

ASLComp AFRIKAKORPS

AK004 ASLCOMP AFRIKAKORPS—SECOND TIME AROUND™

\$13.95

ASL
Comp

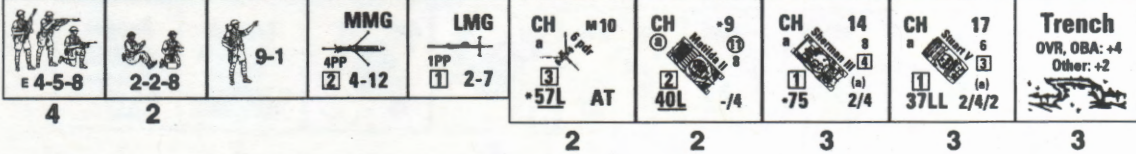


TEA TIME INTERRUPTION

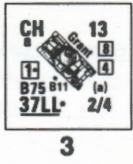
AK #27

<input type="radio"/> BRITISH Set Up First	1	2	3	4	5	6
<input checked="" type="radio"/> GERMANS Move First						

Elements of the 72nd Anti-Tank Regiment set up within ten hexes of the west edge:

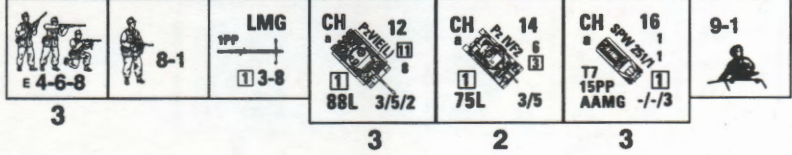


Reinforcing armored elements enter on turn three along the west edge and/or the south edge on/west of hexrow M:



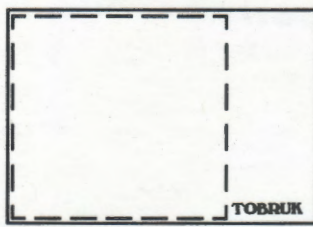
[ELR: 3]
{SAN: 2}

Elements of the Schwere Panzer Battalion 501 enter on turn one along the east edge:



[ELR: 4]
{SAN: 2}

MAP LAYOUT:



(only hexrows A-BB are playable)

VARIATIONS:

- Add a 9-2 Armor Leader to the German OB (i.e., a second AL).
- Add a 9-2 armor leader to the British turn three reinforcements.

OBJECTIVES: The Germans must earn more VP than the British at Game End. The Germans earn double EVP for Good Order units exited along the west edge. The British earn CVP for ALL German units remaining on map at Game End. CVP are awarded normally to both sides.

- SPECIAL RULES:**
1. EC are Moderate, with no Wind at start.
 2. No APCR/APDS may be used in this scenario.

North of GOUBELLAT, TUNISIA, 31 JANUARY 1943: The first Allied offensive to reach Tunis has been forestalled by more than a month by German resistance. There had been several rumors of a new German tank, but because of General von Arnim's reluctance to assist Rommel, the new wonder-weapon had been held in reserve since the arrival of the Pzkw VIe 'Tiger' tank in Tunisia in November of 1942. On the morning of the 31 January, a spotter for the British 72nd Anti-Tank Regiment sighted one of the new Tigers headed his way. He immediately radioed for reinforcements. There were some friendly tanks in the area, but nothing that could match the Tiger. The British spotter immediately left his post and ran back to headquarters shouting, "Tigers! There are tigers coming down the road!" It was then local commanders realized only six-pounder AT-guns were available to repel the attack. It would be a long morning, and the action could possibly disturb afternoon tea time. The new German tank soon showcased its capabilities. Its thick armor and long 88mm gun was more than a match for anything the Allies had in Tunisia at the time. This particular engagement saw the 72nd Anti-Tank Regiment call for reinforcements. When it was all over, the 72nd Anti-Tank Regiment captured the first Tiger tank of the war, providing for an immediate technical analysis of the new German wonder-weapon, and clues about how to defeat the 'Tiger' in battle.



