

ADVANCED SQUAD LEADER EUROPEAN TOURNAMENT SCENARIOS

ROMA 9_10_11 GIUGNO 2023











	Scenarios at ASLEU 2023				
		attacker	defender	vote	time
First Ro	ound 09:30 - 16:45 - 7 hours less lunch				
272	The Art of Dying	60 Ita	84 Rus	7.17	7
WO43	Hell's Headache	4 Rus	1 Ger	6,67	5-6
J152	Messenger Boys	42 Bri	46 Ger (SS)	6.35	5,3
First Ro	ound (late start) 12:00 /13:00 - 16:45 - 4 - 5	hours dependin	ng on start		
275	Village of the damned	78 Rus	77 Ita-Ger	6	2,5
BoF18	Bidermann's Escape	92 Ger	97 Rus	6,43	2,5
BoF19	Bite of the Bassotto	65 Ger	78 NZe	6,96	2,7
Second	Round 17:00 - 01:00 - 8 hours less dinne	er			
J202	Down by the river	3 Ger-SS	4 Rus	7,11	5,5
J167	Hart Attack	100 Bri-Ame	96 Ger	7,11	5,1
O20	Charnwood	1 Can	1 Ger (SS)	6,25	6
Third R	Round 09:00 - 15:00 - 6 hours less lunch				
J127	Messervy's Men	33 Bri	43 Ita	6.18	4,5
J211	Breakthrough in the Arctic	4 Rus	5 Ger	6,67	4,5
BoF21	Dying for Danzig	55 Rus	69 Ger	6,55	5
Fourth	Round 15:30 - 01:00 - 9 and half hours le	see dinnor			
O13	Road to Rome	1 Ger	4 Ita	6,5	6,5
O3	Frosty Morning	20 Bri	22 Ger-Ita	7,23	7,5
278	Red Don	19 Rus	27 Ita	6,13	6,5
	ound 09:00 - 14:30 5 and half hours				
WO45	Better than Nothing	3 Rus	2 Ger	5,57	4-5
J203 AP171	Death at the Cement Plant Possl's Posse	5 Ger 24 Rus	7 Rus Ger 22	6,86	4-5 5,5
711 17 1	1 0331 3 1 0330	ZT Ku3	GCI 22	0,03	0,0
	e for dining out				
	vening in June is a temptation few can re				_
	neir game short and go downtown for a t				
	n. If both players agree they can choose o		ario for 2nd and	l 4th rou	nds
finish th	neir game and have serius dinner. Enjoy.				
J59	Friday the 13th	140 Ger	151 Rus	6,59	3,5
J198	The Valley of Glory	0 Rus	8 Ger	5,25	3,7
BoF23	Anhalt Pandemonium	50 Rus	39 Ger	6,45	3,9

THE ART OF DYING

ASL SCENARIO 272

Scenario Design: Martin Svärd





VICTORY CONDITIONS: The Italians win at game end by Controlling ≥ 6 building/rubble hexes within 3 hexes of 11R1. Each Russian Gun eliminated/captured at game end decreases this requirement by one.

KOTOVSKIJ, RUSSIA, 1 September 1942: After a hard struggle, the Red Army had succeeded in establishing a significant bridgehead at Serafimovich, on the west bank of the Don. The German XVII Corps and the Italian XXXV Army Corps were assigned to a joint counterattack. The Italian attack was spearheaded by the recently arrived Alpini division Tridentina, reinforced by a flamethrower platoon and a company of light tanks, a very rare occurrence for Italians on the eastern front. It was believed that the German attack would dominate the efforts of the defending 14th Guards Rifle Division, so the Italian attack seemed to take place under ideal circumstances. At the crack of dawn, after a short artillery preparation and a number

of Stuka bombings, the confident Italians attacked. Despite a hard defense, and significant Italian losses, the Soviet lines were broken, and the defenders were forced to retreat. Later that day, the order was given that the secondary target of the attack,

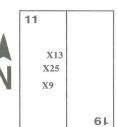
BOARD CONFIGURATION:

Kotovskij, was to be assaulted.

BALANCE:

Exchange one 4-2-6 squad with one 4-4-7 squad.

III Add one 3-4-6 squad to the Italian at-start OB.



TURN RECORD CHART

TOTAL CALL CALLER								
★ RUSSIAN Sets Up First [0]	III -1	2*	2	1	5	6	7	ENID
₩ ITALIAN Moves First [91]			3	4	J	O	/	END



Elements of 14th Guards Rifle Division [ELR: 3] set up as noted: {SAN: 3}

Set up concealed within 4 hexes of 11R1:

Set up within 2 hexes of 11P2:







Enter on Turn 2 along the east edge:



Elements of Battaglione "Vestone," 6° Reggimento Alpini [ELR: 3] set up on/south-of hexrow 11AA/19G: {SAN: 2}



Elements of LXVII Battaglione Bersaglieri Corazzato enter on Turn 1 along the south edge of board 11:

2



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Place overlays as follows: X9 on 11T3; X13 on 11P0-P1; and X25 on 11S1-S2. Hex 11oR1 contains a Steeple (B31.2) [EXC: for LOS purposes (only) the Steeple Location is considered to be at Level 2]. Kindling (B25.11) is NA.

2. Neither vehicular crews nor vehicles may gain Control of hexes.

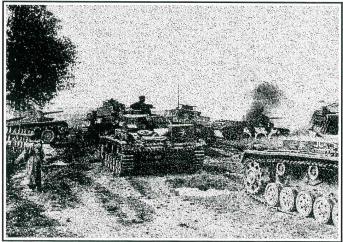
AFTERMATH: The Alpinis swiftly captured the village and an artillery battery stationed there. While defending against a counterattack, the Italians received reports that the German attack had ground to a halt earlier than expected, and the regiment's entire flank was exposed. The inevitable retreat was costly. Battalion Vestone alone suffered almost 500 casualties and half of their allotted tanks.

HELL'S HEADACHE

ASL SCENARIO WO43

Scenario Design: Pete Shelling





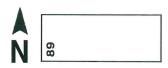
VICTORY CONDITIONS: The Russians win at game end by amassing more VP than the Germans; VP are earned as follows:

- Each friendly, Mobile (D.7) AFV on board at game end is worth 1 VP.
- Prisoners (only) are worth their normal (not doubled) CVP value.
- Each building Controlled on/between hexrows L and R is worth 1 VP.
- Each building Controlled on/between hexrows S and AA is worth 2 VP to the Russians.
- Each building Controlled on/between hexrows E and K is worth 2 VP to the Germans.

6

GREMIACHE, RUSSIA, 25 July 1942: With the VII. Armeekorps drive to Voronezh stalled by both Soviet counterattacks and their own exhaustion from the summer heat, General der Artillerie Ernst-Eberhard Hell implored his landsers to dig in as "whatever they could not achieve with sweat would be paid for with a lot of blood." As General Mikhail Katukov's 1st Tank Army counterattacked along the Bol'shaia Vereika River, the fighting eventually broke through the defensive lines into the village of Gremiache, where Generalleutnant Arno Jahr's Infanterie-Division 387 was waiting with bated breath.

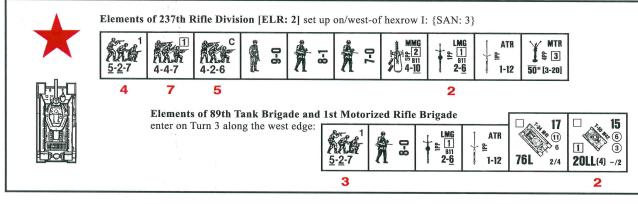
BOARD CONFIGURATION:



BALANCE:

- # Add one 4-6-7 squad to the German reinforcements.
- ★ Russian ELR is "3".

# GERMAN Se	ts Up First	[0]	,				1	2	*3	1	5	6	END
★ RUSSIAN Mo	oves First [97]							0		5	U	
	Elements set up on/e	of Infante	e rie-Regin row K (see	nent 542, I e SSR 2):	Infanterie- {SAN: 3}	-Division 3	387 [ELR	: 3]	Г	AT	Tronch	7	
711	4 ¹ - <u>6</u> -7	2-2-8	1 1-6	8-1-8	Å 22	MMG & 2 5-12	± 1 3-8	MTR 55 3 50* [2-13]	? 7 morale	3 M 10 50L [75]	Trench OVR,OBA: +4 Other: +2		
	9						2		6		4	_	
					t 33 and S edge on/e			ilung 201	14	1	_		
		4 ¹ -6-7	* =	# 2	dm MMG 1 € 1 3-8	LMG = 1 3-8	↑ ATR	8-1	2 3 50 3/	75*	6 3		



SPECIAL RULES:

- 1. EC are Moderate, with no wind at start. Kindling (B25.11) is NA.
- 2. In lieu of A2.9, the Germans may freely Deploy \leq four squads prior to setup.
- 3. Broken 4-2-6s/2-2-6s successfully rallied by a Commissar are exchanged for 5-2-7s/2-2-7s.
- 4. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: Already by the last week of July, so many Luftwaffe and OKH reserves were being deployed to Army Group South for the upcoming *FALL BLAU* offensives that Hell's VII. *Armeekorps* and the rest of Army Group Center were left without support to deal with counterattacks around Voronezh. Fortunately for Hell, Lieutenant-General Konstantin Rokossovsky's Voronezh (Briansk) Front experienced even worse difficulties, losing 26,000 men and over 100 tanks in fields around the Don River basin during that fateful week.

