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PRESENTS



TO BATTLE BY AIR 2

Six Fast Pace Scenarios Featuring WWII Airborne Forces of Britain, Canada, Germany, and the United States

Scenarios are compatible with MMP's ASL System, adaptable to Critical Hit's ATS, and convertible to other miniature wargame systems



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My Primary Mission*

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 #2

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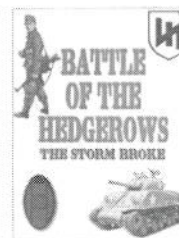
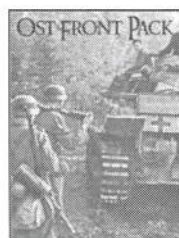
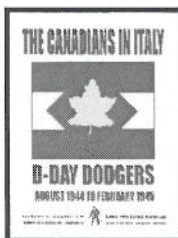
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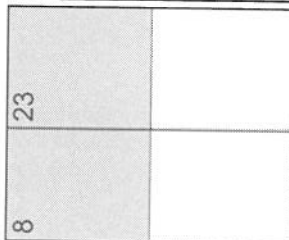
CRACKING FORTRESS HOLLAND



Rotterdam, Holland, 10 May 1940: By the end of April, the fighting in Norway was ending, and German eyes started to look toward Western Europe. The Allied Forces of Britain, France, Belgium, and neutral Holland had drawn the majority of their forces up to their borders with Germany in preparation for the seemingly inevitable attack. For the Germans, the key to cracking Fortress Holland would hinge on the success of their new *Blitzkrieg* or "Lightning War" tactics and their fledgling airborne forces. In a daring plan, 3,500 Fallschirmjäger of the 7.Flieger-Division commanded by Generalleutnant Kurt Student were to fly over the defensive positions along the border, and jump into the heartland of Fortress Holland. They were tasked with capturing airfields and landing zones in advance of the 12,000 men of the 22.Luftlande-Division that would be airlifted into the area to join them. The attack on Rotterdam was carried out by 700 Fallschirmjäger and in a most astonishing and daring attack, a dozen Heinkel HS 59 seaplanes ferried 120 men of the 16th Infantry Regiment into the centre of the city, where they landed on the Maas River— disembarking men on the quayside at either end of the Willem bridge. The Germans quickly dealt with a nearby detachment of Dutch Marines located in the Maashotel and then seized both ends of the bridge. Nevertheless, the Dutch were quick to react and launched a determined attack by a company of the 39th Infantry Brigade, who managed to push the Germans back to their river bridgehead.

BOARD CONFIGURATION

▲
N

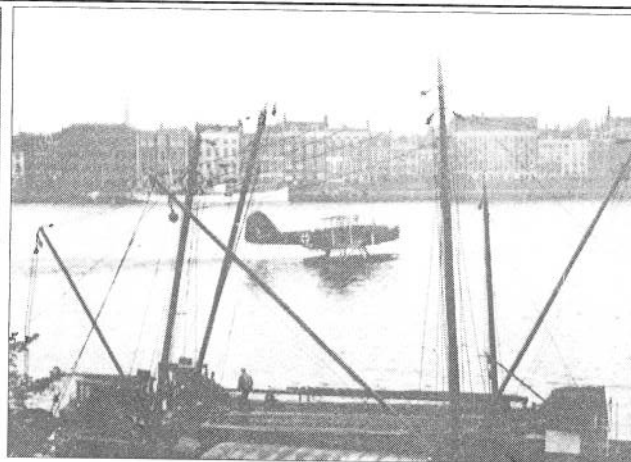


(Only hexrows A -P are playable)

BALANCE

▽ Add a LMG to Dutch Marine OB.

⊕ Add a LMG to Turn 3 OB.



VICTORY CONDITIONS

The Germans win if there are no unbroken Dutch MMCs ≤ 2 hexes and with a LOS to 8I4 at game end.

TURN RECORD CHART

▽ DUTCH Sets Up First	▽ 1	2	3	4	5	6	END
▽ DUTCH Moves First	1	2	3	4	5	6	END

SPECIAL RULES

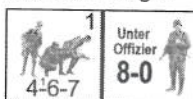
1. EC are Moist, with no wind at start.
2. Hill hexes are considered ground level terrain. There is a two-lane stone bridge in hexes 8I5-I9. All multi-hex buildings are two-story buildings (B23.22) with an inherent stairwell in each hex.
3. All roads are paved. There is a paved orchard road in hex 8I4 that connects the 8I3 road with the 8I5 bridge.

