

# RETAKING VIERVILLE



## ASL SCENARIO S1

Scenario Design: John D. Johnson



**VICTORY CONDITIONS:** The Americans win at game end if there are no Good Order German units in buildings N5, N6, M4, and L3

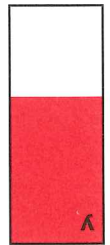
**VIERVILLE, FRANCE, 7 June 1944:** On D+1, the 101st Airborne found itself embroiled in a two-fold effort: consolidating its units which were scattered all over the Cotentin Peninsula and establishing a firm eastern perimeter to protect the American landing at Utah Beach. Vierville, which lay a few miles inland from Utah Beach, had been liberated by American units on D-Day. Vierville was a major traffic thoroughfare since the southwestern road which passed through Vierville led from Utah Beach to the German strongpoint of St. Come du Mont. On the morning of June 7, elements of the 2nd Battalion, 506th PIR moved out from Vierville towards St. Come du Mont, leaving Vierville virtually unoccupied. The Germans took this opportunity to launch a series of counterattacks on Vierville in hopes of cutting the road to St. Come du Mont.

## BOARD CONFIGURATION:

## BALANCE:

☆ Remove L3 from the required buildings in the Victory Conditions.

⚡ Add one 5-4-8 to the German Turn 3 reinforcements.



(Only hexrows A-V are playable)

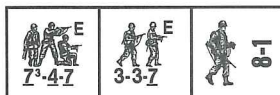
## TURN RECORD CHART

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

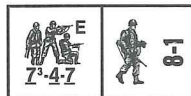


**Elements of 1st Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5]**

Set up on road hexes N3, N4, M5, L5 with no more than one MMC per hex:



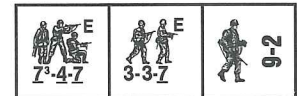
Enter on Turn 1 along north edge:



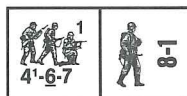
Enter on Turn 2 along north edge:



Enter on Turn 3 along north edge:



**Elements of 1058th Grenadier Regiment [ELR: 3] enter on Turn 1 along east edge:**



**Elements of 919th Grenadier Regiment enter on Turn 1 along west edge:**



**Elements of 6th Fallschirmjäger Regiment enter on Turn 2 along east edge:**



**Elements of 6th Fallschirmjäger Regiment enter on Turn 3 along east edge:**



## SPECIAL RULES:

None.

**AFTERMATH:** Small units from the 1st Battalion, 506th PIR rushed to Vierville and threw themselves into a pitched battle with the Germans. The tide of the battle changed several times as each side received reinforcements. Ultimately, the firepower and determination of the American airborne troops proved too much for the Germans, who gave up their brief hold on Vierville after a tough fight.

# WAR OF THE RATS



## ASL SCENARIO S2

Scenario Design: Ken Dunn and Brian Youse



**VICTORY CONDITIONS:** The Germans win at game end if they Control buildings F8, L6, and O6.

**STALINGRAD, RUSSIA 26 September 1942:** During the summer months of 1942, German forces had advanced nearly unchecked across the Russian steppes. With Russian resistance west of the Don River broken, Hitler ordered Army Group B to capture Stalingrad. Using the traditional German tactics of lightning thrusts and envelopment, and with the Russians retreating before them, Sixth Army commander Paulus sent an armored spearhead into the suburbs of Stalingrad in an attempt to quickly capture the city. The German tactics failed inside the confines of the city, however, as the Russians were able to dig in and fight from every building. The initial spearhead blunted, the Germans committed more units and soon realized that this was a very different battle from what they had been fighting. The confines of the city stifled manoeuvre, and German superiority in artillery, air power, and armor were rendered ineffective as the infantry of both sides intermingled while fighting for each block of the city. This was *Rattenkrieg*—the war of the rats.

## BOARD CONFIGURATION:

### BALANCE:

★ Replace two 4-2-6s with two 4-5-8s in the Russian force.

⚡ Replace the Russian 9-2 with a 9-1.



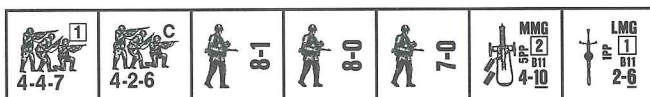
(Only hexrows A-P are playable)

## TURN RECORD CHART

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



Elements of 62nd Army [ELR: 3] set up south of hexgrain A9-K4-P4:



5

5

2

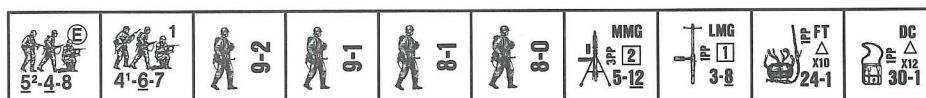
Ad hoc "shock group" [ELR: 3] enter along south edge on a dr < the current Turn number:



3



Elements of 94th Infantry Division [ELR: 3] set up north of the hexgrain A9-K4-P4:



4

7

3

2



## SPECIAL RULES:

1. German 5-4-8 squads have their Smoke Exponent increased by 2 (i.e., they place a Smoke counter on a dr ≤ 4.)

**AFTERMATH:** The Germans continued to try and take the city in a bloody battle of attrition. Gains were measured in terms of rooms and floors of buildings, with any German penetration met by an immediate counterattack from an ad hoc force of up to 100 men. By forming these specialized shock groups for the task at hand, the Russians were able to withstand the German onslaught.



# SIMPLE EQUATION



## ASL SCENARIO S3

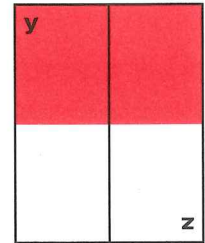
Scenario Design: Ken Dunn



**VICTORY CONDITIONS:** The Americans win immediately if they Control  $\geq 25$  building hexes on mapboard z.

**AACHEN, GERMANY 12 October 1944:** The battle for the city of Aachen had been raging since October 10th. A complicated series of maneuvers designed to encircle the city from both the north and the south had been occupying the attention of the American command. These few units committed to the frontal assault on Aachen had some tough going. Not only were the Aachen defenders numerically superior, but they were fighting on their home soil for one of the cherished Nazi symbols: Aachen, home of the First Reich.

### BOARD CONFIGURATION:



(Only hexrows A-P on board y and hexrows R-GG on board z are playable)

### BALANCE:

- ✚ Add one German MMG to the German force.
- ☆ Remove one German 4-4-7 from the German force.








### TURN RECORD CHART

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



Elements of 404th Regiment, 246th Volksgrenadier Division [ELR: 3] setup on board y in hexes numbered  $\leq 2$  and on board z:










 4-4-7 2	 4-3-6 C	 8-1	 8-0	 7-0	 7-16 HMG	 3-8 LMG
7	5			2		3



Elements of 3rd Battalion, 26th Infantry Regiment [ELR: 3] set up on board y in hexes numbered  $\geq 7$ :



 6-3-6-6 1	 3-3-7 E	 9-2	 9-1	 8-0	 4-10 MMG	 24-1 FT
14				2	2	

### SPECIAL RULES:

1. The Germans may secretly pre-designate 2 buildings anywhere within their setup area as "fortified." These buildings receive an additional +1 to the regular building TEM (i.e., a stone building would be +4 and a wooden building +3). The fortified nature of the building need only be revealed to the American player when it would make a difference to an attack versus a unit in that building or an American unit enters it.

**AFTERMATH:** Although Aachen's defenders were a mixed bag, Hitler had ordered that they fight to the last man. Retreat or surrender was not an option. This attitude of the Germans, combined with their superior numbers, almost stalled the American advance. However, the men of Colonel Corley's 3rd Battalion developed a pattern that was repeated by the Americans at every stronghold. They would neutralize enemy fire using machine guns and then, under this cover, flamethrower operators would advance and eliminate the position. In this way, the Americans made good progress against the resourceful and resolute enemy.

# WELCOME BACK

## ASL SCENARIO S4

Scenario Designer: Chas Argent



**VICTORY CONDITIONS:** The Germans win immediately upon exiting  $\geq 10$  VPs off the west edge on/between I1-Y1. Each squad is worth 2 VP, each half-squad is worth 1 VP, each "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP.

**HOSINGEN, LUXEMBOURG, 16 December 1944:** The 110th Regiment of the 28th Infantry Division had been tasked with the defense of a narrow ridge running between the Our and the Clerf rivers in Luxembourg. The Regiment sat astride Route N16, a road known to the Virginians of the 28th as "Skyline Drive," one of only a few paved roads in the Ardennes. For fifteen miles the Regiment lay sprawled along the length of the ridge in a series of fortified strongpoints, often reinforced with armor and anti-tank assets. One such strongpoint was the town of Hosingen, where Company K, along with Company B of the 103rd Engineer Combat Battalion, was posted. At 0525 on December 16th an intense artillery barrage commenced which set several buildings ablaze and damaged some trucks but otherwise left the Americans unscathed. A thick fog obscured anything beyond a few hundred yards and as the morning progressed the Americans began to hear Germans bypassing their positions to the north and south. These were units of the 77th Grenadier Regiment which had assembled in the woods east of town prior to the bombardment and were now on the move to seize the bridge at Clervaux. Around 0730 the fog began to lift and shortly thereafter the Grenadiers attacked Hosingen in an effort to take control of the vital roads leading west.

### BOARD CONFIGURATION:

### BALANCE:

☆ Increase the required VP from "10" to "12" in the Victory Conditions.

✠ Remove one FT from the American force.



### TURN RECORD CHART

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



Elements of K and M Companies, 3rd Battalion, 110th Regiment and B Company, 103rd Engineer Combat Battalion [ELR: 3] set up in hexes numbered  $\geq 4$ :



7-4-7	6-6-7	6-6-6	5-4-6	10-2	8-1	8-0	3-16	4-10	24-1
2	2	3					2	2	



Elements of II Battalion, 77th Regiment, 26th Volksgrenadier Division [ELR: 3] enter on Turn 1 along the east edge:



4-4-7	2-3-7	5-5	8-5	7-0	5-12	3-8
14	2	2	2	2	2	3

### SPECIAL RULES:

1. Each Rally Phase the ATTACKER makes a DR. If the DR is  $\geq 10$ , snow begins falling; if it is currently snowing and the DR is  $\leq 3$  then it stops snowing. When it is snowing a +1 hindrance exists for all attacks which are  $\geq 6$  hexes away.
2. All American 7-4-7s have their Smoke Exponent increased by 2 (i.e., they place a Smoke counter on a dr  $\leq 5$ ).

**AFTERMATH:** The American position had been bolstered by Company M's heavy weapons as well as machine guns the Engineers had removed from trucks and positioned as part of the defense. The initial attack failed to gain a foothold in the town, and the Germans had to bypass Hosingen while follow up attacks were made to take it. Though heavily outnumbered, surrounded and possessing only one day's supply of ammunition, the Americans held Hosingen against an entire German regiment until the morning of the 18th. Remarkably they suffered only twenty casualties while inflicting hundreds upon the Germans, but a lack of ammunition and supplies eventually forced their capitulation. As the survivors marched off to captivity they could take consolation in the knowledge that they had at least made the German's return trip to Luxembourg a costly one.



# CLEARING COLLEVILLE



## ASL SCENARIO S5

Scenario Design: Pete Shelling



**VICTORY CONDITIONS:** The American player wins at game end if there are no Good Order German MMC in a stone building hex  $\leq 3$  hexes from M5.

**COLLEVILLE, NORMANDY, 6 June 1944:** The first few hours of Operation Overlord were characterized by massive confusion, especially at Omaha Beach; so little seemed to be going right that Bradley and Eisenhower were actually contemplating withdrawal from the Omaha beachhead. However, as more and more troops and material came ashore, those remaining alive from the first wave were forcing their way inland bit by bit. In the sector of the First Infantry Division—the “Big Red One”—the day’s objective was the village of Colleville. As more platoons and squads gradually made it off the beach and into the French countryside, they formed up in a draw leading to the town. Lack of radio communications and smoke from day-long artillery exchanges prevented the Navy from providing expected fire support, but with German fire coming from the area, the order to attack was given. Colleville had to be taken, and without further delay.

## BOARD CONFIGURATION:

### BALANCE:

- ✚ Replace the German 6+1 with one German 8-0.
- ☆ Remove one 4-6-7 from the Turn 2 German reinforcements.

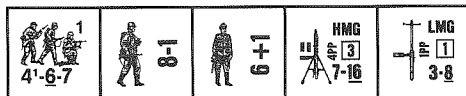


## TURN RECORD CHART

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



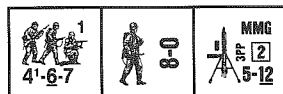
Elements of 726th Regiment, 352nd Infantry Division [ELR: 3] setup on or between hexrows H-R:



6



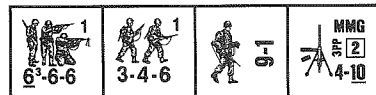
Enter on Turn 2 along the south edge:



4



Elements of Company G, 16th Regimental Combat Team, 1st Infantry Division [ELR: 3] setup on or west of hexrow T:



4



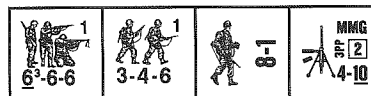
Enter on Turn 1 along the north edge on or west of N10 (see SSR 1):



3

?

Enter on Turn 2 along the north edge on or west of J10 (see SSR 1):



2

?

## SPECIAL RULES:

1. Prior to the U.S. Rally Phase in each of the first two turns the U.S. player rolls a die and consults the following chart to see how many 3-4-6 HS they receive that turn.

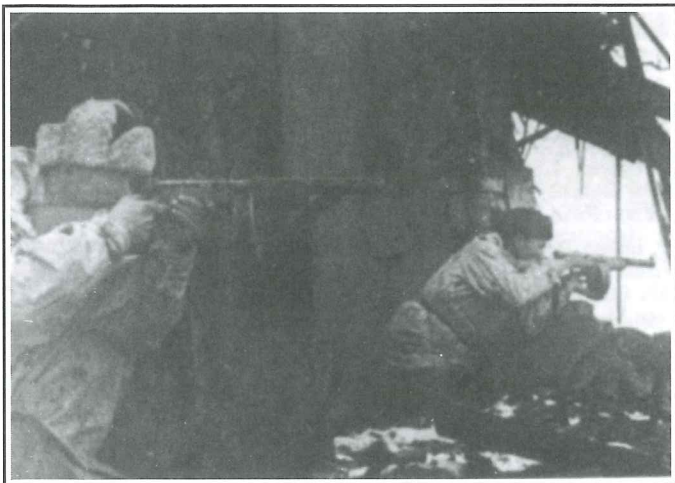
dr	Turn 1	Turn 2
1 to 3	4	5
4 to 6	3	4

**AFTERMATH:** Defended by the 726th Infantry Regiment, Colleville would change hands several times during the longest day of June, 1944. As the confusion on the beaches continued inland, coordinated attacks and counterattacks were rare. Small, company-sized groups on each side acted and reacted based on the limited information available to them. At about 1840 hours the 16th Regimental Combat Team finally got fire support from the Navy, just as they were re-taking the town. The 5-in. guns of the destroyer Harding leveled Colleville and killed 64 GIs—one the most tragic friendly-fire incidents of the war. On D+1 Colleville was finally cleared by infantrymen of the 16th Regimental Combat Team.

