

SoCal ASL's

MELEE PACK II



From the fertile minds of...

The Southern California ASL Club



Jun 1944

CRATER LAKE [MP8]

PzKpfw IVH Medium Tank 75L		25 tons
MP (Full-Track):	13	AF H T
Size Mod:	+0	Front 8 6
Turret:	T	S/Rear 3 4
MA: A3, s8, sD5 T75L		ROF:1
AP TK: 17, HE TK: 7, APCR TK: 20		
MGs: (B/C/AA/R) 3 / 5 / -		
Notes: B,S	GP: N	CS: 6
B,S: Not applicable.		

5cm PaK 38 (AT)
Gunshield: Yes
Size Mod: +1 (S)
M#: 10 QSU
Turret: NT MA:50L
A4, ROF:3
AP TK: 13, HE TK: 6, APCR TK: 17
Notes: N
N: Not applicable.

8cm GrW 34 (MTR)
Gunshield: No
Size Mod: +1 (S)
M#: 11 QSU
Turret: NT MA: 81*
HE Only, s8, IR, ROF:3
HE TK: IFT 8FP (Base 16)
Notes: N
N: Not applicable.
Can dismantle to 5PP.
Area Target Type only.
Range: (2-60)

OML 2-in. (MTR)
Gunshield: NA
Size Mod: SW
M#: SW: 4PP
Turret: SW MA: 51
HE Only, s7, IR, ROF:2
HE TK: IFT 2FP (Base 6)
Notes: A,N,P
A,N,P: Not applicable.
Can dismantle to 2PP.
Area Target Type only.
Range: (2-11)

Sherman VC(a) Medium Tank 76LL			33 tons	
MP (Full-Track):	13	AF	H	T
Size Mod:	-1 (L)		8	8
Turret:	T		4	6
MA: HE7, sM8		T76LL		ROF:1
AP TK: 23, HE TK: 7				
MGs: (B/C/AA/R)		- / 4 / -		
Notes: A,J,K		GP: N		CS: 5
J,K: Not applicable.				
A: Use Black TH Numbers. Treat vehicle as "American" for ESB (D2.5) and Scrounging/Removal (A25.35) purposes.				
Red CS#: -1 DRM to Final TK DR for Burning Wreck determination (only).				

Churchill AVRE Heavy Tank 200 (Without Fascines)		41 tons	
MP (Full-Track):	8	AF	H T
Size Mod:	-1 (L)	Front	14 11
Turret:	T	S/Rear	11 8
MA: HE Only, No IF, sD7, sM8 T200		B(11)	ROF:0
HE TK: 16			
MGs: (B/C/AA/R)		2 / 4 / -	
Notes: Z,CC	GP: N	CS: 8	
CC: Not applicable.			
Z: One (not both) sD/sM attempt per Player Turn.			

Churchill AVRE Heavy Tank NA (With Fascines Aboard)		44 tons			
MP (Full-Track):	7	AF	H	T	
Size Mod:	-1 (L)		Front	14	11
Turret:	NA		S/Rear	11	8
MA: sD7, sM8				ROF:NA	
AP TK: NA, HE TK: NA					
MGs: (B/C/AA/R)		2 / 4 / -			
Notes: Z,CC		GP: N		CS: 8	
CC: Not applicable.					
Z: One (not both) sD/sM attempt per Player Turn.					
While BU, AVRE must pay +1MP per hex entered.					
MA may not fire. CE DRM is +1 not +2.					
TCA fixed to left rear (see Fascine counter).					
BMG gets a +1 DRM vs. moving/Motion targets.					

Sherman V(a) Medium Tank 75		30.5 tns			
MP (Full-Track):	13	AF	H	T	
Size Mod:	-1 (L)		Front	8	8
Turret:	T		S/Rear	4	6
MA: s8, WP6, sD6 T75				ROF:1	
AP TK: 14, HE TK: 7					
MGs: (B/C/AA/R) 2 / 4 / -					
Notes: A,G,K,P,R,W		GP: N		CS: 5	
G,K,P: Not applicable.					
A: Use Black TH Numbers. Treat vehicle as "American" for ESB (D2.5) and Scrounging/Removal (A25.35) purposes.					
R: Fast Turret. Can have Multiple Hits (C3.8); Halve (FRD) total Firer-based TH DRM prior to adding any Acquisition DRM in a Gun Duel.					
W: WP available in June 1944.					
Red CS#: -1 DRM to Final TK DR for Burning Wreck determination (only).					

AVRE Fascine Rules (See SR#3 and SR#5)

A Fascine may be Placed voluntarily into a Trench or INTO a Stream only by a Stopped mobile AVRE that is neither Stunned nor Shocked. This is done during the MPH by expending a Delay MP. The target Location must be ADJACENT and in the AVRE's VCA.

Fascines Placed in a Trench allow vehicles to enter/exit that Location as if it contained Shellholes. Infantry in the Trench must exit the Trench before entering another hex, even another Trench.

Each Fascine Placed INTO a Stream provides a -1 DRM to the Bog DR for a vehicle exiting that Stream Location to a non-Depression hex. A vehicle or wreck in a Fascine Location negates the effect of any Fascines present for other vehicles.

A Fascine can also be Dropped during the MPH or the DFPH at no penalty and is removed from the game. Any Effects DR vs. an AVRE carrying a Fascine that fails by 1 to achieve any effect causes the Fascine to drop involuntarily on a subsequent dr of 1 [EXC: FT/MOL, assume dr is 1 automatically].

After Fascines are Dropped, the TCA may stay where it is or freely, instantly, change to coincide with the VCA. The extra MP is gained immediately and can be used.

Fascines are neither obstacles nor Hindrances to LOS.

AVRE MA Rules

Basic TH # is 12 with each hex of range reducing the Basic TH by 2. Area Target Type and TH Case L are NA.

If the TCA does not coincide with the VCA when the MA is fired, the TCA automatically changes to coincide with the VCA. Simultaneous Gun Duel shots go off before the TCA changes and the TCA changes even if the AVRE is Stunned/Shocked.

An AVRE is not Recalled due to MA Disablement provided the crew can still use/detonate ≥ 1 DC.

MA has normal HE capabilities and the following special abilities:

- vs. Mines: The MA will clear mines per B28.62 if its TH DR would have hit concealed enemy Infantry in the mined Location.
- vs. Pillbox: The MA fires at a pillbox as if firing at Known enemy Infantry [EXC: Case E is NA]. An Original KIA eliminates the Pillbox and all contents if the KIA # is \geq the Pillbox TEM that applied to the TH DR.
- To Breach: Walls/Hedges may be breached on an Original KIA. The MA fires as if at Infantry claiming the TEM of the hexside to be breached. If AVRE is adjacent, Case E is NA.

AVRE Crew Rules

An AVRE's original Inherent Crew are Assault Engineers (H1.22) and Sappers (B28.8).

Each AVRE has 4 inherent DCs which can be placed in the possession of the Inherent Crew (only) if it should Voluntarily Abandon the AVRE. If the Crew Voluntarily Abandons the AVRE with ≥ 1 DC, the AVRE retains an Inherent Driver.

While possessing ≥ 1 of these AVRE DCs, the Crew is considered Fanatic and Elite.

These DCs may not be Thrown and may be Placed or Set only by an Assault Engineer.

These DCs can be used to Breach Walls/Hedges (not Bocache) which a Crew claims Wall Advantage over. A Final KIA on the IFT Breaches the Wall/Hedge, though there are no TK/IFT effects.

Set DCs can be detonated by the Crew even if in the AVRE (though if inside, the AVRE must be < 2 hexes from the DC to detonate). If the AVRE expends a Start MP after the Crew re-enters but before the Set DC is detonated, the DC is no longer considered Set.

Apr 1944

NO CRYING IN CRIMEA [MP9]

NOTE: SR#5: Russian units are Elite and therefore all Depletion Numbers are increased by one. This has NOT been factored into the stats on this sheet.

PzJg III/IV Tank Destroyer 88LL				24 tons
MP (Full-Track):	13	AF	H	T
Size Mod:	-1 (L)	Front	3	2
Turret:	NT-OT	S/Rear	2	1
MA: HE7	B88LL	ROF:1		
AP TK: 27, HE TK: 8				
MGs: (B/C/AA/R)	- / - / -			
Notes: M	GP: N	CS: 5		
M: Not applicable.				

