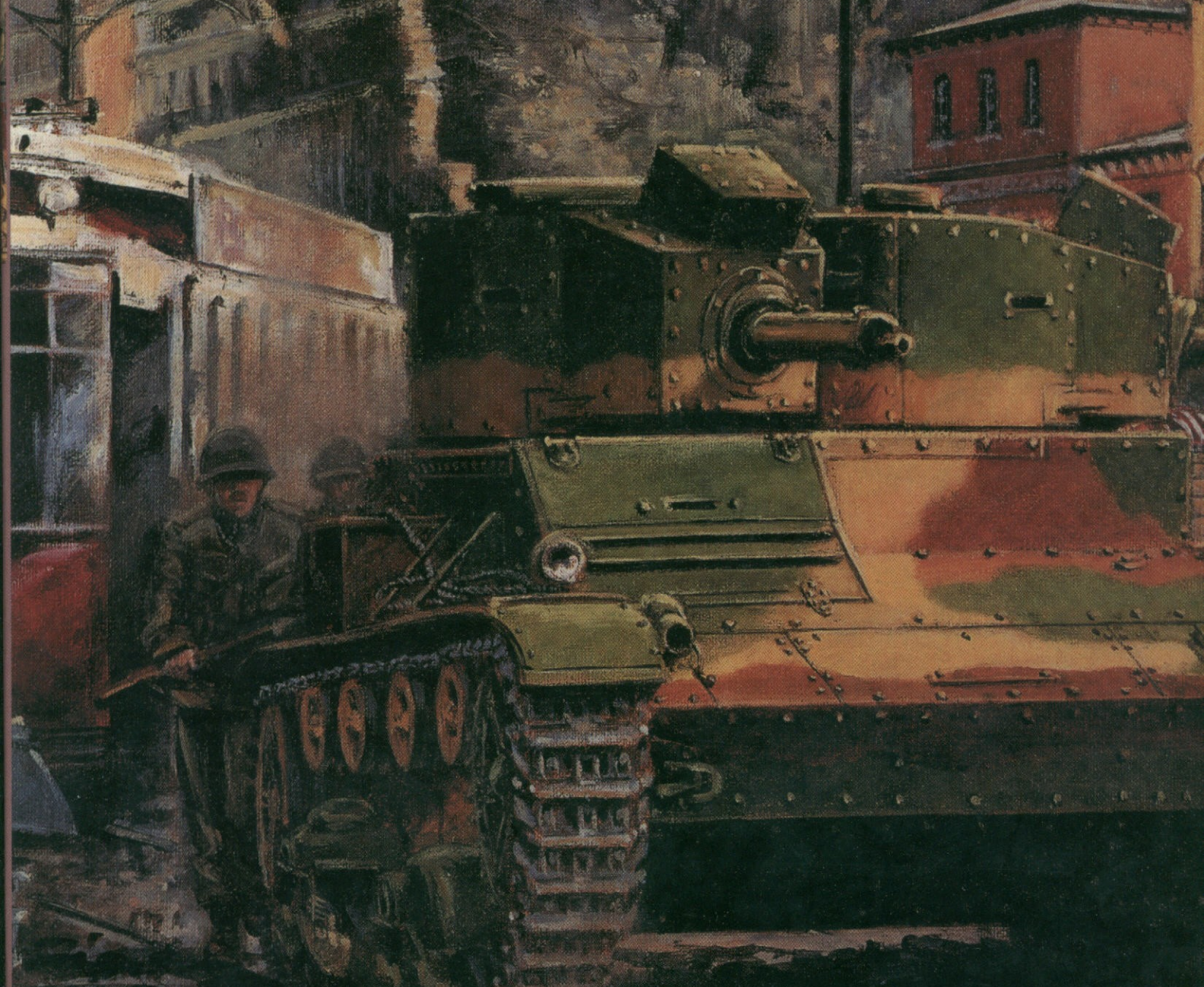


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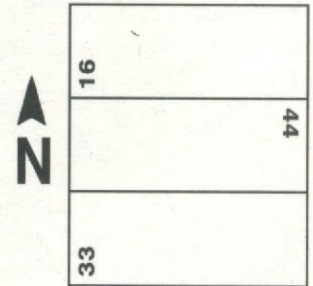
ASL SCENARIO 83

Scenario Design: Curt Schilling



Western outskirts of PIOTRKOW, POLAND, 5 September 1939: Despite the spirited opposition of Poland's Army Lodz and the still-mobilizing Army Prusy, the German 1st and 4th Panzer Divisions drove deep into the heart of Poland. As the panzer divisions continued their assault, heading straight for the town of Piotrkow, the Polish general staff attempted to organize order out of the chaos and launched a counterattack by Army Prusy.

BOARD CONFIGURATION:



BALANCE:

- ✚ Add one PzIIIIF to the German OB.
- ☒ Add one 7TPjw to the Polish OB.

VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 10 VP more than the Poles. In addition to CVP, the Germans receive Exit VP for vehicles exited off the south edge of board 33.

TURN RECORD CHART

SIMULTANEOUS Set Up	1	2	3	4	5	6	END
☒ POLE Moves First (See SSR 2)							

Elements of the 2nd Light Tank Battalion enter prior to Turn 1 along the south edge of board 33 (see SSR 2): {SAN: 0}

6

3

Elements of the 1st and 4th Panzer Divisions enter prior to Turn 1 along the north edge of board 16 (see SSR 2): {SAN: 0}

2

3

3

2

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the northwest at start.
2. Prior to setup, stand an extra board between the players. Both players then setup simultaneously and conduct a movement phase with all units having expended half their normal MP (AC have expended 3/4). After all movement has been completed, remove the extra board and proceed with Turn 1 RPH for the Polish player.
3. Crew Survival (D5.6) is NA.

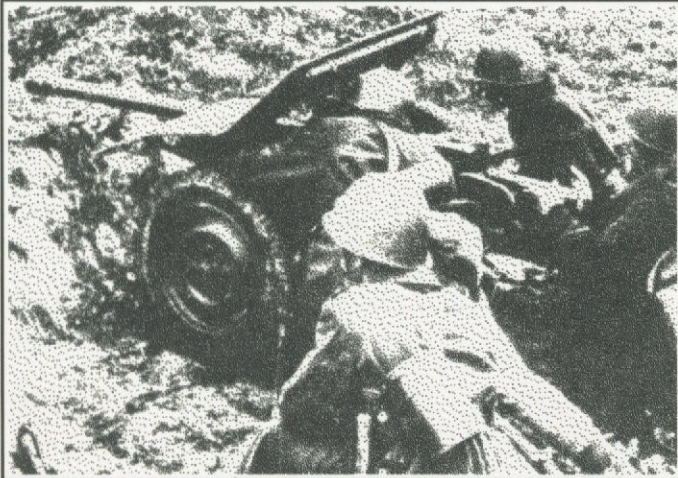
AFTERMATH: During the morning, the first major tank battle of the war developed on the western outskirts of town. The Polish 2nd Light Tank Battalion turned away the panzer spearheads, inflicting serious losses on the Germans while losing only two tanks itself. Despite such success, the Polish command failed to use their armor effectively, instead parceling it out in a piecemeal fashion. Regardless of such local setbacks, the German forces continued to utilize their tactical doctrine of "concentration of force" to divide and conquer the Polish Army.

ROUND ONE



ASL SCENARIO 84

Scenario Design: Jeff Harris and Curt Schilling



VICTORY CONDITIONS: The Germans win at game end if they Control more stone building hexes south of road 45Y1-Y2-BB3-Y7-20Y10 than the Poles provided the Poles have not amassed ≥ 50 CVP. (Recalled German vehicles are considered eliminated for these CVP purposes.)

OCHOTA DISTRICT, WARSAW, POLAND, 8 September 1939: A little more than a week after the invasion of Poland, German units of the 10th Army were at the gates of Warsaw. Despite some panic and confusion, the citizens were urged to help with anti-tank ditches and defenses. The 4th Panzer Division, which had already lost a quarter of its armor, had played an important role in splitting apart Army Lodz and Army Krakow. It was now tasked with penetrating the city in the Ochota district although not well-suited to the task. Awaiting these forward elements were guns and soldiers of the Polish 29th Infantry Division. They had moved into the district the previous evening and the guns were aimed over open sights to cover the area's avenues with a deadly crossfire. The war's first contest over Warsaw was about to begin.

