

# La Drole de Guerre

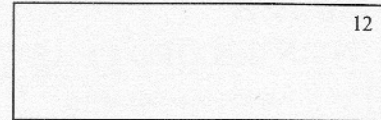
ASL Southern Cross Scenario SX 1

V.1999



**Schweigen Germany, 16 October 1939:** On September 7<sup>th</sup>, French units advanced into the Sarre Gap between RF's of Metz and La Lauter towards the German industrial center at Sarrbrucken. French forces penetrated less than 10 kilometers when word came that French minister Gamelin informed the allied supreme war council that the situation in Poland did not justify further efforts in the Sarr. All French units were ordered to advance no further into Germany until the situation could be scrutinized. Nothing of any significance occurred on the Sarr front during the remainder of September while the bulk of French army units quietly and secretly slipped away, withdrawing back to pre-invasion positions. The German counter attack began on the morning of October 16<sup>th</sup>, clashing with the small French covering forces scattered along the front. One such encounter occurred just south of Schweigen Germany, where French mechanics rushed to repair several Renault tanks damaged during the earlier withdrawal.

## BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The side with the most VP at game end is the winner. VP's are awarded for the following: Each stone building is worth 2 VP to the last friendly MMC within the building. The French Player controls all stone buildings at game start. Row houses do not count as separate buildings. Each AFV (enemy destroyed or friendly surviving) is worth 1VP. The bridge in hex CC7 is worth 2 VP. SEE SSR 2

## BALANCE:

French- Add one 4-5-7 to OB  
German- Add two 2-4-7 to OB

## TURN RECORD CHART

⊙ French Set-up First	1	2	⊕ 3	4	5	6	7	END
⊕ German Moves First								

**Rearguard Elements of the 11<sup>th</sup> d'Infanterie Regiment [ELR: 3]** Set up on Board 12, on or west of Hexrow O.  
(SAN:2) See SSR 3 and SSR 4

4-5-7  
5

4-5-8  
3

2-4-8

9-1

8-0

7-0

4-11

2-5

37\* [60]

1-12

7 morale

12

8  
 37\* -12\*\*

3

**Elements of Infanterie Division 6 with Armor Support [ELR:4]** Set up on Board 12 on or east of Hexrow K  
(SAN 3)

4-6-7  
12

9-1

8-1

8-0

7-0

5-12

3-8

1-12

50\* [2-13]

14  
 37L 3/8

12  
 37L 3/8

13  
 75\* 3/8

8-1

**Armor Support** Enters on Turn 3 along east edge of Board 12

Scenario Design: John Skillman

## SPECIAL RULES:

- EC are Moderate with No Wind at start.
- Hex S1 and T1 are Ground Level Grain. Hex C6 is a wooden building.
- The French 2-4-8 represents an Engineer unit that has been trained in the used of the 37\* Gun. It may act as the crew without penalty. The 37\* Gun and Crew may set up HIP if in Concealment Terrain.
- After Setup, but prior to game start, the French Player makes a Secret dr for each R35. On a roll of 1; the R35 is Immobilized. 2-4; the R35 must add 1MP per Hexside crossed, and is subject to Mechanical Reliability. 5-6; the R35 suffers from Mechanical Reliability.

**AFTERMATH:** By the end of the day, German formations completely recaptured all their lost territory taken by French in the early weeks of the war. German units even occupied Apach, the first French village to be captured during the war. By October 17<sup>th</sup>, all had quieted down again on the Sarr front, and both sides settled in for the beginning of the phony war, which the French forces called La Drole de Guerre.

# The Amy H

## Southern Cross Scenario SX 2

V1999

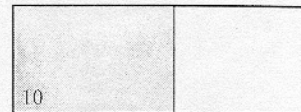


**VICTORY CONDITIONS:** The German player wins immediately when there are NO Good Order British Infantry units on or within 3 hexes of 10Y5.