# RELEASED FROM THE EAST

## ASL SCENARIO S6

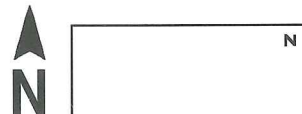
Scenario Design: Pete Shelling



**VICTORY CONDITIONS:** The Russians win at game end if they Control at least two of the following buildings: R2, L6, and D3.

**ISTRA, RUSSIA, 11 December 1941:** As the drive on Moscow slowed due to supply problems and "General Winter," STAVKA was given time to deploy fresh troops from other fronts. The 78th Infantry, led by energetic 38-year old General Afanasy Pavalontovich Beloborodov, was transferred 6,000 miles from their native Siberia to the Sixteenth Army under Rokossovsky. Veterans of the Mongolian frontier, the Siberians would use skillful ambushes and delaying tactics to slow the panzer's march on Moscow. Near the River Istra, they were finally ordered to halt and fight. The snow-covered fields and the medieval town of Istra itself would become a battlefield for several weeks. On 26th November, the 78th was renamed the "9th Guards Infantry," but needed no special titles to display élan and heroism. Squeezing out of the pincers formed by 10th Panzer Division and 2nd SS "Das Reich," the "marvelous Siberians" would regroup and launch a counterattack to retake the historic town.

### BOARD CONFIGURATION:



### BALANCE:

☛ Replace the German 8-0 with one German 9-1.

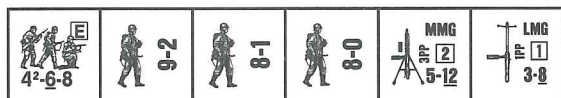
★ Delete SSR 3.

### TURN RECORD CHART

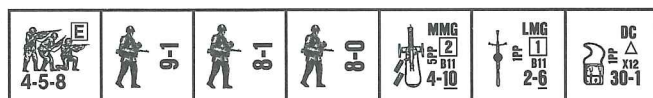
☛ GERMAN Sets Up First	★	1	2	★	3	4	5	6	END
★ RUSSIAN Moves First									



Elements of 2nd SS Division "Das Reich" [ELR: 4] set up on any hex numbered ≤ 9:



Elements of 9th Guards Infantry Division [ELR: 3] enter on Turn 1 (and perhaps Turn 3) along the north edge (see SSR 2):



### SPECIAL RULES:

- Due to winter camouflage, Russian Infantry may Assault Move in Open Ground hexes without the FFMO penalty applying.
- The Russian player may keep up to 5 MMC, 1 SMC, and 2 SW in tactical reserve. Tactical reserve units must enter on Turn 3, but may do so on the north and/or east edges of the map.
- Increase the broken side morale of all German MMC by one.

**AFTERMATH:** With their tanks and other heavy equipment ineffective in this severe cold, the grenadiers of Das Reich had to face the eastern shock troops man-to-man. The Siberians proved superior in these conditions, with most of the firefights ultimately decided by cold steel and sheer bravery. After changing hands several times, the schools and museums of Istra were all but flaming ruins when the 9th Guards finally prevailed for good on December 11th. Soon the Russians would be advancing, pushing the freezing and defeated Panzerkorps back to the Istra River. On January 3rd, the Führer himself issued the order to halt the retreat—but the Russian capital was now out of danger for good.



# PRELUDE TO FESTUNG BREST

## ASL SCENARIO S7

Scenario Design: Laurent Closier



**PLOUZANE, FRANCE, 26 August 1944:** The Operation "Chastity" offensive was planned to gain control of the large harbors of Brest and Lorient whose facilities were needed to provide the logistical support the Allies would need to drive across France. General Ramcke and the 2nd Fallschirmjäger Division were primarily responsible for the defense of Brest. Ramcke formed a defensive line five miles from the center of the city. Loyal to the Führer, he directed the *fallschirmjäger*s to hold the line to the last man. It was not until August 23rd, when three Infantry Divisions from the VIII Corps arrived, that the Americans had enough strength to actually begin the offensive.

### BOARD CONFIGURATION:



(Only hexrows H-GG are playable)

**VICTORY CONDITIONS:** Provided the Germans do not amass  $\geq 9$  CVP, the Americans win at game end if they Control  $\geq 15$  stone building hexes in the German setup area and/or there are no unbroken German MMC in stone building hexes. Each squad is worth 2 casualty victory points (CVP) while each half-squad is worth 1. Leaders are worth 1 CVP each plus 1 CVP for a "-1" modifier.

### BALANCE:

✚ Add one LMG to the German OB.

☆ Add one 6-6-6 to the U.S. OB.

### TURN RECORD CHART

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



Elements of 12th Company, 3rd Battalion, 2nd Fallschirmjäger Regiment, 2nd Fallschirmjäger Division [ELR: 3] set up on/ east-of hexrow R:



5 <sup>2</sup> -4-8	4 <sup>2</sup> -6-8	9-1	8-0	1 3-8
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3

3

2

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Elements of 2nd Battalion, 175th Infantry Regiment, 29th Infantry Division [ELR: 3] set up on/west-of hexrow Z:



6 <sup>3</sup> -6-6	8-1	8-0	2 4-10
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9

2

### SPECIAL RULES:

1. None.

**AFTERMATH:** The small town of Plouzané was the first objective of the 175th Infantry Regiment of the 29th Infantry Division. They attacked Plouzané, held by fallschirmjäger>s and a marine unit from the Brest Naval Base. The German troops held the town in the morning before ignoring Ramcke's orders and withdrawing to a nearby hill, Coz Castel, which dominated the entire area. The Germans would not be driven from Coz Castel until September 3rd, and Brest held until September 18th.

# AMBITIOUS ASSAULT



## ASL SCENARIO S9

Scenario Design: Brian Youse



**AVOLA, SICILY, 10 July 1943:** Operation Husky got off to a terrible start as gale-force winds greeted the poorly-trained transport pilots flying in the paratroopers and glidermen of the British 1st Airborne Division and the 505th Parachute Infantry Regiment of the American 82nd Airborne Division. Instead of dropping behind the Allied beaches and seizing key bridges and strongpoints, they were scattered all over the southern half of the island. One such group of men landed near the coastal town of Avola with Lt. Sammon the ranking officer. After a brief council with the remaining officers, he ordered this ad hoc group of 75 paratroopers armed only with light weaponry to attack Avola in order to assist the British whose seaborne invasion of Sicily was starting to land.

## BOARD CONFIGURATION:

### BALANCE:

III Add one MMG to the Italian OB.

☆ The Turn 4 reinforcements enter on Turn 3.



W









**VICTORY CONDITIONS:** The Allies win at game end if there are no unbroken Italian MMC ≤ 7 hexes from S6.

## TURN RECORD CHART

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









Elements of 146th Regiment, 206th Coastal Defense Division [ELR: 1] set up ≤ 7 hexes from S6:






 1 3-4-6	 1 1-3-6	 8-1	 8-0	 7-0	 3 6-12	 2 4-10	 1 2-5
10	2						3



Elements of 505th Parachute Infantry Regiment [ELR: 5] enter on Turn 1 along the north edge:

 E 7-4-7	 E 3-3-7	 9-2	 9-1	 8-0	 2 4-10
5					

Elements of the 50th Infantry Division [ELR: 3] enter on Turn 4 along the south edge:

 1 4-5-7	 9-1	 8-0	 2 4-12	 1 2-7
7				2



## SPECIAL RULES:

1. British 1st Line MMC do not Cover (3.2.2).
2. Allied Leaders incur a +1 DRM penalty when attempting to rally or direct units of a different nationality.

**AFTERMATH:** A town the size of Avola, with its 22,000 inhabitants and hundreds of stone buildings, would normally be the objective of a reinforced battalion with armor and artillery support. The 75 paratroopers quickly overwhelmed a few outlying machinegun nests, and reached the edge of the town. From there long streets ran downhill towards the sea about a mile away. Lt. Sammon divided up his officers and assigned each group a street to attack down, with the rendezvous being the shoreline on the other side of the town. The assault went well until early afternoon when the Americans reached the town square, which was heavily defended by dozens of machine guns. The paratroopers quickly realized how ambitious their plans had really been. Suddenly, however, they let out a cheer. While the Italians had been preoccupied with the attack from inland, the British had surged up from the sea. That was enough for the Italians, who threw down their guns and fled.



# PAPER ARMY



## ASL SCENARIO S10

Scenario Design: Brian Youse



**VICTORY CONDITIONS:** The Italians win immediately upon exiting  $\geq 10$  VP off the west edge. Each squad is worth 2 VP; each half-squad and leader is worth 1 VP.

**SARANDOPORO RIVER VALLEY, GREECE, 3 November 1940:** Mussolini's dream of becoming an equal partner in the Axis by means of waging a "parallel war" was being further fueled by his Foreign Minister and son-in-law Count Ciani, the governor-general of recently conquered Albania, who was confident that the Greek army could be subverted. Determined to present Hitler with a *fait accompli* in the Balkans, Mussolini launched another ill-advised, ill-planned, and ill-informed campaign, this time from Albania into mountains of Epirus, Pindus, and Macedonia, just in time for winter. The Italian infantry slightly outnumbered their Greek counterparts, and the Italian air force and armored units were virtually unopposed, but these strengths could not be brought to bear. Italian air-ground cooperation was negligible, and the terrain was poorly suited for armor. Misinformation and operational confusion were the bywords of the Italian leadership.

## BOARD CONFIGURATION:

### BALANCE:

☞ Reduce the playing area to A-Y.

☞ Change the entry DR to 3 on Turn 2 and 6 on Turn 3.



(Only hexrows A-CC are playable)







## TURN RECORD CHART

☞ ITALIANS Move First

☞ 1	2	3	4	5	6	END
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


Elements of 3rd Alpini Division (see SSR 1) [ELR: 2] enter on Turn 1 along the east edge:

 3-4-7	 1-3-7	 8-0	 7-0	 MMG 2 4-10	 LMG 1 2-5
10	4	2	2		2





Elements of Greek Army [ELR: 3] enter on Turn 1 along the east edge having already expended 2 MF (see SSR 2):

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



Flanking elements of Greek Army (see SSR 2):

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

## SPECIAL RULES:

1. The Italian MMG begins the scenario malfunctioned. No repair attempt may be made until the Italian player Turn 2.
2. On Greek Player Turns 2 through 4 the Greek player makes a dr at the start of the Rally Phase and compares it to the circled number on the Turn Record Chart. If the number rolled is less than or equal to the circled number, the Greek "Flanking elements" enter on that turn along either the north or south edge (the Greek player's choice). Once the "Flanking elements" have entered the game no further dr is needed.
3. Grain is in season.
4. Greek MMC have their broken-side morale increased by one.

**AFTERMATH:** The Italian offensive was launched on October 28th in a driving rain that negated any air cover. In the center of the attack, the 14,000 men of the 3rd Alpini Division advanced up the Sarandoporo River Valley. There they were met and stopped by 8,000 rifle and machine gun armed Greek mountaineers. The close coordination between the Greek units enabled them to employ classic infiltration tactics in a series of counterattacks, taking many prisoners in the process. As the Italians withdrew back down the valley, many were cut off by the Greeks who outran them along the ridges above the valley and who nearly closed the only exit. It would not be long until the Greeks had driven them back deep into Albania.

# A LONG WAY TO GO



## ASL SCENARIO S11

Scenario Designer: Chas Argent



**BISCARI STATION, SICILY, 10 July 1943:** During the pre-dawn hours the U.S. 7th Army had successfully landed at both Licata and Gela. Unaware of each others plans the Italians and the Germans began a series of uncoordinated attacks against the Americans with the intention of breaking through to the beachhead. In the Gela area, the Italians were attacking with a mobile armored force while on the eastern edge of the invasion came two columns of the *Herman Göring FallschirmPanzer Division*. One of these columns was busy engaging the Americans at Piano Lupo, the other attacked the inexperienced 45th "Thunderbird" Division at Biscari Station. With their Tiger tanks unable to keep pace in the dense Olive groves of the region, the German infantry would have to overwhelm the Americans without armor support.

### BOARD CONFIGURATION:

N



(Only hexrows U-GG on board w and A-E on board x are playable)

### BALANCE:

☆ Add a 60mm M2 Mortar to the American OB.

⚡ Add a MMG to the German OB.

### TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First								



Elements of 1st Battalion, 180th Regiment, 45th Division and scattered troopers of the 82nd Airborne Division [ELR: 2] set up anywhere:

7-4-7	6-6-6	3-4-6	9-1	8-0	BAZ 43 10 8-4	MTR 5 3 60 13-45
2	3	2			2	



Elements of Panzergrenadier Regiment 1, Herman Göring FallschirmPanzer Division [ELR: 2] enter on Turn 1 along the north edge:

4-6-7	4-4-7	2-4-7	2-3-7	9-1	8-0	7-0	MMG 2 5-12	LMG 1 3-8
7	4	2	2					3



### SPECIAL RULES:

1. Treat all off-board terrain as if it exists.

**AFTERMATH:** The *Herman Göring Division*, lauded before the invasion by Allied press as a "crack" unit, was actually a shell of its former self in refit. The attack on Biscari Station proved how poorly led, equipped, and trained the unit actually was. The untried Americans led by Lt. Col. Schaefer, though heavily outnumbered, managed to halt the initial German attack and delay a German breakthrough until the afternoon, when another battalion of the Thunderbirds managed to counterattack and cause the Germans to panic and flee from the battlefield, saving the beachhead. The "crack" Germans had no more luck in threatening the beachhead than their Italian allies.



# OVER OPEN SIGHTS



## ASL SCENARIO S12

Scenario Design: Ken Dunn



**VICTORY CONDITIONS:** The Germans win immediately upon capturing or destroying all American Guns.

**SKYLINE DRIVE, LUXEMBOURG, 17 December 1944:** Despite numerous pleas from his field commanders, Hitler insisted that the main thrust of the Ardennes offensive not be diminished just to shore up the flanks. Thus, General Brandenberger's 7th Armee, charged with protecting the southern flank as the panzers advanced in the center, contained only one *Fallschirmjäger* division and three *Volksgründler* divisions. The best of the *volksgründler*s—and even much of the 5th *Fallschirmjäger* Division—consisted of former *Luftwaffe* ground troops and ex-*Kriegsmarine* battalions. The 352nd *Volksgründler* Division under Generalmajor Erich Schmidt lacked training, veteran non-coms, or motorized transport. Under orders to bypass defended villages and seize the heights, it crossed the Our River on December 16th in front of the 109th Infantry Regiment and two field artillery battalions situated on Skyline Drive, all part of the 28th Infantry Division. As the 352nd struggled to cross the Our under fire from the artillery, the 109th held its ground throughout the first day, committing most of its reserves to the front line.