2

MESSENGER BOYS

Scenario Design: Andrew Rogers

ASL SCENARIO J152



VICTORY CONDITIONS: The British win at game end by Controlling building 54U2 and/or building 540U5, provided they Control \geq 3 of following 4 buildings: 54R1, 54T3, 54OT4, and 54V1.

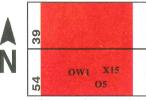
DROUET, FRANCE, 2 August 1944: By the fourth day of Operation BLUECOAT, the German front line had been penetrated and armored units sought to exploit the gains. To obtain a clear line of advance, the British Guards Armoured Division changed its orientation to push eastward from the village of Catheolles. This redirection led it into the path of SS-Panzergrenadier-Regiment "Hohenstaufen," deployed to this sector to meet the British threat. The Germans faced a more tactically adept opponent, with the Guards maneuvering in combined tank and infantry battlegroups. One of these, consisting of the 2nd Armoured and 1st Motor Grenadier Guards Battalions, pushed from Catheolles into the hamlet of Drouet towards their objective of Montchauvet. Challenging this battlegroup were troops from "Hohenstaufen" and

BOARD CONFIGURATION:

BALANCE:

supporting panzers.

- # Add one 5-4-8 squad to the German reinforcements.
- Add one 4-5-8 squad to the British Turn 1 force.



(Only hexrows G-BB are playable)

TURN RECORD CHART

GERMAN Sets Up First [0]

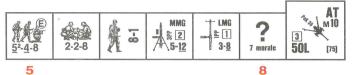
• BRITISH Moves First [156]

• 1 2 3 4 5 6 END



Elements of Kompanie 9, SS-Panzergrenadier-Regiment "Hohenstaufen" [ELR: 5] set up at ≤ level 2 on/between hexrows I and Q; MMC (and any SMC/SW stacked with them) in suitable terrain may set up Entrenched (B27.1): {SAN: 3}





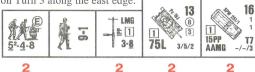
Remnants of Grenadier-Regiment 752 [ELR: 3] set up within one hex of 54oU5 (see SSR 3):



2

Elements of Kompanie 9 and SS-Panzer-Regiment 9

enter on Turn 3 along the east edge:



•

Elements of 2 Company, 1st Grenadier Guards [ELR: 4] enter on Turn 1 along the west edge: {SAN: 3}



12

Elements of 3 Squadron, 2nd Grenadier Guards enter on Turn 2 along the west edge:



SPECIAL RULES:

- 1. EC are Moderate, with no wind at start. Place overlays as follows: OW1 on 54O5-N4; OS on 54S9-R8; and X15 on 54U4-U5. All buildings have a ground level only. All hedges are Bocage (B9.5). Contrary to A2.51, off-map terrain exists as depicted. Bore Sighting (C6.4) and Kindling (B25.11) are NA.
- **2.** 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.
- **3.** MMC of Grenadier-Regiment 752 are Fanatic (A10.8). The at-start German 8-0 is considered a Commissar (A25.22) to MMC of Grenadier-Regiment 752.
- 4. The British are Elite (C8.2).
- 5. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: Leading the attack into Drouet were Grenadier Guard elements from 2 Company, 1st (Motorized) Battalion and 3 Squadron, 2nd (Armoured) Battalion. Progress was difficult due to the restricted wooded and hilly terrain. Facing the British were elements of Kompanie 9 and remnants of the shattered Grenadier-Regiment 752, led by a dispatch rider, SS-Sturmann Hermann Alber, with a number of other messengers. Initially, the British pushed the screening armored infantry back towards Drouet. However, resistance soon stiffened with the arrival of reinforcing "Hohenstaufen" troops and the ad hoc platoon formed by the determined Alber. By the end of the day, both sides fell short of their objectives.

ILLAGE OF THE DAMN

ASL SCENARIO 275

This scenario was previously issued as AP18.

Scenario Design: Mark Pitcavage





VICTORY CONDITIONS: The Russians win at game end if there are no unbroken Axis MMC on/between hexrows J and U.

ARBUZOV, RUSSIA, 25 December 1942: Many Axis soldiers in Arbuzov arose on a bitterly cold Christmas Day to discover that they had been abandoned. The main force, which had dislodged the blocking Soviets the previous day with desperate attacks, had apparently continued on their retreat without rounding up all the soldiers in the column from their scattered nighttime resting places. They had also left their wounded behind. The abandoned soldiers, about 1,500 in number, mostly Italian, could not decide what to do. Some rushed to try to catch up with the main column and some of these actually succeeded. But the wounded could not leave, and others believed they were doomed no matter what course they chose and decided instead to sell their lives dearly. Soon they heard the sounds of approaching

BOARD CONFIGURATION:

BALANCE:

Add one 3-4-6 squad to the Axis OB.

★ Increase the game length to 5½ turns.



48



TURN RECORD CHART

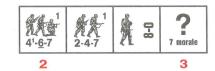
₩ 非 AXIS Sets Up First **END** * RUSSIAN Moves First [84]



Elements of (Italian) Divisioni Fanteria "Ravenna," "Pasubio," and "Torino" and (German) remnants of Infanterie-Division 298 [ELR: 2] set up in hexes numbered ≥ 2; Italian and German units may not set up in the same hexes (see SSR 3): {SAN: 3}









Elements of 44th Rifle Division [ELR: 3] enter on Turn 1 along the north/east/south edge(s): {SAN: 3}





SPECIAL RULES:

- 1. EC are Wet, with a Mild Breeze from the southwest at start, Ground Snow (E3.72) is in effect.
- 2. Prior to setup, the Axis player places a blaze counter in hex Q5, makes a Random Location DR (E.3), and moves the counter to the building hex nearest the result. If more than one building hex is equidistant, the Axis player selects which one receives the counter. This process is repeated with a second blaze counter, but the already-burning building may not be selected as the location for it. If the result is a tie, he must select one of the tied building hexes; otherwise, he must select the next closest eligible building hex.
- 3. The 9-2 leader starts the game wounded (A17.). During setup, the Axis player secretly designates four Italian and two German squads as Walking Wounded. A Walking Wounded MMC has 3 MF that cannot be increased for any reason, its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes, while all CC attacks made against it receive a -1 DRM. Wounded and Walking Wounded status may remain secret until these penalties must be applied. No Axis unit may Deploy (A1.31) during setup.

- 4. The T-60 M42 is radio-equipped. The Russians may declare Hand-to-Hand CC (J2.31) once during the scenario.
- 5. Personnel of both sides have Winter Camouflage (E3.712).

AFTERMATH: Hidden in gullies, in buildings in the village, and in other defensive positions, the abandoned and wounded Italians and Germans offered a sharp resistance to the Soviets who assaulted Arbuzov. A few miles away soldiers in the retreating main column could hear the gunfire as well as the battle cries of both Italians and Soviets, but they did not turn back to help their comrades, fearing that it would mean their doom as well. Though the fighting was fierce, the end was inevitable. The overwhelming Soviet attackers killed many of the defenders and captured the survivors. The harsh lesson of the retreat from the Don was repeated once again: to stop was to die.

BIDERMANN'S ESCAPE

ASL SCENARIO BoF18

Scenario Design: Mattias Rönnblom





VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 3 squads (*not* equivalents) off the north edge. Each *SdKfz 10/5* exited counts as 1 squad.

MIORY, BELARUS, 5 July 1944: As a part of the massive Soviet summer offensive of 1944, the 6th Guards Army had been tasked with the capture of Daugavpils in Latvia. The 1st Tank Corps led the initial attacks, but facing blown bridges, difficult terrain, and tough resistance, the Soviet tankers were unable to make any significant headway. The 103rd Rifle Corps was committed to the battle, attacking along the Western Dvina's southern bank and reaching the Barabie and Lake Volos line by the close of 6 July, cutting off those German troops that did not retreat in time. Among those facing the Soviet rifle divisions were Infanterie-Division 132, deployed south of the river in an attempt to protect Army Group North's exposed flank. Near Miory, Grenadier-Regiment 437 fought off the Soviets until 4 July, at which time its positions had been bypassed and the order to withdraw was given. Under the cover of darkness, the German Landser left their positions. Leading the way was a rifle company supported by self-propelled FlaK guns. Guided by red flares dropped by night bombers hitting German front lines, the German force, commanded by Leutnant Gottlob Bidermann, bypassed burning enemy-occupied villages and impassable swamps. In the early morning hours, after having been ambushed by a brave Soviet major demanding their surrender, the silent escape

turned into a firefight. After a brief clash, the group continued and reached a village on a small rise only a few kilometers from the German lines. It was deemed unlikely that the settlement was in enemy hands.

22

BOARD CONFIGURATION:

BALANCE:

★ Delete the dm MMG from the German OB,

Delete the LMG from the Russian OB.



