter a beach hex, a Panicked LC will end its MPh.

8. NOBA

Beginning on Turn 10 the American player may choose in any one RPh to make a dr to receive NOBA. On a dr ≤ 3 he receives one NOBA FFE (G14.6) mission. Make a DR on the NOBA chart to determine caliber. There is an Offboard Observer, at level 1, on the FBE for the NOBA FFE mission. The Accuracy is dr ≤ 3 and the extent of error is halved FRU.

9. NAVAL BOMBARDMENT

The Americans receive a Pre-Mission Naval Bombardment (G14.7) that is conducted as follows. The bombardment will affect only the playable inland map board and any whole hexes of the inland map board covered by the beach overlay. The player picks 3 east to west Alternate Hex Grains, using the same hex number that will not be affected by the bombardment. Reverse Slopes apply (G14.712) to make certain hexes immune. All other hexes, affected by the bombardment, are subject to a 2MC as per C1.822 -823. If a location is rubbed/eliminated/removed or becomes shellholes the S? in that location are removed from the map-board. Shellhole creation removes all mines/wire in a hex. For each S? counter subject to the bombardment but not removed, make a roll on the SPECIAL ACTIVATION TABLE; any units activated are then subject to the C1.82 bombardment MC. No other Bombardment rules are in effect.

10. SPECIAL ACTIVATION TABLE (SAT)

This table is used to determine if any German S? will activate: during the pre-mission Bombardment; at the start of each German PFPh and DFPh before any other action, or when Landing Craft are moving in the American MPh.

10.1 During the pre-mission Bombardment any German S? that is in a hex that comes under Bombardment rolls on this chart, and if activates will then roll on the Omaha A1 table.

10.2 At the start of each German PFPh and DFPh make a dr for each S?: in a pillbox with a LOS to ≥ 1 Landing Craft, using Special Activation Table, until one or more American Infantry unit(s) have unloaded from a Landing Craft (either in an Ocean or Beach hex). Each S? activated in this way will place one gun with crew from the G5(inside) chart.

10.3 During the American MPh normal rules for (S5.32) Long Range Activation apply except as follows. If the moving unit is a Landing Craft and the S? has a LOS to it, the Final IFT DRM is ≤ 3 . When a S? so qualifies, make a dr on the SAT. If the S? activates and is > 16 hexes from the Landing Craft make a subsequent dr on the Heavy Weapon Table. If the S? activates and is ≤ 16 hexes from it will generate one half squad [G2] and a infantry crew with a HMG and one Leader [G3 with a -1 DRM]. Once any American Infantry unit(s) have unloaded from a Landing Craft

(either in an Ocean or Beach hex) this section is no longer in effect and normal Long Range Activation (S5.32) rules apply.

SPECIAL ACTIVATION TABLE

dr	Result
1	Activation
2-5	No effect, S? remains on the map
6	Remove S?

-1 drm if in a pillbox

11. BORE SIGHTING (Optional)

Normal rules for Bore Sighting apply except as follows. Each time a HW fires, draw a letter chit from a pool of letter chits that includes only the hexrows in play. If the target is on the same lettered hex row as the chit drawn, record the target hex as the Bore Sighted hex of that HW. Do this until a HW is ineligible, as per C6.43 to bore sight a hex. Keep a side record for each HW when it becomes ineligible for the first time.

Coming Up Next Issue...

The last couple of Journals have been very eclectic to say the least. Carriers, Alpine Terrain, caves and spigot mortars? We decided as we were putting Issue 4 together that Issue 5 would be "back to basics." The feature will be Pete "Wrongway" Shelling's desert mini-Campaign Game. Similar in concept to "Broadway to Prokhorovka," the Kursk mini-CG in J3, these three scenarios ought to test the cagiest desert fox. The remainder of the magazine will concentrate on ASL meat-and-potatoes—Russian versus German, American versus German, and possibly an Italian scenario or two thrown in for spice. Additionally, we believe we'll have a Series Replay ready in time for Journal #5 after three issues without one. See ya then!



Hd8

Hd3

Hd6

Hd2

Hd11

Hd7

Hd1

Hd5

Hd4

Hd10

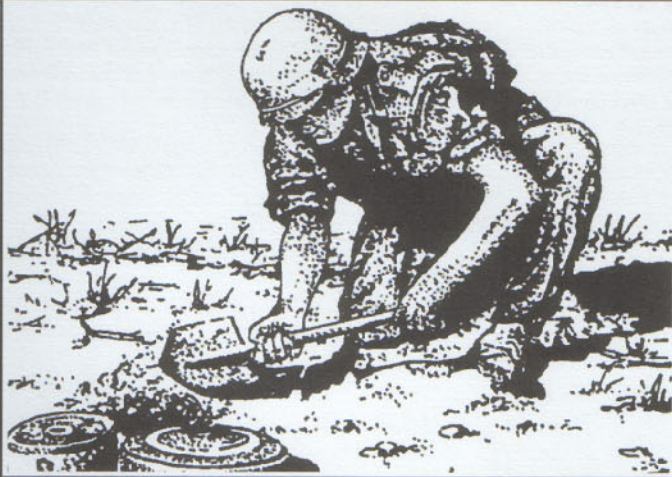
Hd9

FAST HEINZ



ASL SCENARIO J78

Scenario Adaptation: Jim Stahler



East of ROSLAVL, RUSSIA, 7 August 1941: Another day of pouring rain. The mud clung like black tar to the men's boots. The 292nd Infantry Division slowed in its push to close the bag on the Russian Fourth Army. Each overrun town required its own garrison. Each possible exit needed a guard. As the leading troops shrank in number so did their speed. To insure success Colonel-General Heinz Guderian abandoned his panzers to march on foot with the 507th Regiment. The 292nd moved on.

BOARD CONFIGURATION:

BALANCE:

✚ Add a LMG to the initial German OB.

★ German reinforcements enter on Turn 7.



VICTORY CONDITIONS: The Russians win immediately by Exiting $\geq$ 20 VP (excluding prisoners) off the east edge.

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	4	5	6✚	7	8	9	10	END
★ RUSSIAN Moves First [119]												



Elements of 509th Regiment, 292nd Infantry Division [ELR: 4] set up on/east of hexrow L: {SAN: 4}



2

78
factors



Reinforcements enter along the east edge on Turn 6:



4



Fragments of Russian Fourth Army [ELR: 2] enter on Turn 1 on/west of hexrow I: {SAN: 2}



17

2

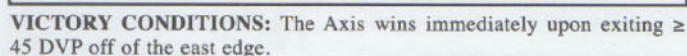


SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. German minefield factors may be converted to AT mines (B28.5) but not to Booby Traps (B28.9).
3. Treat grain as level -1 marsh (B16). Ignore the Bog check of B16.43.
4. All mine Clearance attempts get a -1 DRM (B24.74). Also, there is a +1 DRM to minefield attacks vs Infantry.
5. All buildings are wooden and Single Story.
6. Treat Recall (D5.341) as Stun (D5.34). Disabled MA Recall (D3.7) is NA.

AFTERMATH: The hastily laid minefields stunned the approaching ragtag collection of Russian infantry and armor. Initial infantry attempts to rush the town were brushed back by mine blasts and accurate machinegun fire. Finally the Russians were able to clear a mine-free path for the tanks alongside the woods just as German reserves arrived. The battle swirled at the edge of town until one tank was destroyed and the other lost a track. The Russian infantry then broke and fled. By 8 August the Roslavl pocket yielded 38,000 Russian prisoners, 200 captured tanks and numerous guns. It was another stunning victory on the road to Moscow.

Scenario Design: Pete Shelling



BOARD CONFIGURATION:



30	H4	26	W4
	H1		
31		27	
	W3		
	W1		

- Delete the *SPW250/sMG* from the German OB.

(Only hexrows on/east-of hexrow P on boards 26 and 27 are playable)

✚ Delete one 4-5-8 and one LMG from the British OB.

BRITISH Sets Up First [146]	#									
AXIS Moves First	1	2	3	4	5	6	7	8	END	



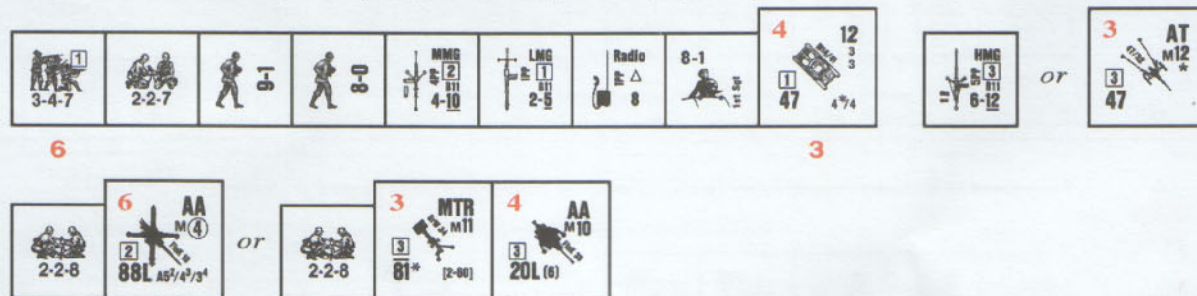
Elements of 2nd New Zealand Division [ELR: 3] set up on boards 30/31 (see SSR 5): {SAN: 3}



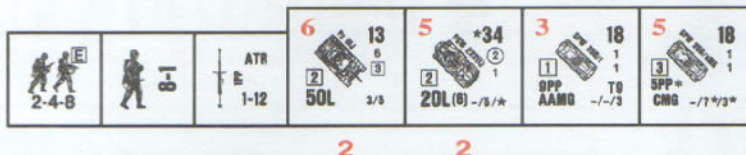
Set up on boards 26/30/31:

60
factors

Elements of Ariete Division [ELR: 2] set up on board 27 (see SSR 5): {SAN: 3}



Elements of 21st Panzer Division [ELR: 4]
enter on Turn 1 along the west edge (see SSR 5):



1. All Lit SR are in effect. EC are Very Dry, with no wind at start. Moderate Dust (F11.72) is in effect. In addition, all fire traced through ≥ 1 whole hex of boards 26/27 receive a +1 LV hindrance.

2. All Italian squads/HS are Sappers (B28.8). The Italians receive one module of 70+mm (HE only) OBA.

3. A track (F9.) runs from 27P5 to 31A5, and all hexes numbered 5 on boards 27/31 are considered to be part of the track.

4. Place overlays as follows: **H1** on 30K1/L1; **H4** on 30Y6/Z6; **W1** on 31H2/I3; **W3** on 31W1/X1; and **W4** on 26E7/D7.

5. The British receive one selection each from Tables A and B to set up onboard and one from Table C. The Germans receive one selection each from Tables A and B, entering on Turn 1, and one from Table C.

AFTERMATH: On the evening of August 30th, the *Deutsches Afrikakorps* and its Italian allies launched their last offensive in the Western Desert. After spending most of the night clearing a path through extensive minefields, the 15th and 21st Panzer Divisions, supported by the Ariete and Littorio Divisions, approached Eighth Army lines through an early morning sandstorm. British morale was fairly high in spite of the string of defeats earlier that summer. In Monty they sensed a commander who was capable of translating the steady stream of reinforcements into action in the field. Facing a well-fortified Alam Halfa ridge and troops determined to hold it, Rommel saw his hopes for a swift sprint to Cairo dashed. He would have to hammer his way forward to the Alamein line.

EGYPT'S LAST HOPE



ASL SCENARIO J80

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Germans win at game end if they Control at least two of the three hexes 25BB5, 25P6, 25L6.

ALAM HALFA, EGYPT, 31 August 1942: The foundation of Eighth Army's defense was the Alam Halfa ridge, and the cornerstone of that foundation was known as the western spur. By midday the 15th Panzer Division had fought its way to the ridge in spite of the death of its division commander General Georg von Bismarck and the wounding of DAK commander General Walther Nehring. The attack was led by a few Mk IV "specials," whose long-barrelled 75mm guns took out several Grant medium tanks from long range. Just as 15th Panzer was gaining momentum, however, 5th Royal Tank Regiment was thrown in to stem the assault.

BOARD CONFIGURATION:

		25
W4	W2	
26	H3	
27	H4	



BALANCE:

- Delete one 81mm GrW34 MTR and one 2-2-8 from the German OB.
- Delete the 76mm 3-in. MTR and one 2-2-8 from the British OB.

TURN RECORD CHART

• BRITISH Sets Up First [112]	1	2	3	4	5	6	7	END
• GERMAN Moves First [0]								



Elements of 3rd and 4th County of London Yeomanry and 44th Infantry Brigade [ELR: 3] set up anywhere on board 25 and in any hex numbered ≤ 4 on board 26 (see SSR 4): {SAN: 3}

4 ² -5-7	2-2-8	8-2	8-1	8-0	7-0	4-12	2-7	1-12	5 ¹ [2-11]	8	11
8	2							2	2		30 factors
7 ¹ 13 ¹ 37L ¹ 2/4	3 ¹ 76 ¹ [3-30] 12+	2 ¹ 76 ¹ [3-30] 12+	MPH/RIPh: dr = MF CC: +1/-1	OVR, OBA: +4 Other: +2	15 or Gun OBA: +3* Other: +1*	4 ¹ 57L	or	4 ¹ 40L (8)			
3	5	3	4								

Enter on Turn 1 (see SSR 4):
One choice from Table A



Elements of 21st Panzer Division [ELR: 3] set up on board 27 and on any hexes numbered ≥ 6 on board 26: {SAN: 2}

4 ² -6-8	5 ² -4-8	2-2-8	8-1	8-0	7-16	3-8	1-12	3 ¹ 81 ¹ [2-40]	5 ¹ 13 ¹ OVR, OBA: +4 Other: +2		
5	3	2				2		2	4		
4 ² -6-8	8-1	3-8	1-12	8-1	8 ¹ 14 ¹ 75L 3/5	6 ¹ 13 ¹ 50L 3/5	4 ¹ 18 ¹ 20L(4) ~5/5	4 ¹ 16 ¹ 17 ¹ 15PP AAMG ~1/3	5 ¹ 14 ¹ 75L 4/-	or	6 ¹ 14 ¹ 75 ¹ 3/5
2					2	2	2				

SPECIAL RULES:

- All LitS SR are in effect. EC are Very Dry, with no wind at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: H4 on 27L3/M3; H3 on 26V4/V5; W4 on 26L6/K7; W2 on 26X10/X9. All orchards are Cactus Patches (B14.7; F13.4) and all hedges are Cactus Hedges (B9.7; F13.3).
- The British receive one module of 80+mm (HE and Smoke) OBA.
- The British receive one selection from Table B to set up onboard and one selection from Table A entering on Turn 1 along the north edge, and one selection from Table C.

The Germans receive one selection each from Tables A and B entering on Turn 1 and one selection from Table C.

AFTERMATH: The 21st Panzer Division also pressed the attack along the western spur despite constant air attack from the RAF, whose planes had essentially halted the less-than-enthusiastic Italian armor. Here too the German Mark IVs had the range on the Grants, and Major Alexander Cameron's "A" Squadron lost three Grants before they could even get a shot off. Accurate British artillery and air-strikes forced the 21st to close with the enemy, however, and with splendid coolness the anti-tank gunners of the 1st Rifle Brigade held their fire. When the panzers were within 300 yards, a murderous barrage of 6-pounder shot was added to the artillery already crashing down on the Germans. With the timely arrival of the Royal Scot Greys—twenty-four Grants and twenty-one Stuarts—the assault on the western spur was checked, and at 1900 hours the 21st Panzer fell back.

TWISTED KNICKERS



ASL SCENARIO J81

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Germans win at game end if they have more DVP on whole hexes of boards 26/31 than the British.

POINT 102, EGYPT, 1 September 1942: RAF air superiority had prevented the Germans from bringing adequate fuel stocks forward during the night. As a result, only the 15th Panzer Division was able to renew probing attacks in the morning, and General Gustav von Vaerst swung Panzer-Regiment 5 and Panzer-Grenadier Regiment 104 further east to Point 102 in an attempt to find the weak spots that DAK intelligence told him existed. He hoped to break through to the British supply lines and force the 22nd Armoured Brigade between his hammer and the anvil of the 21st Panzer Division. This would at least force the 22nd's "Pip" Roberts to react, and bring the battle into the open desert.

BOARD CONFIGURATION:

29	31	26	28
	W2		
	H2		
	W4		
		W3	



BALANCE:

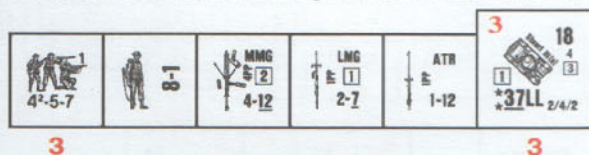
- Add one 8-1 Armor Leader to the British on-board force.
- ✚ Remove the ATR from the British OB.

TURN RECORD CHART

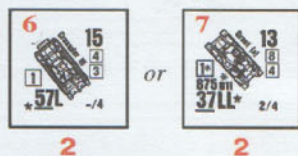
● BRITISH Sets Up First	✚	1	2	3	4	5	6	END
✚ GERMAN Moves First								



Elements of 3rd Royal Tank Regiment and Staffordshire Yeomanry [ELR: 3] set up on board 28 (see SSR 3): {SAN: 2}



Enter on Turn 1 along the north edge (see SSR 3):



Elements of 15th Panzer Division [ELR: 3] enter on Turn 1 along the south edge (see SSR 3): {SAN: 2}



SPECIAL RULES:

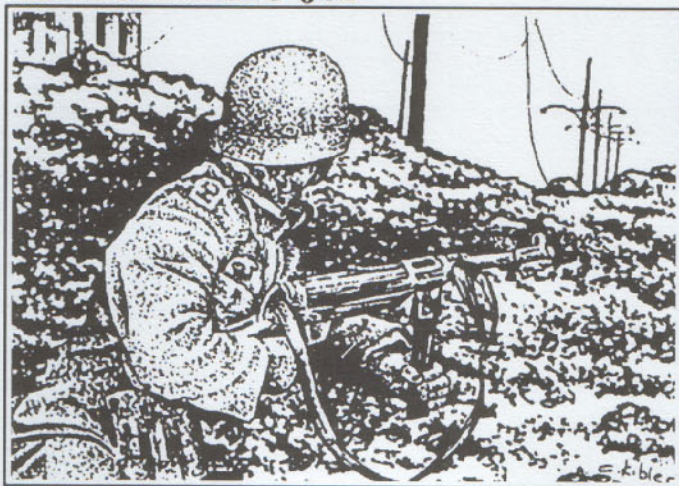
- All LitS SR are in effect. EC are Dry, with a Mild Breeze blowing from the Northwest at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: **H2** on 31Q2/P2; **W2** on 31J3/I3; **W3** on 26BB5/AA6; **W4** on 31V8/V9.
- The British receive one selection from Table B to set up onboard, two selections from Table A entering on Turn 1, and one selection from Table C. The Germans receive two selections from Table A and one from Tables B and C.

AFTERMATH: Repulsed twice by the 44th Division's artillery, von Vaerst—having assumed command of DAK after the wounding of Nehring—attacked a third time, now with increased support from the Luftwaffe. At 0830 he got the reaction he wished for, in the form of Brigadier E. C. N. Custance's 8th Armoured Brigade. With seventy-two Grants and twelve Crusaders, the three regiments closed on the Germans' right flank. Although again outgunned at long range, Custance only needed to keep the 15th Panzer busy long enough for the RAF to regain their aerial advantage. His cautious advance, combined with the relentless artillery and air attacks, forced the 15th Panzer to withdraw for the last time that afternoon. Rommel continued to blame his poor supply situation, but Monty had proved to be what the Eighth Army needed to stop the Desert Fox. Soon it would be back on the offensive for good.

ASL SCENARIO J82

PAVLOV'S HOUSE

(This scenario was previously published as Scenario T and has been updated) Scenario Adaptation: Jim Stahler



VICTORY CONDITIONS: The Germans win if there are no Good Order Russian MMC in Building 1Z7 at game end.

STALINGRAD, RUSSIA, 20 October 1942: At the end of September, small detachments of Rodimtsev's 13th Guards were sent out to seize buildings on Lenin Square and fortify them. A damaged apartment complex facing Solechnaya Street and overlooking the square was attacked and occupied by Sergeant Jakob Pavlov and his men. With some meager reinforcements that reached him, Pavlov organized a defensive perimeter. Since it sat astride one of the primary German lines of advance to the Volga (only 250 yards away), his strongpoint came under frequent attack and bombardment. On 20 October, as part of the general German push to complete the capture of Stalingrad, one of the strongest attacks to date was launched on the apartment block.

BOARD CONFIGURATION:

BALANCE:

★ German reinforcements enter on Turn 2.

⚡ The Russian PTP obr.42 AT Gun may not use HIP.



1
OG5
OG1 OG4

TURN RECORD CHART

★ RUSSIAN Sets Up First	⚡	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First									



Elements of 42nd Guards Rifle Regiment, 13th Guards Rifle Division [ELR: 3] set up within three hexes of hex 1X7: {SAN: 5}

6-2-8	4-4-7	2-3-7	2-2-8	1-1-8	1-1-8	2-2-10	1-1-8	50* [3-20]	1-12	7 morale	45LL
2	3					2				11	



Elements of Sturmgruppe, 6th Army [ELR: 4] set up on/north of hexrow Q (see SSR 4): {SAN: 2}

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

Enter on Turn 1 along the west edge, on/north of hexrow Q:

8-1	14-6-8
1	75L 3/8
	2



SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling is NA.
- Buildings X4 and X7 comprise Lenin Square and are treated as Open Ground. To accomplish this, place overlays as follows: OG1 on X7, OG4 on X2-Y3, and OG5 on W5-W4. Place a stone rubble counter in hex Z6. Hex AA7 contains a Level 3 Location (B23.24).
- All Russians are Fanatic (A10.8).
- Prior to set up, the German player must resolve a 200+mm HE Concentration OBA attack against each hex of buildings U2 and Q4.

AFTERMATH: From the first, the German attack was ill-fated. An artillery barrage laid on to suppress the Russian defenders went astray. As the German assault troops approached the building, Pavlov's men opened fire on them with massed machine guns. When four panzers moved forward to silence that threat, the concealed Soviet AT gun was able to destroy one, driving the others off. Without armor support, the German infantry was unable to make any headway and soon gave up the futile fight. Failure to coordinate air and artillery support with such local attacks led to repeated costly defeats. And this allowed many isolated Russian strongpoints, such as the rubble apartment complex that would eventually become known as "Pavlov's House", to hold until the siege was lifted. Pavlov, made a "Hero of the Soviet Union" for his 58-day defense at Solechnaya Street, would survive to eventually take part in the Russian drive into Berlin.

BLOODY NOSE



ASL SCENARIO J83

Scenario Design: Randy Yeates



VICTORY CONDITIONS: The Axis win at game end if they Control ≥ 11 multi-hex buildings.

KRANSNOKUTSKAYA, Southern RUSSIA, 16 December 1942: With overcast skies hampering bombing missions and poorly coordinated artillery preparations, the Russian 3rd Guards Army made only lackluster gains on the first morning of the "Little Saturn" Offensive. Combat in the 203rd Rifle Division's 592nd Rifle Regiment's sector was typical. In the early morning hours of the 16th the 592nd moved up to its starting position on the Chir River. The river was covered with thick ice, but the crossing was made difficult by Germans manning defensive positions in buildings scattered along the river. After vicious fighting the Russian infantry was able to gain the far side of the river and advance as far as the train station, but could make no further progress. Once the Russian advance had gone to ground Axis counter attacks began immediately.

BOARD CONFIGURATION:



(Only hexrows M-GG are playable)

BALANCE:

✚✚ Replace two *PzKpfw 38(t)As* with two *PzKpfw 38(t)Es* and add a 9-1 Armor Leader to the Axis OB.

★ Replace the 7-0 leader with one 8-1 leader in the Russian OB.

TURN RECORD CHART

✚✚ AXIS Sets Up and Moves First [151]	✚✚	1	2	3	4	5	6	7	END
★ RUSSIAN [143]									



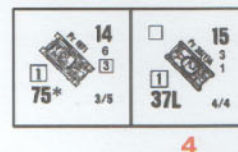
Elements of German 294th Infantry Division [ELR: 3] set up on board 49 south of the rail line: {SAN: 4}



Elements of the Romanian 14th Infantry Division [ELR: 2] set up on board 49 south of the rail line or enter on/after Turn 1 south of the rail line:



Elements of the German 22nd Panzer Division set up on board 49 south of the rail line or enter on/after Turn 1 south of the rail line:



Elements of the 592nd Rifle Regiment of the 203rd Rifle Division [ELR: 3] set up anywhere north of the rail line (see SSR 4): {SAN: 2}



SPECIAL RULES:

- EC are Wet, with no wind. Weather is Ground Snow (E3.72).
- All buildings are wooden and have only a ground level. The stream on board 22 is dry. The bridge in 22R7 does not exist. Place overlays as follows: RR1 in 49AA10/Z9 and RR2 in 49P4/O4. All roads are dirt roads.
- The Russian receives a 80mm Battalion mortar OBA module (HE and Smoke) directed by an Offboard Observer (C1.63) at level 2 in a north edge hex of board 22 (secretly recorded prior to Axis set up).

- All non-crew Russian MMC must set up in buildings.
- AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: Tanks from the 22nd Panzer Division arrived in the area and gathered Romanian infantry for a counter thrust. The Axis forces struck deep into the shallow bridgehead isolating most of a Russian battalion before being driven back. Heavy losses forced the Russians to withdraw back across the river during the night. The offensive was only one day old and already significantly behind schedule.

MAKIN TAKEN



ASL SCENARIO J84

Scenario Design: Rick Troha



BUTARITARI, MAKIN ATOLL, 22 November 1943: While the Marines were experiencing the horror of Tarawa, the Army's 27th Division, a New York National Guard outfit, was facing a considerably smaller Japanese force on Makin Atoll. Estimates put the force at only 300 combat troops, plus several hundred construction troops and airplane service troops whose planes had evacuated the island. Previously, the 27th Division had been garrisoning Hawaii and its combat inexperience would become apparent as it tried to overcome this relatively small force of defenders. Especially on the first day, they overreacted to every sniper threat, slowing the progress of their advance. On the morning of D+2, the 3rd Battalion Landing Team launched an assault on the last major stronghold, a cluster of stone buildings around a crossroad, which were built during the British colonial occupation.

BOARD CONFIGURATION:



	OG4	42
	OW1	
		35
	1	

(Only hexrows A-P are playable)

BALANCE:

- Add one 4-4-8 to the Japanese OB.
- ☆ In the Victory Conditions change "14 CVP" to "18 CVP".

VICTORY CONDITIONS: Provided the Japanese amass ≤ 14 CVP, the Americans win at game end by amassing ≥ 40 VP. VP are awarded for CVP, and for building Control as follows: each stone building is worth 2 VP and each hut hex is worth 1 VP.

TURN RECORD CHART

● JAPANESE Sets Up First	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [132]									

Elements of 6th Special Naval Landing Force and 802nd & 952nd Air Units [ELR: 3] set up on/east of hexrow O: {SAN: 5}



 E 4-4-8	 1 4-4-7	 C 3-3-6	 2-2-8	 10-1	 9-0	 HMG 3 6-14	 MMG 2 4-11	 LMG 1 2-8	 NTR 5 50-1-10*	 INF M12 70* (21-70)	 Shellhole +1 TEM 1 or 2 MF
3	3	4				2	3	2		6	
										see	
										SSR 2	

Elements of 3rd Battalion Landing Team, 27th Division [ELR: 3] enter along the west edge of board 42 on Turn 1: {SAN: 2}



 1 6-6-6	 10-1	 8-0	 9-1	 MMG 2 4-10	 BAZ 40 8-4
12	2	2	3		

Elements of 193rd Tank Battalion enter along the west edge of board 42 on Turn 1:

 13 37LL 2/4/2*
2

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the northeast. PTO terrain is in effect with Light Jungle; however Roads and Brush still exist. Place overlays as follows: 1 35D2-D1; OW1 42D3-C3; OG4 42K6-L5.

2. The Shellhole counters represent Bobai pits. They may be set up on or east of hex row O, in any terrain except Building, Road, or Path hexes and may be set up HIP, but not adjacent to each other. Bobai pits are Bog hexes (D8.2) (+1 DRM for soft ground applies). Even if an AFV does not Bog, it must end its MPH upon entering a Bobai pit hex, having expended all remaining MP (it may spend a MP to stop). Any Infantry unit entering a Bobai pit suffers the

penalties of Minimum Move (A4.134) or Advance vs Difficult Terrain (A4.72) and is considered to have expended all remaining MF. TEM/Hindrance of any other terrain in the hex is not affected by the presence of a Bobai pit. Bobai pits are revealed by Searching and entry, not LOS.

3. A Mobile AFV with functioning MA may not be Abandoned.

AFTERMATH: The attack made good progress, with the tanks shelling the buildings and the infantry using grenades to subdue smaller surface installations. By 10:30AM the 27th had reached the end of Butaritari Island. This would be the last day of any significant resistance on the atoll. The following day, General Ralph Smith, Commander of the 27th Division, would radio to Task Force commander Admiral Turner, "Makin Taken".

PTICHIN' IN

ASL SCENARIO J85

Scenario Design: Ken Dunn and Brian Youse



VICTORY CONDITIONS: The Germans win at the end of Game Turn 5 if they Control 40I1, 40I2, 40I3, and/or 40I4. Otherwise, the Germans win at game end if they have ≥ 13 CVP (from the 35th Infantry Division only) west of the river.

GLUSK, RUSSIA, 27 June 1944: One important facet of Operation Bagration was the utilization of the large number of partisan bands that operated behind German lines. With its numbers swollen to a reported 270,000 members, the Belorussian partisan movement was capable of more than just their usual missions of intelligence gathering and nuisance raids, which though effective were not decisive. Soviet High Command planned to utilize the partisans to strike a decisive blow to the transportation network by destroying rail lines, discovering and capturing needed river crossings, and controlling critical towns and other vital areas. The partisans succeeded in shutting down the rail lines for a day due to the successful detonation of thousands of demolition charges, but delays in the start of Bagration made this effort moot. With that aspect of their mission a failure, the partisans were eager to show their mettle in capturing and assisting the rapidly advancing Soviet armies. One important river crossing was near Glusk, on the river Ptich.

BOARD CONFIGURATION:

BALANCE:

✚ Replace the German MMG with a German HMG.

★ Replace the Partisan 9-1 with a Partisan 9-2.

40	OG3
OG1	
	32

(Only hexrows 40A-P and 32R-GG are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	★	1	2	3	4	5✚	6	7	8	END
★ PARTISAN Moves First [96]										



Elements of 707th Security Division [ELR: 2] set up in any non-board-edge hexes (see SSR 3): {SAN: 2}

2 4-4-7	C 4-3-6	C 2-3-6	1-2-7	1-2-7	1-2-7	2 5-12	1 3-8	10 20L (4)	10 MPH/RPH: dr = MF CC: +1/-1
3	2	2						2	



Elements of 35th Infantry Division enter on/after Turn 5 on/adjacent-to any one board 32 road hex (having already expended half of their inherent MF/MP if entering on Turn 5):

1 4-1-6-7	9-1	15 20L (6)	16 15PP AAMG T7 -/-/3	30 9PP AAMG T10 -/-/3	28 T7 21PP
5			2		



Elements of Pripyat Partisan Detachment [ELR: 5] enter on/after Turn 1 on any/all edges: {SAN: 3}

3-3-7	9-1	8-0	7-0	1 1-12	1-12	30-1	?
16				2		2	8



SPECIAL RULES:

- EC are are Moderate, with no wind at start.
- A stone bridge exists in hexes 40I2 and 40I3. This bridge may not be destroyed. All buildings are wooden. Place overlays normally as follows: OG3 on 32FF4-FF3; OG1 on 40H1.
- German AA Guns must be set up emplaced, onboard, and with a LOS to both bridge hexes 40I2-I3. German units in suitable terrain may set up entrenched (B27.1).
- Partisans may neither Deploy [EXC: A20.5] nor form Multi-Location FG. Partisans have MOL Capability (A22.6) and use Russian SW with no captured

weapon penalties. Partisan leaders are considered Elite (A23.2) for the purposes of DC usage.

AFTERMATH: The partisans had little trouble seizing the crossings on the Ptich from the local security forces. They now held, however, one of the keys to the fleeing German Army's survival—a viable crossing point and secure transportation into this area of the Pripyat marshes. The Germans counterattacked with the forces on-hand, but they lacked the strength to wrest the crossings from partisan control. The following day, lead units of a Soviet mechanized unit arrived and relieved the partisans. Rather than being treated as heroes, they were immediately pressed into service with the Red Army as replacements for the losses suffered.

FRONTAL ASSAULT

ASL SCENARIO J86

Scenario Design: Ian Daglish



Near PRESLES, FRANCE, 3 August 1944: On the evening of 2 August, fearful for his open left flank, the Shropshire's commander Major Robinson pushed "Ned" Thornburn's D Company a half-mile to the east. Digging-in around the farm of les Grands Bonfaits, the company was later reinforced by two platoons of A Company, a section of guns from the regimental anti-tank platoon, and a squadron of Shermans. Next morning, an intense barrage heralded a determined attack by 9. SS-Panzer Division, "Hohenstaufen".

BOARD CONFIGURATION:

BALANCE:

British OBA Modules are not eliminated due to red card draws. Red cards are returned to the draw pile.

Germans' rocket OBA remains in play (without adjustment) until the end of FFE2 contrary to SSR 4.



19	OW1	
	St3	33
	G5	16
	OG5	

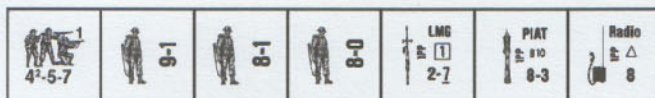
VICTORY CONDITIONS: Germans win at game end if they Control building 33R8.

TURN RECORD CHART

BRITISH Sets Up First [206]	1	2	3	4	5	6	7	END
GERMAN Moves First [210]								

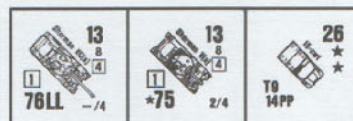


Elements of 4th King's Shropshire Light Infantry [ELR: 4] set up as directed: {SAN 4}
D Company HQ set up ≤ 3 hexes from 33R8:



2

Elements of A Sqn., 3rd RTR set up ≤ 3 hexes from 33N5:



3

6

4

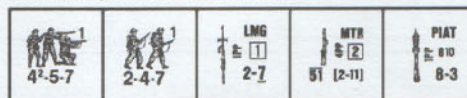
Elements of 4th KSLI A/Tk Platoon set up on board 33 on/west of hexrow H:



2

2

5 Rifle Platoons (7 Ptn, 9 Ptn, 16 Ptn, 17 Ptn, 18 Ptn) set up according to SSR 7:



15

5

5

5

5

Platoon leaders set up on/west of hexrow H:



2



Elements of Kampfgruppe Meyer: I/SS-Panzer Regiment 9 & II/SS-Panzergrenadier Regiment "H" [ELR: 4]: {SAN 4}

Enter on/after Turn 1 along the east edge:



14

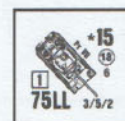
2

2

2

3

Enter on Turn 2 along the east edge:



3

SPECIAL RULES:

- EC are Moist, with no wind at start.
- Place overlays as follows: St3 on 33I10-33J10; OW1 on 19T10-33M10; G5 on 16H10-16H9; OG5 on 16M7-16L7.
- British MMC (and any SW/SMC stacked with them) may set up entrenched (B27.1) if in appropriate terrain.
- Germans receive one module of 150+mm Rocket OBA resolved in the first German PFPh. No LOS/Battery Access/AR/Error determination is required: the German player simply places the FFE1 and resolves the attack. There is no FFE2/C.
- British receive one module of 80+mm (HE and Smoke) OBA with Plentiful Ammunition.
- Boresighting by AFV is NA. No British AFV has AAMG.

7. Each Rifle Platoon is composed of three 4-5-7, one 2-4-7, one LMG, one MTR, and one PIAT. Each platoon sets up ≤ 2 hexes from its designated hex:

16 Ptn: 33M9 7 Ptn: 19N9
17 Ptn: 33J4 9 Ptn: 16T10
18 Ptn: 16L10

AFTERMATH: The tanks' commander was an old desert hand who made the mistake of forming a tight "laager" for the night instead of dispersing the squadron. The opening barrage wreaked havoc and briefly prevented crews from manning their tanks. His tank radio damaged, the Ayrshire Yeomanry FOO, Captain Garrett, had to relay orders back to his Field Regiment via an infantry "19 set". But the artillery responded magnificently with defensive fire missions which enabled the defenders to hold les Grands Bonfaits throughout the day. Their frontal attack ("Frontalangriff") having failed, the Germans resorted to infiltrating small groups around either side of Nedforce's Grands Bonfaits position.

FLAMES OF UNREST

ASL SCENARIO J87

Scenario Design: MMP



OLD TOWN, WARSAW, POLAND, 19 August 1944: The Polish Home Army uprising had commenced with the sounds of Soviet artillery heard in the distance. The Home Army commander, General Bor-Komorowski, had expected assistance from the Red Army who were at the outskirts of Warsaw. The first days of the uprising were wildly successful against the surprised Germans. Soon, however, the Germans ruthlessly struck back against the hopelessly outgunned Polish defenders. Regular troops, combat engineers, and armored support—including two of the fearsome new *Sturmtruppen*—appeared on the scene to end the resistance. Police General Reinefarth directed an attack with these new troops to reach the west bank of the Vistula.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 45 and A-P on board 23 are playable)

BALANCE:

- Partisans exiting the map using Sewer Movement count double for Exit VP.
- The Partisans may only use ≤ 10 MOL/Inherent-FT.

VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 44 VP provided the Partisans amass ≤ 23 CVP. The Germans amass CVP normally and also receive Exit VP for any Good Order German unit west of and adjacent to the canal. Increase the German VP requirement by $\frac{1}{2}$ VP for each Exit VP amassed by the Partisans (see SSR 3).

TURN RECORD CHART

PARTISAN Sets Up First [95] GERMAN Moves First [140]	1	2	3	4	5	6	7	END
---	---	---	---	---	---	---	---	-----



Elements of Chrobry Battalion, Polish Home Army [ELR: 5] set up in hexes numbered ≥ 2 and on/south-of hexrow 45EE/23C (see SSR 3): {SAN: 5}



5	10				3	2	10	4



Elements of the German Army [ELR: 3] enter on Turn 1 along the north/west edges on/between 45Y1 and 45GG6: {SAN: 3}



3	8	2					4	2	3	2

2		2	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: X11 45S8-R7; X12 23C10-B9; X13 23G10-H10; X14 23D10-E10; X27 45V10-23M10. Rooftops (B23.8) are in play.
- 5-2-7 squads (and their HS) retain their printed Strength Factor [EXC: treat their morale as underlined] and Broken Morale level, but otherwise are treated as Partisans in every way. Partisans may neither Deploy [EXC: A20.5] nor form multi-Location FG but may use Sewer Movement (B8) and MOL (A22.6), use Russian SW with no captured weapon penalties, and are considered Elite (A23.2) for the purposes of DC usage. Partisans may use HIP for ≤ 3 MMC and any SMC/SW set up with them, may Fortify (B23.9) up to 5 building Locations (Tunnels NA), and may exit off the south/east edges on/after Turn 5 including from any Manhole Location within 2 hexes of a board edge hex using Sewer Movement as if there was a Manhole Location off map.
- Prior to setup, each player (beginning with the Partisan player and alternating until done) randomly draws a counter from a cup initially containing six Pin and four Final Fire counters and places in a building Location either a rub-

ble counter of the appropriate type (if a Pin) or a flame counter (if a Final Fire). Then check for Falling Rubble where appropriate.

5. The Germans have declared No Quarter (A20.3). German 8-3-8s/3-3-8s are Assault Engineers (H1.22). The two 3-3-8 HS are controllers for the *Goliaths* and must enter as Passengers with the *Sdkfz 2s* towing the *Goliaths*.

6. Unpinned, Good Order Partisan MMC potentially have Inherent SW FT [EXC: this FT has a maximum range of one hex, a FP factor of 12, and entails no additional vulnerability to partisan MMC]. The FT is available on a Final FT Check dr of 1 or 2; the only dr that apply are +1 dr if HS and +1 if CX. A MMC may only make one FT Check per Player Turn and that constitutes use of a SW. An Original IFT/TK DR of 11 or 12 results in the firer suffering Casualty Reduction and breaking, and places a Flame in the firer's Location. The total number of such FT attacks may not exceed 8.

AFTERMATH: The Poles in the Old Town were well fortified and courageous. They had equipped themselves with all manner of devices including flamethrowers made from fire extinguishers. With these devices they helped slow the German attacks, but near the end of August, with food and ammo running low, it was apparent that the old town had to be abandoned. The Poles withdrew through the sewers of the burning city, taking their prisoners and whatever arms they could carry, to fight on.

ESCAPE TO WILTZ

ASL SCENARIO J88

Scenario Design: Jeff Cebula



KAUTENBACH, BELGIUM, 18 December 1944: As the German offensive crashed upon and beyond Consthun, what was left of the defending 3rd Battalion, 110th Infantry Regiment received orders to save itself and retreat to Wiltz before it was hopelessly cut off. After crossing the Clerve River at Kautenbach, the Americans encountered elements of the 5th Fallschirmjäger Division that had infiltrated the area, and appeared to be everywhere. The lead column found itself being squeezed by the Germans from two sides—a flanking platoon ahead, between them and Wiltz, and a pursuing company approaching rapidly from the east

BOARD CONFIGURATION:



17	
	39

BALANCE:

- ✚ Remove one 6-6-6 from the Turn 1 American OB.
- ☆ Extend the Game Length by 1 full Turn (to 8 Turns).

VICTORY CONDITIONS: The Americans win immediately when they have exited ≥ 28 VP (excluding prisoners) off the west edge on/between 39GG4 and 39GG7.

TURN RECORD CHART

✚ GERMAN Moves First [76]	✚	☆	✚	☆									
☆ AMERICAN Moves Second [0]	1	2	3	4	5	6	7	END					



Elements of Fallschirmjäger Regiment 14 [ELR: 2] enter on Turn 1 along the east edge: {SAN: 3}

1 4-6-7	2 4-4-7	8-1	8-0	7-0	dm MMG 3-8	LMG 3-8	PSK 12-4
2	8	2			2	4	

Enter on Turn 2 along the south edge on/between 39GG1 and 39U1:

2 4-4-7	8-1	7-0	dm MMG 3-8	LMG 3-8	PSK 12-4
3					



Elements of 3rd Battalion, 110th Infantry Regiment, 28th Infantry Division [ELR: 4] enter on Turn 1 on/adjacent to 17Q1: {SAN: 2}

6-6-7	1 6-6-6	2 5-4-6	10-2	8-1	8-0	dm MMG 3-8	BAZ 44 X11 8-4	17 6 3 37LL 2/4/2
2	4	2				2	2	

Enter on Turn 2 on/adjacent to 17Q1:

1 6-6-6	2 5-4-6	3-4-7	9-1	8-0	dm MMG 3-8	dm MTR X11 8-4	BAZ 44 X11 8-4	*36 2 1 37LL -/4/4
3	2				2			

SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling is NA.
- Bypass movement (A4.3, D2.3) is NA in hex 39GG7.

AFTERMATH: A small rearguard, led by both AFV, held off the pursuing Germans with canister and MG fire while the rest of the column engaged the flanking group. The Fallschirmjägers dug in along the road put up a tough fight, yet the Germans were dealing with near-desperate men, and the road was cleared. The remnants of the 3rd Battalion entered Wiltz the following day in time to aid in the town's defense.

HIMMLER'S HOUSE



ASL SCENARIO J89



VICTORY CONDITIONS: The Russians win immediately when they Control building aK3.

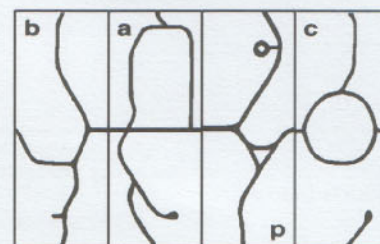
BERLIN, GERMANY, 29 April 1945: Captain Stepan A. Neustroev's 1st Battalion of 756th Rifle Regiment had been instrumental in the daring April 28th night crossing of the Moltke Bridge and establishing a bridgehead in the houses directly across *Moltke Strasse* from the massive, six story Ministry of the Interior building, "Himmler's House." Under cover of darkness, additional forces crossed the bridge and expanded the bridgehead by mouseholing into the adjacent buildings. By dawn, most of the lead regiments of both divisions and a motorized flamethrower battalion had crossed the river Spree. The buildings on the opposite side of the *Moltke Strasse* had their entrances directly opposite that of Interior Ministry building itself so fire bases were established and assault groups organized for a morning attack. The attack was signaled at 0700 on the 29th by a ten-minute bombardment of the Gestapo complex quickly followed by waves of Soviet assault teams dashing across the boulevard under a hail of German machine gun and rifle fire. Those that survived the crossing flattened themselves against walls of the Ministry building, using these blind spots to prepare grenades and gather their wind for the storming of Himmler's House.

BOARD CONFIGURATION:

BALANCE:

✦ Replace three 4-4-7s with three 6-5-8s in the German OB.

★ Unbroken Russian Personnel in building aK3 are Fanatic.



TURN RECORD CHART

✦ GERMAN Sets Up First [268]	★	1	2	3	4	5	6	7	8	END
★ RUSSIAN Moves First [396]										



Ad hoc elements of the 11th SS-Panzer Grenadier Division "Nordland" and other SS formations [ELR: 3] set up south/east of the road that runs bO3-bJ2-bH1-aH4-aH1-dH2-dG3-dG4-cH5-ch1-ch0: {SAN: 6}

6-5-8	4-4-7	2-2-6	8-0	8-2	8-1	7-0	6-1	3-7-10	2-5-12	3-8	50* [2-13]	12-4
12	8	4		2			2		2	4		2
88L M(4) 45°/4°/34°	105	Trench OVR, OBA: +4 Other: +2										
2	2	2										



Elements of 756th Rifle Regiment, 150th Division and 525th Rifle Regiment, 171st Division [ELR: 4] set up north/west of the road that runs bH5-bJ2-bH1-aH4-aH1-aB2-aA3: {SAN: 3}

6-2-8	4-5-8	2-4-8	8-2	8-1	8-0	3-6-12	2-4-10	1-2-6	30-1
8	11	2		2		2	2	4	2

Reinforced elements of 10th Independent Motorized Flamethrower Battalion set up north/east-of the road that runs cA3-cF3-ch1-ch0:

6-2-8	4-5-8	8-2	8-1	8-0	2-4-10	1-2-6	24-1	30-1	13 26 11 1/4°	15 11 6	17 11 6 -/4
4	11				3	3	3		2	2	2

Enter on Turn 1 along the north/east edges, on/between cA3 and ch0:

SPECIAL RULES:

- EC are Moist, with no wind at start.
- All buildings are stone. The road segment that runs aH4-aH2-dH2 is a Boulevard (B7.). Rooftops (B23.8) are in effect.
- Prior to setup, both sides must place four rubble counters each at ground level in building hexes [EXC: none may be placed in building aK3]; placement alternates, one at a time, commencing with the Germans. As each rubble counter is placed, falling rubble (B24.12) is checked for normally.
- The German 9-0 (represented by a Finnish 9-0 counter) is a German district party leader; he is considered a Commissar (A25.22) and affects other German units as if both were October '42 Russians. Each unbroken German Personnel unit in building aK3 is considered Fanatic (A10.8). The Germans suffer from Ammunition Shortage (A19.131). German 4-4-7s/2-3-7s have their broken Morale Level increased by one and are considered SS for all purposes (A25.11). German 6-5-8s/3-4-8s do not have underlined morale. The progression for all German MMC subject to replacement is 6-5-8 > 4-4-7 > 4-3-6 and 3-4-8 > 2-3-7 > 2-3-6. German MMC that Battle Harden follow the reverse of this order.

- The Russian force is considered Elite (C8.2).
- Germans are not susceptible to upper level encirclement (A7.72).
- No Quarter (A20.3) is in effect for both sides.

AFTERMATH: The upper levels of the Interior Ministry were heavily defended by machine gun nests dominating the *Moltke Strasse* leading to the bridge. The first waves of Soviet assault troops were cut down by murderous small arms fire and close ranged artillery blasts. Towards noon, assault teams had established footholds on the ground floors, throwing grenades through doorways and charging into the hallways beyond. The fanatical SS men bitterly defended every office and stairwell with close quarter, hand-to-hand combat raging amongst the office desks and cabinets. Fires blazed in many of the offices, clogging the Ministry's rooms with thick smoke and flames. Control of the stairwells was hotly contested as Neustroev and his battalion repeatedly charged up the staircases to gain access to the upper levels. From the upper level windows, through the smoky haze, Neustroev's men could catch a glimpse of their next prize, the *Reichstag*, which stood a mere 300 meters to the southeast. By 2300, the fighting was over on the ground floor; but it was not until one of the reserve regiments was committed to the fight that Neustroev's men could consolidate their gains and launch fresh attacks against the upper levels. The room-to-room fighting continued until 0100 when the upper floors were finally cleared and by 0430 the resistance in the cellars and storerooms had finally been mopped up; by this time Hitler was dead, the Battle for the *Reichstag* was about to begin and the sand had all but run out on the Third Reich.

Shifting Sands

**THE CAMPAIGN
FOR NORTH AFRICA
1940-1943**



Shifting Sands is a game simulating the entire campaign for North Africa, including the often neglected areas of the Near East and East Africa. The game mechanics are based upon GMT's popular *PATHS OF GLORY* game, utilizing point-to-point movement and event cards which can be used to simulate historical events, to activate units to move and initiate combat, to generate replacements, or to strategically move units around the map.

Shifting Sands contains one 22"x34" map, two countersheets, two decks of cards (one Axis, one Allied), rules, and dice. The retail price of Shifting Sands will be \$55, but it is available now for preorder at the low, low price of \$41.50 plus shipping. Preorder today at www.multimanpublishing.com or by calling 1-888-842-6377.



Get a sneak peek at Shifting Sands counter and map artwork at our website!

B. Terrain Chart: in row "3. Road" in the "Truck" column after "1/2" add "[BU:1]".

½ [BU:1]

C1 Offboard Artillery Player Aid chart: add footnote "z" to the first chit draw square under "Contact and Access". After "Battery Access" in the second line of the "Firing Illuminating Rounds (IR) with OBA" box add "z. An IR Mission must be declared prior to drawing for Battery Access."

z. An IR Mission must be declared prior to drawing for Battery Access.

A10.41: line 2 after "Range" add "per A10.532"

10.41 VOLUNTARY BREAK: Units within both the LOS and Normal Range per A10.532 of an armed, unbroken Known enemy ground-and/or ADJACENT to any unbroken enemy ground unit-may voluntarily break (even if pinned) at the start of the RtPh so as to be able to rout during that RtPh (but only if breaking will not cause their immediate Reduction or elimination).

A10.5: lines 15-16 delete "to increase the distance between itself and >= 1 nearest Known enemy unit(s)".

10.5 ROUTING: During the RtPh a broken unit not in Melee may not remain in the same Open Ground hex in the Normal Range (10.532) and LOS of a Known non-Melee enemy unit/its-SW/Gun, nor - regardless of terrain - may it end a RtPh ADJACENT to or in the same Location with a Known enemy unit that is both unbroken and armed [EXC: Night; E1.54]. A leader with no SW is still considered "armed" for purposes of determining legal rout paths and enforcing Failure to Rout eliminations. Broken units must rout away (ATTACKER first-one unit at a time [EXC: Voluntary Rout; 10.711]) during that RtPh or be eliminated for Failure to Rout [EXC: Surrender; 20.21]. Otherwise, a broken unit must rout only if in a Blaze (B25.4). A broken unit may rout if currently under DM. All broken units (including Conscripts) other than wounded SMC have six MF for use in the RtPh; this amount can never be increased. A broken unit may end its RtPh in an Open Ground hex in the LOS and Normal Range of a Known enemy unit without Interdiction only if it has used Low Crawl during that RtPh, but it still may not be ADJACENT to an unbroken and armed Known enemy unit at the end of the RtPh or it will be eliminated for Failure to Rout. Broken units may not use Bypass (4.3).

A10.62: line 4 add "CC/" before "WP".



10.62 DESPERATION MORALE (DM): DM is a condition which afflicts any unit during the Player Turn it breaks (even if it breaks voluntarily) or any already broken unit which is subsequently attacked by CC/WP, or enough FP(taking the possibility of Cowering into account) to possibly inflict at least a NMC result on the target. An effective Sniper attack causes DM to all broken enemy units in the same Location as the unit attacked-not just the attacked unit. To be considered fired upon by ordnance, a hit must have been achieved against the unit regardless of its FP effect, or a non-Smoke FFE must have been resolved in the hex. A broken unit is also automatically under DM whenever a Known armed enemy unit is ADJACENT to it (even if it does not end the phase ADJACENT to it) or when it starts a RtPh in Open Ground in the LOS and Normal Range (10.532) of a Known enemy unit. Place a DM marker on any unit under DM and remove it at the end of every RPh [EXC: A unit may opt to retain its DM status provided it is not in a woods/building/pillbox/trench so as to guarantee its ability to rout again in the next RtPh. If overstacked in a woods/building, it may also opt to retain its DM status.] DM has no effect on any unit taking a MC, but does require a unit attempting to rally to add a +4 DRM (plus any leadership, terrain, and/or Self-Rally modification).

A19.131: line 10 replace "all B#" with "all SW Original B#/X# [EXC: DC]".

19.131 AMMUNITION SHORTAGES: Unit Replacement can also occur if a SSR cites a side's on board OB as being afflicted by Ammunition Shortages, in which case any MMC of that side which rolls an Original 12 DR on the IFT while using its Inherent FP suffers Unit Replacement after the attack which caused it is resolved. Any MMC subject to, but incapable of, further quality loss is broken after resolution of the attack, unless berserk. Not all members of a FG would be subject to Unit Replacement; determine the MMC affected by Random Selection after malfunction or elimination of applicable SW. Unit Replacement does not occur as a result of a 12 To Hit DR, but A.11 would apply because all SW Original B#/X# [EXC: DC] and Ammunition Depletion Numbers are decreased by one during an Ammunition Shortage. All vehicles and Guns are considered to have a circled B# (D3.71) one lower than their inherent B# during an Ammunition Shortage. Those which already have a circled B# start play with a Low Ammo

A20.21: line 5 add "unconcealed" after "possible".

A20.21: at the end of the first sentence add "[EXC: if pinned; 10.53 & G5.5]."

20.21 RtPh: Any broken Infantry unit during its RtPh that is both ADJACENT to Known, Good Order, armed enemy Infantry/Cavalry and unable to rout away from it or only able to rout while being subject to Interdiction or resorting to Low Crawl (regardless of how it actually routs or if the possible unconcealed Interdictor is Known to it), will surrender to that enemy unit as its prisoner instead, (captor's choice of unit receiving surrender if more than one unit qualifies) after first abandoning all its SW [EXC: if pinned; 10.53 & G5.5]. A stack of broken units in a Location surrenders simultaneously and must be accepted or rejected (20.3) as a stack. If there are not enough Guards for all such surrendering units, the excess units (captor's choice) are freed as Unarmed (20.5). Surrendering units are not subject to FFE or minefield attacks. If the only adjacent armed enemy unit is in-Melee/berserk/vehic-

A24.31: line 4 in EXC replace "non-moving units in MPh" with "non-moving units in First Fire".

24.31 CASUALTIES: The chemical agents in WP caused discomfort and could result in demoralization/casualties. All units (including friendly ones) except a non-CE, CT AFV in a Location with a WP counter must take a NMC when the WP is placed [EXC: *non-moving units in First Fire*] in that Location (not when it drifts or they move into it) or when hit by WP on the Area Target Type [EXC: *if the WP does not rise to that elevation (24.4)*]. See C1.71 for OBA. The NMC causes DM status (10.62), and also causes loss of concealment if the affected unit is in LOS of a Good Order enemy ground unit. Leadership, CE DRM and TEM apply as negative DRM to the NMC (treating grenades as if a Direct Fire attack for TEM purposes). However, if a CH (or Air Burst when using Indirect Fire) is obtained with WP, TEM are applied to the NMC as positive DRM instead. A CH with WP grenades occurs if the colored dr of the MC DR is a 6.

B3.5: line 1 in the EXC: delete "rubble/".

3.5 Hidden mines [EXC: *in debris*] and entrenchments may not be placed in a paved road hex due to the urban nature of the terrain.

B6.42: line 6 after "bridge" add "Location".

6.42 COLLAPSE: Wooden bridges may collapse under loads > their current weight limit. The first time the total weight of vehicles/wrecks on a wooden bridge (regardless of length) exceeds ten tons, a Bridge Collapse DR must be made. The DR is modified by +1 for every five-ton increment or fraction thereof in excess of the current bridge weight limit. If the Final Bridge Collapse DR is ≥ 12 , the entire bridge location collapses with the elimination of all counters on and beneath it. Rubble is placed as per 6.331. If the Final Bridge Collapse DR is < 12, the bridge remains intact and its new current weight limit is the current weight just checked. This new weight limit is marked on a side record. The bridge does not have to check for collapse again until this new current weight limit is exceeded.

B9.5: line 3 after "walls" add "[EXC: HEAT NA (C8.31)]".

9.5 BOCAGE: Bocage (or hedgerow) is a special form of hedge grown on top of low earthen mounds to form a natural wall. All rules pertaining to walls [EXC: *HEAT NA (C8.31)*] are applicable to bocage except as modified below.

B14.2: line 6 before "higher" delete "one level".

14.2 SEASONS: An orchard is not a LOS obstacle between same-level units. However, an orchard hex is considered a one level obstacle to any LOS to/from a higher elevation during the months of April through October, and consequently can create Blind hexes. Each out-of-season orchard hex presents a +1 Hindrance to any LOS drawn through it to/from a Location higher than the base level (not the obstacle height) of the orchard hex. However, if the LOS is drawn to/from a Location > one level higher than the base level of the out-of-season orchard hex, only one +1 Hindrance DRM applies, and only if the LOS crosses an orchard adjacent to the ground level target/firer.

B16.71: at the end of the first sentence add ";16.4 does not apply".

16.71 Infantry/Cavalry may enter a mudflat hex at a cost of two MF; 16.4 does not apply. Unpossessed portaged equipment in a mudflat is not lost.

B16.72: at the end add "and pay double Open Ground COT".

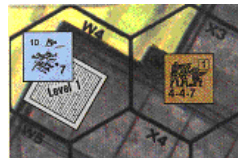
16.72 Amphibious vehicles may not enter a mudflat in the water movement mode but must use land movement capabilities and roll for Bog instead and pay double Open Ground COT.

B23.211: line 5 after "(A10.61)," add "Victory Conditions (A26),".

23.211 LUMBERYARD: Any hex containing numerous brown rectangular striped shapes is a lumberyard hex. Hex 24Q6 (and cD4 of *Deluxe ASL*) is an example of a lumberyard hex. A lumberyard is considered identical to a wooden Single Story House in all respects except for Rout (A10.51), Rally (A10.61), Victory Conditions (A26), and EC DRM for Kindling/Spreading (25.5) purposes, the ability to fire mortars and AA Guns therefrom, and the hex may not be OVR by vehicles. Vehicles may enter a lumberyard only via Bypass [EXC: *motorcycles may be pushed*]. Paths never exist through a lumberyard.

B23.25: at the end add "LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/1X4).

23.25 ADJACENT BUILDING HEXES: A unit in a building is ADJACENT to an adjacent building level of the same building only if both are either on the same level [EXC: *Rowhouse; 23.71*], or are vertically connected by a stairwell (printed or inherent). Otherwise, no LOS exists between adjacent units in the same building, nor does a LOS exist between non-adjacent units in the same building, unless a LOS clear of the building depiction can be traced through intervening hex(es)-such as from 1M5 to N3 (see 23.1 illustration). LOS to a unit in a building Location [EXC: *rooftop Location*] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/1X4).



EX: The ground level of 1X3 is not in the LOS of the 1st level of W4. Therefore, the broken unit in level 1 of W4 is under no obligation to rout despite the presence of the enemy unit in X3. Similarly, units in those adjacent hexes cannot fire at each other due to their lack of LOS.

B28.1: lines 6-7 delete "Known Minefields (28.45-.47)" from the EXC.

28.1 Minefields are a form of Fortification but are represented by counters only after they are revealed during play [EXC: *A-T mines in hard-surfaced terrain*; 28.53]. Minefields are available only per scenario OB. The type, Location, and strength of minefields are secretly recorded prior to the start of play by the owning player. Minefields may not be placed in a bridge, paved road, runway [EXC: *Non-hidden A-T Mines*; 28.53], sewer, marsh, crag, Interior Building Hex, rubble, or Water Obstacle hex. The presence of a minefield is not revealed until a unit susceptible to that type of attack enters that minefield Location or an MMC discovers it by Searching. The minefield's strength is not revealed if the minefield attack results in no effect. An Anti-Personnel (A-P) minefield must be constructed with a strength of 6, 8, or 12 factors and is not reduced in strength due to the resolution of an attack by that minefield.

C1.7: at the end add "[EXC: IR Missions must be declared prior to the Mission's first Battery Access draw]."

1.7 FIRE MISSIONS: A Fire Mission consists of the entire time between Battery Access chit draws in which a FFE is on board. There are seven types of Fire Missions. The first is the HE Concentration and the second the SMOKE Concentration (1.71), the Blast Area for both of which is defined in 1.32. The other types are Harassing Fire (1.72), IR (E1.93), Barrage (E12.1), SMOKE Barrage (E12.51) and Creeping Barrage (E12.7). A Fire Mission cannot be of more than one type; e.g., if a battery uses a HE Concentration in its FFE:1 stage, it cannot switch to Harassing Fire or SMOKE, etc., in its FFE:2 stage. Whenever a FFE:1 appears onboard, or when an SR is predesignated for conversion to a FFE (although if it does not actually Convert it may be re-designated later), the type of Fire Mission to be used (including whether Smoke or WP) must be announced immediately by its owner (before making any required Accuracy dr for it) [EXC: *IR Missions must be declared prior to the Mission's first Battery Access draw*].

C1.81: lines 1-2 delete "(inclusive of units set up offboard)".

1.81 AREA: Bombardment begins after setup but prior to the start of play. Bombardment potentially affects all the hexes of an entire mapboard (hexrows A-GG) or two adjacent halfboards (hexrows A-Q/GG) at the firer's option, including all friendly units present in that designated area. The firer makes six dr, modifying the last three dr by +6. Each of these Final dr represents a numerical grid coordinate of the Bombardment area which is *immune* to its effects. Should any of these Final dr result in the same number or exceed 10, the total area spared the effects of the Bombardment is correspondingly less. A Final dr of 10 also spares all hexes of the Bombardment area that have a coordinate of 0 (see A2.2). For *Deluxe ASL* see J2.5.

C5.35: line 2 delete "in its MPPh".

5.35 CASE C⁴; MOTION FIRER: A Motion/Non-Stopped vehicle which is moving and wishes to fire without stopping (D2.13)

C11.3: line 1 delete "is".

11.3 If a Gun starts a scenario hooked up or manned by a non-crew unit, moves, or its manning Infantry voluntarily forfeits Wall Advantage (B9.322) it loses the "Emplaced" To Hit DRM of Case Q. Once lost, a Gun may not regain Emplaced status during that scenario. A Gun's Emplacement TEM ceases to exist when that Gun is removed from play.

E1.931: at the end add "IR Missions must be declared prior to the Mission's first Battery Access draw."

1.931 USAGE: No Usage dr is necessary for OBA to fire IR. However, the firer of an onboard mortar must make a Usage dr of ≤ 4 before he can fire an IR (failure of which is not considered firing), and in order to fire it he must make a To Hit DR (only to check for malfunction/LowAmmo/SAN). Firing one IR uses all of a mortar's/OBA's ROF for that Player Turn; therefore, neither type of firer may use another ammo type during a Player Turn in which it fires an IR (when an onboard mortar fires an IR, cover the mortar with a No Fire counter). An onboard mortar firing an IR (or malfunctioning) does cause a Gunflash (and can cause loss of concealment as per the normal rules for that weapon). When OBA is used to fire an IR the owning player must still have Radio Contact and Battery Access, but FFE:1//2/C status is kept track of offboard (for Battery Access purposes), and each chit used solely to fire IR is reshuffled into the pile when that Fire Mission is completed. OBA fires IR in the same fashion as a SR-never as a FFE. IR Missions must be declared prior to the Mission's first Battery Access draw.

E3.6: replace the third sentence with: "On unpaved roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road."

3.6 MUD: EC are always "Mud". Fires will spread to adjacent hexes only if the connecting hexside crosses a building/woods/brush/grain/orchard (in season) symbol or the fire is spread by Gusts (B25.651). On *unpaved* roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road. Paved roads (which include bridges) and runways are not affected by Mud.

E3.7331: line 5, after "per hexside." add "Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside."

3.7331 VEHICULAR MOVEMENT: In Deep Snow the minimum Road Entry MP cost is one MP – not $\frac{1}{2}$ - whether BU or not (even on plowed roads). Except along plowed roads, all tracked vehicles must pay one extra MP, and all non-tracked vehicles [EXC: *sledges*] must pay two extra MP (or MF) , per hexside. Along plowed roads, all non-tracked vehicles [EXC: *sledges*] must pay one extra MP/MF per hexside.

E7.5: in the antepenultimate sentence in the seventh line from the end after "marked with an AA counter" add "(and AAMG firing at Aerial targets)".



7.5 AA FIRE: Whenever the ATTACKER uses AA fire vs aircraft, he must do so with AA-capable units that have not yet exhausted their fire capabilities during that Player Turn. Only an AA-capable weapon (as listed in 7.51 & .52) that sets up able to fire can set up in AA mode (i.e., marked with an "AA" counter). An AA counter must be placed on any AA-capable weapon that attacks an Aerial target while not in AA mode, and the AA counter is removed from any weapon that fires on a ground target while in AA mode [EXC: *Vehicular AAMG do not use AA counters and can fire at ground/Aerial targets without consideration of AA mode*]. Whenever a weapon's AA counter is placed or removed due to its making an attack, its ROF is reduced by one for that one attack only (cumulative with all other ROF reductions) [EXC: *MG; 7.51*]. An AA-capable weapon's AA mode can also be changed at the end of any fire phase (not MPh) in which that weapon can/does change its CA as per the first sentence of C3.22 (even if it is not a Gun). A weapon cannot be marked for Opportunity Fire if in AA mode, but an AA-capable weapon marked for Opportunity Fire can be used vs aircraft by removing the Opportunity Fire counter and placing an AA counter. A weapon in AA mode may be (un)limbered/pushed/hooked up, or dismantled/portaged/loaded/Removed/Scrounged from a vehicle, but doing so causes it to lose its AA counter. An AA-capable weapon may not fire at an Aerial target from a Location that is Blind to that target [EXC: *Heavy AA; 7.52*], nor from inside a building or pillbox. An AA-capable weapon marked with an AA counter (and AAMG firing at Aerial Targets) may not form a FG [EXC: *Mandatory FG; A7.55*] or use a Fire Lane vs Aerial targets, nor may it use Subsequent First Fire/Intensive/Sustained Fire vs aircraft (or vs any ground target in that Player Turn). An attack vs an Aerial target never leaves Residual FP or affects more than one Aerial target. A unit that exhausts its full ROF in AA fire is marked with a Prep Fire (or Bounding Fire if a moving vehicle) counter as well as retaining the AA marker.

Chapters G, H, & Z Errata:

G1.4: line 9 at the beginning of the EXC add "Minimum Move (A4.134); Wounds (A17.2) ;".

1.4 SMC: Japanese SMC have no Broken side, and cannot break voluntarily. A Japanese SMC (including a wounded leader) who suffers a break result due to *any* cause is instead Wounded [EXC: an already-wounded *heroic* SMC (including a wounded T-H Hero; 1.421) is eliminated (A15.2), as is a leader who suffers a Casualty MC (1.41)].⁵ If he passes his Wound Severity dr he is flipped over to his Wounded side (unless he was already wounded) to indicate the effects on his morale, movement and leadership. Japanese SMC do not take PTC (including LLTC) and do not Pin [EXC: Minimum Move (A4.134); Wounds (A17.2); Collapsed Hut Pin/PTC (5.5)]; however, any PTC/Pin result vs a concealed Japanese SMC can cause the loss of his concealment. Even a lone Japanese SMC may conduct an Infantry OVR (A4.15; see also 1.62).

G11.83: in line 3 in the EXC after "cave" add "(but may not use Spotted Fire; C9.3)"



11.83 SW/GUNS: Neither mortar nor AA fire (E7.5) is allowed from a cave [EXC: a Japanese light mortar²⁴ may be fired from a cave (but may not use Spotted Fire; C9.3) unless its Entrance Hex is a dense-jungle/bamboo hex whose total obstacle height exceeds that cave's level]. Each Gun in a cave is considered to have a normal (i.e., neither Small nor Large; C2.271) Target Size for TH purposes. Infantry in a cave may Spot for mortars in the normal manner (C9.3).

Chapter H German Vehicle Rarity Factor Chart:
The PzKpfw IVA is NA in 1941.

Chapter H Allied Minors Ordnance Listing: The Polish Ur wz. 35 ATR (Note 2) has no ROF.

Z. RR2: Add at end "All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario."

RR2 OFF-MAP TERRAIN AND ROADS: Any road exiting a map edge on the RR map is considered, for purposes of A2.51, to extend off that map edge along that lettered hexrow (if off the north or south edge), or in hexes of the same coordinate (if off the east or west edge).¹ The off-map road is considered to be of the same type (paved/dirt) as the road hex it is connected to on the map. All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario.

Z2.42 Initial Scenario Setup Sequence for the RR CG "Milk Factory": Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72.

2.42 INITIAL SCENARIO SETUP SEQUENCE: German sets up first; Canadian moves first. (Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72).

SCENARIO ERRATA:

RB 5 (The Last Bid): In the German OB set up instructions after "rubble" add "and/or Trench adjacent to building/rubble".

BRT4 (Rikusentai): In the Japanese set up perimeter "P23-M22-F23-K25-N26-N30-P31-P23" change "F23" to "K23". In SSR2 add "Ignore the T15.6142 restriction on purchasing pillboxes."

HS 18 (To The Matter Born): The British are able to deploy 3 squads.

HS21 (Hervost Hell): Add "in the German setup area" at the end of the VC.

J77 (Moses Blazes): The Germans on board 23 get 6 "?".

JM2 (Bloody Omaha): In MSR 6.31, replace the three instances of "pillbox" (but not "pillboxes") with "Trench".

6.31 For each Trench, randomly select a hex from among the adjacent hexes in which a Trench can be legally set up and place a Trench there. For the remaining Trenches, randomly select which pillboxes will get a second Trench and then randomly select an adjacent legal hex in which to place the Trench.

OA2 (Skirmish in the Snow): treat the TK# for the 75's "APCR" as if it were a 75L.

OA6 (Mounted Extraction): Russian reinforcements enter on/after Turn 1.

OA7 (Celles Melee): Setup is simultaneous and the Americans move first.

OA11 (Crocodile Rock): the balances are reversed.

OA14 (Across the Aisne and into the Freineux): In the U.S. setup the four M5A1s of the 83rd Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2nd Platoon set up with their CA towards the southern hexspine (add "of hexrow R" at the end of the setup instructions for the 83rd Reconnaissance Battalion and add "hexspine" at the end of the setup instructions for the 2nd Platoon.

Operation Veritable Historical Study Counter Errata

The German 88LL PaK 43 AT should on its limbered side be B11 not B10.

The four British Wasps should have red crew survival numbers not black.

In addition to previously identified errata in West of Alamein, the following new errata to WoA has been corrected in For King and Country:

A9 and A9 CS (Vehicle Note 6): The illustration for the twin bow turret MG arcs was corrected to make them symmetrical.

Centaur IV (Vehicle Note 18): now has normal ground pressure.

Challenger (Vehicle Note 21): now has fast turret traverse and ROF 1.

Comet (Vehicle Note 22): now has fast turret traverse.

British Multi-Applicable Vehicle Note BB: In line 1 replace "or" with "and/or". This change also applies to the Chinese VCL Mark IV Carrier(b) (Chinese Vehicle Note 13).

British Multi-Applicable Vehicle Note CC: This note was previously missing. It applies to all Churchill tanks except as noted.

CC. Churchill tanks had unique transmissions allowing them to make steep climbs easier. Therefore, a Churchill tank *[EXC: while the Bridgelayers are carrying a bridge, the AVRE is carrying a fascine, or the Crocodile has its trailer hooked up]* pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51) instead of the normal 4 MP, and can cross a Double-Crest hexside (B10.52) but must check for Bog (D8.21) with a +3 DRM.

Journal Errata

J3, page 59, Example 1 replace lines 23-29 "the result...whatsoever." completely with "the result is 8 or less (0 DRM), the German squad is attacked with 30 FP on the IFT."

the result is 8 or less (0 DRM), the German squad is attacked with 30 FP on the IFT.

J3, page 62, column 3, fourth paragraph of "GUNS" section, line 7 delete "AFPh and".

J3, page 63, column 3, second full paragraph, lines 7-8 insert "half" between "<=" and "the" in both instances.

J3, page 64, column 2, first full paragraph, line 10 delete "unless it is in Melee".

J4, page 8, "Mount Up?" sidebar, third bullet "Firepower": replace with "FP 2 at range 8; ROF 1 for Carrier A"

J4, page 12, column 3, third full paragraph, line 13 replace "You" with "If enemy Infantry Advance in, you".

ASL Journal Issue #6 Errata

ASL Scenario J92 “YOUR TURN NOW”

Both sides amass VP per the hexes listed in SSR 3; if the Japanese do not earn the listed VP by clearing the set DC, then the Filipinos do.

Filipino units do not Disrupt.

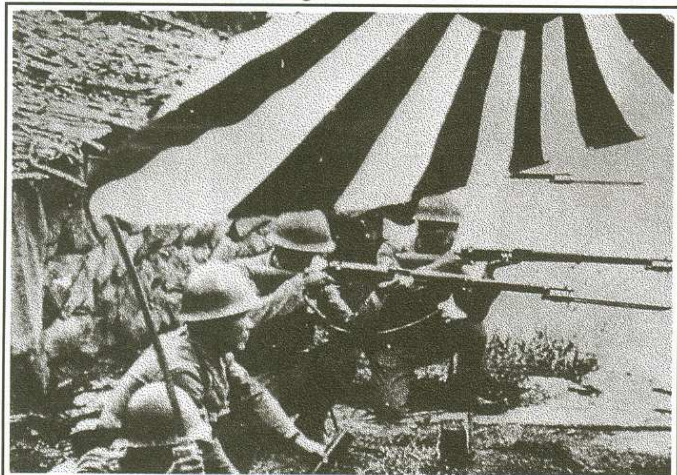
ARTICLE ERRATA

Page 17, first column, first full paragraph. replace “?” with “1/2”.

THE TIME OF HUMILIATIONS

ASL SCENARIO J90

Scenario Design: Laurent Closier



VICTORY CONDITIONS: The Japanese win immediately by exiting 25 Exit VP (which must include 15 Exit VP of infantry) on/between 38A5-35GG5 or at game end by controlling all buildings on overlay 1.

