

# ALONG THE VISTULA



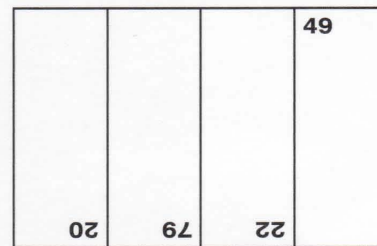
ASL SCENARIO AP121

Scenario Design: Bill Sisler



**WARSAW, POLAND, 15 September 1939:** The rupture between Army Lodz and Army Prusy enabled elements of the German 10th Army to race to the outskirts of Warsaw on 7 September. However, attacks on the city petered out by the 9th as Panzer-Division 4 was recalled westward to deal with the Bzura counteroffensive. When German attacks resumed on 15 September, they came this time from the north and were executed by units of the 3rd Army.

## BOARD CONFIGURATION:



## BALANCE:

☞ Add eight concealment counters to Polish OB.

☞ Add one 4-6-7 squad and one LMG to the German force that sets up east of the river.

**VICTORY CONDITIONS:** The Germans win immediately upon exiting  $\geq 35$  Exit VP [EXC: prisoners do not count] off the south edge or by Controlling all multi-hex stone buildings in the Polish setup area.

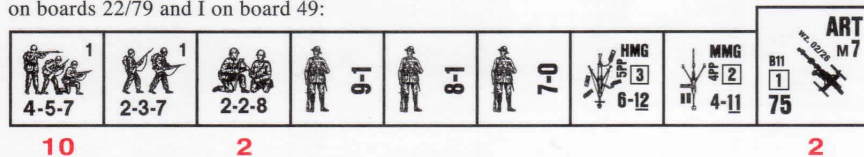
## TURN RECORD CHART

☞ POLISH Sets Up First [153]	1	2	3	4	5	6	7	END
☞ GERMAN Moves First [267]								



Elements of 79th Infantry Regiment, 20th Infantry Division and 60th Infantry Regiment, 25th Infantry Division [ELR: 3] set up as noted: {SAN: 4}

79th Infantry Regiment set up east of the river, south of hexrow Y on boards 22/79 and I on board 49:

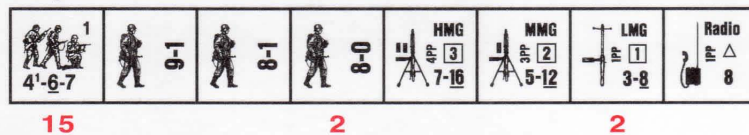


60th Infantry Regiment set up west of the river, south of hexrow Y:

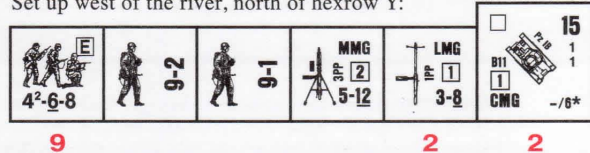


Elements of Infanterie-Division 217 [ELR: 3] set up as noted: {SAN: 2}

Set up east of the river, north of hexrow Y on boards 22/79 and I on board 49:



Set up west of the river, north of hexrow Y:



## SPECIAL RULES:

1. EC are Moderate, with no wind at start. All gully, stream, marsh, and bridge terrain does not exist, but all other terrain in those hexes exists normally. All roads are paved.

2. The Poles receive one module of 70+mm OBA (HE only). All Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.

3. The Germans receive one module of 80+mm battalion mortar (C1.22) OBA (HE/Smoke) with Plentiful Ammunition (C1.211).

**AFTERMATH:** The German attack came down both sides of the Vistula River, hitting the suburb of Praga on the east bank particularly hard. The Germans were initially unable to surround the city until the Bzura fighting was completed. Warsaw was a magnet for retreating Polish infantry units, and by 20 September the last remnants of Army Poznan struggled into Warsaw. With the fighting on the Bzura largely over, the Germans gradually encircled the city with 13 divisions. Warsaw would not fall until 27 September.

# MECHANIZED SACRIFICE

ASL SCENARIO AP122

Scenario Design: Bill Sisler



**West of LUTSK, UKRAINE, 24 June 1941:** At the end of the first day of the war, General Mikhail Petrovich Kirponos was ordered to counterattack toward Vladimir-Volynski, destroying all German forces in his path. As unrealistic as this was, Kirponos had no choice but to obey. The five mechanized corps earmarked for the attack, spread throughout northern Ukraine, were not able to properly concentrate due to poor scheduling. On their approach to the border, the Soviet mechanized units were decimated by air attacks and mechanical breakdowns. The 19th Tank Division created a provisional regiment made up of its remaining armored cars and T-26 light tanks. In the early afternoon of 24 June, the 19th came into contact with the advancing Germans west of Lutsk.

## BOARD CONFIGURATION:



	78
13	

## BALANCE:

★ Add one BA-6 to the Russian OB.

⚡ In the Victory Conditions, change "two (FRD) German AFV" to "three (FRD) German AFV".

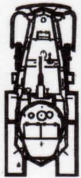
**VICTORY CONDITIONS:** The Russians win immediately upon exiting  $\geq 5$  AFV off the west edge. For every two (FRD) German AFV eliminated/captured, this requirement is reduced by 1.

