

FROM THE CELLAR



PACK 6



Proudly produced between
Cambodia and France!





Dear ASL fellas and LFT readers,

A little scenario pack so that despite the delay of LFT 13, which will appear in the course of time, you still have something to play from us before the release of our next big project, partly displayed on the back cover as well as on the opposite page. Everything will be explained 2 months from now, hopefully around mid-to-late July 2011, so I will just let you read Jason's add and take a look at our very own artistic view of what will be part of the historical map of Cholm. After "China at War" (LFT12), we really wanted to play something on the Eastern Front!

The scenarios herein however are all quite short, well suited for a couple of hours play and we urge players to play them switching sides. Although not really convenient for tournaments, since they can be dicey as short scenarios, these are more usefull for players with little time at their immediate disposal. Needless to say that despite their length, some of them offer a high replay value, such as "By Dawn's Early Light" with its simultaneous set up. This is one of my favourites in the pack. "Assault on District Rovno" becomes very messy as the scenario is played, since all the counters display the same colour...but that was also part of the design from our unique historian, "Doktor No"! Although there is one scenario around Kursk, "Shopino Struggle", the rest of the scenarios displays a wide variety of situations, several of them very little known actions such as "Price of Persia" or "French Civil War in Gabon" (a pretty bold attack through open ground...).

Enough of this, hopefully you will take a weekend and play them all, at least once!

The list of playtesters is quite long, so even if their names are not displayed, this doesn't mean that we, the LFT crew, have forgotten them! Once again, thank you all for your help and contribution to our efforts in supporting the hobby. We do not pretend to be the best TPP out there, we just claim to try to do our best to provide you, our ASL buddies and / or LFT readers, some unique, original and throrougfefully developed scenarios and situations.

Okay that's about it; our current schedule brings us to July 20th, more or less and as written above, and we will release "Kampfgruppe Scherer: The Shield of Cholm".

Thank you once again for your understanding and continued support, and enjoy the scenarios herein!

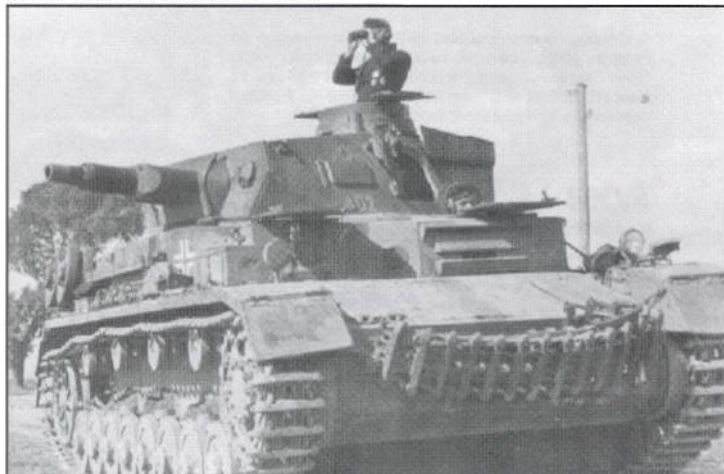


CLOSE ENCOUNTER OF THE BAD KIND



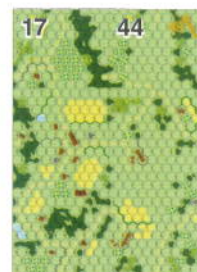
3H

ASL SCENARIO FT160



SOUTH OF LA NEUVILLE, FRANCE, June 11th 1940: The left wing of the French 14th Infantry Division was held by the 2nd Infantry Division, under General Kolpfenstein. On June 9, that division was forced to withdraw from its position near Château-Porcien and Taizy. The Germans then seized a bridgehead across the Aisne River and the Panzers begin to cross. General de Lattre de Tassigny vigorously blamed his counterpart and ordered that he organize an immediate counterattack. Instead, General Kolpfenstein ordered a 3 km retreat, exposing the flank of the 14th, forcing it to withdraw! The 7th Light Mechanized Division (DLM), formed on June 5 with remnants from the 4th DLC and other units, had to intervene to cover the retreat of the infantry units. The DLC's 4th Regiment was assigned as a scouting unit; to explore, reconnoiter and slow the German advance whenever possible.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The side which has amassed the most CVP / Exit VP at game end wins. In addition to normal CVP and starting on Turn 4, the French receive Exit VP for AFV/crews exited off the south edge, while the Germans receive Exit VP for AFV/crews exited off the north edge. A tie is considered a German win.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
🎯 FRENCH Moves First							

