

# Croix de Guerre



ASL MODULE 10



The Avalon Hill  
Game Company  
DIVISION OF MONARCH AVALON, I

CROIX DE GUERRE is The Avalon Hill Game Company  
for its WWII Tactical Warfare Module for the ASL G

CROIX DE GUERRE is not a copyright  
Ownership of ASL, BEYOND VA  
and WEST OF ALAMEIN is

# STRANGERS IN A STRANGE LAND

## ASL SCENARIO 75



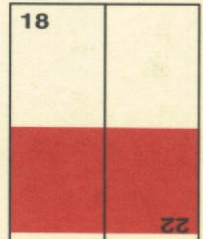
**VICTORY CONDITIONS:** The French win if they are the only side with an unbroken MMC in building 22F4 at the end of any Game Turn.

**ELVEGÅRDSMOEN, NORWAY, 13 May 1940:** At 0100 hours, in the arctic twilight, the 13th Demi-Brigade of the French Foreign Legion and five Hotchkiss tanks were successfully put ashore by British landing craft near Bjerkvik, northeast of Narvik at the head of the Herjangsfjord. After overcoming the local German defenses, one Legion battalion and two tanks moved north about two miles to Elvegårdsmoen, a mobilization and supply center for the Norwegian 6th Brigade captured by elements of the 2nd Mountain Division on the initial day of the German invasion. Liberating the weapons depot would provide much-needed arms and ammunition for the Norwegians, who were continuously engaged in mountain warfare with the Germans as part of the Allied attempt to regain control of Narvik.

### BOARD CONFIGURATION:

### BALANCE:

- ⊙ In the Victory Conditions, change "unbroken" to "Good Order".
- ⚡ Exchange the French 9-2 for a second 9-1.



(Only hexrows B-P on board 22, and R-FF on board 18, are playable)

### TURN RECORD CHART

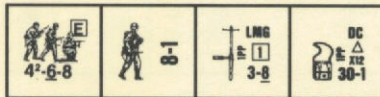
⚡ GERMAN Sets Up First	⊙ 1	2	3	4 ⚡	5	6	7	8	END
⊙ FRENCH Moves First [147]									



Elements of Gebirgsjäger Regiment 139 [ELR: 4] set up on board 22, using HIP if in Concealment Terrain; however, only one MMC (plus any number of SMC/SW) may be set up per building: {SAN: 3}



Enter on Turn 4 along the south or east edge of board 22:



Elements of the 1er Bataillon, 13ème Demi-Brigade de Légion Étrangère, and of the 342ème Compagnie Autonome de Chars de Combat [ELR: 5] enter on Turn 1 along the west edge of board 18 (see SSR 5): {SAN: 2}



### SPECIAL RULES:

1. Weather is Ground Snow (E3.72), with Wet EC and no wind at start.
2. All roads are unpaved and plowed. All buildings are wooden. The stream is Dry. Grain does not exist; treat it as normal Open Ground. The bridge on board 18 does not exist.
3. Kindling and Entrenching Attempts are NA.
4. All Germans are considered Commandos for Scaling (B23.424) purposes only.
5. All French MMC [EXC: crews] have their printed broken-side Morale Level increased by one. The normal Inherent MF (A4.11; A17.2), and printed MP, allotment of all French units is halved during their Turn 1 MPH.
6. No AFV may enter any hex of building 22F4.

**AFTERMATH:** In a swift attack, supported by the tanks which successfully dealt with a number of German machine gun posts, the Legionnaires—some 120 strong—stormed the depot building by building and drove the defending mountaineers into the surrounding hills. One hundred machine guns, along with ammunition and other equipment, were liberated from the depot and shortly thereafter turned over to the Norwegians. Two weeks later, in the first significant Allied victory of the war, Narvik would be recaptured by a combined French, Norwegian and Polish attack supported by British ships and aircraft.

### CROIX DE GUERRE CREDITS

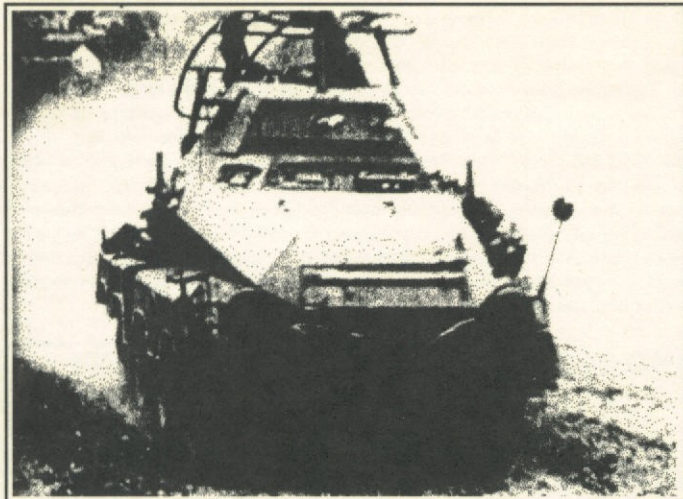
**DESIGN & DEVELOPMENT:** Bob McNamara  
**HISTORICAL RESEARCH:** Philippe Léonard and Bob McNamara (with special thanks to Paul Kaster and Théophile Monnier)  
**SCENARIOS:** Philippe Léonard, Yves Barette, Pat Jonke, Brian Martuzas, Bob McNamara, Bill Sisler, and Steven C. Swann  
**COVER ART:** Doug Chaffee  
**GAME ART:** Charles Kibler  
**PLAYTEST-GROUP COORDINATORS:** Louie Tokarz, Rick Troha, Russell S. Buntin, Andy Daglish, Edward P. Lindo, Eugene Murrell, Kurt Martin, Stephen C. Jackson, David Serbource, Steven C. Swann, Richard Eichenlaub, Chris Gammon, Jim Stahler, Brian Martuzas, and James Collier (special thanks also to Perry Cocke, Pat Jonke, Brian Youse, Steve Petersen, Chuck Goetz, Vince Frattali, Jim McCormick, Jim Turpin, Andy Shore and Tim Phillips)  
**PREP DEPT. COORDINATOR:** Lou Velenovsky  
**PRINTING:** Monarch Services

8234002

# END OF THE NINTH



## ASL SCENARIO 76



**LE CATELET, FRANCE, 18 May 1940:** The French command reacted slowly to Rommel's breakthrough at Avesnes. 1st Army Group ordered the 9th Army to move its headquarters to Le Catelet. The newly assigned 9th Army commander, General Giraud, moved to rendezvous with General Picard, whose 1st Light Mechanized Division was detraining at Solesmes in preparation for action. Taking advantage of the sluggish French reaction, the Germans refueled and rearmed their Panzers; and on May 18th they advanced toward Le Catelet. Colonel Véron, given the task of defending the indefensible, prepared the small village garrison and the 9th Army's headquarters staff to meet the expected German thrust. Despite the many disasters of the previous days, General Giraud remained optimistic about his army as he and his personal staff approached Le Catelet along roads patrolled sporadically by roving German armor.

### BOARD CONFIGURATION:

### BALANCE:

⊙ In the Victory Conditions, change "≥ 9" to "≥ 7".

⊕ Add a second SPW 251/1 to the German reinforcements.



17	St3
	41

**VICTORY CONDITIONS:** The French win if at game end they have amassed ≥ 9 Exit VP. They receive Exit VP only for each Good Order French leader Exited off *any* south-edge road hex (see also SSR 6). In addition, each Good Order French leader in hex(es) 41V6/V7 at game end counts as double Exit VP, while the non-doubled VP value of each French leader held prisoner at game end is subtracted from the Exit VP total.