Elements of the 16th Infantry Regiment set up north of the river, on any hex ≤ 4 hexes from 8I4:



6

TURN 3: Enter along the south edge:



2



[ELR: 3]

(SAN: 2)

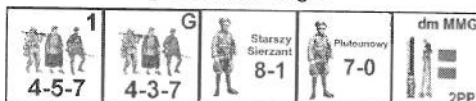
Detachment of Royal Dutch Marines sets up in the 8B1 building:



2

4

TURN 1: Elements of 39th Infantry Brigade, enter on along the north edge:



5

4



[ELR: 3]

(SAN: 3)



Southwest of Carentan, France, 13 June 1944: By June 12, the American 101st Airborne Division had encircled the town of Carentan in a bold pincer movement. As the American paratroopers were entering the town, the German commander, Major von der Heydte, facing encirclement and short of ammunition, had earlier that morning ordered his forces to withdraw and set up a new defensive line southwest of Carentan. Von der Heydte and his Fallschirmjäger Regiment 6 were now under the operational command of the just arrived 17th SS-Panzer Grenadier Division "Götz von Berlichingen". Its commander, Gruppenführer Werner Ostendorf, was enraged at Von der Heydte's withdrawal and ordered an immediate counter-attack on Carentan. The German counter-attack, having to wait for the arrival of the delayed assault guns of the SS-Sturmgeschützte Abteilung 17, came on the morning of June 13, up the Periers and Baupre roads. The American paratroopers, short of anti-tank weapons, had considerable difficulty beating back the German thrust and by midday, Von der Heydte's 2nd Battalion had managed to advance within 500 yards of the town centre. The situation for the men of the 506th PIR looked dire, when like the cavalry, tanks from the 2d US Armored Division – sent from the Omaha Beachhead – rumbled into the town. The hard-pressed paratroopers welcomed the tanks with cheers and then charged behind them down the hedgerows in pursuit of Von der Heydte's Fallschirmjäger. As the American paratroopers cleared the final pockets of resistance from the streets of Carentan, the Omaha and Utah Beaches had finally been linked into a single, continuous beachhead.

BOARD CONFIGURATION

BALANCE

☆ Add a Baz44 to the at-start OB.

⦿ Add a 9-1 AL to the OB.



(Only hexrows A – P are playable)



VICTORY CONDITIONS

The Germans win immediately upon exiting ≥ 19 Exit VP (excluding prisoners) off the north edge, or at game end if they control all multi-hex stone buildings.

TURN RECORD CHART

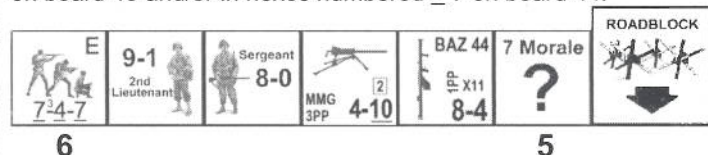
☆ AMERICAN Sets Up First	⦿	1	2	3	4	5	6	END
⦿ GERMAN Moves First								

SPECIAL RULES

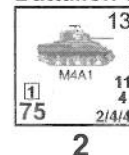
- EC are Moist, with no wind at start; hill hexes are considered ground level, orchard hexes on Board 49 are shellholes, and building 49E9 is a factory (B23.74). The stone bridge is one-lane, the gully contains Mud (D8.23, E3.6), and a Bog check (B8.2) is required for any vehicle crossing a hedge hexside.
- The American player may freely deploy his squads during set up and set up one MMC (and any SW/SMC stacked with it) using HIP.
- The German is Elite (C8.2).

- All German StuG IIIG are equipped with Schuerzen (D11.2).
- All German 4-4-7/2-3-7 Battle Harden to 5-4-8/2-3-8 MMC.
- The roadblock is an improvised roadblock that provides only +1 TEM, does not provide hull-down status, can be cleared with a -4 DRM Clearance attempt, and can be crossed by vehicles with a Bog Check (+1 DRM fully tracked) at a cost of half of its MP allotment. The roadblock is still treated as a half-level wall and a successful crossing will leave a trailbreak; thereafter, a vehicle may cross at a cost of 2MP with no Bog Check.

