



TOURNAMENT RULES

General: The ASLEU Main Tournament is a 5 rounds Swiss style tournament, with a fixed scenario list. The purpose of the fixed list is to encourage a higher level of play and preparation, so that players can study the scenarios in advance, and play faster.

Tournament format: The tournament is a 5 rounds swiss-style tournament. Swiss style means that in each round, you will play an opponent who has won/lost about the same number of games as you. When you play a game you will get 3 points for winning, 1 point for a draw and 0 for losing. For the first round the players will be paired according to their ASL ratings (based on the site www.asl-ratings.org).

If players are odd, one of the top players (again according to his/her rating) will gain a “bye” in round one. In subsequent rounds, the odd player gaining the bye is always the one at the bottom of the table.

After the first round, players are paired on basis of their scores, meaning that you will get to play an opponent who has (about) the same number of points that you have. Players who have won all their games are usually seeded among each other, unless odd for some reason. This pairing is repeated for each subsequent round. Nobody can play twice against the same opponent OR gain two “byes”. All players with the same points are matched in one pool, seeded according to their ASL ratings.

If you choose to play in the mini tournaments you are no longer considered in the running for the main tournament.

Tournament Schedule: The Tournament starting time is 09:30 am Friday, there will be a late start available for those travelling on Friday. On Saturday and Sunday the starting time will be 09:00 am. However, on Sunday for those games whose players can possibly win the tournament the starting time will be earlier at 08:30.

It's important that players in the main tournament start and finish rounds on time. Late show up to 15 minutes will give your opponent the opportunity to choose the scenario, up to 30 minutes and he/she will choose sides as well. After 30 minutes you lose the game (this could be waived by the opponent, but in case of a game not finished on time, the late player will lose). Reasonable reasons for delay will be taken into account regarding these rules.

We let you know the exact schedule of each round along with the scenario chosen.

Choosing which scenario to play:

The Scenario list will be online at the end of February.

Each round has one fixed scenario

There is a reserve lists on which to choose in case you don't like the fixed scenario

This is how the scenario is selected:

- 1) both players agree to play any ASL scenario (even one not on the reserve list)
- 2) both players secretly write down if they want to play the fixed scenario for the round;

- 3) if both players don't agree to play the fixed scenario for the round, the reserve list kicks in, in case just one player doesn't agree to play the fixed scenario the reserve list kicks in but the opponent is gonna choose sides:
- a) if both players agree on one of the scenarios proposed in the reserve list go ahead and play that one;
 - b) cancel from the list any scenario played by the players during ASLEU 24, give to five of the remaining scenarios on the list a priority. (from 5 to 1 - last choice is 1), sum up the priorities for each scenario the scenario with the most points will be played. There are 3 possible outcomes:
 - i) one scenario gets the most points and that will be played;
 - ii) two scenario get the same points, roll a die and choose one of them
 - iii) there are no scenario in the list, you will play the fixed scenario

We provide a tournament booklet containing these Rules, all scenario cards proposed for the tournament and HIP Sheet to each player attending

Choosing which side to play

- 1) you agree on which side to play;
- 2) your opponent refused to play the fixed scenario while you wanted to; you choose which side to play with no advantage given;
- 3) you bid for which side to play: there are 2 possible bids for each side, either you bid 0A or 0D meaning you prefer to take the attacker of the defender but don't want to give any advantage to your opponent or you bid BalA or BalD meaning that you are giving to your opponent the balance in order to play your chosen side.
- 4) In case the scenario has bid system (Australian Balance System or another), you choose the level of the bid and that is applied in order to get that side,

NOTE: the bids have effect ONLY if players choose the same side. If one player bids for the attacker and the other for defender, the balances offered are ignored and each player take the side he chose with no balance. If both players make the same bid they decide the matter with a DR and the loser of the DR gets to claim the Balance provision of the scenario for his/her side.

Rules: The tournament uses the official ASL Rules, 2nd. Edition. All official errata and known Q&A/clarifications are also applied, with the exceptions below:

ASLEU TSR 1

-Kindling is NA in all scenarios;

ASLEU TSR 2

- in case the OBA in the scenario chosen Pleva Rule is in play: Each red card/chit drawn as per C1.21 is mixed back into the pile, along with another red card/chit. Battery access is never lost due to drawing two red cards/chits. Extra card draw mechanics remain the same.

ASLEU TSR 3

- Vehicle crews are treated as SMC for Control Purposes.

Scenario Clarifications and ASLEU SSR:

J208 Panzerpioniere! : in the Victory Conditions change VP from 12 to 10; change German Balance in this way "In the Victory Conditions, change ≥ 10 to ≥ 9 "

J241 It's a Battlefield: add a 248 to British initial OOB

J244 Bowden Woods: add a 346 to American initial OOB

Rolling the dice: Some kind of dice-rolling equipment is required. You can use a dice-cup, throw the dice into a glass, use a dice-tower, or throw the dice into a box or something similar. Whatever the method used, your opponent must be able to see the result at the same time that you are. Both players must agree on the dice used and dice rolling equipment or the matter will be resolved by the TD. Excessively noisy equipment may be disallowed at TD's discretion. **In case one die does not lie perfectly flat OR one of the dice goes out of the tower, glass or whichever YOU RE-ROLL BOTH DICE.** Players are free to take different arrangements but this is how the tournament works.

HIP Sheets: Players will be provided with HIP Sheets in order to write down secret stuff, HIP sheets are subject to TD inspection, we encourage you to show your HIP Sheet to your opponent during the game when needed.

Deciding games: If two players are unable to finish a game within the allotted time, they have to decide the outcome of the scenario, using one of these three methods in descending order:

-Mutual agreement, the players agree on a winner or a tie.

-Roll the dice! (players could also apply a DRM)

- in case the players do not agree or don't want to roll dice the TDs decide the game: each player gets 3 minutes to give his assessment of the situation to the TDs, without the presence of other players, as well as explain how he is going to achieve the VCs. The TDs then will declare the result. Slow play by one of the players will be definitely taken into account in determining the outcome of the match, We recommend that participants report if their opponent is particularly slow to play, as well as a set up is done too slowly, so that this can be taken into account.

Setting Up the Game and Time limits: In order to avoid unnecessary waste of time players should have a minimum grasp of scenarios, order of battle, set up and victory conditions (especially for the morning rounds which are the most time constrained), they are also strongly invited (plane travellers are of course exempted) to bring counters, for the scenarios they are planning to play, in order to reduce dead times to the minimum. Every delay has to be promptly communicated to the TDs and will be a factor in deciding a match unfinished within the allotted time.

If both players agree they can play without time limits on Friday night (Round 2) and Saturday night (round 4). Otherwise no game can continue beyond 01.00 AM.

We strongly suggest you prepare your defensive set-up in advance and write it on paper or print it by VASL, to reduce time spent for ALL scenarios you will not discard. Take note that slow play is a factor in determining the winner of a scenario in case you don't finish on time.

Chess clocks and time record: given the success during the last year ASLEU we are repeating the chess clock experience, there will be a chess clock on every table. **The use of the clock is mandatory.**

We want to make clear that **there is no time limit on scenarios**, nor there is any time allotment for either side. But, the final time you have used up will be a factor in determining the winner in case of adjudication by TDs.

Players are expected to punch the clock at the beginning of their own phase, stop the clock if any rule question arise, definitely punch the clock during their set up. **At the end of the match record the time spent by each player on the last page of the booklet** in order to let the TDs assess the match speed of other players.

The FIW has many chess clock, but definitely bring yours if you own one.

Boards: ASLEU staff will provide enough boards for everyone for the 6 fixed scenario. We use paper boards printed from VASL with all terrain modifications already applied. Their use is optional

and both players must agree to use them. If you plan to play other scenario from the reserve bring your own boards and overlays.

Other ASL stuff: ASLEU is an international tournament and the majority of players are coming from abroad, some ASL stuff will be in place for your use, but you are encouraged to bring all the ASL stuff needed for the scenarios you plan to play. At the bare minimum bring your generic counters. Please note that just 2 nationalities have been chosen for the fixed scenario and 2 more for the reserve in order to minimise the stuff needed (German, American, Japanese, British-CW).

Determining the final rank in the tournament:

The winner of the tournament is the person who scores more points in the tournament. The final rank of all players is determined by their points at the end of the tournament. For players with equal scores, the following tiebreakers are used in listed order:

- # 1) Outcome of the direct game between the players (if any); if > 2 players have the same score this tiebreaker is NA.
- # 2) Median Buchholtz coefficients (the sum of the final scores of your opponents in the tournament ignoring the best and the worst score); note that a "bye" still gives the winner a score for Buchholtz purpose, at the end of tournament the points of the "virtual" player that has the average points of the best and of the worst player he has encountered (FRD).
- #3) round where the player lost his first game (the later the better).

If the tiebreaker is a tie as well, the players in question share the same rank.

Prizes: There will be a prize for the winner, runner up and third placed, and special prizes thanks to MMP.

Tournament fee: *You will pay 50€ euros fee for this three day tournament and the "welcome kit" with a personalised badge, tournament scenarios, rules, and further useful info about the place .*

Supply and food: ADJACENT to the playing area there are the Hotel bars and restaurant with a special 20% discount rate for ASLEU players and friends. You can stay in the hotel or SEARCH the nearby hexes.

Latest info: For the latest information, please go to: <https://www.fiw.it/iwc22/> , the official website of the tournament. You may also want to check out the Italian ASL Forum, reachable from there or from www.openground.it , to left a comment in the Overseas Friend section. The mail for info requests Is: info@fiw.it, paolo@cariolato.com and marioaceto@alice.it.