### TURN RECORD CHART

⊙ FRENCH Sets Up First	⊕ 1	2	⊕ 3	4	5	6	7	8	9	END
⊕ GERMAN Moves First [0]										



Elements of the Gardes Mobiles and 9ème Armée HQ [ELR: 2] set up, using HIP, in building Locations ≤ 8 hexes from 41V7: {SAN: 4}

4-3-7	2-2-8	10-2	9-2	9-1	8-0	6+1	HMG B11 6-12	MMG 4-11	LMG B11 2-6	INF 37* [60]
-------	-------	------	-----	-----	-----	-----	--------------------	-------------	-------------------	--------------------

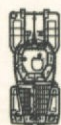
5

2

3

2

2



Elements of the 6ème Cuirassiers, 1ère Division Légère Mécanique, set up in road Locations ≤ 8 hexes from 41V7:

28
25LL -/A/2*

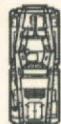
4



Elements of Aufklärungs Abteilung 57 enter on Turn 1 along the north edge:

35
20L(4) -/5

6



Elements of Kampfgruppe von Ravenstein, Panzer Division 6 [ELR: 4] enter on/after Turn 3 along the north edge; all, some or none may enter on each allowed turn: {SAN: 2 (see SSR 4)}

4'-6-7	9-1	8-1	8-0	7-0	LMG 3-9	ATR 1-12	Radio 8	16 15PP AAMG -/-/3	16 7PP* CMG -/7*/3*
--------	-----	-----	-----	-----	------------	-------------	------------	-----------------------------	------------------------------

11

2

2

### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place Overlay St3 on 17J5-K5.
3. A two-lane stone bridge exists in hex 17oJ6.
4. The German Sniper counter is not placed onboard until the start of Turn 3.
5. The Germans receive one module of 80+mm battalion mortar OBA that can fire HE and Smoke.
6. No French unit may exit the playing area before Turn 8.

**AFTERMATH:** In the middle of the day French recon units spotted their German counterparts advancing on Le Catelet from the north. A group of Panhard armored cars fought back against the lead units even as German infantry moved into position for an assault on the headquarters in the town hall. Shells called down on the village set fire to the signal station. Soon afterward, German infantry stormed the HQ. The 9th Army Chief of Staff, General Thierry d'Argenlieu, was killed along with General Augereau and a dozen other officers. Many others were captured. General Giraud, just arriving at the outskirts of Le Catelet, saw that his army's headquarters had been obliterated. Turning away from the scene of the disaster, he climbed into a ditch to burn his papers, and ordered his personal staff to fend for themselves. The General, who had been in command of the rapidly disintegrating 9th Army for only three days, would be captured the next morning by a cook from the 6th Panzer Division.

# LE HÉRISSEON



## ASL SCENARIO 77



**VICTORY CONDITIONS:** The Germans win if at the end of any Player Turn they Control  $\geq 11$  multi-hex buildings on board 20, provided the French have amassed  $\leq 25$  Casualty VP. See also SSR 4.

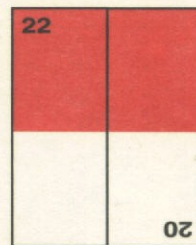
**HANGEST, FRANCE, 5 June 1940:** By June 5th, Rommel's 7th Panzer Division had established a small bridgehead across the Somme, but the construction of a pontoon bridge was prevented by interdicting fire from the nearby town of Hangest. Here a company of black troops from the 5th Colonial Division, following the new general order to turn each town, village and woods into a fortified "hedgehog" (*hérisson*), prepared to hold out as long as possible in an attempt to blunt the lightning German thrusts which had proven so devastating in the preceding weeks. Against Hangest the Germans first committed a tank battalion, but this attack failed when most of the vehicles became immobilized trying to negotiate a steep hill as they approached the town. Next, self-propelled howitzers were brought forward to bombard the defenders, and an assault by motorcycle infantry was launched. The attackers slowly fought their way into Hangest, but the colonial infantry resisted fiercely even in the face of point-blank fire from the SP guns.

### BOARD CONFIGURATION:

### BALANCE:

⊙ Exchange the French 7-0 for an 8-1.

⊕ Exchange one German LMG for a German MMG.



(Only hexrows A-P on board 22, and R-GG on board 20, are playable)

### TURN RECORD CHART

⊙ FRENCH Sets Up First [81]	1	2	3	4	5	6	7	8	END
⊕ GERMAN Moves First [104]									



Elements of the 5ème Compagnie, 44ème Régiment d'Infanterie Coloniale [ELR: 3] set up on board 20: {SAN: 4}

1 4-5-7	1 2-3-7	9-1	8-0	7-0	3 811 6-12	2 4-11	1 811 2-6	7 morale	Roadblock
9	3				2		12	2	



Elements of Kradschützen Bataillon 7 and sig Kompanie 705 [ELR: 4] set up on board 22 in hexes numbered  $\geq 5$ : {SAN: 2}

1 4'-6-7	1 2-4-7	10-2	8-1	7-0	3 7-18	1 3-8	12 150*
12					3	3	



### SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All buildings are stone. The stream is Dry.
- The French suffer from Ammo Shortage, may designate one building *hex* as Fortified (tunnels are NA), and may use HIP for one squad-equivalent (and all SMC/SW stacked with it).
- Buildings 20U8 and 20BB8 are each considered one building for victory purposes, but otherwise are treated as Rowhouses.

**AFTERMATH:** Ordered to hold to the last, the colonial defenders of Hangest did just that. In building after building they fought desperately throughout the day and into the evening. However, with casualties mounting and ammunition supplies dwindling, their situation slowly but steadily deteriorated. Finally, with all ammunition exhausted, they were left with no choice but to surrender. One of the last buildings to fall was the town's school. As in Hangest, furious resistance was offered in other villages such as Franleu, Quesnoy, Airaines and Hornoy—some of which held out for several days. The Germans were forced to bypass the French hedgehogs, known collectively (and somewhat grandiosely) as the Weygand Line, but the delay incurred proved only temporary; in a few days the Panzer columns were once again streaming into and through the French rear areas, wreaking havoc wherever they appeared. Sadly, a number of the black troops manning the hedgehogs were later found to have been summarily executed by angry Germans for having held out "too long".

# ENCOUNTER AT CORNIMONT



## ASL SCENARIO 78



**VICTORY CONDITIONS:** The Germans win immediately if they Control  $\geq$  14 stone buildings north of the stream, provided the French have amassed  $\leq$  35 Casualty VP.

**CORNIMONT, FRANCE, 20 June 1940:** After having attained the Swiss border on the 17th, Gruppe Guderian turned its attention to the three French armies trapped against the Maginot Line. In the area of the French 8th Army in the Vosges mountains, scattered defending forces were committed piecemeal in an effort to slow down the swift German advances that were cutting the defenders into ever smaller pockets. In Cornimont, Commandant Pasquier, in charge of the 158th Engineer Battalion, had hoped to wait quietly for the armistice—but his hopes were dashed when an order to defend the town arrived. Deploying his available troops, he chose a battery of three truck-mounted 75mm AA guns and two sections of pioneers to defend the village; other pioneers occupied the slopes of hill 862 nearby, and a contingent of engineers dug in on hills 980 and 981.

### BOARD CONFIGURATION:

### BALANCE:

- ⊙ Add one 4-5-7 and one 4-3-7 to the force that sets up on/north-of hexrow Q.
- ⚡ Exchange both PSW 221 for two PSW 231(8R).



2	41
St1	

### TURN RECORD CHART

⊙ FRENCH Sets Up First [107]	⚡ 1	⚡ 2	3	4	5	6	7	8	9	10	END
⚡ GERMAN Moves First [0]											



Elements of the 418ème Régiment de Pionniers, 158ème Bataillon du Génie, and 5ème Groupe du 403ème Régiment d'Artillerie de Défense Contre Avions [ELR: 2] set up as indicated (see also SSR 4 and 5): {SAN: 2}

On/between hexrows R and V:

1 4-5-7	G 4-3-7	8-1	7-0	LMG B1 2-6	?	+12 *75	20 29PP
3	2				6	3	3

On/north-of hexrow Q:

1 4-5-7	G 4-3-7	1 2-3-7	8-1	6+1	HMG B1 6-12	?	Foxhole 5 OVR. OBA: +4 Other: +2
4	6					6	6



Forward elements of Kampfgruppe Krüger, Panzer Division 1 [ELR: 4] enter on Turn 1 on/adjacent-to 2GG6: {SAN: 4}

1 4'-6-7	9-2	9-1	8-0	HMG B1 3-8	LMG B1 3-8	ATR B1 1-12	+34 CMG -/5/*	+33 20L(4) -/5/*	24 M9 3PP
9					3		2	3	9

Elements of KG Krüger enter on Turn 2 on/adjacent-to 2GG6, or on Turn 3 on/adjacent-to 41GG9:

1 4'-6-7	2-4-8	1 2-4-7	8-1	8-0	HMG B1 3-8	LMG B1 3-8	ATR B1 1-12	28 T7 21PP	30 T10 9PP
6						2		4	

### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place Overlay St1 on 2W6-2W5 (consider hexside 41V9-41oW10 a stream hexside). A two-lane stone bridge exists in hex 2oW1.
3. All hexes of hill 538 are woods hexes as well; the Level 1 hill Crest Line also represents the extent of the woods.
4. Before the French set up, the German player must record the turn on which his second group of units will enter.
5. The French trucks are Ammo Vehicles (E10.) for the Autocanons de 75 mle 13/34; see French Vehicle Note 23.
6. Kindling Attempts and Bore Sighting are NA.
7. If a German AFV with any manned and functioning armament, and/or Good

Order German squad/HS, that is unconcealed occupies hex 2O5 at the start of any Player Turn, all Autocanons and Ammo Vehicles immediately suffer Recall as if they were AFV with disabled MA (D3.7).

