

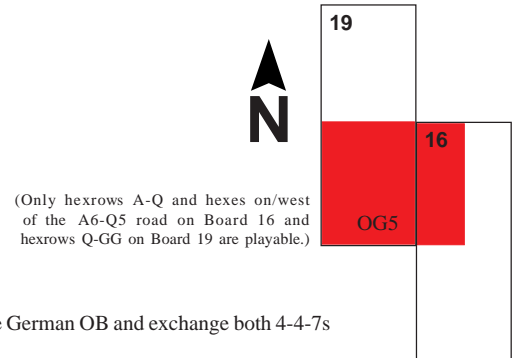
MELFA BRIDGEHEAD

ASL SCENARIO BP2



MELFA RIVER, ITALY, 24 May 1944: "Chesterfield" was the name given to the Operation devised by 1st Canadian Corps to breach their sector of the Hitler Line. The second phase of "Chesterfield" required that Griffin Force establish a bridgehead across the Melfa River. This arduous task was accomplished by the Reconnaissance Troop, headed by Lt. E. J. Perkins. Before the Germans started to counterattack, their toehold across the Melfa was reinforced by 'A' Company of the Westminster Regiment.

BOARD CONFIGURATION:



BALANCE:

- ✚ Add a 2-3-8 HS to the German OB and exchange both 4-4-7s for 5-4-8s.
- 🍁 Canadian units within four hexes of 16L6 are fanatic.

VICTORY CONDITIONS: The Canadian player wins immediately if no German unit has entered Board 16, no German AFV has come within 2 hexes of a known Canadian unit and all German non-PRC Infantry are Broken/Pinned. The German player wins at scenario end by having at least one AFV with functioning MA in any one of 16H6/K6/O6/P6. Otherwise victory is determined by Casualty VP.

TURN RECORD CHART

🍁 CANADIAN Sets Up First	1	2	3	4	5	6	7	8	END
✚ GERMAN Moves First									

'A' Company, The Westminster Regiment [ELR: 3] set up using HIP on Board 19 in any hexes numbered ≤ 4 and/or Board 16: {SAN: 4}

4-5-8	10-3	8-0	4-12	2-7	8-3	5 15 DWP, ORA: +4 Other: +2
8	2	2	2	2	8	

Elements of Recce Troop, 2nd. Cdn. Armd. Regt. [ELR: 5]
set up using HIP within four hexes of 16L6:

1-8	19 4 3 7PP *AAMG 2/-/0
	3

Elements of the 90th Panzer Grenadier Division [ELR: 3] enter on Turn 1 anywhere along the west edge as per SSR 2: {SAN: 2}

5-4-8	4-4-7	9-1	7-0	3-8	12-4	13 3/5	13 3/5	13 3/5
3	2			2		2		

SPECIAL RULES:

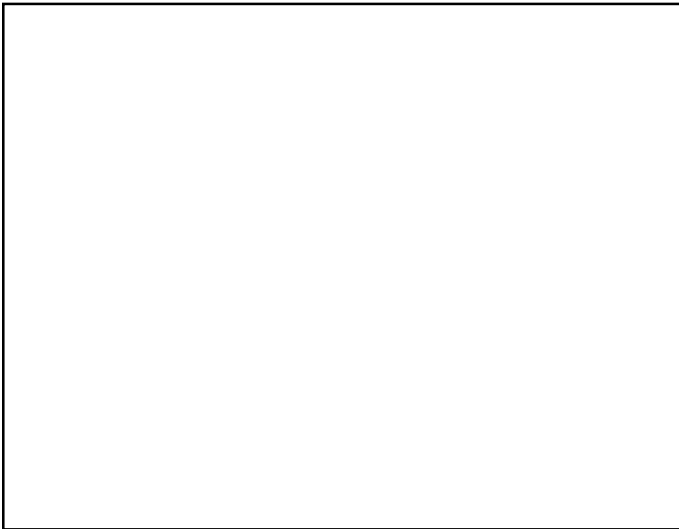
- EC are moderate with no wind at start. All Woods are Olive Grove (F13.5) and G.2 is in effect for these hexes. No roads exist [EXC: woods-roads are paths]. All Grain depictions are level 1 Open Ground. Place overlay OG5 on 19DD4-CC5.
- Unless accompanied by non-crew Infantry using Armored Assault, each time a German AFV enters a hex devoid of non-PRC German Infantry it must first pass a NTC as per D14.23. The TC receives a +1 DRM for each hex distant from the nearest Good Order, non-PRC German Infantry. An original 12 DR places the AFV under immediate Recall as per D3.7. This restriction is lifted as soon as any German AFV has entered a whole/half hex of Board 16. No German unit may fire a weapon/sD until ≥ 1 has a LOS to a known Canadian unit.
- The Stuart Recce are treated as Carriers [EXC: D6.84]. Inherent in each is a 3-3-8 HS as crew and one DC, LMG and PIAT as SW (available as per U.S. Vehicle note Z). Any Stuart Recce HS/9-1 may set up dismounted and in possession of any/all of

the three SW available from its vehicle. For HIP purposes, any location not within the LOS of a Good Order German unit is considered concealment terrain. Bore Sighting is not allowed.