### BOARD CONFIGURATION:

### BALANCE:

☆ American reinforcements enter on Turn 3.

⚡ Add one Turn to the Game Length.



### TURN RECORD CHART

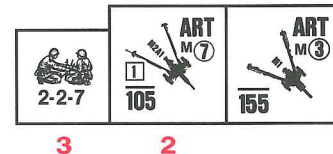
☆ AMERICAN Sets Up First	⚡	1	2	3	4	☆	5	6	7	END
⚡ GERMAN Moves First										



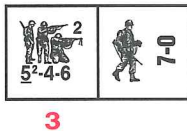
Elements of 107th and 108th Field Artillery Battalions, 28th Infantry Division [ELR: 2] setup in hexes numbered  $\geq 3$  and  $\leq 7$ :



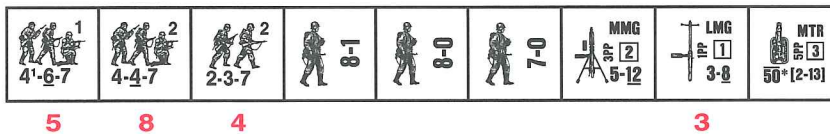
Setup on/between hexrows G-W in hexes numbered  $\geq 3$  and  $\leq 7$ ,  $\geq 2$  hexes from every other Gun, and  $\geq 2$  hexes away from any building:



Enter on Turn 4 along the north edge:



Elements of 915th *Volksgründler* Regiment, 352nd *Volksgründler* Division [ELR: 3] enter on Turn 1 along the south edge and/or on the east edge between GG6-GG10 and/or along the west edge between A6-A10:



### SPECIAL RULES:

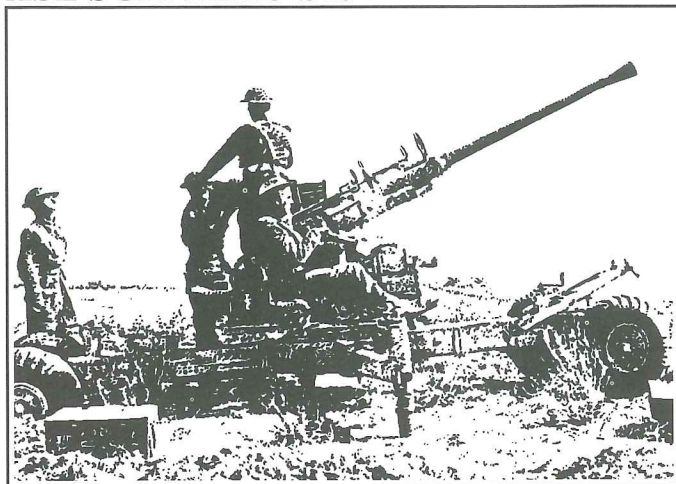
1. The Americans may not set up their Guns using HIP (6.4).

**AFTERMATH:** By the next day, however, company-sized German forces were making good progress between the American strongpoints, spreading into the rear areas, and menacing the gun positions. Early on December 17th a battery of 105mm howitzers from the 107th Field Artillery Battalion positioned on Skyline Drive came under small arms fire by German patrols. Later in the day, an entire battalion of *volksgründler*s from the 915th Regiment attacked the 105mm battery and a neighboring battery of 155mm howitzers from the 108th Field Artillery Battalion. Firing over open sights and fighting as infantry in self defense, the cannoneers inflicted heavy casualties but could not drive off the attackers until relieved by a scratch force led by battalion commander Lt. Col. James C. Rosborough. The batteries were saved, but their once-formidable positions were now untenable.

# PRIORITY TARGET

## ASL SCENARIO S13

Scenario Design: Brian Youse



**VICTORY CONDITIONS:** The Germans win immediately if all three British AA Guns are eliminated or captured, or if the Germans solely occupy all hexes containing non-captured Guns.

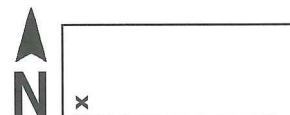
**KORINTHOS, GREECE, 26 April 1941:** The British, Australian, New Zealand, and Greek troops of "W Force" were retreating down the Balkans, slowing the Germans at every pass natural and strongpoint. The fleet readied at Crete and a "mini-Dunkirk" was planned to rescue the Allied force from the continent. The Allies would be relatively safe once they crossed the Corinth Canal that cut across the Isthmus of Corinth separating the Peloponnese from the mainland of Greece and destroyed behind them the single bridge across it. Hitler was seeing yet another chance to encircle a large British force slip through his fingers. On April 20th he authorized a plan to capture the bridge, trap part of the retreating Allies on the north side, and allow his panzers free passage to the south where the newly renamed ANZAC Corps could be trapped on the beaches. Fifty-four men in six gliders would land near the bridge and seize it while the 2nd Fallschirmjäger Regiment landed two battalions of paratroopers nearby to reinforce and hold the bridge. The plan began perfectly, but for some unexplainable reason the German glidermen took the explosives they stripped from under the bridge and piled them onto the bridge itself. During a counterattack from a mixed company of British, Australian, and Greek troops, the explosives went off and destroyed the bridge. In the smoke of the ruined bridge, JU-52s began dropping two battalions of *fallschirmjägers* into the fight.

### BOARD CONFIGURATION:

#### BALANCE:

♣ Add one 4-3-7 to the Greek OB.

♣ Replace the 9-1 leader in the German OB with a 9-2 leader.



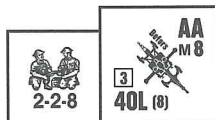
### TURN RECORD CHART

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



Elements of Mixed Company, Force "W" [ELR: 3] set up as indicated:

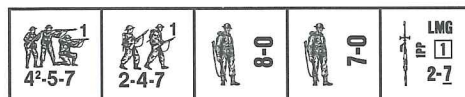
British units from "Force W" set up anywhere with each AA gun  $\geq 3$  hexes from all buildings and  $\leq 5$  hexes from at least one other gun but not adjacent to any other gun:



3

3

Australian elements of ANZAC Corps set up anywhere:

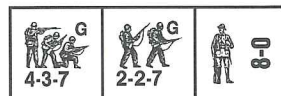


2

3

2

Greek units from "Force W" set up in hexes with no British or Australian units:

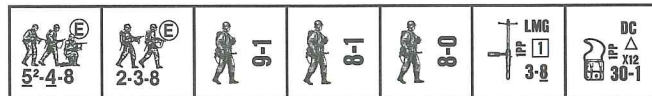


2

2



Elements of 5. Kompanie, II Bataillon, 2nd Fallschirmjäger Regiment [ELR: 5] enter on/after Turn 1 along any edge(s):



9

5

2

3

3

### SPECIAL RULES:

- Allied Leaders incur a +1 DRM penalty when attempting to rally or direct units of a different nationality (British and Australian are considered the same nationality).
- Guns may not use HIP (6.4).
- British crews and Australian First Line units do not cower (3.2.2).
- Grain is in season.

**AFTERMATH:** Despite the destruction of the bridge, the *fallschirmjägers* executed their landing with precision. The first teams on the ground targeted the various anti-aircraft installations around the bridge to protect the follow-up waves. Number 5 Kompanie of II Bataillon landed south of the bridge and quickly knocked out 11 anti-aircraft guns, mopping up the remnants of the mixed company guarding the south end of the bridge. The destroyed bridge meant some of ANZAC Corps were trapped north of the canal, but the Germans were unable to pursue the remainder until pontoon bridges could be built at more accessible points of the canal. Once again, Hitler was denied his prize.

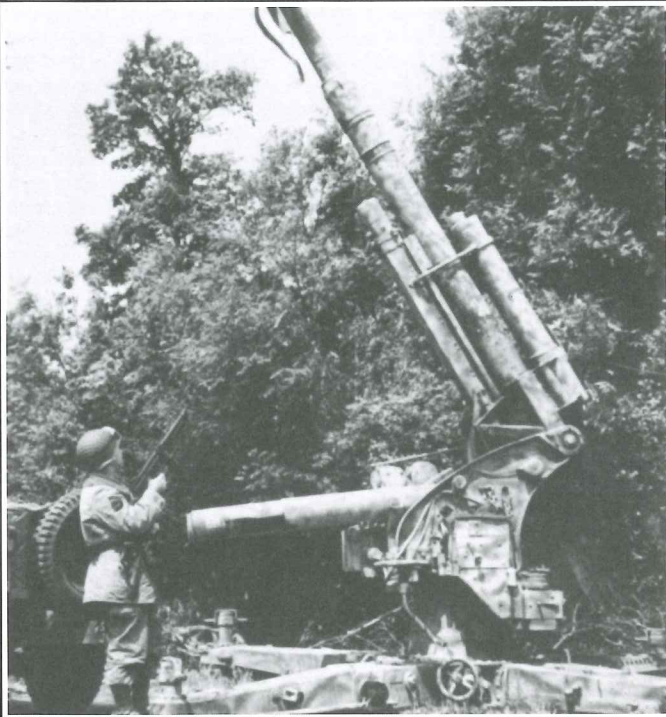


# 88s AT ZON



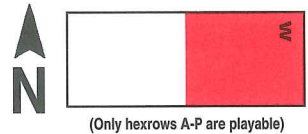
## ASL SCENARIO S14

Scenario Concept: Jon Mishcon and Joe Suchar



**ZON, HOLLAND, 17 September 1944:** The mission of the 101st Airborne Division in Operation Market-Garden was to secure the 15 miles of highway stretching from Eindhoven north to Veghel. The orders for Col. Robert Sink and his 506th Regiment were to seize the main highway bridge over the Wilhelmina Canal at Zon and then secure Eindhoven. With his regiment down in good order along the edge of the Zonsche Woods, Sink sent Major James LaPrade's 1st Battalion racing to grab the vital bridge, followed closely by 2nd and 3rd Battalions. The Screaming Eagles faced almost no opposition until the paratroopers reached the northern outskirts of the village of Zon.

### BOARD CONFIGURATION:



(Only hexrows A-P are playable)

### BALANCE:

- ✚ Add one MMG to the German OB.
- ☆ Add one 7-0 SMC to the Americans entering on Turn 1.

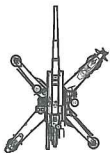
**VICTORY CONDITIONS:** The American player wins immediately upon Exiting  $\geq 7$  VP off the south edge on/between hexes F0-L0. Each squad is worth 2 VP, each half-squad is worth 1 VP, each "-2" SMC is worth 3 VP, "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP.









### TURN RECORD CHART

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






Elements of Selbständige FlaK Batterie, Flieger Division 7 [ELR: 3] set up in hexes numbered  $\leq 7$ :








 1 4'-6-7	 2 4-4-7	 2 2-3-7	 2 2-2-8	 8-1	 7-0	 LMG 3-8	 AA M4 88L A5/4/3/4
2	4	2	2	2	2	2	2



Elements of 1st Battalion, 506th Parachute Infantry Regiment [ELR: 5] enter on/after Turn 1 on/between hexes E10-H10:

 E 7'-4-7	 8-1	 BAZ 44 XII 8-4
4		

Elements of 2nd Battalion enter on/after Turn 2 on/between hexes M10-P10:

 E 7'-4-7	 9-2	 1-6	 MMG 2 4-10	 BAZ 44 XII 8-4
7			2	

### SPECIAL RULES:

1. None.

**AFTERMATH:** As 1st Battalion entered the village with A Company in the vanguard, they were fired on by a concealed heavy AA piece—the fabled German 88, one of several in place to protect the bridge from Allied bombers. While LaPrade's advance halted to deal with this threat, Lt. Col. Robert Strayer's 2nd Battalion surged ahead with Easy Company under Cpt. Richard Winters in the lead. The 2nd soon discovered more 88s guarding the bridge and moved to engage them, knocking one out with a bazooka round

and another with small arms fire. Dog and Easy Companies advanced on the bridge along both sides of the main road, and the lead elements of 1st Battalion appeared on the flank. All were too late, however. As the Americans approached within 30 yards of the canal, the German rear guard blew the bridge in their faces, raining a hail of debris down on the 506th. With covering fire provided by Strayer's men, 1st Battalion crossed the canal amidst the wreckage of the bridge, clearing the southern bank and establishing a bridgehead. Engineers crafted a temporary footbridge over the canal, but only a few men could cross at a time. Until British bridging equipment could be brought forward, the Market-Garden corridor consisted of a narrow, wooden span.

# HAMMER TO THE TEETH



## ASL SCENARIO S15

Scenario Design: Pete Shelling



**VICTORY CONDITIONS:** The Germans win at game end if there are no Good Order American MMC in building hexes  $\leq 2$  hexes from S6.

**BLEIALF, GERMANY, 16 December 1944:** The opening hours of the Ardennes offensive would find the forward U.S. infantry outposts probed and infiltrated by their German counterparts. Before the panzer divisions could make their drive through Belgium, the poor bloody landers would need to seize river crossings and key road networks along the "Ghost Front." This would help sow confusion among American formations, as few would realize the level of ambition of the attack until it was well underway. The point of the spear of Mantueffel's *V Panzer Armee* was *LXVI Korps*, comprised of two *volksgrenadier* divisions and the *Fuhrer Begleit Brigade*. On the morning of December 16th, these formations would creep through the Schnee Eifel and deliver the first hammer blows to the green U.S. 106th Infantry Division.

### BOARD CONFIGURATION:



### BALANCE:

☆ Change the Victory Conditions to read  $\leq 3$  hexes from S6.










⚡ Add a PSK and LMG to the German OB.

### TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First								







Elements of 423rd Infantry Regiment [ELR: 3] set up on/west-of hexrow L with no more than 1 MMC per hex:

 2 5-4-6	 1 3-4-6	 2-2-7	 8-1	 8-0	 7-0	 2 4-10	 X11 8-4	 AT M10 *57L
5	3	2				2		2














Elements of Company B, 81st Engineer Battalion enter on Turn 3 along the west edge:

 1 6-6-6	 E 3-3-7	 7-0	 X11 8-4
--	--	---	--



Elements of 293rd Volksgrenadier Regiment, 18th Volksgrenadier Division [ELR: 3] set up on/east-of hexrow K on Level 1 terrain:

 1 4-6-7	 2 4-4-7	 2-2-8	 9-1	 8-1	 8-0	 3 7-16	 2 5-12	 1 3-8	 X10 12-4	 MTR M11 [2-60]
5	8							3		

### SPECIAL RULES:

1. None.

**AFTERMATH:** Whereas the 106th's "Golden Lions" were cutting their teeth in the Ardennes, the 18th Volksgrenadier Division was comprised of many veterans—of the *Luftwaffe* and *Kriegsmarine*! Their first objective was the frontier village of Bleialf, on the German side of the Our River. With the panzers forming behind them, the erstwhile

sailors and airmen took Bleialf with hardly a fight. After gathering all available hands, Colonel Cavender led the 423rd Infantry Regiment to retake Bleialf, but they were soon pushed back out of town and surrounded. After reinforcements failed to make it through and attempts to break out failed, the 423rd and its sister regiment the 422nd, having suffered heavy casualties, surrendered late in the day of the 19th. The "Golden Lions" had lasted three days against not quite the cream of the *Wehrmacht*. For their part, the over-achieving 18th Volksgrenadier Division proved to be the most successful part of the offensive.



