

RIDING THE COATTAILS



ASL SCENARIO OB1

Scenario Design: Stephen Johns



SANOK, POLAND, 6 September 1939: Under the pretext that Poland had appropriated certain Slovak territories during the Munich Crisis in September 1938, the Slovak government contributed three infantry divisions to the German Army Group South, specifically the 14th Army. They were tasked with flank protection of the eastern wing of Army Group South's initial thrust into the Carpathian area of Poland. One such town that had to be cleared was Sanok.

BOARD CONFIGURATION:

BALANCE:

☒ Add one 8-0 leader to the Polish OB.

☒ Add four "?" counters to the Slovakian OB.





(Only hexrows A-U are playable)









VICTORY CONDITIONS: The Slovaks win at game end by amassing more VP than the Polish (which must include ≥ 1 building VP). Both sides gain CVP normally, and the Slovaks also receive 1 VP for each building they Control in the Polish setup area.

TURN RECORD CHART



☒ POLE Sets Up First	1	2	3	4	5	6	7	END
☒ SLOVAKIAN Moves First [72]								








Elements of Polish 18th Border Battalion and local police forces [ELR: 2] set up on/north of hexrow M: {SAN: 3}

 1 4-5-7	 G 4-3-7	 1 2-3-7	 8-1	 7-0	 2 4-1	 2 46*[3-20]	?	 *10 5PP 2 *AAMG -1-14*
4	4						8	

Elements of Reconnaissance Company, 1st Slovak Division Jánosik [ELR: 2] set up on/south of hexrow Q: {SAN: 2}

 1 3-4-7	 9-1	 8-0	 7-0	 2PP dm MMG	 1 2-7	 3 50*[2-13]
12					3	2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. All buildings are wooden. No Good Order unit may refuse Surrender (A20.1).
2. All Polish Elite and 1st Line squads have Assault Fire (A7.36).

AFTERMATH: The Polish units in the area were mainly lightly armed border units which did not have much in the way of artillery or heavy support units. The recon company moved into position and at once dismounted from their bicycles and wagons. They led an assault with support from some light mortars. The fight lasted about thirty minutes with the Poles quickly falling back to the next defense line along the San river.

POINT 247



ASL SCENARIO OB2

Scenario Design: Vic Provost



Suburbs of SEDAN, FRANCE, 13 May 1940: The German plan for the campaign against France—a modified version of *Fall Gelb* based on the Manstein Plan—foresaw the main thrust taking place through Luxembourg-Belgium toward Sedan. *Infanterie Regiment Grossdeutschland* was assigned to Guderian's XIX Panzer Corps and was tasked with establishing a bridgehead over the Meuse River, then breaking through the Maginot Line, thus opening the way for the 10th Panzer Division. Having forced the river crossing with great *élan* under fire, their assault on the Maginot Line could begin.

BOARD CONFIGURATION:

BALANCE:

- All French Personnel on Point 247 are Fanatic (A10.8).
- ♣ Extend the game length to 8½ turns.



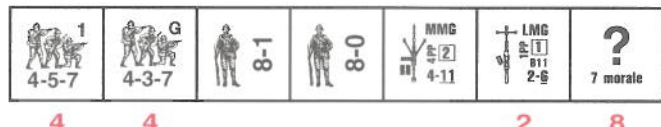
VICTORY CONDITIONS: The Germans win immediately by Controlling all level 2 hexes of Point 247 (Hill 502) provided there are no Good Order French Personnel in either the 2-5-7 Pillbox or the Trenches.

TURN RECORD CHART

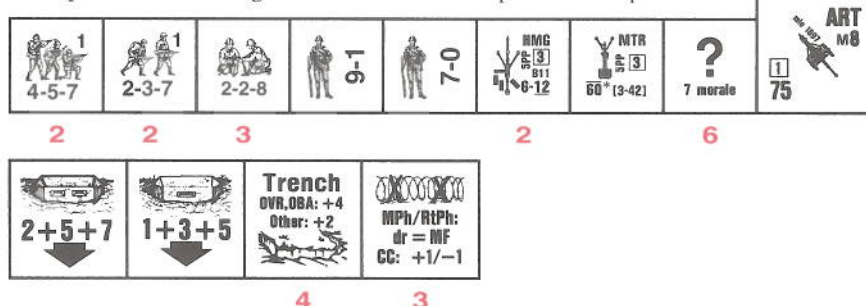
○ FRENCH Sets Up First [99]	♣ 1	2	♣ 3	4	5	6	7	8	END
♣ GERMAN Moves First [192]									



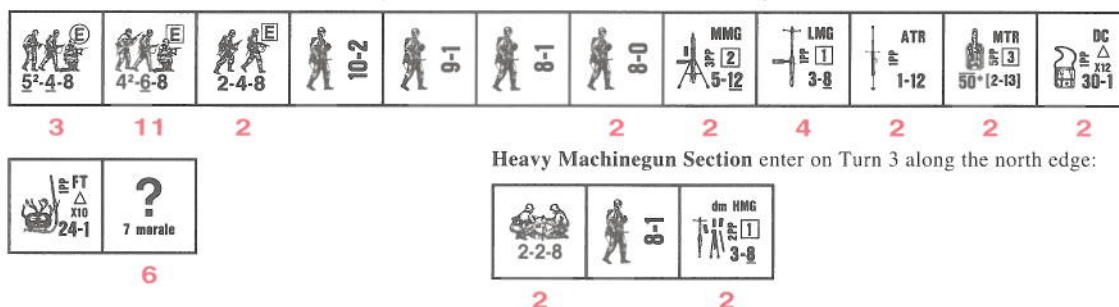
Elements of 55ème Division, 9th Army [ELR: 2] set up in building/rubble Locations on board 41 west of the 41R6-T4-W6-X5-GG5 road: {SAN: 3}



Fixed positions of the Maginot Line Extension set up on board 36 per SSR 3:



Elements of Bataillon II, Infanterie Regiment Grossdeutschland [ELR: 3] set up east of the 41R6-T4-W6-X5-GG5 road: {SAN: 3}



SPECIAL RULES:

- EC are Moderate, with no wind at start. Hill 502 on board 36 represents Point 247; no other hills exist. The woods on Hill 502 are considered Brush. All other terrain on all other hill depictions exist at ground level [EXC: the Sunken Road depictions do not exist—treat as normal ground-level roads]. Hex 41W5 has a Steeple (B31.2). Place Stone Rubble in 41FF2, 41FF3, 41Z6, and 41X6. Place Shellholes in 41AA5, 41AA6, 41W6, and 41W7.
- The German 5-4-8s/2-3-8s are Assault Engineers (H1.22) and Sappers (H1.23), must possess the FT and DCs at start, and are Fanatic (A10.8) for as long as they possess them (including the act of placing/throwing a DC). The Germans receive Air Support (E7.) on Turn 1 in the form of one '39 FB without bombs which is automatically Recalled (E7.24) at the end of Game Turn 3.
- The 2-5-7 pillbox sets up on Point 247 at level 2. It contains the 9-1, two 2-2-8 crews, the 75 ART and one HMG. It must set up facing east and has an expanded 3-hex CA consisting of the 3 eastern most hexes in front of it. (EX: if in 36AA8 its CA would extend through Z7, AA7, and BB7.) The 1-3-5 pillbox must contain a HMG and a 2-2-8 crew, set up using HIP (E1.16 is in

effect) in hexrow 4, 5, or 6, and must face either NE or SE. No unit that sets up in either pillbox may leave its fortification (treat Berserk or Surrender HOB results as Battle Hardening). The other MMCs set up one to a Trench ADJACENT to the 2-5-7 Bunker at either level 2 or level 1. Dummy stacks may set up in Trenches as if in Concealment Terrain. The Wire counters set up on level 1. Any French Ordnance/SWs in the Maginot group (only) may use Bore Sighting (C6.4). All French Personnel occupying the 2-5-7 Bunker are Fanatic (A10.8).