Elements of the 506th Parachute Infantry Regiment set up on any hex on board 49 and/or in hexes numbered ≥ 7 on board 44:



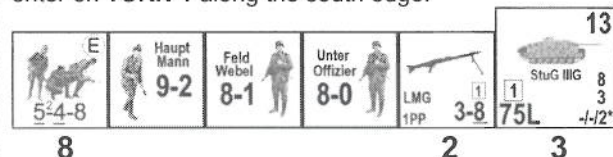
TURN 4: Elements of the 747th Tank Battalion enter along the north edge:



[ELR: 5]

(SAN: 4)

Elements of the 2nd Battalion, Fallschirmjäger Regiment 6, supported by SS-StuG.Abt 17 enter on **TURN 1** along the south edge:



[ELR: 4]

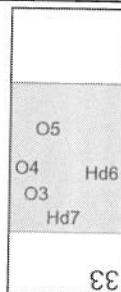
(SAN: 3)

LE MESNIL STRONGPOINT



East of Le Mesnil, France, 7 June 1944: The 1st Canadian Parachute Battalion regrouped at the Le Mesnil crossroads during the night of June 6, where it received a resupply of 3-inch mortars lost in the marshes during the previous night's drop and much-needed ammunition. The next morning, a strong German infantry force from the German 857th Grenadier Regiment, supported by tanks and self-propelled guns, moved into position for an attack. Before they could deploy, the Canadian mortars struck them with good effect, inflicting heavy casualties. Nonetheless, the Germans launched a determined attack supported by tanks against the Canadians, but were finally driven off by a salvo of PIAT bombs and a bayonet counter-attack by B Company. The Germans withdrew 200 yards up the road, seeking refuge in a small, fortified farmhouse. There they continued to harass the Canadians' positions with machine-gun fire. B Company, reinforced by men from the HQ Company and commanded by Captain Peter Griffin, was ordered to attack and clear the farmhouse. Griffin deployed a section on either flank to act as early warning should the Germans attempt to reinforce the farmhouse during the attack, while the two-platoon main force would approach through an orchard and conduct a frontal assault on the farmhouse. The main force's approach went unnoticed and closed to within a hundred yards of the farmhouse. Lieutenant Toseland's platoon then put in a bayonet charge across the open ground between the orchard and the farmhouse, coming under machine-gun fire from a nearby hedgerow, but not before they managed to scramble into the farmhouse. The Canadians cleared the farmhouse and outlying buildings, but now alerted by his pickets of the German counter-attack and under enemy fire, Captain Griffin ordered a withdrawal. B Company lost eight men killed and thirteen wounded in the successful attack and the Germans abandoned the farmhouse.

BOARD CONFIGURATION



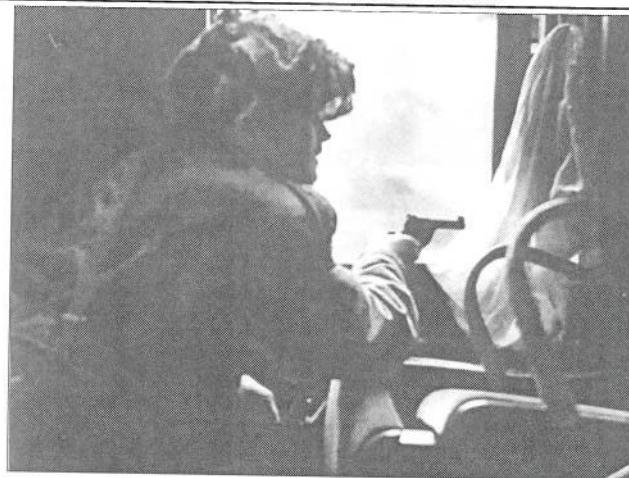
BALANCE



Add one Fortified Location to the OB.



Exchange the 8-0 SMC for an 8-1 SMC.



VICTORY CONDITIONS

The Canadians win if they control all buildings ≤ 2 hexes from 33Q8 at game end.

TURN RECORD CHART

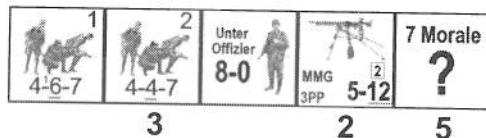
GERMAN Sets Up First	1	2	3	4	5	END
CANADIAN Moves First						

SPECIAL RULES

1. EC are Wet, with no wind at start. All hedges are Bocage (B9.5).
2. Place overlays as follows: **O3** on 33L2-L3, **O4** on 33N1-O1, **O5** on 33R2-S3, **Hd6** on 33O8-N8, and **Hd7** on 33I4-J3.
3. The total number of PF shots taken by the Germans may not exceed $\frac{1}{2}$ times the number of squad-equivalents (FRD).

