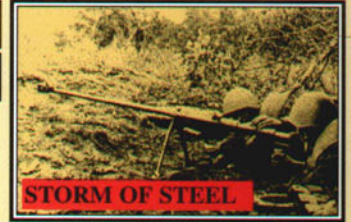# ASL ACTION PACK #1

DIRECTIVE NO. 3
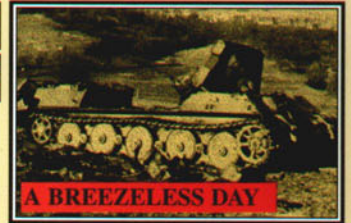
8 Scenarios for
Boards 42 & 43
OBA Playing Aid

THE RING

STORM OF STEEL

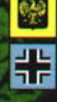A BREEZELESS DAY

L'ABBAYE BLANCHE

INVISIBLE FOES

SAVANNAH RAIN

A BLOODY HARVEST

The Avalon Hill Game Company

ASL ACTION PACK #1

8003APS

C1 Offboard Artillery Player Aid

Radio Contact

Performed by Observer at the start of any friendly PFPh or DFPh. If a DR is ≤ to the Radio Contact value on the radio/phone counter, Radio Contact has been achieved.

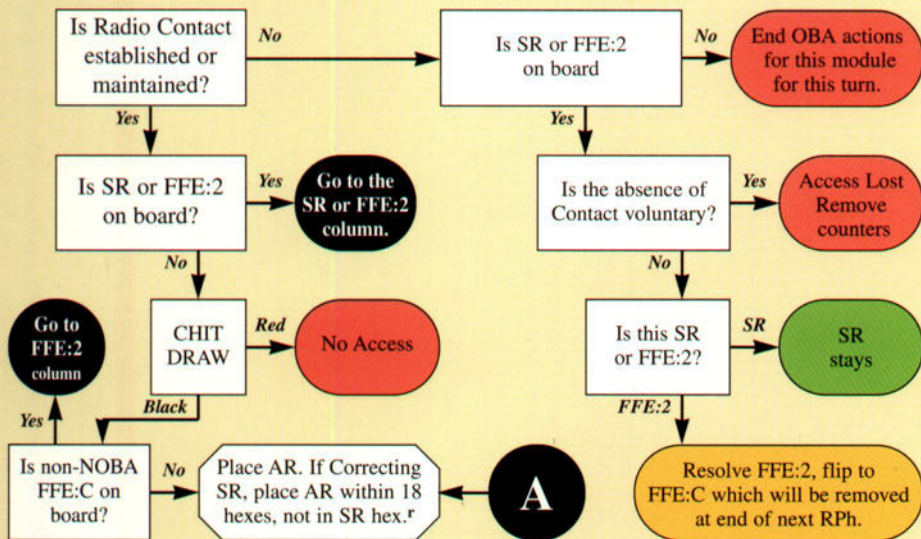Radio Contact is Automatic for Offboard (non-Aerial) Observer.

Radio Contact value.

Onboard Observer
(any Good Order leader with a functioning Radio or field-phone, or an OP tank [H1.46] or an Observation Plane [E7.6]).
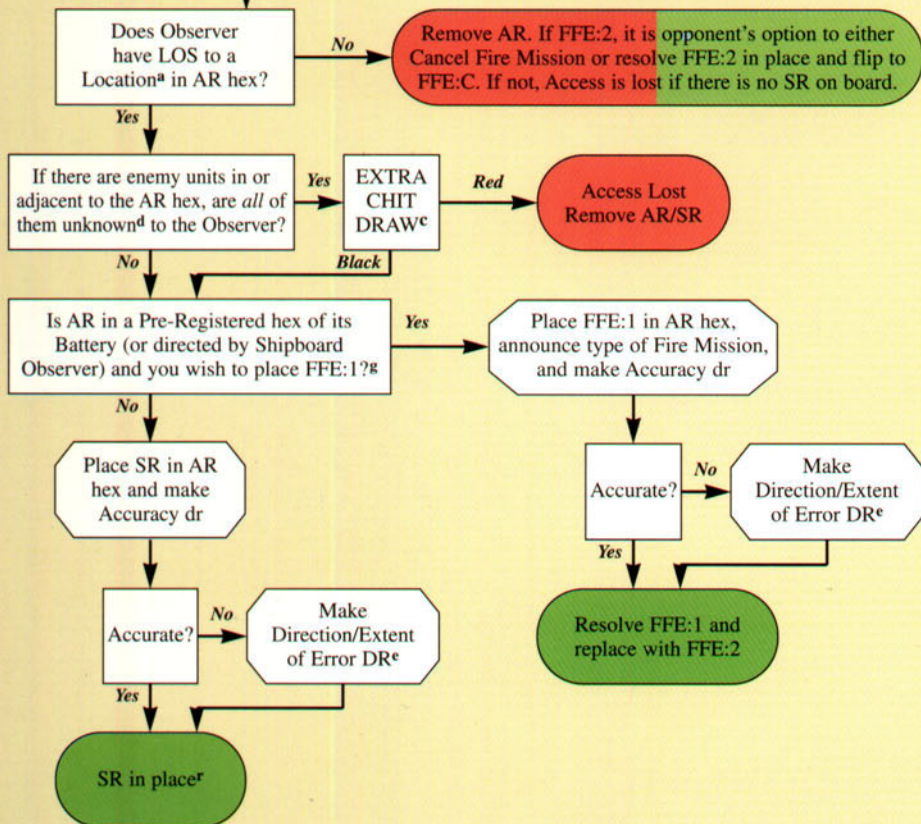
DRM:
−1 for currently having Radio Contact (Maintenance)
−1 Maintenance of 70+mm/80+mm battalion mortar OBA
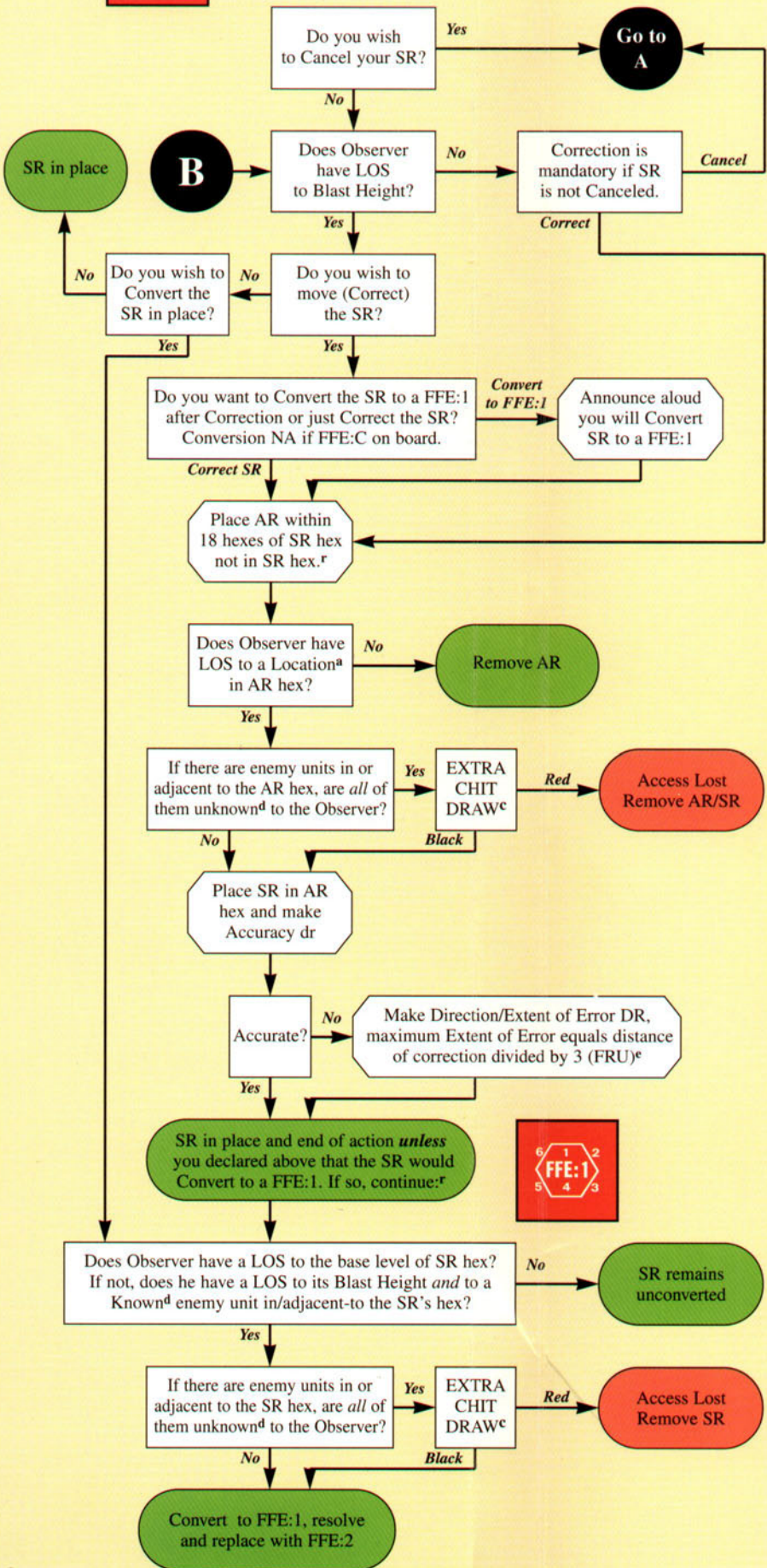+1 PTO radio (not Field Phone)

Contact and Access

Is Radio Contact established or maintained? — **No** → Is SR or FFE:2 on board — **No** → End OBA actions for this module for this turn.

