

FROM THE CELLAR



PACK 7



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THE ROAD TO JUNIVILLE

ASL SCENARIO FT170

5H



VICTORY CONDITIONS: The Germans win at game end if they have amassed > 20 VP more than the French. Each side earns CVP normally, in addition the Germans earn VP, calculated as Exit VP, for units exiting off the east edge (of which 7 EVP must be in the form of German Personnel for any EVP to count).

TURN RECORD CHART

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

NORTH OF LA NEUVILLE, FRANCE, 10 June 1940: After a difficult crossing of the Aisne River near Reims against a heavily outnumbered French Army, the German exploitation was as usual rapid. "Groupement Buisson," an armored group composed of the 3rd DCR and the 7th DLM, was the only French unit able to stop the German breakthrough. For the 7th DLM in defensive positions south of the Retourne River, the day promised to be a tough one, because its 65 tanks would have to stop the entire 1st Panzer Division and its 258 panzers supported by Stukas. Having received information about German presence south of Juniville, the 7th DLM launched a counterattack with the 13 R35s of the 2/10th BCC while the 4/14th RDP was sent toward Juniville to join the garrison in the town. En route to Juniville, the column encountered the first elements of the 1st Panzer Division already fighting against the 2/10th BCC and had to dismount and take defensive positions to stop the marauding tanks.

BOARD CONFIGURATION:

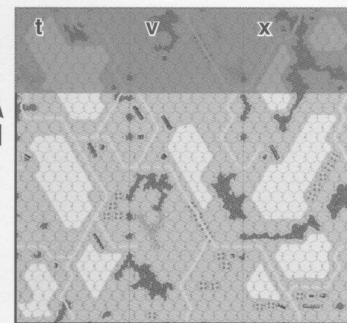
Only hexrows J-GG on boards t, v and x are playable.



BALANCE:

- ⊕ Replace three 4¹-6-7 with three 4²-6-8.
- ⊙ Add a R-35 to the French initial OB.

Scenario design: Lionel Colin



Remnants of 2/10th Bataillon de Chars de Combat, 7^{me} Division Légère Mécanisée, set up on board t in hexes numbered ≥ 5 and ≤ 8:

3

Elements of 4/14th Régiment de Dragons Portés and elements of Escadron Divisionnaire AntiChar, 7^{me} Division Légère Mécanisée [ELR: 3], enter on Turn 1 in two Groups on xJ1 or vJ1 or vJ9. Each Group must enter on a different hex. {SAN: 2}:

Group A, enter as Passengers with Guns in Tow:

2 3 2 2 9-1 7-0

Group B, enter as Riders:

2 8-0 28

Elements of 1/8th Dragons, enter on Turn 3 along the south edge:

9-1 12 37

Elements of II./Panzer-Regiment.1, 1.Panzer-Division [ELR: 3], enter as indicated {SAN: 2}:

Enter on Turn 1 along the west edge, having already expended 6 MPs:

2 2

Enter on Turn 2 along the west edge:

4 2

Enter on Turn 3 along the west edge:

7 6

SPECIAL RULES:

- EC are Dry with no Wind at start. Hills do not exist (treat them as Level 0 open ground hexes). All buildings are ground level only. Kindling is NA.
- Gun Repair (A9.72) is mandatory.
- Laffly and trucks are Recalled as soon as they have no Passengers/Gun in Tow. Laffly may exit the board along the east/south edge(s) without counting as CVP. The German trucks may exit the board along the west edge without counting as CVP.
- Interrogation (E2.) is in effect.

HISTORICAL RESULT: The 4/14th RDP was forced to dismount in a small woods along the Juniville – La Neuville road because of the arriving Germans tanks. The French defended this woods for several hours, resisting against mounting German pressure. A counter attack by the 8 tanks of the 8th Dragon (mostly H39L at this stage of the battle because the H35 have been lost earlier to mechanical failure) against 30 panzers was temporarily able to stop the Germans. The garrison of Juniville has not been reinforced. However the German spearhead south of the town was stopped, at least for several hours. The DLM continued to resist the uneven fight for two days and would inflict heavy losses on the 1st Panzer, at the cost of 50% of his strength.

GETTING YOUR BELL RUNG

3H30



ASL SCENARIO FT171

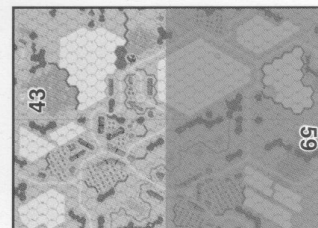


VICTORY CONDITIONS: The British win at game end if there are no Good Order German MMC [EXC: vehicular crews] in/adjacent to the 59Y1-59Z4-59Z5-59X7-59X8-43M6-43P4 road.