4. The Germans may Fortify one Building Location (Tunnel exchange is NA).
5. The Germans may set up one MMC (and any SW/SMC stacked with it) using HIP.
6. The Morale of all Canadian MMCs is considered underlined.

Elements of Grenadier Regiment 857 set up on any hex ≤ 3 hexes from 33R7:



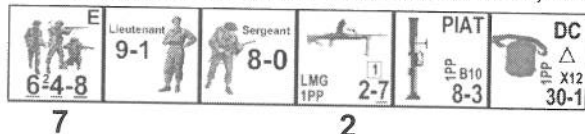
TURN 3: Reinforcements enter along the north or south edge:



[ELR: 3]

(SAN: 3)

B Company, 1st Canadian Parachute Battalion, enters on **TURN 1** along the west edge:



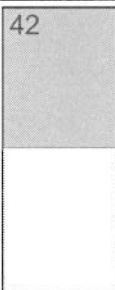
[ELR: 5]

(SAN: 2)



Riethorst, Holland, 18 September 1944: For Operation Market-Garden, the 82nd Airborne Division had the onerous tasks of seizing the bridge over the Maas at Grave, the railroad bridge over the Maas-Waal Canal, the bridge over the Waal at Nijmegen, and thereafter to hold and secure the dominating Groesbeek Heights located southeast of Nijmegen. In the 505th Parachute Infantry Regiment's area, the 2nd Battalion assisted Companies G and H in capturing Groesbeek, and then moved to secure Hill 81.8 west of the town. The 3rd Battalion mopped up the town and then moved to establish a defensive line to the east and southeast consisting primarily of roadblocks. Then it sent a strong reconnaissance patrol into the Reichswald to look for German armour rumoured to be hidden among the trees. The 1st Battalion had two primary objectives: a railroad bridge over the Maas River, and the high ground on the Gennep-Nijmegen highway on the southern end of the division's perimeter. Because of the threat of imminent attack from the Reichswald, 1st Battalion Commanding Officer Major Talton "Woody" Long responded by sending reinforcements to assist in the defence. Company C's 1st Platoon was detached and sent to reinforce Company B's 2nd Platoon at Riethorst, which had secured the town, set up a roadblock, and hurriedly placed anti-tank mines just south along the highway. At about 0700, the German 406th Infantry Division launched ad hoc combat units, formed from the forces and resources in situ, at the Americans. One such kampgruppe, commanded by Captain Goebel, was comprised of a hundred or so lightly armed infantry from the "Juelich" Wehrkreis NCO School and an "Ostwind" - a Panzer IV with its turret cut off and replaced by a 37mm anti-aircraft gun. As the Germans moved down the road towards the Riethorst roadblock, with the objective of the railroad bridge over the Maas-Waal Canal, the Americans opened fire. The paratroopers let loose with their machine-gun into the unsuspecting German infantry, and fired several bazooka rounds at the accompanying Ostwind - striking it in the side skirts but not destroying it. The German attack faltered and quickly faded back into the Reichswald.

BOARD CONFIGURATION



(Only hexrows A - P are playable)

BALANCE

✚ Add a MMG to the OB.

☆ Add 2 AT-Mine factors to OB



VICTORY CONDITIONS

The German wins by controlling the Roadblock at game end (see SSR 7), and exiting ≥ 11 Exit VP (excluding prisoners) off the north edge.

TURN RECORD CHART

☆ AMERICAN Sets Up First

✚ GERMAN Moves First

✚	1	2	3	4	5	END
---	---	---	---	---	---	-----

SPECIAL RULES

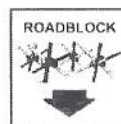
- EC are Moderate, with no wind at start. All roads are Paved (B3.1).
- AT-Mines (B28.5) may not be exchanged for AP-Mines and must be set up with their factors revealed.
- American Infantry units are equipped with Gammon Bombs and may roll for ATMM (C13.7) placement to use one; however, add only a -2 DRM to any CC resolution using them.

- The Americans may set up one MMC (and any SW/SMC stacked with it) using HIP.
- The German FlakPz IV is equipped with Schuerzen (D11.2) on the vehicle's hull sides only.
- German SMC have an ELR of 3.
- Roadblock control is defined as control of hexes J4/K4.