12cm GrW 42 (MTR)	
Gunshield:	No
Size Mod:	+1 (S)
M#:	⑨ QSU
Turret: NT	MA: 120*
	HE Only, s8, ROF:2
HE TK: IFT 12FP (Base 24)	
Notes: None	
Area Target Type only. Range: (12-151)	

ISU-122 Assault Gun 122L		45.5 tns
MP (Full-Track):	13	AF H T
Size Mod:	-1 (L)	Front 14 11
Turret:	NT	S/Rear 11 11
MA: No IF, s8	B122L B(11)	ROF:0
AP TK: 25, HE TK: 12		
MGs: (B/C/AA/R)	- / - / 4	
Notes: G	GP: N	CS: 6
G: Equipped with a 12.7mm (4 FP) AAMG.		

8.8cm FlaK 18 (AA)	
Gunshield:	No
Size Mod:	-1 (L)
M#:	④
Turret: T	MA: 88L
	A3, ROF:2
AP TK: 20, HE TK: 8, APCR TK: 23	
Notes: C, N	
N: Not applicable. C: Gun Caliber: use 88 for TH DRM, 88L for TK DRM. Also when Limbered: ROF:1, B11, Turret is T Circled M#: 2/3 MP/MF to hookup or unhook. This gun must (un)limber.	

15cm sIG 33 (INF)	
Gunshield:	Yes
Size Mod:	-1 (L)
M#:	⑥
Turret: NT	MA: 150*
	HE Only, s8, H7, ROF:0
HE TK: 16, HEAT TK: 21	
Notes: N (Not Applicable)	
Circled M#: 2/3 MP/MF to hookup or unhook. This gun must (un)limber.	

8cm GrW 34 (MTR)	
Gunshield:	No
Size Mod:	+1 (S)
M#:	11 QSU
Turret: NT	MA: 81*
	HE Only, s8, IR, ROF:3
HE TK: IFT 8FP (Base 16)	
Notes: N	
N: Not applicable. Can dismantle to 5PP. Area Target Type only. Range: (2-60)	

T-43 Medium Tank 76L (Rus)		32 tons
MP (Full-Track):	15	AF H T
Size Mod:	+0	Front 14 11
Turret:	RST	S/Rear 6 8
MA: A6	T76L	ROF:0
AP TK: 13, HE TK: 7, APCR TK: 14		
MGs: (B/C/AA/R)	2 / 4 / -	
Notes: C,M	GP: N	CS: 5
C: Scenario date is 1944...AFV has a radio. M: Red MP requires a Mechanical Reliability DR. If DR=11, subsequent DR indicates MP lost due to "stall". AFV can then try to start again. Mechanical Reliability DR required when a MP is spent to Start. DR=12, vehicle is Immobilized. RST: Can not fire MA or CMG while CE.		

Wagon		None	NA
MP (Truck):	8 MF	AF	H T
Size Mod:	+0	Front	* *
Turret:	NA	S/Rear	* *
MA:	None	ROF:NA	
MGs: (B/C/AA/R)	- / - / -		
Notes: None	GP: N	15PP/T6	cs: 3
<p>Movement cost is based on MF but still must spend MF to start, stop, change VCA, etc. Wagons may use Bypass movement.</p> <p>Wagons may declare Gallop at start of MP if not CX. Wagon becomes CX and MF increase to 12. When Galloping, Wagons take an immediate Wreck Check dr if changing VCA or expending more than 1 MF to enter a hex (unless on a road). If dr=6, Wagon is eliminated; Passengers are Broken; and SW are Malfunctioned or eliminated (if they have an X#).</p> <p>When towing a Gun with M# ≥ 2, two wagons are required. Target Size becomes -1(L). Towing Number becomes T2. The two wagons are considered one wagon for all purposes. (D12,2)</p> <p>cs:3 applies to Passengers/Riders only. Leaves no wreck. Burn wreck result still kills PRC.</p>			

82mm BM obr. 37 (MTR)	
Gunshield:	No
Size Mod:	+1 (S)
M#:	11 QSU
Turret: NT	MA: 82*
	HE Only, s8, IR, ROF: 3
HE TK: IFT 8FP (Base 16)	
Notes: None	
Can dismantle to 5PP. Area Target Type only. Can be fired ONCE in the same phase in which it is dismantled or reassembled. Range: (3-78)	

IAG-10-AA AA Truck 76LL (Rus)		11 tons
MP (Truck):	15	AF H T
Size Mod:	-1 (L)	Front * *
Turret:	T	S/Rear * *
MA: AP7	T76LL	ROF:1
AP TK: 16, HE TK: 7, APCR: 18		
MGs: (B/C/AA/R)	- / 4 / 1	
Notes: A,F	GP: H	CS: 4
A: MA has AA capability. F: MA may not fire at same or lower level target in VCA. May not fire as Bounding First Fire.		

Axis Air Support:
1 x '44 FB with Bombs

Russian Air Support:
1 x '44 FB with Bombs

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TRIPWIRE [MP10]

NOTE: SR#4: German units are SS and therefore Elite. All Depletion Numbers are increased by one. This has NOT been factored into the stats on this sheet. SS have Assault Fire in 1944.

M10 GMC Tank Destroyer 76L		29.5 tns
MP (Full-Track):	15	AF H T
Size Mod:	+0	Front 8 8
Turret:	ST-OT	S/Rear 3 3
MA: A5, sP5	T76L	ROF:2
AP TK: 17, HE TK: 7, APCR TK: 20		
MGs: (B/C/AA/R) - / - / 4		
Notes: A,N,S,Y GP: N CS: 7		
N,Y: Not applicable. A: A5 available Aug 1944+ in Europe only. S: Equipped with Smoke Pots (sP). Crew must be CE to use sP. See D13 for usage.		

1/4-Ton Jeep Truck None		1.5 tns
MP (Truck):	37	AF H T
Size Mod:	+2 (VS)	Front * *
Turret:	NA	S/Rear * *
MA:	None	ROF:NA
MGs: (B/C/AA/R) - / - / -		
Notes: L,N,O,CC GP: L 9PP/T10 cs: 2		
N,O,CC: Not applicable. L: Max one squad (including Prisoners but not Guards) may go CX and assist in unoboggling the vehicle by expending 4 MF in its Location. Each crew/HS provides a -1 to the unoboggling DR. cs:2 applies to Passengers/Riders only. Leaves no wreck. Burn wreck result still kills PRC.		

M2 60mm (MTR)	
Gunshield:	NA
Size Mod:	SW
M#:	SW
Turret:	SW MA: 60*
HE Only, IR, ROF: 3	
HE TK: IFT 4FP (Base 8)	
Notes: N	
N: Not applicable. U.S. Ordnance Note #1: May exchange three M2s for a Radio/Field Phone and a 4FP OBA Battery that can fire HE Concentration/IR only. Use normal American Draw Pile. Use the -2 Radio Contact Maintenance DRM per C1.22. OBA has a 40 hex range measured from the center Road hex of the Friendly Board Edge. Any direction/extent of error dr that would place an AR/SR/FFE beyond 40 hexes is rerolled. Can dismantle to 5PP. Area Target Type only. Range: (3-45)	

M3 (MMG) Halftrack AAMG		8 tons
MP (Half-Track):	20	AF H T
Size Mod:	+1 (S)	Front 0 1
Turret:	OT	S/Rear 0 0
MA:	AAMG	ROF:2
AP TK: 5 (12.7mm MA)		
MGs: (B/C/AA/R) - / - / 12		
Notes: E,H,N GP: N 10PP CS: 5		
N: Not applicable. This vehicle starts play with an Inherent Crew and a 666 Squad (or 2 HS) as a Passenger. The inherent squad takes up 10PP of capacity. The 12FP AAMG is comprised of three MGs: a 4FP MA and two 4FP Secondary MGs (SA MG). SA MGs have limited firing arcs. See diagram on page H36. E: The Inherent Crew fires only the MA MG [EXC: if the MA is malfunctioned, Crew may fire a SA MG instead]. Passengers must fire the SA MGs and this counts as use of a SW. One SMC Passenger may fire one SA MG. MGs may fire as a Fire Group. H: Each MG malfunctions independently. If one SA MG is malfunctioned, the other may be fired in the covered arc of BOTH SA MGs. Only the MA has ROF. The MA and secondary AAMG may be Removed per D6.631. Red MP: Mechanical Reliability DR required when a MP is spent to Start. DR=12, vehicle is Immobilized.		