↓ **Yes**

Is SR or FFE:2 on board? — **Yes** → Go to the SR or FFE:2 column.

↓ **No**

CHIT DRAW — **Red** → No Access

Black → Is non-NOBA FFE:C on board? — **Yes** → Go to FFE:2 column

— **No** → Place AR. If Correcting SR, place AR within 18 hexes, not in SR hex.[r] ← **A**

Is SR or FFE:2 on board — **Yes** → Is the absence of Contact voluntary? — **Yes** → Access Lost Remove counters

↓ **No**

Is this SR or FFE:2? — **SR** → SR stays

FFE:2 → Resolve FFE:2, flip to FFE:C which will be removed at end of next RPh.

Artillery Request (AR) and Spotting Round (SR) placement

Does Observer have LOS to a Location[a] in AR hex? — **No** → Remove AR. If FFE:2, it is opponent's option to either Cancel Fire Mission or resolve FFE:2 in place and flip to FFE:C. If not, Access is lost if there is no SR on board.

↓ **Yes**

If there are enemy units in or adjacent to the AR hex, are *all* of them unknown[d] to the Observer? — **Yes** → EXTRA CHIT DRAW[c] — **Red** → Access Lost Remove AR/SR

↓ **No** / **Black**

Is AR in a Pre-Registered hex of its Battery (or directed by Shipboard Observer) and you wish to place FFE:1?[g] — **Yes** → Place FFE:1 in AR hex, announce type of Fire Mission, and make Accuracy dr

↓ **No**

Place SR in AR hex and make Accuracy dr

↓

Accurate? — **No** → Make Direction/Extent of Error DR[e]

↓ **Yes**

SR in place[r]

Accurate? — **No** → Make Direction/Extent of Error DR[e]

↓ **Yes**

Resolve FFE:1 and replace with FFE:2

Converting and/or Correcting a SR

Observer has Radio Contact, Battery Access and a SR counter on board.

⟨6 1 2 / SR / 5 4 3⟩

Do you wish to Cancel your SR? — **Yes** → **Go to A**

↓ **No**

B → Does Observer have LOS to Blast Height? — **No** → Correction is mandatory if SR is not Canceled. — **Cancel** → **Go to A**

↓ **Yes**

SR in place ← **No** — Do you wish to Convert the SR in place? ← **No** — Do you wish to move (Correct) the SR?

(Correction is mandatory...) — **Correct** →

Do you wish to Convert the SR in place? — **Yes** ↓

Do you wish to move (Correct) the SR? — **Yes** ↓

Do you want to Convert the SR to a FFE:1 after Correction or just Correct the SR? Conversion NA if FFE:C on board. — **Convert to FFE:1** → Announce aloud you will Convert SR to a FFE:1

Correct SR ↓

Place AR within 18 hexes of SR hex not in SR hex.[r]

↓

Does Observer have LOS to a Location[a] in AR hex? — **No** → **Remove AR**

↓ **Yes**

If there are enemy units in or adjacent to the AR hex, are *all* of them unknown[d] to the Observer? — **Yes** → **EXTRA CHIT DRAW**[c] — **Red** → **Access Lost Remove AR/SR**

↓ **No** / **Black**

Place SR in AR hex and make Accuracy dr

↓

Accurate? — **No** → Make Direction/Extent of Error DR, maximum Extent of Error equals distance of correction divided by 3 (FRU)[e]

↓ **Yes**

SR in place and end of action *unless* you declared above that the SR would Convert to a FFE:1. If so, continue:[r]

⟨6 1 2 / FFE:1 / 5 4 3⟩

↓

Does Observer have a LOS to the base level of SR hex? If not, does he have a LOS to its Blast Height *and* to a Known[d] enemy unit in/adjacent-to the SR's hex? — **No** → **SR remains unconverted**

↓ **Yes**

If there are enemy units in or adjacent to the SR hex, are *all* of them unknown[d] to the Observer? — **Yes** → **EXTRA CHIT DRAW**[c] — **Red** → **Access Lost Remove SR**

↓ **No** / **Black**

Convert to FFE:1, resolve and replace with FFE:2

FFE:2 Correction and Fire

FFE:2 (hex symbol: 6 1 2 / 5 4 3)

Observer has Radio Contact, Battery Access and FFE:2 counter on board.

Do you wish to Cancel FFE:2? — *Yes* →

No ↓

Disregarding SMOKE, does Observer have LOS to Base Level of FFE hex?

If not, does the Observer have LOS (disregarding SMOKE) to the Blast Height and to a Location in or adjacent to the FFE hex that does/did Contain a Known[d] (to him) enemy unit during this FFE's current Fire Mission?

Yes ↓ (left) — *No* ↓ (middle)

Do you wish to move (Correct) the FFE:2?[h] — *Yes* → **Does Observer have LOS to Blast Height?** — *No* → **You must Correct the FFE:2 (Mandatory Correction) or Cancel the Fire Mission.**

No ↓ (from "Do you wish to move")

Yes ↓ (from "Does Observer have LOS to Blast Height?")

Correct ↓ / **Cancel** ↓ → **Access Lost, Remove FFE**

Place AR within 3 hexes of FFE:2[i][r]

Does Observer have LOS to a Location[a] in the AR hex? — *No* → **Remove AR. Cancel Fire Mission at opponent's option or resolve FFE:2 in place and flip to FFE:C**

Yes ↓

If there are enemy units in or adjacent to the AR hex, are all of them unknown[d] to the Observer? — *Yes* → **EXTRA CHIT DRAW[c]** — *Red* → **Access Lost Remove AR**

No ↓ / *Black* ↓

Place FFE:2 in AR hex and make Accuracy dr

Accurate? — *No* → **Make Direction/Extent of Error DR. Note that the maximum Extent of Error for a FFE:2 Correction is one hex unless correction is mandatory.**

Yes ↓

Resolve FFE:2 Flip to FFE:C[r]

Attempt Battery Access [f]

Draw one chit from your OBA Draw Pile and permanently remove it (EXC: NOBA or IR). If the Chit is black, then access is gained.

Each battery's Draw Pile is assembled prior to play. The OBA Access Column on the National Capabilities Chart of the Chapter A./G. divider lists the number of black and red chits available. NOBA always has 5B/2R. Besides a nationality's normal allotment, a battery may receive extra chits for the following circumstances:

1 Black chit if Pre-Registered
1 Black chit if Plentiful Ammo
1 Red chit if Scarce Ammo

Accuracy dr

Accurate if dr:

≤4 Pre-Reg hex
≤2 German, British, or American onboard observers and any Shore Fire-Control Party.
1   all others

Die roll modifiers:

+1 SR corrected 7–12 hexes
+2 SR corrected 13–18 hexes
+x x is cumulative Hindrance of SMOKE in Observer's hex and Hindrances along LOF between Observer and AR.
−1 Shipboard Observer
+1 NOBA in Heavy Surf

Note: Accuracy NA if Correction was Mandatory.

FFE:C Procedures
Observer has Radio Contact, Battery Access and FFE:C on board

⬡ **FFE:C** (6 1 2 / 5 4 3)

Did Observer have LOS to FFE's Blast Height during the current phase prior to achieving Access? — **No** → **Go to A**

↓ **Yes**

Desire to convert to FFE:1 in hex? — **No** → Desire AR or SR? — **Yes** → If AR go to A, if SR go to B.

↓ **Yes**

Does Observer have LOS to base level of FFE:C hex? — **No** → Does Observer have a LOS to any Location[a] in/adjacent-to its hex that contains a Known (to him) enemy unit? — **No** → You may *not* Convert the FFE:C to a FFE:1. Either Convert the FFE:C to a SR or place an AR.

↓ **Yes** ← **Yes**

If there are enemy units in or adjacent to the FFE:C hex, are *all* of them unknown[d] to the Observer? — **Yes** → EXTRA CHIT DRAW[c] — **Red** → **Access Lost Remove FFE:C**

↓ **No** ↓ **Black**

Convert FFE:C to FFE:1, resolve, replace with FFE:2

Key to Color
- 🟩 Access Retained
- 🟥 Access Lost
- 🟧 Access expired. FFE:C removed at End of next RPh
- 🟨 Access expired. FFE:C on board for next OBA action.

[a] Whenever Location is used here, it refers to a non-Aerial Location.