MAI PHA, south of LANGSON, FRENCH INDOCHINA, 24 September 1940: The evening of September 22nd, 1940, Japanese authorities put an end to three weeks of tough negotiations with the French military command in Indochina and ordered an invasion of Tonkin by their troops based in China. Multiple clashes erupted all along the border, on either side of the "Porte de Chine," taking the French army off guard. Then, using available dense terrain, Japanese troops of the Canton Army undertook a vast maneuver of encirclement on either side of the fortified city of Langson, threatening to isolate it by cutting Colonial Road 1. On the morning of the 23rd, an air raid rendered the Langson airfield unusable. East of the city, the village of Loc Binh had to be evacuated under enemy pressure. To the west, a strong column of infantry and tanks went past the Dong Dang crossroads and moved due south. Numerous counterattacks were launched, including one by the 1st Battalion of the 1st Tirailleurs Tonkinois Regiment who tried to position themselves between Langson and the Japanese moving from Loc Binh along the Song Ky Song. Unfortunately, because it had to maneuver over difficult terrain, the battalion lost contact with headquarters, leaving a gap on the southeast flank. In order to plug the hole, 11th Company, 3rd Battalion of the 9th Infanterie Coloniale Regiment took position in front of the village of Mai Pha during the afternoon of the 24th.

BOARD CONFIGURATION:

BALANCE:

- Add one 4-5-7 squad to the French forces that set up on map.
- Add a second 8-0 to the Japanese OB.



		RR4	RR6	
38	1		RR3	
	3	RR1		35

TURN RECORD CHART

● FRENCH Sets Up First [97]	1	2	3	4	5	6	7	8	END
● JAPANESE Moves First [201]									



Elements of 11th Company, 3rd Battalion, 9th Régiment d'Infanterie Coloniale [ELR:3] set up on/west of railroad: {SAN: 3}

1 4-5-7	1 2-3-7	9-1	8-0	4-11	1 B11 2-6	3 60* [3-42]	1-12
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11

3

3

Elements of Détachement Motorisé, 9th R.I.C. enter on Turn 4 on/between 38A6-o38I1:

1 4-5-7	8-1	5 37*	5 1 CMG -/4	28 -1 OPP
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4

2

4



Elements of 5th Infantry Division, Army of Canton [ELR: 4] enter on/after Turn 1 along east board edge. Vehicles enter having already expended 1/2 of their printed MP allowance: {SAN: 3}

1 4-4-7	2 3-4-7	2-2-8	10-1	9-0	8-0	2P	1 B11 2-6	2P	15 37 2/-R2*	16 37
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7

9

2

2

2

2

2

2

SPECIAL RULES:

- EC are Wet with a Mild Breeze from the southeast. Weather is Overcast (E3.5).
- Place overlays as follows: 1 on 38N8-N9; 3 on 35DD8-DD9; RR1 on 35K7-K8; RR3 on 38W9-W8; RR4 on 38R1-S2; RR6 on 38V3-W4.
- Roads do not exist. Railroads are EmRR (B32.1). Rice Paddies are Irrigated (G8.12).
- Kindling is NA.
- Bore Sighting is NA.

AFTERMATH: The Japanese troops again attacked to complete the isolation of Langson. Confusion reigned in the French high command. The Japanese attempted to bypass Mai Pha to the south. A platoon of tanks reinforced by motorcycle troops belonging to the Détachement Motorisé of the 9th R.I.C. came to support the 11th Company, but to no avail. The outflanked French troops fell back to Langson where they were ordered to hold fast. Concentrated in the Ky Lua area, these troops were subjected to a violent 4-hour aerial and artillery bombardment at dawn of the 25th. Late in the day the white flag was raised. The Canton Army had taken less than three days to complete the encircling of Langson, ending with the capture of over 1000 men and establishing Japanese control over the Tonkin delta. For the French Army, the time of humiliations had started.

THE SOONER THE BETTER

ASL SCENARIO J91

Scenario Design: Matt Romey



VICTORY CONDITIONS: The Commonwealth win at Game End by amassing 40 DVPs more than the Germans (prisoners and captured equipment do not count double). The Commonwealth do not receive DVPs for any German unit exited off the South edge of board 28 (only) during play.

BALANCE:

- Add one 8-1 armor leader and one 9-1 armor leader to the 1st R.T.R.
- ⚡ The Commonwealth player must amass at least 45 more DVPs than the German.

TURN RECORD CHART

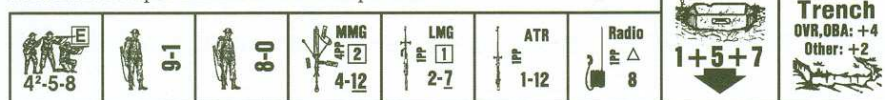
● COMMONWEALTH Sets Up First [143]	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First [140]								



(only hexrows 27A-GG, 28A-GG, 26A-P and 29A-P are playable)



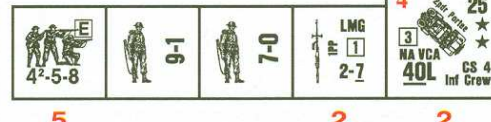
Elements of the 2/17 Bn, 9 Australian Division. [ELR: 4]: {SAN: 2}
Post R32: setup ≤ 2 hexes from 27E8 per SSR 2:



Post R33: setup ≤ 2 hexes from 28M4 per SSR 2:



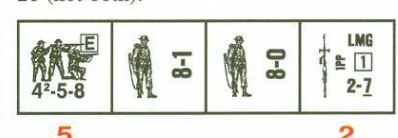
D Company, 2/15 Bn, 9 Australian Division, with Mobile anti-tank guns of "J" Battery, 3rd R.H.A. enter on/after Turn 2 along the west edge of board 29:



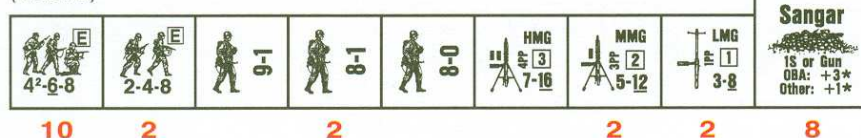
Elements of the 1st Royal Tank Regiment enter on Turn 1 along the north edge having already expended 4 MP:



B Company, 2/17 Bn, 9 Australian Division enter on Turn 1 along the west edge of board 29 or the east edge of board 26 (not both):



Elements of the 8th Machine Gun Battalion [ELR: 4] set up on boards 27/28 on/north of hexrow S, but ≤ 5 hexes from 28W2: {SAN: 2}



Setup unemplaced and unpossessed ≤ 9 hexes from 28W2, but ≥ 3 hexes from any friendly unit:



Elements of the 5th Armored Regiment enter on Turn 1 along the north edge:



SPECIAL RULES:

- EC are Dry, with no wind at start. Light Dust is in effect.
- All Commonwealth fortifications must set up adjacent to at least one other, non-wire fortification. In addition, the Commonwealth player may freely set up one wire counter in every hex that contains a Commonwealth fortification. Each pillboxes has a 360-degree CA. The pillbox TEM vs Indirect Fire is +7, and vs other types of fire is +5. Its occupants can be Encircled. All other pillbox rules apply unchanged.
- Despite the date the Germans may use Riders(D6.2). German AFVs are equipped with a towing # of 9. Recalled German tanks must exit along the south edge of board 28.

- The Commonwealth may not operate captured German Guns.
- Commonwealth receive one 80mm OBA module (HE and Smoke).

AFTERMATH: Caught behind enemy lines some German infantry found cover in abandoned sangars. In broad daylight, however, many of Rommel's best infantry were simply gunned down in the open. As the fleeing German tanks neared the perimeter they attempted to save what stragglers of the 8th MG Battalion they could. After picking up infantry and hooking up guns, they made a bee-line for the gap in the wire. But the British tanks and long-distance artillery took their toll. By the end of the day the Germans had lost half their tanks and 384 machine gunners, most of the latter having been left behind to surrender to the Australians. It was Rommel's first major embarrassment in Africa, and the first indication that Tobruk would not fall as easily as the ill-tirious general had anticipated.

YOUR TURN NOW



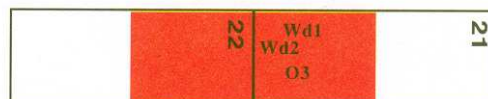
Scenario Designer: Ken Dunn

ASL SCENARIO J92



CEBU CITY, CEBU ISLAND, 10 April, 1942: The American forces in Bataan had surrendered the day before. Now it was Cebu Island's turn to feel the weight of the Japanese attack. Part of the Visayan island chain, Cebu was the more important of the southern islands, with a primary coastal road linked to the interior by auxiliary roads. The capital city of Cebu lay on the eastern coast and was a prime objective of the Japanese. Realizing that they could not defend the island with the few Filipino troops pressed into service, the garrison commanders had instituted a large-scale movement of goods, supplies, and weapons into the interior. Defending the capital, where the Japanese had landed the bulk of their troops, was the Cebu Military Police Regiment under the command of Lt. Colonel Howard Edmands. His mission was to hold long enough to allow the demolition teams time to complete their work and then fall back into the hills.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 21 and A-P on board 22 are playable)

BALANCE:

☆ Replace the 6+1 leader with an 8-1 leader.

● Japanese DC Clearance attempts receive a -1 DRM.

TURN RECORD CHART

☆ FILIPINO Sets Up First [51]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [92]								



Elements of Cebu Military Police Regiment [ELR: 3] setup on/west-of hexrow U on board 21: {SAN: 3}

 3-3-6	 2-2-7	 9-1	 8-0	 6+1	 4-10	 2-6	 7 morale
11					3	8	



Elements of 124th Infantry Regiment, 35th Brigade, 18th Division [ELR: 4] enter on Turn 1 along the east edge: {SAN: 3}

 3-4-7	 2-2-8	 10-1	 9-1	 8-0	 2PP	 2-6	 2PP 50mm
12	2				2	3	



SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. PTO is in effect including Light Jungle (G2.1). All buildings are wooden and ground level only. All bridges and road exist normally. Place overlay Wd1 on 21 CC8; Wd2 on 21 EE7/DD7; and O3 on 21 DD4/DD3.

3. Place an immovable (Set) DC in the following hexes. Unless the DC is cleared, it automatically becomes a wooden rubble counter at the start of the listed turn. All units in the hex at the time it becomes rubble must take a NMC. If not "rubbled," the Japanese amass the listed VP by Controlling the hex at game end. The hexes are 21W8 (Turn 3; 5VP), 21BB1 (Turn 5; 5VP), 21FF5 (Turn 6; 5VP), and 22D3 (Turn 7; 7VP).

4. The Filipinos may set up two squad-equivalents (and any SMC/SW that setup with them) HIP.

AFTERMATH: The fight for Cebu City lasted only one day. Faced with a foe superior in both numbers and weapons, the defenders fell back, delaying only long enough to block the roads and destroy the bridges leading to the interior. After the Japanese broke off the attack late in the afternoon, the garrison pulled back into the interior under the cover of darkness. Although the Japanese were in undisputed control of the city by nightfall, Edmands and the police had gained time for the demolition teams to carry out their assignments, and they remained an effective fighting force for the time being. It was all for naught, however, as the Japanese gained complete control of the island by April 19th.

THE PORECHYE BRIDGEHEAD

ASL SCENARIO J93

Scenario Concept: Xavier Vitry



PORECHYE, RUSSIA, 5 August 1941: A strong combat element of the 6th Panzer Division succeeded in effecting a surprise capture of the two Luga bridges at Porechye, 60 miles southwest of Leningrad, and in forming a bridgehead. The strong armored forces which were to follow remained stuck for days in swampy forest, leaving the bridgehead to fend for itself. Three alerted Proletarian divisions and armored units were dispatched from Leningrad with the mission of cutting off the bridgehead and destroying the German forces.

BOARD CONFIGURATION:

	42	52
S		



BALANCE:

- ✚ Shorten the game length to 7½ Turns.
- ★ Increase the Russian ELR by 1 (see also SSR 5).

VICTORY CONDITIONS: The Russians win immediately if there are no Unbroken German MMC within 5 hexes of 42DD5 or at game end by Controlling one or both of the two villages on board 42. Buildings V1, X2, and Y6 constitute one village and buildings K5, J3, J5, I3, H5, and F3 constitute another.

TURN RECORD CHART

✚ GERMAN Sets Up First [273]	1	★ 2	3	4	★ 5	6	7	8	9	END
★ RUSSIAN Moves First [142]										



Elements of II/4 Panzergrenadier Regiment, 6th Panzer Division [ELR: 3] (Group 1) set up south of hexrow F on boards 42 (including all half hexes) and board 52 (west of the AA5-GG5 road): {SAN: 2}

4 ² -6-8	4 ¹ -6-7	10-2	8-1	8-0	7-0	3	2	1	3	1-12
4	15	2	2			2	6	3	3	

Elements of Pionier Battalion 57 (Mot.), 6th Panzer Division (Group 2) set up on board 42 south of hexrow F:

5 ² -4-8	9-1	3-8	24-1	30-1	16
3		2	2	3	

Elements of Leichte FlaK Kompanie 3/46 set up anywhere within the German set up area:

13	14
2	

Set up anywhere within the German set up area:

7 morale	5	3	5

Elements of Panzerjäger Abteilung 41 set up anywhere within the German set up area:

2-2-8	17	50L	88L
4	2	2	

Elements of Panzergrenadier Regiment II and Pionier Battalion 57 (Mot.), 6th Panzer Division enter on Turn 4 along the south edge of board 42:

5 ² -4-8	9-1	8-1	3-8	30-1	14	14	15	16	16	16
6		2	2							6

THE PORECHYE BRIDGEHEAD



Elements of Rifle Regiment 99, 2nd Proletarian Division [ELR: 2] set up as follows: {SAN: 2}

Set up on board 5 in hexes numbered ≤ 7 on/south-of hexrow N:



6

6

Set up on board 5 in hexes numbered ≤ 5 on/north-of hexrow T:



4

12

2

Elements of the 3rd Proletarian Division enter on Turn 2 along the east edge:



10

6

3

Armored support enter on Turn 2 on/between 42A3/A8 having expended half of their MP allotment:



2

2

Engineer Support Company [ELR: 4] enter on Turn 5 on/between 52Y1 and 52GG1 (see SSR 5):



9

2

3

2

3

Armored support enter on Turn 6 on hex 42A5 having expended half (FRU) of their MP allotment:



3

Air support enter per SSR 6:



2

SPECIAL RULES:

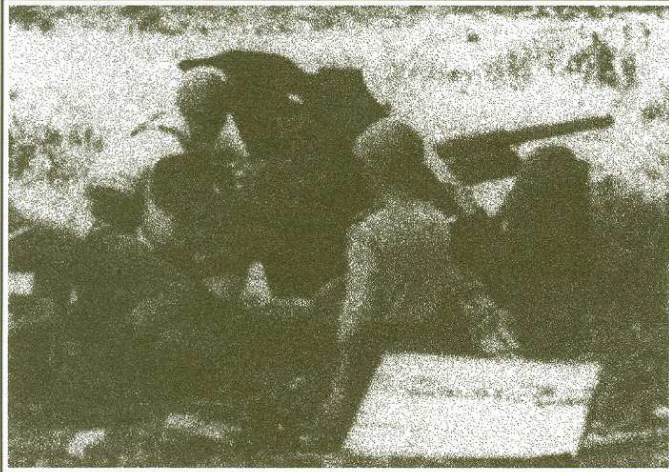
1. EC are Moderate, with no wind at start.
2. All buildings are wooden.
3. Crews may not voluntarily abandon their vehicles.
4. The German player may set up one squad-equivalent, and any SMC/SW stacked with it, HIP. All German infantry may set up concealed. Concealment counters provided in the OB are to be used for dummies. Due to intense Soviet aerial activity, all German Fortifications must set up on board. German 5-4-8s/2-3-8s are Assault Engineers (H1.22).
5. The Russian Engineer Support Company has an ELR of 4. Its MMC are Assault Engineers (H1.22) and use FT/DC as if elite. The Russians may not exchange any leader for a Commissar.
6. Air Support is available for the Russian player in the form of two 1939 FB with bombs. The Russian player may start to roll for Air Support on Turn 5. He receives it with a $dr \leq 2$ on Turn 5, with a $dr \leq 4$ on Turn 6, or automatically on Turn 7. The presence of Air Support on board is limited to 2 turns.

AFTERMATH: With only a small number of forces to man the long flanks of the bridgehead, it was impossible for the Germans to prevent the mass assaults. Nevertheless, the attacks were expected and the defenses arranged accordingly, with two tank units reinforced with armored infantry held in readiness. Several assaults were launched by the Russians, each time successful in reaching the road despite an amazing lack of coordination. The flexible fighting method of the defenders proved effective, however, and the bridgehead held until the arrival of the bulk of the division.

KEMPF AT MELIKHOVO

ASL SCENARIO J94

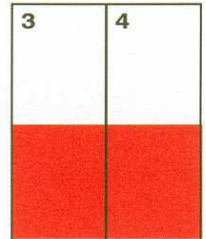
Scenario Design: Ola Nygård



VICTORY CONDITIONS: The Germans win at game end by Controlling buildings 3S3, 3T4, and 3U6.

MELIKHOVO, RUSSIA, 10 July 1943: Operation Citadel had been underway in earnest for five days and things were not going well for the German attack in general. Army Detachment Kempf in particular had made only limited gains against Shumilov's 7th Guards Army. General Breith, the commander of III Panzer Corps, abandoned the original plan to seize the town of Korocha and instead gave the 6th Panzer Division the critical task of breaking through the Soviet defenses and driving as hard as possible towards Prokhorovka to link up with II SS-Panzer Corps. On July 10th, "Kempf" and the 6th Panzer Division were in the vicinity of Melikhovo and the last defense line. 6th Panzer attacked with flamethrower tanks and the battle for Melikhovo had begun.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

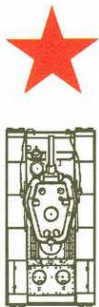
BALANCE:

★ Remove the 8-1 Armor Leader from the German OB.

✚ Add one 4-6-7 to the German Turn 1 Reinforcements.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✚ 1 ★	2	3	4	5	END
✚ GERMAN Moves First						



Elements of 7th Guards Army [ELR: 3] set up on board 3 on/north-of hexrow Z (see SSR 4): {SAN: 4}



6

Enter on board 3 on/between hexes Y10-GG10 per SSR 5:



Elements of 6th Panzer Division, III Panzer Corps [ELR: 4] set up on board 4 in hexes numbered ≤ 5: {SAN: 2}



4

2

Enter on Turn 1 along the south edge of board 4:



2

SPECIAL RULES:

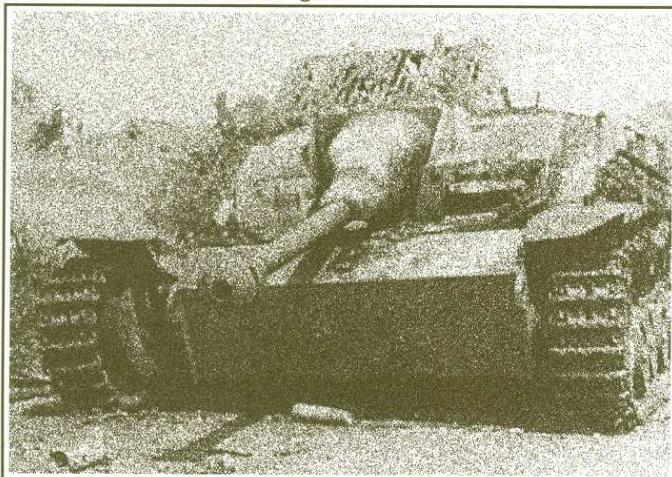
- EC are moderate, with no wind at start.
- All buildings are single story.
- Hill hexes are ground level grain with the printed outline of the hill defining the grain. Other terrain in these hexes exists normally. Cumulative Terrain Effects (A2.4) apply normally.
- At least one Russian MMC must set up in 3S3, 3T4, and 3U6. One Russian HS (and any SMC/SW stacked with it) may use HIP.
- The Russian player rolls once per friendly RPh. Following a dr ≤ the turn number, the KV-1 enters in the following MPh or automatically on Turn 4.

AFTERMATH: On the same day that Operation Husky saw the Anglo-American invasion of Sicily, Army Detachment Kempf and the 6th Panzer Division, under Major General Hunersdorff, finally broke through and overran the Russian defense line between Melikhovo and the Sasnoye station. Exploiting into open country at last, III Panzer Corps began its drive northward towards Prokhorovka at first light on July 11th. The delay of Breith's forces in front of Melikhovo, however, would prove to have severe consequences for II SS-Panzer Corps at Prokhorovka.

TYPICAL GERMAN RESPONSE

ASL SCENARIO J95

Scenario Designer: Randy Yeates



PRIMOSOLE BRIDGE, SICILY, 14 July 1943: After a disastrous landing, Alastair Pearson's 1st Airborne Battalion of the 1st Airborne Division had seized the Primosole Bridge early on July 14th. The Italian garrison manning the bridge was driven off after a brief fight, and the morning passed without incident at the bridge although the sound of fighting could be heard to the south. Since the landing, Fran Stangenberg had been busy in Catania assembling an ad hoc German force to retake the bridge. He gathered 200 rear-echelon troops and began the first assault down Highway 114 at noon, which was beaten back by the British with little difficulty. As the day wore on, however, the pressure on the British bridgehead increased.

BOARD CONFIGURATION:



(Only hexes in hexrows L through W numbered ≥ 10 and north of the Simeto River are playable)

BALANCE:

- Add six "?" counters to the British OB.
- ⚡ In the Victory Conditions change "18" to "21".

VICTORY CONDITIONS: The Germans win at game end if no unbroken British units remain north of the Simeto River and the Germans control hex N20, provided the British have not inflicted ≥ 18 CVP (Prisoners do not count double).

TURN RECORD CHART

● BRITISH Sets Up First	⚡ 1	2	⚡ 3	4	5	6	END
⚡ GERMAN Moves First [170]							



Elements of the 1st and 3rd Parachute Battalions, 1st Airborne Division [ELR: see PBr SSR 5] set up ≤ 10 hexes from hex N21 (see SSR 4 and 5): {SAN: 2}

6-4-8	3-3-8	2-2-8	9-1	8-1	8-0	1 2-7	1 2-5	2 4-10	2 51 [2-11]
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8

3 57L	3 47	1+5+7
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2



Ad Hoc Rear Elements of Kampfgruppe Schmalz, Hermann Göring Division [ELR: see PBr SSR 5] enter on Turn 1 along the north and/or east edge(s) of the playing area: {SAN: 3}

1 4-6-7	2 4-4-7	10-2	9-1	8-1	8-0	7-0	1 3-8	8
------------	------------	------	-----	-----	-----	-----	----------	---

10

10

4

Enter on or after Turn 3 on the north edge of the playing area:



SPECIAL RULES:

- All PBr SSR are in play.
- The Germans receives one module of 80+mm OBA (HE only).
- The British suffer from Ammunition Shortage (A19.131).
- The British 6-Pounder anti-tank gun (but not the Italian *Cannone da 47/32*) and 2-2-8 must be placed ≤ 2 hexes of N20. All British in eligible terrain may set up in a foxhole. The Pillboxes must be placed in hexes O20 and N16.
- Place a Burnt-Out Wreck in hexes N20, N21, and O19.

AFTERMATH: Captain Stangenberg had split his ad hoc group into two forces. The first group consisted of the rear elements he had scraped together and this group he led personally. The second group was Erich Fassl's Signal Company and this force was sent to the east of the bridgehead to attack from the flank. As the day wore on, the German attack began to push in on the bridgehead from the north and east. With British ammunition beginning to run low, pressure from Fassl's force became unbearable. In danger of being cut off, Pearson ordered a withdrawal to the south to link up with the 2nd Airborne Battalion.

ANOTHER BLOODY ATTACK

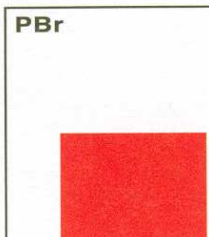
ASL SCENARIO J96

Scenario Designer: Randy Yeates



PRIMOSOLE BRIDGE, SICILY, 15 July 1943: Despite a spirited defense of the Simeto Bridgehead by elements of Alastair Pearson's 1st Airborne Battalion of the 1st Airborne Division, the Germans had retaken the bridge and established a bridgehead of their own south of the Simeto River with two companies of Captain Paul Adolff's 1st Parachute Pioneer Battalion. The spearhead of the British 50th Northumbrian Division had arrived too late on the 14th to try to push the Germans back to reestablish the British bridgehead. After a night of preparation, a counterstroke was launched the morning of the 15th by the 9th Durham Light Infantry supported by elements of the 44th Royal Tank Regiment at 0800. The attack was proceeded by a bombardment and then a smoke screen was laid for the attack.

BOARD CONFIGURATION:



(Only hexes ≥ 18 in hexrows G through X are playable)

BALANCE:

✚ Add one 7.5cm LG 40 RCL and one 2-2-8 to the German OB.

⊙ In the British OB replace one 9-1 leader with a 9-2 leader and four 4-5-7s with 4-5-8s.

VICTORY CONDITIONS: The British win at game end if they Control hexes N21, N23, and all non-river/non-river-brush hexes adjacent to these hexes *and/or* have 12 CVP north of the Simeto River [EXC: vehicles, crews, and prisoners do not count]. The Germans win immediately if they amass ≥ 30 CVP.

TURN RECORD CHART

✚ GERMAN Sets Up First [172]	⊙	1	2	3	4	5	6	END
⊙ BRITISH Moves First [176]								



Elements of the 1st Parachute Pioneer Battalion [ELR: See PBr SSR 5] set up ≥ 3 hexes of the south map edge hexes (see SSR 6): {SAN: 3}

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



40LL	75* B11	1+5+7	OVR, OBA: +4 Other: +2
		3	2



Elements of the 9th Durham Light Infantry and A and B Squadrons of the 44th Royal Tank Regiment of the 50th Northumbrian Division [ELR: see PBr SSR 5] enter on Turn 1 along the south edge of the playing area: {SAN: 2}

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



SPECIAL RULES:

1. All PBr SSR are in play.
2. The German player receives a module of 80+mm OBA (HE only).
3. There is a Mist LV Hindrance DRM (E3.32) of +1 at ≤ 6 hexes, increased by +1 for each multiple of 6 hexes thereafter (7-12 hexes = +2, 13-18 hexes = +3, etc.).
4. All eligible German Infantry may set up in foxholes.
5. After set up, but prior to the start of play, all German infantry units, buildings, and in some cases SW/Guns must make a Bombardment MC (C1.82). After the bombardment occurs, the British player places up to 8 shellhole

counters. After each shellhole counter is placed, the German player may move the counter up to two hexes, but it must be placed in a hex which could have a shellhole created in it during a Bombardment (C1.823). No shellhole counter may be placed adjacent to a present shellhole counter, in a hex already containing a shellhole counter, or in a hex containing a German unit.

6. The Guns must set up north of the Simeto River and at least six German squad equivalents must set up south of the river. A pillbox must be placed in hexes M23, O20, and O27. A trench counter must be placed in hexes Q26 and P27.

7. Place Burnt-Out Wrecks in hexes O19, N20, N21, and N23.

A NICE MORNING FOR A RIDE

ASL SCENARIO J97

Scenario Designer: Randy Yeates



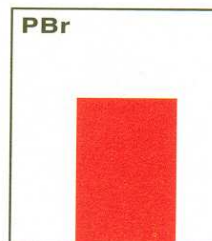
PRIMOSOLE BRIDGE, SICILY, 16 July 1943: After the night assault seized the bridge and a thin lodgement north of the Simeto, problems were experienced communicating to follow on units that the bridge had been captured. As the companies holding the lodgement began to come under increasing pressure the message finally got through—carried by a military reporter on a bicycle. Elements of the 44th Royal Tank Regiment and the 6th Durham Light Infantry Battalion rushed forward to exploit the opening and prevent the Germans from retaking the bridge. As the lead elements of this force reached the north end of the bridge, a previously undetected “88” opened up and quickly brewed up two Shermans.

BOARD CONFIGURATION:

BALANCE:

☛ Add one FT to the German OB.

🎯 The British OB is considered Elite (C8.2) for Ammo Depletion purposes.



(Only hexes in hexrows H through V numbered ≥ 8 are playable)

VICTORY CONDITIONS: The British win at game end if they Control all hexes on/between hexrows K through O numbered ≥ 19 as long as the Germans do not inflict ≥ 40 CVP.

TURN RECORD CHART

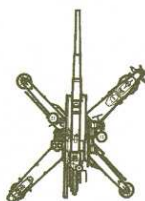
☛ GERMAN Sets Up First [208]	1	2	3	4	5	6	7	END
🎯 BRITISH Moves First [0]								



Elements of the Fallschirmjäger Pioneer and Fallschirmjäger Signal Battalions with attached support elements of Kampfgruppe Schmalz of the Hermann Goering Division [ELR: see PBr SSR 5] set up north of the Simeto River ≥ 3 hexes from the British set up area (see SSR 2): {SAN: 3}

4 ² -6-8	4 ¹ -6-7	2-2-8	9-2	9-1	8-0	3-8	24-1	30-1	7 morale
8	8	3			2	3		2	6

40LL	75 [*] M11	88L A5 ² /4 ³ /3 ⁴
------	---------------------	---



Elements of A and D Companies, 8th Durham Light Infantry, 50th Northumbrian Division [ELR: see PBr SSR 5] set up in hexrows J through O in hexes numbered ≥ 18 (see SSR 2): {SAN: 2}

4 ² -5-7	2-4-7	9-2	8-1	8-0	14-9	2-7	51 [2-11]	7 morale	5 OVR, OBA: +4 Other: +2
9						3	3	8	4

Elements of 8th Durham Light Infantry and A Squadron, 44th Royal Tank Regiment (see SSR 6 for entry):

4 ² -5-7	2-4-7	9-1	8-1	8-0	2-7	51 [2-11]	14 8 4
9					3	3	5



SPECIAL RULES:

- All PBr SSR are in play.
- The Germans may use HIP for two squads (and any SMC/SW stacked with them). All British and German units may conceal during setup regardless of terrain. The British Hero must set up in hex N20.
- Due to the morning fog there is a Mist LV Hindrance DRM (E3.32) of +1 at ≤ 6 hexes, increased by +1 for each multiple of 6 hexes thereafter (7-12 hexes = +2, 13-18 hexes = +3, etc.).
- All German units in eligible terrain may set up entrenched.
- The British may place up to 8 Shellhole counters on the map in any hex where OBA could create a Shellhole and that does not contain a German unit.
- The British hero has an inherent bicycle and is treated as if a tank under recall. If the hero successfully exits off the south edge of the map while riding the bicy-

cle on Turn 1, the British reinforcements enter on Turn 2 otherwise the reinforcements enter on Turn 3.

7. Place Burnt-Out Wrecks in hexes N20, N21, N23, and O19; 1+5+7 Pillboxes in hexes M23, N16, O20, and O27; and a Trench in P27 and Q26.

AFTERMATH: As the British Light Infantry and support tanks attempted to push forward and clear the vineyards north of the river, they faced stiff opposition from the German fallschirmjägers. The “88” by the bridge accounted for three more Shermans before the day was out and the vicious game of hide and seek in the vineyards stymied the British attempts to expand their bridgehead.

LEND-LEASE ATTACK



ASL SCENARIO J98

Scenario Design: Ola Nygård



KRUPKI, RUSSIA, 28 June 1944: The seriousness of the situation in Byelorussia after the start of Operation Bagration had finally compelled the German High Command to accept that this was not just some diversionary action. Bagration was indeed a genuine large scale Soviet offensive. The first German reinforcements to arrive in Minsk from Ukraine were the 5th Panzer Division. Their first contact with the advancing Russian units took place near Krupki, where lend-lease Sherman tanks of the Russian 3rd Guards Tank Corps fought a sharp engagement with the defending Tigers of *schwerePanzerAbteilung 505* in the early evening of June 28th.

BOARD CONFIGURATION:



19	Wd5
4	

BALANCE:

✚ Add one 9-1 Armor Leader to the German OB.

★ Replace one Sherman III(a) with one SU-85.

VICTORY CONDITIONS: The Russians win at game end by amassing ≥ 28 VP. CVP are awarded normally and Exit VP [EXC: prisoners NA] are awarded for exiting off the west edge of board 4.

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	4	5	6	END
★ RUSSIAN Moves First								



Elements of 5th Panzer Division and sPzAbt 505 [ELR: 4] set up on board 4 on/between hexrows O-G: {SAN: 3}



1 4'-6-7	1 2-4-7	8-1	8-0	1 3-8	X10 12-4	12 88L 3/5/2
3						2



Elements of 3rd Guards Tank Corps [ELR: 4] enter on Turn 1 on 4GG5/4GG6 (see SSR 6): {SAN: 2}



4-5-8	9-5	1 BT1 2-8	16 85L 11 6	14 *75 8 4	28 T5 29PP
2		2		2	

Enter on Turn 1 on 19GG5/19GG6 (see SSR 6):

4-5-8	2-4-8	7-0	16 85L 11 6	14 *75 8 4	28 T5 29PP
2				2	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All walls are hedges. Place Overlay Wd5 on 19E9-E10.
- Bore Sighting is NA.
- One German HS (and all SMC/SW stacked with it) may use HIP.
- A dusk +1 LV Hindrance applies to all non-CC attacks.
- Each truck must enter with ≥ 1 MMC passenger. Use British counters for the 2 1/2 Ton Trucks. Use British *Sherman III(a)* counters for the lend-lease

Shermans in the Russian OB [EXC: WP is NA]. All Shermans have functioning Gyrostabilizers (D11.1).

AFTERMATH: The fighting continued throughout the night. The Russians captured Krupki station only after suffering heavy losses. The lead elements of the 3rd Guards Tank Corps skirted past Krupki and then ran into the engineer troops of the 5th Panzer Division who were preparing to destroy several key bridges on the approaches to Borisov.

ON TO FLORENCE



ASL SCENARIO J99

Scenario Design: Richard Weiley



SAN MARTINO, ITALY, 22 July 1944: During July the German Fourteenth Army's stubborn withdrawal up the Italian peninsular slowed. The intention of the German command was to keep the Allies out of the valley of the River Arno and give their reserve divisions time to prepare the Gothic Line, which ran from the Gulf of Genoa across Italy north of Florence to Pesaro on the Adriatic. The New Zealand Division fighting as part of a Commonwealth Corps slowly fought its way northward. On the morning of 22 July B Company of the 23rd Battalion launched an attack on the village of San Martino. After gaining a foothold in the village the battalion 'had to withdraw after two hours' terrific battle'. At midday A Company moved up and renewed the assault supported by elements of the Divisional Cavalry and the Battalion Field Company.

BOARD CONFIGURATION:

BALANCE:

✚ Remove one MMG from the New Zealand OB.

⦿ Replace two 5-4-8 squads with 4-4-7 squads in the German OB.



6

01

VICTORY CONDITIONS: The New Zealanders win at game end if they Control ≥ 6 multihex buildings.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	END
⦿ NEW ZEALANDER Moves First [132]								



Elements of II/12 Fallschirmjäger Regiment, 4 Fallschirmjäger Division [ELR: 3] set up on/north of hexrow S: {SAN: 4}

 5-4-8	 2-3-8	 9-1	 8-0	 MMG 5-12	 LMG 3-8	 7 morale	 1 AT Mine	 8-1 1st Sgt	 13 3 811 *75 -/-2*
7					2	6	4		



Elements of A and B Companies, 23rd New Zealand Battalion [ELR: 3] set up on/south of hexrow M: {SAN: 3}

 6-4-8	 4-5-8	 9-2	 8-1	 7-0	 MMG 4-12	 LMG 2-7	 MTR 51 [2-11]
2	8				2	3	

Elements of 1 Troop, A Squadron, Divisional Cavalry Regiment set up on/south of hexrow M.

 *33 4 2 76* [90] -/-4	 *33 4 2 *37LL 2/4
	2



SPECIAL RULES:

1. EC are Moderate with no wind at start. Place overlay 6 on S2/S1. Wheatfields are Vineyards (F13.6). Road rate is NA for vehicles.
2. The German AFV may use HIP in concealment terrain and loses concealment as if it were a gun. The Germans may fortify one building location.
3. The New Zealanders have one module of 76mm battalion mortar (HE only) with one pre-registered hex directed by an offboard observer at level 2 in any south hex noted prior to setup. New Zealanders are Elite (C8.2).

AFTERMATH: Under the command of Major Worsnop, B Company commander, each company committed one platoon to the assault. 7 and 11 Platoons advanced with spirit, inflicting heavy casualties on the defending paratroopers, but not before they and the Divisional Cavalry troop had suffered significant casualties. Major Worsnop and 2nd Lieutenant Smylie, commander of 7 Platoon were amongst the wounded. Two Staghounds were knocked out, one destroyed in duel with a self-propelled gun and another by a mine. However, the assault had cracked the German defences and the way forward appeared to be opening up. Having suffered some 30 casualties during the day's fighting B Company moved into reserve. A Company resumed the advance during the late afternoon with C Company now alongside.

FOR A FEW ROUNDS MORE

ASL SCENARIO J100

Scenario Design: Scott Holst



Near MENDEN, GERMANY 30 March 1945: As March 30th—Good Friday—dawned, the U.S. 5th Infantry Division and the 3rd Armored Division advanced on the village of Menden in an effort to seal the encirclement of the Ruhr pocket. In front of the village, the 737th Tank Battalion found itself engaged by concentrated small arms and panzerfaust fire. Two large German tanks also opened fire, their bomb-like shells leaving holes in the ground as big as a car. Lt. Zipple's 1002nd SturmMörser Company was well placed atop the low rolling hills leading into Menden. The 737th would need to engage the German armor while the infantry worked their way into the village.

BOARD CONFIGURATION:



BALANCE:

✚ Add 1 PSK to the German OB.