⊙ BRITISH Set Up First

⊕ GERMANS Move First

1

2

3

4

5

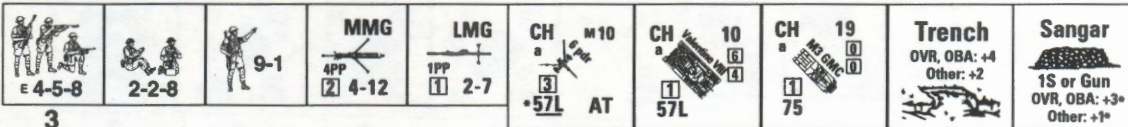
6

7

Elements of Gore Force set up on/north of hexrow K [EXC: Friendly AFVs may set up on/north of hexrow P]:



[ELR: 3]
{SAN: 3}

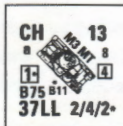


2

3



Reinforcing armor from the 13th Armored Regiment enter on turn two along the north edge:

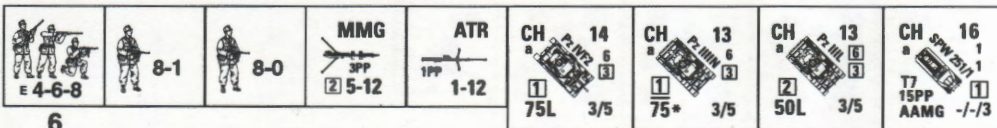


2

Elements of the 10th Panzer Division set up on/south of hexrow DD:



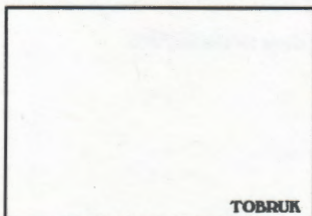
[ELR: 4]
{SAN: 2}



2

2

MAP LAYOUT:



VARIATIONS:

- ⊕ Replace the 8-1 leader in the German OB with a 9-2.
- ⊙ Replace the German MMG with a LMG.

OBJECTIVES: The Germans win immediately if they Control all four Trench/Sangar Fortifications *OR* if they earn more VP than the Allies at Game End. The Germans earn EVP for Good Order units exited along the north edge. CVP are awarded normally to both sides.

SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- Place overlays as follows: **H3** on S21-S22; and **W14** on U12-V11.

KASSERINE PASS, TUNISIA, 20 February 1943: The world stood in witness to another offensive by the 'Desert Fox', Erwin Rommel. This time around, however, Rommel found himself in an unfamiliar reduced leadership role, with reduced combat power at his command. Changes in the Axis camp meant little to the Yanks facing him. All they knew was that the enemy was an experienced and capable foe. Colonel Alexander Stark was tasked by the Allied command to hold the crucial Kasserine Pass. The Allied second-in-command, Brigadier General Colin McNabb, was sent to review the situation. To McNabb, there seemed enough troops on hand, but Stark appeared to "lack a good grip on things". Despite his reservations, McNabb added only a scratch unit, called "Gore Force", to stiffen American positions in the pass. Before Gore Force arrived the Germans had dispersed Stark's units during the night of 19/20 February. Thus, instead of entering organized Allied positions, at 0400 hours on 20 February Gore Force passed through the remnants of disintegrating American and French units. Ignoring the chaos, Gore Force dug in on the northern corner of the pass. The Valentines were unable to stop the tanks of 10th Panzer Division. The survivors soon retreated to the west. When a handful of Lee tanks from the U.S. 1st Armored Division intervened, four were quickly brewed. The Germans soon hit the 6-pounders and infantrymen screening Gore Force. They too soon joined the general retreat late in the afternoon. All had not been lost. Through its sacrifice Gore Force delayed the Germans at a critical juncture of the battle.