[b] If this is the 2nd "permanently" removed red chit, Battery Access is lost for duration of scenario.

[c] These "extra" chits drawn when all enemy units in/adjacent to the AR/SR/FFE placement hex are unknown to the Observer are not "permanently" removed from the draw Pile.

[d] A Known enemy unit is an unconcealed enemy unit that you have a LOS to. However, Concealed units in *non-*Concealment Terrain [EXC: night, Winter Camouflage] and in LOS of the Observer are always considered Known to him for his OBA actions.

[e] Extent of Error dr is halved (FRU) if in a Pre-Registered hex or directed by a Shipboard Observer. Extent of Error is always full if Correction is mandatory.

[f] An Observation Plane must first have passed a Sighting TC against a target in the planned seven-hex Blast Area of a hypothetical Concentration since Access was last gained. If target is HIP/Concealed, an extra black chit draw is also needed when the Sighting TC is passed.

[g] Must choose FFE:1 if Barrage is desired.

[h] Cannot Correct Barrage FFE:2 if already in Pre-Registered hex.

[i] A Barrage AR may only be placed in/adjacent to its Pre-Registered hex unless the FFE:2 is already adjacent, in which case the AR may only be placed in the Pre-Registered hex.

[r] If a NOBA battery's AR/SR is placed (or lands) in a Reverse Slope hex, or if its FFE Blast Area lies completely in Reverse Slope hexes, that counter is removed and the Fire Mission (if any) is Canceled (EXC: if in a non-immune upper-level building Location that is also in Observer's LOS or if firing IR [G14.66]). A Shipboard Observer may place an AR only in/adjacent-to a Known (to him) enemy ground unit and must make an *extra* chit draw if a Known (to him) *friendly* ground unit is within six hexes of that AR.

Firing Illuminating Rounds (IR) with OBA
Observer has Radio Contact and Battery Access

Does observer have LOS to a Gunflash or a Known enemy unit? — **Yes** → Place IR either in target hex or along Observer's LOS to it. Make Random Direction DR with the white Extent of Error dr halved.

↓ **No**

Place IR in any hex that is exactly six (or some multiple of six) hexes away from the Observer and make Random Direction DR.

↓

Was Access obtained this Player Turn?

Yes → **IR removed at end of CCPh. Place FFE:2 counter offboard.**

No → **IR removed at end of CCPh. Flip offboard FFE:2 counter to FFE:C.**

Rocket OBA
Observer has Radio Contact and Battery Access.

Place AR

↓

Does Observer have LOS to a Location[a] in AR hex? — **No** → **Access Lost Remove AR**

↓ **Yes**

If there are enemy units in or adjacent to the AR hex, are *all* of them unknown[d] to the Observer? — **Yes** → EXTRA CHIT DRAW — **Red** → **Access Lost Remove AR**

↓ **No** ↓ **Black**

Rocketry is inaccurate and consequently never gets the benefit of an Accuracy dr; Error is automatic.

Make Direction/Extent of Error DR[e].
No SR is placed nor is a FFE subject to Correction.

↓

Resolve FFE:1 Replace with FFE:2

⬡ **FFE:2** (6 1 2 / 5 4 3)

Do you desire to Cancel FFE:2? — **Yes** → **Access Lost Remove FFE:2 Module Ended**

↓ **No**

Disregarding SMOKE, does Observer have LOS to base level of FFE hex?

If not, does the Observer have LOS (disregarding SMOKE) to a Location in or adjacent to the FFE hex that does/did contain a Known[d] (to him) enemy unit during this FFE's current Fire Mission?

↓ **Yes**

Resolve FFE:2, flip to FFE:C which will be removed at end of next RPh when module ends.

(No → up to Access Lost Remove FFE:2 Module Ended)

COMPREHENSIVE OBA Q&A

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter or use a radio/field phone?

A. A Guard cannot perform these functions if his US# is < the total US# as his prisoners.

C1.21 In which of the following cases will the player have to attempt to regain Battery Access the next turn (assuming he establishes Radio Contact):

a) He chooses not to place any AR/SR onboard after gaining Battery Access (C1.3).

b) He chooses not to place any AR/SR or convert a FFE:C, thus removing the FFE:C counter.

c) An extra chit has to be drawn, and this extra chit is red so that the AR/SR is removed (C1.21).

d) An AR to correct an FFE:2 (or to immediately place a FFE:1 after dispensing with the SR) is placed out of the Observer's LOS and the opponent decides that the current Fire Mission is Cancelled (C1.3).

e) Radio Contact is "voluntarily" lost.

f) He cancels the SR without placing any AR/SR.

A. All

C1.21 & C1.731 If an extra chit draw (as per C1.21) would ordinarily be needed in order to place an AR, would it still be necessary even when placing an AR in order to place a FFE:1 in a Pre-Registered hex as per C1.731?

A. Yes.

C1.22 If Radio Contact is involuntarily lost while the battery's SR is onboard, and Contact is not regained in the next PFPh/DFPh, what happens to the SR?

A. As long as the absence of Radio Contact is not voluntary, the SR remains onboard in its present hex until otherwise corrected or canceled.

C1.22 & C1.6 When is the absence of Radio Contact considered "voluntary"?

A. Failing to roll when the Observer has no LOS to the SR's/FFE's Blast Height (C1.22) or when loss of Contact was due to voluntary rout (C1.6).

C1.23 If a Security Area has been set up for a Field Phone, would an original Random Selection DR of "2" made by the opposing player for one of his units in the Security Area cause the Field Phone's line to be cut?

A. Yes.

C1.33 & C1.4 After maintaining Radio Contact, may an Observer leave a SR in place as his OBA action for that phase?

A. Yes, if the Observer has a LOS to its Blast Height.

C1.335 *Must* an Observer Correct or Cancel a SR if he has a LOS to its Blast Height but, disregarding SMOKE, not to a Known (to him) enemy unit in a non-Aerial Location in/adjacent-to that SR's hex?

A. No; if he has a LOS to the base level of the SR's hex, he may Convert the SR to an FFE and leave it in that hex (possibly needing to draw an extra chit); regardless, he may also attempt to Correct and Convert per C1.332.

C1.335 Can the Observer Correct the SR when, disregarding SMOKE, he cannot see it, but can see a Known unit in a non-Aerial Location in/adjacent-to the SR's hex?

A. No; he can Cancel the SR and place an AR (1.336)

C1.336 & C1.343 Do you have to attempt to place an AR after you have Cancelled the SR (C1.336) or removed the FFE:C (C1.343)? Assuming Radio Contact was maintained, what would happen in the next PFPh/DFPh when there is no SR/FFE onboard?

A. No. You must attempt to gain Battery Access.

C1.34 What OBA options does the Observer have if he did not have a LOS to the FFE:C's Blast Height during the current phase prior to achieving Access?

A. C1.343

C1.51 Assume a rowhouse Location within an FFE Blast Area. If Infantry in that Location exit the hex using "rowhouse bypass" (B23.71), are they attacked by the FFE as they leave the hex? If Infantry enter the rowhouse Location using "rowhouse bypass," are they attacked by the FFE with Open Ground TEM or building TEM?

A. No. Open Ground TEM.

C1.57 If a unit's LOS crosses a Blast Area of two different HE Concentrations, is the FFE Hindrance DRM to that LOS +1 or +2? What if the LOS crosses one common hex that is in the Blast Area of two different HE Concentrations?

A. In both cases the FFE Hindrance would be +2. *Each* HE Concentration/Barrage is a separate Hindrance.

C1.6 May an Observer use a radio during the PFPh and then during the MPh be moved by the vehicle he occupies? May this be done if he is Inherent in an OP tank?

A. No to both.

C1.7 Is the type of Fire Mission announced when a SR is predesignated for Conversion to an FFE:1 per C1.332, or only when the FFE:1 actually appears on board?

A. Besides when an FFE:1 is actually placed, the type of Fire Mission must also be announced each time a SR is predesignated for conversion to an FFE:1, even if it does not actually convert.

C1.71 May a FFE:1 resolved as Smoke be resolved as WP when it is a FFE:2 (or Vice-sersa), if the OBA can fire SMOKE?

A. No.

C1.73 When recording the location of a Pre-Registered hex, is a LOS from the Observer to that hex required?

A. No.

C1.731 & C1.732 If one chooses to place a SR in a Pre-Registered hex instead of a FFE:1, does C1.732 still apply to the accuracy of the SR?

A. Yes.

C1.82 If a unit breaks due to Bombardment, does it become DM?

A. Yes.

C1.9 May a rocket OBA module be assigned a Pre-Registered hex, in order to halve its Extent-of-Error dr?

A. Yes.

ERRATA

C1.4: In line 8 change "if" to "[EXC: unless". In line 9 change ";...equals" to ", the Extent of Error is limited to a maximum of". In the last line add "]" after")". In line 1 of the example, add "voluntarily" after "being".

C1.55: In line 13, add "Use OBA's Original IFT DR vs an AFV to determine the hit location (C3.9) of that OBA attack" before "TEM".