## TURN RECORD CHART

★ RUSSIAN Moves First	★	1	2	3	4	5	6	7	END
⚡ GERMAN									



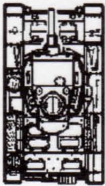
**Elements of 19th Tank Division, 22nd Mechanized Corps** enter on Turn 1 along the east edge, each vehicle having already expended  $\frac{1}{2}$  of its MP allotment: {SAN: 0}



11 3 1 45L -/4	12 1 1 45L	19 0 0 45L 2/4	21 0 0 CMG -/4
6	2	4	2



**Elements of Panzer-Division 14 [ELR: 4]** enter on Turn 1 along the west edge, with all Personnel as Passengers: {SAN: 0}



1 2-4-7	8-0	ATR 1-12	14 3 1 20L(4) -/5	18 1 1 37L -/3*	18 1 1 9PP AAMG -/3	*33 1 1 20L(4) -/5/*
			2			

Enter on Turn 3 along the west edge:

13 3 3 50 3/5
4

## SPECIAL RULES:

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

**AFTERMATH:** After a short preparatory barrage, the Soviets attacked. There was a see-saw battle with units of Panzer-Division 14 that lasted for two hours. The Soviets lost most of their remaining armored vehicles and were forced to fall back a few kilometers west of Lutsk. Because of the 19th Division's sacrifice, Panzer-Division 14 suffered heavy losses and was unable to capture Lutsk.

# BUSTING IN BALTA



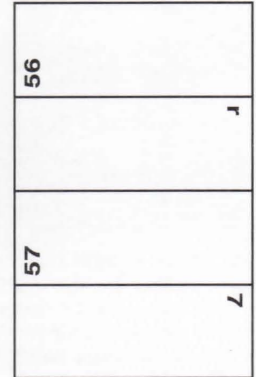
## ASL SCENARIO AP123

Scenario Design: Bill Sisler



**BALTA, UKRAINE, 3 August 1941:** Balta was to be bypassed by the main German force as the attack toward Odessa continued. However, Pioneer-Regiment 744 was ordered to capture Balta to protect the flank of the main attack. At 0840, Kompanie C attacked from the southeast. After an hour, it had penetrated the southeast corner of town and was astride the main street. The primary attack on the northern part of town was initially held up by Soviet air attacks on German assembly areas, but was now underway. Kompanie C Commander Ehrhardt decided to exploit his initial success by preventing Red Army forces from withdrawing to the southwest. Ehrhardt gave orders for the capture of the southern half of Balta and sent out patrols to link up with the rest of the regiment.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Germans win at game end by amassing  $\geq 20$  more VP than the Russians. VP are earned as follows:

- Each side earns CVP normally.
- Each *original* multi-hex building is worth VP to the Controlling side equal to the number of its remaining building hexes.

### BALANCE:

- ★ Delete one FT and one DC from the German reinforcements.
- ⚡ Delete two 4-4-7 squads from the Russian OB.

### TURN RECORD CHART

★ RUSSIAN Sets Up First [191]	⚡	1	2	3	4	5	6	END
⚡ GERMAN Moves First [320]								

**Elements of Balta Garrison and support units [ELR: 2]** set up as noted, concealed if both in Concealment Terrain *and*  $\geq 4$  hexes from the German setup area; Infantry in suitable terrain may set up Entrenched (B27.1), and AFV may set up in Motion: {SAN: 4}

**Main Balta Garrison** set up on board(s) 56/r, outside the German setup area:

1 4-4-7	9-1	8-1	8-0	7-0	HMG 6-12	MMG 4-10	LMG 2-6	MTR 50* [3-20]	45L -/4	11 3 1
24	2	2	2	2	2	2	4	2	2	11

Set up within 4 hexes of 7AA9:

4-5-8	2-2-8	7-0	HMG 6-12	MTR 82* [3-78]
2	2	2	2	2

Set up south of the river:

45L -/4	12 1 1
2	2

**Elements of Kompanie C, Pioneer-Regiment 744 [ELR: 4]** set up east of the 57GG6-Y4-rI3-G3-C5-A5 road: {SAN: 2}

8-3-8	5-2-8	10-2	9-1	8-0	MMG 5-12	LMG 3-8	FT 24-1	DC 30-1	Radio 8
3	6	2	2	2	2	2	2	2	2

**Elements of Pioneer-Regiment 744** enter on Turn 1 along the north edge:

8-3-8	5-2-8	9-2	9-1	8-1	dim MMG 3-8	LMG 3-8	FT 24-1	DC 30-1
4	10	2	2	2	2	2	2	3

Howitzer Support (see SSR 2):

105	ART M 6
1	1

### SPECIAL RULES:

1. EC are Dry, with a Mild Breeze from the northeast at start. Kindling (B25.11) is NA. The river is Deep (B21.122), with a slow current flowing west (B21.121). A Foot Bridge (B6.44) exists in hexes 7AA6-AA8. Hexes 7E2-E7 are fordable (B21.41); AFV may enter these hexes at a cost of 3 MP.

2. The German radio represents special access to the 105mm howitzer (HE only) which fires only during the OBA Step of the PFPh/DFPh allowing a leader with Radio Contact to direct the 105 in direct fire with all To Hit (C3.3) calculations made as if the shot originated from the Observer's hex, but with an additional +2 TH DRM and no ROF. The howitzer sets up offboard but LOS and range are determined as if at Level 3 in a north-edge hex secretly selected at setup and may also fire without the Observer using the Area Target Type

(C3.33). The 105 is not subject to Malfunction, may not use Intensive Fire, and is never subject to Case A TH DRM (C5.1).