Changes in the rules: The TDs can change these general rules before the tournament begins, if other necessities/problems arise in the organisation, or if some rules prove to be not useful/unsuccessful.

Tournament Directors: The TDs are: Paolo Cariolato and Mario Aceto .

attacker defender vote time AFV

First Round 09:30 - 16:45 - 7 hours less lunch

J208	Panzerpioniere!	18 Ame	11 Ger	6.2	6.1	BOTH
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First Round (late start) 12:00 /13:00 - 16:45 - 4 - 5 hours depending on start

J244	Bowden's Wood	3 Ame	7 Ger	6.38	3.8	NO
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Second Round 17:00 - 01:00 - 8 hours less dinner

J212	Shoulder to Shoulder	31 Ger	36 Ame	6.78	5.8	BOTH
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Third Round 09:00 - 15:00 - 6 hours less lunch

J242	Courage of Cowan	3 Ger	6 Ame	6.67	4	Ger
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Fourth Round 15:30 - 01:00 - 9 and half hours less dinner

J245	Factory Fodder	11 Ame	7 Ger	6.94	6.8	BOTH
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Fifth Round 09:00 (08:30) - 14:30 5 and half hours (6 hours)

J207	Unhorsed	14 Ame	16 Ger	5.87	4	Ame
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Reserve List

J59	3rd in the Rain	182 Ger	170 Bri	6.97	4	BOTH
147	A Stiff Fight	129 Jap	139 CW	6.66	3	NO
AP32	Second Crack at Caumont	102 Ger	95 Ame	6.81	5	BOTH
J32	Panzer Graveyard	106 Ger	96 Bri	6.62	5.7	BOTH
AP59	Taking Heads	56 Ame	55 Jap	6.54	4.8	Ame
WO3	Counterattack at Carentan	76 Ame	75 Ger	6.46	3.1	Ger
23 (Y2)	Under the Noel Trees	229 Ame	227 Ger	6.7	4.9	BOTH
Roma4	Mountain Marines	8 Ita (Ger)	9 Ame	5.63	4.5	NO
J241	It's a battlefield	10 Can	17 Ger	6.08	7.6	BOTH
J234	Buckley's Chance	7 Jap	11 Aus	7	3.8	BOTH

PANZERPIONIERS!



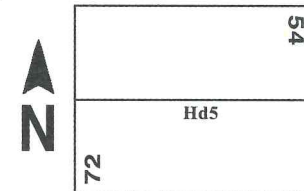
ASL SCENARIO J208

Scenario Design: Lionel Colin



Between **NOUANS** and **RENÉ, FRANCE, 10 August 1944**: Together with the French *2e Division Blindée*, the newly-arrived and inexperienced American 4th Armored Division was converging on Alençon in an attempt to close the Falaise Gap from the south. In their way stood fresh but outnumbered elements of Panzer-Division 9. Upon learning that the Allies had established a bridgehead on the Orne Saosnoise river, an immediate counterattack was launched with tanks accompanied by armored pioneers. Attacking from two different directions, the Germans surprised the Americans and soon hit them hard.

BOARD CONFIGURATION:



BALANCE:

☆ Exchange one *M4 MT* with one *M4A1(76)W MT* in the American OB, elimination of which is worth 1½ VP.

⚡ In the Victory Conditions, change “≥ 12” to “≥ 10”.

VICTORY CONDITIONS: Provided the Americans have amassed ≤ 29 CVP [EXC: prisoners/captured-equipment do not count double], the Germans win at game end by amassing ≥ 12 VP, which are earned as follows:

- Each building Controlled (see SSR 2) within 6 hexes of 54P1: +1 VP.
- Each *M4 MT* eliminated: +1 VP.
- Each *M3/M3A1* halftrack eliminated: +½ VP.
- Control of the 72Q6 bridge Location by a non-crew MMC: +3 VP.

TURN RECORD CHART

☆ AMERICAN Sets Up First [124]	⚡	1	2	3	4	5	6	END
⚡ GERMAN Moves First								



Elements of Company C, 46th Armored Infantry Battalion and Company C, 34th Tank Battalion, Task Force Burton, 4th Armored Division [ELR: 3] set up north of the stream (see SSR 3): {SAN: 3}



6 ⁺ -6-7	6 ⁺ -6-6	9-1	8-1	8-0	2	8-4	3	7 morale	13 8 4	20 0 0	20 0 0
10			2	2	3		8		5		2



Elements of Panzer-Pionier-Kompanie 3 and Panzer-Kompanie 2, *Kampfgruppe Streit*, Panzer-Division 9 [ELR: 5] enter on Turn 1 along the east/north/west edge(s) on/between 54A5 and 54GG5: {SAN: 3}



8 ⁺ -3-8	5 ⁺ -4-8	2-3-8	9-1	8-1	8-0	3-8	30-1	24-1	12-4
3	6					3	2		
9-1	13 8 3	16 1 1	16 1 1						
5			2						

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Place overlay **Hd5** on 72R2-R1. All hedges are Bocage (B9.5). The stream is Deep (B20.43). Hexes 72A8 and 72GG5 are stream hexes. Bore Sighting (C6.4) is NA.
2. Completely rubble buildings are still considered buildings for Control (A26.14) purposes.
3. One *M4 MT* must set up Immobilized in 54N4. One *M4 MT* may be secretly recorded as having a functioning Gyrostabilizer (D11.1). The *M3A1* ht has no inherent BAZ. During his setup, the American player may designate ≤ two Bocage hexsides as being Breached (B9.541). These are revealed during play as if Fortifications.

4. After American setup, the German player places one burning *M4 MT* wreck in an empty board 54 road hex. All non-crew German MMC are Assault Engineers (H1.22). All *PzKpfw IVJ* have Schuerzen (D11.2).

5. Fully-tracked AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The Americans quickly lost three Shermans and several halftracks. Though a Mark IV was taken out by a bazooka team, the Americans had to retreat to the other side of the Orne Saosnoise River with the Germans in pursuit. The Germans took the bridge and installed a short-lived bridgehead on the other side of the river but were blocked by the quickly recovering Americans. Lacking AA weapons, the German AFVs had to retreat once they were subjected to air attacks. The respite has been a short one for the hard-pressed Germans.

BOWDEN'S WOOD



ASL SCENARIO J244

Scenario Design: Andy Rogers



KURTZENHOUSE, FRANCE, 19 January 1945: SS-Panzer-Division 10 "Fruntsberg" had deployed across the Rhine to take on the American forces defending Haguenau and Strasbourg in Alsace. This was the final act of Operation NORD-WIND, the German offensive now into its third week. The American 12th Armored Division had previously failed to slow down the Germans and was now pushed onto the defensive, a task to which it was ill-suited. Quickly, other American units were pushed into the area, including the 36th Infantry Division. Better equipped for defensive warfare, this experienced unit took up positions to the south of Haguenau, occupying woods near the village of Kurtzenhouse, terrain suited to the infantrymen. To dislodge these Americans, the Germans employed panzergrenadiers supported by a handful of panzers. The SS panzergrenadiers were keen, but their veteran ranks were diluted by numerous new recruits. The initial assault occurred in the early hours against elements of 2nd Battalion, 143rd Infantry Regiment, led by the Battalion Executive Office, Lt. Colonel Marion Bowden.

BOARD CONFIGURATION:

75

BALANCE:

☆ Add one 6-6-6 squad to the American OB.

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



VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 10 VP, which are earned as follows:

- Control of hex R8 at the end of Game Turn 3: +1 VP.
- Control of hex O7 at the end of Game Turn 4: +1 VP.
- Control of hex M8 at the end of Game Turn 5: +1 VP.
- Control of hexes E6, H5, M8, O7, R8 at game end: +2 VP (each).
- Each German AFV eliminated/Immobilized/Recalled: -1 VP.

TURN RECORD CHART

☆ AMERICAN Sets Up First [133]	1	⚡ 2	⚡ 3	4	5	6	END
⚡ GERMAN Moves First [170]							

☆ Elements of 2nd Battalion, 143rd Infantry Regiment, 36th Infantry Division [ELR: 3]
set up on/north-of hexrow V in hexes numbered ≥ 3 , concealed if in Concealment Terrain: {SAN: 3}

	6 ³ -6-7	6 ³ -6-6	9-1	8-1	8-0	3PP 2 4-10	X11 WPG 8-5	M2 3 60* [3-45]	7 morale	5 OVR, OBA: +4 1S Other: +2
	4	7			2	2	2		10	6

⚡ Elements of Bataillon III, SS-Panzergrenadier-Regiment 22, SS-Panzer-Division 10 "Fruntsberg" [ELR: 4]
set up on/south-of hexrow Z (see SSR 4): {SAN: 3}

	6 ³ -5-8	5 ² -4-8	9-1	8-1	8-0	3PP 2 5-12	1PP 1 3-8	X12 30-1	7 morale	13 75L 3/5/2	16 75* 1
	7	5		2		2	4		8	2	

SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.
2. American units in the same hex as the at-start American 9-1 leader are Fanatic (A10.8). Should this leader suffer a wound/pin/break result [EXC: *voluntary break*; A10.41], the American player may disregard that result (including any Wound Severity dr) and instead turn this leader into an unpinning/unwounded heroic leader of the same quality.
3. 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 units have Winter Camouflage (E3.712).
4. Prior to setup, the German player *may* secretly create \leq two Groups consisting of \leq seven counters each [EXC: *OB-given* "?" counters do not count toward this limit]. If only one Group is created, it enters *either* on Turn 2 within two hexes of Q1 *or* on Turn 3 within two hexes of I1. If two Groups are created, Group 1 enters on Turn 2 within two hexes of Q1, and Group 2 enters on Turn 3 within two hexes of I1. SW that enter *must* be dm if possible.

