





# THE SOONER THE BETTER



## ASL SCENARIO J91

Scenario Design: Matt Romey



**TOBRUK, LIBYA, 14 April 1941:** Rommel launched his first attempt to take Tobruk by storm on the night of 13 April: Easter Sunday. After Afrika Korps engineers succeeded in breaching the formidable anti-tank ditch, wire and mine fortifications which lay in front of the outer perimeter, the 8th Machine Gun Battalion and remnants of the 5th Armored Regiment pierced the defensive line from the south between outposts R33 and R31. With infantry riding on the tanks and guns in tow they headed for an assembly point about 200 yards inside the perimeter. Elements of the Australian 2/17 Battalion were wise to German intentions, however, and waited silently in the darkness as the Germans filed past their trenchworks. Once the tanks had dropped off their cargo and headed north towards the port of Tobruk, the Australians opened fire on the unsuspecting German infantry. Meanwhile the tanks ran into a series of anti-tank batteries and Matilda cruisers that quickly turned the tide of the battle against the Germans. Sensing the impending disaster the Germans decided to extricate themselves from the fiasco – the sooner the better.

**VICTORY CONDITIONS:** The Commonwealth win at Game End by amassing 40 DVPs more than the Germans (prisoners and captured equipment do not count double). The Commonwealth do not receive DVPs for any German unit exited off the South edge of board 28 (only) during play.

## BOARD CONFIGURATION:



(only hexrows 27A-GG, 28A-GG, 26A-P and 29A-P are playable)

## BALANCE:

⊕ Add one 8-1 armor leader and one 9-1 armor leader to the 1st R.T.R.

⊕ The Commonwealth player must amass at least 45 more DVPs than the German.

## TURN RECORD CHART

⊕ COMMONWEALTH Sets Up First [143]	1	2	3	4	5	6	7	END
⊕ GERMAN Moves First [140]								



Elements of the 2/17 Bn, 9 Australian Division. [ELR: 4]: {SAN: 2}

Post R32: setup ≤ 2 hexes from 27E8 per SSR 2:

4 <sup>2</sup> -5-8	9-1	8-0	4-12	2-7	1-12	8	1+5+7	OVR,OBA: +4 Other: +2
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3

5

Elements of the 1st Royal Tank Regiment enter on Turn 1 along the north edge having already expended 4 MP:

40L	16
2	3
9	8
-4	-4

6

2



Post R33: setup ≤ 2 hexes from 28M4 per SSR 2:

4 <sup>2</sup> -5-8	8-1	4-12	2-7	1-12	1+5+7	OVR,OBA: +4 Other: +2
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3

5

B Company, 2/17 Bn, 9 Australian Division enter on Turn 1 along the west edge of board 29 or the east edge of board 26 (not both):

4 <sup>2</sup> -5-8	8-1	8-0	2-7
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5

2

D Company, 2/15 Bn, 9 Australian Division, with Mobile anti-tank guns of "J" Battery, 3rd R.H.A. enter on/after Turn 2 along the west edge of board 29:

4 <sup>2</sup> -5-8	9-1	7-0	2-7	40L	25
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5

2

2



Elements of the 8th Machine Gun Battalion [ELR: 4] set up on boards 27/28 on/north of hexrow S, but ≤ 5 hexes from 28W2: {SAN: 2}

4 <sup>2</sup> -6-8	2-4-8	9-1	8-1	8-0	7-10	5-12	3-8	13 or Gun OBA: +3* Other: +1*
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10

2

2

2

2

8

Setup unemplaced and unpossessed ≤ 9 hexes from 28W2, but ≥ 3 hexes from any friendly unit:

37L	75*
-----	-----

2

Elements of the 5th Armored Regiment enter on Turn 1 along the north edge:

75*	14	13	13
1	6	6	3
3/5	3	3	3
50	50	50	50
3/5	3/5	3/5	3/5

2

6

6

## SPECIAL RULES:

- EC are Dry, with no wind at start. Light Dust is in effect.
- All Commonwealth fortifications must set up adjacent to at least one other, non-wire fortification. In addition, the Commonwealth player may freely set up one wire counter in every hex that contains a Commonwealth fortification. Each pillboxes has a 360-degree CA. The pillbox TEM vs Indirect Fire is +7, and vs other types of fire is +5. Its occupants can be Encircled. All other pillbox rules apply unchanged.
- Despite the date the Germans may use Riders(D6.2). German AFVs are equipped with a towing # of 9. Recalled German tanks must exit along the south edge of board 28.

- The Commonwealth may not operate captured German Guns.
- Commonwealth receive one 80mm OBA module (HE and Smoke).

**AFTERMATH:** Caught behind enemy lines some German infantry found cover in abandoned sangars. In broad daylight, however, many of Rommel's best infantry were simply gunned down in the open. As the fleeing German tanks neared the perimeter they attempted to save what stragglers of the 8th MG Battalion they could. After picking up infantry and hooking up guns, they made a bee-line for the gap in the wire. But the British tanks and long-distance artillery took their toll. By the end of the day the Germans had lost half their tanks and 384 machine gunners, most of the latter having been left behind to surrender to the Australians. It was Rommel's first major embarrassment in Africa, and the first indication that Tobruk would not fall as easily as the illustrious general had anticipated.