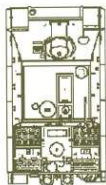
☆ Replace the American 9-1 with an American 9-2.

TURN RECORD CHART

✚ GERMAN Sets Up First [76]	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [169]									



Elements of the 1002nd Sturm Mörser Company and remnants of the Fifth Panzer Army [ELR: 2] set up on board 3 east of hexrow G: {SAN: 4}



2 4-4-7	C 4-3-6	8-1	8-0	7-0	3 7-16	2 5-12	1 3-8	x10 12-4	7 morale	11 380* 3/-	16 *20L (12)
8	4						2		6	2	2

Foxhole
5 1S
OVR, OBA: +4
Other: +2

6



Elements of the 737th Tank Battalion and the 5th Infantry Division [ELR: 4] enter along the west edge: {SAN: 3}



E 6-6-7	1 6-6-6	10-2	9-1	8-1	8-0	3P 7-16	2P	x11 WPO 8-5	1st Lt	12 76L 2/4/4	15 75 2/4/4
5	9						3	3		2	2

SPECIAL RULES:

1. EC are moderate, with no wind at start.
2. The American may designate 2 Shermans as gyro stabilized (D11.1). Americans are elite (C8.2).
3. The Germans may use HIP for one squad equivalent and any SMC/SW that set up with it.
4. Boresighting is NA.

AFTERMATH: As Lt. Harry Haines led Company C's "Easy Eights" into battle against the Sturm Tigers, a furious infantry battle took place amongst the small houses and streets of Menden. The Sturm Tigers fired off a few more rounds at the approaching Shermans, but with their infantry support melting away and with not enough time to load another shell, the German tankers soon abandoned their behemoths and surrendered. Their "Tigers" gone, the German infantry soon followed suit. The Americans were surprised to discover that in the course of encircling the Ruhr they had just defeated another one of Adolf Hitler's wonder weapons.

THE COCONUT PLANTATION

ASL SCENARIO J101

Scenario Design: Murray McCloskey



VICTORY CONDITIONS: The Japanese win if all 10 hexes adjacent to the X6-Y6-Y7 water feature are free of Good Order Australian MMC at game end.

TURN RECORD CHART

AUSTRIAN Sets Up First	1	2	3	4	5	6	7	END
JAPANESE Moves First [227]								

BOUGAINVILLE, 9 June 1945: The Japanese forces holding out on northern Bougainville had established a last line of defense across the Bonis Peninsula. To the north lay Buka Island and its airstrip—a key objective in the Allied push towards Rabaul. A plan was devised to unhinge the Japanese line with a landing on the west coast by a reinforced company from the 31/51st Battalion, a militia unit which was fighting its first campaign largely under the leadership of veteran officers transferred from the regular army. The infantry established a beach head at the Porton coconut plantation, and began aggressively patrolling inland.

BOARD CONFIGURATION:

BALANCE:

- Add one 2-4-7 and one MMG to the Australian OB.
- Add one 3-4-7 and one 3-3-6 to the Japanese OB which sets up on-board.



Elements of A Company (reinforced), 31/51st Battalion [ELR:3] set up on or between hexrows W and FF (see SSR). {SAN: 3}

 1 4 ² -5-7	 2 4-4-7	 1 2-4-7	 9-2	 9-1	 8-0	 1-4-9	 MMG 2 4-12	 LMG 1 2-7	 Radio E Δ 8	 ? 7 morale	 Foxhole 5 OVR, OBA: +4 Other: +2
6	2							6	2	13	6



Elements of 81st Garrison Force, 17th Army [ELR: 3] set up in pillboxes or adjacent shellholes: {SAN: 5}

E 2-3-8	2 1-3-7	C 1-2-6	2-2-8	HMG 8-14	MMG 4-11	LMG 2-6	MTR 50*(1-16)*	1+3+5
2						2		3

Elements of the 82nd Garrison Force enter on or after Turn 1 along the east edge (see SSR 5):

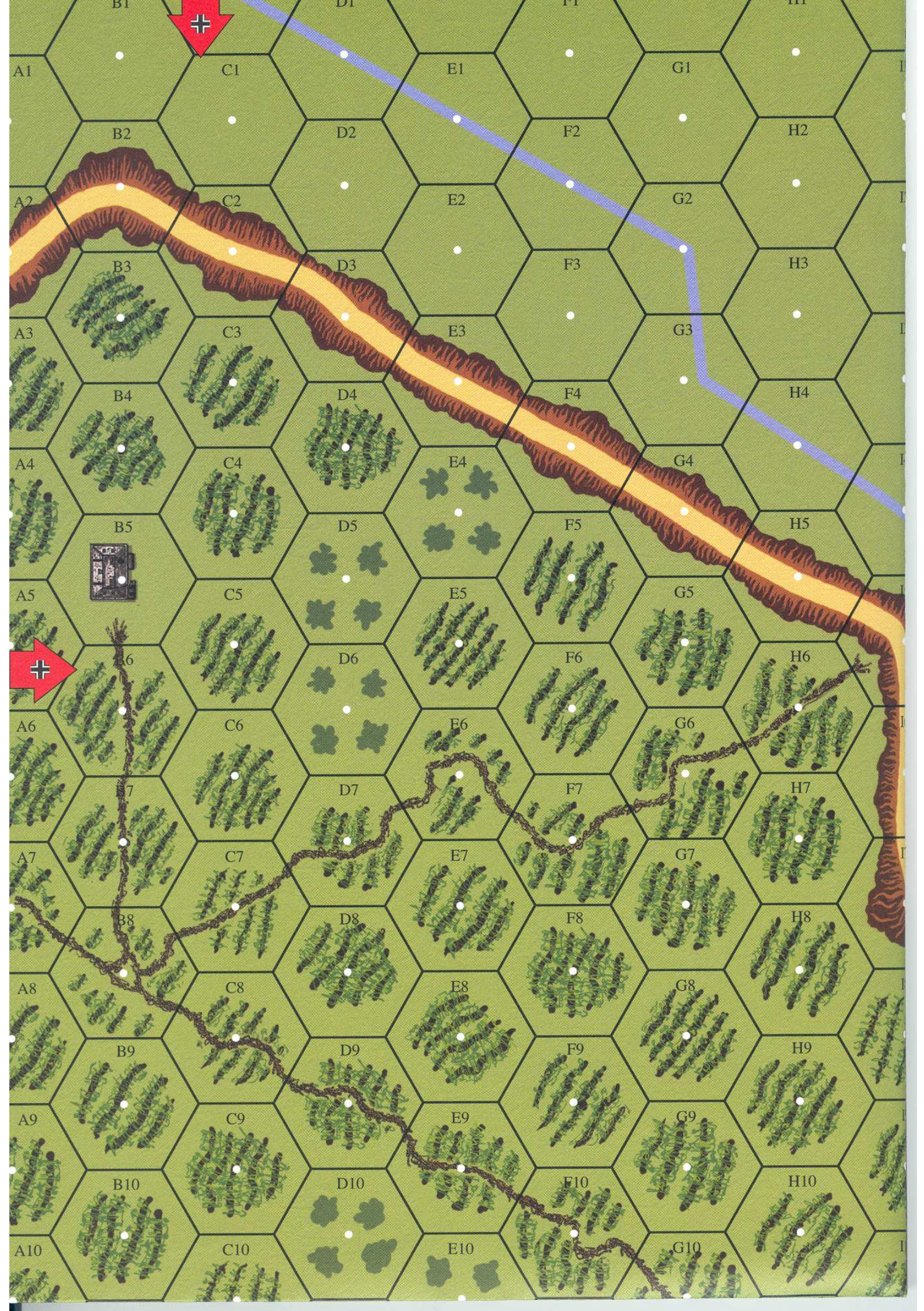
1 4¹-4-7	2 3-4-7	C 3-3-6	9-1	9-0	8-0	8-1	LMG 2-6
6	8	6					

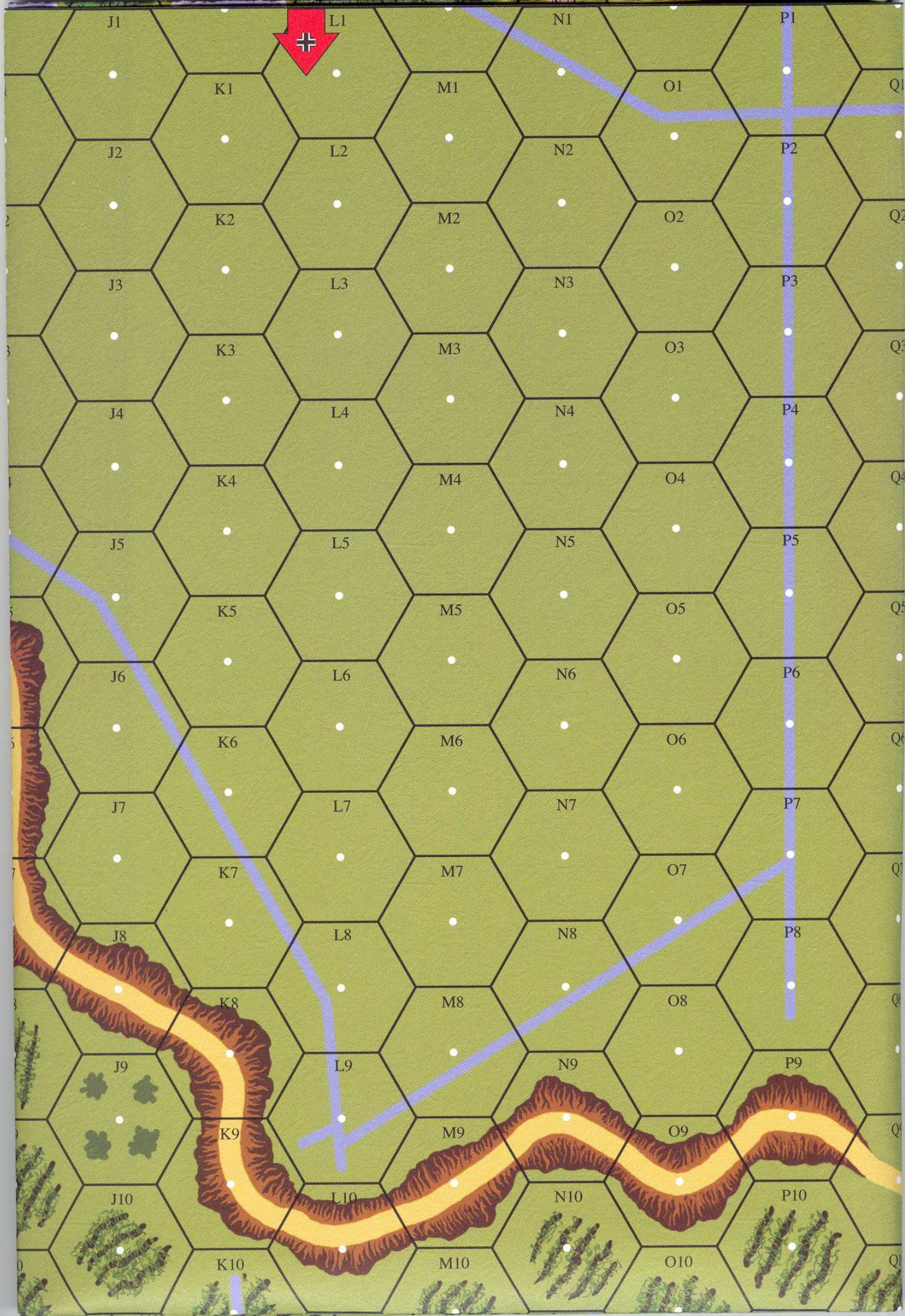
SPECIAL RULES:

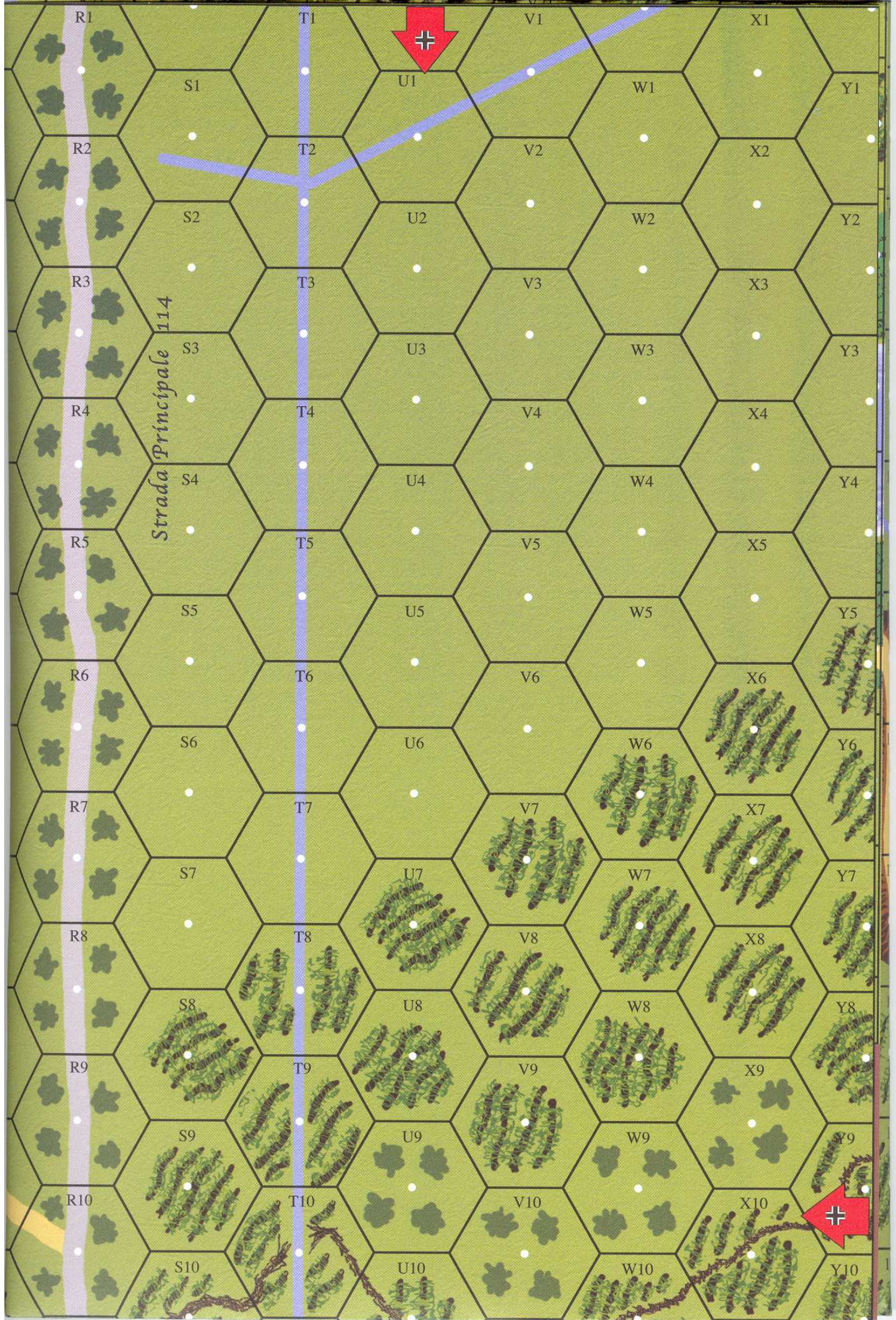
- EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). HIP (A12.3) is NA.
- Place overlays as follows: O1 on EE2; O2 on BB4-CC5; M2 on V3-V4.
- Prior to the Australian set up, the Japanese player must place the three pillboxes in hexrow U, each at least two hexes apart. Tunnels (B8.6) are NA. Make a Random Direction dr for each Pillbox and place a Shellhole (B.2) counter one hex in that direction. Re-roll if that hex contains a water obstacle.
- Foxhole TEM are halved. OB provided foxholes must be spaced at least two hexes apart.
- Prior to Turn 1, divide the Japanese off-board reinforcements into four groups each with an equal number of MMC and leaders. Each Japanese RPh, make one dr for each group and halve it (FRU). If a group rolls ≤ the Turn number it may enter in the upcoming MPH. Otherwise, the group with the lowest roll may enter each turn. More than one group may enter each turn.
- The Australian 1-4-9 SMC may use a radio as if a leader. The Australians receive two modules of 80+mm OBA (HE and Smoke) each with Scarce Ammunition (C1.211) and one pre-registered hex (C1.73).
- Both sides suffer from Ammunition Shortage (A19.131). WP is NA.

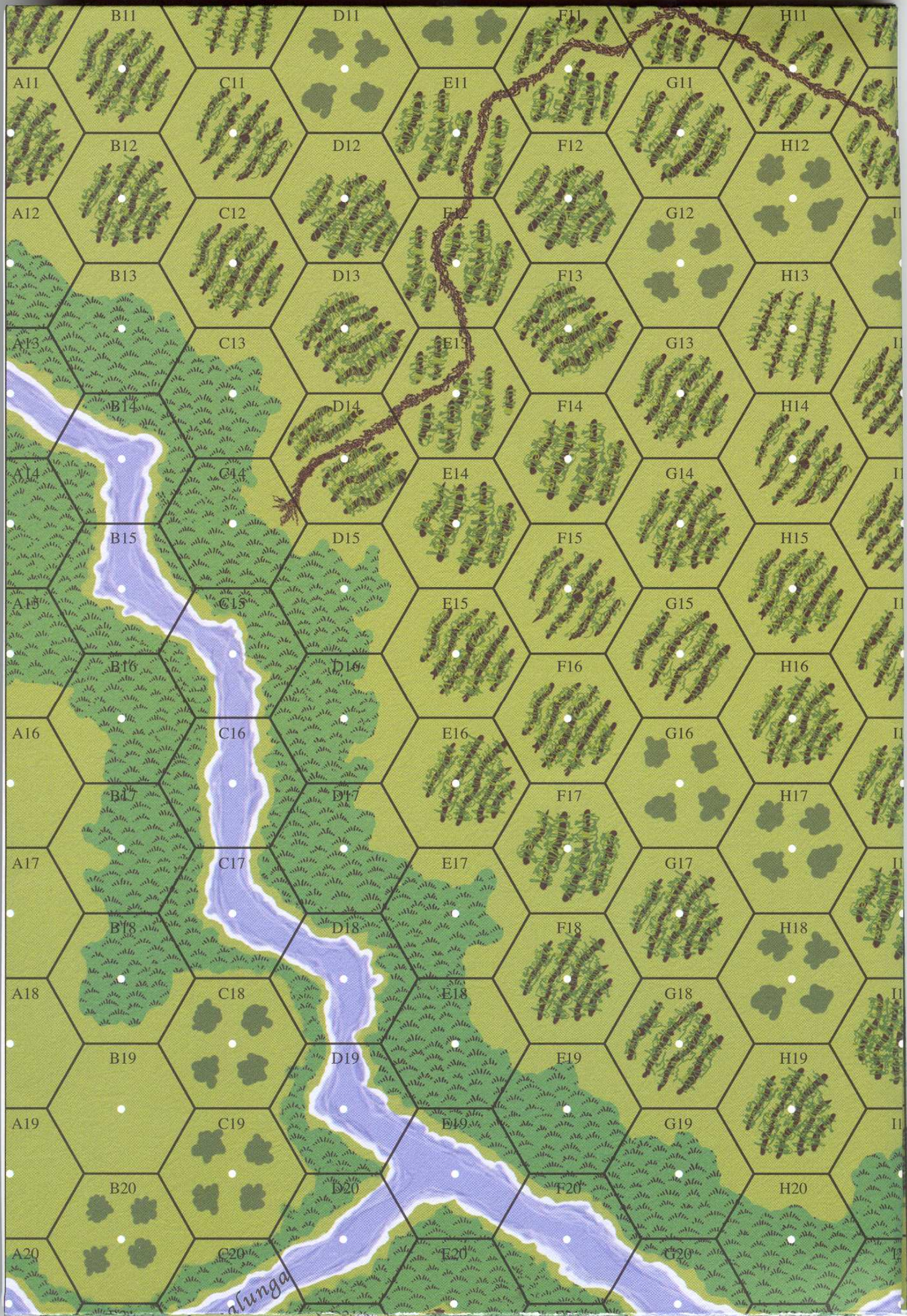
- The Australian 4-4-7s are considered Walking Wounded (RCG19).

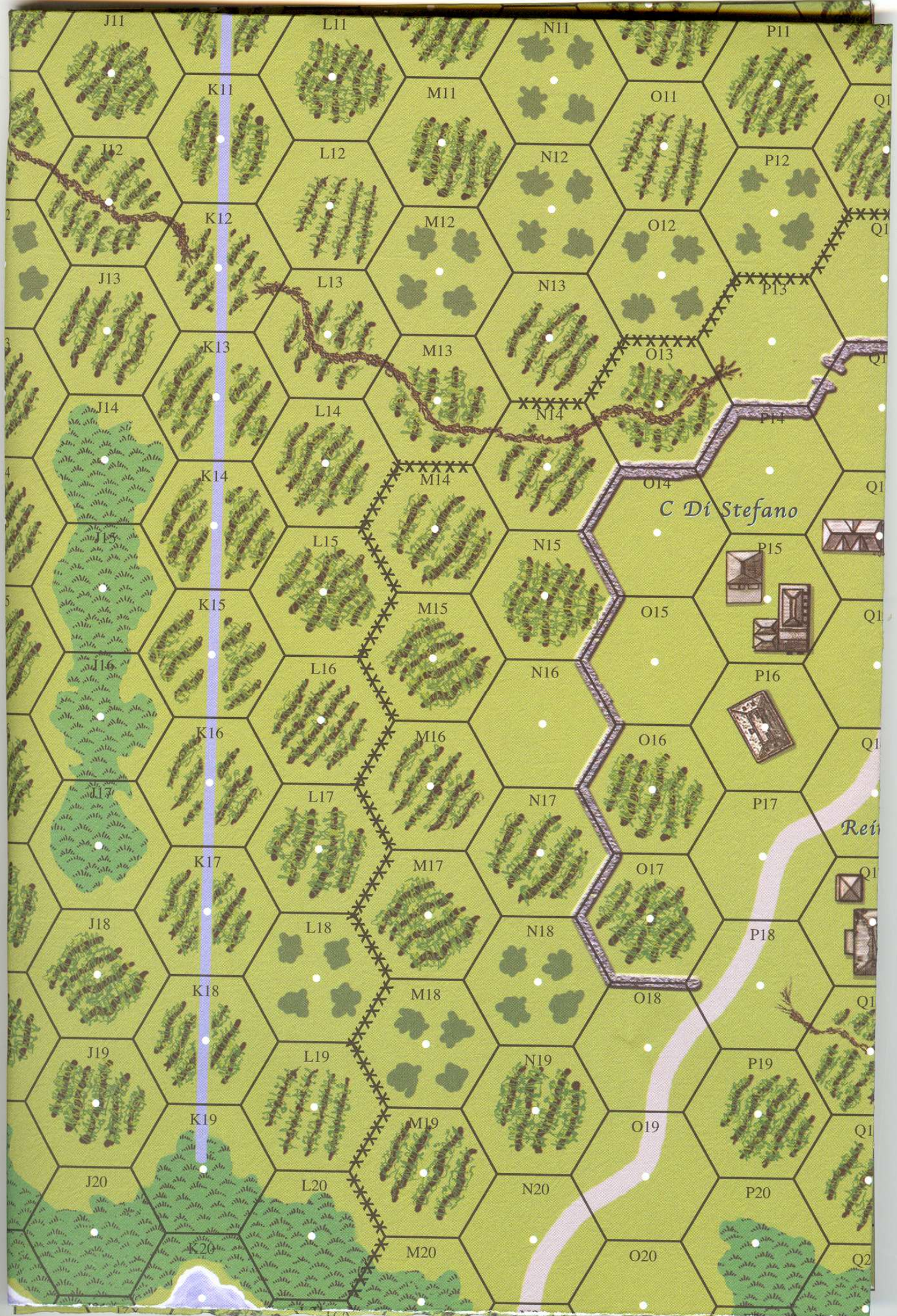
AFTERMATH: The Australians soon located a line of pillboxes and were pinned down. One patrol section infiltrated past the pillboxes but was ambushed and decimated by a large body of Japanese reinforcements in full battle order. The Aussie 'Diggers' found that digging-in was futile as the water table was only a few inches beneath the sandy soil of the plantation. The battle descended into a prolonged firefight, in which Australian casualties mounted due to the lack of adequate cover. To make matters worse, the Diggers' stores barge carrying the ammunition and heavy weapons had hit a coral reef off-shore and was being shot to pieces by previously unseen Japanese positions. The Australians had 100 rounds of rifle ammunition each and a few grenades. A Japanese counter-attack attempted to clear the Aussies from the only source of fresh water for the Japanese for miles. The disjointed Banzai charges turned into a confused melee in which the defenders made each shot count. The situation was salvaged by a series of well-timed artillery strikes on the advancing Japanese which shredded the coconut palms. But with the troops and artillery low on ammo, it was decided to evacuate the beach-head and avert disaster, using a smoke screen and air support from the Royal New Zealand Air Force. The company of Australian militia suffered 70% casualties including the death of its company commander. At its next roll call the company could only muster one officer and a handful of soldiers.

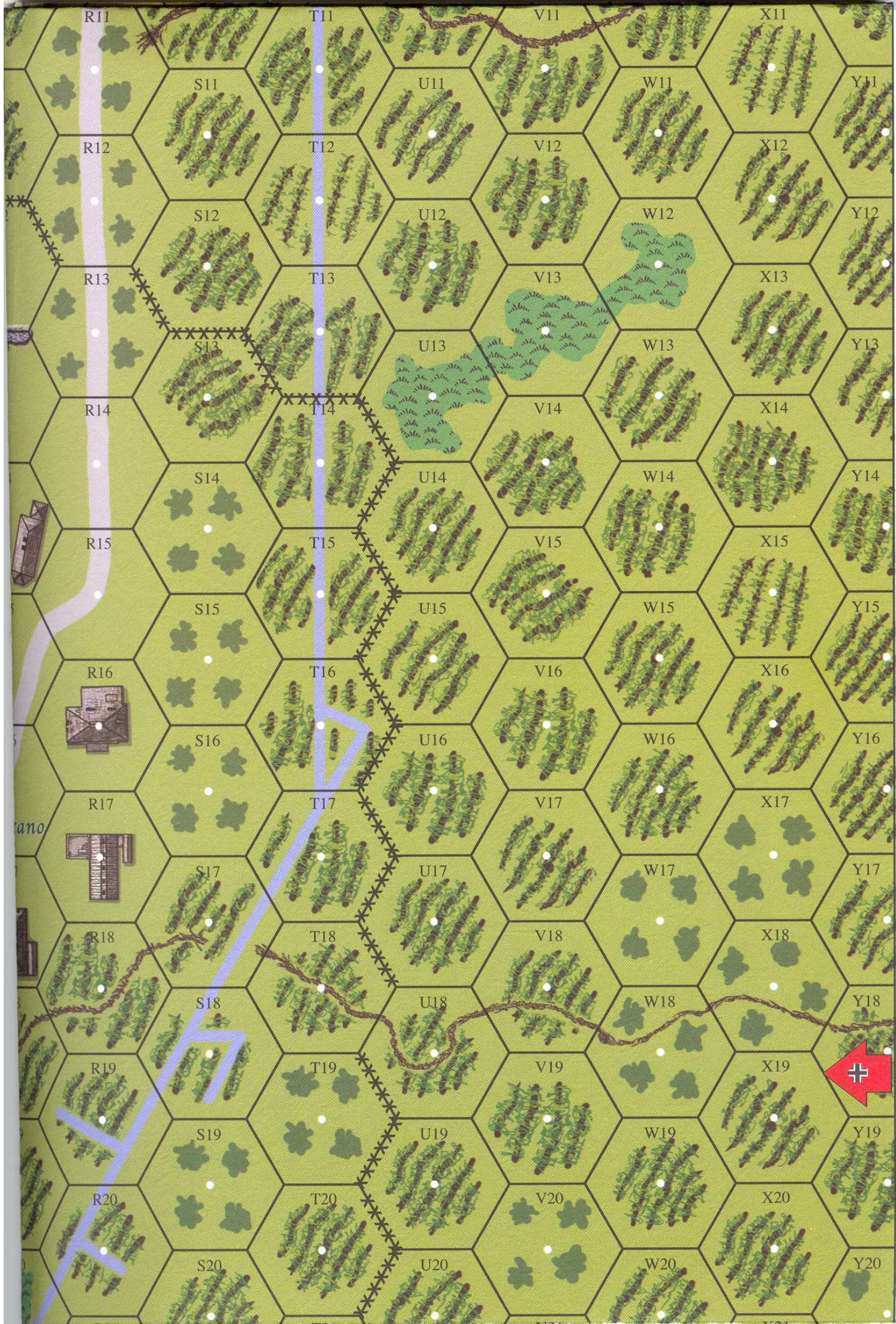


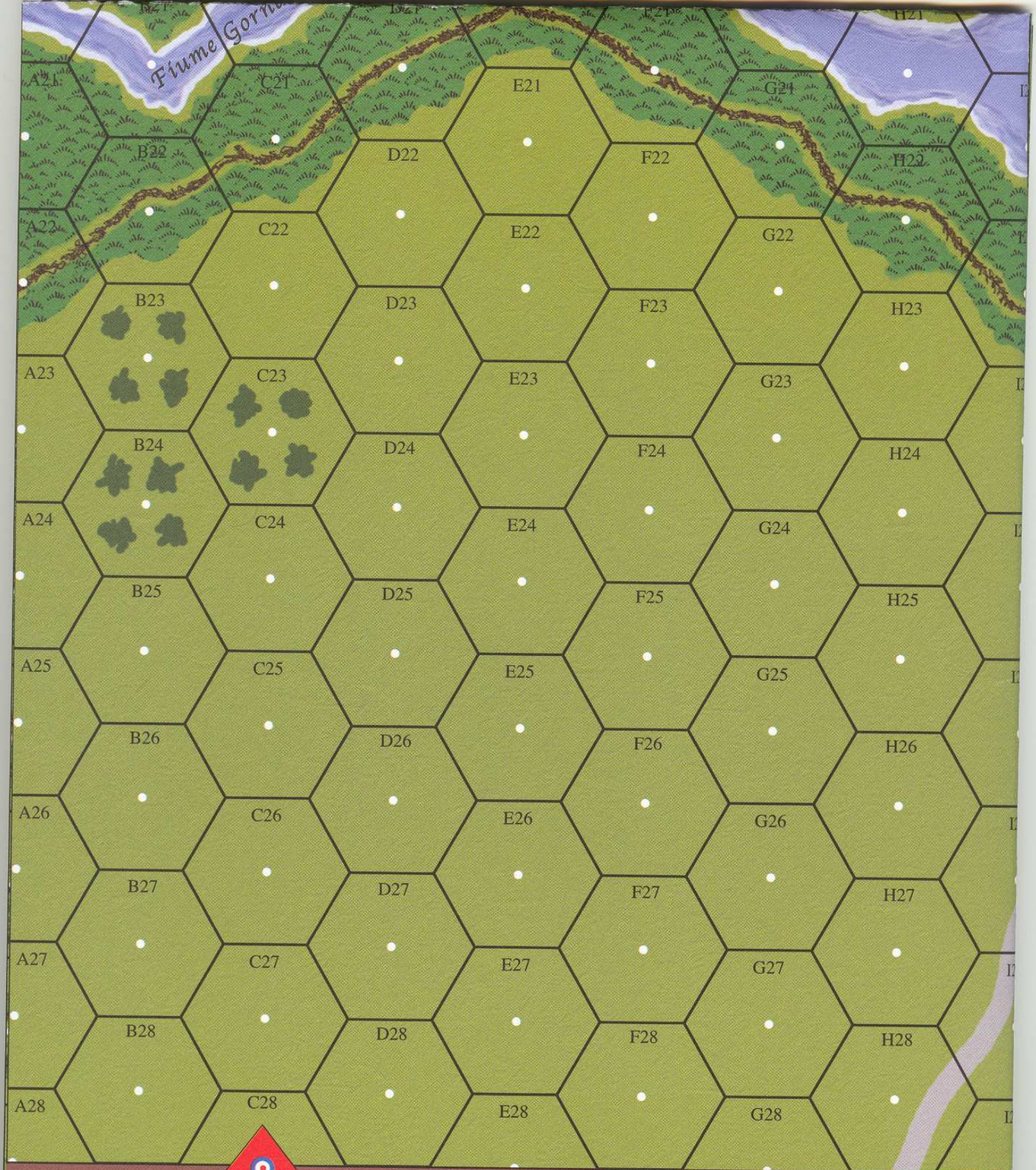








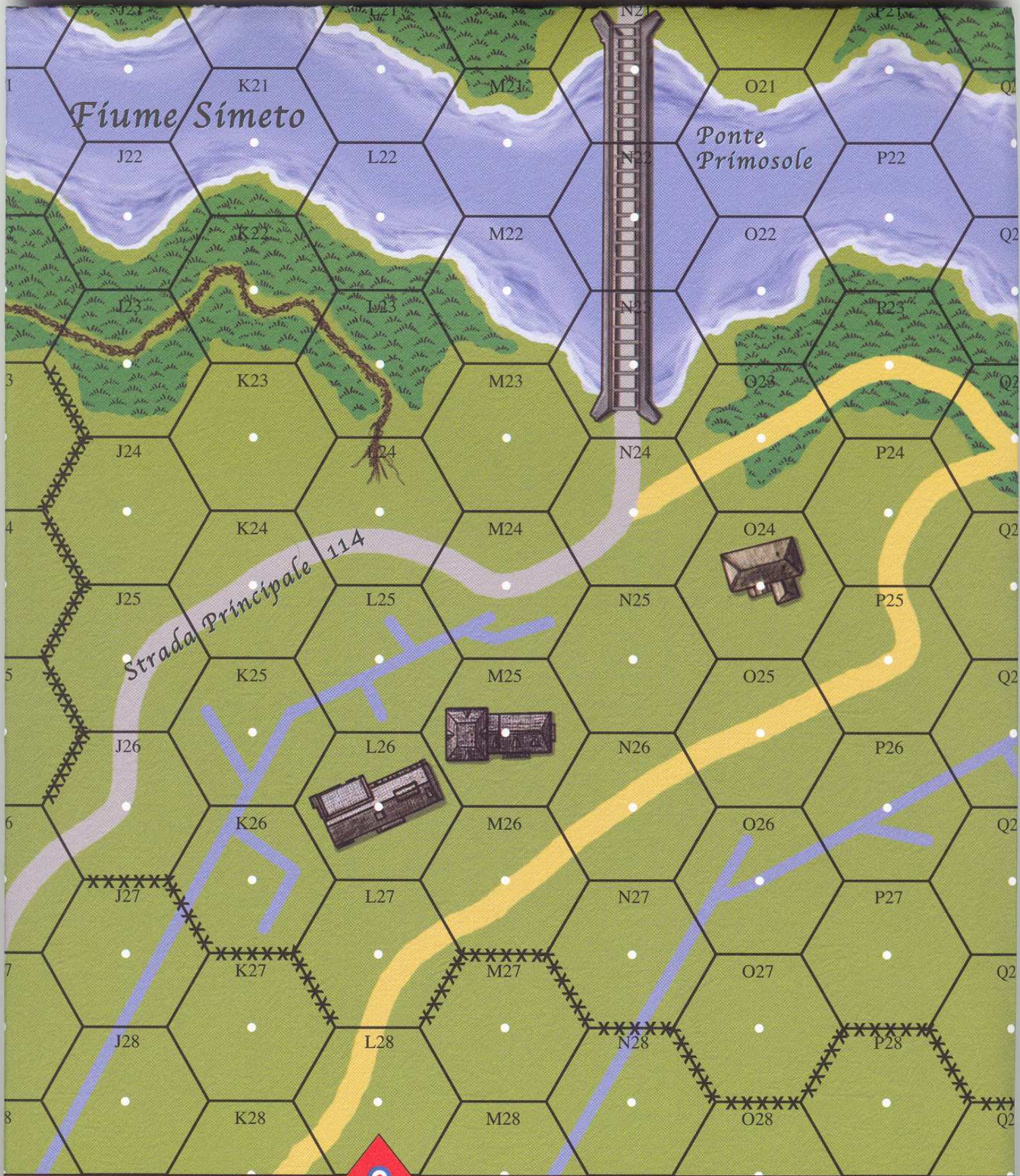




CG SCENARIO TURN RECORD CHART

1	2	3	4	5 ^①	6
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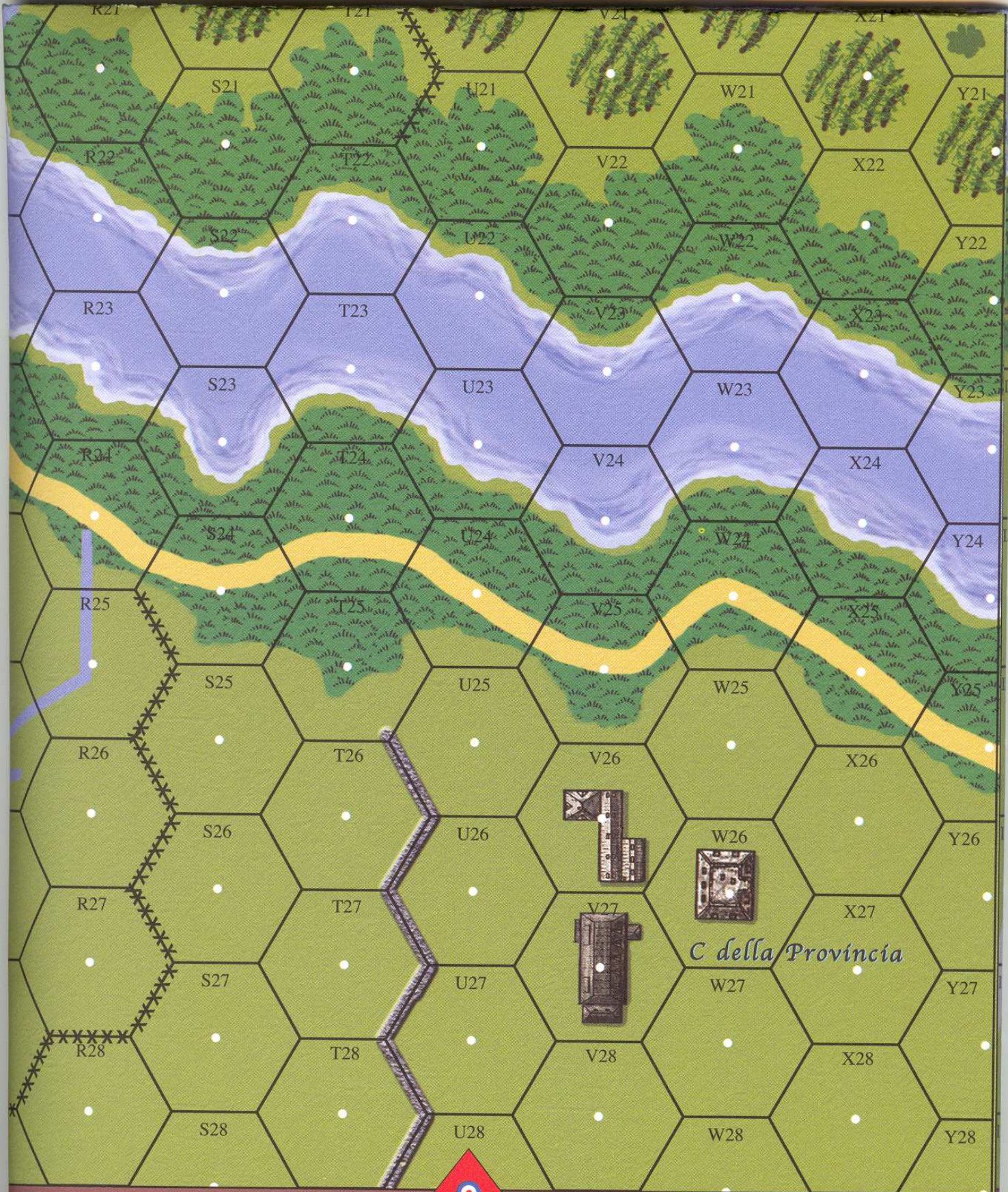
+2 drm if July 13 Night CG Scenario



ART

3	5	6	9	END
7	8	9		

The



e Primosole Bridge



Z

Earlier pages in Chapter Z are found in other official MMP products and are not required to play this CG or any of its accompanying scenarios.