SANFATUCCHIO, ITALY, 21 June 1944: The advance of the Allied troops to the north of Rome met strong resistance along the Trasimène Phase Line. The village of San Fatucchio, situated to the south of Lake Trasimène, stood as an important strategic location with its crossroads. Elements of Infanterie Division 334 were properly entrenched there and stood ready to block the Allied advance. The British 78th Division had great difficulties in the advance. On the morning of June 21st, supported by tanks of the Canadian 1st Armoured Brigade, the 2nd "London Irish Rifles" launched a new attack.

BOARD CONFIGURATION:

Only hexrows A-P on board 43 and R-GG on board 59 are playable.



BALANCE:

✚ Exchange one MMG with a HMG.









⊙ Exchange the 8-0 with a 9-1.

TURN RECORD CHART

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

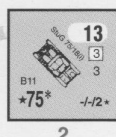
Elements of Grenadier-Regiment.754 and 755, Infanterie-Division 334 [ELR: 3], set up within 4 hexes of 59oX9 {SAN: 3}:



 5 ² -4-8	 4 ¹ -6-7	 2-2-8	 9-1	 8-0	 MMG 5-12	 LMG 3-8	 ? 7 morale
2	7	2			2	2	4








Enter on Turn 1 along the north edge:



2

Elements of 2nd Battalion "London Irish Rifles", 78th Infantry Division [ELR: 3], enter on Turn 1 along the west/south/east edge on/between 59GG6-59R5 {SAN: 2}:



 6 ² -4-8	 4 ² -5-7	 2-3-7	 9-2	 8-1	 8-0	 7-0	 LMG 2-7	 PIAT 8-3
3	10	2					3	2



Elements of 1st Canadian Armoured Brigade, enter on Turn 1 along the south edge:



3

SPECIAL RULES:

- EC are Moderate with no wind at start. Place the following overlays: X25 on 43L5-L4; X13 on 43K8-K7; X12 on 59X9-X10; X27 on 59W9-V9; X18 on 59Z8-Y8. The stream is Dry.
- All buildings are single story [EXC: Steeples exist in building hexes 59oW9 and 43oM5].
- Vehicular crews may not voluntarily Abandon (D5.4) their vehicles.

HISTORICAL RESULT: The 2nd "London Irish Rifles" managed to seize the village after a series of close quarter fights. In the north of the village, the church of San Felice (close to a crossroads) was one of the objectives of the British attack. Here fierce fighting ensued, including several grenade battles. Eventually, after the death of their commanding officer, the Germans surrendered. Afterward, the British strengthened their positions around the village and prepared for a further advance towards phase line "Albert".

CLEARING THE LZ

3H



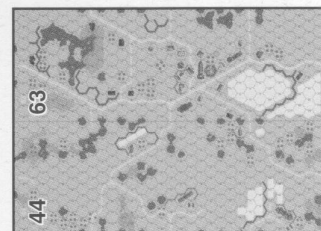
ASL SCENARIO FT172



VICTORY CONDITIONS: The Germans win at the game end if there is \geq one functioning manned AA Gun (Flak38 and/or SPW 250/9) within 4 hexes of 63T5.

GROSBEAK HEIGHTS, NIJMEGEN, HOLLAND, 18 September 1944: After landing on Nijmegen Heights and its subsequent failed attack on the town, the overextended 82nd Airborne was subjected to counterattacks from the German 406th Infantry Division coming from the Reichswald to the east. The 406th on the 18th was just a motley collection of 2,300 2nd line troops mostly armed with Czech MGs and reinforced by AA guns and some halftracks from KG Fuerstenberg. It was tasked with gaining control of the US landing zones on Grosbeak Heights. With most of its elements attacking Nijmegen, the 82nd left the LZ nearly undefended, with at first only elements of D Company, 508 PIR in the path of the attacking Germans.

BOARD CONFIGURATION:



BALANCE:

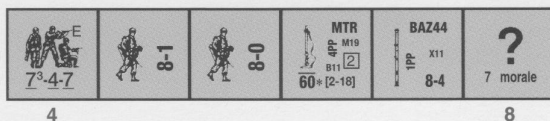
☆ Add a MMG to the Turn 3 US reinforcement.

✚ The US may not Boresight.

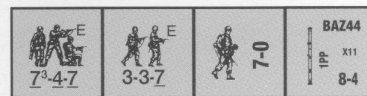
TURN RECORD CHART

☆ AMERICAN Sets Up First	✚ 1	2	3 ☆	4	5 ☆	6	7	8	END
✚ GERMAN Moves First									

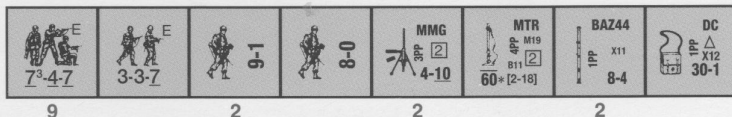
2nd Platoon, D Company, 508th Parachute Infantry Regiment [ELR: 5], set up concealed \leq 4 hexes from 63T6 {SAN: 4 (see SSR4)}:



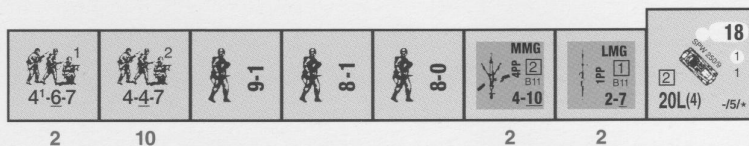
Elements of 1st Platoon, D Company, 508th PIR, enter on/after Turn 3 along the west edge *if* building 63T6 is *not* German Controlled:



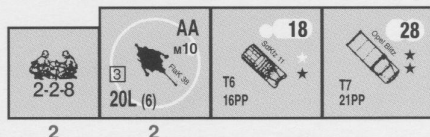
Elements of B and C Companies, 508th PIR, enter on Turn 5 along the north edge (see SSR4):



Elements of KG Fürstenberg and of Infanterie-Division 406 [ELR: 3], set up on/east of 63DD0-44DD1-44L10 {SAN: 3}:



Enter on/after Turn 1, with all Personnel as Passengers and Guns towed, along the east edge (see SSR3):



SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. Germans may use Axis Minors SW with no captured Use penalties.
3. German truck/SdKfz 11 are automatically Recalled at the beginning of Turn 5.
4. The Americans may Boresight. The American player may declare \leq 3 squads in Turn 5 reinforcements as Assault Engineers (H1.22). One 9-1 leader in the Turn 5 reinforcements enters play as Heroic (A15.2). The American SAN decreases by two as soon as building 63T6 is German Controlled.

HISTORICAL RESULT: With no news from its 2nd platoon, D company sent half of the 1st platoon to the rescue. They were stopped cold by 20mm AA fire from German troops occupying the former position of the 2nd Platoon which had just been overrun. With AA guns positioned right in the centre of the LZ and with glider reinforcement arriving soon, the situation was becoming critical for the 82nd. The elite US were quick to react and a counterattack from troops previously devoted to the Nijmegen attack was quickly launched. It managed to clear the LZ, destroying a number of AA guns in the process and rescuing the remnants of D Company. The timely arrival of the 82nd glider reinforcements destroyed the last fighting will in the German troops that fled the field. The Germans would return in the following days with more experienced troops.

Scenario design: Lionel Colin
FTC#7 - 2012

A MISSTEP IN LORRAINE

ASL SCENARIO FT173

🕒 4h30



VICTORY CONDITIONS: The Germans win at the game end if they have \geq two Mobile AFVs with functioning MA on level 3 hexes, provided \leq 4 AFVs have been Eliminated/Recalled/Captured.

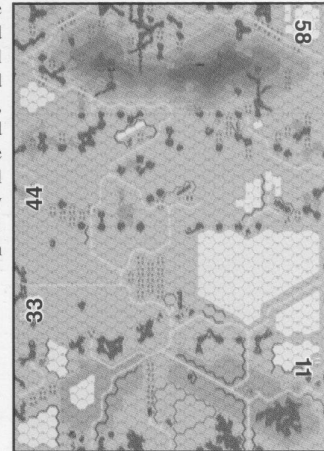
BALANCE: ☆ Americans are Elite (C8.2). ☒ PzVGs may setup in Motion (D2.4).

TURN RECORD CHART

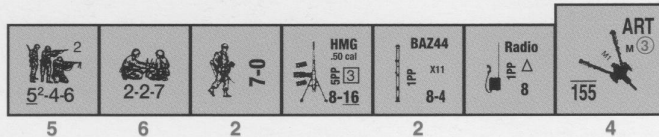
☒ ☆ SIMULTANEOUS Set Up	1	2	☆ 3	☆ 4	5	6	END
☆ AMERICAN Moves First							

NEAR VAUDRECOURT, FRANCE, 20 September 1944: At the beginning of September 1944, the allied advance towards the borders of the Reich had weakened and consequently Hitler hoped to launch a strong counter offensive against the vanguard of Patton's 3rd Army thanks to several fresh "Panzer-Brigaden". Seemingly powerful mechanized Kampfgruppen (KG), these hastily constituted units lacked cohesion, even equipment, and the tanks themselves were often used without having completed their breaking in period. These KG quickly revealed their weaknesses. By mid-September, the planned counter offensive had already failed. Nevertheless, the Germans attacked the US XII Corps located east of Nancy. Starting on the 18th, several small and obscure battles took place around the village of Arracourt. Poorly coordinated, committed in small numbers, the Panzers did not manage to get the upper hand over the American tanks, which although less powerful were well crewed. On September 20th, freshly arrived on the battlefield, Panzer-Brigade.111 launched a detachment towards hill 318, south of Arracourt.

