



Advanced Squad Leader Starter Kit Scenario Design Contest



Scenarios inspired by The St. Goar Assault
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The Contest: The Advanced Squad Leader Starter Kits (ASLSK) have given the ASL community a relatively inexpensive and simple way to bring new players into the fold, while maintaining the fun and excitement of the full-scale game. In many ways, the ASLSKs have brought back the “feel” of the original *Squad Leader*, having just a handful of unit types, mapboards, and rules necessary in order to play.

One of the controversial design aspects of the original Squad Leader was the use of all four boards, laid end-to-end, in the design of two of the twelve enclosed scenarios. *The Road to Wiltz* portrayed a German attack down a narrow corridor during the Battle of the Bulge, while *The St. Goar Assault* depicted an American assault on a broad front in the last days of the war in Europe.

The popularity of the ASLSKs has, as of this writing, spawned at least three scenarios in *Operations Magazine* (intended to be to Multi-Man Productions what *The General* was to The Avalon Hill Game Company). During discussion on the ACG/SZO forums, this renewed sense that the “feel” of the original *Squad Leader* had been captured was mentioned, with the flippant comment that all one had to do now was to design two scenarios with all four boards laid end to end. Subsequently, this contest was announced on 29 Nov 2005. What you see was submitted by a Christmas Eve deadline.

Authors (listed alphabetically)

Michael A. Dorosh is an historian from Canada who has published three books on Canadian Army uniforms of WW II. He works full time for a hospital, and has been an army reservist with the Calgary Highlanders for 18 years. He first experienced *Squad Leader* in junior high school, but in recent years has devoted his gaming time to *Combat Mission* for the PC. Among his many published works are ASL articles in the *ASL Annual* and *View From the Trenches*.

Murray McCloskey is a wargamer from Australia who is living in the United States for a short period pursuing work in the television news industry as a camera operator and editor. His principle wargaming interests are in all things Australian, in particular Pacific Theatre battles. His favourite game is ASL, although he also likes strategic games like Fire in the Sky. He is looking forward to MMP's new Arnhem game *Devil's Cauldron*. He started wargaming twenty years ago when he purchased *Panzer Leader* and *Squad Leader*. He has been travelling to ASL tournaments across the US, including the last ASLOK, before he has to go home to Oz. He hopes to return in time for the big Australian tournaments - Cancon in January, and Anzacon in March.

Tom Morin has been playing ASL since its inception in 1985, and SL before that. His scenario design experience goes back almost as far as his SL days, including designs for the now defunct 'On All Fronts' newsletter which included two mini-HASLs (Eben Emael and Central Rail Station). He is currently one of the editors for the 'Dispatches from the Bunker' newsletter, and has designed around a dozen or so scenarios for them. He is also designer/developer of MMP's *Valor of the Guards* HASL module.

Ola Nygards is an ASL player from Sweden, who has been a fan of the game since the original Squad Leader. Because of limited face-to-face options and restricted time he doesn't play as much as he perhaps wants

(and admits that lately he seems to spend more time designing scenarios than actually playing the game). Ola has designed 14 scenarios (all Eastern Front in theme) and has had two of them published, in ASL Journal 6.

Jean-Pascal Paoli lives near Paris, France, and started wargaming in the late 1980s, cutting his teeth on Avalon Hill's *Air Force* and *Captain's Edition Harpoon*, buying Squad Leader in 1998 and quickly graduating to ASL, being a regular player since 1999. Jean-Pascal has attended several European ASL tournaments as well as the ASLOK in 2005, winning the “team mini” plaque with two colleagues, and losing the final of the “Bocage Busting” Mini to Ray Woloszyn. He works with the Franc Tireur team, translating articles in English for international readership, occasionally writing tournament AARs or product reviews as well.

Peter A. Shelling is an Environmental Safety and Health Coordinator in Willoughby, Ohio (with eight years of military service in the Ohio Army National Guard). He got his start in wargaming in 1974 with *Bulge '64*, and “was soon hooked” on SL after Christmas 1977. He made the jump to ASL in 1991, met keen competitors by a fifty-cent ad in *The General*, and met Mark Nixon at his first ASLOK. His first scenario design was Highway Five, published in *ASL Annual '97*. His Battlin Buckyeyes was published in *ASL Journal #2*, continuing his emphasis on the under-represented US Army in the PTO. The first of his designs actually published was Shoot 'N' Scoot (G30) in *The General*. In all, he has published twenty scenarios with Avalon Hill, MMP, Critical Hit, and Schwerpunkt, as well as two in the ASLOK XX pack and three in the ASL Starter Kits. He is currently working on new Action Packs, the *Slaughter at Ponyri* HASL, and assorted stuff for the ASL Journal, including deluxe Bulge scenarios and a mini-CG trilogy on the Battle of Nuremberg.



ADVANCED SQUAD LEADER STARTER KIT SCENARIO DESIGN CONTEST Scenarios inspired by *The St. Goar Assault*

Counter artwork: taken from VASL (Virtual Advanced Squad Leader) by kind permission of Rodney Kinney; original artwork by Kenn Monte, Ken Knudsen, and Zoltan Grose, design by Jeffrey Malter. The VASL project may be found online at <http://www.vasl.org>

Contest hosting: Thank you to Armchair General Magazine and Strategy Zone Online; visit the ACG/SZO Discussion Forum at <http://www.war-forums.com/forums/>

