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OKTOBERFEST



2005 ASLOK 'XX'
20th Anniversary Scenario Pack

October 2 - 9th
Middleburg Heights, Ohio

Over two years in the making, Partisan Publishing's 2005 ASLOK 'XX' TWENTIETH ANNIVERSARY SCENARIO PACK is a collection of tournament size ASL scenarios designed, play-tested and produced by local ASL players especially for Oktoberfest. The pack celebrates the hard work and efforts of Bill "Fish" Conner, Darryl Burk, Mark Nixon and Bret Hildebran and all the "concealed" SMCs who worked behind the scenes to make ASLOK the largest and most diverse Advanced Squad Leader tournament in the world. Drawing players - experienced and newbies - from around the globe for the past two decades, ASLOK offers structured play in the form of the GROFAZ and Mini tournaments for those who like organization and order, and open play for the ASL anarchists. I have been proud to be a part of ASLOK for the last ten years and am looking forward to the next ten. We hope that you enjoy this scenario pack and this year's tournament and hope to see you again next year! Thank you and roll low!
- R.J.

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A note about the counter information on the Scenario cards:

The scenario cards contain as much information as found on the ASL counters. In the case where the information on the counter is altered by SSR, the corrected information has been changed on the scenario card to reflect this. For example, in LIONS OF WESTERPLATTE the Polish elite squads have Assault Fire. On the scenario card, the Polish elite squads are shown with an underlined fire power to reflect this. In the same scenario, the German 5-4-8 squad is an Assault engineer. Therefore, the smoke exponent was corrected from a 2 to a 4. The purpose of this is to act as a player aid and reminder of the units altered characteristics.

A note on the use of Historic Flags:

The inclusion of period flags on the scenario cards is for purely historical reasons and does not reflect any endorsement of ideology or political affiliation. Realizing the power of symbolism and not wishing to appear insensitive, I apologize to anyone who may be offended by this decision.

This scenario pack was playtested using both IFT and the IIFT with the conditional PTCs.

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Remember, chiggers can't be boozers!

LIONS OF WESTERPLATTE

2005 ASLOK "XX" Scenario 1

0503.12

Scenario Design by R. Joseph Jenulis



WESTERPLATTE, DANZING, 04:45 FRIDAY 1st SEPTEMBER 1939:

On the evening of August 25th, German troops moved to their jump off positions for the invasion of Poland scheduled to begin early the next morning. The changing political situation caused Hitler to postpone the attack till September 1st. At 22:30 on August 31st, detachments of the Third Army crossed the frontier from East Prussia into the Danzig Free Territory. At 04:00 the WWI veteran of Jutland, the ironclad Schleswig-Holstein, slipped her moorings and went to full battle alert. At 04:43 the order "Schiff gest zum Angriff auf Westerplatte vor" ("The ship will proceed to attack Westerplatte") was given, and two minutes later, the first shots were fired of what would eventually become the Second World War in Europe. The sentries of the Prom (Ferry) post were about to retire after the conclusion of their night duty when the first salvo from the Schleswig-Holstein exploded around them. Alarms were sounded and the entire base manned their stations. At the same time, German infantry blew open the railroad entry gate and parts of the boundary wall and poured into the Polish fort. German artillery and machine gun posts from Nowy Port across the canal kept most of the Westerplatte garrison occupied while the main assault focused on the Prom post near Guardhouse Schupo. A Marinesturmkompanie smuggled into Danzig aboard the Schleswig-Holstein assisted by the SS Danzig Heimwehr and militarized elements of the Danzig Schupo (police) poured across the boarder near the electrical generator station and into a curtain of well aimed Polish defensive fire.

VICTORY CONDITIONS:

The German player wins by earning ≥ 13 VP more than the Polish player at game end. In addition to CVPs, the German player earns 1 VP if all buildings east of hex-row Z are controlled, 3 VP for each Fortified Building Location destroyed/controlled, and 5 VP if no Unbroken Polish MMC is on/ADJACENT to any RR hex. Prisoners count double (A20.1) only for the German Player.

BOARD CONFIGURATION:

Use Board 42. Only hex-rows Q-GG are playable. Place Overlays as follows:

- OW1 on DD2-DD3
- OG3 on Y1-ZO
- OG4 on W2-X2
- OG5 on U2-V1
- Wd5 on W6-W5
- X24 on BB6-CC6



42	OG5, OG4, OG3, Wd5, OW1, X24
----	---

TURN RECORD TRACK:

	Polish Set Up First [NA]	1	2 ^①	3 ^②	4 ^③	5 ^④	6	7	END
	Germans Move First [NA]								

ELR: 4

SAN: 3

Elements of Military Transport Depot "Westerplatte Garrison": Sets up on / West of hex row Z. All Polish units in Suitable Terrain may set up Entrenched. At least one MMC must set up in both Buildings U8 and Y10 at start. Units in Concealment Terrain may set up concealed before the German Player may inspect. [EXC. For concealment gain/loss purposes, units/fortifications with an LOS to the south board edge are considered to be in LOS of a known enemy unit ≤ 16 hexes range for the entire game.]

9-1	8-1	E 4 ¹ -5-8	(Crew) 2-2-8	HMG 5PP ③ 6-12	MMG 4PP ② 4-11	WIRE MPh/RtPh: dr = MF CC: +1/-1	Fortified Building Location Nml TEM +1
		5		4		2	
		2		2		4	

(U8 & Y10)

Polish Balance: Add one 2-4-8 half squad to the Polish OB.

Variable Reinforcements: Enter Hex Q1, Q4 and/or Q9 as per optional SSR's A+B. Each Unit may only enter once.

8-0	E 4 ¹ -5-8	E 2-4-8
As per Optional SSR A	"A" As per Optional SSR B	"B" As per Optional SSR B

ELR: 3

SAN: 3

NOBA Player Aid:
Draw Pile 5B/3R:
SB Observer: L1
Area to Hit: 8

Elements of Lt. Hemingue's Marinesturmkompanie, SS Danziger Heimwehr & Danzig Schupo: Set up on / east of hex row FF

9-1	8-1	5 ⁴ -4-8	4-4-7	4 ¹ -6-7	3-4-7	1-3-7	dm MMG 2PP ① 3-8	LMG 1PP ① 3-8	MTR 5PP ③ 50*[2-13]	DC 1PP X12 30-1	
		2		5							

Reinforcing elements of SS Danziger Heimwehr & Danzig Schupo: Enter east edge on a dr \leq red circled number in turn box.

8-0	4-4-7	3-4-7	dm MMG 2PP ① 3-8
-----	-------	-------	---------------------------

German Balance: Polish broken morale is not raised by one.

Variable Reinforcements: Enter hex GG5 and/or GG6 as per optional SSR's A+B. Each Unit may only enter once.

7-0	4 ¹ -6-7	2-3-7	1-3-7	3-4-7
As per Optional SSR A	"A" As per Optional SSR B	"B" As per Optional SSR B	"C" As per Optional SSR B	"C" As per Optional SSR B

German ordnance note 1, (page H23)

SPECIAL RULES:

- EC are Moderate with No Wind at start, Weather is Clear. All Grain is Woods conforming to the printed grain outline. All Water obstacles are Level 0 Open Ground. In addition to the road, hexes Q4 - GG6 also contain a GLRR (B32). All buildings are Ground Level only.
- All Polish Elite & First Line Squads have Assault Fire. Polish MMC's have their Broken Moral raised by one. Due to their familiarity with the terrain, the cost for Polish units moving through woods is 1.5 MF. The first Polish MMC that is subject to HoB automatically Battle Hardens and creates a Hero.
- The Axis Minor Units in the German OB represent the Danzig Schupo, a paramilitary police force and are treated as Axis Minor for HoB, and German in all other respects. Danzig Schupo units may commit Massacre (A20.4).
- The 5-4-8 squad and any created HS's are Assault Engineers (H1.22) and Sappers (B24.7) and are the only units that may use the Demo Charge without Non Qualified use Penalties.
- The German Player receives 280mm (36 -1 DRM) NOBA (HE only) {only rules (G14.63, G14.67 & G14.68) are applicable}, directed by a Shipboard Observer from any south board edge between T-Z. The German Player may choose any south board hex between T-Z at the start of each player turn for the observer's location. NOBA MUST use Naval Direct Fire (BRT CG 3.21 - CG 3.23) [EXC. Area Fire Attacks are NOT Halved]. If a NOBA attack in a woods hex results in a KIA, make a subsequent dr. If the dr is \leq the KIA number, place a Palm Debris Counter in the hex.