BOARD CONFIGURATION:



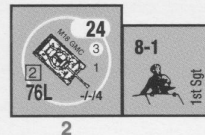
Battery B, 191st Field Artillery Battalion [ELR: 3], set up on board 58 (see SSR3 & SSR4) {SAN: 3}:



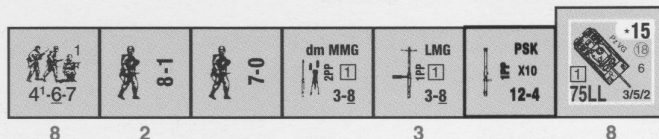
Elements of 57th Tank Battalion, enter on Turn 3 on 58A5 OR 44GG5, having already expended half their MP (FRD):



Elements of 707th Tank Destroyer Battalion, enter on Turn 4 on 58A5 OR 44GG5, having already expended half their MP:



Elements of Panzer-Brigade 111 [ELR: 3], SMC and MMC must set up as Riders (D6.2) on road hexes on/between 11U8-11Y3 (see SSR2) {SAN: 2}:



Scenario design: Philippe Naud
FTC#7 - 2012

SPECIAL RULES:

- EC are Moderate with no wind at start.
- German units may not gain concealment at setup per A12.12. German AFVs must set up Crew Exposed.
- American Guns must setup in Open Ground hexes and adjacent to \geq 1 other Gun. They cannot setup Emplaced (C11.2).
- One American 7-0, in possession of the radio, may set up HIP. He acts as a Spotter for one ART Gun and need not be adjacent to this Gun. Instead, the leader must make a Radio Contact DR (C1.2) and if successful may then may a TH attempt using the range from his location and the ATT (only). This TH roll also acts as the Gun's malfunction and loss of «?» roll. Target Acquisition may be gained on this roll. This 7-0 is free to select a different Gun on different turn. Radio Contact from turn to turn is treated as if Battalion MTR OBA (C1.22) if the same Gun is being contacted as last turn.
- Each American MT may roll for a Gyrostabilizer as per D11.1, H1.42.

- German AFVs have a red MP allotment and may Stall on a Mechanical Reliability DR of 11 (see German Vehicle Note H).

HISTORICAL RESULT: The KG moved forward a little bit blindly but, thanks to the mist, managed to advanced without the GI's noticing their presence. Some 1,000 meters from the hill, the KG was spotted by the observer of the Battery B, 191st Field Artillery Battalion, and immediately called in fire from 155mm howitzers. The artillerymen claimed one, even two Panthers and decimated the Panzergrrenadiers. A company of the 35th Tank Battalion of the 4th Armored Division and several tanks destroyers that had been called in for help then "finished off" KG of Pz. Brig.111. The day ended in a German fiasco. On September 22nd, only 23 Panthers and PzKpfw IVs were left from the 75 that had constituted Panzer Brig.111, a few days later the unit was dissolved.

GREEN BERETS

ASL SCENARIO FT174

3H30



VICTORY CONDITIONS: The British win at game end by having at least 10 more VPs than the Germans. Each side earns CVP normally [EXC: *German Prisoners do not count double*]. In addition, the Germans earn 1 VP for each Good Order squad-equivalent (FRD) south of road 20Y1-20Y10 at game end.

FLUSHING, WALCHEREN ISLAND, HOLLAND, 1 November 1944: Troop 6, of the French commandos, landed with only 2 casualties as it came ashore in the second wave of "Operation Infatuate". Their immediate objective was to rush through the city to take control of a vital crossroad codenamed "Bexhill" (Betje Wolf Plein), in order to stop any German reinforcements coming from the northern part of the town. However, the heavy weapons contingent in Troop 4, that should have supported them in this effort, took serious casualties during the landing and were further delayed trying to recover their mortars. Nonetheless, the commandos began their dash through the darkened streets of Flushing.

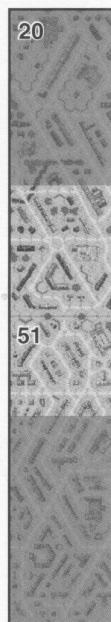
BOARD CONFIGURATION:

Only hexrows T-GG on board 20 and A-K on board 51 are playable.

BALANCE:

✚ Exchange a 4-3-6 with a 4¹-6-7 in the initial on-map German OB.

⊙ Add a Hero to the initial on-map British OB.