OFFBOARD ARTILLERY FIRE POWER CHART

| Gun Caliber Size	HE Concentration (100%)	Critical Hit (doubled)	Harassing Fire (33%)	Barrage (one column to the left)	NOBA "LOF" Hexes (50%)
60mm+	4	16	NA	NA	-
70mm+	12	24	4	8	-
80mm+	16	30	4	12	-
100mm+	20	36	6	12	8
120mm+	24	36(−1)	8	20	12
150mm+	30	36(−3)	8	24	12
200mm+	36	36(−4)	12	30	16
250mm+	36(−1)	36(−5)	NA	NA	16
300mm+	36(−2)	36(−6)	NA	NA	16(−1)
350mm+	36(−3)	36(−7)	NA	NA	16(−1)
400mm+	36(−4)	36(−8)	NA	NA	16(−2)

Harassing Fire and Barrage NA for NOBA and U.S. 60mm mortars.

THE RING

ASL SCENARIO AP1

Scenario Design: *Pat Jonke*
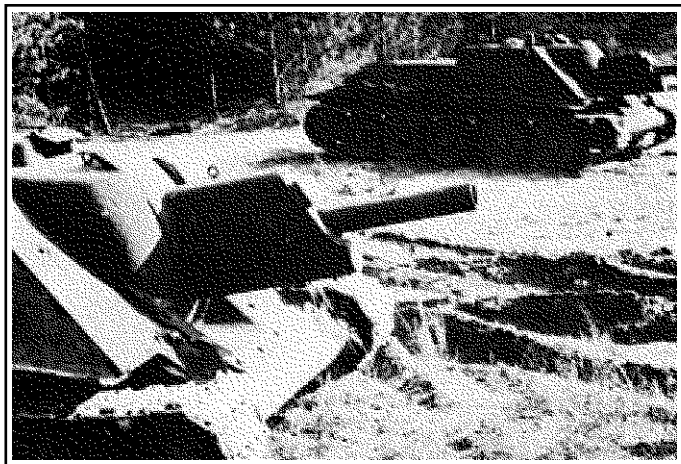
NIESKY, GERMANY, 20 April 1945: With the final Soviet offensive pushing into the German capital, the war in the east was drawing to its conclusion. Soviet attacks in other sectors along the front were designed to keep German units pinned down, preventing them from reinforcing the battle for Berlin. The Red Army made penetrations everywhere along the front, and numerous German units found themselves surrounded and cut off. In the small town of Niesky one such unit, a garrison from the once-proud Brandenburg Division, found itself in dire straits. Strong Soviet forces ringed the town, maintaining a steady and increasing pressure on the beleaguered Germans. On the 20th, the Red Army attempted to take Niesky from its veteran defenders.

VICTORY CONDITIONS: The Russians win at game end if they have amassed ≥ 70 Casualty Victory Points. At game end, the Russians receive 5 CVP for each board 10 multi-hex building (see SSR 1) they Control. Beginning on Turn 8, the Germans may Exit units off the west edge of board(s) 17/43; each VP thus exited (excluding prisoners/Recalled-AFV) increases the required Russian CVP total by 1. For all Victory Condition purposes, Ammo Vehicles (see SSR 3) are worth double their normal point value.

BOARD CONFIGURATION:

N ◀

(Hexrows A-Q on board 38, and Q-GG on boards 42 and 43 are not in play)

		4		38
	10		42	
	17		43	

BALANCE:

✠ In the German OB, exchange the *PaK 40* for one *PaK 43/41*.

★ In the Victory Conditions, change "≥ 70" to "≥ 65".

TURN RECORD CHART

GERMAN Sets Up First [247] ★	RUSSIAN Moves First [see SSR 2] ★	1	2	3	4 ★	5	6	7 ★	8	9	10 ★	11	12	END

Elements of Panzerjäger Regiment 1, and Sturmpionier Bataillon, Panzergrenadier Division Brandenburg [ELR: 3] set up anywhere within the playing area: {SAN: 4}

5²-4-8 E	4²-6-8 E	2-4-8 E	2-2-8	10-2	9-1	8-1	8-0	HMG 3 APF 7-16	MMG 2 APF 5-12	LMG 1 4lI 3-8	PSK X10 12-4
6	12			2				2	2	4	3
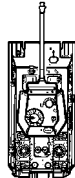
? 7 morale	*15 (18) 6 1 75LL 3/5/2	13 (3) B 10 2 150	PzA II 13 (2) B 11 2 105 *T -/-/2	18 ★ T6 16PP	28 ★ T7 21PP	AT M8 PaK 40 2 75L	Foxhole 5 1S OVR, OBA: +4 Other: +2
16		2			3		6

Elements of the 1st Guards Cavalry Division and the 254th Rifle Division, with attached support from the 52nd Soviet Army and the 3rd Guards Tank Army [ELR: 3] enter as per SSR 2: {SAN: 2}

Group A:

4-5-8 E	4-4-7 1	9-1	8-1	8-0	7-0	HMG(a) .50 cal 3 SPF 8-16	HMG 3 SPF 6-12	MMG 2 SPF 4-10	LMG 1 1PF 2-6	MTR 3 4lI 50* [3-20]	Radio 6/7/8 1PF △
16	12							2	3	2	
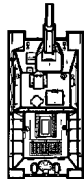
Group B:

6-2-8 E	5-2-7 1	9-2	8-0	LMG 1 1PF 2-6	12		Group C:	16 (11) 6 122		Group D:	16 11 6 85L 2/4
8	4			3	12			3			6

SPECIAL RULES:

1. EC are Wet, with no wind at start. No Rowhouses exist; they are treated as normal multi-hex Two-Story Houses (B23.22) instead. Building 10Z6 is a Multi-Story Building (B23.23) and is considered to have printed stairwells in Z6 and Z7 (only). All buildings are stone. Kindling is NA.

2. Prior to German set up, for each group in the Russian OB, the Russians must secretly predesignate the map edge (north, south, east, or west) and turn (1, 4, 7, or 10) on which it will enter, within the following restrictions: Only one group may enter each turn, and all of the forces in a group must enter on the same turn and the same map edge; Group B cannot enter on the same map edge as any other group; Group C cannot enter on the same map edge as Group D. The printed MP allotment of all Russian AFV is halved during the MPh in which they enter.

3. Bore Sighting is NA. The Germans may use HIP for ≤ 2 squad equivalents (and all SMC/SW stacked with them). All German 5-4-8s/2-3-8s are Assault Engineers (H1.22). The

Opel Blitz trucks are Ammo Vehicles (E10.); one for the *PzA III/IV*, the others for the *PzA IIs*. Recalled German AFV must exit off the west edge of boards 17/43.

4. All Personnel of Russian Group B have MOL (A22.6) capability. The Russians receive one module of 80+mm battalion mortar OBA (HE and Smoke), with Plentiful Ammo.

5. No Quarter is in effect for both sides.

AFTERMATH: A staunch defense was put up by the Brandenburg's 1st Panzerjäger Regiment and its divisional engineers. The Soviets, attacking in columns of companies, were hit by a barrage of shells from the German self-propelled guns. This fire crashed down upon the Soviet infantry, decimating them before they could deploy or escape. At regular intervals the Russians would attack from one direction, then another. But because these attacks were not properly coordinated, the *panzerjägers* were able to maneuver their SP guns and fend off each attack. Having failed to subdue the Niesky garrison with tanks or infantry, the Soviet commanders then sent in regiments of Cossacks. Under a withering hail of gunfire, these attacks also failed. Niesky was now so far behind the front lines that its fall was only a matter of time. So in the early hours of the 21st, the surviving Brandenburgers made a successful breakout to the west.

STORM OF STEEL

ASL SCENARIO AP2

Scenario Design: *Bill Sisler*

Near MALOARKHANGELSK, RUSSIA, 5 July 1943: The opening of Operation Citadel came as no surprise since both sides had been building up their forces for weeks. The first task facing the German assault was to break through the heavily defended Soviet lines. The Soviet positions, containing six defensive belts, were strong and deep. In front of each belt of strongpoints were vast mine-fields averaging 5,000 mines per mile of front. The strongholds themselves contained anti-tank guns and ditches, pillboxes, and entrenchments. At the road junction of Maloarkhangelsk, the experienced Württemburg Regiments of the 216th Division were hurled against the Soviet wall with the objective of cracking these formidable defenses. To aid their breakthrough attempt, the Württemburgers were reinforced with assault guns and the new Ferdinand tanks, as well as with flamethrowing engineers. In the morning hours of the 5th, the Ferdinands began to rumble forward in a storm of steel.

BOARD CONFIGURATION:

	18
	43
	42

N

BALANCE:

★ Add two anti-tank ditches to the Russian OB.

✚ Add a *PzKpfw IIIN* to the German OB.

VICTORY CONDITIONS: The Germans win immediately when they have amassed ≥ 75 Casualty/Exit Victory Points (prisoners do *not* count double). The Germans may exit only off the south edge of board 42.