# YOUR TURN NOW



Scenario Designer: Ken Dunn

## ASL SCENARIO J92

**CEBU CITY, CEBU ISLAND, 10 April, 1942:** The American forces in Bataan had surrendered the day before. Now it was Cebu Island's turn to feel the weight of the Japanese attack. Part of the Visayan island chain, Cebu was the more important of the southern islands, with a primary coastal road linked to the interior by auxiliary roads. The capital city of Cebu lay on the eastern coast and was a prime objective of the Japanese. Realizing that they could not defend the island with the few Filipino troops pressed into service, the garrison commanders had instituted a large-scale movement of goods, supplies, and weapons into the interior. Defending the capital, where the Japanese had landed the bulk of their troops, was the Cebu Military Police Regiment under the command of Lt. Colonel Howard Edmands. His mission was to hold long enough to allow the demolition teams time to complete their work and then fall back into the hills.

### BOARD CONFIGURATION:



(Only hexrows R-GG on board 21 and A-P on board 22 are playable)

### BALANCE:

☆ Replace the 6+1 leader with an 8-1 leader.

● Japanese DC Clearance attempts receive a -1 DRM.

**VICTORY CONDITIONS:** The Japanese win at game end by amassing more VP than the Filipinos. In addition to normal CVP (prisoners do not count double), the Japanese amass VP per SSR 3.

### TURN RECORD CHART

☆ FILIPINO Sets Up First [51]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [92]								



Elements of Cebu Military Police Regiment [ELR: 3] setup on/west-of hexrow U on board 21: {SAN: 3}

G 3-3-6	2-2-7	9-1	8-0	6+1	4-10	2-6	? 7 morale
11					3	8	



Elements of 124th Infantry Regiment, 35th Brigade, 18th Division [ELR: 4] enter on Turn 1 along the east edge: {SAN: 3}

2 3-4-7	2-2-8	10-1	9-1	8-0	2PP	2-6	2PP 50mm
12	2				2	3	



### SPECIAL RULES:

- EC are Moderate, with no wind at start.
- PTO is in effect including Light Jungle (G2.1). All buildings are wooden and ground level only. All bridges and road exist normally. Place overlay **Wd1** on 21 CC8; **Wd2** on 21 EE7/DD7; and **O3** on 21 DD4/DD3.
- Place an immovable (Set) DC in the following hexes. Unless the DC is cleared, it automatically becomes a wooden rubble counter at the start of the listed turn. All units in the hex at the time it becomes rubble must take a NMC. If not "rubbled," the Japanese amass the listed VP by Controlling the hex at game end. The hexes are 21W8 (Turn 3; 5VP), 21BB1 (Turn 5; 5VP), 21FF5 (Turn 6; 5VP), and 22D3 (Turn 7; 7VP).

- The Filipinos may set up two squad-equivalents (and any SMC/SW that setup with them) HIP.

**AFTERMATH:** The fight for Cebu City lasted only one day. Faced with a foe superior in both numbers and weapons, the defenders fell back, delaying only long enough to block the roads and destroy the bridges leading to the interior. After the Japanese broke off the attack late in the afternoon, the garrison pulled back into the interior under the cover of darkness. Although the Japanese were in undisputed control of the city by nightfall, Edmands and the police had gained time for the demolition teams to carry out their assignments, and they remained an effective fighting force for the time being. It was all for naught, however, as the Japanese gained complete control of the island by April 19th.



# THE PORECHYE BRIDGEHEAD

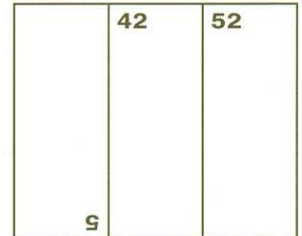
## ASL SCENARIO J93

Scenario Concept: Xavier Vitry



**PORECHYE, RUSSIA, 5 August 1941:** A strong combat element of the 6th Panzer Division succeeded in effecting a surprise capture of the two Luga bridges at Porechye, 60 miles southwest of Leningrad, and in forming a bridgehead. The strong armored forces which were to follow remained stuck for days in swampy forest, leaving the bridgehead to fend for itself. Three alerted Proletarian divisions and armored units were dispatched from Leningrad with the mission of cutting off the bridgehead and destroying the German forces.

### BOARD CONFIGURATION:



### BALANCE:

- ♣ Shorten the game length to 7½ Turns.
- ★ Increase the Russian ELR by 1 (see also SSR 5).

**VICTORY CONDITIONS:** The Russians win immediately if there are no Unbroken German MMC within 5 hexes of 42DD5 or at game end by Controlling one or both of the two villages on board 42. Buildings V1, X2, and Y6 constitute one village and buildings K5, J3, J5, I3, H5, and F3 constitute another.

