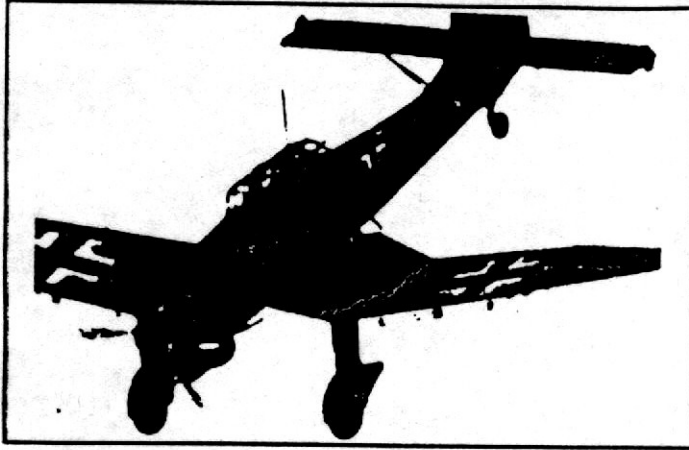


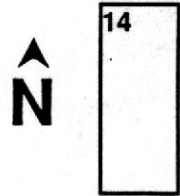
# TWO LONG BARS

## ASL SCENARIO B1



**KALININ, November 26, 1941:** Kalinin fell in early winter of 1941. By late November, the German formations were on their last legs. The bitter cold and incessant counter attacks had taken their toll. Into this situation flew Hans Ulrich Rudel, piloting a Stuka instantly recognizable by the two long verticle bars painted on the tail. As he landed on the outskirts of Kalinin, tank shells started to fall on the runway. The Soviets were attacking the thin screen of infantry covering the approaches to the airfield. In a flash he was back in the air, accompanied by HS 123 fighter-bombers, determined to stop the Soviets before they could overrun his base.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Soviets win the instant they move, with either an infantry unit or AFV, through all hexes of the Runway (B7). This movement may take place during any number of turns and be performed by any combination of units.

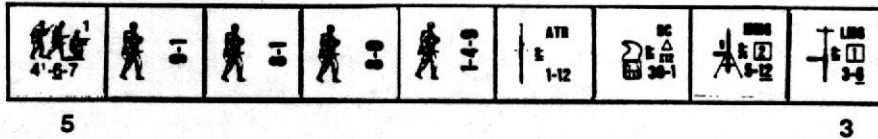
### BALANCE:

- G - The FB enter WITH bombs.
- S - Add an 8-0 to the Soviet OB

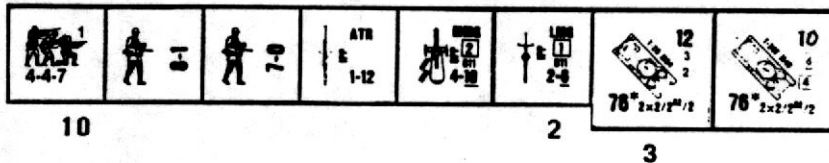
### TURN RECORD CHART

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

Elements of 161st Infantry Division [ELR: 3] set up as per SSR 2 (SAN: 3)



Elements of 30th Army [ELR: 3] Enter on South edge on Turn 1 (SAN: 2)



### SPECIAL RULES:

1. EC are wet, and both Falling Snow (E 3.71) and Ground Snow are in effect, with no wind at start. Extreme winter (E3.74) is in effect, but note that aircraft are immune to its effects.
2. All German forces must set up on hexrows S through W, inclusive, except one squad or equivalent, one SW and one SMC, which may set up anywhere on/North of hexrow W.
3. The Germans receive Air Support (E&) on Turn One in the form of one Stuka with bombs and one FB without bombs.
4. All Soviet forces have Winter Camouflage (E3.711).
5. The Soviet T28E M40 is considered to have a radio, and is immune to D14.

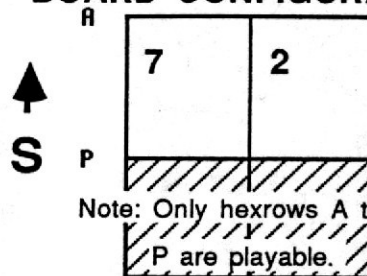
**AFTERMATH:** The thin line of infantry bent, but did not break. Despite subzero temperatures, weapons that would not fire and the imposing weight of Soviet numbers, the efforts of Rudel and the Luftwaffe, with their steady attacks on the Soviet armor, saved the day. The Soviets would have to bring up fresh forces to throw the Germans back from the gates of Moscow.

# ICE FOLLIES

## SCENARIO B2



### BOARD CONFIGURATION



### BALANCE:

Soviet - May choose any combination of 5-2-7 & 4-4-7 squads, as long as the total is 16 squads.

German - Substitute a 9-2 leader for the 9-1 leader in the OB.

### VICTORY CONDITIONS:

The Soviet wins by clearing ALL islands of unbroken German Infantry OR by having 9 unbroken squads on the West bank of the river at games end. The Germans win by avoiding the Soviet victory conditions.

### THE DON, NORTH OF VORONEZH - February 14, 1943

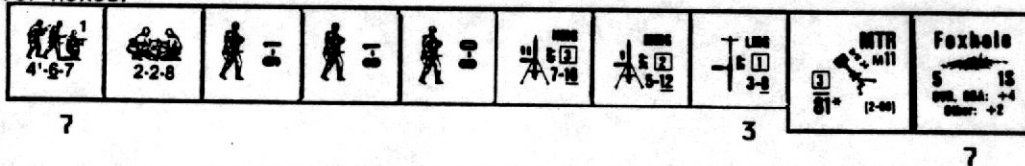
During the long winter of 1942-43, the German Second Army held a defensive line along the Don. The Soviets launched repeated attacks against this line during and after the fall of Stalingrad. These attacks often came at night, and always tested the nerve of both attacker and defender.

### TURN RECORD CHART

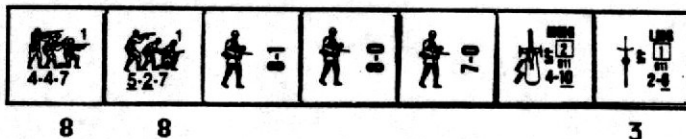
Germans Set Up First	1	2	3	4	5	6
Soviets Move First						



Elements of the 2nd Army [ELR 3, SAN 3], set up first on any island or West of any river hexes.



Elements of the 60th Army [ELR 3, SAN 1], enter on turn 1 from the East edge of board 7.



### SPECIAL RULES:

B2.1 - Night rules (E1), are in effect. The German is the scenario Defender (E1.2). NVR is 3 hexes and can NOT change during the scenario. The Majority Squad Type (E1.6) for both sides is Normal.

B2.2 - EC are Snow. Deep Snow rules (E3.73-3.734) are in effect. There is no wind at scenario start. All forces have Winter Camouflage (E3.711).

B2.3 - All building hexes on all boards are wood rubble.

### AFTERMATH:

The islands fell during the night, but before dawn the Germans mounted a counter attack and took them back in vicious hand to hand fighting.

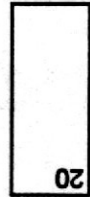
# PRUSSIAN PANIC

## ASL SCENARIO B3



**ALLENSTEIN, EAST PRUSSIA, January 21, 1945:** During the Soviet offensive into East Prussia, the 2nd Byelorussian Front struck north from Poland. Its goal: the Baltic and the isolation of all German forces in East Prussia. The city of Allenstein lay along the Front's axis of advance. On January 21, elements of 3rd Guards Cavalry burst into the city, panicking the population who had little idea the Soviets were so near.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Soviets must exit 25 VP's worth of units off the North edge OR control two multi-hex buildings North of hexrow Q at Game End.

### BALANCE:

G - Soviet must exit 30 to win

S - Substitute a 10-3 for the 10-2

### TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
RUSSIAN Moves First									

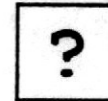
Allenstein Volkstrum [ELR: 2] set up one group per building as per SSR 2 {SAN: 5}




2


3


2 2



1 to 10

Elements of Gross Deutschland Corps [ELR: 4] enter on turn indicated on North edge

Turn 2

	22	
T10 3PP	50L (7)	AT M10 (7)

Turn 3

5'-4-8					13 11 3	13 6 3	14 3 1	9-1
6			2		75L 1/-	75L 2/3	37L 2/3	

Elements of 3rd Guards Cavalry Corps [ELR: 4] Enter on South edge on Turn 1 {SAN: 2}



9-2-8	4-5-8						14 11 3	16 11 3	19 11 3
6	6				4		45L -/2	85L 2/4	57L
							3	2	

### SPECIAL RULES:

- EC are wet, with no wind at start. Ground Snow is in effect, but note that aircraft are immune to its effects.
- The Allenstein forces must set up in the following buildings, with ≤1 group per building: CC7, Z3, U3, O9, M6, K2. Group 4 may consist of from 1 to 10 ? counters.
- Treat building U8 as one multi hex building for victory purposes.
- All Soviet and Gross Deutschland forces have Winter Camouflage.
- Bore sighting and Kindling are NA.

**AFTERMATH:** The cavalry stormed through the town, pushing aside the Volks Sturm and nearly breaking out to the north. Desperate counter attacks by ad hoc groups of the Gross Deutschland Corps managed to drive the Guards back into the southern part of town. The effort was for naught, however, as the Germans evacuated Allenstein the next day.

# CLEAR UP THE BRIDGEHEAD

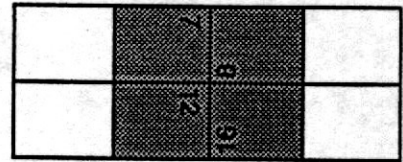
DAGGER

## ASL SCENARIO B4



WEST BANK OF THE DNEIPER, NEAR STYAKI, September 25, 1943: The Soviet fall offensive was in full swing, Rybalko's 3rd Guards Tank Army had crossed the Dneiper at Bukrin and Moskalenko's 40th Army followed a few days farther up stream. One such crossing consisted of only 50 men who had crossed by swimming and on improvised rafts. Knowing such a bridgehead could be reinforced and expanded if left to itself, hastily mobilized elements of 34th Infantry Division were ordered to "clear up the bridgehead and destroy the forces this side of the river..."

### BOARD CONFIGURATION:



(only hexes A-P are playable)

**VICTORY CONDITIONS:** The Germans win if there are no Soviet infantry south of the river at Game End.

### BALANCE:

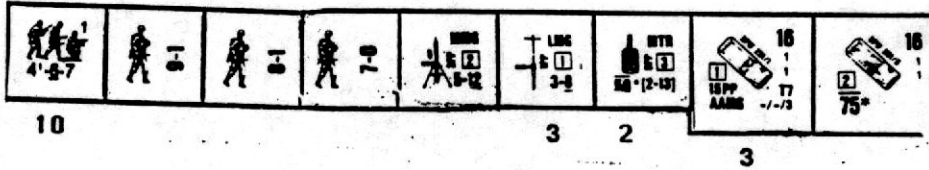
G - Increase game length by one turn

S - Add one ATR to Soviet OB

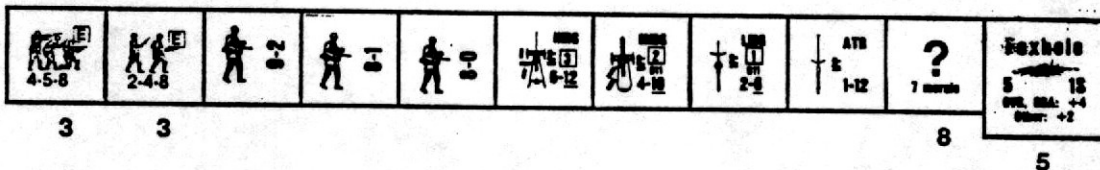
### TURN RECORD CHART

SOVIET Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							

Motorized elements of 34th Infantry Division [ELR: 3] enter on turn 1 on south edge of board 12 [SAN: 2]



Elements of 40th Army [ELR: 3] set up within 5 hexes of 8 C9 [SAN: 5]



### SPECIAL RULES:

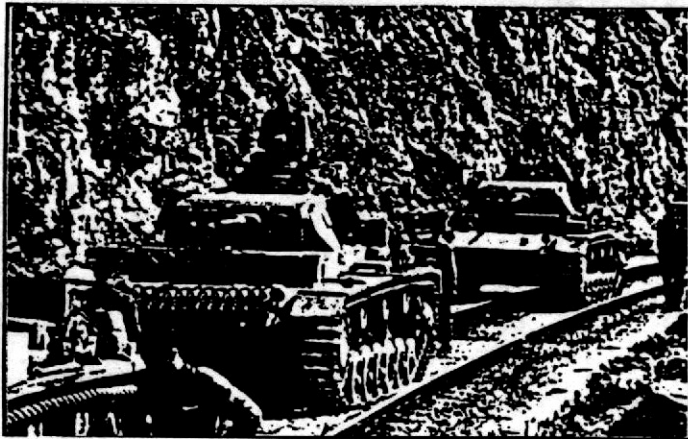
1. EC are Wet and Overcast (E3.5), with a heavy wind blowing from the north.
2. The River flows from west to east. It is Deep, with a Moderate current.
3. Grain does not exist; treat as Open Ground. Building 8C9 has a ground level only.
4. Bore sighting and Kindling are NA.

**AFTERMATH:** The Soviets once again displayed their legendary tenacity in the defense, and despite being outnumbered managed to keep the bridgehead intact. By digging in along the bank they were able to bring all likely avenues of attack under fire. Steady automatic weapons fire broke up every assault the Landers could muster, and the Germans had to satisfy themselves with investing the enclave to keep the Russians penned in. This bridgehead would not end up being a major threat, but one just like it in a different location would become the springboard for the liberation of Kiev in a few weeks.

# AN OBLIGATION FULFILLED

DAGGER

## ASL SCENARIO M1



**PTOLEMAIS, GREECE, April 14, 1941:** In March, 1941, Great Britain fulfilled her commitment to Greece; the first Commonwealth forces landed on the mainland to repel the imminent German invasion. 100,000 men were promised, but by April 6, the day of the invasion, barely 30,000 had arrived. The defense was gallant, but futile. Flushed with victory in Poland, France, the low countries and now Yugoslavia, and with the Greek army tired and out of position from its fight with Italy, the Panzers could not be stopped. The defense turned into retreat, with the pass at Thermopylae being the goal, the place for a prolonged stand. Thermopylae was 160 km behind the front, so a series of rearguard positions was created. One of these was at Ptolemais. The exhausted men of the 4th Northumberland Hussars were assigned this position, along with supporting armor and artillery. There they dug in, sighted their guns, and waited.

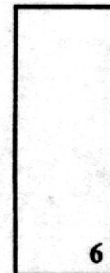
**VICTORY CONDITIONS:** The German wins immediately upon exiting 15 VP (excluding prisoners) off the south edge.

### BOARD CONFIGURATION:

### BALANCE:

Add one 457 and one ATR to British OB

Increase game length to 7 1/2 turns



### TURN RECORD CHART

⊙ BRITISH Sets Up First

⊕ GERMAN Moves First

1

2

3

4

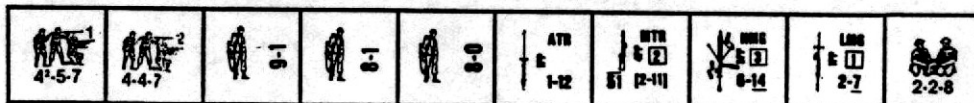
5

6



END

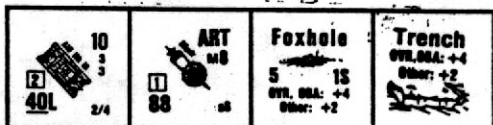
Elements of the 3rd Royal Tank Regiment, 4th Northumberland Hussars and the Royal Horse Artillery [ELR: 3] Set up on/South of hexrow U (SAN: 4)



4

3

2



4

3

Lead elements of the 9th Panzer Division [ELR: 4] Set up on/North of hexrow W (SAN: 2)



9

2

4

2

4

### SPECIAL RULES:

1. EC are moderate with no wind at start.
2. No 4th level hexes exist; consider all as 3rd level. Hexes DD3 and EE4 are Open Ground.
3. Kindling is NA.

**AFTERMATH:** They did not have long to wait. By 1900 hours the retreating British had passed through Ptolemais, and the lead elements of the 9th Panzer hove into view. Taking every advantage of the rugged terrain, the 2-pounders of the armor and the 25-pounders of the RHA accounted for 15 panzers. The Germans were delayed and the rearguard fell back with the rest of the BEF.

# CELLES MELEE

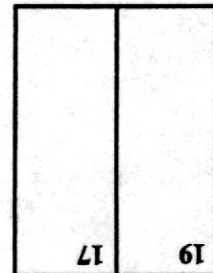
DAGGER

## ASL SCENARIO M2



East of CELLES, BELGIUM, December 25, 1944: By 23 December, the German offensive known as The Battle of the Bulge was reaching the peak of its success. The Fifth Panzer Army was racing for the Meuse River; lead elements of the 2nd Panzer Division were barely 10km from the crossings. There they were met and surrounded by the American 2nd Armored Division. A wild melee ensued, as the Germans strove to destroy the Americans and break out to the Meuse.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The German wins immediately upon acquiring 80 VP by causing American casualties and/or exiting units off of 19GG5, 17GG5 and/or 17Y1 (EXC: prisoners do not count as double VP).

### BALANCE:

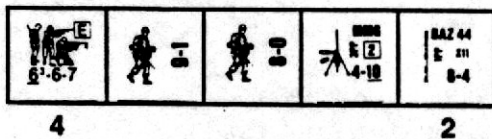
US: Add one 57L AT gun and 227 crew to US OB

G: Reduce VP requirements to 70 VP

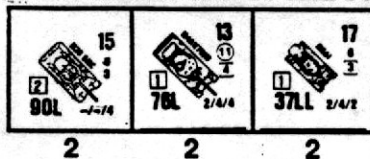
### TURN RECORD CHART

Simultaneous setup	1	2	3	4	5	6	7	END
AMERICAN Moves First								

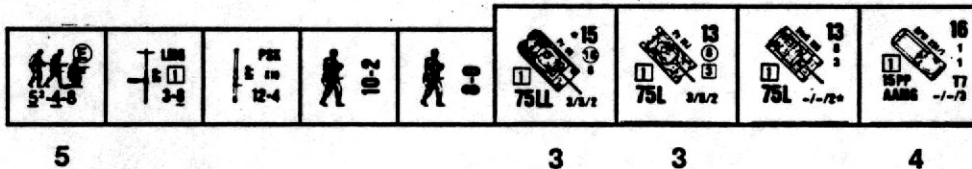
Infantry elements of 2nd Armored Division [ELR: 4] Set up within 5 hexes of 17R4 [SAN: 4]



Armor elements enter on Turn 1 on north edge:



Elements of 2nd Panzer Division [ELR: 4] Enter on Turn 1 on 19I10, 19A5 and/or 17A5 [SAN: 2]



### SPECIAL RULES:

1. EC are Wet with no wind at start.
2. Place a wood rubble counter in hex 19X6 before setup. Setup is simultaneous, including offboard forces due to enter on Turn 1. To prevent players from seeing each others' setup, stand an extra board between the setup areas.
3. The StuG and all Mark IV's have Schuerzen.
5. The American player need not reveal the contents of a ? counter to cause the German to lose concealment; the existence of the ? counter itself causes a German unit in its LOS to lose concealment if otherwise required.

**AFTERMATH:** The end of the two day battle saw the 2nd Panzer decimated; the remnants had no hope of gaining the Meuse and retired to the east. The debacle marked the beginning of the end for Germany's last offensive in the west.

# THE CROSSROADS

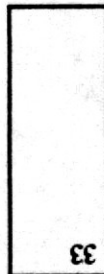
DAGGER

## ASL SCENARIO M3



**CENTRAL RUSSIA, July 1, 1941:** Barbarossa was in full swing, but the operation frequently pitted hurried Germans against stubborn pockets of resistance. The Crossroads are just one more point on the map that will see nasty fighting between the rushing 4th Panzer and the 133rd Rifle.

< Z



### BOARD CONFIGURATION:

**VICTORY CONDITIONS:** The German must either: 1) Clear all Soviet infantry from the area within 1 hex of S7 at the end of any Game Turn; OR 2) Exit 20 VP off at hex Q10.

### BALANCE:

G: Increase German DYO points to 265, with a 175 infantry limit

S: The Soviet may use kindling.

### TURN RECORD CHART

SOVIET Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							



Elements of the 133rd Rifle Division [ELR: 2] Set up on hexes numbered  $\geq 4$  and on/between hexrows I and Y

The Soviet may spend 130 DYO purchase points on units, within the following guidelines:

- 1) May only spend 95 points on infantry.
- 2) May not purchase an anti-tank ditch.
- 3) Vehicle RF=.9 Optional armament RF=.9 Ordnance RF=1.2



Lead elements of the 4th Panzer Division [ELR: 4] Enter on any West, North or East board edge

The German may spend 250 DYO purchase points on units, within the following guidelines:

- 1) May only spend 150 points on infantry.
- 2) May not purchase SS, 2nd line or conscript infantry.
- 3) May not purchase a 2cm FlaKvierling 38.
- 4) Vehicle RF=1.4 Optional armament RF=1.4 Ordnance RF=1.3

### SPECIAL RULES:

1. EC are moderate with no wind at start.
2. Before any forces are purchased, the German must pick one of the two victory conditions. His choice is kept secret until the game is over, when it must be revealed to verify his victory or loss.
3. Leader replacement rolls should be verified by House Rule or a GM.
4. Kindling is NA.

**AFTERMATH:** Sometimes the Soviets collapsed under concentrated attack, but often the struggles for villages and crossroads cost the Germans much precious time, as the Soviets hung on to the last man.

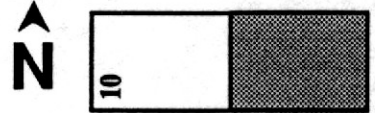
# TIGER ROUTE

## ASL SCENARIO M4



**OOSTERBEEK, HOLLAND, September 17, 1944:** The plan for Operation Market Garden called for troops of the 1st Parachute Brigade to march along three separate routes to the bridge at Arnhem; Leopard Route to the north, Lion to the south along the river, and Tiger Route between them. Tiger would take Colonel J.A.C. Fitch's 3rd Battalion through the town of Oosterbeek. Resistance was expected to be light; but as Fitch's men began to move through streets filled with civilians celebrating the British arrival, scattered shooting signalled the beginning of opposition to the paras' march to the bridge.

### BOARD CONFIGURATION:



### BALANCE:

- B: Increase Game Length to 6 1/2 turns (Only hexrows R through GG are playable)
- G: Exchange the MMG for a HMG

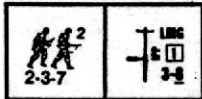
**VICTORY CONDITIONS:** The British win immediately upon exiting 15 points of units off the East edge according to the following schedule: 1 point each per British half squad, crew or armed jeep.

### TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	END
BRITISH Moves First							



Elements of Arnhem area garrison [ELR: 3] Set up HIP on/east of hexrow.U (SAN: 5)



3

Elements of 16th SS Panzer Grenadier Training and Reserve Battalion [ELR: 5] enter Turn 1 on north edge



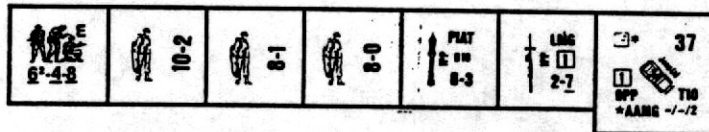
6

3

Armored support, 9th SS Panzer Enter east edge on Turn 2



Elements of 3rd Battalion, 1st Parachute Brigade [ELR: 5] Enter west edge on Turn 1 (SAN: 2)



12

2

2

4

2

### SPECIAL RULES:

1. EC are moderate with no wind at start.
2. Kindling fires is NA.
3. The MG in the Jeeps may NOT be scrounged or otherwise removed from the vehicles.
4. The StuG is equipped with Schuerzen.

**AFTERMATH:** The cheering crowds disappeared as the 3rd Battalion was quickly engaged in bitter street fighting. Garrison units gave way, but were bolstered by hardened and determined Waffen SS troopers, who forced the hurried paras into constant running skirmishes. Although inferior in numbers, the SS also received armored support, and maintained a firm line of resistance, a Speerlinerie, to keep the British out of Arnhem. Little progress was made during the afternoon of the 17th, and subsequent days and nights of fighting saw Fitch's troops exhausted and forced to fall back to a purely defensive posture.



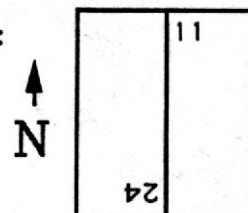
# Peiper's Progress

## ASL Scenario 01



Stoumont, Belgium, December 19, 1944: Kampfgruppe Peiper of the 1st SS Panzer Division made a clean break-through of the American lines at the opening of the Battle of the Bulge. For the next two days Peiper aggressively probed the paths westward, searching for a clear avenue to the Meuse. After crossing the Ambleve at Cheneux, a string of blown bridges forced the Germans to reroute their advance. The village of Stoumont lay astride the path Peiper would have to take.

Board Configuration:



Balance:

German: Extend game length to 7 1/2 turns.

Americans: The American may set up two squads (or equivalents), HIP.

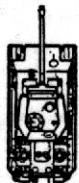
**Victory Conditions:** The German wins if they control both multi hex stone buildings on board 24 and have exited  $\geq 2$  non-halftrack AFVs off hex 24Y1 at scenario end. The American wins by avoiding the German victory conditions.

AMERICANS Set Up First	1	2	3	4	5	6	7
GERMANS Move First							

**Elements of SS Panzergrenadier Regiment 2 and Fallschirmjaeger Regiment 9**, [See SSR 5], set up second on board 24 (including half hexes), hexrows A-G, inclusive: {SAN 2}



6 <sup>+</sup> 5-8	5 <sup>+</sup> 4-8	6-2	6-2	6-2	7-10	5-12	3-8	12-4
6	3				2	3	3	



**Elements of SS Panzer Regiment 1**, enter on Turn One on hex 11Y1:

15 3/4/2	13 3/4/2	16 1 17 -1-73	6 <sup>+</sup> 5-8	6-2	3-8	9-1
3	2	3	3			



**Elements of 3rd Battalion, 119th Infantry Regiment [ELR 3]**, set up first on board 24, hexrows M-GG, inclusive, on whole hexes with a coordinate  $\geq 2$ : {SAN 5}

6 <sup>+</sup> 6-6	2-2-7	6-2	6-2	6-2	6-12	4-10	80*(13-45)	8-4	?	40L M	90L M
12	2		2		2	2		5	10		

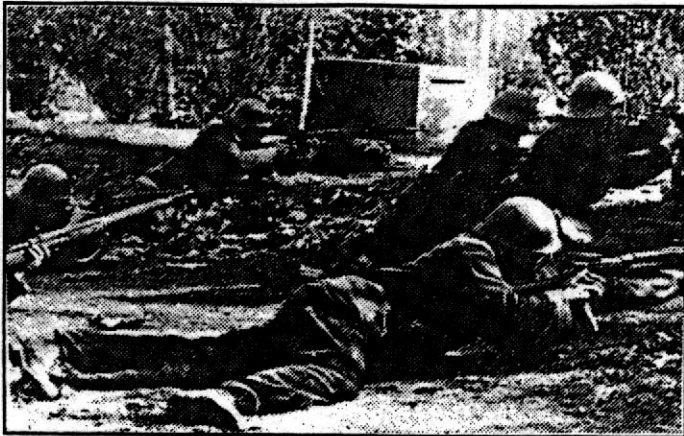
### Special Rules:

- 1) EC are Ground Snow (E3.72), with no wind at scenario start. All roads are Plowed (E3.72).
- 2) AA Guns may not be set up in woods or buildings.
- 3) All German Infantry and Vehicles have Winter Camouflage (E3.712).
- 4) Halftrack passengers may be kept offboard in cloaking boxes and are represented on board by ? counters until they unload or make a MC/TC.
- 5) All SS squads have Assault Fire capability (A25.11).
- 6) All PzKwIV have Schuerzen.
- 7) All SMC and SS MMC have ELR 5, the Fallschirmjaegers have ELR 4.

**Aftermath:** The attack on Stoumont opened at 09:00 with infantry advancing from the south and a column of tanks advancing down the road from the east. The as the lead tank, a Panther, entered the village it was hit by fire from a 90mm AA gun. The Panther burst into flames, killing all but one of the crew and sending a pall of smoke over the town. A fierce battle developed, and it took the SS and paratroops two hours to finally breach the defenses and take Stoumont (inflicting over 250 casualties on the Americans). Peiper then wasted no time in dispatching tanks down the road to the west, but they were stopped by a strong road block of the 740th Tank Battalion. Stoumont would be the furthest west that the 1st SS would penetrate along this route.

ASL Scenario O2

Italian Brothers

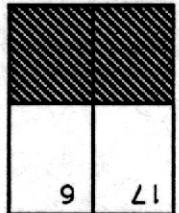


Near Brihuega, Spain, March 10, 1937: The civil war in Spain has been called the "world war in miniature". Few conflicts in this century aroused so much international emotion. In spite of a non-intervention policy adopted by the League of Nations foreign nationals flocked to Spain by the thousands. As a result, both the Nationalists (an alliance of Conservatives, Monarchists, Falangists, and Fascists, among others, led by Francisco Franco, and determined to overthrow the government), and the Republicans (a coalition of Liberals, Socialists, Communists, and Anarchists, among others), used foreign troops to fight their war. On March 8, the Nationalists opened an offensive with the objective of taking Guadalajara and surrounding Madrid. Near Brihuega, in one of the ironies that only a conflict as convoluted as this could produce, units of the same nationality clashed on the road to Guadalajara; the Garibaldi Battalion of the 12th International Brigade made up of Italian socialists, communists, and other anti-fascists, and the Black Flame Division of the regular Italian army.

**Victory Conditions:** The Republicans win the instant they control building 6N4. If they never control the building, the side that controls three of the following four buildings at scenario end wins: 17P2, 6J8, 6K4, 6K1. If neither of the preceding occur, the side that scores the most Casualty Victory Points (A26.2), by scenario end wins. In case of a tie on Casualty VP, the Nationalist wins.