PBr 13.1

Z. PRIMOSOLE BRIDGE CAMPAIGN GAME

PRIMOSOLE BRIDGE SCENARIO SPECIAL RULES

PBr1 EC & WIND: EC are moderate and there is a mild breeze from the southeast [EXC: no wind at night]. For the 16th AM CG Date there is a Mist LV hindrance of +1 at ranges ≤ 6 hexes and increased by +1 for each multiple of six hexes (or fraction thereof) beyond. At night the initial NVR is 3 with Scattered Clouds and a Half Moon. Kindling Attempts are NA.

PBr2 OFF-MAP TERRAIN & ROADS: Any road exiting a map edge of the PBr map is considered for the purposes of A2.51 to extend beyond that map edge either along the same lettered hexrow (if north or south), or in hexes of the same coordinate (if east or west), as that edge hex (depending on the configuration of the map's hex grid). The off-map road is considered to be the same (un)paved type as the on-map road hex it connects to. All on-map terrain that is not in play in a given scenario remains in effect for "off board" movement/entry purposes during that scenario.

PBr3 FRIENDLY BOARD EDGE(S): The south map edge is the friendly British board edge. The north map edge is the friendly Axis Board edge.



PBr4 BURNT-OUT WRECKS: A burnt out wreck cannot be scrounged, set ablaze or removed from play as per D10.4. A burnt out wreck is a LOS Hindrance exactly like a normal wreck.

PBr5 ELR: Each nationality uses the ELR assigned by the following chart for each type of unit in its OB. In the event of a Massacre, all effects of A20.3-.4 are applicable for the remainder of the CG or scenario. These ELR are not reduced at night. Half-squads have the same ELR as their corresponding squad.

NATIONALITY	UNIT TYPE	ELR
GERMAN	4-3-6, 4-4-7	3
	4-6-7, 4-6-8	4
	5-4-8, Leaders	5
ITALIAN	All	0
BRITISH	4-3-6, 4-4-7	3
	4-5-7, 4-5-8, & non-Airborne Leaders	4
	6-4-8 & Airborne Leaders	5



PBr6 BRITISH AIRBORNE INFANTRY: All British Infantry units in a scenario with any 6-4-8 are Airborne Infantry. All British Airborne Infantry units may roll for ATMM (C13.7); placement of one, however, adds only a -2 DRM to CC resolution.

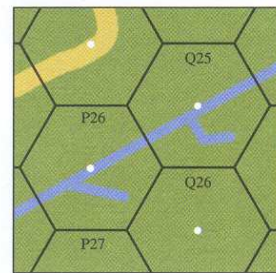
PBr7 BORE SIGHTING: Bore Sighting is NA [EXC: Eligible SW MG may Bore Sight at night].

PBr8 ELITE UNITS: All Good Order Elite German and British Infantry are Stealthy. British Airborne units and Germans are Elite for special ammunition depletion (C8.2).

PBr9 PRISONERS: No Good Order unit of either side may refuse Surrender (A20.21) of an enemy unit, nor conduct Masacre (20.4).

PBr10 ARMORED ASSAULT¹: In order for a combined British AFV/Infantry stack to use armored assault to enter a Vineyard or Olive Grove hex, the AFV must pass a TC (Morale 9 if CE, Morale 7 if BU). Failure of this TC leaves the stack where it is having spent 1 MF for the Infantry and 2 MP for the AFV. The stack may try again as many times as MF/MP permit.

PBr11 BRITISH RADIO CONTACT²: All British initial radio contact and maintenance values are reduced by 1.



PBr12 IRRIGATION DITCH

PBr12.1 Irrigation Ditches represent narrow, shallow, water-filled channels. Any hex containing one or more solid blue lines is an Irrigation Ditch hex. Hexes P26 and Q25 are examples of Irrigation Ditches. Irrigation Ditches are *not* Water Obstacles.

PBr12.2 Irrigation Ditches are neither an obstacle nor a Hindrance to LOS.

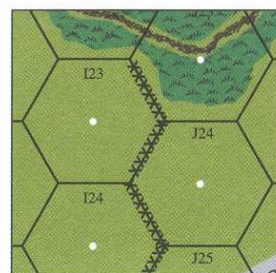
PBr12.3 TEM: An Irrigation Ditch has a conditional TEM of +1, which is never cumulative with any other possible TEM. Only Infantry may utilize this conditional TEM [EXC: Infantry manning/Manhandling Guns never receive the protective TEM benefits of an Irrigation Ditch].

PBr12.4 MOVEMENT: Infantry may enter an Irrigation Ditch hex at the COT of the other terrain in the hex, or it may expend that COT and one additional MF. If it only expends the COT of the other terrain to enter an Irrigation Ditch hex, it may (barring other terrain in the hex) be subject to FFMO (or Interdiction in the RtPh) in that hex during that MPh until Pinned. If an Infantry unit either starts the phase already in an Irrigation Ditch hex or it expends the additional 1 MF when entering the hex, it is considered to be taking cover in an Irrigation Ditch and may claim the conditional +1 TEM (thereby avoiding any FFMO penalties).

PBr12.41 Guns may be Manhandled into an Irrigation Ditch hex across a non-road hexside at a cost of 2 MF plus COT.

PBr12.42 Wheeled vehicles may not enter/exit an Irrigation Ditch hex across a non-road hexside. Tracked vehicles may enter an Irrigation Ditch hex across a non-road hexside by expending 2 MP plus the COT of the other terrain in the hex, and making a Bog Check; they must also make a Bog Check if changing VCA while not in a road hex. Additionally, a tracked vehicle that exits an Irrigation Ditch across a non-road hexside must pay 2 MP and make a Bog Check in the hex being exited [EXC: if the vehicle already expended those MP, and made the Bog Check, for entering the hex or if it sets up in that hex].

PBr12.5 Entrenchments cannot be placed in an Irrigation Ditch hex.



PBr13 BARBED-WIRE FENCES

PBr13.1 A barbed-wire fence is depicted by a series of small black Xs overlaying a hexside (EX: I23-J24). Barbed-wire is neither an obstacle nor a Hindrance, provides no TEM, does not negate the FFMO/FFNAM DRM, and cannot be Cleared or eliminated in any way.



PBr 13.2

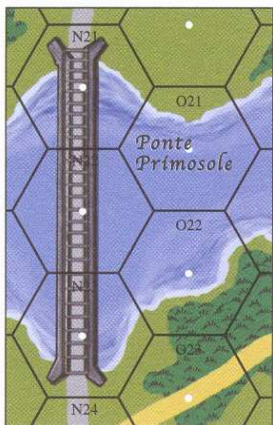
PBr13.2 MF COST: Infantry must pay one MF + COT to cross a barbed-wire-fence hexside, unless using Armored Assault or moving within a trench (in which case only the COT applies). No currently-CX Infantry may cross a barbed-wire-fence hexside. All barbed-wire-fence hexside MF costs are doubled at night. A Straying unit required, but unable, to cross a barbed-wire-fence hexside becomes TI instead.

PBr13.21 TEMPORARY BREACH: A non-Straying, Good Order Infantry MMC neither beneath an Entrenchment/Pillbox nor above a Wire counter may create a temporary breach in one barbed-wire-fence hexside of its hex by expending two MF in its MPH while at ground level in (but not IN) that hex. Place the top edge of the MMC counter over the selected barbed-wire-fence hexside and mark the unit TI. For as long as that MMC remains TI, unpinned, and in Good Order, it is considered to be using Hazardous Movement but that hexside's barbed-wire cost for Infantry [EXC: if broken, berserk, Manhandling, or part of a Human Wave] becomes $\frac{1}{2}$ MF. (A vehicle crossing that hexside would still be subject to Bog as per 13.3, but would not affect that hexside's temporarily-breached status.) Creating a temporary breach in barbed-wire is a concealment-loss activity (A12.141).

PBr13.3 MP COST & BOG: Barbed wire has no effect on MP costs. Each vehicle that enters a new hex by crossing a barbed-wire-fence hexside must undergo a Bog DR, in addition to any other Bog Check required for entry of the Location. If it Bogs, it is left in the hex it was attempting to enter. (If it Bogs twice, due to both crossing a barbed wire-fence hexside and other terrain in the hex, mark it with a Mired-not a Bog-counter.) The only DRM that can apply to a barbed-wire Bog Check are:

- +1 Vehicle is not fully-tracked;
- +2 Vehicle has Truck-type MP expenditure.

PBr13.4 BYPASS: The barbed-wire-fence artwork (i.e., the small black Xs) along such a hexside has no effect on a unit's normal ability (if any) to Bypass along that hexside.



PBr14 RIVER³

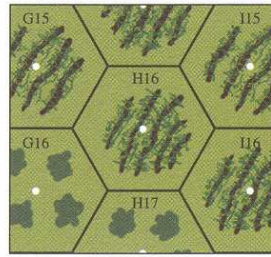
PBr14.1 All waterways on the PBr map are fordable rivers (B21.12, B21.41-.43) with a slow current flowing east, but with the following difference: entry of a river hex costs 5 MF and may be done in the APH.

PBr14.2 A unit entering a river hex with ≥ 3 river hexsides must take a TC. Failure of this TC results in Unit Replacement or Disruption per A19.12-.13 (or Casualty Reduction for heroic or unarmed units).

PBr14.3 Primosole Bridge (N21-N23) may never be destroyed.

Z

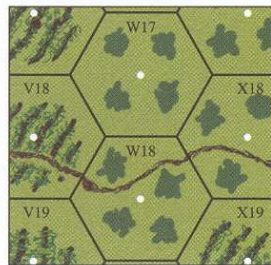
PBr15 VINEYARDS



PBr15.1 Vineyards represent plantings of low growing viney crops such as grapes. Any hex containing parallel brown squiggly lines outlined in dark green on a light green background is a Vineyard hex. Hex H16 is an example of a Vineyard.

PBr15.2 A vineyard hex is treated as brush (including having some paths; B13.6) except as stated otherwise. A vineyard hex is Inherent Terrain (B.6) and a Bog hex, but is not Burnable Terrain (B25.1). Ambush may occur regardless of the presence of concealed units. A 5/8" Parachute landing in a vineyard must immediately take a NMC as per E9.42.

PBr15.3 Entrenched units treat vineyard hexes as half-level obstacles⁴.



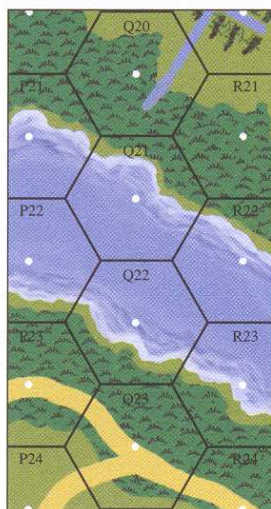
PBr16 OLIVE GROVES

PBr16.1 All orchard hexes are olive grove hexes instead. All orchard rules apply except as stated otherwise. An olive grove has a +1 TEM, its MF/MP costs are double those of an orchard, it is never out of season, and it is not Burnable Terrain (B25.1); vehicles may gain WA (B9.32) in an olive grove hex. Ambush may occur regardless of the presence of concealed units. A 5/8" Parachute landing in an olive grove must immediately take a NMC as per E9.42.

PBr16.2 An olive grove hex crossed by a thin brown line (e.g., W18) contains a path that allows entry of that hex through the path hexside at a cost of one MF instead of two MF

PBr17 COMBINATION TERRAIN

PBr17.1 TERRAIN COMBINATIONS: Some hexes on the PBr map contain combinations of two terrain types that are not normally found in the same hex. For these combinations, all rules for both individual terrain types apply normally. The existing rules for these situations are further clarified below.



PBr17.2 RIVER-BRUSH: Hex Q21 is an example of a river-brush hex. A river-brush hex is treated as a normal level -1 river hex (see B21.1) [EXC: the brush depiction is treated as being at level zero for Hindrance (only) purposes].

PBr17.3 BRUSH-ROAD: Hex Q23 is an example of a brush-road hex. Footnote R on the Chapter B Terrain Chart applies to all entrance costs, and A4.132 applies unchanged.

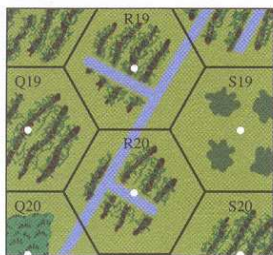
PBr17.4 IRRIGATION-DITCH BRUSH: Hex Q20 is an example of an irrigation-ditch-brush hex. Infantry that enters an irrigation-ditch-brush hex and wishes to claim the

conditional TEM must expend 3 MF.



Z

3.2



PBr17.5 IRRIGATION-DITCH VINEYARD: Hex R19 is an example of an irrigation-ditch-vineyard hex. Infantry that enters an irrigation-ditch-vineyard hex and wishes to claim the conditional TEM must expend 3 MF. Vehicles entering an irrigation-ditch-vineyard hex only take 1 bog check as per the irrigation-ditch rules; however, this bog check is sub-

ject to a +3 DR modifier in addition to any other modifiers which may apply.



PBr18 PILLBOXES: Each pillbox has a 360° CA; i.e., it has no NCA and no designated CA (thus allowing its occupants to fire out in any direction—except into its own hex). Its TEM vs Indirect Fire is +7, and vs other types of fire is +5. Its occupants can be Encircled. No Gun may occupy a pillbox. Field of Fire (A9.21) applies. All other pillbox rules apply unchanged.



PBr19 TRENCHES: All trenches are considered to “connect” (as per B30.8) to all ADJACENT sunken road locations. Infantry entering such a sunken road Location need not pay an extra MF to leave the trench in that location. Infantry leaving such a sunken road Location need not pay an extra MF to enter a “connecting” trench if the Infantry and Trench Counter belong to the same sides OB and/or the unit’s side Controls the Trench Location.

3.0 PRIMOSOLE BRIDGE CAMPAIGN GAMES

3.1 INTRODUCTION: The Primosole Bridge (PBr) Campaign Game offers two or more players a series of interrelated scenarios dealing with the fighting that occurred near the Primosole Bridge on the island of Sicily in July of 1943. Using this system a variable number of scenarios are played, each simulating a portion of the actual battle.

3.11 BETWEEN SCENARIOS: Between each of the scenarios, players make use of a special CG phase called the Refit Phase (RePh) wherein each side takes stock of what has happened and prepares for further combat in the next scenario. The British and Axis players may purchase RG using Campaign Purchase Points (CPP).

3.12 CASUALTIES: Casualties suffered in a CG scenario, as well as those suffered in the ensuing RePh through CG-Scenario End (defined in 3.2), should be tallied since amassed Casualty VP (A26.2) totals are used to determine CG Scenario Loss Points (3.6162).

3.13 CG ROSTER AND RG PURCHASE RECORD: The enclosed printed copies of the PBr “CG Roster” and “RG Purchase Record” should be photocopied and used by players to record important CG information.

3.2 DEFINITIONS:

Barbed-Wire-Fence Compound: The area north of the river bounded by the barbed-wire fences from M20-M14-Q12-T14-T21 and the area south of the river bounded by the barbed wire fences from J23-J26-L27-M26-O27-P27-Q27-R27-R24.

CG: Campaign Game.

CG Date: Each CG Date consists of the calendar date plus an AM, PM, or Night reference (e.g., “15 AM”). One CG scenario may be played per CG Date—hence up to three CG scenarios may

be played per calendar day: one in the morning (AM), one in the afternoon/early-evening (PM), and one at night (N).

CG End: The CG-Scenario End (see definition below) that occurs after the last CG Date of a CG, if one side concedes CG victory, or if one side meets its CG Victory Conditions.

CG Roster: The sheet used to record information for each CG Date. During the RePh, one line is filled out for each CG Date. Players are urged to photocopy the one provided herein.

CG-Scenario End: Occurs when both the CG scenario being played and the ensuing RePh step 3.603 have been completed.

Coy Cmd (Company Command): A CG RG organization type.

Coy (Company): A CG RG organization type.

CPP (Campaign Purchase Points): Used for purchasing RG in RePh step 3.617.

Depleted: A RG received at < Full Strength (see definition below).

Eligible: The status of an Entry Area enabling its use by a side for entry (and numerous other) purposes; see SSR CG4 (3.4).

Eliminated: Units/Equipment/Fortifications/RG “Eliminated” in a CG are removed from that side’s OB (i.e., are not Retained). A vehicle/(Burnt-Out) wreck that is Eliminated while on-map is removed from the map.

Enterable: A hex/Location that the unit in question could enter (disregarding its occupation by a Fortification/enemy-unit) during a hypothetical MPh/APh. If defined in relation to a Setup/Entry Area (or to a “path” of hexes drawn to/from/between such), the hex Location must be Enterable along that path. A terrain-Blaze hex is not Enterable.

Entry Area: Each map-edge hex that contains a large arrow with a red background color, plus each edge-hex within four hexes of that hex. The Nationality symbol(s) in the arrow indicate(s) if the Entry Area is British/Axis. See SSR CG4 (3.4).

Equipment: Any SW/Gun/Vehicle that can be part of a side’s OB. Any counter that can be Portaged, driven, and/or Manhandled about on the map.

Escape: The RePh process by which a unit attempts to exit an Isolated Location, No Man’s Land, an enemy Setup Area, or Uncontrolled Territory that it cannot remain in, to a friendly Setup Area or Eligible Entry Area; 3.606.

FPP (Fortification Purchase Points): Used to purchase Fortifications in RePh step 3.619.

Front-Line Hex: A Setup-Area hex that shares ≥ one hexside with ≥ one hex of an enemy Setup-Area/No-Man’s-land/Uncontrolled-Territory hex.

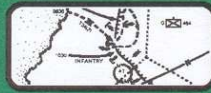
Full Strength: A RG received *in toto*.

Holding Area: The off-map portion of an Entry Area (see 3.2). It is used for holding all units/Equipment that are Retained in (including those that Shift/Escape/Exit to), as well as those that will enter play as reinforcements via, that Entry Area.

Idle Date: A CG Date in which both sides have picked an Idle chit (meaning that no scenario is played); 3.6212.

Initial Scenario: The first scenario of a CG. A CG’s Initial Scenario gives each side’s setup/entry restrictions, starting OB (possibly including predetermined RG, units, and a pool of CPP/FPP to spend on additional RG/fortifications), and SSR applicable only to that Initial Scenario.

Isolated: A unit/Weapon in a friendly Setup-Area Location from which it cannot trace a path of contiguous, Enterable, Uncontrolled-Territory/friendly-Setup-Area Locations to a friendly Entry Area. See 3.6052, 3.6056, and 3.6221.



3.2

No-Man's Land: A non-Strategic Location within two hexes of both friendly- and enemy-Controlled Strategic Locations; 3.6051.

OB (Order of Battle): All units, Equipment, Fortifications, and RG of a side eligible to participate in the next CG scenario.

Objective Hex: Each initial-OB-given or purchased Coy size RG allows the owning side to secretly designate an Objective Hex prior to all setup. An Objective Hex remains a *potential strategic* Location even if not revealed on the CG Date it was designated. As soon as (but never before) such an Objective Hex is controlled (as per A26.11-.12; even if during setup) by *Infantry* of the *designating* side, its identity must immediately be revealed to the opponent and it becomes a permanent Strategic Location. Once revealed, use a Control marker of the controlling side to mark the hex. Any non-river hex that contains a terrain feature (EX: road, vineyard, olive grove, etc.) may be designated as an objective hex.

PBr: Of, or pertaining to, the *Primosole Bridge* Historical ASL Module.

Pltn (Platoon): A CG RG organization type.

RePh (Refit Phase): The series of steps performed after each CG scenario. All Chapter Z rules beginning with 3.6 are PBr CG RePh rules/steps.

Reserve: Axis "I" and "G" type RG may be purchased in reserve by spending 20% less than the CPP cost printed in the Axis purchase chart. If purchased at this cost this RG must be set up in Reserve status (SSR CG6; 3.4) or held off map on the CG Date of purchase.

Retained: All units, Equipment, and RG in a side's OB that are available for setup/entry in the next CG scenario; i.e., all Initial-Scenario OB-given/purchased units/Equipment (or all units/Equipment remaining available from the previous scenario of the CG), all RG purchased, and all reinforcements received since the previous (if any) scenario of the CG. In PBr, such a unit/Equipment is required either to be set up in the Setup Area it was Retained in [EXC: *Shift*] (3.613) or to enter at an Eligible Entry Area if Retained off-map; e.g., a unit ending a CG scenario in a friendly Setup Area must begin the next CG scenario in that same Setup Area.

RG (Reinforcement Group): Usually a number of units/Equipment purchased, as a group, for use in the CG as additions to a side's OB. Also includes FPP.

RG Purchase Record: The sheet used to record the units-in/information-for each CG RG type (see 3.6179). One line is filled out for each RG purchased. Players are urged to photocopy the one provided herein.

Setup Area: Each Strategic Location Controlled by a side, plus each *non-Strategic* Location within two hexes of such a Strategic Location but not within two hexes of an *enemy-Controlled* Strategic Location (i.e., not a No-Man's-Land hex; 3.6051). Each such *non-Strategic-Location* hex must also be Enterable by *Infantry* from $\geq$ one Strategic Location of that Setup Area [EXC: *Non-bridged river hexes are never part of a setup area and are not considered enterable for the purposes of setup area determination*]. Friendly Setup Areas that touch/overlap are treated as a single Setup Area, provided that $\geq$ one of the touching/overlapping hexes is Enterable by *Infantry* from the other Setup Area. For an Initial Scenario, see also 3.5. See also 3.6179.

Shift: The RePh process by which a Retained unit attempts to exit its current Setup/Entry Area to another friendly Setup Area or Eligible Entry Area; see 3.613.

Strategic Location: Each building/rubble/bridge/British Controlled Axis Entry Hex/Objective Hex/Pillbox/entrenchment and each Location occupied by a non-Abandoned Immobile vehicle

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with functioning MA, by an unhooked non-malfunctioned Gun, and/or by a glider is a Strategic Location.

Strength: Each "I", "V", or "G" type RG is received at Full or Depleted Strength; see 3.6181.

Troop: A CG RG organization type.

Uncontrolled Territory: All non-No-Man's-Land hexes that are part of *no* Setup Area; i.e., are > 2 hexes from all Controlled Strategic-Location hexes.

Weapon: Any SW/Gun/Vehicular-armament which uses the IFT/TH tables to cause damage to the opponent.

3.3 THE CG SCENARIOS: The parameters of the CG Scenarios are given in 3.5-.53. The CG continues until the CG End (3.2). Each side's initial Setup Area(s) for a non-Initial CG scenario is determined by the Strategic Locations Controlled by both sides at the previous CG-Scenario End.

3.31 CG BALANCE PROVISIONS: Should each player wish to play the same side in CGI or II (A26.5), the following Balance is used throughout each CG:

☒ ☒ The Axis receives an additional attack chit and may declare Fanaticism for a second CG Date (CG SSR 16).

☉ The British receive an additional attack chit.

Should each player wish to play the same side in CGIII (A26.5), the following Balance is used throughout the CG:

☒ ☒ The Axis may declare Fanaticism on one CG Date (CG SSR 16).

☉ Depletion is NA for all British RGs, and add two 6-4-8 squads to the British reinforcements entering at an eligible entry area on or after Turn 1.

3.4 PRIMOSOLE BRIDGE SPECIAL RULES: The following CG SSR apply only in the PBr CG scenarios and RePh:

CG1. MAP: Each CG Scenario uses the entire PBr map.

CG2. PBr SSR: All PBr SSR are in effect except as amended below.

CG3. CG NIGHT SCENARIOS: The side(s) selecting the Attack chit in a night Assault scenario (3.6213) is considered the Scenario Attacker (El.4; *despite* usually having units available to set up on-map); a side selecting the Idle chit is the Scenario Defender (El.2). The Scenario Defender in a CG night Assault (3.6213) scenario has *automatic* Freedom of Movement (following any enemy attack besides a successful Ambush; El.21) for his *two* best non-Reserve leaders. The Scenario Attacker may use normal Cloaking (El.4-.43) for his *Infantry*, even if they set up on-map. (Axis Cloaking counters must be a different color than those used for any Reserves [SSR CG6; 3.4].) Cloaking-counter HIP is NA. On map Cloaked SW need not be dm. Scenario Defender reinforcements Retained off map may enter at an Eligible Entry Area only following a RPH reinforcement dr of $<$ the current Game Turn number, or automatically once any Scenario Defender unit has been attacked by other than OBA/Sniper or has seen a Known enemy unit. A reinforcing AFV with a radio releases other friendly AFV with radio as per El.21.

NVR
6 cdr



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Mobile British Tanks are not available during Night Scenarios⁵. Any non-Isolated Tanks from the previous CG scenario as well as any newly purchased Tanks are retained for use in the next non-night CG scenario. During a Night Scenario, a non-Immobilized, abandoned British Tank that is re-crewed is immediately Recalled. During AM scenarios, British Tanks may not set up on board. They enter on or after Turn 1.

CG4. ENTRY AREAS: A large red arrow denotes the center hex of each nine hex wide Entry Area. If it is a British Entry Area, the arrow contains a British roundel. If it is an Axis Entry Area, the arrow contains a cross. The Axis Entry Areas on the East map edge may only be used on or after the July 14th PM CG Date. The Axis may never set up units in a British Entry Hex and the British Entry Areas are always eligible for British Unit Entry. The Axis entry hexes are only eligible so long as the British player did not Control (A26.11-.13) the entry hexes at the end of a CG Scenario. Once a Axis entry hex is controlled by the British at the end of a CG scenario this hex ceases to be part of an eligible entry area [EXC: All Axis Entry hexes remain eligible regardless of control up to and including the 15th AM CG Date].

CG5. RG SETUP/ENTRY: Each RG/unit listed in an Initial Scenario's OB is available for on-map-setup/entry as specified below. If set up on-map, units/Equipment of a RG must be set up in the friendly Setup Area they are Retained in (or as defined by Initial Scenario setup restrictions). All other units/Equipment enter on/after turn 1; if they set up off-map during the RPh (A2.51), but do not enter that same Player Turn, they are unavailable for use during the remainder of the current CG Scenario. Such units are, however, Retained for the next CG Scenario. All units/Equipment of the same RG must *initially* either be set up in the same Setup Area or enter at any hex(es) of the same Entry Area. Equipment of a just purchased RG must *initially* be possessed by a unit of that RG. On the July 17 PM CG Date of CG I and II no Axis units may enter⁶ after Turn 2. For set up purposes RG must be able to trace a path (of any length) of contiguous, Enterable (by all units of that RG) friendly-Setup/Uncontrolled-Territory Locations from its Setup Area to an eligible Entry Area. This path may not cross any non-bridge river hexes [EXC: For "I" type RG the path may cross river hexes which are not subject to the TC provisions of SSR PBr14.2].

CG6. RESERVE RG: Each Axis "I" or "G" type RG purchased for 20% less (FRD) than the listed CPP cost may be set up on map only if set up in Reserve using the principles of Cloaking (E1.4; see also below), even when the Axis is the Scenario Attacker/Defender at Night. If unable to be set up in Reserve, such a RG is instead Retained in the holding area of any Axis-Entry-Area and may enter on/after Turn 1. If the Axis player elects to not set up on map a RG purchased in Reserve, that RG may not enter until Turn 1 of the Following CG Date. For each Reserve RG purchased, the Axis receives one Reserve Cloaking counter (i.e., a 1/2 "??" of any unused nationality) for each MMC that will set up as Infantry, plus one for each vehicle, in that RG. Each Reserve RG purchased may, at its owner's option, also automatically include one Reserve Dummy Cloaking counter (usable in a day/night scenario). Each Reserve Cloaking counter may represent a maximum of one vehicle (plus its PRC and towed Gun or trailer) or one unit/stack (and its possessed Equipment), and must be set up at ground level in a non-Isolated, friendly-Setup-Area Location $\geq$ eight hexes from all British Setup-Areas and all British Entry Area hexes and $\geq$ four hexes from all river hexes. Reserve Cloaking-counter HIP is NA. The pertinent CA/CE status information of each Reserve vehicle must be recorded (each Reserve is considered CE unless noted otherwise by the owning player; see also CG8). The Cloaking counter of a Reserve vehicle in Bypass is set up in the hex in the normal manner rather than straddling its hexside, but that and the vehicle's CAFP must be

CG10

recorded. Reserves cannot Deploy/Recombine, and are ignored for the purposes of Deployment/HIP/"?" limits. During a CG scenario, each Reserve unit/stack must remain cloaked and may conduct no action whatsoever until an enemy ground unit is in its LOS within six hexes, or until subjected to an *enemy* attack (including bombardment/WP/Sniper) that results in loss of the Cloaked Reserve unit's/stack's concealment, at which time its owner may (or must, if the Reserve Cloaking counter was so attacked or was revealed by Detection as per A12.15) reveal a Reserve Cloaking counter's contents (if any) by placing them on-map unconcealed. In general, the contents (if any) of a Reserve Cloaking counter are considered to not exist until they are revealed. The following apply to Reserve Cloaking:

- A Reserve Cloaking counter is ignored for all over stacking, concealment loss/gain, and Interrogation and Control purposes;
- A non-Cloaked Dummy stack and a Reserve Cloaking counter may neither set up, nor end a phase, together in the same Location;
- A Reserve Cloaking counter is an ineligible Sniper target (A14.22);
- A Reserve Cloaked leader may not use his leadership benefits for any purpose;
- If a Flame/Blaze occurs in a Location that contains a Reserve Cloaking counter (even a Dummy), that counter may move/advance once to an ADJACENT non-Blazing Location-provided it is not moving closer (in hexes) to an enemy ground unit regardless of LOS. If it cannot do so, its owner may at that time place it anywhere within three hexes of its current hex, though he may not place it closer to an enemy ground unit and must otherwise abide by the rules pertaining to Reserve setup.

Each Dummy Cloaking counter is Eliminated at the end of play (3.602).

Each RG unit/Equipment piece that is still Cloaked at scenario end is revealed (3.602) and Retained (CG19).

CG7. OPTIONAL VEHICULAR EQUIPMENT: Optional AAMG [EXC: Jeep(a)], Gyrostabilizers, and Schuerzen must be rolled for individually (H1.41 and 1.42). If so equipped, no additional CPP cost is assessed.

CG8. STATUS MARKERS: During its setup, each side may opt to secretly record the BU, CE, TCA, bogged, Immobilized, abandoned, malfunctioned, and/or disabled status of its vehicles/Guns in lieu of placing the appropriate marker(s) on them. Place the actual marker(s) when the piece is non-concealed and within 16 hexes of any enemy ground unit which has LOS to it.

CG9. CONCEALMENT: Each Infantry unit (and its possessed Equipment) setting up in concealment terrain may be set up concealed, regardless of enemy LOS. Vehicles may not be concealed unless out of enemy LOS. Such "??" need not be purchased; i.e., each is placed freely. Otherwise, A12.12 applies in the normal manner. Eligible units may be concealed prior to the opponent viewing the setup. For purposes of "??" placement, all Locations outside the LOS of all opposing Setup Area Locations are considered concealment terrain. "??" purchased in the RePh and those received at night (E1.2) are used as Dummies.

CG10: BORE SIGHTING AND GUNS: Bore Sighting is NA [EXC: Eligible SW MG may Bore Sight at night]. A12.34 applies in the normal manner. Each non-vehicular Gun that ended the last CG scenario on map must be set up within three hexes of the Location in which it ended that scenario [EXC: 81 mm MTR; 76 mm MTR; Escape (3.606); Shift (3.613); if at the start of setup (RePh



CG10

step 3.622) it is hooked up to a Mobile Vehicle; if a CG Idle Date has been generated; instead it may set up anywhere in its current Setup Area, regardless of whether it will be set up (un)hooked]. If repositioned, none of the intervening hexes may be river hexes unless containing a bridge.

CG11: SNIPERS: Each side must use two Sniper counters. Each Sniper counter must be set up initially as per the first two sentences of A14.2, but with ≥ 10 hexes between them (or as far apart as possible if they cannot set up ≥ 10 hexes apart); when a Sniper attack can occur, make a dr to randomly determine which one actually attacks (assign numbers so that each has an equal chance). The SAN is never altered by the presence of > 1 friendly Sniper in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects all friendly Snipers. See also 3.6122.

CG12: TERRAIN CHANGES: Each alteration of printed terrain that occurs during a CG is permanent, barring subsequent Clearance/removal (as applicable). All Fortifications, Rubble, Breach, Trail break, Shellhole, and (Burnt Out) Wreck counters are left on-map from scenario to scenario (unless removed due to a Blaze or falling rubble, etc.; for Wrecks, see also the 3.2 definition of "Eliminated"). Each terrain Blaze is resolved in RePh step 3.609-.6095. No Wreck is removed from play due to being in a terrain Blaze, it remains on-map (still treated as a LOS Hindrance), and in RePh step 3.6091-.6093 it becomes/remains a Burnt-Out Wreck [EXC: 3.6095]. Whenever a vehicle is Immobilized, Abandoned, and all of its present Inherent Weapons are disabled (or it has no Inherent Weapons), it is immediately replaced by a Burnt-Out Wreck. Whenever a non-Burnt-Out Wreck is Scrounged (if it had any Scroungable Weapons), it is immediately replaced by a Burnt-Out Wreck. Regardless, vehicles which have no Wreck depiction can *never* turn into a (Burnt-Out) Wreck.

CG13: MAP EXIT: Each Personnel/Equipment piece that exits the map via a Friendly Entry Area during play cannot re-enter the map during that scenario but is Retained for use during the next CG scenario. However, each such broken Personnel unit must take a NTC (a Good Order leader's DRM can apply) immediately upon exiting; failing this NTC causes Casualty Reduction (if it is Eliminated, so is its possessed Equipment). Everything exited at any other location during play is Eliminated.

CG14: GAME END: A Turn Record Chart is printed on the map. Each CG scenario has a variable Game Turn Length. At the end of each Player Turn of Turn 5, and at the end of each Player Turn thereafter, the ATTACKER makes a Game End dr; if the result is $\leq$ the circled number in the current Turn's box on the CG Turn Record Chart, the scenario ends immediately. Additionally, a CG scenario ends immediately if both the ATTACKER and DEFENDER agree to end the scenario. There is a +2 drm to the CG Scenario End dr for the July 13 Night CG Scenario. In any 2 CG Scenarios the British Player may declare prior to the first Wind Change DR that there will be a +1 drm to the CG Scenario End drs for that CG Scenario.

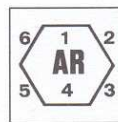
CG SCENARIO TURN RECORD CHART

1	2	3	4	5 ^①	6 ^③	7 ^⑤	8 ^⑥	9 ^⑨
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CG15: WEAPON/CREW REMOVAL: A retained carrier may begin (i.e., set-up/enter) a CG scenario with any/all eligible armament Removed (D6.631). A Retained vehicle may begin a CG scenario abandoned. Such a removed-weapon/crew counter must begin that CG scenario in the same Setup/Entry Area as the vehicle it came from.



CG16: GERMAN FANATICISM: For one CG scenario, on or after the July 15th AM CG Scenario [EXC: if using the German Balance in CGIII], the Axis Player may declare all of his German Personnel Fanatic for the entire scenario (including vs Bombardment). This must be declared immediately upon the conclusion of all on-map setup.