### TURN RECORD CHART

♣ GERMAN Sets Up First [273]	1	★ 2	3	4	♣ ★ 5	6	7	8	9	END
★ RUSSIAN Moves First [142]										



**Elements of II/4 Panzergrenadier Regiment, 6th Panzer Division [ELR: 3]** (Group 1) set up south of hexrow F on boards 42 (including all half hexes) and board 52 (west of the AA5-GG5 road): {SAN: 2}

4 <sup>2</sup> -6-8	4 <sup>1</sup> -6-7	10-2	8-1	8-0	7-0	3	2	1	3	1-12
4	15	2	2				2	6	3	3

**Elements of Pionier Battalion 57 (Mot.), 6th Panzer Division** (Group 2) set up on board 42 south of hexrow F:

5 <sup>2</sup> -4-8	9-1	3-8	24-1	30-1	15PP AAMG -1/-3
3			2	2	3

**Elements of Leichte FlaK Kompanie 3/46** set up anywhere within the German set up area:

13	14
3 (20) CS 4 MA:AA	3 CS 5 20L(4)MA:AA
2	

Set up anywhere within the German set up area:

7 morale	<b>Foxhole</b> 5 OVR, OBA: +4 Other: +2	<b>Sangar</b> 15 or Gun OBA: +3* Other: +1*	MPH/RtPh: dr = MF CC: +1/-1
9	5	3	5

**Elements of Panzerjäger Abteilung 41** set up anywhere within the German set up area:

2-2-8	17 T-4 19PP	50L [75]	88L A5 <sup>2</sup> /4 <sup>2</sup> /3 <sup>4</sup>
4		2	2

**Elements of Panzergrenadier Regiment II and Pionier Battalion 57 (Mot.), 6th Panzer Division** enter on Turn 4 along the south edge of board 42:

5 <sup>2</sup> -4-8	9-1	8-1	3-8	30-1	14 75* 3/5	14 37 4/4	15 37L 4/4	16 9PP 37L -1/-3*	16 7PP* CMG -1/2/3*	16 15PP AAMG -1/-3
6			2		2					6

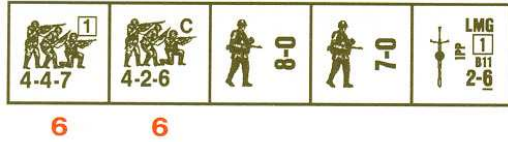


# THE PORECHYE BRIDGEHEAD

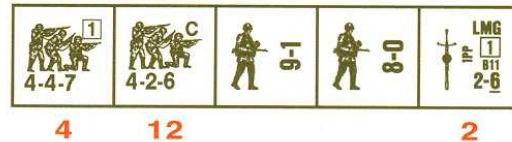


**Elements of Rifle Regiment 99, 2nd Proletarian Division [ELR: 2]** set up as follows: {SAN: 2}

Set up on board 5 in hexes numbered  $\leq 7$  on/south-of hexrow N:



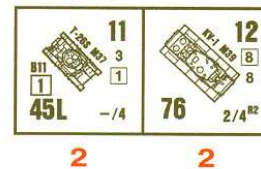
Set up on board 5 in hexes numbered  $\leq 5$  on/north-of hexrow T:



**Elements of the 3rd Proletarian Division** enter on Turn 2 along the east edge:



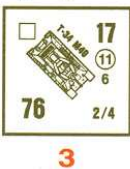
**Armored support** enter on Turn 2 on/between 42A3/A8 having expended half of their MP allotment:



**Engineer Support Company [ELR: 4]** enter on Turn 5 on/between 52Y1 and 52GG1 (see SSR 5):



**Armored support** enter on Turn 6 on hex 42A5 having expended half (FRU) of their MP allotment:



**Air support** enter per SSR 6:



## SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All buildings are wooden.
3. Crews may not voluntarily abandon their vehicles.
4. The German player may set up one squad-equivalent, and any SMC/SW stacked with it, HIP. All German infantry may set up concealed. Concealment counters provided in the OB are to be used for dummies. Due to intense Soviet aerial activity, all German Fortifications must set up on board. German 5-4-8s/2-3-8s are Assault Engineers (H1.22).
5. The Russian Engineer Support Company has an ELR of 4. Its MMC are Assault Engineers (H1.22) and use FT/DC as if elite. The Russians may not exchange any leader for a Commissar.
6. Air Support is available for the Russian player in the form of two 1939 FB with bombs. The Russian player may start to roll for Air Support on Turn 5. He receives it with a dr  $\leq 2$  on Turn 5, with a dr  $\leq 4$  on Turn 6, or automatically on Turn 7. The presence of Air Support on board is limited to 2 turns.

**AFTERMATH:** With only a small number of forces to man the long flanks of the bridgehead, it was impossible for the Germans to prevent the mass assaults. Nevertheless, the attacks were expected and the defenses arranged accordingly, with two tank units reinforced with armored infantry held in readiness. Several assaults were launched by the Russians, each time successful in reaching the road despite an amazing lack of coordination. The flexible fighting method of the defenders proved effective, however, and the bridgehead held until the arrival of the bulk of the division.



# KEMPF AT MELIKHOVO

## ASL SCENARIO J94

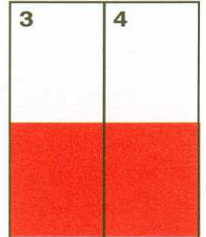
Scenario Design: Ola Nygårds



**VICTORY CONDITIONS:** The Germans win at game end by Controlling buildings 3S3, 3T4, and 3U6.

**MELIKHOVO, RUSSIA, 10 July 1943:** Operation Citadel had been underway in earnest for five days and things were not going well for the German attack in general. Army Detachment Kempf in particular had made only limited gains against Shumilov's 7th Guards Army. General Breith, the commander of III Panzer Corps, abandoned the original plan to seize the town of Korocha and instead gave the 6th Panzer Division the critical task of breaking through the Soviet defenses and driving as hard as possible towards Prokhorovka to link up with II SS-Panzer Corps. On July 10th, "Kempf" and the 6th Panzer Division were in the vicinity of Melikhovo and the last defense line. 6th Panzer attacked with flamethrower tanks and the battle for Melikhovo had begun.