4. Both Prisoner and Civilian Interrogation (E2.) are in effect. The Germans are in a Hostile country, the French in a Friendly country.

AFTERMATH: As Guderian's men fought their way through the suburbs of Sedan, their main objective in punching through the incomplete extension of the Maginot Line came into sight: Hill 247.3 or Point 247 as the *Landsers* called it. One by one, they took out each bunker or trench as they proceeded up the hill, and close combat on the summit sealed the victory. As the disheartened lines of French prisoners trudged by, the gateway for the Blitzkrieg had been opened.

BRASCHE ENCOUNTER



ASL SCENARIO OB3

Scenario Design: Ralph McDonald



HOMYLY, FRANCE, 11 June 1940: As the drive through France continued, crossing the Seine River became a major German objective. Four squads from the *Pionier* detachment of *Bataillon II, Infanterie Regiment (mot.) 93* were ordered to take the bridge crossing the Seine River at Homyly. They were driven to and through the village under enemy fire, disembarking next to the woods leading up to the bridge. They quickly moved through the woods and came upon the bridge where they spied four French soldiers standing guard at the beginning of the span. In a bold maneuver the 1st, 2nd, and 3rd squads rushed the guard detachment, hoping to overwhelm them and grab control of the bridge before it was blown up underneath them.

BOARD CONFIGURATION:

BALANCE:

⊕ Add one MMG to the French Turn 2 reinforcements.

⊕ Exchange the 9-1 leader with a 9-2 in the German OB.



19	B3 Wd2
	St3
	X9 Wd4 X8

(Only hexrows T-GG are playable)

VICTORY CONDITIONS: The Germans win at game end by Controlling the bridge Location in oY6.






TURN RECORD CHART

⊕ FRENCH Sets Up First	⊕	⊕	⊕	⊕	⊕	⊕	⊕	⊕	⊕
⊕ GERMAN Moves First	1	2	3	4	5	END			



Homyly Bridge Guard Detachment [ELR: 2] set up one MMC each on the north and south side of the bridge adjacent to hex oY6; foxholes set up one each in hexes X5 and Z5; SMC/SW/? set up in any hex adjacent to oY6 (see SSR 3): {SAN: 3}



 2-2-7	 8-0	 LMG B11 2-8	 7 morale	 Foxhole 5 OVR, OBA: +4 Other: +2
2			4	2









Reinforcing elements of 6ème Armée enter on Turn 2 along the north edge:

 4-3-7	 8-1	 7-0	 LMG B11 2-8	 28 2 25LL -/4
6				2



Pioniers of Bataillon II, Infanterie Regiment (mot.) 93 [ELR: 4] enter on Turn 1 along the south edge: {SAN: 2}



 5-4-8	 2-3-8	 9-1	 8-0	 1-1	 LMG B11 3-8	 ATR 1-12	 DC X12 30-1
4					2	2	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: St3 on Y6-Z6; B3 on V3-V4; Wd2 on BB3-BB4; Wd4 on Z8-AA9; X8 on CC9; X9 on V9. There is a two-lane stone bridge in hex oY6. The stream overlay is treated as a one-hex wide river (B21.12) that is deep with a slow current flowing west. The road from T5 to GG6 does not exist.
- French concealment counters may set up in non-concealment terrain. The French armored cars may not be voluntarily Abandoned (D5.4).
- German 5-4-8s/2-3-8s are Assault Engineers (H1.22).

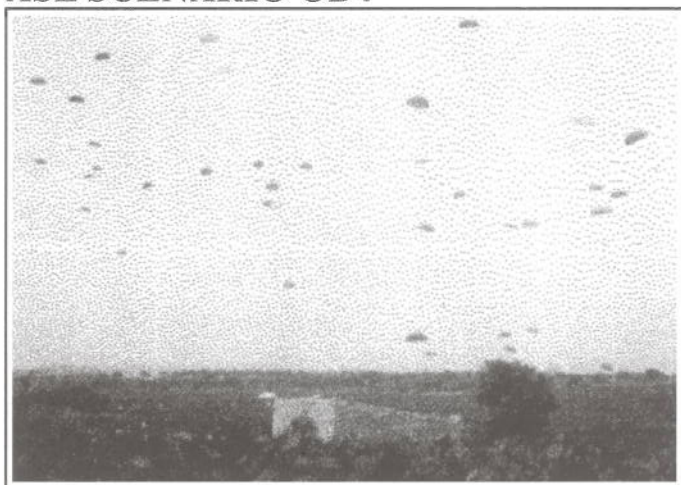
AFTERMATH: The three squads eliminated the four soldiers and captured others on the far side of the bridge, then occupied the fortifications. French reinforcements soon arrived including two armored cars. The 4th squad dispatched one armored car when a lucky round hit the ammo storage, and Sergeant Rudi Brasche and his friend Richard Gambietz then threw grenades at the oncoming French infantry, forcing them back into the woods. An attack several hours later by three more armored cars was also repulsed leaving the *Pionier* detachment in possession of the intact bridge. The remainder of *Bataillon II* soon arrived and crossed over the Seine. For their heroic action Brasche and Gambietz were awarded the Iron Cross, Second Class; both would eventually win the Knight's Cross later in the war.

HEADHUNTING FOR BLOODY HUNS



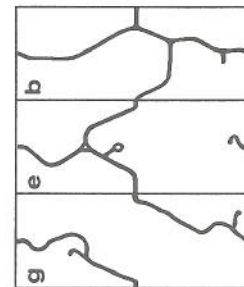
ASL SCENARIO OB4

Scenario Design: Tom Morin



MODHION, CRETE, 20 May 1941: The village of Modhion lay about a mile south of the coast road, midway between Maleme and Platanias. It was currently the home of a divisional field punishment unit, as well as an engineer unit which was dug-in on the hills around the village to guard the road bridge south of town. The morning had dawned with *Luftwaffe* bombers filling the sky, and while not many bombs fell in the village, Stuka dive-bombers had attacked near the bridge. Lieutenant W.J.T. Roach, commander of the field punishment unit, had ushered the prisoners into dugouts during the bombing. Shortly after it ended, he spotted scores of parachutists dropping south of his position. These were *Fallschirmjäger* of Major Otto Scherber's 3rd Assault Battalion, which had been forced well south of its drop zones by heavy AA fire. As the paratroopers of *Kompanie 10* fell among the engineers' positions, Lt. Roach could hear the sputter of rifle and machinegun fire begin to echo throughout the countryside.

BOARD CONFIGURATION:




BALANCE:

- ⦿ Increase the New Zealander/Partisan SAN to 6.
- ⚡ Light Dust (F11.71) is in effect.












VICTORY CONDITIONS: The Germans win immediately by amassing ≥ 16 VP. The Germans earn CVP vs New Zealander units only. They also earn double Exit VP for units exited off the north edge [EXC: prisoners]. At game end, they earn VP (calculated as normal Exit VP) for each unbroken German unit on board.