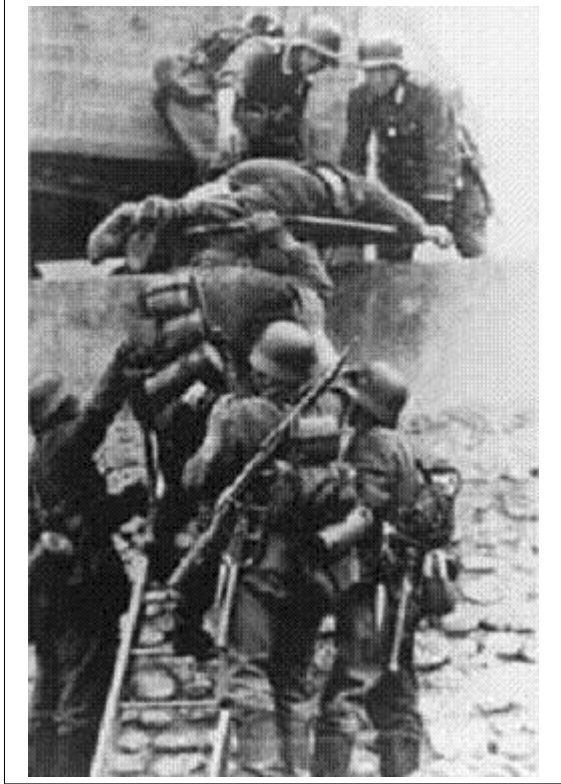
Playtesting: Gary Krockover

Layout and design: Michael A. Dorosh

TO THE SOLDIERS OF THE OSTFRONT

ASLSK CONTEST SCENARIO A

Scenario Design: Ola Nygård



BREST-LITOVSK, Russia, 22 June 1941: At a meeting of senior officers of the 4th Army on 10 June it was stated that neither the District command nor the High Command in Moscow' thought that the Germans intended to break the 1939 Pact; the object was, as they thought, to "strengthen their position while deciding political questions with us". At this time the Russian troops were scattered, like the 28th Rifle corps (responsible for the Brest fortress and its area) with 9 rifle, 3 artillery and all engineer battalions at work on defences. Meanwhile, in the old, historic crenellated fortress of Brest, the Germans could see Soviet soldiers carrying out their routine drills, complete with band. Precisely what was passing on through Stalin's mind still remains something of a mystery, but on 21 June Stalin sensed greater danger. "Vozmozhno Napadenie Nemtzev", "The Germans might attack" was the cryptic words he used to set some precautionary moves. At 01:00 hours on 22 June the separate German Army commands transmitted their call-signs indicating full readiness. The officers were reading to their men the Fuhrer's personal order, "To the soldiers of the Ostfront". Obeying their own laws were the specialists of Regiment 800, the "Brandenburgers", many of them Russian-speaking, infiltrated - or dropped by parachute - behind Soviet lines. Dressed in Red Army uniform, the 800 men were making for Brest fortress or for the bridges over the Bug. A number of men, smuggled in on Saturday in goods trains or hidden under loads of gravel in rail trucks, had already been in the town of Brest for many hours...

BOARD CONFIGURATION:



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VICTORY CONDITIONS: A side that Dominates all boards wins immediately (see SSR 2), otherwise the side that Dominates the most boards at game end wins. A draw is possible.

TURN RECORD CHART

Simultaneous Set Up	1	2	3	4	5	6	7	8	9	10	END
First move is randomly determined											

Elements of 28th Rifle Corps [ELR: 3] set up on any friendly board (see SSR 1):

3 8 3 3 5

Reinforcement s (see SSR 3):

5

Elements of Infanterie Divisionen 31 & 34, XII Armeekorps [ELR: 3] set up on any friendly board (see SSR 1):

2 10 2

Reinforcements (see SSR 3):

3

Regiment 800, The Brandenburgers (see SSR 4):

Option 1: OR

Option 2: OR

Option 3:

2

SPECIAL RULES:

- At start, random determine which boards are friendly to each player. Two boards each should be defined as "friendly." The friendly/unfriendly status of boards is kept during the entire game.
- To dominate a board, a side needs to be the sole occupant of building hexes with good order MMC on the whole board.
- Reinforcements enter on each turn < 7 on any unfriendly (see SSR1) board edges.
- Brandenburg units are represented by 228s and are generated on a dr=1. During each Russian rally phase on turn < 7, the German player rolls for each board (both

friendly and unfriendly), generated units are immediately put on any unoccupied hex on that specific board. If the German player chooses option 3, a lone good order Russian 447 is changed to a 237 and a German 228 is instead created in the hex and immediately locked in melee with the remaining Russian HS unit.

AFTERMATH: The fortress of Brest-Litovsk had stood directly in the path allotted to the 2nd Panzer Army. To subdue it Guderian had asked for an infantry corps from the 4th Army. Brest-Litovsk was encircled on the first day and organized Soviet resistance in the fortress town of Brest-Litovsk comes to an end after four days of extremely heavy fighting. The Germans finally pummelled the defenders into submission with massive air strikes and heavy artillery bombardment.

EXHAUSTING, BUT PRODUCTIVE

ASLSK CONTEST SCENARIO B

Scenario Design: Michael A. Dorosh



MATE ZUCHOWICZE, Russia, 3 July 1941: The elite Infantry Regiment “Großdeutschland” advanced into Russia with orders to secure the flank of Panzer Group Guderian. Security areas were created to stop local Russian breakout attempts by small units of the estimated 80 enemy divisions trapped near Novogrodek. Wild combats ensued, with the 1st Battalion at one point doing battle from captured Russian trucks against enemy soldiers fighting from captured German trucks. The 2nd Battalion had a slightly easier time, with the regimental historian commenting that “many small engagements resulted from the battalion's active patrolling to all sides.” At 0900 on the 3rd of July, elements of the 2nd Battalion met with an armoured car on the road to Mate Zuchowicze, claiming that the village was not held by the enemy. The patrol moved on, taking five prisoners after a brief combat, and eventually came under fire from hills and farms to the east. Zuchowicze was only one of several villages scheduled to be patrolled that day.

BOARD CONFIGURATION:

▲ N

N	W		x		y
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VICTORY CONDITIONS: The Germans must exit one Good Order squad (or equivalent in HS) from any north board edge road hex (zCC1 is not considered a road hex for VC determination) on each and every board in order to win.

TURN RECORD CHART

★ ALLIES Set Up First	1	2	3	4	5	6	7	8	END
☩ GERMAN Moves First									



Scattered elements of local Russian garrisons [ELR: 2] set up as indicated:

Zuchowicze Garrison: in any stone building on Board z:



10 2

Jurewicze Garrison: on Board w and/or x at least 2 hexes from the south board edge:



3 11 2

Reinforcing elements of the Byklewicze Garrison: east of hexrow x: on Board y



5 3 2



Patrols of I Bataillon, Infanterieregiment “Großdeutschland” [ELR: 5] enter on Turn 1 as indicated:

Stosstrupp Stockmann: on any hex between zT10-zEE10 inclusive:



5 2

Stosstrupp Doege: on any south edge hex of Board w and/or x:



8 2 2

Stosstrupp Kottwitz: on any hex between yH10 - yO10 using a maximum of 2MF per unit.



4 2 2 2

SPECIAL RULES:

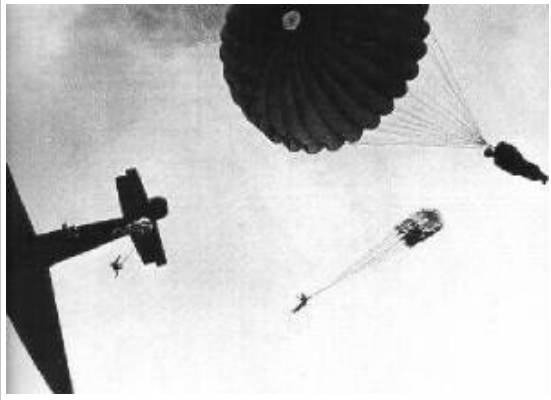
- Any Russian unit taking a MC is considered to have surrendered on an original DR of 10 or more. Surrendered units are immediately removed from play as if eliminated by a KIA result on the IFT.
- Every time a Russian unit surrenders, the nearest German squad in LOS of that Russian unit (in hexes, resolve ties by random dr) must take an immediate TC. An original DR of 3 or less results in that squad being immediately replaced with a HS as if that unit had just undergone Casualty Reduction, representing the assignment of riflemen as prisoner escorts. If no full squads are in LOS, the nearest HS in LOS undergoes this procedure instead, and is eliminated from play.