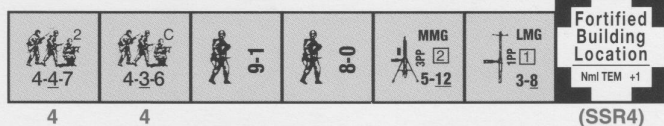
TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	⊙ 4	5 [✚]	6	7	END
⊙ BRITISH Moves First								

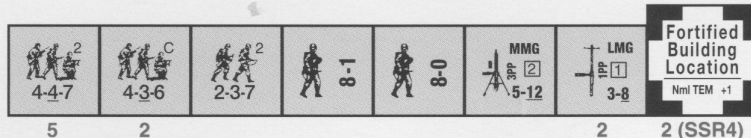
Elements of Festung-Regiment.89 and elements of I./Grenadier-Regiment.1019, Infanterie-Division 70 [ELR: 2], set up at ground level, concealed if in Concealment Terrain, on/between hexrows 51H-20Z. The German player must choose one **Group (A or B)** (see SSR4) {SAN: 4}:



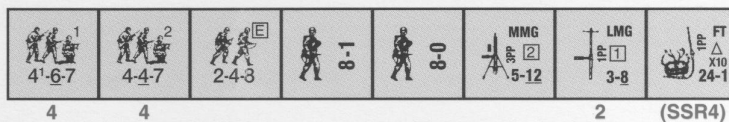
Group A:



Group B:



Enter on Turn 5 along the north edge:



Elements of 4. Commando, 4th Special Service Brigade [ELR: 5], set up and enter as indicated {SAN: 2}:

Troop 6 (Free French reinforced with Dutch elements), set up on board 51 south of hexrow I:



Troop 4 (Heavy Weapons), enter on Turn 4 along the south edge:



SPECIAL RULES:

- EC are Wet with no Wind at start. Place overlay **Wd2** in 51B1-C1. Place a wooden rubble counter in 20FF1 and 20FF2; place a stone rubble counter in 51C10, 20AA3, 20AA4 and 20W7. The road 20Y1-20Y10 is a wide city boulevard (B7). A dawn +1 LV Hindrance applies to all attacks at ≥ 2 hexes during Turns 1-4.
- The British are Commandos (H1.24).
- Civilian Interrogation (E2.4) is in effect for the British only who are in a friendly territory.
- The German player may Fortify (B23.9) one (**Group A**) or two (**Group B**) locations in building 51C3 only (Telecommunication Center). The FT is 4PP and X11.

HISTORICAL RESULT: The former Police Inspector of the town, whose role it was to ease contact with the population and ensure the swiftest route to the objective, accompanied the commandos. En route to Bexhill, the commandos had to assault the telecommunication center, defended by 50 Germans soldiers. A brutal fight saw the Commandos take the building and reach the crossroads just before a company of grenadiers, which were stopped cold in their tracks by the Commando's firepower. Reinforced, the Germans tried again on the following night.

Scenario design: Lionel & Pascal Colin
FTC#7 - 2012

DOVER BUNKER

ASL SCENARIO FT175

2H30



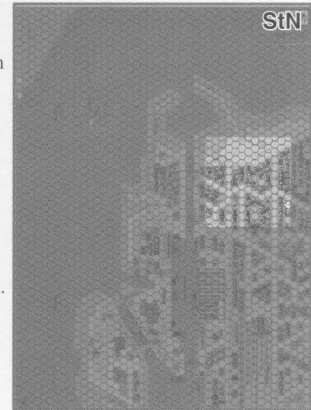
VICTORY CONDITIONS: Provided the Germans have not amassed ≥ 8 CVP, the British win at game end if they fulfill at least one of the following conditions:

- 1) they Control the bunker Location in NN19;
- 2) they Control buildings LL21, OO23 and LL24.

FLUSHING, WALCHEREN ISLAND, HOLLAND, 2 November 1944: On 1st November 1944, Number 4 Commando landed in Flushing and took control of the seaside section of the town on the first day. In the northwest part of the city, they were stopped at the end of the day by a bunker codenamed "Dover" and some fortified barracks codenamed "Worthing". The second day of the invasion the French and British commando troops under the leadership of commander Kieffer tried again to take the bunker.

BOARD CONFIGURATION:

Only hexes numbered ≥ 18 and ≤ 29 on/between hexrows DD-PP on *StN* map are playable.



BALANCE:


- ✚ Add a 4¹-6-7 and a 7-0 to the German OB.
- ⊙ Add a Hero and a DC to the British OB.

TURN RECORD CHART

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

Elements of Festung-Regiment.89 and elements of I./Grenadier-Regiment.1019, Infanterie-Division 70 [ELR: 3], set up north of road DD20-GG21-GG25-II24-NN24-PP25 (see SSR3) {SAN: 5}:



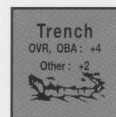
 4 ¹ -6-7 3	 4-4-7 3	 2-2-8 2	 8-1 3	 8-0 3	 7-16 2	 3-8 2	 7 morale 9	 Nml TEM +1 (SSR3)
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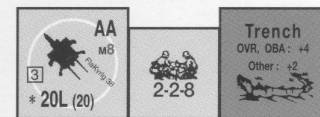
NN19 (CA MM20/NN20):



OO19:




PP18:



Troops 1 & 5, 4. Commando, 4th Special Service Brigade [ELR: 5], set up south of road DD20-GG21-GG25-II24-NN24-PP25 {SAN: 3}:



 6 ² -4-8 9	 10-2 3	 9-1 3	 8-0 3	 2-7 3	 30-1 3	 B10 8-3
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SPECIAL RULES:

1. EC are Wet with no Wind at start. The Beach Slope is Slight (G13.21). Place a wooden rubble counter in OO21. Kindling is NA.
2. The British are Commandos (H1.24).
3. The Germans may Fortify (B23.9) one ground level location in building LL21. The German player may set up one MMC (and any SMC/SW stacked with) HIP.