**Balance:**  
 Nationalist: Replace the 7-0 Leader with an 8-1 Leader.  
 Republican: Replace the Russian MMG with a British MMG.

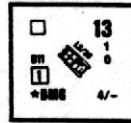
**Board Configuration:**



Only rows A - P are playable.

NATIONALISTS Set Up First	1	2	3	4	5	6
REPUBLICANS Move First						

**Armor attached to the Black Flame Division,** set up in hexes 17M6, N5, and O5, in motion, with all VCA's facing south:



3

**Elements of the Black Flame Division [ELR 2],** enter turn 1 on the north map edge: {SAN 2}



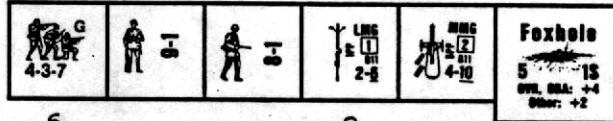
12

6

4

2

**Elements of the Garibaldi Battalion [ELR 3],** set up concealed within one hex of 17H4: {SAN 4}



6

(Allied Minor) (Russian)

3

**Elements of the Garibaldi Battalion,** set up concealed on Board 6, on or south of hexrow 'C':



8

(British)

2

**Special Rules:**

- 1) EC are Wet, with no wind at start.
- 2) Use Allied Minor 4-3-7's for the Garibaldi troops with the following modifications: They suffer NONE of the "inexperienced personnel" (A19.2, A19.3), penalties. The broken morale of MMC's is one HIGHER than is printed on the counter (Ignore A25.9). They never disrupt because of ELR failure; a squad failing ELR is split into two half squads, a half squad failing ELR suffers no additional effects. They suffer no penalties using any of the SW in their original OB. Other than this, treat them exactly like Allied Minor troops.
- 3) The Garibaldi Commissar affects other Garibaldi units just as if both were 10/42 Russians [EXC: if he fails to rally a squad it is Replaced by its two HS (or eliminated if already a HS)]. No leader may be exchanged for a Commissar.

- 4) All Orchards are Vineyards (F13.6). All buildings are stone. Building 17P4 has only a ground level. Buildings 6N4 and 6J8 have only a ground and first level, but are otherwise as printed, ie, printed stairwells are in effect. All buildings are Uncontrolled at scenario start.
- 5) Neither Garibaldi Leader that sets up on Board 17 may move in the MPH of turn one (they may Advance in the APH normally).

Aftermath: At noon the Garibaldi Battalion advanced north along the road from Torija to Brihuega, unaware that Brihuega had already fallen to General Giovanni Coppi's Black Flames. Three miles short of Brihuega a Black Flame patrol encountered the Internationals and, hearing Italian voices, assumed the Garibaldi's were actually a patrol from another Italian Division. Upon hearing this report, Coppi ordered an advance south down the Torija/Brihuega road. Illo Barioni, the commissar and acting commander of the Garibaldi's, also continued his advance. He established his men in the vineyards on the left of the road as Coppi's tanks came rumbling down the road. The Internationals' machine guns engaged the AFV's, and the Black Flame Infantry was sent in to attack. For the rest of the day the Italians fought a civil war of their own around a country house known as the Ibarra Palace. Nightfall saw the Black Flames holding the major portion of the Ibarra, but their advance towards Guadalajara had been halted.

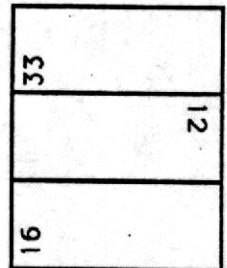
ASL Scenario O3

# Wintergewitter



**Verkhne-Kumsky, USSR December 13, 1942:** Time was running out for the Germans surrounded in Stalingrad. On December 12 the LVII Armored Corps launched Operation Wintergewitter (Winter Tempest), the offensive to relieve VI Army. Spearheading the drive was the veteran 6th Panzer Division, equipped with an entirely new allocation of AFV's. Driving north from Kotelnikovo the Germans easily cut through the Soviet 51st Army. On the morning of the second day of Wintergewitter 6th Panzer reached and crossed the Askay River after capturing a bridge at Zalivsky. Driving forward with all speed, the lead elements of the division entered the village of Verkhne-Kumsky in the late afternoon.

**Board Configuration:**



**Victory Conditions:** The German wins if there are no good order Russian MMC or AFV's on board 12 within the area bounded by Q1-N2-N7-Q9-T7-T2-Q1, inclusive, at scenario end. The Russian wins by avoiding the German victory conditions.



**Balance:**













German: Add a 10-2 Armor Leader to the German OB.

Russian: Add 6 '?' counters to the Russian OB.



RUSSIANS Set Up First	1	2	3	4	5	6
GERMANS Move First						









**Elements of 11th Panzer Regiment and 6th Panzer Reconnaissance Battalion, [ELR 4], enter on Turn One anywhere on the southern map edge: {SAN 2}**


 5 <sup>+</sup> -4-8	 2-3-8	 2	 2	 2-3-8	 2-3-8	 2	 14 75L 3/3	 13 50L 3/3	 13 75* 3/3	 18 8PP AAMG 1/3	 16 16PP AAMG 1/3
3				2			2	2			3

**Elements of 5th Shock Army [ELR 3], set up on any whole hex of board 12: {SAN 4}**

 4-4-7	 2-2-7	 2-3-7	 2	 2	 2-3-8	 4-10	 1-12
4	2	2			2		

**Reinforcements of 7th Tank Corps, enter on Turn Two anywhere on the northern map edge.**

 16 76L 2/4
3

**Special Rules:**

- 1) EC are Ground Snow (E3.72), with no wind at scenario start.
- 2) All buildings are single story (ground level only), and wood. Place wood rubble in hex R7. All Woods are Brush, and all Gullies are treated as Wadis (F5). Hexes S1 and T1 are clear, ground level terrain; the hill therein does not exist.
- 3) All Infantry and Vehicles of both sides have Winter Camouflage (E3.712).
- 4) Halftrack passengers may be kept offboard in cloaking boxes and are represented on board by ? counters until they unload or make a MC/TC.

**Aftermath:** The Soviets in Verkhne-Kumsky were part of the powerful Fifth Shock Army, ably commanded by General M.M. Popov. When the Germans entered the village, the Russian armored forces reacted violently. A furious tank battle ensued, during which the village repeatedly changed hands over the next 24 hours. When it became obvious that the Russians were gathering an overwhelming force, the Germans withdrew to the Askay. The Soviets had suffered such heavy losses, however, that they did not pursue, but simply established a defensive position along a ridge about two miles south of Verkhne-Kumsky. It would be four days before the Germans would take Verkhne-Kumsky and shake free of the Fifth Shock Army to continue the drive to Stalingrad.

ASL Scenario O4

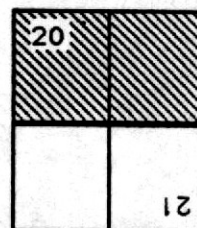
# Engineers As Infantry



Vossenack, Germany November 6, 1944: During the offensive into the Hurtgen Forest, the 112th Regiment, 28th Infantry Division, had the task of taking the town of Vossenack, the headpoint of the Main Supply Line for the Division's offensive across the Kall River. By the evening of November 2, the town was secured, and troops of the 2nd Battalion of the 112th were dug in in a defensive perimeter on the west side of the town. But the following three days were a nightmare. Almost constant artillery fire from German guns caused heavy casualties, many from combat exhaustion. By early morning, November 6, 2nd Battalion was in a shambles, with units pulling back through Vossenack without orders. By sunrise, at 07:30, the retreat was turning into a rout. At this point the Germans attacked; rather they simply moved into the vacuum created by the fleeing Americans. At 09:00 the 2nd Battalion Commander reported only 40 remaining effectives, and they were withdrawing under pressure from German infantry. With Vossenack in danger of being retaken by the Germans the call went out to the 146th Engineer Combat Battalion to be prepared to go into action as infantry. At 15:00 Captain Sam Ball led 'A' Company of the engineers into the shattered town. 'A' Company had orders to push as far east as possible in an attempt to hold the town and protect the vital supply route to their comrades across the Kall.

**Board Configuration:**

Only rows 21A - P and 20R - GG are playable.



**Victory Conditions:** Victory points are awarded for control of the following buildings; 1 point each for 21N9, 21K9, 21F9, 21F7, 21B6, 21D5, and 21F2. 4 points are awarded for 21J4. The side with the most VP at scenario end wins.

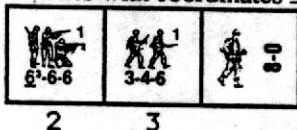
**Balance:**

**AMERICAN:** Extend game length to 8 1/2 turns.  
**GERMAN:** Add a 4-6-7 to the set up OB.

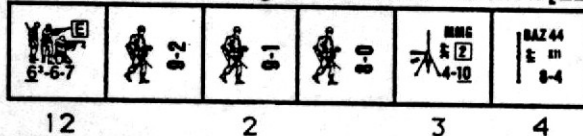
AMERICANS Set Up First	1	2	3	4	5	6	7	8
AMERICANS Move First								



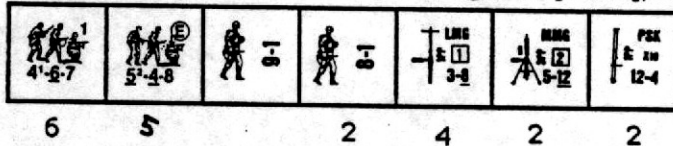
**Remnants, 2nd Battalion, 112th Infantry Regiment [ELR: 2]** set up on board 20 on ground level, in hexes with coordinates  $\leq 4$ , with no more than one MMC per location: {SAN: 3}



**A Company, 146th Engineer Combat Battalion [ELR 3]**, enter turn 1 anywhere on the west map edge.



**Elements of 156th Panzer Grenadier Regiment [ELR 3]**, set up per SSR 4: {SAN 4}



**Special Rules:**

- 1) EC are Wet, with no wind at start.
- 2) All multi hex buildings have a ground level and first level only, with an inherent stairwell in each hex [EXC: Building 21J4 is as printed on the board.]
- 3) Prior to set up place the following counters at ground level in the hexes indicated:  
 Stone Rubble - 20V2, 20W2, 20Y3, 20Z3, 20Z2, 21G2, 21G7, 21H6, 21M2, 21I5  
 Wood Rubble - 20CC5, 20CC4, 20EE1, 20EE2, 21N1, 21M1, 21G4, 21H3  
 Shellholes - 20Y2, 20BB1, 20W6, 21L2, 21L3, 21M3
- 4) The German sets up second in any whole hexes of board 20 with a coordinate  $\leq 3$ . [EXC: HIP units may also set up any-

- where on board 21]. The German may set up 3 squads (or equivalents), and all SMC/SW with them using HIP.
- 5) Note that the American forces have two ELR's, all 2nd Battalion troops, have an ELR of 2; the 'A' Company Engineers have an ELR of 3 (all SMC have an ELR of 3).

**Aftermath:** Captain Ball's engineers moved into the devastated town along the main east-west street. Harassed the entire time by snipers, they made their way to the crossroads by the town church. There they were pinned down by small arms fire, some of it coming from the church itself. After a pause the engineers attacked. Running from one pile of rubble to the next, then stopping to give cover fire to others, they advanced singly and in pairs. Dashing through the front door of the church they clashed with a number of enemy soldiers. The battle was short, with both sides taking several casualties, but in the end the engineers cleared the building. After taking another building further east, Captain Ball reported that they held everything west of the church on both sides of the street. Thanks to the engineers Vossenack would be held for at least another day.

# Fire And Rain

DAGGER

## ASL SCENARIO XI



St. Manvieu, Normandy, June 26, 1944: Having marched inland from the beaches in the first days after the invasion, the 15th Scottish Division was quickly called upon to take up the offensive. Operation Epsom committed the Scots in a drive to cross the River Orne and thus outflank the tough German defense of Caen. The 6th Royal Scots Fusiliers had trained for four years, waiting for their shot at glory. Their orders to take the village of St. Manvieu gave them their first chance. Setting out promptly at 7:30 behind a barrage and wearing their "gas capes" against the steady rain, the Fusiliers made quick progress through the cornfields as they neared the town. Suddenly they came under intense fire, seemingly from every direction. It soon became apparent that there were German snipers everywhere, dug in and around the corn and orchards of the little village. And Fusiliers began to fall.

**Victory Conditions:** The British must control 2 of the following buildings at Game End: 16Z6, AA4, DD3.

### BOARD CONFIGURATION:



### BALANCE:

- + Exchange British 9-1 with 8-1
- ⊙ Remove one German 8-0



Only hexrows R-GG are playable

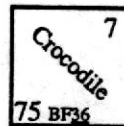
### TURN RECORD CHART

+ GERMAN Sets Up First	1	⊙ 2	3	4	5	6	End
⊙ SCOTTISH Moves First							



A Company, 6th Royal Scots Fusiliers [ELR 4] set up on/west of hexrow Y on board 16: {SAN 2}

1				MMG	LMG	Piat	MTR
4-5-7	9-1	8-1	8-0	4-12	2-7	8-3	51 2-11
12				2	2	2	



Crocodile from 141 RAC, 79th Armoured Division, enter on Turn 2 on west edge



Elements of 1/26 Bn, Hitler Jugend Grenadier Regiment [ELR 4] set up on board 10, on/between hexrows U and EE, with no more than 2 squads per building: {SAN 6}

SS			MMG	LMG	PSK	?	Trench
6-5-8	9-1	8-0	5-12	3-8	12-4		
7	2		2		8		

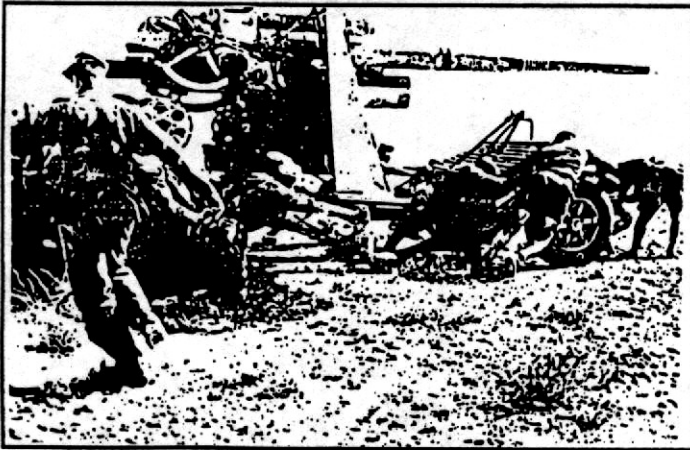
### Special Rules:

- 1) EC are Rain (E3.51) with with no wind at start.
- 2) All hedges are bocage (B9.5). No buildings are rowhouses.
- 3) The German may set up a tunnel on board 10.
- 4) The Scottish receive an On Time, 100+ Creeping Barrage (E12.7).

**Aftermath:** Casualties among the lead companies mounted steadily, even before reaching the first houses. Once there, the Scots discovered a determined and well-camouflaged enemy, secure in reinforced building and bunkers. But the Fusiliers held under fire, and won the edge of town in vicious close-range fighting. And with the help of flame-throwing tanks and reinforcements from the 6th King's Own Scottish Borderers, the Fusiliers cleared the tenacious panzer grenadiers and fought off numerous German counter-attacks, although it took the better part of the day. By nightfall, the German remnants were retreating to form another line one village back. The Fusiliers had won their first piece of blood-soaked Normandy. And their first bitter glory.

# ANOTHER BALACLAVA

## ASL SCENARIO X2



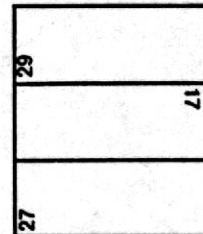
EL ALAMEIN, November 2, 1942: Just after one in the morning on November 2, the 2nd New Zealand Division spearheaded Operation Supercharge, a drive to break through Rommel's heavy defensive line along the Rahman track. The Kiwi infantry moved up through the minefields behind an enormous coordinated barrage, then settled in to watch the 9th Armoured Brigade roll through to smash an opening for the following units. All was going as planned, but behind schedule. The brigade charged forward in the gloom, their new heavy American tanks crushing dozens of guns and their crews, but suffering serious losses as the guns fought it out muzzle to muzzle before being overrun. Hundreds of dazed Germans and Italians started to trudge away as prisoners. Pushing on, Major Dawes' C Squadron of the 10th Hussars dashed right across the track, heading for the crucial Aqqaqir Ridge beyond. Then the first hints of morning began to lighten the eastern sky at the tankers' backs.

**VICTORY CONDITIONS:** British must score 40 DVP OR score at least 30 DVP and have one mobile AFV on board at Game End.

### BOARD CONFIGURATION:

### BALANCE:

- Exchange British 10-2 for a 9-1
- Remove German 9-1

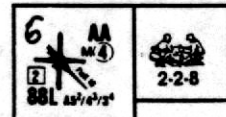
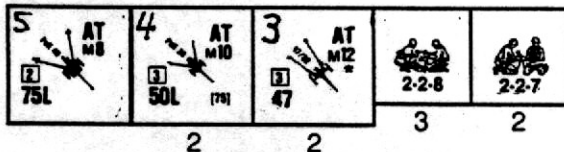


### TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	END
BRITISH Moves First							



Elements of 33rd AT Battalion [ELR: 4] set up on east of hexrow Q on boards 27 and 28 and south of hexrow 5 on 28 (SAN: 2)



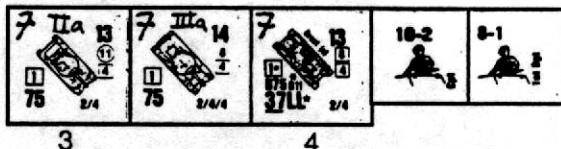
Set up according to SSR 3



Elements of 21st Panzer Division, enter on West edge on Turn 1 (see SSR 4):



C Squadron, 10th Hussars, 9th Armoured Brigade [ELR: 4] Enter on East edge south of 28A5 on Turn 1 (SAN: 0)



### SPECIAL RULES:

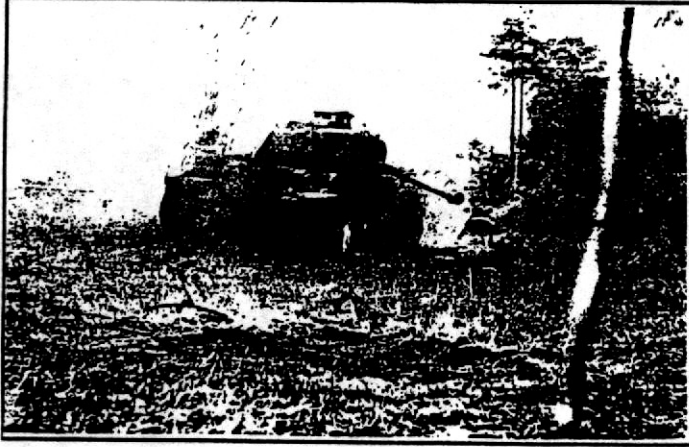
1. EC are wet with no wind at start.
2. Due to pre-dawn darkness, an LV Hindrance equal to Heavy Rain (E 3.51) is in effect for Turns 1 and 2. It becomes a Rain LV for Turns 3 and 4, with no LV thereafter. This LV cannot be affected by wind change DR.
3. The 88L sets up on top of a Level 1 counter on any edge hex of board 29 from L0 to A6. This simulates the Aqqaqir Ridge and is a single hex hillock for all purposes. The gun cannot be moved.
4. German tanks only have 1/2 movement on Turn 1 (FRU).
5. All Gun crews must take a PTC before their first shot. All effects apply. The crew must then immediately fire at an enemy AFV.
6. No bore sighting is allowed.

**AFTERMATH:** In seconds the battlefield was transformed. 88's and 75's fired from positions on the ridge, picking off the tall, perfect silhouettes of the British tanks. The Grants and Shermans shuddered to a stop, burning. Major Dawes himself was killed. 2 Lt. Chesworth led the survivors on toward the ridge. Tanks from 21st Panzer counter-attacked. Surrendered crews ran back to their guns. Caught between the anvil and the hammer, the Hussars and the rest of the brigade struggled to pull out. Stream of solid shot pursued them all the way back to the infantry lines. The brigade had lost 75 of 94 tanks, with every squadron commander's tank destroyed. The 10th Hussars were six tanks; C Squadron, two. The attack's slight tardiness had been costly. Yet despite the grievous losses and the failure to break through decisively, other British units plunged on, slowly pounding what little was left of the Afrika Korps to dust. And within a few days, Rommel began his long retreat toward the end in North Africa.

# PIATS AND PANTHERS

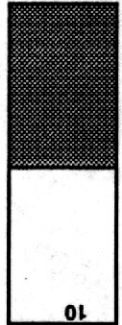
DAGGER

## ASL SCENARIO X3



LE HAUT DU BOSQ, FRANCE, June 27, 1944: In late June, the British launched Operation Epsom to outflank the German defense of Caen by piercing the line between the city and the American zone to the west. The attack threw the German front line units into chaos and their efforts to counterattack were disorganized in the extreme. Just south of the important crossroad village of Cheux lay the quiet town of Le Haut Du Bosq, where, as the advance left it behind, the untried 5th Duke of Cornwall's Light Infantry was settling their Headquarters. As the DCLI dug in around the village center, a troop of Panthers came rolling over the hedges right into their laps.

### BOARD CONFIGURATION:



(only hexrows R-GG are playable)

**VICTORY CONDITIONS:** GERMAN must exit two Panthers of the North Edge.

### BALANCE:

Exchange the British 9-2 for a 9-1

Change SSR 3 "exclusive" to "inclusive"

### TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First							



Elements of 2nd (Wien) Panzer Division [ELR: 4] enter on south edge on Turn 1 (SAN: 0)

Pz Mk VG	9-1	8-1
75LL		
6		



Elements of the 5th DCLI Headquarters, 43rd Wessex [ELR: 4] Set up according to SSR 3 (SAN: 2)

1	1	8-1	8-0	LMG	PIAT		6 Pounder	17 Pounder	30
4-5-7	2-4-7			2-7	8-3	2-2-8	57L	76LL	Quad FAT
4					3	6	2	4	4

Enter on West edge on/between W and AA on Turn 1

1	1	9-2	LMG
4-5-7	2-4-7		2-7

### SPECIAL RULES:

1. EC are moderate with no wind at start.
2. All hedges are bocage (B9.5).
3. All 17 pdrs start hooked up, with crews loaded and their towing Quads in motion, facing East in hexes Y1-Y4, with 1 per hex. 6 pdrs set up in open ground within 2 hexes of Y5 exclusive. British infantry set up in open ground within 3 hexes of Y5 with no more than 1 MMC per hex.

**AFTERMATH:** The Panthers were from the 2nd Vienna Panzer, the only unit to get off the start line in the morning's planned counterattack, and thus were without infantry support. They quickly burned a line of four hooked-up AT guns that were just entering the square, and knocked out one of two 6-pounders that had already managed to get into action. While the infantry scrambled to get their Piat teams within range, the other AT knocked out one of the Panthers and damaged another. The battalion commander, Lt. Col. Atherton, showed up just in time to replace a wounded man on the 6-pounder. Then that gun was smashed and Atherton killed. Meanwhile, Corporal Ronan and Sergeant Hicks had brought their Piats to point blank range. They quickly knocked out three Panthers and watched as the last of the six turned over in a ditch while trying to escape. Showing great pluck and coolness under fire, the DCLI had, in its first action of the war, wiped out a unit of first rate German tanks.

# NO QUARTER



**LE MESNIL PATRY, NORMANDY, June 12, 1944:** The British beachhead solidified quickly after the initial Normandy landings, and soon efforts were launched to break out of the narrow strip along the coast. In the Canadian zone, the troops found themselves slugging it out with several elite German units, with both sides accusing the enemy of shooting prisoners. Soon 'No Quarter' was the order of the day. As a result, the fighting was exceptionally bitter, especially given the confusion and extremely short ranges of hedgerow combat. On June 12th, the 23rd Hussars drove forward from the beachhead with the Queen's Own Rifle Regiment clutching the backs of their Shermans. Suddenly, men on the lead tanks realized they were rolling through cornfields full of German infantry. The Queens jumped off as the Hussars charged for the objective, Le Mesnil Patry, leaving the infantry to fend for themselves.

**VICTORY CONDITIONS:** VP are awarded for hex control as follows: 11DD8-2; CC3, CC5, CC7, AA2-1. Canadians must control 2 points at game end to win.

## BOARD CONFIGURATION:



## BALANCE:

⊙ Exchange Canadian 8-1 for 9-1

⊕ Exchange one German 8-0 for an 8-1



Only hexrows Z-Z are playable

## TURN RECORD CHART

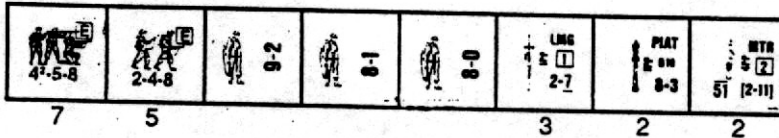
⊕ GERMAN Sets Up First

⊙ CANADIAN Moves First

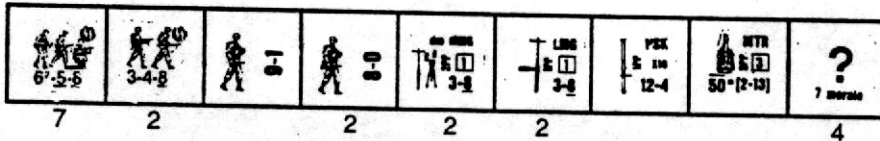
1	2	3	4	5	END
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**Elements of the Queen's Own Rifle Regiment [ELR: 5]** set up on board 11 in a box defined by hexrows AA, EE, 3 and 7 (inclusive) with no more than 1 MMC per hex nor >3 MMC per lettered hexrow (see SSR 4) (SAN: 3)



**Elements of the 12th SS Hitler Jugend [ELR 4]** set up in a box defined by hexrows 11FF, 24FF, 3 & 8 (inclusive) with <2 squads per hex and >2 squads and at least one SMC in full hexes of board 24: (SAN 5)



3  
(see SSR 5)

## SPECIAL RULES:

- EC are normal with with no wind at start. All hedges are bocage (B9.5). Hexes 11AA1 & 11Z1 are open ground.
- No Quarter is in effect for both sides.
- Before setup place 1S foxholes in 11CC3, CC5, CC7, EE5, EE7, FF3, 24GG3, FF4 and FF6.
- Canadians are first set up on a cloaking display with 1 MMC per letter and no SMC alone. The corresponding ? counters are then mixed, face down (CX side up). The Canadian sets up in the designated area, using the face down counters. The corresponding units are then immediately placed on the board, unconcealed.
- After all other setup, 3 SS HS are placed with a dr, each in a different hex of board 11, unconcealed. 1=CC3, 2=CC5, 3=CC7, 4=EE5, 5=EE7, 6=DD8. 1 round of CC (if any) is resolved before game start. Ambush applies in all locations.

**Aftermath:** The Canadians were well-trained and determined, but the seasoned Hitler Youth started with virtually every advantage. Slowly, the SS pounded forward in grim, close quarters fighting, eventually regaining all of the ground lost in the initial surprise of the Canadian's arrival. The surviving Queens fell back, leaving behind more than half of their men either killed or captured. Meanwhile, the Hussars had been wiped out in Le Mesnil Patry, with almost every tank eliminated. Few prisoners were taken on either side. And the Canadians would thereafter harbor a special grudge against the 12th SS.



ASL Scenario X5

# Morning in Mouen



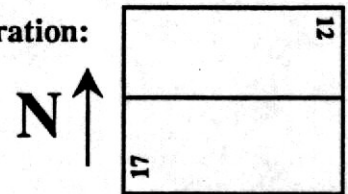
Mouen, Normandy, June 28, 1944: By June 27th, Operation Epsom had driven a wedge into the German defenses west of Caen, and elements of the 15th Scottish Division had managed to gain a small bridgehead over the vital River Odon. During the heavy midnight rains of the 27th, the 3rd Monmouthshires of the 43rd Wessex Division were ordered to move up to help solidify the British gains. But the inexperienced Monmouths lost their bearings in the dark. Finding themselves in the quiet village of Mouen, they set up a defensive perimeter to wait for dawn. Quickly reoriented with first light, most of the battalion promptly marched off for the bridgehead, leaving Major Richards and A company behind to hold the village until relieved that afternoon. The Monmouths didn't know it, but Mouen was one of the first objectives of the morning counterattack by the 1st Adolf Hitler Division.

**Victory Conditions:** The German wins if he controls building P3 at the end of any Game Turn, but must not lose  $\geq 23$  CVP.

**Balance:**

- Change British HMG to MMG
- ⊙ Add one British 7-0

**Board Configuration:**



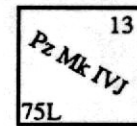
<input type="radio"/> British Sets Up First		1	2	3	4	5	6	7	END
<input type="checkbox"/> German Moves First								/	



**Elements of the 1st Adolf Hitler Division [ELR 4] set up on/east of hexrow 12H/17Z: {SAN 2}**

SS	E	9-1	8-1	8-0	MMG	LMG	PSK
6-5-8	5-4-8				5-12	3-8	12-4
4	4				2	2	

Support from 21st Panzer Division

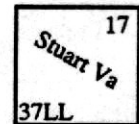


3  
Enter on Turn 2 on hex 17GG6



**A Company of the 3rd Monmouthshires, 43rd Wessex Division [ELR 4] set up according to SSR 2-4: {SAN 4}**

E	1	1	9-1	8-0	HMG	LMG	MTR	PIAT	?
4-5-8	4-5-7	2-4-7			6-14	2-7	51* 2-11	8-3	
3	5	2				2		2	6



Enter on Turn 2 on hex 12Y10

**Special Rules:**

- 1) EC are Moderate, with no wind at start. No buildings are rowhouses.
- 2) British may set up one squad HIP, including all SW (only) that stack with it. It must be at least 2, but not more than 5 hexes from 12P3.
- 3) The British player must set up one squad in 12Q2 and one in 12M3 but may add any SW and/or SMC to these units.
- 4) With the exception of the two pre-placed and one HIP units and any SW/SMC stacked with them, all British units must set up on level 0,  $\leq 2$  hexes from 12Q5, with no more than 4 of these remaining MMC in buildings. The British may not Deploy or Recombine before scenario start.
- 5) Kindling is NA.

