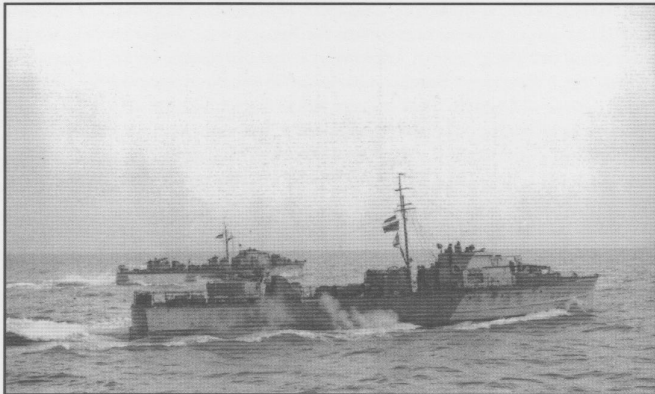


HITLER'S LOST IRON

ASL SCENARIO FT109

4H



VICTORY CONDITIONS: The Allies win immediately upon Exiting ≥ 2 Good Order 3-3-8s, each with a DC, on/between 10N10-10T10.

TURN RECORD CHART

⚔ GERMAN Sets Up First	1	2	3	4	5	6	7	END
☉ ♣ ALLIES Moves First								

STRØD ISLAND, NORWAY, 24 January 1943: As part of Operation Cartoon, a series of raids on German installation on the coast of Norway, the British designated Strød island as a target of operations. On the night of the 23-24, a number of British MTBs manned by Norwegians and British commandos arrived at Strød island off the southwest coast of Norway with the goal of destroying the iron pyrite mine at Lillebo, the second largest in Norway. The commandos were divided into two groups, one as a covering group for fire suppression, and the second was a demolitions team who would blow-up the mine facilities. Landing during the early morning hours at the small village of Saagvag, just two miles from the mine, the British and Norwegian commandos came under brisk fire from alert German sentries.

BOARD CONFIGURATION:

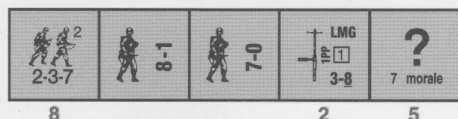
BALANCE:

☉ Both MGBs are Torpedo equipped.

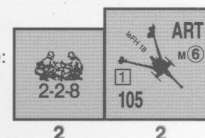
⚔ Exchange one LMG for one MMG in the German OB.



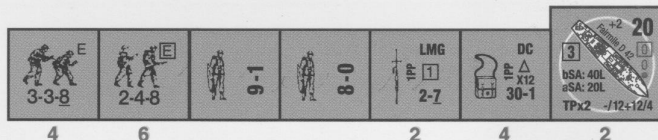
Strød Island Garrison [ELR: 3], set up on board 8 in building hexes with 1 MMC per building [EXC: 2 German MMC (and any SMC/SW stacked with them) may set up anywhere.] {SAN: 3}:



Set up in 8Q5 (see SSR4):



30th Flotilla (Norwegian), D troop No. 12 Commando and 5 Troop (Norwegian) No. 10 Interallied Commando [ELR: 5], enter as Riders (M3.) on/after Turn 1 along the south edge {SAN: 3; see SSR7}:



Scenario design: Andrew Hershey & Steven Swann
(LFT#StN ©2009)

SPECIAL RULES:

- EC are Wet with no Wind at start. Ground Snow (E3.71) is in effect. Moderate Mist (KGP3) is in effect on board 8 only. A twilight LV Hindrance of +1 applies to all non-CC To-Hit/I/T DR.
- Place the following overlays: **OC1** with 1001/1014 on 8A6/8B5; **OC2** with 2001/2014 on 1144/8M5; **OC3** with 3001/3014 on 8V3/8W4. Place Stone Pier (G13.7) counters on 8Q3, 8Q4 and 2066. OCEAN hexes are at Level 0. OCEAN hexes adjacent to Hinterland/Pier are Shallow water hexes (G13.4). Drift (M4.3) and Heavy Surf (M4.4) are NA.
- All Buildings are wooden and Ground Level only [EXC: Building 10Z6 is treated as a Two-Story House with Inherent Stairwell in each hex; B23.22].
- The German Guns and their crews are considered Emplaced on Pier hex 2066, but may not set up HIP/Concealed. These Guns are *not* considered overstacked in their setup Location. Smoke is NA.
- No German unit may move until ≥ 1 Allies unit has entered a Shallow-water/Hinterland hex.
- The Allies are conducting a Commando Raid (M12.). Allies 2-4-8s are Commandos (H1.24) and Allies 3-3-8s are Assault Engineers (H1.22). Only one MGB is Torpedo equipped (M14.), recorded at setup. Each MGB has only one 14PP Raft.

- The Allies Sniper counter may not be placed on board until ≥ 1 Allies MMC has landed on any Hinterland hex.
- Recombining HS for either side is not allowed until Game Turn 4.

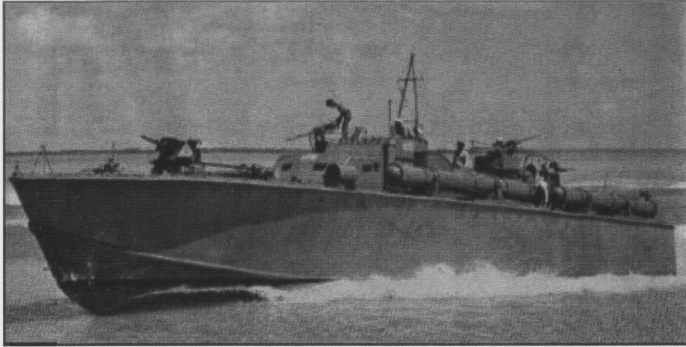
HISTORICAL RESULT: After a short firefight, the commandos cleared the quay area and took several prisoners. They then established roadblocks and destroyed communications in town. Even as the covering group was fighting the German sentries, the demolitions group landed on the opposite side of the bay. Once ashore they pressed on to the mines, covering the two miles in less than 25 minutes. Arriving at their destination, they immediately began their demolition work destroying the mine hoist, a crushing plant, the compressor house and a railway shed. In less than an hour, the commandos had put out of production a mine capable of supplying 160,000 tons of iron pyrite per year to the German war machine.

PT-109

4H



ASL SCENARIO FT110



VICTORY CONDITIONS: The Marines win immediately upon Exiting ≥ 12 EVP along the south edge. LC/MGB do *not* count towards EVP.

BALANCE:

- In the VC, change " ≥ 12 EVP" to read " ≥ 11 EVP".
- Add one 8-0 to the Japanese group entering on Turn 1.

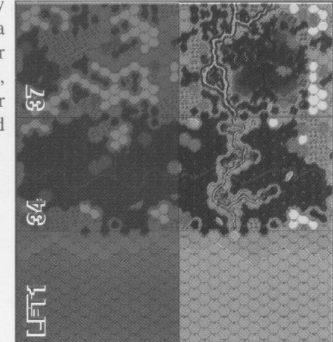
TURN RECORD CHART

MARINE Sets Up First	1	2	3	4	5	6	7	8	END
JAPANESE Moves First									

WARRIOR RIVER, CHOISELU ISLAND, SOLOMON ISLANDS, 2 November 1943: As part of a diversion to prevent the Japanese command from deducing the landing points that the 1st Marine Amphibious Corps has chosen for the Bougainville campaign, the 2nd Paramarine Battalion was ordered to raid the Japanese supply routes on the nearby island of Choiseulu. Their mission was to disrupt Japanese activities as much as possible. After landing and establishing a hidden base near Voza, the Marines began their harassment of the Japanese. On 1 November, Major W. Bigger led Company G on a combat patrol to a village called Nukiki, but found it too heavily defended. Instead, Major Bigger decided to bombard a small nearby island that the Japanese had been using as a supply dump with his 60mm mortars. After destroying the fuel and ammo dumps there, the Marines began their trek back to their pick-up point at the Warrior River, pursued on all sides by the irate Japanese defenders.

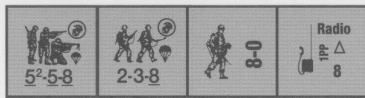
BOARD CONFIGURATION:

Only hexrows R-GG are playable on boards 34, 37 and LFT1.

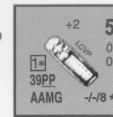


Company G, 2nd Marine Parachute Battalion [ELR: 5], set up as indicated {SAN: 2}:

Beach Guards, set up HIP ≤ 3 hexes from any OCEAN hex:

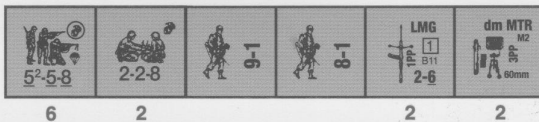


U.S. Navy Pick Up LC, set up ≥ 5 hexes from all Hinterland hexes (see SSR2):



3

Combat Patrol, set up on board 37 in hexes numbered ≤ 6 :

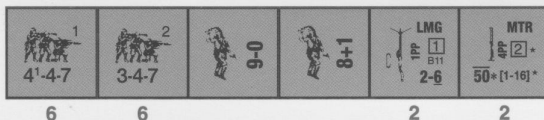


U.S. Navy PT Boats, enter on Turn 5 along the south edge:

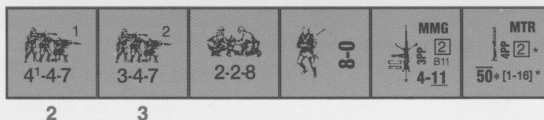


2

Ad Hoc Army Shipping Unit, 17th Army [ELR: 4], enter on Turn 1 along the north edge {SAN: 2}:



Enter on Turn 2 along the east and/or west edge:



Scenario design: Steven Swann & Laurent Closier
(LFT#StN ©2009)

SPECIAL RULES:

- EC are Moist with no Wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). Place the following overlays: 2 on 37DD8/37DD9; P1 on LFT1W1. All Beach hexes and adjacent OCEAN hexes are Shallow-OCEAN hexes (G13.4). All other OCEAN hexes are Deep. In any case, all OCEAN hexes are at Level 0.
- All Marines are ParaMarines (G17.111). The Marine Beach Guards SMC may attempt Radio Contact (C1.2) to 'call in' the LC once there is *any* IFT/CC combat with any known Japanese unit by any Marine unit on/after Turn 2. The LC may not move until Radio Contact has been made *or* Turn 4, whichever occurs first. Radio Contact need not be maintained.
- Marines are conducting a Seaborne Evacuation (G14.3-42). Additionally, the effects of G14.32 also apply to Hinterland Locations with ≥ 1 OCEAN-Hinterland hexside. Marines may not voluntary break until Turn 3.

HISTORICAL RESULT: Even as the fierce pursuit continued, the returning Marines sighted the pick-up boats that had been called by the beach party when they heard the shooting in the jungle. Under the covering fire provided by the Marines, the boats began approaching the shoreline. As the Marines began loading while keeping up their defensive fire, one boat broached in the surf. The difficult pick-up was increasingly in danger of becoming a disaster as the Japanese got close enough to start mortaring the incoming landing crafts. At the last moment, two U.S. Navy PT boats arrived and provided covering fire. One of these PT boats was the soon to be famous "PT-109" commanded by future President of the United States, John F. Kennedy.

GHOSTS OF THE DANUBE

4H30



ASL SCENARIO FT111



VICTORY CONDITIONS: The Russians win immediately upon Exiting ≥ 2 EVP of RLA HQ elements (units in 46Z5 at start) as *Prisoners* off the south edge via MGB/Assault Boat/Raft.