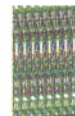
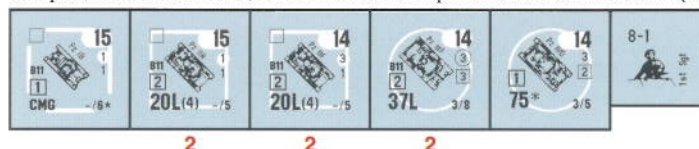
BALANCE:

- ✚ Delete the French 8-1 Armor Leader.
- 🎯 Replace the French 9-1 Armor Leader with a 9-2.



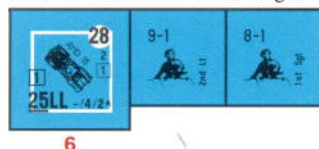
Elements of Panzer Regiment 1. Panzer Brigade 1. of 1. Panzer Division

set up on/south of hexrow S, each AFV must set up ≥ 2 hexes from each other {SAN: 0} (see SSR 2)



1^{er} Escadron (Capitaine Gobert) of 4^{ème} Régiment d'Auto-Mitrailleuses of 7^{ème} DLM

enter on Turn 1 on the north edge or on 17I10 {SAN: 0}



Scenario design: Hughes Pauget

SPECIAL RULES:

- EC are Moderate with no Wind at start. All Brush is Woods.
- All German units begin the game under a No Move counter. In order to gain Freedom of Movement, during Game Turn 1, German AFV must have LOS to a French AFV. Starting on the RPh of turn 2, and each RPh thereafter, the German player must make a DR for each of its AFV still under a No Move counter. If the DR is ≤ 2 the AFV gains Freedom of Movement. The following DRM applies : -x, with x being the current turn number, -y, with y being the number of mobile German AFV. At set up German VCA and TCA must face north. Boresighting is NA.
- Before game start but after German Set Up, two French AFV are secretly recorded as Radio Equipped.
- FBE is South for the Germans and North for the French.

HISTORICAL RESULT: The ten AMD Panhard 178 armored cars of 4th RAM immediately moved forward. On June 10th, one was destroyed by Stuka dive bombers after reporting sixty enemy tanks between Neufize and Alincourt. Another was lost the same day after a minor skirmish with German armor. The next day, the remaining eight AMDs aggressively patrolled in the vicinity of Le Neuville. Near a patch of woods, they stumbled upon a group of thirty German tanks. Capitaine Gobert ordered an immediate attack. Using the advantage of surprise and superior speed, the French AMDs destroyed three German tanks and immobilize two others before disappearing. German reaction was poor as not a single German shot reached the AMDs during the fight. The 7th DLM would continue to cover the retreat of infantry units, sacrificing its own equipment in the process.

FRENCH CIVIL WAR IN GABON

3H00



ASL SCENARIO FT161

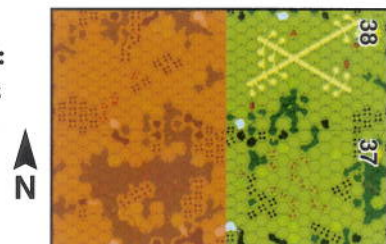


VICTORY CONDITIONS: The Free French win if at game end they Control ≥ 6 Huts (including those collapsed / ablaze) provided the French have amassed < 10 CVP.

N'GUIGUI, AFRIQUE EQUATORIALE FRANCAISE, 5 November 1940: In September 1940, with British naval support, de Gaulle tried, unsuccessfully, to rally what is today Sénégal to the Allied cause. But, thanks to naval and aerial reinforcements, the Vichy authorities stood firm and kept the strategic Dakar naval base in their hands. Despite that sad failure, the Free-French gained spectacular successes in the French Equatorial African colonies – where the French Congo quickly rallied to the cause with no bloodshed. But, in Gabon, Governor Masson stayed firmly in the Vichy camp. De Gaulle's small forces, under command of Général de Larminat, quickly decided to gain control by force. On the 9th of November, Capitaine de Bollardière 1ère Compagnie of the 14e Demi-Brigade de la Légion Etrangère landed north of Libreville, the main town in the colony. Following a march through the jungle, the legionaries closed in on the airfield.