AFTERMATH: The planned lightning conquest of the Westerplatte Garrison did not go as envisioned. While the rest of the garrison exchanged shots with the Nowy Port, the Prom post, under a rain of fire from the Schleswig-Holstein, held back the initial wave attacking along the railway. Forced to fall back to a new defensive position later that day, the defenders of Westerplatte would hold out for another week until lack of ammunition, food, water and medical supplies and little hope of relief, forced their capitulation. The Germans would learn a hard lesson that day with the demise of only 4 Poles at the cost of 82 German lives and many more wounded. Among the dead was Lt. Hemingue. The stubborn resistance of the Poles at Westerplatte would throw Hitler into a rage,

Optional SSR's

- A.** At the end of the first player turn when the Polish player is reduced to ≤ 1 leader; an 8-0 leader enters any eligible hex on the west edge on the next Polish MPH. At the end of the first player turn when the German player is reduced to ≤ 1 leader, a 7-0 leader enters any eligible hex on the east edge on the next German MPH.
- B.** During the player turns of 2, 3 & 4 each player may make a re-enforcement dr, subtract CVP suffered and check the table below for optional re-enforcements. Each unit may enter only once per game. [EX. By Polish player turn 4, the Polish player has suffered a total of 4 CVPs. The Polish player makes a dr of 1 and subtracts the 4 CVPs suffered for a total of -3. Checking the table, the Polish player may receive units A+B. During a previous turn, the Polish player had already received unit A (4-5-8 squad), therefore, the Polish Player is only eligible to receive unit B (the 2-4-8 HS)].

dr - CVP suffered = Re-enforcements

	≤ -4	-3	-2	-1	0	≥ 1
Polish	A + B	A + B	A or B	A or B	B	None
German	A+B+C	B+C	A or B or C	B or C	C	None

and would give the people of Poland one of their only sources of pride during that dark September. As the afternoon edition of the Warsaw Daily wrote later that day, "The whole of Poland is behind the Westerplatte lions defending the freedom, rights and honor of Poland... The eyes and hearts of the whole of Poland are turned towards our Lions of Westerplatte".

Sources: Westerplatte, War & Memory : Gornikiewicz - Kurowska, Wydawnictwo, Marpress Gdansk 1998. Westerplatte : Gtinski, Wydawnictwo Gdansk 1998. Poland 1939 The Birth of Blitzkrieg: Zaloga, Osprey, Oxford 2002. The Polish Army 1939-45 : Zaloga, Hook Oxford 1982.

BYDGOSZCZ COUP

2005 ASLOK "XX" Scenario 2

0503.08

Scenario Design by R. Joseph Jenulis

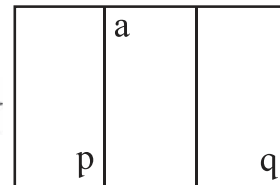


BYDGOSZCZ, POLAND, Sunday, 3 September 1939:

At precisely 04:45 on the 1st of September 1939, without a declaration of war, German troops crossed the Polish frontier. For months before, the Nazis had been waging a successful and brilliantly orchestrated propaganda war, preparing the German population on both sides of the border for the upcoming conflict. In many urban centers with large German minorities including the cities of Danzig and Bydgoszcz (Bromberg), successful underground "fifth columns" were organized. By September 3rd, the German IV Army reached the outskirts of Bydgoszcz in the contested Polish Corridor. While the Polish 15th Division of the Pomorze Army put up a stiff resistance outside the city, the German civilian population in the city staged a coup with the intention of handing the city over to the Wehrmacht. Believing that the time was right, the well-organized and well-equipped German civilian population attacked key government buildings and strategic locations. With the Polish Army occupied outside the city, the Germans expected an easy coup.

VICTORY CONDITIONS:

The Germans must control Building bF1, aG2, dH3 and control six additional multi-hex stone buildings at game end. The Germans may reduce the number of *additional* stone buildings by one for each Ammo counter/Gun captured and retained by the German player at game end.



BOARD CONFIGURATION:

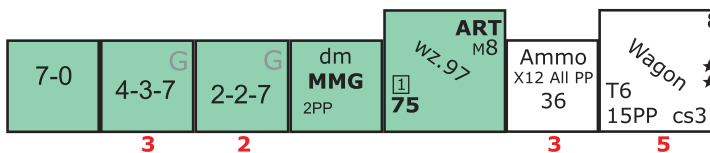
Use Deluxe Boards a, b & d.

TURN RECORD TRACK:

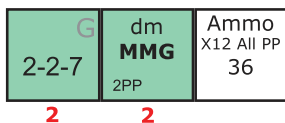
Polish Set Up First [NA]	1	2	3	4	5	6	END
Germans Move First [61]							

Elements of the 15th Infantry Division Transport and Supply Unit, Pomorze Army; Bydgoszcz Civil Defense Committee & Obrona Narodowa (Armed Polish Civilians): Set up as indicated.

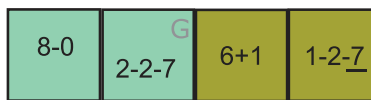
Set up in any road hex between aJ4-aM2. Limit of one MMC and one Wagon per hex. Each Ammo box and the MMC must be setup unpossessed loaded on a Wagon (see SSR 7).



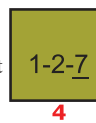
Set up in Hex aL2. SW's are unpossessed.



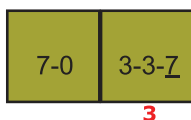
Set up in Hex aG2.



Set up in any buildings. No more than one unit per any hex. At least one unit must set up in building bF1 & dH3.



Armed Polish Civilian reinforcements: Enter turn 2 north edge (Also see SSR 6).



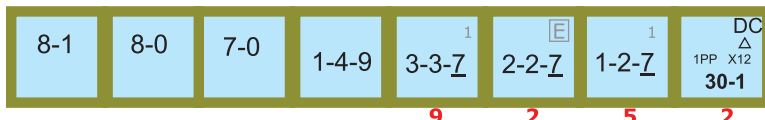
Armed Polish Civilian reinforcements: Beginning on Polish Player turn 2, and every Polish player turn after, as per SSR 6.



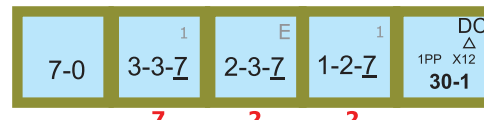
Polish Balance: Increase the Polish SAN to 7.

Polish ordnance note 28 (pg H141); (Horse Drawn Transport - D12; Ammo Vehicles - E10)

Elements of Bromberg Volksdeutsche Freikorps (Armed German Civilians): Set up in unoccupied buildings on any whole hex on board "d" and/or any unoccupied buildings on board "b" with coordinate ≥ 3.



Volksdeutsche Freikorps reinforcements: Enter Turn 3 east or west edge.



German Balance: The German player may designate any four units as having MOL.

SPECIAL RULES:

- EC are Moderate with No Wind at Start. Weather is Clear. Deliberate Kindling is Not Allowed. All Buildings are Ground Level only; [EXC. Buildings with a printed stairwell have Ground Level and Level One accessible only by printed stairwells.] The Polish Player initially controls all Buildings.
- Armed Civilians on both sides are neither Inexperienced nor Elite, are Lax, have underlined Morale factors and an ELR of 5. Armed Civilians may not Deploy, Recombine nor form multi-location Fire Groups and receive a +2 for HoB [EXC. Will Surrender on a final HoB result of ≥ 11]. Both Polish and German Armed Civilians suffer Captured Use Penalties (A21) for firing MMG's.
- Use Chinese counters to represent the German Armed Civilians. German Armed Civilians receive a -1 on Leader Creation and may commit Massacre (A20.4). DC's may not be set.
- Use Partisan counters to represent the Polish Armed Civilians. Polish Armed Civilians receive a +1 on Leader Creation.
- Polish Army units have an ELR of 3 and are NOT Inexperienced. Polish Army Units and Polish Armed Civilians are considered "Allied Troops". Polish units may not begin play concealed.
- Beginning on the Rally Phase of Polish Player turn 2, and every Polish Player turn thereafter, the Polish Player makes a DR. The White die divided by two (FRU) equals the number of Polish Armed Civilian Half Squads, and the Colored die divided by two (FRD) equals the number of Polish Armed Civilian Squads generated. In addition, if the Colored die is a 6, the Polish player may make a dr on the Leader Creation Table [EXC. On turn two, in addition to any Units generated the Polish Player automatically receives an 8-1 Leader and a Hero]. Units generated

may enter that turn. Make a subsequent dr to determine on which board edge the units will enter:

- dr 1 = Polish Players Choice
- dr 2 = North Edge
- dr 3 = East Edge
- dr 4 = South Edge
- dr 5 = West Edge
- dr 6 = May not enter that turn; units are added to any units generated on the following turn.