5. 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/pinned.

AFTERMATH: Bowden had situated his command post in a foxhole with excellent visibility of the front and quickly reported that his outposts were under attack. Given the importance of the position, his regimental commander kept requesting updates. Annoyed at this interference, Bowden curtly replied that his senior could "come down here and do it yourself." From that point on, the regimental command left Bowden alone. Wearing white capes, the panzergrenadiers pushed forward while the panzers engaged the American flanks. The dogged defense gave no ground, however, and the few panzers were soon knocked out. The machine gunners of Company H inflicted many casualties and prevented the Germans from advancing very far. Soon, groups of panzergrenadiers began surrendering rather than risk being machine-gunned while retreating across the fields adjoining the woods. Bowden's account survived the war, and his bravery led to this wooded position being named after him in the official unit history.

SHOULDER TO SHOULDER



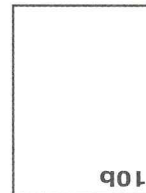
ASL SCENARIO J212

Scenario Design: Pete Shelling



SAVELBORN, LUXEMBOURG, 19 December 1944: The southern shoulder of Operation HERBSTNABEL saw weak German Volksgrenadier divisions gain early success against resting American divisions on the Luxembourg side of the Our River, including the 60th Armored Infantry Battalion of the 9th Armored Division. By 18 December, with his companies separated and surrounded, Lt. Col. Kenneth W. Collins did his best to make an organized retreat towards Ermsdorf and Fels. As the main attack of Volksgrenadier-Regiment 986 hit Savelborn in the afternoon, it was repulsed by the quad .50-caliber halftracks of the 482nd Anti-Aircraft Artillery Battalion.

BOARD CONFIGURATION:



BALANCE:

- ☆ Add one BAZ 44 to the American at-start OB.
- ⚡ Delete the last sentence of the Victory Conditions.

VICTORY CONDITIONS: The Germans win at game end by achieving \geq two of the following objectives:

1. Control more multi-hex buildings than the Americans.
2. Amass more CVP than the Americans.
3. Exit \geq 10 Exit VP off the north edge.

Prisoners do not count double for CVP or Exit VP.

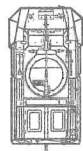
TURN RECORD CHART

☆ AMERICAN Sets Up First [0]	⚡ 1 ☆	2	3 ☆	4	5	6	7	END
⚡ GERMAN Moves First [139]								



Elements of 60th Armored Infantry Battalion, Combat Command A, 9th Armored Division and 482nd Anti-Aircraft Artillery Battalion [ELR: 3] set up in hexes numbered \geq 5: {SAN: 3}

1 6 ³ -6-6	9-1	7-0	2 3PP 4-10	11 8-4	2 3 60* [3-45]	?	5 OVR, OBA: +4 Other: +2
7						6	5



Enter on Turn 1 along the north edge:

19 3 [24] +12.7 [16]TH

Enter on Turn 3 along the north edge:

1 6 ³ -6-6	8-1	2PP	11 8-4	8-1 1st SPT	36 2 37LL -/4/4
4					3



Elements of Volksgrenadier-Regiment 986, Volksgrenadier-Division 276 [ELR: 3] enter on Turn 1 along the south edge: {SAN: 2}

1 4 ¹ -6-7	2 4-4-7	8-1	8-0	7-0	1 3-8	1 3-8	13 8 3 75L -/-/2*
9	7		2		2	3	3



SPECIAL RULES:

1. EC are Wet, with no wind at start. All woods are Pine Woods (B13.8). Kindling (B25.11) is NA.
2. One M8 armored car may be secretly recorded as having a functioning Gyrostabilizer (D11.1).
3. AFV crews may not voluntarily Abandon (D5.4) their vehicles.

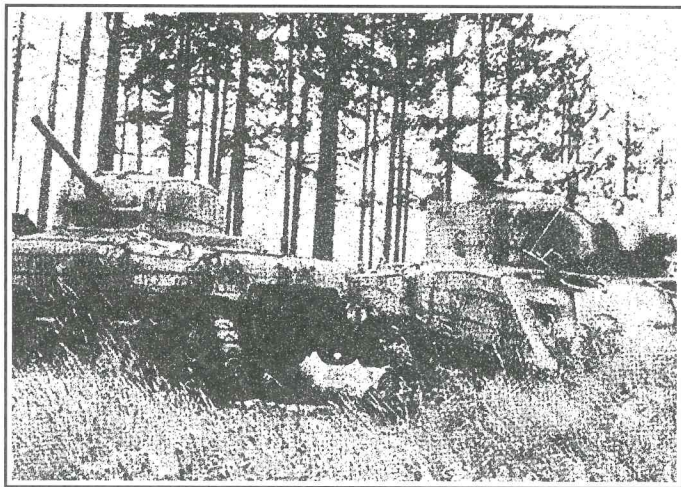
AFTERMATH: Even though the former sailors and older reservists of Volksgrenadier-Division 276 were terrified and scattered all over the hills around the village, the GIs had no heavy anti-tank weapons and thus no way to deal with the platoon of assault guns—the only armor support of the entire division—that penetrated into Savelborn. The M8 armored cars of Troop C of the 89th Reconnaissance Squadron rushed to the area and quickly dispatched a *Sturmgeschütz* with five 37mm rounds into the motor, while covering fire from another M8 enabled the infantry to take out a second with a bazooka. As German prisoners were rounded up, the lines of the 9th Armored stabilized along the southern shoulder of the Bulge.

COURAGE OF COWAN



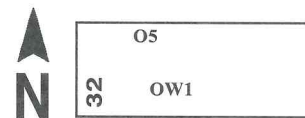
ASL SCENARIO J242

Scenario Design: Andy Rogers



JANSBACH CREEK, BELGIUM, 17 December 1944: After a tough struggle, *Kampfgruppe* Muller from SS-Panzer-Division 12 "Hitlerjugend" pushed aside American infantry from the inexperienced 99th Infantry Division. The American strategy was to delay the German advance long enough to prepare a strong defense at Elsenborn Ridge. To this end, the veteran doughboys from the 2nd Infantry Division deployed along Schwarzenbruch Trail, supported by Shermans. The lead element of the *kampfgruppe* commanded by former Hitler aide *SS-Obersturmbannführer* Richard Schulze-Kossens was again called upon to make a breakthrough. His SS panzergrenadiers, supported by assault guns, crossed Jansbach Creek and struck the American infantry along the woodland.

BOARD CONFIGURATION:



BALANCE:

- ☆ Add one 6-6-6 squad to the American at-start OB.
- ⚡ Exchange one MMG with one HMG in the German OB.

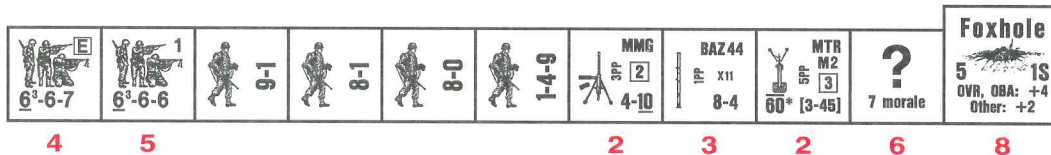
VICTORY CONDITIONS: The Germans win at game end by Controlling ≥ 5 building/rubble hexes within 3 hexes of E3.

TURN RECORD CHART

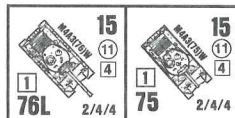
☆ AMERICAN Sets Up First	1	2	3	4	5	6	END
⚡ GERMAN Moves First [165]			☆				



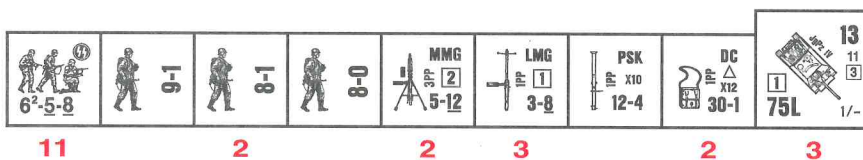
Elements of Company I, 23rd Infantry Regiment, 2nd Infantry Division [ELR: 3] set up west of the O10-Q9-U3-W1 dry stream, concealed if in Concealment Terrain: {SAN: 3}



3rd Platoon, Company C, 741st Tank Battalion enter on/after Turn 3 along the north/west/south edge(s) on/between G1 and G10:



Elements of Bataillon II, SS-Panzergrenadier-Regiment 25 and Kompanie 1, SS-Panzerjäger-Abteilung 12, SS-Panzer-Division 12 "Hitlerjugend" [ELR: 5] set up in woods/woods-road hexes within 3 hexes of W6: {SAN: 3}



SPECIAL RULES:

1. EC are Moist, with no wind at start. Ground Snow (E3.72) is in effect. Place overlays as follows: **O5** on H1-I1; and **OW1** on L8-M9. All buildings have a ground level only.
2. Foxholes are revealed as if Night (E1.16).

