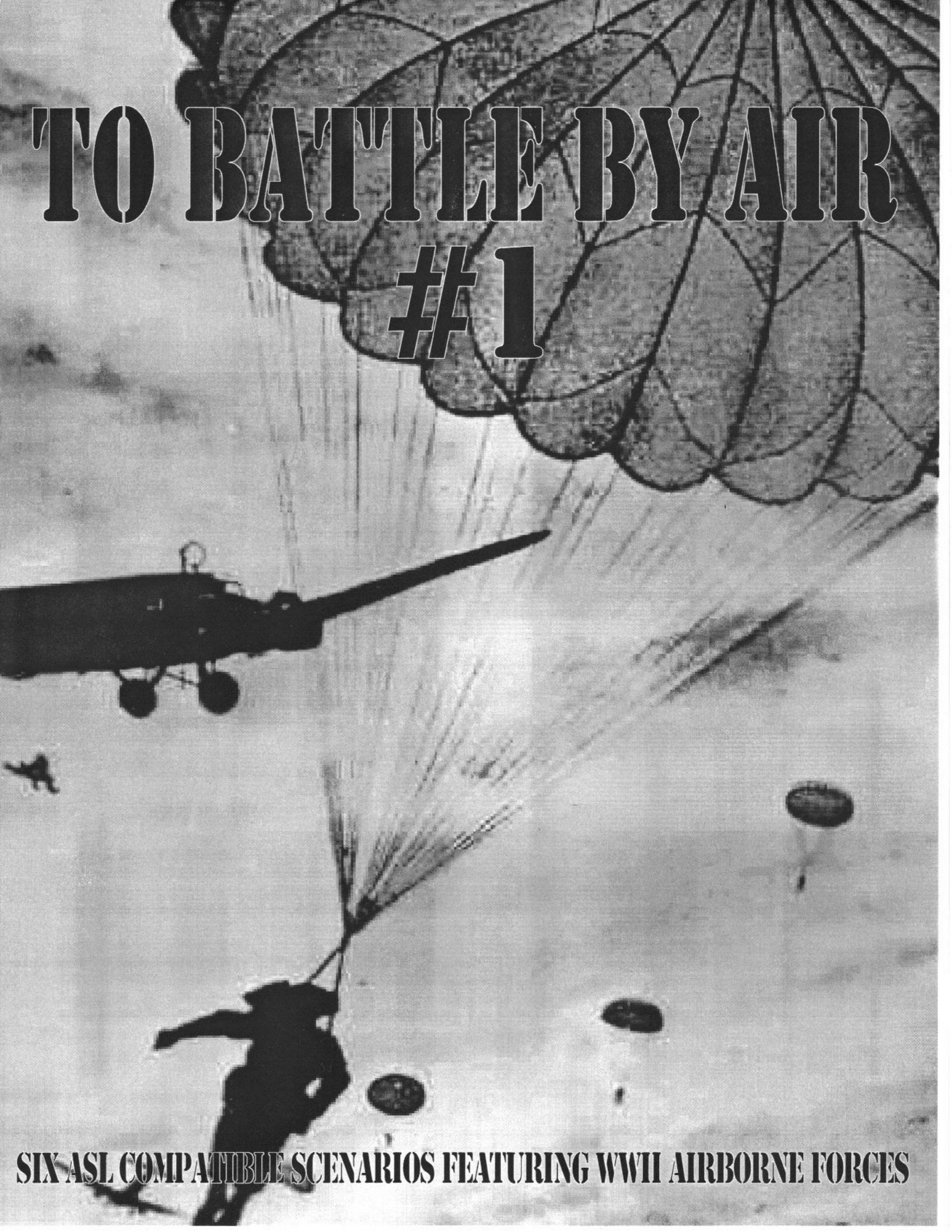


TO BATTLE BY AIR #1



SIX ASL COMPATIBLE SCENARIOS FEATURING WWII AIRBORNE FORCES



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A WORD ABOUT THE SCENARIOS:

Clip Art for ASL™: The counter depiction for use in ASL contains the information required to choose the right piece to put into play. The graphic depictions used in LONE CANUCK PUBLISHING™ scenarios differ from those used on the ASL™ scenario cards, but the names of all ordnance and vehicles are the same found in Chapter H of your ASL™ Rulebook. All AFV's use standard armament; optional weaponry (such as optional AAMG as listed in chapter H) will be denoted on the counter and/or in the scenario rules. Otherwise, for ½-inch Support Weapons check the nomenclature ("MMG, HMG"), the firepower, and range values, and you will have no problem picking the right piece for that nationality.