TURN RECORD CHART

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

GOLUBATS, YUGOSLAVIA, Late October 1944: In order for the Russians to make headway up the confined attack axis of the Danube River, they relied in part on the information derived from captured prisoners, who eventually divulged the whereabouts of river barriers, strong points, shore batteries and other vital intelligence information. On the initiative of the reconnaissance detachment assigned to the Danube Flotilla a plan was conceived to raid Golubats. Local partisans had informed the Russians of a German headquarters unit, which had many Russian speakers. Golubats, a large village, was in fact the headquarters of the Russian Liberation Army. The unit had been formed by the Germans from Russian defectors of the 2nd Shock Army that had been encircled and captured by the Germans in the summer of 1942. Under the cover of darkness and low-lying fog, the reconnaissance platoon came ashore in a quiet running motorboat just outside the village. Here the Russians linked up with partisans. With the help of the locals, the raid force slipped within the RLA perimeter unseen.

BOARD CONFIGURATION:

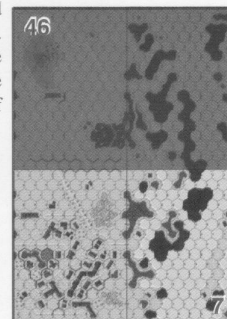
Only hexrows A-P on board 7 and R-GG on board 46 are playable.



BALANCE:

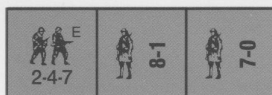
Change ' ≥ 2 ' to ' ≥ 3 ' in VC.

★ Add a 3-3-7 in the Yugoslavian Partisans OB.

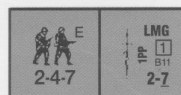


Elements of Russian Liberation Army (RLA) [ELR: 2], set up as indicated (RLA is treated as Axis Minor for all purposes) {SAN: 2}:

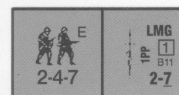
HQ Elements, set up without benefit of HIP/Concealment in 46Z5:



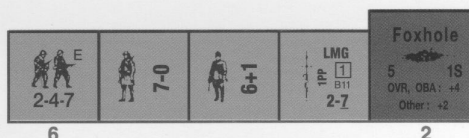
Set up Concealed in 7D7:



Set up Concealed in 7D2:



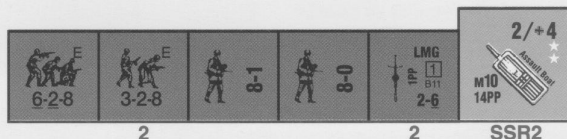
HQ Company Elements, set up as per E1.2-.21 in Building/Foxhole Locations on board 46 ≥ 4 hexes from 46Z5 with only one MMC/hex and without setting up adjacent to any other RLA unit:



Enter on/after Turn 1 along the west edge:



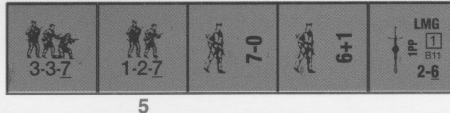
Reconnaissance Detachment, Danube Flotilla, Black Sea Fleet [ELR: 4], set up on board 46 two and/or three hexes from 46Z5, and/or on board 7 ≤ 2 hexes from 7J1 (see SSR4) {SAN: 2}:



The 'Zhuchka': Enter on/after Turn 3 along the south edge having expended 6 MP (see SSR2):



Yugoslavian Partisans [ELR: 2], set up HIP in non-Open Ground hexes two and/or three hexes from 46Z5 (see SSR3):



Scenario design: Andrew Hershey (LFT#StN ©2009)

SPECIAL RULES:

- EC are Wet with no Wind at start. Night rules (E1.) are in effect. The Base NVR is 2 hexes with a Half Moon and Scattered Clouds. There is a +1 Fog DRM (E3.311) at Level 0 on whole hexes of board 7 only. The River is deep with a Moderate Current (B21.121 & M19.1) flowing south. The River is not flooded but is assumed to be at Level 0.
- The MGB is capable of Silent Movement (M4.1) and is Camouflaged (M13.1). The Assault Boat is the equivalent of a German Assault Boat (E5.11) but is Russian instead.
- Partisan units do not pay the extra MF for entering Concealment Terrain at Night (E1.51), nor do Russian units stacked with them. Partisan units may not Recombine nor form multi-Location FG; they use Russian LMG without Captured Use penalties. The Allied Troop (A10.7) rule applies between Russian and Partisan units.
- The Russian/Partisan Attackers are Stealthy. The RLA Defenders are Lax. Cloa-

king is NA but all Russian units may set up Concealed regardless of LOS.

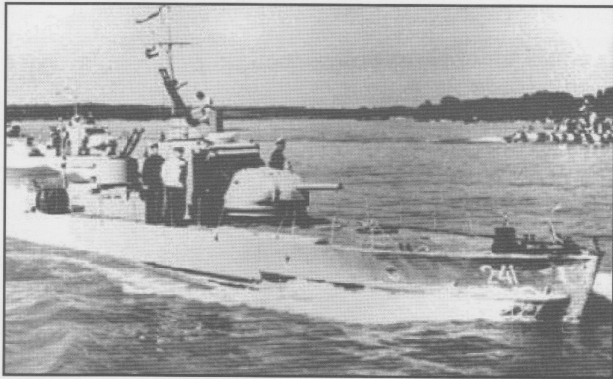
- RLA HQ elements units may not Voluntary Break during Turn 1.

HISTORICAL RESULT: Observing the headquarters in the center of the village for a time, the Russians prepared to launch their kidnaping attempt, while partisan teams kept a watchful eye on the approaches. Creeping to within a short distance, the Russians threw grenades, waited for them to detonate, and rushed in to capture several staff officers, personnel and their valued documents. Reacting to the attack, some RLA patrols were ambushed by the partisans while others were kept at bay by a machine gun. With their prize in hand, the reconnaissance force commander, Senior Lieutenant Kalganov, led his men back toward the waiting security force as he fired a flare to signal his mortar gun boat – 'The Dog House' – to come close in to provide covering fire for the escape. In a foot race with pursuing RLA troops to the shoreline, the raid force managed to climb aboard their boats and disappear into the fog like ghosts.

DANUBE LOG JAM

ASL SCENARIO FT112

5H



DANUBE APPROACHES TO PRAKHOVO, YUGOSLAVIA, circa 15 October 1944:
Having defeated the German forces operating in the Black Sea and Crimea, the Russians reconstituted their Danube Flotilla in April 1944 and attached the Black Sea Fleet Reconnaissance Detachment to it so that in conjunction they could sail up the Danube River in support of the 3rd Ukrainian Front, as it moved on the general axis of Budapest and Belgrade. In an attempt to deny the enemy the use of the waterway, at various points along the Danube the Germans sunk numerous vessels to form barriers to navigation. Nearby on shore, they established strong points to cover the navigable channels within the barriers themselves.

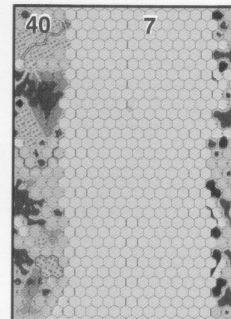
Scenario design: Andrew Hershey
(LFT#StN ©2009)

BOARD CONFIGURATION:

BALANCE:

✚ Exchange the Barrier Island 7-0 for an 8-1.

★ The Barrier Island must set up on board at start.

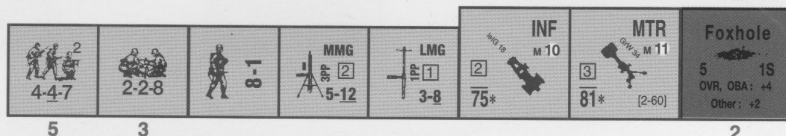


VICTORY CONDITIONS: The Russians win at game end if they have exited ≥ 22 EVP of Good Order units off the north edge river hexes and have fulfilled at least one of the following (chosen secretly prior to all set up):
a) Control 40N6 and the Infantry Gun is eliminated;
b) Control all 'island' hexes (SSR4) and amass ≥ 9 CVP.

TURN RECORD CHART

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

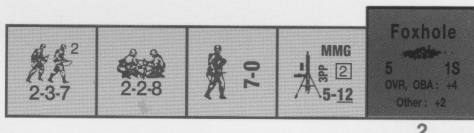
Elements of Danube River Garrison [ELR: 2], set up on board 40 ≤ 5 hexes from 40N6 with only one MMC per hex. In addition, the Infantry Gun must have LOS (as if in daylight) to the River (see SSR2) {SAN: 2}:



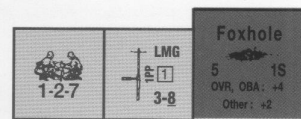
Assault Boat, set up Beached on board 40 with 0 PP:



Barrier Island Garrison, set up on the island (see SSR4):

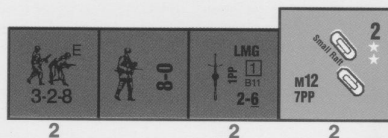


Outpost, set up on board 7 ≤ 3 hexes from 7P2:

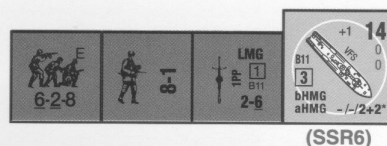


Reconnaissance Detachment, Danube Flotilla, Black Sea Fleet [ELR: 4], set up as indicated {SAN: 2}:

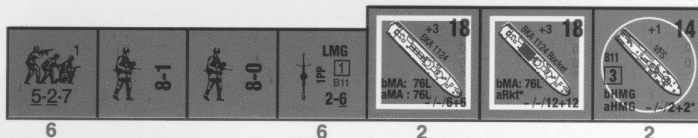
Set up as Passengers on/between 2118-2130:



The 'Zhuchka', set up with all Infantry units as Riders (M3.) south of 2131-2143:



Elements of Danube Flotilla and 369th Independent Naval Infantry Battalion, enter on/after Turn 1 along the south edge with all Infantry units as Riders (M3.). See SSR6:



SPECIAL RULES:

- EC are Wet with no Wind at start. Night rules (E1., M12.-5) are in effect. The Base NVR is 4 hexes with No Moon and Overcast. Place the following overlays: OC1 with 1144/1145 on 7GG3/7GG4; OC2 with 2144/2145 on 1001/1002; OC3 with 3144/3145 on 2014/2015. Hex-side 7V2/2144 and others like it are River hexsides. The River is deep with a Moderate Current (B21.121 & M19.1) flowing south. The River is not flooded but is assumed to be at Level 0.
- Place one wreck counter in each hex on/between 2105-2117 and one wreck counter in each hex on/between 2079-2091. Each wreck (including 'undiscovered Dummy Wreck'; SSR3) is a half Level LOS Hindrance rising from Level 0 but provides no TEM. MGB enter such at 5 MP. MGB entering or changing VCA in such hexes must undergo an immediate Aground DR as per M4.2 with an additional +4 DRM. If a MGB fails such a Bog DR it is Aground and suffers 1 DP [EXC: Dummy Wrecks; SSR3]. Raft movement is not effected in any way. Wrecks cannot be Scrounged. Infantry may not enter wreck hexes [EXC: Swimmers/Passengers/Riders].
- As part of the German setup, the German player must select two wrecks in each hexrow as Dummy Wrecks. A Dummy Wreck must be > 3 hexes from a Hinterland hex and equal to 2 hexes away from one Dummy Wreck in the other hexrow. Dummy Wrecks may not set up adjacent to one another. A Dummy Wreck is 'discovered' and removed from play as soon as a MGB or Good Order Russian unit in a Raft enters or attempts to beach in its hex. Once discovered Dummy Wrecks have no effect on play.