CG17: OBA: Each side's available OBA is limited to a maximum of two modules per CG Date [EXC: This limit does not apply to a Bombardment; a Bombardment is not an OBA module]. For the purposes of this rule, "available" means having the module's radio in play (or using its off board observer) at any time during a CG scenario. A radio counter (and its associated OBA module) is immediately eliminated when its OBA is exhausted, or in the RePh (3.6046) if its OBA was "used" as per SSR CG 19 in the previous scenario. On an OBA RG's CG Date of purchase, its radio is placed in any non-Isolated Setup/Entry Area. See also SSR CG19. Note: All Axis OBA is considered to be German, and only German leaders can operate radios.

CG18: AMMO SHORTAGE AND REMOVAL: During the July 14th PM and N CG Scenarios, all British MMC and SW are subject to ammunition shortage for the duration of the scenario.

When a Good Order Infantry unit suffering from Ammunition Shortage due to Isolation (3.6052) begins a friendly player Turn in the same Location as an armed, Good Order friendly Infantry MMC that is itself not suffering from Ammunition Shortage and whose US# is $\geq$ that of the other MMC, its Ammunition Shortage ceases to exist at the end of that player turn provided that both units become TI and remain Good Order throughout that Player Turn. A MG SW's Ammunition Shortage is removed whenever it is possessed by an armed, Good Order friendly MMC that is not suffering from ammunition shortage. All Weapons and units suffering from Ammunition Shortage lose that status by ending a CG scenario non-Isolated.

CG19: RETAINED RG: Regardless of whether it was used during a CG scenario, each purchased/OB-given RG (or part thereof, including each radio assigned to an OBA RG, even if that radio counter was Eliminated during play), is retained until Eliminated/Recalled in a CG scenario or its subsequent RePh. For purposes of this rule, an OBA RG is considered to have been used (and thus will be eliminated in the next RePh; SSR CG 17) if $\geq$ one FFE:1 counter from that module was placed during the previous scenario. If Retained, an OBA's Draw Pile (C1.2110) is restored to the number of red and black chits it had at the start of the previous scenario, and its radio is restored (to any Eligible, non-Isolated entry area or setup area) if it was Eliminated. A FB RG is considered to have been used if $\geq$ one of its FB made a sighting TC DR; once so used, the entire FB RG is Eliminated at the end of the scenario. Each un-entered RG (or part thereof) is retained in the Holding Area of its Entry Area [EXC: if shifted 3.613].

CG20: SELF RALLY: Each side is allowed to attempt to self rally 2 non-Disrupted MMC, provided (as per A18.11) each such attempt is carried out before other friendly MMC Rally attempts.

CG21: INTERROGATION: Interrogation (including civilian) is in effect [EXC: Fallschirmjäger and British airborne units may not be interrogated]. Axis (even Italian) are considered in a hostile country and British are in a friendly country.

CG22: CONTROL: A side controlling a hex at CG Scenario end containing an unoccupied pillbox is assumed to control the pillbox location as well for purposes of future setup.

3.5 INITIAL SCENARIO: The special information needed to play the Initial Scenario for CGI, CGII, and CGIII is provided in



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3.51, 3.52, and 3.53, respectively. For each Initial Scenario, players begin with RePh step 3.617 (Purchasing Reinforcements) and complete RePh steps 3.617-.623 (these steps are preceded by a "!" in the RePh Sequence; 3.6). In each initial scenario the side moving first is considered the attacker. No attack chit expenditure is necessary for the initial scenario.



3.51 PBr CAMPAIGN GAME I: "Who Are These Devils?"

CG LENGTH: A CG Scenario is played for twelve CG Dates in this CG (July 13 Night, July 14 AM, PM, Night, July 15 AM, PM, and Night, July 16 AM, PM, and Night, July 17 AM and PM).

CG VICTORY CONDITIONS: The British player wins at Game End if there are no unbroken Axis MMC within 5 hexes of any Paved Road hex and the Axis Control ≤ 25 olive grove, vineyard, building, and/or rubble locations.

ATTACK CHIT LIMITS: Axis 3; British 5.

INITIAL-SCENARIO SETUP SEQUENCE: Italians set up first; British move first.



INITIAL AXIS OB:

Elements of the 372nd Coastal Defense Battalion of the 213th Coastal Defense Division of the Italian XVI Corps [ELR: PBr SSR 5] set up on or adjacent to at least one Paved Road Hex in a building or fortification with ≤ 1 MMC per hex [EXC: See SSR I-8]: {SAN:2}

 3-4-6	 2-2-7	 8	 7-0	 2 2 4-10	 1 1 2-5
8	2			2	3

 24	 4	 16 ★	 2 47	 1+5+7	 2 Other: +2
24	4		2	4	2

factors factors

Elements of the Hermann Goering Division [ELR: See PBr SSR 5] enter on turn 5 in Convoy (E11) on hex R1 (See SSR I-7):

 2-3-7	 2-2-8	 28 ★	 24 ★	 88L A5/4/3/4
3		3		



INITIAL BRITISH OB:

Elements of the 1st Parachute Battalion, 1st Airborne Division [ELR: See PBr SSR 5] enter by Paratroop Landing (E9.) on Turn 1 (See SSR I-3 and I-5): {SAN:2}

I2 x2

Elements of 1st Airlanding Anti-Tank Battery, 1st Airborne Division [ELR: See PBr SSR 5] enter by Glider (E8.) on Turn 1 (See SSR I-3):

G2 x2

Elements of the 1st and 3rd Parachute Battalion, 1st Airborne Division [ELR: See PBr SSR 5] enter at an eligible entry area on or after Turn 1 (See SSR I-4 and I-6):

I2

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply during the Initial Scenario

I-1 See PBr SSR.

I-2 Night Rules are in effect (CG SSR3).

I-3 For the purposes of the paratroop and glider landing the wind is assumed to be coming from the southeast (although there is no wind).

I-4 At the start of each British Player turn (prior to the Wind Change DR if any) a reinforcement dr is made. On a dr of $\leq$ the current turn the British player may enter reinforcements.

I-5 A paratrooped weapon which does not land in a hex with a British MMC may only be recovered on a final dr of 1. Each platoon drops as a wing. Contrary to E9.11 the British player may have more than one Wing consisting of less than 5 sticks. Each wing must be lined up in the direction of the wind. If a wing contains an even number of units the extra is placed on the downwind side of the drop point. If a Wing fails to land in its pre-designated Drop Point make a Random Location DR (with the white die halved, FRD), measuring from the pre-designated Drop Point. The Randomly Determined Location is the actual Drop Point.

I-6 Non-paratrooped/airlanded British Reinforcements may enter using the principles of cloaking.

I-7 The Axis Turn 5 reinforcements must move as a Convoy (E11.) following the paved road and attempt to exit along the South edge from Hex H28. All personnel units/weapons must enter and remain as passengers or in tow. Cloaking is NA. The Convoy may only enter road hexes and must move as far as possible each turn. Once the requirements of E11.251 are met, the Axis player is freed from this requirement and the PRC may (un)load normally. Any unit(s) exiting via hex H28 (whether still in Convoy or not) are removed from play, but do not count as CVP for the British player.

I-8 The Autocarretta must be set up on a paved road. A Pillbox must be placed in Hex N16, M23, O20, and O27. A Trench counter must be placed in hexes P27 and Q26. Mines must be placed in non-road hexes, outside the barbed-wire fence compound, and south of the river(s).



3.52 PBr CAMPAIGN GAME II: "Paying The Devil's Bill"

CG LENGTH: A CG scenario is played for eight CG Dates in this CG (July 15 AM, PM, and Night, July 16 AM, PM, and Night, July 17 AM and PM).

CG VICTORY CONDITIONS: The British player wins at Game End if there are no unbroken Axis MMC within 5 hexes of any Paved Road hex and the Axis Control ≤ 25 olive grove, vineyard, building, and/or rubble locations.

ATTACK CHIT LIMITS: Axis 1; British 4.

INITIAL-SCENARIO SETUP SEQUENCE: Axis sets up first; British moves first.

 **INITIAL AXIS OB:**

Elements of the Fallschirmjäger Pioneer Battalion, 1st Fallschirmjäger Division, with attached support elements of Kampfgruppe Schmalz of the Hermann Göring Division [ELR: See PBr SSR 5] set up in hexes numbered ≤ 27 (See SSR I-2 and I-3): {SAN:4}

			
24	4	4	2
factors	factors		

RG I1
RG O3
RG G4
31 CPP
20 FPP

 **INITIAL BRITISH OB:**

Elements of the 9th Durham Light Infantry and 44th Royal Tank Regiment, 50th Northumbrian Division [ELR: See PBr SSR 5] enter on/after Turn 1 at their designated Entry Areas: {SAN:2}

RG V1 x2 RG B1 52 CPP

INITIAL-SCENARIO SPECIAL RULES:

The following SSR apply during the Initial Scenario

I-1 See PBr SSR.

I-2 All Axis Guns must set up north of the river(s). No more than 6 Axis MMC may set up south of the river(s).

I-3 Mines must be placed in non-road hexes, outside the barbed wire fenced compound, and south of the river(s). A Pillbox must be placed in Hex N16, M23, O20, and O27. A Trench counter must be placed in hexes P27 and Q26.

I-4 Place Burnt Out Wrecks in hexes N20, N21, N23, and O19.

I-5 The Axis player has an I4 RG retained, but this RG may only enter play per the provisions of 3.60742. This RG is subject to depletion and suffers a +1 DRM on its Depletion DR.



3.53 PBr CAMPAIGN GAME III: "When Devils Collide"

CG LENGTH: A CG Scenario is played for three CG Dates in this CG (July 13 Night, and July 14 AM, PM).

CG VICTORY CONDITIONS: The Axis win at game end if they 1) Control all building/rubble and pillbox locations north of the river(s) or 2) Control ≥ 4 building/rubble hexes within 2 hexes of Q16 and 2 Strategic Locations south of the river(s).

ATTACK CHIT LIMITS: Axis 2; British 0.

INITIAL-SCENARIO SETUP SEQUENCE: Italians set up first; British move first.

 **INITIAL AXIS OB:**

Same as CGI

 **INITIAL BRITISH OB:**

Same as CGI

INITIAL SCENARIO SPECIAL RULES:

Same as CGI

3.6 REFIT PHASE: The following steps (3.601-3.623) are performed simultaneously by each side during the RePh, which occurs after each CG scenario. Each step (and sub-step) must be carried out in the numbered/lettered order given; those not applicable to the current situation may be omitted (e.g., if there are no Flames/Blazes on the map, skip RePh step 3.609). Those steps listed below preceded by "!" are the only steps to be completed before setting up to play a CG Initial Scenario. Those preceded by ">" are the only steps necessary to achieve CG-Scenario End after the last Player-Turn CCPh.

RePh Sequence

- > 3.601 Conclusion of Melee
- > 3.602 Marker Removal
- > 3.603 Rally and Unloading
- 3.604 Encirclement, Minefields, Bog, Shock, Forging, and Used OBA RGs
- 3.605 Setup Area Determination
- 3.606 Escape
- 3.607 Equipment Possession, Hidden Fortifications, and Unit Withdrawal
- 3.608 Prisoners
- 3.609 Extinguishing Flames and Blazes



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- 3.610 Wounded Leaders
- 3.611 Recombining and Battle Hardening
- 3.612 New CG Date and SAN Adjustment
- 3.613 Shift
- 3.614 Equipment Repair and Replenishment
- 3.615 Ammunition Shortage
- 3.616 CPP Replenishment
- ! 3.617 Purchasing Reinforcement Groups
- ! 3.618 RG Strength, Weapons, and Leaders
- ! 3.619 Purchasing Fortifications
- ! 3.620 Purchasing Reconnaissance
- ! 3.621 Initiative Determination
- ! 3.622 Unit Set Up
- ! 3.623 Scenario Commencement



3.601 CONCLUSION OF MELEE: All opposing units in the same Locations are now assumed to be in *Melee*, and must undergo an (unlimited) number of *Melee* rounds until no more CC attacks can be made.

Such units are free to perform any/all normal CCPh activities associated with *Melee* (i.e., attack, Capture, Withdrawal, etc.). Consider the side that moved first in that scenario to be the AT-TACKER. Following the conclusion of the first round of RePh *Melee* in a Location, each still-hidden/concealed unit therein is revealed, each pinned unit therein becomes unpinned, each CX counter is removed, each vehicle currently in Motion therein has its Motion counter removed, and each Stun counter on a vehicle therein is flipped over to its "+1" side (the vehicle is still subject to Recall, if applicable, and may be marked as CE if so desired). Resolve all *Melee*s in alphanumeric sequence (e.g., A1, then B16, then B17, then C19, etc.).

3.602 MARKER REMOVAL: All markers/counters listed below are removed from the map at this time (Right of Inspection does not apply to revealed stacks):

- a) SR, Barrage, and FFE counters;
- b) SMOKE counters;
- c) Acquired counters;
- d) DM, Disrupted, Fanatic, Berserk, Wall Advantage, HD markers, Dummy Stacks, Dummy Cloaking Counters, and "?";
- e) CX, Motion, CE, BU, and Labor markers;
- f) All hidden/Cloaked units, entrenchments, and Equipment are placed on-map in their present Location (other still-hidden Fortifications need not be revealed at this time);
- g) Sniper counters;

3.603 RALLY AND UNLOADING: All currently broken units of both sides automatically rally, even if Disrupted. No DR is made. All Passenger/Rider Personnel and Equipment are then unloaded [EXC: Guns hooked up to conveyance need not unhook] into their vehicle's Location (a unit unloading into an A-P minefield is not immediately attacked, but 3.6042 will apply). When step 3.603 has been completed, CG-Scenario End has occurred.

3.6051

3.604 ENCIRCLEMENT, MINEFIELDS, BOG, SHOCK/UK, FORDING, and USED OBA RGS



3.6041 ENCIRCLEMENT: Each Encircled unit [EXC: prisoner] must take a separate 1TC (leadership DRM may apply if present and at owner's choice). If it passes its 1TC, it remains in the present Location (Encircled markers are not removed until 3.6062). Failing the 1TC results in the unit's immediate Elimination [EXC: Encircled Vulnerable PRC of an Immobile vehicle are Eliminated, leaving the vehicle abandoned]. Each prisoner that an Eliminated Encircled unit was Guarding must, if possible, be claimed by another unit in that Location friendly to the Eliminated unit. If the prisoner is not claimed, it is considered Rearmed (A20.551) and may automatically possess any Equipment dropped by its Eliminated Guard. Otherwise, any Equipment that an Eliminated Encircled unit possessed is left in the Location unpossessed.



3.6042 MINEFIELDS: Each Mobile vehicle (and its Vulnerable Inherent crew, if required; B28.43) in any type of minefield undergoes the appropriate type(s) of mine attack(s), fully resolved in the normal manner, as if it is attempting to exit the minefield Location [EXC: if the crew breaks, it is unloaded in Good Order into the minefield's Location]. Each Infantry unit in an A-P minefield hex (including a crew that just unloaded due to a minefield attack) must take a NTC (leader's DRM can apply); failure of the TC causes Casualty Reduction. [EXC to both: A unit theoretically able to exit the minefield hex without being attacked by the mines and without having to enter a minefield/enemy-Controlled Location need not take the NTC.] In all cases, each surviving unit must remain in its respective Location in that minefield hex until its Setup Area is determined in 3.605-.606.



3.6043 BOG: Each non-abandoned, bogged/Mired vehicle must undergo ≥ one Bog Removal attempt (D8.3) until it is either unbogged or immobilized (MP expenditure is immaterial). If Vehicle Note L applies to the vehicle, one squad-equivalent (as explained in the Note) in its Setup Area may be used to claim the -2 (-1 per crew or HS) drm to the colored dr of its Bog Removal DR.



3.6044 SHOCK/UK: Each Shocked/UK AFV must undergo ≥ one recuperation attempt (C7.42) until either the marker is removed or the AFV is Eliminated.

3.6045 FORDING: All currently Fording infantry units must determine the shortest route to a non-enemy occupied non-river/non-river-brush hex. Each such infantry unit must take a TC and suffer any consequences as detailed in PBr SSR 14.2 for each river/river-brush hex in this route (not including the unit's current location) to which such TC would apply.

3.6046 USED OBA RGS: If an OBA RG has been used (See CG 17 and CG19) remove its radio.

3.605 SETUP AREA DETERMINATION: Each side now determines its Setup Area(s) for the next CG scenario. Each side may, at any time during/after a CG scenario, place a friendly Location Control marker in a Strategic Location that it currently Controls, especially if that Location's Control might become disputed at some later point. A Control marker must be removed (or flipped over) if the Controlling side loses Control of that Location. A non-Strategic Location may still be Controlled (as per A26.11-.12), but does not receive a Control marker. A Setup Area may currently contain no units, but can also have friendly units Shifted into it unless it is Isolated.

3.6051 NO MAN'S LAND: As each side determines its Setup Area(s), there will be portions of the map where two opposing Setup Areas "overlap." A non-Strategic Location within two hexes of both friendly- and enemy-Controlled Strategic Loca-



3.6051

tions is a No-Man's-Land hex. A No-Man's-Land hex can never be part of a Setup Area. A Strategic Location can never be No-Man's-Land (though it can be Isolated). Each manned, Immobile vehicle without functioning MA in No-Man's-Land becomes abandoned, and its crew (if any) must attempt Escape as per 3.606. See also 3.6056 and 3.6072.

3.6052 ISOLATED UNIT: An Isolated unit/Weapon is one in a friendly-Setup-Area Location from which that unit (or, for a Weapon only, a hypothetical Infantry MMC) would be *unable* to trace a path of contiguous, Enterable, Uncontrolled-Territory/friendly-Setup-Area Locations to an Eligible Entry Area. See 3.606 for Escape requirements and 3.6221 for setup restrictions and penalties. See also 3.6056.

3.6053 UNCONTROLLED TERRITORY: Uncontrolled Territory refers collectively to all hexes that are neither No-Man's-Land nor part of either side's Setup Area (i.e., $\geq$ three hexes from all Controlled Strategic Locations). Each Personnel/Mobile-vehicle in an Uncontrolled-Territory hex at scenario end is Retained into the nearest (along the shortest path of contiguous, Enterable, Uncontrolled-Territory hexes) friendly Setup Area (even if Isolated) or Eligible Entry Area; unit owners choice of Area if equidistant. Each Personnel/Mobile-vehicle unable to trace such a path is required to attempt Escape (3.606). Each Immobile vehicle without functioning MA becomes abandoned, and its crew (if any) is then either Retained (if it can trace such a path) or required to attempt Escape. See also 3.6056 and 3.6072.

3.6054 SURROUNDED HEXES: Each Uncontrolled-Territory, and each *unoccupied* Strategic Location that is currently completely enclosed within a Setup Area of only one side becomes part of that Setup Area [EXC: a Location vacated later due to the escape of an enemy unit; 3.6131].

MARKING THE MAP: Included in the PBr module is a reduced-size map. Each side should now record its Setup Area(s) on a new photocopy of the reduced-size map. Both sides outline (using different color pens, but on the same photocopy) each Strategic Location Controlled by them. Other Strategic Locations can be marked by an appropriate letter inside a square; e.g., "E" for Entrenchment, "F" for Fortification, "G" for a functioning Gun, "V" for a manned, Immobile vehicle with functioning MA.

Once all Strategic Locations have been indicated, mark all No-Man's-Land hexes using another color (suggestion: a yellow "highlighter"). Next, each side draws its Setup-Area boundaries, enclosing all non-Strategic Locations within two hexes of each friendly-Controlled Strategic Location (excluding No-Man's-Land).

After all Setup Areas have been determined, each side should record (on the reduced-size map) an ID for each one. Subsequent changes in the status of (potential) Strategic Locations (e.g., Blazing wooden rubble turned to shellholes [3.6092], a manned, immobilized vehicle with functioning MA that becomes Mobile [3.6141b], etc.) do not alter or otherwise affect either side's Setup Area(s) in any way; once all Setup Areas have been correctly marked, they remain thus until the start of the next CG scenario.

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Personnel/Mobile-Vehicle:

in enemy Setup Area	must attempt Escape (3.606)
in No Man's Land	must attempt Escape (3.606)
in Uncontrolled Territory	is Retained into the nearest friendly-Setup/Eligible Entry Area or must attempt Escape (3.6053)
if Isolated	may attempt Escape or remain in place [EXC: if Overstacked]; 3.606

Abandoned (but otherwise Mobile) Vehicle-or Unpossessed Non-Vehicle Equipment other than Functioning Gun:

in enemy Setup Area	is Captured or Eliminated (enemy's choice; 3.6071)*
in No Man's Land	is left in place unpossessed (3.6072)
in Uncontrolled Territory	is left in place unpossessed (3.6072)
if Isolated	is Retained by the Controlling side (3.6071)

Crewed, Immobile Vehicle without Functioning MA:

in enemy Setup Area	is Captured or Eliminated (enemy's choice; 3.6071) *
in No Man's Land	is Abandoned; the crew (if any) must attempt escape (3.6051)†
in Uncontrolled Territory	is Abandoned (3.6053); the crew (if any) is Retained into the nearest Friendly-Setup/Eligible Entry Area or must attempt Escape (3.6053)†
if Isolated	is Retained by the Controlling side (3.6071)

Crewed, Immobile Vehicle with Functioning MA—or Functioning Gun

in Bypass of enemy-controlled Strat. Loc.	is Captured or Eliminated (enemy's choice; 3.6071)*
in any other Location	becomes a Strategic Location

*Capturing/Eliminating side may Remove/attempt-to-Scrounge allowed Weapon(s) and/or turn vehicle into (Burnt-Out) wreck.

†Abandoning crew may Remove allowed Weapon(s) and/or turn vehicle into (Burnt-Out) wreck.

3.6055 IN FRIENDLY SETUP AREA: Each unit/Equipment currently in a friendly Setup Area is Retained therein.

IMPORTANT: Each Gun must (for now; see SSR CG10 [3.4] and 3.613) remain in its *current* Location, due to setup restrictions.

3.6056 NOT IN FRIENDLY SETUP AREA: Use the chart above to determine what happens to on-map units/Equipment that do *not* end a CG scenario non-Isolated inside a friendly Setup Area. Note, however, that the actions listed are to be implemented in their proper RePh order (3.6).

3.606 ESCAPE: Each Personnel/Mobile-vehicle unit ending a scenario in No-Man's-Land, or in an enemy Setup Area, or in Uncontrolled Territory from which it is required to attempt Escape (3.6053), must attempt Escape. Each Personnel/Mobile-ve-



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hicle unit ending a scenario Isolated may attempt Escape [EXC: each such Isolated, Overstacked unit must attempt Escape (or be freely moved to another Location within that same Isolated Setup Area) until the Location is not Overstacked]. If > one Personnel unit in the same Location wishes to Escape, they may combine into one or more stacks; each stack then makes its own DR on the Escape table. When attempting to Escape, each MMC may portage ≤ five PP and each SMC may portage ≤ two PP [EXC: a wounded SMC can portage nothing]. Each squad stacked with a leader may freely Deploy. Prior to its possessor's Escape attempt, each SW/Gun may (must, if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/Transferred/dismantled if possible. A non-dm Gun can never Escape.

ESCAPE TABLE

Final DR	Final Infantry	Mobile Vehicle
≤ 8	Escapes ¹	Escapes
9	Escapes; Replaced ^{2,3}	Abandoned; ^{4,5} crew (if any) Escapes
10	Escapes; Casualty Reduced ³	Eliminated; ⁶ crew (if any) Escapes
11	Escapes; Replaced then Casualty Reduced ^{2,3}	Abandoned; ⁵ crew (if any) is Eliminated
≥ 12	All units and Equipment Eliminated	Eliminated; crew (if any) is Eliminated

- ¹ An Original 2 DR results in Escape and Heat of battle for an eligible unit (A15.); use Random Selection to determine the unit(s) affected in a stack [EXC: Any result other than Hero-Creation/Battle-Hardening results in Elimination of the unit(s).].
- ² A crew, or unit that would become Disrupted is Eliminated instead.
- ³ Use Random Selection for a stack.
- ⁴ The surviving crew (if any) may turn the vehicle into a (Burnt-Out) wreck in its current hex.
- ⁵ In current hex and VCA; the surviving crew (if any) may attempt to Scrounge the vehicle/wreck.
- ⁶ The surviving crew (if any) may attempt to Scrounge the vehicle prior to its Elimination.

ESCAPE DRM:

- 1 If lone, unwounded SMC
- 1 If a CT AFV
- 1 If current CG Date is Night*
- 2 If adjacent to a friendly Setup Area (-1 If two hexes away from a friendly Setup Area).
- +x (Armor-)Leader/Hero DRM (NA to Personnel Leader/Hero if alone)
- +1 If in enemy Setup Area, or if it must trace a path through ≥ one enemy Setup-Area hex to its intended area of Retention
- +1 Per HS-equivalent > one HS using the same Escape DR*
- +1 Per PP > IPC being carried (unit with most excess PP determines this DRM for a stack; a stacked non-wounded leader may combine to increase a MMC's IPC)*
- +1 If unarmed or Wounded
- +1 If a Captured vehicle
- +1 If stunned

+2 If Encircled*

+2 If isolated

*NA to vehicle Escape attempt

3.6061 ESCAPE RESULTS: If a unit survives the Escape attempt, it and all Equipment it took with it are Retained into a friendly Setup Area or Eligible Entry Area-whichever is nearest in a path of contiguous, Enterable, Uncontrolled Territory/enemy-Setup-Area Locations (Escapee's choice if ≥ two such Areas are equidistant but always using as few enemy Setup-Area Locations as possible). If a unit is Eliminated by the Escape attempt all Equipment it took with it is Eliminated on a subsequent dr of ≥ 4; on a dr of ≤ 3 the Equipment is left in the Eliminated unit's last-occupied Location. See also 3.6131.

3.6062 ENCIRCLED MARKER REMOVAL: All Encircled markers are now removed.

3.607 EQUIPMENT POSSESSION, HIDDEN FORTIFICATIONS, AND UNIT WITHDRAWAL

3.6071 IN SETUP AREA: Each piece of Equipment in a Setup Area is Retained (as Captured, if applicable) therein by the side Controlling that Setup Area. At its (new) owner's option, each such non-vehicle piece may be Eliminated by any Personnel (even an Abandoning crew) Retained in that Setup Area, and each such vehicle may be Abandoned, etc. exactly as per 3.61423. The Inherent crew of each now-Captured Immobile vehicle with no functioning MA is also Captured. Each unpossessed/abandoned Equipment piece in a Setup Area may remain unpossessed/abandoned (in which case it retains its present CA), or may be automatically repossessed/remanned and operated (as per A21.11-13, A21.21-22, D5.42 or D6.631) by Personnel Retained in that Setup Area. Each Immobile vehicle must remain in its present Location and VCA until such time that it becomes Mobile.

3.6072 NOT IN SETUP AREA: All unpossessed/ abandoned Equipment in No Man's Land or Uncontrolled Territory must remain in its present Location (and vehicle/Gun CA) until Eliminated or repossessed/remanned in (or after; 3.6071) a subsequent scenario. Each Immobile vehicle must remain in its present Location and VCA until such time as it becomes Mobile.

3.6073 HIDDEN FORTIFICATIONS: Each still-hidden Fortification within a Setup Area of the purchaser's opponent is placed on-map. Each such minefield is marked by placing a Minefield counter to reveal its presence but not its strength/type. Each on-map Fortification (i.e., from previous CG scenarios) is controlled by the side (if any) Controlling its Location.

3.6074: UNIT WITHDRAWAL

3.60741 BRITISH UNIT WITHDRAWAL⁷: During the RePh following the July 14 PM CG-scenario, if the Axis player controls all stone buildings and pillboxes north of the river(s), or Controls ≥ 3 building/rubble hexes within 2 hexes of Q16 and has any Good Order units south of the river(s) in hex rows D through Y, the British player must remove all personnel and possessed support weapons and guns [EXC: Isolated (3.6052) units instead surrender and count as CVP]. Further, control of all strategic locations immediately reverts to the Axis player. In the event the Axis Control all strategic locations, in the subsequent CG Date no more than 6 MMC and no Guns may set up south of the river(s). Regardless of the above, after the 14N CG Scenario the British player must remove any remaining personnel and possessed support weapons and guns [EXC: Isolated (3.6052) units instead surrender, but do not count as CVP]. Removed units are not retained for future use.

3.60742 GERMAN UNIT WITHDRAWAL⁸: When British units are removed pursuant to 3.60741 the Axis player must remove all remaining elements of RGs I4 and I5 (and any captured support weapons and vehicles, captured Guns may be retained in eligible setup and entry areas) [EXC: *Isolated portions of these RGs are exempt from withdrawal*]. Withdrawn Axis units (and any captured support weapons and vehicles in the possession of these units) are retained by the Axis off map and may be returned to play after a CG Date ends with the British player in control of ≥ 5 hexes North of the river(s), at which time they become eligible for entry at an eligible entry area in the next CG Scenario [EXC: *No more than three leaders, nine squad-equivalents of MMC, and one non-captured support weapon may be retained in this fashion; any excess units, owners choice, are removed from play without the award of CVP to the opponent*].



3.608 PRISONERS: Each prisoner guarded by a non-Isolated unit is Eliminated. An Isolated Guard may retain possession of his prisoner(s), freely transfer them to another friendly unit (capable of being a Guard) in the same Isolated Area, or free them. If freed, a prisoner is automatically Retained (by the side friendly to it) into the nearest (in shortest path of contiguous, Enterable Locations) friendly Setup/Eligible-Entry Area (of the Unarmed-unit side's choice if ≥ 2 such Areas are equidistant). An unarmed MMC is Replaced by a Green/Conscript MMC of the same size: a freed SMC is Replaced by the original SMC type.



3.609 EXTINGUISHING FLAMES AND BLAZES: Each building/rubble Location currently marked with a Flame/Blaze counter is considered fully consumed by the fire. Players must remove each Flame/Blaze counter and make the appropriate terrain alterations when performing the following sub-steps (3.6091-3.6094):

3.6091 BURNING WRECK: Each Burning Wreck has its Blaze marker removed [EXC: *if that wreck is in a building/rubble non-Bypass Location, move the Blaze marker to the building/rubble so that it is now a terrain Blaze*]. Replace the wreck with a Burnt-Out wreck.



3.6092 WOODEN RUBBLE: Remove both the Rubble and Flame/Blaze marker, and place a shell-hole counter in the hex. All other previous terrain in the hex is eliminated (each vehicle/wreck in the hex becomes a Burnt-Out wreck).



3.6093 STONE RUBBLE: Remove the Flame/Blaze marker. The stone rubble still exists (each vehicle/wreck in that Location becomes/remains a Burnt Out wreck), and the Location may catch Fire again in a later scenario.

3.6094 BUILDING: Place the correct Rubble counter in all ground-level Locations of each building that has at least one Flame/Blaze in any of its Locations, removing each Flame/Blaze marker. Such rubble may catch Fire again in a later scenario.

3.6095 ELIMINATIONS: All Fortifications/Equipment in what were (as per 3.6092-.6094) building/rubble Flame/Blaze Locations (including all building Locations just rubbled as per 3.6094) are Eliminated. All (Burnt-Out) wrecks in buildings just rubbled as per 3.6094 are Eliminated. All Isolated units/Equipment that would have been confined to setting up in Locations (/rubbled-buildings; 3.6094) from which a terrain Flame/Blaze has just been removed are Eliminated.



3.610 WOUNDED LEADERS: Each side makes a dr on the following table for each currently wounded Retained leader:

WOUNDED LEADER TABLE

Final dr	Result
≤ 1	Retained unwounded
2-4	Retained wounded
≥ 5	Eliminated (evacuated)

drm:

+1 if Isolated

-1 if Heroic

-1 if part of British Airborne RG

3.611 RECOMBINING AND BATTLE HARDENING:

3.6111 RECOMBINING: All Retained same-class HS with the same Strength Factors within the same Setup/Entry Area must now recombine (A1.32) so that no more than one of each HS type is retained in that Area [EXC: *each side may retain one HS per SW MTR Retained even if that SW is currently malfunctioned*].



3.6112 HEROS & MMC: On each side, each Retained Hero [EXC: *Heroic Leader; 3.6113*] is Eliminated; however, each such Elimination enables that side to Battle Harden one non-crew MMC of the owner's choice within the same Setup/Entry Area as that hero [EXC: *if no MMC are available to Battle Harden the hero is Retained in that Setup/Entry Area*]. Elite MMC that Battle Harden become Fanatic (but only for the duration of the next CG Scenario). No MMC may Battle Harden > once per RePh.

3.6113 LEADERS: On each side, each Retained heroic leader Battle Hardens and loses his heroic status [EXC: *a heroic 10-3 loses his heroic status with no additional effect*].



3.612 NEW CG DATE AND SAN ADJUSTMENT

3.6121 NEW CG DATE: Each passage of this RePh step represents the start of a new CG Date. Wind direction and force reverts to a mild breeze from the southeast if any change has occurred [EXC: *No wind if N CG Date*].

3.6122 SAN ADJUSTMENT: Each side must determine if the SAN of their side must be reduced for the current CG Scenario. A side whose SAN is currently < 2 has it automatically raised to 2 (no CPP expenditure is necessary). If a side has a SAN ≥ 4 , a SAN adjustment dr must be made with a +drm equal to the current SAN minus four. A Final dr ≥ 5 immediately reduces that sides SAN by two.

3.613 SHIFT: A Personnel/Mobile-vehicle unit (or group of such) Retained in a Setup Area may attempt to Shift to another friendly Setup Area, or Eligible Entry Area. A Personnel/Mobile-vehicle unit (or group of such) Retained in an Entry Area may attempt to Shift to the next Eligible Entry Area, or to a non-Isolated friendly Setup Area. A unit/group that wishes to Shift from a Setup Area must be able to trace a path (of any length) of contiguous, Enterable (by all units of the Shifting group), Uncontrolled-Territory/friendly setup-Area/Eligible-Entry-Area hexes from any friendly-Controlled hex of that Setup Area to any hex of the Area to which it is attempting to Shift. Each MMC may portage $\leq$ five PP and each SMC may portage $\leq$ two PP [EXC: *a wounded SMC can portage nothing*]. Prior to its possessor's Shift (attempt), each SW may (must if the unit exceeds its allowed portage limit) be dropped or freely Eliminated/transferred/dismantled-if-possible. A Gun can not be Shifted. Each squad stacked with a leader may freely Deploy. Make a separate Secret DR on the following table for each unit/group attempting to Shift [EXC: *no DR is required if a unit/group Retained in a Setup Area wishes to Shift to an Eligible Entry Area that is part-of/adjacent-to that Setup Area; i.e., such a Shift is automatically successful*].



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Only one Shift attempt may be made per unit/group per CG Date, and all units attempting to Shift from the same, and to the same new, Entry or Setup Area must do so as a single group. In addition, if shifting through River hexes *[EXC: If a path of Bridged River Hexes is available]* each unit must take the appropriate task checks for each River hex entered and any results indicated applied to those units.

SHIFT TABLE

Final DR	Result
≤ 8	Shifted safely
9-10	No Shift*
11	Shifted with Casualties†
≥ 12	All units, Inherent crews and Equipment Eliminated

DRM:

-1 If that entire path can be traced on road hexes‡

+1 Per five (FRD) Uncontrolled-Territory hexes along that path between the current Setup/Entry Area and the desired new Setup/Entry Area‡

* Unit/group cannot Shift (the orders were not received or could not be carried out). It may not attempt to Shift again until the next CG Date, and must remain in its current Entry Area (if Retained off-map) or Setup Area (if Retained on-map), though it may participate normally in the next CG scenario.

† Each Personnel unit suffers Casualty Reduction on a subsequent dr of ≥ 4. Each vehicle is Eliminated on a subsequent dr of ≥ 4; if it is Eliminated, make a CS DR for its inherent crew (if any; Casualty Reduction is NA). Roll separately for each unit.

‡ Not applicable to a Shift from one Entry Area to another.

3.6131 VACATED SETUP AREA: If the last unit in a friendly Setup Area is Eliminated or successfully Escapes/Shifts elsewhere, each Location of that Setup Area remains Controlled by the last Controlling (i.e., by the vacating) side.

3.614 EQUIPMENT REPAIR AND REPLENISHMENT

3.6141 VEHICLES: Each side performs the applicable step(s) below for each vehicle in a friendly-Setup/Eligible-Entry Area.

a) **ABANDONED:** Each abandoned vehicle may remain abandoned, or may be remanned and operated (as per A21.22 or D5.42/D6.631) by Personnel Retained within the same Setup Area.

b) **IMMOBILIZATION REPAIR:** Each non-captured, non-abandoned, immobilized vehicle must make a dr on the following table to determine if the immobilization is repaired:

IMMOBILIZATION REPAIR TABLE

Final dr	Result
≤ 2	Become Mobile*
≥ 3	No change

drm:

+1 if Isolated

+1 if only Non-Qualified Use (A21.13) possible

+1 if in a Front-Line hex

* And is Retained in its current Setup Area.

3.61423

c) **AFV RECALL:** Each Mobile, non-Isolated Retained AFV under Recall is Eliminated. If Mobile, under Recall, and Isolated, such an AFV begins the next scenario under Recall (as well as suffering Ammunition Storage; A19.131).

d) **STUNNED:** A side Retaining a vehicle suffering the results of a stun (small stun; D5.34) must make a dr on the following table to determine if the vehicle recovers from the stun result:

VEHICLE STUN RECOVERY TABLE

Final dr	Result
≤ 2	Recover, remove stun
3-5	Retain stun
≥ 6	Eliminated

drm:

+1 if Isolated

+1 if German

3.6142 WEAPON REPAIR: Each side now makes a separate dr on the table below for each malfunctioned, non-captured, Retained weapon in each friendly Setup/Entry Area that contains Personnel (or, for a vehicular Weapon, an Inherent crew in that vehicle):

WEAPON REPAIR TABLE

Final dr	Result
≤ 1	Repaired
≥ 2	Eliminated*

drm:

-1 if vehicular-mounted

-x (Weapon Repair Number)

+1 if only Non-Qualified Use (A21.13) possible

+1 if Isolated

* If vehicular-mounted, the Weapon is disabled; if MA, the AFV is immediately Recalled (3.6141c applies).