TURN RECORD CHART

	1	2	3	4	5	6	7	8	9	10	11	END
★ **RUSSIAN Sets Up First [168]**												
✚ **GERMAN Moves First [232]**												

Elements of the 254th Rifle Division, XVIII Guards Rifle Corps [ELR: 3] set up as indicated: {SAN: 4}

Set up on board 43 in hexes numbered ≥ 7 (see SSR 3):

3-2-8 E	7-0	1-4-9	ATR 1-12	DC 30-1
6			**3**	

Set up on board 42 in hexes numbered ≤ 6 (see SSR 2):

Minefield	A-T Ditch		1+3+5
24 factors	**6**		Trench OVR,OBA: +4 Other: +2
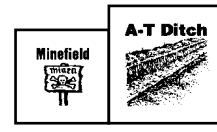
Set up on board 42:
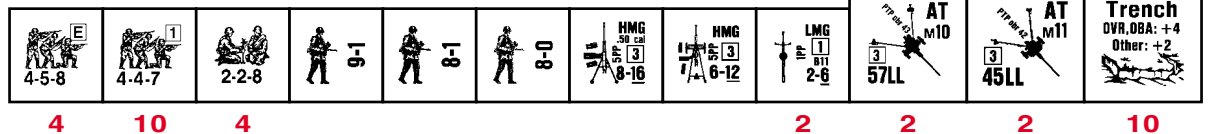
4-5-8 E	4-4-7 1	2-2-8	6-1	8-1	8-0	HMG 8-16	HMG 6-12	LMG 2-6	AT m10 57LL	AT m11 45LL
4	**10**	**4**					**2**	**2**	**2**	**10**

Elements of Infanterie Division 216 and Panzerjäger Abteilung 654 [ELR: 4] set up on board 18: {SAN: 3}
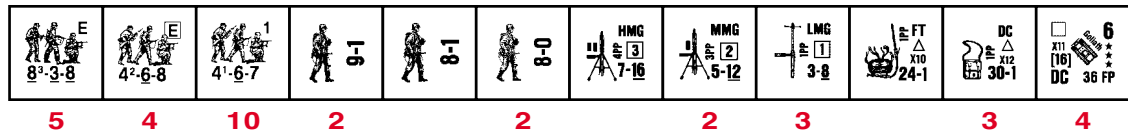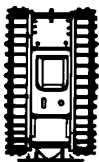
8³-3-8 E	4²-6-8 E	4¹-6-7 1	6-1	8-1	8-0	HMG 7-16	MMG 5-12	LMG 3-8	FT 24-1	DC 30-1	6 DC 36 FP
5	**4**	**10**	**2**		**2**		**2**	**3**		**3**	**4**
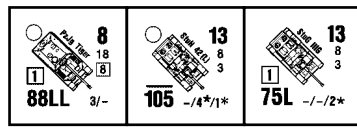
8 88LL 3/-	13 105 -/4*/1*	13 75L -/-/2*
4	**2**	**2**

SPECIAL RULES:

1. EC are Dry, with no wind at start. Kindling attempts are NA.

2. All hexes numbered 2 and 3 on board 43 contain a 6 factor A-P, and a 1 factor A-T, Known Minefield (F.7A). OB given mines that are exchanged for A-T mines must be set up with ≥ 2 A-T factors per hex; no mines may be exchanged for Booby Trap capability.

3. All board 43 Russian units must set up entrenched (in suitable terrain only) and may utilize HIP if in Concealment Terrain; none of these MMC may set up with/adjacent-to another MMC. For purposes of HIP loss only, G.2 and G.4 apply to units/Fortifications in Concealment Terrain on board 43. Fortifications [EXC: mines] on board 42 may not set up using HIP.

4. All board 43 Russian units are Stealthy and receive a -1 PAATC DRM while on a whole hex of board 43. All Russian Personnel have MOL capability (A22.6). No Russian unit may leave the board it sets up on [EXC: to rout] until a Good Order German unit enters a whole hex of board 42. The Russian force is Elite (C8.2).

5. The *Goliath* counters represent *B-IV* mine clearance vehicles; all rules of German Vehicle Note 93 apply normally with the following exceptions: In lieu of a controlling HS, each *B-IV* has an inherent driver which may detonate it. A *B-IV* has 16 MP, 0 AF, a +2 Target Size, and expends MP for VCA changes per D2.11 and 2.32. These vehicles may only be voluntarily detonated in an attempt to clear board 43 minefields (B28.62; a -4 Clearance DRM applies, but only vs. the mines), although same-hex/adjacent units may be affected as per Note 93; *B-IV* detonations cause neither flames nor Sniper attacks. A *B-IV* is removed from play once detonated.

6. All German 8-3-8s/3-3-8s are Assault Engineers (H1.22) and Sappers (H1.23). The *PzJg Tigers* have no MG.

AFTERMATH: In order to blaze a trail for their tanks and infantry, the Germans employed a special vehicle known as the *B-IV*. Akin to the Bren Carriers, they were driven to the edges of minefields where they would set off a 1,000 pound charge, blowing large gaps through the mines. The German forces ground forward, but the Soviet infantry, trained for weeks in anti-tank tactics, refused to panic. From their camouflaged foxholes, the Russians allowed the panzers to pass and stopped the German infantry. By evening, the Germans realized that despite their initial success against a stubbornly defended position, there would be no penetration in this defensive zone.
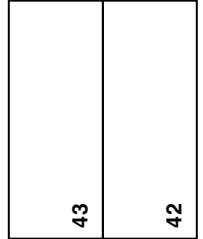
A BREEZELESS DAY

ASL SCENARIO AP3
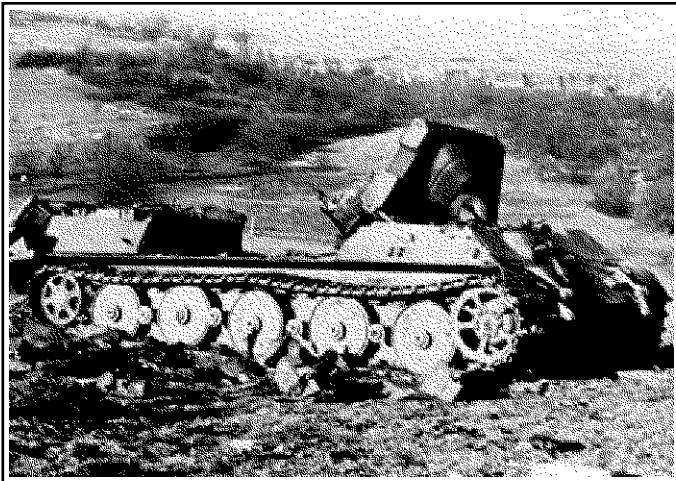
GROS REDERCHING, FRANCE, 2 January 1945: Operation Nordwind was launched to take advantage of the thin front offered by the American Seventh Army. The Seventh was covering the positions that had been occupied by Patton's Third Army, now deployed in the Ardennes. Initial thrusts by the attacking XIII SS-Korps were poorly led and gained minimal ground even though they outnumbered the defending GIs. Reinforced overnight by the 17th Volksgrenadier Regiment and the 36th Volksgrenadier Division, the XIII SS-Korps continued its attacks the following morning.

BOARD CONFIGURATION:

N

43   42

VICTORY CONDITIONS: The Germans win immediately upon Exiting ≥ 70 Victory Points (excluding prisoners) off the south edge of board(s) 42/43, provided they currently Control ≥ 10 buildings on board 42, on/south-of hexrow K.

BALANCE:

☆ Add one *M36 GMC* to the U.S. OB.

✠ In the Victory Conditions, change "currently Control ≥ 10" to "currently Control ≥ 5".

TURN RECORD CHART

☆ AMERICAN Sets Up First [110]	✠ 1	2	3	4	5	6	7	8	9	END
✠ GERMAN Moves First [126]										

☆

Elements of the 71st and 397th Infantry Regiments, 44th Infantry Division, and the 776th Tank Destroyer and 749th Tank Battalions [ELR: 3] set up on board(s) 42/43, on/south-of hexrow Y (see SSR 3): {SAN: 4}

6³-6-6 **10**	9-2	8-0	7-0	HMG .50 cal 5/P 3 8-16	HMG 5/P 3 6-12	MMG 3/P 2 4-10 **2**	BAZ 45 X11 1P WP6 8-5 **3**	Radio ⚡△ 8	1 AT ⚙ Mine **6 factors**	StG III 15 8 3 2 90L –/–/4 **3**

MAULTIER 15 ⑪ ④ 1 75 2/4/4 **2**	Foxhole 5 ───── 1S OVR, OBA: +4 Other: +2 **6**

✠

Elements of SS-Panzergrenadier Regiment 37, SS-Panzerjäger Abteilung 653, and Flammkompanie 353 [ELR: 3] enter on Turn 1 along the north edge of board(s) 42/43: {SAN: 3}

4-4-7 2 **18**	9-1	8-1	8-0	MMG 3/P 2 5-12 **2**	LMG 1/P 1 3-8 **2**	PSK 1P X10 12-4 **4**	DC 2P △X12 30-1 **2**	SPW B 11 26 8 128L 3/– **2**	SPW 250/1 13 14 3 X11 BF30 –/–/1* **2**	StuH 13 8 3 105 –/–/2* **2**

StuG IIIG 13 8 3 1 75L –/–/2* **4**	SPW 251/1 16 1 1 1 15PP T7 AAMG –/–/3 **6**

SPECIAL RULES:

1. EC are Wet, with no wind at start.

2. All grain hexes on board 43 are Level 1 Open Ground hill hexes; the printed outline of the grain represents the hill Crest Lines.