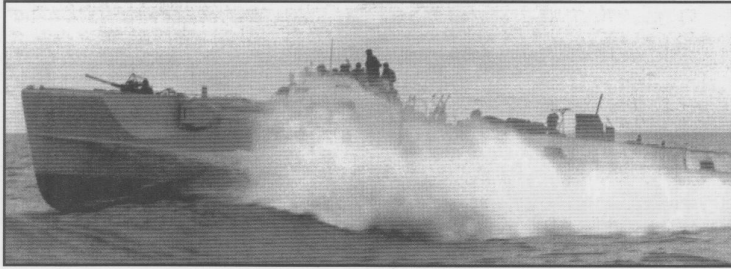
- At setup, the German player secretly records the location and configuration of overlay B5 which must be placed on overlay OC3 such that it is > 4 hexes from all Hinterland and north edge hexes. This 'island' loses HIP as soon as a Good Order Russian unit gains LOS to it or a German unit thereon conducts an attack. The 'Barrier Island Garrison' sets up HIP and does not count against the HIP of E1.2.
- The Russian Attackers are Stealthy. The German Defenders are Normal. Cloaking is NA but all Russian units may set up/enter Concealed.
- All Russian SMC/MMC are trained in the use of Rafts. Rafts may beach on a non-Dummy Wreck as per E5.23 but units cannot unload. The two small Rafts counters in play at start represent the Zhuchka's entire Raft allotment (M5.). The 'Zhuchka' is capable of Silent Movement (M4.1) and is Camouflaged (M13.1). The BKA1124 Rocket carries 82mm Rockets (M15.) and counts for only 2 EVP if it exits having fired its rockets. The extra 'VFS' MGB is Russian. Battle Speed is NA to all MGB.

HISTORICAL RESULT: Just south of Prakhovo was such a barrier. In order for the Danube Flotilla to pass they had to locate the navigable sections within the maze of sunken wrecks where the currents and water depth was enough to shift the wrecks out of place.

BLOOD ON THE SHORES

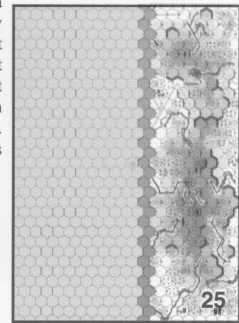
ASL SCENARIO FT113

6H30



VICTORY CONDITIONS: The Germans win at game end if they Control all 4 hexes containing an 88mm Gun (see SSR3).

CAPE KRESTOVYY, FINLAND, 12 October 1944: On the night of 11 October a company sized element from the Northern Fleet Reconnaissance Detachment landed on the cape with a three fold mission to destroy a battery of four 150mm guns on the northeast side of the peninsula, eliminate a fire direction and HQ strong point in the center and knock out a battery of four 88mm guns on the western slope. Guns that left unchecked could destroy much of the 63rd Naval Infantry Brigade scheduled to attack Liinakhamari a German logistics node soon. The task of seizing the 88mm battery fell to Senior Lt. Leonov. After a difficult approach march over very rough terrain, Leonov and his men succeeded in capturing the guns and set about dismantling all but one that experienced gunners amongst his men volunteered to man. At day break the Germans set out from Liinakhamari across the Petsamo Bay to land an assault force to recover the batteries and retake the cape. After a short artillery preparation, E-boats and launches ferrying troops came into view of Leonov's position.



BALANCE:

✚ Change "all 4 hexes" with "3 of the 4 hexes" in VC.

★ Add a third FB44 w/Bombs to the Air Force Elements.

BOARD CONFIGURATION:

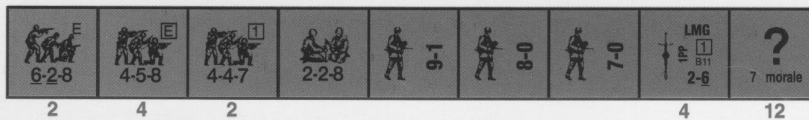


TURN RECORD CHART

★ RUSSIAN Sets Up First	✚ 1	✚ 2★	3	✚ 4	5	6	7	8	9	10	END
✚ GERMAN Moves First											

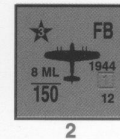
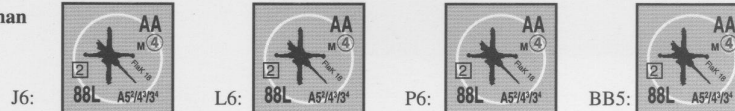
Reconnaissance Detachment, Northern Fleet [ELR: 4], set up concealed (*regardless of terrain*) on any Hinterland hex numbered ≥ 4 (see SSR3) {SAN: 3}:

Scenario design: Andrew Hershey (LFT#StN ©2009)



Air Force Elements, enter as per E7.2 with Bombs. Once on board, Aircrafts are automatically Recalled after two Turns:

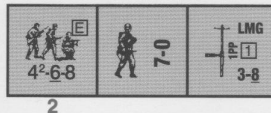
Captured German AA Battery:



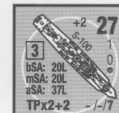
Elements of 2. Gebirgs-Division and elements of 4. S-Boot-Flotille [ELR: 3], set up/enter as indicated (see SSR2) {SAN: 2}:



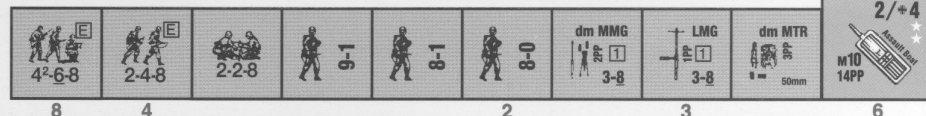
Set up in/adjacent to any Beach hex:



Enter on the west edge on Turn 1:



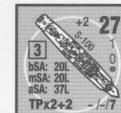
Set up in Motion IN LC in any OCEAN hex > 5 hexes from any Beach hex (see SSR2):



Enter on the east edge on a dr < current Turn number:



Enter on the west edge on Turn 4:



SPECIAL RULES:

- EC are Wet with no Wind at start. Ground Snow (E3.72) is in effect. Place the following overlays: **Be4** with 401/402 on GG2/GG1; **Be5** with 501/502 on U2/U1; **Be6** with 601/607 on 566/572; **OC1** with 1001/1014 on 402/408; **OC2** with 2001/2014 on 502/508; **OC3** with 3001/3014 on 2144/615. Beach Slope is Steep (G13.23). Beach hex 672 and OCEAN hexes 3131-3156 are not in play. Wadis are Gullies and Hammada is NA. Crags are Concealment/Ambush terrain.
- The Germans are conducting a Seaborne Assault (G14.). The Assault Boats are LC with 21PP, 4MP, 0/0 Armor Factors and Open Topped with no Ramp and a +1 Beaching DRM. Unloading cost ½ MF/MP.
- All Guns are considered Emplaced but may not set up HIP/concealed. All but one Gun is Malfunctioned. The Russian player may secretly record one Gun as functioning. This condition is revealed when the Gun fires or a German unit enters its hex. The Russian 2-2-8 may set up HIP if in possession of the non-malfunctioned

Gun and loses such as if in Concealment Terrain. Normal Captured Use penalties apply in all respects. Neither side may voluntarily destroy these Guns nor Manhandle them in any way.

HISTORICAL RESULT: The Germans managed to land a portion of a platoon before being forced back by fire from the 88mm. On their second wave, under covering fire from more E-boats, the Germans opted to spread out their assault over a wider area in an effort to force the Russians to defend against a variety of threats. In this way the Germans were successful in landing troops, forcing the Russians to give way. Ammunition was also becoming an issue for Leonov. As the enemy was closing in on the gun positions Soviet fighter-bombers and supply aircraft appeared overhead. The strafing and bombing runs forced the Germans to retreat and with ammunition supplies restocked the Russians held on to the cape and the 63rd Brigade made its landing.

YELLOW EXTRACT

4H30



ASL SCENARIO FT114



VICTORY CONDITIONS: The Allies win if at Game End they have amassed more VP than the Germans. VP are only awarded as follows: during the first four Game Turns, the Allies earn EVP at the end of each Player Turn for each Good Order Allied MMC in the 16E3 Grain field. In addition, the Allies receive EVP for Infantry units exited and/or ≤ 5 hexes from the north edge (G14.42 applies). The Germans receive VP only for CVP (and for Prisoners) inflicted on Allied Infantry units.

TURN RECORD CHART

⊙ ☆ ALLIES Set Up First	⊕ 1	2°	3	4	5	6	7	END
⊕ GERMAN Moves First								

BERNEVAL, FRANCE, 19 August 1942: In effort to protect the Dieppe assault beaches from attack by German coastal batteries, elements of No. 3 Commando, along with a small party of US rangers as observers, were to land on the eastern flank near Berneval and silence a battery of 150mm guns. While in the Channel on their run towards Yellow 3 landing beach, the Commando was detected and engaged by Kriegsmarine surface forces. As a result the commandos and rangers landed with a bare fraction of the planned force. Undaunted the raiders pressed their way up two gullies, which were so heavily wired in certain parts the commandos found they could walk atop the obstacles. Once on the bluffs, but lacking the force necessary to assault the batteries in full, the Commandos, from a grain field, resorted to placing the batteries under small arms fire and sporadic mortar fire. This was a sufficient harassment to keep the Germans from hitting vessels landing troops further along the coast at Dieppe.

BOARD CONFIGURATION:

Only hexrows A-P on boards 16 and 33 are playable.

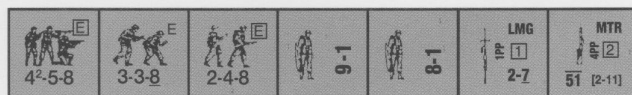


BALANCE:

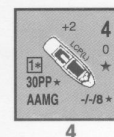
- ⊕ Add one MMG to the German OB.
- ⊙ Add a 3-3-8 to one setup group.