For Miniatures Players:

The counters shown that have three-men, represent a section, two men are a half-section or crew, and one man represents a leader or NCO. The weapons depicted in ½-inch squares are individual support weapons of the type denoted ("MMG" = Medium Machine-gun) and of the nationality in play unless otherwise noted. For any questions, please feel free to write or e-mail us at the address below. (Include a Self-Address Stamped Envelope for reply).

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A huge thanks goes out to all the playtesters who put up with my constant pestering and e-mailings to finally get this module completed. Without their tireless effort, this module would be nothing more than ideas scribbled on a page of paper. Thank you.

PLAYTESTING ASL, IS PLAYING ASL

TO BATTLE BY AIR #1

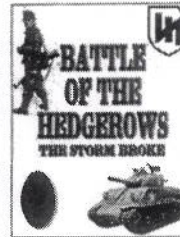
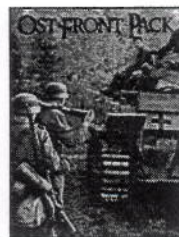
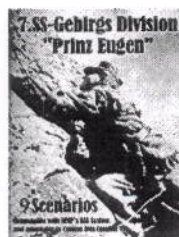
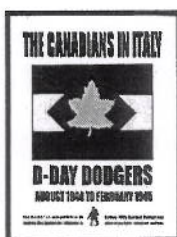
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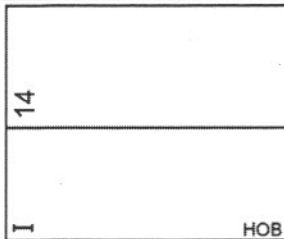
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HUNTERS FROM THE CLOUDS



Sola Airfield, Norway, 9 April 1940: The Germans' plan for the invasion of Norway and Denmark was code named "Operation Weser Exercise" and was under the command of General von Falkenhorst; it would be the first major combined air-land-sea effort in history. The plan called for two divisions of the XXI Corps to invade Denmark, while a further six divisions would attack Norway. A key element of the plan was heavy use of their fledgling airborne force to seize airfields, allowing reinforcements to be quickly flown in. In a bold and daring plan the First Battalion of Fallschirmjäger Regiment 1, under the command of Major Erich Walther, would attempt to capture four objectives; Aalborg airfield and the Vordingborg Bridge in Denmark and Norwegian airfields at Sola and Fornebu. At Sola, the regiment's Third Company, under the command of Lieutenant von Brandis, would drop directly on the airfield, clear it, and then prepare it for the arrival of the 193rd Infantry Regiment, which would follow in Ju-52s. Despite heavy fog and cloud cover that prevented the Fornebu force from jumping, the Third Company jumped at 0900 and immediately received fire from Norwegian machine gun positions around the airfield. A pair of Me 110 fighters came to the aid of the Fallschirmjäger, strafing the Norwegian positions and allowing Brandis' men time to regroup and launch their attack on the field. In minutes, the Fallschirmjäger overran the defenders, captured the airfield, and cleared the runway just as the first Ju-52s containing their relief were on final approach.

BOARD CONFIGURATION



BALANCE



Exchange 2 x 4-3-7 for 2 x 4-5-7 MMC.



1939 FB have bombs.



VICTORY CONDITIONS

The Germans win if there are no unbroken Norwegian MMC on/adjacent to a runway hex at game end.

TURN RECORD CHART

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

SPECIAL RULES

- EC are Moist, with no wind at start. All buildings are wooden and ground level only. Orchards are not in season (B14.2). Treat sunken road hexes as ground-level roads.
- Bore-sighting is NA.

- The German automatically receives Air Support (E7.) on Turn 1 in the form of two 1939 FB without bombs.
- All German 4-4-7/2-3-7 Battle Harden to 5-4-8/2-3-8 MMC.