3. German 8-3-8s/3-3-8s are Assault Engineers (H1.22).

**AFTERMATH:** Although the first platoon was successful in taking the next intersection and beating off a Soviet counterattack from the north, the Germans were unable to stop the Soviet withdrawal to the southwest across the Kodyma river. To aid with the garrison's withdrawal, small detachments of Soviet troops with machine guns and mortars, along with two tanks, showed up south of the river heading in the direction of the bridge site, where the Soviets had built an emergency footbridge over its wreckage. The Germans used a single howitzer to put fire on the bridge. By 1100 hours, the entire southern half of Balta was under German control. While the Germans could not stop small groups of Soviets from escaping, they had eliminated the Balta Garrison as a threat to the flanks of the main German advance.

# LUNCH IN LUGA



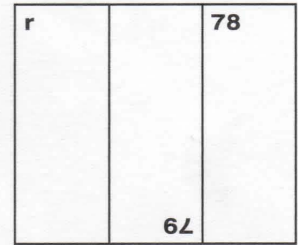
## ASL SCENARIO AP124

Scenario Design: Bill Sisler



**LUGA, RUSSIA, 24 August 1941:** In order to complete the encirclement of Leningrad, the so-called "Luga Line" had to be broken first. The Germans began their assault on 22 August with Infanterie-Division 269 fighting its way slowly to the west from Luga into the river bend to the north while the SS-Polizei-Division 4 approached Luga directly. The Soviet 41st Rifle Corps defended the area desperately, launching several counterattacks. On 24 August, the Polizei Division attacked Luga itself.

### BOARD CONFIGURATION:



### BALANCE:

- ★ Add one 8-0 leader to the Russian OB.
- ⚡ Add one 7-0 leader to the German OB.

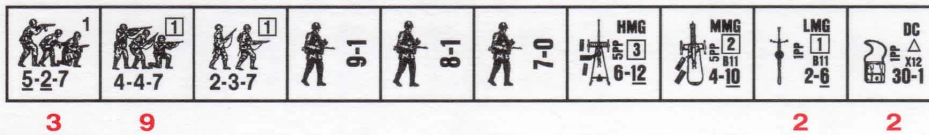
**VICTORY CONDITIONS:** The Germans win at game end by amassing more VP than the Russians. VP are earned as follows:

- Each side earns CVP normally.
- Each side earns 2 VP for every multi-hex building it Controls.
- The *Germans* earn Exit VP [*EXC: prisoners do not count*] for units exited off the west edge.

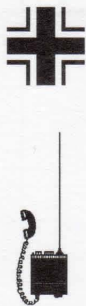
### TURN RECORD CHART

★ RUSSIAN Sets Up First [87]	⚡	1	2	3	4	5	6	7	8	END
⚡ GERMAN Moves First [223]										

Elements of 41st Rifle Corps [ELR: 2] set up on boards 79/r; Infantry in suitable terrain may set up Entrenched (B27.1): {SAN: 3}



Elements of Bataillon III, Polizei-Schützen-Regiment 2, SS-Polizei-Division 4 [ELR: 4] enter on Turn 1 along the east/south edge(s) on/between 78GG/11: {SAN: 2}



### SPECIAL RULES:

1. EC are Moderate, with no wind at start. Two-lane stone bridges exist in the following hexes on board 79: I4-I6, Q4-Q6, and Y3-Y6. Kindling (B25.11) is NA.
2. Russian 5-2-7s/2-2-7s are Assault Engineers (H1.22) and may use DC/FT as if Elite. The Russians may Fortify (B23.9) ≤ six building Locations.
3. The Germans receive one module of 100mm+ OBA (HE/Smoke) with Plentiful Ammunition (C1.211). German 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored. German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s are Assault Engineers (H1.22).

**AFTERMATH:** On 23 August, Polizei-Schützen-Regiment 2 feigned an attack on the Vdraiki. At first light the next day, a flank attack was launched which established the favorable prerequisites for capturing the city. Led by its Regimental Commander *Oberst* Schulze, Bataillon III pressed into the city from the east over a bridge that was still intact. The city was bitterly contested and strongly defended, but by noon of the 24th Schulze reported the capture of the city from the Luga market.

# AMBUSH ON SOUTH KNOB



## ASL SCENARIO AP125

Scenario Design: Pete Shelling



**BOUGAINVILLE, NEW GUINEA, 10 March 1944:** The Muda Unit, comprised of the 1st and 3rd Battalions of the 13th Infantry Regiment under Colonel Muda Toyohare, was tasked with capturing Hill 260 and its observation posts as part of the major (and unrealistic) Japanese counterattack to drive the Allies into the sea. As G Company of the 182nd Infantry Regiment returned from patrol to its defensive positions around the "OP Tree" and advanced up the west slope of South Knob on Hill 260, it ran into Japanese troops attacking from the east, southeast, and south. Battalion Commander Lt. Col. Dexter Lowry reported his troops as "in distress" as the enemy threatened to encircle his position on South Knob, driving E Company off the hill. There was almost no way to strengthen his position. Division Commander General Hodge, ordered to "hold at all costs," was also required to keep one full battalion in Corps reserve. There were few other troops that could be committed without weakening the main line of resistance, which was under attack at Hill 700 in the sector defended by the Buckeye Division's 129th Infantry Regiment.

### BOARD CONFIGURATION:



(Only hexrows A-Y are playable)

### BALANCE:

☆ Add one 6-6-6 squad to the G Company OB.

● Add one 4-4-7 squad to the Japanese OB.

**VICTORY CONDITIONS:** The Japanese win at game end by Controlling all Level 3 hexes, provided the pillbox is devoid of Good Order American units.