TURN RECORD CHART



⦿ NEW ZEALANDER/PARTISAN Sets Up First [0]	⚡	⦿	1	2	3	4	5	6	END
⚡ GERMAN Moves First [195]									





Elements of New Zealand Engineer Battalion [ELR: 3] set up on board e hill hexes with a maximum of one MMC per hex: {SAN: 4}


 4 ² -5-8	 2-4-8	 2-2-8	 8-1	 7-0	 HMG 6-14	 LMG 2-7	 DC 30-1	 MTR 51 [2-11]	 ART M8 75*	 Foxhole 5 OVR, OBA: +4 Other: +2
4				2		(see SSR 5)			5	

Armed civilians [ELR: 5] set up on board b with a maximum of one MMC per hex (see SSR 4):







 1-2-7	 6+1
6	

Elements of Creforce (New Zealand) Field Punishment Unit enter on Turn 1 along the north edge of board b:

 4-3-6	 1-6
6	



Elements of Kompanie 10, Sturm Bataillon III, Flieger Division 7 [ELR: 5] enter on Turn 1 via Air Drop (E9.) (see SSR 2): {SAN: 2}

 5 ² -4-8	 9-2	 9-1	 8-1	 8-0	 LMG 3-8
15		2		2	6

SPECIAL RULES:

1. EC are Dry, with no wind at start. Wind direction is from the southwest. All buildings are stone and single story. Grain is in season. Orchards are Olive Groves (B14.8). The stream is dry (B20.41). Place shellholes in hexes eE2 and eK5; the Orchards/Olive Groves therein do not exist. New Zealand units may not setup in eK5. Kindling (B25.11) is NA.
2. Instead of using E9.12 to determine the drop point for each wing, make a random direction/extent DR from hex eH3. No unit may land offboard (E9.41); a unit that would normally land offboard instead lands in the closest board edge hex (use random selection if more than one hex applies).
3. New Zealand 4-3-6/2-2-6 may rearm per A20.551 [EXC: NA vs partially armed Germans (E9.7)] or by scrounging (A20.552); if successful they are replaced by 4-4-7/2-3-7. A negative DRM equal to the current turn number may be applied to all scrounging attempts.
4. Partisans (A25.24) may not recombine, may not participate in multi-location firegroups, and treat all SW as captured (A21.1). Partisans may never voluntarily enter a location containing a New Zealand unit (and vice-versa). Each Partisan Hit CC (J2.31) receives an extra -1 DRM unless every Partisan unit participating in that attack is pinned/unarmed.

5. Captured use penalties (A21.1) do not apply to New Zealander usage of the Italian 75/27 ART gun [EXC: Red TH numbers and Case H To Hit DRM apply].
6. Germans are Lax (A11.18) vs Partisan units.
7. No Quarter (A20.3) is in effect for both sides.

AFTERMATH: The engineers picked off the *Fallschirmjäger* as they landed, and, to make matters worse, the villagers (whom German intelligence said would be friendly) fell upon the paratroopers as they scrambled for their weapons canisters. Armed with scythes, axes, old muskets, or anything that would function as a weapon, the townspeople attacked the stunned Germans. Lt. Roach ordered the prisoners of the detention unit to be armed with all available weapons, and leading them to attack he shouted, "let's go headhunting for bloody Huns!" The prisoners, stripping the German dead of their arms and ammunition, exacted a heavy toll, accounting for some 110 killed by days end. The *Fallschirmjäger* of *Kompanie 10* suffered over 60% casualties, with the rest of the battalion enduring much the same fate. A few survivors managed to escape back to friendly lines with stories of the terrible slaughter that had taken place. With many of the other airborne and glider attacks experiencing similar setbacks, the attack on Crete now teetered on the brink of disaster.

CLEARING KAMIENKA



ASL SCENARIO OB5

Scenario Design: Vic Provost



KAMIENKA, RUSSIA, 5 July 1941: After two weeks of Operation Barbarossa, the spearheads of Guderian's *Panzergruppe 2* had raced ahead of the bulk of the 4th Army. The infantry units were straining to catch up and had the unenviable tasks of both mopping up the growing number of bypassed pockets of Russian units, and providing security for the flanks and the lengthening supply lines. *Infanterie Regiment (mot.) Grossdeutschland* was assigned to open up the vital supply route R2, where at Kamienska a pocket of Russian troops had set up a block after breaking out of the woods to the north of the town. The 17th (Motorcycle) Company was dispatched to re-open the road, but was ambushed on the way in with heavy casualties. It was clear that a major effort was needed to clear Kamienska.

BOARD CONFIGURATION:

BALANCE:

★ Add a 4-4-7 and an ATR to the Russian at-start OB.

⚡ Add a *sIG 33 150** INF Gun, *SdKfz 7*, and a 2-2-8 crew to the board 43 Gun group in the German at-start OB.



X25	42
X13	
	43

VICTORY CONDITIONS: Provided the Russians amass ≤ 50 CVP, the Germans win at game end by Controlling ≥ 24 building Locations east of hexrow P. Each building Location east of hexrow P that is rubble/ablate counts as Controlled by the Germans.

TURN RECORD CHART

★ RUSSIAN Sets Up First [117]	1	2	3	4	5	6	7	8	END
⚡ GERMAN Moves First [246]									

Elements of 28th Rifle Corps, 4th Army [ELR: 2] set up on/east of hexrow Q and/or north of the 42R3-CC5-GG6 road (see SSR 4): {SAN: 4}

12	3	3					2	3		2	12

Reinforcements enter on Turn 1 along the north edge on/between 42S10 and 42Z10:

6				4

Elements of Kompanien 6 and 17, and Pionier Kompanie 18, Bataillon I, Infanterie Regt (mot.) Grossdeutschland [ELR: see SSR 2] set up on/west of hexrow U and south of the 42U4-CC5-GG5 road: {SAN: 3}

14	3						2	4	2	3		

Set up in the German setup area on board 42:

12			3	2	2			

Bataillon reserves enter as Passengers on Turn 3 along the west edge (see SSR 2):

2	2		2	2	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling (B25.11) is NA. Place overlays as follows: X13 on 42L3-K3 and X25 on 42I6-J6.
- The German 8-3-8s/3-3-8s are Assault Engineers (H1.22), have an ELR of 5, and must possess the DCs/FT at start. The 5-4-8s/2-3-8s are considered to have underscored morale, an ELR of 5, and must enter play in the *SPW 251/1* halftracks. All other German Personnel have an ELR of 4. The *SdKfz 7* halftracks must set up within two hexes of a German Gun, and cannot carry any non-Infantry crew Personnel [EXC: if captured]. German Guns may not set up Emplaced. The *StuG IIIB* crews may not voluntarily Abandon (D5.4) their vehicles. The Germans are Elite (C8.2).
- The Germans receive one module of 80+mm battalion mortar (C1.22) OBA (HE and Smoke) with Plentiful Ammunition (C1.211).
- The Russians may set up \leq two squad equivalents using HIP (and any SMC/SW stacked with them). Russian units in suitable terrain may set up Entrenched (B27.1)

and/or concealed. E1.16 is in effect for all Foxholes set up in woods, brush, or grain. The Russian may Bore Sight (C6.4) all eligible weapons despite the German on-board setup.

AFTERMATH: The attack commenced at 05:45 as the battalion mortars and heavy infantry guns lent support. The Russians replied with their own mortar fire, and they proved elusive targets, showing their talents at concealment and digging in. The attack ground forward through the wheatfields and brush on the approaches, when a Russian counterattack from the woods to the north of town threatened to derail the attack. However, the reinforcements ordered by *Oberstleutnant Garski*, aided by the machine gun section, halted the Russian assault. The main attack resumed and soon degenerated into bitter close-in fighting in town. With the help of the assault guns of Lt. Drewes and the Pioneers of 18th Company, the German troops finally prevailed at 07:00. With the way now clear, the regiment was reassigned to the drive on the Dniepr River.

FIRST CLASH IN TUNISIA



ASL SCENARIO OB6

Scenario Design: Tom Morin



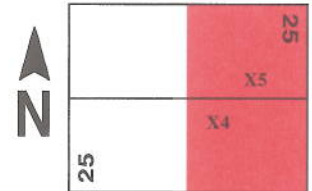
DJEBEL ABIOD, TUNISIA, 17 November 1942: The German XC Corps, comprised of various units which had been rushed to hold Tunisia, was attempting to expand the bridgehead perimeter by pushing combat groups towards Medjez el Bab, Bedja, and Djebel Abiod. The Allied command had the British 78th Division spearheading the drive on Bizerte and Tunis with its 11th and 36th Brigades, supported by Blade Force (an Anglo-American armored unit). The first major engagement between them would take place at Djebel Abiod, where lead elements of the 36th Brigade had dug-in to protect the vital highway junction. Approaching the village was *Kampfgruppe* Witzig, which consisted of Maj. Rudolf Witzig's 11th Para-Engineer Battalion reinforced with Panzer IVs from *Panzer Bataillon* 190, 2cm *FlaK*, 10.5cm artillery, and Italian self-propelled guns. As they neared the east edge of the village the Germans were unaware of the well-concealed British positions, and it wasn't until the lead tanks were at point blank range that they opened fire.