# LEGIO PATRIA NOSTRA

## ASL SCENARIO S16

Scenario Design: Laurent Closier



**VICTORY CONDITIONS:** The Free French win at game end by Controlling  $\geq 4$  multi-hex buildings between hexrows I and Q.

**RADICOFANI, ITALY, 18 June 1944:** After the fall of Rome, the French Expeditionary Corps in Italy (FEC) opened its Italian summer campaign on June 10th along a 25 km front, flanked by the 4th US Army Corps on its left and the 13th British Army Corps on its right. To carry out its mission of pushing the Germans in front of it north towards Sienna, its commander General Juin set up a "chasing" corps consisting of the 3ème Division d'Infanterie Algérienne (3rd Algerian Infantry Division) and the 1ère Division de Marche d'Infanterie (DMI) (1st March Infantry Division, aka the 1st Free French Division), both reinforced with a U.S. armored battalion, under the command of General de Larminat. German forces in hastily improvised kampffgruppen offered only weak resistance up until June 15th, but then began to stiffen. The 1ère DMI captured the village of Acquapendente on the morning of June 15th and continued on its way north. On June 17th, it met strong resistance in front of Radicofani, but by dusk the 1ère Brigade (a French foreign legion unit whose motto was "Legio Patria Nostra" or "The Legion is our homeland") was two kilometers south of town.

### BOARD CONFIGURATION:

W



### BALANCE:

✚ Add a 1/2 Turn to the Game Length.

✚ Add a German MMG to the German OB.

### TURN RECORD CHART

✚ FREE FRENCH Sets Up and Moves First

1

2

3

4

5

6

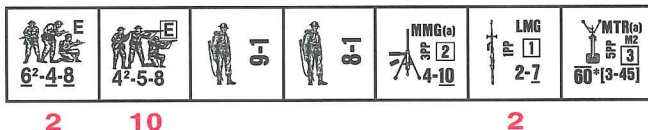
END



Elements of 3ème Compagnie, 1er Bataillon de Legion Etrangère, 1ère Division de Marche d'Infanterie [ELR :4] set up first in building P9 or O6 (see SSR 2):



2ème Compagnie, 1er Bataillon de Legion Etrangère, 1ère Division de Marche d'Infanterie set up last on/south of hexrow U:



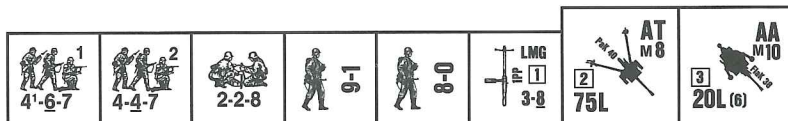
2

10

2



Elements of Panzergrenadier Regiment 67 [ELR: 3], set up second on/north of hexrow S [EXC: not in the Free French controlled building (see SSR 2)]:



4

4

2

2

### SPECIAL RULES:

- Due to the rain, no Smoke can be placed and all units must expend one extra MF per elevation change (up/down) unless using a paved road.
- The building selected for the Free French set up (either P9 or O6) is considered "fortified" and has a TEM of +4. The Free French control this building at start. Normal Captured Use penalties apply to the Free French use of the German MMG.
- German 4-4-7 squads have Assault Fire capability.
- Use British counters to represent the Free French forces.

**AFTERMATH:** The 1er Bataillon de Légion Etrangère (1st Battalion of Foreign Legion) launched an assault on Radicofani late in the afternoon the following day (June 18th). Led by Captain de la Hautière, 3rd Company stormed Castle Medicis, whose thick walls protected the 90-man German garrison. First Lieutenant Poirel, accompanied by three of his men, infiltrated the castle through a side window. Once their fortress was penetrated, the garrison quickly retreated to the cellar where they surrendered. While the Legionnaires secured the castle, battles for control of the rest of the town raged through its streets, with several German guns making their presence felt. Having finally mopped up the town by the end of the day, the brigade then stopped a vigorous, armor-supported counterattack at night fall. The next day the 1ère DMI continued chasing the Germans north until being relieved on the evening of June 20th in order to join the forces gathering in Naples for Operation Dragoon, the landings in the south of France planned for two months later.

# BAKING BREAD



## ASL SCENARIO S18

Scenario Adaptation: Ken Dunn and Brian Yousse



**RED BARRICADES, STALINGRAD, 25 October 1942:** Throughout the grueling month of October, determined and costly German assaults had steadily shrunk the Soviet defensive perimeter. By October 24, Panzer Division 14 had reached "Bread Factory #2" just to the south of the Barikady and commenced its assault the next day, only to be rebuffed by the fierce defensive fire of the 138th Rifle Division. The remnants of Motorcycle Battalion 64 were crouched in the ruins opposite the Bread Factory, slain and wounded leaders scattered about them. There seemed to be no way across the deadly street, but Sgt. Esser could no longer stand the tension. Screaming "Forward!" he led his twelve men out into the road and into the adjacent building.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Germans win at game end if they control buildings P2 and P3.

### BALANCE:

★ The Russian reinforcements enter on Turn 2.

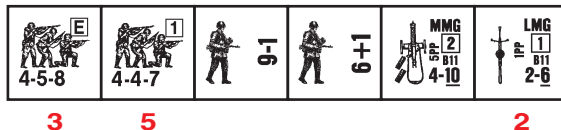
⚡ Add one 5-4-8 and LMG to the German at-start force.

### TURN RECORD CHART

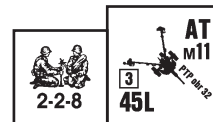
★ RUSSIAN Sets Up First	⚡ 1	⚡ 2	★ 3	4	5	6	END
⚡ GERMAN Moves First							



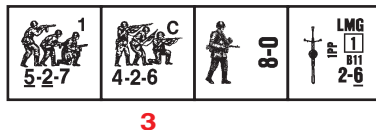
**Remnants of 768th Rifle Regiment [ELR: 3]** set up within 4 hexes of S5 with no more than one MMC (and any SW/SMC stacked with it) per location:



Set up within 4 hexes of S5 (may stack with another MMC):



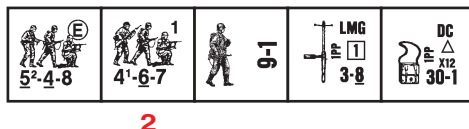
**Ad Hoc Reinforcements** enter on Turn 3 along east edge:



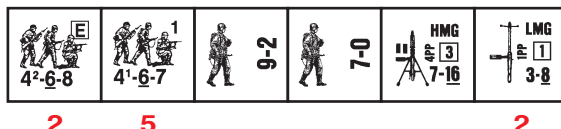
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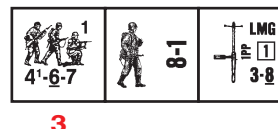
**Elements of Kradschützenbataillon 64 [ELR: 4]** set up in building/rubble (see SSR 1) within two hexes of N1 and on/west-of hexrow 0:



**Elements of Panzergrenadier Regiment 103** enter on Turn 1 along west edge:



**Elements of Panzer Division 14** enter on Turn 2 within 2 hexes of L7:



### SPECIAL RULES:

1. All woods and orchards are stone rubble. These hexes cost 3 MF to enter, have a +3 TEM, block LOS as if an inherent building (including along hex-sides), and are ambush terrain.
2. Russian elite and 1st-Line units receive a -1 drm to their Ambush dr.
3. The Russian 6+1 leader represents a commissar with a morale level of 10 and a leadership modifier of 0 to whom ELR can not apply. All Russian units stacked with this unpinned and unbroken commissar have their morale level raised by one and do not add the +4 DM DRM when rallying. The commissar

must attempt to rally each broken Russian unit stacked with him; any unit that does not rally is replaced by the next lowest quality unit; if no lower quality unit exists, the unit suffers casualty reduction.

**AFTERMATH:** Just before Esser's attack, Lt. Stempel led the grenadiers of the 103rd Panzergrenadier Regiment against the Bread Factory from a different direction. The Soviet defenders, distracted by this attack, didn't see Esser's cyclists until they were already in the cover of the Administrative Block. With Germans on both sides now, the Soviets were hard pressed. They were forced to fall back until reinforcements arrived in the form of rear echelon personnel pressed into service, including ferrymen from the nearby ferry landings. Thus bolstered, the Russians managed to stop the advance, but not before the Germans had captured an anti-tank gun, several machine guns, and an important toe-hold in the Bread Factory.



# PURPLE HEART LANE



## ASL SCENARIO S19

Scenario Design: Brian Youse



**VICTORY CONDITIONS:** The Americans win at game end by Controlling  $\geq 6$  buildings south of hexrow Z. For each German MMC which exits the map increase the number of buildings needed by 1 (see SSR 3).

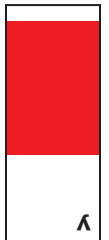
**CARENTAN, FRANCE, 12 June 1944:** Having secured the area behind Utah Beach, and with the 29th Infantry having captured Isigny, it was now up to the 101st Airborne to take Carentan to allow the linkup of the two American beach-heads. The 327th Glider Infantry Regiment would clear the area between Isigny and Carentan and attack the city from the east. The 502nd Parachute Infantry Regiment would have to attack over a causeway banked six to nine feet above the marshlands of the Douve that crossed four bridges over branches of the river and canals. Tough fighting got the 502nd over the fourth bridge outside of town, where they faced a series of determined German counterattacks until relieved by the 506th PIR. On the morning of June 12th, Colonel Robert Sink ordered the 506th's 2nd Battalion to attack into Carentan.

### BOARD CONFIGURATION:

### BALANCE:

✚ Replace one LMG with a MMG in the German OB.

☆ Add one BAZ 44 to the U.S. reinforcements.



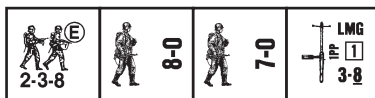
(Only hexrows L-CC are playable)

### TURN RECORD CHART

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



Elements of 6th Fallschirmjäger Regiment [ELR: 5] set up on/between hexrows X-S in hexes numbered  $\geq 2$  and  $\leq 8$  (see SSR 2):



2

2



Enter on/after Turn 1 along the south/east/west board edges from Q10-Q1:



4

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Elements of 2nd Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division [ELR: 5] set up in hex Z7:

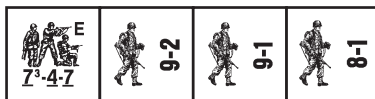
Set up in hex Z7:



Set up in hex CC7:



Enter on/after Turn 1 on hex CC7:



5



### SPECIAL RULES:

1. All grain hexes are flooded hexes and may not be entered by any unit nor do they act as an obstacle/hindrance. Smoke may not be placed in a flooded hex. The CC6 woods mass is considered Open Ground (ignore the woods illustrations).
2. The German at-start LMG must setup in separate hexes.
3. Beginning on Turn 4 German units may exit the map along the south/east/west board edges from Q10-Q1 during the MPh/APh.

**AFTERMATH:** A squad of men followed Lt. Harry Walsh into town, but, facing machinegun fire from the edge of town, the rest of his men froze in the ditches alongside the road. With Battalion HQ yelling encouragement from the rear, acting Company Commander Lt. Dick Winters jumped into the road and screamed for his men to follow. Having never heard Winters scream before, Easy Company quickly attacked down the road, distracting the enemy machinegun nest enough for Lt. Walsh and his men to neutralize it. As the 2nd Battalion entered town, the 327th also attacked from the east and met up with the paratroopers in the center of town. The trap was closed, and the objective secured, but few prisoners were captured. Oberst Friedrich von der Heydte commanding the 6th Parachute Regiment had pulled most of his men out of town the evening before, leaving behind one company to hold out while he prepared a counterattack from the west. The opposing paratroopers were not done with each other yet.

# JOSEPH 351



## ASL SCENARIO S20

Scenario Design: Ken Dunn



**POINTE DE CORSEN, FRANCE, 28 August 1944:** After D-Day many of the Ranger units were attached to VIIIth Corps as Corps reserve and assigned to mundane tasks such as Corps security and guarding POWs during the first operations on the Brittany peninsula. Task Force Arnold, formed from Companies A and C of the 2nd Ranger Battalion, was released from guard duty and ordered to advance west towards the Brittany coast to clear out German strongpoints along the way. Moving towards one such strongpoint, they discovered a Free French of the Interior (FFI) unit. Often times the Rangers worked with these units to augment their normal tactical organization. The FFI were sometimes unreliable and often armed with a variety of antique or captured equipment; their quality could be best described as unknown. After consultation, the Rangers decided to attack.

### BOARD CONFIGURATION:

N ➤



(Only hexrows R-GG on board v and W-GG on board u are playable)

### BALANCE:

☛ Exchange the German 7-0 for a 9-1.

☆ Reduce all VP values on Chart 1 by 2.

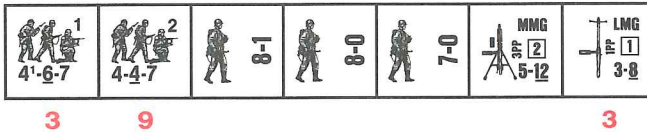
**VICTORY CONDITIONS:** The Allies win at game end by amassing  $\geq$  the Victory Points prescribed by SSR 1. Each German squad eliminated is worth 2 VP, each half squad is worth 1 VP, each "-1" SMC is worth 2 VP, each "-0" and "+1" SMC is worth 1 VP. In addition, the Allies win automatically at the end of Game Turn 4 if they control  $\geq$  30 hill hexes. All hill hexes are controlled by the Germans at the beginning of the game.

### TURN RECORD CHART

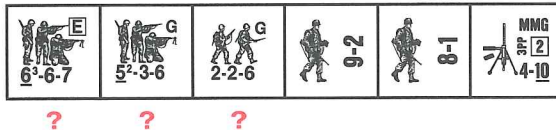
☛ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	END
☆ ALLIES Moves First									



Elements of XXV Corps [ELR: 2] setup on/north-of hexrow BB on board u and on/south-of hexrow V on board v:



Elements of Company A, 2nd Rangers, and members of the Free French of the Interior (FFI) forces [ELR: 5] enter on Turn 1 along the north edge:



Russian escaped and rearmed POWs setup on/south-of hexrow Z on board u:

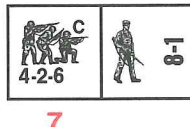


Chart 1

DR	6-6-7	5-3-6	2-2-6	VP
1	3	9	1	15
2	4	8	0	16
3	5	6	1	18
4	6	5	0	19
5	7	3	1	21
6	8	2	0	22

### SPECIAL RULES:

1. After German setup, the American player openly makes a die roll on Chart 1 to determine the number of units he receives and the victory points required to win.
2. The Germans may exit Good Order units off the south edge of board u starting Turn 5. Any German unit so exited will not count towards Allied victory point totals.
3. All Russian units may attempt self rally each Rally Phase.
4. The 5-3-6/2-2-6 Free French do not incur Inexperienced penalties and do not receive Smoke exponent capabilities. American 6-6-7s/3-4-7s are considered to have underlined Morale and thus not subject to ELR (5.1).