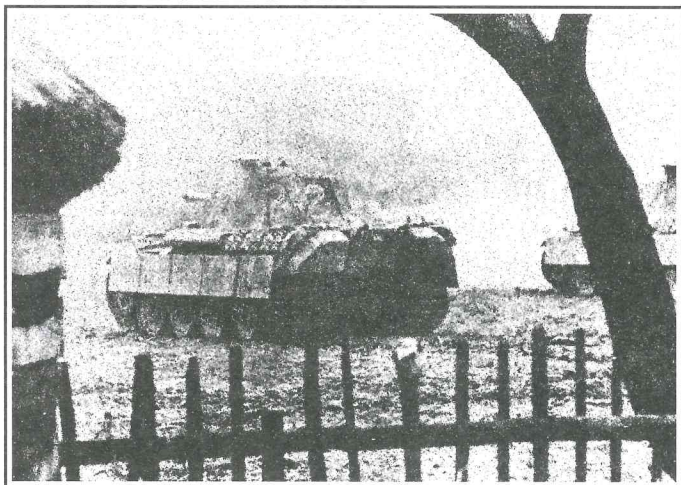
AFTERMATH: Schulze-Kossens' Bataillon II of SS-Panzergrenadier-Regiment 25 pursued the retreating elements of the 99th Infantry Division across Jansbach Creek. As the SS grenadiers deployed across the creek, they ran into the positions occupied by the experienced men from Company I, 23rd Infantry Regiment. Captain Charles MacDonald's men repelled five German assaults. The SS brought up assault guns and attempted to out-flank the left of the American line. In a semi-orderly fashion, the GIs fell back westerly to a new position and received the support of two Shermans. PFC Richard Cowan's efforts were crucial in covering the retreat. Despite being stunned by a tank round, Cowan's machine gun opened up on the advancing Germans, inflicting numerous casualties. For his efforts, he was awarded the Medal of Honor.

FACTORY FODDER



ASL SCENARIO J245

Scenario Design: Andy Rogers



VICTORY CONDITIONS: Provided they Control ≥ 3 ground-level Locations of building 10Z6, the Germans win at game end by Controlling ≥ 5 Factories (see SSR 1).

KALTENHOUSE, FRANCE, 25 January 1945: The German offensive in the Alsace province, Operation NORDWIND, had tried in multiple locations to pierce American defensive positions. Although some local successes were obtained, American lines remained broadly intact. As the operation entered its final days, the Germans committed their last main offensive weapon, SS-Panzer-Division 10 "Fruntsberg." Starting from a bridgehead on the west bank of the Rhine, this unit attempted to penetrate American lines around Weyersheim. This thrust had limited success. Turning northward, the SS attacked the key town of Haguenau. This attack would coincide with other German elements moving in from north of the town. If successful, the Germans could surround a number of American infantry units assigned to defend this area. For German plans to succeed, the SS troopers had to capture the small town of Kaltenhouse, located southeast of Haguenau.

BOARD CONFIGURATION:



66	
	10
	St1

BALANCE:

☆ Exchange two 6-6-6 squads with two 6-6-7 squads in the American at-start OB.

‡ Exchange two 5-4-8 squads with two 6-5-8 squads in the German OB.

TURN RECORD CHART

☆ AMERICAN Sets Up and Moves First [140]	1	2 ‡	3	☆ 4	5	6	END
‡ GERMAN [168]							

Elements of Company K, 242nd Infantry Regiment, 42nd Infantry Division [ELR: 3]
set up in Concealment Terrain on/west-of hexrow 10Y/66I (see SSR 2): {SAN: 3}

										7 morale	
4	7				2	2	2			10	

Elements of Company E, 242nd Infantry Regiment and supporting tank destroyers
enter on/after Turn 4 along the west edge:

2						2

Elements of Bataillon II, SS-Panzergrenadier-Regiment 22 and Abteilung 1, SS-Panzer-Regiment 10, SS-Panzer-Division 10 "Fruntsberg" [ELR: 4] set up east of the stream (see SSR 4): {SAN: 3}

6	6		2				4		2	

Enter on Turn 2 along the east edge:

2						2	3

SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect [EXC: streams are not frozen]. Place overlay St1 on 10L6-L5; hexes 10L0 and 66X0 are stream hexes. A two-lane stone bridge exists in hex 10L2. Stream hexes may only be entered via bridges (see SSR 4). All rowhouses are Factories (B23.74); rowhouse black bars do not exist.

2. The Americans *must* set up 2 squad-equivalents, 1 SMC, and 1 SW using HIP west of the stream in hex(es) within 4 hexes of a stream hex(es). If in suitable terrain, these units may set up Entrenched (B27.1) and may not change Location in the American Player Turn 1 MPH.

3. 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.

4. During German setup, the German player may secretly record the location of ≤ 3 foot bridges (B6.44) that become playable at the start of German Player Turn 1. Foot bridges are revealed only when entered.

AFTERMATH: American infantrymen were thinly spread in front of Kaltenhouse, with many units held in reserve. The Americans hoped the SS troopers of "Fruntsberg" would move slowly when crossing the Moder River, allowing American infantry to reinforce the front line. One German thrust targeted the factory district guarded by Captain Robert Dyas' Company K. Some of his units were placed close to the Moder River to impede a German crossing. However, the Germans were still able to cross the river in force, especially after demolition charges on some bridges failed to detonate. Captain Dyas soon had his command post in a factory surrounded. American reinforcements in the form of tank destroyers and infantry from Company E stopped the German advance. German problems grew worse when panzers could not reinforce the German toehold in Kaltenhouse when a key bridge collapsed. Trapped in the field between the factory district and the Moder River, 75 SS troopers uncharacteristically surrendered, ending the threat.

UNHORSED



ASL SCENARIO J207

Scenario Design: Scott Cochran



LA GOUCHERIE, FRANCE, 7 July 1944: The 113th Cavalry Group, which started its military career as Iowa National Guard Cavalry in 1915 and known from its coat of arms as the “Red Horse,” was put into combat 7 July in the Saint-Jean-de-Daye region of Normandy. Intended as and trained for long-distance mounted reconnaissance, the Red Horse saw action all over Normandy, northern France, Belgium, the Netherlands, and Germany—usually in the forefront of the battle. In its first engagement, the men of the Red Horse were forced to put aside their mounted tactics to battle elements of SS-Panzer Grenadier-Division 17 in the hedgerows outside of La Goucherie.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

⚔ Add one 7-0 leader to the German OB.

☆ Add one 7-0 leader to the American OB.

VICTORY CONDITIONS: The Americans win immediately upon exiting ≥ 10 Exit VP [EXC: prisoners do not count] of non-crew MMC off the west edge.

TURN RECORD CHART

⚔ GERMAN Sets Up First	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [158]									



Elements of SS-Panzer Grenadier-Regiment 38, SS-Panzer Grenadier-Division 17 “Götz von Berlichingen” [ELR: 5]
set up on/west-of hexrow F: {SAN: 4}



6 ² -5-8	2-2-8	9-1	8-0	2 5-12	1 3-8	X10 12-4	?	2 75L
8				3			6	



Elements of Troop A, 125th Cavalry Regiment, 113th Cavalry Group [ELR: 4]
enter on/after Turn 1 along the east edge: {SAN: 4}



6 ³ -6-7	6 ³ -6-6	9-1	8-1	8-0	2 .50 cal	2	X11 8-4	M2 60mm	17 6 3 37LL 2/4/2	*36 2 1 37LL -/4/4
5	8					2	2		2	

SPECIAL RULES:

1. EC are Moist, with a Mild Breeze from the northeast at start. All hedges are Bocage (B9.5).

AFTERMATH: The 125th’s attack, conceived as a cavalry advance, developed into an infantry fight as the reconnaissance troops found themselves dismounting to fight the German defenders in the hedgerows. After suffering significant casualties, the men of the 125th could only report where the Germans were defending in strength, rather than in depth as they could not get past the initial German positions. The entire 113th Cavalry Group had similar results, with no weak spot in the hedgerow defenses to exploit. It would be several weeks before the 30th Infantry Division under General Hobbs would be able to make a significant push to St. Lô.

FRIDAY THE 13th

ASL SCENARIO J59

Scenario Design: Chas Smith



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 1—GG are playable)

BALANCE:

★ Add a 2-3-7 to the Russian OB.

⚡ Add a German MMG to the German OB.

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

TURN RECORD CHART

★ RUSSIAN Sets Up First	⚡	1	2	3	4	5	6	END
⚡ GERMAN Moves First [130]								



Elements of Soviet 39th Army [ELR: 3] set up ≤ 6 hexes from R4: {SAN: 4}



4-4-7	2-3-7	2-2-8	5	7-0	HMG 50 cal 3	LMG 1	ATR 1-12	? 7 morale
8	2					2	5	
AT 10 57LL	Foxhole 5 OVR, OBA: +4 1S Other: +2	MMG MPH/RPh: dr = MF CC: +1/-1	4	2				



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



5-2-4-8	5	8	7-0	LMG 1 3-8	PSK x10 12-4	13 11 3 75L 1/-
10				4		3

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.

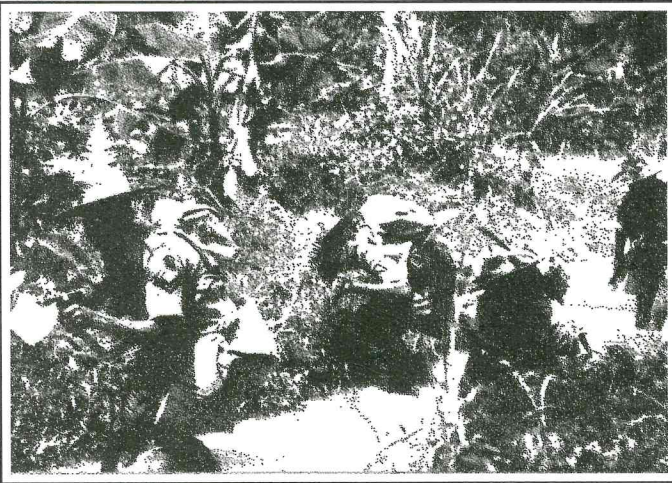
A STIFF FIGHT

This scenario was previously issued as J9.