- Polish wagons may NOT move on turn one. The gun is being towed and may not be unhooked or fired for the duration of the game. Wagons with Ammo counters are Ammo vehicles. Ammo Vehicles may not be unloaded. The Ammo Counter not loaded on a Wagon is considered an Ammo Dump (E 10.6). Any unarmed unit that ends its MPH in Hex aL2 and becomes TI is considered re-armed at the end of the turn. All units are re-armed as 3-3-7 / (1-2-7) squads (HS) regardless of by what method the unit is re-armed.
- The Ammo Dump is Destroyed as per (E10.5) if a blaze exists in its location. The Ammo Dump may also be destroyed if a Demo charge explodes in the hex, resulting in a KIA.

AFTERMATH: The streets erupted with small arms fire as the German civilians of Bydgoszcz attacked. The only Polish military units in the city were a detachment of Transportation and Supply depot units of the 15th Division. However, armed Polish civilians who were not willing to sit idly by while their neighbors staged their coup, soon joined them. Armed with whatever weapons they could find, the Poles quashed the German rebellion and retook the city. Bydgoszcz would, for the time being, remain Polish. Their victory was short lived, however, as the next day the Polish military shielding the city began to withdraw.

Sources: HISTORY OF THE SECOND WORLD WAR: Marshall Cavendish Corp. ©1978 pgs 13-28 (TWO SIDES OF THE POLISH CAMPAIGN); General Walther K. Nehring & Colonel Adam Sawczynski, THE POLISH CAMPAIGN 1939: Hippocrene Books © 1991; Steven Zaloga & Victor Madej HITLER STRIKES POLAND (BLITZKRIEG, IDEOLOGY AND ATROCITY) University Press of Kansas © 2003; Alexander B. Rossino

BUYING TIME

2005 ASLOK "XX" Scenario 03

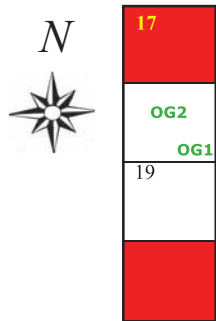
0504.20

Scenario Design by Rick Troha



Near PORT-LYAUTEY, FRENCH MOROCCO, 08 November 1942:

As part of the Operation Torch landings in French North Africa, the 60th Regimental Combat Team landed on the beaches in the Mehdiya area. Detachments from Company A, 1st Battalion were sent several miles southward to forestall any French reinforcements from Rabat interfering as the balance of the regiment came ashore.



BOARD CONFIGURATION:

Use Boards 17 & 19.
Only hex-rows R-GG on board 17 and A-P on board 19 are playable.
Place Overlay as follows:
OG1 on 17CC3
OG2 on 17R5-17S6

VICTORY CONDITIONS:

The French Player immediately wins by exiting ≥ 12 VP off the north edge. (Prisoners Do Not count for VP).

TURN RECORD TRACK:

Americans Set Up First [NA]	1	2	3	4	5	6	7	END
Vichy French Move First [80]								

	Detachment of Company A, 1st Battalion, 60th Regimental Combat Team: Set up on/north of hex-row 19H.							
ELR: 4	8-1	7-0	1 6 ³ 6-6	2 5 ² 4-6	MMG 3PP [2] 4-10	BAZ43 1PP X 10 8-4	MTR M2 3 5PP [3-45] 60*	?
SAN: 3				4			4	
	American Balance: Add one 2-3-6 Half Squad to the American OB.					<i>American ordnance note 1 (page H41)</i>		

	Elements of Garde Marocaine, 7eme Regiment de Tirailleurs Marocains & Regiment de Chasseurs d'Afrique: Enter south edge, turn 1.									
ELR: 3	8-1	8-0	7-0	1 4-5-7	MMG 4pp [2] 4-11	LMG 1PP B11 2-6	MTR 3 5PP [3-42] 60*	AMD 50 AM 20 0 0 37* -/R4	Citroen 23 23 T9 14PP	
SAN: 2				10	2		3	6		
	<table border="1"> <tr> <td>Motorcycles (Squad Size) 28 -1 M10 OPP</td> <td>Sidcars (Squad Size) 24 -1 M19 3PP</td> </tr> </table>		Motorcycles (Squad Size) 28 -1 M10 OPP	Sidcars (Squad Size) 24 -1 M19 3PP						
Motorcycles (Squad Size) 28 -1 M10 OPP	Sidcars (Squad Size) 24 -1 M19 3PP									
	Exchange the French 8-0 leader for an 8-1 leader.					<i>French vehicle note 17 (page H117) & 36 (page H120) Motorcycles D15 French ordnance note 2 (page H122)</i>				

SPECIAL RULES:

- EC are Moderate with No Wind at start. Weather is Clear.
- Grain is in Season. All Orchards are Olive Groves (F13.5). All Buildings are Stone. Deliberate Kindling is not allowed.
- Rule F.5 is in play.
- AFV Crews may not voluntarily Abandon a Mobile AFV.
- The U.S. Player may use HIP for one MMC and any SMC/SW stacked with the unit.

AFTERMATH:

The Americans successfully turned back this first French probe. The French, having never seen bazookas, thought that the Americans had artillery support. A second more powerful probe supported by tanks would push the Americans back. However, they had bought the necessary time to allow more troops to be unloaded at the landing beaches.

Source: Northwest Africa: Seizing the Initiative, pages 157-158, 160

SIDE BY SIDE

2005 ASLOK "XX" Scenario 04

0412.19

Scenario Design by Rick Troha



MEDJEZ-EL BAB, TUNISIA, 19 November 1942:

Following the cessation of hostilities with the French, negotiations proceeded with French authorities in North Africa in an attempt to persuade them to break with the Vichy government and align themselves with the Allies. Meanwhile, anticipating an attack, the American 175th Field Artillery Battalion, armed with British 25 pdrs. and .50 cal MG's, and R Company from the British 1st Parachute Battalion were moved in to Medjez-el-Bab to bolster the French defenses.

BOARD CONFIGURATION:

Use Boards 12, 40 & 44.
Place Overlays as follows:
OW1 on **12V3 – 12W3**
O4 on **12Y3 – 12Y4**
P2 on **40Q8 – 40Q9**



40 P2	O4 OW1	44
		71

VICTORY CONDITIONS:

The Germans win if at game end they control hex 40Q1 & hex 40Q4 and both Bridge Locations (40Q2-40Q3).

TURN RECORD TRACK:

Allies Set Up First [112]	1	2	3	4	5	6	7	END
Germans Move First [195]								

ELR:
 (French): 2
 (American): 3
 (British): 2
SAN: 4

Elements of Division Tunis, Elements of U.S. 175th Field Artillery & Elements of R Company 1st Parachute Battalion:
Set up anywhere on Board 12 and/or Board 40.

8-1	7-0	4-5-7 1	(Crew) 2-2-8	MMG 4PP [2] 4-11	LMG 1PP B11 2-6	MTR 5PP [3-42] 60*	INF 5PP [60] 37*	7-0 (Crew) 2-2-7	HMG 50 Cal 5PP [3] 8-16	ART M8 25pdr- 1 88 s8
8								3		2

9-1	E 6 ² -4-8	E 3-3-8	LMG 1PP 2-7	MTR 4PP [2-11] 51
3				

Allies Balance: Increase the game to 7 turns

British ordnance notes 1 (page H67) & 13 (page H69)
French ordnance notes 2 (page H122) & 8 (page H124)

ELR: 4
SAN: 3

Elements of Battalion III, Fallschirmjager Regiment 5: Set up on Board 44 east of hexes numbered ≤ 6.