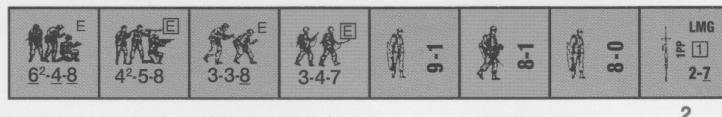
Elements of No. 3 Commando HQ Company [ELR: 5], set up in the 16E3 Grain field with only one MMC/hex {SAN: 3}:



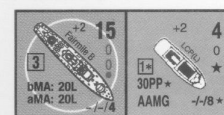
Raiding LC, set up Beached on OC1/Be6 hexsides, all LC have suffered 1DP:



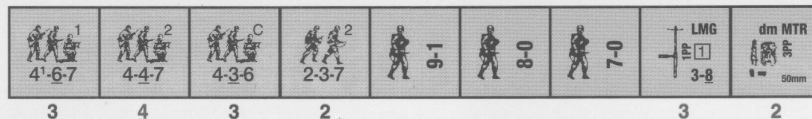
Elements of No. 2, 5 and 6 Troops of No. 3 Commando and elements of US 1st Ranger Battalion Detachment of No. 10 Inter-Allied Commando, set up with only one MMC/hex on/adjacent to 33N4:



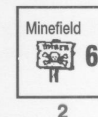
Elements of the Royal Navy and LC, enter along the north edge of OC3 on Turn 2:



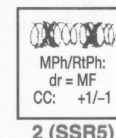
Elements of 302. Infanterie-Division [ELR: 3], enter on Turn 1 along the south edge with ≥ 1 SMC, ≥ 1 SW and ≥ 3 MMC entering each board {SAN: 2}:



Known Minefield, set up in 16M8 and 33L3:



Set up in 16K8 and 33J3:



Scenario design: Andrew Hershey (LFT#StN ©2009)

SPECIAL RULES:

- EC are Wet with no Wind at start. All Walls are Hedges and Roads do not exist (but see SSR3).
- Place the following overlays: **Be6** with 601/607 on 33P0/33O1; **Be5** with 501/507 on 33D0/33C1; **Be4** with 401/407 on 553/559; **OC1** with 1001/1014 on 603/609; **OC2** with 2001/2014 on 503/509; **OC3** with 3001/3002 on 2015/2016; **OW1** on 33J6/33K7; **O1** on 33P8; **Wd1** on 33I10; **Wd2** on 16O4/16O3; **OG1** on 16L6. Beach hexes 472-478 are not in play. Beach Slope is Moderate (G13.22).
- All Hinterland hexes are at Level 4 and Beach/Hinterland hexsides are Cliffs [EXC: 33I2/646 and 16I9/420 hexsides]. Place the following Level counters: Level 3 on 33K4, 16M7 and 16L8; Level 2 on 33J3, 33I3, 16L7 and 16K8; Level 1 on 33I2, 16J8 and 16I9. The printed roads in these hexes are gullies (with the gully artwork mirroring the road artwork) and the Level counters represent the actual Level IN the gully. A gully hex may only be entered/exited

via a gully hexside (consider 16M6/16M7 as a gully hexside); all other hexsides in gully hexes (ex: 16L6/16M7) are Depression cliff hexsides (B11.1).

- The Allies are conducting a Seaborne Evacuation (G14.3) and are Commandos (H1.74). The Allies suffer from Ammo Shortage (A19.131) and Smoke is NA. Allied Troop (A10.7) rule applies.
- Regardless of Wire dr, it always costs 2MF to move beneath Wire. B26.46 still applies.

HISTORICAL RESULT: Quickly however, the Germans dispatched their reserve platoons, some composed of recent draftees and foreign conscripts, to deal with raiders. The commandos soon found themselves outnumbered and low on ammunition. They were forced to withdraw to the beaches, where one LC and ML346 succeeded in carrying off the few remaining survivors.

NEARLY ENTOMBED

4H30



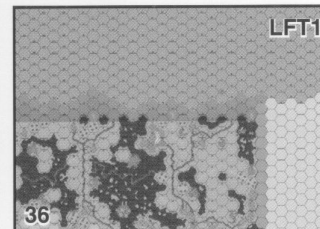
ASL SCENARIO FT115



VICTORY CONDITIONS: The Russians win at game end if they have amassed more VP than the Germans. The Russians receive VP *only* for Russian Infantry units (and any Prisoners) exited off the north edge and for HIP units (see SSR2). The Germans receive VP *only* for CVP/Prisoners (MGB do not count for CVP).

CAPE MOGILNY, RUSSIA, 18 September 1942: In an effort to disrupt the German build up for the offensive against Murmansk and in order to deceive the Germans into thinking that the Russians themselves were preparing their own amphibious operation, the commander of the Northern Fleet ordered a series of large-scale raids to be conducted against the German strong points on the southern shores of Motovskiy Bay. On the night of 17 September some 300 men of the 12th Separate Naval Infantry Brigade, including elements of the Northern Fleet Reconnaissance Detachment, were put ashore to conduct a diversionary raid against the German base on Cape Mogilnyy.

BOARD CONFIGURATION:



BALANCE:

✚ Add a MMG to the on board German OB.

★ Add a 3-2-8 to the Russian OB.

TURN RECORD CHART

SEQUENTIAL Set Up	★ 1 ✚	2	3	4	5	6	END
★ RUSSIAN Moves First							

Elements of Reconnaissance Detachment, Northern Fleet [ELR: 4], set up second in three groups respectively on/adjacent to E5, K6 and P7, with each group composed of ≥ 2 MMC and one SMC (see SSR2) {SAN: 2}:

 6-2-8	 3-2-8	 8-0	 8-0	 LMG 1 2-6	 ? 7 morale
3	4	2	3	12	

Elements of the Northern Fleet, enter on Turn 1 on the north edge:

 26	 12
SA: 20L TPx2 -/16+16	MA: 45L MA: 37L -/16+6
2	

Elements of 6. Gebirgs-Division [ELR: 4], set up third outside the Russian setup areas with only one MMC per hex and not adjacent to any other German unit {SAN: 3}:

 4 ² -6-8	 2-4-8	 8-0	 8-0	 8-0	 LMG 1 3-8	 MTR 3 50+ [2-13]	 ATR 1-12	 ? 7 morale
2	13				2	2		5

Secretly record first of all to enter on Turn 1 on/adjacent to any south edge hex:

 4 ² -6-8	 2-2-8	 dm MMG 1 3-8
2		

Scenario design: Andrew Hershey
(LFT#SiN ©2009)

SPECIAL RULES:

- EC are Moist with a Mild Breeze from northwest at start. Place the following overlays: **Be3** with 301/302 on 36EE9/36EE8; **OC3** with 3001/3002 on LFT1G3/LFT1G2. Beach Slope is Slight (G13.21). OCEAN hexes east of hexrow 3079-3091 are not in play. Streams are Dry. Roads and Bridges do not exist [EXC: Woods-Road are treated as Paths]. Marsh is Brush. Hills do not exist other terrain in such hexes does.
- The Russians are conducting a Seaborne Evacuation (G14.3). The Russian 9-1 begins play Wounded. One Russian 8-0 begins play Heroic but wounds as a Leader. The Wounded and Hero counters may be kept offboard until HIP/Concealment is lost or Heroic ability claimed. All Good Order Russian Infantry units are Stealthy. The Russians may use HIP for ≤ 2 squad-equivalents and any SMC/SW stacked with these MMC. Each unit still HIP at game end counts as if exited for Russian VP.

HISTORICAL RESULT: Before the entire raid force was in position to launch their attack, the raiders were compromised and the Reconnaissance Detachment was cut off from the main body of the assault force, which for some reason failed to come to the detachment's aid. By 1000 hours the Reconnaissance Detachment was encircled and isolated into three groups. The commanders of the three isolated units, each on their own initiative, made the decision to break out and make for the pick up point. Fending off a series of attacks, the detachment was able to reach the gunboats sent to extract them, while others hid out for several days before being picked up. In the end, the detachment suffered the loss of 15 men killed, 14 wounded and two missing in action.

STANDBY TO RAM!

9H30



ASL SCENARIO FT StN1



VICTORY CONDITIONS: The British win immediately upon achieving 'Operational Victory' (StN27.7).

BALANCE:

● Game is 12.5 Turns.

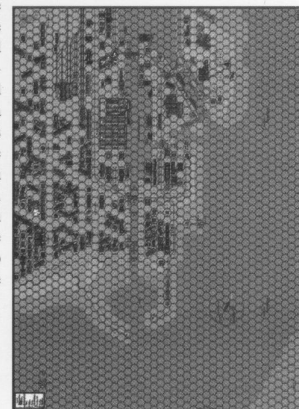
● SAN 3.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
BRITISH Moves First													

BOARD CONFIGURATION:

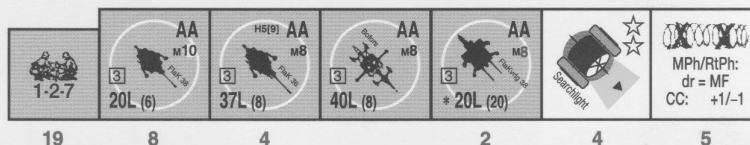
The entire StN map is in play.



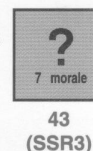
Elements of Marine-Flak-Abteilung 703 and Kriegsmarinewerft-Companie 2 and 4 along with elements of Marine-Artillerie-Abteilung 280 [ELR: 3], set up as indicated {SAN: 2}:



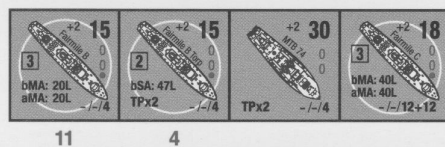
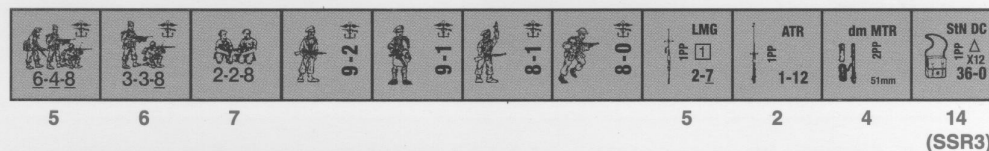
Set up all Guns/
Crew/SL/Wire
as per StN19.2:



Place 'RG?' as
per StN20.:



HMS *Campbeltown*, RN and elements of 7th, 20th and 28th Flotillas, RN and of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], enter on Turn 1 along the south edge on/between hexrows N-R (StN22.1-3) {SAN: 3}:



HMS *Campbeltown*, enters on hex P0 with the following as Passengers:



SPECIAL RULES:

- All StN rules are in effect.
- Other than the *Campbeltown* that must carry the units assigned, MGB may carry the remaining units as they wish [EXC: 4 Fairmile B/B-Torp and MTB 74 must enter without any Riders/SW].
- Use British DC counters to represent more StN DC (StN25.3). Use Russian '?' counters to represent more 'RG?'.

HISTORICAL RESULT: The squadron was only minutes from their intended targets, but the night was split by searchlights and cannon fire. MGB 314 powered her way into the approaches and attacked an anchored harbor defense boat; meanwhile all the weapons of the squadron en-

gaged the shore batteries in gun duels. Commander Beattie, aboard the *Campbeltown*, rang for full ahead, as the destroyer answered all bells German gunfire struck the bridge and foredeck of the ship killing and wounding many there, but the *Campbeltown* held her course and speed. With the Southern Caisson in clear sight, Beattie issued 'Standby to Ram!'. At 0134 *Campbeltown* struck her target dead on. The commandos aboard poured over her sides. At 1035, her delayed action fuses set off a massive explosion as four and half tons of demolitions stored in the bow went off. The Normandie Dock and half the *Campbeltown* disappeared. In that instant the *Tirpitz* had lost her safe berth, she would be sunk by the RAF in a Norwegian fjord without ever reaching the high seas and wreaking the havoc her sistership the *Bismarck* had.

Scenario design: Andrew Hershey
(LFT#StN ©2009)

ALONGSIDE THE OLD MOLE

ASL SCENARIO FT StN2

4H30



VICTORY CONDITIONS: The British win immediately when the Guns in S25 and V26 are eliminated by any means and any *one* of the following occurs: the Power Station, a Swing Bridge or a Lock Gate is destroyed (StN5., StN6.2 & StN7.3).