HISTORICAL RESULT: The commandos were able to quickly take the "Worthing" barracks but the Germans retreated to the "Dover" bunker and its fortified area. Here, the commandos were stopped cold by the machineguns and a Flakvierling. While some commandos ran across the street through a hail of bullets to reach buildings outside the bunker's covered arc, the final assault on the bunker was not required, because the arrival of a squadron of Typhoons soon convinced the last defenders to surrender.

INTER-ALLIED ATTACK

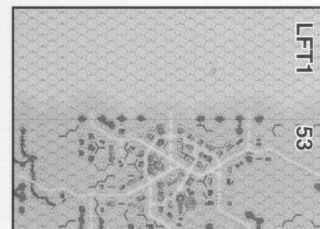
ASL SCENARIO FT176

4H



DOMBURG, WALCHEREN ISLAND, HOLLAND, 3 November 1944: On 2 November 1944, 41 Royal Marine Commando and 10 Inter-Allied Commando managed to take half of the village of Domburg on the northern coast of Walcheren. The next day, while most of 41 RM headed south, the rest of village had to be taken by the force gathered under the command of Lieutenant-Colonel Peter Laycock, namely the 2 Troops (one Belgian one Norwegian) of 10 IA Commando and one British troop left behind from 41 RM. The task looked very difficult for the outnumbered commandos until the arrival of a few tanks left after the first two days of combat led by Major Pocock.

BOARD CONFIGURATION:



BALANCE:

✚ Replace two 4-3-6 with two 4-4-7 and add a HS 2-3-6 in the initial German OB.

⊙ Replace a 9-1 with a 9-2 in the British OB.

VICTORY CONDITIONS: The British win at game end if they fulfill both following conditions:

- 1) they have ≥ 1 mobile AFV with functioning MA;
- 2) the Germans Control ≤ 5 buildings (the pillbox counts as 3 buildings).

TURN RECORD CHART

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

Elements of Marine-Artillerie-Abteilung.202 and elements of Grenadier-Regiment.1020 [ELR: 3], set up concealed if in Concealment Terrain east of LFT1U1-53U9-53Q7-53Q6-53V3-53V0 (see SSR3) {SAN: 4}:



4-6-7 3	4-4-7 6	4-3-6 3	9-1	8-1	8-0	7-16	5-12	3-8	50* [2-13]	7 morale	Trench OVR, CBA: +4 Other: +2
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Fortified Building Location
Nm1 TEM +1
2

and either

50L [75]	12-4
-------------	------

(may set up HIP)

Set up as per SSR6:

84*	1+5+7
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Elements of 10. (Interallied) Commando and elements of 41 Royal Marine Commando [ELR: 5], set up west of LFT1U1-53U9-53Q7-53Q6-53V3-53V0 {SAN: 2}:



6-4-8 10	3-3-8 2	9-1	8-0	1-4-9	4-12	2-7	30-1	8-3
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Elements of 1st Lothian & Border Horse, 30th Armoured Brigade, 79th Armoured Division, set up on board 53 on/west of hexrow Y:



8-1 1st Sgt	14 +75	8 +200	and either	3-3-8 +75	14 +200
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SPECIAL RULES:

1. EC are Wet with a Mild Breeze from the North at start. The Beach Slope is Slight (G13.21). Prior to setup, place a stone rubble counter in 53P3 and make 4 Random Location DR (E.3) based on 53P5 and 2 Random Location DR based on 53R6. If a selected hex contains a building, turn the hex into rubble and roll for Falling Rubble per B24.12. All roads are paved.
2. The British are Commandos (H1.24).
3. The German player may Fortify (B23.9) two ground level building locations.
4. The Germans may use the ART 84* Gun without Captured Use penalties. The ART 84* Gun has no Smoke/WP and must set up in the pillbox.
5. Kindling is NA.

6. The pillbox must set up on board 53 in any hex numbered ≥ 8 and on/east of hexrow P and within 2 hexes of a building. At least one Ocean hex must be in its LOS.

HISTORICAL RESULT: Laycock's force with the help of the tanks managed to systematically reduce the Germans positions. At the end of the day, Domburg had been cleared and more than 200 prisoners taken. Many Germans soldiers preferred to retire into the woods to the east rather than fight against the commandos and their powerful armored support.