BOARD CONFIGURATION:

BALANCE:

● In the VC, change "≥ 4" to "≥ 5".

⚡ ⚡ Ignore the last sentence of SSR 5.



(Only hexrows A-P on the north board and R-GG on the south board are playable)

VICTORY CONDITIONS: The Axis win at game end by Controlling ≥ 4 buildings/rubble hexes in the British setup area *and* by amassing more DVP than the British.

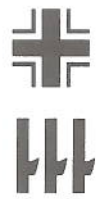
TURN RECORD CHART

● BRITISH Sets Up First [158]	1	2	3	4	5	END
⚡ ⚡ AXIS Moves First						



Elements of 6th Battalion Queens Own Royal West Kent Regt, 360th Battery/138th Regt R.A., "C" Squadron/56th Recon Regt, and 5th Battalion/Northamptonshire Regt (Hartforce) [ELR: 3] set up within 4 hexes of hex V1; units in concealment terrain may set up Concealed; vehicles may set up in Motion (see SSR 3): {SAN: 3}

4 ² -5-7	2-4-7	2-2-8	9-1	8-1	8-0	6-14	2-7	1-12	51 [2-11]
13	3						2	2	
1 4PP T10 ⁺⁺ 16 0 0 BMG 2/-/*	1 4PP T10 ⁺⁺ 16 0 0 *ATR -/-/2	4PP [2-11] 51 T10 ⁺⁺ -/-/2	1 40L 33 2 1 -/-/4	4 15(6) 15(6) 28 1 -/-/4	3 40L AT M10	5 88 ART M8 s8	Sangar 15 or Gun OBA: +3* Other: +1*	2	9
		2	2						



Reinforced elements of *Kampfgruppe* Witzig (Fallschirmjäger Bataillon 11 and Panzer Bataillon 190) [ELR: 5] set up on/east of hexrows F/BB; vehicles may set up in Motion (see SSR 4): {SAN: 2}

8 ² -3-8	2-2-8	10-2	9-1	8-1	3-8	30-1	24-1	9-1 2nd Lt	8 75L 14 6 3 3/5	3 47 14 3 3/5	5 AA M8 20L (20)
9			2		4	4			3	2	

SPECIAL RULES:

- EC are Moist, with no wind at start. This scenario uses two copies of board 25. Place overlays as follows: X5 on I1 and X4 on U2. Orchard hexes V1, W1, and Y4 are Olive Groves (B14.8); all other Orchard hexes are Cactus Patch (B14.4).
- Place *PzKpfw IVF2* wrecks in hexes BB0, AA1, Z0, Z1 and Y1.
- The British must set up two Guns on-board (which may be placed concealed) such that each gun has LOS to at least one wreck (see SSR 4) and each wreck has LOS to at least one gun. The British may use HIP for ≤ 2 squad equivalents (and any SMC/SW stacked with them). E1.16 applies to sangars that setup in concealment terrain.
- The German *FlaKvierling 38* must set up non-emplaced on or ADJACENT to a road hex. The German 8-3-8s/3-3-8s are Assault Engineers (H1.22). The 9-1 Armor Leader is German.

5. After setup, but prior to play the British setup area must undergo a Bombardment (C1.8) [EXC: immune hexes are NA]. There is an extra -1 DRM to all Bombardment morale checks.

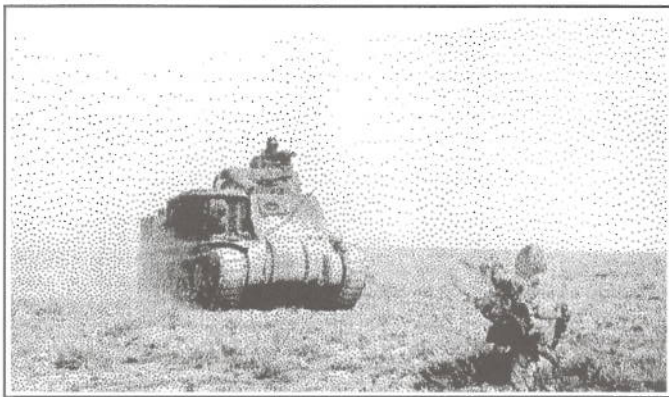
AFTERMATH: The opening hail of fire knocked out several panzers, and the column halted with the battle-tested *Fallschirmjäger* quickly deploying into a skirmish line. Under cover of a bombardment the lorries were withdrawn, and Witzig's men began to assault the village, supported by a 2cm *FlaK* gun set up in the road. The Para-Engineers quickly seized the high ground, with the 2cm *FlaK* pouring blistering fire on the British positions until a direct hit from a 25-pounder smashed the gun and crew. In the end, the Germans were unable to wrest control of the village from the West Kents, having lost eight *Panzer IVs* and 29 casualties. The British had, however, suffered heavy losses in personnel, along with many vehicles, most of their anti-tank guns, and several field guns. For the better part of the next week or so, Witzig's men would frustrate the British efforts to advance beyond Djebel Abiod—in spite of having the panzers and heavy weapons withdrawn from them—showing again why they were regarded as one of the *Wehrmacht's* finest units.

CRISIS AT KASSERINE



ASL SCENARIO OB7

Scenario Design: Tom Morin



KASSERINE PASS, TUNISIA, 20 February 1943: The thrust into Kasserine Pass by *Kampfgruppe Deutsches Afrika Korps* on the 19th of February had been stopped cold by the American defense line at Djebel Zebbeus. Manning the line was Colonel Moore's 19th Engineer Regiment along with various attached armor, artillery (including a battery of French guns), and tank destroyer units. Contributing to the defense were a mine belt, the rugged open terrain which was made soft by days of rain, and the mountain mist which precluded German air support. Colonel Menton's veteran *Panzergranadier Regiment Afrika* had been halted by fire at Wadi Zebbeus, at which point *Gruppe Stotten (I. Panzer Regt. 8)* was committed to carry the attack, but ended up being withdrawn to bivouac after losing five tanks to mines. Reinforced overnight by elements of the 131st *Centauro* Armored Division and the 5th *Bersaglieri* Regiment, the grenadiers of *Gruppe Menton* prepared to renew the assault.

BOARD CONFIGURATION:

		28
		W3
		W1
		W2
25	27	

BALANCE:

☆ ○ Exchange a 9-1 leader with a 9-2 in the Allied OB.

⚡ ⚡ The German reinforcements enter on/after Turn 4.



VICTORY CONDITIONS: The Axis win at game end by Exiting ≥ 30 DVP [EXC: Prisoners NA] off a west-edge road hex and by Controlling ≥ 2 of hexes 25L6/25P6/25BB5, provided the Allies do not amass ≥ 25 DVP more than the Axis.