### BOARD CONFIGURATION:



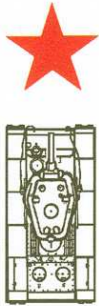
(Only hexrows R-GG are playable)

### BALANCE:

- ★ Remove the 8-1 Armor Leader from the German OB.
- ⚡ Add one 4-6-7 to the German Turn 1 Reinforcements.

### TURN RECORD CHART

★ RUSSIAN Sets Up First	⚡ 1	2	3	4	5	END
⚡ GERMAN Moves First						



Elements of 7th Guards Army [ELR: 3] set up on board 3 on/north-of hexrow Z (see SSR 4): {SAN: 4}



6

Enter on board 3 on/between hexes Y10-GG10 per SSR 5:



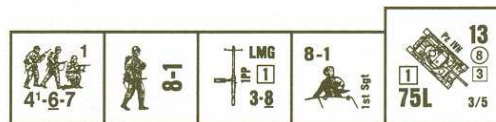
Elements of 6th Panzer Division, III Panzer Corps [ELR: 4] set up on board 4 in hexes numbered ≤ 5: {SAN: 2}



4

2

Enter on Turn 1 along the south edge of board 4:



2

### SPECIAL RULES:

1. EC are moderate, with no wind at start.
2. All buildings are single story.
3. Hill hexes are ground level grain with the printed outline of the hill defining the grain. Other terrain in these hexes exists normally. Cumulative Terrain Effects (A2.4) apply normally.
4. At least one Russian MMC must set up in 3S3, 3T4, and 3U6. One Russian HS (and any SMC/SW stacked with it) may use HIP.
5. The Russian player rolls once per friendly RPh. Following a dr ≤ the turn number, the KV-1 enters in the following MPH or automatically on Turn 4.

**AFTERMATH:** On the same day that Operation Husky saw the Anglo-American invasion of Sicily, Army Detachment Kempf and the 6th Panzer Division, under Major General Hunersdorff, finally broke through and overran the Russian defense line between Melikhovo and the Sasnoye station. Exploiting into open country at last, III Panzer Corps began its drive northward towards Prokhorovka at first light on July 11th. The delay of Breith's forces in front of Melikhovo, however, would prove to have severe consequences for II SS-Panzer Corps at Prokhorovka.







# ANOTHER BLOODY ATTACK

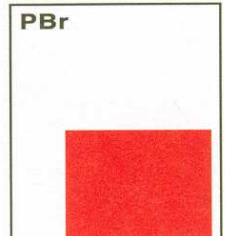
## ASL SCENARIO J96

Scenario Designer: Randy Yeates



**PRIMOSOLE BRIDGE, SICILY, 15 July 1943:** Despite a spirited defense of the Simeto Bridgehead by elements of Alastair Pearson's 1st Airborne Battalion of the 1st Airborne Division, the Germans had retaken the bridge and established a bridgehead of their own south of the Simeto River with two companies of Captain Paul Adolff's 1st Parachute Pioneer Battalion. The spearhead of the British 50th Northumbrian Division had arrived too late on the 14th to try to push the Germans back to reestablish the British bridgehead. After a night of preparation, a counterstroke was launched the morning of the 15th by the 9th Durham Light Infantry supported by elements of the 44th Royal Tank Regiment at 0800. The attack was preceded by a bombardment and then a smoke screen was laid for the attack.

### BOARD CONFIGURATION:



(Only hexes  $\geq 18$  in hexrows G through X are playable)

### BALANCE:

✚ Add one 7.5cm LG 40 RCL and one 2-2-8 to the German OB.

⦿ In the British OB replace one 9-1 leader with a 9-2 leader and four 4-5-7s with 4-5-8s.

**VICTORY CONDITIONS:** The British win at game end if they Control hexes N21, N23, and all non-river/non-river-brush hexes adjacent to these hexes *and/or* have 12 CVP north of the Simeto River [EXC: vehicles, crews, and prisoners do not count]. The Germans win immediately if they amass  $\geq 30$  CVP.

### TURN RECORD CHART

✚ GERMAN Sets Up First [172]	⦿	1	2	3	4	5	6	END
⦿ BRITISH Moves First [176]								



Elements of the 1st Parachute Pioneer Battalion [ELR: See PBr SSR 5] set up  $\geq 3$  hexes of the south map edge hexes (see SSR 6): {SAN: 3}

4 <sup>2</sup> -6-8	2-2-8	9-1	8-1	8-0	7-0	LMG 1 3-8	FT X10 24-1	DC X12 30-1	Radio 8	? 7 morale
12	2					2		2		6



AT M11 *40LL	RCL M11 75* 811	Trench OVR, OBA: +4 Other: +2
		3
		2



Elements of the 9th Durham Light Infantry and A and B Squadrons of the 44th Royal Tank Regiment of the 50th Northumbrian Division [ELR: see PBr SSR 5] enter on Turn 1 along the south edge of the playing area: {SAN: 2}