BOARD CONFIGURATION:

Only hexrows A-P on boards 37 and 38 in play.



BALANCE:

⦿ Replace the 7-0 with a 8-1 in the French OB.

⚡ Add a LMG(f) to the Free French OB.

TURN RECORD CHART

⦿ FRENCH Sets Up First	⚡	1	2	3	4	5	6	END
⚡ FREE FRENCH Moves First								

Elements of the *Bataillon de Tirailleurs Sénégalais du Congo-Gabon* [ELR: 2], set up on board 38 in hexes numbered ≤ 4 {SAN: 5}:

 4-5-7 9	 2-2-8 3	 8-0	 7-0	 HMG 3 6-12	 LMG 1 2-6	 INF 37+ [60]	 ?	 AA M12 20L (4)	 Trench CVR, OBA: +4 Other: +2
							6		5

Enter on Turn 4 along the south edge:

 4-5-7 3	 8-1	 LMG 1 2-6
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1^{re} Compagnie (reinforced) of 14^{ème} Demi-Brigade de la Légion Etrangère [ELR: 4], set up on board 38 in hexes numbered ≥ 7 {SAN: 2}:

 4-2-5-8 11	 2-4-8	 9-1	 8-0	 MMG(f) 2 4-11	 LMG(f) 1 2-6	 MTR(f) 60+ [3-42]
				2	2	

Scenario design: Philippe Naud

SPECIAL RULES:

- EC are Moist with no Wind at start. PTO (G.1) is in effect including Light Jungle (G2.1). Place overlay 1 on 37N8-N9. Kindling is NA.
- No Quarter (A20.3) cannot be invoked by either side.
- Captured Equipment penalties (A21) do not apply to either side.
- A25.53 applies normally but Free French are treated as French for A15.1 only. Free French do not have Infantry Smoke Grenades.

HISTORICAL RESULT: The Free-French encountered severe resistance, especially in the form of the turret mounted machineguns of grounded Glenn-Martin bombers which were used to great effect. Fortunately, the weapons did not have enough depression and most of the shots were too high. Two platoons attacked under supporting fire from the third, with its machineguns and sole mortar. De Bollardière succeeded in overcoming the Vichy resistance with light losses on both sides and reached the N'Guigui village, his objective. In Libreville, Vichy authorities were already negotiating the terms of the surrender to put an end to the fratricidal fighting.

ASSAULT ON DISTRICT ROVNO

ASL SCENARIO FT162

3H00



VICTORY CONDITIONS: The Partisans win if at game end they Control ≥ 2 of the following buildings: T5, W5 and Y3.

KAUNAS, LITHUANIA, 22 June 1941: During the autumn of 1939, following the infamous Nazi-Soviet non-aggression pact, Stalin pressured the Baltic States to accept Red Army garrisons. In June 1940, a full Soviet occupation began, followed by pure annexation in August. Thereafter, the NKVD began to hunt down any form of opposition until, in the first days of June 1941, mass deportations to Siberia occurred. Baltic Nationalists, already strongly anti-communist (and anti-Semitic) tried to find external support. The Lithuanian Activist Front (LAF) established contact with the German Abwehr but had already organized mostly as a guerrilla force on its own. The LAF was the strongest underground movement in the Baltic States and used the forests of the country to good effect. Nevertheless, under the efficient NKVD apparatus, the LAF was forced to keep a low profile for the most part, at least for a time.

BOARD CONFIGURATION:

Only hexrows R-GG are in play.



BALANCE:

★ Replace the 7-0 with a 8-1 in the Russian OB.

Replace one 9-1 with a 9-2 in the Partisan OB.

TURN RECORD CHART

★ RUSSIAN Sets Up First

PARTISAN Moves First

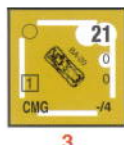
1	2	3	4	5	6	END
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Elements of 1st NKVD Motorized Regiment [ELR: 3], set up at ground level with ≤ 1 squad per hex {SAN: 3}:



5-2-7	4-4-7	8-0	7-0	2-6	7 morale	5
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Enter on Turn 1 on any *one* road hex, having already expended 10 MP:



Elements of the *Lietuviu Aktyvistu Frontas* [ELR: 5], enter on Turn 1 along any board edge(s) {SAN: 4}:



3-3-7	9-1	7-0	1-4-9	4-10	2-6	30-1	7 morale
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Scenario design: Philippe Naud

SPECIAL RULES:

- EC are Moderate with no Wind at start. Kindling is NA.
- The LAF are treated as Partisans (A25.24), cannot form multi-location FG, cannot deploy and use Allied Minor HoB modifiers.