### TURN RECORD CHART

☆ AMERICAN Sets Up First [137]	●	●							
● JAPANESE Moves First [166]	1	2	3	4	5	6	END		

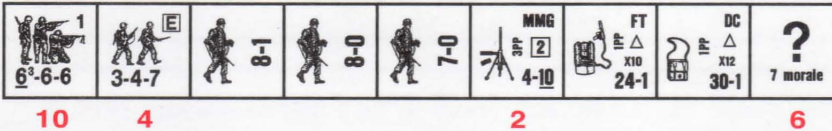


Elements of E and G Companies, 182nd Infantry Regiment, Americal Division [ELR: 3] set up as noted: {SAN: 3}

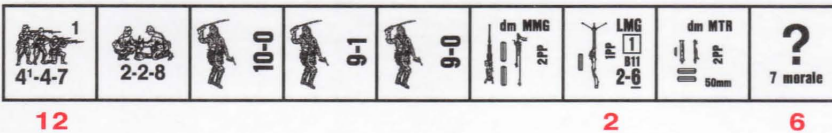
Remnants of E Company set up in hex R5 (see SSR 3):



G Company set up in hexrows E-K in hexes numbered ≥ 9:



Elements of 3rd Battalion, 13th Infantry Regiment [ELR: 3] enter on Turns 1/2 along the east edge and per SSR 4: {SAN: 3}



### SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1). Bore Sighting (C6.4) is NA.
- Prior to setup, the American player may place ≤ 3 shellhole counters in any ≥ Level 1 open ground hexes.
- The 2-3-6 HS begins the game broken (but not DM). The E Company 7-0 begins the game Wounded (A17.). The pillbox may not use HIP.
- Prior to American setup, the Japanese player may secretly designate ≤ 6 squad-equivalents (plus any SMC, SW, and concealment counters) to enter on/after Turn 2 along the south edge in lieu of entering along the east edge.

**AFTERMATH:** Despite the heroic defense of a pillbox by a six-man group of artillery observers, the foothold on South Knob was lost, and Gen. Hodge and Regimental Commander Col. William Long decided to move E and G Companies from South Knob to North Knob—from where they hoped to be able to neutralize South Knob. They sent B Company forward to assist them in breaking contact. The Japanese, failing to follow up their advantage, did not pursue. E and G Companies retired toward the small stream they called Eagle River, where they joined B Company and proceeded to North Knob. B Company led the way, cutting a trail northward, parallel to the north-south axis of Hill 260. A larger perimeter on North Knob was established, and the battle for Hill 260 raged back and forth for another two weeks.

# MARYUMA'S STRONGHOLD



ASL SCENARIO AP126

Scenario Design: Bill Sisler



**MYITKYINA, BURMA, 18 May 1944:** After the capture of Myitkyina Airfield, General Frank Merrill established his headquarters there. An attack on the city itself was ordered using the disengaged portion of H Force. To this purpose the city would be attacked by two battalions of the Chinese 150th Regiment, while the airfield was guarded by one battalion of the Chinese 89th Regiment, with another battalion of the 150th in reserve. The rest of H Force moved to block the approaches to the city. Early on the morning of 18 May the Chinese attacked.

## BOARD CONFIGURATION:



	38
RR8	1
RR9	56
RR11 X13 X24	

## BALANCE:

- Add one 2-3-7 HS to the Japanese OB.
- ⊙ The Chinese player may designate ≤ 3 squads as Assault Engineers (H1.22).

**VICTORY CONDITIONS:** The Chinese win at game end by Controlling all multi-hex buildings.

## TURN RECORD CHART

● JAPANESE Sets Up First	⊙	1	2	3	4	5	6	7	8	END
⊙ CHINESE Moves First [135]										

**Elements of 114th Infantry Regiment, 18th Infantry Division [ELR: 4]** set up on board 38 in hexes numbered ≤ 6 and/or on board 56; Infantry in suitable terrain may set up Entrenched (B27.1): {SAN: 4}

1 4 <sup>1</sup> -4-7	2-2-8	9-1	9-0	HMG 3 BT1 6-14	LMG 1 BT1 2-6	MTR 2 50* [1-16]*	? 7 morale	INF M12 70* [(3)*-70]	Trench OVR, OBA: +4 Other: +2
8	2				2	2	4		2

**Elements of 150th Regiment, Chinese 50th Division [ELR: 3]** enter on Turn 1 along the north edge: {SAN: 2}

5 <sup>2</sup> -3-7	9-1	8-0	7-0	6+1	dm MMG 2P	BAZ43(a) E: X10 8-4	dm MTR 3P 60mm	Radio E: Δ 6/7/8
15	2				2		2	

## SPECIAL RULES:

- EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1). Place overlays as follows: **1** on 38D2-D1; **RR8** on 38AA1-56Z10; **RR9** on 56V8-U8; **RR11** on 56U5-U4; **X13** on 56W2-W1; and **X24** on 56T2-T3. All railroad hexes are EmRR (B32.12). Hedges do not exist.
- The Chinese receive one module of 70+mm OBA (HE/WP).

**AFTERMATH:** The Chinese attack made some initial progress, but after capturing the railroad station the two battalions became involved in confused fighting, mistaking each other for the enemy. Confusion coupled with a tough Japanese defense forced the Chinese to withdraw 800 yards north of the city where they dug in, unable to dislodge the Japanese from Myitkyina. Despite the fact that H Force controlled most of the area around the city, Maryuma was able to reinforce Myitkyina with troops from elsewhere, eventually reaching a total of 4,500 men. Myitkyina would not fall until August.