4 <sup>2</sup> -5-8	4 <sup>2</sup> -5-7	2-4-7	9-1	8-1	8-0	LMG 1 2-7	MTR 2 51 [2-11]	PIAT B10 8-3	14 8 4 *75 2/4
4	12		2			3	3	3	4



### SPECIAL RULES:

- All PBr SSR are in play.
- The German player receives a module of 80+mm OBA (HE only).
- There is a Mist LV Hindrance DRM (E3.32) of +1 at  $\leq 6$  hexes, increased by +1 for each multiple of 6 hexes thereafter (7-12 hexes = +2, 13-18 hexes = +3, etc.).
- All eligible German Infantry may set up in foxholes.
- After set up, but prior to the start of play, all German infantry units, buildings, and in some cases SW/Guns must make a Bombardment MC (C1.82). After the bombardment occurs, the British player places up to 8 shellhole

counters. After each shellhole counter is placed, the German player may move the counter up to two hexes, but it must be placed in a hex which could have a shellhole created in it during a Bombardment (C1.823). No shellhole counter may be placed adjacent to a present shellhole counter, in a hex already containing a shellhole counter, or in a hex containing a German unit.

- The Guns must set up north of the Simeto River and at least six German squad equivalents must set up south of the river. A pillbox must be placed in hexes M23, O20, and O27. A trench counter must be placed in hexes Q26 and P27.
- Place Burnt-Out Wrecks in hexes O19, N20, N21, and N23.



# A NICE MORNING FOR A RIDE



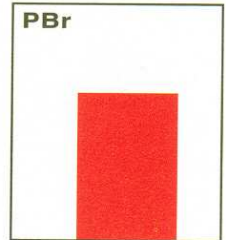
## ASL SCENARIO J97

Scenario Designer: Randy Yeates



**PRIMOSOLE BRIDGE, SICILY, 16 July 1943:** After the night assault seized the bridge and a thin lodgement north of the Simeto, problems were experienced communicating to follow on units that the bridge had been captured. As the companies holding the lodgement began to come under increasing pressure the message finally got through—carried by a military reporter on a bicycle. Elements of the 44th Royal Tank Regiment and the 6th Durham Light Infantry Battalion rushed forward to exploit the opening and prevent the Germans from retaking the bridge. As the lead elements of this force reached the north end of the bridge, a previously undetected “88” opened up and quickly brewed up two Shermans.

### BOARD CONFIGURATION:



### BALANCE:

☙ Add one FT to the German OB.

⊙ The British OB is considered Elite (C8.2) for Ammo Depletion purposes.

(Only hexes in hexrows H through V numbered ≥ 8 are playable)

**VICTORY CONDITIONS:** The British win at game end if they Control all hexes on/between hexrows K through O numbered ≥ 19 as long as the Germans do not inflict ≥ 40 CVP.

### TURN RECORD CHART

☙ GERMAN Sets Up First [208]	1	2	3	4	5	6	7	END
⊙ BRITISH Moves First [0]								

Elements of the Fallschirmjäger Pioneer and Fallschirmjäger Signal Battalions with attached support elements of Kampfgruppe Schmalz of the Hermann Goering Division [ELR: see PBr SSR 5] set up north of the Simeto River ≥ 3 hexes from the British set up area (see SSR 2): {SAN: 3}

4 <sup>2</sup> -6-8 8	4 <sup>1</sup> -6-7 8	2-2-8 3	9-2 2	9-1 2	8-0 2	3-8 3	24-1 2	30-1 2	? 7 morale 6
40LL 2	75* 811 1	88L A5 <sup>2</sup> /4 <sup>2</sup> /3 <sup>4</sup> 2							

Elements of A and D Companies, 8th Durham Light Infantry, 50th Northumbrian Division [ELR: see PBr SSR 5] set up in hexrows J through O in hexes numbered ≥ 18 (see SSR 2): {SAN: 2}

4 <sup>2</sup> -5-7 9	2-4-7 2	9-2 2	8-1 2	8-0 2	1-4-9 2	2-7 3	51 [2-11] 3	? 7 morale 8	<b>Foxhole</b> 5 OVR, OBA: +4 1S Other: +2 4
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Elements of 8th Durham Light Infantry and A Squadron, 44th Royal Tank Regiment (see SSR 6 for entry):

4 <sup>2</sup> -5-7 9	2-4-7 2	9-1 2	8-1 2	8-0 2	2-7 3	51 [2-11] 3	14 8 4 *75 2/4/4 5
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### SPECIAL RULES:

- All PBr SSR are in play.
- The Germans may use HIP for two squads (and any SMC/SW stacked with them). All British and German units may conceal during setup regardless of terrain. The British Hero must set up in hex N20.
- Due to the morning fog there is a Mist LV Hindrance DRM (E3.32) of +1 at ≤ 6 hexes, increased by +1 for each multiple of 6 hexes thereafter (7-12 hexes = +2, 13-18 hexes = +3, etc.).
- All German units in eligible terrain may set up entrenched.
- The British may place up to 8 Shellhole counters on the map in any hex where OBA could create a Shellhole and that does not contain a German unit.
- The British hero has an inherent bicycle and is treated as if a tank under recall. If the hero successfully exits off the south edge of the map while riding the bicy-

cle on Turn 1, the British reinforcements enter on Turn 2 otherwise the reinforcements enter on Turn 3.