Scenario design: Lionel & Pascal Colin
FTC#7 - 2012

BLOODIER THAN D-DAY

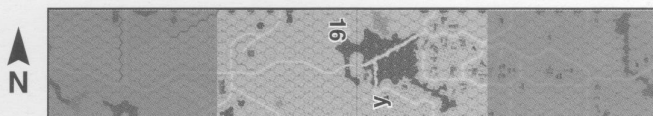
ASL SCENARIO FT177

3H30



VROUWENPOLDER, WALCHEREN ISLAND, HOLLAND, 7 November 1944:
After one week of intense fighting, the allies conquered most of Walcheren Island and Anvers Harbour looked likely to be opened in a short time. The last elements of the garrison however regrouped in the northeast corner of the island near the village of Vrouwenpolder. Number 4 Commando was given the task of clearing the woods near the village and took on the headquarters elements of Infanterie Division 70.

BOARD CONFIGURATION:



Only hexrows A-O on board 16 and A-N on board y are playable.

BALANCE:

✚ Increase ELR to 2 and replace the 6+1 with an 8-0.

⊙ Add a 7-0 and a 3-4-8 to the initial Allied OB.

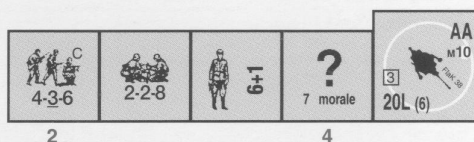
VICTORY CONDITIONS: Provided the Germans have not amassed ≥ 13 CVP, the Allies win at game end if they Control the fortified location.

TURN RECORD CHART

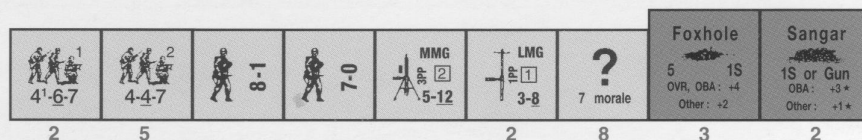
✚ GERMAN Sets Up First	1	2	3	⊙ 4✚	5	6	END
⊙ ALLIES Moves First							



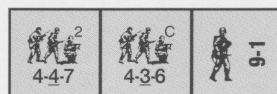
Elements of HQ, Infanterie-Division 70 [ELR: 1], set up within 2 hexes of yK5 (see SSR4) {SAN: 4}:



Elements of I./Grenadier-Regiment.1020, Infanterie-Division 70, set up on/between hexrows 16C-yC:

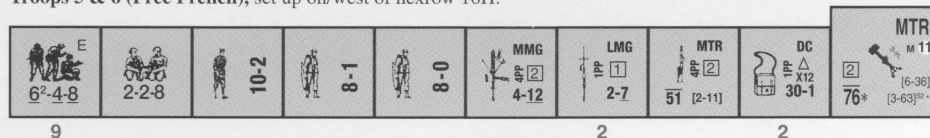


Enter on Turn 4 along the east edge:



Elements of 4. Commando, 4th Special Service Brigade [ELR: 5], set up and enter as indicated {SAN: 3}:

Troops 5 & 6 (Free French), set up on/west of hexrow 16H:



Troop 1 (British), enter on Turn 4 along the north edge of board 16:



SPECIAL RULES:

1. EC are Wet with no Wind at start. Place overlay B4 in yC1-yD1. Prior to setup, the Allied player may place two shellhole counters in eligible hexes within 4 hexes of yK5. All Grain is Brush. Kindling is NA.
2. The British are Commandos (H1.24).
3. No Quarter is NA for both sides. Interrogation (E2.) is in effect.
4. The German player must Fortify (B23.9) one ground level building location within 2 hexes of yK5.

HISTORICAL RESULT: After an intense artillery preparation, the commandos launched their assault on the woods and it was soon cleared of the last German defenders, who had been left without orders and with little in the way of prepared positions. After reaching the village, the whole garrison surrendered. The conquest of Walcheren had cost more than 20% losses to the commandos and for them, although it is not well known, had been a bloodier battle than D-Day itself.

NIEDERBURG FARMHOUSE

ASL SCENARIO FT178

1H45



VICTORY CONDITIONS: The Germans win at game end if they Control the 2 Locations in building 1116 (see SSR2).

NEAR BETTENDORF, LUXEMBURG, 18 December 1944: Oberfeldwebel Wilhelm Berkenbush, the most seasoned NCO of the 1st Company, 914th Grenadier Regiment, had been tasked to lead the attack and mop up the heights overhanging the Bettendorf-Moestroff area. This attack was part of the offensive of the 352nd Volksgrenadier Division in order to retake Luxembourg. Acting as a reserve, the 1st Company had to clear the area of US pockets of resistance.

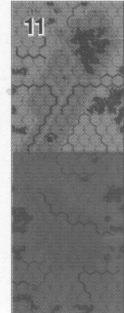
BOARD CONFIGURATION:

Only hexrows A-P are playable.

BALANCE:

☆ Add a Hero to the American OB.

✚ JgPz 38(t) has HE10.