BOARD CONFIGURATION:

BALANCE:

- In the Victory Conditions, change "more" to " ≥ 5 more".
- ♣ Add a German MMG and a 9-1 Armor Leader to the German OB.



20	45

(Only hexrows R-GG are playable)

TURN RECORD CHART

■ POLISH Sets Up First [139]	♣	1	2	3	4	5	6	7	END
♣ GERMAN Moves First [185]									

Elements of the 29th Light Artillery Regiment and elements of the 29th Infantry Division [ELR: 2] set up on/south of hexrow U on board(s) 20/45 (see SSR 5): {SAN: 5}

13

5

2

2

10

2

3

6

3

Elements of Panzer Regiments 35 & 36, 4th Panzer Division and elements of the 217th Infanterie Division [ELR: 4] enter on Turn 1 along the north edge of board(s) 20/45: {SAN: 3}

5

12

2

4

3

2

3

3

2

SPECIAL RULES:

1. EC are Moist, with no wind at start.
2. All buildings are Single Story (B23.21).
3. Polish elite and 1st Line squads have Assault Fire (A7.36) capability.
4. The German 5-4-8s/2-3-8s are considered Assault Engineers (H1.22).
5. The Polish may Fortify seven building Locations (tunnels are N/A) (B23.93). All Polish Guns *must* set up in Fortified building Locations. Polish units in Fortified Locations are Fanatic (A10.8). The Polish player may use HIP for one squad-equivalent and all SMC/SW set up with it.

6. Vehicular crews may not voluntarily Abandon (D5.4) their vehicles.

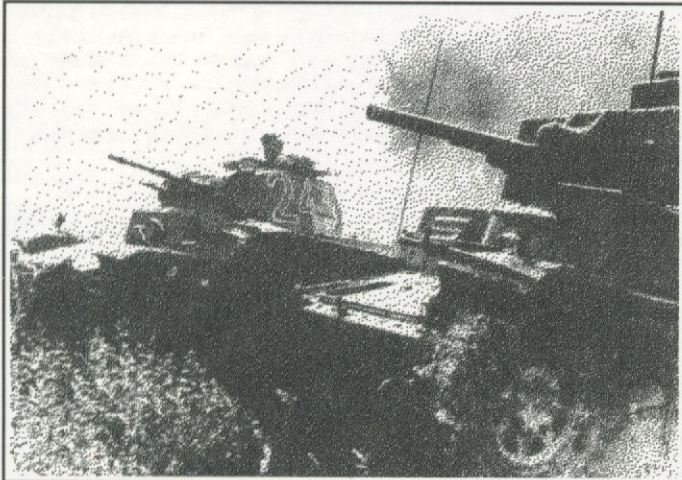
AFTERMATH: The urban terrain was not well suited for the German armor of the 35th and 36th Panzer Regiments. Make-shift roadblocks made out of over-turned tramway cars blocked the streets, while anti-tank guns and artillery pieces covered key intersections, well camouflaged and amply supported by infantry. German losses were heavy as the blitzkrieg swiftly ran into the reality of attacking a well-defended city. The Polish counterattack at Bzura eventually drew off the forces attacking Warsaw, and it would be another week before the German army again concentrated on the Polish capital.

NO WAY OUT



ASL SCENARIO 85

Scenario Design: *Pedro Ramis*



PILATKA, POLAND, 9 September 1939: As *Kampfgruppe Dittfurth* was cutting their only path of retreat towards the Vistula, the trapped Poles of Army Prussy became more and more desperate in their attempts to break through the encirclement. As darkness approached, the Poles launched yet another attack to attempt to break out towards Warsaw. The attack began successfully, pushing down the only road in the area, with the Poles breaking through the German pickets near the small town of Pilatka.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Poles win at game end by Controlling ≥ 6 buildings on board 42.

BALANCE:

- ⊕ The NVR is 6.
- ⊖ The NVR is 2.

TURN RECORD CHART

⊕ GERMAN Sets Up First [0]	1	2	3	4	5	6	7	8	END
⊖ POLISH Moves First [144]									

Elements of Kampfgruppe Dittfurth, 3. Leichte Division (Motorized) [ELR:3] set up on/east-of hexrow N: {SAN: 3}

 4'-6-7	 2-2-8	 8-1	 7-1	 3-8	 50* [2-13]	 37L MG(9)	
8		3					

Enter on Turn 4 along the east edge of board 42:

 4'-6-7	 1-6	 3-8	 37L 4/4	 20L(4) -/5
3		2		

Elements of the 12th Infantry Division and the 2nd Light Tank Battalion, Army Prussy [ELR: 3] enter on Turn 1 along the west edge of board 42: {SAN: 2}

 4-5-7	 8-1	 8-0	 7-0	 2-2	 2-2	 D11 20L
18		2		2		4

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Night rules (E1.) are in effect with a NVR of 4. The Poles are the Scenario Attacker and the Germans are the Scenario Defender (E1.2). The Majority Squad Type of the Poles is Normal; that of the Germans is Lax.
3. All buildings are Single Story (B23.21).
4. Polish elite and 1st Line squads have Assault Fire (A7.36) capability.

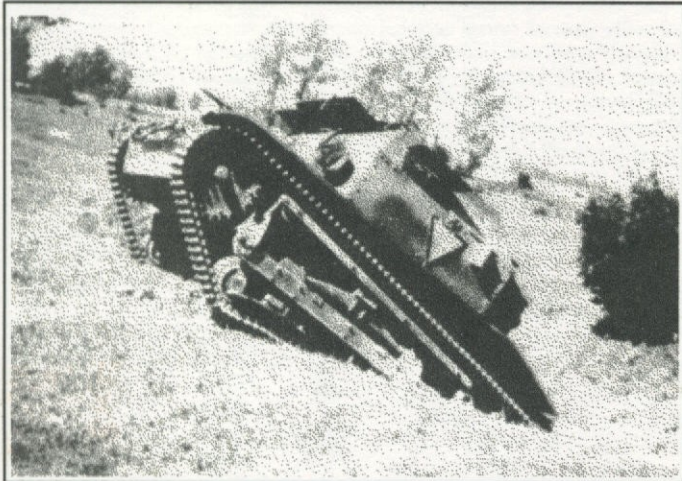
AFTERMATH: The Polish attack seemed like it was going to succeed in breaking the German lines and giving Army Prussy the corridor it needed to escape encirclement when the Germans committed their armored element to stem the tide. The German armor attacked relentlessly, and stopped the momentum of the Polish attack. Army Prussy would have to continue its attempts to break out of the German encirclement the next day.

FIGHTING BACK



ASL SCENARIO 86

Scenario Design: Multi-Man Publishing



LECZYCA, POLAND, 9 September 1939: Polish General Tadeusz Kutrzeba was given permission for an attack to the south by Army Poznan. The aim was to cover the retreat of Army Pomorze. The attack used the 25th, 17th and 14th Infantry Divisions and the Podolska and Wielkopolska Cavalry Brigades. General Kutrzeba hoped to disrupt the German attacks toward Warsaw and retake Leczyca, northwest of Lodz, in the process. Warsaw and Army Lodz would gain valuable time.

BOARD CONFIGURATION:



	44
22	
	45

VICTORY CONDITIONS: The Polish win at game end by Controlling buildings 45M7, 45T5, 45R4, and 45J5.

BALANCE:

- ✚ Exchange the German 9-1 for a 9-2.
- Exchange four Polish 4-3-7s for four 4-5-7s.

TURN RECORD CHART

✚ GERMAN Sets Up First [136]	1	2	3	4	5	6	7	8	9	10	END
■ POLISH Moves First [148]											



Elements of the 26th Infanterie Regiment, 30th Infantry Division [ELR: 3] set up on board(s) 22/45: {SAN: 4}



1 4'-6-7	1 2-2-8	1 5-1	1 6-1	1 7-1	3 7-10	1 3-8	3 50* [2-13]	1 1-12	7 morale	3 37L HQ[9]
12	2					4	2	2	10	2



Elements of the 25th Infantry Division [ELR: 2] enter along the north edge of board 44 on/after Turn 1: {SAN: 2}



E 1 4'-5-8	1 4-5-7	G 1 4-3-7	1 5-1	1 6-1	1 8-0	1 7-1	2 3PP	2 48mm	7	1 20L	*15 0	1 2/-	*15 0
4	8	8					2	2				5	

Elements of Cavalry Brigade Podolska enter on/after Turn 4 along the west edge on/between hexes 22A6-45GG5:

1 4-5-7	1 8-1	2 3PP	1 8-1	1 20L	*15 0	22 *AAMG -/15*
6					2	2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All multi-hex buildings on board 22 are Two Story Houses (B23.22) with an inherent stairwell in every hex. Treat all stream hexes (including bridges therein) as Level 0 Open Ground [EXC: roads still exist].
3. The Germans may use HIP to set up one squad-equivalent and all SMC/SW set up with it.
4. Civilian (only) Interrogation (E2.4) is allowed. The Poles are considered to be in a friendly country, and the Germans in a hostile country.