M1 57mm (AT)	
Gunshield:	Yes
Size Mod:	+1 (S)
M#:	10 QSU
Turret:	NT MA: 57L
HE7, D4, ROF: 3	
AP TK: 15, HE TK: 6, APDS TK: 18	
Notes: None	
Despite an underlined caliber, this AT Gun has "limited" HE ammo due to the date of the scenario.	

8cm GrW 34 (MTR)	
Gunshield:	No
Size Mod:	+1 (S)
M#:	11 QSU
Turret:	NT MA: 81*
HE Only, s8, IR, ROF: 3	
HE TK: IFT 8FP (Base 16)	
Notes: N	
N: Not applicable. Can dismantle to 5PP. Area Target Type only. Range: (2-60)	

PzKpfw IVJ Medium Tank 75L		25 tons
MP (Full-Track):	13	AF H T
Size Mod:	+0	Front 8 6
Turret:	ST	S/Rear 3 4
MA: A3, s8, sN9	T75L	ROF:1
AP TK: 17, HE TK: 7, APCR TK: 20		
MGs: (B/C/AA/R) 3 / 5 / 2		
Notes: S GP: N CS: 6		
S: Not applicable.		

PzKpfw VG Medium Tank 75LL		45.5 tns
MP (Full-Track):	15	AF H T
Size Mod:	-1 (L)	Front 18 14
Turret:	ST	S/Rear 6 6
MA: sN7	T75LL	ROF:1
AP TK: 23, HE TK: 7		
MGs: (B/C/AA/R) 3 / 5 / 2		
Notes: H GP: N CS: 6		
H: When 1 MP is spent to Start, the AFV must make a Stall DR. On a 12, AFV Stalls. Subsequent DR equals number of mandatory Delay MP that must be expended and the AFV is considered Stopped. The AFV can then try to start again if it has MP remaining. If Stall DR is forgotten, the opposing player can call for one at		

JgdPz IV (L) Tank Destroyer 75L		25 tons
MP (Full-Track):	12	AF H T
Size Mod:	+1 (S)	Front 14 14
Turret:	NT	S/Rear 3 4
MA:A4,HE7,s7,sN8	B75L	ROF:1
AP TK: 17, HE TK: 7, APCR TK: 20		
MGs: (B/C/AA/R) 1 / - / -		
Notes: S GP: N CS: 4		
S: Not applicable.		

Nov 1942

VULCAN'S FORGE [MP11]

NOTE: SR#2: German and Russian units are Elite and therefore all Depletion Numbers are increased by one. This has NOT been factored into the stats on this sheet.

StuIG 33B Assault Gun		150*	21 tons		
MP (Full-Track):	10	AF	H	T	
Size Mod:	+0		Front	6	8
Turret:	NT		S/Rear	4	6
MA: HE Only, No IF, H7, s9		B150*	B(11)	ROF:0	
HE TK: 16, HEAT TK: 21					
MGs: (B/C/AA/R)		3 / - / -			
Notes: None		GP: H		CS: 5	
The BMG may fire while Hull Down.					

StuG IIIG Assault Gun		75L	23.5 tns		
MP (Full-Track):	13	AF	H	T	
Size Mod:	+1 (S)		Front	8	8
Turret:	NT		S/Rear	3	3
MA: A6, s8, sD7		B75L		ROF:1	
AP TK: 17, HE TK: 7, APCR TK: 20					
MGs: (B/C/AA/R)		- / - / 2			
Notes: N,P,S		GP: N		CS: 4	
N,S: Not applicable.					

7.5cm PaK 40 (AT)	
Gunshield:	Yes
Size Mod:	+1 (S)
M#:	8 QSU
Turret: NT	MA: 75L
A5, s7, ROF: 2	
AP TK: 17, HE TK: 7, APCR TK: 20	
Notes: N	
N: Not applicable.	

76.2mm P obr. 39 (ART)	
Gunshield:	No
Size Mod:	+0
M#:	9 QSU
Turret: NT	MA: 76L (Rus)
A4, s8, ROF: 2	
AP TK: 13, HE TK: 7, APCR TK: 14	
Notes: None	
Note SR#3 for set up.	

KV-1 M42 Heavy Tank		76L (Rus)	47 tons	
MP (Full-Track):	10	AF	H	T
Size Mod:	-1 (L)	Front	11	14
Turret:	RST	S/Rear	11	11
MA: A4		T76L	ROF:0	
AP TK: 13, HE TK: 7, APCR TK: 14				
MGs: (B/C/AA/R)		2 / 4 / - / 2		
Notes: D,M		GP: N	CS: 6	
D: Not applicable.				
M: Red MP requires a Mechanical Reliability DR. If DR=11, subsequent DR indicates MP lost due to "stall". AFV can then try to start again.				
Mechanical Reliability DR required when a MP is spent to Start. DR=12, vehicle is Immobilized.				
RST: Can not fire MA or CMG while CE.				

T-70 Tankette		45L	9 tons		
MP (Full-Track):	14 ®	AF	H	T	
Size Mod:	+1 (S)		Front	6	6
Turret:	1MT		S/Rear	4	4
MA: A4		T45L		ROF:0	
AP TK: 10, HE TK: 5, APCR TK: 12					
MGs: (B/C/AA/R)		- / 2 / -			
Notes: C		GP: L		CS: 2	
C: Scenario date is before 1943...AFV is Radioless.					
1MT: Can not fire MA or CMG if CE. Stun=Recall.					

T-60 M42 Tankette		20LL	6.5 tns		
MP (Full-Track):	15 ®	AF	H	T	
Size Mod:	+1 (S)		Front	6	4
Turret:	1MT		S/Rear	3	2
MA: IFE (4)		T20LL		ROF:1	
AP TK: 7, HE TK: 3					
MGs: (B/C/AA/R)		- / 2 / -			
Notes: C		GP: L		CS: 2	
C: Scenario date is before 1943...AFV is Radioless. 1MT: Can not fire MA or CMG if CE. Stun=Recall. Can have Multiple Hits (C3.8).					

A WORTHY ADVERSARY [MP12]

NOTE: SR#5: All Russian AFV are Elite. All Depletion Numbers are increased by one. This has NOT been factored into the stats below.

T-40 Amphibious Tankette CMG		6 tons
MP (Full-Track):	14 ² @	AF H T
Size Mod:	+1 (S)	Front 1 1
Turret:	1MT	S/Rear 0 1
MA:	CMG	ROF:1
AP TK: 4 (MG) and 5 (12.7mm)		
MGs: (B/C/AA/R) - / 8 / -		
Notes: H	GP: L	CS: 2
H: Target Size TH DRM is +3 and vehicle is Hull Down if in a Water Obstacle or deep/flooded stream hex. CMG makes 2 TK DRs, one as MG and one as 12.7mm; use the better result for final effect. 1MT: Can not fire MA or CMG if CE. Stun=Recall. Vehicle has 2 Amphibious MP (D16). Vehicle is Radioless.		

T-34 M41 Medium Tank 76L (Rus)		28.5 tns
MP (Full-Track):	17@	AF H T
Size Mod:	+0	Front 11 8
Turret:	RST	S/Rear 6 6
MA: A4	T76L	ROF:0
AP TK: 13, HE TK: 7, APCR TK: 14		
MGs: (B/C/AA/R) 2 / 4 / -		
Notes: C,M	GP: L	CS: 5
C: AFV Radioless prior to 1943. M: Red MP requires a Mechanical Reliability DR. If DR=11, subsequent DR indicates MP lost due to "stall". AFV can then try to start again. Mechanical Reliability DR required when a MP is spent to Start. DR=12, vehicle is Immobilized. RST: Can not fire MA or CMG while CE. AFV is Radioless.		