HISTORICAL RESULT: In the early hours of June 22 with bomber aircraft overhead and the rumour of artillery fire to the west, LAF leaders decided to launch several assaults against the hated Russians. In Kaunas (Rovno to the Russians), four large groups of guerrilla fighters attacked the NKVD positions. The Soviets were soon pinned down in their buildings and, during the first hours of June 23, began to evacuate Kaunas before the German vanguard arrived. Thereafter, the Lithuanian Nationalists soon turned their attention to their long-time scapegoats, the Jews.

PRICE OF PERSIA

⌚ 2h00



ASL SCENARIO FT163



VICTORY CONDITIONS: The Indians win if at game end there is no Good Order Iranian MMC in a multihex building and the Indians have amassed more CVP than the Iranians.

ABADAN, PERSIA, 25 August 1941: Officially neutral since 1935, and still referred to in 1941 as "Persia", Iran maintained friendly relations and trade with Germany. Its ruler, Reza Shah Pahlavi, also requested from the Reich technicians for various industries. The British, very suspicious after a revolt in nearby Iraq, plotted some kind of direct action. Following "Barbarossa", Iran offered a way to supply USSR but the Persian oil fields seemed in danger. A joint action was quickly planned with the Soviets from the north. The 8th Indian Division, based in Iraq, was the main unit involved. The Iranian Army was relatively well equipped but not very efficient in the opinion of the Allies. The invaders prepared themselves, with the oilfields of Abadan as their main objective to the south. The British were counting on the support from a kind of Fifth-column, which the Anglo-Iranian Oil Company (AIOC) planned to help with, especially in protecting the precious oilfields and refineries.

BOARD CONFIGURATION:

Only hexrows A-P are in play.



BALANCE:

Delete one LMG in the Indian OB.

Replace one LMG with one dmMMG in the Indian OB.

TURN RECORD CHART

IRANIAN Sets Up First	1	2	3	4	5	END
INDIAN Moves First						

Elements of 6th Infantry Division [ELR: 2], set up on/south-east of road A5-C5-G3-I1 (see SSR2) {SAN: 4}:



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

B Company, 1st Kumaon Rifles, 19th Hyderabad Regiment [ELR: 3], enter on Turn 1 along the northwest board edge on/between A3-D0 {SAN: 2}:



4 ² -5-7	8-1	8-0	7-0	2-7	5mm
10				2	2

Scenario design: Philippe Naud

SPECIAL RULES:

1. EC are Moderate with no Wind at start. All buildings are ground level only. Kindling is NA.
2. The Iranian player may set up one MMC (and any SMC/SW stacked with) HIP.
3. No Quarter (A20.3) cannot be invoked by either side.
4. The Iranians use Axis Minor HoB modifiers.

HISTORICAL RESULT: During the night of August 24, a combined-arms assault force crossed the Chott-El-Arab. Men wore gym shoes to move silently and quickly, hoping to subdue the Iranian soldiers with no bloodshed. The main installations were captured intact, the Indian soldiers encountering only scattered resistance, but did shoot members of the AIOC by mistake! One of the « strongest » defences was encountered by a company of 1st Kumaon Rifles which found some Iranian soldiers waiting for them around some barracks. But, with only one killed and two wounded, the Sepoys succeeded in overrunning the position. Following a cease fire on August 27th, Iran quickly became a kind of Allied "protectorate".

GUTS ARE NOT ENOUGH

ASL SCENARIO FT164

⌚ 2H30



VICTORY CONDITIONS: The British win if at game end they Control all (collapsed) / Huts [EXC: ablaze/] hexes on board 38.