9-1	8-1	8-0	E 5 ² -4-8	(Crew) 2-2-8	HMG 4PP [3] 7-16	MMG 3PP [2] 5-12	LMG 1PP 3-8	DC 1PP X12 30-1	MTR GrW 34 M11 3 81* [2-60]	DB STUKA 8 ML 1942 200 4
2			15	2	5			2	2	3 / 3 <i>(see SSR 4)</i>

German Balance: Remove one French LMG.

German ordnance note 2 (page H23)

SPECIAL RULES:

- EC are Moderate with a Mild Breeze blowing from the southeast at start. Weather is Clear. All Grain is Brush (B12). All Orchards are Olive Groves (F13.5). A Stone Bridge exists in hexes 40Q2-40Q3. All Buildings are Stone and Single story only (B23.21). Building location 12R7 exists at Level 0. The River is Fordable (B21.122) with a slow current flowing north.
- French, Americans and British are considered Allied Troops (A10.7). The American crews use the British 25pdrs ART Guns without penalties. The ROF & B# of Allied Support Weapons being used by friendly forces of a different nationality is lowered by one. Bore Sighting is Not Allowed.
- The Allies may choose any combination of American, British and/or French colors for the 8 Concealment counters in their OB.
- The Germans receive Air Support (E7) in the form of two flights of three Stukas (E7.403) each armed with bombs and MGs. One flight arrives automatically on turn two and the second flight arrives on/after turn three per E7.2. Each flight must exit at the end of the Game Turn on which it arrives.
- Rule F.5 is not in play.

AFTERMATH:

Despite repeated bombing from the Stukas, the Allies successfully beat off several infantry attacks by the German paratroopers. After dark, Colonel Knoche infiltrated some of his men across the river. When they attacked positions west of the river, the Allies misinterpreted this as a sign that the Germans were being reinforced. The order to withdraw from Medjez el Bab was given and the Germans occupied the town on November 20th.

Sources: Northwest Africa: Sizing The Initiative pp 287-288, The Battle For North Africa, 1940-1943 W.G.F. Jackson page 397, The Tunisian Campaign, Charles Messenger pp 17-18, Rommel in the Desert, Volkmar Kuhn pp 169-170, The Campaign in North Africa, Jack Coggins, page 101

A WALK IN THE SUN

2005 ASLOK "XX" Scenario 5

0509.02

Scenario Design by Bill Sisler



AGRIGENTO SICILY, 16 July 1943:

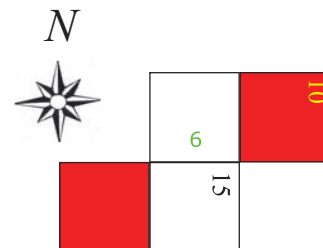
As part of Patton's "reconnaissance in force" to push through western Sicily and capture Palermo, the 3rd Infantry Division had pushed through the mountains towards the town of Agrigento. The area was defended by the Italian 207th Coastal Division, which had units in the town and around it in the hills. The 207th had already seen much desertion and was only about a regiment in size. The Americans attacked on the flanks of the town to knock out the Italian guns and completely surround it. In the early afternoon, the 1st Battalion started to move on Agrigento.

VICTORY CONDITIONS:

The Americans win at game end if they control more building locations than the Italians. Rubble hexes do not count for victory purposes. The initially placed blaze counters count as VPs for the Italian player (see SSR 3). The Italian Player controls All Building Locations at Game Start.

BOARD CONFIGURATION:

Use Boards 10 & 15.
Only hex-rows R-FF on board 10 & B-P on board 15 are playable.
Place Overlay 6 on 10S2-10S1.



TURN RECORD TRACK:

Italians Set Up First [52]	☆ 1	2	3	4	5	6	7	END
Americans Move First [138]								

<p>ELR: 2</p> <p>SAN: 4</p>	Elements of 207th Coastal Division: Set up anywhere on Board 10 and/or Board 15 in a hex numbered ≥ 8 .										
	9-1	7-0	6+1	1 3-4-6	C 3-3-6	(Crew) 2-2-7	HMG 5PP B11 6-12	MMG 4PP B11 4-10	LMG 1PP B11 2-5	MTR 4PP B11 45*[2-13]	
Italian Balance: Add two LMGs to the Italian OB.						Italian ordnance notes 1 (page H82) & 12 (page H84)					

<p>ELR: 3</p> <p>SAN: 2</p>	Elements of 1st Battalion, 7th Infantry Regiment, 3rd Infantry Division: Enter on Turn 1 along the South edge.										
	9-1	8-1	8-0	7-0	1 6 ³ -6-6	2 5 ² -4-6	MMG 3PP 4-10	BAZ43 1PP X10 8-4	MTR M2 5PP 60*[3-45]		
American Balance: Hex rows Q-GG on board 10 and A-Q on board 15 are playable.						American ordnance note 1 (page H41)					

SPECIAL RULES:

- EC are Dry with No Wind at start. Weather is Clear. All Buildings are Stone. All Woods are Brush. All Orchards are Olive Groves (F13.5). Deliberate Kindling is NA.
- Prior to set up, the American Player *may* place up to two Rubble counters anywhere in the playing area. The Italian Player then *may* place up to four Rubble counters in his set up area. Falling Rubble is NA. A Rubble counter may be placed in a non-building hex only if adjacent to a Rubbled Building hex.
- A Blaze counter exists in hex 10oEE2 and 10oT5. Roll for spread normally beginning on the first AFPh. Contrary to rule (A26.161), VC points for Blazing Building Locations count for the last side to have controlled them.
- The Italians receive one Fortified Building location. Tunnels are NA.

AFTERMATH:

As the Americans moved forward, the Italian resistance slowly fell apart. The commander of the defensive forces, Colonel de Laurentiis, had undergone some trying moments. The town had been the subject of heavy Allied naval and ground bombardments. Fires had broken out in many places. By the time 1st Battalion had entered the town proper, Colonel de Laurentiis and his troops surrendered to Battalion commander Colonel Moore.

Source: Sicily and the Surrender of Italy; Lt Colonel Albert N. Garland & Howard McGraw, (U.S. Government Printing Office, 1963) pp. 226-230.

REPRISALS...PATROLS...PURSUIT

2005 ASLOK "XX" Scenario 6

0412.17

Scenario Design by R. Joseph Jenulis

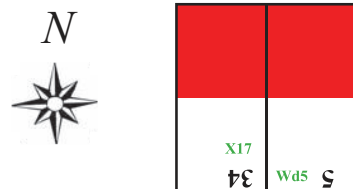


NEAR VINNITSA UKRAINE, U.S.S.R., First week of January 1944:

As the Red Army pushed the front westward, local Partisan units often became bolder in their attacks. A group of Partisans from the area near the Ukraine town of Vinnitsa dynamited the eastbound railroad tracks, derailling a German munitions train bound for the front. Not content with their success, the Partisans then attacked the train killing 150 German soldiers before disappearing into the woods. Soldiers from the munitions train stopped a troop train heading to the front filled with veteran Wehrmacht soldiers, new recruits and members of the Gross Deutschland division returning from leave. The soldiers were disembarked from the train and divided into three groups. One group was deployed to protect the two trains. A second group looked after the wounded and a third group of about two thousand moved into the woods to pursue the Partisans. Villagers in a small Ukraine town where a number of partisan suspects were found, informed the Germans under pressure that a near by factory in the woods served as a command center for the Partisans. An SS Hauptman led about a hundred men into the woods to storm the factory.

VICTORY CONDITIONS:
The Germans win at game end if there are NO GOOD ORDER Partisan MMCs within the Partisan SET-UP AREA.

BOARD CONFIGURATION:
Use Boards 5 & 34.
Only hex-rows A-P are playable.
Place Overlays as follows:
Wd5 on **5C4-5B4**
X17 on **34F10-5E1**.