OPERATION VULCAN

AK #29

☒ GERMANS Set Up First

☉ BRITISH Move First

1

2

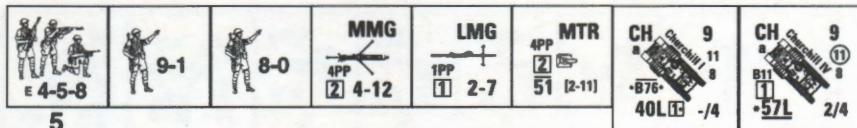
3

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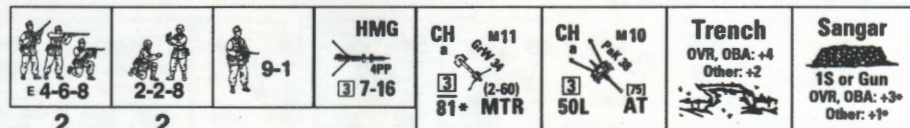
Elements of the 12th Royal Tank Regiment set up on/south of hexrow V:



2

[ELR: 4]
{SAN: 2}

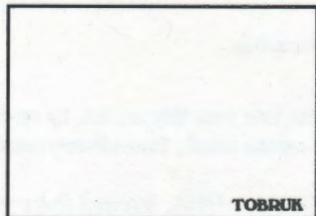
Infantry elements of the Hermann Goering Division set up on/between hexrows I-P in hexes numbered ≥ 8 and ≤ 18:



4

[ELR: 3]
{SAN: 3}

MAP LAYOUT:



VARIATIONS:

- ☒ Add one 4-6-8 squad to the German OB.
- ☉ Replace the 9-1 leader in the British OB with a 9-2.

SPECIAL RULES:

1. EC are Dry with a Mild Breeze from the southeast at start.
2. Place overlays as follows: D42 on L10-M11; R5 on U16-U17; and H3 on U20-U21.

Near CAPE BON, TUNISIA, 22 April 1943: During mid-April, a series of Allied attacks were launched against the Axis positions in the hills of Tunisia. The US 2nd Corps (now commanded by General Omar Bradley) attacked Hill 609 in "Mousetrap Valley," with the objective of advancing to Mateur. The British 5th Corps attacked "Longstop Hill" and "Peter's Corner" and the British 9th Corps attacks between Boubellat and Bou Arada. Part of Operation *Vulcan*, the final Allied offensive to clear Axis forces from Tunisia, particularly the Cape Bon area, saw the Hermann Goering Division sitting astride positions at 'Cactus Farm'. The elite German paratroop formation would be challenged by the British 4th 'Mixed' Division, an infantry unit reconstituted after Dunkirk as an infantry division incorporating a brigade of tanks. As the unit's Churchills approached the farm, their supporting infantry was shot to pieces. The tanks continued the advance without infantry support and were then attacked in close combat by enemy soldiers. Twelve Churchills were knocked out and the attack was abruptly halted.



GOOD FRIDAY ON CHRISTMAS

AK #30

☒ GERMANS Set Up First

☉ BRITISH Move First

1

2

3

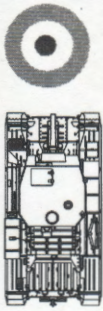
4

5

6

7

Elements of the 8th Argyll and Sutherland Highlanders with armored support from the North Irish Horse set up anywhere within the playable map area but OUTSIDE the German set up area:



4-5-8 6	4-5-7 6	2-2-8	9-2	8-1	8-0	MMG 4PP 2 4-12	LMG 1PP 1 2-7	MTR 4PP 2 51 [2-11]	CH M11 2 76* (6-36) 2 (3-63) 76* MTR	CH 9 1 57L 2/4	CH 10 2 88 88
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[ELR: 3]
{SAN: 2}

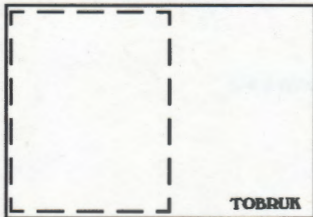


Mixed German Rearguard elements set up on/between hexrows A-M and in hexes numbered ≥ 21 in hexrows N-Q (see Scenario Special Rule #5 for the placement of Field Emplacements):

4-6-8 7	2-2-8 3	9-1	8-0	HMG 4PP 3 7-16	LMG 1PP 1 3-8	CH M11 3 81* (2-60) 81* MTR	CH M8 2 75L 75L AT	CH M10 2 75* 75* INF	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3* Other: +1*
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[ELR: 3]
{SAN: 4}

MAP LAYOUT:



(only hexrows A-W are playable)

VARIATIONS:

- ☒ Ignore SR #3.
- ☉ The German OBA module has Scarce Ammunition.