AFTERMATH: Early evening heralded the arrival of approximately fifty grenadiers supported by four panzers. The commander of 'A' Company, Major J. K. Mahony, directed his PIAT crews to engage the armour at long range with high-angle fire. As the Germans advanced they were greeted by the full weight of the company's rifle and MG fire. After the infantry went to ground the tankers lost heart and withdrew without firing a shot, despite having closed to within 200 yards. Mahony would be awarded the Victoria Cross for the unflinching leadership he displayed throughout what was to be a restless night for the Westminsterers.

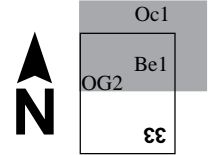
DEJA VU?

ASL SCENARIO BP3



COURSEULLES-SUR-MER, FRANCE, 6 June 1944: The port of Courseulles-sur-Mer was a German strongpoint, known to contain numerous AT guns and MG nests. The task of neutralizing these installations was given to the Canadian 7th Brigade and the hardpoints west of the River Seulles were detailed to 'B' Company of the Royal Winnipeg Rifles. As they neared the beach it was evident that they would have to start without the support of AVREs or DD Shermans.

BOARD CONFIGURATION:



BALANCE:

- Place an additional Wire on each Pillbox.
- LC/DD may enter anywhere along the North edge.

VICTORY CONDITIONS: At game end the Canadian player must control all three Pillboxes and have exited at least seven VP, excluding prisoners, off the south edge.

TURN RECORD CHART

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

Elements of 736th Inf. Regt. [ELR: 2] set up as per SSR3: {SAN: 3}

5	2			2	2	2			2	8

Reinforcing Elements of 736th Inf. Regt. enter along the south edge as per SSR4:

12	12	

2		

'B' Company, Royal Winnipeg Regiment [ELR: 4] enter on Turn 1 along the north edge on/between hexes 1150 and 1156:

4	4	3	3	2							3

Assault Team, 6th Field Co., Royal Canadian Engineers [ELR: 5] enter on Turn 1 along the north edge on/between hexes 1150 and 1156:

2	2		4		

Elements of 'A' Squadron, 6th Canadian Armoured Regiment enter on Turn 2 along the north edge on/between hexes 1150 and 1156:

4	2	

SPECIAL RULES:

- EC are Wet, with no wind at start. All Woods are Brush. All Buildings are Stone. A Low Seawall (G13.62) exists along all Beach-Hinterland hexsides. The 3311-13 road does not exist. Beach Slope is Slight. The Canadian side is conducting a Seaborne Assault (G14.1).
- Place overlays as follows: Oc1 with hexes 1001-1002 on 33K1-K2; Be1 with hexes 101-102 on 1062-1061; OG2 on Be1 such that the '2' covers the '163' and hex 1 is

west of 152. Ocean hexes on/east of 1011-1063-1117 are out of play.

3. The German units may set up only in Hinterland hexes adjacent to Beach hexes (EXC: Wire and Mines must be placed in Beach hexes adjacent to Hinterland hexes). The Roadblock must be set up along the 33I6-158 hexside and does not extend beyond it; change B29.3 to read '...is equal to a Low Seawall in all respects...'. The AT gun must set up in the 2+5+7 Pillbox which must be set up on OG2. The other two Pillboxes must be set up on/east of hex 33I6. Only one MG may set up in each Pillbox. Only the AT gun is allowed to Bore Sight. The Germans can record one Fortified Building Location. The squad, 7-0 Leader, Mines and Fortified Building/Tunnel are the only part of the German OB that may set up using HIP; A12.33 is not in effect. All German Infantry are Lax and have no PF capability.

4. Starting on Turn 2 the German player is eligible to receive reinforcements after making a dr<current Turn number at the start of his Rally Phase. The reinforcements must enter on the same Turn as a stack starting in hexes 33 A5/A6. (EXC: If all five Brush hexes extending from hexes 33A4-A7 contain a BLAZE marker then the stack may enter either hex 33A3 or A8.)5. The Canadian SAN is 5 but is reduced by 3 as per G14.261 (U.S./British OB). The Royal Canadian Engineers are Assault Engineers (H1.22) and Sappers (H1.23).

6. After setting up the Canadian LCs for entry on Turn 1, determine the effects of the pre-invasion bombardment as follows: (i) Make a dr, divide by two (rounding up)

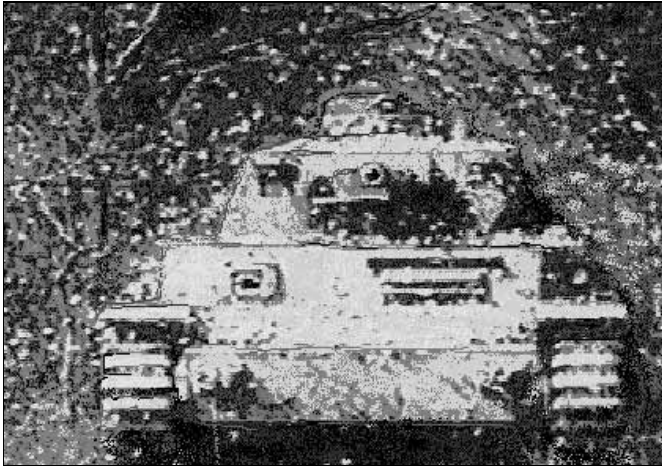
and add one. Randomly place that number of Shellhole counters anywhere in hexes 101-110, 132-141, or 143-151. (ii) Make a DR for each hex from 111-131 placing a Tetrahedron counter on a DR<=7 or a Shellhole counter on a 10 or 12. (iii) Make a DR, divide by two (rounding down) and add six. Randomly place that number of Shellhole counters anywhere in hexrows A-H. (iv) Make a DR for each remaining Brush hex, placing a Flame counter on a 12.