3.61421 VEHICULAR-MG EXCHANGE: A disabled, non-captured, vehicular MG may be automatically repaired (even if disabled in step 3.6142) by Eliminating a friendly functional SW LMG. In all cases, the MG to be Eliminated must be Retained within the same Setup/Entry Area as the AFV.

3.61422 CAPTURED EQUIPMENT: Each side makes a separate dr for each functioning, captured, Retained Weapon in each friendly Setup/Entry area that contains Personnel; if ≥ 4 it is Eliminated (disabled if vehicular). Each already-malfunctioned Captured Weapon is Eliminated (disabled if vehicular). Disablement of MA by either means does not cause Recall. At its captor's option, a captured vehicle may remain in play if it has any functioning Weapon (even if MA is disabled); otherwise it is turned into a (Burnt-Out) wreck as per 3.61423.

3.61423 ABANDONING, SCROUNGING, & REMOVAL: At the Controlling player's option ≥ one non-Recalled vehicle in each friendly Setup Area may be Abandoned and/or turned into a (Burnt-Out) wreck. Likewise, he may attempt to Scrounge ≥ one non-Recalled vehicle/non-Burnt-Out-wreck in each friendly Setup Area. *[EXC to all: Such actions are NA unless ≥ one Personnel unit (even an abandoning crew) is Retained in that Setup Area.]*



3.61424

3.61424 SPECIAL AMMO: Each non-captured, non-Isolated weapon [EXC: British weapons prior to July 15 AM CG Date] which has some form of depleted ammunition type may make a dr on the following table for each type of special ammunition which is depleted in order to attempt to resupply that type of special ammunition for that weapon:

SPECIAL AMMO RESTORATION TABLE

Final dr	Result
≤ 3	Restores special ammunition type
≥ 4	NA, weapon still depleted for next CG Date

3.61425 LOW AMMO: Each Low Ammo marker on each non-captured, non-Isolated vehicle is removed.

3.61426 BRITISH TANKS AT NIGHT: If this is a Night CG Date, all remaining mobile non-Isolated British tanks are retained in the closest (in MP, player's choice if equidistant) British Entry Area (See CG4); all mobile Isolated British Tanks must now attempt Escape.



3.61427 FT/DC: Each non-captured FT/DC removed from play during the preceding CG scenario is retained by the owning player if the usage DR resulting in its removal was ≤ 10. Neither player may retain in this manner for each Setup/Entry Area more than 1 FT/3 elite squads and 1 DC/elite squad.

3.615 AMMUNITION SHORTAGE: See CG 18.

3.616 CPP REPLENISHMENT: CPP are replenished according to the following formula: the CPP Base # (3.6161) plus CG Scenario Loss Points (3.6162) equals the final amount of CPP replenished. [EXC: On the July 14 PM date of CG III the British player may fore go all or a portion of the allotted CPP. The number of CPP fore gone is subtracted from the Axis CPP base.]

3.6161 CPP BASE NUMBER: The CPP Base # is given below for the current CG Date:

CG Date	Axis CPP Base	British CPP Base
July 14 AM	39	17
July 14 PM	29	12
July 14 N	42	4
July 15 AM	30	80
July 15 PM	30	65
July 15 N	44	65
July 16 AM	25	62
July 16 PM	25	60
July 16 N	31	18
July 17 AM	12	16
July 17 PM	12	16

3.6162 CG SCENARIO LOSS POINTS: If the Casualty Victory Points (CVP) lost by a player for the prior CG scenario (only) are ≥ two times, and ≥ 8 more than, the CVP lost by the other Player, that player may make a dr and add this value to the CPP Base Number for the total amount of CPPs replenished.

3.617 PURCHASING REINFORCEMENT GROUPS: Each player now secretly allots CPP for the purchase of RG. All CPP expended are subtracted from the current CPP total. The CPP expended, those remaining, and the RG(s) purchased may all be kept secret. The player consults the RG chart for the different

types of RG historically available, the CPP cost of each, the number of each that may be purchased during the course of the CG, and any applicable notes. As each RG is selected, record its ID (and the CPP expended to purchase it) in the "RG Purchased" column on the line for the current CG Scenario on the CG Roster. After all the RG are selected, write the total CPP expended in the "spent" column of the CG Roster for the current CG Date; then write the number of CPP remaining, even if zero, in the "Left" column for the current CG Date. Any CPP remaining may be used to purchase further RG in any subsequent RePh step 3.6171-.6178 [EXC: Any CPP remaining after this step on the 14 PM date are lost].

The RG chart contains the following columns:

3.6171 ID: Provides an alphanumeric identification for each RG.

3.6172 GROUP TYPE: Lists the name of the RG. This name and its ID are secretly recorded on the RG Purchase Record (3.6179).

3.6173 FULL/DEPL: List the number of units received in each RG.

3.6174 UNIT TYPE(S): Lists the type(s) of units that each RG contains.

3.6175 CPP COST: Lists the CPP cost of the RG (regardless of its later-determined Strength). This is the number of CPP that must be subtracted from the current CPP total in order to receive that RG. If an Axis "I" or "G" type RG is purchased for 20% less (FRD) than its printed value the RG must be set up on-map in Reserve (SSR CG6; 3.4). If an Axis or British RG is purchased for its printed value it enters play during the course of the scenario (SSR CG4 and CG5). The Axis or British player may purchase "I" type RGs for Standard On-Map Setup by spending 20% more (FRU) than the printed value. Unless otherwise prohibited, each RG purchased for Standard On-Map Set Up may be set up on-map in a friendly, non-Isolated Setup Area in a scenario played on the same CG Date that it is purchased. An Axis RG purchased for Standard On-Map Setup is *not* set up in Reserve—and, if it can use an Eligible Entry Area, may instead be Retained in that Entry Area's Holding Box to enter as a reinforcement (see SSR CG4; 3.4). A British RG may be purchased for Standard On-Map Setup only if there is ≥ one Set Up Area on the Map. For set up purposes RG must be able to trace a path (of any length) of contiguous, Enterable (by all units of that RG) friendly-Setup/Uncontrolled-Territory Locations from its Setup Area to an eligible Entry Area. This path may not cross any non-bridge river hexes [EXC: For "I" type RG the path may cross river hexes which are not subject to the TC provisions of SSR PBr14.2].

3.6176 CG DATE MAX: Lists the maximum number of RG of this type that may be purchased per CG Date.

3.6177 CG MAX: Lists the maximum number of RG of this type that may be purchased during the course of the CG. The player must keep a written record (using the 3.6179 RG Purchase Record) of each RG purchased during the CG in order to know if additional RG of that type are still available for purchase. RG given during any CG Scenario never count against this maximum.

3.6178 NOTES: Special restrictions or comments about the RG.

3.6179 RG PURCHASE RECORD: After all RG for the current CG Date have been selected and CPP expended for them, the RG Purchase Record must be updated. One line of this sheet must be filled out for each RG purchased in order to keep track of the number purchased thus far in the CG. If preparing for a CG Initial Scenario, one line is also filled out for each RG given in the Initial Scenario OB (but these latter do not apply towards RG purchase limits; 3.6176 -.6177). The following listing explains how each column of the RG Purchase Record is used.



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3.6179

 GERMAN/ITALIAN REINFORCEMENT GROUP CHART 								
ID	Group Type	Full/ Depl	Unit Type(s)	CPP Cost	CG Date Max	I	CG Max II	III
F1	FB42	2	FB42 ^a	1 (2)	1	1	1	0
I1	Fallschirmjäger Pioneer Coy	12/9	4-6-8 ^{gbckm}	21	1	3	2	0
I2	Fallschirmjäger MG Pltn	2;2 ^c	MMG;HMG ^{cdgk}	8	1	4	4	0
I3	Fallschirmjäger Pioneer Alert Coy	12/9	4-6-8 ^{bckmn}	16	1	1	1	0
I4	Fallschirmjäger Signal Coy	12/9	4-6-7 ^{bclm}	15	1	1	0	1
I5	Alert Infantry Coy	12/9	4-4-7 ^{bclm}	14	2	2	0	2
I6	Fallschirmjäger Coy	12/9	5-4-8 ^{bcom}	17	1	1	1	0
I7	Italian Infantry Coy	12/9	3-4-6 ^{bcm}	12	1	3	3	0
I8	Italian MG Pltn	2;2 ^c	MMG;HMG ^{cdg}	6	1	1	1	0
I9	Italian MTR Pltn	3/2	45mm MTR ^{cdg}	6	1	2	2	0
I10	Italian Blackshirt Coy	12/9	3-3-6 ^{bcm}	8	1	1	1	0
G1	RCL Section	2/1	75 LG 40 RCL ^{cegk}	4	1	3	3	0
G2	INF Section	2/1	75* IeIG 18 INF ^{cegk}	6	1	2	2	0
G3	MTR Section	2/1	81* GrW 34 MTR ^{cegk}	7	1	4	4	0
G4	AA Section	2/1	88L FlaK 18 AA ^{cehg}	10	1	1	0	0
G5	AT Section	2/1	40LL IePaK 41 AT ^{cegjk}	5	1	4	4	0
V1	StuG Pltn	2/1	StuG IIIG ^{bc}	12	1	2	2	1
O1	Btl Mortar	80+mm mortar	OBA Module ^{fgik}	7	1	3	3	0
O2	Lgt Arty	70+mm	OBA Module ^{fgk}	6	1	3	3	0
O3	Med Arty 1	80+mm	OBA Module ^{fg}	8	1	2	1	1
O4	Med Arty 2	100+mm	OBA Module ^{fgk}	9	1	2	2	0
M1	Sniper	SAN Increase +1		2	1	8	6	2
M2	Recon	3.620 ^f		1 (2)	2	6	4	2
M3	Fortification	20 FPP		1	5	20	19	1

CG Date: The CG scenario the RG is purchased.

RG ID: The RG's alphanumeric ID.

Group Type: The RG's name.

#P (Number Purchased): The total number of friendly RG of this Group Type purchased thus far during the CG.

#R (Number Remaining): The number of this RG Group Type still available for subsequent purchase in the CG. This number is derived by subtracting the number in that RG's #P column from the number listed in the "Maximum" column (for that RG for that CG) in the RG Chart.

Str: The RG's strength, as determined in RePh step 3.6181. Record "F" for a Full, "D" for a Depleted, RG.

#Units: The number of units received in that RG of the Unit Type listed in the respective RG Chart and the unit type.

NOTES:

- Determine arrival turn and presence/lack of bombs as per E7.2-.21 (all bombs are HE). If purchased for 2 CPP the player receives a -2 dr to the arrival dr.
- SW and Leader types are determined as per 3.6182 and 3.1683, respectively.
- Each of these unit types are subject to depletion (See 3.6181).
- Each German MG is accompanied by a 2-4-8 HS. Each Italian MG and MTR is accompanied by a 1-3-6 HS.
- Each Gun is accompanied by a 2-2-8 crew.
- Each OBA module comes with a radio. O1 may fire HE, IR, and Smoke. O2, O3, and O4 may only fire HE.
- Available for on-map setup on CG Date of purchase at no extra cost.
- Each gun obtained with the purchase of this reinforcement group is accompanied by an *Sdkfz* 7.
- Receives a -2 DRM on its Radio Maintenance DR (C1.22).
- Each gun obtained with the purchase of this reinforcement group is accompanied by an *Sdkfz* 2.
- Only eligible for purchase after July 14 PM.
- Only eligible for purchase before July 14 N.
- A total of no more than two coy type RG may be purchased on any given CG Date. Further, no more than 4 coy type RGs may be purchased on a given calendar day.
- May not be purchased until all I1 RG have been purchased.
- Only eligible for purchase after July 16 N.
- If purchased for 2 CPP the player receives a +5 dr to the Recon dr.

SW Received: As each SW for that RG is determined (RePh step 3.6182), record the number of each Weapon type received.

Leader(s): As each eligible RG's (armor) leader(s) is determined (RePh step 3.6183) record his A10.7/D5.4 Strength Factor.

Objective Hex: Record the Objective Hex of each Coy size RG (see 3.2).

Setup/Entry Area ID: On its CG Date of purchase, each RG must have a friendly, non-Isolated Setup Area or Eligible Entry Area recorded for it. Use the hex coordinate of each Entry Area's center (arrow) hex as the ID for that Area. For set up purposes RG must be able to trace a path (of any length) of contiguous, Enterable (by all units of that RG) friendly-Setup/Uncontrolled-Territory Locations from its Setup Area to an eligible Entry Area. This path may not cross any non-bridge river hexes [EXC: For "I" type RG the path may cross river hexes which are not subject to the TC provisions of SSR PBr14.2].



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3.6179

NOTES:

- Determine arrival turn and presence/lack of bombs as per E7.2-.21 (all bombs are HE). If purchased for 2 CPP the player receives a -2 drm to the arrival dr.
- SW and/or Leader types are determined as per 3.6182 and 3.1683, respectively.
- Each of these unit types are subject to depletion (See 3.6181) [EXC: RG entering play via paratroop are not subject to depletion].
- Each Gun is accompanied by a 2-2-8 crew. Each MMG and HMG is accompanied by a 2-4-8 HS.
- Each OBA module comes with a radio. Use as a creeping barrage increases the cost of a module by 50% and is not convertible. Each Creeping Barrage must have east-west hex grain alignment (E12.11-12.2). All OBA modules may use HE. In addition, O1 may fire IR, O1, O2, and O3 may fire S, and O1 and O3 may fire WP. No more than 1 O4 may be in a sides OB at any given time.
- Available for on-map setup on CG Date of purchase at no extra cost.
- Each gun obtained with the purchase of this reinforcement group is accompanied by Lloyd Carrier.
- Receives a -2 DRM on its Radio Maintenance DR (C1.22).
- When the British player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each bombardment, after all on-map setup is completed he places an AR counter in the Pre-Reg hex and makes a C1.31 error DR (with the white dr halved; FRU) to determine the bombardment Center Hex. He then places a FFE:C counter in that center Hex. All hexes with the same numbered coordinate and any hex ≤ 2 hexes from these hexes now undergo Bombardment as per C1.82-.823. There are no "spared hexes". After the Bombardment has been fully resolved, its FFE:C is removed and that Bombardment RG is Eliminated. Each Bombardment is fully resolved before conducting another bombardment (if any). The maximum number of Bombardments useable per CG scenario is equal to the number of new CG Dates since the last CG-Scenario End (e.g. if one Idle Date occurred between scenarios, no > two Bombardments may be conducted for the current scenario). No Bombardment is resolved on an Idle Date. Throughout Game Turn 1 of any CG Date just prior to a bombardment has been conducted there is a LV hindrance for the remnants of the smoke and dust raised by the pre-attack bombardment which is equivalent to heavy rain (E3.51) (e.g. +1 LV Hindrance DRM at ranges ≤ 6 hexes, +2 LV Hindrance DRM at ranges ≥ 7) for any units firing into, through or out of the bombardment area.
- Off board observer is at level 2 in any friendly entry area board edge hex. Secretly record the hex prior to German setup. Cost is per module. Each Off board Observer is retained as long as the module he is assigned to is retained.
- May only be purchased on or before July 14 PM.
- A total of no more than two coy type RG may be purchased on any given CG Date. Further, no more than 4 coy type RGs may be purchased on a given calendar day.
- If depleted make a Secret dr for each Carrier as if a SW per 3.6182.
- May only be purchased on or after July 14 N.
- Each Gun obtained with the purchase of this reinforcement group is accompanied by a Jeep (a) and a British Glider.
- If purchased for 2 CPP the player receives a +5 drm to the Recon dr.
- If depleted 1 less of each squad type is received.

BRITISH REINFORCEMENT GROUP CHART									
ID	Group Type	Full/Depl	Unit Type(s)	CPP Cost	CG Date Max	CG Max I	CG Max II	CG Max III	
F1	FB42	2	FB42 ^{ak}	1 (2)	1	1	0	1	
I1	Lgt Inf Rifle Coy	12/9	4-5-8; 4-5-7; 4-4-7 (4/3 each) ^{bcp}	18	4	12	12	0	
I2	Airborne Pltn	4/3	6-4-8 ^{bck}	7	2	2	0	2	
I3	Lgt Inf Assault Pltn	3/2	4-5-8 ^{bcp}	7	1	3	3	0	
I4	Airborne Coy Cmd	2/1	6-4-8 ^{bck}	4	1	1	0	1	
I5	MG Pltn	2;2 ^c	MMG;HMG ^{cdpf}	7	1	3	3	0	
G1	Lgt Inf AT Pltn	3/2	57L OQF 6-Pounder AT ^{cdgpf}	8	1	6	6	0	
G2	Airlanding AT Pltn	2/1	57L OQF 6-Pounder AT ^{cdq}	8	NA	0	0	0	
G3	Mtr Pltn	2/1	3" MTR ^{cdp}	6	1	1	1	0	
V1	Med Tank Troop	3/2	Sherman III(a) ^{bcp}	12	4	15	13	0	
V2	Carrier 3" Mtr Pltn	2/1	Carrier 3" MTR ^{cp}	7	1	1	1	0	
V3	Carrier Pltn I	3 ^m	Carrier A, Carrier B, Carrier 2" Mtr ^{cp}	6	2	6	6	0	
V4	Carrier Pltn II	3 ^m	Carrier C, Carrier B, Carrier 2" Mtr ^{cp}	6	2	6	6	0	
V5	AC Pltn I	3/2	Daimler AC ^{cp}	4	3	3	3	0	
V6	AC Pltn II	3/2	AEC I ^{cp}	5	1	1	1	0	
O1	Btln Mortar	70+mm	OBA Module ^{efp}	7	1	8	8	0	
O2	Lgt Arty	80+mm	OBA Module ^{efp}	8	1	4	4	0	
O3	Med Arty	100+mm	OBA Module ^{efp}	10	1	4	4	0	
O4	Offboard Observer	Offboard Observer	Observer ^{ep}	1	1	4	4	0	
B1	Bombardment	Pregame Bombardment	Bombardment ^{ip}	3	1	8	7	0	
M1	Sniper	SAN Increase +1		3	1	4	3	1	
M2	Recon	3.620 ^r		1 (2)	2	6	6	0	
M3	Fortification	20 FPP		2	1	5	4	1	



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3.618 RG STRENGTH, WEAPONS & LEADERS

3.6181 RG STRENGTH: Each RG whose ID begins with "I", "V", or "G" is subject to Depletion. For each such RG the player has just purchased (as well as for each such RG he receives in an Initial-Scenario OB), the player must make one Secret DR on the RG Strength Table to determine whether it is received at Full or Depleted Strength [EXC: RG entering via Paratroop]. A Full-Strength "I", "V" or "G" RG contains the number of specified units/Guns listed to the left of the "/" in the Full/Depl column of the RG chart, while such a Depleted RG contains the number listed to the right of the "/". For the support weapons of these RG see 3.6182.

RG STRENGTH TABLE

DR	RG Strength
≤ 9	Full Strength
≥ 10	Depleted

DRM

- 1 "G" and "V" type RG [EXC: British Airlanding]
- 1 Non-Airborne/Airlanding British
- +1 British Airlanding/Airborne⁹

3.6182 SUPPORT WEAPON ALLOTMENT: Each Full-Strength "I" RG receives all SW/Personnel counters listed for it. If Depleted (3.6181), the player makes a Secret dr for each listed SW: an Original dr of ≤ 3 results in that SW being received (with its attendant HS); if ≥ 4 that SW (and its respective HS) is forfeit [EXC: Each Full Strength British RG I2 and I4 only receives its allotted SW on a dr of ≤ 3; each Depleted British RG I2 and I4 only receives its allotted SW on a dr of ≤ 2; each Axis RG I2 and I8 and each British RG I5 must receive a minimum of two SW, if less than two are received, re-roll for the entire RG until at least two are received].

AXIS INFANTRY-TYPE SW CHART¹⁰

Unit	LMG	DC	FT
Fallschirmjäger Pioneer Coy	3	6	3
Fallschirmjäger Pioneer Alert Coy	1		
Fallschirmjäger Signal Coy	1		
Fallschirmjäger Coy	3		
Alert Infantry Coy	1		
Italian Infantry Coy	1		
Italian Blackshirt Coy	1		

BRITISH INFANTRY-TYPE SW CHART¹

Unit	LMG	DC	FT	51mmMTR	PIAT
Lgt Inf Rifle Coy	3			2	1
Airborne Pltn	1			1	1
Lgt Inf Aslt Pltn		2	1		
Airborne Coy Cmd	1				

3.6183 LEADER ALLOTMENT: For each purchased/OB-Given "I" or "V" type RG, make one Secret DR [EXC: Each RG specified as a coy may roll three times on the leader table] on the appropriate column of the following leader tables to determine the type of leader received by that RG. Each leader must setup/enter with a unit of his respective RG during the first

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(only) CG Scenario in which he participates [EXC: if Retained off-map for an entire Scenario].

LEADER TABLE

Final DR	Personnel Leader	Armor Leader
≤ 2	10-2	10-2
3	9-2	9-2
4-5	9-1	9-1
6-7	8-1	8-1
8-9	8-0	—
10-11	7-0	—
≥ 12	6+1	—

DRM

- +1 Alert Coy RG
- 4 1st Signal Coy RG Leader Roll
- 1 Airborne/Fallschirmjäger RG
- 1 Coy Cmd RG
- +1 Depleted RG
- 1 German "V" RG
- +2 British "V" RG
- +2 Italian RG

3.619 PURCHASING FORTIFICATIONS: Fortifications, which are obtained by spending FPP, may be purchased on each CG Date if the player has the requisite FPP (purchased in 3.617). All FPP unspent upon completion of this step are forfeit. As Fortifications are selected, the specific type must be recorded in the "FORTIFICATIONS" area of the CG Roster.

FORTIFICATION PURCHASE TABLE

Fortification Type	FPP Cost
Foxhole	3/2/1(c)
Roadblock	10(f)
"?"	1
HIP (a,b)	5/3/2/1
Trench (e)	10
AT Mines (d)	3/factor

- a) Listed cost is per $\frac{5}{8}$ "-Counter/Squad/HS/SMC. SW may setup with a HIP unit up to the legal IPC of that unit (leaders may lend their IPC to a MMC) or one 45mm or 51mm MTR SW per MMC.
- b) No more than 10% (FRU) of a side's Retained Infantry squads may use HIP in a daytime Scenario.
- c) 3S/2S/1S Foxhole costs.
- d) May only be purchased by the British when ≥ 1 airborne MMC is currently retained. No more than 6 AT mines may be purchased during any CG.
- e) A trench may only be placed in a hex which contained a foxhole on the previous CG date. When the trench is placed the foxhole is removed.
- f) The Axis can purchase no more than 5 roadblocks during the course of any CG.

3.620 PURCHASING RECONNAISSANCE: Each side may now make a Recon dr, provided it first expends the required CPP



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for this purpose and the players are not preparing to play an *Initial* Scenario. If Recon can be purchased, that side deducts one (or two, for a beneficial dr on its Recon dr) from its current CPP total in the CG Roster's "Left" column, and records the new total in the "Start" column of the *next* CG Date. (The number in the "Start" column shows the side's CPP total at the start of that CG Date.) If a side cannot or opts not to use Recon, its current CPP total is simply copied in the "Start" column of that next CG Date.

A Recon Final dr is the number of *Locations* in which the opponent will have to reveal units and Fortifications, if he has in fact set up in them; see 3.6223. The Recon dr is modified by +5 if the purchaser spent 2 CPP for Recon.

The number of *Locations* that may be reconnoitered (3.6223) per CG Date is recorded on the CG Roster in the "Recon" column of the current CG Date line. The number recorded for each Idle CG Date is cumulative with the number recorded for each succeeding CG Date, but not beyond the next CG scenario.

3.621 INITIATIVE DETERMINATION: Each side selects its Initiative for the current CG Date, either to "Attack" or stand "Idle," representing its desired tactical plans.

3.6211 ATTACK-CHIT LIMIT: Each CG (3.51-.53) lists the maximum number of Attack Chits (3.6212) each side may select during the course of that CG. (There is no limit otherwise on selecting Attack Chits on consecutive CG Dates.) For purposes of this rule, neither side is considered to have selected an Attack Chit for an Initial Scenario.

3.6212 PROCEDURE: Each side takes its respective Initiative Chit and secretly places it on the playing area, hidden from the opponent's view, with the chit's face-up side displaying the side's Initiative selection (i.e., either an Attack Chit or an Idle Chit) for the next CG scenario. The counters are then revealed simultaneously and cross-indexed on the following matrix to determine if a new CG scenario is generated and, if so, what type it will be.

Chit Selected	British Attack	British Idle
Axis Attack *	Dual Attack ¹	Axis Attack ¹
Axis Idle	British Attack ¹	Idle ²

* The Attack Chit cannot be selected by the Axis player if the British player currently has no on-map Retained units.

1 Scenario generated; consult proper scenario type below for further information.

2 No scenario generated for this CG Date; each side repeats RePh steps 3.612-.6212.

3.6213 SCENARIO TYPES

a) **DUAL ATTACK:** Represents a CG Date when both sides have planned offensive action. The British player makes a dr to determine which side sets up first: if ≤ 3 the British do; otherwise the Axis does. The side moving first however, is not determined until after all setup is complete (step 3.623).

b) **NIGHT DUAL ATTACK:** If both sides choose Attack for a Night CG Date, both are considered Scenario Attackers. Both sides may use Cloaking as per SSR CG3 (3.4). Neither side is restricted by the use of No Move counters (El.21), and neither side receives the benefits/penalties of a Scenario Defender (El.2; El.22). The side moving first is still determined in step 3.623. See also SSR CG3.

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c) **AXIS ASSAULT:** On this CG Date the Axis side is attacking. The British set up first and the Axis moves first.

d) **BRITISH ASSAULT:** On this CG Date the British side is attacking. The Axis sets up first and the British move first.

3.6214 SCENARIO VICTORY CONDITIONS: In PBr, each individual CG Scenario does not have Victory Conditions. The CG Scenarios serve instead to position the players for the overall CG Victory Conditions. Neither side "wins" or "loses" a CG scenario, only the CG itself.

3.622 UNIT SETUP

3.6221 ISOLATED UNIT SETUP: The side that sets up first (3.6213) in a given CG scenario now sets up all of its Retained units, Equipment, and new Fortifications which will go into an isolated Location, after which the other side does likewise. Each Isolated unit/Equipment piece may be set up only in its current Setup Area [EXC: in its current Location and VCA, if an Immobile vehicle; 3.6071]. Each unit/Equipment piece set up in an Isolated Location is affected by Ammunition Shortages (A19.131) for the duration of the CG scenario. These units should be recorded to distinguish them from others not suffering the same penalties.

3.6222 NON-ISOLATED UNIT SETUP: The side which sets up first now sets up the remainder of its Retained units, Equipment, and new Fortifications in eligible Locations of the Setup Area each is Retained in [EXC: each Immobile vehicle must remain in its current Location and VCA (3.6071)]. Record the hex coordinates of new Fortification setup Locations on the CG Roster, in the appropriate line(s) and column(s) under "FORTIFICATIONS." See also SSR CG3, CG4, CG5, CG6, CG8, CG9, CG10, CG13, and CG15. Once the side setting up first has completed its setup, the other side follows the same (3.622) procedure.

3.6223 RECON INSPECTION: After all setup is complete (but prior to Bombardment, if any), each side may declare the Location(s) they wish to reconnoiter (3.620), if any. Each reconned Location must be within six hexes of a friendly Setup/Eligible-Entry Area hex. The sides take turns declaring one Location at a time, with the British declaring first. Each hidden unit/Equipment in a reconned Location is placed on-map concealed, and all hidden Fortifications in the Location are revealed. All concealed (including Cloaked/Reserve) units/Equipment therein then lose their "?" (Eliminating Dummies) and the opponent receives Right of Inspection vs the Location (A12.16), regardless of LOS. All units/Equipment in Concealment Terrain in the Location then immediately regain any "?" (but not HIP) they previously had, regardless of LOS [EXC: all Reserve units/Equipment regain their Cloaked Reserve counter (and status), even if not in Concealment Terrain].

3.623 SCENARIO COMMENCEMENT:

Players are now ready to begin the CG scenario. Each side announces its current SAN. If this is an Assault scenario, the side setting up second always moves first. If this is a (day/night) Dual Attack scenario, the side that will move first is determined by the British player making a dr on the following table:

dr	Moves First
≤ 3	British
≥ 4	Axis



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PRIMOSOLE BRIDGE FOOTNOTES

1. **PBr10 ARMORED ASSAULT:** British infantry and armor found it difficult to act cooperatively in the vineyards and orchards north of the river.
2. **PBr11 RADIO CONTACT:** The British found it difficult to maintain radio contact with their artillery support. This was such a problem that at times it was necessary to go in person to the battery to coordinate support.
3. **PBr14.1-.2 FORDING:** The river was crossed at several points during the battle, although a number of British soldiers drowned during these crossings. The only safely fordable section was a bit up stream from the bridge, although even this area was not suitable for vehicles to pass. This crossing site was a key factor in the British Army's ability to capture the bridge itself.
4. **PBr15.3 VINEYARD LOS:** First hand accounts indicate that ground-level vision when prone in the vineyards in this area was extremely restricted.
5. **CG3 LEAGUER:** British tactical doctrine at this time (in fact throughout the war) was that tanks did not remain at the front at night. This cost the British dearly on the evening of the 14th when, if the British armour and infantry support would have pushed forward in the late evening, they could have controlled at least the south side of the river and possibly even been able to retake the bridge.
6. **CG5 GERMAN ENTRY:** This restriction prevents the German Player from "gaming" the CG end. Without such a restric-

tion the German player can keep reinforcements off map until late in the final CG Scenario and then enter them just prior to the CG Scenario End DRs into the area the British must have clear at game end.

7. **3.60741 BRITISH WITHDRAWAL:** The British airborne troops had depleted most of their ammunition by late in the day on the 14th. They were forced to withdraw when finally pushed back across the river by the Germans and did not return to the fight to recapture the bridge.

8. **3.60742 GERMAN WITHDRAWAL:** The German forces which recaptured the bridge from the British were withdrawn when the Fallschirmjäger pioneers arrived. Subsequently the Fallschirmjäger signal company was reintroduced to the fight when things got desperate.

9. **3.6181 AIRBORNE RG DEPLETION:** The British airborne landings went horribly awry. Among other problems the transports were badly shot up on their approach by their own fleet, and initial force sizes have been concomitantly reduced. To help represent the widely scattered landings, British airborne RG are more likely to be depleted than are leg infantry RG.

10. **5.6182 SUPPORT WEAPON ALLOTMENT:** By this point in the war the 5cm leGrW 36 mortar had been pretty much replaced by the 8cm GrW 42 "Stummelwerfer" (German Ordnance Note 2) in Fallschirmjäger units. Because this mortar is classified as a Gun (rather than a SW), it has been split out of the companies for separate purchase in its own platoons.

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PRIMOSOLE BRIDGE CREDITS

Design and Historical Research: Randy Yeates (with help from Darrel Andersen, Scott Cochran, and Guy Falsetti)

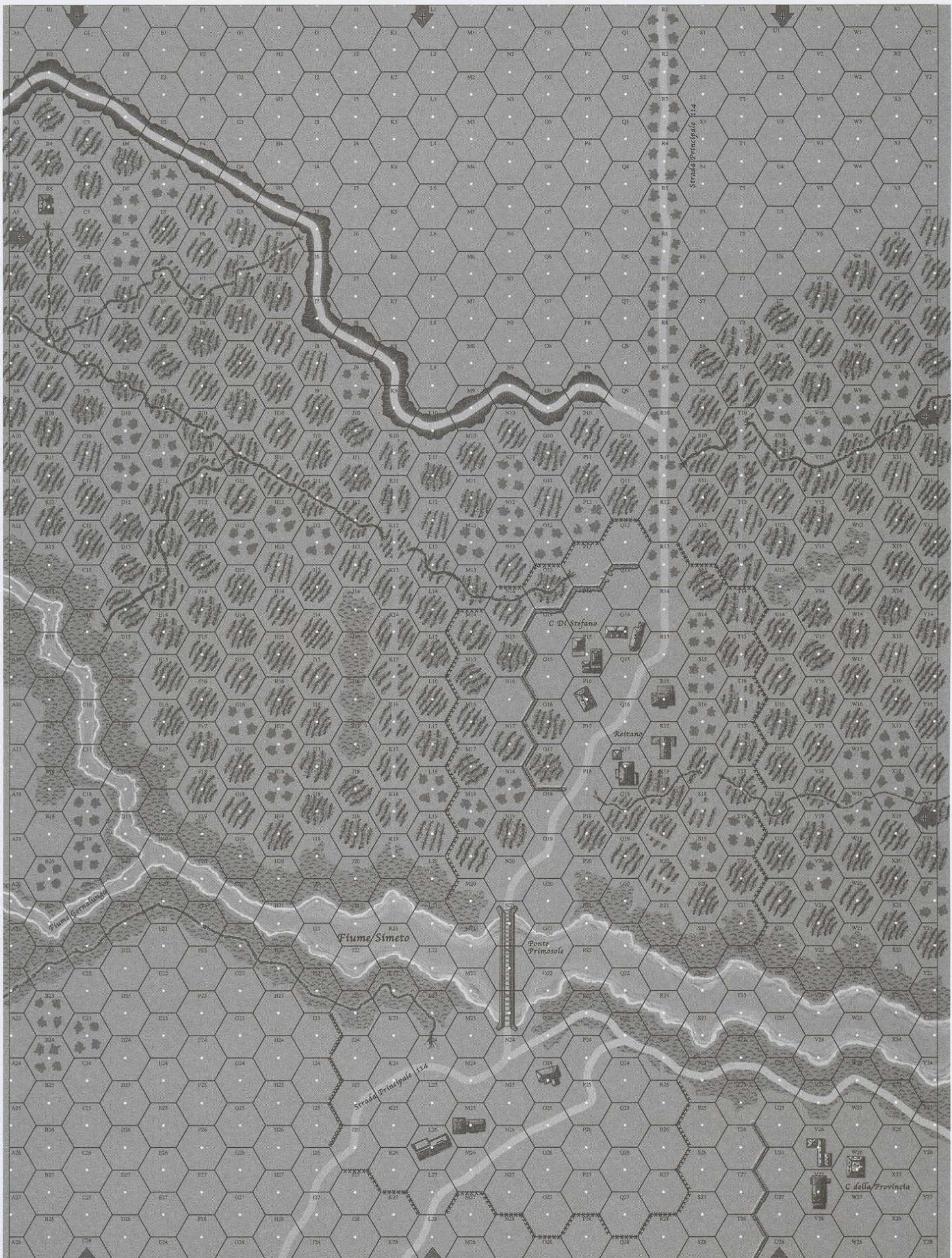
Scenario and Map Design: Randy Yeates

Development: Randy Yeates and MMP (Special Thanks to Kevin Valerien)

Playtesting: Darrel Andersen, Scott Cochran, Guy Falsetti, Ken Dunn, Vince Alonso, Bruce Beddel, Todd Jones, Darren Emge, Bryan Kropf, Rob Seulowitz, and J.R. Tracy (Special Thanks to Kevin Valerien and Randy Yeates)

Map Artwork: Kurt Miller

Layout: Multi-Man Publishing, LLC



CG SCENARIO TURN RECORD CHART

1	2	3	4	5	6	7	8	9	END
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*2 dim 11 July 13 Night CG Scenario

The Primosole Bridge

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Primosole Bridge RG Purchase Record (3.6179)

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EXTRACURRICULAR ACTIVITY



ASL SCENARIO 122

Scenario Design: Chris Olden



VICTORY CONDITIONS: The Hungarians win at game end by having more unbroken squad-equivalents in building B2 than the Russians.

BUDA, HUNGARY, 25 December 1944: While the Red Army was hammering at Pest for over six weeks, the inhabitants of Buda were still preparing for Christmas festivities, albeit subdued ones. On Christmas Day, however, they were surprised by the sudden appearance of Russian armored reconnaissance forces at the Janos Hospital, less than two miles from the Royal Palace. A company from the 1st Technical University Battalion was the first unit to clash with the Russians in Buda.

BOARD CONFIGURATION:



BALANCE:

★ Delete one 43M Zrinyi II.

☒ Add an Axis Minor MMG to the Hungarian OB.

(Only hexrows A-P are playable)

TURN RECORD CHART

★ RUSSIAN Sets Up First [70]	☒	1	2	3	4	5	6	END
☒ HUNGARIAN Moves First [84]								



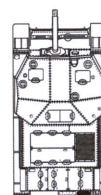
Elements of the 2nd Ukrainian Front [ELR: 3] set up on/west of hexrow M, ≤ 4 squads (and any SMC/SW stacked with them) may set up in building B2: {SAN: 3}



4-4-7	9-1	8-1	8-0	3-6-12	1-2-6	1-12	7 morale	16 11 6 85L 2/4
10				2	2	9	2	



Elements of the 1st Technical University Battalion [ELR: 3] set up on/east of hexrow O and/or enter on/after Turn 1 along the east edge: {SAN: 2}



3-4-7	9-1	8-1	7-0	1-2-7	14 10 2
14			2	4	4

SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling is NA. Building B2 has an inherent stairwell in every hex and Rooftops (B23.8). All buildings with a printed Stairwell are Two-Story Houses (B23.22). All other buildings are ground level only.

2. The Hungarian MMC broken side Morale Level is 2 higher than printed. The Hungarian HOB Nationality DRM is zero. Hungarian units will not surrender due to a HOB result; they go Berserk instead.

3. Civilian (only) Interrogation (E2.4) is in effect. Hungarians are in a Friendly Country; Russians are in a Hostile Country.