**Aftermath:** Not realizing that Mouen was exposed on the flank of the Scottish advance, Richard's men had neither dug in nor set up a strong perimeter, and they suffered heavy casualties during the initial German bombardment. But the Monmouths rallied to give the following panzer grenadiers fierce opposition. However, the grenadiers were soon able to convince five Mark IV's from 21st Panzer to come to their aid. Together, the German armor and infantry surrounded and ran down the out-gunned Tommies and quickly brewed up a lone British recon tank that wandered into the village during the fight. In the end, only Major Richards and 14 men managed to fight their way out of Mouen. And while the Germans themselves lost the village the next day, they made the British fight for it the second time around.

# IN THE SAMURAI TRADITION

DAGGER

## ASL SCENARIO X6



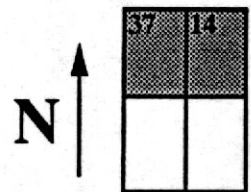
**SAN PABLO, PHILLIPINES, 6 DECEMBER, 1944:** After weeks of fighting, the American 6th Army had retaken three quarters of Leyte, slowly choking off the remnants of Suzuki's 35th Army. Instead of admitting defeat, however, the Japanese launched Operation Wa, a complicated attack on the US rear area airfields at Buri, Bayug and San Pablo. Wa was designed to unfold over ten days, with both airborne and land forces linking up to take and hold the airfields, breaking up the American advance. Unfortunately, the mission started poorly, as the air landing of the Kaoru Airborne Raiding Detachment on the airstrips failed utterly. But when the first wave of planes carrying Lt. Col. Shirai Tsunehiro's 3rd Parachute Regiment cruised over the San Pablo field in the twilight of December 6th, there was no anti-aircraft fire or combat air patrol. With their transports carefully maintaining correct American formation, the heavily armed paras tumbled out in neat sticks, right on schedule and without a shot being fired.

**Victory Conditions:** The Japanese must score 25 CVP or Control four building hexes adjacent to the runway hexes and have 18 CVP at Game End.

### BOARD CONFIGURATION:

### BALANCE:

- ☆ Exchange 9-2 for 10-2
- Change 25 CVP to 21 CVP



Only hexrows A-P are playable

### TURN RECORD CHART

☆ American Sets Up First	1	2	3	4	5	6	END
● Japanese Moves First							

Mixed Elements of the 11th Airborne Division [ELR 4] set up on board 14, ≤4 hexes from 14J7 with ≤1 squad or equivalent per hex (See SSR 2) (SAN 3):



E	2	G	E	2	G	9-2	8-1	7-0	?
7-4-7	5-4-6	5-3-6	3-3-7	2-3-6	2-2-6				
2	2		6	3	4				5

HMG	MMG	MMG	WIRE
6-12	4-10	4-10	4
14L5, level 1	IN 14F9	IN 14H4	Set up ≤5 hexes from 14J7

Elements of the 3rd Parachute Regiment [ELR 5] Set up by group and according to SSR6 (SAN 4)



E	E	LMG	DC	10-0
4-4-8	2-3-8	2-6		
3	2	3	2	

Set up ≤2 hexes from hex 37I4 with no MMC stacked with or adjacent to each other

E	DC	LMG	10-1
4-4-8		2-6	
5	3	2	

Enter on S edge of board 14 on Turn 1

E	LMG	DC	9-1
4-4-8	2-6		
2			

Enter by Air Drop On Turn 1 (See SSR 6)

### SPECIAL RULES:

1. EC are moderate, with no wind at start. PTO terrain with light jungle is in effect. There is a LV Hindrance equal to heavy snow in effect. All buildings are wood.
2. Place overlays as follows: Wd3 on 14E7, F7 and Wd5 on 14K3, K4. Before setup place US FB counters in hexes 14H7, J6, J8, M5 and N7 and 1S foxholes in 14F9, H4 and N5. Wire may set up HIP, but may not be placed in road, runway or FB hexes.
3. No US infantry may set up in locations with SW. All non-elite US units set up pinned.
4. Both snipers are placed on board at the start of Japanese Turn 2.
5. FB counters are inherent terrain that costs 1 MF, is a 1 level LOS hindrance with +1 TEM. They kindle as Huts (G5.6). Against FB, a DC result of 2MC starts a Flame; 3MC or better is a Blaze. Other results have no effect. FB hex Blazes and Rubbled and/or Blaze runway-adjacent building hexes are worth 2CVP each.
6. The Air Drop group must choose 14I5 or an adjacent hex as its Drop Point and use a NE hex grain for the wing's drop, but will land on target, with normal drift. All SW drop with their squads. All Japanese LMG malfunction on a 12, not 11.

**Aftermath:** The Americans on the base, mostly various elements of the 14th Airborne Division, were busy lining up for chow and packing parachutes. Their commander, Maj. General Joe Swing, quickly realized what was happening. As Shirai's men hit the ground and used their whistles, bells and other gadgets to form into squads, Swing and his troopers ran for their weapons. A wild hide-and-seek melee followed, with Swing's paras trying to fight off Shirai's, who were intent on both destroying equipment and taking control of the base. By morning, the Japanese had been driven back to the nearby airfield at Buri, where Shirai had gathered the paras and the few men of the 16th Division who had made their way to the battle from the mountains. Due to weather and American airstrikes, the remaining two thirds of Shirai's regiment were never dropped. Wa was a failure. But it took four battalions of American troops three days to finally clear the Japanese from Buri.

# VICTORIA CROSS

DAGGER

## ASL SCENARIO X7



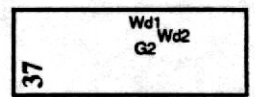
**PARIT SULONG, MALAYA, January 20, 1942:** The Japanese were quickly driving the British from Malaya, frequently cutting off retreating units in the process. At Bakri, the 5th Japanese Imperial Guards battered units of the mixed British 45th Brigade for two days before the British finally broke. But as they attempted to fall back on the morning of the 20th, the Australian and Indian units found their retreat thwarted by a succession of roadblocks thrown out by small elements of the 5th that had slipped past to cut them off. Warily, the British blasted through the blocks, while fighting off the Japanese driving on them from behind. Jammed onto the trunk road between was the surviving mass of 45th Brigade, bombed and strafed frequently. Brigadier Cowan, the commander of the 45th, was killed leading the fight against the threat on the brigade's trailing units, and Australian Lt. Col. Anderson, who took over the brigade, had to personally lead bayonet charges to clear roadblocks throughout the long morning. Around noon, the tired remnants pulled up to attack what they hoped was the last block on the road back to their own lines.

**VICTORY CONDITIONS:** The British win if at the end of any Game Turn there are no unbroken Japanese MMC  $\leq 2$  hexes from road hexes A5 through W5, provided the British have lost  $< 22$  CVP.

**BALANCE:**

**BOARD CONFIGURATION:**

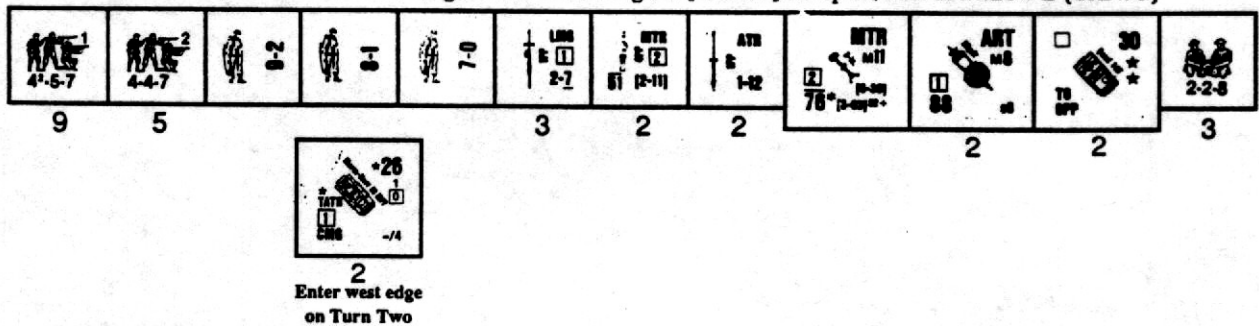
- ⊙ Exchange the HMG for a MMG
- Shorten the game by one turn



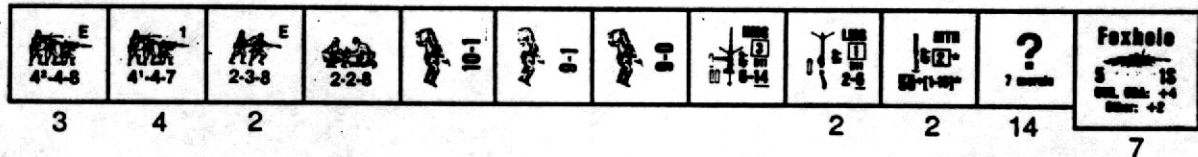
## TURN RECORD CHART

● Japanese Sets Up First	1	2	3	4	5	6	7	8	END
⊙ British Moves First									

Elements of 2/19 Bn, 22nd Australian Brigade and 45th Brigade [ELR: 3] set up on/west of hexrow L [SAN: 3]



Elements of the Kunishi Pursuit Unit (4th Inf Regt), Konoe Imperial Guards Division [ELR: 4] set up on/east of hexrow Q, within five hexes of R5 [SAN: 5]



## Special Rules:

1. EC are Normal, with no wind at start. PTO terrain with light jungle is in effect. Only A5, H4, P5, X5, GG5 road exists.
2. Place these overlays: Wd1 on P3; G2 on P6, P7; Wd2 on S4, S5.
3. The roadblock is set up in hex T5 or S6. A total of one Japanese MMC and any SMC/SW that stack with it may set up HIP (ignore G1.631 HIP), but only  $\leq 3$  hexes from R5. The HMG may boresight.
4. No guns are emplaced but may set up limbered/dm as desired.
5. Any unwounded 8-1 or higher British leader may declare a Bayonet Charge before moving during any MPh. The Charge is equivalent to a Human Wave except that it is limited to the hex the leader occupies. British units in a Bayonet Charge may declare Hand to Hand combat.

**Aftermath:** Anderson and his men brought every possible weapon to bear on the Japanese holding the roadblock, a network of felled trees backed by machine guns. With 25 pounders blasting away at point blank range and armoured cars rolled right up to the block itself, the Australians were able to close with the Japanese. In desperate hand to hand fighting, the Aussies finally cleared the roadblock and began moving down the road once more. Unfortunately, other elements of the Guards had already taken the bridge at Yong Peng, and Anderson and his men were still firmly in the bottle. After a day of increasingly feeble attacks against the Japanese positions at the bridge, Anderson admitted defeat. Destroying their equipment and leaving their wounded behind, the remnants of the 45th headed through the jungles and swamps for their own lines. Only a few hundred made it, but Anderson won the Victoria Cross for his efforts.

# THE GLORY ROAD

## ASL SCENARIO X8



ASUN, MALAYA, 12 December, 1941: The Japanese drive into Malaya was only a few days old, yet meeting with great initial success. Pushing forward in motorized columns, General Matsui Takuro's 5th Division was brushing aside the numerically superior British with speed and excellent tactics. Slowed by British resistance north of the important junction city of Jitra on December 12th, Matsui attached additional tanks and engineers to Lt. Col. Saeki's 5th Armoured Reconnaissance and sent them straight down the trunk road. Moving through sheets of rain, the 5th soon encountered the fixed defenses of a battalion of Punjabi troops. The Punjabis knocked out the first tanks, but others found a loop road and succeeded in outflanking the defenders, who were quickly overwhelmed, then scattered by the dismounted Japanese infantry. With night falling and their headlights blazing in the pouring rain, Saeki's men drove on toward the bridge at Asun, only 12 kilometers north of the vital Jitra positions.

**VICTORY CONDITIONS:** The Japanese win at the end of any Game Turn they have unbroken infantry with total normal range FP of  $\geq 30$  on the south side of both overlay streams. Functioning SW are included, with MTRs worth 2FP and Mobile AFV 4FP. They may also win by scoring 13 CVP, but prisoners are not worth double. In neither case may the Japanese have  $\geq 3$  destroyed/immobile trucks.

### TURN RECORD CHART

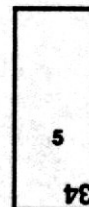
<input checked="" type="radio"/> BRITISH Sets Up First	1	2	3	4	5	6	END
<input type="radio"/> JAPANESE Moves First							

### BOARD CONFIGURATION:

#### BALANCE:

- Remove 1 wire and 4 ? from British OB
- ⊙ Add one LMG to British OB

↑  
N



● Elements of the 5th Armoured Recon, 42 Infantry Regiment, 5th Infantry Division [ELR: 4] set up in road hexes on/north of hexrow AA with one vehicle per hex (see SSR 2) (SAN: 3)

1 4-4-7 9	10-1	9-1	9-0	LMG 2-6 2	MTR 50* 2	14 Type 97A Chi-Ha 57 3	23 Type 94 21PP 4	26 Type 97 29PP	9-1
-----------------	------	-----	-----	-----------------	-----------------	-------------------------------------	----------------------------	-----------------------	-----

⊙ Elements of the 2/1 Gurkhas, 28th Brigade, 11th Indian Division [ELR: 3] set up south of all overlay stream hexes (SAN: 4)

1 4-5-7 2	2 4-4-7 5	8-1	8-0	2-2-8	MMG 4-12	LMG 2-7 51	MTR	ATR 1-12	?	8	1S Foxhole 8	AT 2ptr 40L
-----------------	-----------------	-----	-----	-------	-------------	------------------	-----	-------------	---	---	--------------------	-------------------

Mines 12 factors	Wire 2
---------------------	-----------

(See SSR 3)

### SPECIAL RULES:

- 1) EC are Heavy Rain, with no wind at start. PTO terrain is in effect. All Streams are Shallow and the Road is Paved. Place overlay 5 on K2, K1.
- 2) All Japanese infantry begins as Passengers and may not unload on Turn 1 until after a British non-mine attack is resolved or until any Japanese unit has a LOS to a Known enemy unit. Wire and Mines are not considered enemy units. This restriction is for Turn 1 only.
- 3) British wire and mines (only) may be set up on the overlay north or south of stream hexes, but no wire or A-P mines may set up on the bridge. The British may bore sight and combine foxholes as desired.
- 4) The British forces receive no Gurkha advantages or modifiers.

**Aftermath:** The inexperienced Gurkhas holding the Asun bridge managed to knock out the first tanks, but the following infantry again jumped from their trucks and slammed into the defenders' lines. The rain-soaked demo charges on the bridge failed to blow, and soon the combined weight of Saeki's force began to tell. The anti-tank defenses were overwhelmed, and once again the Japanese tanks were free to work around the Indians. A few Punjabis drifted in from the north and with their help, the Gurkhas held for a while. But the end came swiftly, and as darkness fell, the surviving Indian troops streamed to the south, alone and in small groups, through the vast and confusing jungles and swamps. Saeki's men regrouped and remounted. The Japanese juggernaut rolled on to Jitra and another disaster for the British forces in Malaya. They were only 70 days from Singapore.

# No Time For Love

DAGGER

## ASL Scenario X9



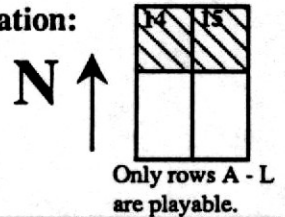
North Africa, May 15, 1941: Just days after stepping off the boat with his rucksack and rifle, Willy decided that the British Army was not going to make for the long and glorious career he had dreamed of. The cards were clearly stacked against the infantry private. Plodding along at the back of his column, white from the dust, he muttered to himself, "Take that hill! Clear those mines! Capture that tank!" He pictured himself dragging his blasted Bren Gun in the dust so it would jam later on. Let the others press forward while he tinkered with it. But Sgt. Blackett would skin him alive if anything happened to the Sergeant's precious Bren. He imagined the Sergeant fainting in the heat, leaving Willy free to rest in a cool tent with nubile, willing women. Lots of them. Topping the last of a long series of hills, Willy saw the little white, nameless village they were to defend. Behind it lay the Mediterranean. At the edge of the village, Willy could see women hurrying to gather laundry fluttering in the faltering sea breeze. He imagined talking with them, drinking and eating with one of the local beauties on the seashore, watching the sunset with her warm body sitting close by...

**Victory Conditions:** The player controlling the most building hexes on board 15 at Game End wins. Building H1 is ignored for victory purposes.

### Board Configuration:

### Balance:

For either side, the Balance gives the player an additional 15 DYO points.



Simultaneous setup	1	2	3	4	5	6	End
See SSR for Entry							



British Forces - 250 points. Only 457 & 458 infantry, no assault engineers, with minimum of 80 points for vehicles at RF 1.3 (no Matildas), Ordnance RF 1.2, Max SAN 4, No OBA or fortifications. No infantry leaders better than 9-1 are possible, best armor leader 8-1. ELR 4:



German Forces - 250 points. Only 468, 548 and 467 infantry, no assault engineers, with minimum of 95 points for vehicles at RF 1.2 (no "38" tanks), Ordnance RF 1.1, Max SAN 4, No OBA, No fortifications. No optional weapons are available. No infantry leaders better than 9-1 are possible, no armor leaders. ELR 4:



Italian Forces - 250 points, with minimum of 104 points for vehicles at RF 1.3, Ordnance RF 1.2, Max SAN 5, only elite and first line infantry; no assault engineers, OBA or Fortifications. All optional weapons are available for purchase. No infantry leaders better than 9-2 are possible, no armor leaders, no ELR bonus infantry. ELR 3:

### Special Rules:

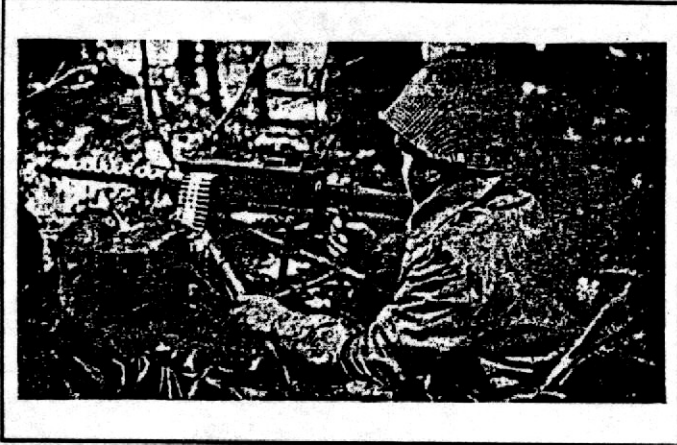
1. EC are Dry with Light Dust in effect and no wind at start. Both boards are considered desert boards, with Woods treated as Crag, Brush as Hammada, and Grain and Orchard as Olive Grove. Rules F.4 and F.5 are in effect. All buildings are stone, ground level only and are considered uncontrolled at start.
2. Choose sides normally - Axis and British. Axis player then makes a secret dr; on 1-3 he purchases an Italian OB, on 4-6 a German one.
3. After all purchasing has been verified by a referee, both players make a DR to determine setup. The high roll enters on the east edge on Turn 1, the low roll set up on/west of hexrow 3 on board 14. On a tie the British enter on the east edge. East moves first. All "east" reinforcements enter on the east edge, while "west" forces enter on the north edge of board 14.
4. Place an unused board on edge to conceal initial setup. All Axis forces may enter under German or Italian concealment.

**Aftermath:** A sudden concussion threw Willy to the ground. Looking up, he saw the squadron's lone remaining A13 burning nearby. An enemy tank in the village fired again, marking its hiding place with a plume of smoke. Dark figures of running infantry deployed to meet the surprised Brits. Eyeties or Jerries? Sgt. Blackett shouted orders amidst the whine of passing bullets. "Down the hill, lads!" The exhausted men scrambled down, into a small olive grove. The firing slackened for a moment. Blackett called for Willy. "Jones, set the Bren up on that wall there," he said, pointing at a low garden wall 40 yards away, across a road. Willy's throat tightened. Bren gunners always drew more fire than riflemen. As he firmed his sweaty grip on the carrying handle and eyed the wall, Willy noticed an open doorway over to the left, with a delicate figure standing in the shadows within. "No time for that now, love," he thought as he crouched low and dashed into the street.

# Distinguished Service

DAGGER

## ASL Scenario X10



**LA HOUSIERE, FRANCE, OCTOBER 29, 1944:** Attempts by units of the 141st Infantry to rescue their 1st Battalion, surrounded and cut off in the Vosges Mountains, had failed. The overworked 442nd Regimental Combat Team, made up of Japanese-American troops and white officers, was called on to take over. On October 27th, supported by armor and artillery, they began their attack against the dug-in Germans. But the wet weather, thick vegetation and extremely rugged terrain quickly made the rescue attempt an all-infantry show. And when air drops to the "lost battalion" proved to be an impossible task due to the dense forest, the 442nd was ordered to push through at all cost. Renewing the assault, the 3rd battalion moved against the Germans' right flank, attacking a steep and well-defended ridge. Their first attempt was driven back with heavy losses. With some help from tanks from the 752nd Tank Battalion, the Nisei then drove forward a short way, but were stopped cold well back from their objectives.

**Victory Conditions:** The Nisei player wins if he Controls all level 3 hexes west of hexrow N at the end of any player turn.

### BOARD CONFIGURATION:

#### BALANCE:

- Change German 8-0 to 8-1
- ★ Two 6-6-7's are Fanatic



Only hexrows A-N are playable

### TURN RECORD CHART

■ GERMAN Sets Up First	1	2	3	4	5	6	7	END
★ NISEI Moves First								



Elements of Company I and Company K, 3rd Battalion, 442nd RCT [ELR 4] enter West edge on Turn 1 (SAN 3):

E	1					MMG	MTR
6-6-7	6-6-6	9-2	9-1	8-0	1-4-9	4-10	60*
9	5					3	2



Elements of 198th Fusilier Battalion, 338th Infantry [ELR 3] set up on/east of hexrow D (SAN 4):

E	1	2			HMG	MMG	LMG	MTR
5-4-8	4-6-7	4-4-7	9-1	8-0	7-16	5-12	3-8	50*
3	3	2					2	

?		1S
12	Trench	Foxhole
	2	6

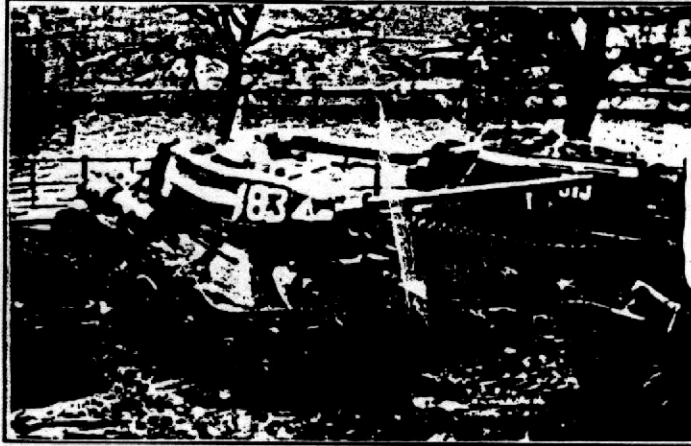
### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Treat all Brush and Grain as Woods. Forest (B 13.7) is in effect, as is Alpine Hill Terrain (B 10.211). The Stream is Dry but Marsh does exist. The road is a path; the bridge a Footbridge.
3. All Nisei are Stealthy and create a Hero on a Heat of Battle final DR of ≤8.

**Aftermath:** Suddenly, despite continuing intense machine gun and mortar fire, the Nisei began to move back up the ridge. Pvt. Hajiro led one rush, spraying German positions with a BAR. Despite a serious wound, Staff Sgt. Miyamoto led his men to the top of one rise where they took on the defenders in a hand to hand struggle in their entrenchments. Overall, the Nisei casualties were fearsome, but they took the high ground, and the next day broke through to the lost battalion. And the attack shattered the German line, opening the way to the Rhine Valley. Three members of the 442nd, including Hajiro and Miyamoto, were awarded the Distinguished Service Cross. For their part in the rescue, the 442nd earned a Distinguished Unit Citation. But by November 9th, when most of the 442nd was finally removed from the lines, there were few enough men left to celebrate - the 3rd's two lead companies totaled only 28.

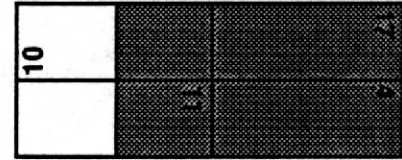
# VALHALLA BOUND

## ASL SCENARIO X11



**CENTRAL HUNGARY, April 1, 1945:** In late March of 1945 Sepp Dietrich launched his well-blooded 6th SS Panzer Army against Tolbukhin's Third Ukrainian Army. No sooner had Dietrich begun his attack than Tolbukhin matched it with an even greater offensive. In the resulting meeting engagement, the Ukrainians crushed the enormously outnumbered SS. The survivors fell back, hoping to stem the Soviet flow toward Vienna.

### BOARD CONFIGURATION:



(only hexes A-P on board 11 and R through GG on board 10 are playable)

**VICTORY CONDITIONS:** Prior to play, the Russian must secretly pick a VC option — Exit  $\geq 42$  VP off the W edge on/between 11P8 & 10R5 OR Control 5 stone buildings on board 10 at Game End.

### BALANCE:

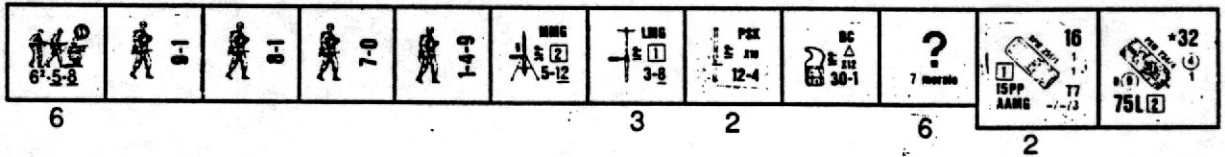
- ◆ Decrease game length to 8 turns
- ★ Add one 9-1 armor leader to Russian OB

### TURN RECORD CHART

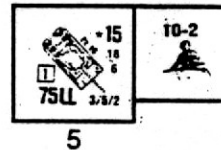
◆ GERMAN Sets Up First	★ 1	★ 2	3	4	5	6	7	8	9	10	END
★ RUSSIAN Moves First											



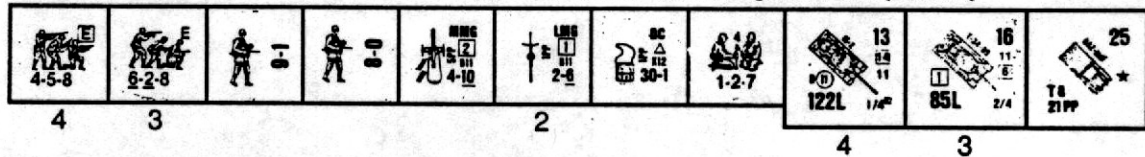
**Recon Elements of SS Liebstandarte Division [ELR: 5] set up on/between hexrows O and BB on boards 4 and/or 17 (SAN: 4)**



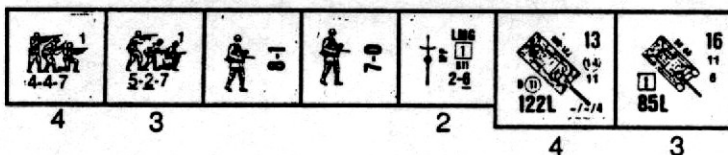
**Elements of Battlegroup Hagen Enter on West edge on Turn 2:**



**Lead Elements of the 6th Guards Tank Army [ELR: 4] Enter on East edge on Turn 1 (SAN: 2)**



**Second Echelon Elements Enter on East edge on Turn 2**



### SPECIAL RULES:

1. EC are wet and overcast with a mild breeze from the north at start. Light Snow (E 3.71) and Ground Snow are in effect, but ignore vehicular movement penalties (E 3.724).
2. Hand to Hand Close Combat is available for both sides.
3. A Paved road exists from 4Q1 through 4FF5, 11I5, 11P8. The road movement bonus is only available on this road.
4. All German SMC/MMC and vehicles have winter camouflage (E 3.712). The Germans may set up 3 MMC and any SW/SMC that stack with them HIP. Bore sighting is NA.
5. The German PSW 234/4 may set up HIP, using the same HIP and firing rules as a Gun (A12.34). Treat its breakdown number as a circled 10.

**AFTERMATH:** Dietrich ordered a Kampfgruppe led by Lieutenant Colonel Fritz Hagen to fall back into a blocking position astride the main Budapest/Vienna highway. In the midst of a spring snowstorm, Tolbukhin's spearhead smashed head on into Hagen's tank-supported light infantry screen. With subtlety thrown aside, wave after wave of Soviet armor vainly tried to overrun the hard-pressed defenders. The Kampfgruppe's Panzerfausts, Panzerschrecks and 25 Panthers accounted for more than 100 Soviet tanks, and the sheer volume of wrecks created delays for following units. The pause allowed the Germans to pull back to a new defensive position, albeit at a high cost. Leaving smoking wrecks and piles of dead in a devastated battleground of Wagnerian proportions, Hagen's exhausted troops wearily headed west.

# NOWHERE TO HIDE

## ASL Scenario X12



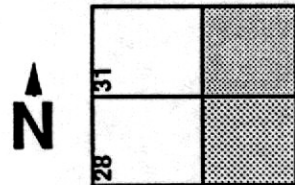
**Victory Conditions:** The Marines win if they have  $\geq 3$  good order squads or equivalents on Level 1 hexes at Game End.

**IWO JIMA, FEBRUARY 19, 1945:** Pork chop-shaped Iwo Jima had been thoroughly pacted by marauding carrier groups during the summer of 1944, and the feeble Japanese garrison had braced themselves for an immediate invasion. Instead the Japanese were given most of a year to fortify the eight square miles of volcanic rock and sand. Under the guidance of the able General Kuribayashi, the ever-growing garrison poured tons of concrete into powerful blockhouses, arrayed batteries of heavy weapons for maximum effect and carved the soft rock into miles of caves and tunnels. Virtually all installations were moved underground, leaving the Americans to fight on "a pool table." The Americans were aware of the island's increasing strength, and planned to counter it with a new tactic: three days of bombardment aimed not at general disruption, but at the point-by-point destruction of specific strongpoints. Jungle-fighting veterans in the first waves, taking note of the barren, blasted flatland before them and the initially light defensive fire, hoped that the naval shelling had for once sent the defenders packing. Instead, they were about to face the bloodiest battle in Corps history.