T-26S M37/39 Light Tank 45L		10.5 tns
MP (Full-Track):	11@	AF H T
Size Mod:	+0	Front 3 3
Turret:	RST	S/Rear 1 2
MA:	T45L B11	ROF:1
AP TK: 10, HE TK: 5		
MGs: (B/C/AA/R) - / 4 / -		
Notes: D,I,M	GP: N	CS: 3
D,I: Not applicable. M: Red MP requires a Mechanical Reliability DR. If DR=11, subsequent DR indicates MP lost due to "stall". AFV can then try to start again. Mechanical Reliability DR required when a MP is spent to Start. DR=12, vehicle is Immobilized. RST: Can not fire MA or CMG while CE. AFV is Radioless.		

SdKfz 6/2 AA Halftrack 37L		10.5 tns
MP (Half-Track):	13 (17)	AF H T
Size Mod:	+0	Front * *
Turret:	T	S/Rear * *
MA: IFE:8	T37L	ROF:3
AP TK: 9, HE TK: 4		
MGs: (B/C/AA/R) - / - / -		
Notes: A,D,N	GP: N	CS: 5

N: Not applicable.
A: MA has AA capability.
D: AFV tows an ammo trailer. Trailer can be unhooked at the start of the MPH if the Crew is CE and the AFV is not in Motion. Unhooking the trailer costs 1/4 of the new MP value (17) for the unhooked AFV. Without the trailer, AFV's MA becomes B11. Scenarios start with the trailer hooked up. Trailers cannot be hooked up again once unhooked. Trailer rules : C10.4-41.
Can have Multiple Hits (C3.8).

PTP obr. 32 (AT)	PaK 35/36 (AT)
Gunshield: Yes	Gunshield: Yes
Size Mod: +1 (S)	Size Mod: +1 (S)
M#: 11 QSU	M#: 12 QSU
Turret: NT MA: 45L	Turret: NT MA: 37L
A4, ROF: 3	A5, H6[9], ROF: 3
AP TK: 10, HE TK: 5, APCR TK: 12	AP TK: 9, HE TK: 4, APCR TK: 10, HEAT TK: 26
Notes: None	Notes: B,N,P

PP obr. 27 (INF)
Gunshield: Yes
Size Mod: +1 (S)
M#: 8 QSU
Turret: NT MA: 76*
H6, s8, ROF: 2
AP TK: 9, HE TK: 7, HEAT TK: 13
Notes: A: Not applicable.

ZP obr. 39 (AA)
Gunshield: No
Size Mod: +0
M#: 8
Turret: T MA: 37L
IFE:8, ROF: 3
AP TK: 9, HE TK: 4
Notes: None
This gun (un)limbers. Multiple Hits (C3.8).

sIG IB Self-Propelled Artillery 150*		8.5 tns
MP (Full-Track):	12	AF H T
Size Mod:	-1 (L)	Front 1 0
Turret:	NT-OT	S/Rear 1 0
MA: HE Only, No IF, H6, s9	B150* B(9)	ROF:0
HE TK: 16, HEAT TK: 21		
MGs: (B/C/AA/R) - / - / -		
Notes: G	GP: L	CS: 4
G: Gunshield gives AFV +3 CE DRM against fire through the Front Target Facing. *T: Rear Turret Facing is Unarmored. Red CS#: -1 DRM to Final TK DR for Burning Wreck determination (only).		

StuG IIIB Assault Gun 75*		20 tons
MP (Full-Track):	14	AF H T
Size Mod:	+1 (S)	Front 6 6
Turret:	NT	S/Rear 3 3
MA: H6, AP7,s9,sD7	B75*	ROF:1
AP TK: 10, HE TK: 7, HEAT TK: 13		
MGs: (B/C/AA/R) - / - / -		
Notes: None	GP: N	CS: 4

PzKpfw IVF1 Medium Tank 75*		22.5 tns
MP (Full-Track):	14	AF H T
Size Mod:	+0	Front 6 6
Turret:	T	S/Rear 3 4
MA: H6, AP7,s9,sD7	T75*	ROF:1
AP TK: 10, HE TK: 7, HEAT TK: 13		
MGs: (B/C/AA/R) 3 / 5 / -		
Notes: N,R	GP: N	CS: 6
N,R: Not applicable.		

Kfz 1 Truck AAMG		1 ton
MP (Truck):	30	AF H T
Size Mod:	+2 (VS)	Front * *
Turret:	AAMG	S/Rear * *
MA:	AAMG	ROF:1
AP TK: 4		
MGs: (B/C/AA/R) - / - / 3		
Notes: L,N	GP: L 9PP/T10	CS: 2
N: Not applicable. L: Max one squad (including Prisoners but not Guards) may go CX and assist in unbogging the vehicle by expending 4 MF in its Location. Each crew/HS provides a -1 to the unbogging DR.		

German Air Support:
3 x '42 DB (Stuka) with Bombs

Russian Air Support:
1 x '42 FB with Bombs

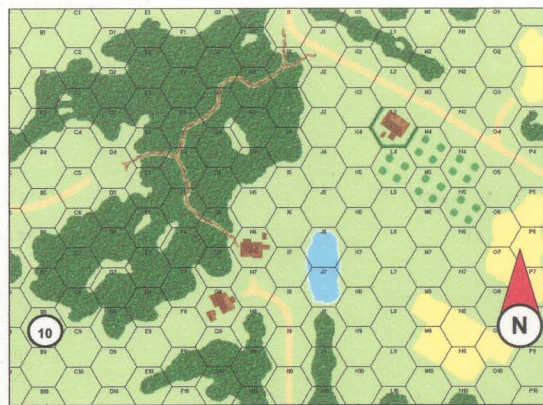
GUERRA EN LA SELVA

Scenario Design: Rob Stai



July 5, 1941: Peru Border, El Oro Province, Ecuador

From 1936 to 1938, attempts were once again made to resolve a territorial dispute between Ecuador and Peru. After Peru withdrew from the negotiations, a series of border skirmishes occurred. In the summer of 1941, Peru decided to force the issue, launching a major invasion of the southern and eastern Ecuadorean provinces.



PLAYING AREA: Board 10, Rows A-P

OBJECTIVE

Provided the Peruvians do not suffer ≥ 12 CVP in losses, resulting in an immediate Ecuadorean victory, the Peruvians win at Game End by earning ≥ 20 VP. The Peruvians are awarded VP for EVP exited off the North Edge. Units exited on/adjacent to I1 are worth 1.5 times normal EVP (FRD). The Peruvians are also awarded VP for Building Control at Game End as follows: 1 VP for building H6, 1 VP for building G8 and 4 VP for building L3.

ADVANTAGE

Ecuadorean: Add a 447 squad and three concealment counters.
Peruvian: Battle Harden two MMC (and not the same MMC twice).

Ecuadorean Sets Up First	1	2	3	4	5	END
Peruvian Moves First						

ECUADOREANS

Elements of the Ecuadorean Border Detachment: [ELR: 2, SAN: 4]

Set up all units in hexes numbered ≤ 3 :



PERUVIANS

Elements of the Agrupamiento del Norte: [ELR: 3, SAN: 2]

All units enter on Turn 1 on the South Edge:



SPECIAL RULES

- EC are Moist with no Wind at start. Kindling is NA.
- Place Overlay G2 (P1/P2).
- PTO terrain (G.1) is in effect [EXC: all Huts are Buildings and Roads do exist].
- Treat both sides as Axis Minors for all purposes [EXC: A10.7 is NA; Captured Use penalties do apply for using enemy SW].
- Use Italian counters to represent the Ecuadoreans and Axis Minor counters to represent the Peruvians.

CONCLUSION

The Ecuadorean forces were completely unprepared for the Peruvian invasion. The 13,000-man Peruvian army was well supported by artillery, armor, and air support, while Ecuador's President kept most of his forces at the capital of Quito to guard against political enemies. Peruvian forces overran a significant amount of Ecuadorean territory before a cease fire was signed on 31 July. Under pressure from the United States to show the Americas as a "united front" against the Axis, Ecuador and Peru signed the Rio Protocol in February, 1942. The Rio Protocol awarded Peru 205,000 sq. kilometers of previously disputed territory. But the main issue remained unresolved, resulting in periodic flare-ups between the two countries in the 1980s and 1990s.

