

# A RIDGE TOO FAR

## ASL SCENARIO S17

Scenario Designer: NJ Hickman



**Amfréville, France, 8 June 1944:** On D-Day, the 1st Special Service Brigade landed under fire on Sword Beach at H+90 and made the long trek to cross the Orne River Bridge (Pegasus Bridge) at Benouville and establish a defensive perimeter against counterattack on the far eastern flank of the beachhead. Central to the defense of the area was the town of Amfréville, situated on a low ridge which afforded a dominating view up and down the flat coastline. On the morning of D+2, 6 Troop, defending the road junction leading north from Ranville to Sallenellas and west to Bas de Breville, sighted troops approaching up the latter road. 6 Troop had been hit hard during the landings and was grossly under-strength, although they were bolstered by a detachment from the heavy weapons platoon. Lt. John Alderson decided not to wait and launched an attack of his own, intending to catch the approaching Germans on their flank and to drive into their rear.

### BOARD CONFIGURATION:



(Only hexrows A-P on both boards are playable)

**VICTORY CONDITIONS:** The British win at game end if they have  $\geq 9$  VP of Good Order infantry on/east-of hexrow xK. Each squad and crew is worth 2 VP, each HS is worth 1 VP, and each leader is worth 1 VP plus 1 VP for each minus modifier (i.e., a 9-2 leader is worth 3 VP).

### BALANCE:

✚ Increase British VP requirements to 11.

⦿ Add two 2-4-8 HS to the British OB.








### TURN RECORD CHART

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



Elements of 346th Infantry Division [ELR: 2] set up on board x on/east-of hexrow B with no more than one MMC per hex and not adjacent to any other MMC:













 4 <sup>1</sup> -6-7	 4-4-7	 8-1	 8-0	 7-0	 5-12	 3-8
6	6					3



Elements of 6 Troop, 3 Commando, 1st Special Service Brigade [ELR: 5] set up on board w on/west-of hexrow B:



 6 <sup>2</sup> -4-8	 4 <sup>2</sup> -5-8	 2-2-8	 9-2	 9-1	 8-1	 4-12	 2-7	 51 [2-11]	 76* [3-63] 52+
4	4							4	

### SPECIAL RULES:

1. Treat all Woods hexes as non-inherent Orchards (i.e., only the actual woods art acts as a +1 hindrance).
2. All British squads may use Assault Fire. British Elite and 1st Line MMC do not Cower (3.2.2).

**AFTERMATH:** In the early months of 1944, the Commandos had nearly doubled the number of Brens issued per Troop, giving them firepower similar to a regular Rifle Company which was twice the size of a Commando Troop. This extra firepower came into its own this day as the depleted Commando troop took on at least a full company. As Alderson had intended, their aggressiveness masked their small numbers. The Germans had not expected to be attacked and were soundly beaten. The Germans lost 60 men killed and wounded and a further 45 men were captured. In return the men of 6 Troop lost one man with seven others wounded.