5. Polish elite and 1st Line squads have Assault Fire (A7.36) capability. The Poles receive one module of battalion mortar 80+mm OBA (Smoke and HE).

AFTERMATH: General Gerd von Rundstedt could not get the covering forces for his northern flank that he had wanted and his two northern most divisions, the 30th and 24th Infantry Divisions, were stretched thin. The Polish attacks began on the evening of 9 September and lasted for most of the next day. German defenses broke down in total disorder with both divisions retreating. More than fifteen hundred prisoners from the 30th Infantry Division were taken.

GOOD NIGHT, SWEET PRINCE



ASL SCENARIO 87

Scenario Design: *Tim Hundsdorfer*



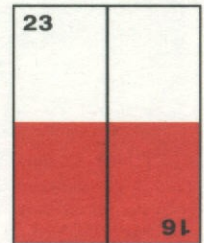
HADERSLEV, DENMARK, 9 April 1940: The invasion of Denmark was part of Operation Weserübung, the effort to secure the vital ore mines in Norway. Strong German motorized forces crossed the border early in the morning of April 9th. The small Danish garrison units near the border took up the fight against German forces ten times larger. Several German armored cars were damaged or destroyed, and the Germans soon learned to fear the 20mm guns mounted on Nimbus motorcycles poised for ambush at every major road intersection. By the time the Germans had reached Haderslev 60km north of the border, they had the tanks in the forefront.

VICTORY CONDITIONS: The Germans win at game end by having ≥ 21 VP of Good-Order-Infantry/Mobile-AFV-(with some functioning MA/MG) west of the canal (counted as CVP).

BOARD CONFIGURATION:

BALANCE:

- ☒ Add a Nimbus to the Dutch OB, entering on Turn 4 along the west edge of board 23.
- ☒ Increase Game Length to 7 1/2 turns.



(Only hexrows A-P on board 16 and R-GG on board 23 are in play)

TURN RECORD CHART

☒ DANISH Sets Up First	☒ 1	☒ 2	☒ 3	☒ 4	☒ 5	☒ 6	☒ 7	END
☒ GERMAN Moves First [117]								



Elements of the mobilizing 4th Company, 3rd Battalion and Gun Company of the 2nd Regiment [ELR: 1] set up on any whole/half hex of board 23 (see SSR 3): {SAN: 2}



1 4-5-7	G 4-3-7	2 2-2-8	BT	BT	3 6-12	2 4-11	1 2-6	3 37L	2 *20L(6) [60]	dr = MF CC: +1/-1
4	2	2								2

Enter on Turn 2 along the west edge of board 23:

 24
MB
2
B11*
*20L(6) -/12


Elements of Infanterie Regiment 401, Infanterie Division 170 [ELR: 3] enter on Turn 1 along the east edge of board 16: {SAN: 2}



1 4-2-6-8	1 4-1-6-7	2 4-4-7	BT	BT	BT	1 3-8	9-1	14 3 1 2 20L(4) -/5
2	7	3				3		2

Enter on Turn 4 along the south edge of board(s) 16/23, east of the canal:

 14
3
1
2
20L(4) -/5

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the southeast at start.
- All buildings are Single Story Houses [EXC: hex 23Y7 contains a Steeple Location at both Level 1 and Level 2 (B31.2)]. All roads are paved (B3.).
- The Danish 37mm Bofors AT Gun has a B# of 10, must set up concealed in a road hex (as must the M-35 AT Gun), and any Danish crew manning it is Fanatic (A10.8). Boresighting is NA.
- Surrender may not be refused (i.e., a surrendering unit may not be eliminated thereby invoking No Quarter (A20.3)). Danish personnel surrender on a final Heat of Battle DR ≥ 9 . German units suffering ELR are not Replaced but instead become Disrupted (A19.12).

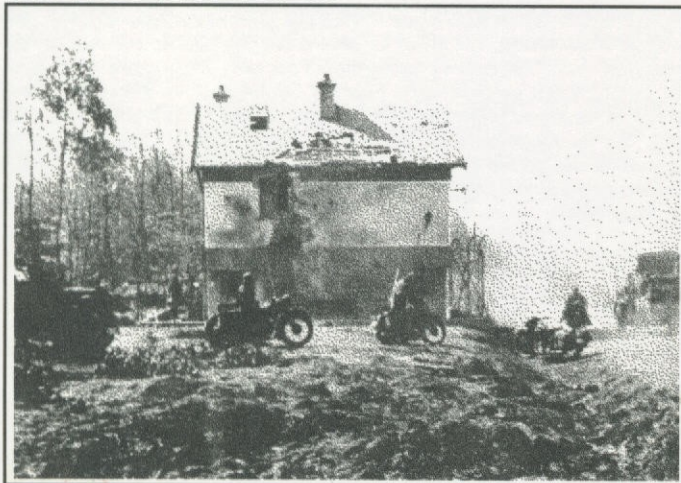
AFTERMATH: Three companies were present in Haderslev, augmented by mobilizing army reserves—the largest Danish force to see combat. The local commander set up a strong defence along the canal, which split the town in two. Action commenced when several approaching German tanks were engaged by the crew of an anti-tank gun positioned out in the open on the road just south of the canal; the crew kept on firing until overrun. The Germans were stopped at the canal but soon slipped by amidst Danish confusion over the cease-fire ordered by the government. By the time things were straightened out, the Germans were racing north to catch up with the paratroopers who had just captured the airport at Aalborg, vital to the invasion of Norway.

ART NOUVEAU



ASL SCENARIO 88

Scenario Design: *Phillipe Léonard*



MONT-LE-BAN, BELGIUM, 10 May 1940: Rommel's 7th Panzer Division had bypassed the 3rd Regiment of the *Chasseurs Ardennais* and the German forward elements soon bumped into units protecting the Belgian southern flank. This lightly-held part of the Belgian defense was occupied by units of the 10th Motorcycle Company, which had been scattered into three different defensive strongholds. The 3rd Platoon, led by Lt. Coeurderoy had set up on the edge of a forest near Mont-le-Ban while the 1st Platoon, supported by a T-15 tank, was defending a parallel route a bit farther south. The remaining forces of the company were located around the regiment's HQ. At 1440, German motorcyclists appeared on the road immediately triggering fire from Coeurderoy's platoon.

BOARD CONFIGURATION:



(Only hexrows A-P on board 32 and R-GG on board 3 are playable.)

VICTORY CONDITIONS: The Germans win at the end of any Game Turn if they have amassed ≥ 12 VP and have cleared the roadblock. VP are awarded for units exited off the west edge of board 32 (EXC: Prisoners do not count double). However, Infantry CVP accumulated by the Belgians are deducted from the German VP total. See also SSR 4.

BALANCE:

- ⊙ Add one Belgian MMG to the Initial OB.
- ⊕ Extend the game length to 8 1/2 turns.