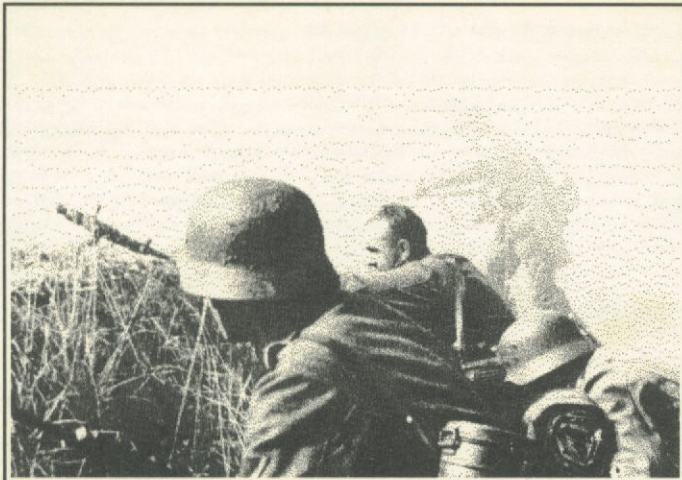
8. Despite being a 1MT Type, the PSW 221 must be CE to fire its MA.

**AFTERMATH:** The trucks, armored cars and motorcyclists of *Kampfgruppe Krüger* had forded the Moselle near Le Thillot and slowly followed the mountain road to Cornimont, disposing of several small roadblocks along the way. At about 1700 hours they launched their attack on the town. After about half an hour of fighting, the French *autocanons*, declaring that enemy infantry had gotten behind them, suddenly withdrew without warning. This uncovered the defenders' right flank, which was then overwhelmed. Many of the pioneers began to surrender, and the engineers on the nearby heights retreated, covered by a small rearguard. The Germans did not engage in vigorous pursuit; having gained their objectives, both men and machines needed rest.

# BRIDGE OF THE SEVEN PLANETS



## ASL SCENARIO 79



**VICTORY CONDITIONS:** The Germans win if they Control hex 40oP5 at the end of any Player Turn, provided the French have amassed  $\leq 25$  Casualty VP.

**LES SEPT-PLANÈTES, FRANCE, 3 June 1940:** On June 1st, the defense of the bridges along a stretch of the Bergues canal south of Dunkirk was entrusted to the *compagnie d'accompagnement* (heavy weapons company) of the 1st Battalion, 224th Infantry Regiment, supported by miscellaneous troops including several mobile 155mm coast-defense guns manned by naval crews. Two days later, in the early morning, the position at the Seven-Planets bridge three miles south of Dunkirk was probed by the Germans. The outlying French infantry drew back somewhat closer to the bridge so as not to be cut off; and shortly thereafter, a truck appeared on the Coudekerque road east of the bridge and unloaded German infantry in front of the Hennebel farm.

### BOARD CONFIGURATION:

40	X16	
	X11	
	OG4 OG5	
	X7	
	St1	
	X12	
	X18	
		91

### BALANCE:

♣ German ELR is "4".

⊙  $\leq$  two French squad-equivalents (and all SMC/SW stacked with them) may use HIP.



### TURN RECORD CHART

⊙ FRENCH Sets Up First [126]	♣ 1	2	♣ 3	4	5	6	7	8	9	END
♣ GERMAN Moves First [112]										



**Reinforced elements of the 224ème Régiment d'Infanterie, 68ème Division d'Infanterie [ELR: 2] set up as indicated: {SAN: 2}**

West of the river:

1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	3 6-12	1 2-6	M12 25LL [45]
2	4	2		2		

In building 40oD1:

7-0	2-2-8	2 4-11
	2	

East of the river and west of road 16A5-16N4-16Y4-16GG5, but not in building 40oD1:

1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	2 4-11	1 2-6	M12 25LL [45]	M-1 155
3	3		2				(see SSR 6)

West of road 16A5-16N4-16Y4-16GG5, but not in building 40oD1:

9-1	8-1	8-0	<b>Foxhole</b> 5 OVR. OBA: +4 Other: +2
			10



**Reinforced elements of Infanterie Division 18 [ELR: 3] enter as indicated: {SAN: 3}**

On Turn 1 along the east edge of board 16:

1 4'-6-7	1 2-4-7	9-2	8-1	7-0	3-8	1 3-8	50mm	21PP
10	3				2	3		

On Turn 3 along the east or south edge of board 16:

1 4'-6-7	2-2-8	9-1	8-1	8-0	3-8	1 3-8	50mm	50mm	8	M10 75*	15 20L(4) -(-5)
9	2					2					4

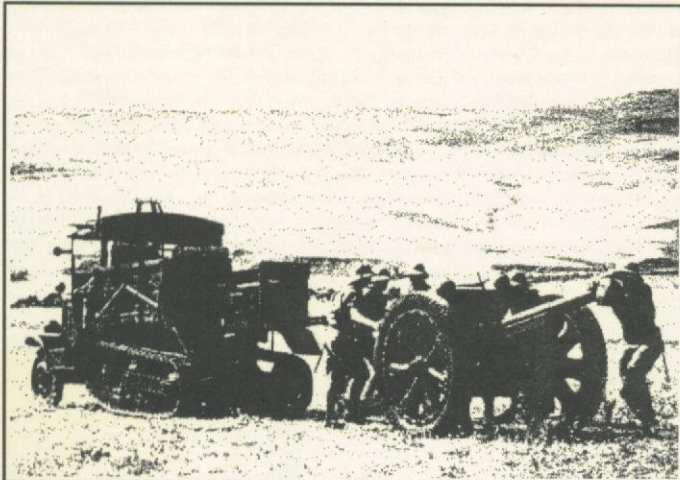
### SPECIAL RULES:

- EC are Moderate, with no wind at start. The river is Deep. Hill 486 does not exist, but all other terrain thereon does. 16O3 and 16O4 are orchard—not building—hexes. Kindling Attempts are NA.
- Place overlays as follows: **St1** on "offboard hex 40S11"—S10; **OG4** on 40O8-N7; **OG5** on 40O4-P4; **X7** on 40P5 (with the "1" against hex oP4); **X11** on 40I5-J4; **X12** on 40T5-U5; **X16** on 40D1-D2; and **X18** on 40W5-W4.
- No building has an upper level [EXC: building 40oD1 retains 1st and 2nd levels]. No unit may enter or exit building 40oD1 (which represents Fort Castelnaud).
- Two-lane stone bridges exist in hexes 40Q2-40Q3 and 40oS5.
- All roads are paved. Each road hex adjacent to the west bank of the canal, from hex 40A8 to 40P3 inclusive, is assumed to contain an unarmored, "0" Target-Size wreck that may not be Scrounged.
- The 155mm Gun may not be set up in a building, and suffers from Ammunition Shortage (A19.131). It is considered a ST—not NT—Gun and may change its CA

accordingly; however, all other aspects of RFNM (C10.25) apply unchanged. The 155 may not fire at a bridge hex that contains no German unit.