Elements of the 8th Infantry Regiment set up on any hex ≤ 2 hexes from a runway hex:

1 4-5-7 3	G 4-3-7 6	Feldwebel 9-1	Stierzant 8-0	MMG 4-11 2	7 Morale ?	1+5+7 2
-----------------	-----------------	------------------	------------------	------------------	---------------	------------



[ELR: 2]

(SAN: 4)

Kompanie 3, Fallschirmjäger Regiment 1 enters via Air Drop (E9.) on TURN 1:

E 5-4-8 13	Leutnant 9-1	Feldwebel 8-1	Unter-Offizier 8-0	LMG 1 3-8 2	dm MMG 1 3-8 2
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[ELR: 4]

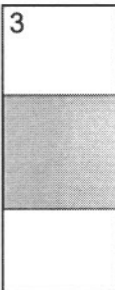
(SAN: 2)

RED COCKTAILS



Gorki, Russia, 14 October 1941: Early in October 1941, the Wehrmacht's Army Group Centre drove 200 miles in five days, its panzers crossing the Berezina and Dnepr Rivers. However, these panzer spearheads had also outraced their supply lines; forcing some 300 panzers of Heinz Guderian's 2nd Panzer Group to hold while their supplies caught up. Seizing upon this opportunity to destroy the German panzer force while it sat with its fuel tanks dry, the Soviet Western Front Headquarters ordered its IV Airborne Corps to detach a brigade for a special operation. The 214th Airborne Brigade was selected to destroy the stationary panzer forces before they could be resupplied. At the furthest tip of the German spearhead, elements of the 10th Panzer Division were stranded northwest of Mogilev, near the town of Gorki. The Soviet 4th Composite Parachute Battalion's 10th Company under command of Lieutenant Romanenko was to parachute into the area and destroy the immobile German tanks. On the afternoon of October 14, Romanenko and 63 men took off from Klimovichi in four TB-3 bombers; however, as they approached Gorki, heavy anti-aircraft fire forced the planes to drop their paratroopers over a wide area. Romanenko managed to quickly assemble two of his three groups and headed for Gorki, where the paratroopers, using "Molotov Cocktails", destroyed four German tanks. Lieutenant Romanenko and his 36 remaining men then sought refuge in a nearby forest, where they carried out guerrilla actions for the rest of October. This was the first recorded Soviet airborne operation of the war.

BOARD CONFIGURATION



BALANCE



In the Victory Conditions, change "≥ 4" to ≥ "5" PzIIIGs.



Increase Game Length to 4½ Turns.

(Only hexrows K to X are playable)



VICTORY CONDITIONS

The Russian wins immediately upon the elimination of ≥ 4 Pz IIIGs.

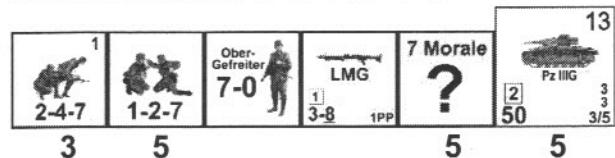
TURN RECORD CHART

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

SPECIAL RULES

- EC are Moderate, with no wind at start. All buildings are ground level only.
- Each Pz IIIG starts the game Abandoned (D5.4), Out-of-Gas (immobilized), and set up in a road hex. The OB-given 1-2-7 crews represent the Pz IIIG crews and must begin the scenario set up in a building location.
- Each Pzkw IIIG has its TH Case A TCA-change DRM increased by one for each 1st hexspine of its TCA-change.
- Bore-sighting is NA.
- The Russians have MOL capability (A22.6).

Elements of the 7th Panzer Regiment, 10th Panzer Division set up on any full hex on board 3 (See SSR2):



[ELR: 3]

(SAN: 2)

Elements of the 4th Composite Parachute Battalion, 214th Airborne Brigade enter on TURN 1 along any board edge:



TURN 3: Enters along any single board edge:



[ELR: 4]

(SAN: 2)

FIRST TRIAL-BY-FIRE



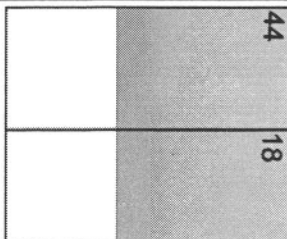
Northeast of Gela, Sicily, 11 July 1943: Just over a year after its activation, the 505th Parachute Infantry Regiment, under the capable leadership of Colonel James M. "Jumping Jim" Gavin, made its first regimental size combat parachute attack as part of the Allied Invasion of Sicily known as "Operation Husky." The 505th's objective was to drop behind enemy lines around Gela, close off roads leading to beaches and secure the drop zone for further use. On the night of July 10th, Colonel Gavin was informed that wind velocity in the landing area was 35 miles per hour; but with the invasion underway, there was no turning back. It was under these harrowing conditions that the 505th had its first trial-by-fire. Less than one-fifth of the 505th's members were dropped in the correct Drop Zone; nevertheless, small groups of lost paratroopers cut every phone line they found, disrupting the communications of the Axis forces. As a result, it was not until mid-morning that the Livorno Infantry Division was finally assembled and moving toward the beaches. The first Americans to feel the brunt of the Italian-led counterattack were Lieutenant-Colonel Gorham and his hundred paratroopers from 1st Battalion who had set up a blocking position astride the road between Niscemi and Gela. When the Italians were less than a hundred yards away, the paratroopers popped up out of foxholes on both sides of the road and cut loose a blast of rifle and MG fire that decimated the exposed attackers. Next came six captured French Renault light tanks, but bazooka teams knocked out two of the lead tanks with direct hits and disabled two more following behind. The remaining two tanks took the hint and quickly withdrew. The Italian tanks and infantry were forced to skirt wide around the paratroopers' flank in an attempt to find another route toward Gela.