AFTERMATH: Lt. Stockmann's patrol cleared Zuchowicze using “all available weapons” and took forty prisoners. Meanwhile, Lt. Doege's patrol towards Jurewicze and Niehnicze produced firefights with Russians hiding in nearby cornfields, resulting in 48 prisoners and large amounts of equipment captured without loss to the Germans, including two Russian standards. Sgt. Kottwitz's patrol of Wysadowicze produced seven prisoners, then came under heavy attack from the woods 500 metres southwest of town. The attack was beaten off by effective machinegun fire. The regimental historian declared that in light of the number of Russian prisoners taken, “these engagements were exhausting, but productive.”

THANK HEAVENS, WE LOST

ASLSK CONTEST SCENARIO C

Scenario Design: Murray McCloskey



RETHYMNON, Crete, 20 May 1941: The 2nd Fallschirmjäger Regiment landed relatively intact and reformed its elite companies for the assault on Rethymnon and its nearby airfield and hills. But the paratroopers soon ran into tough resistance from the Australian and Greek infantry of the 19th Brigade. With the German regiment's command group captured soon after landing, the paras had to use their initiative to capture the objectives.

BOARD CONFIGURATION:

▲ N

N	x	y	w
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VICTORY CONDITIONS: The Germans win immediately upon Controlling all Stone building Locations on boards w, x and y, or all Locations in multi-hex Stone buildings on boards w, y and z.

TURN RECORD CHART

ALLIES Set Up First	1	2	3	4	5	6	7	8	9	10	END
GERMAN Moves First											



Elements of Australian 2/1st Battalion, 19th Brigade, CREFORCE [ELR: 3] set up on board w:



Elements of Greek 4th Regiment, 19th Brigade, CREFORCE [ELR: 2] set up on board y:



Armed citizens of Rethymnon and Cretan police [ELR: 2] set up on board z:



Elements of Australian 2/11th Battalion, 19th Brigade, CREFORCE [ELR: 3] set up on board x



German OB, Special Rules, and Aftermath on reverse of card



THANK HEAVENS, WE LOST

ASLSK CONTEST SCENARIO C

(Continued)



Elements of III Bataillon, Fallschirmjäger Regiment 2, Gruppe Mitte [ELR:4] enter by air drop on board w on Turn 1 (see SSR 1):



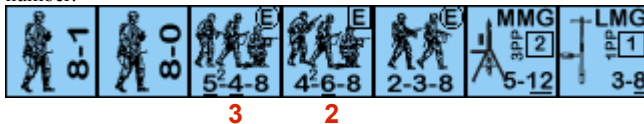
Elements of I Bataillon, Fallschirmjäger Regiment 2, Gruppe Mitte [ELR:4] enter by air drop on board y on Turn 1 (see SSR 1):



Elements of III Bataillon, Fallschirmjäger Regiment 2, Gruppe Mitte [ELR:4] enter by air drop on board x on Turn 1 (see SSR 1):



Elements of III Bataillon, Fallschirmjäger Regiment 2, Gruppe Mitte [ELR:4] enter on south edge of board z on a dr < the current turn number:



SPECIAL RULES:

1. German MMC, SMC and LMG enter by air drop on turn one. Prior to all set up, the German player must pick one Open Ground Location for every three MMC. During the German Movement Phase, place the multiples of three MMC in their designated hexes, along with any number of SMC and LMG. Make a drift DR for each MMC/SMC/LMG. The colored dr is the direction of the drift, the white dr the extent of drift (dr/2 FRD). Each MMC/SMC/LMG which lands in non-Open Ground terrain must take a NMC with the TEM as a positive DRM (LMG have a Morale of 8 and Malfunction if they fail). All broken MMC/SMC may not move for the rest of the Movement Phase after they land, but are subject to FFMO/FFNAM (in all terrain). Allied units may conduct Defensive First Fire as each MMC/SMC drifts. Drifting MMC/SMC are considered to be drifting at Level One for all Defensive First Fire (EXC: the last hex of drift is considered to be at Level 0).
2. All Orchards are Olive Groves. Olive Groves are considered In-Season Orchards with a TEM of +1 and an entry cost of 2MF.
3. Grainfield R6 on board x is a Level One Hill. The Hill terrain is considered Open Ground.
4. British Bofors 40L AA Guns may not Defensive First Fire (or change their CA) as German MMC/SMC drift.
5. German and Allied MMC/SMC which start the Final Fire Phase of Turn One in the same Location are placed under a Melee counter. The Melee is resolved in subsequent CC Phases.

AFTERMATH: Unlike many other parts of the island, the drop near Rethymnon proved largely favourable for the Germans. A strong attack by the 3rd Battalion dislodged the Australians from a hill overlooking the airfield, and the paratroopers could not be thrown off despite counter-attacks. To the west, a force of police and citizens stopped the Germans from capturing Rethymnon, the paratroopers instead content to set up a blocking position to deny the Australian and Greek forces reinforcements. Neither side had much idea what was happening on the rest of the island. By the 28th of May the 19th Brigade was isolated, and faced the prospect of attack from German armour and artillery. More than 700 Australians and hundreds of Greek troops would fall into German captivity at Rethymnon. In hindsight, some Allied observers believe Crete would have been impossible to supply if it had held, with one declaring “thank heavens we lost” to CREFORCE Commander, General Freyberg, years after the war ended.

CRIMSON SNOW

ASLSK CONTEST SCENARIO D

Scenario Design: Jean-Pascal Paoli



VELIKIYE LUKI, Russia, 15 November 1942: When the Eastern Front stabilized in summer 1942, the Germans were left in possession of Velikiye Luki. The town, both a solid ground in the surrounding marshes and a bridgehead over the Lovat River, was also a major regional rail crossroads. By mid November, the Soviet Kalinin Front launched a major offensive that surrounded and cutoff a large portion of the LIX Korps in Velikiye Luki – only days before a similarly successful but somewhat larger encirclement took place in Stalingrad. With OKH attention and assets diverted on Stalingrad, the entrapped men in Velikiye Luki were left alone to defend their perimeter against repeated assault. With their back to the Lovat River, General Von Der Chevallerie’s soldiers fortified their positions, organized themselves in hedgehogs, and prepared themselves to deny the Russians the strategic city as long as they could.