Elements of Company B and C, 505th Parachute Infantry Regiment set up on any hex ≤ 4 hexes from G5:

E 7-4-7	9-1 2nd Lieutenant	1st Sergeant 8-1	MMG 3PP 4-10	BAZ 44 1PP X11 8-4	7 Morale ?	AT-Mine Field
5			5 4 factors			

Set up on the J4-K4 hexside:



[ELR: 5]

(SAN: 3)

Elements of Kampfgruppe Goebel enter on **TURN 1** along the south edge:

2 4-4-7	Leutnant 9-1	Feld Weibel 8-1	Ober Gefreiter 7-0	LMG 1PP 3-8	FlakPz IV/37 6 3 37L [12] 3/-
9			2		



[ELR: 2]

(SAN: 2)

DISTINGUISHED COMPANY



Nijmegen, Holland, 19 September 1944: By early afternoon of September 19th, the German forces defending the two Nijmegen bridges were formidable - over 2,000 men, four 88mm guns, and numerous light anti-aircraft and anti-tank guns. Lieutenant-General Sir Frederick "Boy" Browning, commander of the 1st Airborne Corps told the American 82nd Airborne Division commander General James Gavin, "The Nijmegen Bridge must be taken today. At the latest, tomorrow." Gavin immediately ordered the 2nd Battalion of his 505th Parachute Infantry Regiment to move into Nijmegen and capture both the highway and the railroad bridges over the lower Waal. This capture would open the way for the British XXX Corps to move to Arnhem to link up with the hard-pressed British 1st Airborne Division. For the attack, the American paratroopers were attached to the Guards Armoured Division, to which the 2d Battalion's commanding officer Lieutenant Colonel Vandervoort remarked, "We were honored to be a momentary part of their distinguished company." Defending the railroad bridge were the 600 men of Kampfgruppe Runge, made up of an understrength NCO training school company of the Hermann Göring Training Regiment, three companies of an Ersatz (Reserve) Battalion of the 406th Division, some combat engineers, and recently arrived SS-Panzer Grenadiers from the 10th SS-Panzer Division. The Western Force responsible for the capture of the railroad bridge was comprised of Company D, 505th Parachute Infantry Regiment; a troop of tanks from 2nd Battalion, Grenadier Guards, and a platoon of infantry from the 1st Battalion, Grenadier Guards. This force skirted around the southwest perimeter of Nijmegen and approached the rail yards south of the bridge from the west. As the paratroopers advanced to within two hundred yards of the bridge, the Germans opened up from well-hidden, dug-in positions. Two of the five British Sherman tanks were knocked out by hidden anti-tank guns, and the Grenadier Guards and D Company infantry were hit with automatic weapons fire from several directions. Still, they continued to advance across the rail yard to attack the dug-in German machine-gun, anti-aircraft, and anti-tank positions. Nonetheless, by late afternoon the Western Force was stopped in the shadow of its objective in the face of stiffening resistance, low ammunition supplies, and heavy casualties.

BOARD CONFIGURATION

BALANCE



Add one PSK to the OB.



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

20	RR1	
	RR14	49



VICTORY CONDITIONS

Provided the Germans have not amassed ≥ 35 CVP, which will result in an immediate German victory, the Allies win if there are no Good Order German (non-crew) MMC on/adjacent-to a railroad hex at game end.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
ALLIES Move First									

SPECIAL RULES

1. EC are Moderate, with no wind at start. All Grain hexes are Open Ground. The railroads are Ground Level (B32.1).
2. Place overlays **RR1** on 20Q5-Q4 and **RR14** on 49Q6-Q5
4. The German may fortify three building locations (B23.9) (Tunnel exchange is NA). The 1-2-7 crews represent under-strength ordnance crews (C2.1).

4. SS suffer Unit Replacement as per R6.2.
5. The American ELR is 5 and the British ELR is 4.
6. American and British units are Allied Troops (A10.7).
7. A M5 Halftrack is immediately Recalled (D5.341) when it no longer contains Passengers.