7. Place Burnt-Out Wrecks in hexes N20, N21, N23, and O19; 1+5+7 Pillboxes in hexes M23, N16, O20, and O27; and a Trench in P27 and Q26.

**AFTERMATH:** As the British Light Infantry and support tanks attempted to push forward and clear the vineyards north of the river, they faced stiff opposition from the German fallschirmjägers. The “88” by the bridge accounted for three more Shermans before the day was out and the vicious game of hide and seek in the vineyards stymied the British attempts to expand their bridgehead.



# LEND-LEASE ATTACK



## ASL SCENARIO J98

Scenario Design: Ola Nygård

**KRUPKI, RUSSIA, 28 June 1944:** The seriousness of the situation in Byelorussia after the start of Operation Bagration had finally compelled the German High Command to accept that this was not just some diversionary action. Bagration was indeed a genuine large scale Soviet offensive. The first German reinforcements to arrive in Minsk from Ukraine were the 5th Panzer Division. Their first contact with the advancing Russian units took place near Krupki, where lend-lease Sherman tanks of the Russian 3rd Guards Tank Corps fought a sharp engagement with the defending Tigers of *schwerePanzerAbteilung 505* in the early evening of June 28th.

### BOARD CONFIGURATION:



19	Wd5
4	

### BALANCE:

☛ Add one 9-1 Armor Leader to the German OB.

★ Replace one Sherman III(a) with one SU-85.










**VICTORY CONDITIONS:** The Russians win at game end by amassing  $\geq 28$  VP. CVP are awarded normally and Exit VP [EXC: prisoners NA] are awarded for exiting off the west edge of board 4.







### TURN RECORD CHART

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







**☛ Elements of 5th Panzer Division and sPzAbt 505 [ELR: 4] set up on board 4 on/between hexrows O-G: {SAN: 3}**

 4'-6-7	 2-4-7	 8-1	 8-0	 LMG 3-8	 PSK X10 12-4	 12 88L 3/5/2
3			2			

**★ Elements of 3rd Guards Tank Corps [ELR: 4] enter on Turn 1 on 4GG5/4GG6 (see SSR 6): {SAN: 2}**

 4-5-8	 9-6	 LMG BT1 2-8	 16 11 6 85L	 14 8 4 *75 2/4	 28 T5 29PP
2	2	2	2		

Enter on Turn 1 on 19GG5/19GG6 (see SSR 6):

 4-5-8	 2-4-8	 7-0	 16 11 6 85L	 14 8 4 *75 2/4	 28 T5 29PP
2			2		

### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All walls are hedges. Place Overlay Wd5 on 19E9-E10.
3. Bore Sighting is NA.
4. One German HS (and all SMC/SW stacked with it) may use HIP.
5. A dusk +1 LV Hindrance applies to all non-CC attacks.
6. Each truck must enter with  $\geq 1$  MMC passenger. Use British counters for the 2 1/2 Ton Trucks. Use British *Sherman III(a)* counters for the lend-lease

Shermans in the Russian OB [EXC: WP is NA]. All Shermans have functioning Gyrostabilizers (D11.1).

**AFTERMATH:** The fighting continued throughout the night. The Russians captured Krupki station only after suffering heavy losses. The lead elements of the 3rd Guards Tank Corps skirted past Krupki and then ran into the engineer troops of the 5th Panzer Division who were preparing to destroy several key bridges on the approaches to Borisov.



# ON TO FLORENCE



## ASL SCENARIO J99

Scenario Design: Richard Weiley



**SAN MARTINO, ITALY, 22 July 1944:** During July the German Fourteenth Army's stubborn withdrawal up the Italian peninsula slowed. The intention of the German command was to keep the Allies out of the valley of the River Arno and give their reserve divisions time to prepare the Gothic Line, which ran from the Gulf of Genoa across Italy north of Florence to Pesaro on the Adriatic. The New Zealand Division fighting as part of a Commonwealth Corps slowly fought its way northward. On the morning of 22 July B Company of the 23rd Battalion launched an attack on the village of San Martino. After gaining a foothold in the village the battalion 'had to withdraw after two hours' terrific battle'. At midday A Company moved up and renewed the assault supported by elements of the Divisional Cavalry and the Battalion Field Company.

### BOARD CONFIGURATION:

### BALANCE:

- ✚ Remove one MMG from the New Zealand OB.
- ⊙ Replace two 5-4-8 squads with 4-4-7 squads in the German OB.



6

01

**VICTORY CONDITIONS:** The New Zealanders win at game end if they Control  $\geq 6$  multihex buildings.

### TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	END
⊙ NEW ZEALANDER Moves First [132]								



Elements of II/12 Fallschirmjäger Regiment, 4 Fallschirmjäger Division [ELR: 3] set up on/north of hexrow S: {SAN: 4}

5 <sup>2</sup> -4-8	2 <sup>3</sup> -3-8	9-1	8-0	MMG [2] 5-12	LMG [1] 3-8	? 7 morale	1 AT Mine	8-1 1st Sgt	13 3 *75 -/-2*
7				2	6	4			



Elements of A and B Companies, 23rd New Zealand Battalion [ELR: 3] set up on/south of hexrow M: {SAN: 3}

6 <sup>2</sup> -4-8	4 <sup>2</sup> -5-8	9-2	8-1	7-0	MMG [2] 4-12	LMG [1] 2-7	MTR [2] 51 [2-11]
2	8				2	3	



Elements of 1 Troop, A Squadron, Divisional Cavalry Regiment set up on/south of hexrow M.