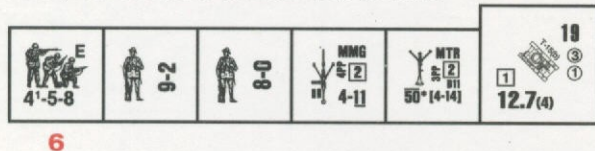
TURN RECORD CHART

⊙ BELGIAN Sets Up First	⊕	1	2	3	⊕	4	5	6	7	8	END
⊕ GERMAN Moves First [120]											



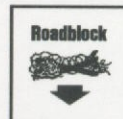
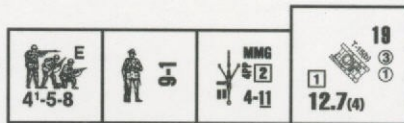
Elements of the 10ème Compagnie motorcyclists, 3e Regiment de Chasseurs Ardennais [ELR: 3] set up within five hexes of 32E5 (see SSR 2, SSR 4, and SSR 5): {SAN: 3}

set up unconcealed in 32A4:

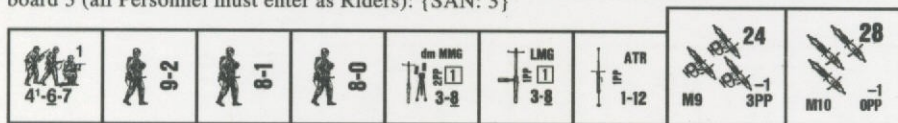


set up in 32J3 across the J3/K3 hexside:

Additional force pool (see SSR 4):



Elements of the Kleinschmidt Kompanie, Krafradschützen Battalion 7 [ELR: 4] enter on Turn 1 along the east edge of board 3 (all Personnel must enter as Riders): {SAN: 3}



Elements of 2 Kompanie, Panzer Regiment 25 enter on Turn 4 along the east edge of board 3:



SPECIAL RULES:

1. EC are Moderate, with no wind at start. All roads are Paved. Shellholes do not exist. Kindling is NA.
2. The Belgians may Deploy freely during set up after final OB selection (SSR 4). Belgian elite and 1st Line squads have Assault Fire (A7.36) capability.
3. The Germans receive Air Support in the form of one '39 FB without bombs.
4. Before setup, the Belgian player must determine his final OB by openly selecting three cards from a deck of 10 (5 red & 5 black). Each red draw forces the Belgian player to delete one counter from his initial onboard OB. Each black draw allows the Belgian player to choose one additional counter from the additional force pool to add to his at-start OB. Additions and deletions are secretly recorded immediately after each card is drawn. For every red card drawn by the Belgian, the German VP requirement is increased by 2. For every black card drawn by the Belgian, the German VP requirement is reduced by 1.

5. Belgian AFV may set up in woods using HIP. Such units are revealed as if they were HIP Guns (A12.3). All other Belgian units may set up using HIP if in Concealment terrain. Belgian AFV may not leave their setup hex on Turn 1.

AFTERMATH: The chasseurs' stronghold was well set up on both sides of the road, which was further cut by a roadblock; but Coeurderoy's platoon was understrength. Rommel, in his grand style, was right on the spot among the front line troops. One motorcycle platoon was sent south to a small hill to fix the Belgian fire while the two other platoons bypassed the position on the north. Rommel also directly intervened to send three reluctant light tanks forward on the attack. A German aircraft soon came into the fray forcing the out-manuevered and overwhelmed Belgians into a quick retreat. However, even after this withdrawal, the Germans were still blocked by the impassable road. Rommel then ordered the battalion to use the forest fire cuttings to reach the main road. Despite numerous felled trees and bogs, the Germans were soon on their way to Chabrehez.

PRIDE AND JOY



ASL SCENARIO 90

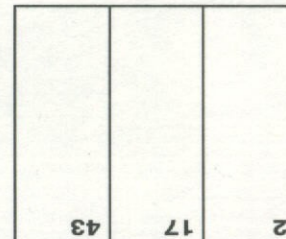
Scenario Design: *Scott Hölst*



VICTORY CONDITIONS: The Greeks win at game end by Controlling more building hexes than the Italians provided there are no Good Order Italian units on/adjacent to the road running 43Q1-43R3-43M6-43Q10.

KORITSA, GREECE, 17 November 1940: On October 28th, the Italian Army erupted across the Greek border in an attempt to add Greece to the New Roman Empire and to show Mussolini's fellow fascist, Adolf Hitler, that Italy, too, could launch a blitzkrieg attack. Mussolini's tactically-bankrupt command had not, however, anticipated the tenacity of the Greek people to resist the Italian onslaught. By the end of October, the Italians had captured the Greek town of Koritsa near the Pindus mountain range—only six miles into Greek territory. The Greek general Papagos realized the importance of Koritsa. A successful thrust there might break through to Thessalonika and cut off all of western Thrace.

BOARD CONFIGURATION:



BALANCE:

☪ Remove two 4-5-8s from the Greek OB.

☪ Increase Game Length to 11 turns.

TURN RECORD CHART

☪ ITALIAN Sets Up First [118]	☪	1	2	3	4	5	6	7	8	9	10	END
☪ GREEK Moves First [277]												



Elements of the 8th Alpini Regiment [ELR: 2] set up anywhere in the playing area: {SAN: 2}

E 4'-4-7	1 3-4-7	2-2-7	8-1	8-1	7-1	6-1	3 BIT 6-12	2 BIT 4-10	1 BIT 2-5	2 SPR 1-12	2 BIT 45*[2-13]	?
8	8							2	4			10



INF BIT 1 M10 65*	Foxhole 5 OVR, ORA: +4 Other: +2
8	

Elements of the 47th Infantry Division enter on Turn 5 along the west edge of board 43:

1 3-4-6	8-1	7-1	2 BIT 4-10	1 BIT 2-5	2 BIT 45*	2 SPR 1-12
8						



Elements of the 1st Cavalry Regiment and 10th Reconnaissance Battalion [ELR: 3] enter on Turn 1 along the east edge of board 2: {SAN: 4}

E 4'-5-8	1 4-5-7	2-2-8	9-1	8-1	8-0	7-0	2 BIT 4-10	2 BIT 4-10	1 BIT 2-5	2 SPR 1-12
16	8	3				2		2	3	

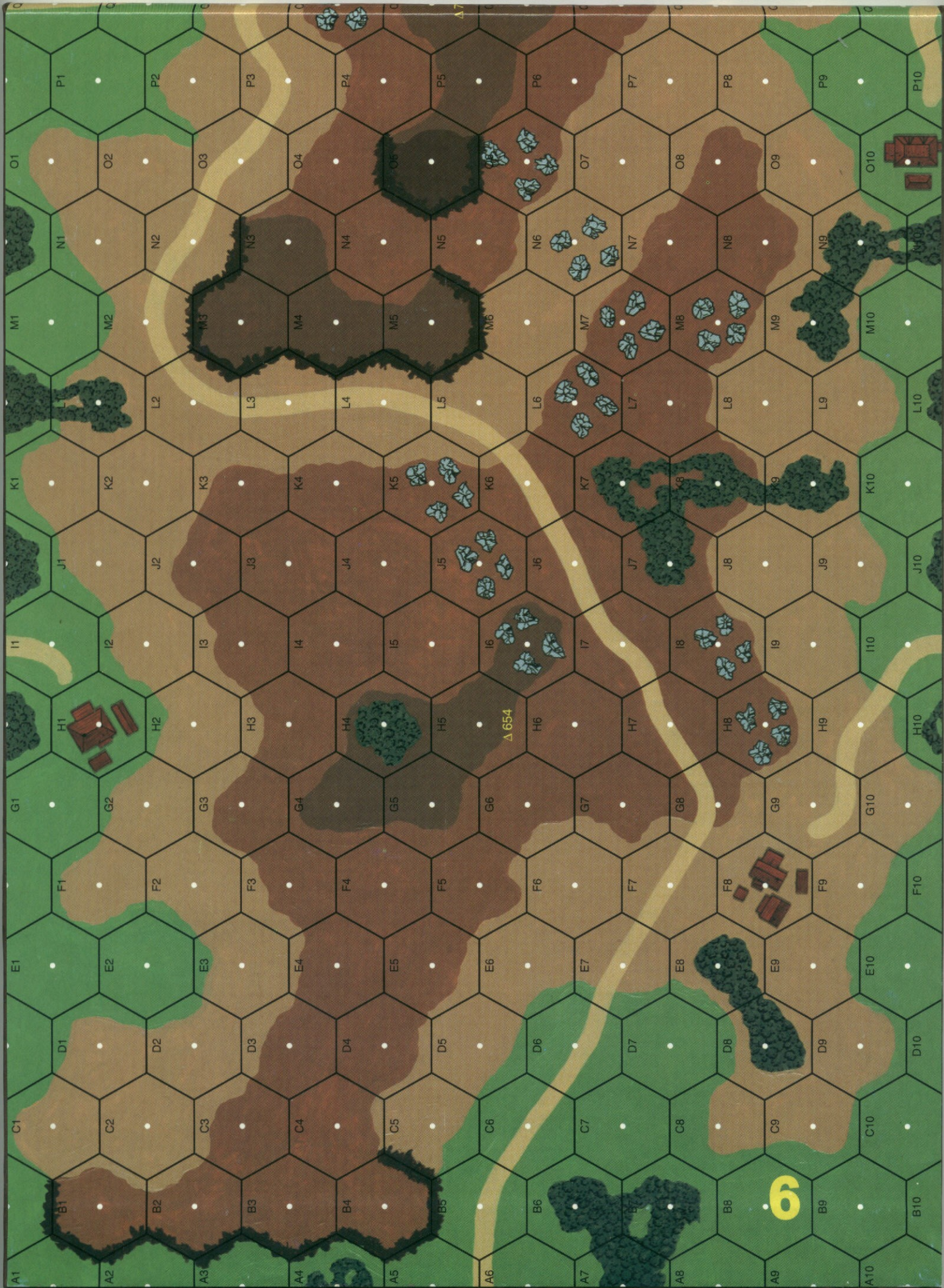


13 BIT 1 0 +BMG 4/-	ART M9 75*	6 ★ CS 4 T7 15PP	12
3	3	3	24

SPECIAL RULES:

- Weather is Ground Snow (E3.72), with Wet EC and no wind at start. Orchards are Olive Groves (F13.5). All buildings are Single Story (B23.21).
- The Greeks suffer Ammo Shortage (A19.131).
- Boresighting is NA.
- Greek AFV crews are considered Inexperienced (D3.45).