TURN RECORD CHART

ALLIES [278] Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
AXIS [386] Moves First													



Elements of 19th Combat Engineer Regiment, 894th Tank Destroyer Battalion, Coy. 1/13 Armored Regiment and Cannon Coy., 26th Infantry Regiment [ELR: 3] set up on boards 25/27 with a maximum of 10 squad equivalents on board 25 (count an AFV as 1 squad equivalent); MMC (and SMC/SW stacked with them) may set up Entrenched (B27.1) in suitable terrain; units set up on board 25 must have a LOS to ≥ 1 board 28 hex at start: {SAN: 3}

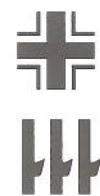


7-4-7	5-4-6	3-3-7	9-1	8-1	8-0	7-0	3-10	4-10	8-4	60-13-45	30-1	24-1	8	11
13	10	2	2	2	3	2	4	4	2	4	2	(see SSR 2)		



Elements of the 62ème Régiment d'Artillerie d'Afrique: set up on any board 25 hill hex(es) with a LOS to at least one board 28 hex:

2-2-8	1-75
2	2



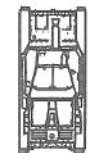
Elements of Bataillon I/Panzergranadier Regiment Afrika (Gruppe Menton) [ELR: 4] set up IN/in/east of board 28 wadi hexes on/north of hexrow P: {SAN: 2}

4-6-8	2-3-8	2-2-8	9-2	8-1	8-0	7-10	5-12	3-8	1-12	150*	75L 4/-	88L 45°/4°/3°
18	6	3	3	2	2	6	2	2	2	2	2	2

Elements of V° Reggimento Bersaglieri [ELR: 3] set up IN/in/east of board 28 wadi hexes on/south of hexrow R:

3-4-7	2-2-7	9-1	8-1	7-0	4-10	2-5	201	1-12	81* (3-102)	47	75*
15	4	2	4	2	2	2	2	2	2	2	2

Set up in any minefield hex:



Reinforcements from Kampfgruppe Deutsches Afrika Korps enter on/after Turn 5 along the east edge:

4-6-8	9-1	8-0	3-8	1-12	4/-	7	17	28
6	2	2	2	2	2	3	3	3

Elements of XV° Battaglione Carri M enter on/after Turn 1 along the east edge:

75*	47	12	12
2	6	2	6

SPECIAL RULES:

- EC are Wet, with a Mild Breeze from the NW at start. Mist (E3.32) is in effect. Broken Terrain (F13.1) and Cactus Patches (B14.7) are in effect. AFVs in Broken Ground hexes are considered hull down. The Bog DRM for soft ground (D8.21) is in effect, and all vehicles must pay $\frac{1}{2}$ MP extra per non-road hexside crossed. All buildings are Crags (F13.1 is NA).
- Place overlay as follows: W3 on 28G7-28F6, W1 on 28S5-28R4, and W2 on 28AA9-28BB8. Place Hillock Summit counters in 28C2, 28L1, 28M2, 28V1, 28CC3, and 28DD3; these represent level 1 hills that are also inherent Broken Ground hexes. There is an unpaved road from 28I1 to 27Y1 with a two-lane stone bridge in 28I7. There is a known minefield in hexes numbered 10 in alternate hex grain 28A10-28Q10. Each mine hex contains 8AP/3AT mines and no dummy hexes.
- The French Guns suffer from Ammunition Shortage (A19.131).
- American AFVs are Radioless (D14.). American 7-4-7s/3-3-7s are Assault Engineers (H1.22) with an ELR of 3 and are subject to ELR Replacement (A19.132). 5-4-6s/2-3-6s will battle harden to 7-4-7s/3-3-7s.
- The Americans receive one module of 100+mm OBA (HE and SMOKE). At the end of any player turn the American immediately loses battery access for the remainder of the

game—and any current fire mission is cancelled—if there is a Good Order enemy AFV with functioning MA within 5 hexes of 25Y10. The observer may set up using HIP and/or in a Foxhole (B27.1).

- The Germans receive one module of 100+mm OBA (HE and Smoke) and one module of 150+mm Rocket OBA. Each module has an Offboard Observer at level 1 along the east edge, each module may Pre-Register (C1.73) one hex that is ≥ 3 hexes from board 28, and the 100+mm is Barrage-capable (E1.2) with Plentiful Ammunition. Both modules automatically have Battery Access at the start of Axis Turn 1 PFPH (remove 1 black chit from each draw pile). The 2-3-8 HS are Sappers (H1.23).

AFTERMATH: In spite of being supported by artillery, rocket projectors, and FlaK guns, the attack was slowed by accurate machine gun, mortar, and artillery fire along with the rough terrain. Orders by Rommel himself brought up reinforcements for an all-out attack that afternoon. They were not needed, as the initial assault made headway through the minefield and another column infiltrated the engineers' position. Radio communication between the U.S. tanks and tank destroyers had broken down, and when observers spied enemy tanks penetrating the minebelt, the U.S. artillery was pulled back. The French guns soon ran out of ammo and were spiked with the crews heading to the rear. The defense then gave way with engineers and armor elements in full retreat. The tanks of the Centauro Division pursued down the road to Tebessa, but the Allies had escaped. The pass was now firmly in Rommel's hands and he prepared to continue the offensive towards the final defense line at Djebel el Hamra.

UNHAPPY TRAILS



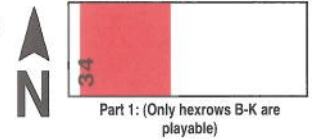
ASL SCENARIO OB8

Scenario Design: Vic Provost



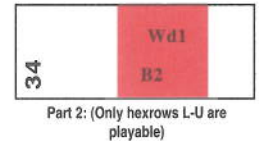
MISSION/NUMA-NUMA TRAILS, BOUGAINVILLE, 5-11 November 1943: Following the main landings at Empress Augusta Bay on November 1 and the successful establishment of the beachhead perimeter, the Marines of the 3rd Marine Division and 3rd Raider Battalion were ordered to push inland to expand the perimeter, recon Japanese positions, secure a site for an airstrip, and establish a jumping-off point for the eventual assault on the ridgelines inland, where IJA artillery was dug in and shelling the beachhead. The only way of proceeding inland in the dense tropical jungle was along the few native trails running into the interior. Whoever controlled the trails would have the upper hand in the coming campaign, and the race was on for both sides.

BOARD CONFIGURATION:



BALANCE:

- ☆ Add a 2-3-8 and an MMG to the Part 1 OB; in Part 2 exchange the 8-0 with an 8-1, and add a 3-4-8 to the OB.
- Add a 4-4-7 to the Part 1 OB; in Part 2 exchange the MMG with a HMG, and add a Hero to the OB.



VICTORY CONDITIONS: The Americans win at the end of Part 1 if the Japanese do not amass ≥ 9 VP. Provided they amass ≥ 9 VP in Part 2, the Americans win at the end of Part 2 by amassing more total VP than the Japanese. CVP are earned normally. In addition, each side earns 6 VP for each pillbox and 3 VP for each trench hex Controlled at the end of a Part [EXC: The Japanese in Part 1, and the Americans in Part 2, also earn these VP for eliminating the Fortifications].

TURN RECORD CHART

☆ AMERICAN Sets Up First In Part 1, Moves First In Part 2	☆ 1	2	3	4	5	END (SSR 2)
● JAPANESE Moves First In Part 1, Sets Up First In Part 2						

Part 1: Elements of 3rd Marine Raider Battalion [ELR: 5] set up in/adjacent to the pillbox/trench hexes (see SSR 2): {SAN: 4}

6	2			2		4

Hex E6 (CA: F5/F6): **Hex D6:**

Trench OVR, OBA: +4
Other: +2

Part 2: Elements of 3rd Battalion, 9th Marine Regiment [ELR: 5] enter on Turn 1 on hex L6: {SAN: 3}

7	2				2	2	

Part 1: Elements of 23rd Infantry Regiment, 6th Infantry Division [ELR: 4] enter on Turn 1 on hex K6: {SAN: 4}

2	6	2				2	3	2

Hex oQ5 (CA: P4/P5): **Hex R4:**

Trench OVR, OBA: +4
Other: +2

Part 2: Elements of 23rd Infantry Regiment, 6th Infantry Division [ELR: 4] set up in/adjacent to the pillbox/trench hexes (see SSR 2): {SAN: 5}

5	2					2			4

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect. Place overlays as follows: **Wd1** on Q5; **B2** on O8-P7. All hut hexes are Bamboo. Only the road depictions are paths (G.1A), no other paths (B13.6) exist. All on-map terrain that is not in play remains in effect for "offboard" movement and entry purposes.