Scenario Design:
Steve Petersen and Brian Youse



ASL SCENARIO 147



ASUN, MALAYA, 12 December 1941: At the start of the Malayan Campaign, the British War Department implemented Operation MATADOR, a thrust into Thailand with the intent of capturing strategic points to deny them to the Japanese. Once the Japanese landed at Kota Bharu, however, the British realized that they would soon be flanked and recalled their troops. All this useless movement weakened the British lines at Jitra, where the Japanese finally attacked and soon overran the initial British units, forcing them to withdraw. Near dawn on the 12th, the Japanese forced a detachment of tanks and infantry down the trunk road directly into a Punjab unit acting as a rearguard. The Punjabis had never even seen a tank and quickly broke and fled into the jungle, allowing the Japanese to exploit this hole in the British line and overrun an anti-tank unit while its guns were still limbered and its crews huddling under rubber trees seeking protection from the rain. The Japanese blitz continued until, on the outskirts of Asun, the lead tank was knocked out and a Gurkha position was discovered blocking the road.

BOARD CONFIGURATION:

BALANCE:

- In the British OB, exchange the 8-0 leader with an 8-1 leader *and* add one Wire counter.
- Add one *Type 97A CHI-HA* to the Japanese OB.



(Only hexrows P-GG are playable)

VICTORY CONDITIONS: The Japanese win at game end if there is no unbroken British MMC on/adjacent-to a road hex that is on/between hexes T5 and CC6.

TURN RECORD CHART

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

Elements of 2/1st Gurkha Rifles [ELR: 5] set up on/south-of hexrow T (see SSR 2): {SAN: 3}

E 6 ² -4-8	E 4 ² -5-8	8-0	7-0	LMG IP: 1 2-7	ATR IP: 1-12	 MPh/RtPh: dr = MF CC: +1/-1
3	4			4	2	4

Elements of Saeki Detachment and 3rd Tank Brigade [ELR: 4] enter on Turn 1 along the north edge: {SAN: 3}

E 4 ² -4-8	1 4 ¹ -4-7	2-2-8	9-1	9-0	dm MMG 2PP	LMG IP: 1 2-6	dm MTR 50mm 2PP	 14 3 2 57 2/-R2
4	4	2			2	3		3

SPECIAL RULES:

- EC are Wet, with no wind at start, and Weather is Overcast (E3.5). PTO Terrain (G.1) is in effect [EXC: the P5-X5-GG6 road exists and is paved].
- No more than two Wire counters may be placed in road hexes.
- All British units are Gurkhas (A25.43).

AFTERMATH: The Gurkhas, showing significantly more mettle than the Punjabis, halted the Japanese as a stiff firefight ensued. The mobility and initiative of the Japanese, however, allowed them to dictate the terms of this firefight, and they were soon assaulting the front and flanks of the Gurkha position. Eventually, the Gurkhas were broken into pockets and the road was cleared position by position, although many of the Gurkhas were able to retreat into the jungle and make their way back to the British lines to fight again.

SECOND CRACK AT CAUMONT



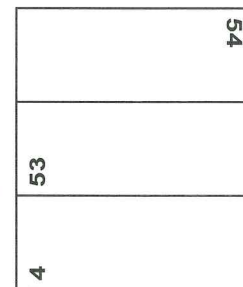
ASL SCENARIO AP32

Scenario Design: Chas Argent



CAUMONT L'EVENTE, FRANCE, 13 June 1944: Despite the difficulties it encountered at Omaha Beach on D-Day, the American 1st Infantry Division had, by the end of that initial fateful week ashore, made the deepest penetration into enemy territory of any Allied division. On June 12th, to expand the foothold, the 18th and 26th Infantry Regiments of the "The Big Red One" launched a morning attack in the direction of Caumont. Initial progress was swift and the village of Sallen, 3km north of the objective, fell easily. But as dusk approached and the Americans tried to enter Caumont itself they were hit by a counterattack comprised of infantry and assault guns from Panzerdivision 2. The battle raged in the fading light as the Germans pushed the Americans out of all but one small corner of the town. Early the next morning, having been reinforced with Shermans from the 743rd Tank Battalion, the 26th Infantry tried again.

BOARD CONFIGURATION:



BALANCE:

♣ In the VC, change "≥ 12" to "≥ 13".

☆ Exchange the American 9-1 for a 9-2.

VICTORY CONDITIONS: The Americans win at game end by Controlling ≥ 12 multi-level stone buildings, provided the Germans have amassed ≤ 29 CVP.

TURN RECORD CHART

♣ GERMAN Sets Up First [99]	1	2	3 [♣]	4	5	6	END
☆ AMERICAN Moves First [147]							

Elements of Panzergrenadier-Regiment 304 and Panzerjäger Bataillon 38, Panzerdivision 2 [ELR: 3]
set up south of the 54GG5-EE5-Y1-R3-53Q1-S5-GG5 road: {SAN: 3}

4 ² -6-8	4 ¹ -6-7	4-4-7	2-4-7	2-2-8	9-2	8-0	5-12	3-8	12-4	30-1	7 morale
2	4	3					2				12

Elements of Panzerregiment 3 enter on Turn 3 on the south or west edge of board 4:

4 ² -6-8	8-1	3-8	13
			3/5/2

Elements of the 2nd Battalion, 26th Infantry Regiment, 1st Infantry Division and the 743rd Tank Battalion [ELR: 4]
set up north of the 54GG5-EE5-Y1-R3-53Q1-S5-GG5 road (see SSR 3): {SAN: 3}

6 ² -6-7	6 ² -6-6	3-4-7	9-1	8-1	8-0	1-4-9	4-10	8-4	30-1	75	2/4/4
3	9						3	3	2	5	

SPECIAL RULES:

- EC are Moderate, with no wind at start. All hedges are Bocage (B9.5).
- German units which set up in Concealment Terrain may begin the scenario concealed. German AFV have Schuerzen (D11.2).
- Up to 3 American squad/equivalents (and any SMC/SW stacked with them) may set up on board 53; all other American units set up on board 54.

AFTERMATH: Led by the tankers of the 743rd, the attack hit the Germans hard and by 0900 had cleared the town, aided greatly by the capture of an 88mm gun and the destruction of several assault guns. Because of Caumont's position on relatively high ground, American artillery observers finally had a place from which they could clearly view German positions for miles around and, consequently, would be able to bring fire down in support of future attacks with much greater effect than had been previously possible.

PANZER GRAVEYARD



ASL SCENARIO J32

Scenario Design: Chas Smith



MINTURNO, ITALY, 21 January 1944: On 13 Nov 1943, 1st Company Hermann Göring Parachute-Panzer Regiment had been sent to support the 94th Infantry Division, and worked with the 267th Grenadier Regiment guarding the coast. 7th Company HG Parachute-Panzer Regiment was supporting the 274th Grenadier Regiment, and was engaged near Minturno. 1st Company was given the mission of guarding the Santa-Infante-Minturno Road. 7th Company tanks were already in the area and its 1st platoon, under the command of Lieutenant Lentz, was ordered to move up in support of the infantry near the Minturno Cemetery. The PzKpfw III tanks of 1st Platoon and infantry of the Grenadiers successfully repulsed several attacks. Finally, the order came for the 1st and 7th Companies, along with the 200th Grenadier Regiment, to counterattack.

BOARD CONFIGURATION:

46
X25 X11 X14
Hi5
18



BALANCE:

● In the Victory Conditions, change "≥ 20" to "≥ 22."

⚡ Reduce the game length by 1/2 turn (from 6 to 5.5 turns).

VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 20 buildings within the British setup area (rowhouses are treated as one building for VC purposes).

TURN RECORD CHART

● BRITISH Sets Up First [122]	1	2	3	4	5	6	END
⚡ GERMAN Moves First [90]							



Elements of British 5th Infantry Division [ELR: 4] set up north of the 46Q10-46Q7-46X3-46Y2-18I1-18A6 road: {SAN: 4}

4 ² -5-7	2-2-8	1-2-7	1-6	1-6	7-0	3 6-14	2 4-12	1 2-7	8-3	7 morale
10	2							2	2	14

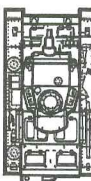


*0 57L 2/4	14 *75 2/4	AT M10 *57L
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Elements of 1st and 7th Companies, Hermann Göring Panzer Regiment, and 200th Grenadier Regiment, 94th Infantry Division [ELR: 2] set up south of the 46Q10-46Q7-46X3-46Y2-18I1-18A6 road: {SAN: 3}

4 ¹ -6-7	4-4-7	4-3-6	1-6	1-6	8-0	3 7-16	2 5-12	1 3-8	9-1 2nd Lt	13 75L 3/5
4	5	3						4		4



Set up on hill hexes within the German set up area:

13 75* 3/5

4

SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling (B25.11) is NA. To represent the gathering darkness, beginning on Turn 6, a +1 LV Hindrance (E3.1) applies to all non-CC attacks.
- Place overlays as follows: X14 on 46U3/T2; X11 on 46V1/W2; X25 46W3/V3; Hi5 on 18G5/H5.
- The PIATs in the British OB must begin the game possessed by 1-2-7 crews.
- All German MMC are Lax.
- Vehicular crews may not voluntarily abandon (D5.4) their vehicles.