BOARD CONFIGURATION:



≡	×	<	N
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VICTORY CONDITIONS: The Soviet wins at game's end by controlling by controlling any 11 of the following buildings: wG4, wO5, wO9, wW6, xC7, xI2, xEE4, yK4, yP6, yZ9, yFF6, zD2, zL5, zR1, zCC5 OR wins immediately if at any time he controls all victory buildings on any three maps.

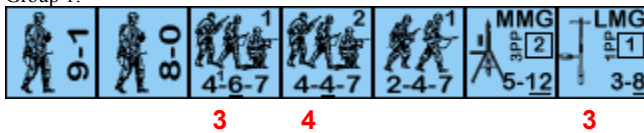
TURN RECORD CHART

GERMAN Sets Up First	1★	2★	3	4	5	6	END	Lull	I	II	III	END
	★RUSSIAN Moves First											



Elements of Infantry Division 83 and Gebrisjäger Division 3, Chevallerie Army Group, LIX Korps [ELR:4]:

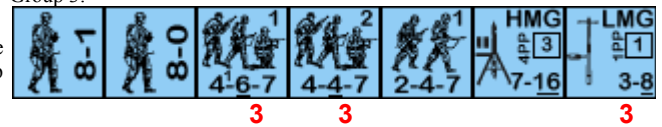
Group 1:



Group 2:



Group 3:



Chose one Group to set up on each board, each counter must be >3hexes from south edge. Last Group is in Reserve (SSR 5). A Group may be chosen only once.

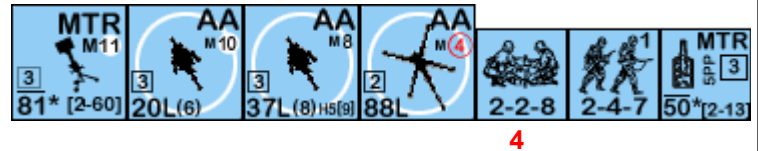
Group 4:



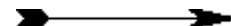
Group 5:



Heavy Weapons: Setup anywhere >3 hexes away from south edge with a maximum of two guns/SW per board:



Russian OB, Special Rules, and Aftermath on reverse of card



CRIMSON SNOW

ASLSK CONTEST SCENARIO D

(Continued)



Elements of 249th Estonian Division, 8th Estonian Rifle Corps [ELR: 2/3]
Enter Turn 1 on the south edge of any **one** board (see SSR4 and 5):



6

Command Platoon [ELR: 3] enter on Turn 1 or 2 anywhere along south edge:



4

3

Elements of 9th and 46th Guards Divisions, 3rd Shock and 5th Guards Army, Kalinin Front [ELR: 3] any two groups enter on Turn 1; two more groups enter on Turn 2. Each group enters on the south edge of any **one** board, one group per board per turn. Remaining group is in Reserve (see SSR 5). A Group can be chosen only once.

Group 1:



12

Group 2:



9

2

2

Group 3:



5

6

2

Group 4:



9

4

2

Group 5:

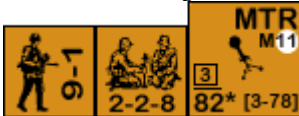


4

6

3

Kalinin Front Reinforcements [ELR: 3] at the end of the SSR5 process, set up anywhere in a friendly occupied hex OR in any woods hex adjacent to the south board edge. Gun must be possessed by the crew.



SPECIAL RULES

- Due to ground snow, crossing a crest line uphill costs 1 more MF (after all other modifications).
- All German Guns and MTR are B11. The German player secretly designates one non-Reserve leader as artillery observer. Once in the game, during his PFPh or DFPh in which that leader is Good Order and not under "Prep Fire" or "Def F Fire" and counter, the German player may designate any hex in LOS of that leader as the target hex. From that hex, a direction of error is randomly chosen and a distance of error of 1/2 dr (FRU) is rolled. The final hex and the 6 adjacent hexes are attacked by 100mm HE. Mark the Leader "Prep Fire"/ "Def F Fire".
- Before setup, the German player designates 5 building hexes as being Fortified (maximum two per board). The fortified hexes have their TEM increased by 1. Advance into CC against an enemy MMC in a fortified building is NA unless that MMC is under a PIN counter or is a half squad.
- Estonian troops are Allied at start. Estonian units benefit from Russian leader direction and vice versa until the Estonians turn Axis (SSR 5). Estonian units can always use Russian SW without penalty. Estonians have an ELR of 2 while Soviet and 3 when turning Axis. Once Axis, Estonian units benefit from German leader direction and vice versa.
- At the conclusion of Game Turns 2, 3, 4 or 5, the Russian player can declare a "lull." If a lull is declared, perform the following: Place Turn marker on LULL box. Place a Melee marker on any stack containing both Russian and Estonian SMC/MMC, remove Melee markers from hexes with only German and Estonian units. Estonian units immediately become Axis. Roll CC until all Melees are resolved. Flip all broken units to Good Order; remove DM, CX and SMOKE. Unpossessed SW/Gun are automatically recovered by any unit in the same hex (EXC: Guns not possessed by Axis are eliminated). Roll for Repair until all Malfunctioned possessed SW/Guns are Repaired or eliminated. Each wounded SMC makes a MC with original Morale (Δ). If passed, remove "wound," otherwise eliminate leader (LLMC NA). For each board on which only friendly MMC are

present, any enemy SMC on that board are eliminated and friendly units on that board can be re-setup freely anywhere on any whole hex of that board (EXC: some/all units can be put in Reserve if Russian). All units (with possessed Guns/SW) can be repositioned (Estonian first, then Russian then German. PP, CX and MF NA) one hex (two hexes if Estonian), as long as they don't move ADJACENT to enemy unit, nor enter enemy occupied hex, nor move farther from friendly board edge (Axis: North edge; Russian: South edge). Possessed Guns can freely change CA and are emplaced in new location. Once this process is completed, setup Kalinin Front Reinforcements and place Phase marker on turn I. Russian Reserve enters on Russian turn I on any one board South edge. German Reserve Group enters on German turn II on the North edge of any one board that contains at least one unbroken Axis MMC at the moment of entry. If the Soviet never calls a "lull", game ends on turn 6 and no Reinforcements or Reserve are received by either side.