5. All hexes that depict only Brush terrain are considered Orchard hexes. Those hexes that depict Brush with other terrain features remain Brush.

6. Neither the Russian, nor the American/FFI, SMC may provide leadership DRM to MMC/SMC of the other nationality.

**AFTERMATH:** As luck would have it, the Rangers had also discovered that a group of escaped Russian POWs had armed themselves and were led by a man known only as Joseph 351. This group of Russian soldiers blocked the German retreat to the south and back into German lines. As the Rangers attacked from the west and north with the FFI, the Germans had no choice but to defend themselves. This time the Germans hung on and the Rangers pulled back. The next day, however, after a German patrol was killed to the man by the Russians, the Germans were talked into surrendering.



# CLASH AT BORISOVKA



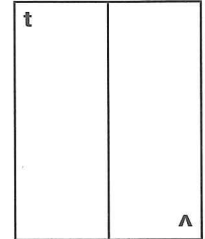
## ASL SCENARIO S21

Scenario Design: Kevin Meyer



**BORISOVKA, RUSSIA, 14 March 1943:** The German offensive to retake Kharkov put the Russian Voronezh Front in disarray. Shortages of fuel and ammo hampered the Russians. The situation got worse on March 13th when the Grossdeutschland Division attacked north of Kharkov along the seam between the 40th and 69th Armies. Penetrating deep into the Russian lines, the armor elements, including a company of Tigers, turned northeast in the direction of Tomarovka. The Russian command committed the 3d Guards Tank Corps to slow down the German advance.

## BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Russians win at game end if they eliminate more AFV than the Germans. Each Russian AFV exited off the south edge counts as an eliminated German AFV.

## BALANCE:

★ The Russians may use their full MP on Turn 1.

⚡ Exchange two *PzKpfw IVF2* for two *PzKpfw IVH*.

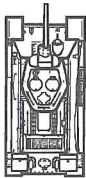
## TURN RECORD CHART

★ RUSSIAN Sets Up and Moves First

★ ⚡	1	2	3	4	5	END
-----	---	---	---	---	---	-----



Elements of 3rd Guards Tank Corps enter on Turn 1 along the north edge having already expended half their MP:



 <b>16</b> 11 6 <b>76L</b> 2/4 <b>4</b>	 <b>17</b> 11 6 <b>76L</b> 2/4 <b>6</b>
---	---



Elements of Panzer Regiment, Grossdeutschland Division enter on Turn 1 along the south edge:



 <b>12</b> 11 8 <b>88L</b> 3/5 <b>2</b>	 <b>14</b> 6 3 <b>75L</b> 3/5 <b>4</b>
---	--

## SPECIAL RULES:

1. None.

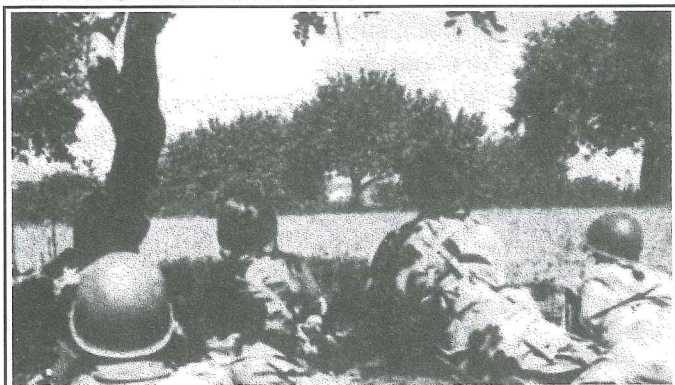
**AFTERMATH:** The T-34s of the Tank Corps engaged the panzers of the Grossdeutschland Division in a running fight between Borisovka and Tomarovka. Despite the many T-34 wrecks dotting the country side north of Borisovka, the Grossdeutschland's advance was temporarily halted. Having incurred heavy losses on March 23rd, Grossdeutschland was removed from the front lines for refitting, not to be committed again until the Kursk offensive in July.

# ANOTHER SUMMER'S DAY



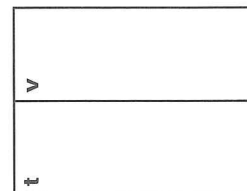
## ASL SCENARIO S22

Scenario Design: Janusz Maxe



**NISCEMI, SICILY, 10 July 1943:** To form a defensive zone ahead of the vulnerable beachheads, parts of the 82nd Airborne Division was dropped during the night before the main landings. But poor coordination, friendly AA fire and bad weather all made the operation a very difficult one. The paratroopers found themselves scattered far from their planned drop zones, but formed small isolated groups that harassed Axis patrols and lines of communications, according to their mission. The Germans had only one unit in the area, but quickly committed the reforming Herman Göring Panzer Division to battle, desperate to gain the initiative.

### BOARD CONFIGURATION:



### BALANCE:

☆ Remove one 2-4-7 and one 50\* MTR from Group 1 of the German OB.

⚡ Add a Turn to the scenario.

**VICTORY CONDITIONS:** The Americans win at game end if they have Good Order units with a LOS (disregarding Smoke hindrances) to any hexes of the road that runs vGG5-vX3-vQ10-tN3-tI1-tA6, provided that all those units can also apply a total of  $\geq 15$  FP (including use of their non-captured SW, but disregarding ROF, B#, and all PBF/TPBF extra FP) to hypothetical attacks vs. those same hex(es). A mortar counts for 4 FP, and a bazooka at a range of  $\leq 3$  counts for 8 FP.

### TURN RECORD CHART

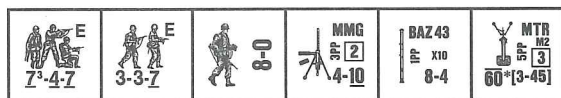
☆ AMERICAN Sets Up and Moves First

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



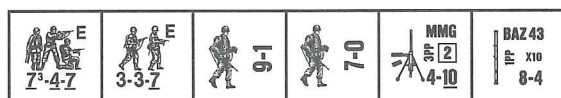
Elements of 504th Parachute Infantry Regiment [ELR: 5] setup first (see SSR 1):

Group 1:



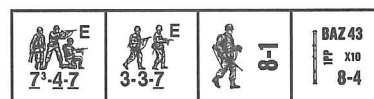
2

Group 2:



3

Group 3:

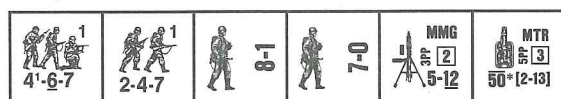


2



Elements of Herman Göring Division [ELR: 3] enter on Turn 1 and/or Turn 3 (see SSR 2):

Group 1:

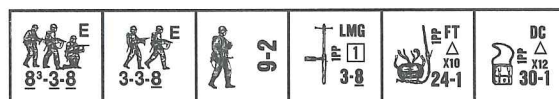


6

2

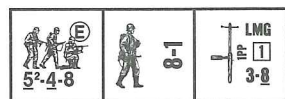
2

Group 4:



3

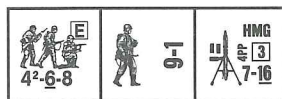
Group 2:



5

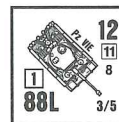
2

Group 3:



2

Group 5:



Group 6:



2

### SPECIAL RULES:

1. During setup the American player divides Group 3 in any way between Group 1 and 2. The American then divides Group 1 into stacks with no more than one MMC, SMC, and SW in each stack. The American player repeats this procedure with Group 2. The American player now picks a "rendezvous" hex for Group 1 and secretly chooses a different one for Group 2. Place a stack from Group 1 in the rendezvous hex and roll two dice, the colored die represent the direction (1 being north, 2 being 1 hex clockwise, and so on) and the white die represents the distance in hexes from the rendezvous hex that the stack is placed. Repeat this procedure until all stacks from Group 1 are placed. If the stack lands off board, place it on the nearest board edge hex. Any stack that lands off board starts the game pinned and CX.

2. The German player then secretly chooses 3 groups and their turn of entry. The German player may delay the entry of one or two groups until Turn 3. For every

group delayed until Turn 3, the German may bring on an additional group which also enters on Turn 3. The German player secretly records the hex along any board edge on which each group will enter. Each German group enters on Turn 1 or 3 on or adjacent to its recorded hex of entry. Multiple groups may enter at the same location. Groups may only be picked once.

3. The American player repeats the setup procedure for Group 2 that was done for Group 1 using the rendezvous hex previously recorded for Group 2.

**AFTERMATH:** Confused and cut off, the paratroopers nevertheless managed to stave off any serious threats during the 10th. Renewed attacks on the 11th would bring the German panzers to within a few miles of the exposed and congested beaches. As more paratroopers jumped over the area, and the Allied material kept flowing in, the counter-attack lost steam and ground to a halt, short of its objective.



# MONTY'S GAMBLE



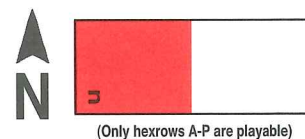
## ASL SCENARIO S23

Scenario Design: Ken Dunn and Brian Youse



**OOSTERBEEK, HOLLAND, 20 September 1944:** The British perimeter outside the city of Arnhem was steadily shrinking. Four days after dropping north of the Rhine, the paratroops and glidermen of the 1st Airborne Division were running critically short of supplies and men. The Germans were massing their forces, and it seemed that they would crush the perimeter before 30 Corps, the ground portion of the Market-Garden offensive, could reach them. With nowhere to go, the airborne troops did what they had been trained to do, defend the air-head.

## BOARD CONFIGURATION:



(Only hexrows A-P are playable)

**VICTORY CONDITIONS:** The Germans win immediately upon exiting  $\geq 17$  VP off the west edge. Each AFV with a functioning MA exited is worth 7 VPs (6 VPs if exited without a functioning MA), each squad exited is worth 2 VPs, each half squad exited is worth 1 VP, each "-1" SMC exited is worth 2 VP, and each "-0" and "+1" SMC exited is worth 1 VP.

## BALANCE:

● Add one LMG to the British OB.

⚡ Add one 7-0 to the German OB.

## TURN RECORD CHART

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

**Elements of 2nd Battalion, South Staffordshire Regiment [ELR: 4] set up on/between hexrows D through O (see SSR 1):**

4<sup>2</sup>-5-8  
**4**

2-2-8  
**2**

8-1  
**2**

8-1  
**2**

LMG 1  
 2-7  
**2**

PIAT 1  
 8-3  
**2**

AT M10  
 57L  
**2**

**Elements of Kampfgruppe Harder [ELR:3] enter on Turn 1 along the east edge:**

4<sup>1</sup>-6-7  
**4**

4-4-7  
**2**

2-4-7  
**2**

8-1  
**2**

8-0  
**2**

LMG 1  
 3-8  
**3**

105  
 13  
 8  
 3  
 -/-/2\*  
**2**

75L  
 13  
 8  
 3  
 -/4\*/1\*  
**2**

## SPECIAL RULES:

- All British units (and the weapons they possess) may set up hidden in non-Open Ground hexes, although Guns may not be hidden on a paved road. Record their hexes secretly. All such units (including Gun crews) are placed on the mapboard with their weapons when they fire or move or a German unit enters or attempts to enter their hex. If a German Infantry unit attempts to enter such a hex during the MPH, return it to its previously occupied hex, where it ends its movement.
- The 9-1 British SMC may use his leadership DRM to modify the TH DR of a 6-pdr AT gun, as if it were a SW, when he is stacked with the manning crew.
- Elite and 1st Line British MMC do not cower (3.2.2).
- The two *StuG III*(L) each start the game under a "CMG Disabled" counter.

**AFTERMATH:** The fierce battle that had been raging in the suburb of Oosterbeek seemed about to turn decisively in favor of the Germans. Armored vehicles had reached the front and were about to deliver the coup de grace to the South Staffordshire Regiment and cut the division off from the Rhine. Most of the six-pounder anti-tank gun crews had been wounded or killed in earlier battles. As the Germans approached, Lance Sergeant John Baskyfield manned one of the remaining guns and accounted for the lead vehicle. Severely wounded in his efforts, and with his own gun having been destroyed, he managed to crawl to another six-pounder and knock out another vehicle with his last breath, earning a posthumous Victoria Cross. Not knowing just how thin the Staffords were, the Germans withdrew for a short while allowing the British time to reform their lines. First Airborne was able to keep in touch with the riverbank, although German overwatch positions prevented daylight movement across it. With the failure of 30 Corps to reach Arnhem by September 25th, 1st Airborne evacuated the north bank during the night, withdrawing some 2,400 survivors across the river. Despite the heroism of the airborne troops, Monty's gamble had been a bust.

# SHERMAN MARCHES WEST

ASL SCENARIO S24

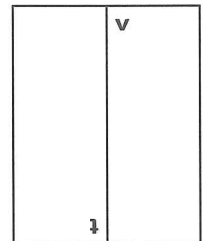
Scenario Design: Ken Dunn



**VICTORY CONDITIONS:** The Russians win at game end if they Control all building hexes located on board v between hexrows J and Q.

**KRUPKI, BYELORUSSIA, 28 June 1944:** Operation Bagration, launched by the Soviets on June 23, was turning out to be highly successful. German reports noted that the Russians no longer attacked as in the early days with masses of infantry across a broad front but instead employed concentrated groups of infantry supported by well controlled fire from heavy weapons with follow up forces available once favorable forward positions were established. In addition, the German high command did not believe that this was the major portion of the Russian summer offensive and refused to send strategic reserves immediately. Finally, however, the situation on the ground proved threatening enough that the 5th Panzer Division with Tiger tanks of the attached 505th Heavy Tank Battalion was sent to assist.

## BOARD CONFIGURATION:



## BALANCE:

✚ Add a 7-0 leader anywhere in the German OB.

★ The German reinforcements enter on Turn 4.

## TURN RECORD CHART

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



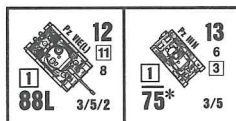
Elements of Army Group Center Security Forces [ELR: 3] setup anywhere:



6



Elements of Schwere Panzer Abteilung 505 and 5th Panzer Division enter on Turn 1 along east edge having already expended 1/2 of their printed MP:



Elements of Pionier Bataillon, 5th Panzer Division enter on Turn 3 along east edge:

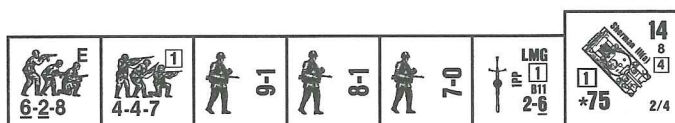


3

3

2

Elements of 3rd Guards Tank Corps [ELR: 3] enter on Turn 1 along west edge:



4

10

4

6



## SPECIAL RULES:

- German 8-3-8s and 5-4-8s Smoke exponent is increased by 2.
- German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s have their CCV increased by 1.
- Russian 6-2-8s/3-2-8s are considered to have underlined Morale and thus not subject to ELR (5.1).