(Only hexrows R-GG are playable)

TURN RECORD CHART

★ RUSSIAN Sets Up First

GERMAN Moves First

* 1 *

4

| 4

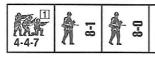
5

F

END

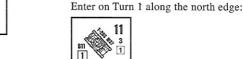


Elements of 103rd Rifle Corps, 6th Guards Army, 1st Baltic Front [ELR: 3] set up on/north-of hexrow DD: {SAN: 3}



MMG LMG 2 2 1 4-10 2-6





2



Elements of Panzerjäger-Abteilung 132 and Bataillon I, Grenadier-Regiment 437, Infanterie-Division 132 [ELR: 3] enter on Turn 1 along the south edge: {SAN: 2}





SPECIAL RULES:

- 1. EC are Wet, with no wind at start. All buildings are wooden and have a ground level only. Kindling (B25.11) and Bore Sighting (C6.4) are NA.
- **2.** Each German squad Smoke Placement Exponent (A24.1) is increased by one (even if it were 0). The Germans have no PF capability.

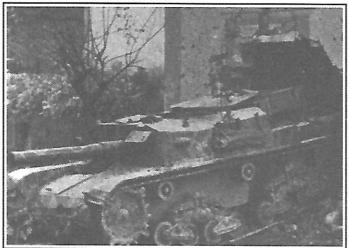
AFTERMATH: The loud clanking of tanks broke the silence, and soon rifle and machine gun fire joined the cacophony. The village was defended by Soviet infantry backed by two aging but still formidable T-26s. Returning fire, German infantry worked their way forward with 20mm FlaKs barking short bursts in support. Losses were mounting on both sides. A T-26 was destroyed with a hand-held AT mine, and one of the 20mm halftracks received a direct hit in the engine, but the wounded gunner kept firing long after the vehicle had ground to a halt. When the crew of the second T-26 bailed out, the breakthrough was a fact. Leaving the now burning village behind, the small <code>Kampfgruppe</code> hurried forward to a neighboring village. That village was devoid of Soviet troops. Having prepared to welcome liberation, the inhabitants stood outside their houses, the women with bowls of sweet cream. Horrified, they realized that the heavily-armed new arrivals in their torn uniforms were not those of the Red Army, but Wehrmacht. With the manners of a Viking raiding party, the Germans quickly downed the food and drinks prepared for their antagonists. Much like the bulk of Infanterie-Division 132, the <code>Kampfgruppe</code> would reach friendly lines. But the fall of Daugavpils was inevitable.

BITE OF THE BASSOTTO

ASL SCENARIO BoF19

Scenario Design: Chris Mazzei & Peter Struijf





VICTORY CONDITIONS: The New Zealanders win at game end by Controlling ≥ 8 buildings (see SSR 2).

Near SAN CASCIANO, ITALY, 27 July 1944: During six months of static mountain warfare around Cassino, the New Zealand Divisional Cavalry had found little use for their lumbering Staghound armored cars. This changed after Rome fell to the Allies. In hot pursuit of the retreating enemy in the Liri Valley, the Cavalry were often in the lead, receiving a liberator's welcome from the Italian population. This did not last long; at the end of July they ran into the outposts of the Gothic Line, north of the Pesa River. The New Zealand Division was ordered to sweep aside these defenses and capture Florence. This would be no walk in the park for the Staghounds, as they faced the hardened veterans and Bassotto (Dachshund) assault guns of Fallschirmjäger-Division 4.

BOARD CONFIGURATION:

N 85

(Only hexrows Q-GG

are playable)

BALANCE:

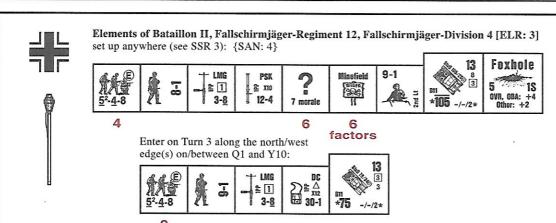
- # Exchange one LMG with one MMG in the German OB.
- O Delete the 9-1 armor leader from the German OB.

TURN RECORD CHART

GERMAN Sets Up First

O NEW ZEALANDER Moves First

1 2 3 4 5 END





Elements of 23 Battalion and A Squadron, Divisional Cavalry Regiment, 2nd New Zealand Division [ELR: 4] enter on Turn 1 along the east/south edge(s): {SAN: 2}





SPECIAL RULES:

- 1. EC are Moderate, with a Mild Breeze from the southwest at start. All buildings have a ground level only.
- ${\bf 2.}$ Contrary to B24.1, rubble hexes that contain original building artwork are still considered building hexes for VC purposes.
- 3. German squads may freely Deploy (A1.31) at setup. The Germans may use HIP for \leq one MMC (and any SMC/SW stacked with it) *and* for the *StuG 105/25(i)*. The German player may allocate \leq 2 PF under Optional Usage (C13.311). Such PF are deducted from the total number of PF shots available.

AFTERMATH: A Squadron was sent forward in support of 23 Battalion, advancing on San Casciano. The *fallschirmjäger* made use of all available cover and caught the advancing forces in several surprise ambushes. Local German counterattacks were common and ferocious. In one such firefight, A Squadron lost two Staghounds. One troop leader, Second Lieutenant Dick, had his vehicle destroyed in a duel with a self-propelled gun, which he succeeded in forcing out of a house, but not before it had put a shot through his fuel tank. The other armored car blew up on a mine, and a third came out of action with a punctured tire. As the New Zealanders fought their way to the Po Valley, the previous month of easy advances had become a distant memory.

DOWN BY THE RIVER

Scenario Design: Michael Koch





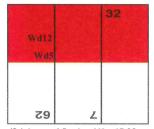
VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 10 VP (including \geq 2 VP from each side of the river). Each Good Order squadequivalent adjacent to a river hex is worth 1 VP and each Mobile (D.7) AFV with functioning MA adjacent to a river hex is worth 2 VP.

DEMYANSK, RUSSIA, 20 April 1942: In February, two German Armeekorps six divisions—were stuck in the area around Demyansk. The harsh winter had hit the unprepared Germans hard and, combined with stiff Soviet resistance, forced them into defensive positions. Requests by their commander, Generalfeldmarschall Ritter von Leeb, to take the two Armeekorps towards the river Lowat were denied by Hitler himself. Von Leeb lost his command, and finally, on 8 February, the Soviets closed the ring around the Germans, forming the Demyansk pocket. Nearly 100,000 German soldiers were trapped and the only way to supply them was by air. The Luftwaffe delivered 300 tons each day which kept the units in the pocket alive and fighting but did nothing to change the fact that they were cut off from friendly lines. To solve this, the Germans launched Operation BRÜCKENSCHLAG on 20 March to crack open the Demyansk pocket and relieve their trapped comrades there.

BOARD CONFIGURATION:

BALANCE:

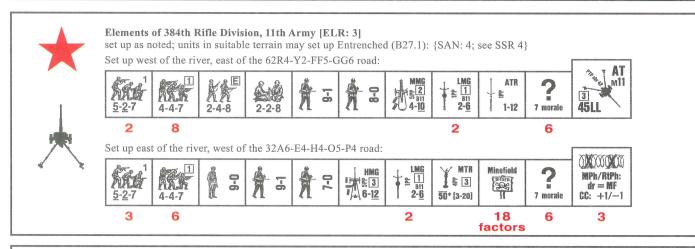
- ★ Add one 2-4-8 HS to each Russian OB
- # Exchange one LMG with one dmMMG in either German OB group (German player's choice).



(Only hexrows A-P on board 32 and R-GG on boards 7/62 are playable)

TURN RECORD CHART

* RUSSIAN Sets Up First [144] 4 END # GERMAN Moves First [234]





Elements of Leichte Infanterie-Division 8, Sturmgeschütz-Abteilung 184, and Kampfgruppe Eicke, SS-Panzer-Division 3 "Totenkopf" enter as noted: {SAN: 3; see SSR 4}

Leichte Infanterie-Division 8 and Sturmgeschütz-Abteilung 184 [ELR: 3]

enter on Turn 1 along the west edge:





Kampfgruppe Eicke [ELR: 5] enter on Turn 1 along the east edge:



SPECIAL RULES:

- 1. EC are Wet, with no wind at start. Place overlays as follows: Wd5 on 62S9-T9; and Wd12 on 62Z9-Z8. Place a Foot Bridge (B6.44) in 32L7. The river is Flooded (B21.122), and pond hexes are considered river hexes. Soft Ground (D8.21) is in effect. Road Bonus (B3.4), Kindling (B25.11), and Bore Sighting
- 2. German 5-4-8s/2-3-8s are Assault Engineers (H1.22).
- 3. Hand-to-Hand CC (J2.31) may be declared by both sides. Additionally, the DEFENDER may declare Hand-to-Hand CC provided all ATTACKER units were Ambushed and/or are Withdrawing.
- 4. Each side uses two Sniper counters; one must set up on board 32 and the other on board 62. Randomly select which single counter activates to resolve an effective Sniper attack (A14.2).

AFTERMATH: Five infantry divisions under Generalleutnant von Seydlitz-Kurzbach opened the attack and Soviet lines were soon penetrated. The Germans also attacked from inside the pocket in Operation FALLREEP. In the last week of March the weather changed drastically; nighttime temperatures dropped to -20°C, but snow and ice thawed during the day, and the ground got steadily softer. Soon, mud and flooded streams were everywhere, making maneuver difficult. Finally, on 20 April, units from Infanterie-Division 8 reached the western shore of the Lowat. On the opposite side of the river they saw red flares fired by units from the "Totenkopf" division. The Demyansk pocket was successfully relieved.