TURN RECORD CHART

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

Elements of Burmese Independence Army (BIA) [ELR: 2], set up Concealed (if in Concealment Terrain) on board 38 {SAN: 3}:

	3	9	2	2	5	

Forwards elements of 4th/12th Frontier Force Regiment, 17th Indian Division [ELR: 3], set up on board 37 (see SSR5) {SAN: 3}:

	8		2			4PP 16 T10+ 2/-	4PP 16 T10+ 2/-

Scenario design: Robin Reeve

SPECIAL RULES:

- EC are Moderate with no Wind at start. PTO (G.1) is in effect including Light Jungle (G2.1). All roads still exist. Place overlay 1 in 38D2-D1. Kindling is NA.
- Use Axis Minor counters to represent the Burmese Independence Army. They are considered Axis Minors excepted as explained hereafter. All Burmese units are Lax. They may declare HtH CC as if Japanese (G1.64) but the Japanese -1 HtH CC DRM does not apply. Burmese MMC do not need to pass a PAATC when called upon to take one until a Burmese MMC is eliminated in CC in a Location containing a British AFV. After that event, Burmese MMC must pass a PAATC when called upon to take a PAATC.
- The Burmese apply No Quarter (A20.3) vs. the British. The British may not declare No Quarter vs. the Burmese.
- LMGs captured by either side do not suffer captured equipment penalties.
- British Carrier crews are 2-3-7 HS. Carriers must set up on road hexes.

NORTH OF SHWEDAUNG, IRRAWADY VALLEY, BURMA, 29 March 1942:
Facing the seemingly unstoppable Japanese advance, Sir Harold Alexander (who would be in command of the British forces in Africa later in the war) tried to keep a defensive line between Prome (west, in the Irrawady valley) and Toungoo (east, in the Sittang valley). General Stilwell was to defend Toungoo and sent the 200th Chinese Division (General Tai An-Lan) there. On 24 March, the 55th Japanese Division (General Takeuchi) attacked the town and had it encircled on 27 March. Chang Kai-Shek asked that Alexander relieve the pressure on Toungoo by mounting an offensive down the Irrawady valley (as Stilwell wrongfully believed that the Japanese at Toungoo were getting reinforcements from there). The Indian 17th Division (General D. T. "Punch" Cowan) was ordered to move south towards Shwedaung which had been occupied by the Japanese II/215 Regiment of General Sato Misao's 33rd Division – thus cutting the retreat of Austice's 7th Armoured Brigade which was fighting at Paungde, about 40 kilometers south of Shwedaung. Cowan's 4th Battalion of the 12th Frontier Force Regiment, reaching a village just north of Shwedaung, encountered vanguard elements of the Burma Independence Army (commanded by Bo Tun Shein) which was fighting alongside the Japanese.

BOARD CONFIGURATION:

Only hexrows A-P on boards 37 and 38 are in play.

BALANCE:

Replace the 8-0 for a 8-1 in the Burmese OB.

Add an LMG to the British OB.



HISTORICAL RESULT: The Burmese, which Ba Maw (ally of the Japanese and creator of the BIA) called "raw young peasants with plenty of guts but little else" were surrounded and nearly totally wiped out. At the end of the battle for Shwedaung, of 1300, 60 were killed, 300 wounded, 70 captured and about 350 had deserted. The Japanese records don't even speak of their role in the operations. There remained about 600 survivors which would never take part in a formal battle anymore – limiting themselves to terrorizing villagers, following weaker forces and torturing and murdering prisoners. The British forces suffered heavy losses too (about ten tanks, two guns, 350 dead and wounded). The retaking of Shwedaung had no impact upon the Toungoo battle. After ten days of fierce fighting, the Chinese 200th Division managed to evacuate the town but omitted to blow the bridge across the Sittang, north of the town. The Japanese seized the opportunity and rushed through the Shan States towards the Chinese border. On 29 April, their 48th Regiment (56th Division) took Lashio, about 500 kilometers to the northeast of Toungoo, capturing 40.000 tons of stores. Three days before, Alexander had decided to move the Burma Army back into India.

SHOPINO STRUGGLE

2H30



ASL SCENARIO FT165



VICTORY CONDITIONS: The side which has amassed most the VPs at game end wins. Both sides earn 1 VP for Controlling each wooden building hex on board 44 [EXC: hex 44M3 is worth 3 VP]. There is a total of 9 VP.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	END
RUSSIAN Moves First					

SHOPINO, RUSSIA, 8 July 1943: On the third day of the German offensive towards the Kursk salient, the II SS Panzer Korps had already moved deep into Soviet defenses. The southern pincer was probably the stormiest one, spearheaded by three of the best German armored divisions. Nevertheless, due to the pace of its advance, the SS Pz Korps had to be split since its right flank was being stretched too far and gave many opportunities to the Russians to counterattack. As a matter of fact, the 3 SS Panzer Division Totenkopf had to occupy defensive positions laying between Shopino, Ternovka and to the south east of Ssmorodino. In the vicinity of Shopino, which was already to the rear of the forward elements, the LAH had installed its main supply depot, a very attractive objective for the Russians...