# THE FIRST VIRTUE



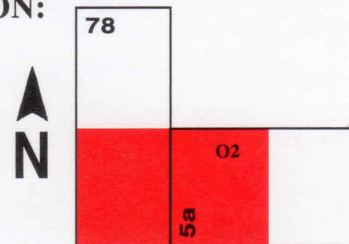
ASL SCENARIO AP127

Scenario Design: Pete Shelling



**ELBA, ITALY, 17 June 1944:** On 12 June, the German commander in Italy, *Generalfeldmarschall* Albert Kesselring, was informed that "Elba must be defended to the last man and the last cartridge." On 14 June, German reinforcements began to arrive on Elba from Pianosa. The decision to reinforce Elba was not known to the Allies, who believed the naval activity between the island and the mainland was in fact an evacuation. Thus, when landed to secure the island with the tomb of the great emperor Napoleon Bonaparte, they were expecting rear-area German troops but instead found veteran *panzergrenadiere* recently transferred from the Eastern Front.

## BOARD CONFIGURATION:



(Only hexrows Q-GG on board 78 and hexes numbered ≤ 10 on board 5a are playable)

**VICTORY CONDITIONS:** The Free French win at game end by amassing

≥ 12 VP, which are earned as follows:

- 4 VP if the *5cm PaK 38* AT Gun is eliminated/captured;
- 1 VP for each Level 3 hex on board 78 they Control; and
- Exit VP for units exited off the north edge of board 5a.

## BALANCE:

☛ In the Victory Conditions, change "≥ 12" to "≥ 14".

‡ Add one 4-5-7 squad to the Free French OB.

## TURN RECORD CHART

☛ GERMAN Sets Up First [0]	‡	1	2	3	4	5	6	7	END
‡ FREE FRENCH Moves First [144]									

**Elements of Panzergrenadier-Division "Hermann Göring" [ELR: 3] set up in hill hexes (see SSR 2): {SAN: 3}**

4 <sup>2</sup> -6-8	2-2-8	8-1	8-0	LMG IPP 3-8	? 7 morale	AT M10 3 50L [75]	Trench OVR, OBA: +4 Other: +2
7				2	10		6

Enter on Turn 4 along the north/west edge(s):

4-4-7	8-1	LMG IPP 3-8
4		

**Elements of 9ème Coloniale [ELR: 3] enter on Turn 1 along the south edge, on/west-of 5aA5: {SAN: 2}**

4 <sup>2</sup> -5-7	3-3-8	8-1	8-0	7-0	LMG IPP 2-7	FT X10 IPP 24-1	DC X12 30-1
12	4			2	2	2	2

## SPECIAL RULES:

1. EC are Moderate, with no wind at start. Place overlay O2 on 5aK2-L2. Kindling (B25.11) is NA.
2. The *5cm PaK 38* AT Gun must set up at ≥ Level 2 and may not use HIP (but may still set up Emplaced).
3. Free French squads have Assault Fire (A7.36) capability.

**AFTERMATH:** One of Napoleon's famous military maxims was "The First Virtue of soldiers is perseverance; courage is second." However given the air and naval resources of the Allies, even the surprises that awaited the Senegalese and British troops would be insufficient to change the outcome of the battle. It did take two days and almost 300 dead (mostly Free French colonials troops) before Kesselring was allowed to give the order to withdraw to the mainland, but it was doubtful whether the operation was necessary at all.

# FLIGHT OF FANCY



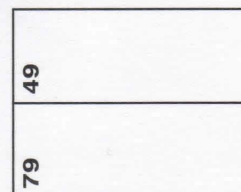
## ASL SCENARIO AP128

Scenario Design: Pete Shelling



**HEROUVILLE, FRANCE, 8 July 1944:** As originally envisioned by *Reichsmarschall* Hermann Göring, *Luftwaffe* field divisions were static units of airmen turned soldiers, more politically committed than regular *Heer* troops, and intended for strictly occupation duties. Understrength and neither well-trained nor well-equipped, as the fortunes of war turned against Germany they were plugged into defensive positions where they did not fare well. Eventually, they were taken over by the *Heer* and used as reserve personnel pools. After waiting a month for the Allied attack at Calais, *Generalmajor* Karl Seivers' Feld-Division 16 (L) began its move to Normandy into the front lines around Caen, protecting the flanks of SS-Panzer-Division 12 and Panzer-Division 21. After an RAF raid against Caen on 7 July, the British 3rd Infantry Division attacked near Lebisey—and then along the Caen canal towards the industrial suburb of Columbelles.

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The British win at game end by amassing more VP than the Germans. The British earn 1 VP for each multi-Location stone building west of hexrow Y they Control. The Germans earn VP (calculated as Exit VP) for all Good Order non-crew Infantry south of the river.

### BALANCE:

- ✚ Exchange one German 8-0 leader with an 8-1 leader.
- ⦿ The British player may designate ≤ 3 squads as Assault Engineers (H1.22).

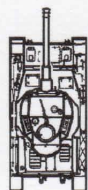
### TURN RECORD CHART

✚ GERMAN Sets Up First [0]	1	2 <sup>✚</sup>	3 <sup>✚</sup>	4 <sup>⦿</sup>	5	6	7	END
⦿ BRITISH Moves First [120]								



Elements of *Jäger-Regiment 31, Feld-Division 16(L)* [ELR: 2] set up north of the river, on/between hexrows Z and R: {SAN: 4}

2 4-4-7	2 2-2-8	8-1	7-0	3 7-16	1 3-8	?	2 75 B11	3 20L (6)
8	2			2		8		



Rout onto the board during the German Turn 2 RtPh along the north edge per SSR 2:

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

Elements of *Abteilung II, Panzer-Regiment 22, Panzer-Division 21* enter on Turn 3 along the south edge:

9-1	13 8 3 75L 3/5	13 8 3 75L 3/5/2
-----	----------------------	------------------------



Elements of 2nd Battalion, *Lincolnshire Regiment, 9th Infantry Brigade* [ELR: 3] set up north of the river, on/east-of hexrow DD: {SAN: 2}

1 4 <sup>2</sup> -5-7	8-1	8-0	7-0	2 4-12	1 2-7	8-3	2 51 [2-11]
12				2			



Elements of 185th Infantry Brigade and 33rd Armoured Brigade enter on Turn 4 along the north edge, on/west-of 49Q1:

1 4 <sup>2</sup> -5-7	9-1	8-0	1 2-7	8-3	13 8 4 *75 2/4
6			2		2

### SPECIAL RULES:

1. EC are Moist, with no wind at start. All woods hexes north of the river and south of the 49A5-F7-I8-Q8-U8-Y8-BB6-EE5-GG6 road are stone rubble (B24.). Two-lane stone bridges exist in the following hexes on board 79: I4-I6 and Q4-Q6. All hedges are Bocage (B9.5). Kindling (B25.11) is NA.
2. German MMC specified to enter the board during the German Turn 2 RtPh are broken (and under DM). They (and the leaders voluntary routing with them) rout normally, but during the German Turn 2 RtPh (only) they may rout to any terrain hex consistent with A10.51 but are not required to rout to the nearest woods/building hex.

**AFTERMATH:** Most of the aerial and naval bombardments fell into rear areas, including the city of Caen itself—until 0420 on 8 July, when all artillery fire switched to the front lines around Lebisey, Cambes, and Galmanche, the area occupied by Feld-Division 16(L). Led by the 2nd Lincolns, the British shattered the German lines in two directions. Although Seivers' troops fought bravely in places, very little support was available due to the devastation wrought by the bombardment, and every battalion commander was killed by the time the division's remnants made it back across the Orne on 9 July. It regrouped in time for a similar mauling during Operation GOODWOOD ten days later. Feld-Division 16(L) was formally disbanded on 4 August, with the few remaining combat effectives absorbed into Panzer-Division 21 and other *Heer* units, finally crushing *Reichsmarschall* Hermann Göring's dream of a separate Field Army for the *Luftwaffe*.



# A POLISH BATTLEFIELD

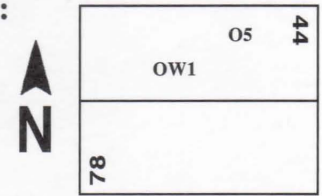
ASL SCENARIO AP129

Scenario Design: Bill Sisler



**HILL 262, FRANCE, 20 August 1944:** To help close the gap in the Falaise Pocket, the Polish 1st Armoured Division occupied Hill 262, which the Poles called *Maczuga* (the Mace). The Mace overlooked the Chambois-to-Vimoutiers road which was the Germans' only hope of escape. Occupying a ridge to the north of the Mace, the Germans had cut the Poles off from the rest of the Allied forces. Lacking enough fuel for a breakout, the Poles were forced to hold their position. Because the Mace itself was the cork holding them in the pocket, the Germans had no choice but to attack the hill itself.

## BOARD CONFIGURATION:



## BALANCE:

☛ Add one 4-5-8 squad to the Polish OB.

☛ Add one 5-4-8 squad to the German OB.

**VICTORY CONDITIONS:** The Germans win at game end if there are no Good Order Polish MMC and/or mobile (D.7) Polish AFV with functioning MA in any hill hex.

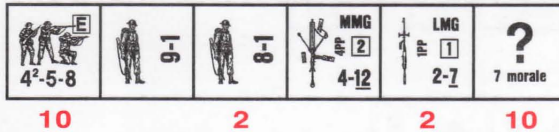
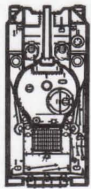
## TURN RECORD CHART

☛ POLE Sets Up First [182, 169, 143, 133, or 130 (see SSR 2)]	☛ 1	2	3	4	5	6	7	8	END
☛ GERMAN Moves First [213, 194, 162, or 143 (see SSR 2)]									

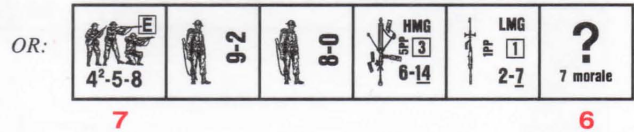


**Elements of 1st Armoured Division [ELR: 4] set up on board 78; Infantry in suitable terrain may set up Entrenched (B27.1) (see SSR 2):** {SAN: 4}

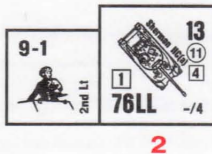
### Group 1: A



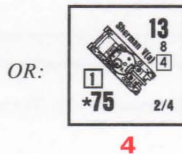
### Group 1: B



### Group 2: A



### Group 2: B



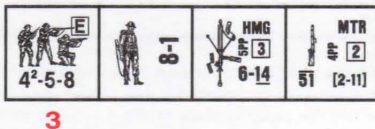
### Group 3: A



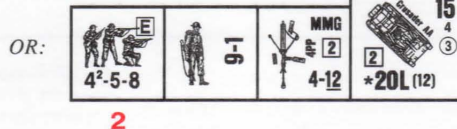
### Group 3: B



### Group 4: A



### Group 4: B



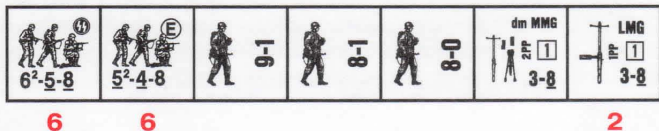
# A POLISH BATTLEFIELD

ASL SCENARIO AP129 CONTINUED

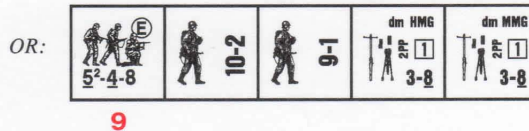


Elements of SS-Panzer-Division 2 "Das Reich" [ELR: 5] enter on Turn 1 along the north edge (see SSRs 2, 3, and 4): {SAN: 3}