BALANCE:

- The *Sperrbrecher* is Stunned for +2 at start.
- No German Gun is Malfunctioned at start.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	END
BRITISH Moves First										

THE LOIRE RIVER AT ST. NAZAIRE, FRANCE, 28 March 1942: The *ruse de guerre*, having enabled the squadron to close on their targets was now a thing of the past and the night was ripped by tracer fire and searchlights sweeping the wave tops. The portside column ran their engines to full throttle and headed for their objective – the Old Mole. This column was lead by ML447 behind it five other launches, all loaded with commandos. Almost immediately ML447 was raked by cannon fire and most of the vessel's commandos were killed. ML447 then took a hit which set her ablaze. ML457, next in line, was able to set her men ashore and then stood off to provide supporting fire. ML307 was thwarted in repeated attempts to land her men. MLs 443 and 306 were both driven away by the steady volume of enemy fire. ML446 the last in took fire on approach but was able to land her men. As the launches had been making their dashes the *Campbeltown* sped past at full speed her guns blazing as she headed for her own target just up river.

BOARD CONFIGURATION:

Only hexes on/within the perimeter A8-W8-W19-DD19-DD33-A33 are playable.



Elements of Marine-Flak-Abteilung 703 and Kriegsmarinewerft-Companie 2 and 4 along with elements of Marine-Artillerie-Abteilung 280 [ELR: 3], set up as indicated (see SSR2) {SAN: 2}:



V14: 1-2-7 37L (8) W20: 1-2-7 37L (8) S25: 1-2-7 20L (6)

Place 'RG?' as per StN20.: 7 morale 14

Q25: 1-2-7 Searchlight V26: 1-2-7 40L (8)

Place Wire on Lock Gate Locations (StN7.1): MPH/RtPh: dr = MF CC: +1/-1 4

Elements from the 28th Flotilla, RN and elements of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], enter on Turn 1 on/between N8-U8 having already expended 5MP. All MGB must have ≥ 5PP of MMC Riders at setup {SAN: 2}:

6-4-8 3-3-8 2-2-8 9-1 8-1 8-0 LMG 2-7 ATR 1-12 dm MTR 51mm StN DC 36-0 15

2 3 5 3 8 6

HMS Campbeltown, RN, enters first on Turn 1 on hex P8 having already expended 5MP and without any PP:

81*Mtr HMG 2x20L AA HMS Campbeltown 2x20L AA 76L 81*Mtr HMG 2x20L AA 2x20L AA

Scenario design: Andrew Hershey (LFT#StN ©2009)

SPECIAL RULES:

- All StN rules are in effect [EXC: *Ruse de Guerre* (StN22.) is NA].
- Only one 75mm Gun and the Searchlight from Le Pointeau Battery (StN19.2) are in play. The *Sperrbrecher* is Stunned for +1 at start and one of its Flak 38s is Disabled. One German AA Gun ashore begins play Malfunctioned (use random selection to determine which one); all other German Guns start play marked with Gun Flash counters, but are still free to fire normally. The Germans may fire Starshells (E1.91 has already taken place).

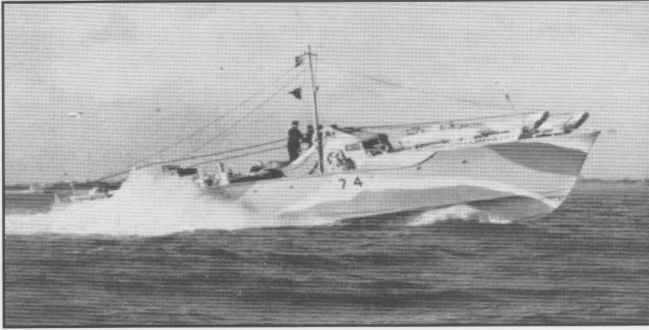
HISTORICAL RESULT: Having managed to land but a fraction of the force intended to attack this sector of the port, Capt. Pritchard and Lts. Watson and Walton with their men set about doing what damage they could. Although the guns on the Old Mole had been silenced, moving within the Old Town was anything but easy as small arms fire passed down each lane and across the square. The teams were pinned down close by the Swing Bridge when Capt. Pritchard left one demolitions team and covering force to deal with the bridge and moved off with a NCO to see how other teams were managing elsewhere in the Old Town.

BLOWING THE GATES

4H



ASL SCENARIO FT StN3



VICTORY CONDITIONS: The British win immediately by destroying one Lock Gate (StN7.3) and one Swing Bridge (StN6.2) and Exiting ≥ 8 StN-EVP (StN27.) of Good Order units off the south/west edge. The British may exit for StN-EVP at any time. Any additional Lock Gate or Swing Bridge destroyed is the equivalent of the required StN-EVP.

BALANCE:

- Add a 2-2-8.
- Apply a -1 DRM to the first activation roll.

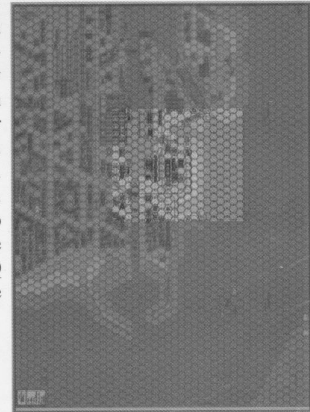
TURN RECORD CHART

● BRITISH Sets Up First	1	2	3	4	● 5	6	7	8	9	END
● BRITISH Moves First										

THE LOIRE RIVER AT ST. NAZAIRE, FRANCE, 28 March 1942: The *ruse de guerre*, having enabled the squadron to close on their targets, was now a thing of the past and the night was rife with tracer fire and searchlights sweeping the wave tops. The starboard side column of the squadron ran their engines to full throttle and headed for their objective – the Old Entrance. This lead craft ML192 was almost immediately destroyed when a shell exploded in the engine room starting a fire onboard. The shock of the ensuing explosion caused ML192 to veer radically off course and ram the east jetty at full speed, killing most onboard. The blazing ML192, the incoming tracer fire and hits from several searchlights dazzled the next two launches in line ML262 and ML276, forcing both to go around for a second attempt at pulling alongside the quay. ML268 was next to try but was raked by gunfire that set alight the reserve gasoline drums stored on deck. She exploded in a fireball moments later, killing the men aboard. Coming in behind ML156 was hit by machine gun fire across her pilothouse killing or badly wounding most there. ML156 took evasive action and closed for a second attempt, but took hits to her engine compartment and was forced to withdraw. ML177 managed under fire to set down Troop Sgt. Major Haines and his men, before pulling away. MGB314, which had been providing cover fire to the *Campbeltown* up stream, now came alongside and dropped off the ground commander and his HQ element. Meanwhile ML262 and ML267 made their second runs in, both putting men ashore.

BOARD CONFIGURATION:

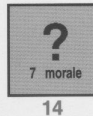
Only hexes numbered ≥ 26 and ≤ 38 on/ between hexrows K-CC are playable.



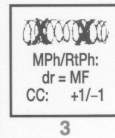
Elements of Marine-Flak-Abteilung 703 and Kriegsmarinewerft-Companie 2 and 4 [ELR: 3], set up as indicated (see SSR2) {SAN: 3}:



Place 'RG?' as per StN20. [EXC: No RG? are placed in S34 and V34], however place one RG? in hex V26. At setup the German player may elect to remove one Ground RG? and roll for its activation, no DRM apply:



Place Wire on Lock Gate Locations (StN7.1):

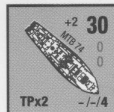


Elements of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], set up on Hinterland hexes adjacent to U35 with no more than one MMC per hex (see SSR4) {SAN: 2}:

					LMG 1P 2-7	ATR 1P 1-12	dm MTR 51mm 2P	StN DC X12 36-0	? 7 morale
2								2	2



MTB74, Royal Navy, enters on Turn 5 along the south edge having already expended 10MP (see SSR3):



Scenario design: Andrew Hershey
(LFT#StN ©2009)

SPECIAL RULES:

- All StN rules are in effect [EXC: *Ruse de Guerre* (StN22.) is NA].
- No Le Pointeau Battery element (StN19.2) is in play. The Germans may fire Starshells (E1.91 has already taken place). The Guns/Searchlights/Crews from Q25, S25 and V26 are not in play and are assumed eliminated.
- MTB74 carries Torpedoes (StN26.2).
- Should a British unit set up on the Lock Gate Location, it does so above the Wire and cannot place any StN DC until below the Wire.

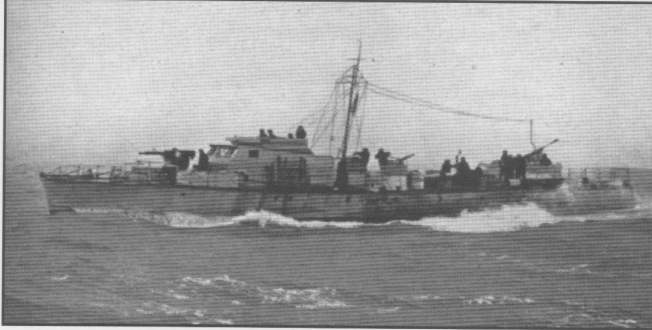
HISTORICAL RESULT: With some of his men ashore Lt. Col. Newman set up his HQ nearby the Old Entrance while demolition parties and their assault teams set out into the night to attack their targets. It was not long before a harbor defense boat in the submarine basin opened up on his men, who returned fire. Lt. Wynn in MTB74 pulled alongside the quay and received word from Lt. Col. Newman by loud speaker that the *Campbeltown* had successfully rammed the Southern Caisson, the torpedoes he carried as a last ditch attempt should the *Campbeltown* fail were now free to use elsewhere. Lt. Wynn was instructed to use his torpedoes to attack the lock at the Old Entrance. MTB74 backed away from the quay swept about in a wide arch and fired at the lock gate, hearing his delayed action torpedoes clang against the steel gate. Lt. Wynn then aimed his craft down river and ran her to 40 knots hoping to evade fire.

GET THE LIGHTS!

4H



ASL SCENARIO FT StN4



VICTORY CONDITIONS: The British win immediately by destroying the Power Station (StN5.) or at game end if they have amassed ≥ 10 StN-VP/EVP (StN27.; of this 10 at least 6 must be StN-VP). The British may exit for StN-EVP on/after Turn 4.

THE LOIRE RIVER AT ST. NAZAIRE, FRANCE, 28 March 1942: ML457 had managed to put ashore Capt. Pritchard, the chief demolition expert of the assault force, along with his demolition control party and Lts. Walton and Watson, with a demolition and a cover force team respectively. ML457 now stood off awaiting the signal to retrieve the shore parties. However, precious few other teams were ashore in the area. Exactly how few was unknown to Pritchard at the time, as he and his team began their assignment of checking up on the progress of the various demolition teams. Meanwhile, Lt. Watson was earmarked to destroy the swing bridge in the Old Town and moved off with Lt. Watson to cover him.

BOARD CONFIGURATION:

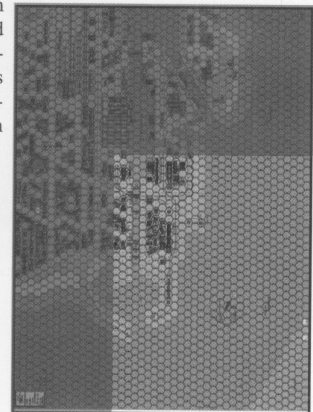
Only hexes numbered ≤ 33 on/between hexrows A-DD are playable.



BALANCE:

● Add a 2-2-8.

● Exchange the 6+1 for a 7-0.