### BOARD CONFIGURATION:

### BALANCE:

- Change VC to read " $\geq 4$  squads"
- ☆ Add one .50 cal MG



Only hexrows R-GG are playable

### TURN RECORD CHART

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



Elements of 3rd Battalion, 25th Marine Regiment [ELR: 5] set up in hexes numbered  $\geq 6$  on board 28: {SAN: 3}

Enter on south edge on Turn 2

7 <sup>+</sup> 6-8	2	2	2	8-12	4-10	8-8	60-73-48	30-1	24-1	5 OVL. OMA: +4 Other: +2	11 <sup>+</sup> 75 <sup>+</sup>
15	2	2	2	2	3	2	3			10	2



Elements of 109th Division, 2nd Mixed Brigade [ELR: 3] set up on/in the hill on board 31: {SAN: 5}

4 <sup>+</sup> 4-8	4 <sup>+</sup> 4-7	2-2-8	10-1	2	2	8-14	4-11	2-8	58-71-81 <sup>+</sup>	7	7	75 <sup>+</sup>
4	4	4						3	2	20	8	

Group Two set up within two hexes of 28T2

4 <sup>+</sup> 4-7	2-2-8	4-11	1+3+5	OVL. OMA: +4 Other: +2
2			2	2

Group Four see SSR 5

2	30-1
2	2

Group Three set up within 2 hexes of 28DD2

4 <sup>+</sup> 4-8	2-2-8	4-11	2-8	1+3+5	OVL. OMA: +4 Other: +2
				2	2

### SPECIAL RULES:

- EC are Dry and Gusty, with no wind at start.
- Broken Terrain (F13.1) is in effect. All Brush allows use of rule G.2.
- Place overlays - H4 on 31Y4, X4; W1 on 31Z7, 28Y7; SD3 on 28W3, W2. The hillock is a level one hill, the wadi a gully. The sand dune is High.
- The Japanese AP mines may not be exchanged for AT mines. At least one cave complex (G11.2) must be set up. All fortifications [EXC: mines] in non-HIP terrain must set up unconcealed, regardless of LOS, but fortifications may set up in any terrain. The Japanese may designate 2 extra tunnels from any cave complex to any above ground locations/fortification. This is in addition to tunnels from bunkers. However, there can be no tunnels to fortifications from groups 2 and 3.
- The 2 DC heroes may set up HIP anywhere on board 31, in any terrain.
- The US player has automatic air support on Turn 1 consisting of 2 FB with bombs and a third FB with napalm. All are automatically recalled at the end of Turn 4.
- Beginning on Turn 6 there is a +1LV due to failing light.

8. Prior to start the US player may set up 8 shellholes in any board 31 open ground hex. This does not affect any HIP units. US foxholes may not be combined during setup.

**AFTERMATH:** Landing on the far right flank were the Ghouls of the 3rd Battalion, 25th Regiment, nicknamed from their song about the cheapness of their lives and government insurance. Ordered to take the Quarry and the limited high ground of Charlie Dog Ridge, Lt. Col. "Jumping Joe" Chambers pushed his men forward, toward the plateaus rising north of the beaches. As they moved into the open flats, tremendous defensive fire rained down on the Marines from the heights all across the island. The Marines suffered outrageous casualties while blasting through bunkers, trenches and pillboxes. Carrier aircraft pounded the ridge, LVT's and tanks rolled up to support the attack, and by dusk Chamber's Marines had taken the Quarry and the east end of the ridge. As they began to prepare night positions, the Japanese launched a ferocious counter attack. Hand to hand fighting broiled around the ridge until at last the attackers were thrown back. The Ghouls had won and held their ground, but at a terrible cost. Out of the 900 men of the 25th, only 150 were still in action after the first day on Iwo.



# ACTS OF DEFIANCE

DAGGER

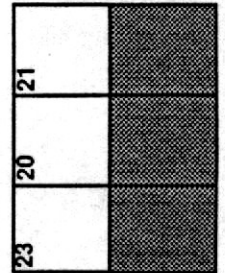
## ASL Scenario X13



**BRESLAU, FEBRUARY 27, 1945:** By February 16, the encirclement of Breslau was complete. Acting on Marshall Konev's orders to secure the Silesian city, General Gluzdovsky ordered an attack against the crucial Gandau airfield, one of the city's last links with the west. Facing grim German Volkssturm and Hitler Youth battalions, the Russians were initially thrown back with heavy losses, and required until February 23 to capture the field. But the 25th saw battle-hardened troops of the 26th Parachute Battalion arrive on a makeshift runway. The Russians were shocked to be facing these tough veterans instead of old men and boys. Still, the vicelike grip inexorably squeezed tighter on festung Breslau.

**Victory Conditions:** The Germans win if there are no Good Order Russian MMC within their road network setup perimeter at Game End.

### BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

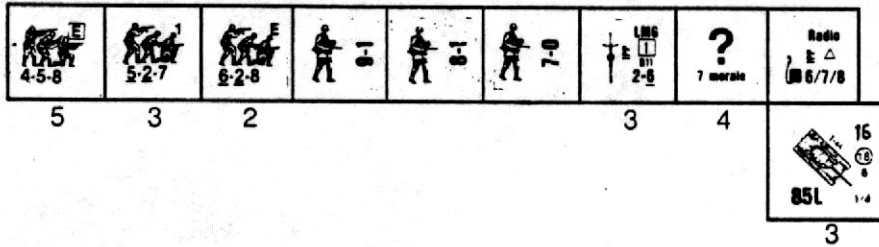
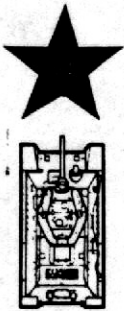
### BALANCE:

- ◆ Add a 9-2 armor leader to the German OB
- ★ Substitute a 9-1 for the German 9-2

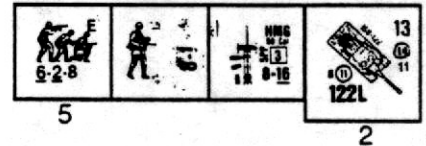
### TURN RECORD CHART

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

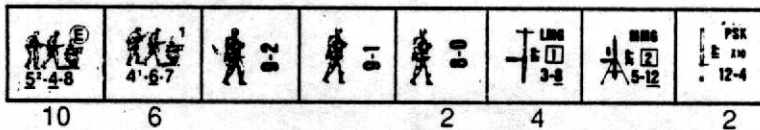
Elements of 6th Army [ELR: 4] set up in area bounded by road network 20T9, Z6, DD, FF5, FF2, Y2, T4 with ≤2 MMC per building. AFV's must set up in road hexes on or within network: {SAN: 3}



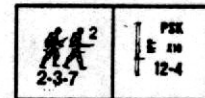
Enter on south edge on Turn 1



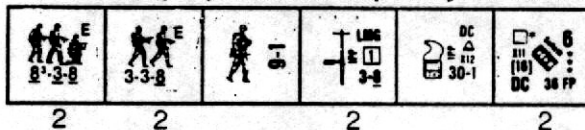
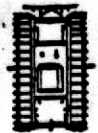
Elements of 1st Battalion 26th Para Regt and 609 Div [ELR: 3] set up in any whole hex of on board 21: {SAN: 5}



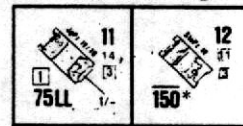
Hitler Youth (see SSR 4)



Pioneer Company 26 Para set up in/adjacent to 23 FF1



Assault Gun elements Group Hartmann enter on north edge on Turn 1



### SPECIAL RULES:

1. EC are Overcast and Moist with no wind at start.
2. Treat all woods as stone rubble and all hedges as walls. The canal is deep and may only be crossed at the two bridges. The bridges are one lane and stone.
3. All multi-hex buildings north of the canal are 1 1/2 levels. Prior to start the Russian player makes a DR for every hex of all buildings with a staircase symbol on board 20. (There are 4 of these, with 14 hexes total) On a DR ≥10 place an appropriate rubble at ground level and then roll for Falling Rubble (B24.12).
4. The Hitler Youth must set up HIP in any Sewer hex on Board 20, after the Rubble Phase, but before Russian set up. This 2-3-7 is Fanatic and Stealthy and must use Sewer movement on Turn 1.
5. The Pioneers are Assault Engineers and have an ELR of 5. The 2 half squads are controllers for the Goliaths. The Goliaths receive a -2 DRM to their effects DR in the occupied hex only.

6. Hand to Hand combat is available. No Quarter is in effect for both sides.
7. The Russians receive one module of 120+ OBA with plentiful ammunition. The observer may set up HIP.

**AFTERMATH:** The Russians soon learned to find areas not held by veteran troops, and with massive artillery support, blast their way into the older, canal-lined section of the city. One such attack had overrun a Volkssturm-held position, crossed a canal and become a tiny toehold in the perimeter. With typical German tactics a parachute company and add hoc infantry units quickly counter-attacked the new threat. Determined Hitler Youth quietly emerged from sewers, ambushing troops and tanks. Even as the Russians were rushing reinforcements to the position, German Pioneers using Goliaths blew the bridges over the canal. With no support or retreat, the Russians in this pocket were completely annihilated. Breslau itself would only surrender on May 6, after a 70 day siege. Berlin had only lasted nine.

# COMMANDO

DAGGER

## ASL SCENARIO Z1

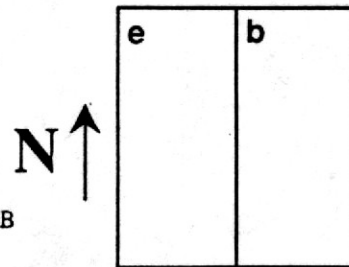


**SOUTH VAAGSØ, VAAGSØ ISLAND, 27 DECEMBER, 1941:** During those grim days after Dunkirk when the Germans dominated all of mainland Europe, the commando raid was Britain's best method of striking back. The early raids of 1940 were a learning experience in these "Combined Operations", most of which did little real damage. In 1941, experience started to pay off with more successes, and the British began to mount larger raids. The largest to date was to be on the fish oil factories of the Norwegian island of Vaagso; fish oil was used to make glycerine, an important ingredient in explosives. Participating in the raid would be Numbers 2 and 3 Commando, ships of the Royal Navy and aircraft of the Royal Air Force. On the morning of December 27, the ships carrying the commandos crept into the fjord as bombers passed overhead to soften up the defenders. Poor German communications prevented the shore batteries from offering any resistance until it was too late. However, as the commandos worked their way up the main street of South Vaagso, surprise did not stop the German troops from resisting fiercely. These were not second-line occupation troops but veterans of the Norwegian campaign. Heavy fighting broke out around the German strongpoint at the Hotel Ulvesund.

**Victory Conditions:** Prior to setup, the British player must secretly write down one of the following as his VC:

1. The British must Control (A26.12) the Hotel Ulvesund (building bC4) at Game End.
2. The British must score 9 CVP (prisoners not worth double).
3. The British must have 10 VP north of hexrow D on board b at Game End.

### BOARD CONFIGURATION:



### BALANCE:

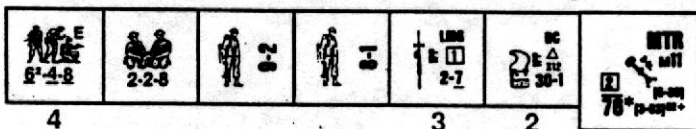
☒ Add a 2-4-7 hs to German on-board OB

⊙ Add a third DC to British Turn 1 OB

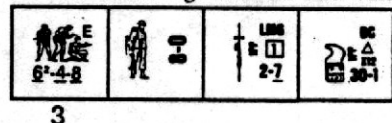
### TURN RECORD CHART

☒ GERMAN Sets Up First	1	2	3	4	5	END
⊙ BRITISH Moves First						

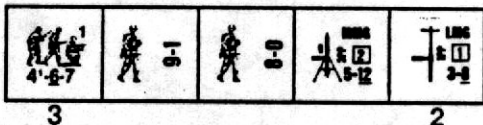
**Troop 4, No. 3 Commando [ELR: 5] Enter on south edge of board b on Turn 1 (SAN: 2)**



Enter on south edge of board b on Turn 2:



**Elements of Infanterie Division 181 [ELR: 3] set up on board b north of hexrow L (SAN: 4)**



Enter on north edge of board b on Turn 2:



### SPECIAL RULES:

1. EC are Wet with Ground Snow (E3.72) with a mild breeze from the northwest at start.
2. All Hedges are Hedges, not Bocage.
3. Bore sighting is NA.
4. The British are Commandos (H1.24).

**Aftermath:** One particular worry for the commandos was the knowledge that there was a German tank parked somewhere in the town that could appear to oppose them at any moment. Men with demo charges were sent out to find the tank while the commandos of No. 4 Troop began their assault on the hotel. The Germans in the Ulvesund were determined to hold out to the last man. Repeated frontal assaults were unsuccessful, resulting only in the loss of every commissioned officer in No. 4 Troop. Corporal "Knocker" White took command and rallied the men for another assault. At the same time, commandos appeared on the scene with a 3 inch mortar and started to lob shells at the hotel. Shells crashed through the roof and set the building ablaze, just as the commandos surged forward once more. The Germans inside were forced to surrender. Other commandos had destroyed the tank before it could intervene.

# RED TIDE AT TARAWA

DAGGER

## ASL SCENARIO Z2



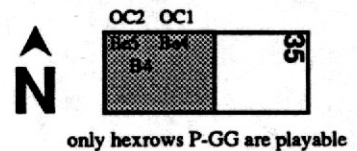
Betio, Tarawa Atoll, November 20, 1943: The Marine planners had committed a major error in assuming that the erratic tides of Tarawa Atoll would allow assault craft to drop troops right on the heavily defended island of Betio. Instead, the tide was exceptionally low, and the attackers found that only the limited number of amtracks could waddle in to shore. Still, the 2/2 Marines in the first waves had reached Red Beach Two in the island's center at 0922 and met little resistance in the water, although their CO had been killed and replaced by an observer from another division. Meanwhile, General Shibasaki's men were recovering from the extensive but largely ineffective bombardment, and quickly shifted to the invasion side of the narrow atoll. The 2nd Battalion soon lay pinned down, mostly behind the seawall at the water's edge, ducking the tremendous punishment suddenly issuing from pillboxes and trenches all along the beach. Later in the morning, the primary target of this fire was Major Kyle's 1/2 Marines, most of whom had been unloaded from Higgins boats at the edge of the reef and were wading as far as 700 yards to reach the beach, stumbling over the coral through murderous defensive fire. As Kyle's men dropped into the water, dying in ones and in groups, orders went out for the men on the beach to drive inland to save their fellow Marines.

**Victory Conditions:** The American wins if any five pillboxes are empty of Japanese MMC at the end of any Game Turn, provided he has not lost  $\geq 30$  CVP.

### BOARD CONFIGURATION:

#### BALANCE:

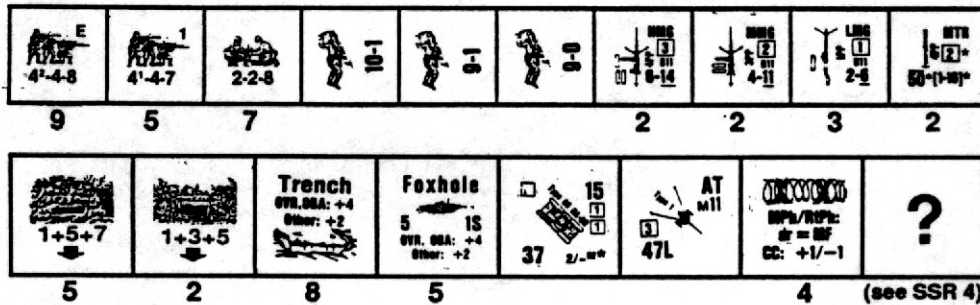
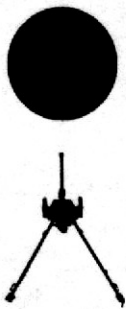
- MMG's may also bore sight
- ☆ Change VC to read "...four pillboxes.."



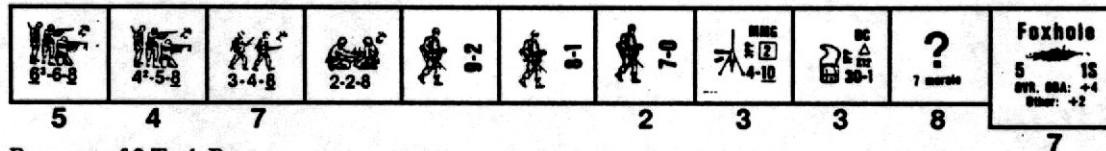
### TURN RECORD CHART

● Japanese Sets Up First	1	2	3	4	5	6	7	END
● Japanese Moves First (see SSR 6)		☆						

Elements of the 2nd Special Naval Landing Force [ELR: 4] set up on/between hexrows 4 and 8 and on/west of hexrow R with  $\leq 3$  fortifications per lettered hexrow [SAN: 6]



Remnants of the 2/2 Bn, 2nd Marine Div [ELR: 5] set up in beach hexes and/or on P or Q hexes numbered  $\geq 6$  [SAN: 2]



Remnant of 2 Tank Bn, set up on beach east of hex 472



Elements of the 1/2 "Red" Battalion set up in ocean hexes  $\geq 9$  hexes from the beach



2nd Platoon, C Co, enter north edge on Turn 2



### SPECIAL RULES:

1. EC are Moderate with a light breeze from the northwest at start.
2. Place the following overlays: Be4 401,407 on J9, K9; Be5 572, 573 on GG9, GG10; Oc1 1001, 1014 on 402,408; Oc2 2001, 2014 on 502, 508; B4 X6, Y6.
3. All ocean hexes are Shallow (G13.4). Beach slope is Slight (G13.21). There is a low Seawall (G13.6) along all beach/hinterland hexides. Treat all Brush and Woods as Debris (O1.1); all Grain and Orchard as Shellholes. All buildings are wood rubble.
4. The Japanese receive no tunnels for their pillboxes. All Japanese pillboxes, trenches and foxholes placed in non-concealment terrain are set up on board under 5/8" concealment counters. This concealment is removed only when a unit within fires, their TEM is used, or their hex is Searched or entered by an enemy unit. Their occupants may also be set up concealed, as if with OB-designated concealment counters.
5. Bore sighting is allowed for Japanese Guns (not tank MA), mortars and HMG's only. The Japanese tank may be set up HIP if it is also set up dug-in (D9.5 and O.7).
6. Japanese infantry units may not change Location during their Turn 1 MPH.
7. The Marine 9-2, two 6-6-8's and  $\geq 1$  DC must set up in one stack. The 9-2 is Heroic and these two MMC are Fanatic. G14.32 is in effect. All US AFV's are Waterproofed.
8. All Marine "Red" Battalion SW/SMC may be noted on a written record as being stacked with an indicated MMC until fired/their leadership is used or they take a MC.

**Aftermath:** There was a shortage of explosives and flamethrowers everywhere on Tarawa that morning, and on Red Beach Two the Marines were also lacking in effective leadership and sometimes nerve, making the Japanese defenses an even tougher nut to crack. Shibasaki's marines and infantry held grimly to their mutually-supporting positions, knocking out the Marines' tanks and thoroughly hammering Kyle's battalion in the water. But there were men like Lt. William Hawkins and his Guadalcanal veteran Scout-Sniper Platoon, who crossed the seawall and roamed the hinterland to blast pillboxes as they found them. "Hawk" was twice wounded but fought on, refusing evacuation. And he and other Marines discovered that once outflanked, the Japanese bunkers could be silenced with grenades and satchel charges. But the Marines of Red Battalion that survived the horrific wade to shore had lost all organization, and they joined most of the other Marines along Red Beach Two in huddling behind the seawall for the rest of the day. The pillboxes and bunkers around Red Beach Two constituted the strongest defensive area on the island, and many would hold out until the end three days later, until finally overwhelmed by firepower, numbers and the hopelessness of their fixed positions. Hawkins was awarded a posthumous Medal of Honor.

# NO FARTHER

DAGGER

## ASL SCENARIO Z3

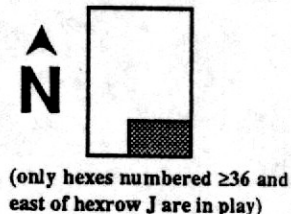


The Barrikady, 15 November, 1942: Operation Hubertus, the final push to eliminate Soviet resistance in Stalingrad, opened with incredible violence. The front lines were a mass of men, guns and armor blasting away at short range, while artillery pounded attacker and defender alike. Often the combatants were separated by no more than the walls and doors of their adjoining rooms. Just south of the Red Barricades Factory complex lay the battered remains of the Soviet 95th and 138th Rifle Divisions, clinging to a few former Workers' Housing apartments. The Germans, reinforced in recent days with special assault guns and Pioneer units specializing in city fighting, launched yet another assault to clear the area and reach the Volga. But the Russians had quietly been building up the local fortifications for just as long.

### BOARD CONFIGURATION:

### BALANCE:

- G1 - Exchange 1 Russian HMG for a .50 cal
- G2 - G1 AND EC are Wet and Gusty
- G3 - G1, G2 AND add one 458 to 1053 Rifle Regt
- R1 - Add 1 548 to Gruppe Schwerin
- R2 - R1 AND add 1 FT to Gruppe Schwerin
- R3 - R1, R2 AND 62nd Army Reserve enters on Turn 3

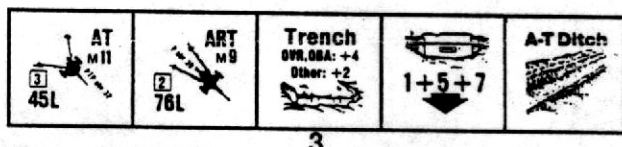
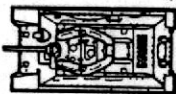
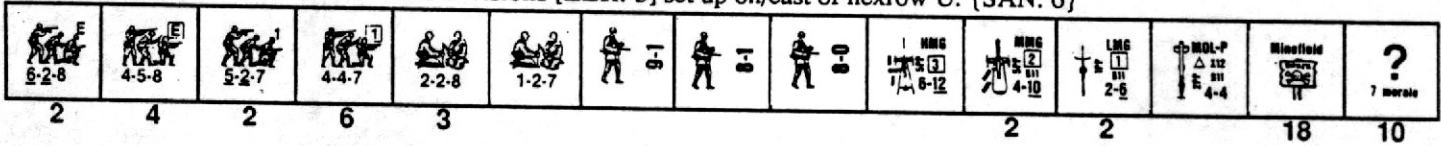


**VICTORY CONDITIONS:** The German must control 20 stone locations at Game End.

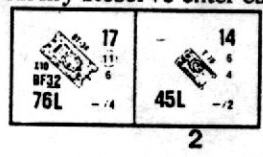
### TURN RECORD CHART

SOVIET Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First								

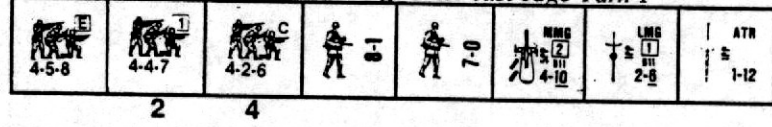
Remnants of the 95th and 138th Rifle Divisions [ELR: 3] set up on/east of hexrow U: {SAN: 6}



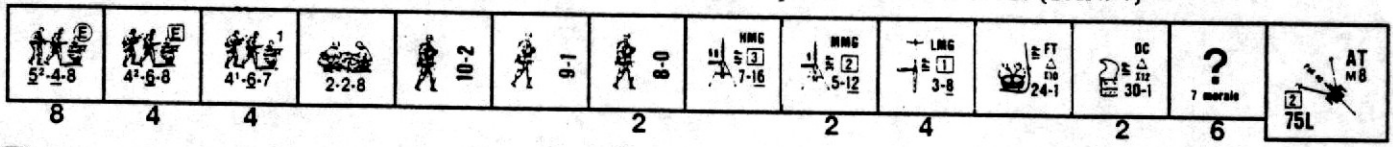
62nd Army Reserve enter east edge Turn 2



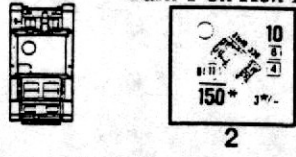
Elements of the 1053rd Rifle Regt enter east edge Turn 1



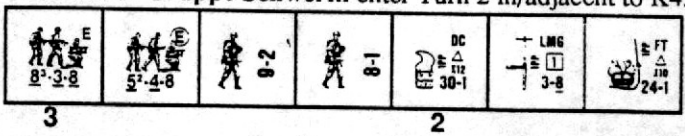
Elements of Gruppe Schwerin and Infanterie Div 94 [ELR: 4] set up on/west of hexrow S: {SAN: 4}



Elements of StuG Abteilung 244, Enter Turn 1 on Hex K45



Elements of Gruppe Schwerin enter Turn 2 in/adjacent to K45



Elements of Panzer Regt 36 enter Turn 4 Hex O45



### SPECIAL RULES:

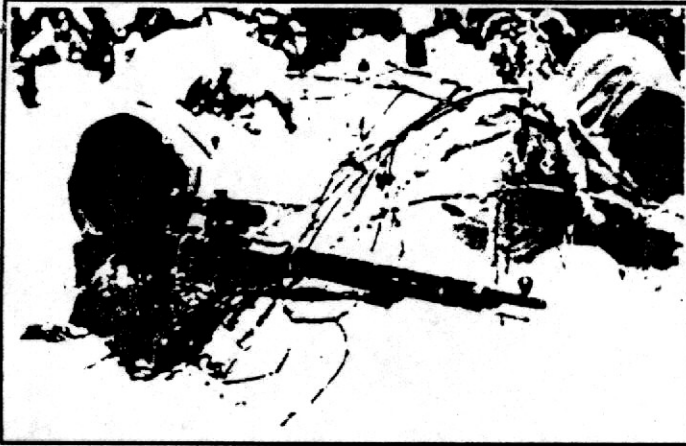
1. EC are wet with no wind at start. SSR CG8 is in effect, as are all RB SSR.
2. Russian may fortify 3 building locations (no tunnels) and can set up two MMC and any SW/SMC that stack with them HIP.
3. At start, each side controls all locations within their setup area. Hexrow T is No Man's Land.
4. The Germans may fortify one building location and HIP 2 MMC and any SW/SMC that stack with them. The 838's are Assault Engineers.

**AFTERMATH:** The German assault was met by withering defensive fire. Special assault guns clanked into position, blasting Russian positions at point blank range, allowing the storm troops to enter the workers' housing area and begin savage room to room fighting. The Russian position had begun to collapse when armor support arrived to stabilize the situation. More troops from both sides were sent into the maelstrom. The arrival of pioneer units tipped the weight of firepower in the Germans' favor. With opposing tanks firing at each other almost muzzle to muzzle and legions of infantry in the buildings dying amidst the hiss of flamethrowers and ground-shaking blasts of demo charges, the Germans fought their way to the east end of the Project. At the last moment, hastily scraped-together units from the Soviet 1053 Rifle Regiment arrived at the slaughter. Bled white, the Germans had to settle for their meagre gains. It was far as they would ever go.

# A SURPRISE ENCOUNTER

DAGGER

## ASL SCENARIO Z4

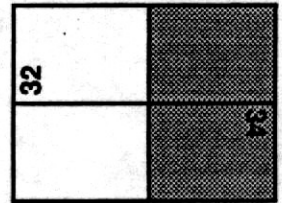


**TOLVAJARVI, FINLAND, 12 December 1939:** By the end of the Winter War's first week, the Russian 139th Division had driven the mixed defending units back almost forty miles on the Tolvajarvi road, thus threatening to become the first breakthrough. Well-trained and led, the 139th pushed forward daily, aided by bold flanking attacks. The Finns, without any sort of air, armor or even artillery support, were beginning to unravel. Into the picture Mannerheim sent Colonel Talvela, who quickly stabilized the front and ordered counterattacks. The plan for December 12 centered on retaking the tourist hotel on Lake Tolvajarvi, while requiring that a flanking maneuver first secure the Hirvasvaara ridge north of the hotel. But Major Malkamaki's Second and Third Companies quickly ran into trouble in the form of two battalions of the Russian 718th Regiment moving in the opposite direction.

### BOARD CONFIGURATION:

### BALANCE:

- F1 Extreme winter is not in effect
- F2 Exchange Finn 9-1 for 9-0
- F3 R1, R2 AND Finn sets up first
- R1 Add one LMG to Finn OB
- R2 Russian sets up first
- R3 R1 AND Add one turn to game length



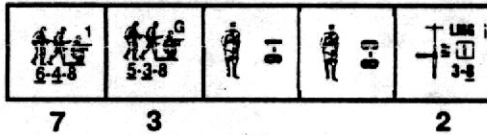
**VICTORY CONDITIONS:** The Finn wins the instant he exits 14 VP (not including prisoners) off the east edge OR gains 12 CVP (prisoners are worth normal, not double VP) without losing  $\geq 7$ .

### TURN RECORD CHART

Simultaneous setup	1	2	3	4	5	6	7	END
FINNISH Moves First								



Elements of 2nd and 3rd Companies, 1/16 Infantry Regiment [ELR: 3] Enter west edge on Turn 1 (see SSR 3) (SAN: 4)



Elements of 718 Regiment [ELR: 2] Set up  $\leq 4$  hexes from 34I10 (see SSR 3) (SAN: 2)



### SPECIAL RULES:

1. EC are Overcast, and Ground Snow is in effect, with no wind at start. Extreme winter (E3.74) is in effect.
2. All roads are paths, and all streams are Ice (B21.6).
3. All units of both sides set up simultaneously; place a third board on edge across the playing area until each player has set up.
4. Each side sets up using Cloaking as per E1.4. Both sides lose Cloaking/Concealment according to daytime concealment rules. Cloaking may never be regained, although concealment is then handled normally. There is no Straying or Jitter Fire. Note MF, PP and SW details of Cloaking.
5. All Finnish units have Winter Camouflage (E3.712).