BOARD CONFIGURATION

BALANCE

☆ Add a 3-3-7 HS & Baz'43 to the OB.

III Increase Game Length to 7½ turns.



(Only hexrows A to W are playable)



VICTORY CONDITIONS

The Italians win immediately upon exiting ≥ 30 VP (excluding prisoners) off the south board edge on/between hexes 1811-Q1

TURN RECORD CHART

☆ AMERICAN Sets Up First	III	1	III	2	3	4	5	6	7	END
III ITALIAN Moves First										

SPECIAL RULES

- EC are Dry, with no wind at start. The bridge is one-lane stone. Treat all Grain as Vineyards (B12.7) and Orchards as Olive Groves (B14.8).
- All entrenching attempts receive a +2 DRM.
- The Americans may set up one MMC (and any SW/SMC stacked with it) using HIP.

- Prior to play, the Americans may secretly record which units possess a BAZ. The presence of these BAZ must be revealed when the possessing unit fires/transfers/drops the BAZ in LOS and within 16 hexes of an unbroken enemy unit, or is no longer in Good Order.

Elements of the 1st Battalion, 505th Parachute Infantry Regiment set up on Board 18 and/or on Board 44 in hexes numbered ≤ 3:

E 7-4-7 8	9-2 1st Lieutenant 8-1	1st Sergeant 8-1	Sergeant 8-0	MMG 4-10 3PP	1943 Bazooka 8-4 X10 1PP	7 Morale ?	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR ≤5 5
-----------------	------------------------------	---------------------	-----------------	-----------------	-----------------------------	---------------	--

☆
[ELR: 5]
(SAN: 4)

Elements of the 3rd Battalion, 34th Regiment, "Livorno" Infantry Division enter on Turn 1 along the north edge:

1 3-4-6 20	1 1-3-6 2	9-1 Tenente 8-1	8-1 Sottotenente 8-0	8-0 Sergente 7-0	Caporale Maggiore 7-0	LMG 2-5 B11 1PP 2PP	dm MMG 2	Motorcycles -1 HS M10 0 PP 9PP	Fiat 508 MC 31
------------------	-----------------	-----------------------	----------------------------	------------------------	-----------------------------	------------------------	-------------	-----------------------------------	-------------------

TURN 2: Elements of Mobile Gruppo "E" enter on any north edge road hex:

8 MR/35(f) 37* 4 4 -2 1* 6
--

III
[ELR: 3]
(SAN: 2)

DEAD MAN'S CORNER



South of St. Come-du-Mont, France, 7 June 1944: Shortly after midnight on June 6, paratroopers of General Maxwell D. Taylor's 101st Airborne Division became the first Allied soldiers to touch French soil during the Invasion of Normandy. The 101st had been assigned the initial mission of securing Exits 1 and 2 from Utah Beach and having secured them on D-Day, Taylor immediately dispatched the 506th Parachute Infantry Regiment southwest to conduct a reconnaissance towards the road junction south of St. Come-du-Mont. Unknown to Taylor, the Germans had rushed the elite Fallschirmjäger Regiment 6 forward. The commander, Major Friedeich Freiherr von der Heydte, set up his headquarters in St. Come-du-Mont and deployed two of his battalions to the east of Route Nationale 13, the Ste. Mere-Eglise-Carentan road. The 506th's First Battalion pressed the advance forward from Beaumont along D913, and soon became bogged down in small firefights with the Germans amongst the hedgerow-lined roads. Elements of First Battalion's A and D Companies, supported by light tanks of D Company, 70th Tank Battalion managed to fight their way across Route Nationale 13 but would later withdraw back to Beaumont. There they regrouped and prepared to renew the attack the next morning. During the fighting at the road junction, an American light tank was destroyed by a German anti-tank rocket and sat in place where it was hit, with it's deceased commander visible in the turret. This intersection later became known as "Dead Man's Corner".