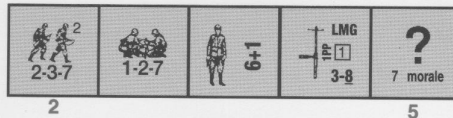
TURN RECORD CHART

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

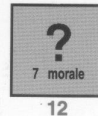
Elements of Marine-Flak-Abteilung 703 and Kriegsmarinewerft-Companie 2 and 4 along with elements of Marine-Artillerie-Abteilung 280 [ELR: 3], set up as indicated (see SSR2) {SAN: 3}:



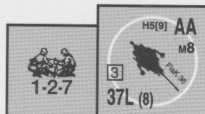
Set up anywhere outside the British setup area in non-Vessel Locations. One 2-3-7 must set up in the Power Station (X21):



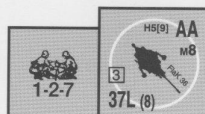
Place 'RG?' as per StN20. [EXC: No RG? are placed in T32 and Vessel Group Y31]:



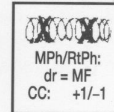
V14:



W20:

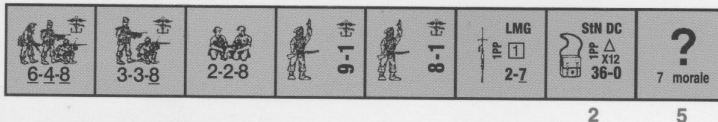


Place Wire on Lock Gate Locations (StN7.1):



4

Elements of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], set up in/adjacent to W27 {SAN: 2}:



ML457 from the 7th Flotilla, Royal Navy, sets up in any Ocean hex on/between hexrows A-H:



Scenario design: Andrew Hershey (LFT#StN ©2009)

SPECIAL RULES:

- All StN rules are in effect [EXC: *Ruse de Guerre* (StN22.) is NA].
- Excepted for the Searchlight, no Le Pointeau Battery element (StN19.2) is in play. The Germans may fire Starshells (E1.91 has already taken place). The Guns/Searchlights/Crews from Q25, S25 and V26 are not in play and are assumed eliminated. The *Sperrbrecher* is Stunned for +2 at start.

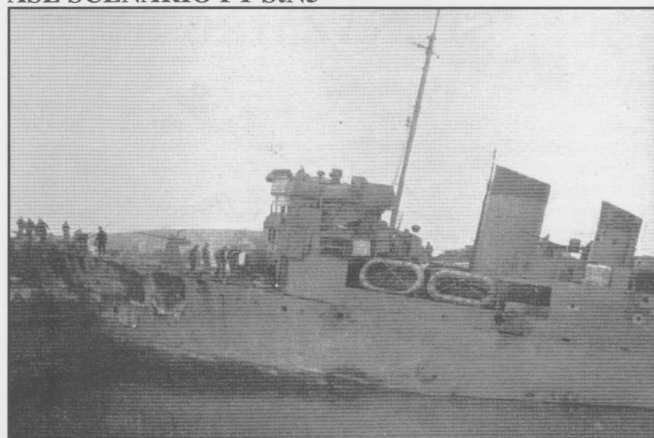
HISTORICAL RESULT: The Old Town was alive with small arms fire as Germans materialized as if out of thin air in the night. Nonetheless, Capt. Pritchard and his men managed to reach Walton's target ahead of the lieutenant and took a moment to attack two nearby tugs while they waited for Lt. Walton to arrive. With still no sign of Lt. Walton, Capt. Pritchard left his team with orders to wire the bridge. Meanwhile he and a NCO moved off to continue their rounds of other teams and targets. Moving south along the quay, they found no sign of other commandos at work, checking the Power Station they again found no one. As the two made their way back towards the bridge a German sentry stepped from the dark and bayoneted Capt. Pritchard mortally. The NCO then shot the assailant, the captain's final order to the NCO was to return to the bridge and carry on the mission. Proceeding to the rally point he found Lt. Watson's body but no sign of the others. (The bridge had been wired in the interim, but a German patrol had discovered the charges and neutralized them.)

AWAY THE LADS!

5H



ASL SCENARIO FT StN5



VICTORY CONDITIONS: The British win immediately by destroying the Southern Winding Station (StN9.1), the Pump House (StN10.1) and by having amassed a further ≥ 12 StN-VP/EVP (StN27.). The British may exit for StN-EVP at any time. *The Southern Caisson does not count towards any StN-VP here.*

TURN RECORD CHART

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

THE LOIRE RIVER AT ST. NAZAIRE, FRANCE, 28 March 1942: The *Campbelltown* became a magnet for fire as she steamed at her full 20 knots up the Loire toward her intended target – the Southern Caisson. Searchlights from both shores locked onto her lengthy silhouette and weapons of all types soon followed suit. Rounds ricocheted off her hull, others penetrated and exploded beneath her decks. The *Campbelltown* fought back as best she could with all the weapons at her disposal, but her forward gun was soon out of action and some of the commandos sheltering behind especially constructed steel barricades on deck were wounded by shrapnel. Still the *Campbelltown* continued on, her target in sight, she plowed through an anti-torpedo net protecting the approach to the caisson and moments later her 1,000 tons slammed into the caisson. The time was 0134, only four minutes behind schedule. The momentum of her impact was so severe that her bow ran up the side of the caisson, ship and target were fused as one. With the 'all stop' sounded, the commandos aboard her decks and those sheltering below swarmed out of her and onto the caisson, as if onto a football pitch and raced east and west towards goals of their own.

BOARD CONFIGURATION:

Only hexes numbered ≥ 33 on/between hexrows A-CC are playable.

BALANCE:

Game is 10.5 Turns.

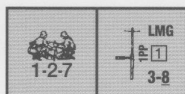
SAN 3.



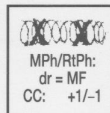
Elements of Marine-Flak-Abteilung 703 and Kriegsmarinewerft-Companie 2 and 4 along with elements of Marine-Artillerie-Abteilung 280 [ELR: 3], set up as indicated (see SSR3) {SAN: 2}:



Scheldstadt
(StN20.311 applies):



Place Wire on Lock Gate
Location (StN7.1):



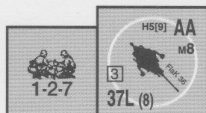
Place 'RG?' as per StN20. [EXC:
No RG? are placed in S34, V34,
Vessel Group Y33, Vessel Group
X36 or on the Scheldstadt]:



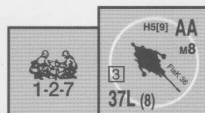
12



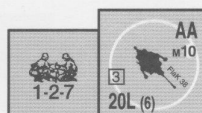
N41:



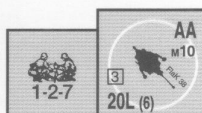
N43:



M45:

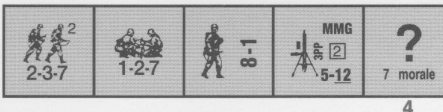


O39
(begin play
Pinned):



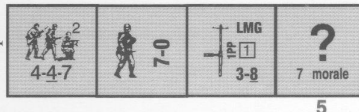
Ad hoc reinforcements, enter on
a dr < 2 than the current Game
Turn on/between S33-W33 and/
or CC46-CC47. Select only one
group (A or B) to enter play:

Group A:



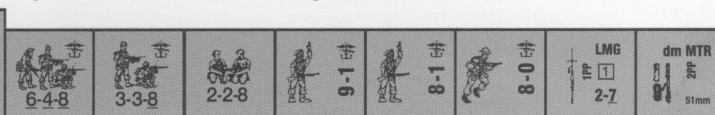
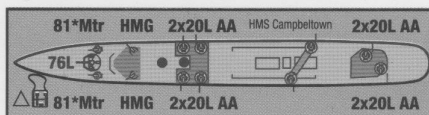
4

Group B:



5

HMS Campbelltown, Royal Navy and elements of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], enter on Turn 1 on hex P33 having already expended 8 MP and suffered 4DP (see SSR2). All Infantry units enter as PP aboard the Campbelltown (StN26.7) {SAN: 2}:



2

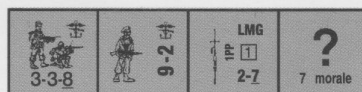
3

5

2

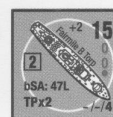


Operation Chariot
HQ Elements, set up
in/adjacent to U34:



5

ML177, 7th Flotilla, Royal
Navy, enter on Turn 3 on
any Ocean hex along the
south edge:



10

SPECIAL RULES:

- All StN rules are in effect [EXC: *Ruse de Guerre* (StN22.) is NA].
- Campbelltown* Mandatory Searchlight/Gun Fire applies (StN26.34). The *Campbelltown* sets up with her SA 76L Gun disabled. Torpedoes are NA.
- Only one 75mm Gun and the Searchlight from Le Pointeau Battery (StN19.2) are in play. This Searchlight sets up with an Illumination Beam counter on any hex of the *Campbelltown* and is free to track it. Tracked the *Campbelltown* is assumed to have used 4MP in LOS for target based To Hit DRM. The Germans may fire Starshells (E1.91 has already taken place).

HISTORICAL RESULT: The commandos were swiftly off the *Campbelltown*. Lt. Roderick lead his men east passed a knocked out 20mm gun and against a 37mm gun firing from a flak

tower. This they dispatched at close quarters with grenades and automatic weapons fire before moving on to tackle a third gun position further on. Finding this objective already destroyed by supporting fire from the river, they set about trying to blow up the fuel bunkers by dropping grenades down the airshafts, without much success however. They then secured their perimeter and awaited recall. At the same time Lt. Roy moved against guns on the Pump House roof but these had been abandoned. He then pressed on to his primary objective the bridge at the Old Entrance that he was ordered to keep it open so that commandos could transit to the extraction point at the Old Entrance. Demolition teams were fast at work behind the two lieutenants wiring targets for destruction.

Scenario design: Andrew Hershey
(LFT#StN ©2009)

DOCKSIDE DUST UP



ASL SCENARIO FT StN6



VICTORY CONDITIONS: The British win immediately by amassing ≥ 16 StN-VP/EVP (StN27.). The British may exit for StN-EVP at any time. *Neither the Southern Caisson, Southern Winding Station nor the Pump House count towards any StN-VP here.*

THE LOIRE RIVER AT ST. NAZAIRE, FRANCE, 28 March 1942: The *Campbeltown* became a magnet for fire as she steamed at her full 20 knots up the Loire toward her intended target – the Southern Caisson. Searchlights from both shores locked onto her lengthy silhouette and weapons of all types soon followed suite. Rounds ricocheted off her hull, others penetrated and exploded beneath her decks. The *Campbeltown* fought back as best she could with all the weapons at her disposal, but her forward gun was soon out of action and some of the commandos sheltering behind especially constructed steel barricades on deck were wounded by shrapnel. Still the *Campbeltown* continued on, her target in sight, she plowed through an anti-torpedo net protecting the approach to the caisson and moments later her 1,000 tons slammed into the caisson. The time was 0134, only four minutes behind schedule. The momentum of her impact was so severe that her bow ran up the side of the caisson, ship and target were fused as one. With the ‘all stop’ sounded, the commandos aboard her decks and those sheltering below swarmed out of her and onto the caisson, as if onto a football pitch and raced east and west towards goals of their own.

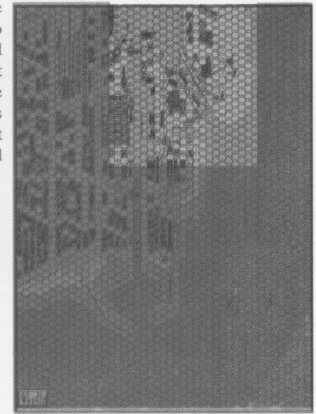
BOARD CONFIGURATION:

Only hexes numbered ≥ 34 on/between hexrows I-DD are playable.

BALANCE:

● Add a 3-3-8 and a 2-2-8.

● Building U40 receives a ‘RG?’.