BOARD CONFIGURATION:

BALANCE:

Replace the MMG with a HMG.

Battle Harden one squad and one leader.



Elements of 3.SS-Panzer-Division "Totenkopf" [ELR: 4], set up on board 44 and/or on board 57 in hexes numbered ≤ 5 (SAN: 4):



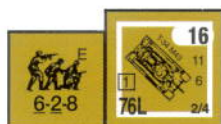
Elements of 2.SS-Panzer-Regiment, 2.SS-Panzer-Division "Das Reich", enter as Passengers on Turn 3 on/between 44GG6-44K1:



Elements of 4th Tank Brigade, 2nd Guards Tank Corps [ELR: 4], enter on Turn 1 along the east edge with AFVs having expended half their MP (SAN: 3):



Enter on Turn 2 along the east edge:



Scenario design: Xavier Vitry

SPECIAL RULES:

1. EC are Clear with no Wind at start. All buildings are ground level only. Kindling is NA.
2. Both sides are Elite (C8.2).
3. The Germans have ATMM capacity.

HISTORICAL RESULT: Launching a furious assault, the armored units of the 2nd Guards Tank Corps had managed to subdue several defensive strongpoints on the German flank, and SS General Hausser had to withdraw elements of the Pz Reg II to relieve the pressure around Shopino, and more importantly, to avoid the capture of the supply depot of the Panzerkorps to the west of Shopino. The panzers of SS Obersturmbannführer Hans-Albin Freiherr von Reitzenstein managed to stop the Russian tanks, but the fight would continue throughout the night... but eventually, the clan of the SS Pz Korps would be lost a couple of weeks later.

HEROES AT LEROS

2H30



ASL SCENARIO FT166



LEROS ISLAND, GREECE, 14 November 1943: The German mounted Operation Taifun began on November 12th and with it the battle for Leros. It gave the Germans control over several strategic areas such as the Rachi Hill, located right in the middle of the island. On November 14th, the British decided that the hill had to be retaken and at 9:30 am, B and C companies of the 2 Royal Irish Fusiliers were tasked to move forward, no matter the fierce opposition the fallschirmjagers of Kampfgruppe Kühne presented.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The British win if at game end they Control building DD3.

BALANCE:

✚ Replace the German MMG with a HMG.

🔵 Exchange a British 9-1 with a 9-2.

TURN RECORD CHART

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

Elements of 1./2 Fallschirmjäger Regiment [ELR: 4], set up on/between hexrows T-Z {SAN: 3}:



4 ² -6-8	9-1	8-1	8-0	5-12	3-8	50 [2-13]	7 morale	5 1S OVR, OGA: +4 Other: +2
8				2			8	8



Enter on Turn 3 along the south edge:

4 ² -6-8	8-0	3-8
3		

Elements of B and C Companies, 2nd Royal Irish Fusiliers [ELR: 4], set up on/north-of hexrow M {SAN: 2}:



6 ² -4-8	4 ² -5-7	2-2-8	9-1	8-0	7-0	4-12	2-7	51 [2-11]	40L (8)
4	8		2	2			2	2	



Enter on Turn 3 along the east OR west edge on/north-of hexrow W:

4 ² -5-8	8-1	2-7
2		

Scenario design: Bertrand Guillou-Keredan

SPECIAL RULES:

- EC are Moderate with no Wind at start. Place the following overlays: O4 on P1/Q1, O2 on P9/Q10. Kindling is NA.
- Building DD3 is ground level only.

HISTORICAL RESULT: Despite the supporting fire provided by the Bofors, the fallschirmjagers were firmly installed in a ruined stone building. Experienced, veteran troops of so many battlefields, they stood firm and held the hill. Later on, a German counterattack literally wiped out any further hope of retaking this strategic hill and with it the British hopes to stay in Leros and in this part of the Mediterranean...