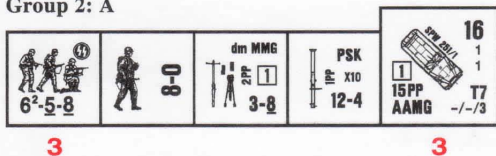
Group 1: A



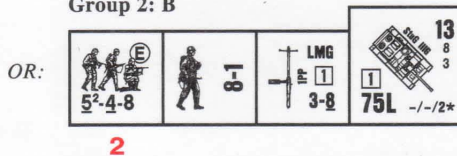
Group 1: B



Group 2: A



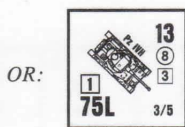
Group 2: B



Group 3: A



Group 3: B

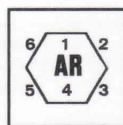


Group 4: A



120+mm OBA  
(HE only)

Group 4: B



80+mm OBA  
(HE only)

## SPECIAL RULES:

1. EC are Moderate, with no wind at start. Place overlays as follows: **OW1** on 44S4-T4; and **O5** on 44F6-F7.
2. Prior to setup, each player secretly records one selection from each of the four numbered groups to comprise their OB. Two of these selections *must* be lettered "A"; the other two *must* be lettered "B".
3. German Group 4 OBA Module is directed by an Offboard Observer (C1.63) at Level 3 in a north-edge hex recorded secretly prior to setup.
4. German 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored.

**AFTERMATH:** Early on the morning of 20 August, a sudden, strong German attack assaulted the northern face of the Mace. Throughout the course of the day, "Das Reich" attempted multiple combinations of tactics: infantry assaults, panzergrenadier combined arms attacks, unsupported Panther forays, and a bombardment. The battle reached a climax around 1930 hours when the Germans managed to break into the northeastern sector of the perimeter, only to be driven back by Polish counterattacks. The Poles held all day but paid a heavy price for the defense of the Mace. After the battle, sappers of the Royal Canadian Engineers raised a makeshift sign of the Mace in tribute to their Polish comrades-in-arms. In English, it read "A Polish Battlefield".

# MAGERET MORNING



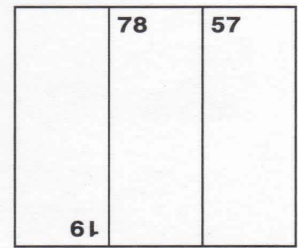
## ASL SCENARIO AP130

Scenario Design: Bill Sisler



**MAGERET, BELGIUM, 8 January 1945:** The German attack on Bastogne brought SS-Panzer-Division 12 to within 4 kilometers of the city center. The division was ordered to capture Hill 510 to the west of Mageret to provide observation into Bastogne since, from their current positions, they were unable to see any activity there. The only units available for the attack were Kompanie 2 of the Pioneer Bataillon and the Begleit Kompanie with some armor support. After a short artillery preparation, the Germans attacked at 0730.

### BOARD CONFIGURATION:



### BALANCE:

☆ Delete the last sentence of SSR 3.



⚡ Delete all concealment counters from the American OB.









**VICTORY CONDITIONS:** The Germans win at game end by Controlling all Level 3 hexes.

### TURN RECORD CHART




☆ AMERICAN Sets Up First	1	⚡ 2	3 ☆	4	5	6	7	END
⚡ GERMAN Moves First [214]								

**Elements of 44th Armored Infantry Regiment and 68th Tank Battalion [ELR: 4]** set up on board(s) 19/78; Infantry in suitable terrain may set up Entrenched (B27.1) (see SSR 2): {SAN: 3}


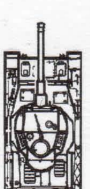



 6 <sup>3</sup> -6-7	 9-1	 7-0	 4-10	 8-5	 3-45	 7 morale	 13 (1) (4) 75 2/4/4
8	2	2	2	2	4	2	









Enter on Turn 3 along the west edge:

 9-1 2nd LI	 13 (1) (4) 76L 2/4/4	 15 (1) (4) 75 2/4/4
2	4	


**Elements of Kompanie 2, SS-Pioneer-Bataillon 12, and SS-Begleit-Kompanie, SS-Panzer-Division 12 "Hitlerjugend" [ELR: 5]** set up as noted: {SAN: 2}




**Kompanie 2** set up on board 57 on/north-of hexrow X:

 8 <sup>3</sup> -3-8	 5 <sup>2</sup> -4-8	 9-2	 9-1	 8-0	 3-8	 24-1	 30-1
5	3	2	2	3			



Set up on board 57 in hexes numbered ≤ 3:

 13 (1) (3) 75L 3/5/2
3

**Begleit Kompanie** set up on board 57 on/south-of hexrow Z:

 6 <sup>2</sup> -5-8	 9-1	 5-12
6		

Enter on Turn 2 along the east edge:

 8-1 1st SS	 15 (1) (6) 75LL 3/5/2
2	

### SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) and Mist (E3.32) are in effect.

2. *M4A1*s must set up as Dug-In Tanks (D9.54), may set up using HIP, and retain Concealment as if an Emplaced Gun when firing its MA (A12.34).