CRATER LAKE

Scenario Design: Robert Feinstein



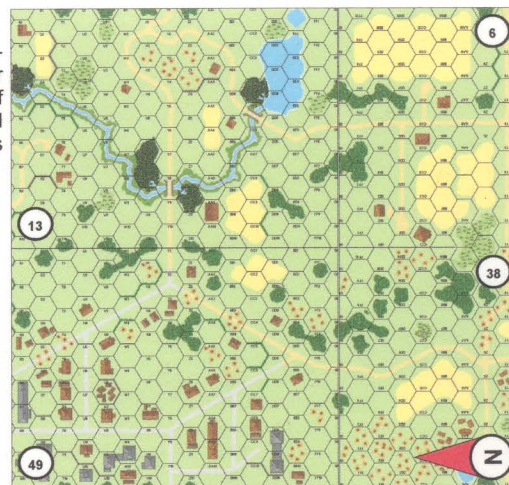
OBJECTIVE

The Canadian Player wins immediately if he exits ≥ 3 Good Order Shermans off the South Edge of Board 6. Each Pillbox destroyed reduces the number of Shermans that must be exited by one.

ADVANTAGE

German:
Increase VC to ≥ 4 exited Shermans.

Canadian:
Decrease VC to ≥ 2 exited Shermans.



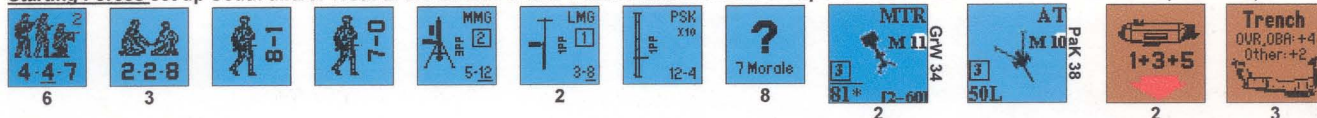
PLAYING AREA:

Boards 13 and 49, Rows R-GG
Boards 6 and 38, Rows Y-GG

German Sets Up First	1	2	3	4	5	6	END
Canadian Moves First							

Elements, 736th Infantry Regiment, 716th Infantry Division: [ELR: 2, SAN: 3]

Starting Forces set up South and/or West of the Stream and/or Pond. Pillboxes must set up ≤ 6 hexes from a Stream or Pond hex. (see SR#6):



Initial Reinforcements:

Enter on/after Turn 2
On the West Edge:



Final Reinforcements:

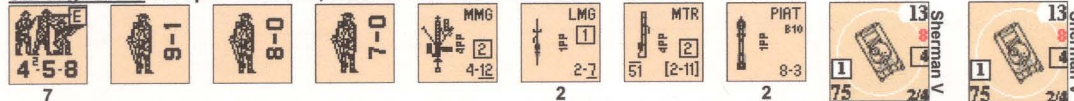
Enter on/after Turn 3
On the West Edge:



GERMANS

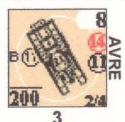
Elements, 3rd Canadian Infantry Division and 79th Armoured Division: [ELR: 3, SAN: 2]

Starting Forces set up on Board 13, North of Row 13EE in hexes numbered ≤ 3 :



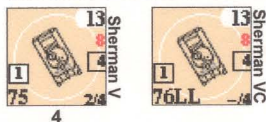
Initial Reinforcements:

Enter on Turn 1 on/between
hexes 13R0 and 13DD0:



Final Reinforcements:

Enter on and/or after Turn 2
on/between hexes 13R0 and 13DD0:



CANADIANS

SPECIAL RULES

- EC are mild with no Wind at start. Streams are Deep (B20.4). Ground is Soft. Treat all Orchards hexes as Shellholes. Treat the Elevated Road as a normal, Level 0 Road. Place overlays P1 (13EE1), G5 (6AA4/6Z4) and B5 (6AA1/6Z1).
- Prior to setup, the German Player must openly designate which of the two bridges is mined. Place a 2 AT minefield in each of the mined bridge's two entrance hexes. The bridge without mines is considered destroyed [EXC: no Rubble is placed in its hex and it does not create a Hindrance to LOS].
- If 2 fascines are placed in the destroyed bridge's hex, that hex is treated as containing a Ford (B20.8).
- One Sherman V(a) from the Canadian Starting Forces must set up Immobilized in hex 13Z3. Initial VCA and TCA are determined by the Canadian Player.
- The AVREs must set up carrying fascines (see British Vehicle Note 37).
- The German Pillboxes and their contents may not set up HIP. Pillboxes may set up Concealed.

CONCLUSION

The first AVRE to attempt placement of its fascines into the crater instead fell into the crater. The crew escaped but three of them were immediately killed by accurate German mortar fire. The remaining AVREs, joined by Churchill Bridgelayers, proceeded to span half the crater by using the first AVRE's hulk as an intermediate support element. The remaining span was filled in using German anti-tank obstacles. Sherman DD tanks began crossing by 09:15 but the sixth tank across dislodged part of the improvised bridge. Successive repairs entombed the AVRE hulk within the structure. This AVRE was extracted and restored in 1976 and is on display just meters from the site of its historic ordeal.

NO CRYING IN CRIMEA

Scenario Design: Bryan Earll and Matt Cicero

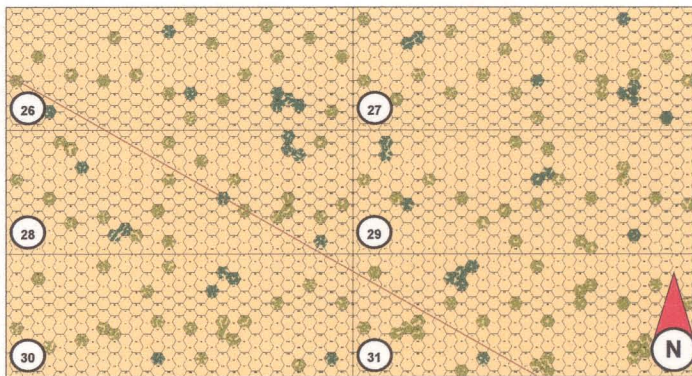


April 12, 1944: The Crimea, Russia

On April 11, the Soviet 4th Ukrainian Front broke into the Crimea from the north while a diversionary attack crashed into the heavily fortified Perekop isthmus. The German and Romanian forces of the German 17th Army, not expecting such an assault from this direction, began a frantic retreat towards Sevastopol. Tolbukin's forces spread out to pursue and envelop the retreating German Army. The threat of being overtaken by the relentless Soviet juggernaut kept the exhausted men moving, often on foot, for only at Sevastopol would they find the ships that could take them away from the Crimea.

OBJECTIVE

The Russian Player wins at Game End by earning ≥ 50 VP. The Russian Player is awarded VP for CVP normally; for EVP exited ≤ 3 hexes from 31R10; and for unbroken Russian CVP ≤ 9 hexes from 31R10. The Russian Player must subtract VP from his total equal to Romanian 10th Infantry Division EVP exited ≤ 3 hexes from 31R10.



PLAYING AREA: Boards 26, 27, 28, 29, 30 and 31

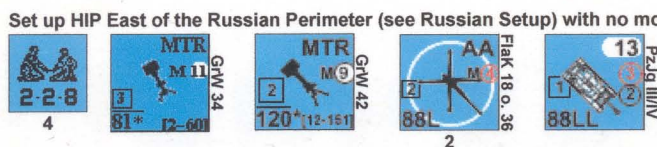
ADVANTAGE

Axis Forces: Increase Russian VP target to 60 VP.
Russian: Decrease Russian VP target to 40 VP.