3. The Americans receive one module of 60+mm battalion mortar OBA (U.S. Ordnance Note 1). The Americans may roll for each *M4A3(75)W* on the H1.42 Gyrostabilizer Availability Table (D11.1).

4. All German 4-4-7s/2-3-7s are considered to have Assault Fire capability, an underlined Morale, have their broken side Morale Level increased by one, and to be SS for all purposes. The German Force is Elite (C8.2).

AFTERMATH: The spearhead of the XIII SS-Korps was the 17th SS-Panzergrenadier Division, a unit refitted just prior to Nordwind with a high proportion of low quality *Volksdeutsche* and the usual high quality equipment lavished upon the SS divisions. The men of the 17th SS-Panzergrenadier Division, with their flanks protected by the *volksgrenadiers*, continued their attack on the 44th Infantry Division's positions. Despite several spirited counterattacks by American infantrymen, the armored elements of the SS managed to break through and capture Gros Rederching and Achen. Further counterattacks then forced the *panzergrenadiers* to retreat from their newly won territory. By Nordwind's second nightfall, the offensive had lost all momentum.

L'ABBAYE BLANCHE

ASL SCENARIO AP4

Scenario Design: *Bill Sisler*

L'ABBAYE BLANCHE, FRANCE, 7 August 1944: As part of Operation *Luttich*, the German drive through Mortain towards Avranches, the 2nd SS-Panzer Division's Der Führer Regiment moved out of its assembly area at 0430 hours. Once it reached the outskirts of Mortain, Der Führer's spearhead turned right to follow the highway north, over the Cance river at Pont de la Vacherie, to where the highway merged with Route 177 out of l'Abbaye Blanche. The column planned to sweep into St. Barthelmy from the south, turn left, and support the 1st SS-Panzer Division's drive along Route 177 towards Avranches. While trying to cross the river at Pont de la Vacherie, the Germans were ambushed by elements of the 823rd Tank Destroyer Battalion and the 120th Infantry Regiment. This roadblock forced the Germans to attack from another direction. At 0600 hours, two German halftracks mounting 75mm guns and escorted by a company of infantry moved south down Route 177 in an attempt to outflank the American position. Here they met two more guns of the 823rd.

VICTORY CONDITIONS: The Germans win at game end if they have Exited ≥ 16 Victory Points (excluding prisoners and AFV/their crews) off the south edge. This total is increased by one for each CVP (excluding AFV/their crews; prisoner CVP are not doubled) amassed by the U.S.

BOARD CONFIGURATION:

BALANCE:

☆ Increase the number of mine factors to 30 in the U.S. OB.

✚ In the German OB, replace the 9-1 with one 9-2.
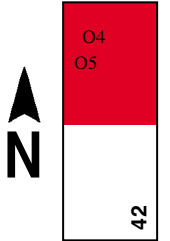
(Only hexrows R-GG are playable)

TURN RECORD CHART

☆ AMERICAN Sets Up First	✚ 1	2	3	4	5	6	END
✚ GERMAN Moves First [150]							

Elements of First Platoon, Company F, 120th Infantry Regiment, and elements of the 823rd Tank Destroyer Battalion [ELR: 4] set up on/south-of hexrow Z using HIP if desired (see SSR 3): {SAN: 3}

6³-6-6 1	3-4-6 1	2-2-7	1-2-6	9-1	8-1	7-0	MMG 3FP 2 4-10	BAZ 44 1FP X11 8-4	Minefield	76L AT M7 1
		2	**2**				**3**		**24 factors**	**2**

Elements of Der Führer Regiment, SS-Panzer Division 2 "Das Reich" [ELR: 5] enter on Turn 1 along the north edge: {SAN: 2}

6²-5-8	9-1	8-1	7-0	MMG 5FP 2 5-12	LMG 1FP 1 3-8	PSK 1FP X10 12-4	DC X12 30-1	75* 2 16 1 1
10		**2**			**3**		**2**	

SPECIAL RULES:

1. EC are Moderate, with no wind at start. All walls and hedges are Bocage (B9.5).

2. Place overlays **O4** on BB2-CC3, and **O5** on Z2-AA2.

3. A-P mines may not be exchanged for A-T mines and must be set up on/between hexrows Z and T.

4. All U.S. leaders have an inherent FP of "1", a normal range of "4", and a CC(V) of "2". This firepower may not be combined in a FG with any other FP source [EXC: other SMC and in CC/Melee], nor may it be used in the same phase in which the leader directs an attack.

5. The German force is Elite (C8.2).

AFTERMATH: The men of the 823rd were ready when the Germans rounded a bend in the road and emerged from behind an orchard. The two 3" guns fired from a range of 30 meters, quickly destroying the halftracks. The panzer grenadiers, advancing along both sides of the highway, found themselves trapped in a minefield that had been laid the night before. Raked by machine gun fire, the Germans tried to break through but were thrown back by the amazing amount of firepower the GIs possessed. During their journey through France, the tank destroyers had acquired an inordinate amount of automatic weapons—.30- and .50-caliber machine guns, as well as enough BARs for the majority of the platoon's squad leaders to carry their own. After a fifteen minute firefight, the few surviving panzer grenadiers pulled back, having failed to inflict a single American casualty. It would be another four hours before the Germans would make another attempt on l'Abbaye Blanche. Until then, the only two north-south roads connecting the German offensive would remain in American hands.

INVISIBLE FOES

ASL SCENARIO AP5

Near DAVAO, MINDANAO, THE PHILIPPINES, 5 May 1945: As the Okinawa campaign was in full swing, the Philippine campaign was winding down. Only the southern islands remained to be retaken from the Japanese. Mindanao was the largest of these, and it was defended by the Japanese 100th and 30th Divisions. The 100th Division commander, Lt General Jiro Harada, was tasked with defending the area around the port city of Davao. When the U.S. X Corps opted for an overland assault, Harada was not about to move away from Davao to meet his enemy, as the countryside was crawling with vicious Filipino guerrillas.

BOARD CONFIGURATION:

38	43

N ↑

VICTORY CONDITIONS: The Allies win immediately if they have Exited ≥ 50 Victory Points off board 38 on/between I10 and A5 (see SSR 4), or at game end if they Control all non-hut buildings in the Japanese setup area.

BALANCE:

● The Japanese player may use HIP for one additional squad equivalent and all SMC/SW which set up with it.

☆ Add one 8-0 and one flamethrower to the initial American force.

TURN RECORD CHART

JAPANESE Sets Up First [244] ●	☆ 1	☆ 2	3	4	5	6	7	8	9	END
☆ ALLIES Moves First [183]										

● Elements of the 100th Infantry Division [ELR: 3] set up on board(s) 38/43, on/between hexrows Z and D: {SAN: 5}

4¹-4-7 (8)	3-4-7 (8)	2-2-8 (6)	9-1	9-0	8+1 (2)	HMG 6-14 (2)	MMG 4-11 (3)	LMG 2-6 (2)	MTR 50*[1-16]* (2)	DC 30-1 (12)	? 7 morale

AT M11 47L	INF M12 70*[(3)*-70]	AA M11 20L (4)	Foxhole 5...1S OVR, OBA: +4 Other: +2 (6)	1+3+5 (4)

☆ Elements of the 21st Infantry Regiment [ELR: 3] enter on Turn 1 along the south/east edge(s) of board 43 on/between GG6 and Q1: {SAN: 4}

6³-6-7 (6)	6³-6-6 (9)	9-2	8-1	8-0	7-0	MMG 4-10 (2)	DC 30-1 (2)	BAZ 45 8-5 (2)	105 13 2/4/4	37LL 17 2/4/2

Enter on Turn 2 along the south edge of board 38 (see SSR 5):

6³-6-6 (2)	7-0 (2)	20 15PP *AAMG –/–/4 T6 (2)	32 T9 10PP (6)

Elements of the 107th Guerrilla Division [ELR: 5] enter on Turn 2 along the north edge of board(s) 38/43:

3-3-7 (9)	9-1	8-0	LMG 2-6 (2)

SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect [EXC: all roads exist, but the minimum Road Entry cost for vehicles is 1 MP]. Kindling attempts are NA.

2. All of the grain hexes on board 43 represents "Hemp Plantations." These are treated in all respects as Bamboo [EXC: Infantry enters a Hemp Plantation hex at a cost of 3 MF per hex (2 MF for partisans; G3.2 still applies for Manhandling), and a +1 TEM applies even to Indirect/HE/DC attacks].