7. The Germans receive one module of 100+mm OBA that can fire HE and smoke.

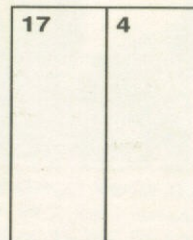
**AFTERMATH:** The Germans immediately opened fire with machine guns. Even as the French responded in kind, other German infantry that had crept forward undetected through the grainfields attacked. A bit later, as more Germans approached from the south along the east bank of the canal, the defenders were forced to pull back to immediately in front of the bridge. Weapons that could not be moved quickly were rendered useless and abandoned. After a time the relentless pressure of the attack compelled a complete withdrawal across the bridge to the canal's west bank, where the defenders regrouped amongst a long line of destroyed British vehicles on the canal road. Here they were able to hold the Germans for a while, but the continuous rain of artillery, mortar, machine gun and small arms fire eventually caused so many casualties that the French were forced to give up altogether their hold on the bridge. However, their stubborn resistance had helped prevent a German breakthrough, thereby providing precious extra time for the extrication of Allied troops across the Channel.



**MEHDIA, MOROCCO, 8 November 1942:** On D-Day of Operation Torch the 2nd Battalion Landing Team (BLT) of the 60th Infantry Regiment, 9th Infantry Division, had in part the critical mission of capturing the coastal defenses of Mehdia before daylight. These consisted of several coast artillery positions and a large stone fortress known as the Kasba. Unfortunately the Vichy French resisted the landings, prompting the code-word "Batter Up" to be sent to the operation's commander offshore. Shortly thereafter came the reply: "Play Ball"—the signal to return fire. During the ensuing fight the GIs, due to inexperience and confusion, were unable to halt their own naval gunfire support and thus could not close with the defenders. Later in the morning the BLT, still extremely disorganized, was ordered to renew its attack—but a misunderstanding caused part of the green and shaken unit to mistakenly advance about a thousand yards eastward into a small village. Shortly afterward it came under counterattack by westward moving French reinforcements.

**VICTORY CONDITIONS:** The French win immediately if they Control  $\geq$  five buildings in the U.S. setup area prior to the start of Turn 8, or at game end if they have amassed  $\geq$  30 Casualty VP.

**BOARD CONFIGURATION:**



**BALANCE:**

- ☆ French ELR is "2".
- ⊙ Exchange three 4-3-7s for 4-5-8s.



**TURN RECORD CHART**

☆ U.S. Sets Up First [123]	⊙	1	⊙	2	3	⊙	4	5	⊙	6	7	8	9	10	END
⊙ VICHY Moves First [72]															

**Elements of the 2nd Battalion Landing Team, 60th Infantry Regiment [ELR: 2]** set up on board 17 on/between hexrows L and W: {SAN: 3}

2 5-4-6	2 2-3-6	8-1	8-0	7-0	3 6-12	2 4-10	110 8-4	3 60*[3-45]
15	6	2			2		2	

**Reinforced elements of the 2ème Bataillon, 1er Régiment de Tirailleurs Marocains [ELR: 3]** enter as indicated: {SAN: 2}

**Group A** on Turn 1 along the east edge of board 4:

1 4-5-7	9-1	8-0	1 2P	1 B11 2-8
9				

**Group B** on Turn 2 along the north edge of board 4:

1 4-5-7	G 4-3-7	8-1	7-0	1 2P	1 B11 2-8	60mm
3	5					

**Group C** on Turn 4 along the east edge of board 4, or on Turn 5 along the north edge of board 17:

1 4-5-7	2-2-8	8-0	1 B11 2-8	75 75	11 T2 5PP
3	2			2	4

**Group D** on Turn 6 along the east edge of board 4, or on Turn 7 along the north edge of board 17:

8 4 4
37* -[2?]*

**SPECIAL RULES:**

1. EC are Moist, with no wind at start.
2. All woods are brush. Grain and orchards are in season.
3. Bore Sighting and Kindling Attempts are NA.
4. All buildings are stone. No building has an upper level [EXC: Rooftops are in play for multi-hex buildings; a unit on such a rooftop is considered to be at Level 1].
5. The French receive one module of 70+mm OBA (HE and Smoke) with Scarce Ammunition, directed by an Offboard Observer at Level 1 in a north- or east-edge hex of board 4 secretly recorded prior to U.S. setup.
6. The BAZ counter may remain offboard until the unit that set up possessing it loses Good Order status or fires/drops/Transfers it.
7. No Good Order unit of either side may refuse the Surrender of an enemy unit,

nor conduct a Massacre.

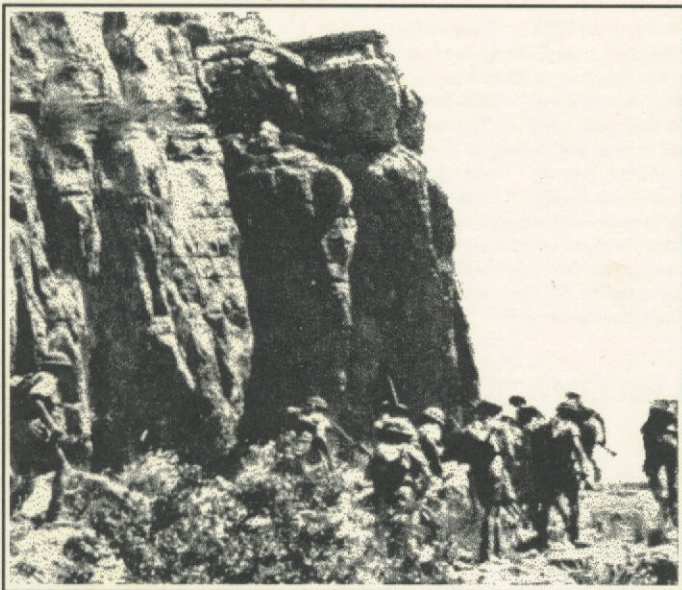
8. Beginning on Turn 8, Good Order U.S. Personnel (and their prisoners, if any) may exit off the west edge of board 17 without being counted as eliminated.

**AFTERMATH:** The Americans, who had been hoping for only token resistance to their landings, and still suffering from the morning's chaos, were forced to defend themselves against a determined attack. The tempo of the French assault grew as the day wore on, with infantry, artillery—and later, three R35 tanks from the 1st African Chasseurs—brought to bear against them. With neither reinforcements nor artillery support materializing, the GIs fought on for a time, and even managed to knock out two of the tanks. But eventually they found themselves in danger of being cut off, whereupon they began to withdraw in groups to the more prepared position whence they had come. The French followed, harassing them and taking a number of prisoners. The green American landing force would require another two days to seize the Kasba.

# FRATRICIDAL FIGHTING



## ASL SCENARIO 81



**6 miles south of DAMASCUS, SYRIA, 20 June 1941:** The Allied invasion of Syria and Lebanon, conducted primarily by the 7th Australian Division, the 5th Indian Infantry Brigade and the brigade-strength Free French Division, had begun on June 8th. The phase-one objective of the latter two formations was the capture of Damascus. A week later they were only about ten miles south of the city, but facing strong Vichy defenses along the all-important road through the last rugged hills before the capital. In the next four days the veteran Indian brigade broke through and advanced to the very outskirts of Damascus, only to find itself cut off and sorely pressed, while on its right the Free French seized all of the steep, boulder-strewn Djebel el Kelb save for Hill 740 which prevented them from coming to the Indians' assistance. On the 20th the Free French made another attempt to overcome this last barrier. By now both they and the Vichy troops defending the hill were weary, and disheartened at having to fight their erstwhile brothers-in-arms.

### BOARD CONFIGURATION:

	H2	
H3		H1
29	25	28

### BALANCE:

⊙ Exchange three 4-3-7s for 4-5-7s.

‡ Both 51mm mortars have "s8".

**VICTORY CONDITIONS:** The Allies win immediately when they Control hex 25BB5 and hex(es) 25Y2/25BB8, provided they have amassed ≥ 25 Casualty VP and the Vichy French have amassed ≤ 30 Casualty VP.