2. This is a two-part scenario. At the end of Part 1, clear the map and set up Part 2. Each part is played *only* with the OB and map area specified for the part being played. At the conclusion of each part, total the VP earned by each side, and determine VC as specified. For the Americans in Part 1 and the Japanese in Part 2 there must be ≥ 1 squad equivalent *and* ≥ 1 SMC and/or SW in both fortifications at start, and *no* unit may leave either fortification until there has been an attack on any unit in its OB other than a successful ambush, or there has been *any* LOS to a Known enemy unit. Fortifications set up on-board and unconcealed.

3. The 5-5-8s/2-3-8s in Part 1 have Assault Fire (A7.36) and are Stealthy (A11.17), and may use HIP for ≤ 1 squad equivalent. The Americans in Part 2 must designate 2 squads as Assault Engineers (H1.22) who must possess the DCs at start. Japanese Elite squads in both parts are Assault Engineers, must possess the DCs at start, and retain AE capabilities as long as they remain Elite. Tunnels (G1.632) are NA. The Japanese in Part 2 may additionally use HIP for ≤ 1 squad equivalent (and any SMC/SW stacked with it).

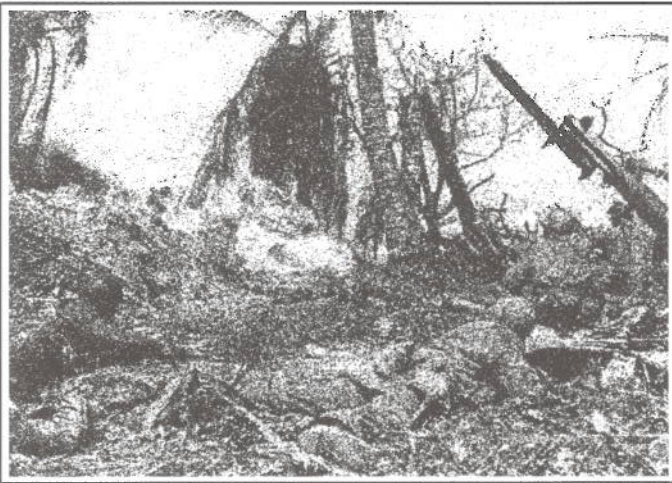
AFTERMATH: The Japanese moved first after the Raiders had established a block on the Mission Trail, which led inland from the beachhead in an east-northeast direction. The Japanese attacked the blocking position and, though outnumbered, the Raiders beat off the assault. The Marines then counterattacked up the trail, with the Raiders being relieved by the 3rd Battalion, 9th Marines for the final push to the intersection of the Mission and Numa-Numa Trails. This occurred on Armistice Day, with the Marines securing the intersection after much hard fighting and the Japanese pulling back up the Numa-Numa toward the East-West Trail and "Hellzapoppin" Ridge. They left behind some 550 dead.

FIRST CRACK AT HELLZAPOPPIN' RIDGE



ASL SCENARIO OB9

Scenario Design: Vic Provost



HELLZAPOPPIN' RIDGE, BOUGAINVILLE, 9 December 1943: During November and December the Japanese under Major General Iwasa made extraordinary efforts to emplace artillery on the high ground overlooking the Marine beachhead at Empress Augusta Bay. Guns of calibers ranging from 70mm up to 150mm were hauled up the rugged ridgelines looking south at the exposed American positions. General Geiger realized this was an unacceptable situation and ordered an offensive to clear the enemy guns off the hills. Of particular importance were the big guns on Hellzapoppin' Ridge to the northeast of the beachhead. They threatened not only the front lines but also vulnerable supply dumps. The task of clearing them off fell to the 21st Marine Regiment. Their first attempt began on December 9.

BOARD CONFIGURATION:



BALANCE:

- Add a 2-3-7 and a 50* Lt. MTR to the Japanese OB.

- ☆ Exchange one 8-0 leader with one 8-1 leader and add one DC in the American OB.

(Only hexrows R-GG on board 39 and A-P on board 34 are playable)

VICTORY CONDITIONS: The Americans win at game end by Controlling more level 4 hill hexes than the Japanese, provided the Japanese do not possess a Gun.

TURN RECORD CHART

● JAPANESE Sets Up First [138]	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [241]								

Elements of 23rd Infantry Regiment, 6th Infantry Division [ELR: 4] set up on board 39 in level 3/4 hill hexes: (see SSR 2) {SAN: 5}

1 4'-4-7	2 3-4-7	2-2-8	10-1	9-0	3 4-7 6-14	2 4-11	1 2-6	2* 50*[1-16]*	? 7 morale
6	2	4				2		4	

5 150*	1+3+5	OVR, OBA: +4 Other: +2
2	2	8

Elements of 21st Marine Regiment, 3rd Marine Division [ELR: 5] set up on board 39 in hexes numbered ≤ 1 and/or on board 34: {SAN: 4}

7-6-8	6-6-8	3-4-8	9-2	9-1	8-1	8-0	3 6-12	2 4-10	3 60*[3-45]	X10 8-4	X12 30-1	X10 24-1
3	11	2				2		2			2	

5 OVR, OBA: +4 Other: +2
4

SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling (B25.11) is NA. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: woods on board 39 hill hexes are instead jungle debris, which is treated exactly like Light Jungle except it is inherent terrain, is a half-level LOS hindrance instead of a two-level LOS obstacle, and Air Bursts are NA].

2. The Japanese Year-4 Type 15cm howitzers set up on-board emplaced and/or concealed in level 4 hill hexes with their CA facing SW. They may not be moved to another hex. The HMG and MMG must set up in separate pillboxes. ½" "?" counters may not be exchanged for ¾" "?" counters. All Japanese Personnel (and their SW) may set up Concealed.

3. Marine 7-6-8 squads (and their 3-4-8 half squads) are Assault Engineers (H1.22). They must possess the DCs and FT at start and are Fanatic (A10.8) as long as they possess ≥ 1 DC and/or FT (including the act of placing a DC). Record the ID of any Assault Engineer HS; only they may recombine as a 7-6-8. All American Personnel (and their SW) may set up Concealed.

AFTERMATH: After continuous artillery bombardment, which destroyed much of the vegetation on the ridge, several attacks were needed to drive the Japanese off the front slopes, and silence the guns initially deployed on the ridgeline. The Japanese would not sit idly by after the Marines had secured the ridge top and the southern slope. They regrouped and launched a fierce counterattack on December 18th that drove the Marines off of Hellzapoppin' Ridge. They immediately brought new guns up to replace the ones lost in the initial fighting. It would take until December 27th, with artillery and air support, before the Marines would have the ridge captured for good.

THE MEN FROM ZADIG



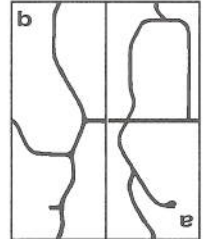
ASL SCENARIO OB10

Scenario Design: Carl Nogueira



NEUILLY, suburb of PARIS, FRANCE, 19 August 1944: On the morning of August 19th, alerted by the codeword "The Men from Zadig," a resistance group under the command of Andre Caillette seized the Neuilly town hall. This was to be but a small part of a much larger insurrection that was taking place in Paris, one that would hopefully culminate in liberation. The Germans reacted swiftly when warned of the seizure, and before long a *Wehrmacht* truck pulled to a halt outside with an officer and six men jumping out and demanding the surrender of the more than sixty partisans. Caillette's men replied with a hail of gunfire that left all seven Germans dead in the street.

BOARD CONFIGURATION:



BALANCE:

⊙ The *PzKpfw VG* enters on Turn 4.

⊕ The *PzKpfw VG* has a 9-1 Armor Leader.

VICTORY CONDITIONS: The Germans win at game end if there are no unbroken Partisan MMC in building aJ1.