3. The guerrillas are partisans (A25.24-.242), suffer from Ammunition Shortage (A19.131), and may neither Deploy [EXC: A20.5], make Entrenching attempts, nor form multi-Location FG. The Guerrillas use Japanese LMG; Captured-weapon penalties do not apply to such use (nor to partisan use of American MG). The +2 drm of G1.63 does not apply to partisan Search drs.

4. The Allies receive Exit Victory Points for U.S. units only. Each truck Exited is worth 5 VP.

5. The normal Inherent MF (A4.11; A17.2), and printed MP, allotment of all units of the 21st Infantry's reinforcement group (only) is halved during their Turn 2 MPh. Due to being loaded with supplies for the partisans, all U.S. trucks have 0 PP available.

AFTERMATH: The area around Davao was a major hemp producer before the war and by 1945 most of the plantations had grown thick with neglect. These fields became important to the Japanese defense, as there was no way around them and going through them was more difficult than the densest jungle. American troops found the going rugged, as the Japanese would be virtually invisible among the abaca. With the Navy preoccupied at Okinawa, however, every little airfield became important, including the tiny Libby Airdrome. The 24th Infantry Division captured the Airdrome on May 5th, but could make almost no more progress for two weeks, eventually linking up with large guerilla elements on May 24th.

SAVANNAH RAIN

ASL SCENARIO AP6

Scenario Design: *Bill Sisler*

GELA, SICILY, 11 July 1943: On July 10th, the Allies landed in Sicily—the American VII Corps in the Licata and Gela area and the British at Pozzalo, east of Syracuse. In Gela, Darby's Rangers successfully fought off a counterattack by the 10-ton French tanks of Gruppo Mobile "E". The Axis command recovered quickly, however, and planned another counterattack for the next day. The Italian Livorno Division was to move toward Gela and, after its capture, move westward against Licata. Most of the German units went to face the British in the east, leaving only the Hermann Göring Division to support the Italians. The counterattack commenced at 0830 hours.

BOARD CONFIGURATION:

	43
10	X14 X18 X17 X8
	33
Be4	Be5	Be6
OC1	OC2	OC3

N ↑

BALANCE:

☆ Add one 6-6-7 and one U.S. MMG to the initial American force.

✠ The German reinforcements enter on Turn 2.

VICTORY CONDITIONS: The Axis wins at game end if they have amassed more Victory Points than the Americans. At game end, each side is awarded one VP per building Location Controlled; additionally, the Axis receive the Casualty VP value for Axis units which are either unbroken or mobile with functioning MA *and* are on board 33 in hexes numbered ≥ 8 with a LOS to any Beach hex. The Americans Control all buildings outside of the Axis setup area at start.

TURN RECORD CHART

☆ AMERICAN Sets Up First [215]	1	2	3 ✠	4 ☆	5	6 ☆	7	8	END
✠ ⑆ AXIS Moves First [184]									

Elements of the 1st Ranger Battalion [ELR: 5] set up anywhere on board(s) 10/33: {SAN: 4}

6³-6-7 **9** | 7³-4-7 **4** | 3-4-7 **2** | 2-2-7 **3** | 9-1 **2** | 8-1 | 8-0 | MMG 3FP 2 4-10 **2** | MTR M2 60* [3-45] | BAZ 43 X10 8-4 **3** | FT X10 24-1 | DC X12 30-1

ART M8 75* **3**

Enter on Turn 4 along the west edge of board(s) 10/33:
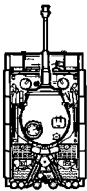
2-2-7 | ART M7 105 | 28 2 1/2 Tn T5 29PP

Enter on Turn 6 along the west edge of board(s) 10/33:

13 8 4 75 2/4/4 **2**

Elements of the 33rd and 34th Regiments, Livorno Division [ELR: 3] set up on board 43 on hexes numbered ≥ 6: {SAN: 3}

4¹-4-7 **10** | 3-4-6 **20** | 1-3-6 **2** | 9-1 | 8-1 | 8-0 | 7-0 | HMG 3 6-12 **2** | MMG 4-10 **2** | LMG 2-5 **4** | MTR 45* [2-13] **2**

Elements of Schwere Panzer Abteilung 504, Hermann Göring Division enter on Turn 3 along the north edge:

9-1 2nd Lt | 12 11 8 88L 3/5 **4** | 13 6 3 75* 3/5 **2**

SPECIAL RULES:

1. EC are Dry, with no wind at start. All woods are brush; all orchard hexes are Olive Grove hexes (F13.5). No grain exists. All buildings are stone. Kindling attempts are NA.

2. Place Overlays as follows: **X8** on 10Y5; **X14** on 10Q4-P3; **X17** on 10T4-T5; **X18** on 10O6-P5; **Be4** with hexes 401-402 on 33GG3-GG2; **Be5** with hexes 501-502 on 466-467; **Be6** with hexes 678-677 on 572-573; **OC1** with hexes 1001-1002 on 402-403; **OC2** with hexes 2001-2002 on 1131-1132; and **OC3** with hexes 3001-3002 on 2144-2145. Beach Slope is slight (G13.21), with Hard Sand (G13.3).

3. The Americans receive one module of 150+mm NOBA (G14.6; HE and WP), directed by a Shore Fire-Control Party (G14.61); which sets up with the initial U.S. force. NOBA AR/SR/FFE may be requested/resolved only on whole hexes of board 43. Hexes of an FFE which fall outside of board 43 are not resolved. Prior to Axis setup, the Americans secretly record the location of one NOBA FFE:2 Counter on a board 43 hex numbered ≤ 4. After Axis setup, the FFE:2 is placed on board and is resolved. At the beginning of the Turn 1 U.S. player DFPh, the usual NOBA Contact, Battery Access, and other NOBA rules resume.

4. The Italian Guns in the U.S. OB are Captured (A21). All 7-4-7s/3-3-7s are Assault Engineers (H1.22). To simulate the special Pole Charges used by the Rangers, all 6-6-7s/ 3-4-7s may utilize ATMM (C13.7); however, placement of one adds only a -1 DRM to CC resolution.

AFTERMATH: At the time of the attack, General Patton was visiting Ranger headquarters. As he was leaving, he shouted back, "Kill every one of the goddamn bastards!" The cruiser *Savannah* opened fire with her six-inch guns, hammering the Italian infantry which was advancing under the cover of German tanks. Though stripped of its infantry support, the German armor continued advancing through the naval gunfire, forcing Darby to use makeshift crews to man captured Italian artillery pieces which engaged the German tanks a mere thousand yards from the beach. During the attack, American armor and artillery were landed and immediately used to assist in repulsing the Germans who were forced to withdraw into the hills which dominated the Gela plain.

DIRECTIVE NUMBER THREE

ASL SCENARIO AP7
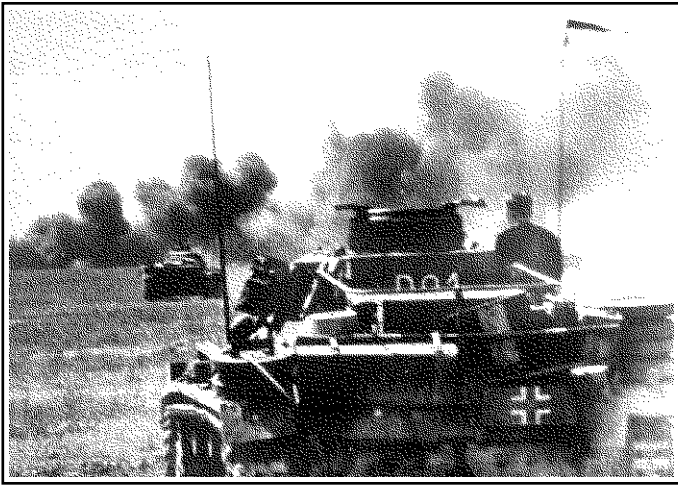
Near DUBNO, RUSSIA, 27 June 1941: On June 22nd, "Barbarossa" struck the Soviet Union. Unlike the other Army Groups, Army Group South would have to fight through solid defenses held by troops skillfully led and determined to fight. By the 23rd, a breach of the front between the Russian 5th and 6th Armies was an accomplished and menacing fact. The Germans now drove for Dubno. On the 24th, the military soviet of the south-west front decided, in fulfillment of Timoshenko's Directive No. 3, to mount a massive armored counterattack. Six mechanized corps were assembled to attack the flanks of Panzer Group I, which were thrust into the third great tank battle of the young campaign.

VICTORY CONDITIONS: The Russians win immediately upon amassing ≥ 65 Exit/Casualty Victory Points. The Russians may only exit units off the north edge of the map. Prisoners do *not* count double for VP purposes.

BOARD CONFIGURATION:

	16
	43
	33

N ↑

BALANCE:

★ In the Victory Conditions, change "≥ 65" to "≥ 60".

✠ Add one *PzKpfw IIIH* to the German OB.