HART ATTACK

ASL SCENARIO J167

Scenario Design: Gary Fortenberry





VICTORY CONDITIONS: The Allies win at game end by amassing ≥ 7 VP, which are earned as follows: each building Controlled is worth 1 VP (see SSR 2); every two (FRU) Allied AFV exited off the east edge is worth 1 VP; and each German AFV eliminated/captured is worth 1 VP.

DJEDEIDA, TUNISIA, 28 November 1942: On 25 November, a company of light tanks on a reconnaissance mission overran a lightly-defended all-weather Axis airfield, destroying over 20 aircraft and several buildings. With no infantry - and therefore unable to hold the field—the tanks withdrew to the west. The success of this recon, however, led to further plans for an attack in strength to deny the airfield to the Germans. Three days later, a mixed battlegroup known as "Hart Force" was given the job of capturing and holding the airfield and the nearby town of Djedeida. The defenders were battle-hardened Fallschirmjäger of Kampfgruppe Witzig, supported by medium tanks and dug-in anti-tank guns. The Allied attack kicked off in early afternoon with the British infantry of 5th Battalion of the Northhamptonshire Regiment riding the M3 Lees of 2nd Battalion, 13th Armored Regiment.

BOARD CONFIGURATION:

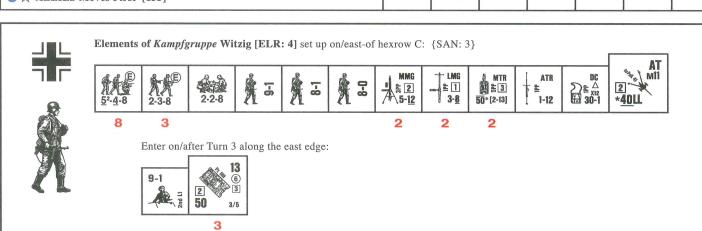


BALANCE:

- # Exchange one German MMG with a HMG.
- ∴ In the Victory Conditions, change "≥ 7" to "≥ 6".

TURN RECORD CHART

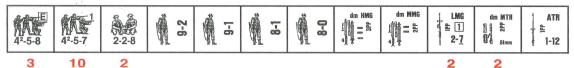
# GERMAN Sets Up First [127]	<u>○</u>	0	3 #	1		G	ENID
⊙☆ ALLIES Moves First [155]			3	4	J	ס	END





Elements of (British) 5th Battalion, Northamptonshire Regiment, and (American) 2nd Battalion, 13th Armored Regiment, 1st Armored Division [ELR: 3] enter on Turn 1 along the west edge: {SAN: 3}







SPECIAL RULES:

- 1. EC are Wet, with no wind at start. All Orchards are Olive Groves (B14.8). All Hedges are Cactus Hedges (B9.7). Kindling (B25.11) is NA.
- 2. Completely rubbled buildings are still considered buildings for Control (A26.14) purposes.
- 3. German AFV are Elite (C8.2).
- 4. To represent Gammon bombs, the British may use ATMM (C13.7) as if 1944 Germans.

AFTERMATH: "Hart Force" attacked Djedeida, advancing along a drainage ditch and rail line, clambering over numerous cactus hedges surrounding the fields and buildings. The Germans held their fire until the Allies were very close, ambushing their attackers with anti-tank and small arms fire. The attack was stalled and a retreat was ordered. With the tanks providing covering fire, the Hampshires retreated, regrouped, and assaulted the town once more—and were again repulsed. German reinforcements made the next day's attacks suffer the same fate. Encouraged, General Nehring went over to the attack with the Axis forces, and the Allies in Tunisia were stymied and forced onto the defensive for the remainder of the year.

CHARNWOOD

ASL SCENARIO 020

Scenario Design: Darrell Andersen





VICTORY CONDITIONS: The Canadians win at game end either by Controlling building P5 $and \ge 2$ of buildings Q9/R2/R4 or by Controlling buildings Q9, R2, and R4.

CAEN, FRANCE, 9 July 1944: In spite of being a D-Day objective, the city of Caen still lay in German hands more than a month after the OVERLORD landings. The British and Canadians found themselves bogged down in the city and facing the dedicated soldiers of SS-Panzer-Division 12. On the night of 7 July and the early morning hours of 8 July, the RAF and USAAF sent 450 heavy bombers and many more medium bombers against Caen as a prelude to Operation CHARN-WOOD, with the ultimate goal of seizing the city from the Germans. There had been some controversy regarding the 3rd Canadian Division commander, General Keller, and his fitness for duty. The whispered assessment of his abilities among the men was that "Keller was yellow," and this began to have a significant impact on the division's offensive capabilities.

BOARD CONFIGURATION:

BALANCE:

- # The German player may designate ≤ 1 Fortified Building Location (B23.9; Tunnels are NA) and increase the German SAN to 4.
- Exchange the 8-1 leader with a 9-2 leader in the Canadian OB and add one DC to the Canadian OB.



(Only hexrows M-GG are playable)

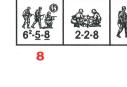
TURN RECORD CHAR'	TI	URN	RECO	RD	CHA	RT
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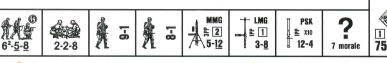
GERMAN Sets Up First
CANADIAN Moves First [128]

1 2 3 4 5 6 7 8 END



Elements of SS-Panzergrenadier-Regiment 26, SS-Panzer-Division 12 "Hitlerjugend" [ELR: 5] set up on/south-of hexrow X (see SSR 3): {SAN: 3}



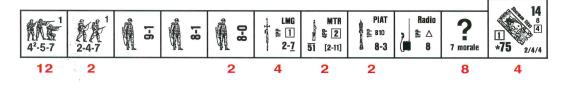






Elements of The Queen's Own Rifles of Canada, 8th Infantry Brigade, 3rd Canadian Infantry Division and The Fort Garry Horse, 2nd Canadian Armoured Brigade [ELR: 3] set up on/north-of hexrow AA: {SAN: 3}





SPECIAL RULES:

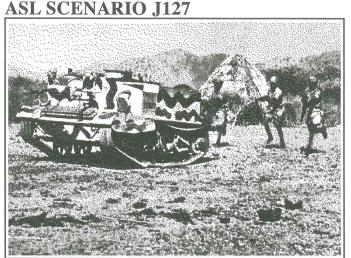
- 1. EC are Moist, with no wind at start. Kindling (B25.11) is NA.
- 2. Prior to setup, each player, German first, alternates placing a stone rubble counter anywhere on board until ten counters (total) have been placed; Falling Rubble (B24.12) is NA during this placement. After each is placed, make a dr and move the rubble counter one hex in that direction. If the rubble placement is off-map, in a building listed in the Victory Conditions, or in a hex where rubble already exists, roll again until an eligible hex is selected. If the final placement hex is a building hex, the rubble counter is placed at ground level.
- 3. The Germans may use HIP for \leq one squad-equivalent (and any SMC/SW stacked with it). The *StuG IIIG* may set up using HIP, and retains Concealment as an Emplaced Gun when firing its MA (A12.34).
- **4.** The Canadians receive one module of 100+mm OBA (HE/SMOKE) with one Pre-Registered (C1.73) hex.

AFTERMATH: The Canadians began their push into the German defenses in the heart of the rubbled city. As the Allies would learn throughout their experience in Western Europe, after the initial shock, the aftermath of tactical heavy bombing in an urban environment would prove to be a tremendous advantage to the defenders. The SS in Caen would use this new terrain to block the Canadian armor, surprise the approaching infantry, and upset the attacker's timetable one block, one street at a time. In spite of the noble efforts of the Canadians, this slow weight applied to every advance would eventually bring the Allies once again to a halt in Caen. The debris in the streets, the tenacious defense of the young Germans, and the Canadians' inability to maneuver would force the shutdown of Operation CHARNWOOD north of the River Orne. Eventually, through multiple operations and sheer application of additional combat power, the city would be taken.

MESSERVY'S MEN

Scenario Design: Chas Argent





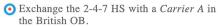
VICTORY CONDITIONS: The British win at game end by Controlling hexes N4 and N5, provided there are no Good Order Italian non-crew MMC on/adjacent to any level 4 hex(es) *and* provided the Italians amass ≤ 26 CVP.

TAMANAU GAP, ERITREA, 6 November 1940: As part of the British invasion of Eritrea, Colonel F.W. Messervy's "Gazelle Force," a motorized commando unit comprised of three machine gun companies, a field gun battery and a mechanized cavalry unit, was established with the mission of creating as much havoc among Italian and Eritrean commands as possible, a task it took on with enthusiasm at every opportunity. One typical encounter occurred on the night of 5 November 1940 when pickets from Skinner's Horse were overrun by an Eritrean camel column on a small rocky knoll in the Tamanau Gap. The next morning, bolstered by two Sikh platoons on loan from the 3rd Royal Frontier Force Regiment, Gazelle Force assaulted the Eritrean position, which had itself been reinforced during the night.

BOARD CONFIGURATION:

BALANCE:

Add a 1-4-9 hero to the Italian at-start OB.