BOARD CONFIGURATION

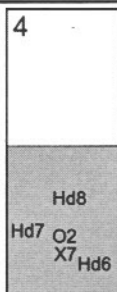
BALANCE



Add a 3-3-7 HS to the Turn 1 OB.



Add a LMG to the OB.



(Only hexrows R to GG are playable)



VICTORY CONDITIONS

The Germans win if they can place ≥ 5 Infantry FP on FF5 (excluding PBF/TPBF and SW ROF) at game end.

TURN RECORD CHART

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

SPECIAL RULES

- EC are Moist, with no wind at start. All hedges are Bocage (B9.5).
- Place overlays as follows: **O2** on CC5-CC6, **X7** on DD5, **Hd6** on DD3-DD4, **Hd7** on V9-W9, and **Hd8** on Z5-Z6.
- The Germans may set up one MMC (and any SW/SMC stacked with it) using HIP.
- All German 4-4-7/2-3-7 Battle Harden to 5-4-8/2-3-8 MMC.

Elements of the 2nd Battalion, Fallschirmjäger Regiment 6 set up on any hex on/south of hexrow V:

8-1	8-0	1PP 12-4	1PP X10	7 Morale
5	6			



[ELR: 4]

(SAN: 3)

Elements of the 1st Battalion, 506th PIR, enter on **TURN 1** along the north edge:

8-1	8-0	7-0	2PP
7			

TURN 3: Elements of D/70th Tank Battalion enter on hex 4R2:

8-1	6 3
37LL	2/4/2



[ELR: 5]

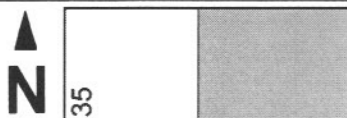
(SAN: 2)

BOB'S FARM



Bois de Bavent, France, 29 June 1944: By late June, the British 6th Airborne Division had settled into a defence role east of the Orne River; despite this role, the division continued to patrol aggressively, seeking and wreaking havoc upon the enemy wherever possible. At no place was this havoc more evident than in the forested area called Bois de Bavent, where a cat and mouse game was taking place between the division's patrols and the German's outposts. By the end of June, the 7th Parachute Battalion's Commanding Officer, Lieutenant Colonel Pine Coffin, had decided to mount an attack on a farm dubbed "Bob's Farm". It housed a German outpost, and was a constant thorn in his battalion's side. He assigned Major Keene and B Company to carry out task. Major Keene wasted no time and advanced his company through orchards surrounding the farm to the start line. As he shook out his two platoons into assault formation, one of his platoon commanders caught glimpse of a nearby German force, which appeared to be forming up for an attack on the farm as well. Major Keene launched his attack without delay. However, as they approached the farm they immediately came under heavy machine gun fire and were forced into cover. They took 15 casualties, with both platoon commanders and the Company Sergeant Major killed. Unable to capture the farm despite heavy casualties, and now facing counterattack, Major Keene was forced to withdraw B Company. Bob's Farm would be unsuccessfully attacked twice more; first by the 22nd Independent Parachute Company, which suffered the loss of its commander during the attack; and then two weeks later by B Company once again, which was forced to withdraw under heavy mortar and machine-gun fire.

BOARD CONFIGURATION



(Only hexrows R to GG are playable)

BALANCE

✚ Fortify one Building Location (Tunnel exchange is NA).

🎯 Add a 3-3-8 HS to the OB.



VICTORY CONDITIONS

The British win if they control building 35BB4 at game end.

TURN RECORD CHART

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

SPECIAL RULES

- EC are Moist, with no wind at start. Building 35BB4 is ground level only.
- The total number of PF (FRD) shots taken by the German may not exceed ½ times the number of squads.

- The Germans may set up one MMC (and any SW/SMC stacked with it) using HIP.
- The morale of all British MMCs is considered underlined.
- The British may not declare Double-Time (A4.5) during Turn 1.