U19-U20; and Tr1 on N11-N12.

- If the British 9-2 leader is Wounded, the first time this occurs, he need not make any Wound Severity Check nor morale check. Immediately mark him as Heroic.
- The Germans receive one module of 80+mm OBA, directed from an Offboard Observer located at Level 1, in a pre-recorded east edge hex.
- All German fortifications must set up on Level 1 hill hexes.
- After set up, the British may place an FFE counter on the map. Each German unit within three hexes is subject to the effects of a Bombardment, (C1.8) [EXC: Roll a third die during each effected hex – a dr of ≥ 5 results in the hex being immune to attack].

DJEBEL EL AHMERA, TUNISIA, 23 April 1943: Longstop Hill (known locally as Djebels el Ahmera and el Rhaa, and to the Germans as Christmas Hill) had first gained strategic importance back in December 1942. The terrain feature's twin peaks had been captured by the 2nd Coldstream Guards, but was subsequently lost when the Germans counter-attacked on Christmas Day. The position provided a superb view of the surrounding area, and German artillery observers were quick to take advantage of this. The 36th Infantry Brigade was tasked with retaking Longstop in April 1943. As part of the plan, 8th Argyll was to seize Djebel el Ahmera, with three other battalions (5th Buffs and 6th Royal West Kents, and 1st Surreys attached from 11th Brigade) following up ready to press on to Djebel el Rhaa. Armoured support was provided by the Churchills of the North Irish Horse. The attack began at 1330 after an intense artillery barrage. After Lieutenant Colonel McNabb was killed in action, command of the battalion was assumed by Major John Anderson. Despite being wounded in the leg, Major Anderson personally led several successful attacks on machine-gun and mortar positions. The battalion had cleared the hill by 1530 that afternoon, with the force being reduced to 44 officers and men, but taking over 200 prisoners. Major Anderson was awarded the Victoria Cross for his actions. Djebel el Rhaa was captured by the Buffs on 26 April.

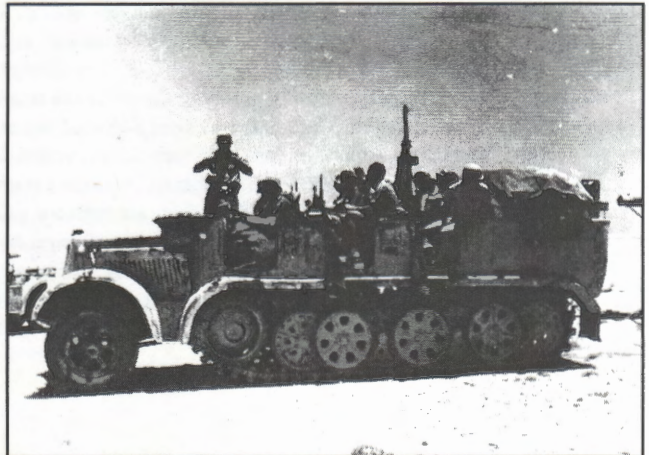


Photo Credit: National Archives



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

RECONNAISSANCE FAILURE

AK #31

+ GERMANS Set Up First ○ BRITISH Move First	1	2	3	4	5	6
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Elements of the Coldstream Guards set up on/west of hexrow X:













 E 4-5-8 8	 9-1	 8-0	MMG  4PP 2 4-12	LMG  1PP 1 2-7	MTR  4PP 2 51 [2-11]
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[ELR: 3]
{SAN: 2}

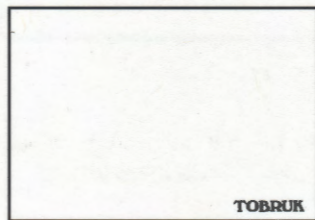
Elements of the 754th Regiment set up in any Level 1 or Level 2 hill hex of overlays H21 and H35:

 E 4-6-8 2	 E 2-4-8 2	 2-2-8 3	 8-0 2	HMG  4PP 3 7-16 2	LMG  1PP 1 3-8 2	CH M11  3 81* MTR 2	CH M10  2 75* INF 6	Trench OVR, OBA: +4 Other: +2	Sangar  1S or Gun OVR, OBA: +3* Other: +1*
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[ELR: 3]
{SAN: 4}

MAP LAYOUT:



VARIATIONS:

- + Replace the 8-0 leader in the German OB with a 9-2.
- Remove an 81mm MTR and 2-2-8 crew from the German OB.