TURN RECORD CHART

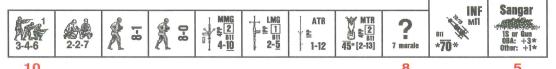
ITALIAN Sets Up First [56]

• BRITISH Moves First [95]

• 1 2 3 ## 4 5 6 END



Elements of II Gruppo Bande Polizia, 35th and 101st Colonial Battalions [ELR: 3] set up on hill hexes: {SAN: 2}





Enter on Turn 3 on Q1 and/or U6:





Elements of A and C Squadrons, 1 (Skinner's) Horse, and A Company, 3rd Royal Frontier Force Regiment, "Gazelle Force" [ELR: 3] enter on Turns 1 and/or 2 along the south edge on/between A10 and I10 and/or along the west edge: {SAN: 2}





SPECIAL RULES:

- 1. EC are Moderate, with no wind at start. All woods are Light Woods, which are treated as Woods with the following exceptions: Light Woods are not an obstacle to same-level LOS but each hex provides a +2 Hindrance DRM that also applies to Fire Lanes (A9.222). A tracked vehicle may enter a Light Woods hex without using a road/VBM/Reverse movement by expending one-third (FRU) of its MP and then making a Bog Check DR with a +1 DRM.
- 2. The Italians receive Air Support (E7.) in the form of one '39 FB without bombs which arrives on a reinforcement $dr \le 3$ made on Italian Player Turn 3; otherwise it arrives on Turn 4. It is limited to one turn on board.
- 3. At the end of the British Turn 1 Prep Fire Phase, the British player places an AR counter in any hex within 10 hexes of the west map edge. Accuracy requires a dr \leq 4 (no modifiers apply) and any extent-of-error is halved (FRU). Full-strength Smoke counters are placed as if resolving a Smoke Concentration, and the AR counter is then removed.

AFTERMATH: The Sikhs made an effort to flank the Eritrean position but were greeted by a hail of machine gun fire from the rocky slopes which forced them to go to ground. As the morning progressed Italian Caproni aircraft attempted to join the battle but withdrew after inadvertently dropping their bombs behind the lines of their own troops. The attack ground slowly forward, and by 1pm the Sikhs were on the ridge, engaging the Colonials in close-quarters fighting. By mid-afternoon, the ridge had been cleared, and 150 Eritreans were captured. The survivors retreated to a larger hill feature at Yodrud, where they were attacked again later that day, resulting in more prisoners as well as a large quantity of captured arms. This operation was a complete success for Gazelle Force, which would continue to hound Italian Colonial forces until the re-conquest of Ethiopia the following year.

BREAKTHROUGH IN THE ARCTIC

G

ASL SCENARIO J211



VICTORY CONDITIONS: The Russians win at the end of any Game Turn by Controlling ≥ 3 multi-level buildings (see SSR 3).

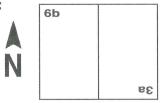
Scenario Design: Ken Dunn

KIRKENES, NORWAY, 25 October 1944: Soviet forces around Leningrad had sensed a weakening of the Finnish will to fight, and coordinated a combined military and diplomatic offensive to knock Finland out of the war by early September 1944. This left the Germans in Finland—especially the 56,000 man strong German 20th Mountain Army—in a precarious position. Strategically, it was important to protect the iron ore and nickel mines in the northern tundra area. German and Finnish forces had advanced on the Soviet port of Murmansk in 1941 but stopped 50 miles short at the Litsa River and since then the position had remained relatively static. In the extreme northern tundra, the Germans began to withdraw on two axes after a massive Soviet offensive opened on 7 October. One of these axes moved northward towards the small Norwegian port town of Kirkenes, along the Finnish-Norwegian border. After some pursuit involving German delaying actions in the harsh terrain devoid of cover, the Soviets had finally pushed the Germans back to the town.

BOARD CONFIGURATION:

BALANCE:

- # Add one 4-6-8 squad *and* one LMG to the German OB.
- \bigstar Add one KV-1S to the Russian OB.



TURN RECORD CHART

GERMAN Sets Up First [125]

★ RUSSIAN Moves First [161]

*****1

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7

END



Elements of Gebirgs-Division 6 [ELR: 3] set up in hexes numbered ≥ 4 on board 3a and/or ≤ 17 on board (see SSRs 2 and 3): {SAN: 4}

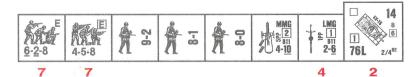






Elements of 10th Guards Rifle Division and 378th Guards Heavy Self Propelled Artillery Regiment [ELR: 4] enter on Turn 1 along the south/east edge(s) on/between 3aA3 and 6bY20: {SAN: 2}





SPECIAL RULES:

- 1. EC are Moderate, with no wind at start. All woods are brush. All buildings are wooden. Building 3aI8 has Steeple (B31.2) Locations at Level 1 *and* Level 2. Prior to setup, the German player may place \leq 3 rubble counters on Single Story Houses (B23.21).
- 2. The Germans may set up \leq one squad-equivalent (and any SMC/SW stacked with it) using HIP. In lieu of A2.9, the Germans may freely Deploy \leq three squads prior to setup. The German player may record the Locations of his SMC/SW as if the Scenario Defender at Night (E1.2).
- 3. The DC may be secretly recorded as being set up, hidden and unpossessed, in any ground level building Location. If a Good Order Russian unit enters or Searches that Location, that DC is automatically removed. If not removed prior to Turn 7, it automatically rubbles the entire hex at the start of the Russian Turn 7 RPh (and eliminates any units in that Location); Control of such building does not count for VC purposes.

AFTERMATH: Supported by tanks, the 10th Guards and elements of the 99th Rifle Corps fought into Kirkenes from the south. While the Soviets were delayed at the outskirts, the Germans blew up remaining supplies and much of the town, leaving only the church intact. The 10th Guards, spurred on by the division commander Major-General Khariton Alekseevich Khudalov, pushed German rearguards back toward the town and were soon fighting in the streets of the town itself. By noon the fighting was over. The 10th Guards pushed onward over the next few days, capturing an airfield by 29 October. The Soviets ordered this sector to go over to the defensive given the harsh terrain and the approaching polar night.

DYING FOR DANZIG

Scenario Design: Mattias Rönnblom

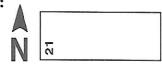
ASL SCENARIO BoF21

sitions

VICTORY CONDITIONS: The Russians win at game end provided there is < 1 Good Order, non-Encircled, non-crew, armed, German squad-equivalent in the Strongpoint (see SSR 2).

OLIVAER TOR, DANZIG, POLAND, 27 March 1945: Before the outbreak of the war, some French groups questioned why France would go to war with Germany over Poland and "die for Danzig." However, any French reluctance to fight did not prevent the outbreak of another world war. In March 1945 the front lines ran through the city, and soldiers on both sides literally were dying for control of Danzig. The German defenders had been cut in two, with the western pocket comprising Panzer-Division 4 and remnants of several infantry divisions. Due to the immense Soviet pressure, all German forces prepared to withdraw behind the Mottlau and Weichsel rivers. Grenadier-Regiment 61 was ordered to hold their positions at Olivaer Tor to permit remnants of Infanterie-Division 252 to cross the Mottlau. The Soviets formed small combined-arms assault groups, comprising flamethrower tanks, assault guns, and infantry with flamethrowers and demolition charges. On the morning of 27 March, such assault teams of 108th Rifle Division hit Grenadier-Regiment 61's po-

BOARD CONFIGURATION:



BALANCE:

Exchange the 7-0 leader with a 9-1 leader.

★ Delete one 4-6-7 squad from the German OB.

TURN RECORD CHART

GERMAN Sets Up First [132]

* RUSSIAN Moves First [149]

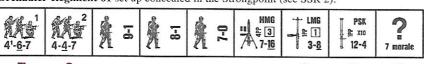


END



Elements of Grenadier-Regiment 61, Kompanie 1, schwere Heeres-Panzerjäger-Abteilung 664, and Stragglers [ELR: 2] set up as noted: {SAN: 4}

Grenadier-Regiment 61 set up concealed in the Strongpoint (see SSR 2):



Stragglers set up on/west-of

hexrow O:

Kompanie 1 set up in a Strongpoint road hex [EXC: Emplacement is NA]:



Elements of Panzer-Aufklärungs-Abteilung 4 enter on Turn 2 along the north or east edge on/between Y1 and GG6:



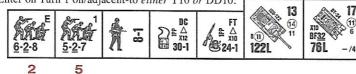


Elements of 510th Independent Tank Regiment and 108th Rifle Division, 65th Army [ELR: 3] set up within 2 hexes of either R1 or R8; AFV may set up in Motion: {SAN: 3}





Enter on Turn 1 on/adjacent-to either Y10 or DD10:



SPECIAL RULES:

- 1. EC are Wet, with no wind at start. Kindling (B25.11) is NA.
- 2. The "Strongpoint" is defined as all hexes on/within-the road boundary U3-W2-Y1-BB1-FF5-BB9-W8-S6-U3.
- 3. The Russians are Elite (C8.2). Russian squad Smoke Placement Exponent (A24.1) is "2" for 6-2-8 squads and "1" for 5-2-7 squads.
- 4. No Quarter (A20.3) is in effect for both sides.