AFTERMATH: The Soviets enjoyed a 5 to 1 numerical superiority and tried to muscle their way through the German defensive network. The swamps impeded armor movement in many places, so more often than not flesh replaced steel. Firepower superiority, prepared MG firing fields and fortified defensive positions allowed the German defenders to extract a heavy toll on the advancing Soviets. The surrounded garrison had also salvaged a few *Nebelwerfer* rocket launchers, which they occasionally put to good use. By 30 November, the hungry but confident men of the 83rd Infantry and 3rd Mountain Divisions had wrecked two Soviet Guards Divisions, forcing them out of the line for rest and refit. The Soviet losses were so high that hundreds of men of the Estonian 249th Division switched sides and fought under German command rather than continue serving as cannon fodder for the Red Army. The *Kessel* would hold during winter, occasionally re-supplied by airdrops. The Russians would relentlessly pressure the "little Stalingrad", with the Germans bitterly counterattacking any weak spot. By the time the last 3000 men of the garrison surrendered in January 1943, the blood of 30000 Russians and 17000 Germans had turned the snow crimson.

GLIMMER OF HOPE

ASLSK CONTEST SCENARIO E

Scenario Design: Pete Shelling



VELIKIYE LUKI, Russia, 14 January 1943. With the Stalingrad disaster nearing its epic conclusion, Army Group Center was suffering a siege of its own at the rail center of Velikiye Luki. General Kurt von der Chervallerie fortified his bridgehead along the Lovat River with the intent of resuming offensive operations after another harsh Russian winter. However, General Purkayev of the Third Shock Army had offensive plans of his own, and would need the bridgehead and transportation facilities at Velikiye Luki. To accomplish this, he encircled the city during the middle of November. With Hitler's stand-fast order in place, the siege was resupplied during the month of December, and plans were made to break the encirclement.

BOARD CONFIGURATION:



		N	W	
x				y

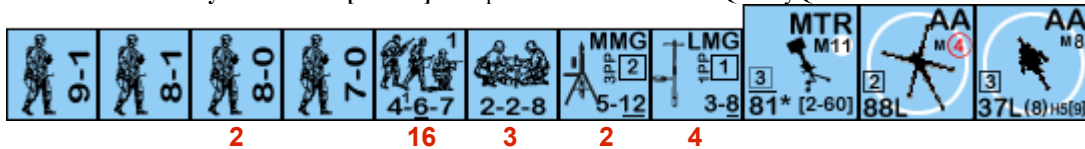
VICTORY CONDITIONS: Provided the Germans have not exited at least 6 squad-equivalents and at least two leaders off either the East OR West edge, (which will result in an immediate German victory) the Russians win at game end if they control building zE4 and at least one of the following buildings: zL6, zR2, wP2.

TURN RECORD CHART

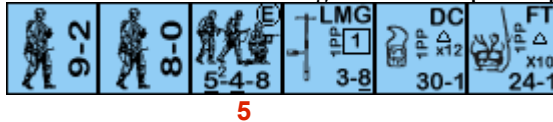
GERMAN Sets Up First	1	2★	3	4★	5	6	7	8	9	END
★ RUSSIAN Moves First										



Elements of Infantry Division 83 [ELR:3] Set up on/between hexrows xQ and yQ:



Elements of 803rd Brandenburg Commandos [ELR:5] enter turn 3 along the south edge of boards w/z:



Elements of 28th Rifle Division [ELR:3] setup outside of the German set-up area, but not within 3 hexes of a German unit:



Elements of 21st Guards Rifle Division [ELR:3] enter per SSR 2:



SPECIAL RULES

- Due to ammunition shortage, all German MGs malfunction on an 11 instead of 12. German MMC suffer unit substitution on any IFT attack in which they roll a 12.
- Russian reinforcements may enter on Turn 2 along either the east or west edge, OR instead may enter Turn 4 along the north edge of any one board having used half of their total MF. All units must enter the same turn and same board edge.
- On the last turns darkness falls. Use the chart below to determine effects of darkness for the duration of the turn indicated:

Turn	Level	Effect
6	Dusk	+1 IFT/TH DRM
7	Twilight	Dusk + FFMO/Interdiction NA
8-9	Night	Twilight + all LOS > 3 hexes blocked

AFTERMATH: By January, the surrounded remnants of the 83rd Infantry Division knew that their only hope rested with a breakout attempt that Hitler would not allow. As the garrison was split in two and carved up by a final Soviet attack, those who could decided to attempt a link-up with their now-shattered relief column at dusk on the January 14th. Of the 5,000 man force, only 150 made it out, and this number included a few Brandenburg commandos who had parachuted in a week earlier. Even with the 12,000 German casualties from the relief attempts added to this total, this number was still small when compared with the Stalingrad debacle. Thus, the siege of Velikiye Luki remained largely forgotten amidst the bloody carnage of the Eastern Front.

AIR ASSAULT ON DRVAR

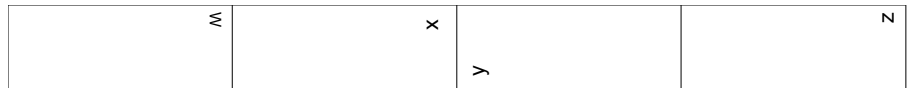
ASLSK CONTEST SCENARIO F

Scenario Design: Tom Morin



DRVAR, Yugoslavia, 25 May 1944: The German high command devised a plan to eliminate Josef Broz Tito, the commander of the Partisan forces in Yugoslavia. Code named Operation Rösselsprung (Knight's Move), the plan involved a combined paratroop and glider assault by an SS Parachute Battalion on Tito's HQ located at Drvar. The main objective was to attack Tito's cave and kill or capture him. Other objectives were to eliminate the attached Allied Missions (American, British and Soviet) located in Drvar, and to disrupt the Partisan communication network by destroying the telephone exchange building and the radio station. Upon completion of their tasks, the SS Paratroops were to await relief by ground forces that were to cordon off the area. The Partisan leadership had been well informed ahead of time of the German plans for ground operations around Drvar, but they were totally unaware of the impending airborne assault.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans win immediately if Tito (Partisan 6+1 Leader) is Eliminated; otherwise the Germans win at game's end by Controlling buildings wQ6, zD2, zL5, zR1, zBB4 and zDD4.

TURN RECORD CHART

PARTISAN Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

Elements of the Yugoslav Army of National Liberation [ELR: 5] set up/enter as indicated:
Elements of Tito's Escort Battalion: on any hex of board w except wQ6:

Headquarters Personnel: set up on board z:

Officer Cadets: enter along the north edge on Turn 2:

Marshal Tito with escorting personnel: set up in hex wQ6

Elements of 3rd "Lika" Brigade, 6th Proletarian Division: enter on Turn 4 anywhere along the east/west/south map edges.