WASP STING



ASL SCENARIO FT167



VICTORY CONDITIONS: The Canadians win if at game end there is no Good Order German MMC within three hexes of 59S5.

MONTBOINT, FRANCE, 14 August 1944: Operation Totalize was underway and almost complete, as part of the operation the Canadian 1st Army was tasked to advance towards Falaise and link up with the American forces executing Operation Tractable. Several bridgeheads were laid over the Laizon River, but in front of the Canadian 3rd Infantry Division a kampgruppe from the German 85th Infantry Division was resisting and holding a bridge in the town of Montboint.

BOARD CONFIGURATION:

Only hexrows I-GG are in play.

BALANCE:

✚ Add a MMG to the German OB.

⦿ Add a 1-4-9 to the Canadian OB.



TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
⦿ CANADIAN Moves First							

Elements of *Grenadier Regiment 1053, 85. Infanterie Division* [ELR: 3], set up Concealed south of the Y1-Z4-Z5-X7-Y10 road {SAN: 3}:



4 ² -6-8	4 ¹ -6-7	2-2-8	9-1	8-0	5-12	3-8	50+ [2-13]	7 morale	50L [75]	OVR, OBA: +4 Other: +2
2	6					3		12		2

Elements of *Stormont Highlanders Company, 3rd Canadian Infantry Division* [ELR: 3], set up on/north-of hexrow CC {SAN: 2}:



4 ² -5-7	9-1	8-1	8-0	2-7	51 [2-11]	8-3	16 X11 BF24 4PP
12				3	2	2	2

Scenario design: Bertrand Guillou-Keredan

SPECIAL RULES:

1. EC are Moderate with no Wind at start. Fords exist in W1 and P7.

HISTORICAL RESULT: In order to minimize heavy and expected casualties, it was decided to provide the Stormont Highlanders with a supporting platoon of Wasps flamethrowers (whose commitment to the battle would become their baptism of fire). Within only 30 minutes, the machine guns nests and other fortifications were set ablaze and the Canadian infantry could report that the bridge was secured.

BY DAWN'S EARLY LIGHT

🕒 2H30



ASL SCENARIO FT168

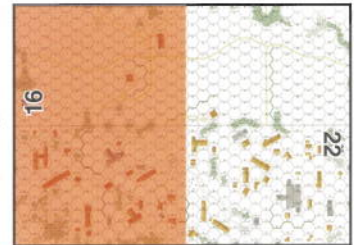


VICTORY CONDITIONS: The Germans win immediately by Controlling building 22G5. The Americans win immediately if ≥ 4 German AFVs have been Eliminated/Recalled. Otherwise, the Germans win if, at game end, they Control ≥ 4 multihex buildings.

HEMROULLE BELGIUM, 25 December 1944: On December 20th 1944, the Germans encircled the Bastogne garrison and began the siege of this small town in the Ardennes region. The garrison had little means to defend itself against such a resolute enemy who, even though they lacked adequate supply, did receive a massive airdrop on the 23rd and knew that Patton's 3rd Army vanguard were closing in from the south. After the refusal of surrender offered by the Germans, symbolized by the now famous reply of General McAuliffe "Nuts!", the Germans prepared an attack supported by a Kampfgruppe from the 15th Panzer Division. On December 25th the assault began at dawn, in the vicinity of the town of Champs, and was carried out by units of the 26th Volksgrenadier-Division.

BOARD CONFIGURATION:

Only hexrows A-P on board 22 and R-GG on board 16 are in play.



BALANCE:

- ☆ Add a 6³-6-7 to the American OB.
- ⚔ Replace the 7-0 with a 8-1 in the German OB.

TURN RECORD CHART

SIMULTANEOUS Set Up (place a screen between players)	1	2	3	4	END
The side which moves first is randomly determined after setup					

Reinforced elements of 463rd Parachute Field Artillery Battalion [ELR: 5], set up on board 22 (see SSR2 & SSR4) {SAN: 4}:



7 ³ -4-7	6 ³ -6-7	2-2-7	9-1	8-0	4-10	8-4	7 morale	75	76L	75*
3	2	2				2	10			2

Elements of PanzerAbteilung 15 and of PanzerGrenadierRegiment 15 [ELR: 3], set up ≤ 4 hexes from 16Y5 (see SSR2 & SSR3) {SAN: 2}:



5 ² -4-8	9-1	8-0	7-0	3-8	12-4	3-8	75L	75L
7				3			2	3

Scenario design: Philippe Naud

SPECIAL RULES:

1. EC are Wet with no wind at start. Ground Snow (E3.72) and Mist (E3.32) are in effect. Kindling is NA.
2. All units have Winter Camouflage (E3.712). Vehicular crews may not voluntarily abandon their vehicles.
3. German AFVs have Schuerzen (D11.2).
4. The American player may set up one MMC (and any SMC/SW stacked with it) HIP.
5. Prisoners Interrogation (E2) is in effect.