Elements of Grenadier Regiment 858 set up on any hex ≤ 2 hexes from 35BB4:

2 4-4-7	1 2-4-7	Unter-Officer 8-0	HMG 7-16 4PP	7 Morale ?
2				5

TURN 2: Reinforcements enter along the east edge:

1 4-6-7	2 4-4-7	Feldwebel 8-1	Ober-Gefreiter 7-0	LMG 3-8 1PP
2	3			



[ELR: 3]

(SAN: 4)

B Company, 7th Parachute Battalion, enters on Turn 1 along the west edge (see SSR6):

E 6-4-8	Lieutenant 9-1	Sgt-Major 8-1	LMG 2-7 1PP	MTR 51 4PP [2-11]
5				



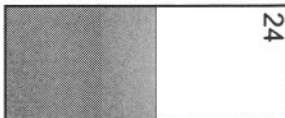
[ELR: 5]

(SAN: 3)



North of Heelsum, Holland, 18 September 1944: As Operation Market-Garden commenced, ad-hoc German defenses were asked to oppose some of the initial paratroop landings. One such case occurred west of Arnhem, where NCOs from an SS-Officer Cadet school, personnel from a Kriegsmarine unit and Luftwaffe ground crews attacked the 1st Airborne Airlanding Brigade. The Germans were attempting to force a wedge between the two battalions defending the landing and drop zones at Renkum and Heelsum, Holland. By 0700, the SS Unterführerschule "Arnhem" had cleared Renkum, but the first attack on Heelsum by Kriegsmarine Schiffsturm Abteilung 10 was repulsed by B Company, 1st Borders Regiment. Nevertheless, the British were forced to withdraw, and had to leave their medium mortars and two six-pounder anti-tank guns behind when their jeeps were damaged in the battle. By early afternoon, the Germans had reached Heelsum, the southern edge of drop zone "X" and landing zone "Z", in force. Luftwaffe Fliegerhorst Bataillon 2 attacked but again the 1st Borders Regiment held firm, inflicting heavy casualties. Next to try were two companies of the "Arnhem" supported by converted French flame-throwing tanks from the 224th Panzer Company. Despite lacking antitank guns, the British engaged the *flammbwagen* at close range with PIATs and Gammon bombs. They knocked out all the attacking tanks, forcing yet another German attack to grind to a halt. The fourth attack on Heelsum proved to be more successful, as the British, short on ammunition and facing encirclement, were forced to withdraw eastward towards Oosterbeek.

BOARD CONFIGURATION



BALANCE

✚ Add an 8-0 SMC to the OB.

(Only hexrows A to P are playable)

⦿ Add a 2-4-8 HS to the OB.



VICTORY CONDITIONS

The Germans win immediately upon exiting ≥ 15 CVP (prisoners bonus is NA) off the east edge.

TURN RECORD CHART

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

SPECIAL RULES

- EC are Moderate, with no wind at start. All Grain hexes are Open Ground. All buildings are single-story (B23.21).
- All valley hexes are considered ground level.
- The British may set up one MMC (and any SW/SMC stacked with it) using HIP.
- British Infantry units are equipped with Gammon Bombs and may roll for ATMM (C13.7) placement to use one; however, add only a -2 DRM to any CC resolution using them.
- German SS infantry has an ELR of 3 and is subject to the following Unit Replacement (A19.132): SS 5-4-8/2-3-8 → SS 4-4-7/2-3-7 → 4-3-6/2-3-6 MMC. Battle Hardening follows the reverse order.

- Use a French Char B1 counter to represent the German Flammwagen auf Panzerkampfwagen B-2(f). The FI Wg B-2(f) is equipped with a BF30 (X11 with normal range of two hexes) that replaces the bow mounted 75 armament. The AFV is not subject to captured weapon penalties, it is considered radio-equipped, and is not Elite for ammunition depletion purposes (C8.2). The CS# for this vehicle is considered red for any shot that hits the vehicle in the rear target facing.

Elements of the 1st Battalion, 1st Borders Regiment set up on any hex on/east of hexrow AA:

4-5-8	2-4-8	9-1	8-1	2-7 1PP	8-3 1PP B10	7 Morale ?	FOXHOLE 1S OVR/OBA +4 OTHER +2 ENTRENCH DR 55
6				2		7	4



[ELR: 4]

(SAN: 3)

Elements of SS Unterführerschule "Arnhem", supported by Panzer Kompanie 224 enter on TURN 1 along the west edge:

5-4-8	4-4-7	8-1	7-0	3-8 1PP	X11 BF30 47	*11
4	5			2	2	



[ELR: 3]

(SAN: 2)