Elements of SS Fallschirmjäger Bataillon 500 [ELR: 5] land on Turn 1 by glider and parachute (SSR 1) on board(s) indicated:
Glider Groups Dranfänger, Greifer, Stürmer, Brecher and Beisser on board z: **Glider Group Panther** on board w:

Parachute Group Rybka on boards x and y:

SPECIAL RULES

1. During the German Turn 1 MPH a Landing Phase takes place. Any three hexes that are at least 15 hexes apart on boards x/y are Drop Points. Five Parachute Group MMC (and any SMC/SW) are placed on each Drop Point, with a DR made for each counter: colored die indicates direction (hexside with hex co-ordinate = direction 1, next hexside clockwise = 2, etc.) and white die the number of hexes away that the unit will land. If landing in orchard, woods, building or off-map the unit must take an immediate NMC [a Gun or SW is eliminated] and be placed in the closest open ground hex (German player's choice). Place each Glider Group MMC (and any SMC/SW) in a road hex, with a maximum of one MMC per hex. Defensive First Fire is not allowed during the Landing Phase but Partisan units may use Defensive Final Fire after all units have landed.

2. Increase the broken side morale of all German MMC [EXC: crews] by one.

3. Captured weapon penalties do not apply to Partisans unless using a German weapon. Building wQ6 represents Tito's "cave" and has a TEM of +4.

AFTERMATH: Led by Obersturmführer Rybka, the SS Paratroop Battalion (reinforced by special Brandenburger and Bosnian units) landed by both parachute and glider in and around Drvar. The glider detachment that landed near Tito's cave was greeted by a hail of fire and virtually annihilated, while the other glider detachments secured the objectives in Drvar after heavy fighting. Rybka ordered parachute units to reinforce the attack on Tito's cave, but Partisan reinforcements (including elite officer cadets) soon forced the Germans to pull back. Reinforced later that day, the SS Paras nonetheless found themselves surrounded in the town cemetery and fighting for survival. They would eventually be relieved by a battlegroup from the 7th SS Gebirgs Division "Prinz Eugen."

SIEGE WITHOUT SHELLS

ASLSK CONTEST SCENARIO G

Scenario Design: Michael A. Dorosh



GRONINGEN, The Netherlands, 15 April 1945: Groningen's 150,000 strong population, still feeling the effects of the "Hunger Winter", waited a long time for liberation before hope was restored by the approach of the Second Canadian Division. Salvation would not come easy; the city was the flank of the German Westwall fortifications, and home to 21 batteries of FlaK guns defending Emden and the Ems Estuary as well as a garrison of over 7000 troops. The Canadian divisional commander forbade the use of artillery fire in order to protect the civil populace, then sent his three brigades to attack from different directions. The Calgary Highlanders led the Fifth Brigade effort by seizing a river crossing on the west side of the city. The Black Watch then passed through, hoping to seize bridges over the ring canal - a giant moat surrounding the "old city" - for Le Regiment de Maisonneuve to cross.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Canadians win at game end if they control buildings wP2, yP6 and zE4 unless the Germans have more unbroken squad counters on any single map at game end than the Canadians have on that same map.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
CANADIAN Moves First													



Elements of German 15th Army [ELR: 2] set up anywhere on or north of hexrow I on board x:



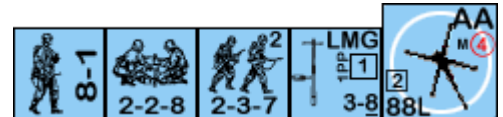
2 12 2

Dutch SS [ELR: 3] set up anywhere on board z:



4 2

FlaK Battery [ELR:2] set up anywhere on boards w and/or y



2 2



"A" Company, Black Watch (RHR) of Canada [ELR: 4] set up on or south of hexrow O on board x:



8 2 2



"B" Company, Black Watch (RHR) of Canada [ELR: 4] enter on any west board edge hex on turn 5:



2 9 2 2

Black Watch pioneer platoon and Divisional Engineers [ELR: 4] enter on any west board edge hex on turn 9:



5 2

SPECIAL RULES:

- Ignore all hill artwork on board w. Buildings/orchard/road still exists as depicted at Level 0.
- Due to the presence of civilians, any fire attacks originating from any full or half hex on boards w, y, or z must add a special +1 DRM. Additionally, multi-hex fire groups are not allowed on those boards.
- SSR 2 does not apply to Dutch SS units. Any fire attack originated solely by Dutch SS units does not suffer the +1 DRM. Likewise, any multi-hex firegroups may be formed only if all firing units are Dutch SS.
- Use American FT counters and characteristics to portray Canadian FTs.

AFTERMATH: By the 15th the entire 2nd Division was in action inside the city, making Groningen the largest urban battle of the war for the Canadian Army. As the RHR secured approaches to the canal bridges, excited Dutch citizens came out in droves to watch, braving small-arms fire to bring snacks for their liberators. Reality set in to this surreal enterprise when a core of Dutch SS were encountered in the centre of town. Expecting the worst from their countrymen if captured, they pledged a fight to the death and only the appearance of flame weapons induced the die hards to surrender. Some 5200 Axis troops gave up at Groningen with 130 killed. Two thousand more managed to escape east to German soil where they would again meet the Second Canadian Division in battle.

AIDEZ L'ESPAGNE!

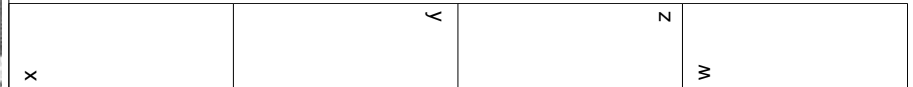
ASLSK CONTEST SCENARIO H

Scenario Design: Enrico Catanzaro



JARAMA, Spain, 23 February 1937. World interest in the conflict in Spain was high when fighting broke out in 1936, and was perhaps best typified by the French artist Miró, who designed a postage stamp with the legend "Aidez l'Espagne!" (Help Spain!) to summon volunteers to fight against Fascism in the name of the Spanish people. The International Brigades were used by the Nationalist army for several battles, including the unsuccessful defence of the supply road between Valencia and Madrid in the Jarama Valley from February to June 1937. When the Republicans launched a counterattack on the "Pingarron" and Santa Maria de La Vega in an attempt to regain positions they had lost in previous weeks, more than 30,000 Nationalists faced sixteen international brigades, drawn from nations around the world

BOARD CONFIGURATION:



VICTORY CONDITIONS: The player controlling more game boards (as follows) at game end is the winner (draws are possible); Board x by the player controlling more stone buildings at game end; Board y is by the player with more unbroken squads/HS equivalents in/adjacent to stone buildings at game end; Board z by the player controlling two of buildings R1, L5 and D2 at game end; board w by the player controlling at least four of six of the following at game end (a draw is possible): S5,S6,S7,T5,T6,U6. If an equal number of boards are controlled, the player with more squads/HS equivalents in good order in building and/or road hexes of all boards wins.