TURN RECORD CHART

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

HQ from A Company, 109th Infantry Regiment, 28th Infantry Division [ELR: 4], set up on board 11 (see SSR2) {SAN: 3}:



6 ² -6-7	2-3-6	9-1	7-0	HMG 50 cal 8-16	MMG 4-10	BAZ44 8-4	Foxhole 5 1S OVR, OBA: +4 Other: +2
2	3					2	2

1.Kompanie, I./Volksgrenadier-Regiment.914, Volksgrenadier-Division 352 [ELR: 3], enter on Turn 1 along the west edge {SAN: 2}:



5 ² -4-8	4-4-7	9-2	8-0	MMG 5-12	LMG 3-8
2	6				

Element of StuG-Kompanie.1352, enter on Turn 3 along the west edge:



13 14 3 75L -1-11*

SPECIAL RULES:

- EC are Mud (E3.6) with no wind at start.
- Building 1116 has an Inherent stairwell symbol (i.e., Multi-Story House; O4.).
- The American player may set up ≤ two squad-equivalents (and any SMC/SW stacked with them) HIP.
- German 4-4-7s have Assault Fire (A7.36).

HISTORICAL RESULT: Close to the Niederburg farm, the 1st Company encountered some stiff resistance. The German advance had been stopped by automatic weapons fire, until an isolated assault gun arrived from Longsdorf, through a narrow and winding road. Jumping on the AFV, Oberfeldwebel Berkenbush led a successful attack against the farm, where the Americans were compelled to abandon their positions. For this action, Berkenbush would receive the Knight Cross of the Iron Cross. He would be wounded the next day by a piece of shrapnel.

LANDSTORM OVER ARNHEM

ASL SCENARIO FT179

3H30

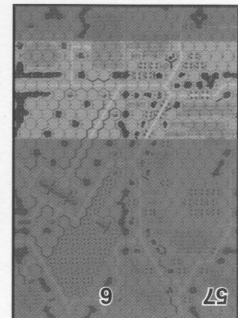


VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 6 buildings ≤ 2 hexes from 57Y4. German AFV crews cannot gain/maintain Control of buildings.

NEAR ARNHEM, HOLLAND, 14 April 1945: At the beginning of spring 1945, the Allied armies launched their last offensive against the Reich and the last of the Nazis' collaborators and followers realized that everything was lost. Some tried to negotiate their surrender or to desert while others followed a nihilist course of action. The SS Dutch division "Landstorm Nederland" was not spared these contradictory phenomena. Its modest means were deployed around Arnhem and the division found itself in the front line when the Allies went onto the attack in this sector. Operation "Quick Anger" began on April 12th with the 49th Infantry Division as the main British unit committed to battle together with Canadian troops. The "Polar Bears" crossed the Rhine and gradually repelled the defenders who tried to react with whatever means they could...

BOARD CONFIGURATION:

Only hexrows T-CC on boards 6 and 57 are playable.



BALANCE:

⊙ Add a Lt MTR and a 2-4-7 to the initial British OB.

⚡ Replace the 7-0 with a 8-1 in the German OB.

TURN RECORD CHART

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

D Company, 7th Battalion, Duke of Wellington's Regiment [ELR: 3], set up on board 57 (half-hexes included) {SAN: 4}:



1 4-5-7	1 2-4-7	9-1	7-0	1 2-7	8-3	2 51 [2-11]	7 morale	5 1S OVR, OBA: +4 Other: +2
7				3	2		9	3

Element of 1st Canadian Armoured Brigade, enter on Turn 1 on 57Y10 having already expended 6 MPs:



Elements of the 34.SS-Freiwilligen Division "Landstorm Nederland" and armor of Panzerjäger-Abteilung.684 [ELR: 2], set up on road hexes on/between 6Y5-6Y9, with two squads in each hex (see SSR2) {SAN: 2}:



5-4-8	2 4-4-7	8-1	8-0	7-0	1 3-8	1 3-8	X10 12-4	8 4 4 37% +2
6	4							3

SPECIAL RULES:

- EC are Moderate with no wind at start. Kindling is NA.
- German (SS) 5-4-8s cannot Deploy during setup. German AFVs may setup in Motion (D2.4).
- German 4-4-7/2-3-7s Battle Harden to 5-4-8/2-3-8s.

HISTORICAL RESULT: On the 14th, the 7th Duke of Wellington Regiment seized the train station and advanced northwards. Towards the end of the day, it was hit by an inaccurate bombardment. Thereafter, D Company, which was holding a crossroads, spotted a column of tanks and infantry moving forward. The Brits opened with devastating fire, which took the "Germans" by surprise. A Canadian Sherman then arrived and pulverized three accompanying Renaults that were supporting the Dutch SS, many of whom surrendered. The next day, the "Polar Bears" again met the "34 SS-Freiwilligen Division" that had been blown apart the previous day, vestiges of the unit finally surrendered in May to the Canadians.