*33 [4] [2] 76* [90] -/4	*33 [4] [2] *37LL 2/4
2	

### SPECIAL RULES:

1. EC are Moderate with no wind at start. Place overlay 6 on S2/S1. Wheatfields are Vineyards (F13.6). Road rate is NA for vehicles.
2. The German AFV may use HIP in concealment terrain and loses concealment as if it were a gun. The Germans may fortify one building location.
3. The New Zealanders have one module of 76mm battalion mortar (HE only) with one pre-registered hex directed by an offboard observer at level 2 in any south hex noted prior to setup. New Zealanders are Elite (C8.2).

**AFTERMATH:** Under the command of Major Worsnop, B Company commander, each company committed one platoon to the assault. 7 and 11 Platoons advanced with spirit, inflicting heavy casualties on the defending paratroopers, but not before they and the Divisional Cavalry troop had suffered significant casualties. Major Worsnop and 2nd Lieutenant Smylie, commander of 7 Platoon were amongst the wounded. Two Staghounds were knocked out, one destroyed in duel with a self-propelled gun and another by a mine. However, the assault had cracked the German defences and the way forward appeared to be opening up. Having suffered some 30 casualties during the day's fighting B Company moved into reserve. A Company resumed the advance during the late afternoon with C Company now alongside.

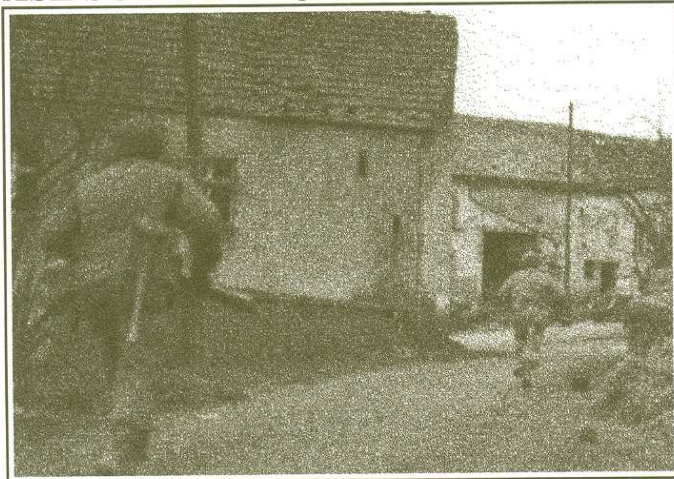


# FOR A FEW ROUNDS MORE



## ASL SCENARIO J100

Scenario Design: Scott Holst



Near MENDEN, GERMANY 30 March 1945: As March 30th—Good Friday—dawned, the U.S. 5th Infantry Division and the 3rd Armored Division advanced on the village of Menden in an effort to seal the encirclement of the Ruhr pocket. In front of the village, the 737th Tank Battalion found itself engaged by concentrated small arms and panzerfaust fire. Two large German tanks also opened fire, their bomb-like shells leaving holes in the ground as big as a car. Lt. Zipple's 1002nd SturmMörser Company was well placed atop the low rolling hills leading into Menden. The 737th would need to engage the German armor while the infantry worked their way into the village.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** Provided the Germans do not amass  $\geq 40$  CVP, the Americans win at game end if they Control  $\geq 3$  multi-hex buildings. Building N1 counts as two buildings for VC purposes.


### BALANCE:

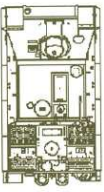












- ✚ Add 1 PSK to the German OB.
- ☆ Replace the American 9-1 with an American 9-2.

### TURN RECORD CHART

✚ GERMAN Sets Up First [76]	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [169]									


**Elements of the 1002nd Sturm Mörser Company and remnants of the Fifth Panzer Army [ELR: 2] set up on board 3 east of hexrow G: {SAN: 4}**
















	 2 4-4-7	 C 4-3-6	 8-1	 8-0	 7-0	 HMG 3 7-16	 MMG 2 5-12	 LMG 1 3-8	 PSK x10 12-4	 ? 7 morale	 11 18 8 380* 3/-	 16 1 1 *20L (12)
	8	4					2		6		2	2

**Foxhole**  
5 1S  
OVR, DBA: +4  
Other: +2  
6

**Elements of the 737th Tank Battalion and the 5th Infantry Division [ELR: 4] enter along the west edge: {SAN: 3}**



	 E 6 <sup>3</sup> -6-7	 1 6 <sup>3</sup> -6-6	 10-2	 9-1	 8-1	 8-0	 dm HMG 3PP 9-0	 dm MMG 2PP	 BAZ45 x11 1PP WPP 8-5	 9-2 1st Lt	 12 18 8 76L 2/4/4	 15 1 4 75 2/4/4
	5	9					3	3			2	2

### SPECIAL RULES:

1. EC are moderate, with no wind at start.
2. The American may designate 2 Shermans as gyrostabilized (D11.1). Americans are elite (C8.2).
3. The Germans may use HIP for one squad equivalent and any SMC/SW that set up with it.
4. Boresighting is NA.