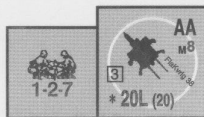
TURN RECORD CHART

● BRITISH Sets Up First	1	2	3	4	5	6	7	8	END
● BRITISH Moves First									

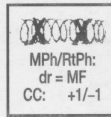
Elements of Marine-Flak-Abteilung 703 and Kriegsmarinewerft-Companie 2 and 4 [ELR: 3], set up as indicated {SAN: 3}:



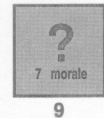
DD46 (Rooftop Location):



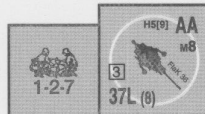
Place Wire on Lock Gate Location (StN7.1):



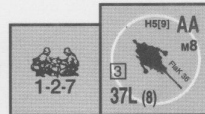
Place ‘RG?’ as per StN20. [EXC: No RG? are placed in R39, S34, S38, V34, Vessel Group Y44, building U40, and the *Passat*]:



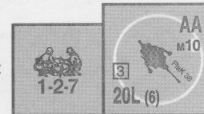
N41:



N43:



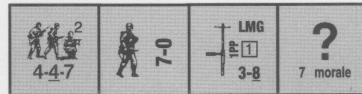
M45:



L44:



Set up in any non-Vessel Location outside the British setup area:



5

Scenario design: Andrew Hershey (LFT#StN ©2009)

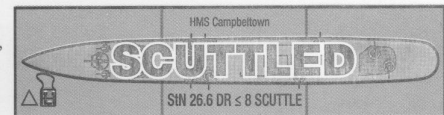
Elements of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], set up ≤ 2 hexes from S38 and/or in P39 (Southern Caisson) {SAN: 2}:



ML177, 7th Flotilla, Royal Navy, set up with no Riders in any Ocean hex:



HMS Campbeltown, Royal Navy, set up Rammed in the Southern Caisson (StN26.4), scuttled and with a -1 ROF marker in place (StN26.6). All batteries are Stunned for +2 and the SA/TA are disabled:



Royal Navy Crew, set up on the *Campbeltown* (treat as M2.):



SPECIAL RULES:

- All StN rules are in effect [EXC: *Ruse de Guerre* (StN22.) is NA].
- Place a Rubble counter at ground level of S38 (Southern Winding Station) and at level -1 of R39 (Pump House).
- No Le Pointeau Battery element (StN19.2) is in play. The Germans may fire Starshells (E1.91 has already taken place).
- Torpedoes are NA.

HISTORICAL RESULT: Lt. Chant, although wounded, lead his men down into the lower level of the Pump House where they set about placing their charges on machinery exactly like the kind they had trained on. With a 90 second fuse lit, Lt.

Chant was the last man up the stairs. He was followed by a roar as the building exploded behind him. Close by Lt. Smalley and his team were at work on the Southern Winding Station, it too collapsed in a heap. Further up the dockside other teams were setting to work. Lt. Purdon successfully destroyed the Northern Winding Station. Meanwhile Lt. Burtinshaw covered Lt. Brett as Brett and his men attempted to tackle the Northern Caisson. Although under fire, Lt. Brett and his team managed to hang their underwater charges from the caisson's side. When these exploded they could hear a steady rush of water, the charges had damaged the target enough to cause a leak. With most of the Normandie Dock in ruins and under mounting fire, the teams pulled back to the rally point at the Old Entrance. As they withdrew, ML177 took off those of the *Campbeltown's* crew who had survived.

"WE'LL FIGHT OUR WAY OUT"

1H



ASL SCENARIO FT StN7



VICTORY CONDITIONS: The British win immediately upon Exiting ≥ 7 StN-EVP (StN27.) off the west/north edge west of hexrow BB. The British may exit for StN-EVP at any time.

TURN RECORD CHART

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

ST. NAZAIRE, FRANCE, 28 March 1942: The surviving commandos ashore rallied in the area of the Old Entrance. As each new group or lone straggler made it into the perimeter from their outlying targets, it became readily apparent to the ground force commander Lt. Col. Newman that they were not going out the way they came in. The casualties to their trusty steeds on the river had been too high and the river was still swept by fire and searchlights. Newman discussed the two principal options with his second in command Major Bill Copland. 'Call it a day or...' before Newman could utter the alternative Copland snapped back, 'we'll fight our way out!'. So the survivors were organized into groups to receive their orders. Break free of the docks and make for the open countryside. The only immediate route out of the Old Town was across the bridge at the southern end of the St. Nazaire basin connecting the Old Town with the New.

BOARD CONFIGURATION:

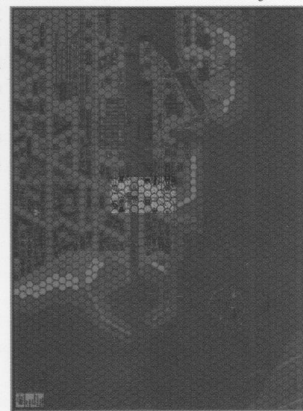
Only hexes numbered ≥ 27 and ≤ 31 on/ between hexrows U-DD are playable.



BALANCE:

● The VC to read ≥ 6 StN-EVP.

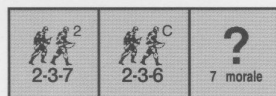
● Add one LMG to Turn 2 reinforcements.



Elements of Kriegsmarinewerft-Companie 2 and 4 [ELR: 3], set up with only one MMC per hex as indicated (see SSR2 & SSR3) {SAN: 3}:



Set up on/west of hexrow X [EXC: Bridge/Lock Gate Locations are NA]:

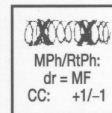


4

CC28:



Place Wire on Lock Gate Location (StN7.1):



On Turn 2, each unit enters according to its own entry dr (dr 1-2: west edge; dr 3-4: south edge east of hexrow AA; dr 5: north edge east of hexrow AA; dr 6: east edge OR on Turn 3 on any edge):



Enter on Turn 3 on any edge:



Elements of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], set up on/east of hexrow W {SAN: 2}:



5

2

2



Scenario design: Andrew Hershey
(LFT#StN ©2009)

SPECIAL RULES:

- All StN rules are in effect [EXC: *Ruse de Guerre* (StN22.), St. Nazaire Gun/Searchlight Plan (StN19.2) and Reinforcement Groups 'RG?' (StN20.) are NA].
- Any German unit that sets up adjacent to a red-border hexside that breaks or pins at anytime during the British player Turn 1 is eliminated.
- No Le Pointeau Battery (StN19.2) element is in play. All Vessels are Abandoned. The Germans may fire Starshells (E1.91 has already taken place).

HISTORICAL RESULT: Screened by warehouses along the quayside the commandos got to within 60 yards of the crossing point undetected by the Germans guarding it. Along the way some commandos opted to slip into French boats docked nearby, still others hid themselves among warehouse cargo. Around fifty commandos steered

themselves for the charge across the open approaches to the bridge and the bridge itself. A pillbox on the opposite bank and a few Germans close by covered the crossing point. With one sudden rush the commandos broke cover. Firing their weapons from the hip, they made for the bridge. Troop Sgt. Major Haines, armed with a Bren gun, provided covering fire all the while. The Germans near the bridge astonished at the charge broke ranks and fled. The machinegun in the pillbox did not stop firing until Copland emptied his .45 pistol into the firing aperture. The commandos had cleared their first obstacle to freedom. The enemy however was quickly setting up more.

ESCAPE AND EVADE

4H



ASL SCENARIO FT StN8



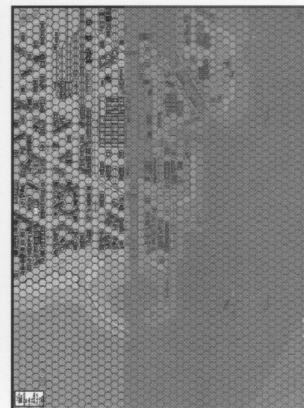
ST. NAZAIRE, FRANCE, 28 March 1942: Forty to fifty commandos, many wounded, most exhausted by the harrowing experience of being under fire while charging across the bridge connecting the Old Town with the New, had managed to breakout and scatter down the streets of the New Town. There they sought to hide among the houses and gardens, still others stowed away on French fishing boats. Lt. Col. Newman had given the order to escape and evade in small groups and make for the French countryside and from there to Spain. The Germans for their part intended to allow nothing of the kind.

BOARD CONFIGURATION:

Only hexes on/west of hexrow CC are playable.

BALANCE:

- Only 2 MMC are Walking Wounded.
- Add a 2-3-7 to the *third* setup group.



VICTORY CONDITIONS: The British win immediately upon Exiting ≥ 7 StN-EVP (StN27.) of Good Order units (Prisoners do not count) off the west/north edge. The British may exit for StN-EVP at any time. Beside normal StN-EVP, should a dummy or partial dummy stack exit, each '?' counter (barring the top '?' counter) in any stack that exits earns the British player $\frac{1}{2}$ an StN-EVP.

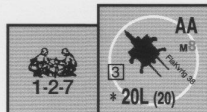
TURN RECORD CHART

SEQUENTIAL SETUP	1	2	3	4	5	6	7	8	END
BRITISH Moves First									

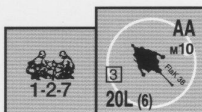
Elements of Kriegsmarinewerft-Companie 2 and 4 reinforced by elements of Infanterie-Regiment 679, Infanterie-Division 333 [ELR: 3], set up *first* as indicated {SAN: 3}:



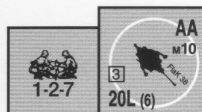
EE34
(Rooftop
Location):



FF46
(Rooftop
Location):



FF45
(Rooftop
Location):



Place 'RG?' as per StN20. [EXC:
No RG? are placed in EE34, JJ25,
buildings CC31 and EE32]:



14

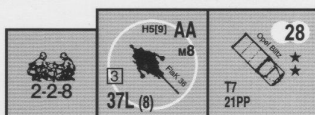
Set up *third* in building
hexes ≥ 3 hexes from any
British unit:



5

7

Enter on Turn 3
along any west
edge road hex
(see SSR4):



Enter on Turn
4 along any
board edge:



Elements of Nos. 1, 2, 3, 4, 5, 6, 9 and 12 Commando [ELR: 5], set up *second* ≤ 4 hexes from HH29 in any hex not occupied by a 'RG?' and with only one MMC per hex (SMC/SW that sets up with MMC may be kept hidden until leadership abilities are claimed/the SW fires, or concealment loss occurs). See SSR2 and SSR3 {SAN: 2}:



5

2

14

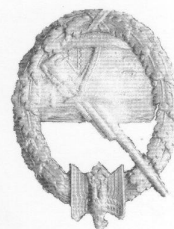
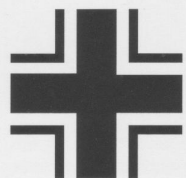
Scenario design: Andrew Hershey
(LFT#StN ©2009)

SPECIAL RULES:

- All StN rules are in effect [EXC: St. Nazaire Gun/Searlight Plan (StN19.2) and *Ruse de Guerre* (StN22.) are NA]. The first three game turns play as Night (StN24.); thereafter the scenario is a twilight scenario. During twilight, a +1 LV Hindrance applies to all non-CC attacks but FFMO still applies. The Sniper values drop from Night values (E1.72) once twilight occurs.
- No dummy or partial dummy stack may 'grow' a '?' counter by splitting. Should two dummy stacks combine then later split, the number of '?' counters must remain equal to the number when the stacks combined. However, a SMC/MMC that splits from a partial dummy stack may still split off concealed if otherwise eligible. No other British '?' counter are permitted at setup.
- The British suffer from Ammunition Shortage (A19.131). Three British MMC must begin play recorded as Walking Wounded (WW have 3MF, which can never be increased, and IPC of 2 and suffers a +1 to all CC DRM while all CC attacks against it receive a -1 DRM). The WW counters may be kept offboard until the unit losses concealment.