TURN RECORD TRACK:

Ukrainian Partisans Set Up First [56]	#	1	2	3	#	4	5	6	END
Germans Move First [NA]	#	1	2	3	#	4	5	6	END

ELR: 5 SAN: The Partisan SAN is equal to the current Game Turn.	<p>Vinnitsa area Partisans: Set up Concealed (A12), in / less than or equal to three hexes away from any Factory (Overlay X17) hex. No more than One MMC may set up per location. See SSRs 2 & 4 for additional setup/movement restrictions.</p> <table border="1" style="margin: 10px auto;"> <tr> <td style="background-color: #808000; color: white; text-align: center;">7-0</td> <td style="background-color: #808000; color: white; text-align: center;">3-3-7</td> <td style="background-color: #808000; color: white; text-align: center;">1-2-7</td> <td style="background-color: #808000; color: white; text-align: center;"> LMG 1PP B11 2-6 </td> <td style="background-color: #808000; color: white; text-align: center; font-size: 2em;">?</td> </tr> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">8</td> <td style="text-align: center;">4</td> <td style="text-align: center;">3</td> <td style="text-align: center;">11</td> </tr> </table> <p style="color: red; text-align: center;">Partisan Balance: German Units must pass a PTC in order to enter any Factory Hex.</p>	7-0	3-3-7	1-2-7	LMG 1PP B11 2-6	?	2	8	4	3	11
7-0	3-3-7	1-2-7	LMG 1PP B11 2-6	?							
2	8	4	3	11							

 ELR: SMC/SS/ 1st Line (4) 2nd Line/ Conscripts (3) (See SSR5) SAN: 2	<p>Ad Hoc Partisan Retaliation Patrol - includes Local SS Troops and passengers of an Eastbound Troop Train returning to the front. Enter on turn 1 along the west edge of the playing area.</p> <table border="1" style="margin: 10px auto;"> <tr> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">8-0</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">7-0</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">1</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">1</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">2</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">2</td> </tr> <tr> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> </tr> </table>	#	8-0	7-0	#	#	1	1	2	2	2	2	2	2	2	2	2	2	2	<p>SS Reinforcements: Enter on turn 4 along either road hex 5A5 OR 5P5 having already expended 1/2 of their Printed MP. All Personnel <i>must</i> enter as Passengers (D6.1) each truck must have at least one MMC as a passenger.</p> <table border="1" style="margin: 10px auto;"> <tr> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">9-1</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">LMG 1PP 3-8</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> <td style="background-color: #ADD8E6; color: white; text-align: center;">#</td> </tr> <tr> <td style="text-align: center;">3</td> <td style="text-align: center;">3</td> <td style="text-align: center;">2</td> <td style="text-align: center;">2</td> <td style="text-align: center;">3</td> <td style="text-align: center;">3</td> <td style="text-align: center;">3</td> <td style="text-align: center;">3</td> <td style="text-align: center;">3</td> </tr> </table>	#	9-1	#	#	LMG 1PP 3-8	#	#	#	#	3	3	2	2	3	3	3	3	3
#	8-0	7-0	#	#	1	1	2	2																														
2	2	2	2	2	2	2	2	2																														
#	9-1	#	#	LMG 1PP 3-8	#	#	#	#																														
3	3	2	2	3	3	3	3	3																														
German Balance: German Units are Not LAX.			<i>German Vehicle notes 70 (page H19) & 96 (page H22)</i>																																			

SPECIAL RULES:

- EC are Wet with a Mild Breeze from the northwest. Weather is Clear with Ground Snow (E3.72). All Brush are Woods. Forest Rules (B13.7) are in effect. The Road on Board 34 is a Path.
- All buildings are constructed of rusted sheet metal. Therefore, all buildings are treated as wood (i.e. +2 TEM). Building X17 is a Factory and has rafters (i.e. Level 1). Each Level 1 Hex has a one half squad (equivalent) stacking limit (Over stacking is NA). Only Partisans may occupy Level 1. Rafter Hexes may only be entered by Assault Move, Low Crawl or Advance.
- All German Infantry Units must pass a NTC to enter any Factory hex (Vehicle entry is NA). Any unit which fails the NTC has it's MF reduced by the amount that unit would have spent to enter that hex, however, no MF's are considered spent for DFF purposes. Any KIA/K result caused by the PSW 222 on any Factory hex causes that hex to be Rubbled. Falling Rubble is NA.

- The Partisan Player May use HIP (A12.3) for up to TWO MMC & any SMC (s)/ SW(s) stacked with any such unit(s). Partisans are restricted by rule E1.21 as if the scenario is set at Night. Partisans may NOT form multi-hex Fire Groups, nor Deploy [Exc. Partisan Squads MAY DEPLOY normally in order to enter Rafters].
- German SMC's, SS MMC's & 1st Line MMC's have an ELR of 4. All other Units have an ELR of 3. Non SS MMC's are Lax. PF usage is NA.
- No Quarter is in effect for both sides.

AFTERMATH: The Partisans were caught by surprise as the SS charged the factory. Soon a violent firefight broke out as Russian and German guns duelled in the frozen Russian countryside. After about five minutes the fighting stopped. The SS ordered the troops to search the buildings for other partisans who may have been hiding. As the Germans entered the factory, shots again began to ring out. Several Germans lay dead or dying while others were pinned both inside and out of the buildings. Around fifteen partisans were still in the factory when an SS armored car pulled up and started firing into the rafters. Within minutes the building had been practically reduced to rubble and all the partisans inside lay dead.

Sources: THE FORGOTTEN SOLDIER (THE CLASSIC WWII BIOGRAPHY): Guy Sajer, Brassey Inc. ©1967 pgs 294-301. HISTORY OF THE SECOND WORLD WAR: Marshall Cavendish Corp. 1978, pgs 1365-1372 (THE PHANTOM WAR); J.J. Baritz. & pgs 1905-1915 (THE RED ARMY'S DRIVE TO RUMANIA); A.N. Shimansky

SLAUGHTER AT SHANDEROVKA

2005 ASLOK "XX" Scenario 7

0503.17

Scenario Design by Bill Hayward



SHANDEROVKA, UKRAINE, U.S.S.R., 17 February 1944:

General Stenneman and 28,000 troops were all that remained in the Korsun pocket. They drove the civilians of Shandorovka into a blizzard so they could party before attempting to breakout. Hearing of this, General Konev recruited Komsomol volunteers to "poop" the party. Flying as low as 20 meters due to white-out conditions, they marked the village with incendiaries for bombers and an hour long barrage. The beleaguered Germans left on foot, stealthily following the ravines westward. To their amazement, they passed through the two lines of Soviet infantry! After passing the artillery the Germans shouted and fired their weapons in celebration. Then the sun rose on a clear day...

VICTORY CONDITIONS:

VC	2 Player Game		3 Player Game			4 Player Game	
	1 Axis 1 Allied	2 Axis 1 Allied	1 Axis 2 Allied	2 Axis 2 Allied			
Axis	A	B	C	A	B	C	
Allied	E	E	D	E	D	E	

Check the chart above for victory Conditions. In all cases, the lowest lettered result to meet the victory conditions wins [EX: A over B, over C...].

- A: The Axis player wins by exiting/routing 10 VPs off the south/west board edges.
- B: The German player wins by exiting/routing 7 VPs off the south/west board edges.
- C: The Belgium player wins by amassing 12 CVPs & having a unit on board at game end.
- D: The Cavalry player wins by amassing 7 more CVPs than the Armor player.
- E: The Russian/(Armor) player wins if none of the above victory conditions are met.



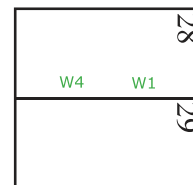
BOARD CONFIGURATION:

Use Boards 28 & 29.

Place Overlays as follows:

W1 on 28H1-28I2

W4 on 28T1-28U2 (Overlays **W1** & **W4** connect at the **28N1-28N2** hex-side to form a single Gully.)



TURN RECORD TRACK:

Belgians Set Up First, Germans Set Up 2 nd [320]	1	2	3	4	5	END
Soviet Armor Move First, Cavalry moves 2 nd [168]						



ELR:

(Belgian SS): 5
(German): 2

SAN: 4

Elements of Belgian XXVIII SS Vol Pz Gren Division 'Wallonie': Set up first Unconcealed within two hexes of (but not within) Gully.

8-1	8-0	6-5-8	dm HMG 2PP [1] 3-8	dm MMG 2PP [1] 3-8	LMG 1PP 3-8
9			2		

Remnants of the 72nd Infantry Division: Set up second Unconcealed in the Gully.

9-2	8-1	8-0	7-0	6+1	1 4-6-7	2 4-4-7	C 4-3-6	(Crew) 2-2-8	(Crew) 1-2-7	LMG 1PP [1] 3-8	MTR 5PP [3] 50* [2-13]
2		2		3	15	10	2	3	2		

German Balance: Bid CVPs for balance.