HISTORICAL RESULT: Despite the stiff resistance encountered by the Volksgrenadiers, the Kampfgruppe from the 15th Panzer Division broke through and split into two battle groups to advance through American lines. The one group on the right apparently reached Bastogne. Its commander reported to his superiors that he had to wait for better visibility in order to enter the town. The defenders of Hemroulle were not really sure of the nationality of the armored column in front of them. When the sun rose and the mist burned off, the gun barrels of the panzers were clearly identified and the GIs opened fire first. It was a massacre. The tanks received such a volume of fire that it was impossible to identify the weapons that were destroying them: bazookas, antitank guns, Shermans or Hellcats... The paratroopers then easily captured the surviving crews as well as some panzergrenadiers. At 10 am, the last German soldiers went back to their line of departure. The assault against Bastogne had been a serious failure.

DARING PARAFROGGERS

🕒 2h00



ASL SCENARIO FT169



VICTORY CONDITIONS: The Germans win if at game end they have ≥ 7 VP (counted as Exit VP) on/west-of hexrow AA on board 10.

SPIER, NETHERLAND, 11 April 1945: During the spring of 1945, the Allies were preparing to liberate the Low Countries, for the most part still under German control. In order to avoid the destruction of many local bridges, a special operation was decided on, code named "Amherst". It envisioned an airborne landing by the 3rd and 4th French SAS (from 2nd and 3rd RCP) in order to disrupt the German rear area, and to provide intelligence to the Allied troops and avoid the destruction of the bridges. The airborne landing took place during the night of April 6th, problems immediately appeared. Dropped from too high an altitude, the SAS troopers scattered, far from their objectives. The area of operations where the SAS were to carryout their mission were often pro-German, sometimes even pro-Nazi, and the local populace supported the enemy's soldiers and policemen. Furthermore, the link up with the land forces was delayed, far above the planned 72 hours. Nevertheless, the SAS tried to carry out their mission, in accordance with their motto "Who Dares Wins!"

BOARD CONFIGURATION:



Only hexrows R-GG on boards 4 and 10 are in play.

BALANCE:

✚ Add a LMG to the Free French OB.

✚ Add a MMG to the German OB.

TURN RECORD CHART

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

Elements of 3^{ème} Régiment de Chasseurs Parachutistes [ELR: 5], set up on board 10 (see SSR2) {SAN: 3}:



6 ² -4-8	3-3-8	10-2	9-1	LMG 2-7	? 7 morale	Roadblock
4					10	

Elements of 18th Royal Canadian Dragoons, enter on Turn 3 along the west edge (see SSR3):

28 37LL -1/4	29 AAMG -1/2
2	

Elements of Fallschirmjäger Ersatz Bataillon 6 [ELR: 2], set up on board 4 on/east-of hexrow CC {SAN: 2}:



4-4-7	8-1	7-0	LMG 3-8
11	2		2

Scenario design: Jean Devaux and Philippe Naud

SPECIAL RULES:

1. EC are Moderate with no Wind at start. Kindling is NA.
2. Free French 6²-4-8/3-3-8s are Commandos (H1.24). A25.53 applies normally but Free French are treated as French for A15.1 only.

HISTORICAL RESULT: A great example of a really too much daring was the action carried out by Colonel Paris de Bollardière, commanding officer of the 3rd SAS / 3^{ème} RCP. With only 40 men equipped with a single Bren and some M1 carbines, not to mention the hated Sten guns, he seized the small village of Spier in order to facilitate the advance of Canadian troops. His initiative triggered a violent response from a German detachment. The counterattack nearly wiped out the French, when several Canadian armored cars stormed into the village, firing at the surprised Germans. The Allies captured the town of Spier and at last the SAS could take some well deserved rest...