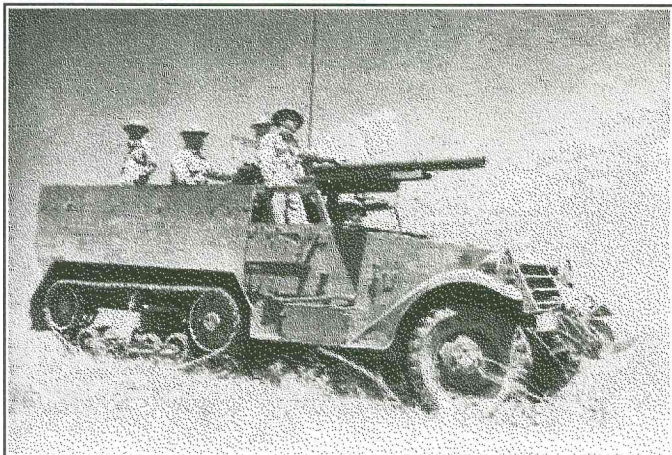
AFTERMATH: In support of the operation, 1st Platoon was reinforced by four PzKpfw IV tanks. The MkIIIs would provide fire support from positions on the heights. The attack, intended to capture the hills surrounding the cemetery and to push further into the town, was launched at 1710 hours. Feldwebel Lubke wheeled his PzIV around the corner at the cemetery and came face to face with a Sherman, which he knocked out with the first shot. Meanwhile, Lt. Lentz engaged and destroyed an antitank gun and a Churchill tank. British antitank teams were present in the town, but the armor provided the shock necessary for the less experienced German infantry to press forward. As twilight settled in, the vehicles pulled back to the cemetery and the infantry consolidated the gains. The following day, the infantry would successfully storm the last British strongpoint, leaving the town in German hands. However, after being wounded, Lt. Lentz refused to leave the battlefield, and was subsequently killed by an artillery shell.

TAKING HEADS



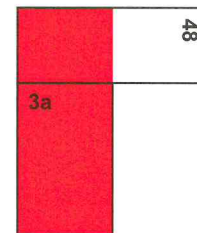
Scenario Design: Gary Fortenberry

ASL SCENARIO AP59



Along the Magalang Road south of CONCEPCION, LUZON, PHILIPPINE ISLANDS, 1 January 1942: During the retreat of the North Luzon Force to Bataan in the last days of 1941, two recently mobilized reserve divisions of the Philippine Army took up temporary defensive positions astride the Concepcion-Magalang Road along the so-called the D-5 Line. The 21st Infantry Division held the western flank, while the 11th Infantry Division held the road and the eastern flank. Their orders were to repel any attacks until the night of January 1st-2nd, then resume their withdrawal southward. In the afternoon of New Year's Day, a Japanese force struck the 11th Division's left flank along the road in an attempt to rout the defenders by a *coup de main*.

BOARD CONFIGURATION:



BALANCE:

- ☆ Add one 4-4-7 to the American OB.
- Delete SSR 3.

(Only hexrows Q-GG are playable on board 48)

VICTORY CONDITIONS: The Japanese win at game end by amassing more VP. CVP are awarded normally [EXC: Prisoners/Captured vehicles do not count double]. The Japanese earn Exit VP for all friendly units exited off the south edge, and both players receive 2 VP for each of the 13 non-hut building Locations they Control. In addition, the Japanese receive 5 VP if they can trace a path of contiguous road hexes from the north edge to 3aM15, provided neither a Good Order enemy MMC nor a Mobile AFV with functioning MA is on/adjacent-to those hexes.

TURN RECORD CHART

☆ AMERICAN Sets Up First [91]	●	1	2	3	4	5	6	7	END
● JAPANESE Moves First [257]									

Elements of 2nd Battalion, 11th Infantry Regiment (PA), and of 1st Field Artillery Group (Provisional) [ELR: 2] set up on board 48 in hexes numbered ≤ 6 and/or on board 3a (see SSR 2): {SAN: 4}

2 4 ¹ -4-7	2-2-7	9-1	8-0	7-0	HMG 50 cal SPP 3 8-16	MMG SPP 2 4-10	?	7 morale	19 0 1 75	AT M12 2 37LL	MPH/RtPh: dr = MF CC: +1/-1	Roadblock
12					2	8		2		2		

Elements of Kanno Detachment of 3rd Battalion, 2nd Formosa Regiment, and of 9th Infantry Regiment [ELR: 4] enter on Turn 1 along the north edge: {SAN: 3}

E 4 ² -4-8	1 4 ¹ -4-7	2-2-8	10-1	9-0	8-0	LMG SPP 1 B11 2-6	dm MTR 27P 50mm	ATR Type 97 SPP 1 1-12	DC Type X12 30-1
13	3					3	3		

SPECIAL RULES:

1. EC are Dry, with no wind at start. PTO Terrain (G.1) is in effect [EXC: All roads exist normally], including Light Jungle (G2.1). All Water Obstacles are Dry. A one-lane stone bridge (B6.) exists in 3aM16-M17.
2. The American player may set up one MMC (and all SW/SMC stacked with it) using HIP. American units in suitable terrain may set up in Foxholes (B27.1). Bore Sighting (C6.4) is NA.
3. American units are Stealthy (A11.17).

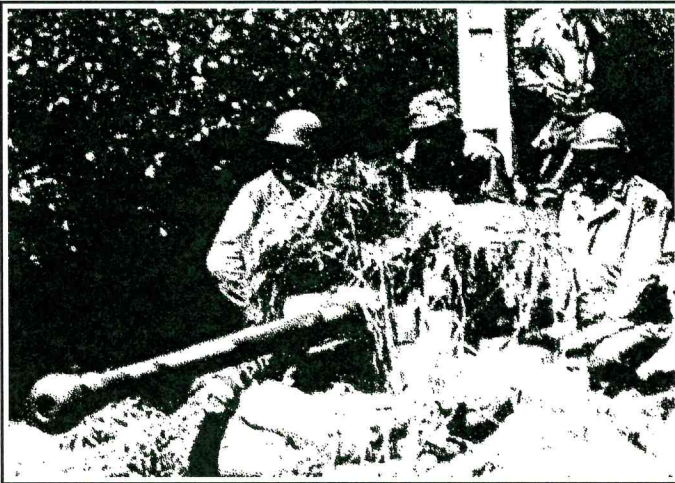
AFTERMATH: The attack struck as the men of the 11th Regiment—made up mainly of ethnic Igorots—were preparing for a withdrawal after dark. Nonetheless, and despite their relative lack (only four months) of training and outdated equipment, they fought back with determination borne of desperation, supplemented by the support of two 75mm SPM (self-propelled mount) halftracks. The Japanese attack down the road took heavy casualties, faltered, and came to a standstill. The Japanese then attempted an outflanking maneuver, but this ran into thick cane fields and failed as well. The attackers were forced to fall back and regroup. After nightfall the 11th Regiment, its move unaffected by the attack, began its withdrawal as planned.

COUNTERATTACK AT CARENTAN



ASL SCENARIO W03

Scenario Design: Brian Youse



CARENTAN, FRANCE 13 June 1944: Airborne troops had broken the German resistance at Carentan during the fighting on the 10th and 11th for the causeways into the city. Another attack on June 12th met only rearguard resistance, and Carentan was finally captured. The 506th advanced southwest of the city and dug in for the night. The next morning, Colonel Sink had the regiment attack westward, and to the surprise of the troops they met counterattacking armor and infantry elements of SS Panzergrenadier-Division 17 supporting their old nemesis, Fallschirmjäger-Regiment 6.

BOARD CONFIGURATION:



(Only hexrows A-P on board 54 and R-GG on board 63 are playable)

BALANCE:

- ☆ Increase the American SAN to 5.
- ⚡ German AFVs do not have Inexperienced Crews.

VICTORY CONDITIONS: The Germans win at game end by exiting ≥ 15 Exit VP off the north edge, provided the Americans have amassed ≤ 19 CVP.

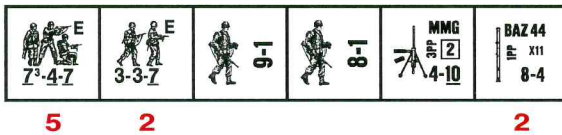
TURN RECORD CHART

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

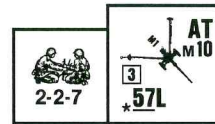


Elements of 506th Parachute Infantry Regiment, and A Battery, AA/AT Battalion, 101st Airborne Division [ELR: 5] set up as noted: {SAN: 4}

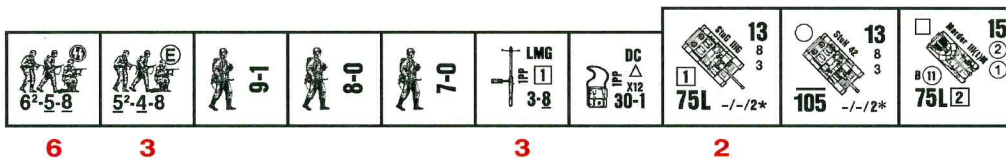
Set up on board 54 in hexes numbered ≤ 5 :



Set up on board 63:



Elements of SS-Panzergrenadier-Division 17 and Fallschirmjäger-Regiment 6 [ELR: see SSR 2] enter on Turn 1 along south edge; vehicles must enter on 54I10: {SAN: 2}



SPECIAL RULES:

1. EC are Moderate, with no wind at start. All hedges are Bocage (B9.5).
2. German SMC and 5-4-8 squads/2-3-8 HS have an ELR of 5; all other German MMC have an ELR of 2. German AFV are Elite (C8.2) and have Inexperienced Crews (D3.45).

AFTERMATH: The highway used by the 17th SS Panzergrenadiers was the dividing line between the 501st and 506th and was defended by an anti-tank gun. As the paratroopers were pushed back under the strength of the German assault, the gunners held their ground and were credited with destroying three assault guns and breaking the attack. The Panzergrenadiers would get no closer to Carentan.