German ordnance note 1, page (H23)



ELR: 3

SAN: 3

Elements of the 5th Guards Tank Corps: Enter on/after turn 1 along the south and/or west edge(s).

T34 M41 17 76L 2/4	T34 M43 16 76L 2/4	ZSU-37 16 ★37L (8)	BA-64B 30 CMG -1/4★
2	2	2	

Soviet cavalry: Enter on/after turn 1 along the south and/or west edge(s).

8-1	8-0	7-0	1 4-4-7	(Crew) 2-2-8	HMG 5pp [3] 6-12	LMG 1pp B11 [1] 2-6	Horse (Squad Size) 12	Sledge CS 4 T7 15PP 6
2		24	2	2	4	24	2	

Soviet Balance: Bid CVPs for balance.

Russian vehicle notes 14, 16, (page H28B), 40 & 41 (page H28E)

SPECIAL RULES:

1. EC are Wet with No Wind at start. Weather is Clear with Ground Snow (E 3.72). Steppe Terrain (F13.2) is in effect.
2. No Quarter is in effect for both sides. Pre-game Deployment is NA.
3. Any Routing Axis unit may Low Crawl northwest, southwest or south towards, but not adjacent to Known enemy units. The south and west board edges are considered Rally Terrain for Axis Rout purposes. Contrary to A2.6. Axis units MAY exit off the playing area during the RtPh. Axis player(s) receive VPs for units exited off the playing area.
4. The Axis Player(s) may attempt to Self Rally (A10.63) one Belgian & one German MMC each Axis Player turn.
5. Soviet ordnance may not fire within one hex of mounted Soviet cavalry units.

ADDITIONAL SPECIAL RULES FOR 3 & 4 PLAYER GAMES:

6. Friendly units may not attack other friendly units.
7. German and Belgian players may not discuss tactics. Belgian units fire before German units. German units move, rout and advance [EXC: Berserk units] before Belgian units move.
8. Soviet players may not discuss tactics after seeing any part of the Axis set-up. Soviet Armor units move before any Cavalry units move [EXC: Cavalry units may be co-opted for a legal armor assault]. Cavalry units have precedence for DFF and SFF, but fire after armor otherwise. The Soviet player with a unit closest in hexes to any Axis Rout Casualties is credited with the CVPs (split evenly if equal-distant).

AFTERMATH: The Soviets allowed the Axis remnants to reach a remote barren trap. By 10:00 that morning, 20,000 Axis soldiers were dead.

COUNTERSTROKE AT CARENTAN

2005 ASLOK "XX" Scenario 8

0504.13

Scenario Design by Bill Sisler

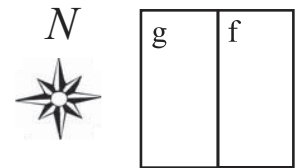


CARENTAN, FRANCE, 13 June 1944:

Carentan was the link between the two U.S. beachheads, Utah and Omaha, and also the key to an American drive to the west to cut off the base of the Cotentin peninsula. Defending Carentan was Fallschirmjager Reg. 6, commanded by Major Von Der Heydte. On June 11th, Von Der Heydte had decided to pull out of the town and set up a new defense line to the southwest. For this action, Von Der Heydte was later accused of a mental breakdown and only escaped court martial due to his past record. Meanwhile, the 101st Airborne had flanked the town on both sides, and the pincer came together in Carentan on June 12th. Now they had to prepare for a counter attack.

BOARD CONFIGURATION

Use Deluxe Boards f & g



VICTORY CONDITIONS

The Germans win immediately upon exiting ≥ 28 EVP off the north edge.

TURN RECORD TRACK

★ Americans Set Up First [NA]	#1	2	3	4★	5	6	7	END
⚡ Germans Move First [168]								

ELR:
(101st Airborne): 5
(2nd Armor): 4

SAN: 4

Elements of the 506th Para Infantry Regiment, 101st Airborne Division: Set up on/north of hex-row J.

9-1	8-1	7 ³ -4-7	MMG 3PP	BAZ 44 1PP X11	MTR M19 4PP B11 60* [2-18]
			4-10	8-4	
			2	2	

Elements of the 2nd Armor Division: Enter north edge on Turn 4.

8-0	6 ³ -6-6	13 MMA1 75 2/4/4
		2

American Balance: Exchange the 9-1 Leader for a 9-2 Leader. *American vehicle note 9 (page H33) & Ordnance note 2 (page H41)*

ELR: 3

SAN: 3

Elements of 17th SS PzGrenadier Division: Enter turn 1 south edge.

9-1	8-0	5 ² -4-8	MMG 3PP	LMG 1PP	PSK 1PP X10	StuGIII(L) 13 75L -14*/1*
			5-12	3-8	12-4	
			2	2		5

German Balance: Reduce the EVPs to 26. *German vehicle note 35 (pages H15)*

SPECIAL RULES:

- EC are Moist with No Wind at start. Weather is Overcast (E3.5).
- All Hedges are Bocage (B9.5). [EXC: Ignore all references to Deluxe ASL in Rule B9.321. Play as a standard ASL scenario.]
- Bore-Sighting and Panzerfaust use are Not Allowed.

AFTERMATH:

Attacking with the 6th Fallschirmjager, was the newly arrived 17th SS Panzer Grenadier Division. Hitting the Paratroopers southwest of

Carentan, they got to within 500 yards of the town. The Paratroopers, weak on anti-tank weapons, had a hard time stopping the German armor. Suddenly reinforcements from the 2nd Armor Division showed up. The hard-pressed Paratroopers cheered and slapped their steel hulls, then moved behind them down the hedgerows in pursuit of the Germans. By the end of the day, the German threat was dissipated.

Sources: D-Day Then and Now, Volume 1; edited by Winston G. Ramsey. Battle of Britain Prints International LTD. 1995 pp 312-315. Panzers in Normandy Then and Now; Eric Lefevre, Battle of Britain Prints International LTD. 1983 pg 160.

FRIENDLY FIRE

2005 ASLOK "XX" Scenario 9

0503.01

Scenario Design by Pete Shelling



DRINUMOR RIVER, NEW GUINEA, 21 July 1944:

By the summer of '44, any hope the Imperial Japanese Army had of retaining New Guinea was fading fast. The navy had been unable to continue supply runs to Lt. General Adachi's 18th Army. Therefore, U.S. supply dumps became frequent objectives of Japanese night raids. U.S. fatigues were among the booty of these procurement actions, and they were welcomed by the Japanese troops over their own rotting and tattered uniforms. Never short on creativity, Adachi encouraged his commanders to attack during daylight in full view of the GI's of the XI U.S. Corps. The confusion generated by his dapper rikusenti would give them a substantial advantage in close quarter fighting.

BOARD CONFIGURATION:

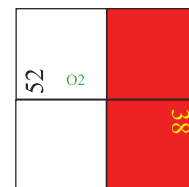
Use Boards 38 & 52.

Only hex-rows A-P on board 52 & R-GG on board 38 are playable.

Place Overlay **O2** on **52B9-B10**

VICTORY CONDITIONS:

The Japanese win if they have more EVP on whole hexes of Board 52 than the American player at game end. Prisoners do not count double.