TURN RECORD CHART

Simultaneous Set Up; First Move Randomly Determined (see SSR 3)	**1**	**2**	**3**	**4**	**5**	**6**	**END**

★ **Elements of the 68th Tank Regiment and 34th Reconaissance Battalion, Mobile Group Popiel [ELR: 3]** enter along the south edge of board 33 (see SSR 3): {SAN: 0}

✠ **Elements of the Panzer Regiment 2 and Schützen Brigade 16, Panzer Division 16 [ELR: 4]** enter along the north edge of board 16 (see SSR 3): {SAN: 0}

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze from the northwest at start. Minimum road entry cost is 1 MP. Kindling attempts are NA.

2. All Personnel must enter as PRC.

3. Prior to setup stand an extra board between the two players. Both players now set up simultaneously, after which both sides enter simultaneously with all units having their normal Inherent MF (A4.11; A17.2), and printed MP, allotments halved. After all movement has been completed, the intervening board is removed and Game Turn 1 now begins with the Russian player making a dr to determine the side moving first. On a dr of 1-3 the Russian moves first, on a dr of 4-6 the German moves first.

AFTERMATH: The Russian tanks and motorized infantry scrambled into battle, a giant four day collision in which several hundred Russian and German tanks fought. During the night of the 26th-27th, Ryabyshev's 8th Mechanized Corps was ordered to fight its way to Verba Berestechko. Ryabyshev, with his units still scattered, decided to form a "mobile group" from the 34th Tank Division. This strike force burst into the rear of the 11th and 16th Panzer Divisions, driving for Dubno. The Red Army's tank units continued to press forward on the 27th, but the 16th Panzer Division kept the mobile group from joining up with other Russian units at Dubno. By the evening of the 29th, hopes of closing the pincers at Dubno were virtually extinguished. On July 2nd, the mobile group, about to be encircled, broke out to the east where it made it back to the Russian lines in August.

A BLOODY HARVEST

ASL SCENARIO AP8

PABIANICE DISTRICT, POLAND, 7 September 1939: From the very beginning of the invasion, Polish defenses had proven to be woefully unprepared for the German onslaught. The blitzkrieg tactics employed by the German armored columns allowed great territorial gains in just a few short days. As the panzers raced across the Polish countryside conducting their breakthrough-and-pincer maneuvers, it ultimately fell upon the German infantry to mop up areas of bypassed Polish resistance. One such operation occurred in the farm community of Pabianice, just outside the city of Lodz. As the German Eighth Army advanced along the eastern and western flanks of Lodz, the grenadiers of Die Leibstandarte were sent into Pabianice to clear out its staunch garrison.

VICTORY CONDITIONS: The Germans win at game end if there are no Good Order Polish MMC within 2 hexes of 43N8.

BOARD CONFIGURATION:

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43
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N ↑

BALANCE:

🦅 In the Polish OB, exchange the MMG for one Polish HMG.

✠ Increase the game length to 8 turns.

TURN RECORD CHART

	✠	1	2	3	4	5	6	7	END
🦅 POLE Sets Up First									
✠ GERMAN Moves First [156]									

Elements of the 2nd Infantry Division, Army Lodz [ELR: 3] set up on/north-of hexrow Y, at least 3 MMC must be set up south of hexrow V: {SAN: 5}

4-5-7 : **9**
8-1
8-0
MMG 2 / 4-11
Trench — OVR,OBA: +4 / Other: +2 : **4**
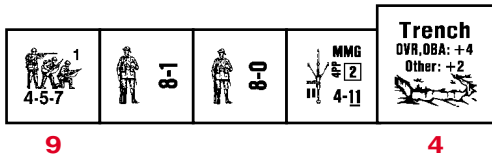
Elements of SS-Regiment Leibstandarte Adolf Hitler [ELR: 3] enter along the south edge: {SAN: 3}

4²-6-8 E : **12**
9-2
8-1
8-0
MMG SFF 2 / 5-12
LMG SFF 1 / 3-8 : **3**
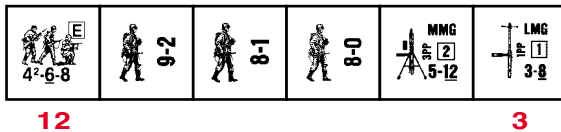
SPECIAL RULES:

1. EC are Dry with no wind at start. Kindling attempts are NA.

2. Leibstandarte units are treated as non-SS German for all purposes.

3. Polish Elite and 1st Line squads have Assault Fire Capability.

AFTERMATH: Among fields of corn and sunflowers, the men of the Polish 2nd Infantry Division stubbornly fought off the invaders. Well dug-in and camouflaged within the crops, the Poles would typically hold their fire until the Germans were upon them at point blank range, revealing themselves at the last moment with a hail of gunfire and grenades. In this manner, the defenders put up such a stiff fight that the grenadiers were first stopped and then pushed back. Despite the garrison's valiant efforts, however, the inevitable soon came to pass as Pabianice fell under the sheer weight of the German assault.

More Boards, More Scenarios, More Action!
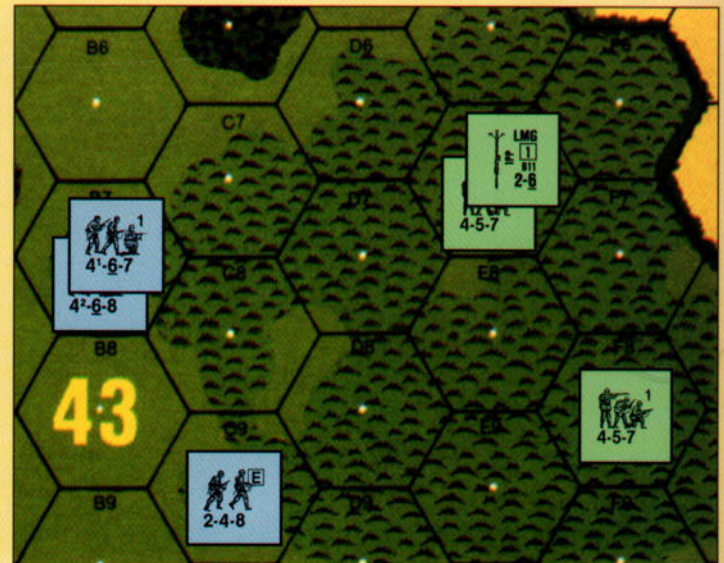
June 29th, 1941... As Operation Barbarossa unfurls and the German army drives east, Army Group South finds itself up against stiff opposition. Von Kleist's 16th Panzer Division drives a wedge between the Soviet 5th and 6th Armies, only to find six full mechanized corps attacking its flank in accordance with Timoshenko's Directive No. 3. If the Soviet armor can breakthrough, perhaps they can stem the tide.

July 11th, 1943... With the Allied invasion of Sicily on July 10th, the liberation of Europe has begun. As American troops and vehicles unload at Gela, Darby's Rangers stand guard over the beach. Backed up by the awesome firepower of the fleet offshore, and with the added punch provided by several captured Italian guns, the Rangers are confident that they can handle any counterattack made by Italian infantry. The armor of the Hermann Göring Division might be another story, however.

August 7th, 1944... Bradley's First Army, having finally broken out of the Cotentin Peninsula after Operation Cobra, is threatening to turn the corner with a major encircling move. The German counterattack towards Avranches, designed to reseal the peninsula and blunt Bradley's breakthrough, sweeps past Mortain and scatters several of the lightly manned roadblocks outside of town. Time is of the essence; progress must be made now while the Americans scramble to regroup.

January 2nd, 1945... As Patton's Third Army counterattacks in the Ardennes, its former positions in France are stretched thin. Operation Nordwind, Hitler's followup to Wacht am Rhein, threatens to punch through the U.S. Seventh Army. As Jagdtigers and Flammhetzers swarm around them, the dug-in American infantry prepare to repulse the SS panzergrenadiers. As always, in the end it all comes down to the foot soldier.

Boards 42 and 43—the newest geomorphic mapboards for wargaming's best tactical-level World War II simulation—are the centerpieces of this latest innovation for the *ASL* game system: the ASL Action Pack. Designed to get you right into the action, these Packs consist of boards and scenarios that further expand the *ASL* game system without requiring new rules sections. Board 42 depicts a small village crossroads: stone buildings, walls, hedges, and orchards are complimented by ponds, grainfields, and woods. Board 43 has the feel of a farm compound surrounded by large grain fields; the open terrain is sure to provide great fields of fire for your marauding armor. Eight new scenarios were specifically designed for use with these new boards. The actions in these battles span the length of the war—from 1939 to 1945—and the length of Europe—from Poland to Sicily, from Russia to France. Also included is a color-coded playing aid to help you through the somewhat complicated OBA section of Chapter C.

ASL Action Pack #1 is not a complete game. Ownership of ASL, BEYOND VALOR, YANKS, and THE LAST HURRAH is required. Additionally, one of the eight scenarios requires the Italians (HOLLOW LEGIONS) and board 10 (PARTISAN!), one requires the Japanese (CODE OF BUSHIDO), and two require board 38 (GUNG HO!).