TURN RECORD CHART

⊙ PARTISAN Sets Up First	⊕ 1	⊕ 2	⊕ 3	4	5	END
⊕ GERMAN Moves First [70]						



Elements of Forces Françaises de l'Intérieur [ELR: 5] set up in building aJ1: {SAN: 4}



2

4



Elements of Sicherheit Division 325 [ELR: 2] enter on Turn 1 along the south edge with all Personnel as Passengers (see SSR 4): {SAN: 2}



10

2

2

5

Enter on Turn 2 along the south edge:



2

Enter on Turn 3 along the south edge:



SPECIAL RULES:

- EC are Moderate, with no wind at start. Hexes aL3, aM2, and aM3 are Wide City Boulevard hexes (B7.). Place a truck wreck in hex aM3.
- RB Cellars (O6.) and Rooftops (B23.8) are in effect [EXC: cellars are not fortified building locations].
- Partisans may not deploy in the RPh, recombine, or participate in multi-location firegroups and suffer from Ammunition Shortage (A19.131). Partisan use of the British LMG does not incur captured equipment penalties. 5-2-7s/2-2-7s are treated as Partisans (A25.24) for all purposes, and are considered to have an underscored morale.
- During setup, each truck may be covered with a "?" counter, with that vehicle's actual Passengers (including SW) placed out of the opponent's view in the corresponding Cloaking box. Such "?" placement does not itself bestow concealment status on the truck or Passengers, but does prevent inspection of the vehicle's contents and is lost as per normal concealment-loss rules [EXC: this benefit is not lost solely as a result of the truck's movement]. Each Buessing-Nag is Recalled (D5.341) when it is no longer transporting any Passengers.

AFTERMATH: Other elements of the Paris garrison (the 325th Security Division) soon arrived, well-equipped with machine guns and supported by panzers. They quickly surrounded the town hall, but it would take five hours of brutal fighting to subdue the partisans. Unfortunately, the French had neglected to bring along any Molotov Cocktails, and without them they were helpless when the tanks closed to point-blank range. A handful of the defenders managed to escape through the sewers under the building, but most of Caillette's group were killed or captured. The "Men from Zadig" had acquitted themselves well, however, as the Germans had suffered heavy casualties in the assault.

AVRIL ACTION



ASL SCENARIO OB11

Scenario Design: Stephen Johns



AVRIL, FRANCE, 8 September 1944: The 90th Division was the northernmost unit of Walton Walker's XX Corps as it made its way to the Moselle. The German 1st Army commander, Gen. Knoboldsorf, decided to try to turn the flank of XX Corps by launching a spoiling attack from the west bank of the Moselle, spearheaded by units of Panzer Brigade 106. The 357th Infantry Regiment had taken the town of Avril and was right in the path of the counterattack.

BOARD CONFIGURATION:



BALANCE:

- ☆ Add a 3-4-7 HS to the American OB.
- ⚡ The 8-3-8 squads are Assault Engineers (H1.22).

(Only hexrows S-GG are playable)

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order American MMC within 3 hexes of 46AA5, provided the Americans amass ≤ 29 CVP.

TURN RECORD CHART

☆ AMERICAN Sets Up First	⚡	1	2	3	4	5	6	END
⚡ GERMAN Moves First								

Elements of 1st Battalion, 357th Infantry Regiment [ELR: 4] set up on/between hexrows W and DD: {SAN: 4}

 6 ³ -6-7	 6 ³ -6-6	 2-2-7	 9-2	 8-1	 4-10	 8-4	 7 morale	 76L
2	3				2	2	4	

Lead elements of Stosstruppe 2, Kompanie 1, Panzer Brigade 106, and Kompanie 3, Panzer Grenadier Abteilung 2106 [ELR: 3] enter on/after Turn 1 along the north edge (see SSR 3): {SAN: 2}

 8 ³ -3-8	 5 ³ -4-8	 9-1	 8-0	 3-8	 12-4	 30-1	 13 8 3	 16 1 1
2	4			3			2	6

SPECIAL RULES:

1. EC are Moderate, with no wind at start. A +1 Mist LV Hindrance is in effect at all ranges for the entire game [EXC: Fire completely within the same building].
2. Place overlays as follows: **Wd2** on 46V8-V9 and **Wd3** on 46X7-W7. All buildings have a ground level only [EXC: Cellars (B23.41) still exist].
3. All German Personnel must enter play as Passengers in the SPW 251/1 halftracks. All Passengers may be kept off board on a Cloaking Display, with a cloaking counter of the appropriate ID left on board on the vehicle until the Passengers engage in any action that would result in concealment loss, or are affected by an attack of any kind resulting in at least a PTC. German vehicles entering on Turn 1 have only half MP allotment available. Road Movement Rate (D2.16) for vehicles is NA.
4. One American MMC (and any SMC/SW stacked with it) may set up using HIP.

AFTERMATH: Oberst Franz Bake, an Eastern Front veteran, split his brigade into two assault groups. One was sent west through Mairy and the other east towards Avril so as to envelope the U.S. 90th Division. The attack at Mairy was a complete failure and was annihilated, while the assault at Avril was beaten back after the loss of 4 AFVs. Panzer Brigade 106 had been devastated for absolutely no gain.

BLOCK AT VILLE-SUR-ILLON



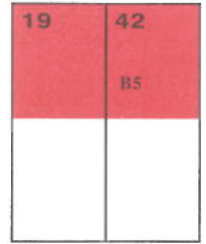
ASL SCENARIO OB12

Scenario Design: Stephen Johns



VILLE-SUR-ILLON, FRANCE, 13 September 1944: On September 11, 1944, Wade Haislip's XV Corps of Patton's 3rd Army began moving forward to push the weakened German 64th Corps back over the Moselle. While the U.S. 79th Division pinned the German 16th Infantry Division via frontal attack, the French 2nd Armored Division found a gap between the 16th and its neighbor, *Kampfgruppe* Ottenbacher. Soon French armored columns were behind the German positions and threatened to encircle them in the Epinal region.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

‡ Add a 2-4-8 and a BAZ 44 to the Free French at-start OB.

‡ In the German OB, exchange the MMG for a HMG.

VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 9 VP. Each building Controlled (see SSR 4) on board 42 counts for 1 VP except the Headquarters Building (see SSR 3) which counts as 2 VP.

TURN RECORD CHART

‡ FREE FRENCH Sets Up First [0]	‡	1	2	3	‡	4	5	6	7	8	END
‡ GERMAN Moves First [133]											

HQ, Langlade Combat Command, Free French 2nd Armored Division [ELR: 4] set up on board 42 and/or board 19 in hexes numbered ≤ 4 (see SSR 3): {SAN: 4}

4²-5-8

9-2

8-1

7-0

MMG (a)
E: 2
R: 4-10

BAZ 44 (a)
R: X11
8-4

MTR (a)
E: 3
R: 60*[3-45]

?

7 morale

Foxhole

5 OVR, OBA: +4
1S
Other: +2

8
2
2
6
6

Reinforcing engineers enter on Turn 3 along the north and/or east edge(s):

6²-4-8

8-0

BAZ 44 (a)
R: X11
8-4

DC
X12
30-1

19
0
T6
15PP
*AAMG -/-/4

2
2

Kompanie 1, Panzer Grenadier Regiment 2112, Panzer Brigade 112 [ELR: 3] enter on/after Turn 1 along the west edge: {SAN: 2}

5²-4-8

4-4-7

6-1

8-1

7-0

MMG
E: 2
R: 5-12

LMG
E: 1
R: 3-8

PSK
R: X10
12-4

16
1
75*

16
1
15PP
AAMG -/-/3

7
6
2
3
2
2
2

SPECIAL RULES:

- EC are Overcast (E3.5), with no wind at start.
- All buildings are wooden. Place overlay B5 on 42J9-J8.
- The first Free French MMC to pass a MC of any type (unpinned, in Good Order, and without HOB) will become Fanatic and generate a Hero. During their setup, the Free French player must secretly record one building on board 42 as their Headquarters; a minimum of 2 squads and ≥ 1 SMC must set up there. The HQ is revealed the instant any German unit enters it. The Free French Turn 3 MMC reinforcements are Assault Engineers (H1.22). One Free French MMC (and any SMC/SW that set up with it) may set up using HIP.
- Treat vehicle crews as SMC for purposes of building control (A26.11).