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Place overlays as follows: **H21** on E24-D23; **S5** on V24-U24; **S4** on U15-U16; **H35** on P15-Q16; and **W13** on I12-J12.
3. Overlays H35 and H21 are hills and not hillocks, with Level 1 and Level 2 heights (i.e., H35 has four Level 2 hexes, H21 has two).
4. The sand hexes of overlays S4 and S5 represent open ground 'mud'. Treat those hexes as if Mud rules apply therein (D8.23; E3.6).

OBJECTIVES: The British win if they Control all four Level 2 hill hexes on overlay H35 at Game End.

HALTE D'EL HERI, TUNISIA, 23 December 1942: Longstop Hill, a two mile-long ridge, stood between the Allies and their second attempt to capture Tunis. The highest point of the hill was Point 290, positioned near the center and covered by a secondary position, Point 243, the Djebel el Rhar. Allied reconnaissance had failed to discover this vital position before the men of 2nd Battalion, Coldstream Guards, set out to capture Longstop. Moving out for their objective in a cold rainstorm. The Guards faced the green German 754th Regiment and soon Point 290 was in hand. At this point the British commander thought he held all of Longstop Hill and the attack was halted. He would prove to be wrong as German resistance continued from the previously unknown secondary height, Point 243.



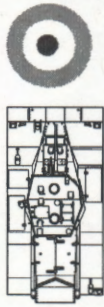
BLUNTED BLADE

AK #32

AXIS Sets Up First BRITISH Move First	1	2	3	4	5	6	7
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Elements of Blade Force enter on turn two along the south edge in hexes numbered ≤ 20:

4-5-8 4	4-5-7 4	2-4-7	8-1	8-0	HMG SPP 3 6-14	LMG 1PP 1 2-7	MTR 4PP 2 51 [2-11]	CH 10 57L 2	CH 15 76* [50] -/4 3	CH 16 4PP 1 T10 ⁴⁺ 0 1 BMG 2/-/4 3
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Recon elements of Blade Force enter on turn one anywhere along the south edge:

CH -20 40L -/4 2

[ELR: 3]
{SAN: 2}

Elements of the 3rd Battalion, 92nd Regiment *Fanteria* [ELR: 2] set up on/between hexrows I-S in hexes numbered ≥ 23:

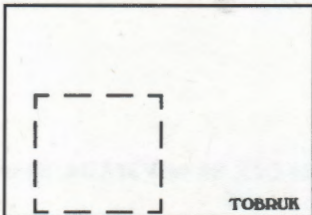
3-4-6 4	2-2-7 2	7-0	HMG SPP B11 3 6-12	CH M11 B11 3 (3-102) 81* MTR	CH M12 B12 3 AT	CH 12 B11 3 75*	AT Ditch	Trench OVR, OBA: +4 Other: +2	Minifield 6 2 Known AP
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German *Fallschirmjäger* reinforcements [ELR: 4] enter on turn one along the west edge:

5-4-8 3	9-2	1-4-9	LMG 1PP 1 3-8 2
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[ELR: 4, 2]
{SAN: 3}

MAP LAYOUT:



(only hexes numbered ≥ 9 in hexrows G-X are playable)

VARIATIONS:

- Replace the Italian MMG with a HMG
- Add one more Carrier A to the British OB.

SPECIAL RULES:

- EC are Moderate, with no Wind at start.
- Place overlays as follows: **H35** on I16-J16; **H21** on L9-M10, **R3** on Q11-Q10; **Tr1** on Q25-Q24; **H3** on V23-V24; **W14** on W15-X14; **Tr1** on AA9-Z9; **T5** on R13-Q14; and **V17** on P22-Q22.
- Use Trench counters to represent the two A-T Ditches (B27.56) provided in the Axis OB.