AFTERMATH: Elsewhere the naval bombardment might have succeeded, but in front of 'B' Company the German defenses appeared very much intact. The landing craft came under fire before the troops were disgorged to commence their Dieppe-like frontal assault on the strongpoint. The infantry progressed across the beach but the gun positions were not silenced until the DD Shermans from 'A' Squadron, 6th Canadian Armoured Regiment arrived to pound the bunkers with close range fire. Unlike at Dieppe, the survivors pressed inland, clearing the "island" formed by a bend in the River Seulles. 'B' Company and their attached assault team had one of the highest casualty rates of D-Day; the company commander could only muster 26 men at day's end.

Scenario Design: Brent Pollock Scenario Artwork: Craig Cooper

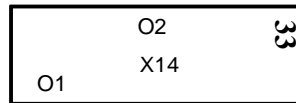
CHARNEL-WOOD

ASL SCENARIO BP5



BURON, FRANCE, 8 July, 1944: As part of the first phase of the ground assault for Montgomery's Operation Charnwood, the Highland Light Infantry Regiment of Canada was to clear and secure the town of Buron, enabling further attacks by other elements of the 9th Canadian Infantry Brigade. Firmly ensconced in Buron, was a reinforced company of the 3rd Battalion, 25th SS-Panzergrenadier Regiment of the 12th SS-Panzer Division. Once their armour support had caught up with them, the two lead companies were able to grind their way past the anti-tank ditch blocking the northern approach to Buron. Throughout the morning the fighting was bitter and often hand-to-hand but before noon both companies were on their objective: the orchards on the south edge of Buron. There they were subjected to harrasing artillery fire until the inevitable counter-attack was launched.

BOARD CONFIGURATION:






only rows T-GG are in play


BALANCE:

- G3 - G2 and add a 9-1 and 8-1 Armor Leader to #245 Battery
- G2 - G1 and all Canadian units may set up using HIP (remove the 8 x ? from the OB)
- G1 - Add one PIAT, one Hero and two "?" to the initial Canadian OB
- C1 - exchange 2 x Pz IVJ for 2 x Pz VG (each Panther wreck counts as 1.5 squads towards the VC)
- C2 - C1 and exchange 2 x Pz IVJ for 2 x Pz VG
- C3 - C2 and SSR 3 is not in effect









VICTORY CONDITIONS: At game end the Canadian player must have four Good Order, non-crew squad equivalents in the set up area. Each Wolverine wreck increases this requirement by 0.5 while each Pz IV wreck decreases it by 1; each MMC in a Trench counts double.


TURN RECORD CHART

 CANADIAN sets up first		1	2	3	4	5	6	END
 GERMAN moves first								




Remnants of 'B' Company, Highland Light Infantry Regiment of Canada [ELR:4] set up in any orchard hex within 5 hexes of Y4 (see SSR 3): {SAN: 2}



 4-5-8 3	 4-5-7 3	 9-1 3	 9-1 3	 7-7 2	 8-3 2	 Trench 8	 5 5
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Attached elements of #245 Battery, Royal Artillery enter on/after Turn 1 on/between hexes W10-AA10 and/or GG3-GG8 having already spent 4 MP (see SSR 4)



Elements of SS-Panzer Battalion I, 12th SS-Panzer Division [ELR: 5] enter on Turn 1 on/between hexes X0-T0-T4 having already spent 8 MP: {SAN: 2}

 13 4	 13 4
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Scenario design: Brent Pollock

SPECIAL RULES:

1. EC are Dry, with No Wind at start. All Woods and Grain are Orchard. No Quarter is in effect and Kindling is not allowed.
2. Place overlays as follows: O1 on Y1; O2 on U8-V8; X14 on V7-W7. Place a Trench counter in hexes T1 and T6.
3. Two MMC and their SW and any SMC in their Location may set up using HIP. Foxholes are revealed as per E1.16.
4. All Pz IV have Sz. Use American M10 counters to represent the extra Wolverines.

AFTERMATH: Clinging to the south-eastern orchard 'B' Company had been reduced to one-third strength having lost all officers but one, Lt.Chantler. After the German bombardment had lifted, they were attacked by eight tanks. Although Sgt. Kelly, being "too scared to retreat", destroyed two using PIAT rounds it is doubtful if the company would have survived without the support of two Wolverine troops from #245 Battery which knocked-out four more tanks for the loss of three of their own.