**1 km North of Arras France: May 22, 1940:** While refueling and reloading shells expended during the raid on Arras, a tank crew belonging to Lt. Harold McGregor was brewing tea when they were alerted to the presence of a German column advancing along the road into the rear areas north of Arras. McGregor quickly organized the Security and Supply Company into fire teams while his crew finished loading the last of the 40mm shells into their racks. As McGregor mounted his tank, the sounds of approaching motorcycles could be heard. A cloud of dust and roar of engine noise announced their arrival as dozens of motorcycles appeared at the end of the street. McGregor lowered his head through the hatch and ordered his Matilda into motion.

### BOARD CONFIGURATION:

Only Hexrows S-GG are in play



### BALANCE:

British: Add one 447 to OB

German: Change five 467 to 468

### TURN RECORD CHART

⊙ British Player Sets up first	1	2	3	4	5	6	END
⊕ German Player Moves first							



**Support Elements of the British 1<sup>st</sup> Army Tank Brigade [ELR: 3] Set up within 4 hexes of Hex 10Y5. (SAN: 5)**



4-4-7 5	2-3-7 2	2-2-8	8-0	7-0	9-2 Inf 11	4-12	1-12	7 morale	26 TO 14PP	40L -1/6/2	AA M12 20L (4)
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**Elements of the 8<sup>th</sup> Panzer Division [ELR:4] Enters along east edge of board 10. Infantry must enter as motorcycle riders. (SAN:2)**



4-4-7 8	9-1	8-1	8-0	3-8	3-8	24 -1 2/3PP	15 37L 4/4	14 75* 3/5
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Scenario Design: John Skillman

### SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. One British MMC and all SW/SMC stacked with it may set up HIP.
3. The British Crew may operate the French AA Gun with no penalty.
4. If the British 9-2 Tank Leader leaves the Matilda for any reason, or starts the scenario out of the Matilda, he is placed on board as a 1-4-9 HERO. The Matilda suffers a +1 DRM so long as the 9-2 is out of the Matilda. Due to having just reloaded ammo, The Matilda makes MA repair rolls on a 1 or 2.
5. Both of the 15 cwt have the option (secretly recorded) of being *AMMO Vehicles*. The British player may detonate the 15 cwt in the same way as a Goliath is detonated (H16 note 93) with the inherent driver of the vehicle as its "controller". See also E10.5.

**AFTERMATH:** McGregor charged into the German column destroying three enemy tanks before being immobilized by a German 75mm hit. Fearless fighting erupted around the Matilda as British infantry rushed to McGregor's aid. As he fled the overran tank, he took a stray bullet in the thigh and had to be carried back to the depot. There, McGregor jumped into a parked ammo truck and drove it down the street, crashing into a building full of German soldiers. As McGregor scrambled from the truck, he tossed a grenade into it. The resulting explosion scattered the Germans, killing the officer leading the attack. The remaining troops withdrew from the town. Later that same day as withdrawing British soldiers passed the wreck of the Matilda, they saw a name lovingly painted across its turret. THE AMY H..... The rest of the name was gone.

# Raider Ridge

## Southern Cross Scenario SX 3

U1999



**VICTORY CONDITIONS:** The Marines win if they control ALL path hexes U4 to R8 on Board 39. The Japanese player wins by avoiding Marine Victory Conditions.

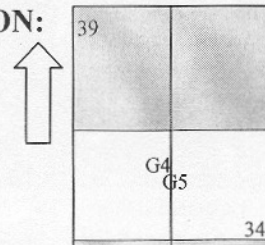
**Choi River, New Georgia: 29 June 1943:** The Marine 4<sup>th</sup> Raider Battalion was assigned the mission of clearing Viru Harbor. P and O Companies landed in the night at Regi, and fought a pair of rearguard actions as it marched towards Viru Harbor. On the 29<sup>th</sup>, Lt Devillo Brown was sent down a side trail towards the village of Tombe. The team soon encountered a ridge running across their line of march. On one side was the Choi River, the other was an impassable swamp. The Marines were forced to cross a wide area of Kunai as they approached the ridge. As the lead forces mounted the base of the slope, Japanese machineguns opened fire.