AFTERMATH: Under General Papagos, the Greeks launched a series of counterattacks cutting the main road out of Koritsa and threatening to isolate the Italian 9th Army. By capturing positions northwest of Koritsa and steadily exerting even more pressure, the Greeks threatened not only the Italian forces along the coast but the last remaining road out of Koritsa to the west. The Italians reinforced Koritsa with remnants of the 3rd Alpini Division, a mere day before the final Greek assault began, spearheaded by armor imported from Italy before the war. The Italian 9th Army resisted desperately, but Mussolini's pride and joy—the Army of the Po—fell, along with the town, to the II Greek Army on November 22nd after both roads west of Koritsa had been cut. The next day, the last Italian soldiers were driven off of Greek soil.



6

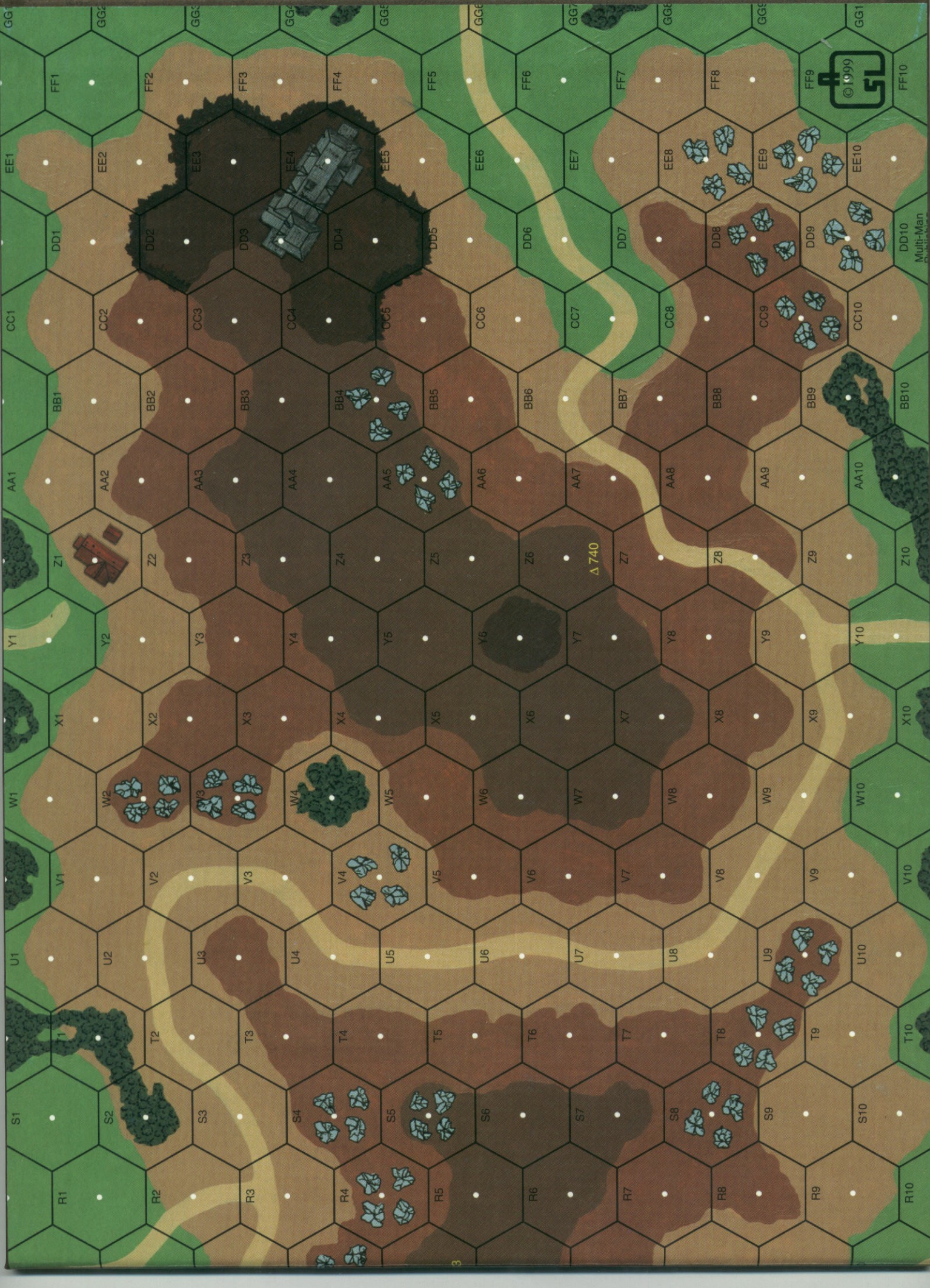
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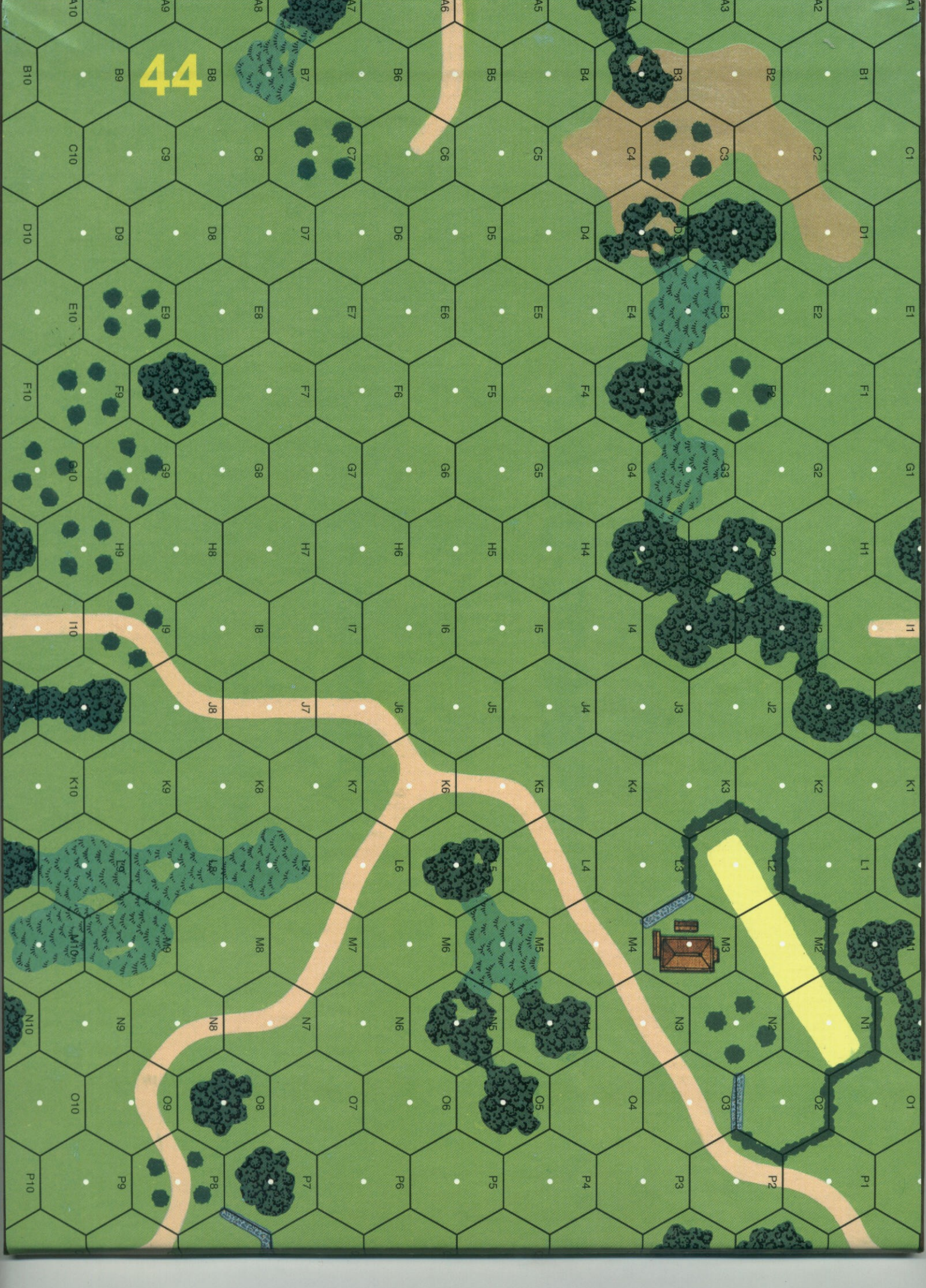
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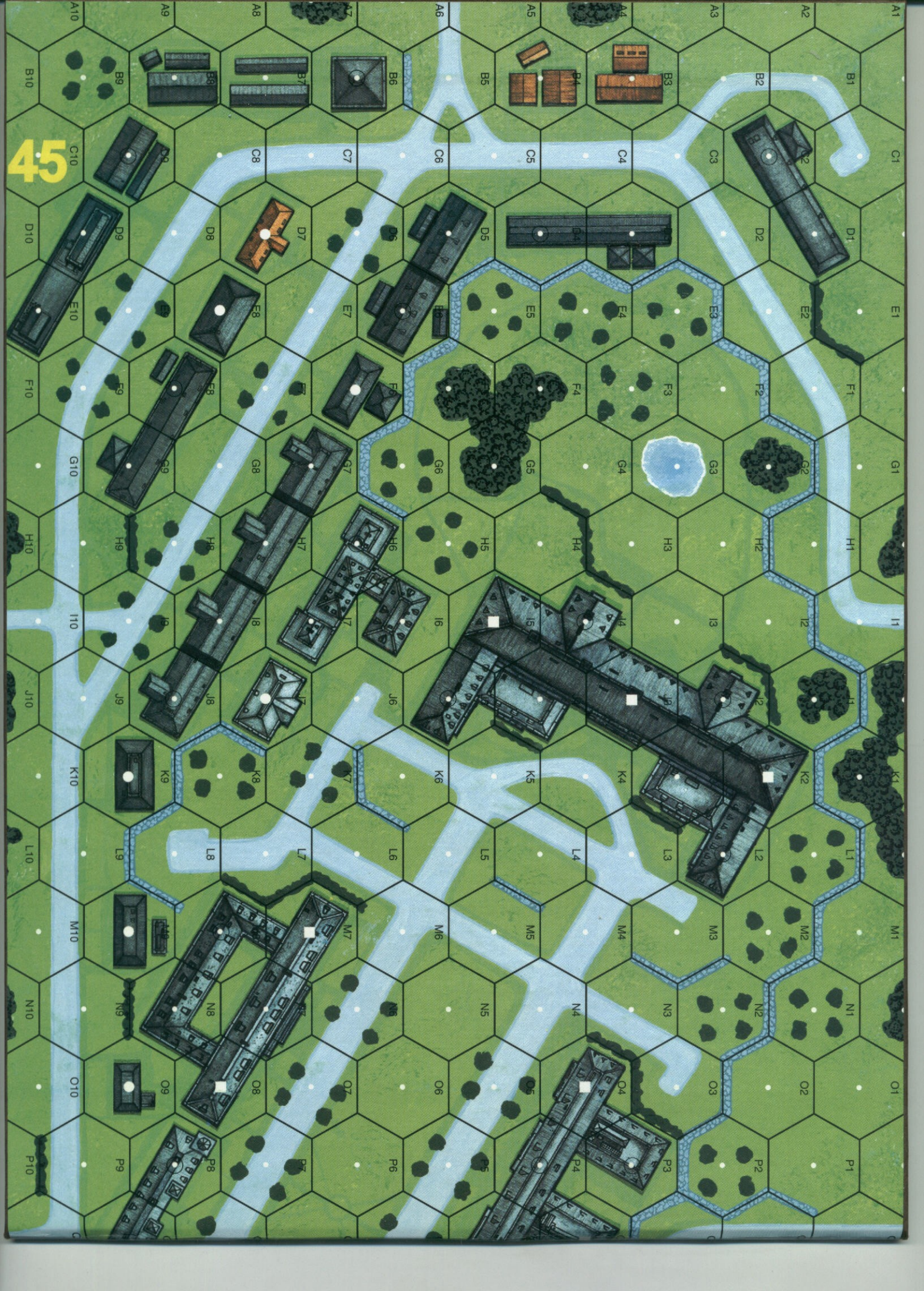
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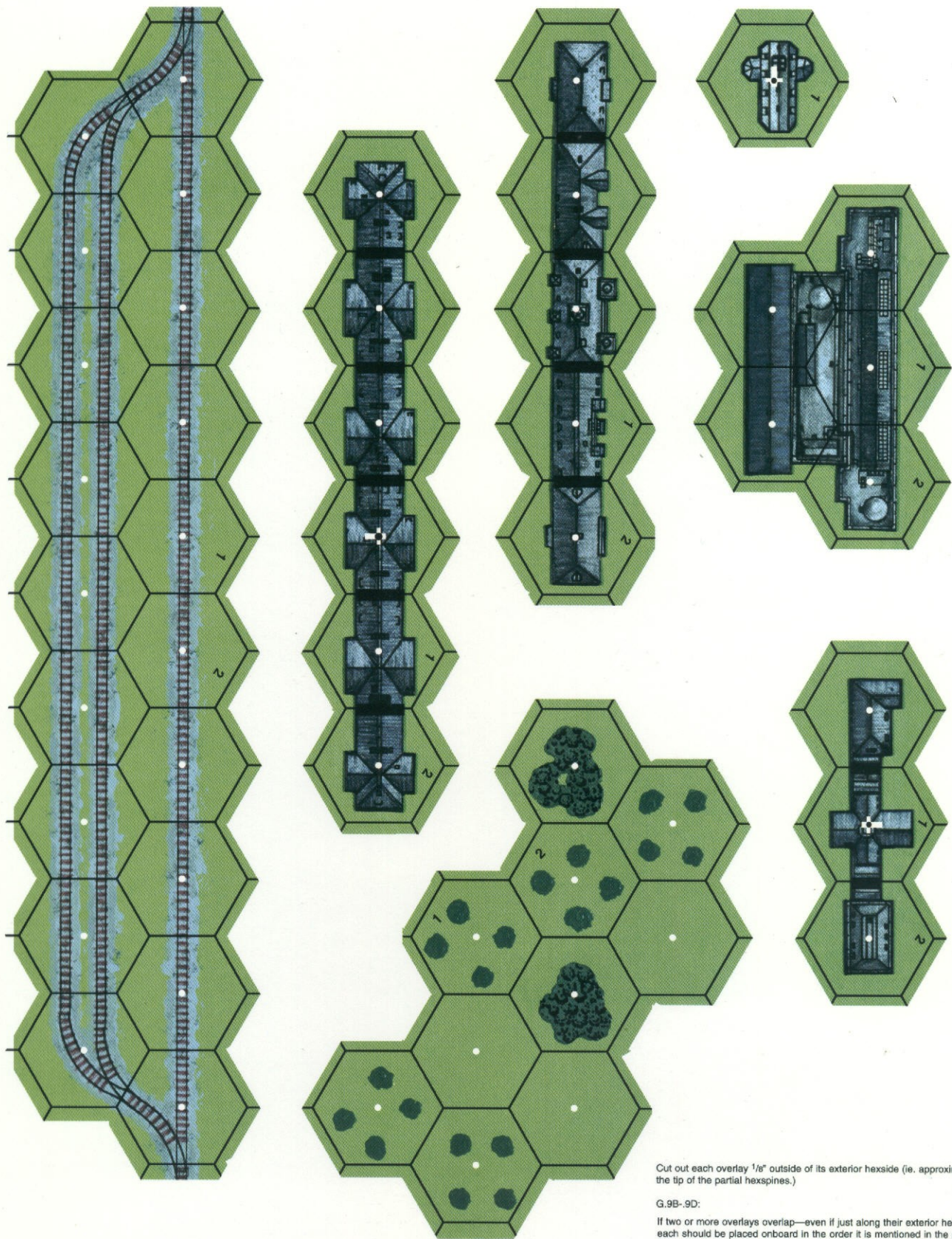


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Cut out each overlay 1/8" outside of its exterior hexside (ie. approximately to the tip of the partial hexspines.)