**AFTERMATH:** In the frantic surprise meeting engagement which followed, the Russians went to ground while the Finns attempted to push on toward their objective. On the far left, the Finns' Third Company was hit particularly hard by Russian machine gun fire, and most of the company fell back. Fortunately, the Second Company and most of the 9th Independent Battalion were able to slip by and cross Lake Hirvasjarvi to climb the Hirvasvaara ridge. But these units and elements of the 2nd Battalion were unable to get past the ridge, and after enduring heavy Russian fire from two directions, Malkamaki decided to call it quits and retreat. For some reason, about 100 men of the 2nd Battalion did not fall back, but instead stayed dug in and fought on. The distraction they provided was invaluable, for it kept a large body of Russians busy in the north, as the flanking maneuver was intended to do. Partially as a result of this, the assault on the hotel was successful, and the back of the 139th Division broken.

# BRANDENBURGER BRIDGE

DAGGER

## ASL SCENARIO Z5



**VICTORY CONDITIONS:** The German wins if at Game End he controls hexes 711 and 719. If any hex of the bridge is destroyed, the Russian wins immediately.

**PRIPET MARSH, 27 June 1941:** In the opening days of Barbarossa, General Guderian's Panzer Group 2 had rolled through the Soviet frontier defenses, only to then encounter the nearly impenetrable swamp terrain of the Pripet Marshes. One of the few good bridges both capable of supporting tanks, and lying across the main avenue of advance had to be captured in order to maintain Panzer Group 2's momentum. The Army Group called on a detachment of the elite Brandenburg Kommando Battalion to seize this objective before the Soviets could destroy it. Late in the afternoon of the 27th, the Brandenburgers, disguised as Russians and driving two captured trucks, joined the exodus of Russian soldiers fleeing to the east. Upon reaching the bridge, one of the trucks proceeded to "break down" at the western end, while the second truck continued on to the eastern end. A German lieutenant, dressed as a feared NKVD officer, began harrying the Russian engineer officer charged with destroying the bridge. While the two argued vehemently, drawing the attention of the other Russians, the Brandenburgers busied themselves with removing explosives. Finally, the German lieutenant tore open his NKVD tunic to reveal his German uniform beneath, yelled "Brandenburg!" and was promptly killed. In the close quarter combat that followed, the Germans mopped up and secured both ends of the bridge, then set up their weapons to wait for relief from the panzers.

### BOARD CONFIGURATION:

#### BALANCE:

G1 Germans suffer from Ammo shortage

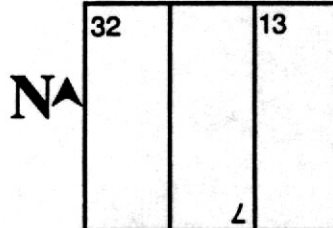
G2 Russian OBA has plentiful ammo

G3 G1, G2 AND Air Support is 1 Stuka

R1 Russian SAN is 4

R2 R1 AND Russian OBA has scarce ammo

R3 R1 AND remove GAZ AA truck from OB

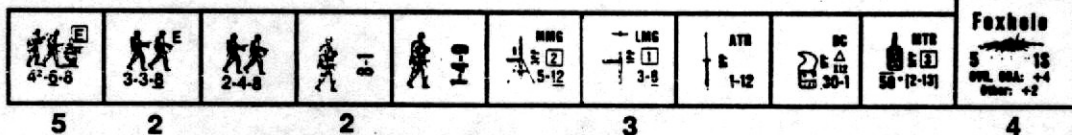


(only hexrows R-GG on boards 32 & 13, and A-P on 7 are in play)

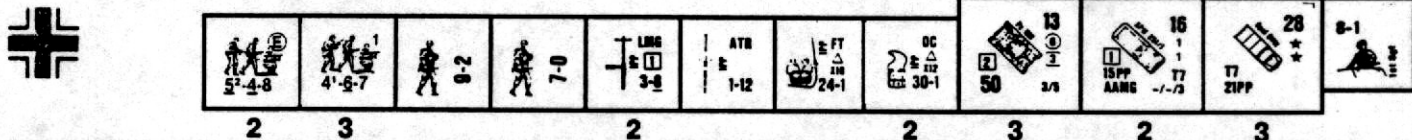
### TURN RECORD CHART

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

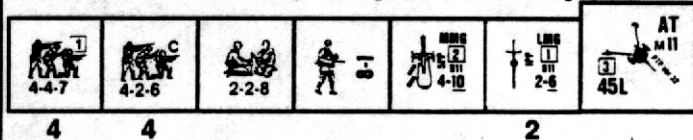
**Brandenburg Detachment [ELR: 5 see SSR 3] Set up within two hexes of 711 or 719, with  $\geq 2\frac{1}{2}$  squads in each area: (SAN: 3)**



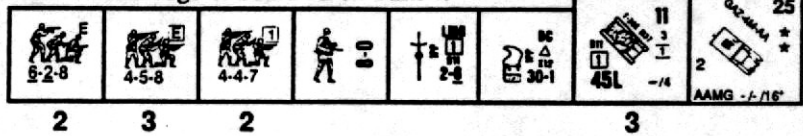
**Panzer Group 2 Relief Column [ELR: 4] Enter on/adjacent to 32Y10 on Turn 1 having expended 7MP/3MF:**



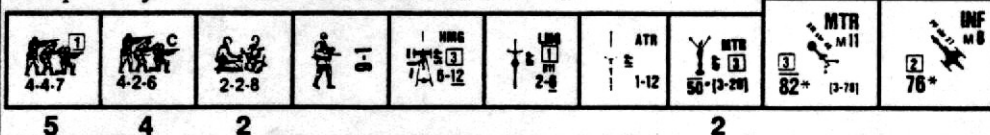
**Remnants of Soviet Army Group [ELR: 2] Set up on board 32  $\geq 5$  hexes from 711 and 32 Y10: (SAN: 5)**



Enter on east edge of board 13 on Turn 4:



Set up on any hex of board 13 but  $\geq 5$  hexes from 719:



Enter on 32R6 on Turn 2:



### SPECIAL RULES:

- EC are Moist and Gusty with a Heavy Wind from the southwest at start.
- Place a two lane stone bridge in hexes 712 to 718. The river is Deep with a Moderate current flowing north. All brush is treated as marsh. Kindling is NA.
- All German 4-6-8 and 2-4-8 MMC are Commandos (H1.24), are considered Fanatic and are immune to Encirclement (A7.7). All German 5-4-8s and 3-3-8s and Russian 6-2-8s are Assault Engineers (H1.22).
- The Germans receive Air Support in the form of two Stukas (E7.403) with bombs which arrive no later than Turn 5.
- The Russians receive a module of 70+mm OBA (HE only) with an offboard observer at level one on the south edge.
- Only the Russian AT may set up HIP. The Inf Gun and 82mm MTR set up unconcealed, without emplacement or bore sighting. The 82mm MTR has no smoke.
- All bridge hexes are considered Rally terrain for German units only. Broken units may ignore enemy units on the far side of the river for rout purposes.

**AFTERMATH:** As soon as the Russian leaders recognized their predicament, they began attacking both ends of the bridge with human waves. The struggle grew in intensity as the Russians brought artillery and mortars to bear on the isolated Brandenburg group, whose ammunition began to run low as casualties mounted. Meanwhile, the panzer relief column was stalled because several of its tanks had either broken down or been destroyed by artillery fire. In addition, the narrow road and thick woods flanking it prevented maneuvering around the disabled vehicles. Finally, both the Brandenburgers and the relief column received some help in the form of a Stuka attack against Soviet gun positions. This allowed enough respite from enemy fire for the panzers to race for the bridge. The Germans crossed almost two miles before the enemy artillery opened fire again, stopping two more tanks. The three surviving panzers continued the race, accompanied by their grenadier and Pioneer escort. Finally, the third panzer broke down, leaving the last two to dash across the bridge and take up defensive positions on the eastern end. Shortly thereafter, under the cover of darkness, a second relief column broke through to relieve the still-besieged bridge defenders. By dawn the weary Brandenburgers had loaded their dead into a truck and quietly pulled out to return to their base. This left the panzer crews to receive the credit and medals, since the Brandenburgers could not be mentioned in official dispatches.

# THE KINGS' DASH

DAGGER

## ASL SCENARIO Z6



**SIDI REZEG AIRFIELD, 20 November 1941:** In one of their opening moves in Operation Crusader, the British 7th Armoured Division's Support Group drove up onto the Sidi Rezeg airfield, which they captured from the mixed bag of Italian and German defenders. The fight was a short one, but the area littered with wrecked vehicles and aircraft. Resting overnight, one of their challenges the next day would be to take the ridge overlooking the airfield. This ridge was the back side of the escarpment overlooking the vital Trig Capuzzo track. As dawn broke, three companies of 1st King's Royal Rifle Corps and A Company of the 2nd Rifle Brigade, accompanied by tanks and carriers, formed up on the exposed plain facing the airfield. The infantry assault would be preceded by a four minute concentration by the Support Group's guns, ending with a smokescreen.

### BOARD CONFIGURATION:

### BALANCE:

- A1 Add 50 MTR to British OB
- ⊙ A2 Change German OBA to 80+ Bn MTR
- A3 A1 AND exchange 3 British 457s for 458s
- B1 Remove British armor leader
- ⊙ B2 B1 AND add 50 MTR to German OB
- B3 B1, B2 AND Exchange 2 German 447s for 467s



E1	25
	27
	30

**VICTORY CONDITIONS:** The British win at the end of any Player Turn there are no Good Order Axis MMC with a LOS (disregarding hindrances) to board 27, providing the British have lost <46 DVP.

### TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
BRITISH Moves First									

Elements of 361 Afrika Regiment [ELR: 3] Set up on overlay hexes west or east of hexrow T (see SSR 3): {SAN: 3}



4'-6-7	4'-4-7	2-2-8	1-1-1	1-1-1	7-0	5-5-12	3-8	11	AT M12 37L	Foxhole 5 OVL. OBA: +4 Other: +2	Sangar 15 or 16 OVL: +3 Other: +1*
2	5									2	2

Elements of Divisione Bologna [ELR: 2] Set up on overlay hexes west or east of hexrow T (see SSR 3):



3-4-6	2-2-7	1-1-1	1-1-1	2-3	1-12	45'(12-13)	AT M12 47	Foxhole 5 OVL. OBA: +4 Other: +2	Sangar 15 or 16 OVL: +3 Other: +1*
5	2							3	

Elements of the 1st King's Royal Rifle Corps and 6th Royal Tank Regt [ELR: 3] enter along the south edge on Turn 1 {SAN: 2}



4'-5-8	4'-5-7	2-2	1-1	1-1	1-1	1-1	1-1	2-7	1-1
6	16				2			4	3
5 40L	5 15 78+	3 16 APP T10+ OBA 2/-0	3 16 APP T10+ OBA 4/-2	1-1					
2		2	2						

### SPECIAL RULES:

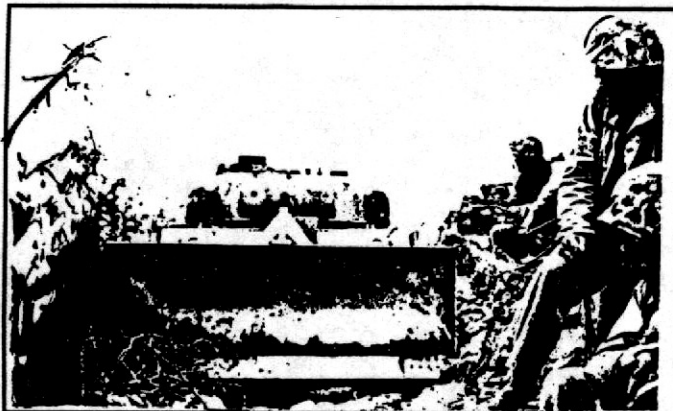
- EC are Dry with a light breeze from the southwest at start. Place overlay E1 on board 25.
- The Germans receive one module of 100+mm OBA (HE only) with one pre-reg hex. Use any ATR for the Italian OB; it is considered non-captured.
- The two Axis forces set up on opposite sides of hexrow T (EXC: ATs may each set up anywhere on overlay). Use German concealment during Axis setup, but the correct type during play.
- At the start of the Turn 1 British PFPH, the British may place a smoke barrage by placing a SR anywhere on board 25 or 27. The SR is accurate on a dr of ≤2. The extent of error DR is halved (FRU). The British must then immediately place a standard nine hex barrage of +3 Smoke counters, running east and west, centered on the original SR.

**AFTERMATH:** Unfortunately, the Axis troops on the ridge had taken the opportunity afforded by the British pause to register their artillery on the lines of approach. Nonetheless, at 0830 the infantry went in behind their carriers and tanks. The Germans and Italians facing them were well dug-in, and had a magnificent field of fire across the open and level ground. In a courageous move against heavy opposition, the British dashed onto and across the airfield. Suffering severe casualties but pressing on, the Kings assaulted the enemy positions and carried the entire ridge in short range fighting. A total of 2 miles of the escarpment were thus delivered into British hands. As a measure of their nerve and success, the Kings captured more than 700 prisoners; more men than were involved in their attack force of less than 400 bayonets.

# CUSHMAN'S POCKET

DAGGER

## ASL SCENARIO Z7

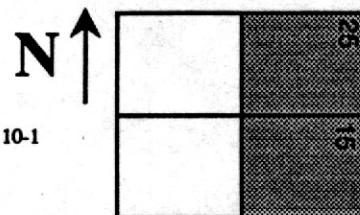


**IWO JIMA, 7 March 1945:** For days the almost invisible Japanese had taken a horrendous toll of the Marines as they fought their way across the Iwo moonscape. With casualties approaching the 12,000 mark, even the gung-ho Marines were showing signs of strain. Also alarmed at the attrition of his force was General Erskine, for not since Gettysburg had casualties been so extreme for a single battle. Yet the 3rd Division lay stalled a few hundred yards from Hill 362C, hung up on yet another network of daunting defenses. Thus far on Iwo, major assaults had been preceded by intense bombardment and airstrikes, but for March 7, Erskine moved the 3rd's jump-off time up to 0500 hours, with no bombardment in advance. This largest night attack in the entire Pacific campaign was launched in relative silence, as the Americans stumbled through the broken, featureless jumble of rocks and rubble, trying to leapfrog 362C's defenders in the darkness. Lt. Col. Cushman's 2nd Battalion had managed to gain several hundred yards, perhaps a week's worth of daylight advances, when at 0730 all hell broke loose.

### BOARD CONFIGURATION:

#### BALANCE:

- US1 Add 447 & 10-0 to 2nd Mixed Brigade
- US2 US1 AND Exchange MMG for HMG & 9-0 for 10-1
- US3 US1 AND Remove 7 from US OB
- J1 Remove 1 DC from 145th Brigade
- J2 J1 AND Add FT to E Co.
- J3 J1 AND Add 768 to E Co.



**VICTORY CONDITIONS:** The US must have more VP than the Japanese at Game End. The US only receives VP for AFV/Good Order MMC on/west of hexrow K on either board, with any unit at level 3 or higher worth double on board 25 and 1.5 on 15. The Japanese receive CVP and 2 VP for every pillbox they control.

### TURN RECORD CHART

SEQUENTIAL SETUP	1	2	3	4	5	6	END
☆ US Moves First							

Elements of Company E [ELR: 5] Set up 1st on level 3 or 4 less than 2 hexes from 25J6, with ≤1 MMC, SMC & SW per hex: (SAN: 2)

Elements of 21st Regiment Enter on East edge on/between 25A2 and 15A8 on Turn 1:



5

2

2

2

Elements of Company F Set up 3rd ≤2 hexes from 15oE9 with ≤1 MMC, SMC & SW per hex:



9

2

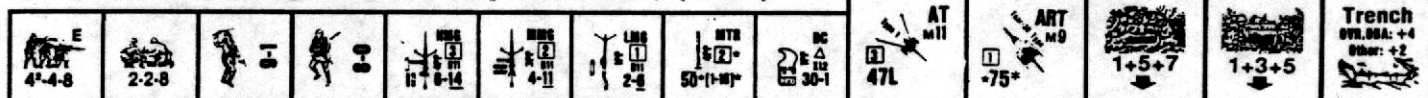
2

2

2

4

Elements of 2nd Mixed Brigade [ELR: 4] Set up 2nd (see SSR 3): (SAN: 5)



4

5

2

2

47L

75+

4

2

5

Elements of 145th Brigade Set up 4th on/west of hexrow O:

Reserve elements of 145th Brigade Enter on North edge on Turn 1:



6

4

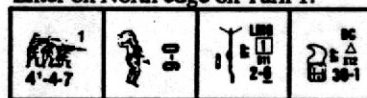
2

4

2

3

3



### SPECIAL RULES:

- EC are Moderate and Gusty with no wind at start.
- Place overlays O4 on 15G9, H9; O5 on F7, G8; B4 on H6, G7; B5 on I8, I7. Place stone rubble over every building and hexes 15J10, L10 and N10. Treat all woods, brush, rubble, orchard, hammada and grain as Crag (B17) (Exc: Pillboxes may set up in, and BAZ may fire into, Crag, which is also ambush and rally terrain. Dozers may clear Crag as per a G15.25 house with only DRM of -5 dozer, +2 Crag, +x labor.) No roads or walls exist.
- 2nd Mixed Bde sets up on hill hexes west of hexrow F, with 3 pillboxes on each board and all board 25 units on level 1. Pillboxes set up facing S/SE on 25 and N/NE on 15, all ≥3 hexes apart. Pillbox HIP and tunnels are NA. Crew-served weapons must set up in a pillbox.
- Any non-immobilized AFV not within two hexes of a friendly MMC/SMC at the end of any US MPH is Recalled. No VP are awarded.
- No Japanese units (including THH) may use HIP, but all may set up concealed.
- The Marines receive one module of 60+ Bn MTR OBA (HE/WP only).

**AFTERMATH:** Cushman's men began taking intense fire from almost every direction, as daylight revealed the Marines to the Japanese. A hailstorm of bullets and mortar rounds stopped the advance and quickly cut the Americans off from their own lines. The 2nd's Easy and Fox companies were now fighting for their very survival, as armor and infantry units from the 21st Regiment vainly tried to extricate them. The combination of full-strength defenses between the main lines and the stranded men combined with the difficult terrain to keep the reinforcements at bay. As the day wore on, the Japanese increased the pressure, and deadly hand-to-hand fighting erupted among the jumbled gorges and crags. The Marines were so close to the Japanese positions that they could hear their taunts of "Marine, tonight you die!" After being trapped for 36 hours in what became known as Cushman's Pocket, 19 men from Easy and 9 from Fox stumbled back into their own lines. Despite the loss of 362C to other Marines, Senda's Cushman's Pocket area Japanese would hold out for six days.



# THE NOOSE

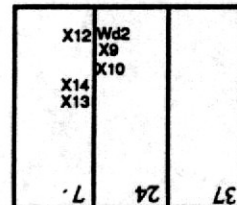
## ASL SCENARIO Z8



**SUOMUSSALMI, FINLAND, DECEMBER 14, 1939:** Following their easy crossing into Finland, the invading 163rd Ukrainian Division had been stopped in and around Suomussalmi, and lay immobile in the snow, stretched out for miles along the narrow road leading into the little village. Now under the command of Colonel Siilasvuo, units of the Finnish 27th Regiment were to surround and cut off the Soviets, breaking the division into small, easily-defeated packets called mottis. The Finns developed an ice road parallel to the Suomussalmi road, and used it to organize units before their assaults. On December 12, the Finns made their first road-cutting attack, blasting through the surprised Ukrainians just east of Suomussalmi to cut the village off from the rest of the division, while other units pushed close to the outlying houses. On the 13th, the Finns made their first attack on Suomussalmi itself, but were turned back after discovering that while they had done a hasty job of burning the village during their earlier retreat, the 163rd had done an excellent job of digging into the remaining hulk. The first probe was stopped dead. Under the cover of darkness, Siilasvuo's Finns reorganized for the next day's attempt to retake the ruins.

**VICTORY CONDITIONS:** Finn wins immediately by Controlling all three board 7 multi-hex buildings at the end of any Game Turn OR any 5 multi-hex buildings at Game End.

### BOARD CONFIGURATION:



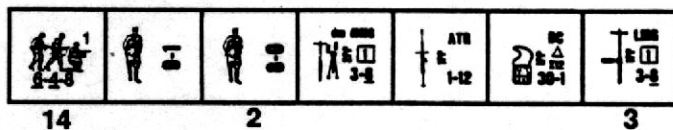
### BALANCE:

- R1 - Add one DC to Finn OB
- R2 - R1 AND AFV crews are inexperienced
- R3 - R1, R2 AND VC are "any 4 multi-hex"
- F1 - Remove MMG from Finn OB
- F2 - F1 AND Ignore first sentence of SSR 5
- F3 - F1, F2 AND add one HMG to Russian OB

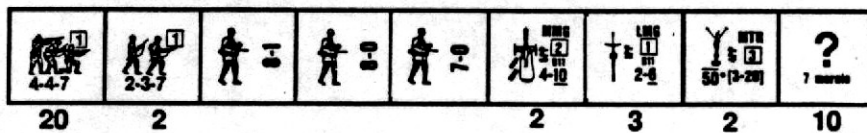
### TURN RECORD CHART

RUSSIAN Sets Up First [140]	1	2	3	4	5	6	7	8	END
FINN Moves First [233]									

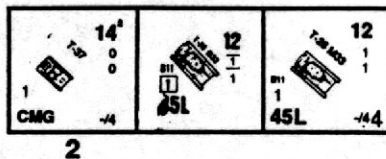
Elements of 27 Jaeger Regiment, 9th Finnish Division [ELR: 3] set up on board 37: (SAN: 4)



Elements of 662 Rgt, 163rd Ukrainian Division [ELR: 2] set up in or adjacent to road hexes on board 24 and/or board 7 [EXC: Ignore hex 24Y10]: (SAN: 3)



Set up in board 24 road hexes (see SSR 6)



### SPECIAL RULES:

1. EC are Clear, with no wind at start. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect.
2. Place overlays as follows: X9 on 24Y3; X10 on 24V1; X12 on 7BB8, BB9; X13 on 7R9, S10; X14 on 7X10, W10; Wd2 on 24AA1, AA2. No valley levels exist; treat all land hexes as level 0. All stream, river and water obstacle hexes are Ice (B21.6).
3. Treat all grain, marsh and brush as woods. All buildings are wood, and have a ground level only. There is a road in hexes 24 R0-R1-R2-R3. All roads are plowed.
4. The Russian may Fortify four building locations, but tunnels are NA.
5. Russian AFV may not set up in nor enter a non-road hex. AFV suffering Recall may exit (via road hexes) at either edge of board 24.
6. All Finnish troops are winter camouflaged (E3.712) and ski capable (E4.2). They may use MOL, but only against AFV.

**AFTERMATH:** The Finns had been on the move for days, and had no heavy weapons, supporting artillery or tanks, but attacked fiercely nonetheless. They quickly found their foe to be a tough defender. The Ukrainians had fortified buildings and dug in throughout the ruins of the village to make a thorough defensive ring. The Russian tanks remained close by, supporting numerous machine gun posts. By the afternoon of the 14th, the Finns were stymied, and with casualties mounting, had to settle for closing and tightening the ring around the village. By the December 18, the direct assaults on the village had been called off entirely, but by that time the Ukrainians were completely surrounded and cut off from all possible support. The Finns settled in to wait for winter and hunger to do their work.

# FLAGS OF DEFIANCE

DAGGER

## ASL SCENARIO Z9



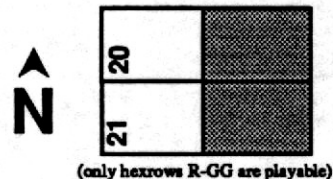
**MURANOWSKA SQUARE, WARSAW, 20 APRIL, 1943:** Himmler had decided to completely destroy the Warsaw Ghetto. With their ultimate fate already decided, and no outside help forthcoming, the poorly-armed defenders of the Ghetto had no hope of victory. But their determination to die fighting meant that resistance would be fierce. SS troops attacked the Ghetto on April 19 with two battalions of infantry and supporting armor. One of the objectives was to clear resistance through to the northern wall of the Ghetto, but a heavy machine gun on the roof of Muranowska 7, the ZZW (Jewish Military Union) headquarters, had forced the surprised SS back with heavy losses. To add insult to injury, the ZZW defenders raised the Polish and Zionist flags atop the building. Their headquarters was vitally important to both sides — to the Jews because a tunnel beneath it led outside the Ghetto wall, and to the Germans because the flags could clearly be seen from outside the Ghetto. This could lead to support from, or even an uprising by the Poles on the Aryan side of the Ghetto Wall. Today the SS would attack again, this time with a tank and a flamethrower for support.

**VICTORY CONDITIONS:** The German wins if at Game End he controls the Roof level of hex 20Z4, and there are no Good order ZZW units in buildings 20Z3.

### BOARD CONFIGURATION:

#### BALANCE:

- P1 Add 1 DC to German OB
- P2 P1 AND add 1 447 to German OB
- P3 R1, R2 AND German ELR is 4
- G1 Exchange Partisan 237 for 248
- G2 G1 AND Partisan may HIP 3 MMC
- G3 G1, G2 AND Partisan SAN is 6



### TURN RECORD CHART

ZZW Sets Up First	1	2	3	4	5	6	7	8	9	10	11	END
GERMAN Moves First												

Elements of ZZW Command [ELR: 5] set up anywhere on board 20, and on/north of hexrow 8 on board 21: (SAN 5)



4-4-7	3-3-7	1-1	1-1	7-0	1-1	1-1
6	6			2		8

Set up on the roof of building 20Z3:



2-3-7	1-1	1-1
-------	-----	-----

Elements of the SS Cavalry Reserve Division [ELR: 3] enter on Turn 1 or later on the south side of board 21 (SAN: 4)



4-4-7	3-3-8	1-1	1-1	7-0	1-1	1-1	1-1	1-1	1-1
20		2			2			5	



### SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the south at start.
2. No Quarter is in effect for both sides.
3. Rooftop rules (B23.8) are in effect for both sides. The roof of building 20Z3 is +2 TEM.
4. All ZZW units are Stealthy, Fanatic and may use sewer movement and MOL. They may move/rout/advance from Level 1 of a rowhouse to level 1 of an adjacent rowhouse at a cost of 3 MF. They may not form multi-location firegroups. Two MMCs plus any SMC/SW that stack with them may use HIP.
5. German 4-4-7s may use Assault Fire (A7.36).
6. The ground level of building 20Z3 is fortified, and the Partisan player may fortify one other location anywhere onboard.

**AFTERMATH:** Although the SS were more numerous and cautious than the day before, the Jews had the weapons of the fallen Germans to make up for the lack of surprise. Molotov cocktails destroyed the tank, but heavy German fire forced the defenders back until the SS controlled the Muranowska Square. The SS then managed to set a corner of Muranowska 7 on fire with the flamethrower. However, the attack was finally repulsed and the fire burned itself out before doing any great damage. German fears of all Warsaw rising up proved unfounded. Unfortunately, the next day saw fires in adjoining buildings spread to the headquarters. What the SS could not accomplish, the flames did, as the flags — and hope — turned to ashes.

# RIDING SHOTGUN

DAGGER

## ASL SCENARIO Z10



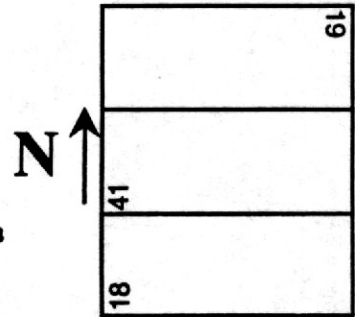
**BIELEFELD, GERMANY, MARCH 29, 1945:** After the successful Rhine crossings, the US 9th Army, covering the right flank of the British and Canadian armies, was ordered to help complete the encirclement of the Ruhr. The plan was for the 9th to secure the northern portion of the Ruhr while the US 2nd Army was doing likewise in the south. The link up of the two armies was to be in the east near Paderborn. As in the weeks before, armoured columns knifed quickly into the rapidly disintegrating Wehrmacht units. Outside of Bielefeld cavalry platoons of the 8th Armoured Division launched a lightning assault, hoping to overwhelm the Germans before an effective defense could be established.

**Victory Conditions:** The US player wins immediately by Controlling all the multi-hex buildings on board 41 east of hexrow U.

### BOARD CONFIGURATION:

#### BALANCE:



- US1 Add a PSK to Luftwaffe OB
- US2 US1 AND exchange German 7-0 for 8-0
- US3 US1, US2 AND add one 4-4-7 to Luftwaffe OB
- G1 Exchange 9-1 Armor Leader for 9-2 AL
- G2 G1 AND US ELR is 4
- G3 G1, G2 AND add 1 Game Turn



### TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	END
US Moves First								

**Elements of 8th Armoured Division Recon [ELR: 3] Enter with  $\leq 2$  vehicles per road hex on the north, south or west edges: {SAN: 2}**






3-4-7	BAZ 45 E WPS 8-5	AN WTE E	EC 30-1	7-0	7-0	37LL -1/14	37 TH WFF	37 10PP -1/12	37 20PP -1/14
5						3	2	2	

**Elements of 8th Cavalry Company Enter west edge on Turn 2:**

6-8-7	7-0	7-0	BAZ 45 E WPS 8-5	AN WTE E	18 75 2/14	20 15PP -1/14	20 15PP -1/14	20 10PP -1/12	9-1
4					2	3			

**Elements of 86th Corps Luftwaffe AA [ELR: 2] Set up on board 41 east of the gully (stream): {SAN: 4}**

4-4-7	4-3-6	2-2-8	7-0	7-0	3-8	AA 10 20L (4)	24 +20(4)	33 20L (4) -1/14
2	4				2			

**Elements of the 116th Panzer Division Set up on board 41 in/between hexrows G and O:**

4-4-7	7-0	7-0	MMG E 5-12	LRM E 3-8	PSK E 12-4	13 105 -1/17/13
6						

### SPECIAL RULES:

1. EC are Moist with no wind at start.
2. Treat the board 41 stream as a gully and all grain as open ground Mud. The bridge is 2 lanes, stone construction.
3. The German Flak gun must set up in AA mode (E7.5). Bore sighting is NA. German vehicles may not set up in buildings.
4. All US MMC must enter as passengers. Ignore US vehicle note 30 regarding 6-6-7 passenger squad. They are included in the printed OB.
5. Due to extreme fuel shortages, any time any German vehicle uses a MP to start, changes VCA, attempts motion status, or is in motion at the start of a friendly MPH, it must take a TC. On a DR of  $\geq 11$ , it is immediately immobilized. On a roll of 10, it may still move but is considered immobilized at the end of its MPH. ESB may not be attempted if a 10 is rolled.
6. AFV crews may not voluntarily abandon.