Axis Force Sets Up First	★	1	2	3	4	5	6	7	END
Russian Moves First									

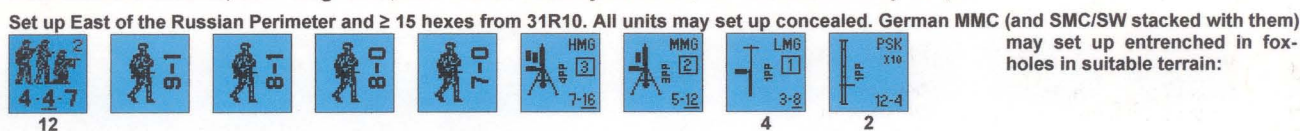
GERMANS/ROMANIANS

Elements, German 9th FlaK Division, 336th Static Infantry Division and 191st Assault Gun Brigade: [ELR: 3, SAN: 3]



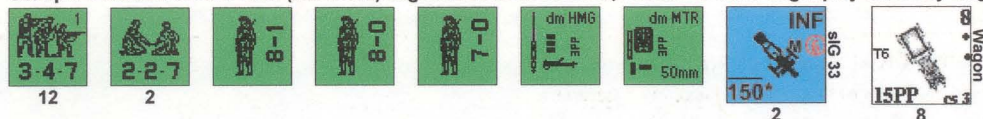
Set up HIP East of the Russian Perimeter (see Russian Setup) with no more than one 5/8" counter per half-board. Half-boards are defined as either Rows A-P or Q-GG. Hexes common to more than one half-board may be considered part of either half-board:

Rear Guard Elements, 685th Regiment, 336th Static Infantry Division, 49th Mountain Army Corps:



Elements, Romanian 10th Infantry Division: [ELR: 3, SAN: 3]

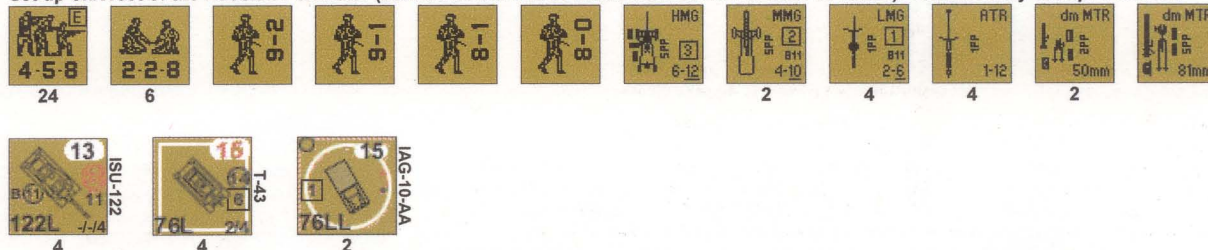
Set up ≤ 3 hexes from the road (see SR#2) segment 28U6 to 28CC10, inclusive. Guns begin play towed by wagons:



RUSSIANS

Elements, 51st Army, 4th Ukrainian Front: [ELR: 4, SAN: 2]

Set up on/West of the Russian Perimeter (defined as the line of hexes from 26GG1 to 28L1 to 30L10). Vehicles may set up in Motion.



SPECIAL RULES

- EC are Moderate with a Mild Breeze blowing from the southwest at start. Steppe Terrain (F13.2) is in effect.
- An unpaved Road runs from 22A6 to 31R10 and for all purposes is considered to continue off the map along this hex grain in both directions. Where the Road crosses Woods or Brush hexes, it is considered to co-exist with these Inherent Terrain features such that movement across a Road hexside is considered movement along a Road, if desired. However, LOS is still blocked/Hindered by the Woods/Brush terrain normally [EXC: LOS traced entirely along the Road hex grain (from Road hex to Road hex) is not blocked/Hindered].
- Russians receive Air Support in the form of one '44 FB with Bombs that enters on Turn 1 and is automatically Recalled at the end of Turn 2, if not already Recalled. German/Romanians receive Air Support in the form of one '44 FB with Bombs that enters on Turn 5 and is Recalled normally.
- German forces may use German Guns/SW without Captured Use penalties.
- Russian forces are Elite (C8.2). Russian ISU-122s are equipped with the optional (4FP) AAMG.

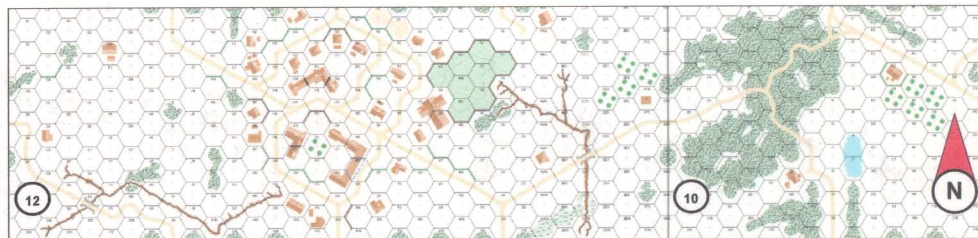
CONCLUSION

Time and again, hastily dug and camouflaged defensive positions were established in an attempt to slow the onrushing Soviets and buy time for the 17th Army to reach Sevastopol. Ad hoc groups bolstered by swarms of Stukas, AA batteries, assault gun detachments and heavy mortar concentrations were often the only thing preventing units from being ground under the heels and treads of the relentless Soviet formations. By the 16th of April, the Soviet advance had reached Sevastopol and the 17th Army had begun the Axis "Dunkirk".



December 18, 1944: Rocherath, Belgium

The strategic objective of the German Ardennes offensive was simple: capture Antwerp and cut the Allied armies in half. SS Obergruppenführer Sepp Dietrich's 6th Panzer Army was charged with crossing the Meuse to capture Antwerp, nearly 100 miles away. One of the three terrain features critical to Dietrich's attempt to break out west was the Elsenborn ridge since it controlled access to two of the westerly panzer routes. Dietrich's most formidable unit, 12th SS Panzer Division, was given the task of taking the village of Rocherath, which lay upon the path to Elsenborn. At dawn, the attack was launched from the assembly area in the Forêt Communale de Rocherath.



PLAYING AREA: Boards 12 and 10, Rows A-P

OBJECTIVE

The German Player wins at the end of any Game Turn or at Game End if he has amassed ≥ 12 VP more than the American Player. Both sides earn VP for CVP [EXC: the bonus CVPs for Prisoners are counted immediately rather than at Game End]. The German player receives VP for Controlling each of the following, on/ West of hexrow V: 4 VP for each Fortified Building Location, 2 VP for each non-Fortified Building Location and 2 VP for each Trench.

ADVANTAGE

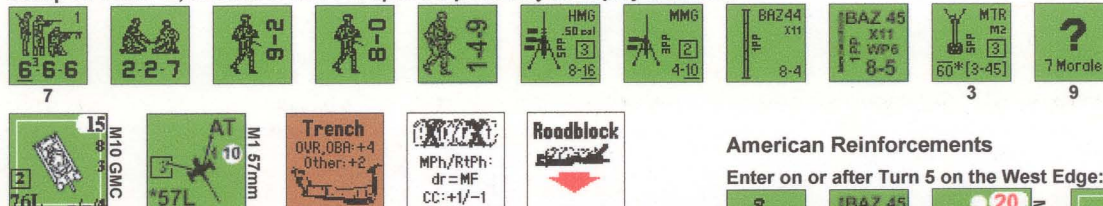
American: The German player must amass ≥ 15 VP more than the American player.

German: American receives 2 rather than 3 additional HIP units (see SR #5).

American Sets Up First	1	2	3	4	☆ 5	6	7	8	END
German Moves First									

Elements, 38th and 9th Regiments, 2nd Infantry Division and 744th Tank Destroyer Battalion: [ELR: 4, SAN: 3]

Set up on Board 12, on/West of Row FF. Up to 3 squads may be Deployed at start:



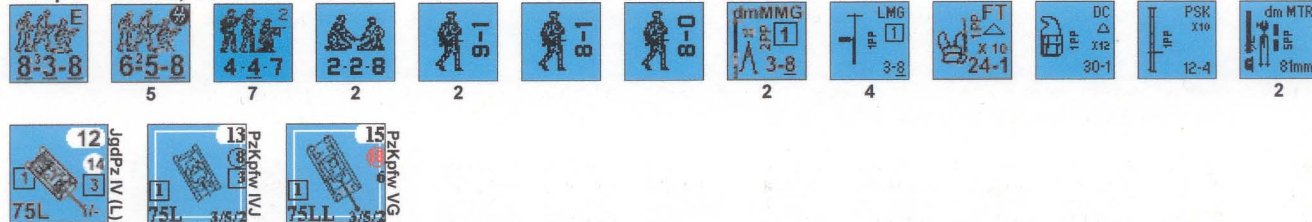
American Reinforcements

Enter on or after Turn 5 on the West Edge:



Elements, 1st Panzer Battalion and 12th Tank Destroyer Battalion, 12th SS "Hitlerjugend" Division: [ELR: 3, SAN: 2]

Set up on Board 10, on/East of Row G:



SPECIAL RULES

- EC are Ground Snow with no Wind at start. Kindling is NA.
- Place Overlay OG1 (10H6). All trails are Woods-Road. All Roads are Dirt Roads. 10H6 is considered a Road hex which connects the 10H7 Road with the 10G6 Woods-Road. The Road in 10C5 connects with the Woods-Road in 10D4. The Woods-Road in 10I2 connects with the Road in 10I1 and with the Road in 10J1.
- All Buildings are Wooden. All buildings have a Ground Level only [EXC: Building 12R6].
- All German units are considered SS (A25.11). All German squads/HS are considered to have an underscoring morale AND an ELR of 3. All German squads/HS suffer Replacement per A19.13 and NOT per A19.132. The broken side Morale Level for all German squads/HS is increased by one [EXC: 658s/348s]. 447s/237s Battle Harden to/from 548s/238s respectively. 838s/338s are Assault Engineers (H1.22). All German units have Winter Camouflage (E3.712).
- In addition to the Gun/Crew, the American may HIP 3 Units (see ASLRB Index) and any SW they possess. The American has MOL Capability (A22.6).
- The American may Fortify 2 Building Locations [EXC: Tunnels are NA]. American Entrenchments and Wire set up in Concealment Terrain lose HIP per G.3 as if they are set up in Jungle.
- Red Barricades Special Rule 6 (RB6) is in play ("connecting" Trenches).
- Interrogation (E2.) is in effect for both sides [EXC: Civilian Interrogation (E2.4) is NA].
- Vehicle Crews may not Voluntarily Abandon their vehicles.

CONCLUSION

At about 08:00, German tanks overran the American front line companies. As the accompanying infantry fanned out and pressed forward, the fighting devolved into violent close quarters combat. In the end, the German tanks and infantry were able to penetrate Rocherath and seize a portion of the town, but not take it entirely. The attack proved very costly for both sides. Strategically, it would mark the end of the German westward advance in what would come to be known as "The Battle of the Bulge."

VULCAN'S FORGE

Scenario Design: Matt Cicero and Bryan Earl



November 11, 1942: Stalingrad, Russia

Paulus had unleashed Operation Hubertus. German battalions pressed forward in a last attempt to clear Stalingrad and reach the Volga. Northeast of the Mamaev Kurgan, a worn-out company of the German 305th Infantry Division managed to secure a toehold in one of the large manufacturing halls. A company from Sokolov's 10th Rifle Regiment was quickly diverted to the area to push back the Germans. To make sure the counterattack succeeded, Zhodulev ordered the use of heavy tanks from a Guards Heavy Breakthrough Regiment supported by Combat Engineers of the 37th Guards.

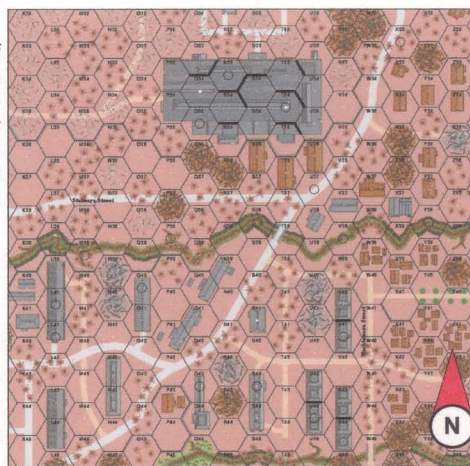
OBJECTIVE

The Russian Player wins at Game End if he Controls at least 6 Stone Locations more than he Controlled at start. Each side controls all Stone Locations in their Initial Setup Area at start. There are 48 Stone Locations in the German Initial Setup Area and 38 in the Russian Initial Setup Area.

ADVANTAGE

German: Increase VC requirement by 1 to 7 Stone Locations.

Russian: Decrease VC requirement by 1 to 5 Stone Locations.



PLAYING AREA: RB Map, Rows K-Z, Hexes 32-45

Set Up Per SR#4	★ 1	★ 2	★ 3	★ 4	★ 5	6	7	END
Russian Moves First								

Elements of Infantry Division 305, Pioneer Bataillon 50 and Sturmgeschutz Abteilung 177: [ELR: 4, SAN: 3]

Starting Forces set up in the German Initial Setup Area which includes all hexes in Rows K-R, inclusive. Also see SR#4:

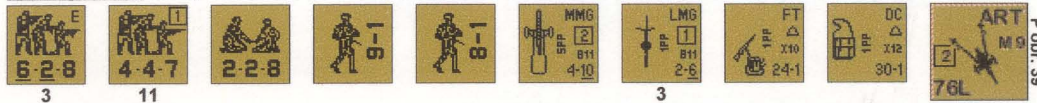


Reinforcement Platoons enter along the West Edge. One Platoon must enter each Turn on Turns 1 through 5. Reinforcements are chosen secretly from the available unused Reinforcement Platoons at the start of each Turn. Each Platoon may be chosen only once.

Reinforcement Platoon #1	Reinforcement Platoon #2	Reinforcement Platoon #3	Reinforcement Platoon #4	Reinforcement Platoon #5

Elements of the 10th Rifle Regiment, 45th Rifle Division and 37th Guards Division: [ELR: 4, SAN: 3]

Starting Forces set up in the Russian Initial Setup Area which includes all hexes in Rows S-Z, inclusive. Also see SR#4:



Reinforcement Platoons enter along the East Edge. One Platoon must enter each Turn on Turns 1 through 5. Reinforcements are chosen secretly from the available unused Reinforcement Platoons at the start of each Turn. Each Platoon may be chosen only once.

Reinforcement Platoon #1	Reinforcement Platoon #2	Reinforcement Platoon #3	Reinforcement Platoon #4	Reinforcement Platoon #5

SPECIAL RULES

- EC are Moderate with no Wind at start. All RB SSR are in play [EXC: RB2 and RB3 are NA]. RB CG11 is also in play.
- All 838, 628 and their respective HS are Assault Engineers (H1.22). Germans are Elite (C8.2). Russians are Guards (A25.2).
- Contrary to C2.7, the Russian ART gun may set up in rubble and Ground Level Building Locations.
- Starting Forces set up: Place a Russian 447 and a German 447 from the Starting Forces at Ground Level in each of the following hexes: R35, R39 and R42. These units begin play in H1H Melee. Each Player then secretly records the HIP Location and CA of his Gun/Crew. The Russian then places a single counter from his remaining Starting Forces within his Initial Setup Area. The German may Deploy normally and then places a single counter in his Initial Setup Area. The Players then alternate placement of single counters until all are placed. Players may freely examine all counters on board throughout this process. SW must be placed in the possession of an Infantry unit already onboard. Once all Starting Forces counters are placed, Guns not in Concealment Terrain and in LOS of an enemy unit are placed onboard under a concealment counter. Lastly, place Snipers.

CONCLUSION

Guards platoons were thrown into the assault along the line as fast as they arrived at the front. What seemed a certain rout was narrowly averted by the timely arrival of Germany's own elite formations... Sturm Platoons and Combat Engineers of the 50th. Backed by the heaviest assault guns yet seen in Stalingrad, the German reinforcements crashed headlong into the Russian counterattack. The combat raged throughout the afternoon. As dusk approached, the fighting ebbed and each side took stock of the horrible cost. The Russian counterattack had managed to push back the Germans, barely, and Stalingrad would hold for a few days more.



OBJECTIVE

The German Player wins at Game End by Controlling all multi-hex Buildings on Board 46.

ADVANTAGE

Russian:

Add one Wire counter to the Russian Order of Battle.

German:

The Russian T-40 may not set up HIP (see SR#5).