G.9B-.9D:

If two or more overlays overlap—even if just along their exterior hexsides—each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay's (or topmost overlay's, should two or more overlap) hexsides and vertices—not those covered by it—matter for rules purposes. In addition, treat any extraneous terrain (eg. a sliver of wall/hedge/building not completely covered by the overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms the hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by the overlay.

X22

X21

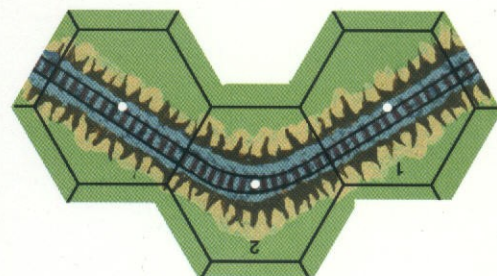
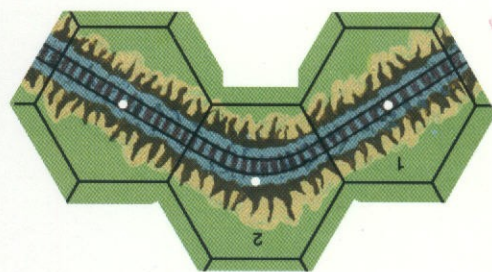
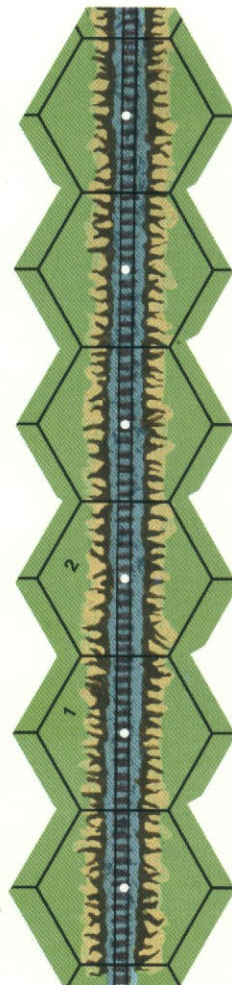
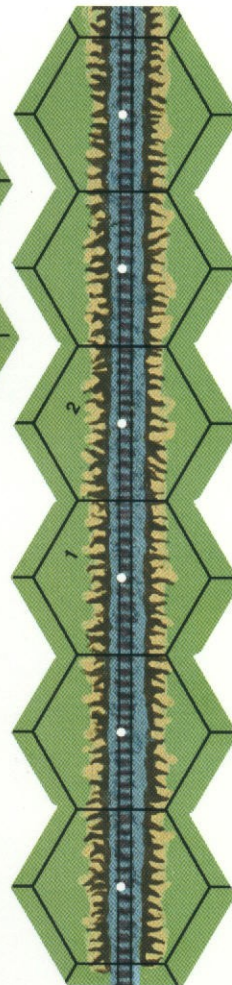
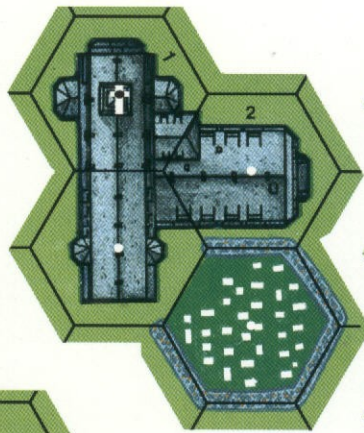
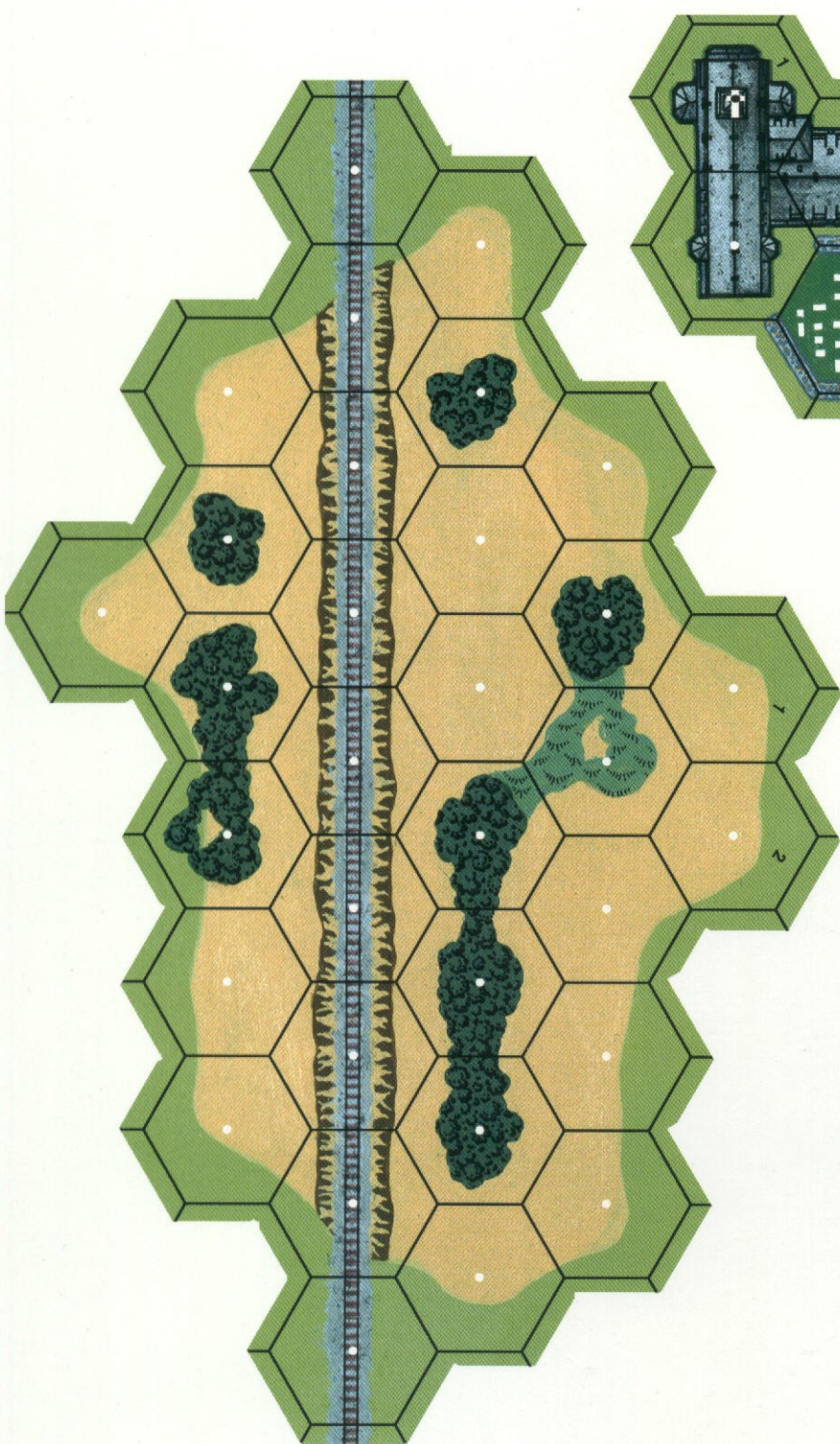
RR14