AFTERMATH: Grenadier-Regiment 61 held its ground until midnight, when it was forced to withdraw in the face of encirclement as Soviet spearheads were threatening the Mottlau bridges. The graffiti claimed that Danzig would remain German-Danzig bleibt Deutsch -but at the end of March 1945, Germany no longer reigned over the city. Pre-war ambitions had been to incorporate Danzig into the Reich, but the outcome was the exact opposite. A majority of the German populace fled or were driven off, and the largely destroyed Hansa city was to be incorporated proper into Poland for the foreseeable future.

ROAD TO ROME

ASL SCENARIO 013

Scenario Design: Ian Daglish

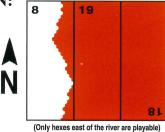




VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 18 Exit VP [EXC: see SSR 2] off the north edge or at game end by Controlling ≥ 2 of the following buildings: 8B1, 8E3, 8J2.

South of ROME, ITALY, 10 September 1943: The armistice caught the Italian army by surprise. While some officers doffed their uniforms and returned home, others frantically sought guidance from the Ministry of War. Finally, the 111 and 122 Companies of Paratroops, X Reggimento Arditi were ordered south of the city, moving past the San Paolo Basilica and further south along the banks of the Tiber River. There, patrols met advancing German paratroopers. Officers conferred, exchanged threats, then parted. Former allies now determined to fight for

BOARD CONFIGURATION:



BALANCE:

- W Add one 2-4-7 HS and one MMG to the Italian at-start OB.
- Add two DC to the German Turn 1 reinforcements.

TURN RECORD CHART

| ITALIAN Sets Up First [61] 5 6 **END** # GERMAN Moves First [156]



Elements of 111 Company Paratroops, Montebello Lancers, and Rome Carabinieri [ELR: 4] set up on/north-of hexrow 8U-18M:













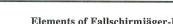






Enter on Turn 4 along the north edge:





Elements of Fallschirmjäger-Division 2 [ELR: 5] set up on/south-of hexrow 8Z-18H: {SAN: 3}





















Enter on/after Turn 1 along the south edge, with all Personnel as Passengers:















3

SPECIAL RULES:

- 1. EC are Dry, with no wind at start. All buildings have a ground level only. Kindling (B25.11) is NA.
- 2. Unarmed vehicles are worth 0 Exit VP unless towing a Gun and/or transporting Personnel.
- 3. Vehicle crews are treated as SMC for building Control purposes.

AFTERMATH: Charged with holding the line between the 122 Company on high ground to their left and the Tiber to their right, the fifty Arditi of 111 were thinly spread. Too thinly spread to stop the German advance up the Ostia road to Rome, though they held out all day long. Too late, armored support arrived, only to be shot to pieces by the attackers. At last, word came that the San Paolo sector headquarters had been abandoned, leaving no hope of further reinforcement. Betrayed but unbeaten, the company fell back into the city.

A FROSTY MORNING

ASL SCENARIO 03

Scenario Design: Pete Shelling





VICTORY CONDITIONS: The British win immediately upon exiting ≥ 10 Exit VP [EXC: prisoners are NA] off the west edge (see SSR 3) and/or by amassing ≥ 30 CVP [EXC: prisoners do not count double].

OUDNA, TUNISIA, 1 December 1942: The front in Tunisia was so fluid that even the key towns and airfields would often be evacuated even before any sign of enemy activity. Such was the case at Depienne, an airfield which was seized without a fight on November 29 by the 2nd Parachute Battalion. After their drop, loaded with explosives and little else, the 500-odd "Red Devils," led by their flamboyant Colonel, Johnny Frost, proceeded to their second objective 12 miles away. Upon reaching Oudna, Frost found not German aircraft on the tarmac but tanks and Luftwaffe paratroops. After a brief skirmish, the 2nd Battalion withdrew to higher ground to plan an ambush for the next day.

BOARD CONFIGURATION:



board 59 are playable)

BALANCE:

- In the VC, replace "≥ 10" with "≥ 8".
- ₩ Delete the MMG and one DC from
- # the British OB.

TURN RECORD CHART



Elements of 2nd Parachute Battalion, 1st Airborne Division [ELR: 5] set up on board 14 in hexes numbered \geq 4 on/between hexrows F and N: $\{SAN: 5\}$



MTR
6²-4-8
2-2-8

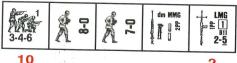
14

2 3 2 2 4



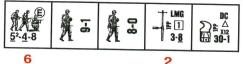
Elements of Superga Division [ELR: 3] enter on Turn 1 along the east edge: {SAN: 3}





2

Elements of Fallschirmjäger-Regiment 5 [ELR: 4] enter on Turn 2 along the north/west edge(s) on/between 5aI20 and 5aQ5:



Elements of Panzer-Division 10 [ELR: 4] enter on Turn 3 along the south/west edge(s) on/between 5aI1 and 5aQ6:



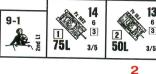








Enter on Turn 4 along the south edge of board 59:



SPECIAL RULES:

- 1. EC are Wet, with no wind at start. All orchards are Olive Groves (B14.8). Grain is in season. Kindling (B25.11) is NA.
- 2. The inherent HS of the SPW 251/sMG is a 2-4-8. The Friendly Board Edge (D5.341) for the Germans is the south edge.
- ${f 3.}$ The OML-3-in MTR is worth 1 Exit VP (even if exited dm, but not if Malfunctioned).

AFTERMATH: With Feldwebel Hammerlein's armored reconnaissance company supporting the counterattacking fallschirmjäger, along with elements of the Italian Superga Division, the Red Devils found themselves being squeezed from all sides. When expected American armored reinforcements turned out to be more panzers instead, Frost was again forced to withdraw to the Sidi bou Hadjeba ridges. Pounded by armor and artillery and assaulted by enemy infantry for the remainder of the day, only 160 men of the 2nd Battalion made it back to Medjez, where they too were swept up in Nehring's counterattack. A valiant fight for no gain, it would not be last such jackpot for Col. John Frost

RED DON

ASL SCENARIO 278

This scenario was previously issued as AP21 and has been updated. Scenario Design: Mark Pitcavage





VICTORY CONDITIONS: The Russians win at game end by having ≥ 10 VP of unbroken Russian MMC in hill hexes west of the river.

Near BABKA, RUSSIA, 16 January 1943: The first body blow of Operation LITTLE SATURN, the Soviet plan to destroy Hitler's southern armies, came against the Italian 8th Army in December. In January, the Soviets launched their second great thrust, a powerful attack aimed at the 2nd Hungarian Army and the northern elements of the Italian 8th Army. There, however, stood the elite Alpini Corps, consisting of Italy's toughest men-in-arms, and they were made of sterner stuff. Day after day in mid-January, the Soviets launched repeated attacks against the Italians of the Cuneense, Julia, and Tridentina divisions. Often the attacks never even made it across the frozen Don to the fortified positions. On 16 January they tried again, striking the Tridentina Division.

BOARD CONFIGURATION:



BALANCE:

Add 12 A-P mine factors to the Italian OB.

★ Delete both 45mm MTR from the Italian OB.

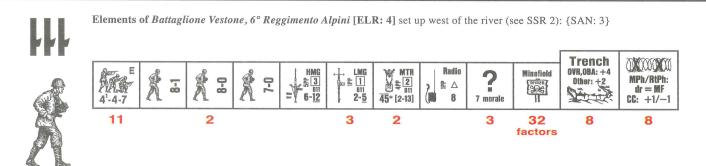
(Only hexrows E-Y are playable)

TURN RECORD CHART

ITALIAN Sets Up First [88]

★ RUSSIAN Moves First [140]

1 2 3 4 5 6 7 END





Elements of 15th Rifle Corps [ELR: 3] set up east of the river: {SAN: 3}





SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Ground Snow (E3.72) and Overcast (E3.5); Falling Snow (E3.71) is possible beginning on Game Turn 3. A +1 LV Hindrance (E3.1) applies at ranges \geq 6 hexes on Game Turns 1 and 2. Level 2 hill hexes do not exist; treat all such hexes as Level 1 hill hexes.

- 2. Wire/mines may be set up in river hexes adjacent to the west bank, but such counters must be placed on-map.
- 3. The Italians receive one module of 80+mm battalion mortar (C1.22) OBA (HE/Smoke) with Scarce Ammunition (C1.211). Harassing Fire (C1.72) is NA.
- **4.** Russian Personnel have Winter Camouflage (E3.712). The Russians may declare Hand-to-Hand CC (J2.31). Broken Russian units that start the RtPh in a river hex and adjacent to an armed, unbroken Italian unit may use Low Crawl rather than Surrender.

AFTERMATH: The Soviet attack against the 6th Alpini Regiment of the Tridentina Division failed miserably. In many places, the attacks collapsed completely. Elsewhere, Soviet units made it across the river, but their breakthroughs were quickly eliminated. However, the fate of the Tridentina Division was not in its own hands. Though its own men held firm, the Soviets to the north broke through the crumbling Hungarian lines and sped far into the Axis rear. The Alpini, resolute defenders though they were, were about to be surrounded. Late on 16 January, the order to withdraw came and their long retreat began.

BETTER THAN NOTHING

ASL SCENARIO WO45

Scenario Design: Pete Shelling

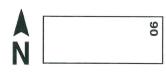




VICTORY CONDITIONS: The Russians win at game end by amassing more VP than the Germans. Both sides earn Exit VP [EXC: German AFV do not count; Russian AFV (including its inherent crew) with functioning MA are worth 3 VP, or 2 VP without] for exiting units off the east edge. Additionally, each side earns VP equal to the CVP value of its Good Order units beneath trenches at game end. Prisoners do not count in either case.