OBJECTIVES: The British must Control ≥ 10 buildings at Game End.

Along the ALGERIA-TUNISIA BORDER, 25 November 1942: Blade Force was assembled as one of the Allied groups pushing forward with the intent of capturing the capital, Tunis, before Hitler could reinforce his African bridgehead. The attempted *coup de main* was forestalled by bad weather and small bands of German and Italian troops that constructed roadblocks among the numerous passes along the border between Algeria and Tunisia. One such roadblock on the road between Mateur and Tebourba was manned by soldiers of 3rd Battalion, 92nd Regiment *Fanteria* with support from SP-guns and German paratroopers. British armored cars were the first to make contact, drawing fire as they approached the crossroads. The attack was then laid in by the armor, as well as the only infantry element available in Blade Force. Enemy fire was quite intense and Axis mines soon began exploding as British men and vehicles stumbled into them. Blade Force had to hurl its reserves into the struggle before the roadblock could finally be overcome. The time-consuming struggle had lasted some three hours, buying another slice of precious time for the Nazi reinforcement of Tunisia.



JEBEL ACHKEL

AK #33

GERMANS Set Up First BRITISH Move First	1	2	3	4	5	6
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Elements of the 4th Indian Division set up in Level 1 or higher hill hexes of overlays H21 and H8 and any Wadi hex of overlay W13:



[ELR: 4]
{SAN: 2}

E 4-5-8 10	2-2-8	9-1	8-0	7-0	MMG 4PP 2 4-12	LMG 1PP 1 2-7	MTR 4PP 2 51 [2-11]	CH M11 2 76+ (6-36) 2 (3-63) 76+ MTR	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3+ Other: +1+
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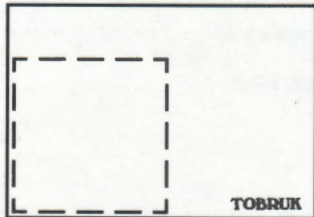
Remnants of the 19th Flak Division and the Ramcke Parachute Brigade set up on level one or higher hexes of overlay H35 [EXC: no more than one MMC may set up on level two hexes], AND at least one MMC in any Crag hex (e.g., hex R21 on overlay R5):



[ELR: 3]
{SAN: 4}

1 4-6-7 8	2-2-8 2	9-1	8-1	8-0	HMG 4PP 3 7-16	MMG 3PP 2 5-12	LMG 1PP 1 3-8	CH M11 3 81+ (2-60) 81+ MTR	CH M4 2 88L AA	Trench OVR, OBA: +4 Other: +2	Sangar 1S or Gun OVR, OBA: +3+ Other: +1+
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MAP LAYOUT:



(only hexes numbered ≥ 8 in hexrows A-V are playable)

VARIATIONS:

- Replace the 9-1 leader in the German OB with a 9-2.
- The Germans suffer from Ammunition Shortage (A19.131).

SPECIAL RULES:

- EC are Dry with a Mild Breeze from the Southeast at start.
- Place overlays as follows: **H35** on O18-O19; **H8** on E16-E17; **H21** on L11-L12; **R3** on G16-H15; **W13** on S15-S16; and **R5** on S21-R21.
- Overlays H35, H8, and H21 are hills and not hillocks, with Level 1 and Level 2 heights (i.e., H35 has four Level 2 hexes, H21 has two).
- All British Personnel are Gurkhas (A25.43).
- During set up the German player may secretly select any one Personnel unit to begin play Fanatic (A10.8).

OBJECTIVES: The British must Control more Level 2 hill hexes than the Germans at Game End.