**AFTERMATH:** As the Tigers arrived they advanced to contact with the 3rd Byelorussian Front near Krupki Railroad Station. The Russians with their lend lease Shermans had marched west in an effort to surround the demoralized and retreating elements of Army Group Center at Borisov. A sharp engagement occurred and while the experienced Tigers inflicted heavy casualties, they could not stop the capture of the station. Ultimately, the 505th destroyed 128 tanks of the 3rd Byelorussian Front over the following few weeks, but lost all 29 of its own Tigers in the process. The heavy losses to the Russians caused the relief of Marshal Pavel Rotmistrov, but not before the elimination of some 350,000 German soldiers, almost all of Army Group Center.



# EARLY BATTLES



## ASL SCENARIO S25

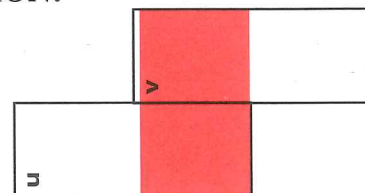
Scenario Design: Brian Youse



**VICTORY CONDITIONS:** The Germans win at game end if they control  $\geq 4$  buildings on board v and  $\geq 2$  German AFV are still mobile (neither eliminated nor immobile).

North of KAUNAS, LITHUANIA, 26 June 1941: Operation Barbarossa, the German assault on the Soviet Union, had started a few days earlier. In many places the German army had met with success, either routing or destroying the Red Army wherever encountered. The Germans were able to employ superior tactical expertise as well as a concentration of forces almost everywhere so as to advance quickly. This led to a surprisingly large amount of destroyed or captured enemy troops and material. The Red Army, though brave, in most cases simply did not have the experience or the material to withstand this onslaught. Occasionally, however, the Russians could match the Germans, and then the fighting was brutal and harsh, a taste of what was in store on the Eastern Front for a number of years.

## BOARD CONFIGURATION:



(Only hexes B-Q on board v and R-GG on board u are playable)

## BALANCE:

★ Delete a Turn.











⚡ Add a 7-0 to the German OB.

## TURN RECORD CHART

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

Elements of of 2nd Tank Division [ELR: 3] set up on board u in hexes numbered  $\leq 7$  and/or on board v:



 4-4-7	 4-2-6	 2-3-7	 2-2-8			 MMG 2-4-10	 LMG 1-2-6	 ATR 1-12	 MTR 50*[3-20]
--	--	--	--	--	--	---	---	---	--




8

2

2








2



 9 *152* 2/4 <sup>2</sup>	 23 45L -/4	 INF M8 76*
---	---	---

Elements of 6th Panzer Division [ELR: 4] enter on Turn 1 along the south edge:



 4-2-8	 4-1-6-7			 MMG 2-5-12	 LMG 1-3-8	 DC 30-1
---	---	---	---	--	---	---




4

8

3

2



 14 75* 3/5	 14 37 4/4	 14 20L(4) -/5
---	--	--

2

2

2

## SPECIAL RULES:

1. To represent its radioless condition, the Russian BT-7 M37 must make a  $DR \leq 8$  each MPH it wishes to move outside of its hex.

**AFTERMATH:** In one instance, the Germans, after a week of relatively easy victories, approached a small Lithuanian village amidst the forest. Army Group North was among the first Germans to encounter heavier Russian tanks. These monsters dwarfed the German AFVs, and it was quickly discovered they were not easily beaten with firepower. Turning to their tactical advantages of numbers, speed, and maneuverability, the German forces would often bypass these strong points and then reduce them at their leisure. That was not an option in this case. The German combined arms force struggled into the village and then wrested the village from the defenders with hand-to-hand combat. While the Germans were eventually able to destroy the larger Russian AFVs, it was not without cost, as the Russian tanks seemingly destroyed whatever they found in their gunights first.

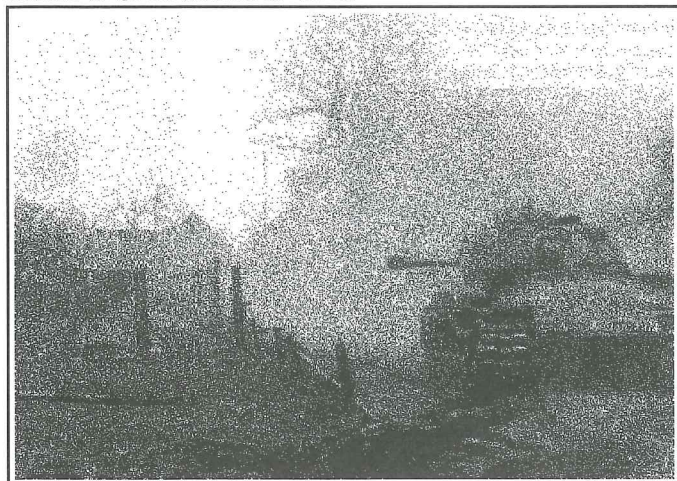


# LAST ALLY, LAST VICTORY



## ASL SCENARIO S26

Scenario Design: Pete Shelling



**VICTORY CONDITIONS:** The Germans win at game end if they Control  $\geq$  nine multi-hex buildings.

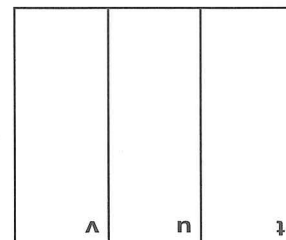
**PUSPOKLADANY, HUNGARY, 10 October 1944:** As the Red Army steam-rolled towards Hungary, heavy German tank formations were increasingly rare. By the end of September, Cavalry-Mechanized Group Pliyev had crossed the border near Oradea, and was threatening the agricultural center of Debrecen. To make matters worse for the Axis cause, many Hungarian units were beginning to defect to the Soviet side. The Germans needed a victory to stop this, and the 6th Armee under General Maximilian Fretter-Pico reformed with three Panzer Divisions (including a Tiger II Battalion) just as Marshal Malinovsky was driving into Hungary's northeastern plains with the three corps of Cavalry-Mechanized Group Pliyev. Neither side was aware of the other's disposition as Germany's campaign to save her last ally reached fever pitch.

### BOARD CONFIGURATION:

### BALANCE:

★ Delete the 8-0 SMC from the German OB.

⚡ Change the number of buildings in the Victory Conditions to 8 instead of 9.

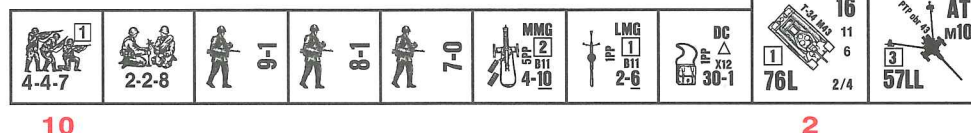


### TURN RECORD CHART

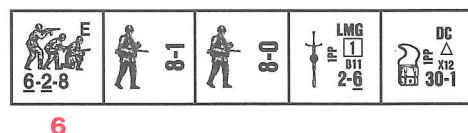
★ RUSSIAN Sets Up First	⚡ 1	★ 2	3	4	5	6	7	END
⚡ GERMAN Moves First								



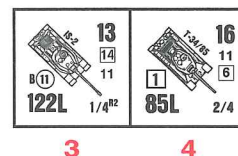
Elements of 33rd Rifle Corps [ELR: 3] set up on/south-of hexrow Y:



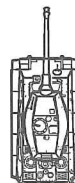
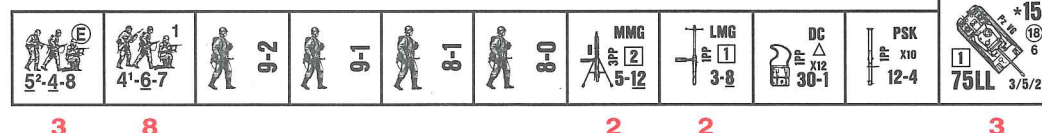
Elements of 6th Guards Tank Army set up  $\leq$  2 hexes of uZ5:



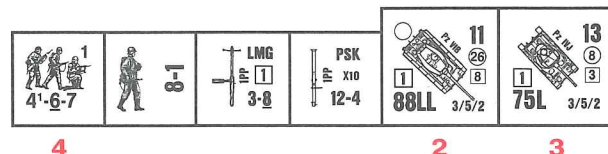
Elements of 71st Heavy Tank Regiment, 6th Guards Tank Army enter on Turn 1 along the north edge:



Elements of 1st Panzer Division [ELR: 3] (group 1) enter along the east edge (see SSR 1):



Elements of SchwerePanzerAbteilung 503 and 23rd Panzer Division (group 2) enter along the west edge (see SSR 1):



### SPECIAL RULES:

- Prior to setup, the German player secretly chooses which group will enter on Turn 1 and which will enter on Turn 2. Each group may only be selected once.
- Russian 6-2-8s/3-2-8s are considered to have underlined Morale and thus not subject to ELR (5.1).

**AFTERMATH:** The two attacks kicked off simultaneously, and the fluid movement made it difficult to assess just which side was the encircled and which the encircler. This, however, was the type of battle at which the Germans excelled, and after several days their tactical superiority began to show. Fighting would swirl and rage around Debrecen for several more weeks but in the end the Soviet drive on Budapest would be halted for the time being. The Wehrmacht victory, combined with reports of Soviet atrocities against the civilian population would keep much of the Hungarian army in the Nazi fold. Unfortunately, it only delayed their inevitable destruction, as the victory would not be repeated for the remainder of the war.



# STAND FOR NEW ZEALAND

## ASL SCENARIO S27

Scenario Design: Ken Dunn



**VICTORY CONDITIONS:** The Germans must control all multi-hex stone buildings on board u.

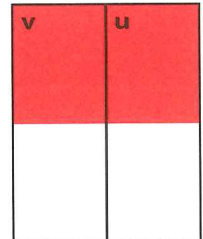
**GALATAS, CRETE, 25 May 1941:** The village of Galatas lay amid the heights overlooking the main east-west road into Canea, the capital of Crete which in turn guarded the entrance to Suda Bay, the natural harbor and the reason the British were on Crete in any strength. So important was Galatas to the German command, the mountain troops from the 5th Gebirgsjäger Division were ordered to frontally assault the position. Opposing the Germans was a scratch New Zealand force known to the British as the Kippenberger Brigade—the 10th New Zealand Brigade under Lt. Col. Howard Kippenberger, consisting of the remnants of two Greek regiments, the divisional cavalry, and the 1st Composite Battalion formed from stray gunners, sappers, and rear echelon troops such as the Supply Column and the Petrol Company. The latter had dug into the heights and appropriated several old Italian field pieces to cover the highway, awaiting the German assault.

### BOARD CONFIGURATION:

#### BALANCE:

✚ Replace the 9-1 and two 4-5-7s in the Commonwealth reinforcements with an 8-0 and two 4-4-7s.

⦿ Commonwealth Reinforcements enter on Turn 4 instead of Turn 5.



(Only hexrows A-P are playable)

### TURN RECORD CHART

✚ GERMAN Sets Up and Moves First	1	2	3	4	5	6	7	8	END
----------------------------------	---	---	---	---	---	---	---	---	-----



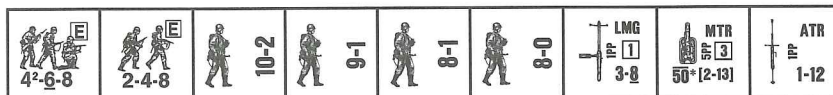
Elements of Kampfgruppe Ramcke [ELR: 5] set up in building uP2:



2



Elements of 2nd Battalion, 100th Regiment, 5th Gebirgsjäger Division enter on Turn 1 along the west edge of board v:



13

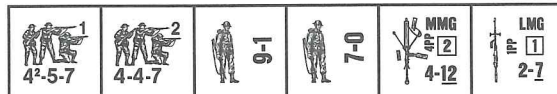
2

3

2



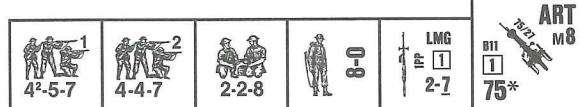
Elements of 10th New Zealand Brigade [ELR: 3] set up on board u in any hexes not in or adjacent-to building uP2:



2

4

Elements of Petrol Company, 10th New Zealand Brigade set up on board v on/between hexes numbered 5-8:



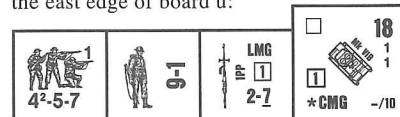
4

2

2

2

Elements of 3rd Hussars enter on Turn 5 along the east edge of board u:



2

2

### SPECIAL RULES:

1. The New Zealand MMC and SMC receive a -1 drm on any Ambush die rolls. Record the IDs of the 3rd Hussars to distinguish them.
2. Commonwealth crews and 1st Line MMC do not cower (3.2.2).
3. New Zealand crews do not pay Captured Use penalties when firing the Italian 75/27 ART.
4. During Turn 1 and Turn 2, a +1 DRM must be added to all fire attacks (To Hit for ordnance, IFT otherwise) made against the German Gebirgsjäger troops. This DRM does not negate FFMO, does not reduce the amount of residual firepower, and does not affect residual firepower attacks.
5. Despite the date, Grain is in season.
6. AFV may not enter a building hex.

**AFTERMATH:** Waiting until the bright sunlight was in the defenders' eyes, the mountain troops attacked up the hill. Paratroops under the command of Colonel Bernhard Ramcke (reinforced elements of the Luftlande Sturmregiment) on the left flank offered support from a church and its graveyard, bringing the Kiwis under constant machine gun fire. Although not well-trained as infantrymen, most of the Kiwis had used rifles in their civilian life. Many were marksmen and masters at the use of terrain for cover and concealment. Casualties amongst the attacking Germans were quite high. As the pace of the assault slackened, the Kiwis, great believers in the bayonet charge, forced the Germans to retire to their original start lines. Timely air support disrupted the Kiwis' attack, and the Germans surged forward again, lead by their able regimental commander Colonel Willibrand Utz. Amid the to and fro fighting over the course of the day, the British committed fresh troops and several tanks, eventually dislodging the Germans at the end of the day. The Germans would not gain Galatas until the next day, and only after the determined Kiwis had withdrawn to the east due to exhaustion and lack of supplies.