Sequential set up (SSR 1)	1	2	3	4	5	6	END
REPUBLICAN moves first							

Nationalists Mixed Forces: set up on any board within <= 5 hex from the south edge, and/or in any stone buildings in board x, and/or in/adjacent any objective building on board z, and/or in/adjacent to any victory location on board w. (See also SSR 1)

Elements of "Condor Legio" [ELR 3]:

2	2	15	5	3	2	4	3		

Raggruppamento Autonomo XXIII Marzo; Brigata "Penne nere" [ELR 2]:

2	10	10	2	4			

Spanish Nationalists "2nd & 3rd Franchist's Group plus local militia [ELR: 2]:

			10	2		2

Republican Mixed Forces: set up within <= 3 hexes from the north edge (see SSR 1)

Mixed elements of the XV International Brigade, Battalions "England", "Ireland", and "Wales" [ELR: 3]

2	2	20	6	3	3	6	3			

Elements of XV International Brigade, Abraham Lincoln Battalion [ELR: 3]

3	15	6	4				

Lister Republican "Stalinist Brigade" [ELR: 4]

			2	20			5

SPECIAL RULES:

- Set up is sequential with players alternating in the following order: 1st Italian forces; 2nd British forces; 3rd Spanish Nationalists; 4th American forces; 5th German forces; and last, 6th Stalinist forces. Units of no more than two allied nationalities (allied counter of two different colors) can initially set up on the same board. No Republican unit can set up <3 hexes from zL5, xDD3 or xEE4.
- The German Flak AAs must be set up on the same board and within 2 hexes of at least one other Flak Gun.
- Allied leaders incur a +1 DRM penalty when attempting rally or directing units of a different nationality (counter color); no British or American leader can attempt to direct or rally "Stalinists" and vice versa.

- After the set up is complete the Republican player chooses four stacks of the Nationalist player on one single board which is subject to an immediate Air Strike. Each infantry unit in these stacks must take a MC and if broken must begin the scenario under a DM counter.

AFTERMATH: The Nationalists, with the advantage of terrain, caused heavy losses to the Republicans. The American Abraham Lincoln battalion alone lost 120 killed and 175 wounded from a strength of 450 men. Veterans will sing "there was a valley in Spain called Jarama, where we lost our youth and even our lives..."

Designer's Notes

Air Assault on Drvar (Tom Morin): It was a challenge to try and design a scenario for ASLSK using all 4 boards. I wanted to also use as many nationalities as possible. I looked at several other theaters of war (Sicily, Tunisia) before arriving at my eventual choice, the battle of Drvar in Yugoslavia. The Partisans were well supplied by the Allies, especially with British equipment and uniforms. They also had a quantity of Italian equipment that fell into their hands when Italy surrendered. This allowed me to use the British, Allied Minor and Italian counters to represent the Partisan forces. The other unique flavor I was able to include (which also amps up the fun factor) was the glider/parachute drop. I decided to use 4-6-8s and 4-4-7s to represent the SS/Brandenberger/Bosnian glider troops, and 5-4-8s for the SS Fallschirmjaegers. Having the glider troops just appear in the road hex simulates them appearing as they exit the just-landed gliders.

I wanted to introduce Stuka support by having an abstract attack capability (selecting a target hex, roll to-hit, resolve on 36IFT), but there just isn't room in the SSRs. I did feel the Germans might need the help the Stukas would provide (historically they bombarded the Partisans at the start of the battle, and also provided support throughout the battle). Perhaps if play shows the Germans need a little help, something as simple as a pre-game morale check vs some of the Partisans would do the trick.

Crimson Snow (Jean-Pascal Paoli) - My scenario is about the very hard fight around Velikiye Luki in winter 1942. I think the biggest challenge in the design was to put to use all four boards butted end-to-end. In the absence of vehicles, I discarded the idea of having a force cross the entire length. I investigated several possibilities of fights, like the Raid on St. Nazaire or the landing at Dieppe, but I could not design a purpose for each of the 4 boards. I investigated Velikiye Luki, because I remembered "Escape from Velikiye Luki" from SL. When I researched it I found out that the fight was in some places mostly infantry, due to swamps stopping the armor. That could fit the SK1 and 2 restrictions. I then realised that the Germans were holding both the modern city (board Z) and the older citadel (board w) so that could be portrayed in an ASL way with these four boards. When I stumbled over the story of the 249th Estonian switching sides, I just HAD to do something about it.

The idea of a two-part scenario comes from Philippe Leonard of KGP fame. A few years back, I playtested a scenario from him set in Stavelot. The attacker could anytime call for a break, withdraw and regroup, get reinforcements and attack again. I used this idea to allow the switching of the Estonians. I'm afraid it is a rather bulky SSR, but I believe it works correctly as a "mini RefitPhase". Plus it encourages the Soviet to send them mercilessly to their death in the first part of the game - which is apparently what they really did.

The rest is pretty straight-forward. The Germans had a few rocket launchers, and some fortified strongholds, so I introduced them by SSR. I weakened the power of rocket artillery as well as the extent of error, in order to minimize the "all-or-nothing" effect. It's still powerfull, but it's one shot. The "group" system in the OB makes you take decisions right from the setup and increases replayability. I kept the idea of 'small but well led' Germans against 'massive but uncoordinated' Russians to give an East Front flavor to the whole thing. The first VC I wrote were quite complex (= you needed a calculator ... forget it). I streamlined this by assigning a mission of building capture. It is straightforward, everybody knows what he has to do, yet immediate victory and end-of-game victory give some more choices to make. Overall, I hope it'll make an enjoyable scenario.

Exhausting, But Productive (Michael Dorosh): This is a simple scenario based on a passage in the three-volume GD history by Helmuth Spaeter.

Glimmer of Hope (Pete Shelling): The particular challenges of designing "Starter Kit" scenarios are twofold: First, the components available are limited, and good infantry/gun only battles are sometimes difficult to research. Second, since it is a Starter Kit, the SSRs and victory conditions need to be simple enough as to not overwhelm players unaccustomed to them, yet still challenging enough as not to feel "dumbed down". All in a final product that will be fun to play for grognards as well as newbies! This is indeed a tough row to hoe, but since I've always wanted to do something on the battle of Velikiye Luki, this contest was a perfect opportunity. It was also a chance to try the siege/breakout concept, which means both players have to think in terms of attacking and defending concurrently. I hope you enjoy it, be you newbie or grognard.