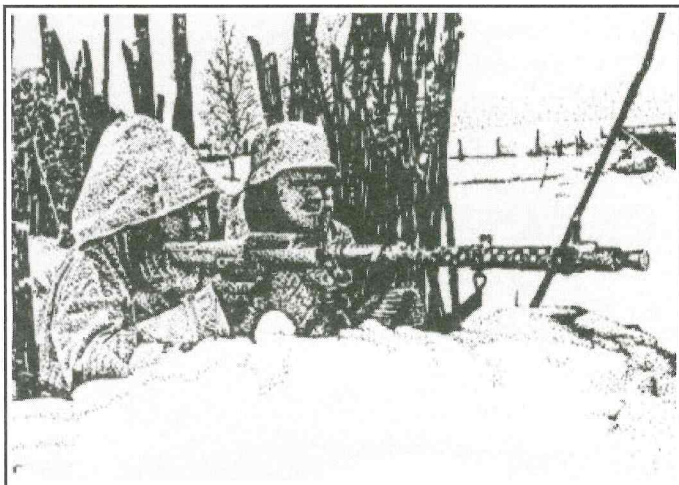
UNDER THE NOEL TREES



ASL SCENARIO 23

This scenario has been updated from its original version.

Scenario Design: Charlie Kibler



CHAMPS, BELGIUM, 25 December 1944: Christmas Day found the American garrison of Bastogne surrounded. The Germans marked the holiday with an assault on the hitherto quiet northwestern perimeter, with Bastogne as their goal. Spearheaded by *Kampfgruppe* Maucke of Panzergrenadier-Division 15, the attack pushed off at 0300. They pierced the line of the 327th Glider Infantry Regiment and proceeded eastward, while to the north, Grenadier-Regiment 77 of Volksgrenadier-Division 26 broke into Champs and engaged Company A, 502nd Parachute Infantry Regiment. In response to the battle in Champs, Companies B and C of the 502nd were ordered forward to positions east of the village. *Kampfgruppe* Maucke split up at dawn, with the smaller element moving north to bypass Champs, where it encountered and destroyed two American tank destroyers at a cost of two tanks. It then unknowingly advanced toward a collision with B and C companies.

BOARD CONFIGURATION:

BALANCE:

☆ The Americans may use HIP for \leq two squad-equivalents (and any SMC/SW stacked with them).

⚡ Delete the last sentence of SSR 3.



	19
9L	

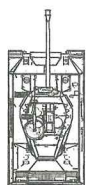
VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 4 AFV off the east edge, or at game end by exiting ≥ 3 AFV provided they have amassed more CVP than the Americans.

TURN RECORD CHART

☆ AMERICAN Sets Up First [140]	⚡	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First									



Elements of B, C, and HQ Companies, 502nd Parachute Infantry Regiment, 101st Airborne Division, and 705th Tank Destroyer Battalion [ELR: 5] set up on board 19 (see SSR 2): {SAN: 4}



E 7 ^s -4-7	8-1	8-0	7-0	2 4-10	11 8-4	2nd Lt	24 3 1 76L -/-/4
10				2	4		2



Elements of Panzergrenadier-Regiment 115 and Panzer-Abteilung 115, Panzergrenadier-Division 15 [ELR: 4] enter on Turn 1 along the west edge, each unit having already expended $\frac{1}{2}$ of its MF/MP allotment (see SSR 3): {SAN: 2}



6 ^s -5-8	9-1	8-1	7-0	1 3-8	1 3-8	1st Sgt	13 8 3 75L 3/5	13 8 3 75L -/4*/1*
7					3		5	2

SPECIAL RULES:

- EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.
- M18 GMC may set up in woods using HIP, and retain Concealment as Emplaced Guns when firing their MA (A12.34). The American player may record the Locations of his SW as if the Scenario Defender at Night (E1.2).
- All German Personnel must enter as Riders (D6.2). All German units have Winter Camouflage (E3.712), and all German AFV have Schuerzen (D11.2). German 6-5-8s/3-4-8s are Elite (A1.25) units with Assault Fire (A7.36) but are not SS (A25.11), their broken morale level is one less than printed, and their Morale Factor is *not* considered underscored.

AFTERMATH: The paratroopers, alerted by the gun duel with the tank destroyers, fell back into the woods from where they soon opened fire, inflicting heavy casualties on the *Panzergrenadiers* and forcing them to dismount. Two more unsuspected tank destroyers opened fire at a range of 400 yards and quickly destroyed three tanks. Two more were knocked out by bazooka fire. One tank penetrated the line only to be destroyed in the streets of Champs by Company A (which never relinquished its hold on the village), and the last withdrew to Hemroulle where it surrendered after finding that the remainder of the *Kampfgruppe* had been annihilated there. Yet another breakthrough—this time just over a mile from Bastogne—had been averted.

MOUNTAIN MARINES



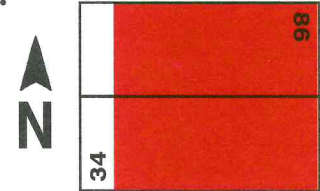
ASL SCENARIO ROMA4

Scenario Design: Paolo Cariolato



EGLIO, ITALY, 16 November 1944: The weeks-long struggle for Massa on the coastal plains of northwest Italy brought to the forefront longstanding issues of ill trust and poor morale throughout the 92nd Infantry Division, the only African American infantry division to see combat in WWII. After Massa, the 92nd was responsible for the 20-mile wide line from the sea to Barga in the Serchio Valley. The Buffalo Soldiers of the 370th Infantry Regiment conducted powerful patrols into the Tuscan hills, probing deeper into the Serchio. On 16 November, a reinforced company attacked fortified positions outside Eglio. This area of the Gothic Line was defended by Germans and German-trained Italians. Both the *Monte Rosa* Alpini Division and the *San Marco* Marine Infantry Division had been formed, equipped, and trained in Germany from ex-Italian military and northern Italian conscripts.

BOARD CONFIGURATION:



(Only hexrows C-GG on board 34 and A-EE on board 86 are playable)

VICTORY CONDITIONS: Provided the Axis have amassed ≤ 8 CVP more than the Americans [EXC: prisoners do not count double for either side], the Americans win at the end of the Game Turn specified below by Controlling the indicated number of buildings on board 86:

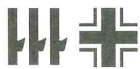
- Game Turn 4: Control ≥ 4 buildings; or
- Game Turn 6: Control ≥ 8 buildings; or
- Game end: Control ≥ 11 buildings.

BALANCE:

- ⚔️ ➦ Add 6 A-P minefield factors and 2 PFZ factors to the Axis OB.
- ☆ Delete one 5-4-8 squad from the German reinforcements.

TURN RECORD CHART

⚔️ ➦ AXIS Sets Up First [0]	☆	1	2	3	4	5	6	7	8	END
☆ AMERICAN Moves First [130]						END		END		



Elements of (Italian) 2nd Battalion, 6th Marine Regiment, 3rd Marine Infantry Division (*San Marco*) [ELR: 3] set up on board 86 in hexes numbered ≥ 3 ; Infantry in suitable terrain may set up Entrenched (B27.1) (see SSR 2); {SAN: 3}

1 4 ¹ -6-7	1 2-4-7	8-0	2 3PP 5-12	1 3-8	7 morale	18 factors	4 OVR, OBA: +4 Other: +2	4 factors Vineyard
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Scouting Patoon of (Italian) 4th Alpini Division (*Monte Rosa*) [ELR: 3] enter on Turn 4 along the north edge per SSR 4:

1 4 ² -6-8	1 4 ¹ -6-7	1-8	1 3-8
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2

Elements of (German) Pionier Zug, Kompanie 4, Hochgebirgsjäger-Bataillon 4, Grenadier-Regiment 285, Infanterie-Division 148 [ELR: 4] enter on Turn 6 per SSR 4:

1 5 ² -4-8	1 5-1	1 3-8	30-1 X12
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3



Elements of 370th Infantry Regiment, 92nd Infantry Division [ELR: 3] enter on Turn 1 along the south edge, on/west-of 34110: {SAN: 2}

1 6 ² -6-6	2 5 ² -4-6	8-0	7-0	4 2PP	2 M2 3PP 80mm	2 X11 8-4	9 7 morale
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SPECIAL RULES:

1. EC are Moderate, with no wind at start. All marsh are woods. All Water Obstacles are Level 0 open ground. All board 34 roads are Paths (B13.6), with no Open Ground in the woods-road portion of woods-road hexes. Kindling (B25.11) and Bore Sighting (C6.4) are NA.
2. Italian squads may freely Deploy (A1.31) at setup. Fortifications [EXC: mines] may not use HIP. The Axis player may designate ≤ 1 Fortified Building Location (B23.9; Tunnels are NA). PFZ factors (B36.2) may be spent to convert eligible terrain anywhere on board 86 (excluding half-hexes shared with board 34).
3. Italians use German counters and are considered German for all purposes [EXC: Heat of Battle DRM is +1; Leader Creation drm is 0], but Germans and Italians are still considered Allied Troops (A10.7).

4. Prior to the start of Game Turn 2, the Axis player secretly records a single north-edge road hex for his Turn 4 and Turn 6 reinforcement groups. The selected hex need not be the same for both groups. On its specified turn of entry, each group *must* enter on/adjacent-to its pre-recorded road hex.