TURN RECORD TRACK:

★ Americans Set Up First [141]	1	2	3	4	5	6	END
● Japanese Move First [154]	●						

	Troop C, 112th Cavalry Regimental Combat Team: Set up on Board 38 in hexes numbered ≥ 6 .											
	ELR: 4 SAN: 5	9-1	8-1	8-0	7-0	6 ³ -6-7	6 ³ -6-6	1 HMG 5PP [3]	MMG 3PP [2]	MTR M2 5PP [3]	Phone X12 11	?
			2		3	9		2		(100mm HE & Smoke)	6	6
	American Balance: Exchange the 8-1 Leader for a 9-1 Leader.						American ordnance note 1 (page H41)					

	Elements of 79th Infantry Regiment: Set up on Board 38 hexes numbered ≤ 6 .									
	ELR: 2 SAN: 5	10-1	9-0	4 ¹ -4-7	3-4-7	2 (Crew) 2-2-8	HMG 4PP [3] 6-14	LMG 1PP B11 2-6	MTR 4PP [2]* 50* [1-16]*	DC 1PP X12 30-1
			5		2					
	Reinforcing elements of 79th Infantry Regiment: Enter turn 1 along the south edge of the playing area.									
	10-0	9-0	4 ¹ -4-7	3-4-7	2 (Crew) 2-2-8	MMG 3PP B11 4-11	LMG 1PP B11 2-6	DC 1PP X12 30-1	MTR 4PP [2]* 50* [1-16]*	
			3	3	2	2	2			
	Japanese Balance: The American player may not utilize HIP as per SSR 2.						Japanese ordnance note 1 (page H94) and note 11 (page H96)			

SPECIAL RULES:

- EC are Moist with No Wind at start. Weather is Clear. PTO terrain is in effect, including Light Jungle.
- The American OBA is 100mm (HE/Smoke). The American Player *may* utilize HIP for one squad equivalent and any SMC(s)/ SW(s) that set up stacked with the unit(s).
- To simulate 'Friendly Fire,' any time an American unit fires on a Japanese unit that is both adjacent and in concealment terrain [EXC: Units marked with a Berserk, Banzi or Melee counter], the firing unit MUST take a 'Desperation Penalty' (C13.81). However, the TEM of the firing unit applies to the cdr for the attack vs. the American unit(s).

AFTERMATH:

Although Troop C could hear the Japanese moving about and assembling their artillery pieces, it was impossible for the American artillery observers to discern between patrols and their own pickets. At 1900 hours, the Japanese opened fire with the single gun they were able to manhandle into point blank range, wounding several American officers with one of the first shots. The attack commenced amid much confusion on both sides. As the Americans were overly cautious about firing upon what they thought might be their own troops, the Japanese were able to infiltrate fairly easily. At one point, Troop C was surrounded by the Japanese, who were in turn, surrounded by the rest of the 112th Cavalry. Only the arrival of American artillery fire and the onset of night brought the confused melee to a standoff. Troop C would remain besieged by the tenacious Japanese for another three days, finally to be relieved by two companies of the 127th Infantry Regiment on July 25th.

COME SEVEN COME ELEVEN

2005 ASLOK "XX" Scenario 10

0412.18

Scenario Design by Pete Shelling



ORMOC, LEYTE, PHILIPPINES, 10 December 1944:

The Imperial Japanese Navy was but a memory, and the Leyte landings had gone on schedule. However, by early December, the U.S. X and XXIV Corps were in need of a supply center that could handle the volume for bases planned on Leyte. The largest commercial center in western Leyte that possessed a concrete and pile pier large enough for ocean transports was the town of Ormoc. The 77th Infantry Division would assault from both sides to isolate the Japanese defenders from the rest of the 33rd Army.

VICTORY CONDITIONS:

The Japanese Player wins immediately upon earning \geq 40 CVPs. Otherwise, the U.S. Player wins at Game End if he control buildings 49E9 and 8oJ4.

BOARD CONFIGURATION:

Use Boards 8 & 49. Only hex-rows A-S are playable.

Place Overlays as follows:

O5 on **49K4-49K5**

Wd2 on **49N4/49O4**

X24 on **8J4/8K5**



	∞ X24
	40 Wd2 O5

TURN RECORD TRACK:

● Japanese Set Up First [147]	1	2	3	4	5	6	7	END
★ Americans Move First [NA]	★		★					



ELR: 3

SAN: 7

Booby Trap Level A

Remnants of the 12th Independent Infantry Regiment: Set up east of hex-row Q (see SSR 4).

10-0	9-1	9-0	E 4 ² -4-8	1 4 ¹ -4-7	2 3-4-7	(Crew) 2-2-8	HMG 4PP B11 6-14	MMG 3PP B11 4-11	LMG 1PP B11 2-6	MTR 4PP X2* 50* [1-16]*	DC 1PP X12 30-1	?	AA Type-93 Twin 12.7 (12)
			2	5	5	4		2	3	2	2	12	
Japanese Balance: Add one LMG to the Japanese OB.							Japanese ordnance notes 1 (page H94) & 20 (page H97)						



ELR: 3

SAN: 3

Elements of the 307th Infantry Regiment & Elements of the 77th Infantry Division: Set up on/west of hex-row Q.

9-1	8-1	7-0	E 6 ³ -6-7	1 6 ³ -6-6	(Crew) 2-2-7	dm HMG .50 Cal 3PP 4-10	MMG 3PP X2 4-10	BAZ 45 1PP X11 WP6 8-5	FT 1PP X10 24-1	DC 1PP X12 30-1	Radio 1PP 8
			3	6			2			2	

Elements of the 776th Amphibian Tank Battalion: Enter turn 1 or later along the west edge. All vehicles must enter on the same turn.

11 ³ LVT(A)4 75* -14	Armor Leader 8-1
4	

Elements of the 306th Infantry Regiment: Enter turn 3 along the south edge.

9-2	8-0	E 6 ³ -6-7	1 6 ³ -6-6	HMG 5PP X3 6-12	MMG 3PP X2 4-10	BAZ 45 1PP X11 WP6 8-5	FT 1PP X10 24-1	DC 1PP X12 30-1
		3	4			2		2

American Balance: Add one 6-6-6 Squad to the American OB.

American vehicle note 47 (page H38)

SPECIAL RULES:

- EC are Moderate with No Wind at start. Weather is Clear. PTO is in effect *only* for Palm Trees (G4) and Kunai (G6). The river and all hexes north of the river are considered Deep Ocean (G13.4). A Stone Pier exists in hexes 8Q3 & 8Q4.
- All Buildings on board 8 are stone. All Roads are paved. All multi-hexed Stone Buildings (EXC: overlay X24) are Factories (B23.74).
- The Japanese have Booby Trap Level A on both boards. Japanese *Squads* may not set up adjacent to/in the same location as any other Japanese squads. (EXC: HIP units are not restricted.)
- The U.S. Player receives one Module of 80mm Battalion Mortar OBA (HE/WP). The U.S. Player also receives one Fire Mission of 105mm Rocket OBA on turn 1. The AR is placed at the start of turn 1 in hex 8I1. Roll for error normally as per C1.9.

AFTERMATH: As the 306th maneuvered around the northern section of Ormoc, the 307th would make a frontal assault along Highway 2. The 902nd Field Artillery commenced preliminary bombardments at 08:30, and around 09:00 the tanks of the 776th Amphibian tank battalion entered the town. The combined approaches of the 306th and the 307th "squeezed the Japs like a tube of toothpaste." As LCMs offshore contributed their rocket fire to the attack, the motley assortment of Japanese Marines, sailors and dock personnel could not form a cohesive defense to meet the oncoming GIs. Small groups of Japanese resisted with heroism born of the hopeless futility of their situation. Street by street and house by house, the troops of the 77th swept through the pall of smoke, clearing the stubborn defenders from their spider holes and rubble enclaves. At the day's end, general Bruce would brag to the rest of the XXIV Corps (the 7th Infantry & the 11th Airborne) that with the 77th Division, he "had rolled two sevens in Ormoc. Come Seven, Come Eleven."

Notes on selected scenarios:

LIONS OF WESTERPLATTE:

Counter Information: As previously stated, I have depicted the counter information, as it should appear for the game purposes as opposed to the actual counter. Therefore, the Polish Elite squads are shown with underlined firepower factors to show Assault fire capabilities. Likewise, the German 5-4-8 squad is shown with a smoke exponent of 4 instead of 2 to reflect the increase for being an Assault engineer.

Optional Rules: The optional rules are just that - optional. Knowing that many players have an SSR phobia, the choice is yours as to whether or not you should include them. I highly recommend that you use the optional rules, since they serve as a built in balance. I kept the rules as simple as possible: if a side takes too many losses, a small number of re-enforcements come into play. This helps to counter a bad die turn, that lucky sniper or moving the stack into a hex that you were certain the HMG had no LOS to. Historically, the Prom post was the front line of the Westerplatte defense. If the defenders saw the front beginning to crumble, it is conceivable that re-enforcement would be sent to bolster the defense. Likewise, the Germans attacked in waves. If the first wave were taking heavy casualties, additional troops would be sent forward to assist in the attack.

BYDGOSZCZ COUP:

This scenario attempts to represent the confused melee that was the attempted coup of September 3, 1939 in the old German town of Bromberg. The Germans were better organized than the Poles, who were only reacting to the events happening around them. Therefore, the German player has more control of his forces than the Polish player, who is never really sure what his force will be composed of or where they will enter. This guarantees that the scenario never plays the same way twice!