**AFTERMATH:** The US force attacked the town from three directions, and using speed and firepower were able to enter the town before the startled defenders could effectively react. As the recon units moved toward the town center, Flak guns and Luftwaffe troops began to put up stiff resistance. Backed up by the veteran panzer grenadiers the situation rapidly turned grim for the Americans. Even as US reinforcements poured in from the west, the grenadiers managed to hold off the attackers and control the east edge of the town. Although finally overwhelmed by sheer numbers, the Germans were proving themselves a capable and well-disciplined foe, even in the face of complete military collapse.

# SLAM DANCE

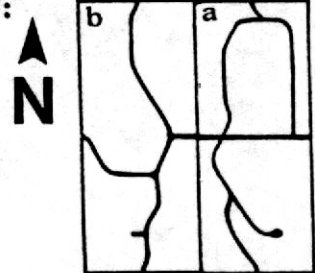
## DASL SCENARIO Q11



**ARNHEM, THE NETHERLANDS, September 17, 1944:** The First Parachute Brigade had been dropped with one key mission - capture the Arnhem road bridge. This was the single most important segment of the entire Market-Garden operation. So as soon as the Brigade's three battalions were formed up, they set off on their long hike to downtown Arnhem and the bridge. Even as they were doing so, however, German quick-reaction forces were likewise forming up and hurrying toward the British to help the mixed German units already on the scene in keeping the Paras from reaching their objective. Frost's 2 Battalion side-stepped most of the resulting defenses in taking its assigned Lion Route along the Rhine. But Dobie and Fitch's 1 and 3 Battalions were quickly tied up in constant running fights with units of Krafft's battalion and the various 9th SS groups. By late afternoon, the lead British company from 3 Para and one Frost had detached to guard the heights on his flank were both entering the outskirts of Arnhem as Captain Gerhard Moeller's 9th SS engineers were racing through the suburbs of Arnhem in the opposite direction.

**VICTORY CONDITIONS:** VP are awarded at Game End for CVP and for the TEM of each woods/building/rubble location whose depiction lies on the opponent's half of the playing area, with none controlled at start. The British receive double VP for their units that exit the east edge. Only the German receives double VP for prisoners. A VP tie is a German victory.

### BOARD CONFIGURATION:



### BALANCE:

- ⊕ Change SSR 4 to read "at least 2 SMC".
- ⊙ 13 British MMC may enter on Turn 1.

### TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
LOW ROLLER Moves First (See SSR 2)							

**B Company, 2 Para and A Company, 3 Para [ELR: 5] Enter West edge on Turn 1 (with 1/2 MF-FRD) and Turn 2 (See SSR 2): {SAN: 3}**

6 <sup>+</sup> 4-8	7 marks	10-2	8-1	8-1	8-1	8-1	51 (2-9)	LOG 2-7	PIAT 8-3
18	12	2	2	2	2	5	4		

**Elements of Kampfgruppe Moeller [ELR: 4] Enter East edge on Turn 1 (See SSR 3): {SAN: 3}**

6 <sup>+</sup> 5-8	5 <sup>+</sup> 4-8	4-4-7	8-2	8-1	8-1	8-1	8-1	7-0	LOG 3-2	LOG 3-2	PK 12-4	MC 30-1	
8	5	3							2	4	2	2	

30 AAMS -/- 8+	30 SPP AAMS -/- 7	18 15 PP AAMS -/- 7	24 TZ 28PP
		2	2

### SPECIAL RULES:

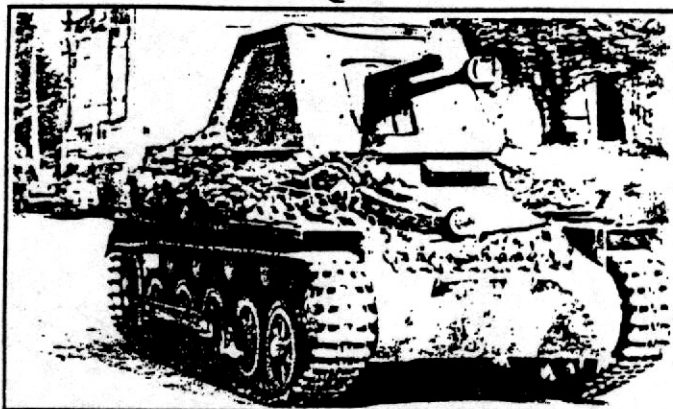
1. EC are Dry with no wind at start. Place shellhole counters in hexes aB5, aD5, bG1 and aN5. Treat these hexes as Orchard. There are no level 2 locations.
2. Only 10 British MMC may enter on Turn 1. The remainder must enter on Turn 2. After British setup, each player makes a dr, with the low roller moving first. The British are first on a tie.
3. If the British moves first, all German units may enter on Turn 1, with vehicles having already expended 6 MP. If the German moves first, he may not use use Double Time on Turn 1, and all vehicles must enter on Turn 2, but with full MP.
4. The German must enter the board with as many MMC as Passengers as his vehicles' PP allow, as well as at least 3 SMC, and may deploy freely to do so.

**AFTERMATH:** Moeller's dash was quickly brought to a halt by a sudden burst of small arms fire near the wooded heights of Den Brink, just west of the St. Elizabeth Hospital. Dismounting hastily, the Germans dove for the cover of the nearest buildings. All across their front, the hard-driving paras were doing the same. But spurred by their haste, both sides immediately began to test their opponent, looking for a flank to turn or a weak spot to break through. The result was a melee referred to as a "wild west shoot-out." Neither side had any sort of cohesive line, and the resultant fighting was brutal as well as confused. But merely slowing the British was a victory for the Germans. And as the sun set over the first day of Market-Garden, most of 1st Parachute Brigade was tied down in fights such as this, leaving only 2 Battalion to take and hold the prime objective.

# THE MAILED FIST

DAGGER

## DASL SCENARIO Q12



**JANDRAIN, BELGIUM, May 13, 1940:** One of the Allies' planned defenses in the event of a German attack involved rushing BEF and French units into Belgium and up to positions along the Dyle rail line. The Dyle Plan featured General Prioux's French Cavalry Corps delaying the enemy in front of the Dyle while the defense tightened behind them, then falling back. But the second day of the German assault found Höpner's 3rd and 4th Panzer Divisions already well into Belgium, brushing aside all opposition after crossing the Vroenhoven bridge at Maastricht. Prioux, always skeptical about this scheme and fearing the worst, warned his superiors that the Dyle Plan was already compromised, but prepared to do his best to slow the rushing panzers. On the 12th, the first armor skirmishes of the war raged around the 2nd Light Armoured Division's line at Hannut. Morning of the 13th found the panzers rampaging through Merdorp, on a beeline for the Dyle. Various units of Prioux's Cavalry Corps scrambled to slow the blitzkrieg.

### BOARD CONFIGURATION:

(only hexrows I-O are in play on boards c and e)



**VICTORY CONDITIONS:** The German wins the instant there is no non-crew French MMC in any of the 19 woods/building locations ADJACENT to the bH0-H1-J2-dG4-G3-H2-H0 road, provided there is  $\geq 1$  German MMC in/ADJACENT to the road and the German has lost  $\leq 34$  CVP.

### BALANCE:

- Add one DC to German OB
- ⊙ Exchange French 8-0 for an 8-1

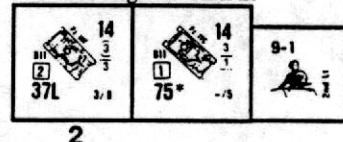
### TURN RECORD CHART

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	END
■ GERMAN Moves First				⊙				

Elements of 3rd Panzer Brigade and 3rd Infantry Regiment [ELR: 4] Enter North edge on Turn 1: {SAN: 3}



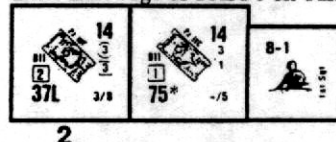
Elements of 3rd Panzer Bde Enter on North edge on Turn 2:



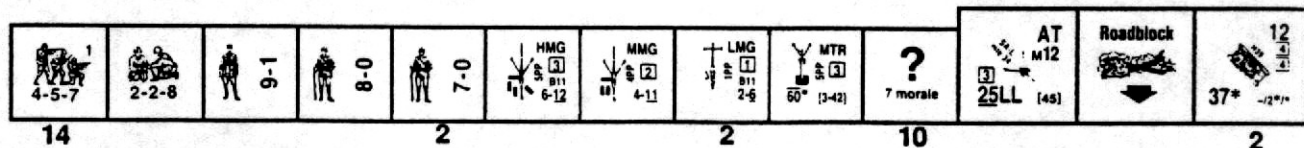
Element of PzJg Abteilung 39 Enter on North edge on Turn 4:



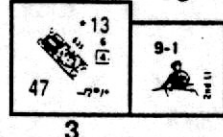
Elements of 4th Panzer Division Enter East edge of board c on Turn 4:



Elements of the 1er Battalion, 11e Dragons and 6e GRCA [ELR: 2] Set up on boards b and/or d {See SSR 3}: {SAN: 3}



Elements of 1er Cuirassiers, 3e Division Légère Mécanisée Enter on West edge of board b on/after Turn 4:



### SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Ignore all board e hedges. The gully is a shallow stream. There are no level two locations on board c.
3. The two initial OB French tanks may set up HIP in any hex AFV are permitted to enter but lose HIP (and concealment) regardless of their setup terrain as per a gun set up HIP in non-concealment terrain.
4. Bore sighting is NA.
5. Armor Leaders confer none of their normal benefits in the PzJgI.

**AFTERMATH:** One major German advance stormed through Orp-Le-Petit, breaking out into the open ground facing the French positions in Jandrain and Jauche. The attack developed quickly, with both infantry and tanks appearing in strength. Cpt. Laffarque's 11th Dismounted Dragoons fought hard to hold Jandrain, aided by the 6th Recon Group under Cpt. Bousson and a few Hotchkiss tanks. Eventually a squadron of Somua tanks from the 1er Cuirassiers charged in to help. The tenacity of the Dragoons and the heavy armor of the Somuas frustrated the Germans, but the combined weight and skillful leadership of the panzers and grenadiers still saw Laffarque's Dragoons nearly crushed by the end of the day. The French made a last-minute attempt to retreat to Jauche, but once out in the open between the two towns, the Dragoons were cut down by the massed Panzers. Most of the survivors were captured, and few of the precious Hotchkiss' and Somuas escaped the encounter. The next two days saw the piecemeal destruction of the Cavalry Corps' 2nd and 3rd DE M and the German exploitation of the fragile Dyle Plan.

# SINGAPORE BY MOONLIGHT

DAGGER

## ASL SCENARIO Z13



**VICTORY CONDITIONS:** The Japanese player wins immediately by Controlling all buildings on board 32 [EXC: N8] AND exiting non-crew MMC and MG with normal range, non-PBF/TPBF FP ≥ 30 off the south edge of board 32.

**JOHORE STRAIT, SINGAPORE, February 9, 1942:** Despite having steamrolled all the way down the Malayan peninsula in just two months, the Japanese paused only a few days to gather their strength before assaulting the defenders massed on the island of Singapore. The British had been slow to construct defenses along the shore, and blowing up the causeway linking the island to the mainland gave them little comfort, as the straits were surprisingly narrow and shallow. The mixed British and Australian units assigned to hold the heavy mangrove swamps and jungle along the shore were numerous, but spread much too thinly to give any hopes of actually stopping a concentrated landing attempt, although the level of artillery support was encouraging. In the meantime, the Japanese had quietly gathered hundreds of rafts and boats to cross the strait, and enjoyed total air and armor superiority. However, General Yamashita's artillery was short on ammo, and his men were outnumbered overall by more than 2 to 1. He planned to compensate with speed and local superiority. Committing to one massive assault on the night of February 8th, Yamashita's artillery began the biggest bombardment of the campaign. The shelling tore into Bennett's 22nd Brigade Australians along Singapore's northwest coast. Close on the heels of the bombardment came the 5th and 18th Divisions, which, despite heavy losses in the water and on shore, made immediate progress against the loose defenses, routing the tattered Australian units back toward the Tengah airfield. As the British planned a general withdrawal to solidify their inland and coastal defenses the next night, the Japanese began a new bombardment just west of the causeway.

## BOARD CONFIGURATION:

(only A-P on Board 32 and R-GG on 36 & 7 are playable)



	9C	L

## BALANCE:

- Exchange the British 9-2 for a 9-1
- ⊙ Add a 7-0 to British 2 Battalion

## TURN RECORD CHART

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	10	11	END
● JAPANESE Moves First												

Elements of Kunishi Pursuit Unit, Imperial Guards Division [ELR: 3] (see SSR 5) [SAN: 4 (see SSR 8)]



4	18	3	10	10	8	8	8	2	5	4	2
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First Wave Boats set up on north edge ocean hexes

2	6
---	---

Second Wave Boats enter North edge on Turn 2

2	6
---	---

Elements of the 2nd Battalion, 26th Australian Brigade [ELR: 3] set up within 9 hexes of 32G4 [SAN: 4]



7	4	3	2	2	2	2	17	6	8
---	---	---	---	---	---	---	----	---	---

Battalion Machine Gun Support set up on any hill hexes (see SSR 6)

3	3	2	2	2
---	---	---	---	---

2nd Battalion Reinforcements, enter South edge on Turn 5

6	6	6	2	2
---	---	---	---	---

## SPECIAL RULES:

1. EC are Night, [EXC: Ignore E1.2, 1.21 and 1.4; no extra MF expenditure is required for Palm hexes.] with a light breeze from the SW at start. Base NVR is 4, with a half moon and scattered clouds. PTO terrain is in effect, with light jungle.
2. Place overlays as follows: Oc1: 1001, 1002 on 32 A10, A9; Oc2: 2002, 2003 on 36 GG4, GG5; Oc3: 3012, 3013 on 7GG9, GG10; M4 on 2005, 2019; M5 on 3004, 3017; Wd5 on 3015, 3016. Place wood pier counters in hexes 1005, 1018, 1030 and 1043.
3. G13.4 OCEAN rules are in effect, with shallow water within two hexes of land on board 7 and on all OCEAN overlays. Note G13.41 and G12.21. There is a Moderate current from the south on board 7. Watercraft do not Stray.
4. The 32B5-P5 road is paved; all others are paths, as per G.1. All streams are shallow.
5. The Japanese personnel may load on LC and boats as desired, but these must setup/enter as listed in the OB. All assault boats have 4 MP.
6. Wire counters must set up ≤2 hexes from "ocean" hexes. The entire Machine Gun group must set up marked with TI counters (they may be concealed normally) and may only perform Rally Phase actions until Turn 4. Any other two British MMC and any SW/SMC that stack with them may set up HIP.
7. The British receive one module of 70+ OBA but may not roll for radio contact until British Turn 5. All British 1st Line and Elite are Stealthy.
8. The Japanese SAN is 2 until Turn 4.

**AFTERMATH:** Soon after the bombardment ended at 8:30 pm, Japanese barges and boats full of the men of the Imperial Guards Division began approaching 2/26th Battalion's positions along the shores of the strait. The Aussies stood to their guns and, as their comrades had the night before, began to wreck the invading force. None of the defending searchlights came on, but despite the darkness, boat after boat went up in flames, providing more light for the Australians. The Guards came on, their main assault falling at the Kampong Kranji pier, while others landed along the swamp frontage and up the Mandai river. Australian signal flares for machine gun and artillery support brought no response, and the defenders fought on against increasing odds. Their machine gun section had not seen the signal flares, and only joined the battle 20 minutes after the first landing. The battalion's artillery was still on the move in the rear, but at last fire support came from the neighboring Australian sector, pounding the Japanese around the pier. Thanks to quick intervention, the Japanese landings up the Mandai had come to nothing, but by midnight they were heavily engaged with the Aussies in Kampong Kranji. The fighting went on, often hand to hand, with both sides uncertain of the other's strength and movements. Brigadier Maxwell could not know that his two battalions in the causeway sector were faced by the entire Guards Division, but in any case had no reserve to call upon, and thus was forced to follow through with plans to withdraw. At about 4:30 am on the 10th, the Australian blew up 2,000,000 gallons of gasoline in storage tanks by the causeway, pouring blazing fuel into the strait, and momentarily panicking the Guards' staff. The Australian battalions withdrew. They had caused the Guards serious losses and delay, but had conceded the coast and causeway. Singapore was doomed.

# NOT OUT OF THE WOODS YET

## ASL SCENARIO Z14



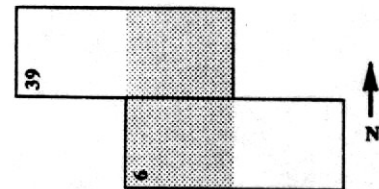
**Forêt de Mont Castré, France, 10 July 1944:** The 358th Regiment had not had an easy time so far in Normandy, in part due to incompetent commanders (having replaced one general and three colonels thus far). Since July 8th, they had been trying to crack the Mahlman Line, the main line of defense across the base of the Cotentin peninsula. Hill 122 (Mont Castré) was the key position in the line, and was covered with dense undergrowth and tangled brush that limited visibility to as little as five yards. The summit had been taken, but the German defenders had not conceded the hill, and were defending the reverse slope. Co's I and L of the 3rd Battalion were making slow progress through the thick brush. Fire from the scattered paratrooper positions, as well as mortar and artillery fire, had caused heavy casualties. The advance was sporadic, as it was difficult to maintain contact between units. Lt. Col. Bealke had to halt and reorganize the companies. When they resumed the assault, paratroopers infiltrating between positions attacked the battalion command group from the left flank and rear, throwing grenades and firing machine guns at close range. The timely arrival of a platoon saved the HQ, but the close call had served notice that the unsecured flanks had left the battalion vulnerable. Lt. Col. Bealke was again forced to halt the assault and reorganize. Luckily a tank platoon arrived at this critical time to offer assistance. Company K, which had been in reserve, was then brought up to pass through the forward positions with the tanks and break out into the open fields past the Lastelle Road.

**Victory Conditions:** The American must control five buildings on Board 6 at game's end.

**Handicap:**

- ★ A3: German SAN is 6.
  - ★ A2: American must control six buildings.
  - ★ A1: German ELR is 4.
- 
- ☒ G1: Exchange two 5-4-6's for two 6-6-6's.
  - ☒ G2: Add an 8-1 armor leader.
  - ☒ G3: German reinforcements enter on Turn 4.

**Board Configuration**



Only hex rows Q-GG on Board 39, and A-Q on Board 6 are playable.

★ American sets up first	1	2	3 ☒	4	5	6	7	8	End
★ American moves first									

**German OB:** Elements of the 15th Regiment, 5th Parachute Division [ELR:3] set up anywhere on Board 6, and on Board 39 on/south of hex row 7: {SAN:5}

	5 <sup>1</sup> -4-8	2-3-8	2-2-8	1-1-1	1-1-1	1-1-1	1-1-12	1-1-3-8	?	7 morale	AT M10	Foxhole
	7	2									2	6

Enter on Turn 3 on the east and/or west edge:

5 <sup>1</sup> -4-8	2-3-8	1-1-1	1-1-12
2			

**U.S. OB:** Co. K, 3rd Battalion, 358th Regiment, 90th Infantry Division and 1st Platoon, Co. C, 712th Tank Battalion [ELR:3] set up on level 4 hexes with a coordinate of 6 or less on Board 39: {SAN:3}

★	8 <sup>1</sup> -6-6	8 <sup>2</sup> -4-6	1-1-1	1-1-1	1-1-1	1-1-10	M42 44	13
	7	6		2	3	2		4

- Special Scenario Rules:
- EC are Moderate with no wind at start.
- All walls and hedges are bocage (B9.5). All buildings are stone.
- Place overlays as follows: G4 - 6N4/N5, G5 - 6P3/P4, O5 - 39CC10/DD10, O2 - 6J8/K8, WD1 - 39T10, M2 - 39R10/S10.
- All woods on Hill 779 are two-level obstacles, and cost AFV's 4MP to enter, with no chance of Bog. Normal COT penalties apply for changing elevation.
- All American MMC's are Lax.

**Aftermath:** The attack began well enough, with several machine gun positions on the hill knocked out by the tanks. Having reached Lastelle Road, the tanks pushed on ahead of the infantry. After entering the second field, all of the tanks were knocked out and set aflame by the well-concealed enemy. Co. K, moving out of the forest and beyond the road, found itself ahead of the neighboring battalions, and dangerously exposed. The paratroopers were quick to take advantage of this

and the company soon found itself receiving fire from three sides. With casualties mounting, two lieutenants went back to ask for permission to withdraw. At dusk, the company was forced to withdraw back to the forest. Total casualties to the battalion for one day were 11 officers and 343 men. Co. K had been reduced to platoon size. Lt. Col. Bealke, well known as a courageous officer, had a breakdown and was evacuated. He kept babbling, "I killed K Company, I killed K Company, I killed K Company." Despite the battalion's terrific losses, one aim of the attack was achieved. The German losses were so high that on July 12th they broke contact and abandoned the Mahlman line. The 3rd Battalion eventually received a Presidential Unit Citation for this action.

# THE LANDING ZONE

DAGGER

## ASL SCENARIO Z15

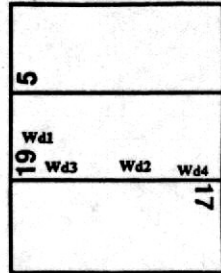


**JOHANNAHOEVE FARM, HOLLAND, September 19, 1944:** Hackett's 4th Brigade was assigned the task of guarding the 1st Airborne Division's landing zone L to guarantee the safe arrival of the third airlift of the Market Garden operation which included the anti-tank elements of the Polish Independent Parachute Brigade. But the airlift was late, and in the intervening hours the men of the 156th Parachute Battalion and the 7th King's Own Scottish Borderers were given the order to quickly withdraw to safer positions to the south of the railway embankment. As they struggled to break off their running engagement with a mixed force of German pursuers from the 9th SS and the Krafft Battalion and fall back over the open fields of the LZ, they heard the drone of the approaching glider train overhead. Unfortunately, so did the Germans.

### BOARD CONFIGURATION:

### BALANCE:

- Exchange one B Co. British 9-1 for an 8-0
- Remove one German 7-0



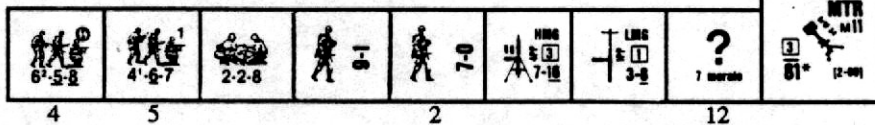
**VICTORY CONDITIONS:** The British wins if he exits  $\geq 40$  VP off the S edge on/between K and W, which must include at least 22VP from the glider force.

### TURN RECORD CHART

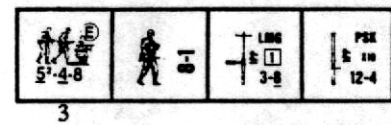
○ BRITISH Sets Up First	1	2	3	4	5	6	7	8	9	END
■ GERMAN Moves First										



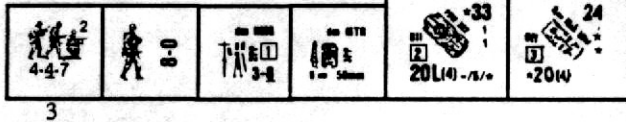
Elements of the 9th Hohenstaufen SS Division and Battalione Krafft [ELR: 4] set up on whole hexes of board 5 but  $\geq 4$  hexes from 19V1: {SAN: 5}



Set up in hex 5R1



Enter on hex 5A5 on Turn 2



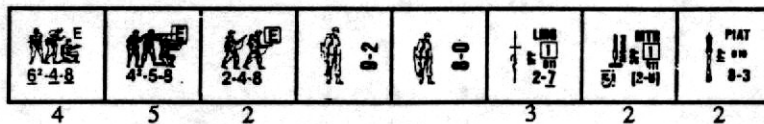
Enter on North edge on Turn 3



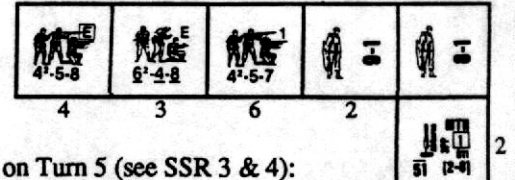
Enter on North edge on Turn 5



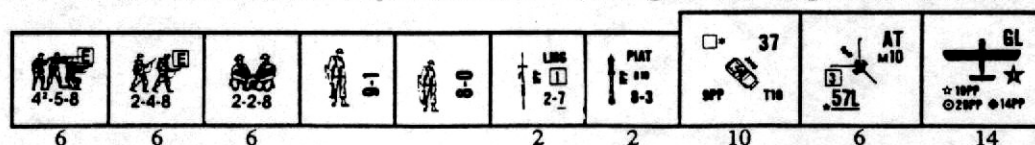
A Co., 7th King's Own Scottish Borderers [ELR: 5] set up  $\leq 3$  hexes from 19V1 with  $\leq 1$  squad/hex: {SAN: 3}



B Co. set up  $\leq 4$  hexes from 17Y8 with  $\leq 1$  squad/hex



A-T and Trans Section, 1st Independent Polish Para Brigade enter via glider on Turn 5 (see SSR 3 & 4):



### SPECIAL RULES:

- 1) EC are Moderate, with a light breeze from the northwest at start.
- 2) Place overlays as follows: Wd4 - 19CC9, CC10; Wd3 - 19F8, F9; Wd2 - 19U9, V8; Wd1 - 19D6. All off-board hexes adjacent to the east edge of boards 19 and 17 (hexrow "HH/xAA") are considered to be woods hexes for glider landing purposes only.
- 3) Use Allied Minor counters for all glider-borne infantry, but British SW, Guns & vehicles (no captured use penalties apply). Use four US unarmed Jeeps for the extras required. Each of these four are pulling trailers, have no PP capacity and are worth 3VP. Four gliders must be loaded solely with one of these Jeeps. 4) At the start of the British Turn 5 MPH, the German player makes a dr. On 1-3 ALL Gliders must choose an ILH  $\geq 7$  hexes from 19K5; on 4-6, an ILH  $\geq 7$  hexes from 19Z6.
- 5) The German automatically receives Air Support in the form of one FB with no bombs on Turn 5. It may only attack gliders and is Recalled at the end of that Turn.

**AFTERMATH:** 31 of the Poles' 46 gliders made it to the release point, despite mishaps, heavy AA fire and an intervening flight of Bf109s, but they landed in the midst of a fierce melee for the verges of the LZ, with several of their gliders shot down or forced into crashes. The survivors scrambled from their Horsas and struggled to unload and get off the landing ground. In the confusion, the Poles fired both at Germans and men of B Co., KOSB trying to help with the unloading. Many of the Poles were captured. Finally, the British units gathered what strength was left and staged a painful and costly withdrawal off the LZ and back toward the British perimeter around Oosterbeek. Only remnants of the proud battalions and a few of the vital AT guns made it back to the British defensive zone. Once again, of the Market Garden reinforcements, it was the 1st Airborne's that had been hardest hit by ill luck and German resistance.



# THE KNIFE EDGE OF DEFEAT

DAGGER

## ASL SCENARIO Z16



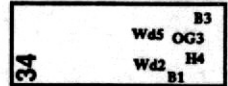
**GUADALCANAL, September 13, 1942:** After a harrowing destroyer ride down the Slot, Kawaguchi's 124th Regiment landed on Guadalcanal and immediately set out to capture the invaluable airfield. Seeking to surprise the Marine defenders, about whom Kawaguchi had very little intelligence, the Japanese moved inland to attack the Marines from behind. Invisible to aerial recon and undetected by Marine patrols, Kawaguchi's men struggled through the incredible choking forest and tangled, swampy ravines. Kawaguchi's attack was timed to jump off at the same time as attacks by two other groups, but the schedule was soon set back twice. At last the 124th arrived in the area of the jump-off point south of the airfield behind a long, treeless ridge. With time running out and uncertain of the enemy's disposition, Kawaguchi ordered the attack to center on the ridge, which was at least a recognizable feature. Using the darkness as cover to counter the American air superiority and maintain surprise, the assault on the 12th was supposed to be the main effort, but jungle completely dispersed the Japanese units and the attack, leaving Kawaguchi enormously frustrated and warning the Marines that their thin positions on the ridge were to be hit again soon. Finally formed up for a second try on the 13th, Japanese officers marked their backs with stripes of white cloth or even doused themselves in perfume to give their men something to follow in the inky darkness under the forest canopy, and the Japanese launched the first real assault on the tenuous American perimeter.

**VICTORY CONDITIONS:** The Japanese win immediately by controlling all level 2 hill hexes OR by accumulating  $\geq 20$  CVP, in either case without losing  $\geq 32$  CVP.