### TURN RECORD CHART

⊙ VICHY Sets Up First [140]	1	2	3	4	5	6	7	8	9	END
‡ ⊙ ALLIED Moves First [223]										



2ème Compagnie, 29ème Régiment de Tirailleurs Algériens, and elements of the 17ème Régiment de Tirailleurs Sénégalais [ELR: 3] set up on/north-of hexrow V within 12 hexes of 25V5: {SAN: 4}

1 4-5-7	G 4-3-7	1 2-3-7	2-2-8	9-1	8-1	8-0	HMG 3 B11 6-12	MMG 2 4-11	LMG 1 B11 2-6	MTR 3 60* [3-42]	INF 2 37* [60]	? 7 morale
------------	------------	------------	-------	-----	-----	-----	-------------------------	------------------	------------------------	------------------------	----------------------	---------------

10 5 3 3 2 8 (see SSR 5)

AT M12 3 25LL [45]	Sangar 15 or 6m OBA: +3* Other: +1*	Foxhole 5 1S OVR, OBA: +4 Other: +2
-----------------------------	--	--

2 8 4



Elements of the 1er Bataillon, 13ème Demi-Brigade de Légion Étrangère, and of the 1ère Compagnie de Chars de Combat [ELR: 3] set up on board(s) 25/29 on/south-of hexrow Q: {SAN: 3}

4 <sup>E</sup> -5-8	2-4-8	9-1	8-1	8-0	MMG 2 4-12	LMG 1 2-7	MTR 2 51 [2-11]	8-1	12 4 4 37* -12*+*
---------------------	-------	-----	-----	-----	------------------	-----------------	-----------------------	-----	----------------------------

12 5 2 3 2 4

A-T Commando platoon from the 5th Indian Infantry Brigade sets up as per SSR 6:

6 <sup>E</sup> -4-8	8-1	ATR 1-12	DC 30-1
---------------------	-----	-------------	------------

3

### SPECIAL RULES:

- EC are Very Dry, with no wind at start.
- Place Overlay H1 on 28S2-T1, H2 on 29W8-X8 and H3 on 29O3-P3.
- Broken Terrain (F13.1) is in effect for all non-hill (thus including hillock) hexes.
- A continuous paved road runs 29A3-25Q1, and thence to 25V3 and 25GG5 in the printed road hexes. No other road exists.
- Vichy "?" may be set up in any terrain.
- British (i.e., "Indian Brigade") units and SW use the same setup area, ELR and SAN as the Free French. British and Free French are considered different nationalities [EXC: see F.8A for SW usage], and no unit or SW assigned by the OB to either

such nationality may be stacked-with/possessed-by the other at start. Multi-Location FG that contain both Free French and British MMC (/SW manned by those MMC) are NA. British units are *not* considered Commandos. For Free French, see also F.8-8A and F.8C.

**AFTERMATH:** Two Foreign Legion companies, supported by a few Hotchkiss tanks and a British "anti-tank commando", made the assault. In an hour of bloody fighting, the Vichy positions were captured or neutralized one by one, until finally the remaining defenders surrendered. The road to Damascus was now open—but unfortunately too late for the 5th Indian Brigade, whose survivors had run out of ammunition and were forced to surrender that same afternoon. The Vichy forces would abandon the capital that night, leaving behind only a small rearguard which the Free French would brush aside the next morning.



# FOR HONOR ALONE



## ASL SCENARIO 82



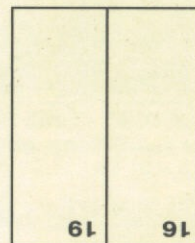
**VICTORY CONDITIONS:** The Germans win if they Control buildings 1603 and 16L6 at game end.

**SAUMUR, FRANCE, 20 June 1940:** Angered and dismayed by Marshal Pétain's call on June 17th for an armistice, the officers and cadets of the Cavalry School had vowed to fight on for their own honor and that of France. Though not actual combat troops, they—along with the remnants of several other formations retreating south but still determined to fight—prepared to defend the crossing points along a fourteen-mile stretch of the Loire River. The initial assaults of the German 1st Cavalry Division on the 19th were repulsed (ironically, neither side had any horses at this point in the campaign), but on the 20th they succeeded in crossing the river on both sides of Saumur. Southeast of the city, about one kilometer south of the Loire, lay the Aunis Farm, a French command post and staging area. Through a misunderstanding, the cadets positioned there had not advanced to the river when the Germans began their crossing attempt, so now they hurriedly prepared to defend the farm in an effort to contain the enemy bridgehead. They had hardly finished when enemy mortar rounds began landing around them.

### BOARD CONFIGURATION:

### BALANCE:

- ⊙ Exchange the French 9-1 for a second 9-2.
- ⊕ Exchange any German MMG for a German HMG.



### TURN RECORD CHART

⊙ FRENCH Sets Up First [130]	1	⊕ 2 <sup>⊙</sup>	⊕ 3 <sup>⊙</sup>	4	5	6	7	8	9	END
⊕ GERMAN Moves First [188]										



**Cadets of the École de Cavalerie [ELR: 2]** set up on board 16 on/between hexrows H and T, and/or on board 19 on/between hexrows H and T in hexes numbered ≥ 8: {SAN: 4}

E 4'-5-8	E 2-4-8	9-2	9-1	8-0	HMG B: [3] B11 6-12	MMG [2] 4-11	LMG B: [1] B11 2-6	?	Trench OVR, OBA: +4 Other: +2
-------------	------------	-----	-----	-----	------------------------------	--------------------	-----------------------------	---	-------------------------------------

10 2

**Elements of the 19ème Dragons, 1er Groupe Franc de Cavalerie**, enter on Turn 2 on/between hexes 16A6 and 19A6:

12 [4] [4]	9-1
37* -12°/+	2nd LI

4

**Cadets of the St-Maxient École d'Infanterie** enter on Turn 3 along the south edge of the playing area:

E 4'-5-8	1 4-5-7	9-1	8-1	8-0	LMG B: [1] B11 2-6
-------------	------------	-----	-----	-----	-----------------------------

8

8

3



**Elements of Schwadron 3, Kavallerie Regiment 1 [ELR: 4]** set up on board(s) 16/19 on/north-of hexrow Z, and/or on board 19 in hexes numbered ≤ 3: {SAN: 3}

[1] 4'-6-8	2-2-8	9-2	8-1	8-0	HMG B: [2] 5-12	LMG B: [1] 3-8	ATR 1-12	MTR 50' [2-13]	MTR M11 [3] 81* [2-00]	AT M12 [3] 37L HQ[9]
---------------	-------	-----	-----	-----	-----------------------	----------------------	-------------	-------------------	------------------------------	----------------------------

12

4

2

2

3

2

2

2

2

**Elements of Kavallerie Regiment 1** enter on Turn 2 along the west edge of board 19:

E 4'-6-8	9-1	8-1	8-0	dm MMG B: [1] 3-8	LMG B: [1] 3-8	ATR 1-12	dm MTR B = 50mm
-------------	-----	-----	-----	-------------------------	----------------------	-------------	--------------------