### BOARD CONFIGURATION:

Only Hexrows R-FF on Board 39 and B-P on Board 34 are in play.

### BALANCE:

Marine: Increase Game Length to 8.5  
Japanese: Add one 447 to OB



### TURN RECORD CHART

● Japanese Set up first	1	2	☆ 3	4	5	6	7	8	END
☆ Marines Moves first									



Elements of 3<sup>rd</sup> Co. 1<sup>st</sup> Battalion, 229<sup>th</sup> Infantry [ELR:3] Set up on any hill hex on Board 39. (SAN:4)



4 <sup>1</sup> -4-7	2-2-8	9-0	LMG 1 2-6	MTR 1 50*(1-10)*	? 7 morale
4			3		3



Elements of P Co. 4<sup>th</sup> Raider Battalion [ELR 5] Start on any path hex from 34B5 to 34P5 (SAN:2)

**Reinforcements:** enter on Turn 3 on 34B5



5 <sup>2</sup> -5-8	2-3-8	9-1	8-0	MMG 2 4-10
5	2			2

5 <sup>2</sup> -5-8	8-1
2	

Scenario Design: Jeff Harris

### SPECIAL RULES:

- EC are Clear with no wind at start. PTO Terrain is in effect.
- Marines are Stealthy, have Assault Fire, and may conduct a single Banzai Charge during the course of the scenario.
- The road from 39S9 to 39FF5 is the Choi River. It is Deep and swiftly moving. Place overlays as follows: G4 on 34H10/I10 and G5 on 34G9.H9
- Hexes 39T0, DD0, and FF0 are considered Full Palm Tree hexes.

**AFTERMATH:** The Marine on point was killed instantly. The others in the lead squad dove for cover and returned fire. Another Marine, a close friend of the dead soldier, stood up on the trail and walked forward, firing his Thompson Machine gun as he advanced. He too was soon killed. Brown deployed his men in a skirmish line and established a base of fire against the enemy positions. He then began to move his troops carefully up the ridge. The Marines closed to the top of the ridge and threw dozens of grenades into Japanese positions to stun its defenders. Seizing the initiative, Lt Brown leaped up and led a spirited final attack upon the enemy base of fire. The Japanese fled into the jungle and the Marines counted eighteen dead vs five of their own. Two days later, this force would storm into Viru Harbor and wipe out the Japanese garrison there.

# With Friends Like These

ASL Southern Cross Scenario SX4

V1999

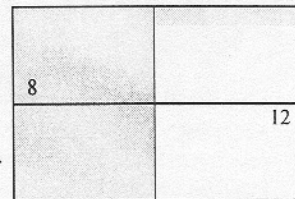


**VICTORY CONDITIONS:** The American player wins if all four French guns are destroyed OR in locations controlled by a US MMC by game end.

**Fedala, Morocco, 8 November 1942:** Among those landed in the initial stages of Operation Torch, the 7<sup>th</sup> RLT was assigned to capture the Batterie de Fedala. After a shaky landing at beach Red 2, the 1<sup>st</sup> Battalion moved easily through Fedala. A member of Patton's staff, Colonel Wilbur, knew the surrounding terrain and took the point, riding on one of the lead tanks of company A. Just before noon, the location of the French gun battery could be seen. Immediately, Colonel Wilbur ordered the attack against the strangely silent strong point.

## BOARD CONFIGURATION:

Only Hexrows GG-R on Board 8 and Hexrows A-P on Board 12 are in play.





## BALANCE:








French- Add one 4-5-7 to the set up.  
American- Remove all French ?