JEBEL ACHKEL, TUNISIA, 8 May 1943: The fate of Axis soldiers was sealed by an order emanating from the *Führerbunker* in Rastenburg: "To the Army Group Afrika-The German people expect you to fight to the last bullet." One place where such an effort was still taking place was along the Miliiana River. Here, tattered remnants of the 19th Flak Division, a handful of soldiers from the former Ramcke Parachute Brigade and a few 88mm guns held out on the Jebel Achkel, north of Mateur. Their foes, the Gurkhas of the 4th Indian Division, were battle trained, well-rested, and abundantly supplied. No matter the advantages, the fabled 88mm gun was still a dangerous anti-personnel weapon. The handful of guns left to General Franz barked their report as the last shells were fired at the oncoming Indian soldiers. Somehow, the position held and the Indian Division was beaten back once more.



GÖTTERDÄMMERUNG IN AFRIKA

AK #34

☒ Ⓞ SEQUENTIAL Set Up (a dr determines the side moving first)

1

2

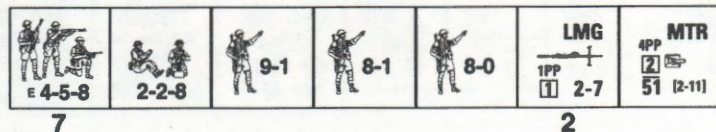
3

4

Free French soldiers enmeshed in hand-to-hand combat with enemy personnel set up second as per scenario SR #4:



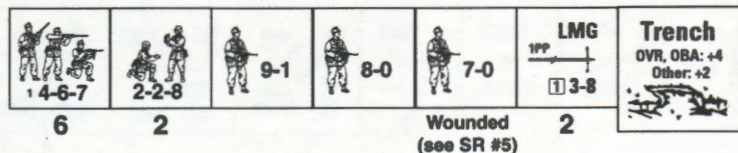
[ELR: 3]
{SAN: 3}



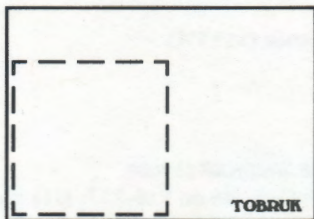
The last remnants of the Hermann Goering Division embroiled in hand-to-hand combat with enemy personnel set up as per SR #4:



[ELR: 3]
{SAN: 3}



MAP LAYOUT:



(only hexes numbered ≥ 15 in hexrows
A-R are playable)

VARIATIONS:

- ☒ Replace the 9-1 leader in the German OB with a 9-2.
- Ⓞ Replace the 9-1 leader in the British OB with a 9-2.

OBJECTIVES: The side that earns the most CVP at Game End wins.

SPECIAL RULES:

1. EC are Dry with a Mild Breeze from the Southeast at start.
2. Place overlays as follows: **H35** on O16-P16; **H21** on F24-E24; and **H3** on I17-I18.

3. Overlays **H35**, and **H21** are hills and not hillocks, with level one and level two heights (i.e., H35 has four level two hexes, H21 has two).
4. Place one German MMC (plus any SMC/SW he wishes) and the Trench in hex L20. Make a Random Direction DR and place them in that hex. He then does the same with each other MMC (plus SMC/SW) in the exact same manner. Once completed, the British do the exact same procedure for their units. Any units from both sides that complete set up in the same hex are marked with a Melee counter.
5. The German 7-0 leader begins play Wounded (A17).

JEBEL ZAGHOUAN, TUNISIA, 11/12/ May 1943: The last soldiers of the Hermann Goering Division dug in for one last fight as the campaign in Africa was winding down to its inevitable conclusion. On the night of 11/12 May the Free French attacked German positions on the Jebel Zaghouan in an attempt to force a breakthrough. The familiar foes squared off with sidearms, grenades and bayonets the means of combat. Despite the strategic realities, the fight on Jebel Zaghouan was one of the most vicious of the entire campaign. It was also the last encounter between Axis and Allied soldiers on the African continent. Around noon on 12 May Colonel-General von Arnim surrendered on behalf of Army Group Afrika and the Afrika Korps. As the surrender was being communicated to the Allied commanders, General Hans Cramer's final message was also being sent across the airwaves: "To the German High Command—Munitions expended, weapons and war equipment destroyed. The Afrika Korps has fought to a standstill as ordered. The German Afrika Korps must rise again, Cramer." Cramer's wish was not meant to be. In two short years the Third Reich would be in ruins.