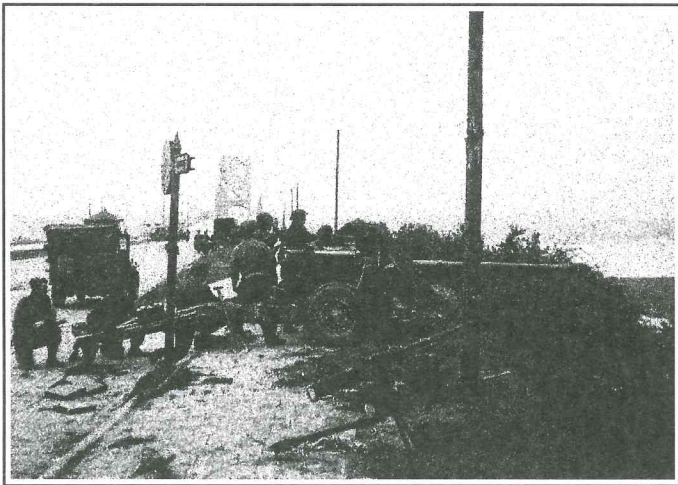
AFTERMATH: The particular area probed by the 370th was held by the Marines, who put up a staunch defense despite being outnumbered. The Buffalo Soldiers were able to secure Case Rossolo, Case Croce, and Hill 1068, but reinforcements from other units stabilized the Marine lines, and the Americans were stopped cold by late afternoon. The next day, all Allied gains were lost to an Axis counterattack that sent the Buffalo Soldiers back to their starting positions, very reminiscent of actions at Massa.

IT'S A BATTLEFIELD



ASL SCENARIO J241

Scenario Design: David Longworth



UCY-SAINTE-MARGEURITE, FRANCE, 11 June 1944: Heavy fighting raged around Bayeux, where Panzer-Lehr-Division had been thrown into the fighting. As British and Canadian troops attempted to push south towards Tilly and Lingèvres, attack and counterattack ebbed and flowed across the Norman countryside. On 11 June, the 69th Brigade attacked towards Cristot and made some progress. Units of Panzer-Regiment 901, led by Major Prinz Wilhelm von Schönburg-Waldenburg, were ordered to counterattack. The troops set off in the late afternoon to confront the Allies head-on.

BOARD CONFIGURATION:



43	
	46

BALANCE:

- Exchange one LMG with one HMG in the Commonwealth OB.
- ⚡ Exchange one *PzKpfw IVJ* with one *PzKpfw VG*.

VICTORY CONDITIONS: The Germans win at game end by Controlling ≥ 16 building hexes on board 46 on/north-of hexrow U.

TURN RECORD CHART

● COMMONWEALTH Sets Up First [146]	⚡	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First [169]									



Elements of 3rd Canadian Infantry Division [ELR: 3] set up on/north-of hexrow 43L/46V, concealed if in Concealment Terrain: {SAN: 3}

4 ² -5-8	2-2-8	9-1	8-1	8-0	4-12	2-7	8-3	5T [2-11]	?	76LL
10	2			2	2	2	2		7 morale	2



Elements of (British) 22nd Armoured Brigade enter on Turn 3 along the north edge within 2 hexes of each other:

13 8 4 76LL -/4	18 6 4 75 2/4
	2



Elements of Panzer-Lehr-Regiment 130, Panzer-Lehr-Division [ELR: 4] set up on/south-of hexrow 43V/46L: {SAN: 2}

5 ² -4-8	4 ² -6-8	9-2	9-1	8-1	8-0	3-8	3-8	12-4
5	8			2	2	2	4	2

Enter on Turn 1 along the south edge:

9-1 2nd Lt	*15 18 6 75LL 3/5/2	13 8 3 75L 3/5/2	18 1 1 9PP AAMG -/-/3
2	3	3	

SPECIAL RULES:

- EC are Moderate, with no wind at start. All buildings are stone.
- AFV crews may not voluntarily Abandon (D5.4) their vehicles.

AFTERMATH: The Germans reached the hamlets of Audrieu and Chouain without difficulty. They continued past some woods towards Ducey, only to be met by a hail of small arms and anti-tank fire. Schönburg-Waldenburg's Panther was in the lead and moved onto a small rise to take up an overwatch position. Upon assuming this position, his tank was immediately struck by an AP round which cut through the turret, killing Schönburg-Waldenburg. The Panzer Lehr troops pressed on and penetrated the Canadian positions with the loss of several tanks. *Hauptmann* Helmut Ritgen, who had assumed command of the Germans, judged that to continue to attack would be suicidal and ordered the unit to withdraw.

BUCKLEY'S CHANCE



ASL SCENARIO J234

Scenario Design: Andy Rogers

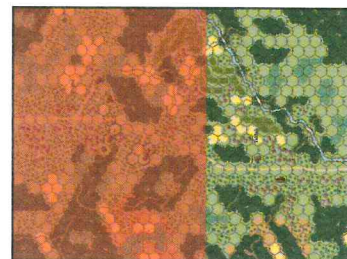


BABAU, WEST TIMOR, 22 February 1942: The battle for Timor now centered around the villages of Babau and Oesau. At Babau, the Australians were fighting a rearguard action against the Japanese amphibious force which had landed along the southwest coast of West Timor. This would be the third time this ground would be fought over. A lengthy defense of Babau and its environs would allow the Australians greater time and greater freedom for their assault on Oesau, further inland and to the east of Babau. In the action targeting Oesau, the men from Sparrow Force not involved in the rearguard action at Babau were looking to dislodge Japanese defenders, consisting of naval paratroopers and a company of regular infantry. Australian success was crucial at Oesau to ensure the Allied forces would not become surrounded. However, the Japanese defenders at Oesau proved resilient and the rearguard action around Babau would have to continue longer than anticipated.

BOARD CONFIGURATION:

BALANCE:

- Add one 4-5-8 squad to the Australian at-start OB.
- Add one Type 95 HA-GO tank to the Japanese reinforcements.



(Only hexes numbered ≤ 17 are playable)

VICTORY CONDITIONS: The Japanese win immediately upon exiting ≥ 10 Exit VP [EXC: prisoners/captured-equipment do not count; AFV (including its inherent crew) with a functioning MA are worth 2 Exit VP, or 1 Exit VP without] off the east edge on/between J17 and M17.

TURN RECORD CHART

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

Elements of Company D, 2/40th Battalion, "Sparrow Force" [ELR: 3] set up in hexes numbered ≥ 3 [EXC: ≤ 2 foxholes may set up within 2 hexes of K17]: {SAN: 3}

4 ² -5-8	4 ² -5-7	9-1	8-1	7-0	LMG 1PP 2-7	ATR 1PP 1-12	MTR 4PP 5I [2-11]	7 morale	Foxhole 5 OVR, ODA: +4 1S Other: +2
4	7	2	2	3	2	10	6		

Enter on Turn 3 along the east edge:

16 0 0 1 APP T10 ⁺ BMG 2/-/*	16 0 0 1 APP T10 ⁺ *ATR -/-/2
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Elements of 9 Company, 228th Infantry Regiment, Eastern Detachment [ELR: 4] enter on Turn 1 along the west edge on/between H0 and V0: {SAN: 3}

4 ² -4-8	4 ¹ -4-7	2-2-8	10-1	9-0	8-0	dm MMG 2PP	LMG 1PP BT1 2-6	dm MTR 2PP 50mm
3	9	2	2	2	2	4	2	

Elements of Light Tank Company enter on Turn 3 along the west edge, each AFV having already expended 8 MP:

15 1 1 37 2/-/2*
2

SPECIAL RULES:

1. See SP SSR. Entrenching (B27.11) is NA.
2. For purposes of the D14.23 NTC *only*, Japanese AFV crews are assumed to have a Morale Level of 10.

AFTERMATH: The Japanese amphibious forces now attacking Babau were from the Eastern Detachment, formed around the 228th Infantry Regiment, veterans of the campaign in China. They were pushing easterly from their landing beaches, looking to link up with the naval paratroopers holding the high ground at Oesau. Led by 9 Company, the Japanese began to push the Australians out of Babau and the surrounding areas. As the men of Sparrow Force began to stiffen their defense, Japanese armored vehicles from the Light Tank Company joined the assault. Despite the pressure from this combined arms assault, the Sparrow Force rearguard managed to delay the Japanese veterans sufficiently for the third and final assault on Oesau to be launched by the Australians. This third attack was successful and opened a path for the bulk of Sparrow Force to escape into the hinterlands of Timor.



Highlights



Leonardo da Vinci APT: 3 km (5 min. by car)
 Shuttle Bus to/from APT (5.50 AM - 22.30 PM)
 Rome Exhibition Center: 10 kms (15 min. by car)
 Rome Termini Station: 32 kms (45 min by car)
 Da Vinci Mall Center: 7,5 kms (10 min by car)
 The WoW Side Mall Center: 6,5 kms (9 min by car)



Da Vinci Mall Center: 7,5 kms (10 min by car)
 The WoW Side Mall Center: 6,5 kms (9 min by car)



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Leonardo Lounge Bar, open 7/7 from 6 am until midnight, invites guests to taste a wide choice of excellent wines and international cocktails in a warm and refined setting.



HOTEL APT SHUTTLE BUS

FROM HOTEL TO AIRPORT

05.50
06.20
07.00
07.40
08.20
09.00
09.40
10.20
11.00
11.40
12.30
13.20
14.00
14.40
15.40
16.20
17.00
17.40
19.00
19.40
20.40
21.20

FROM AIRPORT TO HOTEL

06.40
07.20
08.00
08.40
09.20
10.00
10.40
11.20
12.00
13.00
13.40
14.20
15.20
16.00
16.40
17.20
18.00
18.40
19.20
20.00
21.00
22.00
22.30

FROM 05.50 TO 22.30
 OUTSIDE T3 ARRIVALS, EXIT DOOR N°4 BUS STOP N°1

Fitness Room - open 24h/24 - 7/7
10 Meeting Rooms - Max cap. 300 pax
Garden with Pool (open in summertime)
Pool Garden Bar (open in summertime)
Spacious outdoor Parking - paying & free
Shuttle Bus Service from/to APT - paying
Laundry/Ironing service - paying