AFTERMATH: Fifth Panzer Army commander General Hasso von Manteuffel sent the 112th Panzer Brigade into the area west of Epinal to clear out the French intruders. As in earlier battles in the region (and even later ones), the Germans failed to use any reconnaissance, resulting in Panzer Regiment 29 being trapped. The attack ran headlong into the Headquarters of the Langlade Combat Command as a complete surprise and was stopped cold. As a result, the German 64th Corps collapsed and was back on the east bank of the Moselle by 17th September. All three of Patton's Corps now were lined up along the Moselle, and yet another Panzer unit had ceased to exist other than as a flag on the map at Supreme Headquarters.

A HOTLY CONTESTED CROSSROADS



ASL SCENARIO OB13

Scenario Design: Andy Clarke



CUNZENDORF, GERMANY, 18 February 1945: The 8th Panzer Division was part of a relief operation the Germans were mounting on the small city of Lauban, which had been encircled by the Soviets. *Aufklärungs Abteilung 59* was tasked with screening the right flank of the 8th Panzer Division by securing and establishing a blocking position around the crossroads of Cunzendorf. In the early light of dawn, *Oberleutnant Teltz* and four men of the recon battalion spotted Soviet tanks and infantry preparing to attack the crossroads. The four day battle for Cunzendorf was about to begin.

BOARD CONFIGURATION:



Wd2	46
Wd1	
O5	

(Only hexrows R-GG are playable)

BALANCE:

☛ Add a MMG to the German OB.


★ Add a 9-1 Armor Leader to the Russian OB.











VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 14 buildings.


TURN RECORD CHART






☛ GERMAN Sets Up First	★	1	2	3	4	5	6	END
★ RUSSIAN Moves First [157]								

Reinforced elements of Panzer Aufklärungs Abteilung 59 [ELR: 3] set up west of the Y1-Y2-X3-V4-Y9-Y10 road: {SAN: 3}














 4 ² -6-8	 5 ² -4-8	 2-4-8	 1-2-7	 1-6	 8-1	 8-8	 LMG 3-8	 PSK X10 12-4	 ? 7 morale
4	3	2				3		6	



 13 14 3 75L -/-/1*	 14 3 1 20L(4) -/5	 +32 4 1 75L 2	 18 1 1 5PP* CMG -/7*/3*	 18 1 1 9PP AAMG -/-/3
2				

Advanced elements of the 3rd Guards Tank Army [ELR: 4] enter on Turn 1 along the east edge: {SAN: 2}

 6-2-8	 4-5-8	 9-2	 8-1	 8-0	 LMG 2-6	 DC X12 30-1	 16 11 6 85L 2/4	 16 11 6 85L 6
3	11		2		4	2	3	3

SPECIAL RULES:

- EC are Wet, with no wind at start. Bore Sighting (C6.4) is NA.
- All buildings are wooden except for building AA7 which is a stone building with a Steeple (B31.2). Place overlays as follows: O5 on W5-X4, Wd1 on U6, Wd2 on W7-X7.
- The OB-given German 1-2-7 crews represent *Einzelkämpfer* (tank hunters); they are Fanatic, and may apply an additional -1 drm to their PF Check drs. The *Einzelkämpfer* crews may set up anywhere on the map using HIP, and the only SW they may possess at start are their inherent PF; record their IDs. The *PzKpfw IIF* is an OP Tank (H1.46-461); the OP tank is penalized by a +1 IFT/TH DRM if it uses its MA in the same Player Turn as it conducts an OBA action. The Germans receive one module of 80+mm battalion mortar OBA (HE only) with Scarce Ammunition (C1.211). The inherent HS for the *SPW 250/1 sMG* is a 2-4-8.
- Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22).

AFTERMATH: The initial attack was halted by the *Landsers*. Two of the Soviet tanks were knocked out by *Einzelkämpfer*s armed with only *panzerfausts* and rifles, while a third Soviet tank was destroyed by a *Hetzer* attached to the recon unit. The surviving tanks broke off their attack and the Soviet infantry were driven back under intense fire with heavy losses. The Soviets tried for three more days to bludgeon their way past the *Landsers* guarding the crossroads, but to no avail. When the Soviets finally withdrew, they left behind 18 knocked out tanks littering the crossroads at Cunzendorf.

PURSUING KOBAYASHI



ASL SCENARIO OB14

Scenario Design: Vic Provost



North of the WAWA DAM, LUZON, THE PHILIPPINES, 27 May 1945: The next priority for General Krueger's XIV Corp after the retaking of Manila was to secure the dams and reservoirs northeast of the city that provided the metropolitan area with water for all purposes. The high ground surrounding the Ipo and Wawa dams were the first objectives held by the conglomerate IJA defense force known as the *Shimbu* Group. The bulk of May saw a relentless advance that cleared the hills of the tough defenders by the third week. The XI Corp then took over the assault, with the 38th Infantry Division pushing the main body of the Kobayashi Force off Woodpecker Ridge. Next up was the pursuit of the Kobayashi remnants through the valley lowlands heading north.

BOARD CONFIGURATION:

BALANCE:

- Exchange the MMG with an HMG in the Japanese OB.
- ☆ The Japanese suffer from Ammunition Shortage (A19.131).



(Only hexrows A-R are playable)

VICTORY CONDITIONS: The Americans win at game end by amassing more VP than the Japanese. Both sides earn CVP normally. Both sides also gain Exit VP for units exited off the north edge (see SSR 3).

TURN RECORD CHART

● JAPANESE Sets Up First [0]	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [118]									

Remnants of Kobayashi Force [ELR: 3/2 see SSR 2] set up CX within 2 hexes of either K5 or K6: {SAN: 4}

1 4 ¹ -4-7	2 3-4-7	C 3-3-6	2-2-8	10-1	2 4-11	1 2-6	2 50*[1-16]*	?	7 morale
3	2	2							4

Reinforcing elements of Kobayashi Force enter on Turn 2 (during the MPh only) along either the east or west edge, on/between hexrows H-J:

E 4 ² -4-8	1 4 ¹ -4-7	2 3-4-7	9-0	1 2-6	2 50mm	30-1

Elements of 151st Infantry Regiment, 38th Infantry Division [ELR: 4] enter on Turn 1 along the west/south/east edge(s) on/between O10/R10/R0/O1: {SAN: 3}

E 6 ³ -6-7	1 6 ³ -6-6	E 3-4-7	9-1	8-1	8-0	3/7 3/7	2/7	2/2 60mm	30-1
2	6	4							

SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling (B25.11) is NA. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
2. All Japanese Elite and 1st Line units have an ELR of 3, all 2nd Line and Conscript MMC have an ELR of 2. Bore Sighting (C6.4) and HIP (G1.631) are NA.
3. Neither side may exit off the north edge until their final Player Turn. Prisoners are worth double VP for the American player only. Interrogation (E2.) is in effect vs Japanese prisoners only.

AFTERMATH: Fanning out in a reconnaissance in force, the regiments of the 38th Infantry Division ran into uneven resistance depending on what elements of the retreating Japanese they encountered. Much of the IJA units were "Provisional," made up of hastily organized service, support, and naval personnel. But, each provisional unit was formed around a cadre of at least a company of hardened veterans who still gave their all in defense of the emperor. The pursuit of these survivors would last in earnest until the end of June, and continue in some way through to the end of the war (and in some extreme cases, well beyond). By VJ day the *Shimbu* Group and its component Kobayashi Force had been all but annihilated.