3. German 5-4-8s/2-3-8s are SS (A25.11), and as such have their broken side Morale Level increased by one. Their Morale Factor is considered underscored. All German Personnel have Winter Camouflage (E3.172). German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s are Assault Engineers (H1.22).

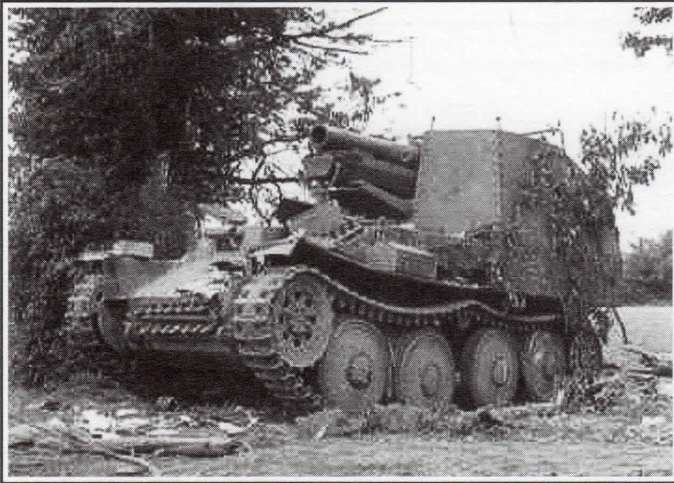
**AFTERMATH:** After a costly attack against American strong points, including dug in tanks, the pioneers were able to capture the hill. While waiting for relief from Volksgrenadier-Division 340, the pioneers were attacked by tanks of the 68th Tank Battalion. Because of the losses from the initial attack it was impossible to hold the hill. The pioneers were forced to pull back to Mageret. With the attack on Hill 510, the offensive action of SS-Panzer-Division 12 in the Ardennes came to an end.

# CRICKETS IN SPRING



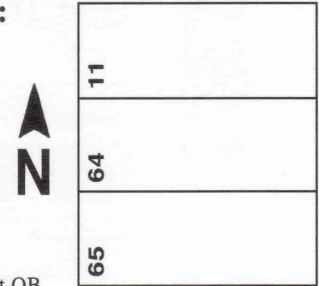
## ASL SCENARIO AP131

Scenario Design: Bill Sisler



**ARANYOS-PUSZTA, HUNGARY, 7 March 1945:** The Lake Balaton offensive, code named *FRÜHLINGSERWACHEN* (Spring Awakening), began on 6 March. The “Hitlerjugend” division launched its part of the attack at 0400. The first day was disappointing as the division made very little progress against the Soviet 26th Army. On 7 March, the Germans attacked again. SS-Panzergranadier-Regiment 25 attacked Fekete-Puszta, but gained very little ground before being stopped by heavy resistance. SS-Panzergranadier-Regiment 26 made much better progress in its attack since it was supported by a *panzer* battalion and part of a self-propelled gun battalion.

### BOARD CONFIGURATION:



### BALANCE:

- ★ Add one 4-4-7 squad to the Russian at-start OB.
- ⚡ Add one 6-5-8 squad to the German at-start OB.

**VICTORY CONDITIONS:** The Germans win at game end by amassing more VP than the Russians. Each side earns CVP normally, and each multi-hex building is worth 2 VP to the Controlling side.

### TURN RECORD CHART

★ RUSSIAN Sets Up First [0]	⚡ 1	2★	3	⚡ 4	5	6	7	END
⚡ GERMAN Moves First [180]								

**★ Elements of 26th Army [ELR: 4]** set up on board(s) 64/65; Infantry in suitable terrain may set up Entrenched (B27.1): {SAN: 4}

4-4-7	2-2-8	9-1	8-0	HMG 3 6-12	MMG 2 4-10	ART M9 2 76L
6	3					3

Enter on Turn 2 along the south/west edge(s) on/between 65Y10 and 64A5, with all Personnel as Riders:

6-2-8	9-2	LMG 1 2-6	85L 11 6 2/4
6	2		6

**⚡ Elements of Bataillon II, SS-Panzergranadier-Regiment 26, SS-Panzer-Division 12 “Hitlerjugend” [ELR: 5]** set up on board 11: {SAN: 2}

6-2-8	9-1	8-0	MMG 2 5-12	LMG 1 3-8
9			2	

Enter on Turn 1 along the north edge, with all Personnel as Passengers/Riders:

6-2-8	10-2	LMG 1 3-8	75LL 15 6 3/5/2	37L 16 1 1 3 9PP T10 -/-/3*	15PP 16 1 1 1 15PP AAMG -/-/3	150* 14 2 1 10
3			3	3		3

Enter on Turn 4 along the west/north edge(s) on/between 64A6 to 11Y1:

### SPECIAL RULES:

1. EC are Mud, with no wind at start. Weather is Mud (E3.6), and Mist (E3.32) is in effect. All roads are paved.
2. AFV crews may not voluntarily abandon (D5.4) their Mobile (D.7) vehicles.

**AFTERMATH:** Bataillon II of Panzergranadier-Regiment 26 began its attack on Odon-Puszta at 0440. The town was captured in a rapid attack by tanks and halftracks. Advancing further south, Bataillon II was stalled on the outskirts of Aranyos-Puszta. The Soviets launched a number of counterattacks, especially against the German right flank, but with the assistance of the tanks and three *Grillen* (Cricket) self-propelled guns supporting the defense, the Germans held. After two days of fighting, the Germans had penetrated four miles into the Soviet defenses—but at a high cost.