**AFTERMATH:** As Lt. Harry Haines led Company C's "Easy Eights" into battle against the Sturm Tigers, a furious infantry battle took place amongst the small houses and streets of Menden. The Sturm Tigers fired off a few more rounds at the approaching Shermans, but with their infantry support melting away and with not enough time to load another shell, the German tankers soon abandoned their behemoths and surrendered. Their "Tigers" gone, the German infantry soon followed suit. The Americans were surprised to discover that in the course of encircling the Ruhr they had just defeated another one of Adolf Hitler's wonder weapons.



# THE COCONUT PLANTATION

## ASL SCENARIO J101

Scenario Design: Murray McCloskey



**BOUGAINVILLE, 9 June 1945:** The Japanese forces holding out on northern Bougainville had established a last line of defense across the Bonis Peninsula. To the north lay Buka Island and its airstrip—a key objective in the Allied push towards Rabaul. A plan was devised to unhinge the Japanese line with a landing on the west coast by a reinforced company from the 31/51st Battalion, a militia unit which was fighting its first campaign largely under the leadership of veteran officers transferred from the regular army. The infantry established a beach head at the Porton coconut plantation, and began aggressively patrolling inland.

### BOARD CONFIGURATION:

### BALANCE:

- Add one 2-4-7 and one MMG to the Australian OB.
- Add one 3-4-7 and one 3-3-6 to the Japanese OB which sets up on-board.



(only hexrows N-GG are playable)

**VICTORY CONDITIONS:** The Japanese win if all 10 hexes adjacent to the X6-Y6-Y7 water feature are free of Good Order Australian MMC at game end.

### TURN RECORD CHART

● AUSTRALIAN Sets Up First	1	2	3	4	5	6	7	END
● JAPANESE Moves First [227]								



Elements of A Company (reinforced), 31/51st Battalion [ELR:3] set up on or between hexrows W and FF (see SSR). {SAN: 3}



1 4 <sup>2</sup> -5-7	2 4-4-7	1 2-4-7	9-2	9-1	8-0	1-4-9	2 4-12	1 2-7	8	7 morale	5 OVR, OBA: +4 Other: +2
6	2						6	2	13	6	

Elements of 81st Garrison Force, 17th Army [ELR: 3] set up in pillboxes or adjacent shellholes: {SAN: 5}



E 2-3-8	2 1-3-7	C 1-2-6	2-2-8	2 8-14	2 4-11	1 2-6	2 50*(1-16)*	1+3+5
	2				2		3	

Elements of the 82nd Garrison Force enter on or after Turn 1 along the east edge (see SSR 5):

1 4 <sup>1</sup> -4-7	2 3-4-7	C 3-3-6	9-1	9-0	8-0	8-1	1 2-6
6	8	6					

### SPECIAL RULES:

1. EC are Moist, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). HIP (A12.3) is NA.
2. Place overlays as follows: O1 on EE2; O2 on BB4-CC5; M2 on V3-V4.
3. Prior to the Australian set up, the Japanese player must place the three pillboxes in hexrow U, each at least two hexes apart. Tunnels (B8.6) are NA. Make a Random Direction dr for each Pillbox and place a Shellhole (B.2) counter one hex in that direction. Re-roll if that hex contains a water obstacle.
4. Foxhole TEM are halved. OB provided foxholes must be spaced at least two hexes apart.
5. Prior to Turn 1, divide the Japanese off-board reinforcements into four groups each with an equal number of MMC and leaders. Each Japanese RPh, make one dr for each group and halve it (FRU). If a group rolls ≤ the Turn number it may enter in the upcoming MPH. Otherwise, the group with the lowest roll may enter each turn. More than one group may enter each turn.
6. The Australian 1-4-9 SMC may use a radio as if a leader. The Australians receive two modules of 80+mm OBA (HE and Smoke) each with Scarce Ammunition (C1.211) and one pre-registered hex (C1.73).
7. Both sides suffer from Ammunition Shortage (A19.131). WP is NA.

8. The Australian 4-4-7s are considered Walking Wounded (RCG19).

**AFTERMATH:** The Australians soon located a line of pillboxes and were pinned down. One patrol section infiltrated past the pillboxes but was ambushed and decimated by a large body of Japanese reinforcements in full battle order. The Aussie 'Diggers' found that digging-in was futile as the water table was only a few inches beneath the sandy soil of the plantation. The battle descended into a prolonged firefight, in which Australian casualties mounted due to the lack of adequate cover. To make matters worse, the Diggers' stores barge carrying the ammunition and heavy weapons had hit a coral reef off-shore and was being shot to pieces by previously unseen Japanese positions. The Australians had 100 rounds of rifle ammunition each and a few grenades. A Japanese counter-attack attempted to clear the Aussies from the only source of fresh water for the Japanese for miles. The disjointed Banzai charges turned into a confused melee in which the defenders made each shot count. The situation was salvaged by a series of well-timed artillery strikes on the advancing Japanese which shredded the coconut palms. But with the troops and artillery low on ammo, it was decided to evacuate the beach-head and avert disaster, using a smoke screen and air support from the Royal New Zealand Air Force. The company of Australian militia suffered 70% casualties including the death of its company commander. At its next roll call the company could only muster one officer and a handful of soldiers.