X20

X23

X24

OW1



X19

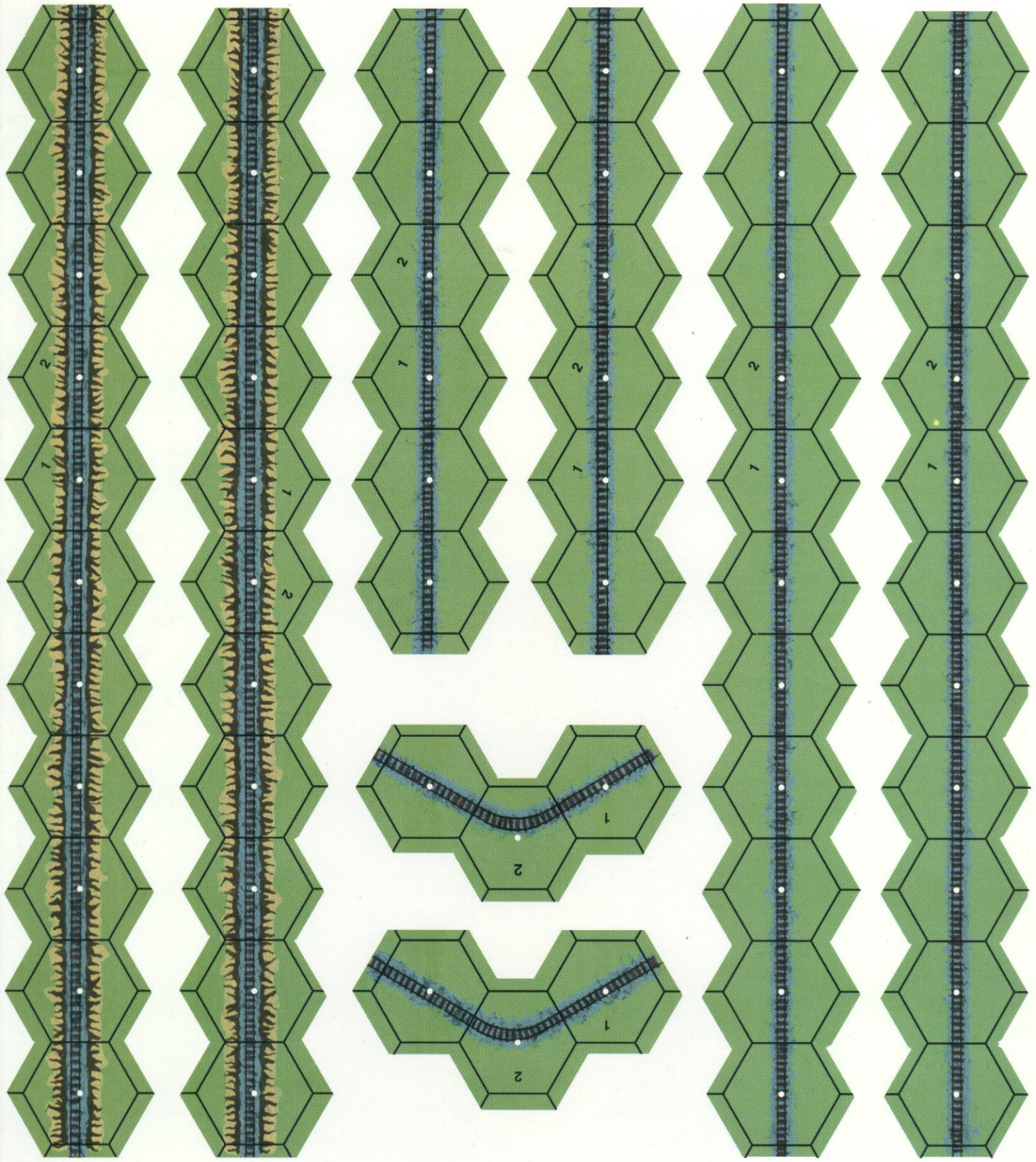
RR11

RR12

RR13

RR10

RR9



RR1

RR2

RR3

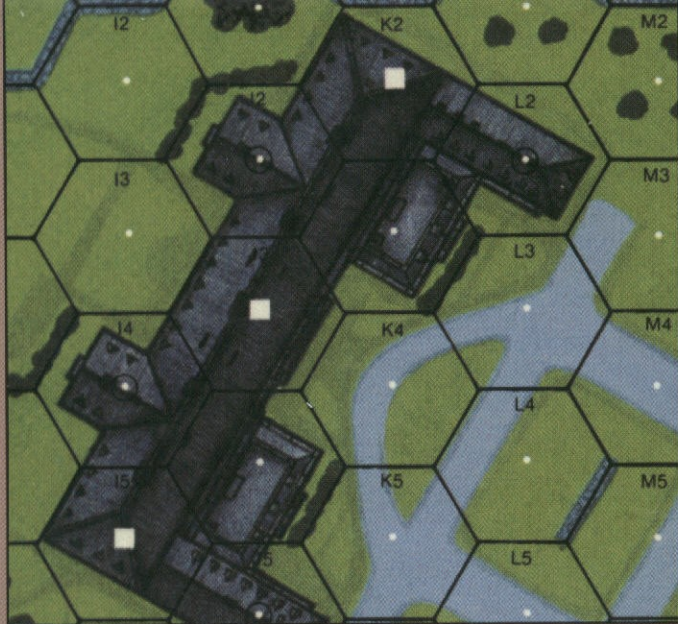
RR4

RR7

RR8

RR5

RR6



September 8, 1939 . . . Barely a week into the invasion of Poland, German troops of the 4th Panzer Division were at the gates of Warsaw despite having lost a quarter of their armor. The Polish citizenry was urged to dig anti-tank ditches and fortify buildings, and artillery pieces were hastily aimed down the long avenues of the Ochota district. The war's first vital urban battle was about to commence...

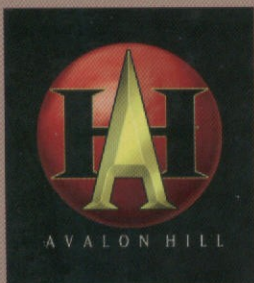
September 9, 1939 . . . With von Runstedt driving on Warsaw, his northern flank was stretched thin. In a desperate attempt to buy time for the defense of Warsaw, Army Poznan struck south at Leczyca with artillery, tankettes, and motorized machine gun carts. A breakthrough here could blunt the German attack. On the defensive for the first time and without armor support, the *landsers* of 30th Division teetered on the edge of breaking...

April 9, 1940 . . . Threatened with aerial bombardment of Copenhagen, the Danish Government quickly surrendered once the Germans crossed the border. The only problem was that the Germans had so efficiently eliminated Danish lines of communication that news of the surrender did not reach the front line troops. In Haderslev, the Danish garrison prepared to repulse the invading Germans, wondering if this was to be their last act...

DOOMED BATTALIONS™ is the Allied Miniatures Ordnance Extension to the ADVANCED SQUAD LEADER. Extensive research into the specifications and usage of Fighting Vehicles and Ordnance of Poland, Norway, Belgium, Yugoslavia, and Greece allows you to recapture efforts of these Doomed Battalions to stem the tide of the invasion.

Three beautiful geomorphic mapboards further increase the versatility of this most versatile game system. Board 9 is a "rogue" board featuring a large hill mass rising up over two passes cutting through and a stone "monastery" in the center. Board 44 depicts a rural crossroads with open terrain for rural warfare. Board 45 provides the more urban feel of a European city with a large government building. New rules are added to Chapter B, including rules for narrow streets, towers, and railroads. Also provided are updated rules for Chapter A, incorporating clarifications in the rules for "Human Trolling territory." Eight new scenarios covering action during the early war period are presented. New terrain overlays, allow you to adapt these and other terrain to depict many different situations.

Vehicle counters include the 7TPJW, the queen of Polish armored forces, and Denmark's armed "Nimbus," a tankette mounting an anti-tank gun and anti-aircraft machine gun.



Multi-Man Publishing

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WARNING • CHOKING HAZARD

Small parts, not intended for children under 3 years.

DOOMED BATTALIONS is not a complete game. Ownership of ASL, BEYOND VALOR, THE LAST HURRAH, HOLLOW LEGIONS, and YANKS is required. Additionally, three scenarios require either board 42 or board 43 (Action Pack #1), one scenario requires board 32 (Partisan!), and two scenarios require either board 2 or board 3 (Squad Leader).

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CONTENTS:

- 3 8"x22" geomorphic mounted Mapboards
- 260 1/2" Counters, laminated on both sides
- 352 5/8" Counters, laminated on both sides
- 8 ASL Scenarios
- 12 Revised Rulebook Pages
- 12 Chapter H Pages
- 3 Terrain Overlay sheets

- TIME SCALE:** 2 minutes per Game Turn
- MAP SCALE:** 40 meters per hex
- PLAYERS:** 2 (also suitable for team play)
- UNIT SCALE:** 5 to 10 men with individual leaders, vehicles
- PLAYING TIME:** 3 hours and up, depending on scenario play
- COMPLEXITY:** High
- SOLITAIRE SUITABILITY:** Medium