12

2

2

3

2

2

**Elements of Kavallerie Regiment 1** enter on Turn 3 along the north edge of the playing area:

2-2-8	AT M12 [3] 37L HQ[9]	28 T7 21PP
-------	----------------------------	------------------

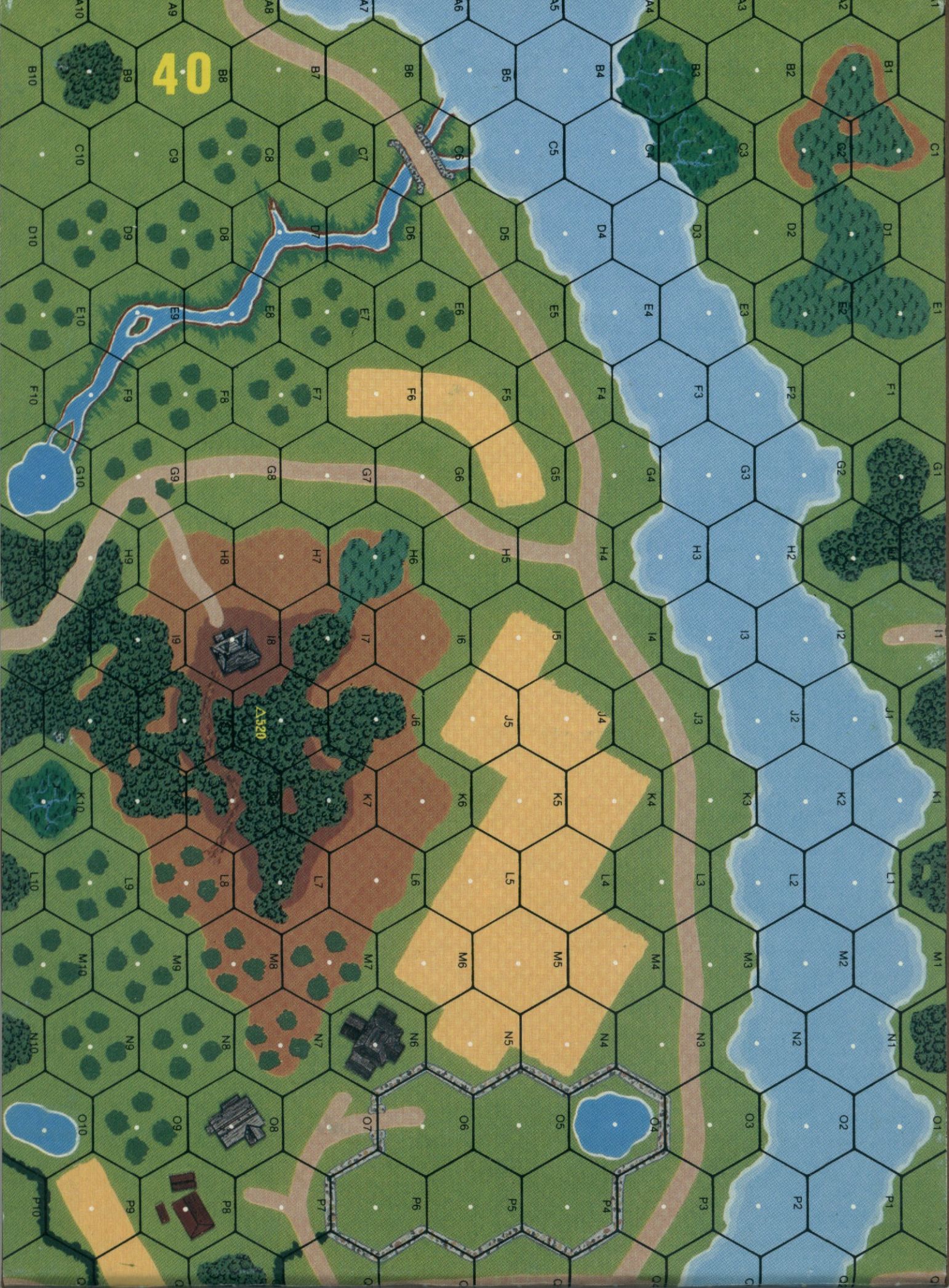
### SPECIAL RULES:

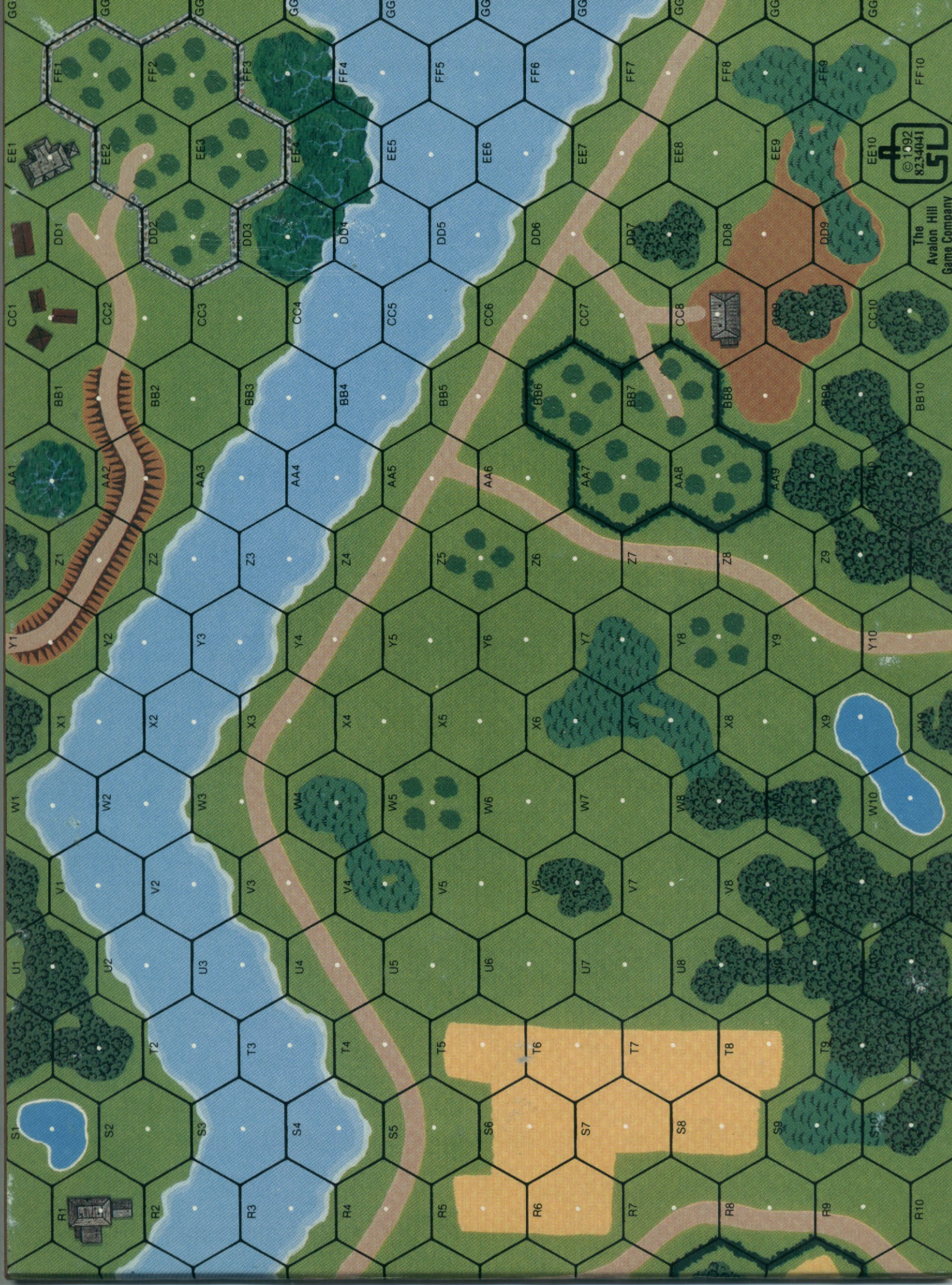
1. EC are Moderate, with no wind at start.
2. All buildings are stone. Building 1918 begins play Ablaze. Kindling Attempts are NA.
3. German Guns may set up neither Emplaced nor hidden.
4. The Germans receive random Air Support (E7.2), which will consist of one FB with no bombs.

**AFTERMATH:** The farm's defenders, led by Capt. de St-Blanquat, opened fire with every weapon as the rapidly approaching Germans, halting their advance. A stalemate developed, and the German cavalymen tried attacking from different directions to find a weak spot in the defenses. Mortar fire continued to pound the farm, setting several buildings alight, yet the cadets held out defiantly. Then from the south appeared four Hotchkiss tanks, followed by a company of infantry cadets. The latter, shouting with elation as they crossed the fields, made it to the farmhouse; but the tanks were not so fortunate, and had to retreat in the face of intense anti-tank fire that quickly knocked out two of them. Despite the reinforcements, it became apparent that it was only a matter of time before the Germans, whose numbers south of the river continued to mount rapidly, would prevail. Ultimately de Blanquat was forced to withdraw with his survivors before being completely cut off. When the Germans finally entered the farmhouse they found only the seriously wounded, who were carried out between German guards standing at attention.