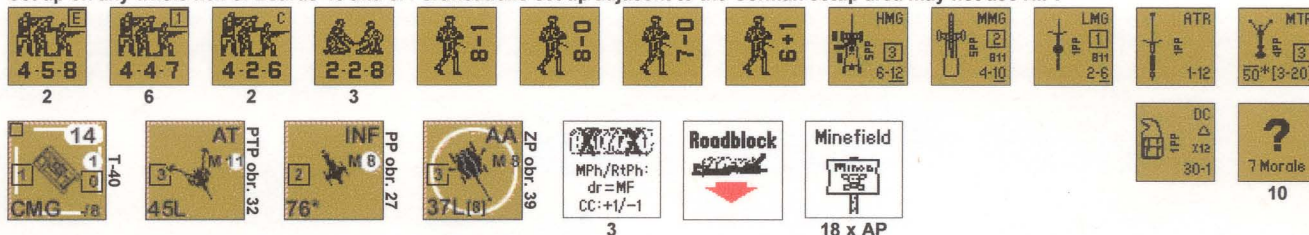


PLAYING AREA:
Boards 6, 7 and 46,
Rows R-GG

Russian Sets Up First	1	2	3 	4	5	6	7 	END
German Moves First								

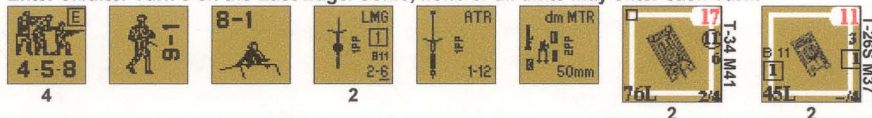
Elements, 226th Rifle Division: [ELR: 3, SAN: 3]

Set up on any whole hex of Boards 46 and 6. Fortifications set up adjacent to the German setup area may not use HIP:



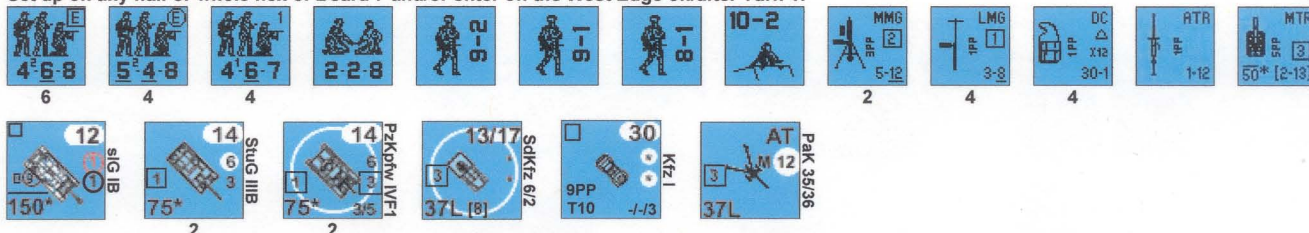
Reinforcements, 162nd Rifle Division and 6th Guards Tank Brigade:

Enter on/after Turn 3 on the East Edge. Some, none or all units may enter each Turn:



Elements, 211th Infantry Regiment and 3rd Panzer Division: [ELR: 4, SAN: 2]

Set up on any half or whole hex of Board 7 and/or enter on the West Edge on/after Turn 1:



SPECIAL RULES

1. EC are Wet with no Wind at start. The River is Deep with a mild current running from North to South. There is a two-lane stone bridge running from 7AA6 through 7AA8. All Buildings are Wooden [EXC: 46AA7]. Place Overlay **Wd4** (7BB9/7CC9). Kindling is NA.
2. The Germans automatically receive Air Support on Turn 1 in the form of three '42 DB (Stukas) with bombs. The Russians automatically receive Air Support on Turn 3 in the form of one '42 FB with bombs.
3. The German Kfz I is equipped with the optional (3FP) AAMG.
4. German 548s/238s are Assault Engineers (H1.22).
5. One Russians squad (and any accompanying SMC/SW) may set up HIP. The Russian T-40 may set up HIP. The Russians may Fortify one Building Location [EXC: Tunnels are NA]. The Russians may Bore Sight. All Russian elite and 1st line MMC are Stealthy. All Russian AFV are Elite (C8.2).
6. Interrogation (E2.) is in effect for both sides [EXC: Civilian Interrogation (E2.4) is NA].

CONCLUSION

German Luftflotte 4 lent its considerable weight to the attack, achieving near total air superiority. Assessing the situation, Marshal Timoshenko ordered 38th Army to remain in a defensive posture while the 162nd Rifle Division and the 6th Guards Tank Brigade were directed to the front to launch a counterattack. 6th Army's air assets were ordered to actively challenge German aviation. The Marshal's stopgap measures proved effective. Though the Germans captured Nepokrytaia, they were unable to advance further. In Timoshenko, the Germans had found a worthy adversary.

The Southern California ASL Club presents....



MP7: GUERRA EN LA SELVA

July 5, 1941

Border, El Oro Province, Ecuador:
Peruvian regulars of Agrupamiento del Norte have crossed the border trying to push along the coast of southeastern Ecuador. An Ecuadorean Border Detachment has taken up defensive positions in the dense jungle, ready to block the invaders' path.



MP8: CRATER LAKE

June 6, 1944

Juno Beach, Normandy, France:
The AVREs, Shermans and men of the 26th Assault Squadron and 79th Armoured must break through the entrenched positions of the 736th Regiment. Of course there is also the little matter of the minefield, the shattered bridge, the stream and the pillboxes.



MP9: NO CRYING IN CRIMEA

April 12, 1944

The Crimea, Russia:
The 4th Ukrainian Front has assaulted the Crimea from the north, forcing the German 17th Army to hastily retreat towards Sevastapol. Can the 49th Mountain Corps' landers hold their line in the steppe until the men of the 10th Romanian Infantry pass through?



MP10: TRIPWIRE

December 18, 1944

Rocherath, Belgium:
Dietrich's 12th SS Division must capture the Elsenborn Ridge and only the village of Rocherath stands in his way. Can the troopers of the American 2nd Division and 744th TD Battalion hold their positions against this powerful combined arms SS force?



MP11: VULCAN'S FORGE

November 11, 1942

Stalingrad, Russia:
Operation Hubertus' push for the Volga has been blunted. Russian tanks and troops, including Assault Engineers, have been ordered to counterattack. Unfortunately, German Assault Engineers and assault guns have been sent in to renew the attack.



MP12: WORTHY ADVERSARY

May 14, 1942

Nepokrytaia, Russia:
The Soviet offensive toward Kharkov is threatened. Strong German forces have struck the 38th Army's flank. Despite excellent air power, the Germans of the 211th Regiment and the 3rd Panzer Division find themselves facing evenly matched forces at Nepokrytaia.

MELEE PACK II

Welcome to **Melee Pack II**, SoCal ASL's second foray into the world of ASL scenario design! We've been hammering these scenarios into shape for longer than any of us can remember, but we promise...you won't regret the wait! We think we've jammed in as much ASL-goodness as possible, kicked the bugs out and balanced these scenarios to a razor's edge. So what can you expect to find inside? Well...

Melee Pack II has six scenarios, with a little something for everyone! We take you to the steppes of the Crimea, the jungles of Ecuador and the heart of Stalingrad. We've got vehicles of all description waiting for you to shift into gear; from a trio of AVREs to a quartet of ISU-122s to a lone StuG 33B to a T-60 "conga line". We give you battles between titans, from Assault Engineers fighting Assault Engineers to Dogfighting Air Support. Our scenarios range from tournament-size to super-size. Like things simple, without all those tanks and guns and things? We've got you covered! How about a complex challenge you can sink your Grogard teeth into? Take two, their small! Wanna fight on the Red Barricades map? Done! Did I mention the AVREs? Did I mention the Firefly backing them up? Bam!

Melee Pack II also contains a set of our wildly popular Scenario Cheat Sheets! If you haven't seen one before, a Scenario Cheat Sheet depicts vehicle and gun notes based on the forces involved, the date and any special rules. What you wind up with is a sheet of information specially tailored for each vehicle and gun for that scenario. It saves us a lot of time looking up rules and we hope you'll find them useful also.

Melee Pack II is packed with great ASL...you're gonna love it!

CREDITS

Melee Pack II has been a labor of love for the past 18 months. A very special thanks goes out to our Playtest Team, listed below, who shouldered the burden so long and so successfully. Thank you all!

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Special Credits:

Our thanks to Rodney Kinney for the use of VASL graphics in **Melee Pack II**. ASL is a registered trademark of Hasbro, Inc.

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MELEE PACK II contains:

- 6 Full Color Scenarios
- 5 Full Color Scenario Cheat Sheets

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