### BOARD CONFIGURATION:

#### BALANCE:

- Exchange one Japanese 10-0 for a 10-1
- ☆ Add one LMG to Marine OB

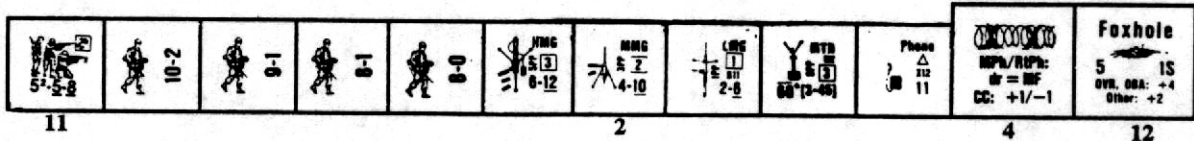


### TURN RECORD CHART

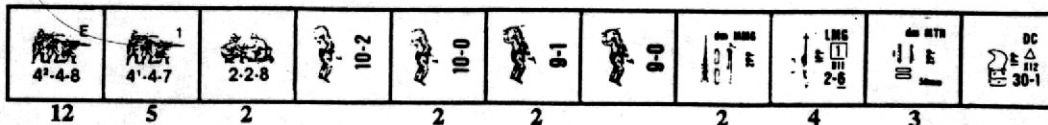
☆ MARINE Sets Up First	1	2	3	4	5	6	7	END
● JAPANESE Moves First								



Elements of B Company, Raiders, and B Co, Paramarines [ELR: 4] set up on or adjacent to hillock overlay hexes on/south of hexrow CC with no MMC stacked with or adjacent to any other non-HIP MMC (see SSR 4): {SAN: 3}



Elements of 6 and 7 Companies, III/124 Regiment [ELR: 4] set up on/south of hexrow Q: {SAN: 4}



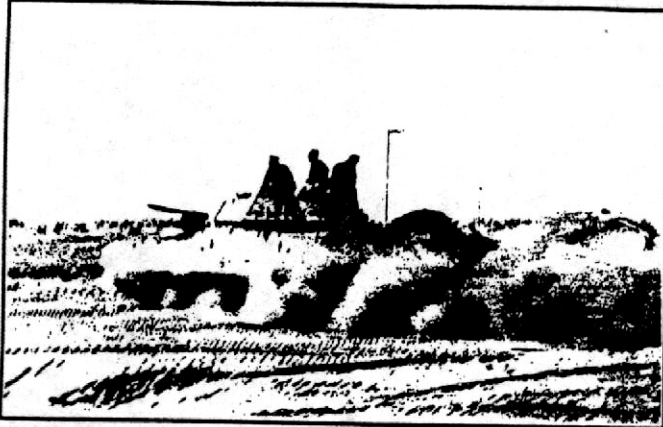
### SPECIAL RULES:

1. EC are moderate with no wind at start. Night rules are in effect, with an initial NVR of 2, scattered clouds and no moon. PTO terrain is in effect.
2. Place overlays as follows: B1 on Y8; Wd2 on W9, W10; B3 on FF3, EE3; Wd5 on W4, X4; H4 on Z6, Y7; OG3 on oBB5, oBB4. The hillock overlay represents a level one hill. All hexes of this overlay are considered inherent hill terrain, but LOS down an overlay edge hexspine is clear, as per Cliffs (B11.2). The OG3 overlay represents a level two hill following the same rules. The stream is Shallow and no paths or roads exist. All Water Obstacles are dense jungle.
3. The Marines receive one module of 100+mm OBA with one pre-registered hex.
4. Foxholes may not set up combined (e.g. 2S or 3S) nor may they set up HIP on hill hexes. All wire and the normal 25% of the Marine MMC may set up HIP.
5. All Marine squads have Assault Fire capability but all are Normal, not Stealthy.
6. All units of both sides stray on a colored die of 6, as if they were Lax. There is no Straying DR for units beginning on or adjacent to the hillock overlay or a stream hex.

**AFTERMATH:** The valiant Japanese attacked in waves, raging onto the open top of the ridge with fixed bayonets, hurling grenades and flares. The attacks stormed up from the jungle surrounding the ridge to boil around Marine Raider Cpt. Duryea's forward company wire and entrenchments. Col. Edson had moved the Para and Raider line north after the previous night's attack, leaving some open ground between the jungle and the first entrenchments. In the impossible jungle south of the ridge, a critical third of the Japanese force simply lost its way and never joined the battle. Still, the other battalions threatened to wash over the Marine line, particularly the positions of B Company of both the Raiders and Paras, stretched across the summit. The Marines held their ground until almost overwhelmed, then fell back to the last semi-prepared position before the airfield itself — a line of shallow foxholes at the foot of a knob in the center of the ridge. Edson himself lay at the top of the knob, shouting commands and helping direct the Marine 105's to rip through the Japanese to cover the withdrawal. For a while, the Marines tottered on the knife edge of defeat. At a key moment, Major Tamura committed his 6th Company to forge a breakthrough. Losing about half its men, the 6th did indeed smash through all of the Marines but was finally brought to bay at the edge of the fighter airstrip by an ad hoc group of engineers. After twelve separate rushes, the Japanese admitted defeat near dawn. In the morning the 124th made a series of small attacks to recover their wounded, then started the long, and quite soon, starving, road back to the coast.

# HE WHO HESITATES

## ASL SCENARIO Z17



**NADURET EL GHESCEUASC, LIBYA, June 12, 1942:** Rommel was moving the Afrika Corps in fits and starts, dashing about the desert unpredictably, as usual. General Norrie studied the movements, added up the tanks available to each side, then decided to commit the bulk of available British armour for a climactic battle. But too slowly. At the crucial moment before the actual attack on the German tanks, there was an argument between the 2nd and 4th Armoured Brigades about the command arrangements, which included temporarily transferring one brigade to another division. General Messervy, assigned command of the two British armoured brigades, set out to confer with Norrie about the problem. But Messervy was cut off by a German reconnaissance patrol and almost captured. Meanwhile, the 4th Armoured set atop the Naduret El Ghesceuasc, a small hill they were familiar with from previous engagements. As Messervy hid in a dry well, the 22nd paused a short but significant distance away from the 4th, awaiting orders. Rommel's intercept service reported the confusion to him promptly, and he moved to take advantage of the situation.

**VICTORY CONDITIONS:** The German wins instantly by accumulating 120 DVP without losing  $\geq 90$ . British AFV/crews that set up on board may exit the North edge without being counted for DVP. The German receives DVP for his units on/adjacent to the hillock.

### BOARD CONFIGURATION:

### BALANCE:

- Remove British 9-1
- ⊙ Add 8-1 Armor Leader to Brit OB

31	26
H1 28	29
30	27

### TURN RECORD CHART

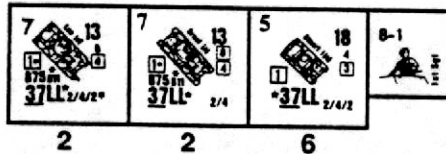
⊙ BRITISH Sets Up First

■ GERMAN Moves First

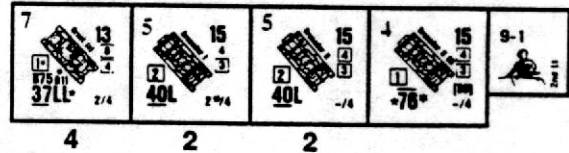
1	2	3	4	5	6	END
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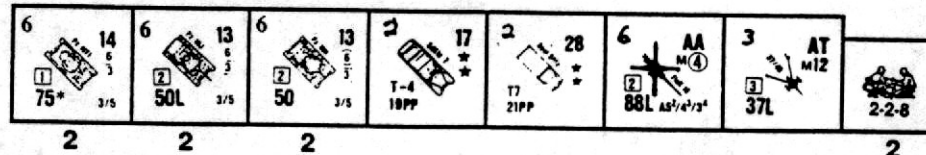
**Elements of 4th Armoured Brigade Set up within 3 hexes of 28oA10 and/or 31oC4: {SAN: 0}**



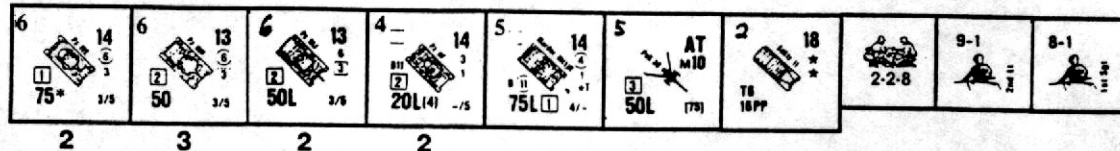
**Elements of 22nd Armoured Brigade Enter north edge of boards 28 and/or 30 on Turn 3 (See SSR 2):**



**Elements Panzer Regiment 8 Enter south edge of board 26 on Turn 1 (See SSR 2): {SAN: 0}**



**Elements Panzer Regiment 5 Enter west edge on/between 30P1 and 27R1 on Turn 2: (See SSR 2)**



### SPECIAL RULES:

1. EC are Very Dry with a light breeze from the west at start. Intense Heat Haze is in effect. Place overlay H1 on 28C9, D9. Place a Hillock Summit counter in hex 31oC4.
2. All vehicles of both sides enter having already expended 6 MP.
3. No British AFV may move out of the setup area (including under Recall) before Turn 3.
4. 37L must set up/enter en portee. See British Vehicle Note B.
5. No armor leader modifiers are conferred in the Marder.

**AFTERMATH:** The British hesitation was deadly, as Rommel was able to coordinate his two panzer divisions in a deadly pincer attack. 15 Panzer turned north and hit both the 2nd and 4th Armoured Brigades head on, while 21 Panzer smashed into 4th Armoured from the west. In both attacks numerous anti-tank guns mixed in with the armour, increasing the carnage among the British armour, with more than 20 tanks killed in the first 10 minutes. But the 4th Armoured fought desperately, recognizing the trap. At last 22nd Armoured arrived from the north, drawing off part of 21 Panzer. This left a gap through which the tattered remnants of 4th Armoured Brigade escaped. A great deal of British armour was destroyed, including many of the newly-arrived Grant tanks. General Messervy had escaped capture, but his tanks were not nearly so fortunate: 4th Armoured had been reduced from 95 tanks to 15. And Rommel had once again established armour superiority, leaving the British with lowered morale and decreasing confidence in their leaders.

# THE DEBT REPAID

DAGGER

## ASL SCENARIO Z18



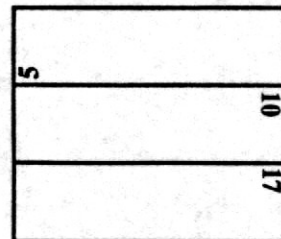
**LA HORGNE, FRANCE, May 15, 1940:** On the evening of May 11th, the French 3rd Spahi Brigade, composed of Tunisian and Moroccan regulars under Colonel Marc, inexplicably pulled back from their positions guarding the important Mouzaive ford on the River Semois. Immediately sent back by the commander of the Ninth Army, the Spahis found the Germans already well over the Semois, and challenging the Meuse River. After a fight with 2nd Panzer on the 12th, the Spahis were withdrawn back over the Meuse. As the rampaging 1st Panzer threatened to break out from the Meuse bridgehead, the Spahis were ordered to contain the German advance for at least 24 hours by defending the small but critical village of La Horgne. Marc recognized this as a sacrificial mission, but relished the opportunity for the brigade to redeem itself. The Spahis worked with great speed to transform the village into a stronghold. On the sunny morning of the 15th, the blitzkrieg arrived at La Horgne.

**VICTORY CONDITIONS:** German must Control 7 multi-hex buildings on board 10 at Game End without losing  $\geq 43$  CVP.

### BOARD CONFIGURATION:

### BALANCE:

- ☛ Exchange one MMG for a HMG
- ⊙ French may HIP two squads w/ SMC/SW



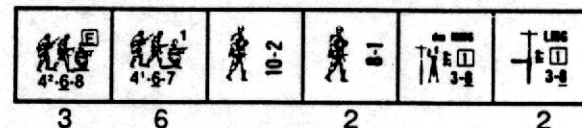
### TURN RECORD CHART

⊙ FRENCH Sets Up First	1	2	3	4	5	6	7	8	END
☛ GERMAN Moves First									

Elements of 3rd Battalion, 1st Infantry Regiment [ELR: 4] set up on/east of hexrow J on board 10: {SAN: 3}



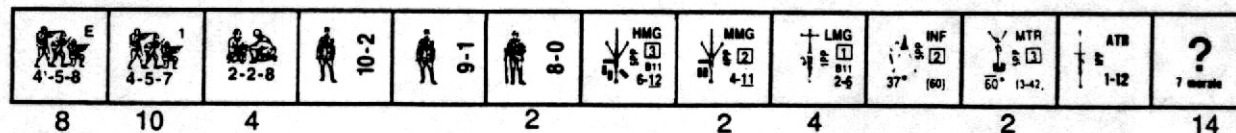
Elements of 2nd Bn Enter on east, south OR north edge on Turn 1:



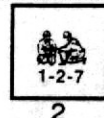
Armor elements of 1st Panzer Enter on East edge on Turn 1:



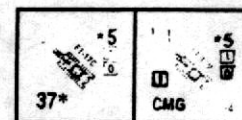
Elements of the 3rd Spahi Brigade [ELR: 3] Set up on/between hexrows Q & AA on board 10: {SAN: 5}



Set up  $\geq 4$  hexes from hex Y5:



Elements of 33 Battalion Set up adjacent to hex Y5 (see SSR 6):



### SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. Place Board 10 overlays as follows: X12 - EE1, FF1; X18 - EE10, DD9; O3 - X10, W10; G4 - R4, S4.
3. The broken side morale of all French MMC is one higher than printed. In addition, the French player may mark the first three non-crew MMC to pass a MC with a Fanatic counter [EXC: Heat of Battle].
4. The French may fortify three building locations, but tunnels are NA.
5. The Germans receive one module of 80-mm Battalion MTR OBA with Normal Ammunition which may fire smoke and HE.
6. The two French tanks must set up Abandoned, but may be remanned during play.

**AFTERMATH:** The Spahi Brigade fought valiantly and tirelessly, holding off General Balck's infantry regiment and supporting tanks throughout a series of frontal assaults, with Marc himself directing the fight from a forward command post in a church. By the afternoon, the Spahis had killed or wounded more than half of Balck's attacking officers, and many companies were at half strength. Balck himself came to the front and was surprised to see his men ducking enemy fire for the first time in the campaign. He began a flanking attack through the woods to the north of the village, surprising and wiping out some of the 2nd Moroccan Regt staff in close quarters fighting. He followed with a combined flank and frontal attack on La Horgne that finally broke the tenacious defenders, though individual pockets generally fought until captured or killed. Only a very few of the North Africans got out of La Horgne. By the time the village fell, more than 600 officers and men from the Spahi brigade were dead, with both regimental commanders also killed and Marc seriously wounded and captured. But through its annihilation, the Spahi Brigade

# THE TRAP AT TARGUL FRUMOS

DAGGER

## ASL SCENARIO Z19



**VICTORY CONDITIONS:** The German wins if at Game End he controls all buildings bounded by road 3U3-N4-Q8 and has earned more CVP than the Russian.

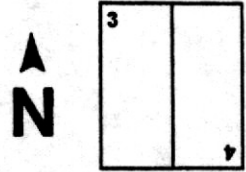
**TARGUL FRUMOS, ROMANIA, 2 May, 1944:** By mid-morning on May 2, the Soviet 16th Tank Corps had successfully penetrated the front near Targul Frumos along two lines of attack. Large armoured and motorized infantry formations began pouring through the breach in a head-long rush toward Jassy. In the face of overwhelming numbers, the Germans simply went to ground, allowing themselves to be overrun by the armour, but remaining to fight the inevitable mass of infantry behind. In this way, anti-tank weapons sighted in depth could deal unhindered with the armoured breakthroughs while artillery fire separated the enemy tanks from their infantry. By the time the first wave of Russian armour was approaching Targul Frumos, General von Manteuffel had deployed the 24th Panzer into two mixed battle groups, ready to deliver a careful counter-blow.

### BOARD CONFIGURATION:

### BALANCE:

♣ Delete one 628 from Soviet OB

★ Delete Hero from German OB

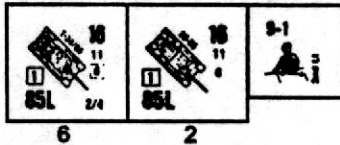
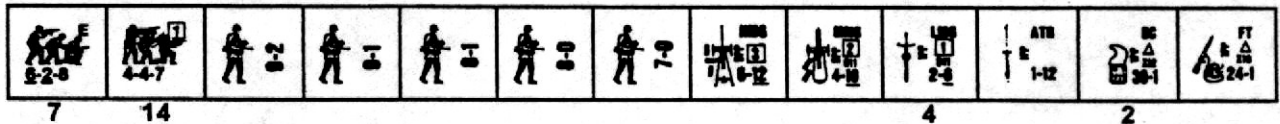


Michael Klautsky

### TURN RECORD CHART

♣ GERMAN Sets Up First	1	★ 2	♣ 3	4	5	6	7	8	END
★ RUSSIAN Moves First									

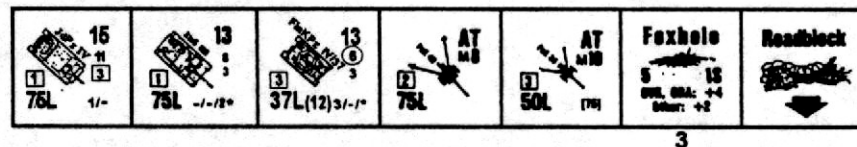
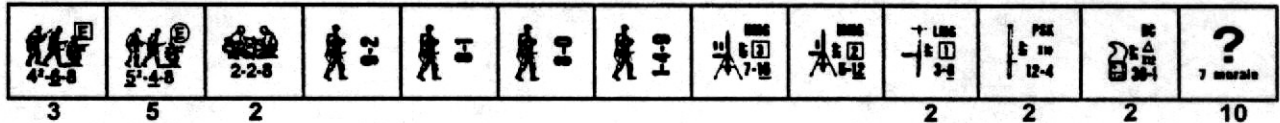
Elements of 16th Tank Corps [ELR: 3] Set up east of road 3GG5-X2-Q2-4GG6 but >4 hexes from hex 3R4: {SAN: 2}



Enter south and/or east edge on Turn 2:

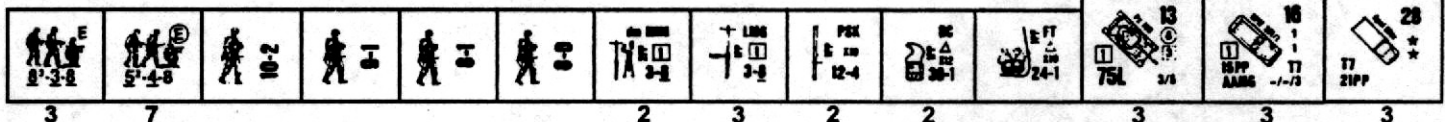


Elements of Panzer Grenadier Division Grossdeutschland [ELR: 4] Set up west of road 3GG5-X2-Q2-4GG6: {SAN: 4}



3

Elements of 24th Panzer Division Enter north and/or south edge on Turn 3:



### SPECIAL RULES:

- EC are Overcast with no wind at start.
- The German may set up 1 squad equivalent and any SMC/SW that stack with it HIP. The Stug and JdPz may set up concealed in concealment terrain but lose it per A12.34.
- The Germans may Set one DC as per A23.7 using HIP as per O11.621.
- To simulate radio jamming by the Germans, beginning on Turn 3 all Russian AFVs expending a MP to start must make a DR. On a DR >9 the AFV expends delay MP equal to a subsequent DR before attempting to start again, as per German Vehicle Note H.
- Halftrack and truck passengers may be set up on a cloaking display until they dismount, take a PTC/MC or fire.

**AFTERMATH:** 24 of the 34 Russian tanks that entered the village were taken out by hand-held anti-tank weapons. The rest fell victim to well-concealed ATs and tank destroyers. Still believing the German front line to have cracked, Russian armour continued to rush obliviously toward their objective. When Manteuffel's Panzers struck both flanks simultaneously, surprise was complete. Further confusion was created through the successful use of radio jamming, which left many Russian tankers completely disoriented. By the end of the day, 350 Russian tanks had been destroyed. In stark contrast, German losses amounted to only six tanks, one tank destroyer, and ten tanks damaged. Another three months would pass before the Russians entered Jassy.

# OUT OF THE FRYING PAN

DAGGER

## ASL SCENARIO Z20



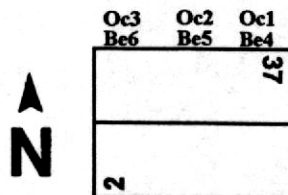
**VICTORY CONDITIONS:** The American wins instantly by exiting >24 VP of Marine personnel off the north (ocean) edge of the playing area OR by gaining 20 CVP without losing > 15 themselves. Optional VC: See SSR 6.

**POINT CRUZ, GUADALCANAL, September 27, 1942:** Since their defeat at Edson's Ridge earlier in the month, the Japanese had been quietly trying to consolidate their positions facing the west side of the American perimeter. The Marine command had meanwhile decided to push all Japanese back across the tiny Manatikau river, thus firming up the west side of their shaky defense. The Marine plan featured a three-prong attack, with two units trying to cross the river while a simultaneous sea landing took the river defenses from behind. The river attacks failed completely in the face of well-placed defenders, but garbled communications with headquarters resulted in the follow-up landing being initiated anyway. Col. Chesty Puller's 1st Battalion landed west of the river and quickly pushed several hundred meters inland to a long ridge. The Japanese were well aware of the landing, however, since they had been nervously anticipating such a threat for some time. Col. Edson's premature cancellation of the river assaults freed elements of the Japanese 124th Regiment to rush from both the south and west to cut the landing units off from the coast. Puller's second-in-command, in charge of the landing, was quickly killed by a mortar shell. With no radio, the Marines used t-shirts to spell out "HELP." Once the message was relayed by a liaison plane, Puller himself rushed to the rescue with a flotilla of landing craft escorted by the destroyer Monssen.

### BOARD CONFIGURATION:

### BALANCE:

- ★ Delete one Japanese crew from OB
- Exchange 12 Co. 8-0 for a 10-0



Karl Wallace

### TURN RECORD CHART

★ AMERICAN Sets Up First	1	2	3	4	5	6*	7	8	9	10	END
● JAPANESE Moves First											

★ Elements of A & B Companies, 1/7th Marines [ELR: 4] Set up within 3 hexes of 2 K7 with <= 1 MMC per hex: {SAN: 2}

Enter N edge on/after Turn 1 (See SSR 3):

● Elements of II Battalion, 124 Regiment [ELR: 3] Set up on board edge hexes on/between 37GG4 and 2M10: {SAN: 5}

Elements of 12 Co, 124 Regiment Enter south edge on/east of 2Z10 on Turn 2:

### SPECIAL RULES:

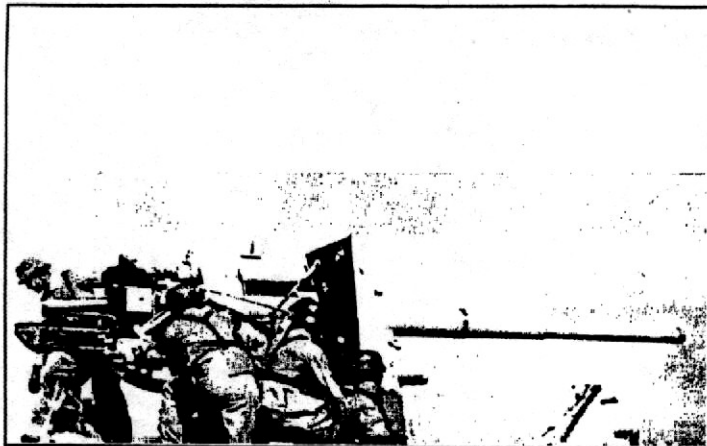
- EC are moderate with no wind at start. PTO terrain is in effect, including light jungle [EXC: all jungle on hill hexes (only), swamp, and water obstacles are kunai].
- Place overlays as follows: Be4-407, 414 on 37A10, B10; Be5-501, 507 on 37L10, M10; Be6-601, 607 on 566, 572; OC1-1001, 1002 on 403, 404; OC2 -2001, 2002 on 503, 504; OC3-3001, 3002 on 2144, 2145. Beach slope is slight.
- The US side is conducting a Seaborne Evacuation (G14.4). The LCV are actually LCV (unarmed, unarmoured), except one has the armament shown on the counter. See LC Note 3.
- The Marines receive 100+ mm NOBA (G14.6, HE only, +1 on all accuracy). Any Marine SMC may function as a SFCP (G14.61) but only if he has a LOS to the pre-designated northern board edge hex (G14.62). This LOS allows SFCP radio contact attempts. A different SFCP-SMC may be designated each player turn. This module may switch to a Shipboard Observer (G14.68, in the same pre-designated hex), but thereafter no US unit may load on any LC. This battery does not make a second access draw vs. non-hidden enemy units as per C1.21 but does for G14.68.
- Japanese units that exit the board do not count for US VP, even if broken.
- This scenario may be shortened to 6 turns. With this option, remove the LC from the Marine OB, and change the VC to read: "...wins at the end of any Game Turn if there are >28 VP of US personnel in beach hexes OR by gaining...".

**AFTERMATH:** As the boats arrived, Sgt. Raymond Raysbrook improvised semaphore signalling from the top of the ridge, helping Monssen to bring down protective fire. Despite heavy attacks by the Japanese, the Marines organized a fighting withdrawal, their retreat toward the waiting landing craft aided by a corridor of shellfire. Punished by the Marines and Monssen, most of the II/124 pulled back to reorganise. Elements of 12 Company fought on to deny the Marines their exit. In the end, the surviving Marines hurried onto the boats, carrying their many casualties, and the boats huddled away from the beach amid scattered small arms fire. A BAR man later received the Bronze Star for his efforts holding back the Japanese during the withdrawal, while Coast Guardsman Milton Munro earned that service's only Medal of Honor of the war for his work shielding the embarking Marines from the Japanese before being killed. But solid individual performances by them and Puller could not cover the stink of a major command blunder by the Marines. The Marines soon pulled back from the Matanikau, leaving the Japanese to plan their next move to retake the airfield.

# AT ANY COST

DAGGER

## ASL SCENARIO Z21



**VICTORY CONDITIONS:** The British win immediately by capturing/eliminating all German Guns or by reducing the Germans to <= one Good Order MMC on board 28 at Game End.

**EL ALAMEIN, November 2, 1942:** The second battle of El Alamein had been raging for nine days, forcing the Afrika Korps to send its mobile reserves to the heavy fighting near the coast. This depletion of forces in the central and southern sectors of the front was noticed by the British, who had been waiting for such a move. The shift northward left a large proportion of the Axis south in the hands of Italian defenders, without much of the standard "corsetting" of German troops and around them. The second phase of the British battleplan was codenamed Operation Supercharge. The concept was to punch a hole through the extensive minefields and leapfrog two Armoured Divisions into the German/Italian rear echelon troops and supplies while the bulk of the German armour was away in the north. Supercharge had the additional benefit of striking at the inherently weak junction between the Germans and Italians. At 1 AM on the 2nd, the assault began. With the sky marked by artillery explosions and burning vehicles, the 9th Armoured Brigade rumbled forward.

**BOARD CONFIGURATION:**

**BALANCE:**

⊙ British are Elite (C8.2)

⊕ Add 248 to German OB

N

29	28	30	27
	Sd2	Sd5	
	S5	D5	

Peter Mudge

## TURN RECORD CHART

⊕ GERMAN Sets Up First	⊙ 1	⊙ 2	3	4	5	6	7	END
⊙ BRITISH Moves First								

**Elements of 21 Panzer Division [ELR: 4] set up on any whole/half hex of board 28 (See SSR 3): {SAN: 4}**

4'-6-8	4'-6-7	2-2-8	2	2	2	2	36 factors	18 factors	2	4	5
--------	--------	-------	---	---	---	---	------------	------------	---	---	---

**Elements of DAK AA Battalion 28 set up on board 29 (See SSR 3):**

2	2-2-8
---	-------

**Elements of 9th Armoured Brigade [ELR: 4] Enter on East edge on Turn 1: {SAN: 2}**

13	15	15	9-2	9-1
----	----	----	-----	-----

**Elements of the 152nd Infantry Brigade Enter on East edge on Turn 2 (See SSR 5):**

14	2	2	4	2	6
----	---	---	---	---	---

## SPECIAL RULES:

- EC are Very Dry with a Mild Breeze from the southwest at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: Sd2 on 29 K6, K7; S5 on 28 K4, L3; Sd5 on 30 L6, L5; D5 on 30 X1, Y1.
- The 50Ls may not set up in a Trench/Sangar but may set up Emplaced (F1.A). Only the 50Ls and 88Ls may Bore Sight. The mine factors represent a hidden Minefield 6 hexes long with 6 AP/3 AT factors per hex. The Minefield may set up on any whole hex of board 30 and/or any hex of board 27 numbered >6.
- The 88L crews may not break voluntarily nor abandon a non-malfunctioned Gun.
- Place the British sniper counter on board during the RPH of Turn 2. British Passengers may enter using a cloaking display (E1.41.) Each truck is immediately Recalled upon ending a MPH during which it has unloaded ANY passenger.

**AFTERMATH:** A great number of German and Italian positions and guns were overrun in the darkness, and it looked as though the 9th had indeed knocked a hole in the Axis line. But due to a late start and slow progress in the minefields, dawn found the Brigade still in front of an impressive, and heretofore unknown, line of heavier AT weapons. The British AFV were swept by an awesome concentration of fire. Tank after tank burst into flames, and boiling black smoke filled the sky over the southern battle. The 9th was quickly reduced to but 19 tanks of their original 123. Yet they did achieve their objective of clearing a path for follow-up forces, who quickly turned the tide of the battle, and began the El Alamein defeat for Rommel. Ironically, Montgomery had told the 9th's Brigadier Currie that he was prepared to accept 100% casualties to accomplish the breakthrough. The cost was nearly that great.

# WINTER BLUES

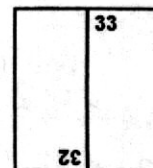
DAGGER

## ASL SCENARIO Z22<sub>a</sub>



**NORTH OF NOVGOROD, RUSSIA, 19 March, 1942:** In mid-January, the Soviet 2nd Shock Army smashed through the weak, overextended German line along the Volkhov River. Its ultimate goal was the relief of the besieged city of Leningrad. The attack was slowed by stubborn German forces holding isolated strongpoints which the Soviets were forced to flow around. A narrow corridor was cleared through which the Soviet cavalry, armour and Siberian ski battalions raced towards Leningrad. The Germans planned to counter this by sealing off the Russian penetration at the base of the corridor to strangle it through lack of supplies. The northern pincer of the counterattack was made by I Corps, spearheaded by the 4th SS Police Division. The southern pincer was centered around the veteran 58th Infantry Division, which was bolstered by several battalions of the Spanish Blue Division. This all-volunteer unit of Spaniards had fought well with Army Group North thus far in the war. These two groups were to rendezvous at a wooded clearing known as Erika. On March 15th, in temperatures of 50 below zero, through thick forests buried under four feet of snow, the German and Spanish ski assault troops attacked.

### BOARD CONFIGURATION:



David Z. Lamb

**VICTORY CONDITIONS:** The Axis wins if they control more terrain VP than the Russians at Game End. For VP purposes, each building and bridge hex is worth one point [EXC: buildings 32FF4 and 33Y1 are worth 0 VP each].