DERECSKE, HUNGARY, 15 October 1944: Soviet attacks around Debrecen were winding down by mid-October while all across the Hungarian plains German units of *General der Artillerie* Maximilian Fretter-Pico's VI. *Armee* had bent but not broken. Often, General Rodion Malinovsky's cavalry-mechanized groups would penetrate too deeply too quickly—and end up encircled themselves. Such was the case around Derecske with cavalry-mechanized group Gorshkov being cut off. The only escape opportunity for Gorshkov was to attack the lines of *Generalleutnant* Erich Abraham's Infanterie-Division 76.

BOARD CONFIGURATION:



BALANCE:

- # Delete the 8-1 armor leader from the Russian OB.
- ★ Exchange two 5-2-7 squads with two 4-5-8 squads in the Russian OB.

TURN RECORD CHART

GERMAN Sets Up First

★ RUSSIAN Moves First [132]

1 2 3 4 5 6 7 END



Elements of Infanterie-Division 76 [ELR: 3] set up on/between hexrows R and X [EXC: trenches set up on/between hexrows D and G]; units in suitable terrain may set up Entrenched (B27.1): {SAN: 3}



Secretly select *one* Gun to add to the German at-start OB:



AT M10 3 50L [75]

Enter on Turn 4 along the east edge:



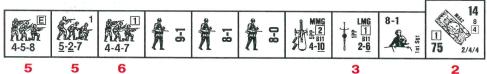






Elements of 5th Guards Cavalry Corps [ELR: 3] set up on/west-of hexrow AA: {SAN: 3}

OR





Enter on Turn 3 along the west edge:



SPECIAL RULES:

- 1. EC are Moderate, with no wind at start. Grain is in season (B15.6).
- 2. Trenches are treated as woods for Rout (A10.5) and Rally (A10.61) purposes.

AFTERMATH: Malinovsky's 2nd Ukrainian Front was unable to sustain the momentum around Nyíregyháza, but Fretter-Pico could not maintain his counterattack either. As this was the last time a German Army would win a battle while engaging the Soviets on even terms, Abraham was promoted to Corps command. Meanwhile, the Germans and Hungarians were able to yet again scrape together enough forces to delay the Red Army's advance towards Budapest—while still proving unable to stop it entirely.

DEATH AT THE CEMENT PLANT

ASL SCENARIO J203

Scenario Design: Mark Harms





VICTORY CONDITIONS: The Germans win immediately upon Controlling building 22H4 or at game end by having ≥ 1 Good Order non-crew MMC in buildings 22C3 and 22D5 and/or if there are no Good Order Russian MMC in building 22H4.

NOVOROSSIYSK, RUSSIA, 11 September 1942: When Axis forces ejected the Soviet flotilla from its Black Sea port, it looked as if the German V *Armeekorps* would be able to advance along the coast road and potentially drive the Soviets from the Black Sea. But the Soviet 47th Army threw together *ad hoc* units under the rubric of the 2nd Composite Naval Brigade that included army regulars, naval marines, and sailors from the dispersed flotilla. The brigade made a stand at the Proletary Cement Plant on the eastern outskirts of the city. The unenviable task of taking it fell to Infanterie-Division 73 with support from an assault gun battalion.

BOARD CONFIGURATION:



(Only hexrows A-Q north of the river are playable)

BALANCE:

- * Add one ATR to the Russian at-start OB.
- Exchange the 3-3-8 HS with two 2-4-8 HS and one DC.

TURN RECORD CHART

 ★ RUSSIAN Sets Up First [64]
 1
 2
 3
 4
 5
 6
 END

 # GERMAN Moves First [144]
 4
 5
 6
 END



Elements of 16th Naval Infantry Battalion [ELR: 2] set up on/east-of hexrow L; units in suitable terrain may set up Entrenched (B27.1): {SAN: 5}



4-4-7 4-2-6 2-2-8 7 3 7 3 4-10 2-6 1-12 7 morale 4-5L 4-10 2-6 1-12 7 morale 4-10 2-6 1-12

Marine detachment of 14th Naval Infantry Battalion [ELR: 3] enter on Turn 4 along the east edge:



3



Elements of Infanterie-Regiment 213, Infanterie-Division 73 and Sturmgeschütz-Abteilung 249 [ELR: 3] set up on/west-of hexrow O: {SAN: 4}





SPECIAL RULES:

- 1. EC are Moderate, with no wind to start. Building 22H4 is a Two Story House (B23.22) [EXC: only printed stairwells exist; hex 22H4 has a Level 2 Location]. The stream is Dry (B20.41). All marsh are brush. Kindling (B25.11) is NA.
- 2. Russian MMC in building 22H4 are Fanatic (A10.8) and may declare H-t-H $^{\circ}$ CC (J2.31).
- 3. 8-3-8s/3-3-8s are Assault Engineers (H1.22).
- 4. AFV crews may not voluntarily abandon (D5.4) their vehicles.

AFTERMATH: Amid shelling from Soviet ships, German forces advanced along a narrow corridor defined by sheer ridges to the north and the sea to the south. After capturing an unfinished theater building, they closed in on the plant where vicious close-quarters fighting ensued. Troops of Infanterie-Regiment 213 suffered heavy casualties but eventually got a foothold inside the plant and began to envelop it. When night came, Soviet troops slipped out and retreated to the next strongpoint on the road, the *Oktyabr* Factory. Depleted and exhausted, the Germans would advance no further along the coast. But it would be another year before the Red Army finally forced them out of Novorossiysk.

PÖSSL'S POSSE

Scenario Design: Andrew Rogers





VICTORY CONDITIONS: The Russians win at game end by Controlling ≥ 10 building/rubble Locations at Level 1 on/between hexrows 15aE and 15aJ. The required total is increased to ≥ 11 if the Germans have more Mobile (D.7) CT AFV with functioning MA than the Russians.

KAUNAS, LITHUANIA, 12 July 1944: The Soviet advance during their summer offensive was rapid and, combined with Hitler's "no retreat" order, led to many German units becoming trapped inside cities. At Vilnius, remnants of two German regiments under the command of Luftwaffe Major-General Rainer Stahel battled encircling forces from the 3rd Guards Mechanized Corps. In response, two German Kampfgruppen were formed primarily from Panzer-Division 6 and Panzer-Regiment "Grossdeutschland." After rounding up Lithuanian partisans, one of the Kampfgruppen, led by Major Walter Pössl, began to open a 50-kilometer escape route for the Germans in Vilnius. As the Germans began to pull out of Vilnius, the 3rd Guards Mechanized Corps counterattacked.

BOARD CONFIGURATION:

1a 05

BALANCE:

- # Add one 5-4-8 squad and one LMG to the German at-start OB.
- ★ Add one 4-5-8 squad and one LMG to the Russian at-start OB.

TURN RECORD CHART

GERMAN Sets Up First [0] END ★ RUSSIAN Moves First [0]

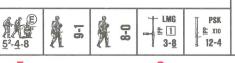


Elements of Panzer-Abteilung I, Panzer-Regiment "Grossdeutschland," Panzergrenadier-Division "Grossdeutschland," and Bataillon II, Panzergrenadier-Regiment 114, Panzer-Division 6, Kampfgruppe Pössl [ELR: 4] set up in hill hexes and/or within two hexes of any hill hex(es), concealed if in Concealment Terrain: {SAN: 3}





Enter on Turn 2 along the west/south edge(s) of board 15a on/between I1 and Q16; Infantry may not use Double Time (A4.5) on turn of entry, and each AFV has already expended 7 MP:







Elements of 35th Guards Tank Brigade, 3rd Guards Mechanized Corps [ELR: 4] set up on/east/north-of Hex Grains 15aD20-1aF4-F9-Q15: {SAN: 3}





Enter on Turn 1 along the north edge of board 1a:



Enter on Turn 2 along the east edge:



SPECIAL RULES:

- 1. EC are Dry, with no wind at start. Place overlay O5 on 1aC4-B4. Kindling (B25.11) is NA.
- 2. The Germans are Elite (C8.2). The Marder III(t)H MA has a B# of 12 (i.e., not a circled 11; D3.71).
- 3. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: Soviet supply lines were long and that delayed a response to the German relief efforts. After several uncoordinated probes, the Soviets launched concerted attacks in several places along the highway west of Vilnius. Key to those efforts were the Shermans and T-34s from the 3rd Guards Mechanized Corps. From Kampfgruppe Pössl, an armored battalion of German grenadiers and Panthers from Panzergrenadier-Division "Grossdeutschland" managed to keep the escape route open in their sector east of the town of Kaunas. These efforts were partly in vain because the Soviets managed to capture Vilnius only a day after the evacuation commenced and only a portion of the garrison was successfully evacuated.

76L

2/4/4

FRIDAY THE 13th

ASL SCENARIO J59

Scenario Design: Chas Smith





VICTORY CONDITIONS: The Germans win at game end by Controlling all buildings ≤ 4 hexes from 17R4.