4. No AFV may set up in or enter a hex of building B2.

5. Hungarian AFV are Elite (C8.2).

AFTERMATH: Although lacking in training, the college students stopped the Soviets at the Janos Hospital and Schwabian Hill. By the morning of December 26th, however, Budapest was completely surrounded by the forces of the 2nd and 3rd Ukrainian Fronts, which had linked up at Esztergom. The siege of Budapest had begun.

THE YELNYA BRIDGE



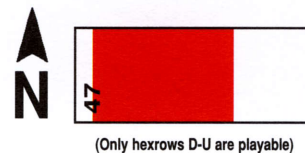
ASL SCENARIO J102

Scenario Design: Xavier Vitry



YELNYA, RUSSIA, 13 October 1941: After the collapse of Soviet forces facing Army Group Center, a handful of Russian units were sent to defend the main communications routes to Moscow—the most critical of which was the Minsk highway which ran south of Borodino. Meanwhile, the 10th Panzer Division regrouped and followed up its main thrust towards Moscow, following the SS “Das Reich” Motorized Division. On 13 October, German forward elements encountered the first Soviet defensive positions near the town of Yelnya where a small stream had to be crossed in order to keep up the pace of the advance.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans win at game end if they Control buildings I5, J4 and K4 or immediately by exiting ≥ 16 Exit VP along the north edge (≥ 4 Exit VP must be from Infantry; prisoners do not count).

BALANCE:

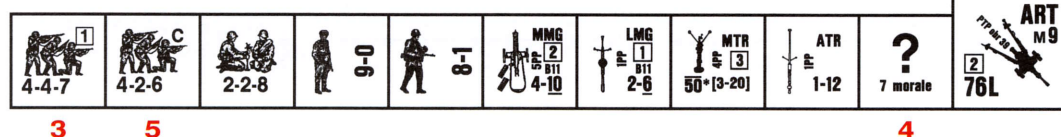
★ Replace three 4-2-6 with three 4-4-7.

✚ Delete the ATR from the Russian OB.

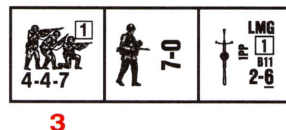
TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	✚	1	2	3★	4	5	END
✚ GERMAN Moves First							

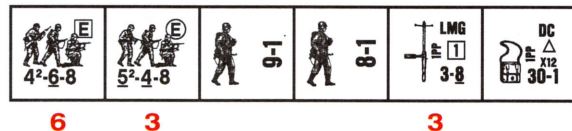
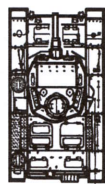
Elements of the 32nd Rifle Division [ELR:3] set up north of the stream: {SAN:3}



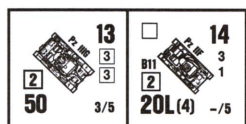
Platoon from the Reserve Company enters on Turn 3 along the north edge:



Elements of II Battalion, PanzerGrenadier Regiment Germania, 2nd SS Motorized Division [ELR:5] enter on Turn 1 along the south edge: {SAN:2}



Panzer Regiment 7, 10th Panzer Division enter on Turn 1 along the south edge:



Elements of Aufklärungs Abt. enter on Turn 1 on I10 :



SPECIAL RULES:

1. EC are moderate, with no wind at start.
2. All roads are Paved.
3. German 5-4-8s/2-3-8s are Assault Engineers (H1.22).
4. AFV crews may not voluntarily Abandon (D5.4) vehicles.
5. German 4-6-8s/2-4-8s and 5-4-8s/2-3-8s are SS, with underlined Morale and broken Morale 1 higher than printed.

AFTERMATH: The first attack was launched but broke against a curtain of small arms fire laid down by the Russian troops led by Captain Romanov. The SS troops regrouped and launched a second attack which nearly succeeded until Romanov committed his reserve company in a counterattack. By nightfall the original positions were still in Soviet hands, but the 32nd Rifle Division was beginning to show signs of strain.

LENIN'S SONS

Scenario Design: Xavier Vitry



ASL SCENARIO J103



VICTORY CONDITIONS: Provided the Russians have amassed ≤ 16 CVP, the Germans win at game end if they control ≥ 8 building/rubble hexes on/east-of hexrow K.

YUDINKI, RUSSIA, 14 October 1941: To the south of Borodino, the SS Das Reich was committed to several actions aimed at breaking the Soviet lines in order to rush towards the east. The Der Führer Regiment, fighting on the southern flank of the Division, had regrouped and was to seize the village of Yudinki, whose forward defense consisted of some of the finest Russian youth—the Lenin Cadets.

BOARD CONFIGURATION:



(Only hexrows D-Z are playable)

BALANCE:

★ In the Victory Conditions change 16 to 13.

✠ In the Victory Conditions change 8 to 7.

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	END
✠ GERMAN Moves First [174]								

Elements of II Battalion, Lenin Cadets [ELR: 4] set up on/east-of hexrow U: {SAN:3}



 6-2-8 2	 4-5-8 3	 4-4-7 2	 3-2-8 2	 2-2-8	 10-0	 8-1	 8-0	 1-4-9	 7 morale 9
 HMG 6-12	 MMG 4-10	 LMG 2-6	 MTR 50-3-20	 DC 30-1					
		2		2					

Elements of Pz Gr Regiment Der Führer, Das Reich Division [ELR: 5] set up on/west-of hexrow Y: {SAN:2}



 4-6-8 10	 5-4-8 3	 2-3-8	 9-2	 8-1	 8-0	 7-0	 MMG 5-12	 LMG 3-8	 FT 24-1	 DC 30-1
								3		2

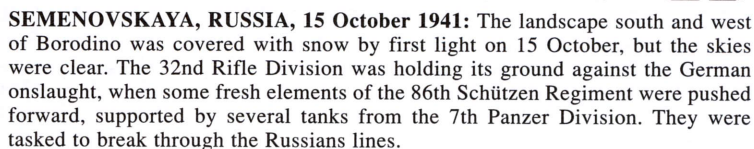
SPECIAL RULES:

- EC are moderate, with no wind at start. Kindling is NA.
- All buildings are wooden.
- All Russian units may set up concealed regardless of terrain. The Russian may set up one squad-equivalent HIP along with any SMC/SW stacked with it.
- German 5-4-8s/2-3-8s and Russian 6-2-8s/3-2-8s are Assault Engineers. (H1.22).

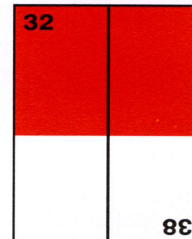
5. German 4-6-8s/2-4-8s and 5-4-8s/2-3-8s are SS, with underlined Morale and broken Morale 1 higher than printed.

AFTERMATH: The Lenin Cadets were unable to hold their ground. Despite the good leadership from the Military Academy and extreme bravery in combat, they were forced to withdraw to the village of Artemki, a few miles to the east. Nevertheless, they had inflicted heavy casualties upon the SS who, stopped at Artemki by these same Cadets a few hours later, could not break the Soviet lines this day.

Scenario Design: Xavier Vitry



N



(Only hexrows A-P on board 32 and R-GG on board 38 are playable)

★ German AFV enter on Turn 2.

✚ Exchange one German 8-1 leader for one German 9-2 leader.

TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	♠	1	2	3	4★	5	6	7	END
♠ GERMAN Moves First [158]									



Elements of I and III Battalions, 32nd Rifle Regiment, 32nd Rifle Division [ELR: 3] set up on board 32 in hexes numbered ≤ 6 and/or anywhere on board 38: {SAN: 3}



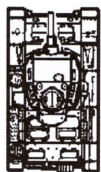
										
2	6	3					2	2	7	

Elements of the 32nd Flamethrower Company [ELR:5] enter on Turn 4 along the east and/or north edge:

				
6-2-8	3-2-8	8-1	2-6	24-1
3				2



Elements of 86th Schützen Regiment and 7th Panzer Regiment, 10th Panzer Division [ELR:3] enter on Turn 1 along the west edge:
{SAN: 2}



4 ² -6-8	4 ¹ -6-7	2-4-7	9-1	8-1	8-0	LMG 1 3-8	14 3 2 1 75* 3/5	13 3 3 2 50 3/5
8	5		2			4		

1. EC are Wet with no wind at start. Ground Snow is in effect.
2. All buildings are wooden. The Stream is deep, but is neither Frozen nor Frigid. Marsh is Open Ground as per A16.8.
3. The Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22).
4. AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: The Russian Army commander threw several support units into the battle, including a regiment of 76mm Guns and a newly arrived flamethrower company. Lelyushenko was seriously wounded directing the formation of the new defense line, but the line held, if only by the least of margins. Lelyushenko's loss was a major blow to the Soviets, as finally they had a General who could stop the Germans. Major General Govorov was appointed to replace the fallen commander.

BORODINO TRAIN STATION

ASL SCENARIO J105

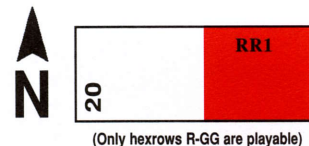
Scenario Design: Xavier Vitry



VICTORY CONDITIONS: The Russians win at game end if they Control the train station (building U2) and/or the cityhall (building Z2) provided at least 3 unbroken squad-equivalents are south of the road R9-T9-Y7-Z6-FF5-GG6.

BORODINO, RUSSIA, 16 October 1941: The armored spearheads of the 10th Panzer Division had reached an important railway junction on the road to Moscow. Kampfgruppe Hauenschildt, part of the 86th Schützen Regiment, was tasked to hold the Borodino Train Station while the armored elements of the division were to push forward east. But the Russians were determined not to let them!

BOARD CONFIGURATION:



BALANCE:

✚ Replace three 4-6-7 with three 4-6-8.

★ Replace two 5-2-7 with two 6-2-8.

TURN RECORD CHART

✚ GERMAN Sets Up [0]	★ 1	2	3	4	5	6	END
★ RUSSIAN Moves First [0]							



Elements of Kampfgruppe Hauenschildt, 86th Schützen Regiment, and 7th Panzer Regiment [ELR: 3] set up as indicated: {SAN:3}

Within the train station (Bldg U2):



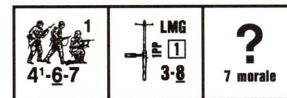
3

Within the City Hall (Bldg Z2):



2

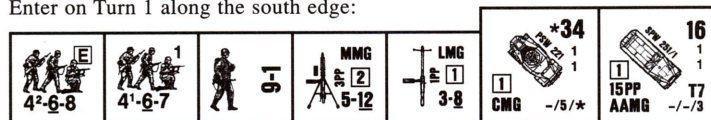
Anywhere south of the Railroad:



2

5

Enter on Turn 1 along the south edge:



3

2



Elements of II Battalion, 322nd Rifle Regiment, 32th Rifle Division [ELR: 3] enter on Turn 1 on/between R0 and AA1 and/or on Turn 2 along the north edge: {SAN: 2}



3

6

9

3

SPECIAL RULES:

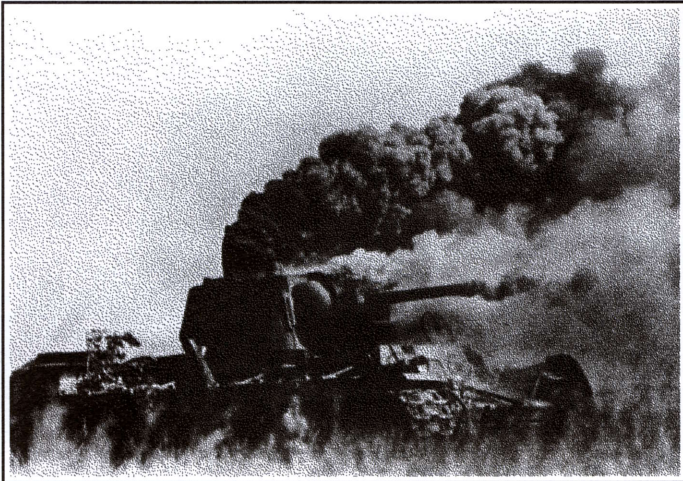
- EC are moderate with no Wind at start.
- Place overlay RR1 on V3-U4 The Railroad is at Ground Level. All buildings are Ground Level only.
- Russian 5-2-7s/2-2-7s (and 6-2-8s/3-2-8s) are Assault Engineers (H1.22).
- AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: The Germans were still arriving in the area trying to secure the hamlet when a full battalion from the 322nd Rifle Regiment launched its attack, only a few hours after the fall of the train station. After just a few minutes, the surprised and outnumbered Germans were literally wiped out despite receiving reinforcements at the start of the Russian attack. Despite heavy casualties, the Russians had won the day again slowing down the German advance towards Moscow.

MARDERS NOT MARTYRS

ASL SCENARIO J106

Scenario Design: Ken Dunn



ISCHERSKAJA, RUSSIA, 10 September 1942: German anti-tank units had been recently finding that their ability to destroy Soviet armor had been compromised by a sudden increase in the numbers of tanks that were impervious to their anti-tank guns. Too many recent examples of martyred German soldiers trying to stand their ground against the upgraded Soviet tanks had convinced German authorities to make changes. In late June the 13th Panzer Division finally got an opportunity to refit their mobile Anti-Tank Battalion with the new Marder tank destroyer. This would allow them to finally stand up to the newer versions of the Soviet AFVs with which they were beginning to have to contend. And not a moment too soon; OKW had tasked Army Group A with the capture and exploitation of the vast oilfields near Grozny.

BOARD CONFIGURATION:



(Only hexrows I-GG are playable)

VICTORY CONDITIONS: The Russians win immediately upon exiting $\geq$ 17 VP (at least 3 VP must be Infantry) off the west edge. Prisoners do not count.

BALANCE:

✚ Add a 9-1 Armor Leader to the German OB.

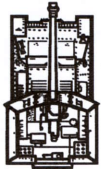
★ In the VC delete "(at least 3VP must be Infantry)".

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	4	5	6	END
★ RUSSIAN Moves First [70]								



Elements of 1st Panzerjäger Abteilung, 13th Panzer Division and 111th Infantry Division [ELR: 3] setup on/west-of hexrow S: {SAN: 3}



 1 4-6-7	 1-5	 7-0	 HMG 3 7-16	 LMG 1 3-8	 8-1 1st Sgt	 13 75L
5			2		2	



Elements of 151st Rifle Division [ELR: 3] setup on/east-of hexrow X: {SAN: 2}



 1 4-4-7	 1-5	 8-0	 MMG 2 4-10	 LMG 1 2-6	 MTR 3 50* [3-20]
10			2		

Elements of Russian Tank Corps enter on Turn 1 along the east edge:

 11 11 8 76 2/4 ¹²
4

SPECIAL RULES:

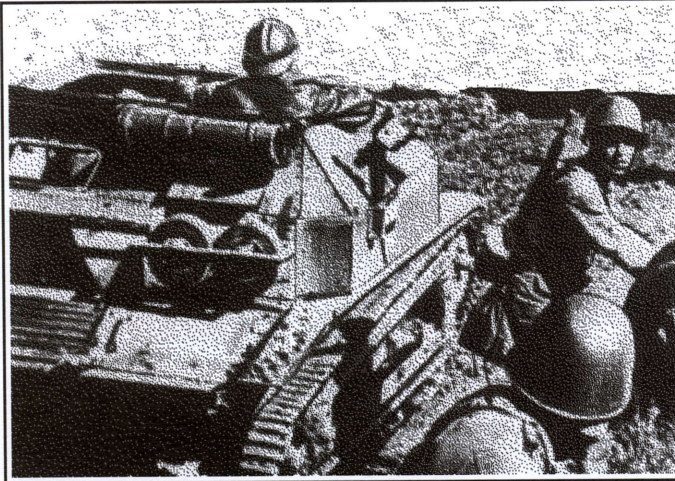
1. EC are moderate, with no wind at start. Kindling is NA.

AFTERMATH: After three weeks of hard travel through the steppes of European Russia, Army Group A arrived at the front door of Asian Russia. Only the Terek River stood as the last natural barrier to the oil fields. So far lack of fuel had been the most serious problem faced by the advancing units. However, as units of the 111th Infantry Division forced a crossing the Russians reacted by sending armored forces including some of the newer AFVs to stem the tide. While the new German weapons fared well when defending against the massed attacks, events in Stalingrad would divert the supplies and air support needed to continue the attack. This would be the furthest east the Germans would reach.

OPERATION SCHWARZ

ASL SCENARIO J107

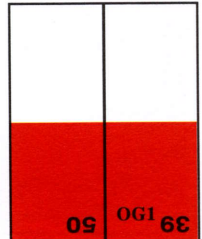
Scenario Design: Paul Kenny



VICTORY CONDITIONS: Provided the NOVJ amass ≤ 19 CVP, the Croats win at game end if they exit ≥ 11 Exit VP off the south board edge west of hex 39A4 and they Control all building hexes.

CAJNICE, CROATIA, 15 May 1943: Operation Schwarz was the largest anti-partisan operation yet and also one of the last large-scale operations. The operation was in two parts. Following a two-week action against the Chetnik forces, the Axis turned their attention to Tito's partisans. With over 115,000 Axis soldiers facing only 19,000 men of the Main Operation Group of the Yugoslav National Liberation Army (NOVJ), this was the closest the Axis ever came to eliminating the partisans and securing communications and rear areas in anticipation of the Allied invasion of the Balkans. The operation attempted to encircle and crush the partisan stronghold in the mountainous area between the Cetina and Piva Rivers in southern Bosnia.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

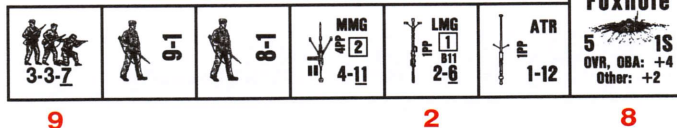
- ⊕ Add one 3-3-7 squad to the NOVJ OB.
- ⊗ Add one 8-0 leader to the Croats.

TURN RECORD CHART

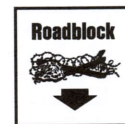
⊕ NOVJ Sets Up First	⊗	1	2	3	4	5	6	7	END
⊗ CROATIAN Moves First [72]									



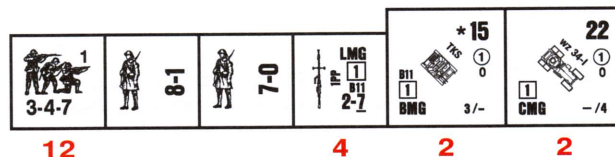
Elements of 1st and 2nd Battalions, 6th Bosnian Brigade, NOVJ [ELR: 5] set up on/south-of hexrow L: {SAN: 5}



Setup on/south of hexrow F:



Elements of 2nd Battalion, 369th Croatian Legion [ELR: 3] enter on/after Turn 1 along the north edge: {SAN: 2}



SPECIAL RULES:

1. EC are wet with no wind at start. Kindling is NA.
2. All buildings are wooden. All hedges are walls. All orchards are vineyards.
3. Place Overlay OG1 on 39B7.
4. NOVJ do not suffer captured use penalties for SW, cannot deploy, have Molotov Capability, and may set up 1 squad HIP along with any SW/SMC set up with it.
5. Off map terrain exists for off board movement purposes.
6. No Quarter (A20.3) is in effect for both sides.

AFTERMATH: The 369th Croatian Legion initially advanced into Cajnice on the northeastern side of the encirclement. There they met no resistance as the partisans retreated to the southwest. However, the 2nd Battalion met heavy resistance as they moved onto the heights south of Cajnice. The reconnaissance elements of the Division were able to push through the partisans and reach the town of Trojan three miles south of Cajnice despite taking heavy casualties. This area of the encirclement would see heavy fighting over the next few days as the partisans fought their way northward from the trap.

DANICA AIR



ASL SCENARIO J108

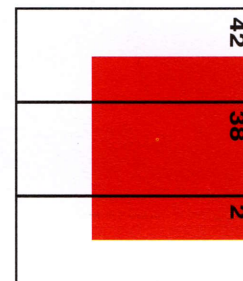
Scenario Design: Steve Swann



VICTORY CONDITIONS: The Partisans win at game end if they Control ≥ 2 of buildings 38D7, 38E6, 38J8, 38N2 and capture/eliminate ≥ 3 Ammo Supply counters.

KOPRIVNICA, CROATIA, 6 October 1943: In January 1942 the Croatian Air Force Command issued a call for volunteers to sign up for duty in the Croatian 1st Light Infantry Parachute Company. In December 1942 the first group of about 90 recruits arrived at the Danica factory in Koprivnica. The first armed clash between the Partisans and 1st Croatian Light Parachute Company was made on 3 September 1943, when six Croatian paratroopers were captured by a partisan probe. The biggest battle in this period was when the Croatian Partisan HQ decided to attack the town of Koprivnica. At the same time, the Danica Air Base, defended by the 120-man strong 1st Light Infantry Parachute Company, was attacked.

BOARD CONFIGURATION:



(Only hexrows A-V on all boards, hexes numbered ≤ 4 on board 42, and hexes numbered ≥ 7 on board 2 are playable)

BALANCE:

- ❖ Add a 7-0 leader to the Croatian OB
- ★ Add a 3-3-7 to the Partisan OB.

TURN RECORD CHART

❖ CROATIAN Sets Up First [98]	★	1	2	3	4	5	6	END
★ PARTISAN Moves First [134]								

Elements of Croatian 1st Light Infantry Parachute Company: [ELR: 5] set up concealed regardless of concealment terrain on board 38 on/east of hexrow P. Pillboxes must set up ≥ 4 hexes from every other pillbox and may not set up in Runway hexes (see SSR5): {SAN: 4}



4-4-7	2-4-7	2-2-7	1-6	1-8	2-4-10	1-2-7	50* [2-13]	36	7 morale
10	2	2			2	2	2	5	8
1+3+5	2	3							
2		3							

Elements of the 2nd "Kalmik" Partisan Brigade [ELR: 4] Prior to set up, divide the Partisan OB into three groups with each group entering a different board edge (SSR 3). Each entering group must contain at least 5 squad MMC, two SW, and one SMC. Entry board edges are north, west and south. {SAN: 3}



4-4-7	5-2-7	3-3-7	2-2-8	1-6	1-8	1-0-7	2-4-10	1-2-6	50* [3-20]
4	4	11	2		2		2	6	2

SPECIAL RULES:

- EC are Moderate with no wind at start.
- Grain is in effect. No Quarter is in effect for both sides.
- Prior to set up, the Partisan player secretly designates which group enters on which board edge.
- Ammo Supply counters are set up with one in each of the hexes: 38G5, 38G8, 38J6, 38M5, 38M8. They may not move, but are possessed/eliminated as if a SW. In the event that ASL Ammo Supply counters (from Doomed Battalions) are unavailable, use any concealment counter from another nationality.
- The hexes from 38D9 to 38N4 and from 38E4 to 38M8 are paved runway hexes (B7.3).

6. Two Croatian squad-equivalents (and any SMC/SW stacked with them) may set up using HIP. Croatian MMC have an underlined morale and their broken Morale is 1 higher than printed.

7. Partisan 4-4-7s/2-3-7s and 5-2-7s/2-2-7s do not have Assault Fire, have underlined Morale, and are treated as Partisans in every way.

AFTERMATH: The attack started on 6 October 1943 and the paratroopers at Danica were soon surrounded. The Croatian Air Force dropped supplies and ammunition to the surrounded paratroopers, supplying them during the next couple of days. The result of the partisan attack was that the HQ building and much of the parachute equipment were destroyed. The 1st Light Infantry Parachute Company suffered 20 men killed or captured during the Koprivnica battle. Among the captured soldiers was Sergeant Mirko Kudelic, the first Croatian paratrooper, who was later exchanged from partisan captivity and returned back to his unit.

BREAK FOR HUNGARY

ASL SCENARIO J109

Scenario Design: Steve Swann



VICTORY CONDITIONS: The Croatians win immediately by exiting ≥ 8 Exit VP (prisoners are NA) off the west edge or at game end by amassing ≥ 8 more CVP than the Partisans.

KOPRIVNICA, CROATIA, 9 November 1943: After a month of continuous attacks by local partisans, the Croatian paratroopers were running desperately short on supplies, food, and ammunition. By November 8th, Major Dragutin Dolanski, commander of the 1st Croatian Light Parachute Company, determined that they couldn't hold their positions at the Danica Air Base much longer and decided to withdraw through the village of Peteranac and across the Drava River into Hungary.

BOARD CONFIGURATION:

BALANCE:

❖ Add one 4-4-7 to the Croatian OB.

★ Delete the 7-0 leader from the Croatian OB.



	42
	38
	2

TURN RECORD CHART

❖ CROATIAN Sets Up and Moves First [87]	1	2	3	4	5	6	7	END
★ PARTISAN [74]								



Elements of Croatian 1st Light Infantry Parachute Company [ELR: 5] set up concealed regardless of concealment terrain on board 38 on/east-of hexrow P. Pillboxes must set up ≥ 4 hexes from every other pillbox and may not set up in Runway hexes (see SSR 4): {SAN: 2}

4-4-7	2-4-7	2-2-7	1-9	1-8	7-0	MMG 2 4-10	LMG 1 2-7	MTR 3 50*[2-13]	?
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9

2

3

10

1+3+5	Trench OVR, OBA: +4 Other: +2	Foxhole 5 OVR, OBA: +4 Other: +2
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2

3

3



Elements of the 2nd "Kalnik" Partisan Brigade [ELR: 4] set up outside the Croatian set up area: {SAN: 4}

4-4-7	5-2-7	3-3-7	1-2-7	1-8	7-0	MMG 2 4-10	LMG 1 2-6	MTR 3 50*[3-20]
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2

2

7

2

3

SPECIAL RULES:

- EC are Moderate with no wind at start
- Grain is in effect. Ponds are Frozen.
- No Quarter is in effect for both sides.
- The hexes from 38D9 to 38N4 and from 38E4 to 38M8 are paved runway hexes (B7.3).
- Ammo Shortage (A19.131) is in effect for SW of both sides.
- Partisan 4-4-7s/2-3-7s and 5-2-7s/2-2-7s retain their printed Strength Factor [EXC: they do not have Assault Fire and their Morale is treated as underlined] and broken morale level, but otherwise are treated as Partisans in every

way. Two Partisan squads (with any SMC/SW stacked with them) may set up using HIP.

7. Croatian MMC have an underlined Morale and their broken Morale is 1 higher than printed.

AFTERMATH: Starting out on November 9th, the Croatian Paratroopers fought their way out of the encircling partisan forces at Danica. During the next two weeks they fought a series of clashes on their way to crossing the Drava into Hungary. On November 29th a supply drop was made to the paratrooper camp at Gyekenyes, Hungary. Having regrouped in Hungary, the paratroopers were transferred to Zagreb, only to be disbanded. This was only temporary, however, and the paratroopers were soon reconstituted and indeed expanded.

THE PRELUDE TO SPRING



ASL SCENARIO J110

Scenario Design: Ola Nygårds



South of LAKE BALATON, HUNGARY, 8 December 1944: East and north of Budapest the Russian front was advancing. To the south, an offensive by the 3rd Ukrainian Front under General Tolbuchin had pushed the German Army Group South to withdraw on a broad area between the Danube and Drava. 2nd Panzer Army had to surrender the cities Pecs and Mohacs on 29 November. The Russian 26th, 27th, and 57th Armies pushed on to reach Lake Balaton. On 8 December, though the sodden ground badly hampered the Russians, the attack started.

BOARD CONFIGURATION:



17	4	43	
			81

BALANCE:

✚ Add one 4-6-7 and one LMG to the German reinforcements.

★ Add one 9-2 Armor Leader to the Russian OB.

(Only hexrows 17R-GG, 4R-GG, 43R-GG and 18A-P are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
★ RUSSIAN Moves First									



Elements of 2 Panzer Army [ELR: 3] set up concealed (regardless of terrain) on board 43 in hexes numbered ≥ 6 and/or on board 4: {SAN: 3}

4 ¹ -6-7	2-4-7	2-2-8	5-1	8-0	2-5-12	1-3-8	50° [2-13]	7 morale	75 BT1
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Enter on Turn 3 along the west edge of board 17:

4 ¹ -6-7	2-4-7	8-0	1-3-8	15 18 6 3/5/2	13 8 3 3/5/2
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Elements of 3rd Ukrainian Front, 4th Guards Army [ELR: 3] set up on board 18 (see SSR4): {SAN: 2}

4-5-8	2-4-8	9-2	8-0	7-0	3-8-16	1-2-6	1st Sgt	13 14 11 1/4 2	15 11 6	16 11 6 2/4
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SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Ground Snow (E3.72).
2. All buildings are wooden and have a ground level only.
3. The German AT Gun may utilize HIP normally.
4. Russian AFV begin their Turn 1 MPH having already expended half their printed MP.
5. Russians may not exit before Turn 4.

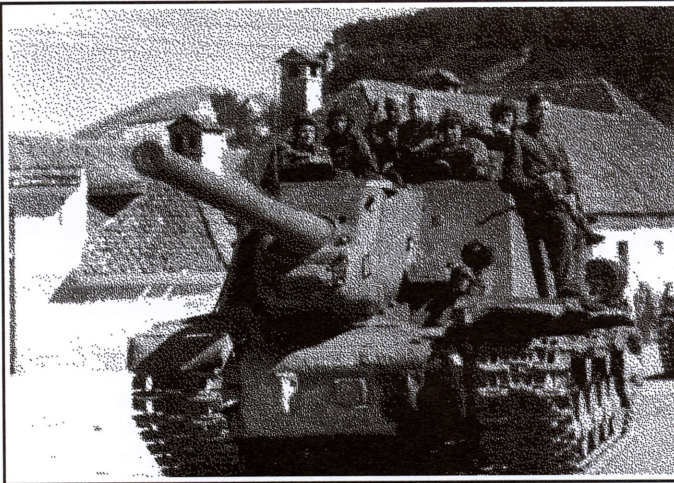
AFTERMATH: The Russian advance could not be stopped and units of the 3rd Ukrainian Front cleared German troops from the southern edge of Lake Balaton and drove on to the outskirts of Szekesfehervar and Nagykanizsa. Within 90 days the German Army would counter-attack over the same ground when Operation Waldteufel or "Fruehlingserwachen (The Awakening Of Spring)" was launched. Units of the 6th Panzer Army would then have the possibility of revenge in the last major offensive of by the German Army.

PRUSSIA IN FLAMES



Scenario Design: Ola Nygård

ASL SCENARIO J111



ELBING, EAST PRUSSIA, 28 January 1945: On January 14th, Rokossovskiy's 2nd Byelorussian Front attacked north and northwest from the Narew bridgehead. The aim was to reach the debouch of Weischel and Danzig. On the 20th Stavka suddenly ordered Rokossovskiy to change the attack in a northeasterly direction into the center of East Prussia. On the right flank, the 3rd Guards Cavalry Corps advanced quickly and took Allenstein at 0300 in the morning of January 22nd. On the left flank, Volkii's 5th Guards Tank Army advanced towards the city of Elbing. Parts of the lead Tank Brigade headed into the city on January 23rd after being mistaken for German tanks. A violent and chaotic engagement arose in the streets of the old city. On the 28th the attack renewed.

BOARD CONFIGURATION:



O1	X21
	X20

BALANCE:

✚ Add one PSK to the German OB.

★ Remove one MMG from the German OB.

VICTORY CONDITIONS: The Russians win at game end if there are no Good Order German MMC in any of the buildings N3, M5, oV6, and oS9.

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	1	2	3 [✚]	4 ^④	5 ^⑥ ★	6	7	8	END
★ RUSSIAN Moves First [0]			②						

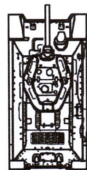


Elements of 2nd Army, Army Group Weichsel [ELR: 2] set up on/west of hexrow X [EXC: AT Guns must set up on/west of hexrow T]: {SAN: 4}

4 ² -6-8	2-4-8	2-2-8	8-2	8-0	5-12	3-8	12-4	7 morale	75 BT1
6	2			2				9	2

Reinforcements enter along the north edge (see SSR 4):

4-3-6	6	13 ⁸ 75L -/-2★
3		



Elements of lead Tank Brigade, 5th Guards Tank Army [ELR: 4] set up on/east of hexrow Z: {SAN: 3}

4-4-7	2-3-7	8	8	1 ¹ BT1 2-6	13 ¹⁴ 122L -/-2/4
8				3	4

Enter on Turn 5 along the south and/or west edge:

5-2-7	8	30-1	17 ¹¹ BF32 76L -/-4
3			2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: O1 on N4; X20 on U6/V6; X21 on R8/S9.
- Buildings oV6 and oS9 are treated as Two Story Houses (B23.22); i.e. they are not Rowhouses. The Steeple Location in hex oT5 does not exist.
- Beginning on Turn 3, the German Player must make a reinforcement dr at the start of each friendly RPh. If the dr is ≤ the circled number on the current turn of the Turn Record Track, all German reinforcements must enter that turn.

5. The Germans may use HIP for ≤ 1 squad equivalent (and any SMC/SW set up with it).

6. At the conclusion of German Player Turn 7, all HIP units are placed on board beneath concealment counters.

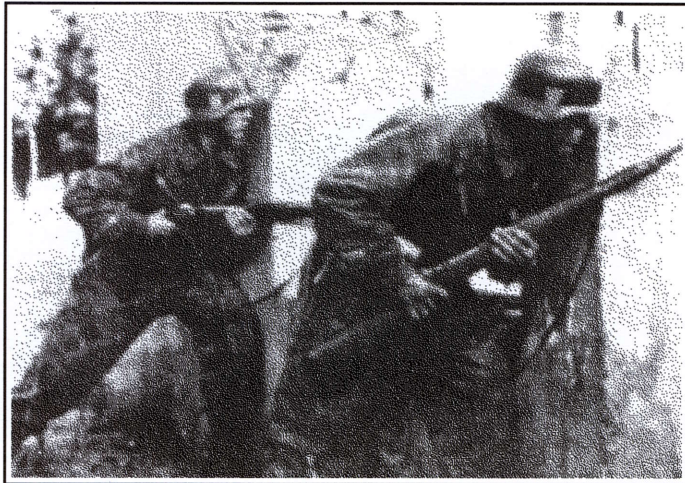
AFTERMATH: The invading Russian troops were again thrown back and the main force of the army continued to the riverbanks of the Frisches Haff lagoon. Elbing and East Prussia were essentially cut off from the Reich but the German 2nd Army under Colonel General Weiss held on to the city. On 10 February the fortified harbor was in Russian hands and on 10 March the city itself was taken.

PRELUDE TO DYING



ASL SCENARIO J112

Scenario Design: Steve Swann



CELJE, SLOVENIA, 8 May 1945: After months of anti-partisan operations east of Zagreb, the 1st Light Infantry Parachute Battalion had finally returned to its home barracks in the Zagreb neighborhood of Maksimir. The writing had been on the wall for a while, but word had finally come down that Croatian armed forces should head for Austria to surrender to the Western Allies. On May 6th the battalion left Zagreb as the rearguard of a large, mixed-Axis retreating force headed for Dravograd and Austria.

BOARD CONFIGURATION:

36	41



VICTORY CONDITIONS: The Croats win immediately by exiting ≥ 20 Exit VP (Prisoners are NA) off the west edge on/between 36F10 - 36BB10 or at game end by amassing ≥ 15 more CVP than the Partisans.

BALANCE:

- ★ Delete the 7-0 leader from the Croatian OB.
- ❖ In the VC, change the VP numbers from "20" and "15" to "16" and "12" respectively.

TURN RECORD CHART

★ Simultaneous Set Up. Partisan [70] Place an unused mapboard between set up areas.	❖	1	❖	2	★	3	4	5	6	7	8	END
❖ CROATIAN Moves First [108]												

Partisans [ELR: 5] set up concealed regardless of terrain on board 36: {SAN: 4}



4-4-7	3-3-7	2-2-8	9-1	8-0	7-0	2-6 4-10	1-6 2-6	3-20 50*	?	5-1S OVR, OBA: +4 Other: +2
4	9	4				2	2	2	6	6

Enter on Turn 2 on/between 41W1 and 41GG7:

3-3-7	7-0	1-6 2-6
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Enter on Turn 3 on/between 41A7 and 41K1:

3-3-7	8-0	1-6 2-6
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Elements of Croatian 1st Light Infantry Parachute Battalion: [ELR: 4] set up concealed regardless of terrain on board 41 in hexes numbered ≤ 8 : {SAN: 3}



4'-4-7	5'-3-7	2-2-7	9-1	8-1	7-0	2-6 4-10	1-6 2-7	3-13 50*	?
6	4	4				2	2	2	7

Enter on Turn 1 within 3 hexes of 41Y1:

4'-4-7	5'-3-7	8-0	1-6 2-7
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Enter on Turn 2 within 3 hexes of 41I1:

4'-4-7	5'-3-7	8-1	1-6 2-7
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SPECIAL RULES:

- EC are Moderate with no wind at start.
- Streams are Dry (B20.41); Marsh are Mudflats (B16.7).
- No Quarter is in effect for both sides.
- Croatian MMC have an underlined Morale and their broken Morale is 1 higher than shown. Contrary to A25.84, the 5-3-7 MMC and their HS are considered Elite. Two Croatian squad equivalents (and any SMC/SW stacked with them) may set up using HIP.

- Partisan 4-4-7s/2-3-7s have an underlined Morale and are treated as Partisans in every way.

AFTERMATH: Despite repeated air attacks on the column, the paratroopers stayed together until reaching Celje, halfway to Dravograd. Slovenian partisans had set up blocking positions along the roads to keep the retreating fascists from reaching Austria. Senior Captain Ivan Simek divided the battalion into small groups with orders to infiltrate past Celje and on to Austria. The first elements of the battalions made their way to Dravograd on May 9th and surrendered to the British forces there, but the last paratroopers were not disarmed until May 14th. In accord with the agreements at the Yalta Conference, the British turned over most of the Croats to Tito's forces, who executed many of them as part of the Bleiberg massacre.