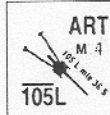

## TURN RECORD CHART

⊙ French Set Up First	1	2	3	4	5	6	END
☆ American Move First							

**Batterie de Fedala [ELR:2] Sets up on/north of 12P8-12I5-12A9. (SAN:3)**













 4-5-7 5	 2-2-8 4	 8-0	 7-0	 4-11	 1-12	 7 morale 6
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 105L 2	 105 2
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SSR: 3

**Company A, 1<sup>st</sup> BLT/7<sup>th</sup> RLT and Elements of Company A 756<sup>th</sup> Tank Battalion [ELR:3] Enter anywhere along the south edge of board 12. (SAN:2) SEE SSR: 5**

 5 <sup>2</sup> -4-6 10	 9-1	 8-0	 4-10	 60 <sup>13</sup> -45	 8-4	 1-4-9 SSR:5
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 37LL 2/4/2 4
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Scenario Design: Jeff Harris

## SPECIAL RULES:

- EC are Moist with No Wind at start.
- Place Shellholes in 8U7, U8, V6, W6, W8, X5, X6, Y7, Y9, Z6, AA7. Terrain IN these hexes are Shellholes, the building-orchard TEM in shellhole hexes does not exist. Hills do not exist. The Island does not exist. All Hexes north of 8GG4-R4 do not exist. All Cliff Hexsides are barbwire [P3]. All Woods and Grain Hexes are Brush. ALL buildings are ground-level stone buildings. Water entry is NA.
- ALL French Guns must set up within 2 hexes of any water hex in any non-building hex with a N/NE covered arc. French Guns may not move from their starting location, except to change CA.
- One French MMC and all SW/SMC stacked with it may start the game HIP.
- ALL US AFV's enter having already spent 9MP. The US Hero must enter as a Rider upon one of the M3A1.

6. Bore site is NA

**AFTERMATH:** With Colonel Wilbur leading the way, the Americans pressed north against scattered French resistance and captured the guns and twenty-two prisoners. For this exploit and others during the campaign, Colonel Wilbur was awarded the Congressional Medal of Honor.

# WHERE IRON CROSSES GROW

## ASL Southern Cross Scenario SX 5

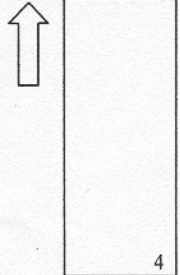
V1989

**South-East of Berlin, 21 April 1945:** The Russian army was driving on the German capital, as the reign of the Third Reich drew to an end. All through April, it seemed that nothing could stop the advancing Russian juggernaut. Mixed elements of the depleted 9<sup>th</sup> division desperately tried to hold the Red Army from reaching the capital of the Fatherland. One such holding action occurred on the morning of the 21<sup>st</sup> around a farm just a few miles from Berlin. All that morning, the defenders listened to the sound of artillery shells falling behind their position. By 1000 hours, several refugees reported tanks advancing up the main road in their direction. Radio communications were in shambles, so the defenders were on their own. They wouldn't have to wait long. Several Russian T34's backed up by two companies of infantry, assaulted this knot of resistance. For the German defenders, it proved to be another long day.

### BOARD CONFIGURATION:

### BALANCE:


German: Exchange one Pz IVJ into Pz VG  
 Russian: Reinforcements enter on turn 2























**VICTORY CONDITIONS:** The Russian player must control ALL building locations on board 4 by game end.

✚	German Set up First	★	1	2	★	3	4	5			END
★	Russian Moves First										

**Depleted Elements of the 9<sup>th</sup> Division [ELR:2] Set up on any Whole Hex of board 4 {SAN: 4}**














 5'-4-8	 4'-6-7	 4-4-7	 4-3-6	 2-2-8	 9-2	 9-1	 8-1	 8-0	 5-12	 3-8	 12-4
2	3	4	4		2		2		3	3	2

 8-1	 7 morale	 MPh/RePh: dr = MF CC: +1/-1	 Foxhole 5 OVR, OBA: +4 IS Other: +2	 Trench OVR, OBA: +4 Other: +2	 AT M8 75L	 13 75L 3/5/2	 Minefield 11
12	7	5	4		2	12	




Scenario Design: John Skillman

**Forward Elements of the 69<sup>th</sup> Army Division [ELR:4] Enters on turn 1 anywhere along the east edge {SAN: 3} SEE SSR #5**