Elements of Kampfgruppe Runge set up on any hex on Board 20 and/or on Board 49 in any hex east of hexrow Y:

5-4-8	4-4-7	4-3-6	1-2-7	9-1	7-0	1PP	3-8	5-12	7-16	7 Morale ?	20L [6]	Pak 38	M10 [7.5]	
3	4	4	4							8	2	2	3	[ELR: 3]
														(SAN: 4)

Company D, 2d Battalion, 505th Parachute Infantry Regiment supported by No. 3 Squadron, 2nd Battalion, Grenadier Guards enters on TURN 1 along the west edge of Board 49:

10-2 Captain	8-1	8-0	2PP	8-4	8-1	13	13	8-1	1PP	2-7	2PP	19	
8			2			4	4					0	[ELR: 5/4]
													(SAN: 2)

TURN 4: Elements of No. 2 Company, 1st Battalion, Grenadiers Guards enter mounted as PRC along the west edge of Board 49:

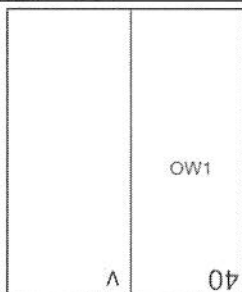
4-5-8	9-1	1PP	8-3	2PP	19
4					4

BRIDGE OVER THE IJSSEL



South of Hamminkeln, Germany, 24 March 1945: With the end of the war in sight, the British 6th Airborne Division was assigned the task of gaining the high ground east of Bergen, the nearby town of Hamminkeln, and certain bridges over the IJssel River. The 1st Battalion, The Royal Ulster Rifles of the 6th Airlanding Brigade was tasked to land on LZ "U" to the south of Hamminkeln and seize the bridge over the IJssel on the main road to Brunen. D Company, commanded by Major Tony Dyball, landed on LZ "U1" which was astride the IJssel, his own glider touching down in the lead about 150 yards from the bridge. As Dyball's glider landed, it came under fire from a machine-gun 75 yards away. Recovering from this attack, two of D Company's four platoons, including glider troops, some anti-tank gunners without their guns, and a small group of men of the Oxfordshire & Buckinghamshire Light Infantry, took the bridge after clearing a number of nearby houses. Shortly afterwards, a group of self-propelled guns approached along the road in a half-hearted counterattack. The leading vehicle was engaged by a PIAT at close range, and was hit but not destroyed. The German tankers showed little willingness for a fight and withdrew quickly, leaving behind some 20 dead and 50 comrades for whom the war was over six weeks early.

BOARD CONFIGURATION



BALANCE



Exchange one MMG for a HMG.



Add one 2-in Airborne Mortar to OB.

VICTORY CONDITIONS

Provided that the British have not amassed ≥ 20 CVP, which will result in an immediate British victory, the Germans win if they control the bridge (40Q2-Q3) at game end.

TURN RECORD CHART

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

SPECIAL RULES

1. EC are Wet, with a Mild Breeze from the west. Hills do not exist (treat as ground level terrain). The river is Deep with a two-lane stone bridge in 40Q2-Q3.

2. Place overlay **OW1** on 40N5-M5.

3. Pillboxes must be set up with access directly to a trench.

4. The German may set up one MMC (and any SW/SMC stacked with it) using HIP.

5. German AFVs are equipped with Schuerzen (D11.2). Mark each AFV with a Low Ammo counter (D3.71).

6. 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.

7. The British dm 2-inch MTR is the Airborne version.

8. At the beginning of each of the British RPh of Game Turns 1-4, the British player randomly picks one chit from a set of four numbered 1 to 4 to determine his reinforcement group for that turn. [EXC: if group 4 is selected on Turn 1, select another chit and return chit 4 to the mix]. Discard each chit after selection.

Elements of Kampfgruppe Karst set up on any non-road/bridge hex ≤ 4 hexes from a bridge hex (see SSR 3):

2 4-4-7	8-0 Unter Offizier	7-0 Ober Gefreiter	5-12 3PP	7 ?	6 OVR/OBA +4 OTHER +2	6 MPh/RPh dr = MF CC: +1/-1
7			2	7	6	2

TURN 5: Enters on any single east edge road hex:

13 1 75L -4*/1*	13 11 3 75L 1/-
2	



[ELR: 2]

(SAN: 3)

D-Company, 1st Battalion, The Royal Ulster Rifles, 6th Airlanding Brigade enters by Glider (E8.) as per SSR 8:

GROUP 1:

4-5-8 E	9-2 Captain	8-0 Sergeant	2-7 1PP	30-1 X12 29PP	29PP GL
5				2	

GROUP 3:

4-5-8 E	2-4-8 E	8-1 Sgt-Major	8-3 1PP B10	2PP OML 2"	29PP GL
2					

GROUP 2:

4-5-8 E	2-4-8 E	9-1 Lieutenant	2-7 1PP	8-3 B10	29PP GL
2					

GROUP 4:

NONE



[ELR: 4]

(SAN: 2)