During play-testing, it was found that the best way to keep track of building control, was to use control markers. Start by placing an Allied control marker in each building. As the Germans take a building, flip the marker over to indicate German control. This serves as an easy guide of keeping track of building control which otherwise, due to the nature of the scenario would be too chaotic.

SIDE BY SIDE:

An optional suggested balance for this scenario would be to add one Italian Truck to the German OB. Players may feel free to substitute this balance if they like.

A WALK IN THE SUN:

The A26.161 victory conditions were altered for this scenario for ease of playing and determining the victory conditions.

The 3rd Infantry Division was a veteran of North Africa with a recent influx of new recruits, which is reflected in the mix of 1st and 2nd Line troops in the American OB. Likewise, the 207th Coastal Division was well equipped with artillery and machine guns, so a generous allotment of machine guns was included in the Italian OB for this scenario.

REPRISALS...PATROLS...PURSUIT:

Counter Information: The SS Squads in the German OB are shown with underlined firepower to represent Assault fire capabilities given to SS squads as per rule A25.11.

During play testing for this scenario, it was mentioned that the Partisans were not hiding in rafters, but in crossbeams. In the historical account, the author used the word rafters. I do not wish to second-guess the author's intentions, so I have chosen to use the historical wording.

SLAUGHTER AT SHANDEROVKA:

This scenario was designed to be played by 2, 3 or 4 players with victory conditions for each combination.

Counter Information: The SS Squads in the German OB are shown with underlined firepower to represent Assault fire capabilities given to German SS squads as per rule A25.11.

COUNTERSTROKE AT CARENTAN:

The 17th SS Pz Grenadier Division was a newly organized division and not yet fully equipped. This is represented by 5-4-8 Squads in the German OB.

This scenario pack uses the following components from Hasbro's Advanced Squad Leader:

- The Advanced Squad Leader Rule Book
- Boards: 5, 8, 10, 12, 15, 17, 19, 28, 29, 34, 38, 40, 42, 44, 49 & 52
- Deluxe Boards: a, b, d, f & g
- Overlays: 6; O2, O4, O5; OG1, OG2, OG3, OG4, OG5; OW1; P2; W1, W4; Wd2, Wd5; X17 & X24
- Counter Mix: Allied Minor, American, Axis Minor, British (Commonwealth), Chinese, French, German (including SS), Italian, Japanese & Russian (including Partisans)

In memory of Commissar Cirrus:

He didn't always play by the rules, but he could move the pieces around better than anyone I know.



Com Cirrus
10-0

The 2005 ASLOK 'XX' TWENTIETH ANNIVERSARY SCENARIO PACK is a collection of ten full color tournament size ASL scenarios designed especially to commemorate the 20th anniversary of Oktoberfest. The pack was designed for the enjoyment of ASLOK's loyal fans. No animals were hurt in the production and play testing of this pack, although a few stealthy cats that infiltrated the area had to be expelled at great personal risk to the play testers. We at Partisan Publishing hope you enjoy this pack. Here is a preview of what to expect inside.

1st September 1939, WESTERPLATTE, DANZING FREE TERRITORY:

After completing the night sentry duty, the guards of the Prom post at the Polish bastion of Westerplatte looked forward to turning in for a long overdue rest. Suddenly the earth around them erupted into chaos as the guns of the iron clad Schleswig-Holstein let loose a volley of her 280mm cannons. At the same time, the boundary wall exploded and in poured the German invaders as Polish heavy and medium machine guns sprayed a wall of steel into their midst. The war had finally come!

3rd September 1939, BYDGOSZCZ, POLAND:

The town of Bromberg found itself surrendered to the resurrected state of Poland after the First World War. By the third day of the Second World War, the Wehrmacht had reached the outskirts of the city. The German civilians of Bromberg, now known by the Polish name of Bydgoszcz, had been planning a welcome for their liberators from the fatherland. The streets erupted in small arms fire as the German civilians attempted to seize key government buildings and hand the city over to the IV Army. Not willing to sit idly by, the Polish civilians of Bydgoszcz armed themselves and attacked their German neighbors, intent on keeping the Polish eagle flying over the city.

8th November 1942, Near PORT-LYAUTEY, FRENCH MOROCCO:

Almost a year after the attack on Pearl Harbor dragged the United States into the war, the Americans were making their debut in the African conflict. As troops and supplies came ashore on the beaches near Port-Lyautey, Company A, 1st Battalion of the 60th Regimental Combat team moved inland to forestall any attempts by the French to oppose the landings. Meanwhile, the Vichy were racing to the beach to push the invaders back into the sea.

19th November 1942, MEDJEZ-EL BAB, TUNISIA:

Although the Axis had been pushed into Tunisia, they still had some fight left in them. With the French now on the side of the Allies, the British, French and American troops found themselves often fighting side by side. An elite German Paratroop unit was given the task of retaking the town of Medjez-el Bab from the Allies. With Luftwaffe support in the form of Stuka dive bombers, the Paratroops attacked the conglomeration of Anglo-French troops opposing them.

16th July 1943, AGRIGENTO, SICILY:

General Patton's 'reconnaissance in force' had brought the war to the sleepy coastal village of Agrigento in Sicily. After a heavy naval and ground bombardment, the members of the 207th Coastal Division who had not deserted prepared to defend their rubble and smothering village against the US 3rd Infantry Division. Through the smoke of burning buildings, they could see the first of the Yankee invaders advancing over the hill. Colonel de Laurentis, Commander of the 207th Coastal Division, tried to rally the remaining demoralized troops under his command.

1st week of January 1944, NEAR VINNITSA, UKRAINE, USSR:

The train came to a sudden and unexpected stop in the frozen Ukrainian countryside. The passengers aboard found themselves ordered out by SS troops barking orders. Outside was a scene of confusion and blood. The dead and dying German soldiers that lay around the derailed ammunition train were the result of the work of PARTISANS! While the SS organized a detail to guard the trains and another to care for the wounded, another group formed a patrol to hunt down the 'barbaric criminals' responsible for this deed. In a nearby village, the local inhabitants were 'persuaded' to reveal the location of the partisan camp. The ad hoc partisan hunters were able to close in on the bandit's headquarters, catching them unaware. Reprisals would now follow.

17th February 1944, SHANDEROVKA, UKRAINE, USSR:

The survivors of the Korsun pocket, remnants of the 72nd Infantry Division and Belgian volunteers in the Waffen SS, the Wallonie Division, believed they had made it through the Soviet lines to safety. Little did they suspect the Soviets had allowed them to maneuver themselves into a pre-planned trap. As the sun rose on a frosty February morning, the Soviet armor and cavalry let loose the full fury of revenge on the unsuspecting Axis. The Germans and Belgians now had to fight their way through the Soviets to try to make it to the safety of the Wehrmacht's lines if they were ever to leave that Ukrainian field.

13th June 1944, CARENTAN, FRANCE:

In the hedgerows outside the French town of Carentan, the troops of the 101st Airborne awaited the attack they knew was coming. Carentan was too important to the Germans to allow the Americans to hold it uncontested. Through the mist, the Americans strained their eyes in the direction of the rumbling of German armor. Would the Paratroopers be able to hold off the SS Pz Grenadiers before re-enforcements could arrive?

21st July 1944, DRINUMOR RIVER, NEW GUINEA:

Near naked and half starved, the men of the Japanese 79th Infantry regiment had become more emboldened with their raids on American supply dumps. On the 21st of July, Japanese Commander General Adachi ordered a daylight raid. Dressed in American uniforms, the Japanese were able to maneuver nearly adjacent to the Yanks. Unable to distinguish friend from foe, the GIs were reluctant to fire. When the shooting did start, a confused melee followed.

10th December 1944, ORMOC, LEYTE, PHILIPPINES:

The war had returned to the Philippines. The port town of Ormoc, with its large concrete piers, was vital to the Americans for being the only center capable of unloading cargo off the Liberty ships, delivering supplies to the front. Charged with this task would be the U.S. 77th Infantry Division. The Americans would face off against the Japanese 12th Infantry Regiment who, with determined effort, would make the Americans fight for each street and every house. If the Americans wanted Ormoc, they would pay for it in blood!

This scenario pack is not a complete game and uses components from Hasbro's Advanced Squad Leader.