 6-2-8	 4-4-7	 10-2	 9-1	 8-1	 8-0	 6-12	 4-10	 2-8	 16 85L 2/4
5	15					2	4	6	

**Additional Forces of the 69<sup>th</sup> Army Division:** Enter turn 3 anywhere along the south or east edge of board 4

 6-2-8	 8-0	 16 76L 2/4
3		3

### SPECIAL RULES:

- EC is moist with a mild breeze from the west.
- All German units suffer from Ammunition Shortage.
- 2 German Squads and all SW/SMC stacked with them may set up HIP.
- Cellar Locations [RB 6] exist in building P6/O6. Also, Both Ground Level locations of building P6/O6 are fortified.
- The Russian AFV's that enter on turn 1 must enter within 2 hexes of any Road Hex. The T34/85's may delay entry until turn 2, but must still enter within 2 of any road hex.

**AFTERMATH:** In the opening minutes, five of the six lead tanks were in flames and it looked like the Russian column would be turned back. But a second column of T34's appeared on the left flank, overrunning the German Machinegun position that was giving covering fire to the farmhouse. Russian assault troops had to root out the stiff German resistance hiding in the cellars of the main house, and fighting quickly turned into hand to hand. As each strong point was knocked out, Russian infantry poured through and continue their advance on Berlin. Victory was but a few days away.

# SCRATCH FORCE

## ASL Southern Cross Scenario SX 8

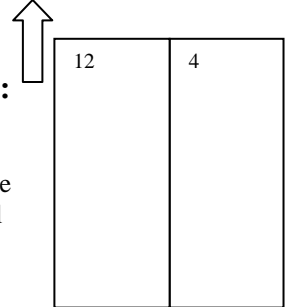


**Irsch, Germany, 24 February 1945:** The 5<sup>th</sup> Ranger Battalion was tasked with penetrating the front and operating behind enemy lines. They were to soften up the defenses in anticipation of a later breakthrough attempt. During the raid, one of the platoons under Lt. Gambosi became separated. They then linked up with Task Force Riley, an armored unit with no infantry support. Gambosi's Rangers were put on half-tracks and the advanced continued. Ahead of them was the important crossroads village of Irsch. It had to be taken to prevent any German flank attack on the main force.

### BOARD CONFIGURATION:

### BALANCE:










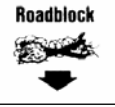
German: Add one 467 to at start force  
 American: PzIVE(L) delays entry till  
 Turn 3



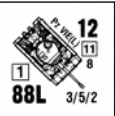
**VICTORY CONDITIONS:** The U.S. Player wins if there are no good order German units within 4 hexes of 12Q5 AND loose fewer than 35 CVP.

⚔ German Set up First	1	2	3	4	5	6	7
☆ American's Move First							

**Elements of the 416<sup>th</sup> Infantry Division (ELR 2) with Armor Support:** Set up on or within 4 hexes of 12Q5 {SAN: 2}























6 6 3


 Armor Reinforcements enter on Turn 2 on/between 12Y1 and 12I1

*Scenario Design: Jeff Harris*

**Second Platoon, Co. B and elements of 21<sup>st</sup> Tank Battalion, CCB/10<sup>th</sup> Armored Division [ELR:5]** Enter on turn 1 anywhere along the North and/or South edge {SAN: 3}

2 4 3

### SPECIAL RULES:

1. EC are wet with no wind at start.
2. There are no Level 2 building locations. All buildings are either ground or ground and first level buildings.

**AFTERMATH:** Lt. Colonel Riley sent his lead company of Sherman's into town, and they were quickly knocked out by tank supported infantry armed with Panzerfausts. He turned to the Rangers and asked them to go in and salvage the situation. Lt. Gambosi and his tiny force then entered the town going house to house to clear them and the three road blocks. Deprived of it's infantry support, The Tiger tank withdrew and the Rangers reported a second Tiger on the edge of town which did not enter the conflict. Gambosi's Rangers took sixty prisoners and together with TF Riley, held the town until additional companies of the 10<sup>th</sup> Armored arrived.