40

△520



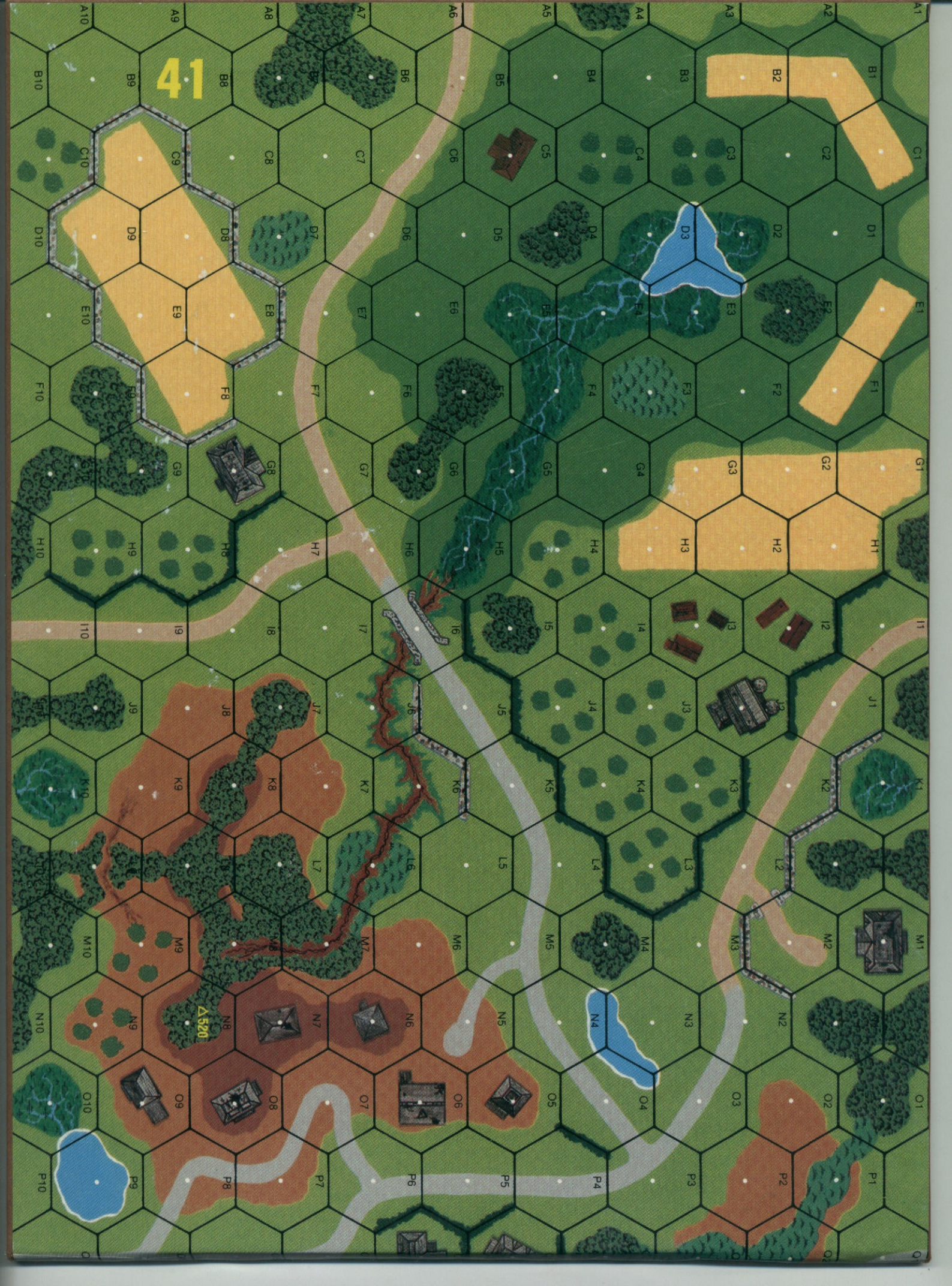


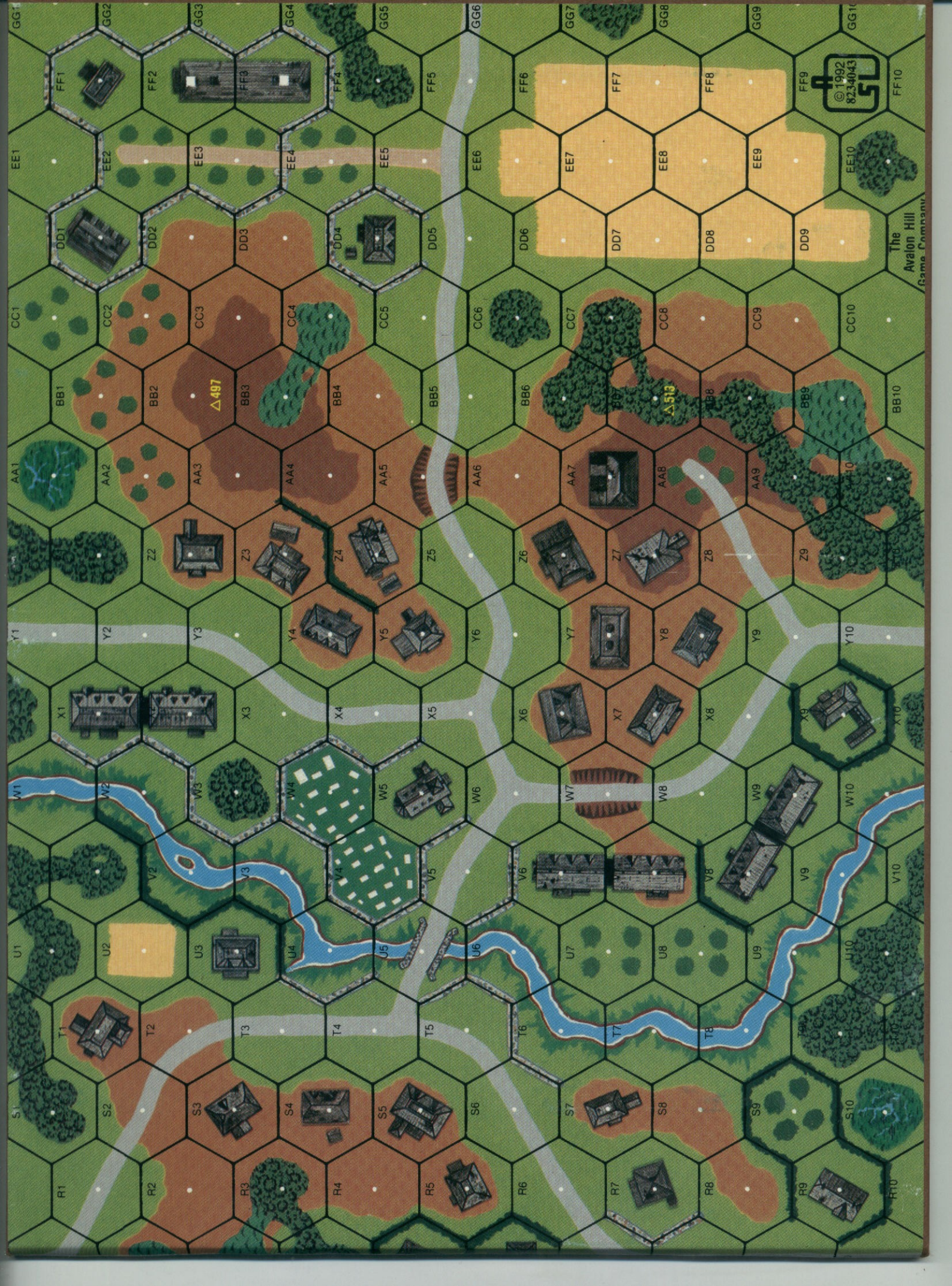
© 1992  
8334041

The Avalon Hill  
Game Company

41

Δ520





© 1992  
8234043

The Avalon Hill  
Game Company

△497

△513





A	*5	P1710	CMG	-14
B	*5	P1710	CMG	-14
C	*5	P1710	CMG	-14
D	*5	P1710	CMG	-14
E	*5	P1710	CMG	-14
F	*5	P1710	CMG	-14
A	8	800	CMG	-12
B	8	800	CMG	-12
C	8	800	CMG	-12
D	8	800	CMG	-12
E	8	800	CMG	-12
F	8	800	CMG	-12
A	18	1800	CMG	-14
B	18	1800	CMG	-14
C	18	1800	CMG	-14
D	18	1800	CMG	-14
E	18	1800	CMG	-14
F	18	1800	CMG	-14

A	8	800	CMG	-12
B	8	800	CMG	-12
C	8	800	CMG	-12
D	8	800	CMG	-12
E	8	800	CMG	-12
F	8	800	CMG	-12
A	10	1000	CMG	-12
B	10	1000	CMG	-12
C	10	1000	CMG	-12
D	10	1000	CMG	-12
E	10	1000	CMG	-12
F	10	1000	CMG	-12
A	12	1200	CMG	-12
B	12	1200	CMG	-12
C	12	1200	CMG	-12
D	12	1200	CMG	-12
E	12	1200	CMG	-12
F	12	1200	CMG	-12