Siege Without Shells (Michael Dorosh): German OB was changed in the final version by deleting two HS and LMGs originally intended as security for the 88mm guns, as well as decreasing the size of the Dutch Nazi contingent. Groningen was selected for several reasons; the author's familiarity with the subject (having written a webpage on the battle for his regimental website), the amount of urban terrain on the four ASLSK boards, and the fact that artillery was not used in Groningen (matching the absence of same from the ASLSKs). The scenario was designed shortly after the announcement of the contest. Playtesting revealed an ELR of 1 for the Germans was much too low, and the defenders had been made far too strong; especially the SS.

Thank Heavens, We Lost (Murray McCloskey): I wanted to create a big scenario with lots of action from the very start, with random drift die rolls creating havoc for everyone, and lots of casualties on the first turn. The size of this scenario means players may have to team up with friends and pool their Starter Kit OBs, or use VASL (or buy Beyond Valor version 3). This scenario would be ideal for team play - for example, two or more German commanders, a British commander and a Greek commander.

To the Soldiers of the Ostfront (Ola Nygård): As the scenario would only contain ASLSK counters I wanted to base the action on an early East Front action. I also wanted an action with random events and thought about using partisans for some generated troops. Then I stumbled across references on "Regiment 800" and thought they would fit nicely as "German commando troops". I chose 228's to represent the Brandenburgers, and I think the self-rally capability and small unit size reflects these "Commandos" nicely.

I also wanted to mirror the differences between the German and Russian army, and therefore based the Russian side on basic manpower. The German OOB contain fewer troops, but more technical, more leader modifications and with a higher general morale level in addition to self-rally option on 228s. The scenario is designed as a "Beer & Pretzel" fun game, and I am sure the simultaneous setup, randomly determined start-side and generated troops are going to set some strange and hopefully fun situations in the game. Hopefully a German player can use his more technical (and randomly determined) troops to get even with the more rigid forces of the Russian player.

JARAMA, Spain, 23 February 1937. World interest in the conflict in Spain was high when fighting broke out in 1936, and was perhaps best typified by the French artist Mirò, who designed a postage stamp with the legend " Aidez l'Espagne! " (Help Spain!) to summon volunteers to fight against Fascism in the name of the Spanish people. The International Brigades were used by the Nationalist army for several battles, including the unsuccessful defence of the supply road between Valencia and Madrid in the Jarama Valley from February to June 1937. When the Republicans launched a counterattack on the "Pingarron" and Santa Maria de La Vega in an attempt to regain positions they had lost in previous weeks, more than 30,000 Nationalists faced sixteen international brigades, drawn from nations around the world

RETHYMNON, Crete, 20 May 1941: The 2nd Fallschirmjäger Regiment landed relatively intact and reformed its elite companies for the assault on Rethymnon and its nearby airfield and hills. But the paratroopers soon ran into tough resistance from the Australian and Greek infantry of the 19th Brigade. With the German regiment's command group captured soon after landing, the paras had to use their initiative to capture the objectives...

BREST-LITOVSK, RUSSIA, 26 June 1941: At a meeting of senior officers of the 4th Army on 10 June it was stated that neither the District command nor the High Command in Moscow thought that the Germans intended to break the 1939 Pact; the object was, as they thought, to "strengthen their position while deciding political questions with us". At this time the Russian troops were scattered, like the 28th Rifle corps (responsible for the Brest fortress and its area) with 9 rifle, 3 artillery and all engineer battalions at work on defences. Meanwhile, in the old, historic crenellated fortress of Brest, the Germans could see Soviet soldiers carrying out their routine drills, complete with band. Precisely what was passing on through Stalin's mind still remains something of a mystery, but on 21 June Stalin sensed greater danger. "Vozmozhno Napadenie Nemtzev", "The Germans might attack" was the cryptic words he used to set some precautionary moves. At 01:00 hours on 22 June the separate German Army commands transmitted their call-signs indicating full readiness. The officers were reading to their men the Führer's personal order, "To the soldiers of the Ostfront". Obeying their own laws were the specialists of Regiment 800, the "Brandenburgers", many of them Russian-speaking, infiltrated - or dropped by parachute - behind Soviet lines. Dressed in Red Army uniform, the 800 men were making for Brest fortress or for the bridges over the Bug. A number of men, smuggled in on Saturday in goods trains or hidden under loads of gravel in rail trucks, had already been in the town of Brest for many hours...

MATE ZUCHOWICZE, Soviet Union, 3 July 1941: The elite Infantry Regiment "Großdeutschland" advanced into Russia with orders to secure the flank of Panzer Group Guderian. Security areas were created to stop local Russian breakout attempts by small units of the estimated 80 enemy divisions trapped near Novogrodek. Wild combats ensued, with the 1st Battalion at one point doing battle from captured Russian trucks against enemy soldiers fighting from captured German trucks. The 2nd Battalion had a slightly easier time, with the regimental historian commenting that "many small engagements resulted from the battalion's active patrolling to all sides." At 0900 on the 3rd of July, elements of the 2nd Battalion met with an armoured car on the road to Mate Zuchowicze, claiming that the village was not held by the enemy. The patrol moved on, taking five prisoners after a brief combat, and eventually came under fire from hills and farms to the east. Zuchowicze was only one of several villages scheduled to be patrolled that day...

VELIKIYE LUKI, Russia, 15 November 1942: When the Eastern Front stabilized in summer 1942, the Germans were left in possession of Velikiye Luki. The town, both a solid ground in the surrounding marshes and a bridgehead over the Lovat River, was also a major regional rail crossroads. By mid November, the Soviet Kalinin Front launched a major offensive that surrounded and cutoff a large portion of the LIX Korps in Velikiye Luki – only days before a similarly successful but somewhat larger encirclement took place in Stalingrad. With OKH attention and assets diverted on Stalingrad, the entrapped men in Velikiye Luki were left alone to defend their perimeter against repeated assault. With their back to the Lovat River, General Von Der Chevallerie's soldiers fortified their positions, organized themselves in hedgehogs, and prepared themselves to deny the Russians the strategic city as long as they could...

VELIKIYE LUKI, Russia, 14 January 1943. With the Stalingrad disaster nearing its epic conclusion, Army Group Center was suffering a siege of its own at the rail center of Velikiye Luki. General Kurt von der Chevallerie fortified his bridgehead along the Lovat River with the intent of resuming offensive operations after another harsh Russian winter. However, General Purkayaev of the Third Shock Army had offensive plans of his own, and would need the bridgehead and transportation facilities at Velikiye Luki. To accomplish this, he encircled the city during the middle of November. With Hitler's stand-fast order in place, the siege was resupplied during the month of December, and plans were made to break the encirclement...

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