PLEINE-PLAKISHKAN, EAST PRUSSIA, 13 October 1944: In July of 1944, the Hermann Göring Assault Gun Battalion began receiving shipments of JagdPanzer IV tank-destroyers. The intent was to utilize these tank-destroyers in company strength as the backbone of the new Panzerjäger units. In October, the 1st Company, Hermann Göring Fallschirmpanzerkorps Panzerjäger Battalion received 16 new JagdPanzer IV vehicles. Their mission was to act as a mobile fire brigade for the panzerkorps.

BOARD CONFIGURATION:





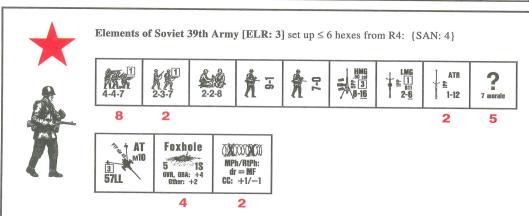
(Only hexrows I-GG are playable)

BALANCE:

- Add a 2-3-7 to the Russian OB.
- # Add a German MMG to the German OB.

TURN RECORD CHART

★ RUSSIAN Sets Up First	# 4	0	0	A	_	•	
# GERMAN Moves First [130]		2	3	4	5	6	END





Elements of Hermann Göring Panzer Jäger Kompanie and Hermann Göring Sturm Bataillon [ELR: 3] enter on Turn 1 along the west edge: {SAN: 2}





SPECIAL RULES:

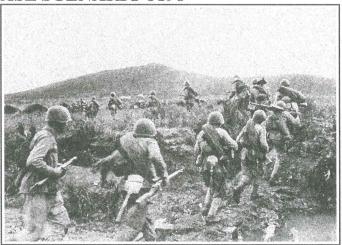
- 1. EC are Moist, with no wind at start. Kindling is NA.
- 2. German 4-4-7s created through Unit Replacement (A19.1) retain Assault Fire (A7.36) capability. German 4-4-7s/2-3-7s Battle Harden to 5-4-8s/2-3-8s.
- 3. Russian 4-2-6s/2-2-6s Battle Harden to 4-4-7s/2-3-7s.
- 4. AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: On Friday, 13 October, elements of the 1st Panzerjäger Company attacked in support of elements of the Hermann Göring Assault Battalion. Their objective was to thwart the Soviet advance on Army Group North. One JagdPanzer was knocked out by a Latvian AT gun from a range of approximately 200 meters, but the remainder swarmed the crossroads. From mutually supporting firing positions, they succeeded in halting the Soviet advance.

THE VALLEY OF GLORY



ASL SCENARIO J198



VICTORY CONDITIONS: The Russians win at game end by fulfilling one of the two following conditions, secretly recorded prior to setup and revealed at game end:

- · Control hexes I5, J4, J5, X4, X5, and Y5 with non-crew Personnel; or
- Buildings Q5, R7, and S7 are devoid of Good Order German units.

Scenario Design: Ken Dunn

ZAPADNAYA LITSA RIVER VALLEY, RUSSIA, 8 July 1941: Phase Platinfuchs of Operation SILBERFUCHS was launched on 29 June. This was the German-Finnish effort to capture Murmansk and the Murmansk railroad. The German Mountain Corps Norway had crossed the border led by General Eduard Dietl and consisted of two tough and battle-tested German mountain divisions. However, the Germans had counted on supply roads that did not actually exist as such. Despite reticent Finnish allies, lack of air cover, vigorous Soviet naval activity in the nearby bays, and Hitler's fear of a British landing in northern Norway, even these tough mountain troops could not move much faster than a kilometer per hour. By 4 July, the Germans had successfully established a bridgehead across the Litsa River in the harsh rocky northern terrain almost devoid of tree cover. Plans to proceed with the advance would have to wait as the Soviets launched a series of attacks including an amphibious landing on the Rybachiy peninsula which threatened the German flank.

BOARD CONFIGURATION:



BALANCE:

- # Exchange the 7-0 leader with an 8-1 leader in the German OB.
- ★ Delete the [EXC] from SSR 2.

TURN RECORD CHART

GERMAN Sets Up First

** RUSSIAN Moves First [112]

** 1 2 3 4 5 6 END



Elements of Gebirgs-Division 2 [ELR: 4] set up in hexes numbered ≥ 2 : {SAN: 4}







Elements of 52nd Rifle Division [ELR: 3] enter on Turn 1 along the south edge: {SAN: 3}



SPECIAL RULES:

- 1. EC are Moderate, with no wind at start. All buildings are wooden and have a ground level only. Kindling (B25.11) and Bore Sighting (C6.4) are NA.
- 2. Russian MMC suffer from Ammunition Shortage (A19.131) [EXC: any Russian MMC that rolls doubles on the IFT while using its Inherent FP suffers Unit Replacement]. On/after Turn 2, the Russian player may exit two non-Recalled AFV off the south edge to immediately remove this penalty. Once two such AFV have exited, any AFV remaining onboard is considered radio-equipped for the duration of the scenario.
- 3. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: While the Germans turned their attention to the amphibious landings, the Soviets also launched a frontal attack over the rough terrain and into what the Soviets would call the Valley of Glory. Trying to push the German bridgehead back across the river, the Soviets utilized some armored vehicles led by Company Commander Lieutenant A.P. Kosarev. Given the difficulty of supply, the tanks were mostly used to transport ammunition to the troops. Ultimately, while this was a heavy Soviet counterattack, no real progress was made and all that the fighting managed to do was delay the renewed German offensive by a day or two.

ANHALT PANDEMONIUM

ASL SCENARIO BoF23

Scenario Design: Martin Svärd





VICTORY CONDITIONS: The Russians win at game end by having more VP (calculated as Exit VP) of units on/north-of hexrow R than the Germans have anywhere onboard [EXC: all AFV are considered unarmored for VP value purposes; prisoners and the Kfz 1 (including its crew) do not count].

Between NEUKÖLLN and the REICHSTAG, BERLIN, GERMANY, 26 April 1945: The Red Army had finally reached Berlin. In the suburb of Neukölln, SS troopers of the "Charlemagne" and "Nordland" divisions struggled with Soviets for control of the courthouse, which had exchanged hands twice. Not until both flanks had crumbled under Soviet pressure and two streets were the only open withdrawal route did the SS battalion commander, Henri Fenet, issue the order to retreat. The SS conducted a fighting withdrawal and inflicted as many casualties as they could before becoming casualties themselves. The plan was to withdraw toward the heart of the crumbling Reich-the Reichstag and Hitler's bunker-and make the final stand there. But the SS troopers were not the only ones going. The Reichstag, of high symbolic value, stood out as a beacon and attracted the attention of both Zhukov's 1st Belorussian Front and Konev's 1st Ukrainian Front. In this prestigious race, initiated by Stalin himself, the commanding generals recklessly urged their troops forward, disregarding casualties. Fenet's SS troopers on the other hand, were convinced that they would not come out of this alive; they were left with the choice to die in combat or as a prisoner.

BOARD CONFIGURATION:

23 21



Add one LMG to the German OB.

Exchange the 8-0 leader with an 8-1 leader.

TURN RECORD CHART

GERMAN Sets Up First

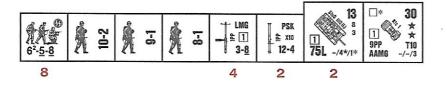
** RUSSIAN Moves First [124]

1 2 3 4 5 END



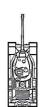
Elements of SS-Freiwilligen-Panzergrenadier-Division 11 "Nordland" and Waffen-Grenadier-Division der SS "Charlemagne" [ELR: 5] set up concealed on/north-of hexrow AA east of the canal, with ≥ 2 squad-equivalents in hexrow AA: {SAN: 4}







Elements of 9th Rifle Corps [ELR: 4] set up on/south-of hexrow CC east of the canal, with Infantry in Concealment Terrain [EXC: AFV may not set up in building hexes]: {SAN: 2}





SPECIAL RULES:

- 1. EC are Moderate, with a Mild Breeze from the northwest at start. No bridges exist. Place wooden rubble at ground level (falling rubble [B24.12] is NA) in hexes 21AA1, 21AA2, and 21Y4. Place one burning *T-34 M43* wreck in each of hexes 21Y10, 21AA5, and 21U8, with drifting Smoke (A24.61) already in place from each Blaze counter. Kindling (B25.11) is NA.
- 2. The Germans may use HIP for ≤ one squad-equivalent (and any SMC/SW stacked with it).
- 3. The Kfz 1 crew has no PF capability.
- 4. No Quarter (A20.3) is in effect for both sides.

AFTERMATH: Wave after wave of brave Soviet infantrymen, supported by tanks, tried to break through and unhinge the makeshift German defenses. The SS soldiers were exhausted, yet with small arms, grenades, and *Panzerfäuste* carried out their handiwork with a terrible efficiency. The SS were more than a match for the Soviets in the close-quarter fighting, and accounted for more than half of the 108 Soviet tanks destroyed in this sector. Fenet himself destroyed five, but the most successful tank destroyer was Eugène Vaulot who single-handedly knocked out two tanks in Neukölln and another six within 24 hours. Vaulot was one of the last to receive the Knight's Cross. On 27 April the SS formed the last defensive line at Anhalter Bahnhof. One of the few surviving SS troopers described the fighting between Neukölln and Anhalter Bahnhof as a "descent into hell."