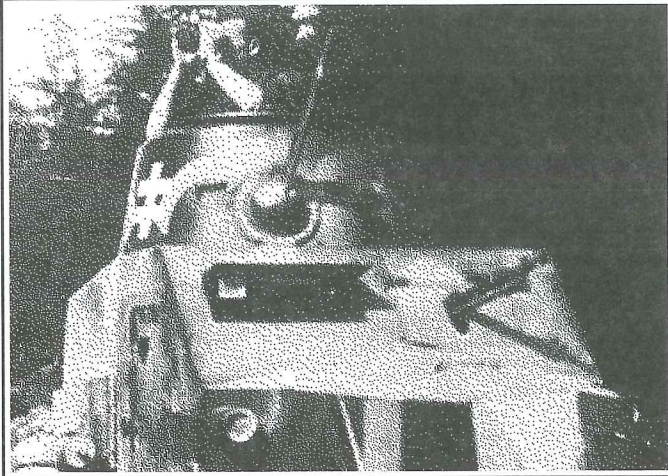


# ACROSS THE BORDER



Scenario Design: Buck Karpowitz

## ASL SCENARIO S44



**VICTORY CONDITIONS:** The Slovaks win at game end by amassing at least 6 VP. Buildings M7, M5, and K6 are worth 2 VPs each if Controlled, and each armored car exited off road hex P3 and/or P6 is worth 1 VP.

## TURN RECORD CHART

POLE Sets Up First	1	2	3	4	5	END
SLOVAKIAN Moves First						

**TYLICZ, POLAND, 3 September 1939:** The Germans invaded Poland on the morning of September 1. The newly independent state of Slovakia aided the Germans by offering free transit, the use of airfields, and three infantry divisions, although the Slovakian army was hastily mobilized and not totally prepared for war. The Slovakian Infantry divisions attacked in the disputed border region of the Carpathian Mountains. The Slovakian 2nd Infantry Division was assigned to capture the southern Polish towns of Nowy Sacz and Gorlice, but rapidly advancing German units captured the cities before the 2nd Division even crossed the border. In their first and only action of the campaign, at 0615 on September 3, elements of the divisional reconnaissance group took off to occupy the border town of Tylicz.

## BOARD CONFIGURATION:



(Only hexrows A-P are playable)

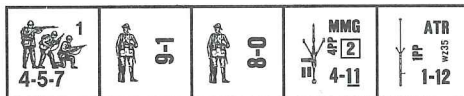
## BALANCE:

- Exchange three 4-5-7 squads with three 4-5-8 squads.
- Add two LMG to the Turn 1 Slovakian OB.



**Elements of Tylicz Garrison, Armia Karpaty [ELR: 3]** set up as noted (see SSR 1):

-hidden in any building and/or orchard hex(es) west of the road network I10-I9-G3-I3-I1:



3

-in any building hex within three hexes of L6:

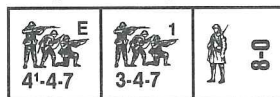


3



**Recon elements of 2nd Infantry Division [ELR: 2]** enter on Turn 1 as noted:

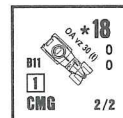
-along the east edge:



3

2

-on A5 or I10:



4

Enter on Turn 2 along the east edge:



5

## SPECIAL RULES:

1. The Polish player secretly records the locations of his hidden units. All such units are placed on the board when they fire, direct fire, use their leadership modifier, or move, or if a Slovakian unit enters or attempts to enter their hex. They are also placed on board if the Slovakian fires at their hex (as Area Fire) and any result except "NE" is obtained on the IFT. The hidden unit is affected by that result. If a Slovakian Infantry unit attempts to enter such a hex during the MPh, return it to its previously occupied hex where it ends its movement. If it does so in the APh, then it must undergo Close Combat and the hidden unit gets a -2 on the ambush dr if in a building hex. If a Slovakian unit attempts to enter during the RtPh, then the Polish unit is revealed and the Slovakian unit must attempt to continue to Rout along a different path although Low Crawl is no longer available. The Polish unit may reveal itself at any time.

2. Polish MMC have a +1 DRM for any PAATC.

3. Unless under Recall, any armored car that does not start the MPh adjacent to another armored car must make a DR less than or equal to 8 in order to start or move.

**AFTERMATH:** The Slovaks entered the Carpathian town of Tylicz with little resistance. The town was garrisoned by a variety of soldiers loosely subordinated to Armia Karpaty, including well trained frontier troops, national guardsmen, reservists, policemen, and other civil servants. The Slovakian armored cars set up in the center of town and waited for the dismounted cavalry to follow up. However, before the cavalry could make an appearance, Polish defenders damaged two armored cars. The Slovaks called it a day and retreated back across the border to Bardejvo, to return only after the hostilities ended, as an occupying force.



# CONTESTED SETTLEMENT



## ASL SCENARIO S45

Scenario Design: Buck Karpowitz



**VICTORY CONDITIONS:** The Poles win at game end by Controlling one or more multi-hex buildings.

**ZABRESE, POLAND, 5 September 1939:** The recently formed Slovakian state contested not only the treaty settlement of the border between Poland and Slovakia, but also the political authority over the settlements in the High Tatra in which many Slovaks lived. Following the German invasion of Poland on the morning of 1 September 1939, the Slovakian 1st Infantry Division met little resistance as it occupied some disputed villages and the High Tatra Polish town of Zakopane. Shortly after leading elements passed thru Zabrese on September 4th the Slovaks were halted by Polish artillery and elements of the 2nd Mountain ("Nowy Sacz") Brigade. The Nowy Sacz Brigade consisted of a mixed bag of units including the elite Padhale Rifles, KOP (Frontier Defense Corps) units, and army reservists. Helped by local civilians, the Poles planned a counterattack for the next morning.

### BOARD CONFIGURATION:

### BALANCE:

- ⊕ The Turn 2 Polish reinforcements enter on Turn 4.
- ☠ Delete one MMG from the Slovakian OB.



(Only hexrows K - GG are playable)









### TURN RECORD CHART

⊕ SLOVAKIAN Sets Up First	1	2	3	4	5	6	END
☞ POLE Moves First							



Elements of 3rd Battalion, 4th Regiment, 1st Infantry Division [ELR: 2] set up on board (see SSR 2):










 E 4'-4-7	 E 2-4-7	 2-2-7	 8-1	 7-0	 MMG 2 B11 4-10	 LMG 1 B11 2-7	 MTR M11 3 81* [2-55]
6	6		2	2	2	2	





Elements of 2nd Mountain Brigade, Armia Karpaty [ELR: 3] enter on Turn 1 along the north edge:



 E 4'-5-8	 1 4-5-7	 G 4-3-7	 1 2-3-7	 9-1	 8-0	 MTR 2 B11 46*[3-20]
3	5	2		2		

Enter on Turn 2 along the west or east edge (see SSR 1):

 E 4'-5-8	 8-1
2	

### SPECIAL RULES:

- Prior to Slovakian setup, the Polish player secretly records an entrance hex for the Turn 2 reinforcements. Units must enter on or within two hexes of the designated hex.
- No Slovakian squads, and no more than four half squads, along with any SW and Leaders setup with them, may setup on/north of hexrow CC.

**AFTERMATH:** The Poles were able to close quickly on the Slovakian position, but were repulsed after fierce close combat. The surviving Poles joined other elements of the Nowy Sacz Brigade and retreated east thru Galicea. The Slovaks advanced the following day but left the pursuit to the German units of the 14th Army. Eventually the 14th Army caught up with the 2nd Mountain Brigade while it was retreating toward the Rumanian bridgehead, and destroyed it at Krasno. As a result of their assistance to Hitler's invasion of Poland, the Slovaks were granted authority over the disputed border areas. The Slovakian government turned down Hitler's offer of the resort town of Zakopane, on the grounds that no Slovaks lived there. After the September campaign the Slovaks would go on to reorganize their military and assist Hitler again in 1941 when Germany invaded Russia.



# WHERE THE WINTER LINGERS



## ASL SCENARIO S46

Scenario Design: Ken Dunn



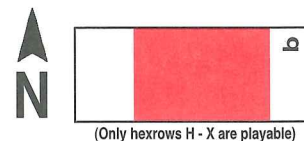
**VICTORY CONDITIONS:** The Russians win immediately upon exiting at least 7 VPs off the west edge. Each Squad exited is worth 2 VPs, each half squad is worth 1 VP, each "-1" SMC is worth 2 VPs, each "-2" SMC is worth 3 VPs, and each "0" or "+1" SMC is worth 1 VP.

## TURN RECORD CHART

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

**LAPLAND, FINLAND, 27 April 1942:** The war in Lapland had taken on a start and stop manner. The distances that men and machines had to travel were far too difficult to maintain for long and so the enemies would prepare for and then execute attacks with limited objectives. Combined with objectives that were few and far between, it made for a relatively static front. But as the general Soviet winter offensive of 1941-1942 elsewhere was petering out, the Soviet offensive in Lapland was just getting started. Thus, while it appeared to be a post script to the winter offensive, in reality it was an offensive unto itself.

## BOARD CONFIGURATION:

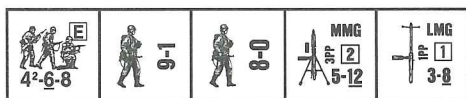


## BALANCE:

- ☛ Delete one 4-5-8 squad from the Russian OB.
- ★ Exchange the 9-1 leader in the German OB for an 8-0 leader.



Elements of Gebirgsjäger-Division 6 [ELR: 3] set up on/west of hexrow L with no more than 1 squad per hex:



7

2

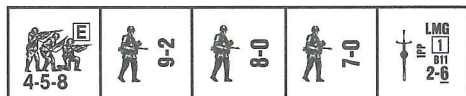
Enter on Turn 4 along the west edge:



2



Elements of 5th and 6th Ski Brigades [ELR: 4] enter on Turn 1 along the east edge:



14

## SPECIAL RULES:

- Due to deep snow, Road Bonus is NA, and all Infantry must pay an extra ½ MF per non-building or woods hex entered. Smoke is NA except in buildings.
- Hills do not exist and are instead woods conforming to the hill outline.
- Players check for falling snow at the start of their player turn by making a DR. If this DR is greater than or equal to 10, then falling snow is in effect. This adds a +1 hindrance DRM at ranges less than or equal to 6 hexes and a +2 DRM at ranges greater than or equal to 7 hexes. On a DR of 3 or less, the snow (and the hindrance) stops. It may start again on a subsequent DR of 10 or more. If it is already snowing, an additional DR of 10 or more has no effect. The falling snow does not impact residual fire or interdiction and does not negate FFMO.
- Due to the extreme fatigue on both sides, double time movement may not be declared after Turn 3. Starting on Turn 4, any time an MMC begins to move in its MPH, it must take a Task Check (which must be leader modified

if possible). If it passes the TC it may move normally. If it does not pass (and is not CX) it may move but is marked CX (although it does not receive the additional Movement Bonus); if it is already CX, it may not move in the MPH. If it fails this TC by more than its ELR, then it is broken, but not DM. Rout Phase or Advance Phase movement is not affected. The German reinforcements are not required to roll on their turn of entry. MMC must roll individually even if they are stacked together and must do so before removing any CX counter they currently have.

**AFTERMATH:** The Russians had committed an unprecedented amount of troops to the Lapland Front although by the standards of the huge distances and numbers of troops in more hospitable climes, the Lapland battleground seemed tiny by comparison. The Russians led off with ski troops to occupy the Germans' attention, and then landed Marines behind them in an amphibious landing. This could have spelled disaster for the Germans as the Russians were driving on the major supply base of Pechanga. "General" Winter was not done lingering in this part of the world, however, and the largest snowstorm of the season started during the attack, which forced the already exhausted Russians to withdraw. The front would remain static until Finland negotiated a separate peace with the Allies in 1944.



# NOT SO DISPOSED



## ASL SCENARIO S47

Scenario Design: Ken Dunn



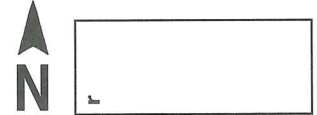
**VICTORY CONDITIONS:** The Americans win at game end if there are no unbroken Italian non-crew MMC in any multi-hex buildings, provided they have not lost more than 10 Victory Points. Each Squad or crew eliminated is worth 2 VPs, each half squad is worth 1 VP, each "-1" SMC is worth 2 VPs, each "-2" SMC is worth 3 VPs, each "-3" SMC is worth 4 VPs, and each "0" or "+1" SMC is worth 1VP. Each AT Gun or Mortar captured or eliminated is worth 2 VPs.

### TURN RECORD CHART

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

**GELA, SICILY, 10 July 1943:** The small city and port of Gela was at the center of the American landing beaches and therefore was an important target. General Patton, commander of the U.S 7th Army, wanted the 1st Infantry Division commanded by General "Terrible" Terry Allen to be the center of his line. Allen, who was also assigned the near impossible job of capturing the Ponte Olivo airfield several miles inland, turned to Colonel William Darby and his famous Rangers to take the town of Gela during the initial landings. It was a difficult task, but one that the tough and experienced Rangers expected to be able to handle with ease given that the town was thought to be defended by war weary, low grade Italian Coastal Defense units. It was hoped that these units would not provide much resistance.

### BOARD CONFIGURATION:



### BALANCE:












III Delete one DC and one BAZ 43 from the American OB.

☆ Delete two 3-3-6 squads from the Italian OB.



Elements of 429th Coastal Battalion, 18th Coastal Defense Brigade [ELR: 2] set up on/north of hexes numbered 8:














 3-4-6	 3-3-6	 2-2-7	 9-2	 8-0	 7-0	 HMG 3 6-12	 MMG 2 4-10	 LMG 1 2-5	 MTR 2 45*[2-13]	 ART M8 75*
10	10	2			2		2	6	2	2



Elements of Force X, 1st and 4th Ranger Battalions, 39th Combat Engineer Regiment, and 83rd Chemical Mortar Battalion [ELR: 5] enter on Turn 1 along the south edge:



 6-6-7	 7-4-7	 2-2-7	 10-3	 9-1	 8-1	 MMG 2 4-10	 BAZ 43 X10 8-4	 DC 30-1	 AT M12 37LL	 MTR M11 81* [3-75]
9	3	2			2		3	2		

### SPECIAL RULES:

1. All American Guns are assumed to have automatically passed any required Manhandling checks for Turn 1 assuming that at least a crew or more is making the attempt.
2. All 7-4-7s are considered Assault Engineers. This increases their Smoke exponents by 2. All American MMC are considered to have underlined morale.
3. The Italians may secretly pre-record any 6 building hexes within their setup area as "fortified." These building hexes receive an additional +1 to the regular TEM (i.e., a wooden building would be +3 and a stone building would be +4). The fortified nature of the building hex need only be revealed to the American player when it would make a difference to an attack versus a unit in that building or an American unit enters it. No unit may enter a fortified building hex containing an unpinning, Good Order enemy squad or equivalent (or more).
4. This scenario may be linked to S48. If playing in this fashion, record the remaining American units at the end of the scenario. These units then replace

the American OB listed on S48. If the Americans "win" this scenario, remove all the Italian pieces left, they are not used for the next scenario. If the Italians "win" this scenario, then the remaining Italian units are added to the next scenario in the positions they were in at the end. Broken weapons on either side are permanently removed. All melees still under a melee counter at the end of the game are resolved by rolling until one side or both are eliminated. Units are in Good Order at the start of the next scenario. All status markers are removed at the beginning of the second scenario. Americans may freely setup before the start of the second scenario as long as they do not setup in or adjacent to any Italian occupied hexes. The overall winner is the side that wins the second scenario.