A	9	900	CMG	-12
B	9	900	CMG	-12
C	9	900	CMG	-12
D	9	900	CMG	-12
E	9	900	CMG	-12
F	9	900	CMG	-12
A	10	1000	CMG	-12
B	10	1000	CMG	-12
C	10	1000	CMG	-12
D	10	1000	CMG	-12
E	10	1000	CMG	-12
F	10	1000	CMG	-12
A	12	1200	CMG	-12
B	12	1200	CMG	-12
C	12	1200	CMG	-12
D	12	1200	CMG	-12
E	12	1200	CMG	-12
F	12	1200	CMG	-12

A	8	800	CMG	-12
B	8	800	CMG	-12
C	8	800	CMG	-12
D	8	800	CMG	-12
E	8	800	CMG	-12
F	8	800	CMG	-12
A	9	900	CMG	-12
B	9	900	CMG	-12
C	9	900	CMG	-12
D	9	900	CMG	-12
E	9	900	CMG	-12
F	9	900	CMG	-12
A	7	700	CMG	-12
B	7	700	CMG	-12
C	7	700	CMG	-12
D	7	700	CMG	-12
E	7	700	CMG	-12
F	7	700	CMG	-12

A	13	1300	CMG	-14
B	13	1300	CMG	-14
C	13	1300	CMG	-14
D	13	1300	CMG	-14
E	13	1300	CMG	-14
F	13	1300	CMG	-14
A	11	1100	CMG	-12
B	11	1100	CMG	-12
C	11	1100	CMG	-12
D	11	1100	CMG	-12
E	11	1100	CMG	-12
F	11	1100	CMG	-12
A	10	1000	CMG	-12
B	10	1000	CMG	-12
C	10	1000	CMG	-12
D	10	1000	CMG	-12
E	10	1000	CMG	-12
F	10	1000	CMG	-12

A	10	1000	CMG	-14
B	10	1000	CMG	-14
C	10	1000	CMG	-14
D	10	1000	CMG	-14
E	10	1000	CMG	-14
F	10	1000	CMG	-14
A	11	1100	CMG	-12
B	11	1100	CMG	-12
C	11	1100	CMG	-12
D	11	1100	CMG	-12
E	11	1100	CMG	-12
F	11	1100	CMG	-12
A	13	1300	CMG	-14
B	13	1300	CMG	-14
C	13	1300	CMG	-14
D	13	1300	CMG	-14
E	13	1300	CMG	-14
F	13	1300	CMG	-14

A	*23	0	0	-14
B	*23	0	0	-14
C	*23	0	0	-14
D	*23	0	0	-14
E	*23	0	0	-14
F	*23	0	0	-14
A	28	25LL	-14	
B	28	25LL	-14	
C	28	25LL	-14	
D	28	25LL	-14	
E	28	25LL	-14	
F	28	25LL	-14	

A	*21	4ZL	-12
B	*21	4ZL	-12
C	*21	4ZL	-12
D	*21	4ZL	-12
E	*21	4ZL	-12
F	*21	4ZL	-12
A	20	75	-14
B	20	75	-14
C	20	75	-14
D	20	75	-14
E	20	75	-14
F	20	75	-14

A	*14	9PP	-14
B	*14	9PP	-14
C	*14	9PP	-14
D	*14	9PP	-14
E	*14	9PP	-14
F	*14	9PP	-14
A	11	5PP	-14
B	11	5PP	-14
C	11	5PP	-14
D	11	5PP	-14
E	11	5PP	-14
F	11	5PP	-14

A	*14	9PP	-14
B	*14	9PP	-14
C	*14	9PP	-14
D	*14	9PP	-14
E	*14	9PP	-14
F	*14	9PP	-14
A	10	4PP	-12
B	10	4PP	-12
C	10	4PP	-12
D	10	4PP	-12
E	10	4PP	-12
F	10	4PP	-12

A	*14	13PP	-14
B	*14	13PP	-14
C	*14	13PP	-14
D	*14	13PP	-14
E	*14	13PP	-14
F	*14	13PP	-14
A	25	9PP	-14
B	25	9PP	-14
C	25	9PP	-14
D	25	9PP	-14
E	25	9PP	-14
F	25	9PP	-14

A	*25	9PP	-14
B	*25	9PP	-14
C	*25	9PP	-14
D	*25	9PP	-14
E	*25	9PP	-14
F	*25	9PP	-14
A	23	9PP	-14
B	23	9PP	-14
C	23	9PP	-14
D	23	9PP	-14
E	23	9PP	-14
F	23	9PP	-14









Cut out each overlay  $\frac{1}{8}$ " outside of its exterior hexsides (i.e., approximately to the tip of the partial hexsides).  
**G-9B-9D:** If two or more overlays overlap—even if just along one of 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 over by it—matter for rules purposes. In addition, treat any extraneous terrain (e.g., 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 a hexspine or 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.





OG1

OG4

X11

OG2

X10

OG3

X13

S11

S12

X15

X12

X16

X17

X18

OG5

St3

OG4

X14

OG1

OG3

X11

OG2

X13

St2

X15

X12

X7

X8

X16

X17

X18

X9

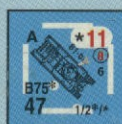
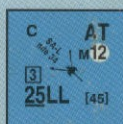


**May 13th, 1940** ... In the chill of the Arctic spring, a French Foreign Legion battalion prepares a hasty assault on a supply depot north of Narvik. Currently in German hands, the depot holds small arms desperately needed by the Norwegians fighting in the mountains. In the face of Wehrmacht machine guns, audacity—and two Hotchkiss tanks—will be key to the legionnaires' success.

**May 18th, 1940** ... The French 9th Army is disintegrating rapidly. Its headquarters, just setting up in the village of Le Catelet, is not sure how far the enemy has advanced. Suddenly the alarm is raised—Germans approaching from the north! Armored cars quickly take up positions to fight a holding action, while the small HQ staff and local garrison hurriedly make what defensive preparations they can. Their day promises to be desperate.

**June 20th, 1941** ... Elements of the Free French must take the rugged, boulder-strewn strongpoint. The last Vichy position covering the road to the tanks, guns and men stand ready amidst the broken ground, but no one is enthusiastic to fight his erstwhile brothers-in-arms. Regardless of which side prevails, it is bound to be another sad day.

**November 8th, 1942** ... The Americans have landed in Morocco, but in their ranks confusion reigns. They mistakenly advance in the wrong direction, and the village find themselves subjected to a steady attack made by Vichy infantry with tank and artillery support. The green GIs know they're in the wrong place now—and, whether they like it or not, it's time to fight.



Here, at last, is the long-awaited French addition to the ASL system. Compared to the old *Crescent* gamette, *CROIX DE GUERRE* offers greatly improved coverage of the French, in terms of both cost and historical research. Contained herein is not only a complete ASL order of battle (all personnel, weapon and vehicle counters) for the French in 1939-40, but also a complete subsequent Vichy regime's overseas colonial units, extra counters for equipment used by the French, never included in *YANKS* or *WEST OF ALAMEIN*, as well as two new mapboards (#s 40 and 41), a sheet of building, stream and open-ground terrain, revised rulebook pages for Chapters A, B and C, new scenarios, and the usual detailed Chapter H Design-Your-Own information (including mapboards never before published in the English language). In addition, at least you'll find the Chapter N divider, which includes an updated Sequence of Play (incorporating the new G and O) and a standardized "check list" of functions for printed and DYO scenarios.



## The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.  
4517 Harford Road, Baltimore, MD 21214

©COPYRIGHT 1992 The Avalon Hill Game Company, All Rights Reserved

COMPLEXITY	VERY HIGH	SOLITAIRE SUITABILITY
	HIGH	
	MEDIUM	
	LOW	

### CONTENTS:

- 2 8" x 22" mounted Mapboards
- 350 1/2" Counters laminated on both sides
- 288 5/8" Counters laminated on both sides
- 8 ASL Scenarios
- 8 Revised Rulebook Pages
- 1 Chapter N Divider
- 1 Sheet of Terrain Overlays

**Time Scale:** Two minutes per Game Turn

**Map Scale:** 40 meters per hex

**Players:** Two (also suitable for solitaire and team play)

**Unit Scale:** Five to ten men with individual leaders, guns and vehicles

**Playing Time:** Variable based on scenario played; four hour average

CROIX DE GUERRE is The Avalon Hill Game Company's first for its WWII Tactical Warfare Module for the ASL Game System.

**CROIX DE GUERRE is not a complete ownership of ASL, BEYOND VALCO and WEST OF ALAMEIN is required.**