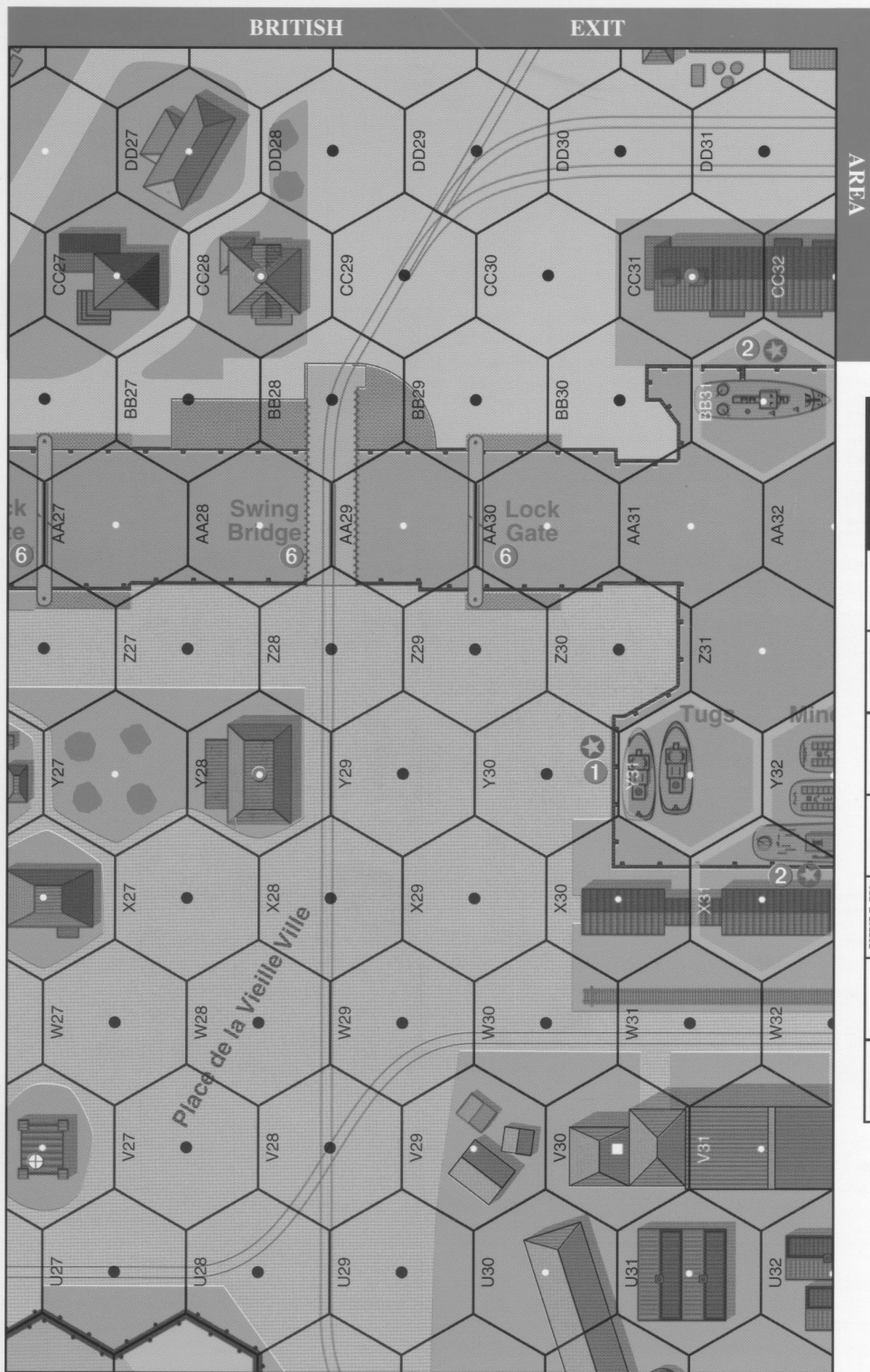
- The German Gun must enter En Portee and is eligible to fire that way (C10.5 -.54). En Portee the Gun may not fire through the VCA.

HISTORICAL RESULT: The Germans threw up roadblocks and searched house to house and among the vessels of the port, where they discovered several stowaway commandos. In order to root out the stubborn raiders, heavy weapons and flame-throwers were employed against houses, some in which only the lone commando was holed up in. In addition, troops were rushed in from a nearby regiment to form a cordon around the city. German manpower was tied up for sometime tracking down suspected and actual commando sightings. By morning's end most of the raid force still alive was captured. Five commandos however escaped the dragnet. With the help of the French Resistance and ordinary local inhabitants all five men reached Spain and eventually, via Gibraltar, England, from where they took the fight to the Germans once again.



MAP FOR SCENARIO StN7

“WE’LL FIGHT OUR WAY OUT”



AREA

NVR

0 1 2 3 4 5 6

Turn Track

1 2 3 4 5 END

AT START



BRITISH StN-EVP (StN27.)	1	2	3	4	5	6	7 VICTORY!
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StN HMS CAMPBELTOWN

PLAYER'S AID #1



Cloaking Display for Passengers (StN26.7-.753)

Legend:

'On Deck'

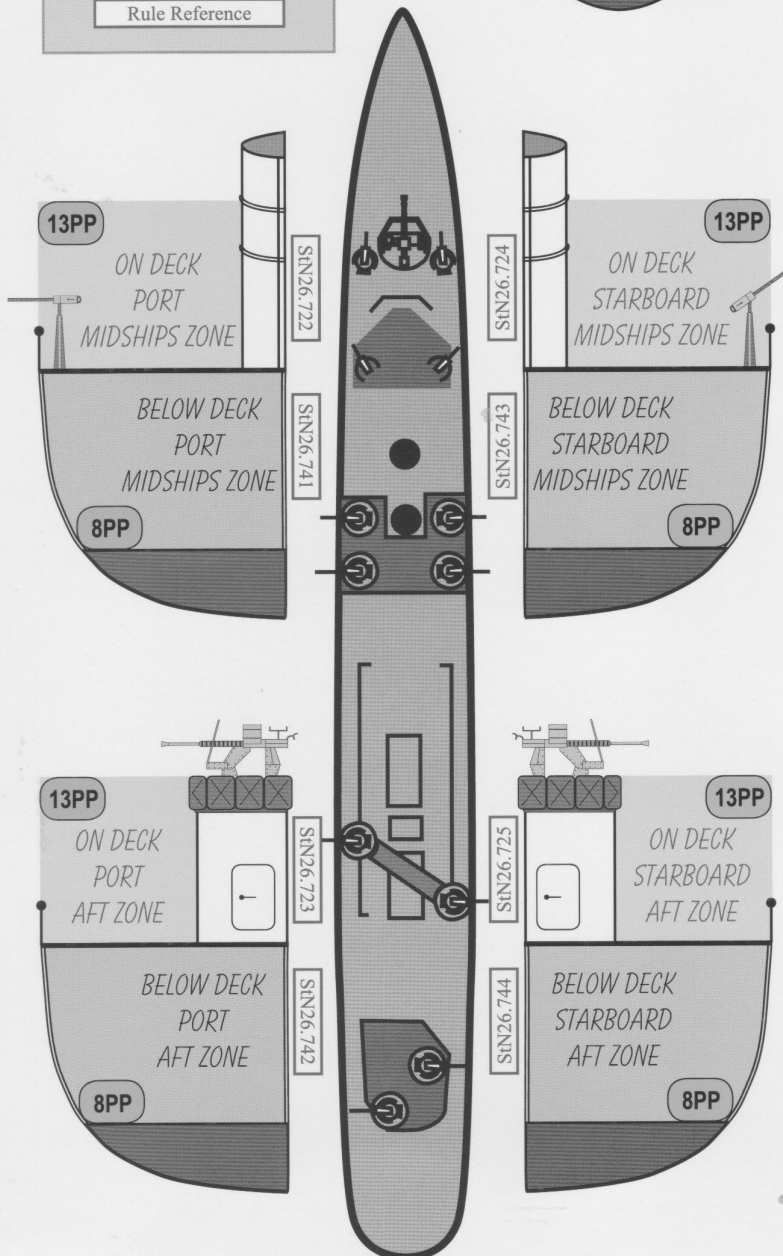
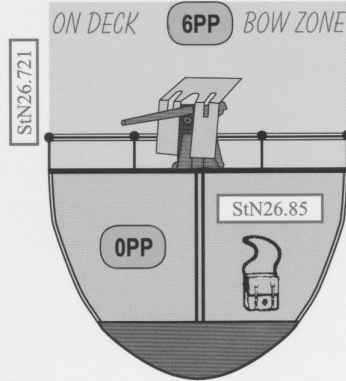
Cloaking Box

'Below Deck'

Cloaking Box

8PP Portage Point Capacity

Rule Reference



HMS Campbeltown Ship's Data

Movement Points: 15

AF

Crew Survival: 6/7/8

5

Damage Points: 21

2

Target Size: See 'Landing Craft'

Multi-applicable Note F.

Damage Point Track

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	Immobilized	SUNK	

The 3" Mortars can only be crewed by the MMC in the 'On Deck Bow Zone' (StN26.831).

Bow 12-pounder Gun Crew Stun Track (StN26.82)

1	2	3	4	5	Disabled
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Port Midships Gun Crew Stun Track (StN26.812)

1	2	3	4	5	Disabled
1	2	3	4	5	Disabled

Starboard Midships Gun Crew Stun Track (StN26.812)

Port Aft Gun Crew Stun Track (StN26.812)

1	2	3	4	5	Disabled
1	2	3	4	5	Disabled

Starboard Aft Gun Crew Stun Track (StN26.812)

Port HMG (white) Starboard HMG (brown) (StN26.84)

See the HMS Campbeltown Player's Aid #2 for Weapon Systems Firing Arcs using the same color-coding as above.

 Liberated AA M8 MA: 20L ATR MG: Scrounge as German LMG *40(8)	MA: 20L ATR MG: Scrounge as German LMG No Rafts 17PP 20P CS 5/6/7	AAMG, Scrounge as LMG 30P CS 5/6/7	AAMG, Scrounge as LMG 30P CS 5/6/7	 R1 X6	 R1 X6	bMA: 12.7mm(8) aMA: 12.7mm(8) 23PP 30P CS 5/6/7	bMA: 12.7mm(8) aMA: 12.7mm(8) 23PP 30P CS 5/6/7
 3MF Rubble MA: 50* MTR MG: Scrounge as German LMG	MA: 50* MTR MG: Scrounge as German LMG No Rafts 16PP 30P CS 5/6/7	bMA: 20L(4) aMA: 20L(4) AAMG: 12.7mm 2xRafts 23PP 30P CS 5/6/7	bMA: 20L(4) aMA: 20L(4) AAMG: 12.7mm 2xRafts 23PP 30P CS 5/6/7	 R1 X6	 R1 X6	bMA: 25LL(16) *3 x to kill DR aMA: 12.7mm(8) Uses LC rules 45PP 40P CS 5/6/7	bMA: 25LL(16) *3 x to kill DR aMA: 12.7mm(8) Uses LC rules 45PP 40P CS 5/6/7

[illegible]