**AFTERMATH:** Gela was in fact defended by Coastal Defense units. However, unlike most of these units, the 429th was not so disposed to surrender. Commanded by Major Rubellino, the 429th fought the Rangers for every building in the small city. For over 4 hours the Italians fought off the Rangers in the process suffering 45% casualties, with several positions dying to the man to prevent the Americans from gaining a foothold on Italian soil. However, the inevitable conclusion played out and the Rangers settled in to defend the town while the beaches were consolidated.



# CONVERGING ASSAULTS



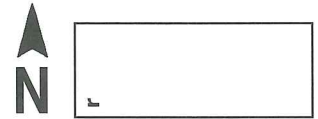
## ASL SCENARIO S48

Scenario Design: Ken Dunn



**GELA, SICILY, 11 July 1943:** The Rangers had taken Gela from the surprisingly resistant Italian Coastal troops. After assessing the situation Colonel Darby organized the remaining Rangers to defend the town from counterattack. And in fact the Italian high command had ordered a counterattack to begin at 6 A.M. It was to be a combined German-Italian attack with multiple columns converging on the city from two directions.

### BOARD CONFIGURATION:



### BALANCE:

☆ Delete one 3-4-6 squad from the Italian OB.

≡ Add two LMGs to the Italian OB.

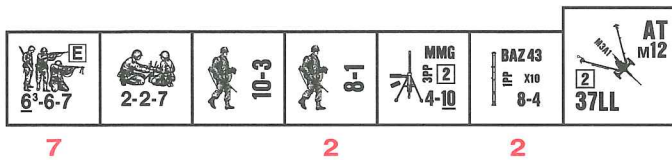
**VICTORY CONDITIONS:** The Italians win at game end by occupying any building hex with at least one Good Order squad (or two half squads).

### TURN RECORD CHART

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

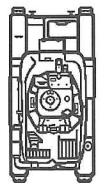
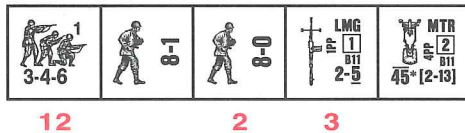


Elements of Force X, 1st and 4th Ranger Battalions [ELR: 5] set up on/east of hexrow M:



Elements of 1st Battalion, 33rd Infantry Regiment, Livorno Division, and *Gruppo Mobile E* [ELR: 2] enter on Turn 1 as noted (see SSR 1):

-on/within three hexes of A5:



-along the north edge on/between hexrows I and Q:



### SPECIAL RULES:

1. This scenario may be linked to S47. If playing in this fashion, use the recorded American units remaining at the end of that scenario instead of the above American OB. If the Americans "won" the previous scenario, no Italian pieces are carried forward to this scenario. If the Italians "won" the previous scenario, then the remaining Italian units and weapons are added to this scenario and set up in the positions they were in at the end of the previous scenario. Americans may not set up in or adjacent to those hexes. Broken SW from either side are eliminated. All units start in Good Order even if they were broken at the end of the last scenario. The overall winner is the side that wins this scenario.

**AFTERMATH:** Most of the Axis columns met some resistance from scattered groups of paratroopers while approaching the city and as a result failed to rendezvous. The Italian tank column of *Gruppo Mobile E* approaching from the north separated from its supporting infantry but still managed to break through and attack the Rangers in the city. Following closely, a column of Italian Infantry approached from the west. Darby led the attack against the tanks in a game of cat and mouse through the city streets shuttling a 37mm AT gun back and forth to help him hunt tanks. Meanwhile, the rest of the Rangers used chemical mortars and naval gunfire to disrupt the western infantry attack. Some few Axis squads made it to the edge of the city, but by evening the crisis was over and the Rangers were in full control of the town.



# COOKS, CLERKS, AND BAZOOKAS



## ASL SCENARIO S49

Scenario Design: Chris Olden



**VICTORY CONDITIONS:** The Germans win at game end by Controlling buildings O2, S6, and W8.

**MEXIMIEUX, FRANCE, 1 September 1944:** As the German 19th Army retreated up the Rhône River Valley towards Lyon, the leading elements of the American 45th Infantry Division bypassed the Germans on the east and came abreast of Lyon on 29 August. Units of the 45th captured two bridges over the Rhône and advanced 15 miles further north to the town of Meximieux. German General Wiese had hoped that Panzer-Division 11 would have secured or destroyed all the bridges over the Rhône east of Lyon before the Americans could reach them. Now, to protect the eastern flank of the 19th Army, Wiese ordered the 11th to dislodge the Americans from Meximieux.

### BOARD CONFIGURATION:

### BALANCE:

☆ Add one 6-6-7 squad to the American OB.

⚡ Extend the game length from 7 1/2 turns.



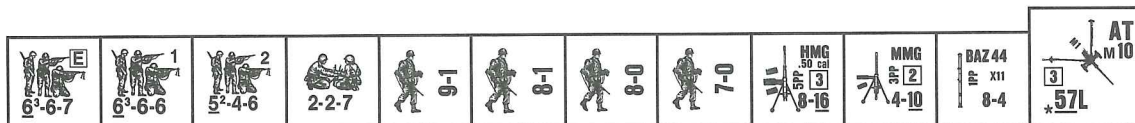
(Only hexrows M - GG are playable)

### TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	⚡ 3 ☆	4	5	6	7	END
⚡ GERMAN Moves First								



Elements of 179th Infantry Regiment, 45th Infantry Division [ELR: 4] set up south of the Y1-Y5-AA5-CC8-Y10 road (see SSR 1):



2

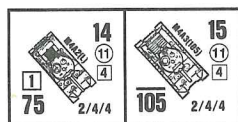
4

4

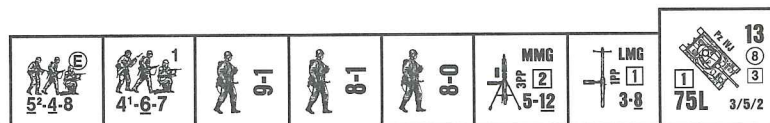
2

3

Armored Elements enter on Turn 3 along the south edge:



Elements of Panzer-Division 11 [ELR: 3] set up north of the Y1-Y5-AA5-CC8-Y10 road:



4

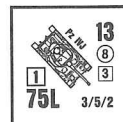
10

2

3

2

Enter on Turn 3 along the north edge:



### SPECIAL RULES:

1. The American may secretly record the location of 2 squads (and the weapons and SMC stacked with them) in woods, buildings, and/or orchard hexes. All such units are placed on the board when they fire, direct fire, use their leadership modifier, or move, or if a German unit enters or attempts to enter their hex. They are also placed on board if the German fires at their hex (as Area Fire) and any result except "NE" is obtained on the IFT. The hidden unit is affected by that result. If a German Infantry unit attempts to enter such a hex during the MPh, return it to its previously occupied hex where it ends its movement. If it does so in the APh, then it must undergo Close Combat and the hidden unit gets a -2 to the ambush dr if in a building or woods hex. If a German unit attempts to enter during the RtPh, then the American unit is revealed and the German unit must attempt to continue to Rout along a different path, although Low Crawl is no longer available. The American unit may reveal itself at any time.

**AFTERMATH:** While skirmishes went on between advance units of the Panzer Division 11 and the U.S. 45th Division outside of Meximieux, a strong infantry-armor force from the 11th bypassed the American units moving north and attacked the units of the 45th Division in reserve at Meximieux. The defense by the reserve companies of the 179th Infantry Regiment, including H.Q. clerks and kitchen personnel, repulsed the German attacks with bazookas, tank destroyers, and artillery fire. As units from the U.S. 157th and 179th Infantry Regiments began returning to Meximieux, threatening to cut off the German withdrawal routes, the Germans were forced to break off the attack.



# N-463



## ASL SCENARIO S50

Scenario Design: Chris Olden



**SEPPOIS, FRANCE, 21 November 1944:** The French 1st Army's mid-November offensive had pushed units to the Rhine River, but the Free French forces had not been entirely successful in crossing the many rivers and canals in the area around the Belfort gap. This situation left many of the advance units with tenuous supply lines. On November 20th, the German XIX Army launched a counter-attack intended to push the Free French back from the city of Belfort and cut off the Free French forces in the Belfort gap and at the Rhine river. For the counter-attack, the German commanders scraped together a force that included SS-Grenadier Division 30—a unit made up largely of conscripted Russians. Initially, the 30th SS was to be used for holding ground taken by the leading units. However, the pace of the lead units was so slow that the 30th SS was ordered to attack the town of Seppois, which sat astride the major French supply route, N-463.

### BOARD CONFIGURATION:



(Only hexows A - CC are playable)

**VICTORY CONDITIONS:** The Germans win at game end by having Good Order MMC or AFV with a LOS to the road that runs I1-K5-I6-I10, provided that those units (and their functioning, non-captured weapons) can apply a total of  $\geq 21$  FP to hypothetical attacks vs any hex(es) of that road configuration, disregarding ROF and all PBF/TPBF extra FP. A Shocked/UK AFV provides no FP. For an AFV's FP to count, the road hex must be within the AFV's CA; the MA is worth 16 FP if HE is not depleted and worth 2 FP if HE is depleted. A PSK is worth 12 FP but must be within 3 hexes of the target hex. Smoke hindrances do not count when calculating LOS to a target victory hex.

### BALANCE:

- ✚ Delete the 8-1 leader from the German OB.
- ✚ Delete one BAZ 44 and one MMG from the Free French OB.











### TURN RECORD CHART

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



Elements of 9e Division d'Infanterie Coloniale and Combat Command 2, 1er Division Blindée [ELR: 4] set up on/south of hexrow X:












 4-5-8	 2-2-8	 9-1	 8-1	 8-0	 MMG(a) 4-10	 BAZ 44(a) 8-4	 15 76L 2/4/4	 15 105 2/4/4	 AT M10 57L
8					2	3	3		



Elements of SS-Grenadier-Division 30 (2nd Russian) and schwere Panzerjäger-Abteilung 654 [ELR: 2] enter on/after Turn 1 along the north edge:



 5-4-8	 9-1	 8-1	 8-0	 7-0	 MMG 5-12	 LMG 3-8	 PSK 12-4	 *15 18 6 88LL 3/-
10					2	2		

### SPECIAL RULES:

- The Free French use British colored MMC, SMC, and SW. They use American colored Guns and Vehicles.

**AFTERMATH:** Troops from the French 9th DIC, with armor support from Combat Command 2 of the 1er DB, were deployed in Seppois to defend N-463, and the bridges over the Lague River. Initially, the Russians of the 30th SS closed on Seppois, supported by the Jagdpanthers of schwere Panzerjäger-Abteilung 654; but the French troops not only kept the Russians out of Seppois, they pushed them back north. For three more days, the Russians of the 30th SS continued to push home the attack against the French. Finally, on the 23rd, the 30th SS was forced to withdraw to avoid being cut off by the rest of the 1er DB. The French breakthrough at the Belfort gap was complete.



# ENTER THE YOUNG



## ASL SCENARIO S51

Scenario Design: Pete Shelling



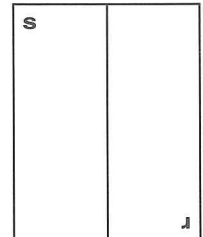
**MERODE, GERMANY, 29 November 1944:** The 1st Infantry Division had been in combat constantly since D-Day, and had experienced a casualty rate over 100% in those six months. New replacements were brought up and quickly became veterans or casualties themselves. By the end of November, Major General Clarence Huebner's "Big Red One" had fought all the way through the Huertgen Forest and into the towns along the edge of the Roer river plain. Hopeful for the end of fighting in the Huertgen "Death Factory," the 26th Infantry Regiment coordinated an attack on the medieval town of Merode. A few tanks made it through the forest to support the attack, only to be knocked out by mines. Still, Lt. Colonel Derrill Daniel's 2nd Battalion pressed forward against the fresh and motivated fallschirmjäger defending Merode.

### BOARD CONFIGURATION:

### BALANCE:

☛ Delete one MMG and one DC from the American OB.

☆ Delete the 8-1 leader from the German OB.



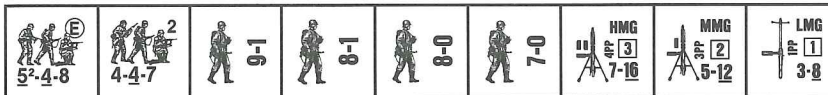
**VICTORY CONDITIONS:** The Americans win at game end by occupying hex(es) sH4, rP5 or both with a Good Order unit.

### TURN RECORD CHART

☛ GERMAN Sets Up First	1	2	3 <sup>☛</sup>	4	5	6	END
☆ AMERICAN Moves First							



Elements of Fallschirmjäger-Regiment 5 [ELR: 3] set up on board s south/west of the sQ10-sQ7-sZ6-sGG6 road:



5

5

2

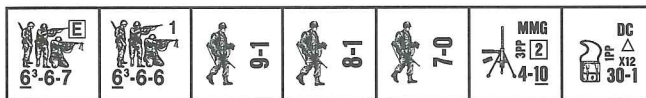
Enter on Turn 3 on/adjacent to either sQ10 or sI10:



3



Elements of 2nd Battalion, 26th Infantry Regiment [ELR: 3] set up north/east of the sQ10-sQ7-sZ6-sGG6 road:



4

11

2

3

2

### SPECIAL RULES:

1. No at start German MMC may setup adjacent to or stacked with another German MMC. Place a wrecked tank counter in hexes sS5 and sAA2.
2. Prior to all setup, the American player must secretly pre-record one of two areas for artillery bombardment, which is resolved as the first action of the Turn 1 American Prep Fire phase. The eligible areas are hexrows N,O, and P on board s or hexrows A-P (hexes 1 and 2 only) on board r. All German units in the bombardment area must take a Normal Task Check. Any German unit that fails is automatically pinned and any which fails and rolls a 5 or 6 on the colored die must begin the game broken and under DM. Any German unit which passes the NTC but rolls a 5 or 6 on the colored die roll begins the game marked CX. No other penalties apply to this Task Check.
3. The Germans may use Panzerfausts (4.4.2).

**AFTERMATH:** Although most of them were but 17 or 18 years old and paratroopers in name only, the young fallschirmjäger fought like veterans, with energy the tired GIs of the 26th could not match. Falling back through the winding streets of the old village, the teenage troopers sprung their trap. A counterattack led by Oberstleutnant Becker came through the town behind the Americans. This combined with German artillery now falling into the Huertgen forest denied Colonel Daniel's men reinforcements or relief. Once cut off, companies E and F were annihilated during the night and next day. Only one patrol of 15 men escaped back to U.S. lines under cover of darkness. On November 30th, Col. Daniel and the rest of the 26th were pushed back into the forest, which had once again earned its nickname.