### BALANCE:

- ★ Exchange Soviet 8-0 for an 8-1
- ♣ Remove 6 mine factors from Soviet OB

### TURN RECORD CHART

★ RUSSIAN Sets Up First	♣	1	2	3★	♣	4	5	6	7	8	END
♣ AXIS Moves First											

Elements of the 305th Rifle Division [ELR: 3] Set up in buildings within four hexes of 33Q10 with one non-HIP MMC per hex: {SAN: 3}



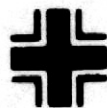
4-4-7	2-2-8	7-6-12	5-6-12	ATR 1-12	NTR 5-6-12	Minefield	7 morale	INF n15
6						24 factors	5	37



8-2-8	7-7	2-2	5-6-12	17 76 2/4	16 20LL(4) -2
8		2			2

Elements of the 2nd Shock Army [ELR: 4] Enter west edge on/between hexrows P and Z on Turn 3 with 1/2 MF/MP:

Elements of the 250th Azul Division [ELR: 3] Enter south edge on Turn 1: {SAN: 2}



4-4-7	2-2-7	2-2	2-2	7-7	3-3	3-3	3-3	3-3	3-3	3-3	37L H(0)	AT M12	10 18 PP
12	2					2	2	2			2		2



6-5-8	2-2	2-2	3-3	ATR 1-12	14 75+
5					2

Elements of the 4th SS Police [ELR: 4] Enter north edge on Turn 4:

### SPECIAL RULES:

1. EC is Snow, with a moderate wind from the northeast. Deep Snow is in effect, with Drifts (E3.75) and Extreme Winter (E3.741). Only the 32Q1-05-09-33Q10-L5-Q1 road is plowed. Remove any drifts that are placed along plowed road hexsides.
2. Place overlays as follows: OG2 on 32E5-F4; OG4 on 32D1-C2; OG5 on 32D2-E3; Wd2 on 33I10-I9; Wd3 on 33E5-E4; Wd4 on 33BB9-BB8; Wd5 on 33BB5-CC6; St1 on 33W5-W6. Two-lane stone bridges exist in 32O7, O8 and 33oW9. Hedges and walls do not exist. All buildings are wooden and have a ground level only.
3. All infantry [EXC: crews and Russian 4-4-7's] are winter camouflaged and ski capable (E4). Use Axis Minor counters to represent the Spanish infantry of the Azul (Blue) Division. Three Spanish squads may secretly be designated Assault Engineers/Sappers (H1.22-.23). The Spanish do not pay captured use penalties for German equipment.
4. The Spanish receive a module of 70+ mm OBA (HE only) with an Offboard Observer on hex 33GG1 at level 2. The first Battery Access draw is automatically black, but may not be made until Turn 3. Any DR of 12 during an OBA attack results in the cancellation

- of the Fire Mission and the loss of the module.
  5. AP mines may be exchanged for A-T mines, and either type may be placed on either board between on/between hexrows K and W [EXC: plowed road hexsides].
  6. Hand to Hand Close Combat is available for both sides.
- AFTERMATH:** The Russians realized what was at stake and had strengthened the penetration base as much as possible. Thick minefields were laid in all negotiable clearings. The severe cold caused great difficulties for the attacking battlegroups. Mortars malfunctioned because ice formed in the barrels and shells no longer fit. Ordnance had shells burst inside their barrels because the rifling kept icing up. Those that did fire had their effectiveness virtually negated by the deep snow. Bloody hand to hand fighting with the Siberians was common as the attackers found that their most reliable weapons were often hand grenades, trenching tools and bayonets. Many of the Axis troops were unable to break through the first day, and only a few were successful in linking up with the 4th SS. But the next few days would see more succeed, strengthening the severance of the Russian supply line and hastening the end for the 2nd Shock Army.

# SETTING THE WOODS ON FIRE

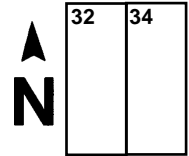
DAGGER

## ASL SCENARIO Z23



**East of Woffheze, The Netherlands, September 20, 1944:** The Fourth Parachute Brigade had dropped as part of the second lift in the Arnhem operation. It soon became clear to its commander, Brigadier Hackett, however, that the overall situation was less than rosy. Instead of quickly marching away to carry out their assignments, his battalions were immediately embroiled in constant and costly skirmishes, and found their way toward their Arnhem objectives entirely blocked by strong German defenses. After a day of fruitless and bloody attempts to continue with their now-impossible assignments, Hackett and General Urquhart decided to immediately withdraw all of the Brigade's remaining troops from their exposed positions near the Johannahoeve Farm to a more defensible perimeter around Oosterbeek, several kilometers away. After a disastrous scene on the landing zone Hackett's men were guarding for the third airlift, the paras joined the withdrawal, harried every step of the way by a German front that was constantly growing in size, strength and confidence. By 1900 on the 19th, about 200 men from 156 Battalion's rear guard and Hackett's Brigade HQ had reached a point just south of the railway line, where they spent a night filled with the din of exploding shells and in skirmishes with patrols. At 0700 on the 20th, the move toward the positions around the Hartenstein Hotel was continued.

### BOARD CONFIGURATION:



Kurt Martin

**VICTORY CONDITIONS:** The British must exit 26VP (excluding prisoners) off the south and/or east edge on/between hexes 34GG6 and 34Y1.

### BALANCE:

- ☒ Delete on 4-5-8 from British OB
- ⊙ Add one 2-4-8 to German on board OB

### TURN RECORD CHART

☒ GERMAN Sets Up First	☒ 1	☒ 2	☒ 3	☒ 4	☒ 5	☒ 6	7	8	9	END
⊙ BRITISH Moves First										

**Elements of 156 Battalion and 4th Parachute Brigade HQ [ELR: 5] Set up within 2 hexes of 32H4: {SAN: 2}**

6 <sup>+</sup> 4-8	4 <sup>+</sup> 5-8	4 <sup>+</sup> 5-7	2-2-8	8-2	8-1	8-0	2-7	8-3	2	7 morale	37	40L
10	7	3		2	2	2	6	3	2	14	2	

**Elements of 8 Company, SS Battalione Eberwein, AG Bde 280, 9th SS Recon and Kampfgruppe Krafft [ELR: 4] Set up within 3 hexes of 34H6: {SAN: 4}**

5 <sup>+</sup> 4-8	2-4-8	8-0	5-12	50 [2-13]	7 morale	1	4 <sup>+</sup> 6-7	8-1	3-8	50 [2-13]	7 morale	A	13 75L -/2*
3					13		5				4	B	*33 20L (4) -/5*
2	4 <sup>+</sup> 6-8	8-2	3-8	7 morale		3	4-4-7	7-0	3-8	7 morale		C	16 37L -/3*
	4			6			6				4		

### SPECIAL RULES:

1. EC are Moist with no wind at start.
2. The stream and all ponds are shallow. The 32X4 to 34Y10 route is a path.
3. British suffer from Ammo Shortage.
4. The three German reinforcement infantry groups and the three vehicles each enter in an order determined by secret Random Selection (e.g. 2, then 1, then 3 and C, B, A). Resolve any ties with subsequent dr and note all results on a side record. The six forces enter, one per turn, on the turns indicated for each infantry and vehicle force below. Entry hexes are determined for each force by a dr at the start of the MPh of the Player Turn of entry:

	dr - Entry Hex	dr - Entry Hex	dr - Entry Hex
Turn 1 - 1st Infantry	1-2 - 32Y10	3-4 - 32I10	5-6 - 32A5
Turn 2 - 2nd Infantry	1-2 - 34Q1	3-4 - 34A5	5-6 - 34GG5
Turn 3 - 1st Vehicle	1-2 - 32Y10	3-4 - 32I10	5-6 - 32A5
Turn 4 - 3rd Infantry	1-2 - 34Q1	3-4 - 34A5	5-6 - 34GG5
Turn 5 - 2nd Vehicle	1-2 - 34Q1	3-4 - 34A5	5-6 - 34GG5
Turn 6 - 3rd Vehicle	1-2 - 32Y10	3-4 - 32I10	5-6 - 32A5

Units may enter within two hexes of the assigned hex. Mark each entry area with a labor counter -1. Only one of the six entry hexes may be used twice (and marked with labor -2).

5. Despite the name of the scenario, Kindling is NA.

**AFTERMATH:** The morning passed quickly, as steady progress was made against scattered opposition. But soon the skirmishing was fierce and constant, as it became clear that 4th Brigade was moving through groups of Germans who were also on their way toward the new British defenses. Resistance to the advance stiffened as the day wore on, and much of the fighting was hand to hand. Hackett himself was using rifle, grenade and bayonet all that afternoon like any infantry private, and lead a rush or two at close quarters, which he called "an unusual and stimulating experience for a brigade commander." German infantry and AFVs got thoroughly mixed up with the paras and it grew increasingly hard to for Hackett to hold the unit together. Fortunately for Hackett, Von Tettau and the other German commanders did not recognize the British moves as a desperate retreat, and failed to seal the paras' fate. Nonetheless, many men from 156 Battalion were killed, including the commander, Sir W. R. de B. des Voeux and most of the other battalion and HQ officers. It was a long and savage day, towards the end of which the paras were still in admirable heart but desperately short of water, food and ammo. Many were now using German weapons. Towards evening, after an afternoon of continuous fighting, a final desperate rush brought Hackett and a group of some seventy men into the British lines. Few men of the other 4th Brigade battalions had preceded them. But for the survivors, the Oosterbeek perimeter seemed wonderfully peaceful in comparison with their day in the woods.



# MEN OF STONE

DAGGER

## ASL SCENARIO Z24



**TANABARU, OKINAWA, May 4, 1945:** The emperor's birthday had come and gone, and with it, much of the 32nd Army's hope for salvation on Okinawa. After a month of pounding from the Americans, no significant reinforcements had arrived, despite many promises. But day after day, they negated the incredible material wealth of the American attack with steadfast personal sacrifice. Still, many of attack-obsessed Japanese officers began to chafe at the cave-and-bunker strategy, despite its obvious success in exacting heavy penalties from a superior enemy force. And the hotheads finally got their way, extracting from Ushijima and his master strategist Yahara a promise for a grand counterattack. Passion for action and romantic self-sacrifice won out over rational economy of force and the carefully-husbanded Japanese 27th Tank Regiment and artillery was committed to support the infantry of the 24th Division as they emerged from their tunnels and bunkers to fight "above ground" for the first time in the Okinawa campaign.

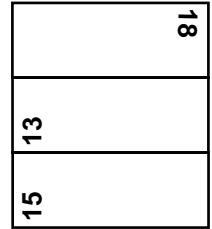
**VICTORY CONDITIONS:** The Japanese win at the end of any Game Turn when they have the only Good Order units on hill mass 18J2, providing they have lost <22 VP.

(only hexrows R-GG on boards 13 and 15 and A-P on 18 are in play)

### BOARD CONFIGURATION:

### BALANCE:

- ☆ Add one 7-0 to US OB
- Exchange one Japanese MMG for a HMG



Kurt Martin

### TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	END
● JAPANESE Moves First						/	

**Elements of the 4th Battalion, 17th Regiment [ELR: 4]** Set up on board 18 including half hexes shared with board 13: {SAN: 4}

 1 6-6-6	 1-5	 8-0	 3 6-12	 2 4-10	 3 60*(13-45)	? 7 morale	 13 75 2/4/4	 13 5 OVR, OBA: +4 Other: +2	
7				2		12		9	

**Elements of 1 Battalion, 56th Regiment, 24th Division [ELR: 3]** Set up concealed in any board 15 hexes: {SAN: 3}

 E 4-4-8	 2-2-8	 10-2	 10-1	 10-0	 9-0	 2 4-11	 1 2-6	 2+ 50*(1-10)*	 30-1	 Type 62 INF M12 70* [(3)*-70]	
12		3		2		2		3		2	

### SPECIAL RULES:

1. EC are Mud and Overcast, with a light breeze from the southwest at start. There is a +1 LV Hindrance in effect for turns 1 and 2 only. This is in addition to any Rain LV.
2. Place a wood rubble counter in each building hex during setup. The Stream is Shallow; the 13DD2 pond is an open ground valley (level -1).
3. All Japanese SMC that set up stacked with an MMC may be recorded on a side note and left off-board until they take a TC/MC, use their leadership for a fire attack, or are alone in a location.

**AFTERMATH:** Elaborate measures taken to conceal the mustering of the assault troops were largely successful, but as soon as the Japanese artillery began to hammer away before dawn, the Americans were alerted that something was up. And the slaughter began. Although the Japanese had dished out their heaviest bombardment of the war, the well dug-in Americans took few casualties, and responded with their usual incredible volume of air land and sea bombardment. Only in Ito's sector did the Japanese avoid annihilation. The Iron Captain took his 1st Battalion not only into the Army lines facing them, but beyond, forging a tiny breakthrough that actually reached its first day objectives. Reaching the Tanabaru escarpment that the Japanese had lost almost two weeks before, he signaled his success with a flare. But no one would be joining his advance, as the rest of the offensive was a disastrous failure, with even the bombardment causing less damage to the Americans than hoped, as it found them in entrenchments, rather than out in the open on the attack. Still, with no heavy weapons and no support, Ito's men destroyed many tanks and aircraft and caused heavy casualties among the Army units facing them. And their minor victory suggested what the Japanese might have done if properly led and equipped. On May 7, Ito and his survivors slinked back to their own lines.

# KNIGHT'S MOVE

DAGGER

## ASL SCENARIO Z25



**Near Drvar, Yugoslavia, 25 May, 1944:** From German Intelligence sources it was learned that the time was right to begin a new offensive against the Yugoslav partisans. The main objective of Operation Rosselsprung (Knight's Move) would be the elimination of Marshal Tito and the destruction of the Supreme Communist Command HQ. In order to gain surprise and prevent Tito from escaping before ground forces could capture him, Otto Skorzeny's elite SS Para-Battalion 500 would be airdropped near Tito's HQ. There they would kill or capture Tito, destroy the main HQ and await relief by the 7th SS Mountain Division, 'Prinz Eugen'. By 0800, one hour after the paras and gliders were on the ground, the Battalion had achieved most of its objectives. It had secured the town, destroyed the communications building and captured the radio station. But the glider detachment assigned to seize Tito in his fortified cave outside of town had been virtually massacred upon landing. Upon learning this, Lt. Rybka rallied his battalion reserves and moved to attack the fortified hill cave, known as The Citadel. But the SS lacked the strength and firepower to take on such a formidable position, and they were bloodily repulsed several times before Rybka pulled back to regroup and wait for reinforcements from the second drop.

**VICTORY CONDITIONS:** The German wins at the end of any player turn if he controls hex 25-U7 with an MMC without there being an unbroken enemy unit in the cave OR instantly by destroying the cave.

### BOARD CONFIGURATION:

**BALANCE:** ♣ Remove one Part 50 MTR

★ Remove on board DC

N	25
	18

Dave Y. Lamb

### TURN RECORD CHART

♣ PARTISAN Sets Up First	♣ 1	2	3	♣ 4★	5	6	7	8	9	END
★ GERMAN Moves First										

**Elements of SS ParaBn 500 [ELR: 5] Set up on board 18 in hexes numbered <=5: {SAN: 3}**

6	3			2				8		4

Enter south edge on Turn 1:

10					2	3		3	

3

3-8

DC 30-1

**Elements of Tito's escort battalion and Officer Cadet School [ELR: 5] Set up on board 25 [EXC: No wire in 25V7]: {SAN: 4}**

6	11						2	2	3	3	2	12

Enter North edge on Turn 4:

4	6	6	7	2	

14

5-2-7

1-9

LMG 2-7

ATR 1-12

### SPECIAL RULES:

- EC are Dry with a mild breeze from the NorthEast at start. All woods are brush, all wadis are gullies, all Hammada is Crag. Crag is concealment terrain. Place overlays as follows: **B1** - 25Y2, **B2** - 25V2, W2.
- All Partisans are Fanatic (A10.8). 5-2-7 squads and their half-squads retain their printed Strength Factor and Broken morale level [EXC: treat their morale as underlined], but otherwise are treated as Partisans. Partisans may neither Deploy nor form multi-location FG. The Partisans use British MGs, Italian 81mm MTR (no SMOKE), and Russian ATRs and 50mm MTRs. Captured use penalties only apply for German equipment. The tank crew is inexperienced (D3.45).
- German SS squads do not have inherent Assault FP. PF are HE equivalency 100mm for cave destruction. B11.433 applies to Germans.
- The cave in the partisan OB must be set up unconcealed at Level 2 in hex 25U7 (CA: U7-V7). Treat the Partisans as Japanese for use of this cave. There is no cave complex.
- No Quarter is in effect for both sides.

6. After setup, but prior to the start of Turn 1, the German player receives a special air attack phase. This phase is conducted as it if were the end of a standard Partisan MPh, including Partisan AA. The German air support consists of three DB and one FB (all with bombs). After this Air/AA phase, all aircraft are recalled and Turn 1 begins. All results [EX: Pin, DM, etc.] remain in effect.

**AFTERMATH:** The second airdrop landed on time and largely intact and the paras returned to the attack. After a limited air strike, the Germans pressed toward and up the hill in determined rushes, through curtains of mortar bombs and machine gun fire. The attack neared the cave itself. But Tito's escort battalion and officer cadets had been heavily reinforced during the morning by the 1st Battalion of the crack 1st Brigade. These fresh troops joined other partisan formations in bringing considerable pressure on the flanks and rear of the SS Battalion. The paras pushed on, but when Rybka was severely wounded, the attack lost steam, then died. Threatened with encirclement, the battalion fell back to the cemetery in Drvar where they hoped to hold out until relieved by ground forces. Operation Rosselsprung had failed.

# THE CEMETERY

DAGGER

## ASL SCENARIO Z26



**VICTORY CONDITIONS:** The Partisans win at the end of any player turn in which the Germans have no Good Order MMC in a graveyard location nor building oM5.

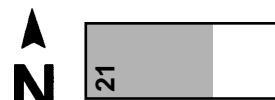
**DRVAR, YUGOSLAVIA, 26 May, 1944:** Operation Rosselsprung (Knight's Move), the attempt to capture or eliminate Marshal Tito, had ended in dismal failure. The surprise airborne assault on his headquarters, for which the Germans had held such high hopes, had ground itself up on the slopes of Tito's fortified hillside. After an afternoon of costly assaults that approached but never reached the HQ cave, the Germans admitted defeat. The SS Paras were now plagued by encirclement and growing partisan pressure. Food, water and ammunition were running short due to intense heat, heavy fighting and ineffective supply drops. Relief columns that had been ordered to break through to the paras that first day had failed to appear. The German commanders sent runners to notify all elements of the battalion and its supporting units to disengage and fall back to the town of Drvar. After an extremely difficult fighting withdrawal, they arrived at the town's cemetery, the most defensible position available to them. Inside the cemetery's thick stone wall, the survivors organized for a decisive fight, now on the defensive.

### BOARD CONFIGURATION:

### BALANCE:

⚔ Add a 7-0 leader to the German OB

★ Add one hero to the Partisan OB



(Only hexrows A-W are in play)

Dave Z. Lamb

### TURN RECORD CHART

⚔ GERMAN Sets Up First	★	1	2	3	4	5	6	END
★ PARTISAN Moves First								

**Remnants of SS Para-Battalion 500 [ELR: 4] Set up in graveyard hexes and/or oM5: {SAN: 4}**

 6-5-8	 5-4-8	 4-4-7	 2	 2	 2	 2 5-12	 2 3-8	 10 12-4	<b>Foxhole</b> 5 15 OVR. ODA: +4 Other: +2
5	4	2				2	2		6

**Elements of 1st Battalion, 1st Brigade [ELR: 5] Enter on Turn 1 along any/all board edges: {SAN: 4}**

 5-2-7	 3-3-7	 2	 2	 2	 2 4-10	 2 2-8	 1-12	 30-1	 50-13-20	 8-3
9	11						3		2	2

### SPECIAL RULES:

- EC are Dry, with no wind at start. No buildings have a 2nd level. Place overlays as follows: **O5** on J3, K4; **O1** on J5; **X7** on M5. Treat all graveyard hexsides that border an orchard overlay as wall hexsides.
- Night Rules are in effect. The initial Base NVR is two, with Scattered cloud cover and no moon. The Partisan is the Scenario Attacker; the German is the Scenario Defender. The Majority Squad Type for the Germans is Normal. All Partisans are Stealthy. Partisans have no MMC starshell usage dr.
- All Germans suffer from Ammo Shortage (A19.131). They have no PF.
- All Partisan 527 squads (and their half-squads) retain their printed strength factor [EXC: treat their morale # as underlined] and broken morale level, but otherwise are treated as Partisans. They may not deploy. The Commissar operates as per A25.22 for the partisan units. Partisans only pay captured use penalties for German equipment.
- All Graveyard hexes are considered Rally terrain for German units only.
- No Quarter and Hand to Hand combat are in effect for both sides.

**AFTERMATH:** The partisans of the 1st Proletarian Brigade, confident now that they had engaged and held regular forces, were determined to destroy the last survivors of the para battalion. The SS fought with the desperation of men fighting for their very existence. Both sides were quite aware that come morning it was likely German relief columns would break through. With nightfall came savage fighting, highlighted by attacks and counter-attacks around the wall, often with daggers and trench shovels. The partisans repeatedly poured over the wall to flood the German perimeter, only to be repelled again and again. The last assault came just before dawn, but it failed, as had all the others. The partisans began to melt away as German armoured cars from the Prinz Eugen Division broke through from the east, followed shortly by the arrival of other battle groups coming from the west and north. Meanwhile, the withdrawing partisans were heavily mauled by dawn strikes from the Luftwaffe, which harried them all the way into the surrounding hills. The now-reinforced survivors of the SS Paras returned to Tito's cave, where their reward for all their sacrifices was one of Tito's uniforms, his jeep, and a great amount of propaganda material. Most of the survivors then received a posting to the Eastern Front.

# THE CORRIDOR

DAGGER

## ASL SCENARIO Z27



**VICTORY CONDITIONS:** The Russians win at Game End by scoring >15 building VP. Each board 22 building hex with a coordinate of 5 or greater is worth 1 point. All building hexes on board 7 are worth 2 points. For every German civilian unit that exits the West edge of board 7 the German may subtract 1 point from the Russian total.

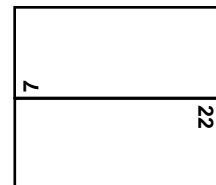
**KONIGSBERG, EAST PRUSSIA, 20 February, 1945:** Königsberg had been surrounded for nearly three weeks by the Soviet 2nd and 3rd Belorussian Front Armies. For 18 of those days the Soviets had attacked time and again along the entire perimeter of the city. Both sides suffered heavy casualties, yet the German line held. Meanwhile the German High command had made plans for a two-pronged attack aimed at reestablishing a line of communications between the city and German forces on the Samland peninsula. The attack caught the Russians completely by surprise, and a narrow corridor was opened to the city. Even as a trickle of supplies reached the defenders, thousands of panic-stricken refugees streamed in the opposite direction, headed for the Baltic coast and German Navy units operating there. The overall Russian Commander, Marshal Vasilevski, realizing that this annoying break in the encirclement could get out of hand, ordered all available units to eliminate the tenuous link to the west.

### BOARD CONFIGURATION:

### BALANCE:

★ Add a 4-5-8 to the Russian OB

☒ Germans win by scoring >30 CVP



Peter Mudge

(Only hexrows A-P on board 7 and R-GG on board 22 are in play)

### TURN RECORD CHART

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

**Elements of 69th Inf. and 561 Volksturm Divisions [ELR: 2] Set up on coordinates >4 on board 22 and/or on 7 south of river (See SSR 3): {SAN: 4}**

	4'-6-7 3	4-4-7 2	4-3-6 4	2-2-8 3	1-8 1	8-0 1	8-0 1	5-12 2	3-8 2	12-4 2	7 morale 8	INF M10 75*	H5(9) AA M8 37L(8)
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**Elements of 5th Panzer enter North edge of board 7 on Turn 1:**

5'-4-8 2	10-2 2	3-8 2	16 20L(12)	16 15PP AAMG -/-/3
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**Refugees enter East edge of board 7 on the indicated turn:**

Turn 1 (1)-0-6 4	Turn 2 (1)-0-6 2	Turn 3 (1)-0-6 2	6 CSA T7 15PP 2	AT M10 50L (75) 3	WPH/RPH: or = INF CC: +1/-1 3	Foxhole 5 OVN, OBA: +4 Other: +2 3	Roadblock 3
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**Elements of 1st Tank Corps [ELR: 4] Enter on South edge on Turn 1: {SAN: 3}**

6-2-8 4	4-5-8 4	4-4-7 4	2 2	2 2	2 2	4-10 2	2-8 4	30-1 2	Radio 6/7/8 2	16 11 6 85L 2/4 2	16 11 6 76L 2/4 2	9-1 2
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### SPECIAL RULES:

- EC are Wet and Overcast with no wind at start. Falling Snow is possible. Ice Rules (B21.6) apply on the board 7 river. Treat the board 22 stream as a Gully, and treat all Marsh hexes as Brush.
- Place wood rubble counters on all buildings north of the river and on 7P10. All the remaining buildings on board 7 are wooden.
- The Germans may set up one squad equivalent and any SMC/SW that stack with it them HIP. Only the MMG may Bore Sight. The roadblock and wire counters may set up anywhere on board 22. Any Fortification counters that set up in concealment terrain may use G.2.
- Russian AFV's may not enter building hexes. The Russians receive an 80+ Battalion Mortar OBA module (HE only) with plentiful ammo.
- The 9-0 Finnish leader is treated as a Commissar for conscript units only. His Commissar abilities are NA with all other infantry units, but treat him as an Allied leader (A10.7)

for non-conscript SMC/MMC.

6. The Civilian refugees may not use CX nor Gallop, nor may they enter deployed. Any Pin or MC failure is treated as Casualty Reduction, but for MMC's only. The Sledges ignore Pin results but are eliminated for MC failure. Civilian units ignore ELR restrictions and will not surrender to Russian units.

**AFTERMATH:** The Russian attacks were aimed at several points along the corridor, one of which was the local Nazi Party official's home located just outside the city limits. Using their vast resources of artillery and tanks, the Russians tried in vain to break through the resolute defenders. During the fighting, hundreds of refugees braved the gauntlet of fire to reach the coast, and theoretical safety aboard the ships there. In the end there were two ironic twists of fate. First, the city surrendered in April without the Russians ever having broken the corridor. And thousands of civilians did manage to board ships heading for the northern German ports, only to find an icy grave at the bottom of the Baltic after prowling Russian submarines sunk them with their rescuers.

# SOLDIERS OF CONSTRUCTION

DAGGER

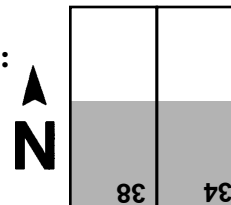
## ASL SCENARIO Z28



**NAHA AIRFIELD, OKINAWA, 8 June, 1945:** The schism between the Japanese Army and Navy reared its ugly head once again on Okinawa. In late May, members of Admiral Minoru Ota's Naval Base Force complied with a request from General Ushijima to join the general Army withdrawal on the island. The naval garrison, stationed for the most part on the rugged Oruku peninsula, destroyed most of its equipment and weapons too heavy to carry. They staggered through the torrential rains to their planned positions. Oka's area turned out to be so exposed that some of his staff members begged to return to their original fortifications, arguing that they were Navy units and could disregard Army plans. Until then a model of rare interservice cooperation, the admiral permitted half of his troops to return to the peninsula. When part of the 6th Marines landed on Oroku on June 4, they found the Navy troops armed with hundreds of machine guns and light cannon stripped from fighter planes. A more cohesive force could have done great damage with this armament, but within three days the Marines had cleared the Naha Airfield of enemy, leaving the area to Seabee units to begin fixing the strip for immediate use.

**VICTORY CONDITIONS:** The US must clear one complete runway without losing >12 CVP.

### BOARD CONFIGURATION:



Kurt Martin

### BALANCE:

- ☆ Remove one 336 from on-board OB
- Exchange 8-0 for 10-0

(only hexrows A-P are in play)

### TURN RECORD CHART

☆ AMERICAN Sets Up First	☆	1	2	3	4	5	6	END
● JAPANESE Moves First								

★ Elements of 234th Construction Battalion [ELR: 3] Set up on board 38 within 4 hexes of G7 {SAN: 2}

3-3-6 11	8-1	8-0	4-10	8-5	<input type="checkbox"/> *8 OT BU*	<input type="checkbox"/> *8
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Enter West edge on Turn 1:

3-3-6	7-0	4-10	12 75 -1/4
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4

● Remnants of the Naval Base Force [ELR: 2] Set up on board 34: {SAN: 4}

3-4-7 7	8-1	8-0	2-6	50-1-10*	30-1	7 morale 6
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### SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. Treat all water obstacles and marsh as brush.
3. Place green glider counters in board 38 hexes D9, F4, G8, H5, K6, L7, M5. Place shellhole counters in hexes 38H7, and M8. Place a rubble counter in 38J6. Clearance attempts vs. gliders receive a -2 DRM; vs. shellhole -1. Dozers are operated as per G15. Any unit attempting clearance must begin the PFP in the location to be cleared, become TI and roll a final DR of 2 or less. Thus infantry need final Clearance DR of 4 for gliders, 3 for shellholes and 2 for rubble. Dozers need 9, 8 and 7, respectively. All Labor and other modifiers apply normally, as per Clearance.
4. No US units may be concealed at start.
5. The Japanese suffer from Ammo Shortage.

**AFTERMATH:** A surprise attack on the airfield found it defended by nothing more than the Seabees working on restoring it. Fortunately, like all the Navy troops on Oroku, the Japanese attacking the airfield were well-armed but ill-trained and poorly led. The Seabees fought a vigorous defense, aided by scorn for the enemy's abilities. Hurried operations to clear the airfield continued even during the attack, as Marine units moving farther south were in constant need of air support which could be best given from Naha Airfield, which stood much closer to the new front lines. However, significant casualties were suffered by the Americans, especially among the barely-trained SeaBees. Still, the attack was beaten off after the almost complete destruction of the attacking force. The Marines scarcely glanced up from their work in the hills to note that an attack in their rear had been beaten off.